



DREAMCAST
JUNKYARD



DCJY

THE DREAMCAST JUNKYARD

PRESENTS

THE A TO Z OF DREAMCAST GAMES

A COLLECTORS GUIDE

Covering all games, from all regions, and all commercially
released Indie titles

Compiled by
Mike Phelan

THE DREAMCAST JUNKYARD
PRESENTS
THE A TO Z OF DREAMCAST GAMES

DCJY

The A to Z of Dreamcast Games, presented by The Dreamcast Junkyard
Version 1.0 – Initial release July 2018
Written and compiled by Mike Phelan
visit <http://www.thedreamcastjunkyard.co.uk/> for all your Dreamcast needs

This A to Z is in no way presented, supported or authorised by Sega. It is 100% unofficial.

All reviews and opinions contained within this guide are the authors alone, and do not necessarily reflect the views of other contributors to the Junkyard.

Dedicated to my Dad

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Introduction

A few years ago, I finished what would become 'The Dreamcast Junkyard: The Ultimate Collectors Guide'; a culmination of many years of trying to gather an accurate Dreamcast release list, which would contain regional variants, promo releases and any other DC release which would help me towards my own collecting goals. It had taken some time, trawling through various sources, trying to decipher the, at times, contradictory, information, to put together as accurate a listing as possible. It was never meant to be for anyone but myself, and formed only part of a project in my head which would include reviews of all DC games. Events, however, unfolded in such a way that, with the help of Tom Charnock, my listing ended up receiving quite a positive response, leading us to produce a limited number of printed versions. In truth, it was never really much of a 'guide', but more of a series of listings with important bits of info which I hoped would help fellow Dreamcast devotees in their own collecting journeys.

After the initial positive reaction, events unfolded at quite some pace. A revised edition was produced, and we struggled to keep up with demand – something I never envisaged happening. We even gained some support from Sega themselves, via their community channels on social media. Throughout this, I was still working on finishing reviews of all DC games and refining the guide itself, newly emboldened by the positive response, and keen to get that initial idea out of my head, and into words.

And then, somewhat surprisingly, Sega decided to slap us with a cease and desist order in relation to selling the guide. It was out of the blue and honestly seemed somewhat of an overreaction. Rather than taking it personally, which admittedly probably was my first reaction, and with the free version of the guide not an issue – and now helped by some unforeseen free publicity – I saw it as a chance to start afresh, and re-evaluate a new version. That period of reflection led to a complete overhaul of the ideas I had for a second guide, and the result you appear to be reading at this very moment.


This updated, expanded and re-worked 'A to Z of Dreamcast Games' is my attempt to squeeze as much info as possible about every single released Dreamcast game into a semi-readable format which I hope will be both informative and useful, for gamers, collectors and the curious alike. I've included short reviews of all titles, and included as many details about the games as I can, from publishing details to other platforms released on. I've also included a far more comprehensive listing of each games individual releases, and kept the check boxes in place from the first guide to allow those who want to keep track of their collections to do so. I don't present myself as an authority of DC gaming, simply a keen participant in the community, so if there's any info which is incorrect please don't hesitate to let me know.

This 'E-' version of the guide is free, and will remain free. My info is taken from the numerous sources listed later, and whilst I'd appreciate a shout out from anyone who feels anything here is useful to themselves to reproduce, I positively encourage sharing, printing, discussion and use of this guide for any not-for-profit purpose there may be.

How to Use this Guide

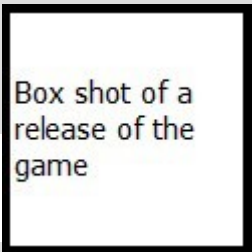
I've tried to pack as much info into the space available for each game as I possibly can into the A to Z section of this guide, and so have had to abbreviate some bits, shorten others and generally keep things as compact as we can. Due to this, a key to the layout of the pages for each game is a necessity. Below is a sample layout of the look for each entry, followed by a complete run down of what everything in this guide means.

Sample Layout



Name of the Game as listed in the Master List

Regions the title is available in
Other names the game is known by, or the title of the game in a region if it differs from the master list entry
タイトルの日本語スクリプトバージョン (Japanese script version of title)



Box shot of a release of the game

Publisher:	Name of Publisher(s) in all regions	Origin:	Nation the game hails from
Developer:	Name of Developer(s) in all regions	Year:	Year of release in all regions
Genre:	Genre(s) of the game.	Also on:	Other platforms the title appears on
Related titles:	Any titles that have an important link to the title		
Series:	Any series the game is part of		
Major License:	If the game has a major license (TV, Film, Sport etc.)		
Useful Extras:	Useful peripherals or items for the game		

2009 DCJY Poll:
(These are the positions in the 3 DCJY polls as voted by DCJY readers)

2013 DCJY Poll:

2016 DCJY Poll:

Review: A review of the game. It will include any important background info, some brief thoughts and any other information that it is felt necessary to include here.

★★★★★
(Star Rating for game.)

Release	Region	Type	Code	Rar./Price	Notes
Game Title	Region	Type	Code	A # <input type="checkbox"/>	<i>Additional Info</i> <i>number of versions, number of versions per region</i>

(note: For a run down of the content of each section above, refer to the corresponding number in the following section.)



Game Naming

All games are listed by the same titles as they are in the Master List. This is the most common use of the name, so when there are multi-regional releases with different names, I have chosen the one which is the most commonly used. This is a rule which is no doubt open to some discussion, however I hope in the majority of cases, the selection of the title makes sense.

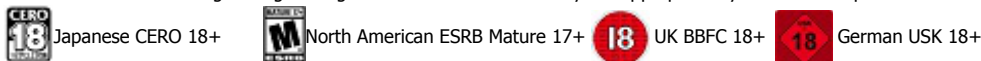
All titles will have their regional releases listed (NTSC-J = Japan, NTSC-U = North America, PAL = European/PAL regions, Indie = a non-licensed release, and therefore worldwide. Note : some of the titles within the guide labelled as 'Indie' are not technically within the definition of that type of game. Bootleg releases, the Bleem releases and any game released commercially but not on GD-ROM will be classed as 'Indie').

All other titles that the name is known by commonly, including any extra subtitles or regional differences will be listed here. Note: this will not include French/German etc. language releases, only the main PAL title. There will often be various different titles with which the game is known, and I have attempted to present as many of these as possible.

There will then follow the Japanese script of the title. As I am not a speaker of Japanese and cannot read it, I have had to rely on sources for this info.

The Box shot of each release, will by default illustrate just one release of the game, however some titles may have more than one example pictured, for a variety of reasons.

An added element to this section, is an indication as to when a game is deemed to have 'Adult content'. I've included any game which received the highest age rating for each area – indicated by the appropriate symbol in the top left. These are:



Whilst some of these have changed over time (and PAL territories now have a more universal PEGI system), their symbolism should be obvious. Included here to allow people to make sensible choices on the most 'adult' DC titles.

Due to the discrepancies in ages, there are far more North American M ratings. For PAL releases, I've included both the BBFC UK rating, and the German USK, as there were some games rated 18+ in Germany but not elsewhere.



Game Information

Several pieces of info regarding the game; these include:

Publisher:	This lists the Publisher(s) of the game in all regions the title was released in. When more than one had some role in publishing in a region, I've included both. Note: I have not included Tec-Toy in the publishers section, as their actual relationship with the publishing of the titles is ambiguous.
Origin:	The national origin of the game.
Developer:	Lists all Developers who had a major role in the development of the game. Usually this is the developer usually listed as credited, but can also include developers if they had a major role i.e. developers of PC titles that were ported to the DC by another company.
Year:	Year of release for each region. Note: Some titles have ambiguous release dates, especially early PAL titles, but the year listed here is the generally accepted one.
Genre:	The genre or genres most associated with the game.
Also on:	Other platforms the game was released on. If a DC title is an enhanced version of a title, the original title's platform is usually listed, however it can depend on how 'unique' the DC's release enhancements make it. Also included here are handheld titles that may not bare much relation to the main game, but is generally regarded as being a 'portable' version.

List of platform abbreviations used:

3DS	Nintendo 3DS	MAC	Apple Mac (3*)	PS2	PlayStation 2
3DO	3DO	MCD	Mega/Sega CD	PS3	PlayStation 3
ACO	Acorn Archimedes			PS4	PlayStation 4
AMI	Commodore Amiga	MD	Mega Drive/Genesis	PSN	PlayStation Network (6*)
AND	Android Devices	N64	Nintendo 64	PSP	PlayStation Portable
ARC	Arcade(1*)	NDS	Nintendo DS	SAT	Sega Saturn
CD-i	CD-i	NEO GEO	Neo Geo(4*)	SNES	Super Nintendo / Famicom
DVD	DVD Game(2*)	N-GAGE	N-gage	SWI	Nintendo Switch
FM	FM Towns	NGCD	Neo Geo CD	VC	Wii Virtual Console
GAME.COM	Tiger Game.com	NGPC	Neo Geo Pocket Color	Wii	Nintendo Wii
GBA	Game Boy Advance	NUON	VM Labs Nuon	WiiU	Nintendo Wii U
GBC	Game Boy Color	OUYA	Ouya	WiiWare	Wii Ware (7*)
GC	Gamecube	PC	PC (5*)	WSW	Wonderswan
GP2X	GP2X	PCE	PC-Engine	X360	Xbox 360
iOS	iOS devices	PC-98	NEC PC-9800 series	XB	Xbox
JAG	Atari Jaguar	PDA	PDS / Portable PC	XBLA	Xbox Live Arcade (8*)
JAG CD	Atari Jaguar CD	PS1	PlayStation	XONE	Xbox One

(1*) denotes any Arcade appearance, regardless of board

(2*) DVD Games are titles that come on DVD and can be played on any DVD player.

(3*) was released for the Mac at some point

(4*) released as a cartridge for Neo Geo systems

(5*) title was/is available on PC's, either Windows or DOS, as either a physical release or as a digital version.

(6*) released as a digital download on Sony's PlayStation network service - this could be on PSP, PS Vita, PS3 or PS4

(7*) released for the Wii Ware service, not the Virtual Console or standard Wii release

(8*) released as a digital download on the Xbox Live Arcade service – this could be on Xbox 360 or Xbox One.

Related Titles: This will detail any important related titles. These may be on the Dreamcast or not, and will include direct sequels or prequels, similar games from the same developers and other linked games.

Series: This details if the game is part of a greater series.

Major License: This outlines if the game has a major non-game license associated with it – for instance a movie license, or a sporting league.

Useful Extras: This includes any item which will enhance or be useful or simply add something else to the title. This is mainly peripherals, compatibility with the VGA box, online functionality (whether now or in the past) and single console split screen or co op potential.



DCJY Poll, Reviews and Ratings

DCJY Poll Info (Cyan Highlighted throughout)

We at the Dreamcast Junkyard have carried out 3 'Greatest Dreamcast games' polls, and this outlines the positions in each. Often games that are part of a series will be grouped together, so the games will all be ranked accordingly. This section will be highlighted in cyan throughout the guide.

Review

Each entry in the A to Z will have a short 6-12 line review (with some exceptions lower or higher), which will include my impressions of the game, a general idea of the consensus of opinions of the title and some useful/interesting information when possible.

Star Ratings for Games

Star Ratings

★★★★★

5 Star games. The very best DC titles, classics of the console and must plays for any DC owner.

★★★★

4 star games. Great games, well worth a play, especially for fans of the genre as they stand as some of the best examples of their types.

★★★

3 star games. Good games. May have some issues, but playable. Won't convince non-fans of the genre, and there are significantly better games out there.

★★

2 star games. Games with some issues. Some signs of potential may be there, but it lacks quality.

★

1 star game. Bad games. Either broken or lacking in major areas.

Game Listing

The game listing contains information on each distinct release for the Dreamcast.

Game Title:	The name of this specific release (this can often be regionally distinctive)
Region:	Region game was released in; EU = PAL release, JP = Japanese release, NA = North American release (which also includes Brazilian releases), WW = Worldwide release, for unlicensed games.
Type:	The type of release. There are several of these for each region to quickly distinguish what sort of release a game is.
EU	<p>EU releases can be further divided into 2. First, there's 4 abbreviated types; EWLP, Ebc, Evar and Ebox. EWLP is for the European White label promo discs, the white labelled discs that fulfilled numerous promotional roles for many PAL titles.</p> <p>Ebc are for European bundle copies, and are a variety of bundle or promotional copies of games. There's almost certainly many more of these that have not yet been documented. These are often indicated by stickers or on the discs themselves.</p> <p>Evar are for European variants, covering any release which varies in some way from standard releases.</p> <p>Ebox is for the European Box releases, those titles which came in a larger box, usually with a peripheral. There are probably many more of these, especially retailer exclusives.</p> <p>For standard PAL releases, the coding used indicates the languages/regions which the game was released in. These are indicated by capital letters corresponding to their respective regions/languages. This is often shown by the list of different language blurbs on the back cover. Non capital letters using the same system indicates that the game does not show that language on the case, but it is present in the instructions or in game. The letters used, and their corresponding regions, are:</p> <ul style="list-style-type: none"> D Dutch (Netherlands and Belgian releases) E English (UK and Ireland, Australia and New Zealand as well as other parts of Europe) F French (France and French speaking parts of Europe) G German (Germany and Austria and other German speaking parts of Europe) I Italian (Italy and Italian speaking parts of Europe) S Spanish (Spain and Spanish speaking parts of Europe) P Portuguese N Norwegian SW Swedish DN Danish FN Finnish
JP	<p>Japanese releases can have one of 4 types, JPN, JPN-L, JPN-D and JPN-O.</p> <p>JPN is for any standard Japanese release.</p> <p>JPN-L is for Limited edition Japanese releases. This can be any of the special editions of Japanese released titles.</p> <p>JPN-D is for the Japanese Dorikore releases. These were Sega's re-releases of classic titles for the system, which had an initial 6 title run with different covers, followed by several other re-releases which can only be distinguished by the addition of a sticker on the wrapper of the game.</p> <p>JPN-O is for any other releases in Japan which do not fit into the above categories.</p>
NA	<p>There are 5 types for North American releases; US, US-L, Usvar, US-AS and BRA.</p> <p>US is for any standard US release.</p> <p>US-L is for any non-standard US release, including boxed releases.</p> <p>Usvar is for US variant releases, such as those stamped with 'Not for Sale'</p> <p>US-AS is for the range of Sega All Stars budget releases.</p> <p>BRA is for the Brazilian, Tec-Toy distributed Dreamcast releases.</p>
WW	<p>These worldwide unlicensed releases have 3 types, HBW, HBW-L and HBW-O</p> <p>HBW are for 'standard' releases.</p> <p>HBW-L are for Limited edition or special edition releases.</p> <p>HBW-O indicates a title which doesn't fit into either of the other 2 types.</p>
Code:	This indicates the catalogue code used for the game, as indicated (usually) on the case.
Rar./Price:	Rarity and Value – see below for more info.
Notes:	Any other information about the release.

Rarity and Value

One of the biggest overhauls to this edition of the guide, has been the inclusion of an expanded Rarity and Price guide. Now I know what some of you are thinking 'But Mike' I hear you cry 'Isn't that pointless with the variances of the second hand games market?'. Well, yes, and no. I initially thought much like you (you being the hypothetical people out there who are thinking it's pointless), and so the rarity and pricing in the initial version of the guide was rather vague. However, to be a truly essential companion to anyone compiling a Dreamcast collection, I felt it was necessary to include some more info for both these points. You are, of course, quite allowed to utterly disregard this info as completely trivial.

For Rarity, then, I've include a 5 step guide. With most DC games being very common indeed, 5 steps should be enough to cover the catalogue. Below is a break down of these grades:

- A Common. Commercially released, relatively easy to obtain.
- B Uncommon. Commercially released games that tend to be slightly harder to source I.e. more limited versions, language specific versions
- C Rare. These are games that had either limited commercial releases, are press/promo releases (for instance the European White Labels) or are particularly hard to find regional variants. At most this category will have just a few hundred releases.
- D Very rare. These are the titles that have very limited releases, between double and triple figures. Unlikely that any of these were standard commercial releases, or if they were they were limited heavily in numbers.
- E Ultra rare. These are the holy grails of the hardcore, the titles on the Dreamcast that may well only be known of from a handful of copies in the wild, ultra limited releases, rare oddities, competition prizes etc.

For pricing, a similar scale, but of 9 grades has been introduced, and are based on the cost of a regular release in today's market. As always, these prices will be dependent on where you are situated. I yet again point out that these are only very rough guidelines to pricing, and as always, paying what you are comfortable with is the way to go with building a DC collection.

- 1 Games that are cheap. Pocket money prices up to about 1/5 of a current gen title.
- 2 Games that are great value. Ranging from around a quarter to a third of a current gen title.
- 3 Games that are affordable. Ranging from around a third to two thirds the price of a current gen title.
- 4 Games that are pricey. Not far off the price of a current gen title. These will usually include newly released DC titles. Great condition may push it over the current gen title price.
- 5 Games that are around the price of a current gen title, or a little higher.
- 6 Games that are more expensive than current gen titles usually, up to around double the price.
- 7 Games that are double to triple the price of current gen titles. In the UK, this puts titles firmly in the triple figures.
- 8 Games that can be between 3 and 5 times the price of a current gen title. This is around the cost of pre-owned current gen hardware
- 9 Games that are at the very highest price point. These can be anywhere between around 5/6 times the price of a current gen game, the price of a new current gen console, and far beyond.

The grading will be presented in a simple 2 character expression. As a rule, A 1 titles are cheap and very common. E 9 titles are the rarest and most valuable titles out there.

*Note: All rarity and Value is based on obtaining a game in the UK. Common US and Japanese games will have a low value if you are patient regardless of where you are based, so they have been scored accordingly. Other language European titles will often have higher rarity or value in the guide, partly down to not being as familiar with prices in these countries. As with everything in the rarity and value section, it's a guide only and may very well be off – am happy to receive any correspondence relating to incorrect data.

There are various other sections of this guide, aside from the A to Z, but most of these don't need a guide to how they are presented.

CREDITS & THANKS

This guide would have been impossible without the information and resources available on a multitude of sites out there on the internet. Every one of them have been invaluable in compiling this list, so please give them the support they deserve:

The Dreamcast Junkyard

www.thedreamcastjunkyard.co.uk
www.facebook.com/groups/thedreamcastjunkyard/

'The Best Dreamcast Blog on the Internet' and who am I to argue with that? (especially as I'm on the staff) Now celebrating more than 10 years in existence, the Junkyard remains an intensely active part of the DC community, bringing you news, reviews, articles and even quests for barbers. As well as printing the original printed version of the first guide, we also produce the DreamPod podcast, with well over 50 episodes as of time of writing, and have an active community on our Facebook page and group. Yes, we intend to take over the DC world. Don't worry, we're quite nice. (Just don't mention the Dreamcast 2 or stretch your games to 16:9....)



Sega Retro

www.segaretro.org



A detailed and expansive wiki with nearly 15,000 entries, and a huge amount of info on the Dreamcast as well as other Sega machines and games. Sega Retro is the source for many of the pictures in this guide, as well as a treasure trove of information for all things Sega.

Japanese Dreamcast Collector

<https://dreamcastcollector.com>

Fantastic blog where the pursuit of a Japanese DC collection is laid out with some fantastically in depth looks at several publishers entire outputs on the console. Massive help throughout the guide, and demonstrates an extraordinary degree of knowledge. Constantly rewriting and posting new articles, and ever fascinating.



The Visual Novel Database

<https://vndb.org>



Comprehensive website which details an absolute wealth of information regarding just about every Visual Novel ever produced. Plots, voice talent, screenshots, release information – it's all here. Massively helpful when dealing with the text heavy visual novel genre titles on the console.

Guardiana

www.guardiana.net



'The Sega Retro Database' is the perfect description of Guardiana. Massive amount of info available on releases, and essential for any fan of retro Sega gaming. French based, but easily accessible no matter what language you speak. Proved especially useful for some of the more obscure Japanese releases listings, and it's in depth master list for the DC is superb.

Sega-DC.de
www.sega-DC.de



German site and community, which has massive amounts of info on the Dreamcast. Specific help for Magazine cover disc listings and White Label Promo disc listings. Although not complete, and with a particular language barrier for non-German users, Sega-DC is a hugely impressive and informative destination for all DC fans.

Segagaga Domain

A long standing site which had plenty of short reviews for many games released on Sega systems. Proved massively helpful, and inspirational, and was a particular help for limited edition Japanese release contents. Now, sadly, no longer around (other than through the power of internet archiving), I owe a huge debt to this site as I know many other DC fans do as well, as for many of us it was the first exposure to some of the more obscure Japanese games out there.

Dreamcast Live
www.dreamcastlive.net



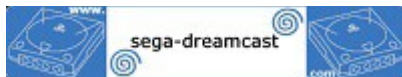
For all your online enabled needs! If it's guides to getting your Dreamcast online, troubleshooting issues with games, or just general news in the ever growing DC online scene, this should be your destination.

Dreamcast-talk
<https://www.dreamcast-talk.com/forum>



At the forefront of the DC online revival, well established forum Dreamcast-talk has a wealth of information and an active and knowledgeable user-base on all facets of the Dreamcast.

Sega-Dreamcast.com
<http://www.sega-dreamcast.com/>



This German website is rarely mentioned in English speaking circles, which is a shame, as it's one of the most informative, in depth and great looking DC sites around. Wealth of pictures of the more desirable DC games and limited editions, as well as tons of info and screenshots / box art. Fabulous site.

Retro Collect
www.retrocollect.com



Superb site with in depth collecting tracking features and an ever increasing, deep database of information. Proved especially useful for European regional variants and specific languages for each release. Regulars at Retro events in the UK.

SEGAbits
www.segabits.com



The internet's #1 source for Sega news, SEGAbits has been around for a fair few years now, and is the place to be if you love all things Sega, and not just the little white box of dreams.

Gamefaqs
www.gamefaqs.com/dreamcast/



Helpful to a generation or two of gamers with their user-created guides, Gamefaqs also contains several listings for DC games which were massively helpful. KinsukeJP's list of Japanese released games was excellent at getting some details on Japanese releases.

Useful in getting info on US releases, it's the forums in particular that have been particularly helpful, especially when it comes to the US variants of DC releases.

Executter.info
<http://executter.info/>

Personal site of the user 'Executter', his work on a thoroughly detailed White label listing should be commended.

Mobygames
<http://www.mobygames.com>



Long established and vast database of everything video game related.

Sonic Retro
<http://www.sonicretro.org>



Comprehensive site dealing with everyone's favourite blue hedgehog, with plenty of info on Sonics DC outings.

Genki Video Games
www.genkivideogames.com



UK based specialists in import Video games, Genki have superb customer service, an always wide range of Dreamcast (and lots of others) and very reasonable prices.

DreamcastGaga
www.dreamcastgaga.blogspot.com

Excellent blog all about the Dreamcast, from a passionate fan – direct from Japan no less! Informative, interesting and another great site for the DC fans.

Special thanks to **Tom Charnock** of the Dreamcast Junkyard, who didn't dismiss my initial e-mail to him out of the blue regarding the original guide. Indeed, he invited me to become part of the DCJY family, and has been a constant support, fountain of knowledge and ever-enthusiastic promoter of everything Dreamcast. He's also one of the nicest guys in the DC scene.

Also a big thanks to all of the Dreamcast Junkyard crew, the assorted band of ruffians and misfits that they are. Whether through the ever insightful articles you contribute or the ever amusing DreamPod episodes we've appeared on together, without you lot, my passion for the Dreamcast would not be as strong as it is.

My thanks also to **David O'Neill**, of the 'Dreamcastcollector.com' blog, who has shared his considerable knowledge of Japanese Dreamcast releases and allowed this new guide to be even more accurate than what came before. Whilst my knowledge of Japanese games has come from play testing and being confused, his, as shown on his site, is of a level much more detailed than I could hope for. I implore you to check the site out!

And finally, my thanks and love to my wife **Leanne**, who has had to put up with me chattering on about the various guises of this A to Z, and the guide before it, for more years than I care to remember, and in the midsts of it all, still feeling that marrying me was a good idea! I knew it was love the second I realised she had a Dreamcast console all those years ago.

Space doesn't permit me listing everyone I need to thank, but a quick shout out to DreamcastGuy, Adam Koralik, Mike Hnatiuk, the guys at SegaDriven and SegaNerds, Darran Jones & the guys at Retro Gamer magazine, Racketboy, The Video Game Critic, and anyone else who has inspired me to write this book.

Disclaimer

This guide is not associated with, in any way, SEGA, Sega Japan, Sega Europe or Sega America, and is completely, 100% unofficial and unauthorised by any individual, group or sentient robot army associated with SEGA or any other company mentioned in the contents of this guide. All opinions contained within this guide are my own, no one else packed my suitcase, I didn't have relations with the intern, I didn't shoot the deputy, I have nothing to declare, there are FOUR lights, I want to believe, no one beats the Kobayashi Maru (Kirk cheated) and we all know who shot first. Does that cover everything?

Note: All images contained within this guide are for illustrative purposes only and are predominantly taken from various websites, but mainly from Sega Retro. The copyright of these images certainly isn't mine, so don't be a dick and try to reproduce the contents of this guide for any sort of profit, as not only are you probably doing something which is dodgy legally, you're also going to piss people off. Go help contribute towards some of the sites and communities listed above instead, as they are the real heart of the DC scene. All reviews and opinions in this guide are mine, and mine alone. Whilst the Dreamcast Junkyard presents this guide, the views expressed within do not necessarily reflect the views of other Junkyard contributors. So no moaning at the site in a collective sense if there's something here you don't agree with!

A note about Japanese games

As I don't speak or understand Japanese, I cannot present myself as an authority on the Japanese titles contained in this guide. If you are looking for detailed accounts of every visual novel released on the DC, I would advise checking out one of the links above (Dreamcast Collector blog and the Visual novel database in particular). I may have some translated titles wrong, however I have chosen, as a rule, the name which the game is most commonly known as, with other versions listed if appropriate. I have approached the titles which have limited accessibility to those unable to understand the language, as an average non-Japanese speaker, however if this comes across as being overly critical to some titles, it was not intended. This guide has always primarily been one aimed at the average western gamer, with all of the poor linguistic skills that many of us exhibit, so for those able to understand the originals, I apologise now. I also use the terms 'Japanese language' and 'Japanese text' throughout the guide, with no distinction between system (Kanji, Hiragana and Katakana) to make things simpler.

Contact Details

You can contact me on the Dreamcast Junkyard Facebook group ([/groups/thedreamcastjunkyard/](https://groups/thedreamcastjunkyard/)) or on Twitter : **@Space_turnip** – feedback, information or suggestions all gratefully received!

And of course, thanks to....



...because despite all the trials and tribulations, if it wasn't for them, this guide wouldn't of ever needed to be made.

A large, bold, blue stylized letter 'A' with a white outline.The letters 'TO' in a small, blue, stylized font.A large, bold, blue stylized letter 'Z' with a white outline.

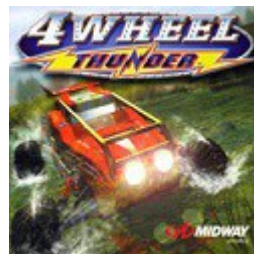
4 Wheel Thunder

NTSC-U and PAL release

Publisher:	Midway	Origin:	France
Developer:	Kalisto	Year:	2000 NA/PAL
Genre:	Racing	Also on:	Dreamcast Exclusive
Related titles:	Hydro Thunder	Series:	Midway's Thunder series

Useful Extras: Steering Wheel, VGA, a Friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 157th 2016 DCJY Poll: 179th



Off Road racing game with a serious arcade feel. Part of the short lived 'Thunder' series from Midway, it's actually French developers Kallisto (Ultimate Race Pro for PC) that are behind the action here, as the action hops between off road, all terrain courses and indoor motocross style arenas.

Visually splendid, 4 Wheel Thunder is a game of two halves. The outdoor sections are great, with glorious settings, ultra smooth racing action and smooth driving controls, but the indoor sections seem tagged on and far less praiseworthy, the arcade elements that work well in the outdoor sections feeling unsuited to the tighter corners in indoor racing. It's also tough going from the sometimes beautiful sights of the outdoor tracks, which sparkle with life and detail, to indoor venues which seem dull, generic and rather depressing. The high level of challenge can also be a bit off-putting. Nevertheless the bright sky aesthetics of the outdoor sections, solid handling and smooth frame rate marks this one out as one to play.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
4 Wheel Thunder	NA	US	T-9708N	A 2 <input type="checkbox"/>	This US release has a white spine
4 Wheel Thunder	EU	D/F/G	T-9706D-61	A 2 <input type="checkbox"/>	The two PAL versions of the game have the same disc, but different manuals in the language listed,
4 Wheel Thunder	EU	E/I/S	T-9706D-51	A 2 <input type="checkbox"/>	Disc codes: 950-0068-50 / 952-0063-50
4 Wheel Thunder	EU	EWLP	-	C 2 <input type="checkbox"/>	Same content as retail disc.

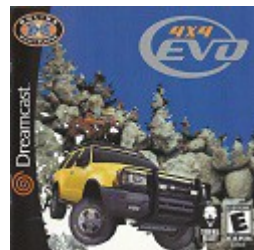
4 versions, 1 NA, 3 PAL

4x4 Evolution

NTSC-U exclusive

also known more simply as '4x4 Evo'

Publisher:	Gathering of Developers	Origin:	USA
Developer:	Terminal Reality	Year:	2000 NA
Genre:	Racing	Also on:	PS2, PC, MAC
Related titles:	4x4 Evo 2 (released on PS2, Xbox, GC, PC and Mac)		
Useful Extras:	Steering Wheel, VGA, Online, a Friend (1-2 players), Keyboard compatible; DreamPi compatible		



2009 DCJY Poll: n/a 2013 DCJY Poll: 164th 2016 DCJY Poll: n/a

Online focused off road racing game which boasted about the ability for cross-platform play, a boast which never really caught on. What the game does deliver, is decent off road racing action, with large open environments (they really are rather spacious), and a fair amount of tinkering and customisation available. Racing suffers from being a little dull, at least on your own, and getting lost in the environments is a frequent occurrence, but these issues are counterbalanced, in part, by a sizeable career mode, which is deep, and features an impressive number of events to enter. This will keep off road fans busy for a while. The graphics and audio are nice too, although it's fair to say they're not the game's standout feature.

Terminal reality were involved with Microsoft's 'Madness' series, and the game does share a fair bit with those games. 4X4 Evolution remains one of the games that can still be enjoyed online, and this is the best way to experience the title, where many of the issues can be forgiven. The game was built for online play, so this is the preferred way to play.

4x4 Evolution never received a PAL release, despite being due one.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
4x4 Evolution	NA	US	T-41903N	A 2 <input type="checkbox"/>	Only 1 US cover exists (the one above), despite an alternative cover on many sources online. The version with a sunset and black background at the top is not a released version.
					This US release has a black spine.

1 version, 1 US

4x4 Jam

Indie release

Publisher: JoshProd
Developer: Invictus Games
Genre: Racing
Useful Extras: VGA

Origin: Hungary
Year: 2017 WW
Also on: iOS, PSP



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

JoshProd's assault on the DC indie scene continued with a second batch of games in 2017, after their earlier re-release of several titles and publishing of Breakers, with 4X4 Jam one of the highlights. Originally appearing on iOS as a smartphone game, Hungarian developers Invictus Games ported the title to the PSP as one of the PSP mini titles, where it received some degree of critical success. It's appearance on the DC was unexpected, but significant. It became the first 3D Indie title released commercially, and the first proper 3D racing title for the console since it's early 2000's demise. As a title, it does at times feel very much a product of it's original platform – a simple, arcade racer – but it has good depth and variety for the DC faithful to enjoy. The core gameplay, the career mode, sees a series of events competed on the games 8 environments which cover all of the different game modes the game offers. Normal races and off road races are pretty self explanatory,, whilst collector mode showcases more of the game's open environments. The highlight is the Jam mode - In these events, the games Motocross Madness influence can be seen, as you race across the stages aiming for randomly indicated gates to gain points for being the first vehicle across the line, with an aim of stringing together a series of these victories to gain more points. It's great fun, and shows the game at it's best. There's a variety of vehicles available, each with different handling characteristics, whilst there's several camera options, including a full interior view which is impressive. The vehicles drive well too – a little loose at times, but it's fun and a good off road experience. There's a couple of issues – lack of multiplayer is a shame, as is the poor AI on anything other than hardest difficulty. The graphical draw in can also be a little distracting, but it's never a game breaker.. It's not going to beat the established racers on the DC, but 4x4 Jam is an impressive Indie release.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
4x4 JAM	WW	HBW	-	B 4 <input type="checkbox"/>	Released in PAL style packaging.
4x4 JAM	WW	HBW	-	B 4 <input type="checkbox"/>	Reversible cover with US style.
4x4 JAM	WW	HBW	-	B 4 <input type="checkbox"/>	Reversible cover with JPN style.

3 versions, 3 WW

18 Wheeler

NTSC-U, NTSC-J and PAL release
 Also known as 'Eighteen Wheeler'

エイティーン・ホイラー

Publisher: SEGA
Developer: SEGA AM2
Genre: Racing
Related titles: King of Route 66 (Sequel)
Useful Extras: Steering Wheel, VGA, a Friend (1-2 players)

Origin: Japan
Year: 2000 J, 2001 NA/PAL
Also on: ARC, PS2, GC



2009 DCJY Poll: 76th 2013 DCJY Poll: 48th 2016 DCJY Poll: 71st

18 Wheeler is a prime example of Sega at it's best and worst. A great arcade racing title as you race big eighteen wheeler trucks, and their cargo, through stages modelled after different parts of the US (with some stand out background moments, like the awesome twister). Boasting some typical Sega 'blue sky' visuals, it loses something in it's transition to the home (and I'm not just talking about the cabinet), as it lacks the depth that console gamers were demanding, and ends up being a bit too short to justify being a 'full' retail release. Nevertheless, the game has the sharp controls you'd expect, little details to appreciate (seeing the items on your dashboard sliding about is cool) and some solid fun gameplay focus that sums up Sega of the era. Great whilst it lasts and a fan favourite (as our very own DCJY polls show), despite it's shortcomings. One of those titles that probably only Sega could have gotten away with.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
18 Wheeler: American Pro Trucker	NA	US	51064	A 2 <input type="checkbox"/>	This US release has a black spine.
18 Wheeler: American Pro Trucker	JP	JPN	HDR-0080	A 2 <input type="checkbox"/>	
18 Wheeler: American Pro Trucker	JP	JPN-D	HDR-0080	B 2 <input type="checkbox"/>	One of the Dorikore releases indicated by a sticker on the wrapping.
18 Wheeler: American Pro Trucker	EU	E/F/G/S/i	MK-51064-50	A 2 <input type="checkbox"/>	Includes Italian instructions in the booklet, but not on rear cover.
18 Wheeler: American Pro Trucker	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0164-50 / 952-0158-50 Same content as retail disc.

5 versions, 1 NA, 2 JP, 2 PAL

21 – Two One -

NTSC-J exclusive

Publisher: Princess Soft
Developer: Basil
Genre: Visual Novel
Useful Extras: Translation Guide

Origin: Japan
Year: 2001 J
Also on: PC



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A well regarded murder mystery visual novel, 21 – Two One – is a port of an adult orientated PC title (Eroge), sanitised a little for the DC release. It's pretty standard genre fare, set in that all too familiar setting of Visual novels, the hospital, and has a murder to investigate, with branching storylines and plenty of choices to be made. It is a tough game to understand if you're not fluent in Japanese, but there are some good translation guides around, and for newcomers to the genre, there's certainly worst choices out there. A solid example of the genre.

★★★

Release	Region	Type	Code	Rar./Price	Notes
21 – Two one -	JP	JPN	T-46504M	C 2 <input type="checkbox"/>	The Regular edition of 21 seems particularly hard to find, although the relative obscurity of the title means it's still not a highly priced item.
21 – Two one -	JP	JPN-L	T-46504M	B 2 <input type="checkbox"/>	Limited edition comes with a Calendar in a slip case. Whilst not one of the more desirable limited edition releases, it is still a nice looking little package.
21 – Two one -	JP	JPN-D	T-46504M	C 2 <input type="checkbox"/>	One of the Dorikore releases indicated by a sticker on the wrapping.

3 versions, 3 JP

90 Minutes

NTSC-J and PAL release

released in Japan as 'J-League Spectacle Soccer'

Ｊリーグ スペクトルサッカー

Publisher: SEGA
Developer: Smilebit
Genre: Sport – Football
Major License: J-League (in Japan) – Japanese Soccer league
Useful Extras: VGA, a few Friends (1-4 players)

Origin: Japan
Year: 2001 PAL, 2002 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

What the DC lacked in it's first couple of years, was a good football title, and with Smilebit (of Jet Set Radio fame) developing this, you'd think maybe this would resolve that issue. It doesn't. The gameplay is painfully slow, unless you up the speed and lose any semblance of accuracy in passing or shooting - not that there was much anyway. Passing seems random, shooting is woeful, and worse, there is a very noticeable delay in players carrying out commands. Players turn like 18 ton trucks, and appear to lack anything remotely akin to finesse. Simply, the gameplay is near enough unplayable. It's actually a shame, as the game does have some things going for it. You can create your own teams, edit players and the like, and all too a far higher degree than any customisation in other football titles. The selection of teams ready available is also impressive, and the graphics, whilst suffering from some slowdown, are decent. Perhaps the final nail in 90 Minutes coffin, however, is the commentary, which more resembles the translated intro to Zero Wing on the Mega Drive, than the poetic ramblings fans love. The Japanese version sports the J-League license, but that's no compensation for a barely playable mess like this.

★

Release	Region	Type	Code	Rar./Price	Notes
90 Minutes: Sega Championship Football	EU	E/F/G/S/i	MK-51190-50	A 1 <input type="checkbox"/>	Includes Italian instructions in the booklet, but not on the rear cover.
90 Minutes: Sega Championship Football	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0181-50 / 952-0166-50 Same content as retail disc.
J-League Spectacle Soccer	JP	JPN	HDR-0154	A 1 <input type="checkbox"/>	

3 versions, 1 JP, 2 PAL

102 Dalmatians

NTSC-U and PAL release

also known as 'Disney's 102 Dalmatians: Puppies to the Rescue!', as well as a series of names in European languages including '102 Dalmatas: Cachorros al Rescate', 'Les 102 Dalmatiens: A La Rescousse!'

Publisher: Eidos
Developer: Crystal Dynamics
Genre: Action-Adventure; Platformer
Related titles: Toy Story 2, Disney's Dinosaur
Major License: 102 Dalmatians (movie)
Useful Extras: VGA

Origin: USA
Year: 2000 NA / PAL
Also on: PS1, GBC, PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This kid-friendly movie tie in takes a rather predictable 3D platformer route, although in fairness what it does it does pretty well. You control Oddball or Domino, and as the subtitle suggests, are on a mission to rescue your spotted canine pals from the evil Cruella de Vil. As one of the many PS1/PC ports that didn't really take advantage of the power of Sega's console, it is not a must-play title, but among a sea of terrible movie licensed platformers, it does at least hold it's own. Levels are colourful and pleasant, with several taken from the film as well as some obvious genre-standards. It won't win awards, but for it's target audience especially, it ticks all the boxes. The same praise can be given to the audio – not exceptional, but solid and sure to please fans. Some of the mini-games alone are worthy of some attention, and generally the entire product is well done. Kids and Disney fans will enjoy.

Noticeable for it's European language variants where the local languages are used for the title of the game. It marks those versions out for collectors.

★★★

Release	Region	Type	Code	Rar./Price	Notes
102 Dalmatas: Cachorros al Rescate	EU	S	T-36813D-06	B 2	<input type="checkbox"/> Spanish language version
102 Dalmatians: Puppies to the Rescue	NA	US	T-36803N	A 2	<input type="checkbox"/> This US release has a black spine.
102 Dalmatians: Puppies to the Rescue	EU	E	T-36813D-05	A 2	<input type="checkbox"/>
102 Dalmatians: Puppies to the Rescue	EU	EWLP	-	C 2	<input type="checkbox"/> Disc codes: 950-0145-50 / 952-0147-50 Same content as retail disc.
Les 102 Dalmatiens: A La Rescousse!	EU	F	T-36813D-09	B 2	<input type="checkbox"/> French language version
102 Dalmatiner, Disney's La Carica dei 102:	EU	G	T-36813D-18	B 2	<input type="checkbox"/> German language version
Cuccioli alla Riscossa	EU	I	T-36813D-13	B 2	<input type="checkbox"/> Italian language version All PAL versions have different discs and instructions and language covers.

7 versions, 1 NA, 6 PAL

Advanced Daisenryaku: Sturm über Europa

NTSC-J Exclusive

Also known as 'Advanced Daisenryaku: Europe no Arashi – Doitsu Dengeki Sakusen' and 'Advanced World War – Sturm über Europa – der Deutsche Blitzkrieg'

アドバンスド大戦略～ヨーロッパの嵐・ドイツ電撃作戦～

(Advanced 大戦略 Sturm über Europa – der Deutsche Blitzkrieg)



Publisher:	SEGA	Origin:	Japan
Developer:	SystemSoft	Year:	2000 J
Genre:	Strategy	Also on:	Dreamcast Exclusive
Related titles:	Advanced Daisenryaku 2001		
Useful Extras:	Translation guide, VGA, a bunch of Friends (1-8 players)		
Series:	Daisenryaku		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

World War 2 turn based strategy title from Japan. The Daisenryaku series is well known for bringing WWII strategy to consoles, going all the way back to the Famicom, and whilst it is near impossible to get grips with if you're not fluent in the language (the games sequel received a language patch, but this did not), digital warmongers who can understand it will take a lot from it. It goes without saying that this isn't for those who don't like their games stat-heavy and full of hexes, although it isn't quite as overwhelming as some PC examples of the genre (with the obvious problem this presents of the game being rather diluted compared to superior PC offerings). There's a fairly robust lineup of period technology, and enough tactical nuances to satisfy the bedroom warmonger.

The game only saw release as a larger edition, which comes with a players guide. A nice, and cheap, addition to any collectors library.

★★★

Release	Region	Type	Code	Rar/Price	Notes
Advanced Daisenryaku: Sturm über Europa	JP	JPN	HDR-0066	B 3 <input type="checkbox"/>	Comes in a larger, wider box which includes a large player's Guide, which whilst written in Japanese, contains some artwork. One of the more attainable Japanese editions, although listed here as a standard release as no Jewel case only release made.

1 versions, 1 JP

Advanced Daisenryaku 2001

NTSC-J Exclusive

Publisher:	SEGA	Origin:	Japan
Developer:	SystemSoft	Year:	2001 J
Genre:	Strategy	Also on:	Dreamcast Exclusive
Related titles:	Advanced Daisenryaku Sturm über Europa		
Series:	Daisenryaku		
Useful Extras:	Translation guide, VGA, a bunch of Friends (1-8 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

More second world war hex-based strategy shenanigans from SystemSoft, and a sequel/updated/fixed version of the earlier release. A patched English language version of the game is available from all the usual ISO hosting websites, and for those lacking in Japanese language knowledge, this is useful. The game itself is hardly at the level of PC-based similar titles, but it's far more strategic and deep than pretty much anything else on the console, and therefore worth a look. Decent graphics (for the genre) won't be the game's main selling point, but the sheer depth the tactical strategies deployable bring to the experience, will be attractive enough to those interested by the genre.

★★★

Release	Region	Type	Code	Rar/Price	Notes
Advanced Daisenryaku 2001	JP	JPN	HDR-0158	B 4 <input type="checkbox"/>	Whilst not a limited release, Advanced Daisenryaku 2001 is a much wanted title which commands high prices online and can be tough to find.

1 versions, 1 JP



Aero Dancing: Todoroki Taityou No Himitsu Disc

NTSC-J Exclusive

エアロダンシング 轟隊長のひみつディスク

Publisher: CRI
Developer: CRI
Genre: Flight Sim
Related titles: AeroWings ft. Blue Impulse
Useful Extras: Translation guide, VGA, ASCII Mission Stick

Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive
Series: Aero Dancing/AeroWings



2009 DCJY Poll: n/a 2013 DCJY Poll: 181st* 2016 DCJY Poll: 171st* *as AeroWings series

A later release of the first Aero Dancing title (Aero Dancing featuring Blue Impulse, AeroWings in the west), this disc includes extra missions, data and replays. Knowledge of Japanese recommended, although those familiar with the western release of the vanilla game may be able to struggle through. Fans of the series will delight in the extras, although those new to the series may not see what the fuss is about.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Aero Dancing: Todoroki Taityou No Himitsu Disc	JP	JPN	T-6803M	B 2 <input type="checkbox"/>	

1 version, 1 JP

Aero Dancing F: Todoroki Tsubasa No Hatsu Hikou

NTSC-J Exclusive

エアロダンシング F ~轟つばさの初飛行~

Publisher: CRI
Developer: CRI
Genre: Flight Sim
Related titles: Aero Dancing F (AeroWings 2)
Useful Extras: Translation guide, VGA, ASCII Mission Stick, VS Cable

Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive
Series: Aero Dancing/AeroWings



2009 DCJY Poll: n/a 2013 DCJY Poll: 181st* 2016 DCJY Poll: 171st* *as AeroWings series

Much like the original Aero Dancing saw a limited 'special' version, which included extras, Aero Dancing F: Todoroki Tsubasa No Hatsu Hikou is the expanded version of Aero Dancing F (otherwise known as AeroWings 2: Airstrike in the west). It too features extra content, replay data and the like, and again some form of translation guide will be necessary for those not versed in Japanese, to get the most out of the game. Again, fans of the series will get a kick out of the extra content.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Aero Dancing F: Todoroki Tsubasa No Hatsu Hikou	JP	JPN	T-6805M	B 2 <input type="checkbox"/>	

1 version, 1 JP

Aero Dancing i

NTSC-J Exclusive

エアロダンシング i

Publisher: CRI
Developer: CRI
Genre: Flight Sim
Related titles: Aero Dancing i: Jikai Saku Made Matemasen
Series: Aero Dancing/AeroWings
Useful Extras: Translation guide, VGA, ASCII Mission Stick, VS Cable, a Friend (1-2 players)

Origin: Japan
Year: 2001 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: 181st* 2016 DCJY Poll: 171st* *as AeroWings series

The third main entrant in the Aero Dancing series, Aero Dancing i sees the introduction of online play, as it's major draw, and builds upon the improvements made in Aero Dancing F. It's also the only one of the three main entries not to make it's way to the west, which is a shame as it's a very good addition to the DC's surprisingly abundant Flight sim repertoire, with better graphics, better audio and a more complete package. One of the few titles that works with the VS (Dreamcast Taisen) cable.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Aero Dancing i	JP	JPN	T-6807M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Aero Dancing i: Jikai Saku Made Matemasen

NTSC-J Exclusive

エアロダンシング i 次回作まで待てませ〜ん



Publisher: CRI
Developer: CRI
Genre: Flight Sim
Related titles: Aero Dancing I
Useful Extras: Translation guide, VGA, ASCII Mission Stick, VS Cable, a few Friends (1-4 players)
Origin: Japan
Year: 2001 J
Also on: Dreamcast Exclusive
Series: Aero Dancing/AeroWings

2009 DCJY Poll: n/a 2013 DCJY Poll: 181st* 2016 DCJY Poll: 171st* *as part of the AeroWings series

CRI's Aero Dancing series bows out in style on the DC, with the most complete and impressive entry in the series. Following the main entry-expanded version format of other releases, this title is an enhanced version of the main game which features loads of extra content, including VMU data for the whole series. A sought after release which is pretty tough to find, especially outside of Japan, it's a series highpoint (on the DC) with excellent visuals, audio and gameplay. The step up in quality to this title from the first in the series, Aero Dancing featuring Blue Impulse, is quite staggering, and with the online capabilities being well received at the time too, it really was the complete Aero Dancing experience.

The Aero Dancing / AeroWings series would go on to make just one appearance outside of their Dreamcast releases, Aero Elite (Aero Dancing 4) on the PS2.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Aero Dancing i : Jikai Saku Made Matemasen	JP	JPN	T-6809M	C 4	<input type="checkbox"/>

1 versions, 1 JP

AeroWings

NTSC-U, NTSC-J and PAL release

released in Japan as 'Aero Dancing featuring Blue Impulse'

also known as 'Aero Wings'

エアロダンシング featuring Blue Impulse



Publisher: Crave (NA/PAL); CRI (Japan)
Developer: CRI
Genre: Flight Sim
Related titles: Aero Dancing: Todoroki Taityou No Himitsu Disc
Series: Aero Dancing/AeroWings
Major License: Blue Impulse display team (Japan)
Useful Extras: VGA, ASCII Mission Stick
Origin: Japan
Year: 1999 J/NA/PAL
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: 181st* 2016 DCJY Poll: 171st*

*as part of the AeroWings series

The first entry in the AeroWings / Aero Dancing series for the Dreamcast, this title had the 'Blue Impulse' license in Japan (Blue Impulse are the Japanese aerial display team, much like the Red Arrows in the UK) and a more generic approach in North America and Europe. As the inclusion of the 'Blue Impulse' hints at, the game is centred solely around Flight display techniques, eschewing any form of combat. Instead, you embark on a series of training and then display missions to show off your skills. The nice graphics looked impressive for an early DC title, and give a good sense of scale for the budding pilot. A decent flight sim, it's controls can be a little unwieldy at first (the ASCII mission stick makes things better), but given some practise, they actually work well. There is a general lack of excitement, and it's sequels obviously improve the core formula set up here, meaning few will return to this original entry in the series, but it would be foolhardy to completely dismiss this as it remains a competent example of the genre for the Dreamcast.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Aero Dancing featuring Blue Impulse	JP	JPN	T-6802M	A 2	<input type="checkbox"/> Japanese version with 'Blue Impulse' endorsement.
AeroWings	NA	US	T-40201N	A 1	<input type="checkbox"/> This US release has a white spine
AeroWings	EU	E/F/G/I/S	T-40202D-50	A 1	<input type="checkbox"/> AeroWings is one of the PAL releases lacking a 'Dreamcast' header on the front cover.
AeroWings	EU	EWLP	-	C 2	<input type="checkbox"/> Disc codes: 950-0008-50 Same content as retail disc.

4 versions, 1 JP, 1 NA, 2 PAL

AeroWings 2: Airstrike

NTSC-U, NTSC-J and PAL release
released in Japan as 'Aero Dancing F'
 エアロダンシング F



Publisher: Crave (NA); CRI (Japan) **Origin:** Japan
 Crave and Ubisoft (PAL)
Developer: CRI **Year:** 2000 J/NA/PAL
Genre: Flight Sim **Also on:** PC
Related titles: Aero Dancing F: Todoroki Tsubasa No Hatsu Hikou
Series: Aero Dancing/AeroWings
Useful Extras: VGA, ASCII Mission Stick, VS Cable, a Friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 181st* 2016 DCJY Poll: 171st* *as part of AeroWings series

CRI's update for AeroWings / Aero Dancing, sees the much wanted inclusion of combat to the original games more aerial display focus. There's no denying that this addition gives the title more immediate appeal, and the impressive engine of the first game (for such an early DC title) fits the new style well. Good looks (the scenery looked very impressive at the time and continues to look good) and some challenge make this a worthy flight sim/combat title. The controls can take a little time to master, as with the first game in the series, but that is to be expected, and when you get your head around them they do the business. The ASCII Mission stick again comes into it's own when utilised with the game, but even without, you'll soon find what initially appears to be a daunting set of controls to be balanced well. The increase in the excitement level brought by the weaponry, as you'd expect, addresses one of the main flaws of the first title, and results in a more rounded, well aged title. One of the few DC games to support the VS (or Taisen) cable.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Aero Dancing F	JP	JPN	T-6804M	A 2 <input type="checkbox"/>	Dorikore version easily identifiable as it is one of the 6 Dorikore releases that has the White and Orange bordered cover, with the original Japanese release cover art in the centre.
Aero Dancing F	JP	JPN-D	T-6808M	B 2 <input type="checkbox"/>	
AeroWings 2: Airstrike	NA	US	T-40210N	A 2 <input type="checkbox"/>	This US release has a black spine
AeroWings 2: Airstrike	EU	E/F/G/I/S	T-40209D-50	A 2 <input type="checkbox"/>	Disc codes: 950-0121-50 / 952-0113-50 Same content as retail disc.
AeroWings 2: Airstrike	EU	EWLP	-	C 3 <input type="checkbox"/>	

5 versions, 2 JP, 1 NA, 2 PAL

After... ~Wasureemu Kizuna~

NTSC-J Exclusive

A f t e r ... ~忘れえぬ絆~

Publisher: Pione Soft **Origin:** Japan
Developer: Pione Soft and Ciel **Year:** 2004 J
Genre: Visual Novel **Also on:** PC, PS2, DVD
Related titles: Received a PC only side story 'After.../Sweet Kiss'
Useful Extras: Translation guide, VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

After... is another Japanese visual novel which saw the jump from the PC to the Dreamcast. Centred around the story of a group of students on a hiking trip, it's PC incarnation had adult content, but as usual that's probably somewhat subdued on the DC. Limited in it's interactions, it nevertheless is fairly well received in the genre, although as always, to get anything out of the game you're going to need to be fluent in the language or equipped with a decent translation guide.

★★★



Release	Region	Type	Code	Rar./Price	Notes
After... ~Wasureemu Kizuna~	JP	JPN	T-18706M	B 3 <input type="checkbox"/>	Standard and Limited editions come in DVD cases like all Pione Soft releases.
After... ~Wasureemu Kizuna~	JP	JPN-L	T-18705M	B 3 <input type="checkbox"/>	The Limited edition comes with an audio CD and patch, which is included separately and wrapped to the back of the case. There's also an extra bit of Japanese text beneath the title on the front cover.

2 versions, 2 JP



Aikagi

NTSC-J Exclusive

full title 'Aikagi ~Hidamari to Kanojo no Heyagi~'

あいかぎ〜ひだまりと彼女の部屋着〜



Publisher: NEC Interchannel
Developer: F&C FC02
Genre: Visual Novel
Related Titles: PC only sequel 'Aikagi 2'
Useful Extras: Translation guide

Origin: Japan
Year: 2003 J
Also on: PC, PS2, iOS

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Aikagi is a decidedly Adult themed, high school based romance visual novel (although the adult content has been toned down a little for the DC release, it's still not something you'd play next to an easily offended family member!), which doesn't seem to be massively well regarded or received by fans of the genre, possibly due to the fact that it takes a rather basic approach to the format. There isn't a huge amount to recommend the game, with it's by the numbers approach, but as often is the case with the genre, it does at least look decent. As always, knowledge of Japanese is a must to get anything out of the game, or at the very least a decent Translation guide.

★★

Release	Region	Type	Code	Rar./Price	Notes
Aikagi	JP	JPN	T-20130M	B 3 <input type="checkbox"/>	Limited edition comes with a Phone card and is limited to 5,000 copies. Both versions of the game contain the same disc, with both codes printed on it.
Aikagi	JP	JPN-L	T-20131M	B 3-4 <input type="checkbox"/>	

2 versions, 2 JP

Air

NTSC-J Exclusive

Publisher: NEC Interchannel
Developer: Key
Genre: Visual Novel
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2001 J
Also on: PC, PS2, PSP, AND, iOS



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Air is one of the most popular romance dating visual novel games ever released, and spawned versions on several platforms, as well as an Anime TV series, film, comic books, music albums and several other forms of media. Focusing on the story of Yukito who is searching for the 'Girl in the Sky', the game takes the normal route of the genre, where text content is followed by decision making along the games branching storylines. There's a fairly decent amount of content here, with 5 plot-lines and the game is set up to encourage multiple playthroughs. Originally, the title was of a rather adult persuasion, but the sexual content was removed for the DC (and other console) ports. As I believe the anime made its way to the west, fans may be able to take something from this game with a good translation guide. Despite it's high praise and popularity, it won't necessarily convert those who haven't been convinced of the visual novel genre before.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Air	JP	JPN	T-20112M	B 2-3 <input type="checkbox"/>	Exclusive to the Messe Sanoh store, this rather nice edition comes in a large clear case with an illustration on front, and uses the extra space to include a jigsaw puzzle. These aren't easy to come by, especially outside of Japan.
Air – Messe Sanoh Exclusive	JP	JPN-O	T-20112M	D 6-7 <input type="checkbox"/>	

2 versions, 2 JP

Airforce Delta

NTSC-U, NTSC-J and PAL release
released in Europe as 'Deadly Skies'
エアフォース デルタ



Publisher: Konami
Developer: Konami
Genre: Flight Sim
Related Titles: Sequel for the GBA and Xbox, 3rd title for the PS2

Origin: Japan
Year: 1999 J/NA; 2000 PAL
Also on: GBC

Useful Extras: ASCII Mission Stick

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 138th

Airforce Delta (or the far more dramatic European title 'Deadly Skies') is an Arcade combat flight-sim from Konami that saw an early release on the console, and is broadly similar to Namco's Ace Combat series. Taking on the role of a mercenary, you set out to defend your employers in a series of missions in an array of real-life inspired Aircraft. The story plays second fiddle to the weaponry (as evidenced by the lack of any plot on the US or PAL release blurbs), but at least the gameplay delivers and gives a fun, if rather simple addition to the genre. Controls are well designed, allowing for some spectacular moments, and whilst the levels are generic, the overall design is good; a comment that can be shared for both the audio and visuals. It does nothing exceptionally, but a lot decently. Don't expect anything approaching the 'simulation' side of things though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Airforce Delta	NA	US	T-9501N	A 1 <input type="checkbox"/>	This US release has a white spine
Airforce Delta	NA	BRA	197136	C 5-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially the orange quarter circle with DC swirl in the bottom left of the cover. Shares the US cover, with rear reworked in Portuguese.
Airforce Delta	JP	JPN	T-9502M	A 1 <input type="checkbox"/>	Dorikore version easily identifiable as it is one of the 6 Dorikore releases that has the White and Orange bordered cover, with the original Japanese release cover art in the centre.
Airforce Delta	JP	JPN-D	T-9510M	B 2 <input type="checkbox"/>	
Deadly Skies	EU	D/E/S	T-9501D-76	A 2 <input type="checkbox"/>	Both PAL versions of Deadly Skies share the same disc and have different Instruction booklets. One of releases lacking a 'Dreamcast' header on the cover.
Deadly Skies	EU	F/G/I	T-9501D-77	A 2 <input type="checkbox"/>	

6 versions, 2 JP, 2 NA, 2 PAL

Akihabara Dennou Gumi PataPies!

NTSC-J Exclusive

also known by a variety of slightly different English spellings and 'Cyber Team in Akihabara Pata Pies!'

アキハバラ電脳組 バタPies!

Publisher: SEGA
Developer: Westone
Genre: Mixed Genres
Major License: Cyber Team in Akihabara anime
Useful Extras: Translation guide, VGA, VMU features

Origin: Japan
Year: 1999 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on the anime TV series 'Cyber Team in Akihabara', this game is a bit of an odd one. It seems that you in some way control the mechanical mobile pets 'Pata Pi' that feature in the series, although I must say that the language barrier has meant I have managed to make very limited progress. It seems I'm not the only one – there's very little information about the gameplay itself available, but it seems to be a bit of a mix of genres, mini games and the like. Suffice to say, you will need to know Japanese to get any real joy out of the game.

★★

Release	Region	Type	Code	Rar./Price	Notes
Akihabara Dennou Gumi PataPies!	JP	JPN	HDR-0019	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Alice Dreams Tournament

Indie release (region-free)

Publisher: Alice Team
Developer: Alice Team
Genre: Party
Useful Extras: VGA, Arcade stick, VMU functions, a few friends (1-4 players)

Origin: France
Year: 2017 WW
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

With a long development process, Alice Dreams Tournament finally saw release on the DC in early 2017 after it's successful Kickstarter campaign, and it's undeniable Bomberman influence and smart styling is a welcome addition to the ever growing indie catalogue. Sprouting from the same teams mid 00's platformer cum-adventure project 'Alice Dreams', tournament started off as one of the initial projects mini games before morphing into a game in it's own right under the title 'Dynamite Dreams' and then eventually it's current title. Don't dismiss this as either a Bomberman-lite or a mere mini-game, as nothing could be further from the truth. Yes, the gameplay will be instantly familiar to anyone versed in Hudson's classic bomb-em-up, but the sheer amount of options available is almost overwhelming. There's tons of maps, loads of game modes, and loads of individual settings to tinker with. The maps are incredibly diverse, including night mode ones which fully darken the arenas allowing play on the VMU screen (!), and game modes range from single player experiences, through the traditional 'battle' mode to more intriguing ideas such as Assault, Brain Battle and Bodyguard, each adding something a bit different to the mix. Best experienced with friends, it's a great reason to connect 4 controllers and get some mates huddling around the TV, and with the mass of arenas and options, there's lots to get your teeth stuck into. The control can feel a little 'sticky' at times, and some of the modes can be a little confusing, but these are near trivial matters to consider, and I haven't even mentioned the graphics and audio, both of which are of a high quality. One of the very best DC indie titles yet released. The collectors editions include a second disc which contains both the final demo release of the original Alice Dreams and a pixel-art inspired slimmed down version of Alice Dreams Tournament. The levels in this version are based around various gaming systems, which is a lovely touch, and look superb.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Alice Dreams Tournament	WW	HBW	-	C 4 <input type="checkbox"/>	Standard release – US artwork/case
Alice Dreams Tournament	WW	HBW	-	C 4 <input type="checkbox"/>	Standard release – Japan artwork/case
Alice Dreams Tournament	WW	HBW-L	-	C 4 <input type="checkbox"/>	Limited double case – US artwork
Alice Dreams Tournament	WW	HBW-L	-	C 4 <input type="checkbox"/>	Limited double case – Japan artwork
Alice Dreams Tournament	WW	HBW-L	-	C 4 <input type="checkbox"/>	Limited PAL collectors edition, comes in PAL case with slip cover. All 3 limited editions include a second disc, which includes a pixel-art, slimmed down version of the main game, and the final released demo version of the original Alice Dreams platformer which spawned the game. The covers of the US/Japan versions of the game appear to be reversible, however the cases themselves should also be specific to the region, hence the inclusion of separate listings here.

5 versions, 5 WW

Alice's Mom's Rescue

Indie Release (region-free)

Publisher: Hucast; JoshProd (re-release) **Origin:** France
Developer: Orion **Year:** 2015 WW
Genre: 2D Platformer **Also on:** AND, iOS, PC, JAG CD
Useful Extras: VGA

2009 DCJY Poll: not released 2013 DCJY Poll: not released 2016 DCJY Poll: n/a

Alice's Mom's Rescue is the first of French developer Orion's titles to hit the Dreamcast. Marking a bit of a change from the usual shmup heavy DC indie release scene, Alice's Mom's Rescue is an old school 2D platformer that isn't afraid of ramping up the difficulty as the levels progress. Whilst it is undeniably a simple game, the mechanics work and frustration is kept lower with limitless lives. The Alice in wonderland theme runs throughout the title, which gives it a cute look and allows for little touches taken from Lewis Carroll's classic. There's plenty of levels to make your way through, and that all important 'one more play' feeling sets in early. As with many of Orion's titles, this one is available on smartphones and tablets for peanuts, so worth checking out a mobile version if you're unsure.



Release	Region	Type	Code	Rar./Price	Notes	★ ★ ★
Alice's Mom's Rescue	WW	HBW	AMRJP-1	B 3 <input type="checkbox"/>	Hucast unlicensed release. The standard	
Alice's Mom's Rescue	WW	HBW-L	AMRLE-1	C 4 <input type="checkbox"/>	release is in a Jewel case, whilst the Limited edition is in a DVD case with soundtrack CD. Both versions still have new copies floating about on the internet and possibly still from Hucast direct.	
Alice's Mom's Rescue	WW	HBW-O	-	B 4 <input type="checkbox"/>	Re-release of the game by JoshProd, which comes in a PAL case with new artwork. The game is a '1.5' version, but is not noticeably improved.	
Alice's Mom's Rescue	WW	HBW-O	-	B 4 <input type="checkbox"/>	Reversible cover with US style.	
Alice's Mom's Rescue	WW	HBW-O	-	B 4 <input type="checkbox"/>	Reversible cover with JPN style. These last two are the JoshProd re-releases for non-PAL regions.	

5 versions, 5 WW

Alien Front Online

NTSC-U Exclusive

Publisher: SEGA **Origin:** Japan
Developer: WOW Entertainment **Year:** 2001 NA
Genre: Action **Also on:** ARC
Useful Extras: Online, Microphone, VGA, DreamPi compatible (with voice chat)

2009 DCJY Poll: n/a 2013 DCJY Poll: 110th 2016 DCJY Poll: 106th

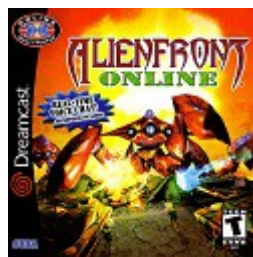
Sega of America's late attempt at rejuvenating a by now faltering online service for the DC was doomed to failure, but Alien Front Online should not be disregarded lightly. Firstly, it's perfectly playable in single player, despite the name, and whilst it's clear the majority of time was spent on the online side, the game's multi-vehicle combat action is still enjoyable to blast through. The game looks and sounds excellent, and the gameplay is never anything but exciting and smooth. The variety of vehicles, the good looking environments, and the very primal pleasure taken in blowing the crap out of stuff, all contribute to keeping the game interesting, even in solo mode. It's a shame the game never made it out of the US, as it's online play was an excellent addition to the DC's lofty ambition of connecting the world.

The larger box in which the game is contained, much like Seaman, was designed to hold the Dreamcast Microphone, as one of the titles main selling points was it's inclusion of real time voice communication in online play.

Alien Front Online is now playable online, thanks to the DreamPi, and online it remains an exciting and engaging title.

Release	Region	Type	Code	Rar./Price	Notes	★ ★ ★ ★
Alien Front Online	NA	US-L	51171	A 2-3 <input type="checkbox"/>	The US exclusive only ever saw a release in it's oversized box with Microphone. The Jewel case inside has black spine.	

1 versions, 1 NA





Alone in the Dark: The New Nightmare

NTSC-U and PAL release

Publisher: Infogrames
Developer: DarkWorks
Genre: Survival Horror
Series: Alone in the Dark
Useful Extras: VGA

Origin: France
Year: 2001 NA/PAL
Also on: PC, PS1, GBC

2009 DCJY Poll: n/a

2013 DCJY Poll: 138th

2016 DCJY Poll: 103rd

The 4th title in the Alone in the Dark series, The New Nightmare centres on Edward Carnby's investigations on Shadow Island and focuses heavily on darkness and light, with the torch-based illumination of the static backgrounds giving the game a sense of depth. By this point, Resident Evil had easily surpassed the series in the Survival horror stakes, and this instalment takes some inspiration from Capcom's series, as well as elements from it's own predecessors. It doesn't quite match the highs of titles such as Code Veronica, but it's good story, effective graphics and interesting enemies, mean it's worth playing through, especially for fans of Survival horror. The story is better than the sometimes mangled translations of Japanese genre titles, and whilst it still falls into the 'before games had massive budgets' B-movie style, it is often engrossing. It's also aged well, in part due to the contrast of lighting, effectively giving it a period horror feel.



★★★

Release	Region	Type	Code	Rar./Price Notes
Alone in the Dark: The New Nightmare	NA	US	T-15117N	A 2-3 <input type="checkbox"/> Double case release on 2 discs.
Alone in the Dark: The New Nightmare	EU	E	T-15112D-05	A 2 <input type="checkbox"/> This US release has a black spine.
Alone in the Dark: The New Nightmare	EU	F	T-15112D-09	A 2 <input type="checkbox"/> Each of the PAL versions of Alone in the Dark have language specific Discs and Instructions. The front covers are all the same, with different rear covers.
Alone in the Dark: The New Nightmare	EU	G	T-15112D-18	A 2-3 <input type="checkbox"/>
Alone in the Dark: The New Nightmare	EU	I/S	T-15112D-60	B 3 <input type="checkbox"/> All versions of Alone in the Dark, are on 2 discs.

5 versions, 1 NA, 4 PAL

Angel Present

NTSC-J Exclusive

エンジェルプレゼント

Publisher: NEC Interchannel
Developer: NEC Interchannel / HuneX
Genre: Action-Adventure
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2001 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a



Regardless of the breast-focused cover artwork and the fact that it's published by NEC Interchannel, Angel Present is in fact *not* just another visual novel title. Yes, granted, there is still huge amounts of text to go through, and a knowledge of Japanese is vital, but the game takes place in a 2.5d environment with adventure elements in 2 different worlds, and 3d battles giving more immediate action. The game mixes these more action-based elements, with static screens and text and CG movies. The story centres around the main protagonist stumbling across a fairy and soon discovering they have magical powers.

As with the less-action orientated NEC Interchannel titles, however, a translation guide is a must without knowledge of Japanese.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Angel Present	JP	JPN	T-20107M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Angel Wish: Kimi no Egao ni Chu

NTSC-J Exclusive

Angel Wish ～君の笑顔にチュッ!～

Publisher: Pione Soft
Developer: Favorite
Genre: Visual Novel
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2005 J
Also on: PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another Pione Soft title and another high school based visual novel romance title ported from the PC with the risqué content watered down. The story tells of how you discover you are (somehow) the prince of a country, which you obviously travel to at once, and end up attending school there, where of course all sorts of shenanigans occur, and the romancing of girls is your number one priority. Probably a bit impenetrable without a decent knowledge of Japanese, the game seems to sit at a very average level amongst the DC's visual novel repertoire.

★★

Release	Region	Type	Code	Rar./Price	Notes
Angel Wish: Kimi no Egao ni Chu	JP	JPN	T-18712M	B 2-3 <input type="checkbox"/>	Late Japanese release, the standard version comes in a DVD style case, as with all Pione Soft titles, whilst the Limited edition (super pack) comes in 2 DVD cases in an outer plastic slip case, containing several extras, including a Mouse mat, phone charm and audio CD. The Limited edition is labelled PIO-05202, as is the second DVD case, but contains the standard edition DVD case for the game.
Angel Wish: Kimi no Egao ni Chu	JP	JPN-L	PIO-05202	B 3 <input type="checkbox"/>	

2 versions, 2 JP

Animastar

NTSC-J Exclusive

アニマスター

Publisher: AKI
Developer: Asmik
Genre: RPG
Useful Extras: Translation guide, VGA, a few friends (1-4 players)

Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Animastar is an Animal breeding title, with a similar concept to Monster Rancher, in which you breed your 'Anima' and spend time training and racing them. It's a familiar concept, but one which is done well by the game. There's towns to explore (although these are a little on the generic side), the racing element itself is well done (and you have a certain degree of control over these – issuing commands rather than full on control, however) and the graphics are nice (having that chunky early DC feel to them). There is a language barrier if you don't understand Japanese, but it may be familiar enough to get some enjoyment out of it for fans of the genre. It's not an exceptional title, but it's pleasant enough to warrant some time spent getting to know.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Animastar	JP	JPN	T-34101M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Aqua GT

PAL Exclusive

Publisher: Take-Two Interactive
Developer: East Point
Genre: Racing
Related titles: Surf Rocket Racers, Hydro Thunder
Useful Extras: a friend (1-2 players)

Origin: England
Year: 2000 PAL
Also on: PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Average water-based racing title, which does nothing particularly wrong or right, and ends up being a bit 'meh' because of it. The DC isn't short of water-based racing titles, and with Hydro Thunder a legitimate classic on the machine, Aqua GT comes across very much as a PS1 title slightly upgraded for Sega's machine. Tracks are familiar, controls are as you'd expect, graphics are serviceable. It'll pass a few hours play racing, but not much more. As a PAL exclusive, it does tend to get a bit more attention than it probably deserves, although thankfully the prices have come down for this one considerably in recent times.

★★

Release	Region	Type	Code	Rar./Price	Notes
Aqua GT	EU	E/F/G	T-40509D-50	B 4 <input type="checkbox"/>	

1 version, 1 PAL

Armada

NTSC-U Exclusive

Publisher: Metro3D
Developer: Metro3D
Genre: Action
Useful Extras: A few friends (1-4 players)

Origin: USA
Year: 1999 NA
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: 143rd 2016 DCJY Poll: 97th

Although described as an 'Action-RPG', Armada is a slightly weird mix of top down shooter, RPG, dungeon crawler in space and Asteroids clone. Because of this wide array of influences, it doesn't really feel much like anything else, which is both good (it's certainly an original experience) and bad (it's a bit unbalanced, and the grinding to get XP and cash can be a chore). If you can put up with, what at times feels like endless grinding, it's not bad. The 4 player mode is an interesting element, but can take some time to plough through. Planned sequels never really materialised, meaning this DC release is still the only real way of experiencing Armada's particular gaming style. Also note that, despite some early reviews, there was never a PAL release for the game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Armada	NA	US	T-40301N	A 2 <input type="checkbox"/>	This US release has a white spine.

1 version, 1 NA

Army Men: Sarge's Heroes

NTSC-U and PAL release

Publisher: Midway
Developer: Saffire
Genre: Action
Series: Army Men
Useful Extras: a few friends (1-4 players)

Origin: USA
Year: 2000 NA/PAL
Also on: PC, N64, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 164th

The long running Army Men series was arguably never all that great, and sadly this multi-format release is not a DC highlight. Trying to appeal to a younger audience means the potential for tactical third person combat is simplified, and the game doesn't use the power of the DC in any meaningful way. It's not the worst title on the console, and the core concept is probably just about cool enough to warrant it some attention, but it's not aged gracefully. Graphics are poor quality, their PS1 and N64 origins obvious, and the controls can feel cramped on the DC pad. There's some fun missions, but they are outnumbered by some highly generic ones. It all feels like a cheap port from the previous generation. Which... it is.

★★

Release	Region	Type	Code	Rar./Price	Notes
Army Men: Sarge's Heroes	NA	US	T-9715N	A 1-2 <input type="checkbox"/>	This US release has a black spine
Army Men: Sarge's Heroes	EU	D/F/G	T-9708D-51	A 1-2 <input type="checkbox"/>	The two PAL versions of Army Men have
Army Men: Sarge's Heroes	EU	E/I/S	T-9708D-61	A 1-2 <input type="checkbox"/>	the same disc, but different Manuals.

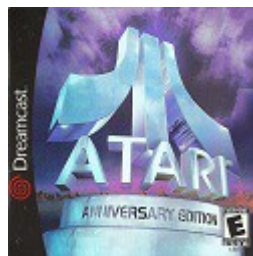
3 versions, 1 NA, 2 PAL

Atari Anniversary Edition

NTSC-U Exclusive

Publisher: Infogrames
Developer: Digital Eclipse
Genre: Retro Compilation
Related titles: Namco Museum,
Midway's Greatest Arcade Hits volume 1/2
Useful Extras: a few friends (1-4 players)

Origin: USA
Year: 2001 NA
Also on: PC, PS1, GBA



2009 DCJY Poll: n/a 2013 DCJY Poll: 190th 2016 DCJY Poll: n/a

Retro compilations on a machine now considered retro may sound like some horrible time paradox that could destroy the universe, but Atari Anniversary Edition did the rounds back in the day, and the license holders of the once great Atari name don't have much more to do than licensing these compilations out every couple of years. It isn't all that bad though, as Atari can at least call on some legitimate classics, the emulation is decent throughout, and whilst the extras included aren't up to the standards of subsequent Atari collections, they are a nice inclusion.

Titles included are: Asteroids, Asteroids Deluxe, Battlezone, Centipede, Crystal Castles, Gravitar, Millipede, Missile Command, Pong, Super Breakout, Tempest, Warlords

★★★

Release	Region	Type	Code	Rar./Price	Notes
Atari Anniversary Edition	NA	US	T-15130N	A 2 <input type="checkbox"/>	Atari Anniversary Edition came with a nice Atari sticker in the case. There was not, despite what at least one source states, 2 versions, 1 with sticker, and one without. Noticeable by it's shiny cover. This US release has a black spine.

1 version, 1 NA

Atelier Marie & Elie

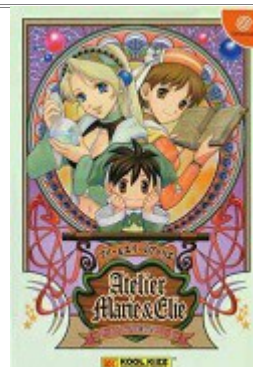
NTSC-J Exclusive

also known as 'Marie & Elie no Atelier: Zauruburuga no Renkinjutsushi 1-2'

マリー&エリーのアトリエ ～ザールブルグの錬金術士 1 2～

Publisher: Kool Kizz
Developer: Kool Kizz
Genre: RPG
Series: Atelier
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2001 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Long running alchemy themed collect and craft-em-up, Atelier Marie & Elie takes 2 earlier PlayStation titles and reworks them for the Dreamcast. If you're a fan of the later games which had western releases, the novelty of playing this on your Dreamcast may warrant picking it up alone, but the hefty volume of text to wade through results in the usual good translation guide or strong knowledge of Japanese. It's quite a cute, charming little title anyway, and was pretty well received upon release

★★★

Release	Region	Type	Code	Rar./Price	Notes
Atelier Marie & Elie ~Salburg no Renkinjutsushi 1 & 2~	JP	JPN	T-44701M	B 3-4 <input type="checkbox"/>	Another Japanese release which never saw a 'standard' release as such, but which came in an oversized box which includes a phone strap and charms. Some sites do claim a 'standard' jewel case release as well, but these are from the boxed version. An interesting extra point – the extra disc for the game was infected with the Kriz computer virus, so users attempting to use the included screen-saver on a PC risked some unforeseen consequences. It doesn't, thankfully, have any effect on the Dreamcast itself.

1 versions, 1 JP

Atsumare Guru Guru Onsen

NTSC-J Exclusive

あつまれ！ぐるぐる温泉

Publisher:	SEGA	Origin:	Japan
Developer:	AM7	Year:	1999 J
Genre:	Board Games	Also on:	Dreamcast Exclusive
Series:	Guru Guru Onsen		
Useful Extras:	Translation guide, VGA, Online, Keyboard, a few friends (1-4 players)		



★★★

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The first of the Guru Guru Onsen series, Sega's attempt to bring online table games to the Dreamcast. This version includes Mahjong, Shogi and Trump, all wrapped up in Sega's usual flair for presentation. Even with this online focus, the game is possible to play offline against AI controller opponents. Whilst as you may expect there's a fairly large amount of text to read here, those familiar with the games on offer can get something out of it with minimal knowledge.

Release	Region	Type	Code	Rar./Price	Notes
Atsumare Guru Guru Onsen	JP	JPN	HDR-0015	A 1 <input type="checkbox"/>	The limited release came out a year after the standard edition and comes with a web money card for the game. Cover of the Limited edition is a different colour than the standard earlier release, with a terracotta colour background as opposed to the original green.
Atsumare Guru Guru Onsen	JP	JPN-L	HDR-0120	B 2-3 <input type="checkbox"/>	

2 versions, 2 JP

Atsumare Guru Guru Onsen BB

NTSC-J Exclusive

あつまれ！ぐるぐる温泉 B B

Publisher:	SEGA	Origin:	Japan
Developer:	Overworks	Year:	2000 J
Genre:	Board Games	Also on:	Dreamcast Exclusive
Series:	Guru Guru Onsen		
Useful Extras:	Translation guide, VGA, Online, Keyboard, a few friends (1-4 players), Broadband adaptor		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

It may be cheating a little bit to include this release as a separate release to the original Atsumare Guru Guru Onsen, but it is generally listed as such in most sources. From what I can tell, this is the same basic game but now compatible with the Dreamcast Broadband adaptor. It appears that the game has the same 3 titles (Mahjong, Shogi and Trump) and still features the 3D presentation and single player modes. It's a bit tougher to find, as you may imagine.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Atsumare Guru Guru Onsen BB	JP	JPN	HDR-0121	C 2-3 <input type="checkbox"/>	Very similar cover to the original 'Atsumare Guru Guru Onsen' game, but with a light blue background rather than the green or terracotta colours of the original.

1 versions, 1 JP



Baldr Force EXE

NTSC-J exclusive

バルドフォース エグゼ



Publisher: Alchemist
Developer: Alchemist / Giga
Genre: Action-Adventure
Useful Extras: Translation Guide, VGA

Origin: Japan
Year: 2004 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A late and well regarded Japanese exclusive, Baldr Force EXE offers up an interesting mix of mech combat with visual novel style adventure elements. Originally a PC title, the EXE release adds extra content and modes, and waters down some of the more adult orientated elements of the story. The plot seems surprisingly deep, revolving around a group of hackers finding their way into military systems and fighting it out with 'simulacrum', before a twisting story drops in death, vengeance and terrorism. It spawned an Anime mini-series too. The game itself will test the patience of those not able to understand the language or at least have a good translation guide to hand, but the mech combat is entertaining and frantic – helped by good controls and some tactical play. An interesting, and often expensive, title.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Baldr Force EXE	JP	JPN	T-47110M	B 4 <input type="checkbox"/>	
Baldr Force EXE	JP	JPN-L	T-47110M	C 6 <input type="checkbox"/>	

Although not usually listed with a limited edition release, there was a version which had the same game case, but came with a Telephone card, poster and a figure of the main mech in the game. Initial reports of the game listed these extras as coming as part of the package (the game was only available via Sega Direct), so possibly all copies would have been shipped with these – however, both editions are still listed here as evidence is not 100% as of yet.

2 versions, 2 JP

Bang! Gunship Elite

NTSC-U exclusive

Publisher: Red Storm
Developer: Rayland
Genre: Space Sim
Useful Extras: VGA

Origin: France
Year: 2000 NA
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

With space sims relatively rare on the Dreamcast, Bang! Gunship Elite's cool visuals certainly grab attention. This North American only release focuses solely on space based combat, tied together with a slightly cliched plot that plays second fiddle to the visuals. Sadly, the game, as is a common complaint with titles in the genre, suffers from being repetitive with uninspired missions that outstay their welcome very early on. The gameplay is okay in short bursts (it's nothing very original, and those who have played space based sims will know the routine), but the lack of any empathy brewed up by the back story makes it a rather shallow experience. Fans of the genre are better served with Starlancer, but Gunship Elite is not a complete loss for those who just want to blast something in space..

★★★

Release	Region	Type	Code	Rar./Price	Notes
Bang! Gunship Elite	NA	US	T-44102N	A 2 <input type="checkbox"/>	This US release has a black spine.

1 versions, 1 NA

Bangai-O

NTSC-U, NTSC-J and PAL release

released in Japan as 'Bakuretsu Muteki Bangaioh!'

爆裂無敵 バンガイオー

Publisher: Crave / Conspiracy Ent. (NA) **Origin:** Japan
 Virgin Int. / Swing! Ent. (PAL) **Year:** 1999 J/2000 PAL
 ESP (Japan) **Also on:** 2001 NA
Developer: Treasure **Series:** Bangai-O
Genre: Shooter
Related titles: semi-sequel Bangai-O Spirits on NDS
Useful Extras: none



2009 DCJY Poll: 25th 2013 DCJY Poll: 30th 2016 DCJY Poll: 65th

Treasure games seem to attain cult status as soon as they're released, and Bangai-O was no exception. Originally on the N64, the tweaked and improved DC version brings the legendary developers multi-directional shooter to Sega's machine, and saw a release in all 3 regions. You join Riki and Mami in controlling Bangai-O – an all powerful humanoid shaped robot, and attempt to put an end to the evil exploits of crime syndicate 'Cosmo Gang'. The game is best described as a mix of 2D horizontal shooter with serious bullet hell shmup influence. Gameplay is frantic, there's awesome weaponry and ridiculous explosions, as you rack up destruction to deploy the special attacks. The aesthetics are awesome, the cut scenes are...odd, and the gameplay is always entertaining. Controls can take some getting used to, but there's no doubting it's classic status on the DC, as witnessed by it's strong showing in the DCJY polls.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bakuretsu Muteki Bangaioh!	JPN	JPN	T-38702M	B 5 <input type="checkbox"/>	The prize edition is quite possibly the rarest Dreamcast game, although not a retail release. Instead, it's paltry 5 copies were given out, as the name suggests, as a prize for a high score competition run by Treasure. A sticker (drawn and signed by Hisashi Fujita) indicating it as a winners trophy was either attached to the case or included as part of the bundle for the winners, along with a poster and a couple of other bits. At least 2 of these copies do seem to have exchanged hands in the past, and their prices put them at the very top of the DC pricing scale, but those wanting to include this game as part of their collecting goals may need patience and a deep wallet.
Bakuretsu Muteki Bangaioh!	JP	JPN-O	T-38702M	E 8-9 <input type="checkbox"/>	
Bangai-O	NA	US	T-40217N	B 5-6 <input type="checkbox"/>	This US release has a black spine.
Bangai-O	EU	D/E/F/ G/I/S	T-7011D-50	B 3 <input type="checkbox"/>	

4 versions, 1 NA, 2 JP, 1 PAL

Bass Rush Dream

NTSC-J exclusive

full title 'Bass Rush Dream: EcoGear PowerWorm Championships'

バスラッシュドリーム ~エコギア パワーワームチャンピオンシップ~

Publisher: Visco **Origin:** Japan
Developer: Visco **Year:** 2000 J
Genre: Sport – Fishing **Also on:** N64
Useful Extras: VGA, Fishing Controller, VMU mini games



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Visco may not be a big name in game development, but their stab at a Fishing title is another decent attempt at the sport on the Dreamcast. Never making it's way out of Japan, Bass Rush Dream nevertheless has a good set of features, a VMU mini game and uses the fishing controller to good effect. As with all the Japanese fishing titles, there's nothing spectacular on offer, but for digital anglers out there, it's a no-brainer to add to your collection.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Bass Rush Dream	JPN	JPN	T-5801M	B 3 <input type="checkbox"/>	

1 versions, 1 JP

Battle Beaster

NTSC-J exclusive

バトルビースター



Publisher: Studio Wonder Effect
Developer: Studio Wonder Effect
Genre: Strategy
Useful Extras: VGA, Microphone, Translation guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A 'Battle Beast simulation', Battle Beaster utilises the microphone as you, erm, battle beasts. It does sound a bit generic, and indeed, it is. You pick a variety of beasts, train them up and do battle, with the microphone utilised to shout instructions/encouragement to your charges. Unsurprisingly everything here is in Japanese, and there's plenty of text to deal with too, meaning you're going to want to read up on your language skills to play the game. It's possibly the most generic title ever, and the game wasn't exactly hotly received upon release.

★★

Release	Region	Type	Code	Rar./Price	Notes
Battle Beaster	JP	JPN	T-43801M	B 4 <input type="checkbox"/>	

1 versions, 1 JP

Bikkuriman 2000

NTSC-J exclusive

full title 'Bikkuriman 2000 Viva! Festival!'

ビックリマン2000 ビバ! フェスティバア!



Publisher: Segatoys
Developer: Segatoys
Genre: Mini-Games
Related titles: Bikkuriman 2000 Viva! Pocket Festival! On the NGPC can link to the DC title Bikkuriman 2000 franchise
Major License: Bikkuriman 2000 franchise
Useful Extras: VGA, Dreamcast NGPC Link cable, Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's not many games that are descended from an Anime series based on a collectible sticker series, that was itself a marketing campaign for a chocolate wafer from a South Korean food company – but Bikkuriman 2000 is. It sounds ludicrous, and the game isn't exactly normal either. A party style game, you play a series of mini games with the aim of collecting coins to unlock more, and to collect seals (or possible stickers). It's all very Japanese, a bit mad but colourful and some of the mini games are quite good fun.

The game is one of the few titles which use the NGPC link cable, and can be linked to the NGPC title 'Bikkuriman 2000 Viva! Pocket Festival!', presumably to be able to trade over coins or stickers.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Bikkuriman 2000	JP	JPN	T-41801M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Black/Matrix Advanced

NTSC-J exclusive

ブラックマトリクス アドヴァンスト

Publisher: NEC Interchannel
Developer: Flight-Plan
Genre: Tactical RPG
Related titles: received a sequel on the PS2 (Black/Matrix II) and prequel on GBA (Black/Matrix Zero)
Series: Black/Matrix
Useful Extras: Translation guide

Origin: Japan
Year: 1999 J
Also on: SAT, PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Originally released on the Saturn as 'Black/Matrix', this Advanced sub-titled release adds some extras to the original and gives the graphics an upgrade. It uses turn based tactical battles as it's primary mechanic, but intersperses these with static screens to progress the plot, much like a visual novel. The Black/Matrix games are notable for using Christian themes as a plot device, using a battle between good and evil, imagined here as black winged (bad) and white winged (good) characters, and dropping in various references that makes the influence obvious. It's unusual to see such overt use of religion in the west (although of course plenty of western gamers have no issue with games cannibalising eastern religious motifs, but I digress), but it's a neat concept, that sadly will be lost on anyone unable to read Japanese or put some time into a good guide (which do exist). As for the tactical RPG gameplay itself, it's relatively well received so is worth the time of genre fans.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Black/Matrix Advanced	JP	JPN	T-20101M	A 2-3 <input type="checkbox"/>	Black/Matrix Advanced Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Black/Matrix Advanced	JP	JPN-D	T-20101M	B 2-3 <input type="checkbox"/>	

2 versions, 2 JP

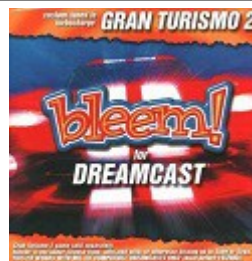
Bleemcast : Gran Turismo 2

Indie release (unlicensed for DC)

also known as 'Bleem! For Dreamcast : Gran Turismo 2'

Publisher: Bleem! (orig. Sony)
Developer: Bleem! (orig. Polyphony Digital)
Genre: Emulator (Racing)
Series: Bleemcast series of 3 games
Useful Extras: VGA, Steering Wheel, a friend (1-2 players)

Origin: USA (orig. Japan)
Year: 2001 (orig. 2000)
Also on: PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Bleem originated as an attempt to emulate the PS1 on PC's, and allow PC gamers to experience the best the console had without having to purchase one of those pesky Sony consoles. The announcement that a Dreamcast version, potentially expanding the library on the console by hundreds, was on it's way caused no small degree of issues, and the legal battle between Bleem and Sony would go on for some time (with Bleem eventually winning, but crippled with legal costs). As it happened, due mainly to the difficulties in testing out such a huge library of games, there would only be 3 Bleemcast releases on the DC, a figure somewhat reduced from the original concept, but the concept of experiencing 3 of the best PS1 titles with improved looks was still enticing.

The Gran Turismo 2 Bleemcast disc was the first to be released, and gives a shinier look to a racing title that rightfully won many plaudits for it's depth upon release. As a game, it offers a huge amount of content, with more than 600 cars, arcade and simulation modes, plenty of tracks, rallying, a Gran Turismo experience that will keep any racing fan occupied for ages and plenty to tinker with to your hearts content. The Bleemcast version is without a doubt a visual improvement, but it's not a visual treat, DC racing titles already surpassing it by some distance at this point. Still, it's an undeniably good game, and with a wheel it's as good an experience as on it's original console (if you forgive a couple of bugs here and there) – and it remains a novelty to play a Sony game on the DC.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bleemcast : Gran Turismo 2	WW	HBW	-	A 2 <input type="checkbox"/>	In cardboard sleeve. A version of the original game for PS1 is required

1 versions, 1 JP

Bleemcast : Metal Gear Solid

Indie release (unlicensed for DC)

Publisher: Bleem! (orig. Konami) **Origin:** USA (orig. Japan)
Developer: Bleem! (orig. Konami) **Year:** 2001 (orig. 1998)
Genre: Emulator (Stealth) **Also on:** PS1
Series: Bleemcast series of 3 games
Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst Gran Turismo 2 on the DC was a tempting prospect, but one with plenty of competition on Sega's console, the arrival of Metal Gear Solid via Bleem's emulation disc was a far more mouth watering affair. Universally heralded as one of the all time greats, MGS's brand of stealth adventuring is to this day an exhilarating experience, and this unconventional appearance on the DC is most welcome. However, whilst the graphics are a bit sharper and the controls are serviceable, it can feel a little clumsy with the DC pad, and one of the games most renowned parts (the encounter with Psycho Mantis) doesn't have the same impact. With only Headhunter as a comparable rival for the DC, fans of the stealth-em-up sub genre will certainly want to try this out on their DC's.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bleemcast : Metal Gear Solid	WW	HBW	-	A 2 <input type="checkbox"/>	In Jewel case. Requires version of the original game on PS1.

1 versions, 1 JP



Bleemcast : Tekken 3

Indie release (unlicensed for DC)

Publisher: Bleem! (orig. Namco) **Origin:** USA (orig. Japan)
Developer: Bleem! (orig. Namco) **Year:** 2001 (orig. 1998)
Genre: Fighter (3D) **Also on:** PS1, ARC
Series: Bleemcast series of 3 games
Useful Extras: VGA, a friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The third of the Bleemcast releases, and another highly acclaimed title. Widely regarded as one of the best fighting games ever, fighting fans will appreciate it's appearance on the DC. It doesn't look as good as certain other Namco fighters on the console, but it's solid gameplay is timeless.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bleemcast : Tekken 3	WW	HBW	-	A 2 <input type="checkbox"/>	In Jewel case. Requires version of the original game on PS1.

1 versions, 1 JP



Blue-Sky-Blue

NTSC-J exclusive

full title: 'Blue-Sky-Blue: Sora o Mau Tsubasa'

-空を舞う翼- Blue-Sky-Blue 【s】

Publisher: Ecole **Origin:** Japan
Developer: Reindeer **Year:** 2003 J
Genre: Visual Novel **Also on:** PC
Useful Extras: Translation Guide, VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A visual novel / Dating simulator, Blue-Sky-Blue doesn't do much to make it stand out in a crowded field, taking a rather generic approach to things, with nice pictures, lots of text, and limited interactivity. The plot sees the main character relocating with their father to a new city where, of course, romance with a variety of girls soon follows. The PC original had some adult content, which was removed from this release. It's difficult to recommend an average visual novel, but genre fans will have another to add to their list (although finding a guide is essential)

★★

Release	Region	Type	Code	Rar./Price	Notes
Blue-Sky-Blue	JP	JPN	T-23205M	A 2-3 <input type="checkbox"/>	The Limited edition comes in an outer sleeve with a bundled soundtrack / Fan disc CD (in a second jewel case) as an extra.
Blue-Sky-Blue	JP	JPN-L	T-23204M	B 3 <input type="checkbox"/>	

2 versions, 2 JP



Blue Steel Variable Formula -Space Griffon-

NTSC-J exclusive

also known as 'Aoi Hagane no Kihei: Space Griffon' or 'Soukou no Kihei: Space Griffon'; also simply as 'Space Griffon'

蒼鋼の騎兵 -SPACE GRIFFON-



Publisher: Panther Software
Developer: Panther Software
Genre: Action
Related titles: game is an enhanced version of an earlier PS1 title which received a release in North America 'Space Griffon VF-9'

Origin: Japan
Year: 1999 J
Also on: PS1

Useful Extras: Translation Guide, VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst the original PS1 title 'Space Griffon VF-9' saw a release in the States, this enhanced version of the game, with a ridiculously long title, stayed in Japan.. You'd not be blamed for thinking this is a visual novel, with the complete absence of in game action shots on the back cover, but in actual fact this is a mech based corridor shooter. You are sent to the lunar moon base 'Hamlet', where things have gone south in a big way, with zombies roaming the corridors, and of course it is your job, in command of a mighty transforming, heavily armed mech, to clean things up. The game is a but dull, a bit slow and never quite makes the most of it's interesting ideas. Playable without in depth knowledge of Japanese, to understand the plot a translation guide is essential.

★★

Release	Region	Type	Code	Rar./Price	Notes
Blue Steel Variable Formula -Space Griffon-	JP	JPN	T-39601M	A 2 <input type="checkbox"/>	

1 versions, 1 JP



Blue Stinger

NTSC-U, NTSC-J and PAL release



Publisher: SEGA (JPN), Activision (NA/PAL)
Developer: Climax Graphics
Genre: Action-Adventure/Survival Horror
Related titles: Illbleed (shared ideas, same devs.)
Useful Extras: VGA

Origin: Japan
Year: 1999 J/NA/PAL
Also on: Dreamcast Exclusive

2009 DCJY Poll: 72nd 2013 DCJY Poll: 81st 2016 DCJY Poll: 53rd

A popular game with early adaptors of the system due to being a launch title in the West, Blue Stinger was the only real action-adventure (arguably other than Sonic Adventure) available in those early days. It still retains a slight following amongst DC fans, but much of this may be nostalgia, as the game is certainly lower tier. A suitably B-movie plot sees evil corporations, the extinction of both the Dinosaurs and mankind, and typically awfully hilarious voice-overs. Whilst the game looks okay and sounds excellent (awesomely epic sounding musical score), the biggest issue is control – or indeed, lack of it. The Japanese release took inspiration from Resident Evil and went for the fixed camera idea to give a cinematic feel, and along with it the usual complaints of frustrating control. In the west, Activision went for a 3rd person floating camera, which fixes elements like combat, but has a mind of it's own and leads to numerous bouts of frustration as you end up stuck in a corner without the ability to see anything useful. I prefer the Japanese system, personally, but both have issues. Not quite as silly as Climax's semi-legendary Illbleed, it still has a sense of humour.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Blue Stinger	NA	US	T-13001M	A 1 <input type="checkbox"/>	This US release has a white spine.
Blue Stinger	NA	BRA	197116	C 5-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially the orange quarter circle with DC swirl in the bottom left of the cover. Shares the US cover, with rear reworked in Portuguese. As with all Brazilian Tec-Toy releases, tough to find outside of Brazil.
Blue Stinger	JP	JPN	HDR-0003	A 1 <input type="checkbox"/>	
Blue Stinger	EU	F	T-13001D-09	A 2 <input type="checkbox"/>	The 3 PAL releases of Blue Stinger have different discs and instructions.
Blue Stinger	EU	G	T-13001D-18	A 2 <input type="checkbox"/>	
Blue Stinger	EU	E/I/S	T-13001D-58	A 1 <input type="checkbox"/>	The PAL release is one of the early releases which has no 'Dreamcast' header on the cover.

6 versions, 2 NA, 1 JP, 3 PAL

Blue Submarine No. 6 -Time and Tide-

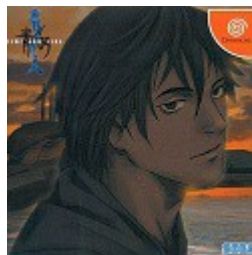
NTSC-J exclusive

also known as 'Ao no 6-go Saigetsufutai Hito: Time and Tide'

青の6号 歳月不待人 -TIME AND TIDE-

Publisher: SEGA
Developer: SEGA
Genre: Adventure
Major License: Blue Submarine No. 6 Manga and OVA
Useful Extras: Translation Guide, VGA

Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: 184th

2016 DCJY Poll: 178th

Based on a post-apocalyptic submarine warfare versus mutant hybrids Manga and Animated series (OVA), Blue Submarine No. 6 is a lovely looking title which commands high prices. The game mixes great underwater action sequences, which look excellent and play well, with well designed controls, and add it to the usual array of pre-mission screens and some beautiful cel-shaded animation. Both the audio and visuals are excellent throughout, and fans of the source material will approve of the high detail. Compared to the western underwater adventures, Blue Submarine is a far more rewarding experience, but whilst the action sequences display a lot of on screen commands in English, a translation guide is still a necessity to understand the plot – and without knowledge of what's going on, things can quickly become a little tiring. This though is one title where the effort has a good chance of being rewarded. A bit pricey, but worth it.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Blue Submarine No. 6 -Time and Tide-	JP	JPN	HDR-0075	B 5-6 <input type="checkbox"/>	

1 versions, 1 JP

Bokumu No Tatsujin

NTSC-J exclusive

also known as 'Boku Yume no Tatsujin'

ボコ夢の達人

Publisher: Fujicom
Developer: Fujicom
Genre: Mixed Genres
Useful Extras: Translation Guide, VGA

Origin: Japan
Year: 2002 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Described as a 'life simulator', Bokumu No Tatsujin is a rather tough game to understand if Japanese isn't your language. The aim seems to be to travel to various locations and make progress by taking part in various activities, but everything is so ever-so-slightly unhinged, and odd, that any plot line went straight over my head. The various activities are a mix of mini game based events, some of which are just plain weird, which are often poorly controlled. Graphics are a little archaic, and it never impresses that much on a technical level. The game wasn't well received at the time, so this one is probably just more for the collection.

★

Release	Region	Type	Code	Rar./Price	Notes
Bokumu No Tatsujin	JP	JPN	T-42904M	A 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Boku Doraemon

NTSC-J exclusive

ぼく ドラえもん



Publisher:	Segatoys	Origin:	Japan
Developer:	Segatoys	Year:	2001 J
Genre:	Adventure	Also on:	Dreamcast Exclusive
Major License:	Doraemon anime series		
Useful Extras:	Translation guide, VGA		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Based on a long running and popular Anime series, Boku Doraemon is one of Segatoys few forays into the DC gaming market (this separate section of SEGA also released Bikkuriman 2000 and are known unsurprisingly more for their Toy output. For those in the UK, we often see the Sega Toys mark on Japanese import toys), and of course stars the eponymous blue robot cat in a series of puzzle led adventures that anyone familiar with the series will feel right at home in. Although I've never played it myself, DCJY writer TheGagaman wrote an in depth report of the title, in which he describes it as a sort of Shenmue-lite with plenty of mini games, bold and colourful design with large sprites, 3D backgrounds and great music. There's plenty of variety, from 3D First person parts to collecting items to the aforementioned mini-games. Of course, the language barrier is an issue, but it's bright and cheerful demeanour means its worth a shot.

After it's original release, a bug came to light that saw the game crash repeatedly. It was recalled and reissued soon after. I'm not entirely sure how you can tell the difference between these 2 different versions, as I presume only the disc was changed. It's also unclear how many original discs still remained in circulation. For these reasons, only 1 version is listed here.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Boku Doraemon	JP	JPN	T-41802M	B 4 <input type="checkbox"/>	

1 versions, 1 JP

Boku no Tennis Jinsei

NTSC-J exclusive

translated into English as 'My Tennis Life'

ぼくのテニス人生



Publisher:	Bimboosoft	Origin:	Japan
Developer:	Bimboosoft	Year:	2001 J
Genre:	Sport – Tennis	Also on:	Dreamcast Exclusive
Useful Extras:	VGA, a few friends (1-4 players), Translation guide for menus		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

From the same developers as Coaster Works / Jet Coaster Dream, Boku no Tennis Jinsei has some stiff competition on the DC in the tennis arena, and sadly it doesn't fair well. Looking like 'Weebl and Bob' playing the sport, it doesn't have the strongest aesthetics (and that is being kind – graphics are extremely basic), and there's some serious issues with poor collision detection, which never helps in a sports game, especially when compared to the smoothness of Virtua Tennis / Power Smash. There's not much in the way of content either, another element which reinforces the feel of the title being a cheap little game. On the plus side, once the menus have been navigated, the game itself needs little in the way of translating, and being a relatively hard title to find, it's a nice collection piece.

★

Release	Region	Type	Code	Rar./Price	Notes
Boku no Tennis Jinsei	JP	JPN	T-41202M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Boku to, Bokura no Natsu

NTSC-J exclusive

also known as 'Bokuto Bokurano Natsu'

translated into English as 'Me, and our Summer'

僕と、僕らの夏



Publisher: Kid
Developer: Kid / Light
Genre: Visual Novel
Useful Extras: Translation Guide, VGA

Origin: Japan
Year: 2002 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Boku to, Bokura no Natsu is another Visual novel title from prolific DC supporters Kid. Like many of the companies titles, it doesn't do anything revolutionary, and plays out just as you'd imagine a Visual novel would. The plot sees you assuming the role of Koseki who returns to his birth village and meets up with old friends, before a dam is constructed that floods the valley, and to find a mysterious treasure they once buried. The plot seems to be relatively well received by fans of the genre, but for those who must struggle with a translation guide to get through it, the going could be tough. The collectors edition box remains the most noticeable thing about the game for most gamers.

★★

Release	Region	Type	Code	Rar./Price	Notes
Boku to, Bokura no Natsu	JP	JPN-L	T-19717M	B 4 <input type="checkbox"/>	Comes in an oversized cardboard box which includes the game in standard Jewel case, and a collectors artwork book with character illustrations. Limited to 10,000 copies. Despite this, the game is listed as a standard edition as it's almost certain that only this version was released. If you see the jewel case on it's own, it would of come from this set. 1 versions, 1 JP

Bomber Hehhe!

NTSC-J exclusive

ボンバーヘッヘ



Publisher: Fujicom
Developer: Fujicom
Genre: Action-Strategy
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2002 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: 169th 2016 DCJY Poll: n/a

Ever fancied being a Demolitions expert? Bomber Hehhe! Could be right up your slightly destructive street, as that is exactly the concept of the game. You have a building to demolish, a set of explosives to do the job with and a game which doesn't take itself all that seriously (the UFO level at least points in that direction). It's a fun game, once you get over the small learning curve, and there's some scope for some serious strategic explosive setting underneath the more visceral 'blow everything up' side. It is a little more focused than some of the other 'blow em up' games on other consoles, but luckily this doesn't effect the enjoyment. There's mini games, plenty of story levels and a language barrier that isn't insurmountable – although a guide is recommended. The audio and visual side of things is decent, but in truth neither are the main strong points of the game. Bomber Hehhe! Is a solid and enjoyable title which even gamers with limited patience of Japanese language games can get to grips with.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bomber Hehhe!	JP	JPN	T-42903M	A 4 <input type="checkbox"/>	

1 versions, 1 JP

Bomberman Online

NTSC-U exclusive



Publisher: SEGA
Developer: Hudson Soft
Genre: Party
Series: Bomberman
Useful Extras: VGA, Online, Dreamcast Keyboard, Several friends (1-8 players online, 1-4 on one console)

Origin: Japan
Year: 2001 NA
Also on: Dreamcast Exclusive

2009 DCJY Poll: 63rd 2013 DCJY Poll: 53rd 2016 DCJY Poll: 86th

Every console needs a Bomberman game, like Worms it's a classic multiplayer game that always adds something to a console lineup. After the joy of Saturn Bomberman, this US only release (oddly it didn't get a release in it's native Japan) was tailored with Online functionality in mind, and whilst that may now be just a memory, we're left with the classic Bomberman gameplay. Sadly, the single player modes aren't as great as Bomberman's exploits on past Sega consoles, with a simple series of different rules and game modes serving as the meat of the main 1 player offering. New modes (submarine mode?) are okay, but as seasoned Bomberman fans will attest, it's the core gameplay of the classic game with a few mates crowded around a console that is the beating heart of the game. Cel-shaded style graphics, nice animated sequences and plenty of options all mean that the game is definitely worth still playing, especially with friends.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bomberman Online	NA	US	51065	A 2 <input type="checkbox"/>	This US release has a black spine. 1 versions, 1 NA

Border Down

NTSC-J exclusive

ボーダーダウN



Publisher: G.rev
Developer: G.rev
Genre: Shmup
Related titles: Under Defeat (same devs, another shmup, but otherwise unconnected)
Useful Extras: VGA, Arcade Stick

Origin: Japan
Year: 2003 J
Also on: ARC

2009 DCJY Poll: 73rd 2013 DCJY Poll: 102nd 2016 DCJY Poll: 67th

In the more than a decade space of time that the DC has been 'dead', the portfolio of post-life shmups on the console has grown considerably. Border Down was one of the earliest of these life-after-death releases upon it's transition from Naomi arcade title to the DC, and remains a highly sought after, and widely acclaimed, shooter. It takes many elements of classic horizontal shooters and adds some neat ideas, most notably the border system. Simply put, when you lose a life you 'border down', of which there are 3 on each level. Helping the game along, there are beautiful background graphics, impressive electronic soundtrack and plenty of challenge, as well as a remix mode. The toughness will put off non-shmup fans, but on a purely technical level it's highly impressive.

G.rev released both standard and Limited editions, both of which are pricey to get hold of, with the Limited edition in particular reaching very high prices. The D-direct exclusive edition (Limited edition with extras, including Mouse mat) is an even higher price, although is technically the same game and case as the Limited, so only completists need to worry. The game is fully playable with no language barrier or need for guide.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Border Down	JP	JPN	T-46703M	B 6 <input type="checkbox"/>	In standard Jewel case. Diff. Artwork.
Border Down	JP	JPN-L	T-46702M	C 7-8 <input type="checkbox"/>	The Limited edition is the standard
Border Down	JP	JPN-O	T-46702M	C 8 <input type="checkbox"/>	limited release, which comes with an audio CD and is in a double jewel case. There is also another release, the one listed as JPN-O here, which is the D-Direct release exclusive, and comes with the same content as the Limited edition but also a Mouse Mat. One of the first 'Last ever Dreamcast releases', and quite an expensive one to get hold of, especially the D-Direct version with extras.

3 versions, 3 JP

Bounty Hunter Sarah

NTSC-J exclusive

full title: 'Bounty Hunter Sarah: Holy Mountain no Teiou'

バウンティハンターサラ ホーリーマウンテンの帝王



Publisher: Capcom
Developer: Capcom / Flagship
Genre: Adventure / Visual Novel
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2001 J
Also on: PS1

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Whilst many Capcom games made the leap to the West with ease, Bounty Hunter Sarah stayed firmly in Japan, which is not surprising as it consists of a hell of a lot of text. Not your traditional style visual novel, this has a darker, more western graphic novel feel about it. Taking the role of Sara Fitzgerald, you are a bounty hunter in 2060's Neo Tokyo, a place riddled with crime and in which hiring mercenaries to do the dirty work seems to be common. The game sees you infiltrating and taking down the gangster called the 'Lord of Holy Mountain'. You will definitely need a guide if you don't speak Japanese, as there really are streams and streams of text, and there doesn't seem to be a massive amount of interaction – but the style and story may be more appealing to those turned off by standard visual novel games.

★★

Release	Region	Type	Code	Rar./Price	Notes
Bounty Hunter Sarah	JP	JPN	T-1243M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Breakers

Indie release

ブレイカーズ



Publisher:	JoshProd	Origin:	Japan / France
Developer:	Visco	Year:	2017 WW
Genre:	Fighter (2D)	Also on:	NEO GEO, NGCD
Related titles:	Breakers Revenge (updated)		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Rather uniquely amongst the DC Indie releases, Breakers is a version of a semi-obscure Visco 2D fighter from the mid 90's that saw an appearance on the Neo Geo and Neo Geo CD, officially licensed and approved of by the original creators. It's a heavily Street Fighter II inspired 2D fighter, with the characters closely resembling the types typical of other 90's fighters, and boasts some nice pixel art and solid gameplay mechanics. As the game uses the Neo Geo emulator prevalent in the DC homebrew scene, it does have the occasional moment of slowdown, and is not as smooth as the original release, which for some could be a real turn off – but for those wanting a good mid 90's 2D fighter to add to their collection and can deal with the less than 100% perfect version here, Breakers does the business.

Whether this game signals a change in the indie DC scene and a move to releasing older titles with license, only time will tell.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Breakers	WW	HBW	-	B 4 <input type="checkbox"/>	JoshProd release in PAL case.
Breakers	WW	HBW	-	B 4 <input type="checkbox"/>	Play-Asia exclusive Japanese style release. Reversible cover with US style.
Breakers	WW	HBW	-	B 4 <input type="checkbox"/>	Play-Asia exclusive US style release. Reversible cover with JPN style.

3 versions, 3 WW

Buggy Heat

NTSC-U, NTSC-J and PAL release
released in the US as 'TNN Motorsports Hardcore Heat'

バギーヒート

Publisher:	CRI (Japan); ASC Games (NA) SEGA (PAL)	Origin:	Japan
Developer:	CRI	Year:	1999 J/NA/PAL
Genre:	Racing	Also on:	Dreamcast Exclusive
Major License:	TNN Motorsports TV channel (US)		
Useful Extras:	Steering Wheel, VGA, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Buggy Heat is an off road racing game that wears it's arcade influence proudly for all to see. It's a typical Sega racing title – so expect blue skies in exotic, odd locations, bright colourful characters, spectacular weather effects, top level presentation and a few highly tuned tracks with arcade play sensibilities. The controls however, are a major issue. Yes, it's an off road racing title, but having controls that veer from tank-like unresponsiveness, to spinning you around at the merest flick of a road side object causes much grief (although not as much as the clumsy US release title). Flawed, but decent off road racer with some nice ideas, and top class presentation.

The game is not related to the North American release of Saturn title 'Hardcore heat' which also had a TNN Motorsports license, as that title was developed by stalwart English developers Gremlin.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Buggy Heat	JP	JPN	T-6801M	A 1-2 <input type="checkbox"/>	
Buggy Heat	EU	E/F/G/S/i	MK-54040-50	A 1-2 <input type="checkbox"/>	Buggy Heat includes Italian instructions in the booklet, but not on the rear cover.
Buggy Heat	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0016-50. PAL release with no 'Dreamcast' header
TNN Motorsports Hardcore Heat	NA	US	T-13701N	A 2 <input type="checkbox"/>	This US release has a white spine.

4 versions, 1 NA, 1 JP, 2 PAL

Bust-A-Move 4

NTSC-U, NTSC-J and PAL release
released in Japan as 'Puzzle Bobble 4'

パズルボブル4

Publisher:	Acclaim (NA / PAL) Taito / Cyber Front (Japan)	Origin:	Japan
Developer:	Taito / Cyber Front	Year:	2000 J/NA/PAL
Genre:	Puzzle	Also on:	ARC, PS1, GBC, PC
Series:	Bust-A-Move / Puzzle Bobble		
Useful Extras:	VGA , a Friend (1-2 players)		

2009 DCJY Poll: 92nd 2013 DCJY Poll: 105th 2016 DCJY Poll: n/a

The 4th instalment in Taito's much loved puzzle franchise comes to the Dreamcast with some minor gameplay changes, but all the charm and addictiveness that has made the series so popular. There's a couple of additions over earlier entries in the series, and plenty of modes to keep you busy, including the excellent 2 player options, a wealth of levels in single player and the ability to make your own, all give the game depth. If you like Bust-A-Move/Puzzle Bobble you won't be disappointed, and indeed if you don't you're not going to be converted. As always, the Japanese and western releases differ in titles, but the gameplay remains the same.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bust-a-Move 4	NA	US	T-8117N	A 1-2 <input type="checkbox"/>	This US release has a white spine.
Bust-a-Move 4	EU	E	T-8109D-05	A 1-2 <input type="checkbox"/>	The 5 PAL versions of Bust-A-Move 4
Bust-a-Move 4	EU	G	T-8109D-18	A 1-2 <input type="checkbox"/>	share the same disc with different
Bust-a-Move 4	EU	D/F	T-8109D-59	B 2 <input type="checkbox"/>	manuals.
Bust-a-Move 4	EU	S	T-8109D-06	B 2 <input type="checkbox"/>	Oddly, both the Spanish and Italian
Bust-a-Move 4	EU	I	T-8109D-13	B 2 <input type="checkbox"/>	versions have both languages on the back cover, but have different barcodes.
Bust-a-Move 4	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0067-50 / 952-0062-50 As with other Acclaim releases, the white label comes in clamshell case with instructions.
Puzzle Bobble 4	JP	JPN	T-42301M	A 1-2 <input type="checkbox"/>	

8 versions, 1 NA, 1 JP, 6 PAL



Buzz Lightyear of Star Command

NTSC-U and PAL release

spine for both UK PAL and NA releases is 'Disney/Pixar's Buzz Lightyear of Star Command'. Additionally, in France and Germany the game has a local title.

Publisher:	Activision	Origin:	England
Developer:	Traveller's Tales	Year:	2000 NA, 2001 PAL
Genre:	Action-Adventure / Platformer	Also on:	PC, PS1, GBC
Related titles:	Toy Story 2		
Major License:	Buzz Lightyear TV series, Toy Story / Disney / Pixar		
Useful Extras:	none		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 192nd

Before Traveller's Tales hit the big time with the Lego game franchise, they put out mid level titles like this video game adaption of the animated TV series spin off from Toy Story. It's action is pretty generic platforming, running, shooting and beating similar looking baddies, quite typical for a licensed game of this type. As a PS1 port, the graphics, whilst bright at least, look blocky and lacking texture compared to the best games on the Dreamcast. The issue here is that there's nothing to heavily criticise the game for – it does a decent job at bringing the TV series to life, it's just all quite average.

PAL releases had 3 different titles, including German and French releases in their own languages, for those collectors looking for the 'real' full set.

Release	Region	Type	Code	Rar./Price	Notes	★ ★
Les Aventures de Buzz L'Eclair	EU	F	T-13005D-09	B 2 <input type="checkbox"/>	French language release	
Buzz Lightyear of Star Command	NA	US	T-13007N	A 2 <input type="checkbox"/>	This US release has a black spine.	
Buzz Lightyear of Star Command	EU	E	T-13005D-05	A 2 <input type="checkbox"/>	English language release	
Buzz Lightyear of Star Command	EU	I/S	T-13005D-60	B 2 <input type="checkbox"/>	Italian and Spanish language release	
Captain Buzz Lightyear Star Command	EU	G	T-13005D-18	A 2 <input type="checkbox"/>	German language release. All PAL releases have diff. discs and instructions	

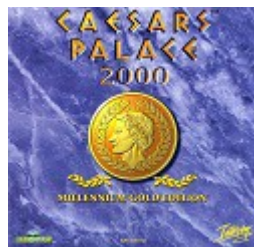
5 versions, 1 NA, 4 PAL

Caesar's Palace 2000

NTSC-U and PAL release

full title: 'Caesar's Palace 2000: Millennium Gold Edition'

Publisher:	Interplay	Origin:	England
Developer:	Runecraft	Year:	2000 NA / PAL
Genre:	Gambling	Also on:	PC, PS1
Major License:	Caesar's World casino		
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's usually a Caesar's Palace game hidden away in a consoles library, and this is the Dreamcast's entry. It does nothing more than what you'd expect – at least 11 different casino games for up to 4 players to waste their imaginary digital cash on. It's blurb states it has 'heart pounding action', which is a stretch. There's a couple of additions (tutorial, 'real' odds and payouts), but really, this is just as slightly pointless as you'd expect.

Release	Region	Type	Code	Rar./Price	Notes	★
Caesar's Palace 2000	NA	US	T-12504N	A 1 <input type="checkbox"/>	This US release has a white spine.	
Caesar's Palace 2000	EU	E/I/S	T-12502D-61	A 1 <input type="checkbox"/>	The 2 versions of Caesar's Palace 2000	
Caesar's Palace 2000	EU	F/G	T-12502D-83	A 1 <input type="checkbox"/>	share the same disc but have different instructions.	
					This is one of the PAL releases which have no 'Dreamcast' header on the front cover.	
Caesar's Palace 2000	EU	Ebc	-	C 1-2 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.	

4 versions, 1 NA, 3 PAL

Cafe Little Wish Mahou no Recipe

NTSC-J exclusive

カフェ・リトルウィッシュ



Publisher: Princess Soft
Developer: Patisserie
Genre: Visual Novel
Useful Extras: Translation Guide

Origin: Japan
Year: 2003 J
Also on: PC, PS2

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Originally a PC release with adult content, the Dreamcast as usual has the Adult content toned down. The plot concerns your controllable character, an Amnesiac called Leon, who after eating at the Cafe Little Wish realises he has no money, and ends up paying off the debt by working at the Cafe. Oh, and romancing 5 female waitresses. Yes, this is one of those Romance visual novels, with the usual mix of branching storylines, lots of text and multiple endings compelling repeated playthroughs. The game wasn't well received by the Japanese gaming press upon release, and without any sort of Limited edition, this will no doubt end up more as shelf filler for completists (the game isn't the most common title, probably due to a limited print run, but it doesn't command high prices). Translation guide is of course a necessity if you do want to play it and don't know Japanese.

★★

Release	Region	Type	Code	Rar./Price	Notes
Cafe Little Wish Mahou no Recipe	JP	JPN	T-46513M	B 2 <input type="checkbox"/>	

1 version, 1 JP

Canary

NTSC-J exclusive

full title 'Canary ~Kono Omoi o Uta ni Nosete~'; also known as 'Kanaria'

カナリア ~この想いを歌にのせて~



Publisher: NEC Interchannel
Developer: Front Wing
Genre: Visual Novel
Major License: Canary (OVA)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: PC, PS2

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Another title that saw the leap from adult content PC Eroge title to a slightly more sanitised release on the Dreamcast. Canary doesn't stray far from the standard visual novel gameplay, with interactions between yourself and several female characters providing the bulk of the story. There's an emphasis on music, as you're part of the school band as are the various characters you'll meet, and the audio is of a good quality throughout. The game though wasn't that highly received on release, and the story itself is not of the highest quality. And yes, you're probably going to need a guide to help you with the language barrier here.

★★

Release	Region	Type	Code	Rar./Price	Notes
Canary	JP	JPN	T-20111M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Candy Stripe

NTSC-J exclusive

full title: 'Candy Stripe ~Minarai Tenshi~'

Candy Stripe ~みならい天使~

Publisher: SEGA
Developer: WOW Entertainment
Genre: Visual Novel
Useful Extras: Translation Guide, VGA

Origin: Japan
Year: 2001 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A standard Romancing Visual novel style game, Candy Stripe is one of Sega's own entries into the genre. Taking the role of a Medical intern, you proceed along the normal route of interacting with the female nurses working at the same hospital as you, with the aim of a potential romantic outcome. It's all quite average as far as the genre goes, and although it wasn't massively well received, it may be worth a shot from genre fans.

The most noticeable thing about the game for most collectors is it's Limited edition. Coming in a larger cardboard box, it contains a treasure trove of Nursing themed items, and is a good novelty addition to any DC collection, and one which can be picked up for a fair price if found.

★★

Release	Region	Type	Code	Rar./Price	Notes
Candy Stripe	JP	JPN	HDR-0172	A 1-2 <input type="checkbox"/>	Limited edition comes in a larger box with a variety of extra goodies tied in with the game's nursing theme, including a case, clipboard, pen, bandages... it's not exactly very manly, but it is a nice little set.
Candy Stripe	JP	JPN-L	HDR-0175	B 2-3 <input type="checkbox"/>	

2 versions, 2 JP

Cannon Spike

NTSC-J, NTSC-U and PAL release

released as 'Gunspike' in Japan

ガンスパイク

Publisher: Capcom (Bigben for PAL release)
Developer: Psikyo
Genre: Shooter
Related titles: features characters from Street Fighter, Ghosts 'n Goblins, Darkstalkers / Vampire Chronicle, Mega Man and Three Wonders; all Capcom series

Origin: Japan
Year: 2000 J / NA; 2002 PAL
Also on: ARC



Useful Extras: VGA, Arcade Stick, a Friend (1-2 players)

2009 DCJY Poll: 67th 2013 DCJY Poll: 61st 2016 DCJY Poll: 43rd

Developed by Psikyo (Gunbird 2, Zero Gunner 2) and using Capcom characters, Cannon Spike / Gunspike is a multi-directional shooter in the vein of Smash TV or Millennium Soldier, but with strong arcade overtones (not surprising, seeing as it was first a Naomi arcade game). You blast through 10 short levels, dispatching waves of enemies with overpowered weaponry and spectacular special attacks. The game is short (completing in around 15 minutes) and the character list could be described as second tier, which is a shame but doesn't effect the games fun core mechanic. There's plenty of difficulty levels and 7 characters all told, so there's a little bit of depth to add to the arcade sensibility. It's a minor cult classic on the DC, and the relentless action is thrilling whilst it lasts, but underneath the action, there lies a fairly simple game.

The PAL version doesn't output in VGA straight from the box, although can be forced by using boot disc.

Due to the game's cult following, it remains one of the few multi-regional releases that command high prices through all versions.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Cannon Spike	NA	US	T-1215N	B 7 <input type="checkbox"/>	This US release has a black spine
Cannon Spike	EU	E/F/G/S	T-46601D-50	B 7 <input type="checkbox"/>	As with many other late Bigben releases, the quality of the inlays is poor with a low resolution on the rear cover in particular.
Cannon Spike	EU	EWLP	-	C 6-7 <input type="checkbox"/>	Disc codes: 950-0187-50 / 952-0177-50 Same content as retail disc.
Gunspike	JP	JPN	T-1219M	A 5-6 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Canvas: Motif of Sepia Color

NTSC-J exclusive

also known as 'Canvas', 'Canvas: Sepia-iro no Motif' or 'Canvas ~Sepia Motif~

Canvas ~セピア色のモチーフ~



Publisher: NEC Interchannel
Developer: Cocktail Soft
Genre: Visual Novel
Series: Canvas
Useful Extras: Translation Guide, VGA

Origin: Japan
Year: 2001 J
Also on: PC, PS2, iOS

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Reasonably well received romance visual novel from NEC Interchannel, that began a series of sequels and a short OVA series. The plot sees your character suffering from artists block, and the journey he goes on to recover his mojo with the help his of childhood friend / love interest.

The game seems to be mainly commended for it's plot, as the mechanics in place are pretty ordinary. Nice graphics as always, unplayable without a guide or knowledge of Japanese and lacking any sexual content the PC original had.

★★

Release	Region	Type	Code	Rar./Price	Notes
Canvas: Motif of Sepia Color	JP	JPN	T-20108M	A 1-2	<input type="checkbox"/>

1 version, 1 JP

Capcom vs SNK

NTSC-J, NTSC-U and PAL release

released in Japan as 'Capcom vs SNK Millennium Fight 2000'

カプコン バーサス エス・エヌ・ケイ ミレニアムファイト 2000

CAPCOM vs. SNK ミレニアムファイト 2000



Publisher: Capcom (Japan / NA)
Virgin / Capcom (PAL)

Origin: Japan

Developer: Capcom

Year: 2000 J / NA / PAL

Genre: Fighter (2D)

Also on: ARC

Related titles: Capcom V SNK Mill. Fight 2000 Pro (update),
Capcom vs SNK 2 (sequel)

Series: Capcom vs SNK

Useful Extras: VGA, Arcade Stick, Dreamcast NGPC Link cable, a Friend (1-2 players), Online

2009 DCJY Poll: 41st 2013 DCJY Poll: 21st * 2016 DCJY Poll: 55th

*along with Capcom vs SNK 2 and Capcom vs SNK Millennium Fight 2000 Pro

The first in the Capcom and SNK crossover fighting series, combining elements familiar from the two fighting powerhouses. Taking SNK's fighting technique as it's main influence (a good choice, in my opinion), you assemble a fighting team using a ratio system (more powerful characters have more points, from 1 to 4, with a team using no more than 4 in total) and battle it out with characters mainly from Street Fighter and King of Fighters. There's many nuances in the fighting, as usual, with the ability to use an SNK or Capcom 'groove' to power up the attack meter. Those familiar with the style of fighting will feel right at home, and it plays a visceral, immediate game. Glorious 2D sprites and backgrounds, animated stage intros, awesome music – the game has it all. Another fantastic fighter for the DC.

The PAL version won't run in VGA, or at least I've never managed to get past the 50/60hz screen.

The game can utilise the NGPC link cable and is compatible with the handheld 'SNK vs. Capcom: Match of the Millennium'.

Linking will unlock characters on NGPC and allow points to be spent on the DC game.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Capcom vs SNK	NA	US	T-1218N	A 4	<input type="checkbox"/> This US release has a black spine
Capcom vs SNK	EU	E/F/G/I/S	T-7017D-50	A 3	<input type="checkbox"/>
Capcom vs SNK	EU	Ebc	-	C 3	<input type="checkbox"/> This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.
Capcom vs. SNK Millennium Fight 2000	JP	JPN	T-1217M	A 2	<input type="checkbox"/>

4 versions, 1 NA, 1 JP, 2 PAL

Capcom vs. SNK Millennium Fight 2000 Pro

NTSC-J exclusive

カプコン バースス エス・エヌ・ケイ ミレニアムファイト 2000 PRO

CAPCOM vs. SNK ミレニアムファイト 2000 PRO

Publisher: Capcom **Origin:** Japan
Developer: Capcom **Year:** 2001 J
Genre: Fighter (2D) **Also on:** ARC, PS1
Related titles: Capcom vs SNK, Capcom vs SNK 2
Series: Capcom vs SNK
Useful Extras: VGA, Arcade Stick, a Friend (1-2 players), Online

2009 DCJY Poll: n/a 2013 DCJY Poll: 21st * 2016 DCJY Poll: 55th

*along with Capcom vs SNK and Capcom vs SNK 2

Whilst only an update to the original Capcom vs SNK, it's addition of new moves, new modes and 2 new characters, as well as it being technically a port of an updated Arcade title rather than simply an update to the DC game, singles this out as a separate release (it's also classified as such by most sources). Same great game as before, but tweaked. Japanese only release, but fully playable for those without Japanese knowledge.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Capcom vs. SNK Millennium Fight 2000 Pro	JP	JPN	T-1247M	B 2-3	<input type="checkbox"/>
Capcom vs. SNK Millennium Fight 2000 Pro	JP	JPN-D	T-1247M	C 2-3	<input type="checkbox"/> The Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper. 2 versions, 2 JP

Capcom vs SNK 2

NTSC-J exclusive

full title is 'Capcom vs SNK 2 Millionaire Fighting 2001'

カプコン バースス エス・エヌ・ケイ 2 ミリオネア ファइटティング 2001

CAPCOM vs. SNK 2 ミリオネア ファइटティング 2001

Publisher: Capcom **Origin:** Japan
Developer: Capcom **Year:** 2001 J
Genre: Fighter (2D) **Also on:** ARC, PS2, XBOX, GC
Related titles: Capcom vs SNK, Capcom vs SNK Millennium Fight 2000 Pro
Series: Capcom vs SNK
Useful Extras: VGA, Arcade Stick, Dreamcast NGPC Link cable, a Friend (1-2 players), Online

2009 DCJY Poll: 15th 2013 DCJY Poll: 21st * 2016 DCJY Poll: 42nd

*along with Capcom vs SNK and Capcom vs SNK Millennium Fight 2000 Pro

The sequel to Capcom vs SNK ups the ante with a larger roster that represents more games from each company, and makes some significant, and less significant, gameplay changes. The emphasis on SNK fighting mechanics, has been replaced with a more Street Fighter approach, the ratio system has been replaced and new modes included, and more grooves have been introduced. The game retains great graphics (the background graphics on the Nairobi stage, with off-road racing cars sailing over your characters, is particularly outstanding), great music and tried and tested gameplay. It's just as exciting to battle it out here as in the original, and the roster is an exceptional mix of some of the greatest characters ever created for the genre. There's a couple of weird bits – there's a visual disparity between some characters design, with Capcom seemingly content to simply transfer old sprites over to the game which look markedly worse – but there's no denying it remains another superb Capcom fighter.

A limited number (20,000) of the original release of the game came with the Capcom Taisen Fan disc, which contains a load of extras, most in relation to the Capcom vs SNK games, but also VMU data for other Capcom titles. This disc is a collectable itself, and can often go for higher prices than the main release.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Capcom vs. SNK 2 Millionaire Fighting 2001	JP	JPN	T-1249M	A 2	<input type="checkbox"/>
Capcom vs. SNK 2 Millionaire Fighting 2001	JP	JPN-D	T-1249M	C 2-3	<input type="checkbox"/> The Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper. 2 versions, 2 JP



Cardcaptor Sakura -Tomoyo No Video Daisakusen-

NTSC-J exclusive

カードキャプターさくら 知世のビデオ大作戦



Publisher: SEGA
Developer: Sega Rosso
Genre: Action
Major License: Cardcaptor Sakura Manga, Anime, Movie and game franchise
Useful Extras: Translation Guide, VGA, VMU Mini-games
Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on the popular Cardcaptor Sakura franchise, this game takes inspiration from titles such as Pokémon Snap, with the main aim to chase after, and record, Sakura in various scenes. I know little about Cardcaptor Sakura, and no doubt a prior knowledge of the Manga or series will enhance the experience, but the game has good polygonal graphics (coming from Sega Rosso (Cosmic Smash, Star Wars Arcade) that's not a surprise) and is praised for bringing the feel of the anime to the DC. Knowledge of Japanese is an absolute must, although a guide may be able to help you along a bit. Perhaps the most notable element of the game for most Dreamcast fans, is it's fabulous Limited edition box. Containing a Clock, Fork and Spoon, table sheet and plate in a larger cardboard box, it's a nice addition to anyone going for the extravagant limited edition sets.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Cardcaptor Sakura	JP	JPN	HDR-0115	A 1-2 <input type="checkbox"/>	
-Tomoyo No Video Daisakusen-					
Cardcaptor Sakura	JP	JPN-L	HDR-0132	B 3 <input type="checkbox"/>	The Limited edition comes in a larger box and contains several extras; a clock, fork and spoon, sheet and a plate. It's quite a nice little collection for a DC limited edition.
-Tomoyo No Video Daisakusen-					

2 versions, 2 JP

Card of Destiny

NTSC-J exclusive

full title is 'Card of Destiny: Hikari to Yami no Tougousha'

カード・オブ・デスティニー ～光と闇の統合者～

CARD OF DESTINY ～光と闇の統合者～



Publisher: Abel
Developer: Abel
Genre: RPG
Useful Extras: Translation guide, VGA
Origin: Japan
Year: 2002 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Japanese trading card based RPG, Card of Destiny is the sort of text heavy game that will take some considerable knowledge of Japanese to get anything out of. Beautiful artwork and interesting fantasy world, it was well received at the time in Japan, with the card battling system allowing some deep strategy. It's the sort of game that would have found a receptive niche market in the west, but sadly it remained in Japan. As someone who isn't that familiar with the ever-popular card game niche, it all went over my head a bit, but I'm sure those who are heavily into this sort of thing will take more pleasure from the title. Limited edition comes with a music CD

★★★

Release	Region	Type	Code	Rar./Price	Notes
Card of Destiny	JP	JPN	T-44406M	B 2-3 <input type="checkbox"/>	As is quite common, the 'standard' editions are somewhat harder to find than the limited ones, and this seems to be another example.
Card of Destiny	JP	JPN-L	T-44405M	B 2-3 <input type="checkbox"/>	Limited edition in double Jewel case, and has slightly different cover art than the standard, which comes in a single jewel case. The extra space is taken up by an audio CD.

2 versions, 2 JP



Carrier

NTSC-J, NTSC-U and PAL release

キャリアー



Publisher:	Jaleco (Japan / NA) Xicat Interactive / THQ (PAL)	Origin:	Japan
Developer:	Jaleco	Year:	2000 J / NA; 2001 PAL
Genre:	Survival Horror	Also on:	Dreamcast Exclusive
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: 176th 2016 DCJY Poll: 129th

Survival horror games were all the rage within the DC's lifetime, with seemingly every publisher wanting a slice of the gore pie made popular by Resident Evil. Jaleco's entry into the field is Carrier – as a member of SPARC, you are sent to the Heimdall aircraft carrier, pride of the US fleet, which has been running silently somewhere in the Pacific. Soon, you're facing down mutants, navigating dark corridors and trying to work out what has gone on. Nice, dark aesthetics with great, stormy sound effects can't really hide what is a pretty standard sub-Resident Evil genre game. And whilst many games have unfairly been compared to Capcom's zombie killing mega-franchise, in Carrier's case the comparison is fair; at times it feels incredibly derivative of the series. Fans of the genre will like it despite it's flaws (or indeed, because of them – it does, after all, play a good survival horror game with a few scares), and the setting is well chosen (with an atmosphere that soon becomes foreboding), but the same problems that plague other survival horror titles, like limited movement, are just as big an issue here too.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Carrier	NA	US	T-5701N	A 2 <input type="checkbox"/>	This US release has a white spine
Carrier	JP	JPN	T-5701M	A 2 <input type="checkbox"/>	
Carrier	EU	E/F/G/S	T-44901D-50	A 3 <input type="checkbox"/>	
Carrier	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0136-50 / 952-0129-50 White label and retail releases have no content difference.

4 versions, 1 NA, 1 JP, 2 PAL

Castle Fantasia Seima Taisen

NTSC-J exclusive

キャッスルファンタジア 聖魔大戦

translated into English as 'Castle Fantasia Sacred War'



Publisher:	Symbio Planning / Studio e go	Origin:	Japan
Developer:	Studio e go	Year:	2002 J
Genre:	Visual Novel / Tactical-RPG	Also on:	PC, PS2
Useful Extras:	Translation guide, VGA	Series:	Castle Fantasia

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A reworked version of an earlier PC tactical-RPG title which adds considerable visual-novel style segments. The game is set in a medieval fantasy style environment, which has seen a long running war between 2 nations. You take the role of Hewie, commander of the Seventh Holy Knight Corps, engaging in tactical battles, interacting with friends and romancing (of course). The Sprite based tactical RPG element is pretty standard stuff, and the additional visual novel style elements give some plot to proceedings – if you can understand it. It's not top drawer for either genre, and not an essential play. A great online guide can be found on Gamefaqs.

The standard release of the game comes in a larger box with an Alarm clock and phone card.

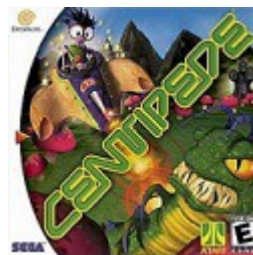
★★

Release	Region	Type	Code	Rar./Price	Notes
Castle Fantasia Seima Taisen	JP	JPN	T-46901M	B 2-3 <input type="checkbox"/>	Large box with Alarm and Phone card.
Castle Fantasia Seima Taisen	JP	JPN-D	T-46901M	C 3 <input type="checkbox"/>	with spine card (unlike standard)

2 versions, 2 JP

Centipede

NTSC-U exclusive



Publisher:	Hasbro Interactive	Origin:	USA
Developer:	Leaping Lizard	Year:	1999 NA
Genre:	Shooter	Also on:	PC, PS1
Series:	Centipede		
Useful Extras:	VGA, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Re-imagining old classics was all the rage as the 20th century turned into the 21st, and several titles saw their way to the Dreamcast. Centipede turns the old arcade hit into a 3D shooter, complete with storyline and graphics more fitting for the 3D age. The gameplay itself, whether playing in arcade mode or adventure mode, lacks the pace of the original, and whilst there's some interesting additions to the game, there's nothing to make it stand out. It often feels like the developers have had to make some design decisions that aren't the best, just to better fit the brief of 'reimagined classic'. For the most part, the game plays okay, with decent controls, and the audio/visual qualities aren't all that bad. Fans of the original won't see the point in the changes, and non-fans are left with a game that's never more than average. The original game is indeed included on the disc though, which is nice.

★★

Release	Region	Type	Code	Rar./Price	Notes
Centipede	NA	US	T-40602N	A 1 <input type="checkbox"/>	This US title has a white spine

1 versions, 1 NA

Championship Surfer

NTSC-U and PAL release



Publisher:	Mattel (NA) / GAME studios (PAL)	Origin:	Australia
Developer:	Krome Studios	Year:	2000 NA; 2001 PAL
Genre:	Sport – Extreme	Also on:	PC, PS1
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The only surfing title on the Dreamcast, Championship Surfer unfortunately never makes it's way out of 'average'. Decent graphics with bright skies don't make the most of the DC's power, and the gameplay exhibits a big learning curve. To be fair to the game, once you get the hang of things, it's quite playable. Decent multiplayer modes are included, and when the game sticks to what it does best – that is trying to be a more simulation style game – it's enjoyable. Sure, controls take a while to grasp fully, and your first few attempts will result in the sort of disastrous outcome that newbies to real surfing no doubt also suffer, but generally it's playable. The addition of the arcade modes with obstacles though are a misstep, as they just aren't any fun. It's a shame more attention wasn't paid to the realistic side, where the game shines brightest. Looks better than the PS1 version though, which is always good.

★★

Release	Region	Type	Code	Rar./Price	Notes
Championship Surfer	NA	US	T-41403N	A 1-2 <input type="checkbox"/>	This US release has a black spine
Championship Surfer	EU	E/F/G	T-41402D-50	A 2 <input type="checkbox"/>	
Championship Surfer Beta	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0151-50 / 952-0144-50 Same content as retail release.

3 versions, 1 NA, 2 PAL

Chaos Field

NTSC-J exclusive
カオスフィールド



Publisher:	Milestone	Origin:	Japan
Developer:	Milestone / Able	Year:	2004 J
Genre:	Shmup	Also on:	ARC, GC, PS2
Related titles:	Radirgy, Karous (same developer)		
Useful Extras:	VGA, Arcade Stick		

2009 DCJY Poll: n/a 2013 DCJY Poll: 168th 2016 DCJY Poll: n/a

Originally a Naomi Arcade release, it was released on the DC later the same year, and was the first Milestone release on the console. Rather than going for the attack waves followed by boss battle approach taken by most shmups, Chaos Field takes a boss-centric approach. However, spend some time with the game, and a deep and somewhat varied title emerges rather than an unappealing boss-rush. There's 3 pilots to choose from, each having a different main attack, whilst the game also has an up close 'sword' attack. But they are merely the surface mechanics – dig deep and you get to the meat of the game, the 'Order' and 'Chaos' fields. The Order field is slightly less challenging, with less rewards, whilst the Chaos Field can obtain obscene levels of projectiles on screen, with greater rewards at your disposal. There's also 2 'special moves' a shield and 'lock on' mode. Points are soon racked up, but it is a tough game. A very tough game. It doesn't look quite as good as some other DC shmups, with bland backgrounds, but nice lighting effects keep things looking interesting. Not going to be everyone's cup of tea, the game seems a little underrated amongst the other DC shmups, but stick with it and a rewarding experience can be had.

Release	Region	Type	Code	Rar./Price	Notes
Chaos Field	JP	JPN	T-47801M	B 5-6 <input type="checkbox"/>	Limited edition is a Sega Direct Limited edition and comes with a bonus audio remix CD with 4 tracks. Disc and jewel case is the same as standard release. Audio CD comes in separate Jewel case. Audio CD and case itself can be bought relatively cheaply if found.
Chaos Field	JP	JPN-L	T-47801M	C 5-6 <input type="checkbox"/>	

2 versions, 2 JP

Charge 'N Blast

NTSC-J, NTSC-U and PAL release
チャージンブラスト



Publisher:	SIMS (J) / Xicat Int. (NA / PAL)	Origin:	Japan
Developer:	CRI	Year:	2000 J; 2001 NA / PAL
Genre:	Shooter	Also on:	ARC
Useful Extras:	VGA, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Charge 'N Blast's roots as an arcade shooter should make this an enjoyable light gun game (and lets face it, there's not many to choose from in that department) but instead CRI made a rather strange 3rd/1st person shooter with an innovative, if not completely successful, control scheme. The game sets you off on a series of battles with assorted baddies, on rails, which you clear to carry on your travels. Blasting Godzilla as he attacks a nuclear power plant or facing down a handful of giant moths sounds great, but when the entire game revolves around that same concept (numerous enemies at once, kill em all, repeat a few times, finish with boss battle – repeat till finished) it soon becomes tiring – a problem in particular for a game which is too easy and not very long. It's very much B-movie action gaming.

Release	Region	Type	Code	Rar./Price	Notes
Charge 'N Blast	NA	US	T-15127N	A 2 <input type="checkbox"/>	This US release has a Black spine
Charge 'N Blast	JP	JPN	T-4402M	A 1-2 <input type="checkbox"/>	
Charge 'N Blast	EU	E/F/G/S	T-44902D-50	A 2 <input type="checkbox"/>	Disc codes: 950-0137-50 / 952-0130-50 There is no difference between the White label and retail versions
Charge 'N Blast	EU	EWLP	-	C 2-3 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Cherry Blossom

NTSC-J exclusive
also known as 'Cherryblossom'
 チェリーブロッサム



Publisher: Takuyo
Developer: Takuyo
Genre: Visual Novel
Related titles: e'tude Prologue (same setting, on Saturn, PS2, PSP and PC)
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2004 J
Also on: PC, PS2, PSP

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

School based visual novel, although this time the emphasis is on interacting with other male characters on campus, increasing or decreasing your relationships with others by scheduling a series of daily events and progressing the story, whilst trying to find out who sent you a mysterious message on your phone. As usual the graphics are well drawn (with a hand drawn effect), but the story doesn't seem to be very exciting, and does nothing to make the title stand out in a crowded market.

★★

Release	Region	Type	Code	Rar./Price	Notes
Cherry Blossom	JP	JPN	T-37912M	B 2-3 <input type="checkbox"/>	
Cherry Blossom	JP	JPN-L	T-37913N	B 3 <input type="checkbox"/>	Limited edition comes in larger slip case with bonus audio CD.

2 versions, 2 JP

Chicken Run

NTSC-U and PAL release



Publisher: Eidoss
Developer: Blitz Games
Genre: Action-Adventure
Major License: Chicken Run movie license
Useful Extras: VGA

Origin: England
Year: 2000 NA / PAL
Also on: PC, PS1, GBC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 177th

Based on Aardman animations poultry-centric adaption of the Great escape, Chicken Run the game takes a kid-friendly Metal Gear Solid stealth approach, with some mini games thrown in for good measure. It follows the premise of the film (Rocky, Ginger and the others escaping from the farm), and it has to be given some credit for not just going down the familiar movie license cheap-platform game route. Sadly, it's influences are better than the end result, with an at times frustrating difficulty level for it's target audience and another occurrence of the poor camera that plagued PS1 ports to the DC. It's still better than most games aimed at a young audience, and those of a more mature age may get a kick out of the MGS influence. For collectors, this is one of the titles that had different releases in PAL regions according to their own language.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Chicken Run	NA	US	T-36811N	A 1 <input type="checkbox"/>	This US version has a Black spine
Chicken Run	EU	E	T-36814D-05	A 1 <input type="checkbox"/>	
Chicken Run: Evasion en la Granja	EU	S	T-36814D-06	B 1-2 <input type="checkbox"/>	Spanish language version
Chicken Run	EU	F	T-36814D-09	A 1 <input type="checkbox"/>	French language version of Chicken Run. It's cover is the same as the English language version, but without the ELSPA rating in the top left. It's back cover is however in French.
Chicken Run: Galline in Fuga	EU	I	T-36814D-13	A 1-2 <input type="checkbox"/>	Italian language version
Chicken Run: Hennen Rennen	EU	G	T-36814D-18	A 1 <input type="checkbox"/>	German language version
Chicken Run	EU	EWLP	-	C 1-2 <input type="checkbox"/>	The 5 versions of Chicken Run released in PAL regions all have different covers to reflect language differences, different discs and different instructions. Disc codes: 950-0123-05 / 952-0115-05 English language White Label
Chicken Run	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0123-87 / 952-0155-87 French and German language White Label The two White label's that exist have no different content compared to the standard retail releases.

8 versions, 1 NA, 7 PAL

Chocolat : Maid Cafe "Curio"

NTSC-J exclusive

also known as 'Shokora : Maid Cafe "Curio"

ショコラ ~maid cafe "curio" ~

Publisher: Alchemist
Developer: GIGA / HuneX
Genre: Visual Novel
Useful Extras: Translation guide, VGA

Origin: Japan
Year: 2003 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Developers GIGA are a somewhat prodigious maker of Visual novels, but this was their sole appearance on the Dreamcast. The plot concerns the main character working in his fathers Coffee shop, dealing with the usual sort of issues a young man would...and of course, forming relationships with girls. The PC version had some sexual content, but as usual that has been removed from the DC version. Although the game is a pretty standard Visual novel fare, it's well received by fans of the genre, and features the usual high quality artwork.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Chocolat : Maid Cafe "Curio"	JP	JPN	T-47107M	B 2-3	<input type="checkbox"/>

1 versions, 1 JP

Cho Hatsumei Boy Kanipan

NTSC-J exclusive

also known as 'Chou Hatsumei Boy Kani Pan: Bousou Roboto no Nazo!?'

translated as: 'Super Inventor Boy Kanipan'

超発明 BOY カニパン ~暴走ロボットの謎!?!~

Publisher: SEGA
Developer: SEGA
Genre: RPG
Major License: Cho Hatsumei Boy Kanipan anime TV series
Useful Extras: VMU Mini-games

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Isometric Dreamcast RPG with 3D battles based on a late 90's anime series (or more specifically the second season of the 'Hatsumei Boy Kanipan' series). Living on the planet Sharaku it appears that you control the titular Kanipan, a boy who is looking to reach the highest level of the 'Inventor license'. There's a serious language barrier so patience with a translation guide or knowledge of Japanese is a must. The game is blessed with decent, colourful graphics and some mid level review scores in the Japanese press point towards it being an okay game.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Cho Hatsumei Boy Kanipan	JP	JPN	HDR-0021	A 2	<input type="checkbox"/>

1 versions, 1 JP

Christmas Seaman

NTSC-J exclusive

full title is 'Christmas Seaman: Omoi o Tsutaeru Mou Hitotsu no Houhou'

クリスマス シーマン ~想いを伝えるもうひとつの方法~

Publisher: SEGA
Developer: Vivarium
Genre: Software
Useful Extras: VGA, Online

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive
Series: Seaman

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

On sale for just 10 days back in 1999, Christmas Seaman was available as part of the Christmas Seaman limited edition Dreamcast console, or through Sega Direct. It consists of a slip case containing 2 separate disc cases, one for sending messages and one for receiving messages. It's not really a 'game', and the servers have long gone, but at the time it would of allowed you to receive or send gifts with Seaman. Also contains some stickers. The receiving disc (also called 'Present Disc') has a separate code (T-39404M), and was available on it's own via Sega Direct. One for the collectors only.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Christmas Seaman	JP	JPN-L	T-39403M	B 3-4	<input type="checkbox"/>
Christmas Seaman Present Disc	JP	JPN-O	T-39404M	B 2	<input type="checkbox"/> Present Disc

2 versions, 2 JP

ChuChu Rocket! *NTSC-J , NTSC-U and PAL release* *also spelt 'Chu-Chu Rocket!'* チューチューロケット!



Publisher: SEGA
Developer: Sonic Team
Genre: Puzzle
Series: ChuChu Rocket!
Useful Extras: VGA, Online, Keyboard, Arcade Stick, a few friends (1-4 players), DreamPi compatible

Origin: Japan
Year: 1999 J; 2000 NA / PAL
Also on: GBA, iOS, AND

2009 DCJY Poll: 22nd 2013 DCJY Poll: 13th 2016 DCJY Poll: 20th



In any list of legitimate classic Dreamcast titles, ChuChu Rocket! always gets a mention. Sonic Team's puzzler was meant to be the gateway for the masses to experience online gaming, and whilst it may have failed in bringing about that particular gaming revolution, it remains an essential title. As with the best puzzle titles, it's all simple on the surface, with the aim of getting as many of your Chuchu's onto your coloured rocket using arrows to guide them, all the while avoiding the marauding KapuKapu's and competing for space with your opponents. It's simple, fun and can get hectic. Single player modes are okay (including the puzzle mode), but it's multiplayer where the game shines, and 4 player split screen mayhem is one of the highlights of the DC's library. You can create your own puzzles and there's team battle options as well, but most of the time will be played on the 4 player competitive option. Simple and bright, it embodies what Sega did, and arguably still does, best. PAL owners in Europe could get the game free by visiting the Dreamarena service through their browsers, although it was available in retail outlets too. ChuChu Rocket! Is one of the Dreamcast titles that has been revived for multiplayer online gaming, an excellent addition to the ever expanding lineup of titles, and arguably the best way to experience the game.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Chu Chu Rocket!	NA	US	51049	A 1 <input type="checkbox"/>	This US variant is a slightly tricky one. It seems that the original releases of the game had low resolution screenshots on the back cover, whilst later releases had these replaced with better resolution shots. Technically, the 'variant' would be the standard resolution one. Both these US releases have White spines.
Chu Chu Rocket!	NA	USvar	51049	B 1-2 <input type="checkbox"/>	
Chu-Chu Rocket!	JP	JPN	HDR-0039	A 1 <input type="checkbox"/>	Limited edition comes in larger box with a clear orange coloured standard controller.
Chu-Chu Rocket!	JP	JPN-L	HDR-0048	B 4 <input type="checkbox"/>	
ChuChu Rocket!	EU	E/F/G/S	MK-51049-50	A 1 <input type="checkbox"/>	The 2 Ebc's of ChuChu Rocket in Europe both come with Dreamkey 1.5 (and this is indicated in the top right of the covers), and are in standard PAL cases. The B9 appears to be a French bundle copy (possibly with French consoles) and the B5 would, following the coding system, probably be a similar version for UK consoles. Both, however, have the same 4 language blurbs on the back cover as the standard.
ChuChu Rocket!	EU	Ebc	MK-51049-B9	B 1 <input type="checkbox"/>	
ChuChu Rocket!	EU	Ebc	MK-51049-B5	B 1 <input type="checkbox"/>	
ChuChu Rocket!	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0046-50 / 952-0044-50 no content difference to the standard retail release

8 versions, 2 NA, 2 JP, 4 PAL

Cleopatra Fortune

NTSC-J exclusive

クレオパトラフォーチュン



Publisher: Altron
Developer: Altron
Genre: Puzzle
Useful Extras: VGA, Translation guide for menus
Origin: Japan
Year: 2001 J
Also on: ARC, SAT, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Cleopatra Fortune is an Ancient Egypt themed puzzler with a Tetris flavour, where you have to surround various gems, treasure and Egyptian characters to rack up your score. It's relatively simple, like all great puzzlers, but the good looking bright graphics and theme add to the experience. It's not exactly pushing the DC technically, but it's a playable game.

First released in the Arcades before finding it's way onto the Saturn and PS1, the Dreamcast version often commands high prices and can be a tricky title to find. For those who just want to play the title, the PAL PS1 version goes for mere pence, but for those on the hunt for the full DC set, you may have to dig deep.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Cleopatra Fortune	JP	JPN	T-16603M	B 6-7	<input type="checkbox"/>

1 versions, 1 JP

Close To -Inori no Oka-

NTSC-J exclusive

Close to ~祈りの丘~



Publisher: Kid
Developer: Kid
Genre: Visual Novel
Related titles: Never 7 – The end of Infinity – (shares same staff)
Useful Extras: Translation Guide, VGA
Origin: Japan
Year: 2001 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another Visual Novel style game from proficient DC supporters Kid, Close To – Inori no Oka- boasts the usual fine artwork, Japanese voice acting and CG movies of the sort of high level the publishers are known for. The game has an interesting concept – whilst on a date with your girlfriend Yuuna, the main character (Homura) saves her from being hit by a car but is hit himself, ending up in a coma-like state in hospital. When he wakes up, he can see his injured body and is having an out of body experience as a spirit like entity, and realises that Yuuna seemingly doesn't remember the accident, or indeed, him. The game then proceeds on a narrative of attempting to get his girlfriend to remember him, so he can return to his body before he dies. The usual genre style of play is used, with static shots, interactions with characters (albeit as a spirit) and choices made to obtain one of several endings. As may be obvious, a guide or strong Japanese knowledge is a requirement, but the game is well received with an intriguing storyline and good aesthetics.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Close To -Inori no Oka-	JP	JPN	T-19704M	A 2	<input type="checkbox"/>
Close To -Inori no Oka- Retailer exclusive	JP	JPN-O	T-19704M	D 5-7	<input type="checkbox"/>

This 'Other' release of Close To, comes in a semi-transparent plastic case, adorned with illustrations from the game. It was a retailer exclusive, and although not certain, this may have been Messe Sanoh. As with all of these notable retailer exclusives, they are very hard to come by, although I don't know how many would actually exist. The price may also be well off, as sales of this version are not exactly abundant.

Close To -Inori no Oka-	JP	JPN-D	T-19704M	C 2-3	<input type="checkbox"/>	Close To 's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
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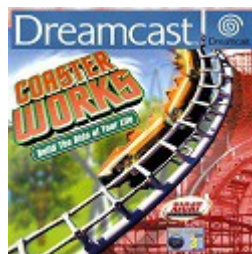
3 versions, 3 JP

Coaster Works

NTSC-J, NTSC-U and PAL release
released as 'Jet Coaster Dream' in Japan

ジェットコースタードリーム

Publisher:	Xicat Interactive (NA / PAL) Bimboosoft (Japan)	Origin:	Japan
Developer:	Bimboosoft / Bottom Up	Year:	1999 J, 2000 NA, 2001 PAL
Genre:	Strategy	Also on:	Dreamcast exclusive
Related titles:	Jet Coaster Dream 2 (sequel)		
Series:	Jet Coaster Dream		
Useful Extras:	VGA		



2009 DCJY Poll: n/a 2013 DCJY Poll: 198th 2016 DCJY Poll: n/a

Released in Japan as Jet Coaster Dream, Coaster Works does pretty much what it says on the screen. Imagine Theme Park or Rollercoaster Tycoon stripped of all the pointless 'business' bits, and just centred around building the rollercoaster of your dreams. It uses some rather professional looking, split screen wire frame creation tools (which are actually very simple and easy to use) and tasks you with creating roller coasters to various specifications, and then you're treated to 3D views of the rides (whether they work or not). There's not much to the game, with limited number of levels, but once you get past the earlier levels, you do have a fair scope to create whatever you want. Simple, good fun whilst it lasts, but over too soon, Coaster Works is not like most DC games and is worth picking up and playing.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Coaster Works	NA	US	T-15128N	A 1 <input type="checkbox"/>	This US release has a Black spine
Coaster Works	EU	E/F/G/S	T-44903D-50	A 2 <input type="checkbox"/>	
Coaster Works	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0138-50 / 952-0131-50 No difference in content between the White label and retail release
Jet Coaster Dream	JP	JPN	T-40902M	A 1-2 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Comic Party

NTSC-J exclusive

こみっくパーティー

Publisher:	Aquaplus	Origin:	Japan
Developer:	Aquaplus	Year:	2001 J
Genre:	Visual Novel	Also on:	PC, PSP
Related titles:	To Heart (PC and console title which shares characters)		
Major License:	Comic Party (manga and Anime series)		
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A DC port of a PC title (removed of adult content) that spawned other forms of media output, Comic Party focuses on the life of Kazuki, his creation of Dojinshi, self created manga, and exploits at a monthly comic party convention, as well as his day to day life in between. Whilst the setting is interesting, and something which many may be able to relate to, the game itself utilises the usual array of visual novel and dating sim mechanics, so plenty of text and pretty pictures, planning the main characters schedule for the week and interactions with plenty of girls. As usual, a good guide or knowledge of Japanese is a must, but the reward for the effort is a game which is generally well regarded.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Comic Party	JP	JPN	T-38301M	A 1-2 <input type="checkbox"/>	
Comic Party	JP	JPN-L	T-38302M	A 2 <input type="checkbox"/>	The Limited edition of Comic Party comes in an oversized box featuring different cover art (on both the box and the Jewel case) and contains an art book and a card game, as well as a buildable figure. The discs in this Limited edition are also different than those in the standard, Pink and blue in colour in the limited compared to differently designed Yellow and Blue ones for the standard.
Comic Party	JP	JPN-D	T-38301M	B 2 <input type="checkbox"/>	Comic Party's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.

3 versions, 3 JP

Confidential Mission

NTSC-J, NTSC-U and PAL release

コンフィデンシャル ミッション

Publisher: SEGA **Origin:** Japan
Developer: Hitmaker **Year:** 2001 J / NA / PAL
Genre: Light gun Shooter **Also on:** ARC
Useful Extras: VGA, Arcade Stick, Light gun, a Friend (1-2 players)

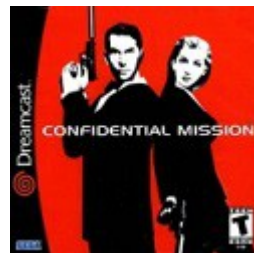
2009 DCJY Poll: n/a 2013 DCJY Poll: 51st 2016 DCJY Poll: 62nd

Hitmaker are rightly lauded for the DC contribution, and Confidential Mission is another of their games that deserves high praise. Similar in many ways to Virtua Cop, there's a very obvious James Bond influence as you progress through the games 3 rather lengthy espionage-based light gun missions. Whilst the gameplay is very much in the style of Virtua Cop and House of the Dead, the levels don't branch quite as much as in the latter, and the enemies are far more animated than in the first. The graphics are sharp and smooth, it sounds suitably Bond-esque, and aside from the hour or so the main game will take to complete, there's plenty of extras to give some more depth than it's arcade roots – lots of training missions and unlockables prolongs the games life. Throw in a good 2 player mode and responsive controls, and you have a game that could legitimately be called a HOTD beater.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Confidential Mission	NA	US	51168	A 2 <input type="checkbox"/>	This US release has a Black spine
Confidential Mission	JP	JPN	HDR-0160	A 2 <input type="checkbox"/>	
Confidential Mission	JP	JPN-D	HDR-0160	B 2-3 <input type="checkbox"/>	Confidential Mission's Dorikore release is one of those distinguished only by a sticker on the wrapper.
Confidential Mission	EU	E/F/G/S/i	MK-51160-50	A 2-3 <input type="checkbox"/>	Includes Italian in booklet.
Confidential Mission	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0157-50 / 952-0152-50 No difference in content between the White label and retail release There was an unofficial pack released by the European Sega distributor BigBen which bundled a copy of the game with a Mad Catz light gun.

5 versions, 1 NA, 2 JP, 2 PAL



Conflict Zone

NTSC-U and PAL release

Full title in the US 'Conflict Zone – Modern War Strategy'

Publisher: Ubi Soft **Origin:** France
Developer: MASA Group **Year:** 2001 NA; 2002 PAL
Genre: Strategy **Also on:** PC, PS2
Useful Extras: none

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Developers MASA Group apparently now do high end battle simulation software for Armed forces worldwide, but sadly those looking for a legendary slice of RTS gaming on their DC may be disappointed. Despite some good ideas (the use of propaganda and the 'battle for hearts and minds' of the civilian population; two complete campaigns, one each for the 'good guys' of the ICP and villains GHOST) the game never really feels polished enough to please fans of the genre. No option for mouse control is a shame, although the developers deserve praise for their attempt at fitting all commands onto the DC pad, and everything is quite simple, when compared to top tier RTS's of the time. It looks okay, and the story is interesting, but ultimately it's a slightly too clumsy game, that doesn't utilise some DC strengths. The game does have an unnervingly prophetic opening however, where you are sent into the middle of a conflict in Eastern Ukraine, foreshadowing the events that have engulfed the country in the last few years.

★★

Release	Region	Type	Code	Rar./Price	Notes
Conflict Zone – Modern War Strategy	NA	US	T-17721N	A 1 <input type="checkbox"/>	This US release has a Black spine.
Conflict Zone	EU	E/F/G/S	T-46603D-71	A 1 <input type="checkbox"/>	Both versions of Conflict Zone have all 4 languages on the back of the case, however the -71 code has an English and German language manual whilst the -72 code has a French and Spanish manual. The Disc for both is the same.
Conflict Zone	EU	E/F/G/S	T-46603D-72	A 1 <input type="checkbox"/>	
Conflict Zone	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0189-50 / 952-0179-50 No difference in content between the White label and retail release

4 versions, 1 NA, 3 PAL



Cool Boarders Burrrn

NTSC-J, NTSC-U and PAL release

released as 'Rippin' Riders' in the US and 'Snow Surfers' in PAL regions

クールボーダーズ・バーン



Publisher: UEP Systems(JPN);SEGA(NA/PAL) **Origin:** Japan
Developer: UEP Systems **Year:** 1999 J / NA / PAL
Genre: Sport – Extreme **Also on:** Dreamcast exclusive
Series: Cool Boarders
Useful Extras: VGA, a Friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 185th 2016 DCJY Poll: 165th

The only real winter sports game on the DC, UEP Systems snowboarding title has little competition but yet still doesn't satisfy. Presented in the standard 'extreme' sports way (so lot's of graffiti style menu options), the game attempts a more arcade style experience, with checkpoints, point scoring tricks and crazy routes down mountains with a plethora of obstacles in your way. Think of it as a Sega style arcade take on Snowboarding and you'll be there. Unfortunately, there's not much depth in it's half dozen tracks, and those that are present mix some interesting scenery with some confusing layouts. The trick system is frustrating and the graphics are a bit too PS1-like, but in the games defence the split screen mode, where your opponents screen shrinks as you perform tricks, is cool. Also, how a game can be named 3 times, each sounding silly, is beyond me. A flawed game, sadly. The PAL version is 50hz with no VGA, which is disappointing, and they re-did the menus to be bright yellow with white text – an utterly hideous, and unreadable, combination.

★★

Release	Region	Type	Code	Rar./Price	Notes
Cool Boarders Burrrn	JP	JPN	T-36901M	A 1 <input type="checkbox"/>	
Cool Boarders Burrrn	JP	JPN-D	T-36902M	B 2 <input type="checkbox"/>	Dorikore version easily identifiable as it is one of the 6 Dorikore releases that has the White and Orange bordered cover. The standard Japanese cover is placed in the middle of the cover.
Rippin' Riders	NA	US	51010	A 1 <input type="checkbox"/>	This US release has a White spine
Snow Surfers	EU	E/F/G/S/i	MK-51010-50	A 1 <input type="checkbox"/>	Snow Surfers includes Italian in the booklet, but not on the rear cover. Snow Surfers is one the early PAL releases which has no 'Dreamcast' header on the front cover.
Snow Surfers	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0018-50 There is no difference between the White label and standard retail release. 5 versions, 1 NA, 2 JP, 2 PAL

Cool Cool Toon

NTSC-J exclusive

クルクルトゥーン



Publisher: SNK
Developer: SNK
Genre: Rhythm
Related titles: Cool Cool Jam (NGPC)
Useful Extras: VGA, Dreamcast NGPC Link cable, Arcade Stick, a Friend (1-2 players), Translation guide v. useful for menu and story elements.

2009 DCJY Poll: 78th 2013 DCJY Poll: 140th 2016 DCJY Poll: 190th

A rare departure from their more traditional fighting DC output, SNK's Cool Cool Toon is a bright, fun and very odd little rhythm game. With looks not too dissimilar to Sega's own Samba de Amigo, it'd bold and colourful with cheerful music. The game is controlled by moving the analogue stick around a large circle in the centre of the screen, where well timed pressing of the indicated button is key. It sounds simple, and it is, but with an adaptable difficulty and progressively tougher sequences to play through, it gets pretty challenging. The aesthetic look to the game is great, and the style fits the breakdancing feel of the game well, and the music, luckily, isn't too bad either. There's nothing truly groundbreaking on offer, but it's a solid, fun rhythm title. The main gameplay itself is completely playable without knowing Japanese, but there's a fair amount of text, menus and story so a translation guide may be useful.

The game can utilise the NGPC link cable and is compatible with the handheld 'Cool Cool Jam'. The link allows character data to be transferred between the two platforms.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Cool Cool Toon	JP	JPN	T-3106M	B 3 <input type="checkbox"/>	

1 versions, 1 JP

Cool Herders

Indie Release (region-free)

Publisher:	GOAT Store	Origin:	USA
Developer:	HarmlessLion	Year:	2005 WW
Genre:	Puzzle / Party Game	Also on:	Dreamcast exclusive
Useful Extras:	VGA, a few Friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a



Originally brought to the attention of gamers as one of the demos on the infamous E3 2001 DC tonic disc (the uncensored disc of independent demos that impressed highly), the full release of Cool Herders is one of the Goat Store releases of the mid noughties that helped keep the DC alive in the west. A sheep herding multiplayer game with obvious Bomberman influences, the game sees you running over the various sheep to 'herd' them, whilst stunning the sheep, and opponents with your magical shepherd staff, with winners determined by various scoring factors as well as number of sheep herded. There's also a story mode, which allows for some single player fun as well. It's a polished Indie game, with pleasant, colourful graphics and decent music. It can get tough in single player pretty quickly, and the game is far more enjoyable generally when playing against other humans. Basic, but fun.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Cool Herders	WW	HBW	NAO16	A 2 <input type="checkbox"/>	Those who pre-ordered received a mini poster as well. At the time of writing, new copies are still available from www.Goatstore.com 1 versions, 1 WW

Cosmic Smash

NTSC-J exclusive
コズミックスマッシュ

Publisher:	SEGA	Origin:	Japan
Developer:	SEGA Rosso	Year:	2001 J
Genre:	Sport – Futuristic	Also on:	ARC
Useful Extras:	VGA, Arcade Stick		

2009 DCJY Poll: 84th 2013 DCJY Poll: 73rd 2016 DCJY Poll: 64th



Stylish, minimalistic and a work of art. Like it's fellow under-appreciated (at least, by the gaming mainstream) Sega stable mate Rez, Cosmic Smash takes a simple gameplay style, mixes it with striking, artistic minimalism and ends up with something quite special. Originally a NAOMI arcade release in 2000, a year later it made it's way to the Dreamcast, although only in Japan. Best described as the 21st century offspring of Breakout and the sport of Squash, the game consists of you clearing a series of rooms, each holding a set of breakable blocks that must be cleared to progress along the games map, a branching Underground style map, with only your transparent, skeletal character and the bright glowing red ball to help you. It's a master class in simple design, with just 2 standard buttons to hit the ball and jump, as well as a more powerful trick shot which can be changed depending on various moves. You clear the blocks, you progress. With unbreakable blocking sections on some levels, the game forces you to use the shots at your disposal and the walls of each game room to their fullest. The distinct lack of play modes betrays the arcade roots, with just the one mode to go through which isn't all that tricky to do in a relatively short time, but that's the only real criticism. The game is also completely playable without knowledge of Japanese, which is a bonus.

The game was originally a budget release in Japan, and came in a semi-transparent DVD case, which almost looks as good as the game itself.

★ ★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Cosmic Smash	JP	JPN	HDR-0176	B 5 <input type="checkbox"/>	Comes in a semi-transparent DVD case.

1 versions, 1 WW

Crazy Taxi

NTSC-J, NTSC-U and PAL release
クレイジータクシー

Publisher: SEGA
Developer: Hitmaker
Genre: Racing / Driving

Origin: Japan
Year: 2000 J / NA / PAL
Also on: ARC, PC, PS2, GC, PSN, XBLA, iOS, AND, PSP
Series: Crazy Taxi

Related titles: Crazy Taxi 2 (sequel)
Useful Extras: VGA, Steering Wheel



2009 DCJY Poll: 7th 2013 DCJY Poll: 3rd * 2016 DCJY Poll: 3rd
*along with Crazy Taxi 2

Chances are if you're reading this guide you know a little about the Dreamcast, and almost certainly know something about Crazy Taxi as well. Rightly regarded as a classic of the 90's, Crazy taxi's transition to the Dreamcast resulted in a game which was one of the first to make owners of other consoles envious of Sega's little grey box. Seeing the bright yellow cab speeding down a San Francisco-esque hill, dodging trams, cars and vans, with the bright blue sky and sun-kissed Californian environment whizzing by to the 90's So-Cal Skate punk sounds of the Offspring and Bad Religion, remains a seminal moment in gaming. The premise of the game is much the same as the arcade one, but with a few extras thrown in – a whole new city for one, as well as the crazy box with loads of missions, each one showcasing a different skill needed to be a great player – but where the game really hits it right is that the central core of the gameplay is so damn addictive. Pick up customers as fast as possible, drive them as crazily, but speedily, to their destination, then on to the next – simple, no frills arcade driving which Sega do best. Along with Shenmue, it's probably the most recognised Dreamcast title, even with it's appearance on several other platforms in subsequent years. An unquestionable Dreamcast classic.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Crazy Taxi	NA	US	51035	A 1-2 <input type="checkbox"/>	The original release with white spine.
Crazy Taxi	NA	US-AS	51035	A 2 <input type="checkbox"/>	The Sega All Stars release of Crazy Taxi. Different cover (with the white left hand side colour scheme replaced with the black of later US releases) with red spine and 'Sega All Stars' on disc.
Crazy Taxi	NA	BRA	197284	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover. The back cover is now in Portuguese with Tec-Toy symbols also added. As always with Brazilian releases, it's rarity and price outside of Brazil is high, but should be less so in Brazil itself.
Crazy Taxi	JP	JPN	HDR-0053	A 1 <input type="checkbox"/>	
Crazy Taxi	EU	E/F/G/S/i	MK-51035-50	A 2 <input type="checkbox"/>	Crazy Taxi includes Italian instructions in the booklet, but not on the rear cover. One of the PAL releases which doesn't feature the 'Dreamcast' header on the front cover.
Crazy Taxi	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0034-50 / 952-0031-50 No in game content difference between the White label disc and standard retail release.
Crazy Taxi + controller	EU	Ebox	-	C 5 <input type="checkbox"/>	Portuguese distributor 'Ecofilmes' muddled the collecting waters with several Portuguese exclusive bundles which included a standard controller and a copy of the game, with a sleeve around the box. This is the Crazy Taxi one.

7 versions, 3 NA, 1 JP, 3 PAL

Crazy Taxi 2

NTSC-J, NTSC-U and PAL release
クレイジータクシー 2

Publisher: SEGA
Developer: Hitmaker
Genre: Racing / Driving
Related titles: Crazy Taxi
Useful Extras: VGA, Steering Wheel, Online (leaderboards)

Origin: Japan
Year: 2001 J / NA / PAL
Also on: PSP
Series: Crazy Taxi

2009 DCJY Poll: 19th 2013 DCJY Poll: 3rd * 2016 DCJY Poll: 24th * *along with Crazy Taxi*



When trying to follow up to a legitimate classic of gaming, it can be tough to balance keeping the best bits that made the first so good, and adding extras to enhance the experience. It's a problem that Crazy Taxi 2 has. The core gameplay doesn't need to change from the first game, and most of the elements that made it great are still here. There are 3 big changes, and their effect is variable. First, you can now pick up multiple customers, which is a great addition, and adds another element to the game. Secondly, the setting has changed from the blue sky, sandy beach glamour of California, to the more drab setting of a New York inspired city. The city blocks and more maze-like roads aren't quite as much fun to drive round. Finally, there's the addition of the 'Crazy Hop'. Yep, the one element that everyone wanted added... jumping Taxi's. It isn't a terrible gaming mechanic, but it just doesn't feel all that necessary in the game, a tacked-on attention grabbing addition. Crazy Taxi 2 is still a good game, and has the series trademark one-more-go gameplay in abundance, but it isn't as fundamentally must-play as its own predecessor.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Crazy Taxi 2	NA	US	51136	A 2 <input type="checkbox"/>	This US release has a Black spine
Crazy Taxi 2	NA	BRA	197239	C 4-6 <input type="checkbox"/>	Not listed on many sources, there is nevertheless pictorial evidence of its existence on the Tec Toy wiki page. Not being fluent in Portuguese, it's hard to work out whether this did get an actual release, or whether it's a custom made job. Very few other sources online list this, so I'm edging towards it not being a legitimate release, but have listed it here due to not having concrete proof either way. If it is a custom job, it's very well done.
Crazy Taxi 2	JP	JPN	HDR-0159	A 2 <input type="checkbox"/>	
Crazy Taxi 2	JP	JPN-D	HDR-0213	B 2-3 <input type="checkbox"/>	Crazy Taxi 2's Dorikore release can be distinguished by a sticker on the wrap.
Crazy Taxi 2	EU	E/F/G/S	MK-51136-50	A 2-3 <input type="checkbox"/>	
Crazy Taxi 2	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0158-50 / 952-0153-50 No in-game content difference between the White label disc and standard retail release.

6 versions, 2 NA, 2 JP, 2 PAL

CR Hissatsu Shigotonin Pachitte Chonmage @ Vpachi

NTSC-J exclusive

CR 必殺仕事人 パチってちょんまげ@VPACHI

Publisher: Hack Berry
Developer: Hack Berry
Genre: Pachinko
Major License: Hissatsu Shigotonin TV series
Useful Extras: VGA, Online (at time)

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a



One of the many Pachinko titles on the Dreamcast, this one is licensed from a Japanese TV series Hissatsu Shigotonin, but didn't receive overly favourable reviews upon release, mainly as it was seen to be somewhat basic. The gambling / pinball / penny slot machine phenomenon is a particularly Japanese passion, and it's doubtful that this release will convert many unfamiliar with the machines to become fans. Originally, this title allowed for access to Online features, which presumably included being able to win prizes as with many of the Pachinko titles.

★

Release	Region	Type	Code	Rar./Price	Notes
CR Hissatsu Shigotonin Pachitte Chonmage @ Vpachi	JP	JPN	T-45801M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Culdcept II

NTSC-J exclusive

often called 'Culdcept Second' and referred to as such on spine

カルドセプト セカンド



Publisher:	Media Factory	Origin:	Japan
Developer:	Omiya Soft	Year:	2001 J
Genre:	Board Games	Also on:	Dreamcast exclusive
Related titles:	First Culdcept game on Sega Saturn; various other titles in the series released on non-Sega platforms		
Series:	Culdcept		
Useful Extras:	VGA, Keyboard, a few friends (1-4 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Fantasy board game Culdcept II (or Culdcept Second) had a huge following in Japan, and this Dreamcast release was very well received upon release. Graphics are great, especially the artwork for the in game cards which are beautifully drawn. Gameplay is typical of these types of games, with players moving around the play area and taking control of spaces with a 'guard' from your deck. There's a ton of strategy involved, plenty of stats to keep genre fans happy, and the DC version is a big improvement over the Saturn version released earlier. Non-Japanese speakers may have some trouble understanding what is going on, but a decent guide, some trial and error and common sense can see anyone enjoy the title. Non-fans of the genre may not be totally convinced, but there's no denying the games quality.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Culdcept II	JP	JPN	T-43903M	A 1-2 <input type="checkbox"/>	Culdcept II's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Culdcept II	JP	JPN-D	T-43903M	B 2 <input type="checkbox"/>	

2 versions, 2 JP

Cyber Angel Mahjong Battle Shangri-La

NTSC-J exclusive

also known as 'Dengen Tenshi Taisen Mahjong Shangri-La' and 'Shangri-La Cyber Angel Mahjong Battle'. Spine shows title used for this entry.

電幻天使対戦麻雀 シャングリラ



Publisher:	Marvelous	Origin:	Japan
Developer:	Marvelous	Year:	1999 J
Genre:	Mahjong	Also on:	ARC
Useful Extras:	Arcade Stick, VGA		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Dreamcast port of a NAOMI arcade title with added features for the home. Whilst it features some nice aesthetics, it does come across a little pervy, with several female characters in various states of attire. As for the gameplay, it is pretty standard mahjong, which is more than well represented on the system. It is relatively easy to get to grips without knowing Japanese, assuming you have prior knowledge of the game of Mahjong itself.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Cyber Angel Mahjong Battle Shangri-La	JP	JPN	T-40801M	A 1 <input type="checkbox"/>	'Other' Version subtitled 'Toku-kore', a budget release distinguishable by a white border around the cover art and a red 'Tokukore' on the front.
Cyber Angel Mahjong Battle Shangri-La – Tokukore	JP	JPN-O	T-40803M	B 2 <input type="checkbox"/>	

2 versions, 2 JP

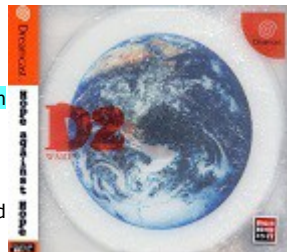
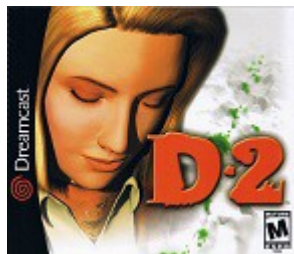


D2

NTSC-J and NTSC-U release
released in Japan as 'D no Shokutaku 2'
also known as 'D-2'

D の食卓 2

Publisher: WARP (Japan); SEGA (NA) **Origin:** Japan
Developer: WARP **Year:** 1999 J; 2000 NA
Genre: Action-Adventure **Also on:** Dreamcast exclusive
Related titles: D (sequel, on Saturn + other consoles),
Enemy Zero (Saturn; shares developer and themes)
Series: D
Useful Extras: VGA



2009 DCJY Poll: 96th 2013 DCJY Poll: 49th 2016 DCJY Poll: 57th

The third and final entry in the WARP 'D' trilogy, and the only one to appear on the Dreamcast after the 2 earlier Saturn releases. You control Laura Parton who, after crashing in the Canadian wilderness, soon embarks upon an adventure in which Laura, and a few fellow survivors, encounter a variety of odd monstrous creatures. The game mixes genres, with third person exploration elements mixed with first person interiors and monster encounters, as well as influences from a variety of other genres. There's many things the game gets right (the story is good, as are the graphics and the interesting mix of genres), but it's not quite the defining gem of the system that WARP would have hoped for, and many find the game a little boring.

Originally, D2 was to be released on the 3DO successor, the Panasonic M2. Whilst that game had some major progress made on it before the collapse of the console, the Dreamcast release is an entirely reworked title.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
D2	NA	US	51036	A 5-6 <input type="checkbox"/>	4 Discs, in double depth case. This US release has a black spine.
D no Shokutaku 2	JP	JPN	T-30006M	A 1-2 <input type="checkbox"/>	
D no Shokutaku 2	JP	JPN-L	T-30003M	A 1-2 <input type="checkbox"/>	The 'Bliss' limited edition first print release, with a translucent cover and the same 2000 AD calender that the others have.
D no Shokutaku 2	JP	JPN-L	T-30004M	A 1-2 <input type="checkbox"/>	The 'Hope' limited edition first print release, with a chromium, light metallic blue cover and the same 2000 AD calender that the others have.
D no Shokutaku 2	JP	JPN-L	T-30005M	A 1-2 <input type="checkbox"/>	The 'Eclipse' limited edition first print release, with a black cover and the same 2000 AD calender that the others have.
D no Shokutaku 2 Directors Box Set	JP	JPN-O	-	E 9 <input type="checkbox"/>	The 3 limited edition versions of D no Shokutaku 2 are all limited edition, first print releases with 3 different covers. The games themselves are identical, with only the covers differing. Since the original release of this guide, I've been asked several times why I didn't include the D2 directors box – a large box containing the game and loads of goodies (reports differ as to exactly what this actually contains, but the game, poster and a music box is a definite, as is possibly a figure of Laura), which was hand-signed by Kenji Eno, director of the game, who even hand delivered one copy at least. It's now included. Collectors beware though – it's right up there with the Bangleioh prize edition in extremely limited quantities, with around 4 or 5 known to exist. The game included itself is probably a standard copy.

6 versions, 1 NA, 5 JP

Dabitsuku

NTSC-J exclusive

also known as 'Derby Tsuku: Derby Ba wo Tsukurou!','Derby Tsuku','Darby Tsuku'

ダビつく ダービー馬をつくろう! - (ダビつく)

Publisher:	SEGA	Origin:	Japan
Developer:	Land Ho! / SEGA	Year:	2000 J
Genre:	Sport – Horse Racing	Also on:	Dreamcast exclusive
Related titles:	Dabitsuku 2 (DC sequel)	Series:	Dabitsuku (Derby Tsuku)
Useful Extras:	VGA, Translation guide		

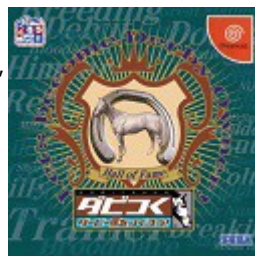
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Japanese were spoilt for choice when it came to sporting titles of a more strategic/managerial tone, and Dabitsuku (or Derby Tsuku) is another entry in the genre, this time for all the budding race horse breeders out there. Well received on release, it will satisfy those with an equine interest who can understand the high levels of Japanese language knowledge needed to understand what is going on, or for those who just want to dabble in a style of game that's a bit different.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Dabitsuku	JP	JPN	HDR-0084	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Dabitsuku 2

NTSC-J exclusive

also known as 'Derby Tsuku 2' or 'Darby Tsuku 2'

ダビつく2

Publisher:	SEGA	Origin:	Japan
Developer:	Land Ho! / Smilebit	Year:	2001 J
Genre:	Sport – Horse Racing	Also on:	Dreamcast exclusive
Related titles:	Dabitsuku (DC predecessor)	Series:	Dabitsuku (Derby Tsuku)
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Following on from the original Dabitsuku title, this is the final entry in the series before it made it's way onto the PS2. Nothing groundbreaking on offer here over the first title, but everything has been tweaked and improved and upon release it received exceedingly high praise from the Japanese gaming press. Easy to get hold of, a bit tougher to get to grips with the language barrier, but worth a punt if the topic interests you.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Dabitsuku 2	JP	JPN	HDR-0167	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Daisessen

NTSC-J exclusive

full title is 'Tsuushin Taisen Logic Battle Daisessen', commonly known as Daisessen

通信対戦ロジックバトル 大雪戦

Publisher:	Fortyfive	Origin:	Japan
Developer:	Fortyfive	Year:	2000 J
Genre:	Puzzle	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Keyboard, Translation guide, a Friend (1-2 players), Online		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Fortyfive were semi prolific on the Dreamcast, with the quirky Tokyo Bus Guide possibly their best known release to those outside of Japan (with all their titles remaining in their home country), but Daisessen (to use it's shorter name) is another odd title that deserves some attention. Best described as a Japanese interpretation of the classic game Battleships, you lay out your soldiers on a board and then use bombs to find your opponents. It's not quite Battleships (well, it's a little bit like some of the more exotic forms of electronic Battleships that I played as a kid, but that's another matter), but the same luck/strategy mix is in order. The game is relatively easy to get to grips with without knowledge of Japanese (some text is displayed) and both the single player and multiplayer modes are good enough to recommend to those who want to expand their library.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Daisessen	JP	JPN	T-35403M	A 2 <input type="checkbox"/>	

1 versions, 1 JP



Dance Dance Revolution 2nd Mix Dreamcast Edition

NTSC-J exclusive

ダンスダンスレボリューションセカンドミックス



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	2000 J
Genre:	Rhythm	Also on:	ARC, PS1
Related titles:	Dance Dance Revolution Club Version		
Series:	Dance Dance Revolution		
Useful Extras:	Dance Dance Revolution Controller, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 199th * 2016 DCJY Poll: n/a
*shared with Dance Dance Rev. Club Version

The Dreamcast's first experience of Konami's ever popular arcade series came to Japanese gamers only, with no western release, but remains easily playable and attractive to the more... casual gamers who would rather make themselves look slightly stupid dancing around to on screen prompts, then doing battle with hideous monsters, demons or finding where the sailors really are. Use of the Dance mat is a must to fully experience the game as intended, and luckily there's very little language barrier to deal with to enjoy the games commendably large repertoire of tracks. As usual with Konami Bemani games, there's no major western licensed music, but the music is catchy enough for fans to dance along too.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Dance Dance Revolution 2nd Mix Dreamcast Edition	JP	JPN	T-9506M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Dance Dance Revolution Club Version Dreamcast Edition

NTSC-J exclusive

ダンスダンスレボリューションクラブミックス



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	2000 J
Genre:	Rhythm	Also on:	ARC, PS1
Related titles:	Dance Dance Revolution 2 nd Mix		
Series:	Dance Dance Revolution		
Useful Extras:	Dance Dance Revolution Controller, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 199th * 2016 DCJY Poll: n/a
*shared with Dance Dance 2nd Mix

The second of the DDR games to hit the Dreamcast, the title tells you all you need to know about how this differs from the first. The music has a far more 'Club' sound to it, which for a certain demographic I'm sure will appeal, but it does limit it's enjoyment for those who aren't quite into that scene. Luckily, the game, as well as the first DDR title, are both cheap enough to pick up for those with dance mat or two.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Dance Dance Revolution Club Version Dreamcast Edition	JP	JPN	T-9508M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Dancing Blade Katteni Momotenshi! Kanzenban

NTSC-J exclusive

DANCING BLADE かってに桃天使! 完全版



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	1999 J
Genre:	FMV Adventure	Also on:	PS1, PSP
Related titles:	Dancing Blade Katteni Momotenshi! II (successor)		
Series:	Dancing Blade		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

By the end of the 1990's, the craze for FMV adventures was pretty much consigned to the history books. The gameplay-lacking genre that seemed to be the centre piece of every new console release, however, did have a few titles left up it's sleeve, and Anime, with it's ready-made gaming affiliations, was still ripe ground for Interactive animation titles. Dancing Blade is Konami's late entry in the genre, an impressive looking interactive Anime on your DC. There's little gameplay involved – much like a visual novel, you get the occasional input with the objective of achieving one of the 4 endings and unlocking some extra content. There's no text on display for the most part, which means those not versed in spoken Japanese will be restricted to looking at the undoubtedly nice visuals. As I'm not able to understand the plot, all I can say about the story is that it's got all the generally expected Anime type elements, 'cute' girls, strange half man-half animal hybrids, robots.. no, I have no idea what was going on. The animation must be praised though, and it's worth a look for those wanting to see that alone.

★★

Release	Region	Type	Code	Rar./Price	Notes
Dancing Blade Katteni Momotenshi! Kanzenban	JP	JPN	T-9504M	A 2 <input type="checkbox"/>	Comes in double Jewel case

1 versions, 1 JP

Dancing Blade Katteni Momotenshi! II

NTSC-J exclusive

full title is 'Dancing Blade Katteni Momotenshi! II Tears of Eden Kanzenban'

DANCING BLADE かってに桃天使 II -Tears of Eden- 完全版



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	1999 J
Genre:	FMV Adventure	Also on:	PS1
Related titles:	Dancing Blade Katteni Momotenshi! Kanzenban (predecessor)		
Series:	Dancing Blade		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

More girls, more robots, more pretty much impenetrable plot from Konami with the follow up to Dancing Blade. The animation is of the same high quality as the first game, and if a good looking interactive Anime adventure sounds like your sort of thing, then this is a good choice. Knowledge of Japanese a must to enjoy it properly.

★★

Release	Region	Type	Code	Rar./Price	Notes
Dancing Blade Katteni Momotenshi! II	JP	JPN	T-9505M	A 2 <input type="checkbox"/>	Comes in double Jewel case

1 versions, 1 JP

Dave Mirra Freestyle BMX

NTSC-U and PAL release

Publisher:	Acclaim	Origin:	USA
Developer:	Z-Axis	Year:	2000 NA / PAL
Genre:	Sport – Extreme	Also on:	PC, PS1, GBC
Major License:	Dave Mirra (Pro. Sportsman)	Series:	Dave Mirra Freestyle BMX
Useful Extras:	VGA, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Tony Hawk's set the template, and many followed. Dave Mirra Freestyle BMX can not escape the obvious comparisons to Activision's genre-defining series, with a very similar set up in terms of level structure, gameplay (although obviously making the switch from 4 to 2 wheels), style and music. It's origin as a PS1 game is obvious, as it struggles at times with poor textures, graphics and frame rate. Controls are probably the biggest issue, managing to be familiar to those who have played the THPS games, but also frustrating in their lack of precision. The soundtrack is awesome, and one of the reasons why the game is not a total loss, but there's no denying that it's the poor relation to Mr Hawk's skateboarding.

Not the classic that the great Dave Mirra should be remembered for on the DC. RIP Dave Mirra (1974-2016)

★★

Release	Region	Type	Code	Rar./Price	Notes
Dave Mirra Freestyle BMX	NA	US	T-8120N	A 1 <input type="checkbox"/>	This US release has a black spine.
Dave Mirra Freestyle BMX	EU	E	T-8120D-05	A 1 <input type="checkbox"/>	All PAL versions of Dave Mirra share the
Dave Mirra Freestyle BMX	EU	G	T-8120D-18	A 1-2 <input type="checkbox"/>	same disc but have different instruction
Dave Mirra Freestyle BMX	EU	D/F	T-8120D-59	A 1-2 <input type="checkbox"/>	booklets.
Dave Mirra Freestyle BMX	EU	I/S	T-8120D-60	A 1-2 <input type="checkbox"/>	No code on spine
Dave Mirra Freestyle BMX	EU	EWLP	-(clamshell)	C 2 <input type="checkbox"/>	Disc codes: 950-0130-50 / 952-0122-50 Comes in clamshell case. No in game content difference.

6 versions, 1 NA, 5 PAL



Daytona USA 2001

NTSC-J, NTSC-U and PAL release
released in US as 'Daytona USA'

ディトナUSA2001

Publisher:	SEGA/Hasbro(Japan), Hasbro(NA)	Origin:	Japan
	Infogrames / SEGA (PAL)		
Developer:	Amusement Vision	Year:	2000 J; 2001 NA / PAL
Genre:	Racing	Also on:	Dreamcast exclusive
Major License:	Daytona (racing track)	Series:	Daytona USA
Useful Extras:	VGA, Steering Wheel, a Friend (1-2 players),		Online (up to 4 players – leaderboard only in Pal)

2009 DCJY Poll: 36th 2013 DCJY Poll: 25th 2016 DCJY Poll: 27th

Daytona returns to a Sega console in the form of Daytona USA 2001 (or just 'Daytona USA' in the States, which is in no way confusing) – not a direct port of the Arcade game, but a revamped and upgraded home exclusive for the DC. All the tracks from the Saturn game are included, plus some extra ones exclusive to this release, and as always with Daytona, you can race mirror and reverse versions of the tracks. There's a smattering of other extras too, and some customisation available for the cars. Fans of the arcade version will feel at home, but the controls, always an issue for non fans and even more sensitive here, really don't help. There are those who swear by the game (as evidenced by the titles placings in our own DCJY polls), but others, like myself, who just cannot get to grips with the loose, sensitive control system. Steering wheels make things better though. The upgraded visuals look great, but this is still probably more for fans of the series.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Daytona USA	NA	US	51037	A 3 <input type="checkbox"/>	This US release has a black spine
Daytona USA	NA	BRA	197166	C 5-8 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially the orange quarter circle with DC swirl in the bottom left. Shares the US cover, with rear reworked in Portuguese. As with all Brazilian Tec-Toy releases, finding them outside of Brazil is tough.
Daytona USA 2001	JP	JPN	HDR-0106	A 2 <input type="checkbox"/>	
Daytona USA 2001	EU	E/F/G/S/i	MK-51037-50	A 2-3 <input type="checkbox"/>	includes Italian in the booklet only.
Daytona USA 2001	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0156-50 / 952-0151-50 No in game content difference.

5 versions, 2 NA, 1 JP, 2 PAL



Dead or Alive 2

NTSC-J, NTSC-U and PAL release

デッド オア アライブ 2



Publisher: Tecmo(Japan/NA), Acclaim (PAL) **Origin:** Japan
Developer: Team Ninja **Year:** 2000 J / NA / PAL
Genre: Fighter (3D) **Also on:** ARC, PS2, PSN
Series: Dead or Alive
Useful Extras: VGA, Arcade Stick, a few friends (1-4 players)

2009 DCJY Poll: 21st 2013 DCJY Poll: 10th 2016 DCJY Poll: 19th

The only true competition for the sublime Soul Calibur in the Dreamcast's 3D fighter line up, DOA2 is Tecmo's follow up to the original Dead or Alive game, which first appeared as a NAOMI arcade title before making it's way onto the Dreamcast. The biggest draw of the game is undoubtedly it's eye catching graphics. Each character is incredibly detailed, improving on their already lovely predecessors from the original game, with smooth 60 fps animation and little slowdown, whilst the scenic backdrops, and the series-defining multi-layered fighting arenas, are occasionally breathtaking. Much is talked about the series dedicated breast physics engine, but the game doesn't just rely on titillation. The fighting mechanics rely on mastering the counter system, which is robust, and versus play often manages to be exhilarating. For me, the game really needs two equally matched human players to get the most out of it, but as it's continually high placings in the DCJY polls show, it's a much beloved fighter. Unusually for a Japanese produced title, the US and PAL releases came out before it was released in Japan, and it's home region release had a facelift when compared to it's western counterparts. New content (stages, costumes, moves) mark this release out as the better one, but the PAL and US releases are still great.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Dead or Alive 2	NA	US	T-3601N	A 1 <input type="checkbox"/>	This US release has a White spine.
Dead or Alive 2	NA	BRA	197126	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover. Whilst it shares the same cover art as the other western releases, it's back cover is in Portuguese with Tec-Toy symbols.
Dead or Alive 2	JP	JPN	T-3602M	A 1 <input type="checkbox"/>	Different content than the US or PAL releases (the Japanese release came out several months after the US release)
Dead or Alive 2	JP	JPN-L	T-3601M	A 2 <input type="checkbox"/>	This limited edition is on a picture disc and includes extra content (CG gallery) The 2 Japanese releases of Dead or Alive 2 have completely different cover art.
Dead or Alive 2	EU	E	T-8116D-05	A 1-2 <input type="checkbox"/>	All PAL versions of Dead or Alive 2
Dead or Alive 2	EU	G	T-8116D-18	A 1-2 <input type="checkbox"/>	share the same disc but have
Dead or Alive 2	EU	D/F	T-8116D-59	A 1-2 <input type="checkbox"/>	different Instruction booklets.
Dead or Alive 2	EU	I/S	T-8116D-06	B 1-2 <input type="checkbox"/>	The first version of the guide listed a code -60 as being the joint Italian and Spanish release, but it seems that in fact there were two different versions for these 2 nations, both with Italian/Spanish language back covers and only differing in the barcodes and coding.
Dead or Alive 2	EU	I/S	T-8116D-13	B 1-2 <input type="checkbox"/>	
Dead or Alive 2	EU	EWLP	(blue)(clamshell)	C 2 <input type="checkbox"/>	Disc codes: 950-0055-50 / 952-0052-50
Dead or Alive 2	EU	EWLP	(silver)(clamshell)	C 2 <input type="checkbox"/>	Disc codes: 950-0078-50 / 952-0073-50 'Blue' refers to the White Label disc with Blue text, 'Silver', refers to the one with silver (or cut out)text. Neither of the White labels differ in content from the standard PAL releases.
Dead or Alive 2	EU	Ebc	- (clamshell case)	B 1-2 <input type="checkbox"/>	Both White Labels and the Ebc come in the same clamshell case, with the only distinction being on the back cover, where the Bundle copy box has 'Bundle' rather than 'Promotion'. The Bundle copy however, also comes with a standard PAL disc rather than a white label.

12 versions, 2 NA, 2 JP, 8 PAL

Death Crimson 2

NTSC-J exclusive

full title is 'Death Crimson 2: Meranito no Saidan'

デスクリムゾン 2 –メラニートの祭壇–

デスクリムゾン 2



Publisher:	Ecole	Origin:	Japan
Developer:	Ecole	Year:	1999 J
Genre:	Light gun Shooter	Also on:	Dreamcast exclusive
Related titles:	Death Crimson OX (Sequel)		
Series:	Death Crimson (also on Saturn)		
Useful Extras:	Light gun, VGA, Microphone, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A sequel to a Saturn shooter infamous for being one of the very worst games on the system, Death Crimson 2 joins the ranks of the DC's light gun lineup, but can't quite escape unfavourable comparisons to House of the Dead 2. It isn't your typical genre-release, as there is a fairly substantial amount of 'adventure' segments (mostly static background areas where the games ever-so-slightly odd storyline is progressed – all, of course, in Japanese), but the light gun sections are decent enough. The game never manages to break away from looking a bit cheap, and it's gothic/horror themes, whilst pleasing enough, aren't quite as interesting as Sega's own horror shooter attempt. Only released in Japan, the next entry in the Death Crimson series (which did get a US release) takes many of the ideas from this title.

★★

Release	Region	Type	Code	Rar./Price	Notes
Death Crimson 2	JP	JPN	T-23201M	A 1-2 <input type="checkbox"/>	
Death Crimson 2 Messe Sanoh Box	JP	JPN-O	T-23201M	C 6-7 <input type="checkbox"/>	Another exclusive to the Messe Sanoh Japanese store, this Death Crimson 2 box set contains a standard copy of the game plus light gun, but completely different artwork on the box.

2 versions, 2 JP

Death Crimson OX

NTSC-J and NTSC-U release

デスクリムゾン O X



Publisher:	Ecole (Japan) / Sammy (NA)	Origin:	Japan
Developer:	Ecole	Year:	2001 J / NA
Genre:	Light gun Shooter	Also on:	ARC, PS2
Related titles:	Death Crimson 2 (predecessor)		
Series:	Death Crimson		
Useful Extras:	Light gun, VGA, a Friend (1-2 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A relative high point for the Death Crimson series, OX is a decent horror themed Light gun title for the DC which saw a western release in the US. It doesn't manage to completely shed it's budget feel, but the B-movie horror style isn't adversely effected by this. The story is suitably ludicrous, but relies far less heavily on the pace-sapping 'adventure' elements of Death Crimson 2, and so is far more of a straight ahead, all guns blazing light gun shooter. Controllable completely with the controller only (and not a complete loss played this way either), you will of course get more out of the title when played with the right peripheral. It never manages to scale the heights of it's genre-peers, and never escapes being just a bit average. The US release of the game does warn that it is not compatible with light guns, due to the lack of official release of the gun in the US, but is still fully playable with one.

★★

Release	Region	Type	Code	Rar./Price	Notes
Death Crimson OX	NA	US	T-2401N	A 2-3 <input type="checkbox"/>	This US release has a Black spine
Death Crimson OX	JP	JPN	T-23202M	A 2 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Deep Fighter

NTSC-U and PAL release

Publisher: Ubi Soft
Developer: Criterion Games
Genre: Action-Adventure
Useful Extras: VGA

Origin: England
Year: 2000 NA / PAL
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Underwater Sub-based adventure title Deep Fighter, tries to do something a little different for the Dreamcast and nearly succeeds. Criterion had already released the elite-underwater-like Sub Culture onto the PC a couple of years previously, and Deep Fighter tries to add a little more story behind the underwater action, mostly by using FMV interludes/briefings. It ends up making the game feel, today at least, like an odd mix of genres popular in the 90's. The FMV is of course poorly acted and utterly cheesy (and notable for the inclusion of Little Britain's David Walliams appearance as Deav), and some of the dialogue is tremendously bad ("Eat my weapon Jelly Baby" a particular early highlight!), but if anything that just gives the game a bit of character. Combat is interesting, and there are some cool, large, marine life encounters to look forward too. There's some variety as the game progresses but unfortunately, even with this variety, the game edges into tedium too often, with plenty of missions just not fun at all. Decent controls and missions simply can't make up for what ends up being a bit of a chore. If the setting intrigues you, it's definitely worth a play though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Deep Fighter	NA	US	T-17705N	A 2 <input type="checkbox"/>	This US release has a White spine
Deep Fighter	EU	E/I/S	T-17704D-61	A 2 <input type="checkbox"/>	All versions of Deep Fighter come on 2
Deep Fighter	EU	G	T-17704D-18	B 2 <input type="checkbox"/>	discs.
Deep Fighter	EU	F	T-17704D-09	B 2 <input type="checkbox"/>	The 3 versions have separate discs and Instruction booklets.

4 versions, 1 NA, 3 PAL

Dejiko No Maibura

NTSC-J exclusive
 だじこのまいぶら

Publisher: Isao
Developer: Broccoli
Genre: Software
Related titles: Di Gi Charat Fantasy (same series)
Major License: Di Gi Charat (Anime and Manga series)
Useful Extras: VGA, Keyboard, Mouse, Online (required to use most features), Translation guide



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Tied in with the Di Gi Charat Anime/Manga series, Dejiko No Maibura isn't really a game at all, but instead is a piece of software with internet browsing based around the Dream Passport 3 release. As the series itself was very popular in Japan, this was designed to appeal to it's many fans, but for the rest of us it's only really a curio piece for a collection. Dejiko, by the way, is the name of the main character in the series.

★

Release	Region	Type	Code	Rar./Price	Notes
Dejiko No Maibura	JP	JPN	T-44601M	B 2 <input type="checkbox"/>	More of a software release with many internet features based around the "Di Gi Charat" (also known as Dejiko) manga/Anime.

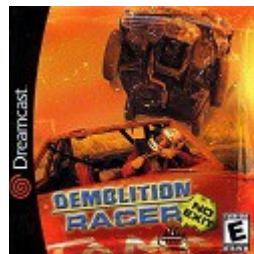
1 versions, 1 JP

Demolition Racer – No Exit

NTSC-U exclusive

Publisher: Infogrames
Developer: Pitbull Syndicate
Genre: Racing
Useful Extras: VGA, Steering Wheel, a Friend (1-2 players),
Light Gun (for the hidden Easter egg game 'Big Car Hunter')

Origin: England
Year: 2000 NA
Also on: PC, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: 172nd 2016 DCJY Poll: 121st

Pitbull Syndicate had earlier released a couple of games in the long running Test Drive series, so they were well versed in the racing genre by the time this US exclusive release graced the DC. It's a decent Destruction Derby inspired title. The racing is fast with good control, the crashes are mildly satisfying, and the bowl-based arena action is good fun. Disappointing graphics and uneven soundtrack don't help things, but the titles biggest flaw is in it's scoring system. Your finishing place dictates a multiplier score, which multiplies your points garnered by causing destruction to your opponents. Winning the race means nothing if you've played it safe, whilst engaging in numerous contacts is liable to push you too low in the rankings and potentially leads to a DNF as your car is destroyed. It could be an opportunity for great tactical racing, but it plays out like a game of chance, with no idea what your opponents scores will be.

★★

Release	Region	Type	Code	Rar./Price	Notes
Demolition Racer - No Exit	NA	US	T-15112N	A 1-2 <input type="checkbox"/>	This US release has a Black spine

1 versions, 1 NA

Denpashonenteki Kenshoseikatsu Soft Nasubi No Heya

NTSC-J exclusive

also known as 'Denpa Shonenteki Kenshoseikatsu Soft Nasubi no Heya'

電波少年的懸賞生活ソフト なすびの部屋

Publisher: Hudson Soft
Developer: Hudson Soft
Genre: Mixed Genres
Major License: Susunu! Denpa Shonen
(Japanese reality TV series)
Useful Extras: VGA, Keyboard, Online functions, Translation Guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A bizarre game based on a bizarre reality TV show in Japan where a comedian (known as Nasubi (eggplant) – which was also the object the producers used to obscure his genitalia on screen) was stuck in a small apartment for a whole year, living only off the proceeds and winnings he managed to generate from entering numerous competitions. Most of this time he spent in the nude, and this wholly peculiar show became a big hit. This overly long titled release is the gaming spin off of the show, and digitally recreates the whole thing. You could even win prizes yourself at the time. Without this online prize winning side though, the game is left being a rather boring life simulator where not a huge amount happens. Japanese language knowledge is essential to know what's going on.

★★

Release	Region	Type	Code	Rar./Price	Notes
Denpashonenteki Kenshoseikatsu Soft Nasubi No Heya	JP	JPN	T-14305M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Densya De Go! 2

NTSC-J exclusive

full title 'Densha De Go! 2 kousoku-hen 3000 bandai'

more commonly and correctly known as 'Densha De Go! 2', it is the 'Densya' spelling which is present on the games spine.

電車でGO! 2 高速編 3000 番台



Publisher:	Taito	Origin:	Japan
Developer:	Taito	Year:	2000 J
Genre:	Transport Simulation	Also on:	ARC, PC
Series:	Densha De Go!		
Useful Extras:	VGA, DC Densha De Go! Controller, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: 163rd

2016 DCJY Poll: n/a

The long running Densha de Go! Series from Taito puts you in control of a high speed electric train across several different routes reflecting real life Japanese railroads. The DC's only train simulator features a wide selection of real world trains and routes, and DC trainspotter fans will positively lap it up. It's not the biggest looker on the system, with pixellated surroundings and simple textures, but these transport simulators have a certain charm to them that always outweighs any aesthetic shortcomings. Played with the DC Densha De Go! Controller, it's enormous fun as you try to achieve the pretty strict conditions each scenario sets you – or in my case just floor it and hope for the best. True, there's a fairly large amount of Japanese text included, so knowing your way around this is certainly useful, and when the novelty of using the controller (you can use a standard pad as well, but that's not nearly as good) wears off, you are left with basically quite a simple and sometimes tedious title. But, it's a rather unique experience on the console.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Densha De Go! 2	JP	JPN	T-1102M	B 3-4 <input type="checkbox"/>	Although the Densha De Go! Controller was only compatible on the DC with this game, the game was only available separately and there doesn't appear to have been any significant bundle.

1 versions, 1 JP

deSpiria

NTSC-J exclusive

デスピリア

Publisher:	Atlus	Origin:	Japan
Developer:	Atlus	Year:	2000 J
Genre:	RPG	Also on:	Dreamcast exclusive
Useful Extras:	Translation Guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Despiria is a quite odd horror adventure with RPG elements. Using a static screen approach like Myst (although that doesn't go anywhere near explaining the title, as it has heavy emphasis on stats, turn based sort of 3D one on one fights and lots of text segments), it boasts some serious weird aesthetics as it mixes horror and cyberpunk Sci-fi themes with visual distortions, trippy sequences and eerie, electronic soundtrack. It's a bit of an attack on the senses, but sadly, knowledge of Japanese is an absolute must, as there's so much text included. Considered quite a gem by many at the time of it's release.

★★★

Release	Region	Type	Code	Rar./Price	Notes
deSpiria	JP	JPN	T-14402M	A 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Di Gi Charat Fantasy

NTSC-J exclusive

デ・ジ・キャラット ファンタジー

Publisher: Broccoli
Developer: Broccoli
Genre: Visual Novel
Related titles: Dejiko No Maibura (same series)
Major License: Di Gi Charat (Anime and Manga series)
Useful Extras: VGA, Translation Guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on the Di Gi Charat anime (the same source as 'Dejiko No Maibura'), Di Gi Charat Fantasy sees you assume the role of a love struck boy who has a crush on Dejiko (the main character of the series. The one dressed in white with cat ears. Of course) and sees the two of them, along with other characters from the series, sucked through a vortex into a strange world. Fans of the series will as usual feel suitably satisfied, and the artwork is of a good quality with plenty of FMV. You of course need knowledge of the language to make any sort of progress, and it is a pretty standard visual novel in it's mechanics.



★★

Release	Region	Type	Code	Rar./Price	Notes
Di Gi Charat Fantasy	JP	JPN	T-46301M	A 1 <input type="checkbox"/>	
Di Gi Charat Fantasy	JP	JPN-L	T-46301M	B 2-3 <input type="checkbox"/>	Limited edition of Di Gi Charat fantasy comes in a larger box and includes an extra disc as well as a calendar and a VMU.

2 versions, 2 JP



Dino Crisis

NTSC-J, NTSC-U and PAL release

ディノ クライシス

Publisher: Capcom (Japan / NA)
Virgin Interactive / Capcom (PAL)
Developer: Nextech / Capcom
Genre: Survival Horror
Related titles: Resident Evil series
Series: Dino Crisis
Useful Extras: VGA (FMV will not play in VGA)

2009 DCJY Poll: n/a 2013 DCJY Poll: 79th 2016 DCJY Poll: 81st

Take Resident Evil and add a bit of Jurassic Park, and you pretty much sum up Dino Crisis exactly. This isn't a bad thing – Resident Evil helped cement a genre as a fan favourite, and Capcom have taken everything the game did so well (tense atmosphere, fittingly moody graphics and sound, survival gameplay) and replaced them with Dinosaurs, a more terrifying enemy than stumbling zombies. Although it looks very much like the PS1 port it is, it uses some nice touches (for instance the VMU screen's health display), and plays very much to it's strengths throughout; so expect plenty of jump out of the seat moments interspersing the tense atmosphere. It is, however, very similar to Resident Evil, and shares that series problems as well as it's strengths. It feels a little clumsy at times, and the camera is a real love it-hate it experience. Even with some flaws, the game is a very enjoyable Survival horror title.

★★★★

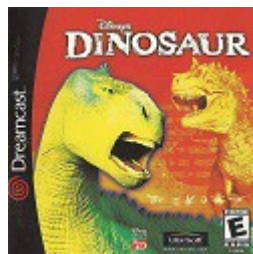
Release	Region	Type	Code	Rar./Price	Notes
Dino Crisis	NA	US	T-1217N	A 2-3 <input type="checkbox"/>	This US release has a Black spine and significantly different (and arguably inferior) front artwork than the other regions.
Dino Crisis	JP	JPN	T-1220M	A 1 <input type="checkbox"/>	
Dino Crisis	EU	E	T-7019D-05	A 3 <input type="checkbox"/>	The 5 PAL regions of Dino Crisis have different Discs and Instruction booklets.
Dino Crisis	EU	S	T-7019D-06	B 3 <input type="checkbox"/>	
Dino Crisis	EU	F	T-7019D-09	A 3 <input type="checkbox"/>	
Dino Crisis	EU	I	T-7019D-13	B 3 <input type="checkbox"/>	
Dino Crisis	EU	G	T-7019D-18	A 3 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.
Dino Crisis	EU	Ebc	-	C 3 <input type="checkbox"/>	

8 versions, 1 NA, 1 JP, 6 PAL

Disney's Dinosaur

NTSC-U and PAL release
also known as simply 'Dinosaur'

Publisher:	Ubi Soft	Origin:	France
Developer:	Ubi Soft Paris	Year:	2000 NA / PAL
Genre:	Action-Adventure	Also on:	PC, PS1, PS2, GBC
Major License:	Disney's Dinosaur (Movie)		
Useful Extras:	VGA		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Movie licensed games have never had the best of reputations, despite some exceptional examples, and Disney's Dinosaur doesn't surprise. As a game it has some interesting points – it's a puzzle adventure title, aimed at the kids market, where you switch between 3 characters, each of whom have different abilities and skills, and make progress by utilising the right character for the right task. The isometric/top down graphics are okay, and there's loads of snippets from the film included, but the game suffers from being just a bit average – which is a criticism that can be levelled against the movie as well. Puzzles aren't that interesting, relying on the sort of generic setup that the all-encompassing 'action-adventure' genre revels in, combat is disappointing, and the control leaves something to be desired. It's not terrible, especially if you're a fan of the movie, but there's little to recommend it to any other gamer.

★★

Release	Region	Type	Code	Rar./Price	Notes
Disney's Dinosaur	NA	US	T-17717N	A 1 <input type="checkbox"/>	This US release has a black spine
Disney's Dinosaur	EU	F	T-17718D-09	A 1 <input type="checkbox"/>	
Disney's Dinosaur	EU	E/F/G/I/S	T-17718D-84	A 1 <input type="checkbox"/>	
Disney's Dinosaur	EU	E/F/G/I/S	T-17718D-99	A 1 <input type="checkbox"/>	The -84 and -99 releases are both multilingual in the 5 main DC European languages. As far as I can tell, there's no difference between them as they share the same Disc and Instructions. There also may be a release with a -09 code which would denote a French only release, although info on this is sketchy.
Disney's Dinosaur	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0104-50 / 952-0098-50 No in game content difference.

5 versions, 1 NA, 4 PAL

Dogu Senki -Haoh-

NTSC-J exclusive
also known as 'Doguu Senki: Haou'
 ドグウ戦記 覇王

Publisher:	Victor	Origin:	Japan
Developer:	Victor	Year:	2000 J
Genre:	Strategy	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Translation Guide, a Friend (1-2 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Hex-based strategy/tactical warfare game with a fantasy/sci-fi setting, Dogu Senki -Haoh- is an interesting title. The opening sequence alone sees armies of wasps, spiders and rock golems fighting it out, in a quite spectacular video with Anime character overlays. The game itself doesn't look quite as good, but there's plenty of 3D models on display and the gameplay doesn't veer too far away from what you'd imagine a tactical hex based strategy game to do. There is a ton of Japanese text to get to grips with if you want to get full enjoyment out of the game, but patience and some common sense may get you through some of it. The game received a mix reception upon release, but fans of the genre should check it out.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Dogu Senki -Haoh-	JP	JPN	T-9101M	A 2 <input type="checkbox"/>	with data sheet card

1 versions, 1 JP

Doki Doki Idol Star Seeker Remix

NTSC-J exclusive

どきどきアイドルスターシーカー Remix

Publisher:	G.rev	Origin:	Japan
Developer:	G.rev	Year:	2002 J
Genre:	Puzzle	Also on:	ARC
Useful Extras:	VGA, Arcade Stick, Mouse, Translation guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Before G.rev went on to produce two of the DC's most notable shmups, Border Down and Under Defeat, they released this little puzzle title, remixed from it's original arcade release. For fans of the developers latter games, it may come as a bit of a shock approaching this title unaware, as it's far away from the hectic energy of a shooter. At it's heart, Doki Doki Idol is a Minesweeper clone – and it really is as simple as it sounds. There's some story elements (all in Japanese, and all a bit ludicrous), a time limit which quickly makes things quite tough, and lot's of anime girls in various states of dress; but no amount of gloss can disguise it's true nature. There's nothing wrong with that, it's a time consuming popular puzzle title that we've all had experience of, and it's perfectly playable with little knowledge of Japanese too, but it is all a bit too simple to recommend too highly.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Doki Doki Idol Star Seeker Remix	JP	JPN	T-46701M	A 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Donald Duck Quack Attack

NTSC-U and PAL release

released in the US as 'Donald Duck Goin' Quackers'
also known as 'Disney's Donald Duck Quack Attack'

Publisher:	Ubi Soft	Origin:	Canada
Developer:	Ubi Soft Montreal	Year:	2000 NA / PAL
Genre:	3D Platformer	Also on:	PC, PS1, PS2, N64, GC, GBC, GBA

Major License: Donald Duck (Disney character/series/franchise)

Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: 183rd 2016 DCJY Poll: n/a

Disney's Avian mascot makes his way to the Dreamcast in this clearly Crash Bandicoot inspired 3D platformer. Multi-angle levels, colourful graphics that capture the magic of Donald Duck's decade old adventures, and solid platforming mechanics are all the order of the day here. There's a fair amount of classic animated humour thrown in, and the boss battles are good fun – serving to mix up the gameplay and look great in bold, colourful 3D. The game is, however, far too easy and far too short. It's a real shame, as even though replaying levels is not a chore, there's simply not quite enough content to get excited by. Each of the 'worlds' levels are quite similar to each other too, which doesn't help. Ubi Soft clearly went for the younger audience, if the challenge on offer is any indication, which is unfortunate. A decent game, where the lack of ambition and challenge are it's only real shortcomings.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Donald Duck Goin' Quackers	NA	US	T-17719N	A 2-3 <input type="checkbox"/>	This US release has a black spine
Donald Couak Attack	EU	F/I/S/d/e/g T-	17714D-75	B 2-3 <input type="checkbox"/>	This is the French/Italian/Spanish release of 'Donald Duck Quack Attack'. From what I can tell, the only differences between the versions is the cover itself, which has the different title. The spine of this release is 'Disney Donald Couak Attack'
Donald Duck Quack Attack	EU	D/E/G/f/i/s	T-17714D-05	A 2-3 <input type="checkbox"/>	
Donald Duck Quack Attack	EU	D/E/G/f/i/s	T-17714D-74	A 2-3 <input type="checkbox"/>	There appears to be absolutely no difference between these 2 versions other than the coding being different. The spine of these releases are 'Disney's Donald Duck Quack Attack' All 3 versions of Donald Duck, including the French/Italian/Spanish one, have the same instructions and Disc but the French/Italian/Spanish release has a differently titled cover.

4 versions, 1 NA, 3 PAL



Dousoukai 2 Again & Refrain

NTSC-J exclusive

同窓会 2 again & refrain

Publisher: NEC Interchannel **Origin:** Japan
Developer: F&C FC01 **Year:** 2002 J
Genre: Visual Novel **Also on:** PC, iOS
Related titles: Dousoukai ~Yesterday Once More~
 (titled 'Friends ~Seishun no Kagayaki~'
 for Japanese Saturn release)

Series: Dousoukai
Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Japanese visual novel which originally came as 2 separate releases for the PC ('Again' and 'Refrain') and combined are a sequel to Dousoukai which appeared on the Saturn, amongst others. It's pretty standard visual novel fare, with nice detailed stills and a ton of Japanese text. The plot centres around the reunion of a high school tennis club, and is your usual mix of love and relationship storytelling. It received a fair response when released, and includes a couple of nice elements (a music player for instance), but the difficulty for anyone not fluent in Japanese in understanding the game, makes it hard to recommend to a western audience.



Release	Region	Type	Code	Rar./Price	Notes	★ ★
Dousoukai 2 Again & Refrain	JP	JPN	T-20113M	A 1 <input type="checkbox"/>		
Dousoukai 2 Again & Refrain	JP	JPN-D	T-20113M	B 1 <input type="checkbox"/>	Dousoukai 2 Again & Refrain's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.	

2 versions, 2 JP

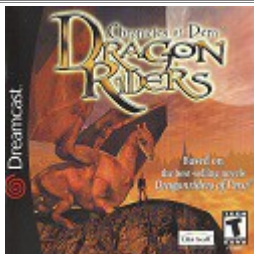
Dragon Riders: Chronicles of Pern

NTSC-U and PAL release

Publisher: Ubi Soft **Origin:** England
Developer: Ubi Studios UK **Year:** 2001 NA; 2002 PAL
Genre: RPG **Also on:** PC
Major License: Dragonriders of Pern novels
 (books written by Anne McCaffrey)
Useful Extras: VGA (not indicated on back covers, but works)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Anne McCaffrey's popular and long running fantasy Sci-fi 'Chronicles of Pern' series of books seems tailor made for video game adaption, but this Ubi Soft release doesn't do it justice. In parts, it's good – the storyline is good, voice acting is okay and it captures much of the atmosphere imagined up in the novels. The graphics are a little patchy, with some seriously lo-res elements littering the landscape spoiling the immersion, but it's not a total loss in this department either. The biggest issues are reserved for the Camera and control. The camera here is one of the worst I've come across. It's all over the place without any user control, and often ends up obscuring the screen or objectives. Control is poor too, especially in areas where the camera is static, and weak combat doesn't help. To top it all off, the pacing of the game is sedate to say the least, with unskippable dialogue and a general sense of things moving at a glacial pace. The few good ideas the game has, the sheer epicness the game strives for, and the solid implementation of the source material, mean it may be worth a look for those familiar with the books, but for everyone else the poor mechanics and sloth-like pace don't warrant much attention.



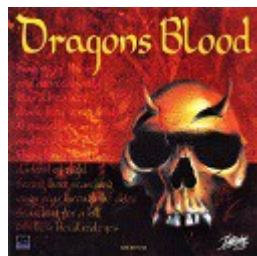
Release	Region	Type	Code	Rar./Price	Notes	★
Dragon Riders: Chronicles of Pern	NA	US	T-17720M	A 2 <input type="checkbox"/>	This US release has a Black spine	
Dragon Riders: Chronicles of Pern	EU	G/I	T-17716D-62	B 4 <input type="checkbox"/>	The 2 versions of Dragon Riders share the same disc but have separate Instruction booklets.	
Dragon Riders: Chronicles of Pern	EU	D/E/F	T-17716D-91	A 3-4 <input type="checkbox"/>	Both PAL releases name the game as 'Dragonriders' on the spine which, whilst conflicting with the US release title and the logo of the games title, is actually the correct title of the book series.	
Dragon Riders: Chronicles of Pern	EU	EWLP	-	C 3-4 <input type="checkbox"/>	Disc codes: 950-0184-50 / 952-0175-50 No in game content difference.	

4 versions, 1 NA, 3 PAL

Dragon's Blood

NTSC-U and PAL release

released in the US as 'Draconus : Cult of the Wyrms'

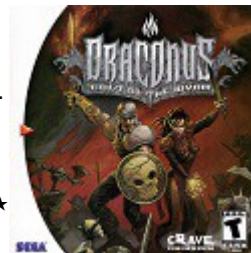


Publisher: Interplay (PAL); Crave (NA)
Developer: Treyarch
Genre: Action-Adventure
Related titles: Die by the Sword (previous PC only Treyarch title that shares some similarities.)
Useful Extras: VGA (with boot disc)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 127th

Hack and slash fantasy adventure from the guys at Treyarch, Dragon's Blood (Draconus in the States) is a decent enough entry into a genre that the DC isn't exactly renowned for. You choose from two characters, one your typical warrior type and one your typical female sorceress, and have to fight your way through a series of fairly generic medieval fantasy levels. It's certainly not the most original setting or indeed gameplay, as you hack, slash, cast spells and generally take down all the nasties you come across. There's a bit of levelling up, but it plays secondary to the action. The combat isn't the smoothest, but it's enjoyable enough to warrant your time. Average but decent title.

★★★



Release	Region	Type	Code	Rar./Price	Notes
Draconus : Cult of the Wyrms	NA	US	T-40203M	A 2 <input type="checkbox"/>	This US release has a White spine
Dragon's Blood	EU	E/I/S	T-12503D-61	A 1-2 <input type="checkbox"/>	The 2 versions of Dragon's Blood share the same disc but have separate Instruction booklets.
Dragon's Blood	EU	F/G	T-12503D-83	A 1-2 <input type="checkbox"/>	Both releases of the game are labelled as 'Dragons Blood'
Dragon's Blood	EU	Ebc	-	C 2 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.

4 versions, 1 NA, 3 PAL

Dreamcastnoid

Indie release

Publisher: Play / Matra
Developer: Alfonso Martinez
Genre: Action
Related titles: Arkanoid (inspiration)
Useful Extras: VGA, Arcade Stick
Origin: Spain
Year: 2017 WW
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Originally an entry into the DCJAM contest in 2016, Dreamcastnoid is a notable release for various reasons. An unashamed Arkanoid clone, the game mischievously plays on the common enemy of the Dreamcast community, the PlayStation 2, and allows you to control a paddle in the form of a VMU in your attempt to destroy the enemy. Don't expect anything approaching a 'proper' release, as this is very proudly Homebrew with a capital H, slightly shaky graphics and audio, and more than a few nods to the scene at large. There's lots of 'secrets' and Easter eggs (all listed in the manual, which does take away the 'secret' aspect somewhat), and whilst fans will be pleased, it's not the triple A quality title to start your Indie collection. The other notable aspect of the release is it's format – the very first commercially released Indie title on mini CD. The case and disc are tiny. It's kind of cute, but it does look a bit off stuck next to the larger releases.

★★

Release	Region	Type	Code	Rar./Price	Notes
Dreamcastnoid	WW	HBW	-	C 2-3 <input type="checkbox"/>	Released on Mini-CD format

1 versions, 1 JP

Dream Flyer

NTSC-J exclusive

ドリームフライヤー

Publisher: SEGA **Origin:** Japan
Developer: SEGA **Year:** 1999 J
Genre: Software **Also on:** Dreamcast exclusive
Useful Extras: VGA, Online required, Translation Guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Now reduced to being a collectors curio, Dream Flyer is an E-mail enhancement disc, which allows you to send mail to any friends who may also have a copy of the disc, whilst enhancing them with various Sega related bits and bobs. It's cool to see Sonic and Shenmue related bits, and I'm sure at the time it filled a desire that Japanese Sega fans had, but now it's sadly all a little useless.



Release	Region	Type	Code	Rar./Price	Notes
Dream Flyer	JP	JPN	HDR-0042	A 1 <input type="checkbox"/>	1 versions, 1 JP

Dream Para Para

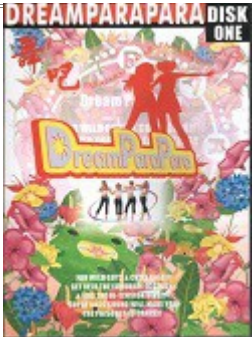
Indie Release (region-free)
also known as 'DreamParaPara'

ドリームパラパラ

Publisher: Unknown (Bootleg) **Origin:** China / Japan
Developer: Konami (Original) **Year:** 2000 (not 100% known)
Genre: Rhythm **Also on:** ARC, PS1
Series: Bootleg of Para Para Paradise series
Useful Extras: Dream Para Para Controller, a Friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An interesting one this, as it's a Chinese bootleg which rips video directly from the Konami 'Para Para' series and recreates that series, with bespoke controller, for the DC. A quick glance at the packaging will show that this certainly is produced at a rather lower quality level, with mangled English phrases dotted over the DVD size case. Information on it's origins are scarce, but it's safe to assume that the game came with the bootleg Para Para controller as standard (or as standard as these dodgy releases can be) – but that's not a complete loss as the quality of the peripheral isn't actually all that bad. As for the game itself, those familiar with the official Konami releases will know what to expect. It's all about dancing with the arms, and following the instructions on screen which indicate which of the 5 sensors your arms should be above. Digitised routines from dancers appear on screen and you dance your way along to some Euro-dance tracks that are relentlessly chirpy. It all works well, and you'd be hard pressed to find someone who can tell this isn't an official release. It won't appeal to all, but for those who get their kicks out of the Dance Dance titles, it's worth tracking down. For those who view the idea of waving your arms around their personal idea of hell, there's some satisfaction in tracking down this odd and quite rare title.



Release	Region	Type	Code	Rar./Price	Notes
Dream Para Para	WW	HBW	n/a	C 5-6 <input type="checkbox"/>	1 versions, 1 WW

Dreamstud!o

NTSC-J exclusive
more commonly known as 'Dream Studio' or 'Dreamstudio'

ドリームスタジオ

Publisher: SEGA **Origin:** Japan
Developer: Nextech **Year:** 2000 J
Genre: Game Creation **Also on:** PC
Useful Extras: VGA, Keyboard, Translation Guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Japanese only game creation software that features an extensive, and impressive, array of features with which to make adventure games of your very own. There's loads of objects, characters and environments with which to tinker around with, and some well designed scripting commands with which you can create some impressive looking stories. It's not going to allow you to create the next Shenmue (in part due to being restricted by saving your creations onto a VMU), but it's an impressive release. Knowledge of Japanese is essential, although there are some decent attempts at guides available online.



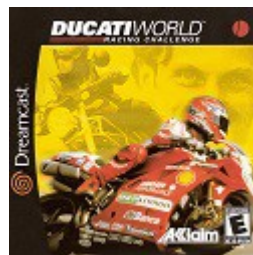
Release	Region	Type	Code	Rar./Price	Notes
Dreamstud!o	JP	JPN	HDR-0114	A 1 <input type="checkbox"/>	1 versions, 1 JP

Ducati World

NTSC-U and PAL release

released in the US as 'Ducati World Racing Challenge'

Publisher: Acclaim
Developer: Attention to Detail
Genre: Racing
Major License: Ducati (Motorcycle company)
Useful Extras: VGA, a Friend (1-2 players)
Origin: England
Year: 2001 NA / PAL
Also on: PC, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Ducati World attempts to do on 2 wheels what Gran Turismo did on 4, whilst also including Ducati's legendary history to the video game format. Sadly, it doesn't. The game is a terrible mess, glitchy, buggy and nearly unplayable. The physics are all over the shop, allowing you to climb near vertical walls with your ride, the graphics are woefully out of date with texture swapping and pop up plaguing the game, terrible collision detection and choppy frame rates...I could go on. The games Ducati Life mode, it's attempt at recreating the GT feeling, could have been great, it certainly has tons of races, licenses and bikes, but it's pointless when the game itself plays so utterly badly.

Release	Region	Type	Code	Rar./Price	Notes
Ducati World Racing Challenge	NA	US	T-8113N	A 1 <input type="checkbox"/>	This US release has a Black spine
Ducati World	EU	E	T-8121D-05	A 1 <input type="checkbox"/>	The 5 versions of Ducati World share the same Disc but have different Instruction booklets. Spanish specific coding next to barcode. Italian specific coding next to barcode. As with other Spanish/Italian releases, there is no code on the spine. Disc codes: 950-0155-50 / 952-0150-50 No in game content difference. 7 versions, 1 NA, 6 PAL
Ducati World	EU	G	T-8121D-18	A 1 <input type="checkbox"/>	
Ducati World	EU	D/F	T-8121D-59	B 1 <input type="checkbox"/>	
Ducati World	EU	I/S	T-8121D-61	A 1 <input type="checkbox"/>	
Ducati World	EU	I/S	T-8121D-61	A 1 <input type="checkbox"/>	
Ducati World	EU	EWLP	—	C 2 <input type="checkbox"/>	

DUX

Indie Release (region-free)

Publisher: Hucast
Developer: Hucast / KonTechs
Genre: Shmup
Related titles: Dux 1.5; Redux Dark Matters
Useful Extras: VGA, Arcade Stick
Origin: Germany
Year: 2009 WW
Also on: Dreamcast exclusive
Series: Dux/Redux

2009 DCJY Poll: n/a 2013 DCJY Poll: 108th * 2016 DCJY Poll: n/a (10th in Indie)

*shared with DUX 1.5

Prolific DC indie supporters Hucast's initial offering for the console came with this title, Dux. Taking a horizontal shooter approach, it is highly stylised and puts a lot of emphasis on the bullet soaking mechanic. Indeed, approach this as a straight ahead shooter and you're more than likely going to be suffering frustration, as the game throws dozens of colourful enemies and bullets in your direction. The art style is nice, especially as you progress through the levels, but the high resolution visuals can look a little clinical at times. The game is sadly unbalanced, and a re-spawned craft is woefully underpowered, leading to yet more frustration – not helped by a couple of disappointing bugs and super high difficulty. It's still a nice looking indie release, but not at the top end of the DC's Shmup arsenal. Hucast would release an updated (1.5) and reimagined (Redux) version of the game, both of which are slightly better than this original.



Release	Region	Type	Code	Rar./Price	Notes
Dux	WW	HBW	DX10RE	B 3 <input type="checkbox"/>	DVD case.
Dux	WW	HBW-L	DX10LE	C 3 <input type="checkbox"/>	Limited edition comes with bonus Audio CD and was limited to 500 copies. Individually numbered on the back, with Japanese spine. Case is also Black rather than white. Posters and various stickers were also available for pre-orders. DUX also got a reprint, although not listed as a separate entry, as it's identical to the original and printed on demand.. The various DUX releases are a bit convoluted.

2 versions, 2 WW

DUX 1.5

Indie Release (region-free)

Publisher: Hucast
Developer: Hucast / KonTechs
Genre: Shmup
Related titles: Dux; Redux Dark Matters
Useful Extras: VGA, Arcade Stick

Origin: Germany
Year: 2013 WW
Also on: Dreamcast exclusive
Series: Dux/Redux

2009 DCJY Poll: n/a 2013 DCJY Poll: 108th * 2016 DCJY Poll: n/a(10th in Indie)

*shared with DUX

Hucast deserve credit for listening to criticism of their initial release of Dux, as 4 years later they released this reworked version. There's nothing hugely different here, but what has been achieved, is ironing out of the bugs, revamping some poor design choices (dying now respawns you where you died, your craft is a tad more weapon heavy earlier on) and allowing Bullet soaking to be even more central to gameplay. All these improvements are welcome, and if you're looking for just one version of Dux to play, this is the one, but the game still suffers from some flaws – it's still a tad too hectic at times, with the size of your craft an all too large target for enemy fire, and the difficulty is still high for those not engrained in shooter mentality. On the positive side, progress can be made more easily now, allowing more gamers to see the later stages. Hucast set out to improve their original attempt, and they've done that, but Dux 1.5 still lies some way off the top tier of DC shooters, as enjoyable as it is at times.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Dux 1.5	WW	HBW	DX15RE-JP	B 3 <input type="checkbox"/>	Standard edition release, DVD case with Japanese language spine. Pink colour design.
Dux 1.5 LE	WW	HBW-L	DX15LE-JP	C 3 <input type="checkbox"/>	Limited edition comes with Bonus Audio CD. DVD case with yellow/red colour design in red case. Limited 500 copies.
Dux 1.5 CE	WW	HBW-L	DX15CE-JP	C 5-6 <input type="checkbox"/>	The Collectors edition of Dux 1.5. Includes a copy of Dux 1.5 and Dux 1.1, as well as soundtracks to Dux 1.0 and Dux 1.5. It comes in a double Jewel case with an illustrated cover. Limited to 300 pieces. Dux 1.1 is exclusive to this pack. Also comes with a spine card.
Dux 1.5 Jewel Case	WW	HBW-O	DXJC-1	B 3 <input type="checkbox"/>	Jewel case release with Spine card.
Dux 1.5 Special Edition	WW	HBW-L	DUX100BOX	D 5-6 <input type="checkbox"/>	Announced in early 2016, this Special edition release is limited to 199 copies, and is a 3 disc box set containing Dux 1.5, the original soundtrack, new soundtrack and new artwork.
Dux 1.5	WW	HBW-O	-	B 4 <input type="checkbox"/>	JoshProd release in PAL case.

6 versions, 6 WW

D+Vine [LUV]

NTSC-J exclusive

also known as 'Divine Love', 'D Vine' or 'D Vine [Luv]'

Publisher: Princess Soft
Developer: Princess Soft
Genre: RPG; Visual Novel
Major License: D+Vine [LUV] (short anime series)
Useful Extras: Translation Guide

Origin: Japan
Year: 2001 J
Also on: PC, DVD

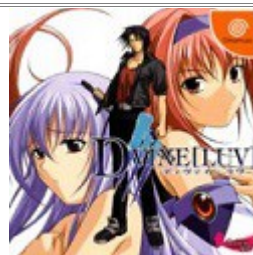
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Not Princess Soft's usual visual novel output, D+Vine [LUV] is actually a 16-bit looking RPG (although it doesn't completely lose Princess Soft's trademark style, with plenty of visual-novel style segments). Playing as a dungeon explorer named Hyde, you engage in a bit of quite linear dungeon questing and some not very exciting adventuring. It wasn't overly well received at the time, and it isn't the high point of DC RPG's. Originally a PC game with adult content, it's toned down for the DC. And, yes, you're going to need to know Japanese to get anywhere here.

★★

Release	Region	Type	Code	Rar./Price	Notes
D+Vine [LUV]	JP	JPN	T-46501M	B 2 <input type="checkbox"/>	Standard ed., black background cover.
D+Vine [LUV]	JP	JPN-L	T-46502M	A 2 <input type="checkbox"/>	Limited ed., white background cover and comes in a double size jewel case.
D+Vine [LUV]	JP	JPN-D	T-46502M	B 2-3 <input type="checkbox"/>	The Dorikore release has a black background cover like regular, but shares the Limited editions coding.

3 versions, 3 JP



Dynamite Cop

NTSC-J, NTSC-U and PAL release
released in Japan as 'Dynamite Deka 2'

ダイナマイト刑事 2

Publisher: SEGA
Developer: SEGA AM1
Genre: Beat em Up
Related titles: Die Hard Arcade/Dynamite Deka (Saturn/Arcade predecessor); Asian Dynamite (Arcade only successor)
Series: Dynamite Deka
Useful Extras: VGA, Arcade Stick, a Friend (1-2 players)

Origin: Japan
Year: 1999 J / NA / PAL
Also on: ARC



2009 DCJY Poll: 75th 2013 DCJY Poll: 37th 2016 DCJY Poll: 34th

Starting life in the arcades as Dynamite Deka 2, the sequel to what in the west was rebranded Die Hard Arcade, Dynamite Cop continues AM1's arcade beat em up pedigree in fine form. Picking from one of 3 characters, your mission is to save the presidents daughter (and 2000 other prisoners, although they're somehow forgotten), who have been captured by pirates on a cruise ship. What follows is a series of set piece locations in which a variety of weapons (from guns and knives to ray guns and loaves of bread!) can be used as well as a traditional system of melee combo moves to defeat all enemies and therefore progress on to the next mission. The combat is satisfying, the numerous weapons are good fun, and the 2 player mode is excellent. It oozes gameplay, which is good as it's a short game – 20 minutes short. There's also some unlockable content (gallery, comic) including classic Sega arcade game Tranquilliser, which is great.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Dynamite Cop	NA	US	51053	A 3-4 <input type="checkbox"/>	This US release has a White spine.
Dynamite Cop	EU	E/F/G/S/i	MK-51053-50	A 3 <input type="checkbox"/>	Dynamite Cop includes Italian instructions in the booklet, but not on the rear cover. Dynamite Cop is one of the early PAL releases which does not have the 'Dreamcast' header on the front cover.
Dynamite Cop	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0015-50 No in game content difference.
Dynamite Deka 2	JP	JPN	HDR-0020	A 2 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Ecco the Dolphin: Defender of the Future

NTSC-J, NTSC-U and PAL release

エコー ザ ドルフィン ディフェンダー オブ ザ フューチャー

Publisher: SEGA
Developer: Appaloosa
Genre: Action-Adventure
Series: Ecco the Dolphin
Useful Extras: VGA

Origin: Hungary / USA
Year: 2000 NA / PAL; 2001 J
Also on: PS2



2009 DCJY Poll: 38th 2013 DCJY Poll: 34th 2016 DCJY Poll: 56th

Sega's Cetacean star returns for his first 3D outing. It's a bit of a reboot of the series, and sees a whole new storyline for Ecco, revolving around Humans and Dolphins fighting against an inter-galactic threat in a strange sci-fi plot. The games real strength lies in the atmosphere – beautiful graphics (the underwater environments are gorgeous) and mellow, calming audio fit the underwater environments perfectly, and controlling Ecco as he flips and dives in and out of the water is charming. The plot is odd, and I'm not a fan, as the game could have done away with the sci-fi elements and played to it's strengths as a proper marine adventure, but there's plenty to do in the game and the visuals are so impressive and appealing that you'll want to see what awaits you after each completed segment. The biggest issue is undoubtedly the difficulty (far, far too high with too many unexplained elements), and the controls can sometimes be a little off, but Ecco is a wonderful looking game that, whilst not quite able to deliver consistently, is often superb.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Ecco the Dolphin - Defender of the Future	NA	US	51033	A 2 <input type="checkbox"/>	This US release has a black spine
Ecco the Dolphin - Defender of the Future	JP	JPN	HDR-0103	A 1 <input type="checkbox"/>	
Ecco the Dolphin - Defender of the Future	EU	E/F/G/S	MK-51033-50	A 2 <input type="checkbox"/>	
Ecco the Dolphin - Defender of the Future	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0043-50 / 952-0041-50 No in game content difference.

4 versions, 1 NA, 1 JP, 2 PAL

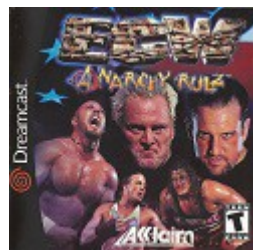
ECW: Anarchy Rulz

NTSC-U and PAL release

Publisher: Acclaim **Origin:** USA
Developer: Acclaim Salt Lake **Year:** 2000 NA; 2001 PAL
Genre: Wrestling **Also on:** PS1
Related titles: ECW: Hardcore Revolution
Major License: ECW (Wrestling promotion)
Useful Extras: a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst Anarchy Rulz is another PS1 to DC port, it does improve over the earlier Hardcore Revolution in many areas. Graphics and animation have improved a bit, although there's still too much in the way of angular-looking wrestlers for a DC game. Gameplay is a bit faster, replacing the armbar after armbar action of HR with a more varied approach. The games tougher and at times less interactive, and the engine is positively archaic at this point. Presentation and depth continue to impress, with plenty of options available and a big roster of wrestlers, but ultimately it's not improved enough to get excited about.



Release	Region	Type	Code	Rar./Price	Notes
ECW: Anarchy Rulz	NA	US	T-8114N	B 3-4 <input type="checkbox"/>	This US release has a black spine
ECW: Anarchy Rulz	EU	E	T-8119D-05	A 2 <input type="checkbox"/>	All PAL versions share the same disc,
ECW: Anarchy Rulz	EU	G	T-8119D-18	A 2 <input type="checkbox"/>	but have separate instruction booklets.
ECW: Anarchy Rulz	EU	D/F	T-8119D-59	A 2 <input type="checkbox"/>	
ECW: Anarchy Rulz	EU	I/S	T-8119D-61	A 2 <input type="checkbox"/>	As with many of the Italian/Spanish releases, there is no code printed on the spine of the game.
ECW: Anarchy Rulz	EU	EWLP	–	C 2-3 <input type="checkbox"/>	Disc codes: 950-0147-50 / 952-0140-50 As with other Acclaim releases, the white label comes in clamshell case with instructions.

6 versions, 1 NA, 5 PAL



ECW: Hardcore Revolution

NTSC-U and PAL release

Publisher: Acclaim **Origin:** USA
Developer: Acclaim Salt Lake **Year:** 2000 NA / PAL
Genre: Wrestling **Also on:** PS1, N64, GBC
Related titles: ECW: Anarchy Rulz
Major License: ECW (Wrestling promotion)
Useful Extras: a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 158th

ECW was at the forefront of the more adult-focused switch in late 90's Professional wrestling, but this game doesn't do it justice. In fact, it's a game we've seen before, as this is simply WWF Attitude re-branded for the ECW promotion. The games a little quicker, graphics a little better and the audio isn't plagued by random volume changes, but behind the ECW name it's the same game. Not a complete failure – it has plenty of depth for one – but it doesn't make use of the ECW's particular style, opting for the same ground based wrestling action as Attitude and not the high flying, high risk action the promotion was known for. A missed opportunity. (PAL version is 50hz only, and suffers in comparison to the US release)



Release	Region	Type	Code	Rar./Price	Notes
ECW: Hardcore Revolution	NA	US	T-8112N	A 1 <input type="checkbox"/>	This US release has a white spine
ECW: Hardcore Revolution	EU	E	T-8116D-05	A 1 <input type="checkbox"/>	ECW: Hardcore Revolution's 4 releases
ECW: Hardcore Revolution	EU	G	T-8116D-18	A 1 <input type="checkbox"/>	have different instruction booklets and
ECW: Hardcore Revolution	EU	D/F	T-8116D-59	A 1-2 <input type="checkbox"/>	rear covers, whilst the front covers
ECW: Hardcore Revolution	EU	I/S	T-8116D-61	A 1-2 <input type="checkbox"/>	seem to be the same bar a language-specific version of the 'parental advisory' sticker on the front, or printed in the English case. The discs appear to be different depending on region. All PAL releases don't feature the 'Dreamcast' branding on the cover.
ECW: Hardcore Revolution	EU	EWLP	–	C 2 <input type="checkbox"/>	Disc codes: 950-0049-63 / 952-0047-63 As with other Acclaim releases, the white label comes in clamshell case with instructions.

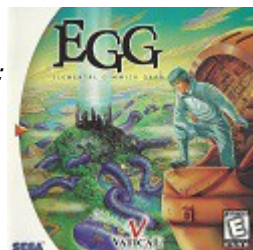
6 versions, 1 NA, 5 PAL

EGG: Elemental Gimmick Gear

NTSC-J and NTSC-U release

also known as just 'EGG' or 'Elemental Gimmick Gear' or 'Elemental Gimmick Gear: EGG'

エレメンタル ギミック ギア



Publisher:	Hudson Soft (Japan), Vatical (NA)	Origin:	Japan
Developer:	Birthday / Hudson Soft	Year:	1999 NA / J
Genre:	Action-RPG	Also on:	Dreamcast exclusive
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: 109th 2016 DCJY Poll: 82nd

Birthday have delivered a little gem with EGG: Elemental Gimmick Gear. Fans of 16-bit RPG's like Zelda will be instantly at home, as it takes the same overhead 2D approach. The story sees the discovery of the EGG, a strange ovoid shaped machine in an ancient ruin, inside of which is a figure, asleep. The machine is taken away and held in storage, it's pilot still in a state of slumber, whilst humanity builds machines inspired by the EGG for a variety of uses. A century passes, with the use of EGG's proliferating and becoming essential to humanities development, before a device in the same ancient ruins that gave up the original machine is triggered, and the ruins spring to life with strange, tentacle like appendages sprouting out and destroying much of the surroundings. The sleeper (you) is awoken, and, lacking any memory, sets out to remember just what he is. It's an odd plot, but is at least interesting. The game itself plays very similar to the aforementioned 16-bit RPG's. You battle an assortment of nasties, gathering parts for upgrades and coins, and solving a ton of puzzles. The puzzles are well constructed, and the adventuring itself is kept constantly interesting, in no small part to the lovely looking 2D hand drawn artwork of the world. There's also 3D boss battles, which work well. There's a couple of issues – the difficulty level is high, and death is not uncommon, often due to a poorly implemented combat system in the overhead view. It's often hard to know exactly where to go next or what your current goal is, which can lead to some aimless wandering. But these issues can be forgiven. Beautiful visuals, enticing soundtrack and an interesting world to explore means EGG is a game worthy of anyone's collection.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
EGG: Elemental Gimmick Gear NA	NA	US	T-41601N	A 4-5 <input type="checkbox"/>	This US release has a white spine
EGG: Elemental Gimmick Gear JP	JPN		T-14302M	B 1-2 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Eisei meijin 3: game creator Yoshimura Nobuhiro no Zunou

NTSC-J exclusive

also known as 'Eisei Meijin 3' or 'Eiseimeijin 3'

永世名人3 ~ゲームクリエイター吉村信弘の頭脳~



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	1999 J
Genre:	Table Games / Shogi	Also on:	PS1
Related titles:	Eisei meijin 2 (SAT)	Series:	Eisei Meijin
Useful Extras:	a Friend (1-2 players); Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Eisei Meijin 3 continues a series originating on the Saturn, and is a well received Shogi title. Shogi may not be massively popular outside of Japan, but the chess like board game is immensely popular in it's native country, spawning several titles, including on the Dreamcast, and this title is regarded as one of the best. The subtitle refers to the creator of the games AI/Engine at Konami. It doesn't do anything flashy, it doesn't need to, but it's strengths lie in the game engine itself. Knowledge of Shogi will of course be a help, as will some knowledge of Japanese,

★★★

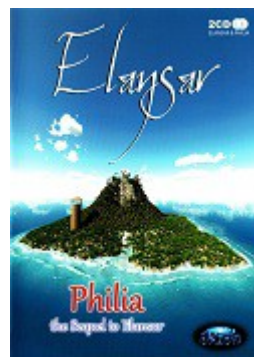
Release	Region	Type	Code	Rar./Price	Notes
Eisei meijin 3: game creator Yoshimura Nobuhiro no Zunou	JPN		T-9503M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Elansar & Philia

Indie Release (region-free)

Publisher:	Hucast	Origin:	France
Developer:	Orion	Year:	2015 WW
Genre:	Adventure	Also on:	PC, MAC, JAG CD, AND
Useful Extras:	VGA, Mouse		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Orion became somewhat prolific in 2015/2016, as the French Indie released no less than 4 retail DC titles to the public, spanning several genres from 2d platformer, puzzle compilation, RPG and this, a point and click adventure very much inspired by Myst. Originally released on the Jaguar CD as 2 separate releases, the pair were bundled together in a single DVD package on 2 CD's, a game on each. Elansar takes a static screen approach, whilst the technology is a bit more advanced in Philia which uses 360 degree views, but both use the standard find item-use item approach to progress, with a healthy smattering of puzzles thrown in (especially in Philia). The puzzles are of a decent quality, and the graphics bring back memories of the mid 90's – both games could easily pass for examples of the genre in it's 'glory days'. The plot and writing in both are decent, and it's nice to have another type of game emerging from the indie scene. It's not without it's problems, with some obtuse puzzles and retracing your steps to find well hidden objects, but that's not unusual. Elansar is a bit more basic than Philia, but feels more like an adventure, whilst the latter focuses on puzzles a lot more. Graphics aren't going to set the world alight, but the audio on both games is good. The package is worth a pick up for those who want something a bit different from their DC gaming.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Elansar & Philia	WW	HBW	-	A 3 <input type="checkbox"/>	Includes both games on 2 discs in a single DVD case. Still available directly from Orion's website.

1 versions, 1 WW

Eldorado Gate volume 1

NTSC-J exclusive

エルドラドゲート 第1巻

Publisher:	Capcom	Origin:	Japan
Developer:	Capcom	Year:	2000 J
Genre:	RPG	Also on:	Dreamcast exclusive
Series:	Eldorado Gate series		
Useful Extras:	VGA, Translation Guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The first volume of a series of bi-monthly RPG's released by Capcom, Eldorado Gate is certainly an interesting approach to releasing a game, and not a common occurrence upon release (although we're now used to chapter based games being released in segments, take Telltale games adventures on modern consoles as an example). The idea is sound – get gamers hooked by the story (which is split here into 3 chapters) and they'll come back in around 60 days, chomping at the bit to get their next slice of the Eldorado Gate pie. The core game has to be gripping enough though, and Eldorado Gate does a good job. The story, which tells of 12 characters personal quests and eventual coming together to battle the evil Dios, is split amongst the various volumes, with this first title containing 3 characters chapters to start it all off (Gomez, Kanan and Radia). Technically, it's a familiar 16-bit RPG territory that the series calls home, with a 2D view and turn based battles, dungeon crawling and monster dispatching and the usual gathering of money to buy, upgrade and improve weapons and items. There's the usual mix of magic, exploration and fighting, although this volume at least seems to be more of a scene setter. The audio is good, but the graphics are lovely, really intricate 2D artwork that doesn't push the console but oozes atmosphere. The series never made it to western shores, sadly, and as this is an RPG there is a ton of Japanese text to contend with here, making those not competent in the language unlikely to progress much. Well, that would be the case, but there is an excellent guide on Gamefaqs (as often is the case) for this volume which makes things a little easier and allows you to get to grips with the story. It's not the best of the genre on the DC, but RPG-fans should give it a try, to experience the lovely atmosphere at least.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 1	JP	JPN	T-1223M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Eldorado Gate volume 2

NTSC-J exclusive

エルドラドゲート 第2巻

Publisher:	Capcom	Origin:	Japan
Developer:	Capcom	Year:	2000 J
Genre:	RPG	Also on:	Dreamcast exclusive
Series:	Eldorado Gate series		
Useful Extras:	VGA, Translation Guide		
2009 DCJY Poll: n/a		2013 DCJY Poll: n/a	2016 DCJY Poll: n/a



The second volume of the Eldorado Gate serial RPG, and a shift in location to the continent of Escaluro. This contains a further 3 chapters each dedicated to a new character (Bud, Elishin and Ein), and the artwork continues the interesting and high quality trend from the first volume. Obviously, you're going to want to play the first volume before this, and as with the initial volume, there's an excellent guide on Gamefaqs for those who aren't fluent in Japanese.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 2	JP	JPN	T-1224M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Eldorado Gate volume 3

NTSC-J exclusive

エルドラドゲート 第3巻

Publisher:	Capcom	Origin:	Japan
Developer:	Capcom	Year:	2001 J
Genre:	RPG	Also on:	Dreamcast exclusive
Series:	Eldorado Gate series		
Useful Extras:	VGA, Translation Guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The series continues in volume 3, this time with 2 chapters (which are longer than those on the previous volumes) and changes the format slightly. The first of the chapters here (7th of the series if you're keeping count) sees Kanan disappear and the events following this, and the second sees the addition of a new character (Pamela). The locations change again, and the 2D artwork looks great as always, and as usual you're going to want to have played the earlier two chapters and have either a knowledge of the language or the excellent guide on Gamefaqs (all the guides were written by user Lord_ADK, and really do allow some enjoyment from the game for those stuck behind the language barrier).

Also worth noting that this volume generally had some of the best responses upon release.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 3	JP	JPN	T-1225M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Eldorado Gate volume 4

NTSC-J exclusive

エルドラドゲート 第4巻

Publisher:	Capcom	Origin:	Japan
Developer:	Capcom	Year:	2001 J
Genre:	RPG	Also on:	Dreamcast exclusive
Series:	Eldorado Gate series		
Useful Extras:	VGA, Translation Guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 4th instalment of the series returns to a 3 chapter format, introducing 3 new characters (Mima, Mamma and Gigi). The usual change in locations and setting keeps things interesting, the monsters are levelled up a little to keep things balanced in the battles, and the graphics retain their high quality. If you've read this far you'll know about the language barrier as well... Although you can play this stand-alone, you really do need to have played the first trio of titles before attempting this one.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 4	JP	JPN	T-1226M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP



Eldorado Gate volume 5

NTSC-J exclusive

エルドラドゲート 第5巻

Publisher: Capcom
Developer: Capcom
Genre: RPG
Series: Eldorado Gate series
Useful Extras: VGA, Translation Guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

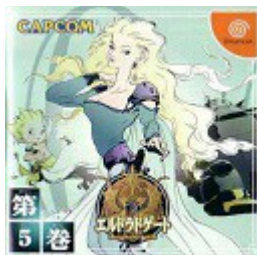
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Volume 5 brings more RPG quality from Capcom, and continues the series with 3 more chapters (now totalling 14) and the introduction of 2 more characters (Sophie and Rado). As well as the introduction of 2 new characters, the chapters deal with the company descending into the 'dead world', and there's the usual mix of new locations, new attacks and magic and new monsters. There's some extras included here, galleries and a sound test, but of course it's the progression of the main plot which will be of most interest to those who have persevered through the 4 earlier volumes. Luckily, the plot is as of as high a quality as the series has had throughout, and as usual, a guide or Japanese skills are a necessity.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 5	JP	JPN	T-1227M	B 3 <input type="checkbox"/>	

1 versions, 1 JP



Eldorado Gate volume 6

NTSC-J exclusive

エルドラドゲート 第6巻

Publisher: Capcom
Developer: Capcom
Genre: RPG
Series: Eldorado Gate series
Useful Extras: VGA, Translation Guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 6th volume of the series continues the story, introduces a new character (Gigi) and adds two chapters, both of which are top notch. It's a bit shorter than previous volumes but brings the whole cast of characters together for the first time. You know what to expect if you reach chapter 6, honestly...

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 6	JP	JPN	T-1228M	B 4 <input type="checkbox"/>	

1 versions, 1 JP



Eldorado Gate volume 7

NTSC-J exclusive

エルドラドゲート 第7巻

Publisher: Capcom
Developer: Capcom
Genre: RPG
Series: Eldorado Gate series
Useful Extras: VGA, Translation Guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 7th and final entry in the series is a fitting one, bringing the story to an end and showcasing for the final time the fine detailed graphics, lovely soundtrack and well developed plot that Capcom managed to deliver over this 7 part game. 2 more chapters await, including the final showdown with the big bad. It may be pretty clear by now that you're going to want to have played the earlier volumes and have a good guide to help you along. Overall, the Eldorado Gate series is certainly an interesting attempt at serialising the RPG genre. Whilst there is certainly somewhat of a barrier if you don't speak Japanese, the lovely artwork and excellent guides online make it worth a shot.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eldorado Gate volume 7	JP	JPN	T-1229M	B 4-5 <input type="checkbox"/>	For those that ordered the final volume from D-Direct, there was a special box (with Art Book) to store the games in.

1 versions, 1 JP



ElySION ~Eternal Sanctuary~

NTSC-J exclusive

also known as 'ElySION: Eien no Sanctuary'

エリュシオン ~永遠のサンクトチュアリ~

Publisher: NEC Interchannel

Developer: Terios

Genre: Visual Novel

Useful Extras: VGA, Translation Guide

Origin: Japan

Year: 2002 J

Also on: PC, PS2

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

ElySION is a well received visual novel title, which breaks up the static screens with a 2D overworld. You play the role of a physician who is sent to care for a wealthy old man living in a mansion on an island, which soon turns into a story of intrigue and mystery. And sexy maids, of course. The 2D map movement sections are a bit basic, and the main content here is your standard visual novel fare, but the story is good and there's enough interesting twists in the branching storylines to warrant a look for fans of the genre. As often is the case, the original PC version had a bit more adult content, but the DC version is tamer. As always, knowledge of the language or a good guide will be needed here.



★★★

Release	Region	Type	Code	Rar./Price	Notes
ElySION – Eternal Sanctuary	JP	JPN	T-20116M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Erde

NTSC-J exclusive

full title is 'Erde ~Nezu no Kinoshitade~'

E r d e ~ネズの樹の下で~

Publisher: Kid

Developer: Kid

Genre: Visual Novel

Useful Extras: VGA, Translation Guide

Origin: Japan

Year: 2003 J

Also on: PS2

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Kid have a habit of making interesting DC visual novels, and Erde is certainly interesting. The main character here is Takumi, an ordinary man living in an ordinary village, when one day a girl riding a motorcycle crashes into his house. This of course gives the opportunity for the rider, Yoko, to stay to repair the bike and awake a sense of adventure in Takumi. Whilst it's a pretty standard visual novel, it soon ventures into slightly unfamiliar surroundings, with elements of sci-fi thrown in as the characters access a virtual world away from the village surrounding them. There's no real gimmicks here, other than the setting, but it's a decent genre entry. You will need to know Japanese, as always.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Erde: ~Nezu no Kinoshitade~	JP	JPN	T-19720M	B 3-4 <input type="checkbox"/>	

1 versions, 1 JP

es

NTSC-J exclusive

Publisher: TV Asahi / SEGA

Developer: TV Asahi / Four-Some

Genre: FMV Adventure

Major License: es (TV series)

Useful Extras: Translation guide

Origin: Japan

Year: 2001 J

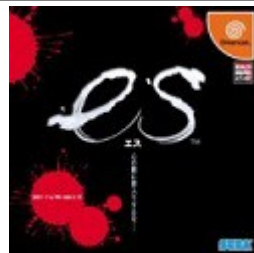
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Based on a crime thriller drama series in Japan, es is best described as a cross between an FMV adventure, hidden object title and general point and click adventure-lite. There's not a massive degree of interactivity to be had, but the game was well received and, as it uses the same cast as the series, is well acted with an engrossing storyline. If you can understand it, it's worth a look, but for those unable to speak Japanese it may be best to steer clear, as with no guides online for the game itself and mostly audio speech rather than text, progress would be very tough.



★★★

Release	Region	Type	Code	Rar./Price	Notes
es	JP	JPN	T-45501M	A 1-2 <input type="checkbox"/>	Double sized jewel case; 3 discs.

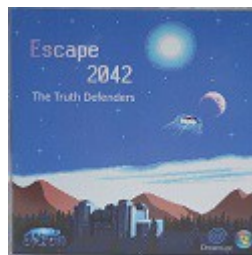
1 versions, 1 JP

Escape 2042: The Truth Defenders

Indie release

Publisher: Orion
Developer: Orion
Genre: 2D Platformer
Useful Extras: VGA

Origin: France
Year: 2017 WW
Also on: PC, MD, GB



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Orion's one man mission to give the DC Indie scene as many genres as humanly possible continues with Escape 2042, a title that takes inspiration both in gameplay and aesthetics, from the 8-bit world of the 80's. Set in a dystopian future, the game is somewhat of a homage to titles such as Impossible mission, and features unforgiving platform action with puzzle elements, as well as a couple of mini games, including a great 'reverse-shmup'. What elevates the game is it's dark, moody atmosphere which perfectly fits in with the 80's dystopian view of an Orwellian future, with a great soundtrack and some spot-on pixel art. There's plenty of challenge on offer, although it's fair to say this may put some off, and there's a fair amount of, thankfully, instant re-spawning as you attempt to navigate your way through the levels. Later on, the game changes setting and colour palette from the blues and blacks that set the earlier scenes, but it never moves away from being a nostalgic, and well programmed, nod to a gaming era now gone. It doesn't push the console, and if you don't have nostalgic feelings about a time when cold war paranoia and less-than-positive view of the worlds future was rife, you may not quite get as much enjoyment out of the game as those that do, but it's a well crafted, enjoyable platformer and yet another example of what a talented bloke Orion really is.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Escape 2042: The Truth Defenders	WW	HBW	-	B 4 <input type="checkbox"/>	

1 versions, 1 WW

Espion-AGE-NTS

NTSC-J and NTSC-U release

released in the US as 'Industrial Spy: Operation Espionage'

エスピオネージエントス

Publisher: NEC Interchannel (Japan)
UFO Interactive (NA)
Developer: NEC Interchannel
Genre: Strategy
Useful Extras: VGA, Arcade Stick

Origin: Japan
Year: 1999 J, 2000 NA
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 182nd

Spy based tactical strategy caper, Espion-AGE-NTS (or Industrial Spy: Operation Espionage in the States) is a cool idea but not so cool as an actual experience. There's a gloriously generic story about evil corporations taking over the world, and a cast of rather obvious stereotypical characters, neither of which inspire much confidence. The gameplay involves giving orders to your team of agents to carry out numerous missions, with the screen showing their locations in numerous windows, from which you can also access maps and briefings and the like. It's cluttered, gets too confusing and looks drab. If you have patience and are a big fan of these sort of tactical titles, then you may want to give it a playthrough.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Espion-AGE-NTS	JP	JPN	T-38804M	B 1-2 <input type="checkbox"/>	
Industrial Spy : Operation Espionage	NA	US	T-41302N	B 3 <input type="checkbox"/>	This US release has a white spine

2 versions, 1 NA, 1 JP



ESPN International Track & Field

NTSC-J, NTSC-U and PAL release

released in Japan as 'Ganbare Nippon! Olympic 2000'

がんばれ! ニッポン! オリンピック 2000

Publisher: Konami
Developer: Konami
Genre: Sport - Olympic
Series: Track and Field
Major License: ESPN (Sports Broadcaster);
 Japanese Olympic Committee (in Japan, Sporting organisation)

Useful Extras: VGA, a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Konami update their classic Track and Field franchise for a new generation, but sadly do what they did so often on the DC – so expect an angular, poorly textured PS1 port. There's not many events on offer (8 to start with, 4 more to unlock), and the controls are too simple, offering little in depth. This isn't helped with a difficulty level that is too low, meaning world records on your first attempts more often than not (which is just lazy). The graphics really are noticeably weak – they were never that great on other platforms, but their angular nature doesn't fit with the DC's library. The most fun comes with some mates attempting to beat each others scores, and for the solo play there's not enough depth. The Japanese release has an official Japanese Olympic Committee license.



★★

Release	Region	Type	Code	Rar./Price	Notes
ESPN International Track and Field	NA	US	T-9509N	A 1 <input type="checkbox"/>	This US release has a black spine
ESPN International Track and Field	EU	D/E/S	T-9504D-76	A 1 <input type="checkbox"/>	The 2 PAL versions of ESPN share the same disc but have different manuals.
ESPN International Track and Field	EU	F/G/I	T-9504D-87	A 1 <input type="checkbox"/>	
Ganbare Nippon! Olympic 2000	JP	JPN	T-9511M	A 1 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

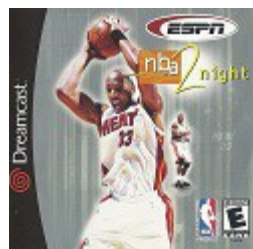
ESPN NBA 2 Night

NTSC-U exclusive

Publisher: Konami
Developer: Konami / Sunset Entertainment
Genre: Sport - Basketball
Major License: ESPN (Sports Broadcaster); NBA (Sporting league)
Useful Extras: a few friends (1-4 players)

Origin: Japan / USA
Year: 2000 NA
Also on: PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a



Oh dear. Something went wrong here. After a good first impression with impeccable presentation, things go down hill fast. Graphics are beset with terrible glitches, jerky players who float into place, whilst the animation is woeful with missing frames the norm. The gameplay is slow, buggy and broken. 3 point scoring is an exercise in futility, as it's almost impossible to score from the outside, and up close it's no better with your players often clipping through the backboard, other players and anything else nearby. Passing, somehow, is broken completely, taking an age as the players cycle through terrible animation sequences, and has no accuracy. The AI is terrible, frequently going out of bounds, and the control is horribly delayed. A complete disaster, no amount of official NBA rules and teams can save this from being a total mess.

★

Release	Region	Type	Code	Rar./Price	Notes
ESPN NBA 2 Night	NA	US	T-9503N	A 1 <input type="checkbox"/>	This US release has a black spine

1 versions, 1 NA

European Super League

PAL exclusive

Publisher: Virgin
Developer: Crimson
Genre: Sport - Football
Major License: 16 major European teams
Useful Extras: VGA, a few friends (1-4 players)

Origin: England
Year: 2001 PAL
Also on: PC, PS1, GBC, GBA



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Crimson had been responsible for Viva Football on the PS1, known for it's ridiculously high team count (40 years of national teams), but go the completely other direction here with just 16 teams in a fantasy European Super League. It's an idea which seems sound – dispose of those unimportant minor teams of European football, and just stick with the big guns. Sadly, regardless of potential, the game isn't great. Play feels loose, with difficulty in setting up any sort of tactical, realistic football, and it just feels lethargic – especially in 'simulation' setting, which likes making things awkward for the sake of it. You never get a sense that the game was made by people who love the beautiful game – and that lack of fluidity in gameplay is a killer. There's some good attention paid to the 16 available teams, as you'd hope, but it still offers a much more shallow experience then we deserve on the Dreamcast.

★★

Release	Region	Type	Code	Rar./Price	Notes
European Super League	EU	E/F/G/I/ P/S	T-7015D-50	A 1 <input type="checkbox"/>	
European Super League	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0154-50 / 952-0149-50
European Super League	EU	Ebc	-	C 2 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.

3 versions, 3 PAL

Eve Zero -Ark of the Matter- Perfect Edition

NTSC-J exclusive

also known as 'Eve Zero Kanzenban: Ark of the Matter'

イヴ・ゼロ 完全版 -Ark of the Matter-

Publisher: Game Village
Developer: C's Ware
Genre: Visual Novel
Related titles: Eve: Burst Error (predecessor)
Useful Extras: VGA, VMU functions, Translation Guide

Origin: Japan
Year: 2001 J
Also on: PC, PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Eve Zero is a prequel to the highly regarded Eve: Burst Error (which appeared on the Saturn, amongst other systems), and takes a similar path. You control 2 characters, the P.I. Kojiro Amagi and secret agent Marina Hojo, flipping between their parallel storylines throughout the game, and eventually seeing the story merge from distinct origins to a connected plot. Like it's predecessor, the game is superbly written and contains a far more serious, mature theme than many Visual novels on the DC – which carries on through to the darker, more serious visuals. A guide will help for those who don't speak Japanese, as without it progress will be tough.

The 'Perfect Edition' denotes that this is an enhanced port of the original PS1 version of the game, and the game shipped with an EVE encyclopedia which details elements of the game world.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Eve Zero -Ark of the Matter- Perfect Edition	JP	JPN-L	T-39802M	A 1-2 <input type="checkbox"/>	The Limited edition release of Eve Zero is the only release. Comes in a gold slipcase, with an EVE encyclopedia.

1 versions, 1 JP

Ever 17 -The Out of Infinity-

NTSC-J exclusive

also known simply as 'Ever 17'

エバー・セブンティーン



Publisher:	Kid	Origin:	Japan
Developer:	Kid	Year:	2002 J
Genre:	Visual Novel	Also on:	PC, PS2
Related titles:	Never 7 (predecessor); Ever 17 Premium edition (updated version)		
Series:	Infinity series		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The second entry in Kid's Infinity series of visual novels, Ever 17 -The Out of Infinity- is widely regarded as one of the best examples of the genre. Set in an underwater marine theme park, an accident occurs trapping 7 individuals in the flooded park and blocking all routes of escape or communication with the outside world. What follows is a high quality tale of mystery and intrigue, with a sci-fi theme, as the trapped characters attempt to work out what happened, why it happened, and how to escape. Boasting wonderful visuals, branching plot lines and 11 possible endings, Ever 17 was widely considered as one of the best examples of a visual novel, and still retains a strong fan base. Due to it's popularity and fame, there are numerous guides available online to help those not able to speak Japanese, meaning this is one Visual novel that everyone can get some enjoyment out of.

Release	Region	Type	Code	Rar./Price	Notes
Ever 17 -The Out of Infinity-	JP	JPN	T-19716M	A 2 <input type="checkbox"/>	

★★★★★

1 versions, 1 JP

Ever 17 -The Out of Infinity- Premium Edition

NTSC-J exclusive

エバー・セブンティーン -the out of infinity-



Publisher:	Kid	Origin:	Japan
Developer:	Kid	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, PS2, PSP, X360, AND, iOS
Related titles:	Never 7 (predecessor); Ever 17 (first version)		
Series:	Infinity series		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A re-release of Ever 17 -The Out of Infinity-, no doubt due to the massive popularity of the first, which includes an extra promotional disc and new artwork, but not a great deal more. Sega themselves classed this as a separate release, hence why it has it's own listing here, but there really is nothing notably different to take an interest in. It is Ever 17 though, and therefore is still as strong a genre example as before.

Release	Region	Type	Code	Rar./Price	Notes
Ever 17 -The Out of Infinity- Premium Edition	JP	JPN	T-19723M	A 2-3 <input type="checkbox"/>	Comes in a Double Jewel case. Also includes a promotional disc and a card
Ever 17 -The Out of Infinity- Premium Edition	JP	JPN-D	T-19723M	B 2-3 <input type="checkbox"/>	This release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.

★★★★★

2 versions, 2 JP



Evil Dead: Hail to the King

NTSC-U and PAL release



Publisher: THQ
Developer: Heavy Iron
Genre: Survival Horror
Major License: Evil Dead (Movie series)
Useful Extras: none

Origin: USA
Year: 2000 NA; 2001 PAL
Also on: PC, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Having all the ingredients at hand to make a rather succulent Survival horror pie, it's a shame that this one leaves a rather bitter taste in the mouth. There's a series of great ideas here. Taking the Evil Dead franchise into the gaming world was a great idea; getting Bruce Campbell back as Ash was a great idea; taking the basic idea of Resident Evil with static backgrounds could have been a great idea. But somewhere, it went a bit wrong. Ash is hard to control and the monsters keep regenerating, and take all too much mindless hammering on the buttons to defeat, which just isn't that much fun. Combat needed to be entertaining to keep the game alive, as it plays a far more integral role here, than in your average survival horror, but it quickly becomes tiresome. It does look and sound like the source material to it's credit, and fans of the films may get a kick out of that at least, but it comes across as a poor attempt to create a Resident Evil clone, with the Evil Dead name never used to it's full potential.

★★

Release	Region	Type	Code	Rar./Price	Notes
Evil Dead: Hail to the King	NA	US	T-10003N	A 2 <input type="checkbox"/>	This US release has a black spine
Evil Dead: Hail to the King	EU	E/S	T-10005D-05	A 2-3 <input type="checkbox"/>	
Evil Dead: Hail to the King	EU	E/F	T-10005D-80	A 2-3 <input type="checkbox"/>	The 3 PAL releases of Evil Dead appear to have overlapping regions, and have different discs depending on the languages. The manual is shared between them.
Evil Dead: Hail to the King	EU	F/G	T-10005D-83	A 2-3 <input type="checkbox"/>	

4 versions, 1 NA, 3 PAL

Evil Twin

PAL exclusive

full title 'Evil Twin: Cyprien's Chronicles'

Publisher: Ubi Soft / Big Ben
Developer: In Utero
Genre: Action-Adventure
Useful Extras: VGA (not indicated on inlay)

Origin: France
Year: 2002 PAL
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: 131st 2016 DCJY Poll: 102nd

Much delayed, Evil Twin Cyprien's Chronicles finally found it's way to the Dreamcast in 2002, after it's PS2 version was released, and only in PAL territories. It tells the tale of orphan Cyprien, who finds himself in the cursed world of 'Undabed' on a search for his teddy bear and imaginary friend Lenny. The aesthetics are straight out of a Tim Burton film, mixing childish nightmares with a dark, gothic feel, and boasts a fantastic atmospheric audio score. The ability to transform into 'SuperCyp', a twisted transformation into a powerful version of Cyprien, adds something to the mix. Sadly, the game itself isn't great. It's a pretty standard 3D platformer underneath the Burtonesque looks, with fiddly controls and some tiresome levels to trudge through before you get to the really interesting (aesthetically, at least) later levels. The design of the games world and the atmosphere alone are worth a trip into Cyprien's dark adventure, it's just a shame that the game never really plays as well as it looks.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Evil Twin	EU	E/F/G/S	T-46605D-71	B 6 <input type="checkbox"/>	The -71 version and -80 version appear identical apart from the back cover having the order of the language blurbs different – in the -80 it's English, French, German and Spanish, whilst the -71 is German, English, French and Spanish. The discs are also different pressings, although both versions share the same manual.
Evil Twin	EU	E/F/G/S	T-46605D-80	B 6 <input type="checkbox"/>	

Evil Twin EU EWLP - C 6-7 ☐ Disc codes: 950-0190-50 / 952-0180-50
3 versions, 3 PAL



Evolution

NTSC-J, NTSC-U and PAL release

full title 'Evolution: The World of Sacred Device'; released in Japan as 'Shinkisekai Evolution'

神機世界 エヴォリユーション

Publisher: ESP (Japan); Ubi Soft (NA / PAL) **Origin:** Japan
Developer: Sting **Year:** 1999 J; 2000 NA/PAL
Genre: RPG **Also on:** GC (in Evolution Worlds)
Related titles: Evolution 2 (sequel) **Series:** Evolution
Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: 146th* 2016 DCJY Poll: 84th

(* with Evolution 2)

With the genre's big hitters some way off, Sting's Evolution was many DC early adopters first taste of RPG gaming on their new machine. Taking the role of Mag Launcher, you make your way through several randomly generated 'ruins' on the hunt for artefacts to sell to the 'Society', who organise searches of ruins and set assignments to intrepid adventurers. It's best to describe Evolution as a dungeon crawler, as that is where most of the game takes place, with exploring the surroundings and towns secondary. The dungeons are a bit dreary, and as they are randomly generated, are a bit patchy. 3D battles are cool, and the characters themselves are just about well realised enough to keep interest. Solid, colourful graphics and a good soundtrack are nice, but the lack of a really good story and rather generic feel hurt it. Decent, but not spectacular.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Evolution	NA	US	T-17706N	A 1-2 <input type="checkbox"/>	This US release has a white spine
Evolution	JP	JPN	T-38701M	A 1 <input type="checkbox"/>	
Evolution	EU	E/S	T-17705D-50 (*1)	A 1-2 <input type="checkbox"/>	Both PAL releases have the same code,
Evolution	EU	F/G/I	T-17705D-50 (*2)	A 1-2 <input type="checkbox"/>	but the code for the covers themselves differ, with the E/S version having an -88 suffix and the F/G/I having an -87 one. Both versions have the same disc but different Instruction booklets.
Evolution	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0056-50 / 952-0053-50 5 versions, 1 NA, 1 JP, 3 PAL

Evolution 2

NTSC-J, NTSC-U and PAL release

full title 'Evolution 2: Far Off Promise'; released in Japan as 'Shinkisekai Evolution 2: Tooi Yakusoku'

神機世界 エヴォリユーション 2 ～遠い約束～

Publisher: ESP (Japan); Ubi Soft (NA / PAL) **Origin:** Japan
Developer: Sting **Year:** 1999 J; 2000 NA; 2001 PAL
Genre: RPG **Also on:** GC (in Evolution Worlds)
Related titles: Evolution (predecessor) **Series:** Evolution
Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: 146th* 2016 DCJY Poll: 128th

(* with Evolution)

Evolution 2 continues the adventure from the first game in the series, this time seeing Mag, Linear and gang travel to Museville to continue their artefact hunting for the Society, through another set of dungeons filled with monsters and treasure to find (and sell, still a key component of the game). The same bright and colourful graphics with solid characters return, and whilst there's a couple of tweaks here and there, it looks and plays pretty much the same as the first game. The battles are still fun, but simple, 3D turn based affairs, and there's still maybe a few too many to grind your way through as you progress through each destination. Sadly, the same issues that the first title had return this time, with a less than exciting story and a rather plodding feel to the whole thing. It's enjoyable enough for a rather unremarkable RPG experience, but it falls some way short of competing with the best on the system. The PAL release, exclusive to GAME stores, is consistently one of the more expensive titles out there – it's a shame the game doesn't justify the price tag.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Evolution 2	NA	US	T-17711N	A 3 <input type="checkbox"/>	This US release has a white spine
Evolution 2	JP	JPN	T-38703M	A 1 <input type="checkbox"/>	
Evolution 2	EU	E/F/G/I/S	T-45005D-50	B 7 <input type="checkbox"/>	
Evolution 2	EU	EWLP	-	C 7 <input type="checkbox"/>	Disc codes: 950-0171-50 / 952-0164-50 No content difference between this white label and the standard release. 4 versions, 1 NA, 1 JP, 2 PAL



Exhibition of Speed

*PAL exclusive
also known as 'E.O.S.'*

Publisher: Titus
Developer: Player 1
Genre: Racing
Related titles: Roadsters (predecessor)
Useful Extras: Steering Wheel, a few friends (1-4 players)

Origin: USA
Year: 2001 PAL
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

When DC aficionados make lists of DC games that deserved sequels, Titus's Roadsters would probably not rank highly. That's probably why Exhibition of Speed (E.O.S.) shed any baggage of being labelled a sequel to that game, despite it quite plainly being so. The trophy mode is practically copied over, and despite their being a whole host of new tracks to 'enjoy' this time, they are all incredibly dull. Graphics are weak, the quick race gives access to most of the content from the off meaning there's little reason to keep with the main mode of the game, sticky collisions, stupid, crash-happy AI and rubbish physics plague the racing. How Player 1 managed to make another terrible racing game is beyond me, and they certainly learnt nothing from their earlier attempt. E.O.S. is a PAL exclusive, and quite cheap, but it really isn't worth playing.

★

Release	Region	Type	Code	Rar./Price	Notes
Exhibition of Speed (E.O.S.)	EU	D/E/F/G I/S	T-22903D-50	A 2 <input type="checkbox"/>	
Exhibition of Speed (E.O.S.)	EU	Ebc	-	C 2 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.

2 versions, 2 PAL

Exodus Guilty NEOS

NTSC-J exclusive
 エクソダスギルティー ネオス

Publisher: Abel
Developer: Abel
Genre: Visual Novel
Useful Extras: VGA, Translation Guide

Origin: Japan
Year: 2001 J
Also on: PC, PS1, DVD



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Exodus Guilty NEOS is an enhanced version of a PS1 visual novel released in 1998, and it has some interesting ideas. The 'action' takes place over 3 time periods, all connected, and you switch between them and make decisions that ultimately effect the future. The plot takes in several visual novel standard themes; treasure hunting, world on edge of disaster, ancient gods etc., and has the usual array of decent artwork and lots and lots of text to read through. Overall it's pretty standard genre fare, and those looking for another visual novel to get their head round it's a decent choice, but as always knowledge of Japanese, or lack of, may dictate whether you give this one your time.

★★

Release	Region	Type	Code	Rar./Price	Notes
Exodus Guilty NEOS	JP	JPN	T-44404M	A 1-2 <input type="checkbox"/>	Comes with a couple of celluloid sheets with illustrations of characters on them.

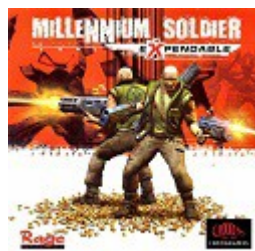
1 versions, 1 JP

Expendable

NTSC-J, NTSC-U and PAL release

released in PAL as 'Millennium Soldier: Expendable' and Japan as 'Seitai Heiki Expendable'

生体兵器 エクスペンダブル



Publisher: Infogrames (NA / PAL)
Imagineer (Japan)
Developer: Rage
Genre: Shooter
Useful Extras: VGA, Arcade stick, a friend (1-2 players)
Year: 1999 J/NA/PAL
Also on: PC, PS1, AND

2009 DCJY Poll: n/a 2013 DCJY Poll: 178th 2016 DCJY Poll: 187th

A European launch title from prolific Dreamcast developers Rage, Millennium Soldier : Expendable (or simply Expendable in Japanese and US versions) is an old school top down shooter, revelling in an orgy of futuristic weaponry, massive spectacular explosions and a predictable plot involving bad guy aliens and a group of super soldiers (the 'Expendables' of the title). It's not as bad as that may make it sound though. MS boasts solid old school shoot em up gameplay as you guide your character through 20 levels of alien infested landscapes. The surroundings, the enemies you face and the weapons you come across, get more interesting as the game progresses, taking you from cyberpunk dystopian urban dwellings, to more scenic environments, facing off against all manner of Alien nasties. It's not going to win awards for complex plot, and it is at heart a simple, mindless blaster, but there's loads of awesome set pieces, the explosions look cool and there's a retro, gameplay-over-gimmick feel to it.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Expendable	NA	US	T-15104N	A 2 <input type="checkbox"/>	This US release has a white spine
Expendable	JP	JPN	T-15003M	A 1-2 <input type="checkbox"/>	
Millennium Soldier: Expendable	EU	E	T-15101D-05	A 2 <input type="checkbox"/>	
Millennium Soldier: Expendable	EU	G	T-15101D-18	A 2 <input type="checkbox"/>	The 4 PAL versions of Millennium Soldier: Expendable share the same disc but have different Instructions booklets.
Millennium Soldier: Expendable	EU	D/F	T-15101D-58	B 2 <input type="checkbox"/>	
Millennium Soldier: Expendable	EU	I/S	T-15101D-60	B 2 <input type="checkbox"/>	
Millennium Soldier: Expendable	EU	I/S	T-15101D-60	B 2 <input type="checkbox"/>	

6 versions, 1 NA, 1 JP, 4 PAL

F1 Racing Championship

PAL exclusive

Publisher: Ubi Soft / Video System
Developer: Ubi Soft
Genre: Racing
Related titles: F1 World Grand Prix & II
Major License: Formula 1 (Motorsports championship)
Useful Extras: VGA, Steering Wheel, a Friend (1-2 players)
Year: 2001 PAL
Also on: PC, PS1, PS2, N64, GBC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Despite Video System being involved with the publishing, F1 Racing Championship serves as a sequel of sorts to Ubi Soft's Racing Simulation games, rather than the F1 World Grand Prix games. You can tell, as the game lacks the level of polish and detail that the latter series brought with their 2 Dreamcast outings. It does however have a more stable frame rate and solid controls, in both modes. The Arcade mode is probably the best entry point for casual racing fans looking for F1 action on the console, and whilst the Simulation mode is good, it doesn't quite have the precision of WGP2. Still a good looking, solid racing title.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
F1 Racing Championship	EU	D/E/F/G/I/S	T-17706D-50	A 1-2 <input type="checkbox"/>	Disc codes: 950-0127-50 / 952-0120-50 2 versions, 2 PAL
F1 Racing Championship	EU	EWLP	-	C 2 <input type="checkbox"/>	



F1 World Grand Prix

NTSC-J, NTSC-U and PAL release

also known as 'F1 World Grand Prix for Dreamcast' in PAL and NTSC-J

F1 ワールドグランプリ For Dreamcast



Publisher:	Video System (Japan) SEGA / Video System (NA / PAL)	Origin:	Japan
Developer:	Video System	Year:	1999 J; 2000 NA/PAL
Genre:	Racing	Also on:	PC, PS1, N64, GBC
Related titles:	F1 World Grand Prix II (sequel)	Series:	F1 World Grand Prix
Major License:	Formula 1 (Motorsports championship)		
Useful Extras:	VGA, Steering Wheel, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 130th* 2016 DCJY Poll: n/a (*with F1 World Grand Prix II)

One of two early F1 themed games (the other being Racing Simulation MGP), F1WGP emerged as the best choice. It's polished to near perfection, with a superbly designed, stylish looking menu system and the sort of flair that you'd expect from an official F1 game. There's a bit of slowdown, which is a shame, but the game runs well most of the time and the level of detail on the full roster of F1 circuits is good for the time. It aims for a sim-lite approach and does feel a little watered down to fit a console crowd, but learning the best lines for each track is a must and gives the game some depth. Still plays well today, despite a couple of niggles.

★★★

Release	Region	Type	Code	Rar./Price	Notes
F1 World Grand Prix	NA	US	51030	A 1-2 <input type="checkbox"/>	This US release has a white spine
F1 World Grand Prix	JP	JPN	T-3001M	A 1 <input type="checkbox"/>	
F1 World Grand Prix	EU	E/F/G/S/i	T-3001D-50	A 1 <input type="checkbox"/>	Italian in Instructions but not on rear.
F1 World Grand Prix	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0017-50 Not to be confused with the F1 World Grand Prix 'Redbull Demo'
F1 World Grand Prix 'Redbull Demo'	EU	EWLP	-	D 5+ <input type="checkbox"/>	Disc codes: 950-0041-50 / 952-0039-50 The F1 World Grand Prix 'Redbull Demo' seems to be a rather rare white label, which only first came to light some time in 2012 on an Ebay listing. It's not known exactly how many of these may be out there, but it's almost certainly a small amount and if they come onto general sale now, the price will be high. 5 versions, 1 NA, 1 JP, 3 PAL

F1 World Grand Prix II

NTSC-J and PAL release

also known as 'F1 World Grand Prix II for Dreamcast'

F1 ワールドグランプリ II For Dreamcast

Publisher:	Video System (Japan) Konami / Video System (NA / PAL)	Origin:	Japan
Developer:	Video System	Year:	2000 J / PAL
Genre:	Racing	Also on:	N64, GBC
Related titles:	F1 World Grand Prix	Series:	F1 World Grand Prix
Major License:	Formula 1 (Motorsports championship)		
Useful Extras:	VGA, Steering Wheel, a Friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 130th* 2016 DCJY Poll: n/a (*with F1 World Grand Prix)

With the first WGP game only being held back by a few niggles, Video System no doubt wanted to refine the experience with the sequel, and for the most part they were successful. Updated teams and circuits (including the introduction of the Malaysian Grand Prix) and excellent presentation are nice, and the graphics are excellent. There's definable difficulties to cater for all tastes, although the general feel is that the game has edged slightly towards a more arcade-feel. This does make control a little slippery at first, but it doesn't take long to wrap your head around it. Everything else is refined and improved, and it is a bit more 1.5 than 2, so not quite the comprehensive improvement we'd hoped for, but it is a lovely, detailed looking racing title that can still hold the F1 fans attention today.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
F1 World Grand Prix 2	JP	JPN	T-3002M	A 1 <input type="checkbox"/>	
F1 World Grand Prix 2	EU	E/F/G/I/S	T-3002D-50	A 1-2 <input type="checkbox"/>	
F1 World Grand Prix 2	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0083-50 / 952-0079-50 3 versions, 1 JP, 2 PAL

F355 Challenge

NTSC-J, NTSC-U and PAL release

'F355 Challenge : Passione Rossa' full title in PAL and NTSC-U

F355 チャレンジ

Publisher: SEGA (Japan); Acclaim (NA/PAL) **Origin:** Japan
Developer: SEGA AM2 / CRI **Year:** 2000 J / NA / PAL
Genre: Racing **Also on:** ARC, PS2
Major License: Ferrari F355 (Car)
Useful Extras: VGA, Steering Wheel, VS Cable, A Friend (1-2 players)

2009 DCJY Poll: 30th 2013 DCJY Poll: 42nd 2016 DCJY Poll: 63rd

Yu Suzuki's mastery of the gaming medium doesn't only reveal itself on the Dreamcast via Shenmue, as this title shows. Originally a Naomi arcade title, it's conversion to Sega's home machine caused a considerable amount of attention at the time, and this was mainly down to the visuals – which are just spectacular. The level of detail, graphical quality and smooth frame rate elevate the game to the very top of the DC's graphical excellence chart. The racing itself is geared towards the hardcore; whilst there are assists to help newcomers, to get the most out of the game you need to learn all the subtle nuances of the tracks, hit the apex's spot on and utilise the games data tracking functions to get the most out of every lap. There's only one car available, the titular F355, and only a singular camera angle, the in car view, which does make the game a little sparse compared to even it's contemporaries, but at the same time, has given the game a polished, engineered feel. There's certainly a learning curve, but once mastered, the game is a sublime affair. There's certainly a bit of a juxtaposition between the very arcade setup and simulation handling model, but for the serious petrol heads, F355 remains the Dreamcast's best looking, and most serious, racer.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
F355 Challenge	NA	US	T-8119N	A 1-2 <input type="checkbox"/>	This US release has a black spine
F355 Challenge	JP	JPN	HDR-0100	A 1 <input type="checkbox"/>	
F355 Challenge	EU	E	T-8118D-05	A 1 <input type="checkbox"/>	F355's PAL releases share the same disc but have different Instruction booklets.
F355 Challenge	EU	G	T-8118D-18	A 1 <input type="checkbox"/>	
F355 Challenge	EU	D/F	T-8118D-59	A 1 <input type="checkbox"/>	
F355 Challenge	EU	I/S	T-8118D-60	A 1-2 <input type="checkbox"/>	As with many of the Italian/Spanish releases, no code printed on spine.
F355 Challenge	EU	EWLP	-(clamshell case)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0100-50 / 952-0094-50 7 versions, 1 NA, 1 JP, 5 PAL

Fast Striker

Indie Release (region-free)

also known, more correctly, as 'Fast Striker 1.5'

高速ストライカー

Publisher: NG:DEV.TEAM **Origin:** Germany
Developer: NG:DEV.TEAM **Year:** 2010 WW
Genre: Shmup **Also on:** NEO GEO, iOS
Related titles: Last Hope, NEO XYX (same developer)
Useful Extras: VGA, Arcade Stick

2009 DCJY Poll: n/a 2013 DCJY Poll: 103rd 2016 DCJY Poll: n/a (7th in Indie)

Flying the flag for the homebrew scene, NG:DEV.TEAM follow up Last Hope with another Neo Geo port, this time with an updated version of Fast Striker. Eschewing the Horizontal approach of their first release, FS is a Vertical shooter which owes a lot to the 16 bit era of the genre. It never quite pushes the DC hardware, but the mixture of detailed (if slightly dull), mainly grey backgrounds with an orgy of colourful sprites, and no hint of slowdown, is enticing nevertheless. There's 4 difficulty settings available, and unusually, each offers a slightly different game. The Easy mode, for instance, is a pretty much straight ahead shooter, whilst bump it up to Extreme or the ridiculously hard 'Omake' mode and the subtleties of the games mechanics become clear. Chaining is important throughout, whilst on harder difficulty levels grinding makes an appearance, and the games use of a shield system gives a degree of tactical play. Sharp controls and tough but fair bullet patterns mean death in Fast Striker is usually fair. It doesn't redefine the genre or deliver anything particularly inventive, but it remains a fun and engaging addition to the DC Shmup library.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Fast Striker	WW	HBW	NGDT-301-P	C 5 <input type="checkbox"/>	DVD style case. Standard release.
Fast Striker	WW	HBW-L	NGDT-301-PLE	C 5-6 <input type="checkbox"/>	DVD style case, alt. Artwork & OST CD.
Fast Striker	WW	HBW-L	FSRE2-DC	C 4-5 <input type="checkbox"/>	NG:DEV.TEAM re-released 3 of their titles in April 2016 in Jewel cases, as part of a bundle, Fast striker being one. Limited, originally, to 333 copies. 3 versions, 3 WW



Fatal Fury: Mark of the Wolves

NTSC-J and NTSC-U release
released in Japan as 'Garou: Mark of the Wolves'

餓狼 MARK OF THE WOLVES



Publisher: Agetec (NA); SNK (Japan) **Origin:** Japan
Developer: SNK **Year:** 2001 J / NA
Genre: Fighter (2D) **Also on:** ARC, NEO GEO, PS2, XBLA, PSN, iOS, AND
Series: Fatal Fury / Garou
Useful Extras: VGA, Arcade Stick, a Friend (1-2 players)

2009 DCJY Poll: 45th 2013 DCJY Poll: 54th 2016 DCJY Poll: 49th

The much respected Fatal Fury series was a Neo Geo staple, and Mark of the Wolves is considered the high point of the series, and one which pushed it's original hardware to the limits. It's port to the Dreamcast was well received by fighting fans, and continues to be held in the highest regard (and is a personal favourite for several of the DCJY staff members). For those who prefer their 2D fighters to come from the SNK stable (like me), there's lot's to appreciate, with an intricate, technical fighting style, and silky smooth gameplay. Unlike the many Capcom fighters, proceedings feel a little more intimate, and the well tuned fighting engine is superbly balanced. Like the other SNK fighters on the system, the animation is fantastic, and the artwork is superb throughout, effortlessly displaying both visual flair and a high degree of style. The cast of characters is refreshed, with only Terry Bogard appearing from previous games, but as usual, SNK manage to create interesting characters to battle with. It would be SNK's final release before going bankrupt, and is rightly regarded as one of their very best.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Fatal Fury: Mark of the Wolves	NA	US	T-44306N	B 5-6 <input type="checkbox"/>	This US release has a black spine
Garou : Mark of the Wolves	JP	JPN	T-3108M	A 3-4 <input type="checkbox"/>	The standard edition is the SNK release, whilst the JPN-O release is the Playmore release, which features wholly different artwork.
Garou : Mark of the Wolves	JP	JPN-O	T-47302M	B 3 <input type="checkbox"/>	

3 versions, 1 NA, 2 JP

Feet of Fury

Indie Release (region-free)



Publisher: GOAT Store **Origin:** USA
Developer: Cryptic Allusion **Year:** 2003 WW
Genre: Rhythm **Also on:** Dreamcast Exclusive
Useful Extras: VGA, Dance Mat, Keyboard, a Friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 194th 2016 DCJY Poll: n/a

The Goat store's Independent releases of Dreamcast games in the years after the consoles official demise, helped greatly in keeping interest alive in Sega's machine, and Feet of Fury (the first) is arguably one of the best. Capitalising on the always popular craze for dancing titles, it features several dance friendly tunes and plenty of modes to enjoy them. There's the item battle mode, the core of the game, in which a split screen dance off against the AI or a human opponent is the attraction, practise mode to perfect your moves and a 'Typing of the Fury' mode, sort of a mash up between Typing of the Dead and Dance Dance Revolution. The music is okay – there's no big name artists here, but they're suitably danceable, and the gameplay is simple and fun, even without the dance mat, with the controller an acceptable substitute. There's even the ability to make your own swap CD's to bring other music into the game. High quality and with a professional look, Feet of Fury remains one of the best Indie DC releases.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Feet of Fury	WW	HBW	NA008	A 2 <input type="checkbox"/>	Jewel case.

1 version, 1 WW



Fighting Force 2

NTSC-U and PAL release



Publisher: Eidos
Developer: Core Design
Genre: Action-Adventure
Useful Extras: VGA
Origin: England
Year: 1999 NA / PAL
Also on: PS1
Series: Fighting Force

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 181st

A sequel to an unremarkable PS1/N64 title, Fighting Force 2 felt somewhat archaic even on release. Coming from Core Design, of Tomb Raider fame, it follows main character Hawk Manson in a cyber-espionage quest to stop some evil corporation selling prototype soldiers.... or something. It's an overused setting (even in 1999) and, besides some very decent Blade Runneresque CG movies, it's all a rather wishy washy excuse for a beat-em up set in lots of quite dull corridors. It's looks and sounds betray a last-gen feel. Gameplay consists of fighting poor AI enemies with a control system that's more of a hindrance than a help, and generally involves relying on the default kick attack as the weapons are woefully unimpressive. Even in the rolling demo, the character falls around the screen attempting to punch enemies that aren't there. A poor game, dated from the off, that feels like a slightly tarted up, but mediocre, PS1 title rushed out for the DC.

Release	Region	Type	Code	Rar./Price	Notes	★
Fighting Force 2	NA	US	T-36801N	A 1-2 <input type="checkbox"/>	This US release has a white spine.	
Fighting Force 2	NA	USvar	T-36801N	B 1-2 <input type="checkbox"/>	The only difference between the 2 US Fighting Force 2's, is an incorrectly printed SKU on the game insert, which meant the original shared Toy Commander's SKU. The variant isn't a re-print however, as it uses a sticker on the SKU (on the actual inlay) to give the correct one.	
Fighting Force 2	EU	E	T-36802D-05	A 1 <input type="checkbox"/>		
Fighting Force 2	EU	G	T-36802D-18	A 1 <input type="checkbox"/>		
Fighting Force 2	EU	D/F	T-36802D-59	A 1 <input type="checkbox"/>	The PAL versions have different discs and Instruction booklets.	
Fighting Force 2	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0033-50 same content as the standard versions. 6 versions, 2 NA, 4 PAL	

Fighting Vipers 2

NTSC-J and PAL release

ファイティング バイパーズ 2

Publisher: SEGA
Developer: SEGA AM2 / CRI
Genre: Fighter (3D)
Series: Fighting Vipers
Useful Extras: VGA, Arcade Stick, a Friend (1-2 players)
Origin: Japan
Year: 2001 J / PAL
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: 104th 2016 DCJY Poll: 143rd

The original Fighting Vipers, in Arcades and on the Saturn, was unfairly dismissed by some as a Virtua Fighter with Armour gimmick, whilst in reality it was a pretty decent fighter. Fast forward the years to the release of it's sequel on the Dreamcast, however, and things aren't quite as bright. Released 4 years after the Model 3 version hit the arcades, FV2 shows it's age, and can't compare with the graphical sophistication of other 3D fighters. It's got good looking characters, but the arenas are a let down. Several characters return from the original, but where once they could be considered fresh and interesting, they come across like goofy 90's oddball stereotypes (read – 'extreme' sports) and generic fighters. The fighting itself is disappointing, as you engage in rather uninteresting fighting to eventually unleash a super KO move to send your opponent over, or through, the arena walls. The Super KO's are cool, but the fighting is just a bit dull. The games also anaemic on the options front, which doesn't help it. It's not terrible, it's just a bit average.

Release	Region	Type	Code	Rar./Price	Notes	★ ★
Fighting Vipers 2	JP	JPN	HDR-0133	A 2-3 <input type="checkbox"/>		
Fighting Vipers 2	JP	JPN-D	HDR-0133	B 2-3 <input type="checkbox"/>	One of the Dorikore releases distinguished only by sticker on wrapper.	
Fighting Vipers 2	EU	E/F/G/S	MK-51154-50	A 3-4 <input type="checkbox"/>		
Fighting Vipers 2 (Beta)	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0142-50 / 952-0135-50 Despite the '(Beta)' this version is identical to the retail one.	

4 versions, 2 JP, 2 PAL

Fire Pro-Wrestling D

NTSC-J exclusive

ファイアープロレスリング D



Publisher: Spike
Developer: S-Neo
Genre: Wrestling
Series: Fire Pro-Wrestling series
Useful Extras: VGA, Translation Guide, Mouse, a few Friends (1-4 players)

Origin: Japan
Year: 2001 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: 83rd 2013 DCJY Poll: 167th 2016 DCJY Poll: 150th

For many fans of professional wrestling, there's only one true place to turn to when they want to recreate the grappling action in game form, and that's the Fire Pro-Wrestling series. This Dreamcast outing for the series will no doubt leave those people happy, and it should leave plenty of others with the same feeling. The isometric sprite based gameplay looks even cooler now in a retro-chic way, but it's the gameplay which always gets the most attention, with solid, tactical, timing based grappling action the order of the day. It also boasts an astonishing amount of options. Seriously – astonishing. There's unlicensed rosters from loads of (mostly) Japanese wrestling promotions, tons of different game types, allowing just about any sort of match you'd feasibly want to see, and customisation options by the bucket load. In fact, there's only one drawback – and that's the fact that you're going to need to know Japanese to make your way through the copious amounts of Japanese text in game. With a guide (or with the fan translated version available for those who know where to look) it's very much enjoyable. Great game for all wrestling fans.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Fire Pro-Wrestling D	JP	JPN-L	T-18804M	A 1 <input type="checkbox"/>	Listed by some sources as having 2 separate releases, and others as just having the Limited release. It appears that the apparent 'standard' edition has never been found in the wild, and it is generally considered not to exist – despite being listed on the Sega.co.jp website.

1 versions, 1 JP

First Kiss Story 2

NTSC-J exclusive

also known as 'First Kiss Monogatari II: Anata ga Irukara'; Literal translation 'First Kiss Story II ~ Because you are~

ファースト KISS☆物語 II ~あなたがいるから~



Publisher: Broccoli
Developer: HuneX
Genre: Visual Novel
Related titles: First Kiss Story (PC-FX, PS1)
Useful Extras: VGA, Keyboard, Translation Guide

Origin: Japan
Year: 2002 J
Also on: PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

First Kiss Story 2 is a sequel to a PC-FX and PS1 romance visual novel, and this follow up continues the theme of romancing several female characters in a style very much like the many, many similar games out there in the genre. The visuals are pleasant enough, and the story is about as unadventurous as you'd imagine. Indeed, possibly the most notable thing about the release on the DC, is the Limited edition larger box release which contains the original First Kiss Story as an extra on 2 discs. Which is nice. You will have to know Japanese to get anything out of either game, and to be honest neither offer anything noteworthy for those new to the genre or those well versed in Visual novel games.

★★

Release	Region	Type	Code	Rar./Price	Notes
First Kiss Story 2	JP	JPN	T-46305M	A 1-2 <input type="checkbox"/>	2 discs; double jewel case.
First Kiss Story 2	JP	JPN-L	T-46304M	A 2-3 <input type="checkbox"/>	Limited edition includes the first 'First Kiss Story' game as well as some postcards, a phone card, and all in a larger cardboard box.

2 versions, 2 JP

Fish Eyes | Wild

NTSC-J and NTSC-U release
released in the US as 'Reel Fishing | Wild'

フィッシュアイズ・ワイルド

Publisher: Victor (Japan); Natsume (NA) **Origin:** Japan
Developer: Victor / Westone **Year:** 2001 J / NA
Genre: Sport - Fishing **Also on:** Dreamcast Exclusive
Useful Extras: VGA, Fishing Controller



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Victor's Fish Eyes | Wild (released as 'Reel Fishing | Wild' in North America) takes a somewhat more realistic approach to the sport of fishing than Sega's arcade offerings. Each of the locales featured in the game are modelled on real life areas and use photo realistic footage to depict the surroundings, only switching to the standard computer generated graphics whilst depicting the activity under the water. It also revels in detail, with your fishing lodge playing home to fishing glossaries, an equipment room and so on, all meant to make things feel as much of a simulation as possible. And it works, for the most part. Things are more laid back than the pressurised time limits of other fishing experiences on the DC, and there's something quite relaxing about just kicking back and learning which equipment is best to capture the right fish to progress through the games levels. There's plenty of variety, lots of different fish throughout the different locations (all of which look great as well), and more depth than most similar games with a strong strategic element. For those who have no interest in the sport, it probably isn't going to win them over, but for those who want a more refined, faithful recreation, it's a winner.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Fish Eyes Wild	JP	JPN	T-9105M	B 2-3	<input type="checkbox"/>
Reel Fishing Wild	NA	US	T-44303N	B 2-3	<input type="checkbox"/> This US release has a black spine. 2 versions, 1 NA, 1 JP

Flag to Flag

NTSC-J and NTSC-U release
released in Japan as 'Super Speed Racing'; the C.A.R.T. License also often used in the title

スーパースピードレーシング

Publisher: SEGA **Origin:** Japan
Developer: Zoom **Year:** 1999 J / NA
Genre: Racing **Also on:** Dreamcast Exclusive
Major License: C.A.R.T. (Motorsports championship)
Useful Extras: VGA, Steering Wheel, a Friend (1-2 players)



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Developers Zoom, also responsible for minor cult favourite Mister Mosquito, have done a decent job with this early DC take on the Cart championship, the US-centric alternative to the F1 behemoth. It's strength lies in it's recreation of the oval tracks which are a championship staple. Control is good, lying somewhere between arcade and sim and requiring some skill to get the best times. With plenty of options, it recreates the excitement of these types of races well. It's not a graphical powerhouse, with plenty of draw in and a grainy appearance, but the real issue with the game, is when oval tracks give way to street and circuit races. The tracks look okay, but the AI and control are broken. There's plenty to admire here – from first person perspective views with accumulating debris on your visor to recreating the actual weather from the 98 season, but ultimately, it's best to keep to the oval tracks and ignore the rest.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Flag to Flag (CART)	NA	US	51007	A 1	<input type="checkbox"/> This US release has a white spine
Flag to Flag (CART)	NA	BRA	197106	C 4-6	<input type="checkbox"/> The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover. Whilst it shares the same cover art as the other western releases, it's back cover is in Portuguese with Tec-Toy symbols.

Super Speed Racing	JP	JPN	HDR-0013	A 1	<input type="checkbox"/>
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3 versions, 2 NA, 1 JP

Flashback
Indie release

Publisher: JoshProd
Developer: Delphine
Genre: 2D Platformer

Origin: France
Year: 2017 WW
Also on: AMI, ACO, MD
PC, PC-98, MCD
SNES, FM, 3DO
CD-i, JAG, MAC
iOS



Related titles: Fade to Black (sequel); 2013 remake
Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Originally released in 1992, Flashback was a visually stunning 16-bit release that boasted animation that wowed gamers, and was graced with a mature, science fiction themed story. A pseudo-sequel to Another World, it's seen release on numerous platforms over the years, and thanks to JoshProd and their Indie revolution, an official Dreamcast port now graces our system. You play Conrad B. Hart, scientist turned wanted man after discovering a sinister plot by a race of shape-shifting aliens, determined to conquer the Earth. After escaping, and a brief pursuit, as depicted in the intro sequence, you're stranded on an alien planet. The gameplay is cerebral 2D platforming – puzzles, gun fights, lots of alien technology, and a fairly large array of controls to get your head round. The 'rotoscoped' animation is still impressive, and few games of the era managed to envelop you in a world like Flashback did. The DC version is an amalgamation of other releases, featuring graphical filters, CD-ROM or original cutscenes, the full 16-bit version (via Mega Drive emulator), new or original music and on the fly saving – the last of which is most welcome. Flashback is a classic, and a great platform game, and with the extras included, it's one of the most impressive indie releases. It is, however, a game where the cerebral nature, backtracking and sometimes slow pace, may put some off. And it is a 25 year old game. If those things bother you, don't pick this one up, but for the rest of us, Flashback is a welcome addition to the DC library.

Table with 6 columns: Release, Region, Type, Code, Rar./Price, Notes. Rows for Flashback in WW, HBW, and PAL formats.

The Flintstones – Viva Rock Vegas
PAL exclusive (not released at retail)

Publisher: not published
Developer: Full Fat
Genre: Racing
Major License: Flintstones – Viva Rock Vegas (Movie)
Useful Extras: VGA, a few friends (1-4 players)
Origin: England
Year: 2001 PAL (unreleased at retail)
Also on: PS2, GC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Flintstones – Viva Rock Vegas was one of the few DC games that never got a release, but which many DC collectors will have a copy of. Available on download sites in it's fully realised state, many will of downloaded to a CD-R and enjoyed the game...well, enjoyed is a bit much maybe. It's a standard kart racer, based off the film of the same title, but in a cartoon style more similar to the original animation. Sort of. If I sound unsure, it's because the looks don't really fit either the film or original TV, which is a theme taken over into the gameplay, which is tired, a little bit broken in places and consisting of tracks that don't really look finished. It's not a great example of the genre. But why am I including a game that didn't get released in this guide? Well, unlike Half Life and Propeller Arena, other unreleased titles, Flintstones does have a White Label release which contains the entire game (Half Life had a white label but it consisted solely of video footage), showing how close the game was to being released at retail. It's a particularly uncommon White Label, with only a few known to be in existence, and due to this, the price can be rather high when it irregularly comes up for sale.

Table with 6 columns: Release, Region, Type, Code, Rar./Price, Notes. Rows for The Flintstones – Viva Rock Vegas in EU and PAL formats.

Floigan Bros. Episode 1

NTSC-U and PAL release
also known simply as 'Floigan Brothers'



Publisher:	SEGA	Origin:	USA
Developer:	Visual Concepts	Year:	2001 NA / PAL
Genre:	Action-Adventure	Also on:	Dreamcast Exclusive
Useful Extras:	VGA, Online functions (downloads and trading)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 160th 2016 DCJY Poll: 140th

With developers Visual Concepts at the helm, away from their usual sports heavy hitters, Floigan Bros. Episode 1 (there never was an episode 2) had the pedigree behind it to be a hit, and in many ways it probably deserved to be. Visually great, and with some great voice acting, the gameplay revolves around controlling the smaller of the brothers, Hoigle, to directly and indirectly solve a variety of puzzles, usually by interacting with the larger dim-witted brother Moigle. There's a wide variety of interaction types, and the game's humour runs through them. The puzzles aren't all that taxing, and most of the enjoyment of the game comes from learning new interactions, but it's a charming and fresh approach which is short enough not to wear out it's welcome. That said, it never manages to quite be as entertaining as it desperately wants to be – it has the feel of a well loved childhood cartoon, but the humour and characters aren't as endearing as they think they are. It's a shame we never saw any more from the brothers Floigan though, as some of the ideas are great.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Floigan Brothers episode 1	NA	US	51114	A 2 <input type="checkbox"/>	This US release has a black spine.
Floigan Brothers episode 1	EU	E/F/G/S/i	MK-51114-50	A 1-2 <input type="checkbox"/>	Includes Italian instructions in the booklet, but not on the rear cover.
Floigan Brothers episode 1	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0182-50 / 952-0172-50 No content difference from retail

3 versions, 1 NA, 2 PAL

For Symphony : With All One's Heart

NTSC-J exclusive

フォー シンフォニー 〜ウィズ オール ワンズ ハート〜



Publisher:	Takuyo	Origin:	Japan
Developer:	Takuyo	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, PS2, PSP
Useful Extras:	VGA, Translation Guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An unremarkable high school love simulation visual novel from Takuyo, 'For Symphony' is not going to be the one example to convert those who are unconvinced by the appeal of the genre. The artwork is okay, but the subject matter doesn't really make for a visual treat – and to explain the story, you really could pick random stereotypical plot devices from the genre and chances are, it would apply here. You can play as a male or female character, which is unusual, and the audio is of a good quality throughout. Without a knowledge of Japanese the game will be a slog, and there are better genre examples out there.

★★

Release	Region	Type	Code	Rar./Price	Notes
For Symphony : With All One's Heart	JP	JPN	T-37908M	A 2 <input type="checkbox"/>	

1 version, 1 JP

Fragrance Tale

NTSC-J exclusive

フレグランス テイル



Publisher: Takuyo
Developer: Takuyo / Limenade
Genre: Visual Novel
Useful Extras: VGA, Translation Guide

Origin: Japan
Year: 2001 J
Also on: PC, PS2

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Sporting an odd mix of Celtic and Christian mythology, Fragrance Tale can be neatly summed up as a visual novel which involves mixing perfume. It may sound odd, and to be fair, to a western audience it certainly does come across that way (it's also an example of the sub genre of 'BL' game, or 'Yaoi', which concentrate on romantic relationships between only male characters, written and designed primarily by female gamers, and a sub genre of games that sadly never would of sold to a western audience). Angels and demons both make an appearance, with your character tasked with creating the perfect fragrance which will end the age old war between the two forces, with the usual mix of love simulation and visual novel elements making the game a difficult one for those who can't handle the large amount of Japanese text. It's no reinvention of the genre, but it looks good and was well received upon release.

★★

Release	Region	Type	Code	Rar./Price	Notes
Fragrance Tale	JP	JPN	T-37904M	A 1 <input type="checkbox"/>	comes with calendar card 1 version, 1 JP

Frame Gride

NTSC-J exclusive

フレームグライド



Publisher: FromSoftware
Developer: FromSoftware
Genre: Action
Useful Extras: VGA, Keyboard, Translation Guide, a friend (1-2 players)

Origin: Japan
Year: 1999 J
Also on: Dreamcast Exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: 176th

FromSoftware have had a long history of fan favourite releases, most notably the long running Armored Core series and more recently the Dark Souls series, but they only released one title on the DC in the form of this Medieval fantasy sci-fi mecha title that never saw release outside of Japan. Emphasising one on one mech combat (either player on player, player on AI or using the internet), it's a good looking and satisfyingly aggressive affair. There's plenty of upgrades available, allowing more impressive weapons, parts and 'squires', to help out fight your opponents. The setting makes a change from the shiny sci-fi standard, and it looks and sounds good for an early DC title. Control can be a little awkward, and the game can sometimes feel a little lifeless, but overlook those faults and there's a decent game here. Japanese knowledge is certainly useful, as there is a fair amount of text in between battles, but as the action itself is easily understood, a good guide will ease you in. A fully English translated patched version is online too

★★★

Release	Region	Type	Code	Rar./Price	Notes
Frame Gride	JP	JPN	T-34201M	A 1-2 <input type="checkbox"/>	1 version, 1 JP

Freestyle Scooter

NTSC-U and PAL release

released in the US as 'Razor Freestyle Scooter'



Publisher:	Crave/ Ubi Soft (PAL); Crave (NA)	Origin:	Australia / USA
Developer:	Shaba Games / Titanium Studios	Year:	2001 NA; 2002 PAL
Genre:	Sport - Extreme	Also on:	PS1, N64, GBC, GBA
Major License:	Razor (Scooter brand)		
Useful Extras:	VGA, a Friend (1-2 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

It's easy to dismiss Freestyle Scooter / Razor Freestyle Scooter as a cheap cash in on the scooter craze using a Tony Hawk style formula, but there is a decent game here. The graphics are sharp and colourful and nip along at a constantly good frame rate, whilst the soundtrack consists of inoffensive nasally pop-punk that fits the target demographic for the title. The game suffers from a distinct lack of content, but when it does it right, the first 2 levels of the game for instance, it's a decent stab at recreating Tony hawks with scooters, but it's an uneven experience that has little originality.

Oh, before I forget, the game has a credits movie watchable from the main menu which is, truly, one of the most bizarre and strange things you'll ever see, involving guys dressed up in Crocodile, Chipmunk, Rabbit and Gorilla costumes, riding scooters. It's bizarre, but oddly compelling to watch, and sadly is probably the most unique thing about the game.

★★

Release	Region	Type	Code	Rar./Price	Notes
Freestyle Scooter	EU	E	T-46604D-50	B 2-3 <input type="checkbox"/>	
Freestyle Scooter	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0191-50 / 952-0181-50
Razor Freestyle Scooter	NA	US	T-40219N	A 1-2 <input type="checkbox"/>	This US release has a black spine.

3 version, 1 NA, 2 PAL

Frog Feast

Indie Release (region-free)

Publisher:	Oldergames	Origin:	USA
Developer:	Rastersoft	Year:	2007 WW
Genre:	Action	Also on:	CD-i, MD, NEO GEO, MCD, SNES, JAG, NGCD
Useful Extras:	a Friend (1-2 players)		

2009 DCJY Poll: n/a

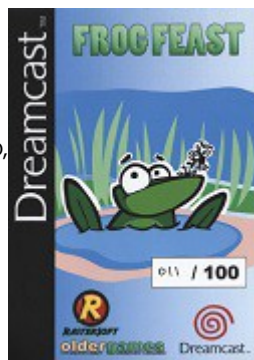
2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Possibly the rarest commercial DC release out there, Frog Feast is a rough and ready title where, despite 100 copies being indicated by it's numbering system, no one is quite sure how many are out there in the wild. The game was released on numerous platforms by it's creator, Charles Doty (Rastersoft), and is a homage to an old Sega-Gremlin arcade title 'Frogs' (a title which saw copycat releases under various names on other systems, including 'Frogs and Flies' on the Atari 2600). It's not a great game; with ultra simple gameplay as you jump between lily pads trying to catch flies, with graphics and sound barely improved from other versions.

Due to the rather amateur nature of the games production (seemingly copied onto CD-R on demand), the quality isn't high, with several copies suffering from glitches, and the individual numbered copies appear to also be repeated in some instances. It's probable that far fewer than 100 copies are out there (although some sources do state 200 copies, others estimate as low as 20). None of this effects the collectable nature of the game, which is exceedingly high, despite it's issues. How many reproduced copies are out there is also unknown, adding another layer of confusion over the games release. A 'genuine' copy, if possible to confirm it's status, would very likely be at the very upper end of DC gaming prices.

★



Release	Region	Type	Code	Rar./Price	Notes
Frog Feast	WW	HBW	-	E 7-9 <input type="checkbox"/>	

1 version, 1 WW

Frogger 2: Swampy's Revenge

NTSC-U exclusive

also simply known as 'Frogger 2'



Publisher: Hasbro Interactive
Developer: Blitz Games
Genre: Action-Adventure
Series: Frogger
Useful Extras: a few friends (1-4 players)

Origin: England
Year: 2000 NA
Also on: PC, PS1, GBC

2009 DCJY Poll: n/a 2013 DCJY Poll: 162nd 2016 DCJY Poll: n/a

This sequel to the reimagined Frogger released on the PS1 a couple of years before (as opposed to the original Konami developed game) was part of a seemingly never-ending series of classic Arcade titles released at the turn of the millennium which, depending on your point of view, could be either applauded for trying to breath new life into games with modern tech, or criticised for trying to make a quick buck off of nostalgic gamers. Frogger 2, thankfully, is at least enjoyable. The goal is to find the 5 baby frogs on each level, and utilises the timing and placement strategy of the series, but in levels that are spread out with various obstacles with interesting arrangements. There's loads to unlock, including classic Frogger levels, which play well, and everything is bright, cheery and fun. It doesn't revolutionise gaming, and it's a rather simple affair which can frustrate at times, but it does a good job at bringing it's hoppy star to a new generation.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Frogger 2 Swampy's Revenge	NA	US	T-40604N	A 1-2 <input type="checkbox"/>	This US release has a black spine.

1 version, 1 NA

Fruit'Y

Indie Release (region-free)



Publisher: Dragon Box Shop / Retroguru
Developer: Retroguru
Genre: Puzzle
Useful Extras: VGA

Origin: Germany / Spain
Year: 2015 WW
Also on: PC, AND

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Coming a little out of the blue when announced, this release comes from Retroguru (a talented collective of coders, responsible for download only DC games such as Xump that deserve some play time) and DragonBox Shop, and whilst it had a limited amount printed, it was at an incredibly good value price (just a few Euros!). Sporting a nice retro pixel look and an excellent soundtrack, it plays like old Amiga title Gem'X, with two screens full of fruit on screen, with the goal to change the left hand side to match the right hands layout, by selecting fruit which then change corresponding to which you selected (directly selecting a fruit changes it two steps up the sequence of fruit changes, whilst the fruit above and below and to the left and right change 1 step). It's a simple concept but can tax the brain as the 120 levels on offer progress, although there are a few helpful options to get through the trickiest stages. It's retro look, simple mechanics and superb value all add up to a fun little game to play. It doesn't push the DC in the slightest, but it's hard not to like it.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Fruit'Y	WW	HBW	-	B 2 <input type="checkbox"/>	DVD style case

1 version, 1 WW

Fur Fighters

NTSC-U and PAL release

Publisher: Acclaim
Developer: Bizarre Creations
Genre: Action
Useful Extras: VGA, a few friends (1-4 players)

Origin: England
Year: 2000 NA / PAL
Also on: PC, PS2, iOS



2009 DCJY Poll: 71st 2013 DCJY Poll: 72nd 2016 DCJY Poll: 59th

From the creators of MSR, Fur Fighters has gained a cult following over the years, thanks in no small part to the pairing of it's cutesy animated animal characters with a hefty dose of weapon based violence. With a large cast of colourful, charming controllable cartoon animals, Fur Fighters is probably the best example of the 3rd person shooter genre on the console. Your goal is to defeat the evil General Viggo and rescue the many animal babies captured by his henchmen, and the game takes you on a long, ever changing journey to do so. Levels are large, with plenty of opportunities to explore the detailed environments, and being able to change your character and make the most of their various abilities throughout also allows the game to never become stale. The 3rd person shooting is great, but the elements of puzzling, platforming and exploring are what gives the game the edge. The graphics and audio are also excellent, but what else would you expect from those talented Bizarre boys and girls?

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Fur Fighters	NA	US	T-8107N	A 2-3 <input type="checkbox"/>	This US version has a white spine. The cover of this version has a lenticular cover, which should be attached to the case.
Fur Fighters	EU	E	T-8113D-05	A 1 <input type="checkbox"/>	Fur Fighters 4 PAL releases share the same Disc but have different Instruction Booklets
Fur Fighters	EU	I/S	T-8113D-13	A 1-2 <input type="checkbox"/>	
Fur Fighters	EU	G	T-8113D-18	A 1 <input type="checkbox"/>	
Fur Fighters	EU	D/F	T-8113D-59	A 1 <input type="checkbox"/>	
Fur Fighters	EU	EWLP	- (clamshell case)	C 3 <input type="checkbox"/>	Disc codes: 950-0072-50/952-0068-50 same content as the standard versions. 6 versions, 1 NA, 5 PAL

Fushigi Dungeon

NTSC-J exclusive

full title is 'Fushigi Dungeon – Furai no Shiren Gaiden: Onnakenshi Asuka Kenzan!'

rough translation is 'Mystery Dungeon: Shiren the Wanderer Gaiden:

Swordswoman Asuka Kenzan'

不思議のダンジョン 風来のシレン外伝 女剣士アスカ見参！

Publisher: SEGA
Developer: Neverland / Chunsoft
Genre: RPG
Series: Mystery Dungeon series
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Part of the long running and hugely popular Mystery Dungeon series, Fushigi Dungeon brings some much needed Rogue influenced gameplay to the DC. Boasting some beautiful art design which makes the most of the game's classical Japanese historical setting, fans of dungeon crawling and RPG's will feel right at home, although, as the title never left it's home country, those not versed in Japanese may find it challenging. As well as the superb art on display, it has a wonderful soundtrack, but it's the ever-popular trekking through the game's many maze like levels and typical Japanese RPG elements which will appeal most. The story takes a bit of a back seat at times, and there's a certain amount of inevitable retrying of levels inherent in the design, but for those who can understand the Japanese text heavy menu's this often overlooked title is certainly worth a bash.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Fushigi Dungeon	JP	JPN	HDR-0187	B 4-5 <input type="checkbox"/>	

1 versions, 1 JP

Gaia master Kessen

NTSC-J exclusive

also known as 'Gaia Master Kessen! Seikiou Densetsu'

ガイアマスター 決戦! 世紀王伝説



Publisher:	Capcom	Origin:	Japan
Developer:	Capcom	Year:	2001 J
Genre:	Board Game	Also on:	PS1, GBC
Useful Extras:	VGA, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This updated version of an earlier PS1 release boasts the usual high quality Capcom artwork on it's cover, and it's enough to get any fan of the company a little excited by the possibilities of what this game could possibly be. And then... you realise it's really just Monopoly set in a fantasy universe. There's no denying the usual high quality Capcom presentation, artwork and graphics, but at the same time, you can't get away from the games principal inspiration, and your enjoyment of this title will vary depending on your affection for the classic capitalist board game. There are some extra touches thrown in, most notably battles in which the various characters play differently, but you can't escape the source. As a game, it plays okay, with a variety of 'boards', decent aesthetics and good competitive action in the best traditions of the original, but there's nothing overly exciting here. Some knowledge of Japanese is certainly helpful, although there's an excellent guide on Gamefaqs which can help you through. Worth a look, but not one of the highlights of Capcom's DC output.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Gaia master Kessen!	JPN	JPN	T-1212M	A 2 <input type="checkbox"/>	This Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Gaia master Kessen!	JP	JPN-D	T-1212M	B 2 <input type="checkbox"/>	

2 versions, 2 JP

Gakkyuu Oh Yamazaki

NTSC-J exclusive

also known as 'Gakkyu~O~Yamazaki' or 'Gakkyuu Ou Yamazaki: Yamazaki Oukoku Daifunsou!'

学級王ヤマザキ ~ヤマザキ王国大FUN争! ~



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA	Year:	1999 J
Genre:	Board Game	Also on:	Dreamcast Exclusive
Major License:	Gakkyuu Oh Yamazaki (Anime TV series)		
Useful Extras:	VGA, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Poorly received Board game title that didn't make it out of Japan – possibly because of the poo. Yes, this is the board game, based on an Anime, which revels in the sight of dancing turds and a seemingly unhealthy obsession with toilet activities. Aside from the faecal matter, this is a pretty unremarkable example of the genre on the DC, and seeing as even the best examples of console board games have their issues, a lower tier example just doesn't cut the mustard. With average at best graphics and sound, and a need to read Japanese text to understand what is going on (although as things are just so....weird, understanding them could be a mixed blessing), this isn't a game to go at the top of a 'to play' pile.

★

Release	Region	Type	Code	Rar./Price	Notes
Gakkyuu Oh Yamazaki	JP	JPN	HDR-0050	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Ganryu

Indie release

武蔵巖流記

Publisher: JoshProd
Developer: Visco
Genre: 2D Platformer
Useful Extras: VGA

Origin: Japan
Year: 2017 WW
Also on: ARC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another one of the JoshProd releases, this time a port of a pretty average Neo Geo side scrolling hack and slash. Whilst it's great to see yet more titles on the DC indie release list, and the port itself is decent, it's the original game itself which is the issue here. Inspired by the legendary figure of Miyamoto Musashi, this Shinobi-like title puts you in historical Japan, and challenges you to make your way through 5 levels, all the while having to fend off a seemingly never ending supply of rather generic looking enemy ninjas. The gameplay is uninspired, a basic side on affair which looked outdated on it's original release in the late 90's, and as the enemies constantly spawn above you whilst progressing through the stages, it's not long before tedium sets in. Add to that some cheap deaths, whether from poor spawning or blind drops, and a generally unimpressive graphical look, and you have a product that really didn't deserve this re-release attention. We are lacking in this sort of title on the DC, and the game is not impossible to enjoy for short periods if you can forgive the many flaws, but playing it for some time just leaves a rather sour taste in the mouth. The idea of Neo Geo to DC 'official' indie releases is still tantalising, but Ganryu is not the game to fulfil this promise.

★

Release	Region	Type	Code	Rar./Price	Notes
Ganryu	WW	HBW	-	B 4 <input type="checkbox"/>	Released in PAL style packaging.
Ganryu	WW	HBW	-	B 4 <input type="checkbox"/>	Reversible cover with US style.
Ganryu	WW	HBW	-	B 4 <input type="checkbox"/>	Reversible cover with JPN style.

3 versions, 3 WW

Gauntlet Legends

NTSC-U and PAL release

Publisher: Midway
Developer: Atari Games / Midway West
Genre: Action
Series: Gauntlet
Useful Extras: a few friends (1-4 players)

Origin: USA
Year: 2000 NA / PAL
Also on: ARC, N64, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: 99th 2016 DCJY Poll: 85th

Upgrades to classic arcade titles were all the rage at the time of the DC, but arguably none did it better than Gauntlet Legends. Taking the basics of the original, Legends goes full 3D for it's hack and slash gameplay, with tons of levels containing plenty of dungeons to bash your way through. Whilst it's pretty simple at it's core (beat enemies, find keys, find exit, repeat), there's RPG-lite elements with levelling up which gives it a bit more depth. The levels can be packed full of a variety of nasties, and it's fun to fight your way through the varied settings. The real strength here however is in it's 4 player gameplay. Get 3 friends, huddle around the DC and experience a classic multiplayer experience. It's hectic, but enormously good fun. Don't expect anything revolutionary, but, with friends especially, Gauntlet Legends is just pure fun for your DC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Gauntlet Legends	NA	US	T-9710N	A 3 <input type="checkbox"/>	This US version has a white spine.
Gauntlet Legends	EU	D/F/G	T-9707D-51	A 3-4 <input type="checkbox"/>	The 2 PAL versions of the game have
Gauntlet Legends	EU	E/I/S	T-9707D-61	A 3-4 <input type="checkbox"/>	the same disc but different Instructions.
Gauntlet Legends	EU	EWLP	-	C 3-4 <input type="checkbox"/>	Disc codes: 950-0076-50/952-0071-50 same content as the standard versions.

4 versions, 1 NA, 3 WW

GET !! Colonies

NTSC-J exclusive

GET!! コロニーズ

Publisher: SEGA
Developer: SEGA
Genre: Puzzle
Useful Extras: VGA, a few friends (1-4 players),
Keyboard, Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast Exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A hidden gem on the DC if ever there was one, Get !! Colonies may look simplistic (a slightly less fun re-skin of Hello Kitty Lovely Fruit Park in fact), but it has it where it counts, and that's in an addictive puzzle-strategy hybrid with obvious nods to Go. Playing on a variety of board layouts, which often have non-playable squares in oddly shaped designs, the aim is to expand your pieces by either cloning them (creating a new piece adjacent to one of yours) or 'jumping' one of your pieces a couple of squares away, with the goal of turning your opponents pieces to your colour. There's lots of strategy to learn, and defensive and offensive styles can be played. Whilst the cartoon characters you face in single player levels are a challenge as it progresses, up to 4 human players can also battle it out, in a colourful, competitive experience. Ignore the simplicities and bask in the games classic strategy feel – and you don't need to know Japanese to work out what's going on either.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
GET !! Colonies	JP	JPN	HDR-0071	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Ghost Blade

Indie release

Publisher: Hucast
Developer: Hucast
Genre: Shmup
Useful Extras: VGA, Arcade Stick

Origin: Germany
Year: 2015 WW
Also on: PS4, XBONE, WiiU

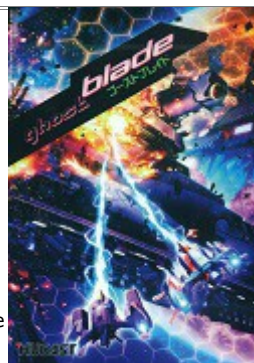
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a (9th in Indie)

Another shmup from Hucast, Ghost Blade elicited a somewhat mixed response upon release, with players who just want to shoot things with pretty graphics on their DC enjoying the experience, and the more expectant gamers having some issues with some of the games mechanics. On a simple level, it's a fun shmup for the uncritical – the graphics do their job, the mechanics are solid enough and the game isn't as unforgiving as other entries in the genre. Delve a little deeper and there are some issues – there's some slowdown which is unfortunate, and the difficulty level could be considered to be somewhat on the easy side – which whilst a blessing for the casual gamer, is a potential turn off for the hardcore. There's also nothing particularly original or exciting in the game, which is a shame. For those just wanting another shmup, it will do the job. For those wanting a Sturmwind-like indie game revelation, they may want to look elsewhere.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Ghost Blade	WW	HBW	TGBRE-JP	A 4 <input type="checkbox"/>	Regular Jewel case version
Ghost Blade	WW	HBW	TGBRE-JP (DVD)	B 4-5 <input type="checkbox"/>	Regular DVD case version
Ghost Blade	WW	HBW-L	TGBLE-JP	B 5 <input type="checkbox"/>	The Limited edition of Ghost Blade comes in DVD case with soundtrack CD and different artwork than the standard version.
Ghost Blade	WW	HBW-L	TGBCE-JP	C 5-6 <input type="checkbox"/>	Collectors Edition. Limited to 600 copies (originally 500, with 300 containing names in the credits. Presumably, 100 more were made). Larger box contains Game, Soundtrack, Manual, Artbook, Stickers, as well as an exclusive title screen and artwork. This Collectors edition was released over a month after the Limited and standard versions of the game, due to delays.
Ghost Blade	WW	HBW-O	-	B 4 <input type="checkbox"/>	JoshProd release in PAL case.
Ghost Blade	WW	HBW-O	-	A 4 <input type="checkbox"/>	Another re-release of Ghost Blade, this one has reversible JPN/US cover/manual

6 versions, 6 WW



Giant Gram – All Japan Pro Wrestling 2

NTSC-J exclusive

also known as 'Giant Gram All Japan Pro Wrestling 2 in Nippon Budoukan' or 'Giant Gram: Zen Nihon Pro Wres 2 in Nihon Budoukan'

GIANT GRAM ~全日本プロレス2 in 日本武道館~



Publisher: SEGA
Developer: SEGA AM1 / Scarab
Genre: Wrestling
Related titles: Giant Gram 2000, Zen Nihon Pro Wres Featuring Virtua (Saturn)
Major License: All Japan Pro Wrestling (Wrestling promotion)
Useful Extras: VGA, Arcade Stick, a few friends (1-4 players), Translation guide

Origin: Japan
Year: 1999 J
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 193rd* *with Giant Gram 2000

Whilst we in the west were stuck with PS1 ports of Acclaim's WWF and ECW series, there was a much more impressive wrestling lineup for the Japanese. Giant Gram was Scarab's first entry of their All Japan Pro Wrestling series on the machine, and it looks leagues ahead of the western grappling offerings. Tactical wrestling is the key here, with timing and strategy far more important than remembering abstract button combinations. There's 20 odd wrestlers, plenty of arenas and the standard array of Arcade and versus modes to get your teeth into. The language barrier isn't insurmountable, but a guide is advisable.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Giant Gram – All Japan Pro Wrestling 2	JP	JPN	HDR-0005	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Giant Gram 2000 – All Japan Pro Wrestling 3

NTSC-J exclusive

also known as 'Giant Gram 2000: Zen Nihon Pro Wres 3 Eikou no Yuushatachi'

GIANT GRAM 2000 ~全日本プロレス3 栄光の勇者達~



Publisher: SEGA
Developer: WOW Entertainment / Scarab
Genre: Wrestling
Related titles: Giant Gram, Zen Nihon Pro Wres Featuring Virtua (Saturn)
Series: All Japan Pro Wrestling
Major License: All Japan Pro Wrestling (Wrestling promotion)
Useful Extras: VGA, Arcade Stick, a few friends (1-4 players), Translation guide

Origin: Japan
Year: 2000 J
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 193rd* *with Giant Gram

A refinement rather than a revolution, Giant Gram 2000 takes the foundations of the first DC entry in the series and makes it just that bit better. Solid visuals and audio elements give it an aesthetic edge over it's contemporaries, but again it's the strategic gameplay which is the real winner. Matches ebb and flow like the real thing, the drama coming from the sporting tactics deployed rather than gimmicks or over the top matches. There's plenty of modes on offer, including historic matches and a create-a-wrestler mode, both of which outshine the modes western grapplers were offering at the time, and the roster of wrestlers more than doubles, with a couple of familiar faces for those in the west thrown in. The language barrier could be an issue again, but with a guide and some common sense, it should still be enjoyable to anyone willing to give it a go.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Giant Gram 2000 – All Japan Pro Wrestling 3	JP	JPN	HDR-0101	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Giant Killers

*PAL exclusive
also known as 'GK'*



Publisher: AAA Games
Developer: Smoking Gun Productions/
io Productions
Genre: Sport - Football
Useful Extras: none
Origin: England
Year: 2001 PAL
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

As someone whose spent an unhealthy amount of time on various football management titles, I know the appeal of screens of text and loads of stats. There were a variety of console attempts at usurping Sports Interactive dominating PC genre-classic (Championship manager), and Giant Killers is Smoking Gun's attempt to bring the genre to the DC. It's simple interface won't win awards for graphics (and there are no match day graphics at all, just rolling text), but it is remarkably easy to navigate. There's 5 divisions (all English, down to the Conference) and 3 difficulties based on finances. Fans of stats are catered for, and there's a fairly robust tactical-tweaking element, at least for it's time. There's not much else though – it's a bit claustrophobic, especially in transfer dealings, and it can often feel like you don't have much impact during matches. Nevertheless, it's a solid enough title which will satisfy most football fans looking for some management action. Just don't expect a Championship Manager like experience of old.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Giant Killers	EU	E	T-45401D-50	B 4-5 <input type="checkbox"/>	
Giant Killers	EU	EWLP	-	C 4-6 <input type="checkbox"/>	Disc codes: 950-0159-50/952-0154-50
Giant Killers (BETA)	EU	EWLP	-	C 4-6 <input type="checkbox"/>	Disc codes: 950-0150-50/952-0143-50 There are 2 separate White Label's, with the '(BETA)' seemingly slightly rarer. 3 versions, 3 PAL

GigaWing

*NTSC-J, NTSC-U and PAL release
also known as 'Giga Wing'
ギガウイング*



Publisher: Capcom (JP / NA)
Virgin / Capcom (PAL)
Developer: Takumi
Genre: Shmup
Related titles: GigaWing 2
Useful Extras: VGA, Arcade Stick, a friend (1-2 players)
Origin: Japan
Year: 1999 J; 2000 NA / PAL
Also on: ARC
Series: GigaWing

2009 DCJY Poll: n/a 2013 DCJY Poll: 63rd* 2016 DCJY Poll: 93rd *with GigaWing 2

The first of Capcom's trio of shmups on the DC was this ridiculously over the top, sensory overload of a game. Set in a pseudo steampunk / 30's sci-fi crossover world, you pick one of 4 craft and pilots and attempt to track down the medallion of wisdom. You do this by blasting through several stages of absolutely maniacal enemy bullets. The reflect force shield system, allowing you to reflect enemy projectiles back onto the bad guys, is essential. If you have ninja cat reflexes, then you'll be fine, but otherwise, us mere mortals, will struggle to get far on a single credit. It's 16-bit inspired visuals and awesome soundtrack are cool and have aged well, and the adrenaline level rises early and never decreases. For those unconvinced by the genre, the chaos may just be too overwhelming. Unlimited continues are both blessing and curse, allowing even the most accident prone gamer to see the later stages, but diminishing some of the challenge for seasoned pros. It's not the best shmup on the DC, it has ludicrous scoring (billions and billions and billions!) and can be bewildering for the uninitiated, but it's still a decent example of the genre on a console known for it's high pedigree of shooters.

★★★

Release	Region	Type	Code	Rar./Price	Notes
GigaWing	NA	US	T-1209N	B 5-6 <input type="checkbox"/>	This US release has a white spine
GigaWing	JP	JPN	T-1208M	A 3-4 <input type="checkbox"/>	
GigaWing	EU	E/F/G/I/S	T-7008D-50	A 3-4 <input type="checkbox"/>	
GigaWing	EU	Ebc	-	C 3-4 <input type="checkbox"/>	One of the Promotional releases. Sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on disc. 4 versions, 1 NA, 1 JP, 2 PAL

GigaWing 2

NTSC-J and NTSC-U release
also known as 'Giga Wing 2'

ギガウイング 2



Publisher: Capcom
Developer: Takumi
Genre: Shmup
Related titles: GigaWing
Useful Extras: VGA, Arcade Stick, a few friends (1-4 players)

Origin: Japan
Year: 2001 J / NA
Also on: ARC
Series: GigaWing

2009 DCJY Poll: 70th 2013 DCJY Poll: 63rd 2016 DCJY Poll: 104th *with GigaWing

Take Giga Wing, with it's over the top, chaotic, screen filling projectile action and turn it up another notch on the ridiculous scale, and you end up with this sequel. The old 2D backgrounds have been replaced with appealing looking 3D scenery, but the gameplay retains the same overwhelming bedlam of the first game, and then some. You choose from one of 5 pilots, once more in aircraft with a decidedly steampunk / 30's era look, and then have to blast through 7 stages of carnage. The first game is known for it's screen filling projectiles, but this ups the ante considerably, revelling in an orgy of colour as seemingly every inch of the display is taken up with one bullet or another. The reflect force shield returns from the first, and is again essential to getting the most out of the game. The new visuals look alright, but I prefer the retro-feel of the original, and the change to an operatic musical score, rather than the high octane soundtrack before, is disappointing. The gameplay remains brilliantly chaotic, and the inclusion of a 4 player mode is just insane. The appeal of the Giga Wing games is always the maniacal nature of the gameplay, and for those who loved the original, this sequel does the job, but for those who weren't convinced before, nothing here will change their opinions, especially as it suffers from the same issues as before. It's an undeniably adrenaline soaked experience though.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
GigaWing 2	NA	US	T-1222N	B 7 <input type="checkbox"/>	This US release has a Black spine
GigaWing 2	JP	JPN	T-1239M	A 5 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Godzilla Generations

NTSC-J exclusive

ゴジラ・ジェネレーションズ



Publisher: SEGA
Developer: Quintet / General Entertainment
Genre: Action
Related titles: Godzilla Generations Maximum Impact (sequel)
Godzilla (media franchise)
Major License: Godzilla (media franchise)
Useful Extras: VGA, a few friends (1-4 players), Translation guide

Origin: Japan
Year: 1998 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 156th* *with Maximum Impact

A Japanese launch title, Godzilla generations sounds like a great idea – pick from a small selection of different Godzilla's and engage in the utter destruction of a city – but is unfortunately not a good game. Poor, unresponsive controls are bad enough, but add boring gameplay with little challenge, disappointing graphics and a lifeless atmosphere, and you end up with a title that does not do justice to the legendary license it holds. Although some of it's shortcomings can be slightly forgiven by it's status as one of the very first DC releases, it's hard to look past them long enough to actually get enjoyment out of the title. It is, however, perfectly playable for those without a knowledge of Japanese.

★

Release	Region	Type	Code	Rar./Price	Notes
Godzilla Generations	JP	JPN	HDR-0004	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Godzilla Generations Maximum Impact

NTSC-J exclusive

ゴジラ・ジェネレーションズ マキシマム・インパクト



Publisher:	SEGA	Origin:	Japan
Developer:	Quintet / General Entertainment	Year:	1999 J
Genre:	Action	Also on:	Dreamcast exclusive
Related titles:	Godzilla Generations		
Major License:	Godzilla (media franchise)		
Useful Extras:	VGA, Arcade Stick, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: 156th* *with Godzilla Generations

An improvement over it's predecessor, Maximum Impact is a decent game, especially for the Godzilla fans out there. It looks and sounds good, a vast step up from the originals graphics, and recalls classic monster movies just the way it should. The gameplay itself has changed, now going down the route of an on-rails shooter with a lock on system similar to Panzer Dragon or Rez. It's not as fully interactive as the first, but this does at least give the game some focus rather than boring you early on. It has it's fair share of issues, with controls not perfect and an inability to dodge attacks, and the one on one battles with fellow monsters are a bit rubbish (due in no part to the other criticisms of the title), but it does feel far more like a Godzilla game this time around.

Much like the first in the series, this game is perfectly playable by anyone, whether you have knowledge of Japanese or not.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Godzilla Generations maximum impact	JP	JPN	HDR-0047	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Golf Shiyouyo Courses data Adventure Edition

NTSC-J exclusive

also known as 'Golf Shiyouyo Course Data Adventure-hen'

ゴルフしようよ コースデータ集アドベンチャー編



Publisher:	Softmax	Origin:	Japan
Developer:	Softmax	Year:	2000 J
Genre:	Sport - Golf	Also on:	Dreamcast exclusive
Related titles:	Golf Shiyouyo Kouryaku Pack		
Series:	Golf Shiyouyo / Tee Off		
Useful Extras:	VGA, Keyboard, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

An additional data disc for the first Golf Shiyouyo game (known as Tee Off in the west, although the western version is not compatible with this disc), it's main content addition is in 5 extra courses from 4 continents, which greatly enhances the experience of the game. There are supposedly other enhancements (graphically, for one), although it's questionable as I could see little difference. Whilst Golf Shiyouyo has it's issues (see the review of Tee Off for my thoughts on that), those who are fans will enjoy the extra content available here.

As a Japanese only release, there is a level of language barrier that needs to be overcome in the menus, but it's by no means insurmountable, especially for the persistent.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Golf Shiyouyo Courses data Adventure Edition	JP	JPN	T-40904M	A 1 <input type="checkbox"/>	Additional data disc for Golf Shiyouyo

1 versions, 1 JP

Golf Shiyouyo Kouryaku Pack

NTSC-J exclusive
also known as 'Golf Shiyouyo Kouryaku Data Pack'
 ゴルフしようよ 攻略パック



Publisher:	Softmax / Bottom Up	Origin:	Japan
Developer:	Bottom Up	Year:	2000 J
Genre:	Sport - Golf	Also on:	Dreamcast exclusive
Series:	Golf Shiyouyo / Tee Off		
Useful Extras:	VGA, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Many sites and sources list this release as an add on disc for Golf Shiyouyo. But it doesn't appear to be that simple. The actual content of this release is a little confusing, as it seems to come with the same disc that the standard release of Golf Shiyouyo contained (at least, mine did), but with just the addition of an extra booklet and completely different covers. It's main purpose is to allow the use of extra data discs (Golf Shiyouyo Courses Data Adventure edition), and is a result of the takeover of original developers of the game (Bottom Up) by Softmax. So we're left with, in essence, a repackaged release of the original game, essential if you want to play the data disc to expand the gameplay of the original, but otherwise adds nothing. As it is, the game is a cute, colourful cartoony golf title that has it's fair share of issues, but as the DC's only Golfing series, is worth a look for those who want to shout 'Birdie' and 'Bogey' at their TV screen without being locked up.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Golf Shiyouyo Kouryaku Pack	JP	JPN	T-40903M	A 1 <input type="checkbox"/>	Re-packaged release of the original Golf Shiyouyo which has an additional booklet and different artwork, but the same disc as the original.

1 versions, 1 JP

Golf Shiyouyo 2

NTSC-J exclusive
also known as 'Golf Shiyouyo 2: Aratanaru Chousen' or 'Golf Shiyouyo 2 --New Challengers--'
 ゴルフしようよ 2 ~新たなる挑戦~



Publisher:	Softmax	Origin:	Japan
Developer:	Softmax	Year:	2001 J
Genre:	Sport: Golf	Also on:	Dreamcast exclusive
Related titles:	Golf Shiyouyo		
Series:	Golf Shiyouyo / Tee Off		
Useful Extras:	VGA, Keyboard, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The full-blown sequel to Golf Shiyouyo never made it to the west (where it would, I'd imagine, follow the naming of the original and have been called 'Tee Off 2'), which is a shame as it improves the formula without making any revolutionary changes to the game design. It's another round of cartoon golf with bright visuals, interesting course design and a fair old load of content including bonus games, characters and basic storyline. Only the last of these will present a challenge to those not able to read Japanese, as the rest of the game is quite helpfully mostly in English. It's still all a bit simple, never reaching the complexity of the more serious golfing games that never made their way to the DC, and undoubtedly that will put some off, but it's a charming title with enough challenge to keep keen golfers entertained.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Golf Shiyouyo 2	JP	JPN	T-44501M	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Grand Theft Auto 2

NTSC-U and PAL release
often referred to as 'GTA 2'

Publisher:	Take-Two Interactive / Rockstar	Origin:	Scotland
Developer:	DMA	Year:	2000 NA / PAL
Genre:	Action-Adventure	Also on:	PC, PS1, GBC
Series:	Grand Theft Auto		
Useful Extras:	VGA		



2009 DCJY Poll: n/a 2013 DCJY Poll: 74th 2016 DCJY Poll: 135th

Before the GTA series took over the world upon it's embracing of the 3rd dimension, it's over the top violence and top down graphics were still causing controversy with the press – and making gamers very happy indeed as they indulged in a bit of wanton destruction. GTA 2 on the DC is more like the PC version than the PS1 outing, keeping the more moody lighting in fitting with the games 'the day after tomorrow' future setting. It does unfortunately suffer from awkward controls, not helped by the DC's controller, which persist throughout the game, but once grappled with, the guilty pleasure of stealing a car and mowing down pedestrians (it's entertainment people!) is still there. The visuals have gotten better with age, and the soundtrack is good, but it's always the gameplay which is king as you battle for supremacy amongst the various gangs. GTA 3 never made it to the DC of course, and whilst the series really picked up after that outing, the second in the series is still an entertaining and lawless diversion when you forgive it's awkwardness.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Grand Theft Auto 2	NA	US	T-42102N	A 2 <input type="checkbox"/>	Comes with Map. This US release has a white spine.
Grand Theft Auto 2	EU	E	T-40502D-05	A 2-3 <input type="checkbox"/>	This solely UK version (with English writing on back cover only) has a different front cover than the other European versions, with the words 'Grand Theft Auto 2' prominent on the front, rather than GTA like the other versions. It also has it's own distinct Disc pressing and Manual.
Grand Theft Auto 2	EU	F	T-40502D-09	A 3 <input type="checkbox"/>	These 3 versions of the game are more obviously named 'GTA 2' due to the prominence of the 'GTA' on the cover rather than Grand Theft Auto. All versions of Grand Theft Auto 2 in PAL regions have separate discs and manuals.
Grand Theft Auto 2	EU	G	T-40502D-18	A 3 <input type="checkbox"/>	
Grand Theft Auto 2	EU	E/I/S	T-40502D-61	B 3 <input type="checkbox"/>	

5 versions, 1 NA, 4 PAL

Grandia II

NTSC-J, NTSC-U and PAL release

グランディア II



Publisher: Game Arts(J), Ubi Soft (NA/PAL) **Origin:** Japan
Developer: Game Arts **Year:** 2000 J / NA, 2001 PAL
Genre: RPG **Also on:** PC, PS2, PSN
Related titles: Grandia (predecessor on Saturn) **Series:** Grandia
Useful Extras: VGA

2009 DCJY Poll: 20th 2013 DCJY Poll: 15th 2016 DCJY Poll: 16th

There may not be many A-list RPG's on the Dreamcast, but what we did get wasn't half good.

Grandia II (which doesn't share it's story or setting with the first Grandia, as with other Japanese RPG's) is an epic adventure in every sense. Following main character Ryudo, a geohound who is hired to protect the songstress Elena, you soon get embroiled in a tale of intrigue and mystery that I won't spoil by divulging here, only to say that it's darker and deeper than you may imagine. The game plays out in full 3D from an isometric-like perspective, other than the full 3D battles which are semi-turn based, and throughout they are amazing – beautifully drawn and animated, with wonderfully crafted scenery and an attention to detail that brings the world alive. Those battles are pretty awesome too, with an emphasis on proper strategic thinking amidst the screen-stealing magic and effects. I haven't even mentioned the music yet – a sweeping soundtrack that has Epic written all over it, and was so good it was included on a separate CD for both the US and Limited Japanese releases. Grandia II is one of the finest RPG's on the console, and up there with the best of it's time.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Grandia II	NA	US	T-17716N	A 3-4 <input type="checkbox"/>	Double jewel case. Comes with extra soundtrack CD. Black spine.
Grandia II	JP	JPN	T-4503M	A 1 <input type="checkbox"/>	
Grandia II	JP	JPN-D	T-4503M	B 2 <input type="checkbox"/>	One of the many Dorikore releases where the only indication of it being a re-release will be from a sticker on the front of the wrapper.
Grandia II	JP	JPN-L	T-4502M	A 2 <input type="checkbox"/>	Limited edition comes in a red slip case, with an extra soundtrack CD in an art book style case.
Grandia II	EU	E	T-17715D-05	A 4 <input type="checkbox"/>	The 3 versions of Grandia II released in
Grandia II	EU	F	T-17715D-09	A 4 <input type="checkbox"/>	Europe have the same disc but different
Grandia II	EU	G	T-17715D-18	A 4 <input type="checkbox"/>	manuals
Grandia II	EU	EWLP	-	C 6 <input type="checkbox"/>	Disc codes: 950-0140-50/952-0133-50

8 versions, 1 NA, 3 JP, 4 PAL

Grauen no Torikago Kapitel 1: Keiyaku

NTSC-J exclusive

also known as 'Bird Cage Kapitel 1: Keiyaku'; roughly translated as 'Grauen's Bird Cage Kapitel 1: "Contract"'

グラウエンの鳥籠 Kapitel 1 「契約」



Publisher: SEGA **Origin:** Japan
Developer: SEGA **Year:** 1999 J
Genre: FMV Adventure **Also on:** Dreamcast exclusive
Series: Grauen no Torikago Kapitel
Useful Extras: VGA, Keyboard, Online required

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An Interactive drama (FMV adventure) which relied on an internet connection to the game's servers was, in hindsight, probably not the greatest of ideas Sega ever had, but at the time it probably sounded quite cool. And it may have been. I'll never know, as, with the servers long gone, there's no way of experiencing the content of this disc, at least, as far as I know. It's a shame, as although the language barrier would have been large, the concept was interesting. Now pretty much useless, this first part of the 6 part series is the most commonly found (all of the series were available only via the D-direct store online, and it seems that whilst a fair few of this first volume were sold, later entries sold few copies) and doesn't fetch the ridiculously high prices of the later releases.

★

Release	Region	Type	Code	Rar./Price	Notes
Grauen no Torikago Kapitel 1: Keiyaku	JP	JPN	HDR-0033	B 3 <input type="checkbox"/>	

1 versions, 1 JP

Grauen no Torikago Kapitel 2: Torikago

NTSC-J exclusive

also known as 'Bird Cage Kapitel 2: Torikago'; roughly translated as 'Grauen's Bird Cage Kapitel 2: "Bird Cage"'

グラウエンの鳥籠 Kapitel 2 「鳥籠」

Publisher: SEGA
Developer: SEGA
Genre: FMV Adventure
Series: Grauen no Torikago Kapitel
Useful Extras: VGA, Keyboard, Online required

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The second release of the Grauen no Torikago Kapitel series, which is, like the first volume, unplayable now without the servers. Only released via the D-direct store, and possibly only to those who completed the first title, it is now hard to come by and fetches a tidy sum when it appears – although nothing in comparison to the later entries.

Release	Region	Type	Code	Rar./Price	Notes
Grauen no Torikago Kapitel 2: JP Torikago	JPN		HDR-0034	C 5-6 <input type="checkbox"/>	

1 versions, 1 JP

Grauen no Torikago Kapitel 3: Kanse

NTSC-J exclusive

also known as 'Bird Cage Kapitel 3: Kanse'; roughly translated as 'Grauen's Bird Cage Kapitel 3: "Fallen"'

グラウエンの鳥籠 Kapitel 3 「陥穽」

Publisher: SEGA
Developer: SEGA
Genre: FMV Adventure
Series: Grauen no Torikago Kapitel
Useful Extras: VGA, Keyboard, Online required

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Third release in the series, and just as useless now as the early entries. A purely collectors piece, it is a tough one to find on the open market and commands a relatively high price.

Release	Region	Type	Code	Rar./Price	Notes
Grauen no Torikago Kapitel 3: JP Kanse	JPN		HDR-0035	C 5-6 <input type="checkbox"/>	

1 versions, 1 JP

Grauen no Torikago Kapitel 4: Kaikou

NTSC-J exclusive

also known as 'Bird Cage Kapitel 4: Kaikou'; roughly translated as 'Grauen's Bird Cage Kapitel 4: "Encounter"'

グラウエンの鳥籠 Kapitel 4 「邂逅」

Publisher: SEGA
Developer: SEGA
Genre: FMV Adventure
Series: Grauen no Torikago Kapitel
Useful Extras: VGA, Keyboard, Online required

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

If you've read the summaries of the last 3 entries, you know what comes next - 4th in the series, unplayable, rare and pricey etc. etc. There's a noticeable step up in both rarity and value for this volume.

Release	Region	Type	Code	Rar./Price	Notes
Grauen no Torikago Kapitel 4: JP Kaikou	JPN		HDR-0036	D 6-7 <input type="checkbox"/>	

1 versions, 1 JP

Grauen no Torikago Kapitel 5: Shokuzai

NTSC-J exclusive

also known as 'Bird Cage Kapitel 5: Shokuzai'; roughly translated as 'Grauen's Bird Cage Kapitel 5: "Atonement"'

グラウエンの鳥籠 Kapitel 5 「贖罪」

Publisher: SEGA
Developer: SEGA
Genre: FMV Adventure
Series: Grauen no Torikago Kapitel
Useful Extras: VGA, Keyboard, Online required

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

And here we go with the 5th of the series. Unplayable and useless as a game, it's up there with the most valuable and rare titles for the console. Collecting, eh?

Release	Region	Type	Code	Rar./Price	Notes
Grauen no Torikago Kapitel 5: Shokuzai	JP	JPN	HDR-0037	D 7-8	<input type="checkbox"/>

1 versions, 1 JP

Grauen no Torikago Kapitel 6: Senritsu

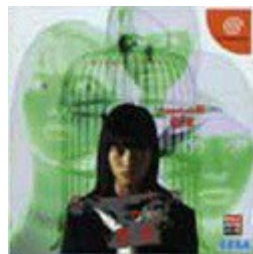
NTSC-J exclusive

also known as 'Bird Cage Kapitel 6: Senritsu'; roughly translated as 'Grauen's Bird Cage Kapitel 6: "Shivering"'

グラウエンの鳥籠 Kapitel 6 「戦慄」

Publisher: SEGA
Developer: SEGA
Genre: FMV Adventure
Series: Grauen no Torikago Kapitel
Useful Extras: VGA, Keyboard, Online required

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The final entry in the series, and near the pinnacle in terms of both rarity and value within the DC collecting world. There's not many of these about at all, I can assure you of that.

Release	Region	Type	Code	Rar./Price	Notes
Grauen no Torikago Kapitel 6: Senritsu	JP	JPN	HDR-0038	D 7-8	<input type="checkbox"/>

1 versions, 1 JP

The Grinch

NTSC-U and PAL release

Publisher: Konami
Developer: Artificial Mind & Movement
Genre: 3D Platformer
Major License: How the Grinch stole Christmas (Movie); Dr Seuss character (books)
Useful Extras: VGA

Origin: Canada
Year: 2000 NA / PAL
Also on: PC, PS1, GBC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on the mildly amusing movie, and more widely on the original Dr Seuss character, The Grinch is another one of those kid-friendly 3D platform adventures that doesn't make the most of the console and appears to be little more than a way to make some extra cash from the license at a time of increased interest. Okay, the game isn't terrible at what it does, although there's lots of wandering about and it has a decidedly 'last gen' look to it, and with some decent voice work (no, there's no Jim Carey) and good use of the source material, those who enjoyed the film or books will get some pleasure out of it – and I'm sure the kids will like it too. It's just all a bit average.

Release	Region	Type	Code	Rar./Price	Notes
The Grinch	NA	US	T-9512N	A 2	<input type="checkbox"/> This US release has a black spine.
The Grinch	EU	D/E/S	T-9503D-76	A 2	<input type="checkbox"/> The two PAL versions of have the same
The Grinch	EU	F/G/I	T-9503D-87	A 2	<input type="checkbox"/> disc but separate manuals.

3 versions, 1 NA, 2 PAL

Guilty Gear X

NTSC-J exclusive

ギルティギア ゼクス

Publisher: Sammy
Developer: Arc System Works
Genre: 2D Fighter
Series: Guilty Gear
Useful Extras: VGA, Arcade Stick, a friend (1-2 players)
Origin: Japan
Year: 2000 J
Also on: ARC, PC, PS2, GBA



2009 DCJY Poll: 35th 2013 DCJY Poll: 33rd 2016 DCJY Poll: 91st

Proof that not only Capcom and SNK released great 2D fighters on the DC, Guilty Gear X's over the top heavy metal aesthetics and tight controls, paired with some lovely artwork that has only become more beautiful with age, has it's fair share of fans. In fact, it's hands down the best looking 2D fighter on the system, with silky animation and superb design. Stages in particular are certified pieces of art, whilst the intricate detail of the characters, hair and clothes flowing beautifully, is a lovely sight. The 2nd title in the series, it is both accessible to newcomers, and casual fighting fans, who will revel in it's aesthetic qualities, and deep enough in it's fighting system to satisfy seasoned veterans. Whilst it may not be quite as well refined as the Street Fighter or King of Fighters series, and there's not a whole load of content here, it's amazing graphical quality and strong fighting system mark it out as another addition to any DC gamers fighting library.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Guilty Gear X	JP	JPN	T-2402M	A 1	<input type="checkbox"/>
Guilty Gear X	JP	JPN-D	T-2402M	B 2	<input type="checkbox"/> One of the Dorikore releases known only by a sticker on the wrapper.
Guilty Gear X	JP	JPN-L	T-2401M	A 2	<input type="checkbox"/> With Mini CD 'Type A'
Guilty Gear X	JP	JPN-L	T-2401M	A 2	<input type="checkbox"/> With Mini CD 'Type B'
Guilty Gear X	JP	JPN-L	T-2401M	A 2	<input type="checkbox"/> With Mini CD 'Type C'
Guilty Gear X	JP	JPN-L	T-2401M	A 2	<input type="checkbox"/> With Mini CD 'Type D'

The LE was the usual first edition Japanese version with a nicely designed picture disc and an extra mini CD containing a single from the game. Each mini CD is of a different design.

6 versions, 6 JP

Gunbird 2

NTSC-J, NTSC-U and PAL release

ガンバード 2

Publisher: Capcom (Japan / NA)
Virgin / Capcom (PAL)
Developer: Psikyo
Genre: Shmup
Series: Gunbird
Useful Extras: Arcade Stick, a friend (1-2 players)
Origin: Japan
Year: 2000 J/NA; 2001 PAL
Also on: ARC, PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: 87th 2016 DCJY Poll: 90th

Psikyo's Gunbird 2 saw release in North America and Europe, an achievement many shmups on the DC never managed to get. For a long time, I wasn't sure it deserved it, but over the years, Gunbird 2 has grown on me. The game's retro look, is perhaps more appealing now than at the time, with the sprite based 16-bit look very much in vogue. It was criticised quite heavily in the press upon release for looking archaic, but not it just looks charming. The action isn't as frenetic as in some other genre heavy hitters, perhaps more akin to a traditional shoot em up, but it's still a challenge. There's plenty of power ups for the colourful characters, ships and weapons, and enemies and bosses are nicely designed. With 7 characters and a 2 player mode, it also has a fair amount of content. The game still feels a little behind some of the more extravagant examples of the genre on the machine, lacking the wow factor of, say, Under Defeat, but it has it where it counts with enjoyable shmup gameplay.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Gunbird 2	NA	US	T-1214N	B 5-6	<input type="checkbox"/> This US release has a white spine
Gunbird 2	JP	JPN	T-1213M	A 4	<input type="checkbox"/>
Gunbird 2	EU	E/F/G/I/S	T-7018D-50	A 4	<input type="checkbox"/>
Gunbird 2	EU	Ebc	-	C 4-5	<input type="checkbox"/> Promo release. Sticker on front and disc has code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.

4 versions, 1 NA, 1 JP, 2 PAL

Gundam Battle Online

NTSC-J exclusive

ガンダム バトル オンライン



Publisher:	Bandai	Origin:	Japan
Developer:	Bandai	Year:	2001 J
Genre:	Strategy	Also on:	Dreamcast exclusive
Major License:	Mobile Suit Gundam series (Anime)		
Useful Extras:	VGA, Keyboard, Online features, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A Bandai Gundam game with a focus on online play, Gundam Battle Online can still be enjoyed without the internet, but it may take some patience if you aren't fluent in Japanese. A strategy simulation title, you control your forces in the traditional turn based style and see your mobile suits do battle, with plenty of nods to the various series and plenty of stat-heavy screens for the hardcore to salivate over. If you can understand what is going on, and you're a fan of the franchise, then it's worth a go, but it is a bit slow paced and incomprehensible, without the cool factor of controlling the suits yourself that other Gundam titles on the DC have.

★★

Release	Region	Type	Code	Rar./Price	Notes
Gundam Battle Online	JP	JPN	T-13304M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Gundam Side Story 0079

NTSC-J and NTSC-U release

full US title is 'Gundam Side Story 0079: Rise from the Ashes'; Japanese title is 'Kidou Senshi Gundam Gaiden Colony no Ochita Chide...' and also known as 'Mobile Suit Gundam Side Story'

機動戦士ガンダム外伝 コロニーの落ちた地で...



Publisher:	Bandai	Origin:	Japan
Developer:	Bandai	Year:	1999 J; 2000 NA
Genre:	Action	Also on:	Dreamcast exclusive
Major License:	Mobile Suit Gundam series (Anime)		
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: 137th 2016 DCJY Poll: 137th

Of the several Mobile Suit Gundam games on the DC, this is the only one to get a western release, in the US at least, and it will keep those who want to fire big weapons whilst piloting a mobile suit around Australia happy enough. Whilst you don't need to be particularly familiar with MSG at all, an interest may help you get into a game which can be somewhat daunting, with a complex control system (the DC pad really is lacking in buttons here) and some serious tactical skill involved to beat it. Overcome the initial difficulties however, and there is a lot to enjoy here, especially in controlling your AI squad members, but the bland graphics and often tedious pace of the game may put off many.

In Japan, the premium disc, available from Bandai upon completion of the game, featured a simulator, sound test and various other extras, which is nice.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Gundam Side Story 0079	NA	US	T-13301N	A 3-4 <input type="checkbox"/>	This US release has a white spine
Gundam Side Story 0079	JP	JPN	T-13302M	A 1 <input type="checkbox"/>	
Gundam Side Story 0079	JP	JPN-L	T-13301M	B 2 <input type="checkbox"/>	The Limited and regular editions are exceedingly difficult to tell apart. The Limited edition includes a card as the only discernible extra.
Gundam Side Story 0079	JP	JPN-O	T-13303M	B 2 <input type="checkbox"/>	Bandai 'The best' budget release with a different white bordered cover and contains the Premium Disc content, making it the most complete single release of the game.
Gundam Side Story 0079 Premium Disc	JP	JPN-O	610-7160	B 2 <input type="checkbox"/>	Not a stand-alone release or a demo disc, it was available via Bandai on completion of the game.

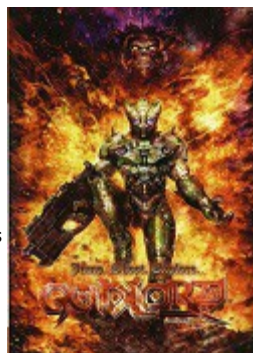
5 versions, 1 NA, 4 JP

Gunlord

Indie release

Publisher: NG:DEV.TEAM
Developer: NG:DEV.TEAM
Genre: Run n' Gun
Useful Extras: VGA, Arcade Stick

Origin: Germany
Year: 2012 WW
Also on: NEO GEO



2009 DCJY Poll: n/a 2013 DCJY Poll: 156th 2016 DCJY Poll: 149th (3rd in Indie)

Another high quality release from DC Indie powerhouse NG:DEV.TEAM, this Neo Geo port does a hell of a lot right. A run n' Gunner with more than a passing inspiration from the Turrican series, Gunlord revels in frantic action, massive weapons and a high difficulty level. The 2D artwork is unashamedly and gloriously retro in style, with finely detailed surroundings and enemies all composed in lovely pixels, and the soundtrack is suitably exciting and of a high quality. Running through the levels is not an easy task, as enemies, projectiles and tricky platforming sections abound, and whilst this difficulty level is no doubt welcomed by those who want a challenge with their gaming, it is a bit off putting for some. It would be churlish to dismiss the game based on it's difficulty though, and fans of retro blasting action will appreciate what often feels like a love letter to 90's Euro style shooters, and the level design alone, which is fabulously varied, is stunning.

The High quality artwork carries over into the packaging, with a beautiful full colour booklet, and is another sign of the love lavished on the title by the developers.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Gunlord	WW	HBW	-	B 4-5	<input type="checkbox"/> DVD case
Gunlord	WW	HBW-L	-	C 5-6	<input type="checkbox"/> Limited edition with Original soundtrack CD, DVD case.
Gunlord Dragon Box	WW	HBW-L	-	C 6-7	<input type="checkbox"/> Collectors edition, includes both collectors and regular editions plus lots of extras
Gunlord	WW	HBW-L	-	B 5	<input type="checkbox"/> NG:DEV.TEAM re-released 3 of their titles in April 2016 in Jewel-case form, part of a bundle. Gunlord was one of these titles, alongside Fast Striker and Last Hope Pink Bullets. Limited to 333 copies.

4 versions, 4 WW

Guru Guru Onsen 2

NTSC-J exclusive

sometimes referred to as 'Atsumare Guru Guru Onsen 2'

ぐるぐる温泉 2

Publisher: SEGA
Developer: Overworks
Genre: Table games
Related titles: Guru Guru Onsen 3, Atsumare Guru Guru Onsen
Series: Guru Guru Onsen
Useful Extras: VGA, Keyboard, Broadband Adaptor, Online features, Translation guide

Origin: Japan
Year: 2001 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Overworks follow up to Atsumare Guru Guru Onsen ups the ante with more table games to be enjoyed online or offline, and far greater presentation, in a fully animated world with lots of customisation of your character. The introduction of UNO to the mix is a nice addition, but as before, with tons of menus all in Japanese, some knowledge of the language (or a high level of patience as you select menu options) is useful – although even without, there's some pleasure to be had in the game world and table gamers on offer.

Whilst the game is quite playable offline, the original intent here was to create a social gaming space online, and with the plethora of customisation options I can only imagine it was quite successful at doing that.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Guru Guru Onsen 2	JP	JPN	HDR-0168	A 1-2	<input type="checkbox"/> Comes in double Jewel case

1 versions, 1 JP

Guru Guru Onsen 3

NTSC-J exclusive

sometimes referred to as 'Atsumare Guru Guru Onsen 3'

ぐるぐる温泉 3



Publisher:	SEGA	Origin:	Japan
Developer:	Overworks	Year:	2002 J
Genre:	Table games	Also on:	Dreamcast exclusive
Related titles:	Guru Guru Onsen 2, Atsumare Guru Guru Onsen		
Series:	Guru Guru Onsen		
Useful Extras:	VGA, Keyboard, Broadband Adaptor, Online features, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The third in the series, Guru Guru Onsen 3 follows on from it's predecessor by offering a range of table games that can be played online or offline, and wrapping them up in a well presented world that allows a social gaming experience. The table games featured here differ slightly from before (no UNO this time, which is a shame), but each emphasises the games goal of creating a competitive and social environment.

Offline, the game does lose a little something without those loftier community aspirations, and a knowledge of the language is very useful indeed to navigate the countless menus and options, but it's still very much playable.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Guru Guru Onsen 3	JP	JPN	HDR-0195	A 1-2 <input type="checkbox"/>	Comes in double Jewel case

1 versions, 1 JP

Half Life (Video)

PAL exclusive

Publisher:	not published	Origin:	USA
Developer:	Valve / Gearbox	Year:	2000 PAL (unreleased)
Genre:	software	Also on:	n/a
Series:	Half Life		
Useful Extras:	VGA(?)		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

I know what you're thinking. 'Half Life didn't get a DC release Mike! You are wrong!'. And yes, indeed, the retail version of Gearbox's DC port of the peerless Valve FPS classic never did see the light of day, plagued by delays and then finally shelved, leaving only the leaked version online for those in the know to download and enjoy. But this release isn't a standard version of the game, or even a demo of the game, it is in fact a rather bizarre White label disc which features a rolling video of the game. The fact that this was pressed to a white label perhaps shows just how much hope there was about Half Life being a true killer release on the console, an attempt to build the hype of a game that probably didn't need much more than it was already getting. It's also a spectacularly rare disc to get hold of, with perhaps no more than a dozen or so in existence, and to get hold of a copy will cost a pretty penny.

As for the downloadable leaked versions of Half Life, despite what some naysayers claim, it's a very enjoyable port to the console of a truly classic title. There's several versions out there, but the 'gold' optimised release is the one I have experienced, and whilst the loading times and perpetual save file size increasing are issues, it's still got everything you'd want from Half Life on your DC. There's even several ports of PC mods of the original playable on the DC, and some of these are excellent releases in their own right. Check out the usual array of sites for a range of Half Life downloads.

★★

Release	Region	Type	Code	Rar./Price	Notes
Half Life (Video)	EU	EWLP	-	E 9 <input type="checkbox"/>	Disc codes: 950-0124-50/952-0117-50

1 versions, 1 PAL

Hanagumi Taisen Columns 2

NTSC-J exclusive

also known as 'Sakura Taisen Hanagumi Taisen Columns 2' or 'Sakura Wars Hanagumi Taisen Columns 2'

花組対戦コラムス 2



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA AM7 / Tenky	Year:	2000 J
Genre:	Puzzle	Also on:	Dreamcast exclusive
Related titles:	Hanagumi Taisen Columns (Saturn predecessor)		
Series:	Sakura Taisen / Wars		
Useful Extras:	VGA, Arcade Stick, Keyboard, a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: 170th

2016 DCJY Poll: n/a

Take one of Sega's most popular puzzlers and mix it with the Sakura Wars phenomenon, and this is what you get. A sequel to the original on the Saturn, this features several modes of play and features, prominently, several characters from the over-used Sakura Wars franchise. It looks great, with excellent presentation throughout, and you can't fault the timeless aspect of the columns gameplay, whether in single or split screen play. There's not much to fault here, although you have to consider that this is, at it's core, just Columns with a makeover, as cheerfully colourful and fun as that makeover is. It's also all in Japanese, but with a little trial and error on some menus, it's easy to work out what is going on and get into the action.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hanagumi Taisen Columns 2	JP	JPN	HDR-0046	A 2 <input type="checkbox"/>	comes with 6 cards. These cards form part of a set, along with those that come with other Sakura Taisen games, eventually making up 20 in total.
Hanagumi Taisen Columns 2	JP	JPN-D	HDR-0046	B 2 <input type="checkbox"/>	One of the Dorikore releases known only by a sticker on the wrapper.

2 versions, 2 JP

Happy Breeding

NTSC-J exclusive

はっぴーぶりーでいんぐ

Publisher:	Princess Soft	Origin:	Japan
Developer:	Princess Soft / Purple Software	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, PS2
Useful Extras:	Translation guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Another visual novel from Princess Soft, Happy Breeding was originally released on the PC, and as usual it's adult content has been toned down for the port to the DC. It's, as is often the case, all a bit odd, as you play the role of a character who happens to come across a strange girl in his house one day (...as you do) and ends up living with her, and progressively a series of other strange girls. Oh, and the girls all have an odd slightly animal look to them, taking on partial appearances of various animals. Despite this utterly ludicrous sounding description, the game proceeds as these type of games tend to do, so expect lots of static shots and limited interaction. It received a fairly neutral response upon release, but if you can understand what's going on (and I'm talking about the language here, not the plot), the strangeness alone may be worth giving it a go.

★★

Release	Region	Type	Code	Rar./Price	Notes
Happy Breeding	JP	JPN	T-46512M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Happy Lesson

NTSC-J exclusive

ハッピー★レッスン *or* HAPPY★LESSON



Publisher: Datam Polystar
Developer: Fupac
Genre: Visual Novel
Related titles: Happy Lesson – First Lesson (same franchise)
Major License: Happy Lesson (Manga/OVA/TV series)
Useful Extras: VGA, Translation guide,

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on a manga and OVA, Happy Lesson is another entry into the world of Japanese visual novels that will probably leave those not versed in the genre bemused. The original plot, that of playing the part of an orphaned boy who lives with a group of 5 teachers (female, of course) who take him under their wings, is an interesting twist on the usual romance theme, but the game plays as you'd expect – balancing emotions and relationships as you progress through various mainly static shots. It all looks nice enough, but this mother-em-up doesn't do anything particularly exciting or original enough to stand out from the crowded field.

Those familiar with the English translation of the original OVA may be able to muddle themselves through, but there's a high level of Japanese knowledge needed, so get yourself a good guide if you want to experience the title.

★★

Release	Region	Type	Code	Rar./Price	Notes
Happy Lesson	JP	JPN	T-19503M	A 1 <input type="checkbox"/>	
Happy Lesson	JP	JPN-D	T-19503M	B 1 <input type="checkbox"/>	One of the Dorikore releases known only by a sticker on the wrapper.

2 versions, 2 JP

Happy Lesson – First Lesson

NTSC-J exclusive

ハッピー★レッスン ～ファーストレッスン～ *or* HAPPY★LESSON ～ファーストレッスン～



Publisher: Datam Polystar
Developer: Fupac
Genre: Software
Related titles: Happy Lesson (same franchise)
Major License: Happy Lesson (Manga/OVA/TV series)
Useful Extras: VGA, Online features

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Not a game or prequel to Happy Lesson, despite sounding like one, First Lesson is instead a 'fan disc', one of those releases which includes bonus or extra content to compliment fans of the game. There's the usual array of artwork, mini games and internet functions (which are of course now useless), all in Japanese and all pointless unless you're a really big fan of Happy Lesson.

★

Release	Region	Type	Code	Rar./Price	Notes
Happy Lesson – First Lesson	JP	JPN	T-19504M	A 1 <input type="checkbox"/>	comes with a sheet of stickers

1 versions, 1 JP

Harusame Youbi

NTSC-J exclusive

春雨曜日



Publisher:	NEC Interchannel	Origin:	Japan
Developer:	SIMS	Year:	2001 J
Genre:	Visual Novel	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

With a mystical atmosphere, reflected even in the games artwork, Harusame Youbi feels a bit different than the modern day settings of many DC visual novels. You take the role of Yuu, as he takes a spring job at his Auntie's Hot Springs hotel, and the adventures and relationships he partakes in during his time there. It takes a classical approach to the genre, so expect a ton of text and static screens, and minimal interactions with the characters you meet, mostly revolving around conversation choices. The setting of the game and the mystical feel makes it interesting, but it is a bit dull, even for a visual novel, and for non speakers of the language, the amount of text may be insurmountable.

★★

Release	Region	Type	Code	Rar./Price	Notes
Harusame Youbi	JP	JPN	T-20106M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Headhunter

PAL exclusive



Publisher:	SEGA	Origin:	Sweden
Developer:	Amuze	Year:	2001 PAL
Genre:	Action-Adventure	Also on:	PS2
Related titles:	Headhunter Redemption (Xbox/PS2 sequel)		
Useful Extras:	VGA		

2009 DCJY Poll: 33rd 2013 DCJY Poll: 40th 2016 DCJY Poll: 25th

The best of the PAL only exclusives on the Dreamcast, Headhunter sees you take on the role of Jack Wade as he tries to piece together his memory after waking up in a hospital bed. Soon, you become embroiled in an intriguing mix of VR, organ-removing, bounty hunting, organised crime and evil corporations. The game takes the form of a 3rd person action adventure, but throws in some other influences, from Resident Evil style object-hunting puzzle elements, to MSG stealth like elements and not forgetting Jack's borrowed motorbike, which he uses to navigate his way around the game world. There's also a GTA-like love for satirical fake advertising and news broadcasts (which are presented in FMV sequences), which breathes life into the world and showcases the developers love for detail. Headhunter manages to create a personality away from it's numerous inspirations, and if Amuze had set out to create a game which felt like a Hollywood action film, they succeeded. The graphics are excellent, as is the soundtrack, and showcase what the latter generation of DC titles could do. At it's best, Headhunter is an excellent, genre-bending action-adventure, but there are a few issues. The controls are hamstrung by the DC pad, and it's not uncommon to have the camera and Jack himself doing things you'd rather they didn't. The world itself can often feel a little empty, with no people wandering around the open-world riding sections, and the VR LEILA missions are often more annoying than fun. But these aside, it remains one of the more remarkable regional exclusives on the DC, with an engrossing story, great set pieces and a change of pace to the DC's often arcade-led library.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Headhunter	EU	E/F/G/S	MK-51041-50	A 2 <input type="checkbox"/>	2 disc game
Headhunter	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes 1:950-0179-50/952-0171-50 Disc codes 2:950-0180-50/952-0171-50 2 discs; should come with booklet.

2 versions, 2 PAL



Heavy Metal - Geomatrix

NTSC-J, NTSC-U and PAL release

ヘビーメタルジオマトリックス



Publisher:	Capcom (Japan / NA) Big Ben / Capcom (PAL)	Origin:	Japan
Developer:	Capcom	Year:	2001 J/NA; 2002 PAL
Genre:	Action	Also on:	ARC
Major License:	Heavy Metal (Comic Book)		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: 148th

2016 DCJY Poll: 180th

Take one part successful adult comic book, one part Capcom Arena fighter, and you're left with... well Spawn: In the Demons Hand. But you're also left with this – which has a striking resemblance to Spawn. Heavy Metal Geomatrix doesn't feature characters from the Heavy Metal books, but instead takes the leather-and-metal, fantasy-sci-fi warrior style, and pops it into an arcade fight-em-up. The characters fit stylistically (designed by Simon Bisley, former 2000AD contributor and Heavy Metal frequenter), the music suitably metal, and the action violent enough (especially in Japan which contains blood effects) to satisfy fans. The problems here, stem mainly from the same wonky controls and shallowness that Spawn suffered from. It plays like a mix of Power Stone and Virtual on, but is not as good as either. 3D arena fighting can lack the subtle nuances of 2D or 3D fighters, and the reliance on over the top weapons loses it's appeal quickly, especially as there's no connection with the characters. Extra modes added to the original arcade content, aren't great and add little depth to proceedings. Fans of arena fighting will find enjoyment, but everyone else will be unconvinced.

Released in all 3 regions, the PAL version does not work in VGA, and the Japanese version has less cropped artwork.

Release	Region	Type	Code	Rar./Price	Notes	★ ★ ★
Heavy Metal Geomatrix	NA	US	T-1223N	A 3	<input type="checkbox"/> This US release has a black spine.	
Heavy Metal Geomatrix	JP	JPN	T-1246M	A 2	<input type="checkbox"/> D-Direct orders may have received an exclusive t-shirt as an extra.	
Heavy Metal Geomatrix	EU	E/F/G/S	T-46602D-50	A 3	<input type="checkbox"/>	
Heavy Metal Geomatrix	EU	EWLP	-	C 3	<input type="checkbox"/> Disc codes: 950-0188-50/952-0178-50	

4 versions, 1 NA, 1 JP, 2 PAL

Heisei Mahjong-Shou

NTSC-J exclusive

also known as 'Heisei Mahjong Sou' or 'Nippon Pro Mahjong Renmei Dankurai'

Nintei: Heisei Mahjong-Shou'

平成麻雀荘



Publisher:	Micronet	Origin:	Japan
Developer:	Micronet	Year:	2000 J
Genre:	Mahjong	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Keyboard, Online features, Microphone, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Relatively obscure Mahjong game from Micronet that never sold well and received mainly negative responses from the gaming press upon release. The limited editions inclusion of a microphone points in the direction of the games online focus, although single player mode does seem to be playable, as does utilisation of the VMU to see which tiles you have. There's a big language barrier here, and judging by the review scores at the time of release, you'd be better off with one of the other Mahjong titles for the DC.

Release	Region	Type	Code	Rar./Price	Notes	★
Heisei Mahjong-Shou	JP	JPN	T-2202M	B 2	<input type="checkbox"/>	
Heisei Mahjong-Shou	JP	JPN-L	T-2203M	A 2	<input type="checkbox"/> Limited edition comes with Microphone in a larger box	

2 versions, 2 JP

Hello Kitty Garden Panic

NTSC-J exclusive

also known as 'Hello Kitty no Garden Panic'

ハローキティのガーデンパニック



Publisher:	SEGA	Origin:	Japan
Developer:	Fortyfive	Year:	1999 J
Genre:	Puzzle	Also on:	Dreamcast exclusive
Related titles:	4 other Hello Kitty games on the DC		
Major License:	Hello Kitty (multi media franchise)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The first of the Hello Kitty licensed games featured in this guide, Garden Panic was only available as part of the bundle when buying either of the two limited edition Hello Kitty branded consoles. Much like the other Hello Kitty games on the DC, this game is similar to another puzzler – in this case, Fortyfive's own Daisessen. Playing like a Japanese interpretation of the classic Battleships, you appear to be attempting to defend your garden full of flowers from vicious, er, cute little green slugs. It's relatively easy to work out what is going on, although there's lots of Japanese text in the inter-game parts, and for fans of the franchise, they're bound to get a kick out of all the sickly sweet cuteness. Daisessen is the better choice for non-franchise fans though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hello Kitty Garden Panic	JP	JPN-O	610-7381	A 1-2 <input type="checkbox"/>	Not released separately, Garden Panic came with either of the Hello Kitty Dreamcast console releases.

1 versions, 1 JP

Hello Kitty Lovely Fruit Park

NTSC-J exclusive

also known as 'Hello Kitty no Lovely Fruit Park'

ハローキティのラブリー・フルーツパーク



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA	Year:	1999 J
Genre:	Puzzle	Also on:	Dreamcast exclusive
Related titles:	4 other Hello Kitty games on the DC		
Major License:	Hello Kitty (multi media franchise)		
Useful Extras:	VGA, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The second of the 5 Hello Kitty titles featured in this guide based on the ever-popular Hello Kitty franchise, Lovely Fruit park is fundamentally the same game as 'Get!! Colonies', which itself was a reskin of this release, taking out the kiddy-friendly sweetness of this release. For Hello Kitty fans of course, this original is going to be the one to choose, and it's strategy-puzzle mix is every bit as compelling, as long as you can put up with the cuteness. Popular characters from the license are featured, there's little animated segments between games, and the game is colourful, happy, sweet and chirpy. There's more of a Japanese language barrier here, with no real written English on display, but it doesn't take a genius to work your way through the short menus. It's hard for a grown man pushing 40 to recommend when Colonies is available, but if you like your games dripping with cuteness, Lovely Fruit Park isn't a bad choice.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hello Kitty Lovely Fruit Park	JP	JPN	HDR-0055	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Hello Kitty Magical Block

NTSC-J exclusive

also known as 'Hello Kitty no Magical Block'

ハローキティのマジカルブロック

Publisher: SEGA **Origin:** Japan
Developer: SEGA **Year:** 2000 J
Genre: Puzzle **Also on:** Dreamcast exclusive
Related titles: 4 other Hello Kitty games on the DC
Major License: Hello Kitty (multi media franchise)
Useful Extras: VGA, Keyboard, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

It might sound like it's going to be a Tetris clone, but instead Hello Kitty Magical Block plays like an old 80's arcade game, where you have to push blocks into ghosts whilst attempting to avoid them, with faster times rewarded with more bonus points. There's really not a huge amount more to it than that, with seemingly 99 levels to progress through, and a small amount of strategy involved to make sure you gain the big points. It's pleasant enough, simple and fun, and the cute Hello Kitty branding adds some more fun to the proceedings. HK fans will like it, but it's a bit too simple to have a wider appeal.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hello Kitty Magical Block	JP	JPN	HDR-0070	A 1-2 <input type="checkbox"/>	1 versions, 1 JP



Hello Kitty Otonaru Mail

NTSC-J exclusive

also known as 'Hello Kitty no 'Otonaru' Mail'

ハローキティの「音なる」メール

Publisher: SEGA **Origin:** Japan
Developer: SEGA **Year:** 2000 J
Genre: Software **Also on:** Dreamcast exclusive
Related titles: 4 other Hello Kitty games on the DC
Major License: Hello Kitty (multi media franchise)
Useful Extras: VGA, Keyboard, Online functions, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Hello Kitty Otonaru Mail is one of the many software releases for the Dreamcast, and like many others, it features a mixture of mini games, licensed content, VMU features and, as the title suggests, the ability to send Hello Kitty themed mail. The presentation is excellent, with a 3D representation of Kitty's bedroom sure to please hardened fans of the franchise, but as with many of these releases, it's a bit pointless nowadays.

★

Release	Region	Type	Code	Rar./Price	Notes
Hello Kitty Otonaru Mail	JP	JPN	HDR-0065	A 1-2 <input type="checkbox"/>	1 versions, 1 JP



Hello Kitty Waku Waku Cookies

NTSC-J exclusive

also known as 'Hello Kitty no Waku Waku Cookies' and sometimes 'Hello Kitty no Waku Waku Quiz'

ハローキティのワクワククッキーズ

Publisher: SEGA **Origin:** Japan
Developer: SEGA **Year:** 2000 J
Genre: Puzzle **Also on:** Dreamcast exclusive
Related titles: 4 other Hello Kitty games on the DC
Major License: Hello Kitty (multi media franchise)
Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The final entry into the Hello Kitty DC game catalogue is yet another adorably cute, sweetly sick puzzler featuring everyone's favourite ribbon wearing kitten human hybrid. This time around it's a cookie centric matching puzzler, and as with the other Hello Kitty titles it's a simple, but bright, colourful and happy little puzzle game that will keep the fans happy, and isn't a complete write off for those who are turned off by the cuteness. With no language barrier and cheap price, it's worth a go.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hello Kitty Waku Waku Cookies	JP	JPN	HDR-0090	A 1-2 <input type="checkbox"/>	1 versions, 1 JP



Hermes

Indie release

Publisher: Retroguru / DragonBox Shop
Developer: Retroguru
Genre: 2D Platformer
Useful Extras: VGA

Origin: International
Year: 2017 WW
Also on: PC, MAC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The second commercially released title for the DC from Retroguru (check out their website for some more downloadable DC titles) sees the international crew deliver a run'n jump platformer with oodles of retro charm, toilet humour and a superb soundtrack. The game itself isn't the most sophisticated of releases for our beloved console, but the simple platforming is made somewhat harder by a continually decreasing hunger 'energy' bar, which can be refilled by eating the abundant doughnuts littering the levels – but not too much, as greed has a price, and the price is... soiling yourself. A trip to one of the toilets spread around the stages will relieve the over-indulgence and keep you playing. And no, I'm not making any of this up. The gameplay is simple and fun with plenty of challenge as it progresses. The retro 8/16-bit graphics are great, and the soundtrack, in all of it's Amiga chiptune glory, is fantastic. It won't win awards for technical expertise, but it's a fun little title to add to the DC indie library. The game comes with a full colour comic book which sort of doubles as a manual, and the CD itself, whilst also hosting other ports, can be used as an audio CD to fully experience the greatness of the tunes the game blasts out.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hermes	WW	HBW	-	B 3 <input type="checkbox"/>	.Comes with full colour comic book, and the disc doubles as a full soundtrack. There's also PC and Mac ports on the discs.

1 versions, 1 WW



Hidden & Dangerous

NTSC-U and PAL release

Publisher: TalonSoft / Take-Two Interactive
Developer: Illusion Softworks
Genre: Tactical Shooter
Series: Hidden & Dangerous
Useful Extras: Mouse, Keyboard

Origin: Czech Republic
Year: 2000 NA / PAL
Also on: PC, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 172nd

Hidden & Dangerous came out at a time just before World War 2 games flooded the market, and it's period setting was a welcome change of pace from modern tactical shooters. In it's original PC form, it was praised for it's tactical freedom, but mocked for the abundance of bugs that plagued it. Whilst not as pronounced here on the DC, they're still noticeable. Luckily, the freedom that the original offered is still here. There's loads of missions and loads of characters to populate your squads with, all with varying reasons strengths and weaknesses. It's a cerebral affair for the most part, and the strategy involved in clearing each mission is high, although it doesn't help that at times, if you don't get stuck on the scenery, you are likely to get stuck in knowing what to do. It isn't a DC graphical or audio high flyer, with tinny sounds and blocky visuals, but it does the job well enough. The game is also made more playable by using the keyboard and mouse, as despite the developers best attempts to shoehorn the controls onto a DC pad, it can feel clumsy using the normal controller. H&D has many flaws, but for fans of tactical shooters, there's plenty here to get your teeth into.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hidden & Dangerous	NA	US	T-40502N	A 1-2 <input type="checkbox"/>	The 2 PAL versions are distinguishable by a couple of things. First, the back cover languages match the above descriptions, and secondly, the Manual will have French, English and German words for 'manual' in the bottom right for the -64 version and simply 'Manual' for the -88 version. The 2 versions share the same disc, whilst having different manuals.
Hidden & Dangerous	EU	E/F/G	T-40503D-64	A 1 <input type="checkbox"/>	
Hidden & Dangerous	EU	E/S	T-40503D-88	A 1 <input type="checkbox"/>	

3 versions, 1 NA, 2 PAL

Himitsu -Yui Ga Ita Natsu-

NTSC-J exclusive

also called 'Secret ~The Yui's last summer~'

秘密 ~唯がいた夏~

Publisher: Starfish
Developer: Starfish
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Himitsu is yet another one of the many DC visual novel romance adventures that will not appeal to many gamers out there. It's all pretty much as you'd expect, with lots of text, dialogue choices and changing relationships with the various female characters you meet during the game. The plot sees two childhood friends reconnecting as teens, and there's really not a huge amount more here. The artwork is alright, as it tends to be in most of these games, but with such an obvious language barrier and not too many reasons to sit through the adventure unless you're a huge fan of the genre, it's not on the must play list.

★★

Release	Region	Type	Code	Rar./Price	Notes
Himitsu -Yui Ga Ita Natsu-	JP	JPN	T-46101M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Historical Mystery Adventure Troia 1186 B.C.

NTSC-J exclusive

世界ふしぎ発見! トロイア

Publisher: TBS
Developer: Hitachi Media Force
Genre: genre
Major License: TBS (Tokyo Broadcasting System);
based on a TV series of the same name
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This intriguing title appears to be based on a successful TV series in Japan, and sees you as some form of time-travelling researcher travelling back to the ancient city of Troy, where you appear to be on a mission to learn all about how the city worked and how it's occupants lived. It's a cool idea for an educational title to wander around a city from the past, although the graphics here are pretty minimal. The documentary style nature extends to extra content on the disc which gives you pictures and videos of modern day trips to the ruins of the city. If it all sounds a little 'dry' then you'd be right, but it's positively exciting compared to some of the western educational titles I've seen. You really do need to have a good grasp of the language to get anything out of this title though, as without, it's all a little pointless.

★★

Release	Region	Type	Code	Rar./Price	Notes
Historical Mystery Adventure Troia 1186 B.C.	JP	JPN	T-39701M	B 2 <input type="checkbox"/>	

1 versions, 1 JP



The House of the Dead 2

NTSC-J, NTSC-U and PAL release

ザ ハウス オブ ザ デッド 2

Publisher: SEGA
Developer: SEGA AM1
Genre: Light gun Shooter
Related titles: Zombie Revenge, Typing of the Dead (same universe)
Series: The House of the Dead
Useful Extras: VGA, Light gun, Arcade stick, a friend (1-2 players)

Origin: Japan
Year: 1999 J/NA/PAL
Also on: PC, ARC, XB, Wii



2009 DCJY Poll: 16th 2013 DCJY Poll: 14th 2016 DCJY Poll: 11th

Following on from the fan favourite original House of the Dead, an ever potent mix of B movie horror and light gun action, the sequel takes everything and turns it up a notch. Whilst not the deepest game on the DC (it boasts a recreation of the Arcade mode alongside the DC original mode and some training and time attack options – but the arcade mode can be blasted through in less than an hour), it is undeniably fun to blast the various zombies and undead nasties, as well as taking on the grotesque and often imaginative bosses. Excellent enemy placement and secret paths help things along, and the ridiculously poor voice acting the series is known for adds to the B movie aesthetics. If it was all presented a bit more seriously, I don't think the game would have the appeal it does. With great graphics and an excellent soundtrack, it's a real example of what Sega do best, and despite many not being able to now fully enjoy the game the way it was intended (with modern TV's incompatible with Light gun's), it's continued presence in the DCJY top 20 is testament to it's lasting appeal. Another example of Sega at the height of their creative talent.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
The House of the Dead 2	NA	US	51002	A 1-2 <input type="checkbox"/>	This US release has a White spine
The House of the Dead 2	NA	BRA	197066	C 5-6 <input type="checkbox"/>	As with other Brazilian releases, this can be distinguished by it's mix up of US and Japanese styles in it's artwork.
The House of the Dead 2	NA	US-AS	51002	A 1-2 <input type="checkbox"/>	Sega All-Stars release. Different covers and 'Sega All Stars' on disc. Also has a black colour scheme and orange spine.
The House of the Dead 2	JP	JPN	HDR-0011	A 1 <input type="checkbox"/>	
The House of the Dead 2 Gun Set	JP	JPN-O	HDR-0007	A 2-3 <input type="checkbox"/>	A boxed release of House of the Dead 2 which comes with a light gun in a large box.
The House of the Dead 2	EU	E/F/G/S/i	MK-51002-50	A 2 <input type="checkbox"/>	The House of the Dead 2 includes Italian instructions in the booklet, but not on the rear cover.
The House of the Dead 2	EU	Ebox	MK-510022-50	A 4-5 <input type="checkbox"/>	Larger box which contains a light gun as well as a copy of the game. The Light gun itself has the code of MK-55155-50, the same as the standard light gun.
The House of the Dead 2	EU	Ebox	-	A 4-5 <input type="checkbox"/>	Variant on the PAL box set where the HOTD imagery is a slipcase over a standard light gun box.

8 versions, 3 NA, 2 JP, 3 PAL

Hoyle Casino

NTSC-U exclusive

Publisher: Sierra
Developer: Sierra
Genre: Gambling
Series: Hoyle Casino
Useful Extras: a few friends (1-4 players)

Origin: USA
Year: 2000 NA
Also on: PC, MAC, GBC

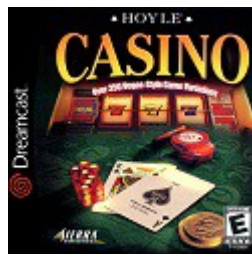
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A surprisingly well received casino simulator upon release, Hoyle Casino does certainly have a lot of content. There are 8 different games available, and the cover proudly boasts 350 variations, which is certainly more than many similar titles. The game also features characters, which engage in some in-game banter, which gives it a slightly more realistic feeling. Whilst it doesn't offer much on the aesthetic front, gambling fans will enjoy the quick gameplay and large variety on offer. However, this is just a casino game. With no real money, these games always beg the question 'what's the point?' It will satisfy that DC casino itch though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Hoyle Casino	NA	US	T-11008	A 1 <input type="checkbox"/>	This US release has a Black spine

1 versions, 1 NA



Hundred Swords

NTSC-J exclusive

ハンドレッド ソード

Publisher: SEGA
Developer: Smilebit
Genre: Strategy
Useful Extras: VGA, Keyboard, Online features, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Smilebit's Real Time Strategy with RPG elements deserved a wider release. It's superb presentation and graphics, combined with excellent strategy gameplay and it's well built online play, was a combination that we were lacking in the west. The large scale fantasy medieval battles look great, and there's lots of content here to be enjoyed. The problem? Well, there's a pretty large language barrier for one. An in depth guide is a necessity if you're not fully competent in Japanese. If you can understand the goings on here though, it's worth investing your time.



Release	Region	Type	Code	Rar./Price	Notes
Hundred Swords	JP	JPN	HDR-0124	A 1-2 <input type="checkbox"/>	The @Barai games are a series of locked versions of normal release DC titles that can be 'unlocked' after purchasing a key. There were only 2 of these., Comes in a double Jewel case with @Barai symbol on cover and spine. 2 versions, 2 JP
Hundred Swords @Barai	JP	JPN-O	HDR-0127	C 3-5 <input type="checkbox"/>	

★★★

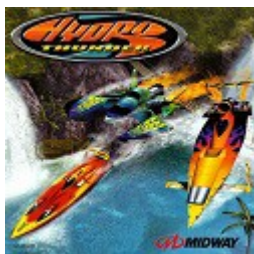
Hydro Thunder

NTSC-U and PAL release

Publisher: Midway
Developer: Midway / Eurocom
Genre: Racing
Related titles: 4 Wheel Thunder
Useful Extras: a friend (1-2 players)

2009 DCJY Poll: 32nd 2013 DCJY Poll: 45th 2016 DCJY Poll: 33rd

An early release favourite, Hydro Thunder has a few issues from it's seemingly quick port from the Arcade, but makes up for it in graphics, audio and excitement. It's a simple Arcade affair at heart, with 13 tracks to make your way through, but the design of these tracks are spectacular, exhibiting some of the busiest backgrounds you can imagine, and running the full range of 'Arcade racing settings'. The excellent water physics and boost driven gameplay never gets boring, helped by superb handling, it's a thrilling experience. The sensational tracks, with amazing sights around every watery bend, make every race a visual treat, and the graphical detail and steady frame rate helps things along nicely. Everything is colourful and bright, like the best Sega arcade racers, and the AI is excellent, resulting in tight racing action. There are a few issues here and there, but none of them are important enough to take away from the thrilling gameplay, other than maybe the fact it's all over a little too quickly. An excellent game.



Release	Region	Type	Code	Rar./Price	Notes
Hydro Thunder	NA	US	T-9702N	A 1-2 <input type="checkbox"/>	This US release has a White spine As with other Brazilian releases, this can be distinguished by it's mix up of US and Japanese styles in it's artwork.
Hydro Thunder	NA	BRA	197176	C 5-6 <input type="checkbox"/>	
Hydro Thunder	NA	US-AS	T-9702N	A 1-2 <input type="checkbox"/>	Sega All Stars release; packaging is All Stars style but uses the 'Hot! New! Release disc, not an all stars disc
Hydro Thunder	NA	USvar	T-9702N	A 2 <input type="checkbox"/>	This US release has a White spine One of the 'Hot! New!' Re-released US Dreamcast titles. This can be seen primarily by a 'Hot! New!' sticker on the front cover, or printed on the manual. The original standard release has a Blue disc, this release is primarily Red.
Hydro Thunder	EU	D/F/G	T-9702D-51	A 1-2 <input type="checkbox"/>	The 2 versions of Hydro Thunder released in Europe, share the same disc, whilst having different manuals. PAL release with no 'Dreamcast' header. 6 versions, 4 NA, 2 PAL
Hydro Thunder	EU	E/I/S	T-9702D-61	A 1-2 <input type="checkbox"/>	

★★★★★

Idol Janshi wo Tsukuchaou

NTSC-J exclusive

アイドル雀士をくっちゃう



Publisher:	Jaleco	Origin:	Japan
Developer:	Jaleco	Year:	1999 J
Genre:	Mahjong	Also on:	Dreamcast exclusive
Series:	Idol Janshi Suchie-Pai		
Major License:	Idol Janshi Suchie-Pai (as well as games, several other forms of media, including OVA)		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Long running and well received Mahjong series that stretches from the Super Famicom right through to modern platforms, even spawning an OVA and other offshoots. The appeal here seems to be in it's attractive female cast as well as the Mahjong itself, and it certainly succeeds here in it's slick presentation. Sadly though, whilst the Mahjong itself will be playable for those who are familiar with the rules, the game's high level of Japanese language will make it a tough slog for those who have to rely on translation guides. Those looking for a good looking Mahjong game could do worse though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Idol Janshi wo Tsukuchaou	JP	JPN	T-5703M	A 2 <input type="checkbox"/>	Limited edition has a different cover, is in a double Jewel case and comes with an extra CD containing a Radio Show Audio CD.
Idol Janshi wo Tsukuchaou	JP	JPN-L	T-5702M	A 2 <input type="checkbox"/>	

2 versions, 2 JP

Ikaruga

NTSC-J exclusive

斑鳩



Publisher:	ESP	Origin:	Japan
Developer:	Treasure	Year:	2002 J
Genre:	Shmup	Also on:	ARC, GC, PC, AND, XBLA
Related titles:	spiritual successor to Radiant Silvergun (ARC, SAT, X360)		
Useful Extras:	VGA, Arcade Stick, ASCII Pad, a friend (1-2 players)		

2009 DCJY Poll: 9th

2013 DCJY Poll: 16th

2016 DCJY Poll: 21st

Much lauded amongst both the Shmup and Dreamcast communities, Ikaruga is another fan favourite of beloved developers Treasure. Whilst some may say that Treasure games are overhyped, in Ikaruga's case, at least, it is justified. The first of the DC's 'last ever games', it is a beautiful creation that looks spectacular with fully polygonal, light sourced graphics, wonderful explosions and an epic, operatic feel to both the graphics and sound. As with any shmup though, it is the gameplay that is at the heart here. Ikaruga's gameplay is unique, centring as it does on the polarity of enemies, dark and light. You can change your ships colour, and can absorb enemy fire from the same polarity opponents, but at the same time defeating same polarity enemies takes longer, so shifting the polarity to counter your enemies will dispatch them quicker. It's a superb mechanic, one that becomes far easier to handle as you practise, and perfectly balances risk and reward, adding tactical nuances to the game. Like all the best genre titles there's a fair amount of challenge, which makes up for the usual lack of options – and there's always the option to go for the Tate mode and risk turning your TV on it's side. A true classic, it probably won't convert those who don't see the appeal in shmups generally, but it remains a beloved and critically acclaimed title which makes many 'best ever' lists.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Ikaruga	JP	JPN	T-38706M	A 5 <input type="checkbox"/>	Sega direct orders received 3 exclusive postcards.

1 versions, 1 JP



Illbleed

NTSC-J and NTSC-U release

イルブリード

Publisher: Crazy Games (Japan); AIA (NA) **Origin:** Japan
Developer: Crazy Games **Year:** 2001 J / NA
Genre: Survival Horror **Also on:** Dreamcast exclusive
Useful Extras: VGA

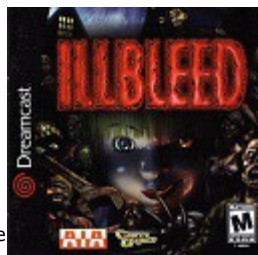
2009 DCJY Poll: 88th 2013 DCJY Poll: 82nd 2016 DCJY Poll: 48th

If fantastically camp B-movie horror is your thing, Illbleed is your wish come true. Whilst it may appear to be a survival horror romp on the surface, it's decked out in so much love for the badly scripted, badly acted, fake blood covered horror genre that it's hard not to love it. The plot is suitably ridiculous, involving surviving a horror theme park to win a \$100,000,000 prize, and from the start the detail and subtle nods to horror film classics are obvious and wonderful. Each part of the game takes the form of a different movie, 6 in all, and in each you really do need to survive – your senses are tracked and if your characters heart rate goes too high, it's death. Using the horror monitor, a device you have to find early on in each stage, you have to methodically go through each level and avoid the traps which will otherwise scare you a little closer to an untimely demise. The controls are at times awkward, and pace can sometimes be slow, but the atmosphere and genre love elevates the game to a cult DC favourite.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Illbleed	NA	US	T-46001N	A 5 <input type="checkbox"/>	This US release has a black spine
Illbleed	JP	JPN	T-45601M	A 4 <input type="checkbox"/>	Ordering from D-Direct store, it was possible to purchase with a figure of Erko. This figure, and Crazy Games jackets, were also available to players who finished the 'true' ending of the game and sent in the code displayed.
Illbleed (Taiwanese edition)	JP	JPN-O	T-45601M	C 5 <input type="checkbox"/>	Illbleed received this Taiwan release, which was published by Sega/Cool Net Entertainment and distributed by K&W Entertainment and MR GAME. The game comes packaged in an oversized cardboard box which includes the game in a standard case (with translated text and different back cover art) and a 2002 Illbleed calendar. The coding is the same as the Japanese release, but the region code is MNTSC J.

3 versions, 1 NA, 2 JP



Incoming

NTSC-J, NTSC-U and PAL release

released in Japan as 'Incoming Humanity Last Battle', known as 'Incoming: Jinrui Saisyuu Kessen'

インカミング 人類最終決戦

Publisher: Interplay (NA); Rage (PAL) **Origin:** England
 Imagineer (Japan)
Developer: Rage **Year:** 1998 J; 1999 NA / PAL
Genre: Shooter **Also on:** ARC, PC
Related titles: Incoming Forces (PC only sequel)
Useful Extras: a friend (1-2 players)

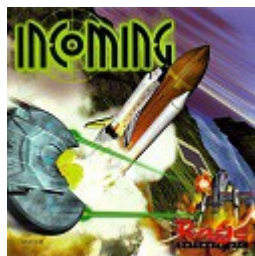
2009 DCJY Poll: n/a 2013 DCJY Poll: 196th 2016 DCJY Poll: 166th

Incoming was a good looking title on the PC, which was used by many to test out their new 3D card powers, and on the DC it serves pretty much the same purpose. Take control of a variety of different vehicles and weapons, as you attempt to thwart an Alien invasion in the wafer-thin plot, from stationary gun turrets, to tanks and Jet fighters. There's bucket loads of action, and the variety of the weaponry at your disposal gives some depth to the game, which is fundamentally a 'shoot all the baddies and move on' theme. Some lovely lighting effects highlight the good graphics (especially for a 1998 release), and it's good mindless fun throughout, but those looking for a bit more substance to get their teeth into may want to look elsewhere.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Incoming	NA	US	T-12503N	A 1 <input type="checkbox"/>	This US release has a white spine
Incoming	EU	E/F/G/S	T-40701D-50	A 1 <input type="checkbox"/>	
Incoming Humanity Last Battle	JP	JPN	T-15001M	A 1 <input type="checkbox"/>	

3 versions, 1 NA, 1 JP, 1 PAL



Inhabitants

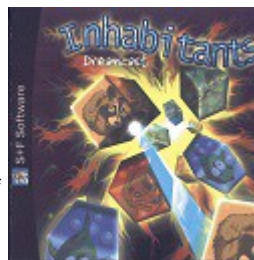
Indie release

Publisher: GOAT Store
Developer: S + F Software
Genre: Puzzle
Useful Extras: VGA, a few friends (1-4 players)
Origin: USA
Year: 2005 WW
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A simple on the surface tile matching puzzler, Inhabitants tasks players to find combinations of matching tiles to a maximum of 5 to maximise combo and chain scores, and to ultimately reach each levels target score, which increases stage by stage to ever more challenging totals.

It all starts off quite easy, but soon the challenge ramps up and what started as an all too basic puzzler becomes, like all great puzzlers, an addictive quest to improve on your last attempt. There's a competitive mode, where up to 4 players can compete, which adds some depth to proceedings, and there's a fair amount of unlockable content as well, to keep you playing. There's different tiles and backgrounds, but it's not pushing the DC at any point, and as with all tile matching puzzlers, ultimately, there's not much variety. A good, solid little puzzle title though.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Inhabitants	WW	HBW	NA015	A 2 <input type="checkbox"/>	At the time of writing, still available from www.Goatstore.com 1 versions, 1 WW

Interlude

NTSC-J exclusive

インターロード

Publisher: NEC Interchannel
Developer: Longshot
Genre: Visual Novel
Major License: Interlude (OVA mini series)
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2003 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst Interlude is another visual novel, with all the issues that genre presents to those unable to understand the language, it was well received upon its release and retains a strong fan base to this day. Taking an altogether darker tone than many of its contemporaries, Interlude deals with a group of high school students dealing with the increasingly strange and maddening memories that start to appear, and the journey this sets off. The artwork and voice work are both excellent, and with an English translation of the OVA series that was spawned by the game available, it may even appeal to those who can't understand the large amount of text. It will be a struggle though. As great as it looks, it's still going to be a real slog for those who rely on translations to make their way through.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Interlude	JP	JPN-L	T-20117M	A 2 <input type="checkbox"/>	Double case, includes soundtrack CD.
Interlude	JP	JPN-O	T-20117M	C 4 <input type="checkbox"/>	For the collectors.... This 'other' version is a rare first print run of the Limited edition with a couple of tiny differences on the cover (including the inclusion of a 'Strawberry Milk' carton, hence this editions nickname). Limited to 2,000 copies. This edition was mixed in with the regular Limited editions when sold, so it was luck which dictated which version the original purchaser received.
Interlude	JP	JPN-D	T-20127M	B 2 <input type="checkbox"/>	Interlude's Dorikore release comes in a single Jewel case, rather than the double that other versions came in, and features completely different artwork. Thanks to David, I've removed the standard release of Interlude from this list since the last release – confusingly, most sites list a standard release which was the basis for the later Dorikore release, however David informs me that no standard edition was released, with the very different artwork being reserved for the games later Dorikore release.

3 versions, 3 JP

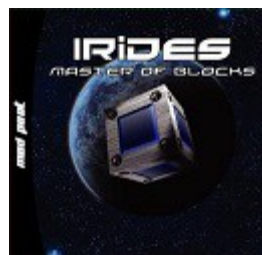
Irides: Master of Blocks

Indie release

often referred to simply as 'Irides'

Publisher: GOAT Store
Developer: Madpeet
Genre: Puzzle
Useful Extras: VGA, a few friends (1-4 players)

Origin: USA
Year: 2009 WW
Also on: iOS



2009 DCJY Poll: n/a 2013 DCJY Poll: 188th 2016 DCJY Poll: n/a

When people moan about the over-abundance of shmups in the Dreamcast Indie release repertoire, I often wonder if they missed the series of releases from the GOAT store in the naughties that kept the flames of Sega's last console burning. Along with Cool Herders and Inhabitants, Irides: Master of Blocks was part of a triumvirate of puzzle titles from the US publishers, and stands as the best of the bunch. Originating as a homebrew port of Lumines, Irides is a block falling puzzler that has all the qualities needed to stand side by side with some of the great examples of it's type. Blocks of 2x2 fall down onto the screen, and your job is to create 2x2 combinations (or larger) of the same colour blocks to meet a required score or total cleared block target per stage. At it's most simple level, it's enjoyable, but throw in some extra blocks, which have varying effects on proceedings, both co-op and competitive modes and several tweakable options, and you have a puzzle game which keeps giving. The extras, especially the always reliable competitive multiplayer modes, are welcome, but the fact the game gets the basics right is the key to it's appeal. There are several different types of background graphics and blocks, as well as the option for an Endless mode to a stage, and even the music is of a decent level. Irides won't push the console or appeal to those who don't want to think too much, but for the rest of us, it's addictive puzzling qualities are a welcome addition.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Irides: Master of Blocks	WW	HBW	n/a	B 2	<input type="checkbox"/> Still available for sale, sealed, from www.Goatstore.com
Irides: Master of Blocks	WW	HBW-L	n/a	D 3-4	<input type="checkbox"/> Limited edition of 144 units only. Includes numbered coin, numbered mini-poster, different cover and disc art and an expanded manual!

2 versions, 2 WW

Iris

NTSC-J exclusive

イリス

Publisher: Kid
Developer: Kid
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A visual novel with an emphasis on romantic relationships, and set in a Japanese junior high school, is the sort of title that will always have limited appeal to those outside of the original culture, and Iris is one of those titles. The visuals and audio are nice enough, but the appeal of playing a game where your sole aim is to romance young girls with large eyes is somewhat limited. In fact, the most notable thing about the game on the DC is it's limited edition which comes with a hand puppet. For those who do want to give the game a try, knowledge of Japanese is a must and by all accounts it's not a terrible example of the genre.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Iris	JP	JPN	T-19722M	A 2	<input type="checkbox"/>
Iris	JP	JPN-L	T-19721M	B 3	<input type="checkbox"/> Limited edition is particularly nice, as it comes in a larger box with a hand puppet!

2 versions, 2 JP

Iron Aces

NTSC-J, NTSC-U and PAL release

released in Japan as 'Imperial no Taka: Fighter of Zero'

インペリアルノ鷹 FIGHTER OF ZERO

Publisher: Xicat Interactive (PAL)
Xicat Int. / Infogrames (NA)
Global A Entertainment (Japan)
Developer: Marionette
Genre: Flight Sim
Related titles: Iron Aces 2 (sequel on PS2);
Aces of War (same dev./setting, PS2)
Useful Extras: VGA, a friend (1-2 players)

Origin: Japan
Year: 2000 J
2001 NA / PAL
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Set in a semi-fictional world war 2, Iron Aces is a flight sim where (mainly) propeller powered aircraft, aerial dogfighting and sort of recreating pivotal battles from the second world war is the order of the day. The semi-fictional aspect is from the fact that, whilst the 4 powers in the game are the Americans, British, German and Japanese, they're all fighting over islands in close proximity with fictional names. It's an obvious attempt to make a world war 2 game without dealing with the more harrowing aspects, but never quite feels right. In a similar manner, the gameplay itself doesn't go for the out-and-out arcade feel of something like Propeller Arena, but can't be called a proper 'simulator' either. Piloting the planes takes some skill, but the action is at least exciting, and with varied missions things remain interesting throughout. It looks a bit rough, with some poor textures in the scenery, but it just about manages to keep the attention long enough to be enjoyable.

The Japanese release, Imperial no Taka: Fighter of Zero, focuses on piloting planes from the Japanese air force – something that for obvious reasons was changed to a western focus when released in the States and Europe.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Imperial no Taka: Fighter of Zero	JP	JPN	T-43501M	A 1 <input type="checkbox"/>	
Iron Aces	NA	US	T-15129N	A 1-2 <input type="checkbox"/>	This US release has a black spine
Iron Aces	EU	E/F/G/S	T-44904D-50	A 2-3 <input type="checkbox"/>	
Iron Aces	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0139-50/952-0132-50 4 versions, 1 NA, 1 JP, 2 PAL



Izumo

NTSC-J exclusive

イズモ

Publisher: Symbio Planning
Developer: Studio e go
Genre: RPG / Visual Novel
Series: Izumo
Major License: Izumo (game inspired several media offshoots, including an OVA)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A well received RPG – Visual Novel hybrid, Izumo mixes it's streams of text and pretty pictures with isometric 3D sections to create something a little different. Whilst it's setting is familiar (Japanese High schools seem to have a lot going on), there's giant spiders, strange dreams, RPG battles and quite a lot of scantily clad girls, all wrapped up in some lovely artwork and an engrossing story. Of course, the very fact that the game has visual novel elements should be enough warning that you're going to need to be well versed in Japanese to get the most out of it, but if you do, or if you're patient enough to have a translation guide at hand and make your way through, it's certainly worth giving it a go.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Izumo	JP	JPN	T-46902M	A 2-3 <input type="checkbox"/>	Limited first print run includes 1 Of 20 random phone cards, and comes in a slipcase. It seems that this was the only release of the game, as a rather late release for the DC, so even though this is often listed as a 'Limited Edition', It's listed here as a standard release.

1 versions, 1 JP

Jahmong

NTSC-J exclusive
ジャーマン

Publisher: Visit
Developer: Visit
Genre: Mahjong
Useful Extras: VGA, Microphone, Online functions, Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another DC mahjong game, and another example of publishers trying to make the most out of the consoles online functionality. Playing online, and being able to use voice chat, was the clear focus of Visit's offering, and with Mahjong an ever popular draw for many in Japan, this was no doubt a pretty cool aspect. The game also allows you to play by using the mic, which is quite cool. It looks decent, but knowledge of Japanese and Mahjong is a requirement, and without the online, it's appeal may be limited to collectors now.

★★

Release	Region	Type	Code	Rar./Price	Notes
Jahmong	JP	JPN	T-43401M	A 1 <input type="checkbox"/>	

1 versions, 1 JP



James & Watch - Arm

Indie release

Publisher: Lancaster Media
Developer: Lancaster Media
Genre: Action
Useful Extras: VGA

Origin: England
Year: 2015 WW
Also on: AND
Series: James & Watch

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The work of one man, tales of childhood misadventures and a love for the classic Game & Watches of a bygone age, are what made this game. Inspired by a story told on an episode of the excellent Retro Gaming Roundup podcast, involving the three James brothers and their ill-conceived younger selves, popping down to the local football field. Throwing one of them in the air, the other two soon got bored and let their hapless brother fall, breaking his arm. 4 decades on, it's inspiration for this indie release, somewhat reminiscent of the classic G&W 'Ball'. It's presented as a full screen handheld, there's only one game, and control is limited to influencing the falling boy towards one of his brothers without doing harm to himself. To be honest, there's not exactly a lot of gameplay here, but there's still something quite appealing about a 70's childhood memory being turned into a classic handheld style game. Just don't expect Shenmue.

★★

Release	Region	Type	Code	Rar./Price	Notes
James & Watch – Arm	WW	HBW	n/a	C 2 <input type="checkbox"/>	Standard release. Still on sale via www.retrogamingroundup.com
James & Watch – Arm	WW	HBW-L	n/a	C 3 <input type="checkbox"/>	The limited edition of James & Watch has a numbered disc, whilst orders of the game were also shipped with a mug

2 versions, 2 WW



James & Watch – Tooth Cracker

Indie release

Publisher: Lancaster Media
Developer: Lancaster Media
Genre: Action
Useful Extras: VGA

Origin: England
Year: 2016 WW
Also on: AND
Series: James & Watch

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Retrogaming Roundup boys and Random_Dave are back, following up the limb breaking 'Arm' with the second of the 'James and Watch' titles, Tooth Cracker. As with the first, there's a little story on the case explaining the origins of the game, this time an all too familiar tale for many of us involving late night drinking, wild flying elbows and broken teeth. The RGR guys seem to be telling tales of life in modern Britain through the medium of the Dreamcast. Tooth Cracker is built in the same engine as Arm, so don't expect anything vastly different, as you attempt to line up the hand on screen to the randomly moving beer can, to smash away at the teeth. It still feels like a G&W title, and is as simple as you'd imagine, but again, it's quite charming. There are two modes this time, but there's not a vast difference between the two.

★★

Release	Region	Type	Code	Rar./Price	Notes
James & Watch – Tooth Cracker	WW	HBW	n/a	C 2 <input type="checkbox"/>	Standard release. Still on sale via www.retrogamingroundup.com

1 versions, 1 WW



Jeremy McGrath Supercross 2000

NTSC-U and PAL release



Publisher: Acclaim
Developer: Acclaim Salt Lake
Genre: Racing
Major License: Jeremy McGrath (Supercross rider)
Useful Extras: VGA, a friend (1-2 players)
Origin: USA
Year: 2000 NA / PAL
Also on: PS1, N64, GBC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This Acclaim licensed title looked like a competent Motocross racer. There's plenty of tracks, series of both indoor and outdoor racing, 2 classes of motor, a decent track editor and even a freestyle mode (although this final mode is a bit lacking). The racing itself is decent enough, but the problem is that the control isn't satisfying or a good recreation of the sport. Motocross games should feel like you're battling the conditions, getting your wheels stuck in the mud, fighting to control your landings so you don't go tumbling off of the track. This game has none of that. There doesn't feel like there's any danger, any risk of falling off. The difficulty levels seem to have no impact either, making things all too easy. The biggest issue though? That'd be the graphics. Seemingly taken from the N64 texture bank, the visuals are muddy (and I'm not talking about the various shades of brown on display for the track surfaces) and poor quality throughout. Worst still, the frame rate is horrid. The 2 player game is impossible to play, and whilst taking off all the display meters will give a more consistent frame rate in single player, it's still terribly uneven. Frankly, it's one of the least attractive games on the DC. Some good ideas then, but ultimately, very poor execution.

★★

Release	Region	Type	Code	Rar./Price	Notes
Jeremy McGrath Supercross 2000	NA	US	T-8104N	A 1 <input type="checkbox"/>	
Jeremy McGrath Supercross 2000	EU	E	T-8114D-05	A 1 <input type="checkbox"/>	
Jeremy McGrath Supercross 2000	EU	G	T-8114D-18	A 1 <input type="checkbox"/>	
Jeremy McGrath Supercross 2000	EU	D/F	T-8114D-56	A 1 <input type="checkbox"/>	
Jeremy McGrath Supercross 2000	EU	I/S	T-8114D-60	A 1 <input type="checkbox"/>	The 4 PAL versions of Jeremy McGrath all share the same Disc but have separate Instruction booklets.
Jeremy McGrath Supercross 2000	EU	EWLP	-(clamshell case)	C 2 <input type="checkbox"/>	Disc codes: 950-0094-50/952-0088-50

6 versions, 1 NA, 5 PAL

Jet Coaster Dream 2

NTSC-J exclusive

ジェットコースタードリーム 2

Publisher: Bimboosoft
Developer: Bimboosoft
Genre: Strategy
Related titles: Coaster Works / Jet Coaster Dream (predecessor)
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Japanese only sequel to Jet Coaster Dream (which received a western release as Coaster Works), is one of those titles you're going to wish got a release over here. Taking the coaster-building dynamics of the first, this title adds a full 3D world where you can build all aspects of the park. It's very similar in concept to Theme Park World, but the Roller Coaster building itself is always given more focus and is therefore a better experience. Being able to walk around the park, as well as ride the coasters, is great fun, and it all looks decent enough as well. Sadly, without a western release, there's quite a few Japanese menus to get accustomed too and a good translation guide is recommended. Amazing to think that this is all the work of the one man Bimboosoft team of Hirofumi Hattori.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Jet Coaster Dream 2	JP	JPN	T-41201M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Jet Set Radio

NTSC-J, NTSC-U and PAL release

released in NA as 'Jet Grind Radio'. Also includes 'De La Jet Set Radio' releases

ジェット セット ラジオ (デ・ラ・ジェット セット ラジオ)

Publisher:	SEGA	Origin:	Japan
Developer:	Smilebit	Year:	2000 J/NA/PAL 2001 J (De La..)
Genre:	Action-Adventure	Also on:	PC, GBA, PSN, XBLA, iOS, AND
Related titles:	Jet Set Radio Future (sequel, XBOX)		
Useful Extras:	VGA		



2009 DCJY Poll: 6th 2013 DCJY Poll: 4th 2016 DCJY Poll: 5th

One of the greatest DC games, Jet Set Radio (or Jet Grind Radio if your in North America) is a bright, beautiful, fun and engrossing title, which revels in a sense of style that few games posses. It's mix of rollerblading, rebellious anti-authoritarian, music loving, graffiti spraying adventure felt utterly original at the time, and still feels fresh and fun today. The cel-shaded graphical style was groundbreaking, and more importantly was visually stunning. The iconic cast of characters look great, Beat himself perfectly encapsulating the time period, and DJ Professor K is so effortlessly cool as he blasts out instructions over the radio. The gangs which inhabit the streets of Tokyo-to are brilliantly visualised, and the often over the top police force led by Captain Onishima are the perfect anti-rebellious foe. The story of the game develops to introduce numerous gangs and enemies, and is well written. One of the primary reasons the game is so super cool is the soundtrack, which is just tremendous. It's heady mix of electronic dance music, hip hop, rock and pop is a perfect accompaniment to the visuals. Control can take some getting used to, the DC pad itself not being the most precise of control mediums, but you'll soon be grinding on railings, jumping over the fuzz, tagging unsuspecting walls and generally participating in a spot of digital anarchy. Wonderful. JSR is one of the games that defined the DC – and mere words can't do it justice. It's cheap to pick up, so there's no reason not to have this one in your collection.

The original Japanese version was altered for the Western releases to add new maps, tracks and the ability to download user-created graffiti. Japan then received a D-direct only release, De La Jet Set Radio, which added some of the content of the western releases and fixed bugs from the original. As DLJSR can be played with localised text, it remains the definitive version of the game, which unfortunately has a price tag to reflect this.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
De La Jet Set Radio	JP	JPN	HDR-0186	A 5-6 <input type="checkbox"/>	D-Direct Limited edition. Coming in a larger package, it also contains a T-shirt to go with the game. Although it doesn't feature a high amount of extras like some Limited edition releases, the mixture of the games esteemed reputation, relative high price of the De La Jet Set Radio release and general coolness, means this is often in demand.
De La Jet Set Radio	JP	JPN-L	HDR-0128	B 6-7 <input type="checkbox"/>	
De La Jet Set Radio	JP	JPN-D	HDR-0212	C 5-6 <input type="checkbox"/>	One of the D-direct releases identifiable by the sticker on the wrapper only. Features Gum rather than Beat on the cover..
Jet Grind Radio	NA	US	51058	A 2 <input type="checkbox"/>	This US release has a Black spine
Jet Grind Radio	NA	BRA	197093	C 5-6 <input type="checkbox"/>	This release can be distinguished by the mash up of Japanese and US style covers, and Portuguese language.
Jet Set Radio	JP	JPN	HDR-0078	A 1 <input type="checkbox"/>	Disc codes: 950-0107-50/952-0101-50
Jet Set Radio	EU	E/F/G/S	MK-51058-50	A 1-2 <input type="checkbox"/>	
Jet Set Radio	EU	EWLP	-	C 1-2 <input type="checkbox"/>	

8 versions, 2 NA, 4 JP, 2 PAL

Jikkyo Powerful Pro Yakyu -Dreamcast Edition-

NTSC-J exclusive

spelt with various alterations of 'Jikkyo' (Jikkyou, Jikyuu) and 'Yakyu' (Yakyuu)

実況パワフルプロ野球ドリームキャスト エディション



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	2000 J
Genre:	Sport - Baseball	Also on:	Dreamcast edition
Series:	Jikkyo Powerful Pro Yakyu series		
Useful Extras:	a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another one of those big-headed Japanese only Baseball titles that are chock-full of stats, and has plenty of fun and simple gameplay. The series has been going for some time, starting life on the Super Famicom and still going strong today, and is known usually to gamers in the west as 'Power Pro's', and it's arcade like gameplay is attractive enough for those who can understand the Japanese text within the game – but for those who will need the use of a translation guide, the DC's other baseball titles may be more appealing.

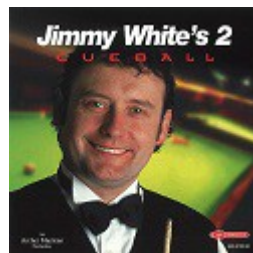
★★★

Release	Region	Type	Code	Rar./Price	Notes
Jikkyo Powerful Pro Yakyu -Dreamcast Edition-	JP	JPN	T-9507M	A 1-2	<input type="checkbox"/>

1 versions, 1 JP

Jimmy White's 2 Cueball

PAL exclusive



Publisher:	Virgin Interactive	Origin:	England
Developer:	Awesome Developments	Year:	2000 PAL
Genre:	Sport - Billiards	Also on:	PC, PS1, PS2
Related titles:	Jimmy White's Whirlwind Snooker (predecessor, on 16-bit systems)		
Major License:	Jimmy White (Snooker player)		
Useful Extras:	a friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The least likely cover star, and one whom the rest of the world outside of the UK will likely have no idea about, returns in digital form with a follow up to a rather popular 90's title that I, along with countless spotty teenagers at the time put way too much time into. It plays a decent game of snooker, taking the icon-driven system of the PC version and transferring it over to the DC pad well, but the lack of a proper competition style approach is a shame. It also throws in a fair amount of extras, from several variations of Pool, to that other quintessential British pub game Darts, Draughts and even Archer MacLean's early gaming classic Dropzone. All are controlled rather nicely and the games detail is impressive, but sadly, it suffers the same fate as many other Windows CE developed DC titles, with a stuttering frame rate, and even with all the bells and whistles, it can often feel more like a demo than a fully fleshed out game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Jimmy White's 2 Cueball	EU	E/F/G/I/S	T-7001D-50	A 1	<input type="checkbox"/>

1 versions, 1 PAL

Jinsei Game for Dreamcast

NTSC-J exclusive

人生ゲーム for Dreamcast



Publisher: Takara
Developer: Takara
Genre: Board Game
Major License: Jinsei (Japanese board game, called Game of Life in the west)
Useful Extras: a few friends (1-4 players), Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A cute and friendly digital recreation of the ever-popular board game 'The Game of Life', Jinsei game is a title that doesn't redefine what the DC can do and it doesn't push the console in anyway, but can be a lot of fun regardless. Knowledge of the board game is helpful (especially if you're not fluent in Japanese), but the animations and graphics are bright and cheerful and even with the language barrier, progress can be made as long as you don't mind a bit of trial and error. However, this is just a board game on the DC. Even if you can read everything the game presents, chances are unless you're a massive fan of the original, there's not going to be much of a long term appeal to the game.

★★

Release	Region	Type	Code	Rar./Price	Notes
Jinsei Game for Dreamcast	JP	JPN	T-10301M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Jissen Pachislo Hissyouhou@Vpachi

NTSC-J exclusive

also known as 'Jissen Pachi-Slot: Hissshouhou@VPACHI: Kongdom'

実戦パチスロ必勝法! @VPACHI ~コングダム~



Publisher: Maxbet
Developer: Maxbet
Genre: Gambling
Series: both the 'Jissen Pachislo Hissyouhou' and '@Vpachi' series
Major License: based on the 'Kongom' machine
Useful Extras: Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A slot machine title that forms part of 2 long running series of similar games, and allowed players to redeem certain levels of winnings into real world prizes, which makes the very notion of a video game slot machine slightly less pointless. Of course, such prizes are long gone now, and the game is reduced to a mere curiosity for collectors. Based on a real life machine. www.dreamcastcollector.com has a superb overview of this title and some more information on it's background and the prize system.

★

Release	Region	Type	Code	Rar./Price	Notes
Jissen Pachislo Hissyouhou@Vpachi	JP	JPN	T-18801M	A 1 <input type="checkbox"/>	Some sources state that there is a 'standard' release of this game with a T-18802M code. I haven't been able to find any actual evidence of this in physical form, so have not listed it. The same sources state that the T-18801M release is actually the 'limited' release (I imagine a first print edition), but as this is the only release I've found, it's being classed as the standard edition.

1 versions, 1 JP

JoJo's Bizarre Adventure

NTSC-J, NTSC-U and PAL release

released in Japan as 'JoJo no Kimyouna Bouken' and also known as 'JoJo no Kimyou na Bouken Mirai e no Isan'

ジョジョの奇妙な冒険 未来への遺産

Publisher:	Capcom (Japan / NA) Capcom / Virgin Interactive (PAL)	Origin:	Japan
Developer:	Capcom	Year:	1999 J; 2000 NA / PAL
Genre:	2D Fighter	Also on:	ARC, PS1, PSN, XBLA
Major License:	JoJo's Bizarre Adventure (media franchise)		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players), Online features (for matching service release)		



2009 DCJY Poll: 100th 2013 DCJY Poll: 89th 2016 DCJY Poll: 155th

Based on the insanely popular Japanese manga, the game may look like standard arcade conversion 2D fighter fodder, but actually is far more diverse than that. Not only does it boast some variety (side scrolling sections, for instance), it also actually includes 2 arcade titles, JoJo's Venture and the enhanced Bizarre Adventure. The second game is not a sequel, so including the first will appeal to the completists out there, but doesn't serve a massive amount of purpose. The fighting itself is dependent on 'Stands', mystical allies to your fighters that act as symbiotic co-characters controlled by the main cast. What this amounts to is 2 on 2 gameplay to an extent, although you don't really control both independently, and the fighting is pretty standard Capcom fighting fare, with the addition of an 'easy control' mode where all specials are accomplished with one button. There's lots of in scene dialogue and it captures the bizarreness of the source material, but some familiarity with the manga is useful. The fighting isn't as focused as other Capcom fighters, but it's still a good fighter and fans of JoJo will be pleased. The later Japanese only Matching service release adds online play.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
JoJo no Kimyouna Bouken	JP	JPN	T-1205M	A 3 <input type="checkbox"/>	
JoJo no Kimyouna Bouken for matching service	JP	JPN-O	T-1231M	B 6 <input type="checkbox"/>	Re-release with enabled Capcom 'Matching service', slightly different cover, with expanded title in bottom left.
JoJo's Bizarre Adventure	NA	US	T-1206N	B 5 <input type="checkbox"/>	This US release has a White spine
JoJo's Bizarre Adventure	EU	E/F/G/I/S	T-7007D-50	A 5-6 <input type="checkbox"/>	PAL release has no 'Dreamcast' header
Le Bizarre Avventure Di JoJo	EU	I	T-7007D-13	B 6 <input type="checkbox"/>	Italian only release of 'JoJo's Bizarre Adventure'; Same disc as Euro disc. 5 versions, 1 NA, 2 J, 2 PAL

JRA PAT for Dreamcast

NTSC-J exclusive

Publisher:	SEGA	Origin:	Japan
Developer:	SEGA	Year:	2000 J
Genre:	Software	Also on:	Dreamcast exclusive
Major License:	Japan Racing Association (JRA)		
Useful Extras:	Online functions, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Don't expect another Horse racing breeding simulation with this one. JRA PAT for Dreamcast allowed users to place bets online, and it seems that you had to be a member or subscriber of the service to receive the discs. It was also published by Sega, despite 3 of the versions released not having SEGA codes. It's certainly an interesting collectors piece, but it's utterly useless if playing actual games is your thing.



★

Release	Region	Type	Code	Rar./Price	Notes
JRA PAT for Dreamcast v. 10	JP	JPN	T-42501M	C 3-5 <input type="checkbox"/>	JRA PAT for Dreamcast was released in
JRA PAT for Dreamcast v. 11	JP	JPN-O	T-42501M	C 3-5 <input type="checkbox"/>	3 different versions, with minimal
JRA PAT for Dreamcast v. 12	JP	JPN-O	T-42501M	C 3-5 <input type="checkbox"/>	differences. Volumes 10,11 and 12
JRA PAT for Dreamcast v.50 Home winners software	JP	JPN-O	HDR-0204	D 3-6 <input type="checkbox"/>	share the same cover, but can be identified by a code on the spine (V40L10, with 10 replaced by 11 or 12 depending on version). There's also a 4", far more rare version, v.50 Home Winners Software, which has a plain green cover and a gold disc. This version has a Sega code, but information about it is quite scarce.

4 versions, 4 JP

July

NTSC-J exclusive

ジュライ

Publisher: Fortyfive
Developer: Fortyfive
Genre: Adventure / Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1998 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A launch title for the DC in Japan, July is a dark, text heavy 'adventure' which has a good atmosphere and nicely drawn characters, but is a bit of a chore to play. The story revolves around a terrorist bombing and slowly uncovers the dastardly machinations of an evil corporation, which sounds great, but sadly it's all a bit linear and incomprehensible for those not fluent in Japanese – and for those who can deal with the large amount of text, it's not quite interesting enough to keep your attention.



Release	Region	Type	Code	Rar./Price	Notes
July	JP	JPN	T-35401M	A 1 <input type="checkbox"/>	

★★

1 versions, 1 JP

Kaen Seibo -The Virgin on Megiddo-

NTSC-J exclusive
sometimes referred to as 'Kaenseibo'
 火焰聖母 ~The Virgin on Megiddo~

Publisher: Kobi
Developer: Studio Line
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst Kaen Seibo is listed as a Visual Novel, it's a bit more than that. There's the usual high school romancing elements, but the plot, revolving around an intelligent city and a virus spreading around it's citizens causing spontaneous human combustion, is certainly interesting. And mixed in with the well designed artwork are semi-3D sections to walk around, items to pick up and a fair amount of variety in dialogue. The language barrier is of course an issue for some, but the mix of styles and intriguing storyline mark Kaen Seibo out as a game worth delving into a translation guide for.



Release	Region	Type	Code	Rar./Price	Notes
Kaen Seibo -The Virgin on Megiddo-	JP	JPN	T-42802M	A 1 <input type="checkbox"/>	
Kaen Seibo -The Virgin on Megiddo- Sofmap Edition	JP	JPN-O	T-42802M	C 4-6 <input type="checkbox"/>	The 'Sofmap edition' was a retailer exclusive (Sofmap are a Japanese Electronics retailer) with a cardboard slipcase over the game. It shares the same coding, but comes with trading cards, artbook and different artwork.

★★★

2 versions, 2 JP

Kaitou Apricot

NTSC-J exclusive
 怪盗アプリコット

Publisher: Takuyo
Developer: Takuyo
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PC, PS1, PS2, PSP

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's nothing too exciting about this visual novel from Takuyo. Playing the part of Anzu, the female protagonist, you switch between a normal high school life by day, and a thief at night. It sounds cool, but it soon descends into the usual romance visual novel style. Good artwork as always, as well as lots of Japanese text, but there are better examples of the genre out there on the DC.



Release	Region	Type	Code	Rar./Price	Notes
Kaitou Apricot	JP	JPN	T-37910M	A 1-2 <input type="checkbox"/>	

★★

1 versions, 1 JP

Kanon

NTSC-J exclusive

カノン



Publisher:	NEC Interchannel	Origin:	Japan
Developer:	Key	Year:	2000 J
Genre:	Visual Novel	Also on:	PC, PS2, PSP, AND, iOS
Major License:	Kanon (Anime, Manga and other forms of media)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The first release by noted genre masters Key, the DC version of Kanon tones down the adult content of the original PC version and adds full voice acting. The game is hugely popular in it's native country, and is one of the best selling visual novels ever released, but at it's heart it has the standard structure (romance 5 different girls, branching storylines that require multiple playthroughs to see all content, plenty of text to read through). Playing the part of Yuichi Aizawa, a high school student who is returning to a city that he hasn't visited for several years to live with an aunt and cousin, you go through the usual interactions with the female characters to build relationships to regain memories that you seem to have lost. As everything is in Japanese, a translation guide is a must for non-speakers, but the games immense popularity and multi-media offshoots point towards the quality of the game's story, which is widely regarded as excellent. If you want to dip your toes in the murky world of visual novels, you could do a lot worse than Kanon, and the artwork and audio is of a good quality throughout.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Kanon	JP	JPN	T-20105M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Kao the Kangaroo

NTSC-U and PAL release



Publisher:	Titus	Origin:	Poland
Developer:	X-Ray Interactive	Year:	2000 PAL; 2001 NA
Genre:	3D Platformer	Also on:	PC, GBA
Related titles:	Kao the Kangaroo round 2 (PC, XBOX, PS2, GC); Kao Challengers (PSP)		
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Polish developers X-Ray Interactive answer to Crash Bandicoot and Croc, sees yet another 'loveable' cartoon animal indulge in some platforming action. Kao's biggest problem initially is that it's a rather generic attempt at the genre, with the early levels in particular being rather basic. There's a bit of variety thrown in, with no less than 5 vehicles for Kao to control amongst the platform levels, and there's a decent assortment of enemy nasties, locations and boss levels, but there's never a single moment where you think the game has done anything unique. Throw in a few control issues and some unfortunate bugs, and you have a pretty average 3D platform title to add to the DC's library. It isn't a complete dud, and Kao himself is nicely animated and doesn't ever reach Bubsy levels of annoyance.

★★

Release	Region	Type	Code	Rar./Price	Notes
Kao the Kangaroo	NA	US	T-22903M	A 2-3 <input type="checkbox"/>	This US release has a Black spine
Kao the Kangaroo	EU	E/F/G/I/S	T-22902D-50	A 2 <input type="checkbox"/>	
Kao the Kangaroo (DEMO)	EU	EWLP	-	D 2-3 <input type="checkbox"/>	Disc codes: 950-0106-50/952-0100-50 This disc is a demo only, a rare occurrence for the White label releases as most are full games.
Kao the Kangaroo	EU	Ebc	-	C 2-3 <input type="checkbox"/>	This Ebc is one of the Promotional releases. The disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc. It seems that Kao the Kangaroo was released only as a loose disc, and not in packaging like most promo games.

4 versions, 1 NA, 3 PAL

Karous

NTSC-J exclusive
also known as 'Karasu'

カラス



Publisher: Milestone
Developer: Milestone
Genre: Shmup
Related titles: Radirgy (same style)
Useful Extras: VGA, Arcade Stick

Origin: Japan
Year: 2007 J
Also on: ARC, Wii

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Milestone tried to keep the DC flames burning long after the last flickering signs of life were meant to have died out on Sega's console, and their trio of DC shmups ended with Karous in 2007, one of the very final 'official' Sega pressed titles. Karous can be summed up, not completely unfairly, as 'Radirgy with a Darker colour scheme'. There's still a large amount of Japanese Text compared to standard shmups, the weapon scheme is very similar, with emphasis on close contact with the enemy fleet, whether by using the 'sword' attack or hovering over them and building up your combo, and the cell shaded graphics do indeed look like an inverse Radirgy, replacing the fresh, colourful Anime graphics with a far duller scheme. Enemy ships in particular are unremarkable. The emphasis on Tech in it's predecessor is replaced with an RPG-lite type experience, with each of your weapons (or shield) becoming more powerful the more you use it. It's a nice idea, but I was underwhelmed by it's use. It's also remarkably easy, not helped by your ships shield (which automatically comes up when you're not firing) being far too powerful. Karous failed to impress me, it's dour presentation and underwhelming gameplay leave it an unrewarding experience.

★★

Release	Region	Type	Code	Rar./Price	Notes
Karous	JP	JPN	T-47803M	A 6-7 <input type="checkbox"/>	Limited edition is a Sega Direct Limited edition. Comes with extra Phone card, although the case itself is identical. 2 versions, 2 JP
Karous	JP	JPN-L	T-47803M	B 6-7 <input type="checkbox"/>	

Kaze no Uta

NTSC-J exclusive

風ノ唄



Publisher: Rain Software
Developer: Milksoft
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, DVD

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Milksoft's only DC outing is a rather uneventful affair – a typical visual novel with all the elements you'd expect, and a plot which is a bit generic – involving returning to a town not visited for some time and involving forgotten memories and relationships with female characters. It's all rather unremarkable. Originally an Eroge title for the PC, the Dreamcast version takes out the adult content as usual and adds extra scenes and an extra CD. As usual, there's a significant language barrier for non Japanese speakers to overcome.

★★

Release	Region	Type	Code	Rar./Price	Notes
Kaze no Uta	JP	JPN	T-47501M	B 4-5 <input type="checkbox"/>	Comes in a larger box with fold out front and 2 discs.

1 versions, 1 JP

Kimiga Nozomu Eien

NTSC-J exclusive

also known as 'Kimi ga Nozomu Eien' more correctly, but labelled as 'Kimiga...' on spine

君が望む永遠



Publisher: Alchemist
Developer: Alchemist / Age
Genre: Visual Novel
Major License: Kimi ga Nozomu Eien (Anime series, OVA and other media forms)

Origin: Japan
Year: 2002 J
Also on: PC, PS2, GBA

Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another popular visual novel that spawned an Anime series and other media, Kimiga Nozomu Eien doesn't stray far from the typical genre approach, revolving around romantic relationships, branching storylines and the usual toned down adult content that the original PC title had. The plot revolves around a romance ended by an accident and the subsequent events that follow in the years after. The game is regarded highly, with a well received story, and the artwork as always is good looking, but unless you can understand the language, it's going to be tough getting much out of it.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Kimiga Nozomu Eien	JP	JPN	T-47101M	B 2 <input type="checkbox"/>	
Kimiga Nozomu Eien	JP	JPN-L	T-47102M	B 2 <input type="checkbox"/>	The Limited edition comes with a Calender (30,000 copies only) 2 versions, 2 JP

The King of Fighters '99 Evolution

NTSC-J and NTSC-U release

ザ・キング・オブ・ファイターズ '99 エバリューション

Publisher: SNK (Japan) / Agetec (NA)
Developer: SNK
Genre: 2D Fighter

Origin: Japan
Year: 2000 J; 2001 NA
Also on: ARC, NEO GEO, NGCD, PS1, PS2, PC, PSN, VC

Series: The King of Fighters

Useful Extras: Arcade stick, Dreamcast NGPC Link cable, a friend (1-2 players)

2009 DCJY Poll: 61st* 2013 DCJY Poll: 70th* 2016 DCJY Poll: 46th**

*with King of Fighters DM 99

** with all other KoF titles



The second KoF game on the Dreamcast, the 'real' King of Fighters 99 takes an altogether much darker tone than it's predecessors, from the artwork featuring new main protagonist K', to the moodier soundtrack and darker background design. It may not look that different than Dream match, but there's a few notable differences here. Gone is the option for 2 fighting styles, replaced by the ability to use a full power up gauge to bolster either defence (armor mode) or offence (counter mode). Perhaps more importantly, the teams now number 4 members, with the 4th member a 'striker'. The striker mode is similar to the extra characters in the Capcom versus series, as they will appear on command (although only for a limited number of times) to attack your opponent before jumping back out of the action. Being a 'proper' game in the series, rather than the mash up of Dream Match, the story mode is fleshed out and begins the NESTS series in the franchise, with an evil organisation out to clone warriors for their own means. New boss Krizalid is a typically tough one to beat, and the new character additions are generally favourable – and all the favourites are back again. There's little else, truth be told, different than the last game in the series. The graphics have been improved slightly, most notably in the backgrounds which now look really good and use 3D far better and at a better resolution. The soundtrack is awesome again, and the Japanese vocal work is also at it's usual high level. It's a bit too similar to DM'99 in gameplay, and the striker system doesn't receive universal acclaim, but it's another superb SNK 2D fighter. The US version features some censorship, and the Japanese version can be linked to the NGPC title to download extra strikers.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
The King of Fighters '99 Evolution	NA	US	T-44302N	B 3-4 <input type="checkbox"/>	This US release has a Black spine
The King of Fighters '99 Evolution	JP	JPN	T-3102M	A 1-2 <input type="checkbox"/>	
The King of Fighters '99 Evolution	JP	JPN-O	T-3109M	B 3 <input type="checkbox"/>	This is an SNK 'Best Buy' budget release, which has a different cover than the standard Japanese edition. 3 versions, 1 NA, 2 JP

The King of Fighters Dream Match 99

NTSC-J and NTSC-U release

ザ・キング・オブ・ファイターズ ドリーム・マッチ 1999

Publisher: SNK **Origin:** Japan
Developer: SNK **Year:** 1999 J / NA
Genre: 2D Fighter **Also on:** ARC, NEO GEO, NGCD, PS1, PS2, PC, PSN, VC, XBLA, iOS, AND



Series: The King of Fighters

Useful Extras: Arcade stick, Dreamcast NGPC Link cable, a friend (1-2 players)

2009 DCJY Poll: 61st* 2013 DCJY Poll: 70th* 2016 DCJY Poll: 46th**

*with King of Fighters '99 Evolution ** with all other KoF titles

Confusingly titled 'Dream Match 99', this release is actually a conversion of King of Fighters 98, and is the first of the long standing series to appear on the DC. Starting life as a way to pit various SNK fighters against each other, the series earned a considerable amount of respect and admiration on the Neo Geo for it's excellent 2D graphics and solid fighting engine, as well as being known for having large rosters of fighters. DM 99 carries all that over to the Dreamcast, but lacks the stories behind the characters due to the game, as the title may suggest, being a sort of 'best of' collection of fighters from past games. And there's plenty of characters to choose from, as the roster contains 38 fighters of various types. Battles are 3-on-3 (although you do have the option of single fighters), with a 'winner stays on' format, and the battles rely far more on good defence and more traditional attacking moves than many of Capcom's over the top 2d fighter antics, leading to a more tactical, close fighting game. The 2D artwork is excellent throughout, with fluid animation, and the backgrounds have a nice semi-3D effect whilst retaining the 2D detail, all with zero slowdown. The audio selection is also excellent. Dream Match 99 is an excellent title and one of the best 2D fighters on the DC.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
The King of Fighters – Dream Match 99	NA	US	T-3101N	A 2-3 <input type="checkbox"/>	This US release has a White spine
The King of Fighters – Dream Match 99	NA	BRA	197156	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers.
The King of Fighters – Dream Match 99	JP	JPN	T-3101M	A 1 <input type="checkbox"/>	
The King of Fighters – Dream Match 99	JP	JPN-D	T-3105M	B 1-2 <input type="checkbox"/>	Easily identifiable as it is one of the 6 Dorikore releases that has the White and Orange bordered cover.

4 versions, 2 NA, 2 JP

The King of Fighters 2000

NTSC-J exclusive

ザ・キング・オブ・ファイターズ 2000

Publisher: Playmore **Origin:** Japan
Developer: SNK / Playmore **Year:** 2002 J
Genre: 2D Fighter **Also on:** ARC, NEO GEO, PS2, PC, PSN



Series: The King of Fighters

Useful Extras: VGA, Arcade stick, a friend (1-2 players)

2009 DCJY Poll: 80th 2013 DCJY Poll: 76th 2016 DCJY Poll: 46th*

*with all other KoF titles

The final KoF game developed by SNK, it marks the first DC release published by Playmore after the SNK bankruptcy. It doesn't stray far from the template laid out by it's predecessors, with Evolutions striker system returning in a slightly altered form (you can call upon strikers at any point, and each character has an 'alternative' striker) and the usual large roster (36 characters in total), and most importantly it doesn't change the solid gameplay that defines the series. The usual high quality 2D artwork is present throughout, and it continues the story elements began with Evolution. Of all the entries in the series on the DC, 2000 is seen as a high point; an arcade perfect, feature rich title and one of SNK's last great fighters.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
The King of Fighters 2000	JP	JPN	T-47303M	A 2-3 <input type="checkbox"/>	
The King of Fighters 2000	JP	JPN-D	T-47303M	B 2-3 <input type="checkbox"/>	The King of Fighters 2000's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.

2 versions, 2 JP

The King of Fighters 2001

NTSC-J exclusive

ザ・キング・オブ・ファイターズ 2001

Publisher:	Playmore	Origin:	Japan / Korea
Developer:	Eolith / Playmore	Year:	2002 J
Genre:	2D Fighter	Also on:	ARC, NEO GEO, PS2, PC, PSN
Series:	The King of Fighters		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 95th* 2016 DCJY Poll: 46th**

*with KoF 2002 **with all other KoF titles

The King of Fighters 2001 has a reputation as the weakest of the series on the Dreamcast, but for the casual gamer the shortcomings of the game won't be immediately noticeable. Korean developers Eolith's first stab at the series is still a decent 2D fighter, but there are some obvious issues. The presentation is weak, for one, with an unattractive character selection screen, and the graphics and audio aren't as immediately attractive as it's predecessors. The controls also feel a little stiff – still playable, but they lack the complete precision you'd expect. The striker system returns, but this time you select 4 characters and can configure them as fighters and strikers whichever way you want – so 4 fighters and 0 strikers, to 1 fighter and 3 strikers. The more characters you have, the longer your power gauge. It's an unnecessary change to the system, and doesn't work all that well.

Any negatives to the game though have to be taken in context. This is still a great 2D fighter if you're not a diehard fan, the KoF style and approach are both still present, and most players will still get enjoyment out of the title.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
The King of Fighters 2001	JP	JPN	T-47304M	A 2-3 <input type="checkbox"/>	The King of Fighters 2001's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
The King of Fighters 2001	JP	JPN-D	T-47304M	B 2-3 <input type="checkbox"/>	

2 versions, 2 JP

The King of Fighters 2002

NTSC-J exclusive

ザ・キング・オブ・ファイターズ 2002

Publisher:	Playmore	Origin:	Japan / Korea
Developer:	Eolith / Playmore	Year:	2003 J
Genre:	2D Fighter	Also on:	ARC, NEO GEO, PS2, PC, PSN, XB
Series:	The King of Fighters		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		



2009 DCJY Poll: 50th 2013 DCJY Poll: 95th* 2016 DCJY Poll: 46th**

*with KoF 2001 **with all other KoF titles

A return to form after the slight dip that was 2001, King of Fighters 2002 returns to the non-story led format of Dream Match 99, taking away the story arc that had developed within the last few games, but returning with a 45 character roster of all the favourites from the series. The artwork is excellent, the unsightly menus from 2001 have gone, and I had no issues with the controls either. Perhaps most importantly, the striker system has now been removed, returning to the 3 on 3 format which the series made famous, and it is a welcome return. There's some extra content (other modes, gallery), but it's the 3 on 3 action that will always be the centre of attention. It looks and sounds great and plays superbly – but this is the 5th KoF on the DC, and the differences are probably not enough between the different titles to make the casual gamer want them all. As with all 3 of the Japanese only KoF releases, you don't need to know any Japanese to get into the game.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
The King of Fighters 2002	JP	JPN	T-47305M	A 3 <input type="checkbox"/>	The King of Fighters 2002's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
The King of Fighters 2002	JP	JPN-D	T-47305M	B 3 <input type="checkbox"/>	

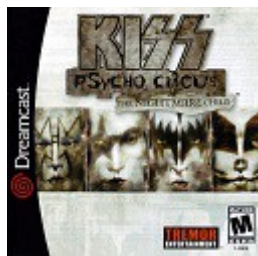
2 versions, 2 JP



Kiss Psycho Circus

NTSC-U and PAL release

full title is 'KISS Psycho Circus: The Nightmare Child'



Publisher:	Take-Two Interactive	Origin:	USA
Developer:	Tremor Entertainment	Year:	2000 NA; 2001 PAL
Genre:	First Person Shooter	Also on:	PC
Major License:	KISS Psycho Circus (Comic series); KISS (Band)		
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 184th

The DC had far too many average PC FPS titles released for it in its lifetime, whilst missing out on some of the genuine classics of the genre, and Kiss Psycho Circus is another example of a mid tier level PC game being stripped of its multiplayer and released on Sega's console. The backstory is quite frankly nonsense, but based on the Todd McFarlane comic of the same name as the game, it no doubt will please fans of the Kiss Army. For the rest of us, it's gothic/comic book/heavy metal crossover may sound good, but sadly is rather dull. Really, the whole game is rather generic. As it's a shooter in the Doom mould, there's plenty of enemies, but they're generally bland, like the Headless Spiders or fire spitting...things. There's a couple of cool ones, and the cackling laughing clowns with robotic spider legs are a genuine highlight. And where the hell is the rocking Kiss soundtrack? You get snippets of the bands songs, but the soundtrack is unremarkable metal-techno nonsense. It's another poor choice the developers made, along with the lack of multiplayer, no mouse/keyboard support, and restarting sections with no weapons selected after dying. It's all a bit of a mess, and when it's not a mess, it's all quite dull.

★★

Release	Region	Type	Code	Rar./Price	Notes
Kiss Psycho Circus	NA	US	T-41901N	A 2 <input type="checkbox"/>	This US release has a Black spine
Kiss Psycho Circus	EU	E/F/G	T-40506D-50	A 2 <input type="checkbox"/>	

2 versions, 1 NA, 1 PAL

Kita e – Photo Memories

NTSC-J exclusive

also known as 'Kita he – Photo Memories'

北へ。Photo Memories

北へ。フォトメモリーズ



Publisher:	Hudson Soft	Origin:	Japan
Developer:	Hudson Soft / Red	Year:	1999 J
Genre:	Visual Novel / Software	Also on:	Dreamcast exclusive
Related titles:	Kita e- White Illumination		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Rather than a full on sequel to Kita e – White Illumination, Photo Memories consists of a mini adventure which follows on from the story as well as profiles and galleries of all the girls from White Illumination. The mini adventure is a 5 day 'tour' of Hokkaido in which you can take photographs of your girlfriend, saving them to the VMU for posterity. It's limited in terms of interaction, and the entire disc can only really be recommended for those who played through the other title. As with White Illumination, the language barrier will be quite high for those who don't know Japanese, but, again like it's predecessor, there's a couple of complete walkthroughs online to help.

★★

Release	Region	Type	Code	Rar./Price	Notes
Kita e – Photo Memories	JP	JPN	T-14306M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Kita e – White Illumination

NTSC-J exclusive

also known as 'Kita he ~White Illumination~'

北へ。White Illumination



Publisher: Hudson Soft
Developer: Hudson Soft / Red
Genre: Visual Novel
Related titles: Kita e – Photo Memories
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The first in the Kita e series is a good looking visual novel release for the DC. The attractiveness comes from the slightly odd mixture of photographic backgrounds of the games setting (Sapporo in Hokkaido, the large northern island of the Japanese chain) overlaid by the usual well drawn 2d artwork. It works well, but as for the gameplay itself, it's your pretty standard relationship-building visual novel, where interacting with the various characters you'll meet will result in having to read through dialogue and make choices. There's a level of exploring in the game that many other genre examples don't have, but it's still a bit limited interaction wise. The story is your typical boy meets girls, boy wants love, boy needs to find love to 'win' the game type affair, but the setting is appealing enough and the writing solid enough to get enjoyment out of it. As always, a good translation guide is needed to understand proceedings if you can't understand the language.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Kita e – White Illumination	JP	JPN	T-14301M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Kitaihei Gold

NTSC-J exclusive

棋太平 G O L D



Publisher: NetVillage
Developer: SPS
Genre: Board Games
Useful Extras: VGA, Keyboard, a friend (1-2 players), Translation guide, Online features
Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Shogi games always make up a fair proportion of a consoles Japanese library, and Kitaihei Gold is another example of the popular chess-like game on the Dreamcast. It doesn't look too remarkable, and didn't sell in high quantities, and with a large language barrier in place with lots of Japanese text, it's hard to know much about the game. It appears to be compatible with the windows version of the game which would point towards online features. It didn't receive high praise upon release, and as it lacks some of the visual flair or extra features of other Shogi titles, this is probably only one for the hardcore shogi fan.

★

Release	Region	Type	Code	Rar./Price	Notes
Kitaihei Gold	JP	JPN	T-39801M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Kiteretsu Boy's Gangagan

NTSC-J exclusive

also known as 'Kiteretsuboy's Gangagan'

機天烈少年'S ガンガガン



Publisher: SEGA
Developer: SEGA
Genre: Action
Useful Extras: VGA, Microphone, Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Well, this is an odd one. Kiteretsu Boy's Gangagan is a mic-controlled RPG-battler type game that, due to the mic commands being in Japanese, is a bit of a mystery to many in the west. It seems like you control small toy like creatures in standard rooms in a house and get drawn into battles every so often, with the microphone acting as your attack against other... weird little toy creature things. Some of the characters are really out there – floating mouth with eyes between the teeth? I'm sure the game is a bit more enjoyable if you can work out what is going on, although judging by it's reception upon release and low number of copies sold, not a great deal more.

★

Release	Region	Type	Code	Rar./Price	Notes
Kiteretsu Boy's Gangagan	JP	JPN	HDR-0064	A 1 <input type="checkbox"/>	
Kiteretsu Boy's Gangagan	JP	JPN-L	HDR-0068	B 2-3 <input type="checkbox"/>	Limited edition comes with Microphone in an oversized box

2 versions, 2 JP

Konohana : True Report

NTSC-J exclusive

此花トゥルーリポート



Publisher: Success
Developer: Vridge
Genre: Visual Novel
Related titles: Konohana 2 (sequel)
Series: Konohana
Useful Extras: Translation guide
Origin: Japan
Year: 2001 J
Also on: PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Konohana series would go on to number 4 entries, including 2 solely on the PS2, but True Report was the one that started it. A supernatural visual novel, it's set in a high school, and sees the main protagonist, a newly arrived student, becoming embroiled in the mystery surrounding the murder of a teacher. The supernatural elements give the game a good atmosphere, and mixed with the murder mystery angle, adds up to a game which doesn't feel as generic as many others in the genre. The artwork is great, as is the audio, and whilst the language barrier is as always an issue for those unable to speak Japanese, the title was well received and one of the examples of the genre that warrants looking up a decent translation guide.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Konohana : True Report	JP	JPN	T-9905M	A 1 <input type="checkbox"/>	Comes with a trading card, of which there seems to be a random selection of.

1 versions, 1 JP

Konohana 2

NTSC-J exclusive

full title is 'Konohana 2: Todokanai Requiem'

此花2 ~届かないレクイエム~



Publisher:	Success	Origin:	Japan
Developer:	Vridge	Year:	2002 J
Genre:	Visual Novel	Also on:	PS2
Related titles:	Konohana : True Report (prequel)		
Series:	Konohana		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The sequel to True Report and second in the Konohana series doesn't stray far away from the template laid out by it's predecessor, but it continues the story by putting main characters Meguru and Miako back in the high school at the centre of the supernatural mystery in the first game where things, perhaps predictably, soon take a turn for towards the murderous once more. The artwork and audio is still of a high quality, the story is engrossing and it's still pretty much incomprehensible without a decent translation guide. Another high quality example of the genre on the Dreamcast.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Konohana 2	JP	JPN	T-9906M	A 1 <input type="checkbox"/>	Comes with a set of 3 cards.

1 versions, 1 JP

Kuon no Kizuna Sairinsyo

NTSC-J exclusive

also known as 'Kuon no Kizuna: Sairinshou'

久遠の絆 再臨詔



Publisher:	Fog	Origin:	Japan
Developer:	Fog	Year:	2000 J
Genre:	Visual Novel	Also on:	PS1, PS2, PSP, PC
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A visual novel with a dark, atmospheric feeling that deals with reincarnation, ancient gods and the possible destruction of the world. It's not your typical example of the genre on the DC, although the main character is still a high school student (aren't they always?). The artwork is excellent, as is the soundtrack, and the game, whilst borrowing many genre staples, is elevated by it's strong story. The language barrier is of course going to put off those who can't understand the language, and indeed there is a lot of text to read through here, so a translation guide is probably a good idea if you don't just want to stare at the pretty pictures. Well received at the time, it's another example of a good visual novel for the DC.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Kuon no Kizuna Sairinsyo	JP	JPN	T-36701M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

L.O.L. -Lack of Love-

NTSC-J exclusive

エル・オー・エル

ASCH



Publisher: ASCH
Developer: Love-de-Lic
Genre: RPG
Useful Extras: none

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: 93rd

2016 DCJY Poll: 113th

Up there with Rez and Cosmic Smash in the list of gaming experiences on the DC which transcend standard gameplay, L.O.L can best be described as an evolve-em-up in which you evolve your creature from a tiny egg through several stages of development and into a larger creature, with the help of a minimal design aesthetic. The several stages in the game are progressed through by helping or defeating various other creatures, in a variety of ways, whilst eating, urinating and evolving yourself to develop new skills. There's a background story involving a robotic army and a colonisation attempt, but there's zero language barrier present here, as everything is minimal to the extreme, with little direction as to how you proceed and a non-linear feel to things. The graphics are detailed and vary as you progress, mostly through the changes to scale as you increase in size, and the music is superb throughout – the entire game has a dream like feel to it as you explore and evolve and discover the various strange inhabitants of the world. The lack of focused direction may put some off, but the game wouldn't be as appealing if it went in that direction. It's unusual, fascinating and an experience everyone with a DC should live through.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
L.O.L. -Lack of Love-	JP	JPN	T-2106M	A 6	<input type="checkbox"/>

1 versions, 1 JP

Lake Masters Pro Dreamcast Plus

NTSC-J exclusive

レイクマスターズ PRO Dreamcast plus!

Publisher: Dazz
Developer: Dazz
Genre: Sport - Fishing
Series: Lake Masters
Useful Extras: VGA, Fishing controller, Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Dazz's addition to the DC's fishing library never made it outside of it's native Japan, which is a shame for those who wanted to get more use out of those fishing controllers. It's certainly not a carbon copy of Sega Bass fishing either, going down the more 'simulation' route, with multiple fishing spots in a variety of locations with plenty of lures and such to choose from. The graphics are presented with moving water effects and photographic backgrounds, a bit of an odd mix which doesn't quite work as well as other fishing titles. You have full 360 vision of the spots, but it never feels overly realistic. Fishing itself is quite simple, with the lure displayed in a window on the top left as you battle to land more fish, and controls are what you'd expect. Sadly, it's all a bit boring, even as an example for this genre, and whilst there's little issue with language barriers (there is a fair amount of Japanese text but common sense can get through most of it), it's just all a bit dull.

★★

Release	Region	Type	Code	Rar./Price	Notes
Lake Masters Pro Dreamcast Plus	JP	JPN	T-42401M	A 2	<input type="checkbox"/>

1 versions, 1 JP

Langrisser Millennium

NTSC-J exclusive

ラングリッサーミレニウム

Publisher: Masaya
Developer: NCS / Santa Entertainment
Genre: Tactical-RPG
Series: Langrisser
Useful Extras: Translation guide
Origin: Japan
Year: 1999 J
Also on: WSW



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The only DC entry in the long running Langrisser series of tactical RPG games, Langrisser Millennium never left Japan which is a shame as it's a genre that would have probably gone down well in the west. It plays out in real time as you battle your enemies, moving your characters around the map before entering full 3d battles. The fantasy medieval setting is nothing that hasn't been seen before, but the graphics are bright and well drawn throughout. There's a large amount of text, stats and the like throughout the game however, which is a real challenge for those who don't understand the language, and whilst the gameplay is obvious enough to muddle your way through with some trial and error, it will be without context of the story that is going on. Fans of tactical RPG's will get something out of the game, but everyone else won't be convinced.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Langrisser Millennium	JP	JPN	T-2501M	A 2	<input type="checkbox"/>

1 versions, 1 JP

The Last Blade 2

NTSC-J and NTSC-U release

full US title is 'The Last Blade 2 -Heart of the Samurai-'; Japanese spine reads 'Bakumatsuroman dai ni maku Gekka no Kenshi – Final Edition' and also known as 'Bakumatsu Roman Dainimaku Gekka no Kenshi -Final Edition' and other variations including more simply 'Gekka no Kenshi – Final edition'

幕末浪漫第二幕 月華の剣士 Final edition



Publisher: Agetec (NA); SNK (Japan)
Developer: Playmore (Japan - budget)
Genre: 2D Fighter
Origin: Japan
Year: 2000 J; 2001 NA
Also on: ARC, NEO GEO, NGCD, NGPC, PS2, PSN, VC

Related titles: The Last Blade (Arcade / Neo Geo)

Useful Extras: Arcade stick, a friend (1-2 players)

2009 DCJY Poll: 55th 2013 DCJY Poll: 69th 2016 DCJY Poll: 68th

Another SNK 2D fighter it may be, but The Last Blade 2, like it's predecessor, doesn't quite feel like most fighters out there. It's historical Japanese setting and inspiration gives it a sweepingly epic feel, helped by beautifully animated visuals and suitably fitting soundtrack. The fighting system can appear quite simple on the surface, but is in fact deep and intricate which rewards practise and experience rather than mindlessly bashing buttons. This can be somewhat off putting at first, as it can feel overly simplified, but with time it's qualities become evident. The stages are all beautifully designed, the characters are a mixed bag of fighting styles and the game as a whole is a more interesting diversion than most of it's genre compatriots. It can feel unbalanced at times, and the style and gameplay won't suit everyone, but it remains an excellent fighter. Released in the US, the Japanese versions are nevertheless just as playable as the story elements are not vital.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Bakumatsuroman dai ni maku Gekka no Kenshi – Final Edition	JP	JPN	T-3107M	A 4	<input type="checkbox"/>
Bakumatsuroman dai ni maku Gekka no Kenshi – Final Edition	JP	JPN-O	T-47301M	B 3-4	<input type="checkbox"/> This is the 'Best Buy' budget re-release by Playmore, which has a completely different art design compared to the original (released by SNK) The original design in Japan shared the black colour design with the US release of Last Blade 2, whilst the Playmore re-release features a mainly white design.
The Last Blade 2 -Heart of the Samurai-	NA	US	T-44305N	A 4-5	<input type="checkbox"/> This US release has a Black spine

3 versions, 1 NA, 2 JP

Last Hope

Indie release

ラスト ホープ

Publisher: RedSpotGames / NG:DEV.TEAM **Origin:** Germany
Developer: NG:DEV.TEAM **Year:** 2007 WW
Genre: Shmup **Also on:** NEO GEO, NGCD
Related titles: Last Hope Pink Bullets edition (revamped version)
Useful Extras: VGA, Arcade stick

2009 DCJY Poll: n/a 2013 DCJY Poll: 111th* 2016 DCJY Poll: n/a (8th in Indie)

*with Pink Bullets edition

German developers NG:DEV.TEAM have been one of the most important supporters of the post-life DC indie scene, and it all started with this one. As with their other games, this Neo Geo port revels in being both old school in it's looks and play, and having a difficulty level lying somewhere between insane and stupidly insane. Last Hope is a horizontal shooter, and in the best tradition of the genre, you acquire power ups to make your original weedy little ship into an all out craft of carnage. A 360 degree rotating orb can be picked up to soak up enemy projectiles, whilst weapons will soon be powerful enough to home in on enemies, and the game fulfils that primal desire to blow the hell out of everything on screen. The artwork throughout is of a high quality, and the stages, of which there are 6, vary from Geiger inspired space ports, aquatic landscapes to volcanic backgrounds. The only problem with any of this is that for most gamers, seeing anything other than the first stage, even on the easiest setting, will be nigh on impossible. The various levels of scrolling scenery are often confusing to navigate, leading to getting stuck on environmental elements, whilst enemy bullets will often be hard to see in the all too often hectic surroundings, and too fast too avoid even if you can see them. Checkpoints allow for a slightly less frustrating experience, but they are a little too spaced out. To the developers credit, they realised all this hence the improved 'Pink Bullets' release a couple of years later, but it does relegate this release to one only collectors will want to pick up.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Last Hope	WW	HBW	NGDTC-300J	A 3-4 <input type="checkbox"/>	Limited edition comes in 2 CD multi-pack, and with soundtrack and handwritten numbered spine. Independent unofficial release. 2 versions, 2 WW
Last Hope	WW	HBW-L	N/A	C 7 <input type="checkbox"/>	

Last Hope Pink Bullets Edition

Indie release

ラスト ホップ Pink Bullets

Publisher: NG:DEV.TEAM **Origin:** Germany
Developer: NG:DEV.TEAM **Year:** 2009 WW
Genre: Shmup **Also on:** NEO GEO
Related titles: Last Hope (original version)
Useful Extras: VGA, Arcade stick

2009 DCJY Poll:n/a 2013 DCJY Poll:111th* 2016 DCJY Poll:n/a (8th in Indie) *with original

Improved release of the original Last Hope and kudos to the developers for listening to feedback and making some much needed fixes. Your ship is more powerful than before, and the 'Pink Bullets' of the title refer to the improved visibility of enemy projectiles. It makes for a fairer game, and this time players may actually see the later stages and the excellent aesthetics they contain. The game is still tough, but for most players this is an improvement.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Last Hope Pink Bullets edition	WW	HBW	N/A	B 4-5 <input type="checkbox"/>	DVD case rather than the original CD (or Double CD) case. The original run of the game came in a pink DVD case, however it is also available with a black DVD case, but this is the only difference between them, as the inserts, discs and game content are identical, and therefore it is not being listed separately here. NG:DEV.TEAM re-released 3 of their titles in April 2016 in Jewel case form, as part of a bundle. Last Hope Pink Bullets was one of these titles, alongside Fast Striker and Gunlord. Limited to 333 copies (at least originally).
Last Hope Pink Bullets edition	WW	HBW-L	N/A	C 5 <input type="checkbox"/>	

2 versions, 2 WW



Legacy of Kain – Soul Reaver

NTSC-U and PAL release

sometimes known as 'Soul Reaver' or 'Soul Reaver – Legacy of Kain'



Publisher: Eidos
Developer: Crystal Dynamics/Nixxes Software
Genre: Action-Adventure
Series: Legacy of Kain
Useful Extras: VGA
Origin: USA / Netherlands
Year: 2000 NA / PAL
Also on: PC, PS1, PSN

2009 DCJY Poll: 43rd 2013 DCJY Poll: 39th 2016 DCJY Poll: 38th

The sequel to the well received 'Blood Omen – Legacy of Kain' had it's fair share of issues before it's initial release on the PS1 and PC, due mostly to the legal wrangling between Crystal Dynamics and Silicon Knights, developers of Blood Omen, but it's reputation as a gaming classic was already established by the time of it's release on the Dreamcast a year later. A third person action-adventure with a notably gothic, epic setting, Soul Reaver remains highly playable and one of the best examples of an often lacking genre on the console. You play the role of Raziel, vampire turned wraith who was cast out of Nosgoth by the games primary antagonist Kain centuries before, only to be revived by the elder gods in an attempt to counter Kain's destructive rule of the world. The game takes place on two 'planes', the spectral and material, and shifting between these is essential to making progress, as certain tasks and puzzles are only achievable in one or the other. The combat in the game is your standard hack and slash, but there's plenty of powers that Raziel learns as the game progresses. Even the basic combat is satisfying though, picking up enemies and throwing them into fire or water, or impaling them on spikes, never gets old. The game's story is excellent, helped by superb writing and dialogue, thanks in no small part to the talents of industry legend Amy Hennig (later of Uncharted fame), and the game is aesthetically superb with brooding graphics and excellent audio throughout. It's a deeply satisfying adventure, and one without any major flaws, although the games ending and repetitive nature of the combat are often cited as criticisms, as is the general lack of major upgrade to the PS1 and PC originals, none of these effect the enjoyment that can be gained from the game.

A sequel would be released on the PC and PS2 a year later, a title which originally had been planned for a DC release, but which was cancelled relatively early on.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Legacy of Kain – Soul Reaver	NA	US	T-36802N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Legacy of Kain – Soul Reaver	NA	BRA	197256	C 5-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover.
Legacy of Kain – Soul Reaver	EU	E	T-36803D-05	A 1-2 <input type="checkbox"/>	
Legacy of Kain – Soul Reaver	EU	S	T-36803D-06	B 2 <input type="checkbox"/>	
Legacy of Kain – Soul Reaver	EU	F	T-36803D-09	A 1-2 <input type="checkbox"/>	
Legacy of Kain – Soul Reaver	EU	I	T-36803D-13	B 2 <input type="checkbox"/>	
Legacy of Kain – Soul Reaver	EU	G	T-36803D-18	A 1-2 <input type="checkbox"/>	
Legacy of Kain – Soul Reaver	EU	D	T-36803D-47	B 2 <input type="checkbox"/>	Is also called 'Soul Reaver : Legacy of Kain', but the consensus for it's title is 'Legacy of Kain – Soul Reaver'. Each of the PAL releases of Legacy of Kain have different Discs and Instruction Booklets. One of the PAL releases which doesn't feature the 'Dreamcast' header on the front cover.
Soul Reaver	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0040-50/952-0038-50 Legacy of Kain Soul Reaver is often called 'Soul Reaver – Legacy of Kain', just to add to the confusion, and the White label is titled simply 'Soul Reaver' 9 versions, 2 NA, 7 PAL

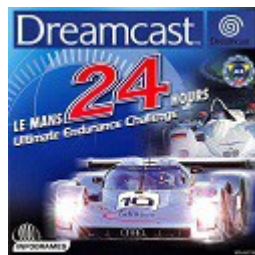
Le Mans 24 Hours

NTSC-J, NTSC-U and PAL release

released in the US as 'Test Drive Le Mans'; also known just as 'Le Mans'

ル・マン トゥエンティフォー アワーズ

Publisher:	SEGA (Japan) Infogrames (NA/PAL)	Origin:	Australia
Developer:	Melbourne House	Year:	2000 NA/PAL; 2001 J
Genre:	Racing	Also on:	PC, PS2
Major License:	Le Mans (racing circuit)		
Useful Extras:	VGA, Steering Wheel, a few friends (1-4 players)		



2009 DCJY Poll: 57th

2013 DCJY Poll: 50th

2016 DCJY Poll: 45th

When Infogrames published Le Mans 24 Hours for the PlayStation and PC in early 2000, it was met with middling reviews and a rather apathetic response from gamers. Fast forward a few months, and it was the time for the Dreamcast release of the title – but this was no average port of an average game. Melbourne House were given the task of creating this version, and rather than taking either of the originals and giving them a superficial improvement, the renowned Australian developers instead started afresh and in the process, created one of the very best DC titles. The game is neither Arcade or Simulation, but instead takes the same approach that Codemasters took with their TOCA series – Racing as a sport, with fun handling and exciting, close racing action. That won't appeal to all, but those who want Arcade thrills are well catered for, and there's always F355 challenge for the simulation orientated. There's 3 options for Car handling, from the basic which helps with all aspects, even Braking, to the expert which strips down the aids to a minimum, but regardless of the mode you choose, the racing is exciting from the off, with paint being traded between cars and close, competitive action throughout. You get to learn the handling quirks of each of the cars, the intricacies of each of the perfectly created circuits (including the eponymous Le Mans Circuit) and the competitive nature of your opponents, through the games many championships, with a variety of cars to unlock as you progress. There's the 24 hour race itself too – and yeah, that includes a recreation of the real 24 hour race, although it can be scaled down. As time passes by, the sun sets and rises with some beautiful lighting effects, and throughout the game, the graphics are gorgeous. With the game featuring weather effects too, it creates one of the greatest sights on the DC – a downpour at night is a sight to behold. The cars do sound a little 'weedy' and the music is forgettable, but neither detract from the aesthetic quality. It does just the right amount of everything – it's realistic without being boring or inaccessible, it's thrilling without being on rails, it's challenging without being unfair. There's depth in the track and car selection, as well as weather and time of day, so it will take some time to beat, not even taking into account the slightly less detailed multiplayer aspects. Le Mans isn't as original as MSR, or quite as Graphically astonishing as F355, but for out and out racing action Le Mans is king. One of the very best titles on Sega's little box of dreams. This release is not related to the Sega developed Le Mans 24 Model 3 arcade release.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
24 Heures du Mans:	EU	F	T-15111D-09	A 2-3 <input type="checkbox"/>	French language release of 'Le Mans 24 Hours'
Entrez dans la legende					
24 Horas de Le Mans:	EU	S	T-15111D-06	A 2-3 <input type="checkbox"/>	Spanish language release of 'Le Mans 24 Hours'
Entra en la leyenda					
La 24 Ore di Le Mans:	EU	I	T-15111D-13	A 2-3 <input type="checkbox"/>	Italian language release of 'Le Mans 24 Hours'
Entra nella leggenda					
Die 24 Stunden von Le	EU	G	T-15111D-18	A 2-3 <input type="checkbox"/>	German language release of 'Le Mans 24 Hours'
Mans: Erleben sie die Legende					
Le Mans 24 Hours	JP	JPN	HDR-0149	A 1 <input type="checkbox"/>	
Le Mans 24 Hours	EU	D/E	T-15111D-91	A 2-3 <input type="checkbox"/>	English and Dutch language release of 'Le Mans 24 Hours'. All versions of the PAL release of 'Le Mans 24 Hours' share the same disc, but different language related manuals.
Le Mans 24 Hours	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0109-50/952-0103-50
Test Drive Le Mans	NA	US	T-15123N	A 1 <input type="checkbox"/>	This US release has a Black spine

8 versions, 1 NA, 1 JP, 6 PAL

Leona's Tricky Adventures

Indie release

Publisher: KTX
Developer: KTX
Genre: Puzzle
Useful Extras: VGA, Mouse

Origin: Spain
Year: 2016 WW
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Spanish developers KTX had previous experience helping out Hucast games with Redux before launching a kickstarter for this puzzle-adventure title, so it was a bit surprising that said community funding attempt failed. It was even more surprising when the title was released anyway, albeit a couple of years later in 2016 – but this was a far more pleasant surprise, as spending any time with the game for fans of classic puzzlers will be an enjoyable experience. The puzzle element itself is another take on the classic Gem'X title, and is very similar to another DC indie release Fruit'Y. You have two screens of blocks and the aim is to change the blocks on one side to match the other. You do this by selecting a block to change with your cursor; the central point of this cursor changes the colour of the block 2 steps down the colour-change ladder, whilst the adjoining blocks change 1 colour down. You have a certain number of steps to match the screens, and whilst it all starts off quite easily, it soon starts to tax the brain a little more. The puzzle element alone is okay, but it's the adventure elements here that make the game stand out. Taking the form of a restricted path overworld, you move across the map unlocking new puzzles and progressing through the story. It's not Grandia II level adventuring, so don't approach this game expecting that, but it's an enjoyable enough trip through the world and when mixed with the puzzles makes for a pleasant experience. Graphics are retro in style (or 2D as they used to be called before everything had to be labelled 'retro') and the music is excellent, which just adds to the games appeal. It never got the attention it deserved upon release, but Leona is one of the better Indie releases for the DC, and definitely a worthy addition to any DC collection.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Leona's Tricky Adventures	WW	HBW	N/A	A 4 <input type="checkbox"/>	At the time of writing, still available for purchase from www.trickyleona.com 1 versions, 1 WW

Let's Make J-League Professional Soccer Club

NTSC-J exclusive

also known more properly as 'J.League Pro Soccer Club o Tsukurou!'

J リーグ プロサッカークラブをつくろう!
 J. LEAGUE プロサッカークラブをつくろう!

Publisher: SEGA
Developer: Smilebit
Genre: Sport - Football
Series: Let's Make J-League / Soccer Tsuku
Major License: J.League (Japanese professional soccer league)
Useful Extras: VGA, Keyboard, Online functions, Translation guide

Origin: Japan
Year: 1999 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Following on from 2 earlier Saturn titles, this is the first entry in the 'Let's Make' series on the DC, and sold especially well upon release in Japan, gaining critical applause at the same time. It's a football (soccer to our American friends) management title, but whilst the only western release in the genre, Giant Killers, went for a text heavy approach, Sega went down a far more visually appealing route. You create your team, colours, location and then hire and fire staff and players to succeed in the J-league, and away from just the tactical side of things, you have full control of your club, from ticket prices to stadium to concession stands etc. etc. The games play out in 3D highlights and look great. The only problem here is the inevitable one with the Japanese only DC titles – there's so much Japanese text included here that any sort of progress will require serious patience or trial and error unless you're fluent. It's a shame, as the game is actually pretty decent, although those wanting a management experience with the depth and realism of something like the Championship Manager / Football Manager series would perhaps find much of the game style over substance.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Make J-League Professional Soccer Club!	JP	JPN	HDR-0028	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Let's Make J-League Professional Soccer Club! -Saka-Tsuku special edition

NTSC-J exclusive

also known more properly as 'Soccer Tsuku Tokudaigou: J.League Pro Soccer Club o Tsukurou!'

サカつく特大号 J . L E A G U E プロサッカークラブをつくろう！



Publisher:	SEGA	Origin:	Japan
Developer:	Smilebit	Year:	2000 J
Genre:	Sport - Football	Also on:	Dreamcast exclusive
Series:	Let's Make J-League / Soccer Tsuku		
Major License:	J.League (Japanese professional soccer league)		
Useful Extras:	VGA, Keyboard, Online functions, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

My lack of Japanese knowledge can be an issue at times, and this is one of those. This later release and apparent 'special edition' appears to be virtually identical to the original release of the game, with the only difference being new packaging. From what I can tell, the game is near enough identical other than new soundtrack and menu screens, and a couple of minor differences in game (the club secretary selection early on in a game has different ladies to choose from, the kit choice is also slightly different). This game has, as far as I know, always been listed as a separate release from the first DC entry in this series, so it remains the case here, but unless I'm missing something... this is not a different game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Make J-League Professional Soccer Club! -Saka-Tsuku special edition	JP	JPN	HDR-0126	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Let's Make J-League Professional Soccer Club 2

NTSC-J exclusive

also known more properly as 'Soccer Tsuku Tokudaigou 2: J.League Pro Soccer Club o Tsukurou!'

サカつく特大号 2 J . L E A G U E プロサッカークラブをつくろう！



Publisher:	SEGA	Origin:	Japan
Developer:	Smilebit	Year:	2001 J
Genre:	Sport - Football	Also on:	Dreamcast exclusive
Series:	Let's Make J-League / Soccer Tsuku		
Major License:	J.League (Japanese professional soccer league)		
Useful Extras:	VGA, Keyboard, Online functions, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A proper 'sequel' to the first of Sega's 'Let's Make' football management titles, there's no revolution in game design here, as for much of the title, it's very familiar to anyone who played the first. But, this is a genre that revels in yearly updates, tweaking aspects of the game, adding more up to date information and making slight changes to make a better game – and such is the case here. There's more options, more tactical choices, and a slight graphical facelift on offer, but underneath this the core game hasn't changed massively. The language barrier is still just as high as before too.

The series would never leave Japan until the 2006 PS2 title 'Let's Make a Soccer Team!', a mainstay of bargain buckets in game stores throughout the UK for many years.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Make J-League Professional Soccer Club! 2	JP	JPN	HDR-0183	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Let's Make Japanese Professional Baseball Team!

NTSC-J exclusive

also known as 'Pro Yakyu Team Wo Tsukurou!' and is called such on spine

プロ野球チームをつくろう!

Publisher: SEGA **Origin:** Japan
Developer: SEGA R&D #6 **Year:** 1999 J
Genre: Sport - Baseball **Also on:** Dreamcast exclusive
Series: Let's Make Baseball / Pro Yakyu Team
Major License: NPB (Japanese professional Baseball)
Useful Extras: VGA, Keyboard, a friend (1-2 players), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another entry in Sega's 'Let's Make' series, like the J-League soccer game, this allows you to make and manage a Baseball team to take on the best in Japan, all with some rather odd looking 'cute' animated characters and visuals that have a striking similarity to South Parks view of Canadians. There is a lot of Japanese text throughout the game, which makes playing it a bit of a chore for those of us unable to understand what is going on, but the game was well received upon release and sold well.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Make Japanese Professional Baseball Team!	JP	JPN	HDR-0022	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Let's Make More Japanese Professional Baseball Team!

NTSC-J exclusive

also known as 'Motto Yakyu Team Wo Tsukurou!' and is called such on spine

もっとプロ野球チームをつくろう!

Publisher: SEGA **Origin:** Japan
Developer: Smilebit **Year:** 2000 J
Genre: Sport - Baseball **Also on:** Dreamcast exclusive
Series: Let's Make Baseball / Pro Yakyu Team
Major License: NPB (Japanese professional Baseball)
Useful Extras: VGA, Keyboard, a friend (1-2 players), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The title says it all. A sequel to 'Let's Make Japanese Professional Baseball Team!' which doesn't reinvent the wheel. More of the same here, and just as difficult to understand unless you're fluent in Japanese. Still, well received upon release.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Make More Japanese Professional Baseball Team!	JP	JPN	HDR-0092	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Let's Make Japanese Professional Baseball Team and Play Ball!

NTSC-J exclusive

also known as 'Pro Yakyu Team Wo Tsukurou! & Asobou!'

プロ野球チームをつくろう! & あそぼう!

Publisher: SEGA **Origin:** Japan
Developer: Smilebit **Year:** 2001 J
Genre: Sport - Baseball **Also on:** Dreamcast exclusive
Series: Let's Make Baseball / Pro Yakyu Team
Major License: NPB (Japanese professional Baseball)
Useful Extras: VGA, Keyboard, a friend (1-2 players), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The inevitable conclusion to Sega's 'Let's Make' series of Baseball games, this combines the 'making' titles where creation is the central premise, with the 'playing' titles, with somewhat obvious results. As both series of games were popular in Japan, it will come as no surprise that this title was to. It'll also come as no surprise that the language barrier here is quite high.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Make Japanese Professional Baseball Team and Play Ball!	JP	JPN	HDR-0173	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Let's Play with Japanese Professional Baseball Team on Net!

NTSC-J exclusive

also known as 'Pro Yakyu Team De Asobounet!' and is called such on spine
プロ野球チームであそぼうネット!



Publisher:	SEGA	Origin:	Japan
Developer:	Smilebit	Year:	2000 J
Genre:	Sport - Baseball	Also on:	Dreamcast exclusive
Series:	Let's Make Baseball / Pro Yakyu Team		
Major License:	NPB (Japanese professional Baseball)		
Useful Extras:	VGA, Keyboard, a friend (1-2 players), Online functions, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Follow up to the first 'Let's Play' Baseball title on the Dreamcast, this time the central appeal is in online play. In single player content it doesn't differ much from the first title, and sadly the online aspect is now long gone, but it was well received and sold well in Japan upon release. As usual, large amounts of Japanese text await anyone trying to play the game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Play with Japanese Professional Baseball Team on Net!	JP	JPN	HDR-0091	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Let's Play with Japanese Professional Baseball Team!

NTSC-J exclusive

also known as 'Pro Yakyu Team De Asobou!' and is called such on spine
プロ野球チームであそぼう!



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA R&D #6	Year:	1999 J
Genre:	Sport - Baseball	Also on:	Dreamcast exclusive
Series:	Let's Make Baseball / Pro Yakyu Team		
Major License:	NPB (Japanese professional Baseball)		
Useful Extras:	VGA, Keyboard, a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The same big-headed characters and slightly comical looking presentation as Sega's 'Let's Make Japanese Professional Baseball Team!' awaits you in this game, but this time rather than simply making a team, you get to play the sport too. There's still tons of Japanese text to deal with, and this presents the usual language barrier for those who are not fluent, however the rules of Baseball are simple enough for those familiar with the sport to clumsily make their way through. It's aged a bit now, but is not a terrible game and as it's very cheap is worth a pick up if the subject matter, and some trial and error, appeals to you.

I'll address the fact that the 5 baseball and 3 soccer titles in Sega's 'Let's Make' series are listed in this guide under their understandable English translations, rather than their direct translations from the original, mainly as I am anticipating some negative feedback. I've always listed these games under 'Let's', mainly due to the fact that this is the easier way of describing them in English and how any English translation would, probably, of been dealt with at the time. It also allows all the games to be grouped together in the guide, making collecting of the titles a little easier. I am aware, however, that by the rules laid out in the rest of this guide, these titles should variously of been listed under their spine translated titles, which are the titles these games should also be referred to as correctly.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Let's Play with Japanese Professional Baseball Team!	JP	JPN	HDR-0027	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Looney Tunes Space Race

NTSC-U and PAL release

Publisher: Infogrames
Developer: Melbourne House
Genre: Racing
Major License: Looney Tunes (Cartoon studio)
Useful Extras: VGA, Steering wheel, a few friends (1-4 players)
Origin: Australia
Year: 2000 NA / PAL
Also on: PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: 94th 2016 DCJY Poll: 76th

Just when you thought the DC had it's share of classic animated themed kart racers, Looney Tunes comes along armed with an anvil to drop on to it's rivals. Melbourne House clearly stocked up on their supplies of ACME products, because this game is chock full of them. A simple kart racer at heart, you control all your favourites on high powered rocket karts, through some awesome looking tracks, whilst trying to avoid an endless supply of 'gags' thrown at you. It's graphically amazing, looking just like a classic cartoon, with superb animation and backgrounds that take on a film-like quality. Handling is good, but dropping off the side of the raised tracks is frequent. The gags (falling elephants and pianos, sucker punches, portable holes) are fun, but tough to avoid, and too frequent. It makes the game less skill based, as you're basically never assured of a win with the constant hits. Depth comes more from nostalgia than actual modes, lacking as it does a decent championship option. If more focused, with toned down gags, it would have been a much better game – as it is Looney Tunes remains a playable, if frustrating, kart racer with exceptional looks.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Looney Tunes : Space Race	NA	US	T-15116N	A 2-3 <input type="checkbox"/>	This US release has a Black spine
Looney Tunes : Space Race	EU	E	T-15108D-05	A 3 <input type="checkbox"/>	
Looney Tunes : Space Race	EU	F	T-15108D-09	A 3 <input type="checkbox"/>	
Looney Tunes : Space Race	EU	I/S	T-15108D-60	A 3 <input type="checkbox"/>	
Looney Tunes : Space Race	EU	D/G	T-15108D-82	A 3 <input type="checkbox"/>	The 4 versions of Looney Tunes share the same disc but have different Instruction Booklets.
Looney Tunes : Space Race	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0110-50/952-0104-50

6 versions, 1 NA, 5 PAL

The Lost Golem

NTSC-J exclusive

also known as 'Golem No Maigo'; English on spine is 'The Lost Golem'

ゴーレムのまいご

Publisher: CaramelPot
Developer: CaramelPot
Genre: Puzzle
Useful Extras: VGA, Keyboard, a friend (1-2 players), Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: 179th 2016 DCJY Poll: 169th

The only game put out by CaramelPot and the work, mostly, of a single man, The Lost Golem (or it's more correct title of 'Golem no Maigo') is often described as a hidden gem of the DC, a simple but impressive little puzzler that sold minimal copies but has a certain amount of minimalist charm to it. The simple premise of the game is that you control a rock golem who must guide a somewhat befuddled king to the exit of each stage by clearing the way. Easy enough you may say – but the king will turn in the next possible direction whenever he hits a wall, and it is your job to move these walls around to make his path easier, and to allow all walls to be connected to the red wall on each stage at the end of the level. There's some other elements that get added as the game progresses, holes, enemies and the like, and it's not long before the levels will start taxing the grey matter. The game has a 2 player mode and a create a level mode, to go along with the 100 or so levels, so has plenty of depth, and the basic visuals and audio have a certain retro charm to them nowadays. It's all in Japanese, but a bit of basic common sense will see you through most of the game. It's not a revolutionary puzzle title, but it's a charming, interesting little game that is worth a play through.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
The Lost Golem	JP	JPN	T-41501M	B 5 <input type="checkbox"/>	

1 versions, 1 JP

Love Hina -Smile Again-

NTSC-J exclusive

ラブひな ~スマイル アゲイン~

Publisher:	SEGA	Origin:	Japan
Developer:	SEGA	Year:	2001 J
Genre:	Adventure	Also on:	Dreamcast exclusive
Related titles:	Love Hina -Totsuzen no Engeji Happening-		
Major License:	Love Hina (Manga / Anime)		
Useful Extras:	VGA, Translation guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The second game based on the Love Hina series, and not much of a divergence from the first in the way the game plays, although this time around there's a whole new story to enjoy. It's another title that will please fans of the franchise, but carries on most of the themes and gameplay aspects of the first, so expect another high level of text to read through, a gameplay system that relies on an element of luck to progress the storyline, and plenty of fan service. And just like the first, the use of a translation guide is a must if you aren't fluent. Following on from the first game, this release also comes with a veritable treasure trove of extra goodies in the oversized box, which makes it a desirable item from a collectors point of view at least.

★★

Release	Region	Type	Code	Rar./Price	Notes
Love Hina -Smile Again-	JP	JPN	HDR-0139	B 3 <input type="checkbox"/>	Only release for Love Hina -Smile Again- is a 'deluxe' oversized box edition which includes a multitude of extras, including a Hot Springs Turtle, towel, Bowl, Chopsticks, Phone Charms, and other assorted random Japanese goodness! <i>1 versions, 1 JP</i>

Love Hina -Totsuzen no Engeji Happening-

NTSC-J exclusive

ラブひな 突然のエンゲージ・ハプニング

Publisher:	SEGA	Origin:	Japan
Developer:	SEGA	Year:	2000 J
Genre:	Adventure	Also on:	Dreamcast exclusive
Related titles:	Love Hina -Smile Again-		
Major License:	Love Hina (Manga / Anime)		
Useful Extras:	VGA, Translation guide, Keyboard		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Love Hina was a hugely popular Manga turned anime series that was around at about the same time as the DC, so a game on Sega's console, published by Sega themselves no less, is not surprising. Whilst it may appear at first glance to be just another visual novel, it actually takes the form of an isometric adventure with some visual novel elements. The game centres around the main character of the Manga, Keitaro, and like the source material, sees his adventures as he manages a girls only dorm whilst studying to enter university. Despite the isometric elements, it's pretty much what you'd expect, with the usual genre themes of these types of games (and by that I mean lots of interactions with characters of the female persuasion), an aspect of luck as the story progresses on a 'lucky roulette' basis, and a sky high language barrier for those not fluent. A good guide is a necessity here, but as the series received an English translation and received a good reception from manga and anime fans in the west, there may well be some who wish to play a generally regarded decent adventure, especially for the fan service. The game is also notable from a collectors point of view for its limited editions ridiculous sized box and the extra items inside. No joke – this box is huge, and the plush turtle toy itself is pretty cool. Er, if you like that sort of thing.

★★

Release	Region	Type	Code	Rar./Price	Notes
Love Hina -Totsuzen no Engeji Happening-	JP	JPN	HDR-0102	A 1 <input type="checkbox"/>	
Love Hina -Totsuzen no Engeji Happening-	JP	JPN-L	HDR-0112	B 3 <input type="checkbox"/>	Limited edition comes in a very large oversized box and contains a Clock, Plush Turtle toy, towel and yet more Japanese extra goodness.

2 versions, 2 JP

Maboroshi Tsukiyo

NTSC-J exclusive

named 'Maborosi Tukiyo' on spine

まぼろし月夜



Publisher: SIMS
Developer: SIMS
Genre: Visual Novel
Useful Extras: VGA, VMU mini games, Translation guide
Origin: Japan
Year: 1999 J
Also on: PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another visual novel release that may have passed many by, Maboroshi Tsukiyo tells the tale of Takashi Tanaka who encounters the ghost of a girl and his adventures and interactions that come after. It follows the usual routine of other examples of the genre, with little action other than choosing between dialogue choices, and multiple endings depending on the route taken. There's the usual smattering of extras and fully voiced acted characters, and it was well received upon release, no doubt thanks to the supernatural elements and solid artwork. As always, lots of Japanese text will be the biggest barrier to enjoying the game if you're not fluent.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Maboroshi Tsukiyo	JP	JPN	T-4401M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Macross M3

NTSC-J exclusive

マクロス M3



Publisher: Shoeisha
Developer: Shoeisha
Genre: Action
Major License: Macross (Anime franchise)
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The massively popular Macross series comes to the Dreamcast for it's only appearance on the console, and one that never left Japan. Taking the form of an arcade shooter spread across 18 stages, you pick a pilot and a mecha fighter as you lead the UN Spacy's fight against rogue Zentradi terrorists. The games plot and story elements, of which there is a large amount, are all displayed in Japanese text, which will be an issue for those who can't understand the language, but the gameplay itself needs no translation, with plenty of English text. Sadly, the gameplay isn't that great, revolving around repetitive action sequences and slightly wooden controls, which is a shame as it certainly looks the part.

★★

Release	Region	Type	Code	Rar./Price	Notes
Macross M3	JP	JPN	T-21501M	A 2 <input type="checkbox"/>	
Macross M3	JP	JPN-L	T-21502M	A 4 <input type="checkbox"/>	

The Limited edition comes in an oversized box with a bonus trading card.
 2 versions, 2 JP

MagForce Racing

NTSC-U and PAL release

Publisher: Crave
Developer: VCC Entertainment
Genre: Racing
Useful Extras: VGA, Steering wheel, a few friends (1-4 players)
Origin: Germany
Year: 2000 NA / PAL
Also on: PC, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Taking obvious inspiration from Wipeout and F-Zero, MagForce Racing could have been the DC's futuristic racer to rule them all, but sadly, it falls somewhat short. It's rather bland design and generic techno soundtrack hint at the averageness, and the pods in the game are unsatisfying to drive – twitchy at low speeds especially, they don't look great and the gimmicky 'magnets' that allow driving on the ceiling add little to the game. There are some good track designs, the later Tron-inspired 'Holodrome' a notable stand out, but everything about MagForce shouts 'Average'. Playable, just not very exciting.

★★

Release	Region	Type	Code	Rar./Price	Notes
MagForce Racing	NA	US	T-40208N	A 1-2 <input type="checkbox"/>	
MagForce Racing	EU	E/F/G/I/S	T-40207D-50	A 2 <input type="checkbox"/>	

2 versions, 1 NA, 1 PAL



Magic: The Gathering

NTSC-J exclusive

マジック・ザ・ギャザリング

Publisher: SEGA
Developer: Alfa System
Genre: Card Game
Major License: Magic: The Gathering (Trading card game)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Trading card games are not all that common on the DC, which is somewhat surprising, but one of the biggest names did see a Dreamcast release, albeit restricted to Japan only and one which can be somewhat pricey to come by. Magic: The Gathering retains an intensely dedicated following to this day, but this 2001 release is based off the Classic sixth edition and expansion sets Alliances and Tempest, as well as featuring cards that never had a physical version, due to video game friendly attributes that would be impossible in 'real life'. The game takes place around the town of Magic Heart and it's neighbouring environs, each one of which is focused on one of the five colours of cards in the game. Those familiar with Magic may be able to make out what is going on without knowledge of the language, as there is English voice overs and the core of the game is the same, but there is a fairly large amount of text to overcome.

As the above may point to, I have no knowledge of Magic in the slightest, so my own experience of the game is limited. For newcomers, the added complexity of Japanese text will make it a vertical learning curve that is tough to overcome, but Magic fans tend to get on much better with the game, and it's popularity on the second hand market points towards a positive reception the game gets.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Magic: The Gathering	JP	JPN	HDR-0116	A 4-5 <input type="checkbox"/>	

1 versions, 1 JP

Ma-Gi : Marginal

NTSC-J exclusive

also known as 'Merge: Marginal' and simply 'Marginal', which is the title on the spine

マージ ~MARGINAL~

Publisher: Princess Soft
Developer: Princess Soft / Actress
Genre: Visual Novel
Useful Extras: Translation guide

Origin: Japan
Year: 2003 J
Also on: PC, PS2, DVD, iOS



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Another Princess Soft visual novel for the Dreamcast, and it will come as no surprise what awaits you here. When the protagonists grandfather is near death, he gives our hero a key to a house in a village which he thinks is abandoned, only to be confronted with the apparently all too common event of the house being occupied by a group of females.. The game is your usual romance novel, with limited interactions with the 6 heroines in the game, and a plot line which involves animal spirits, love and sanitised DC versions of risqué hentai shots. It's all a bit average, with the nice artwork and soundtrack the only real redeeming features. Lots of Japanese text too, of course.

The DC version does include some extra scenarios, but it's appeal to collectors is somewhat limited due to not having any limited edition release.

★★

Release	Region	Type	Code	Rar./Price	Notes
Ma-Gi : Marginal	JP	JPN	T-46514M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Mahjong Taikai 2 Special

NTSC-J exclusive

麻雀大会 II Special



Publisher:	KOEI	Origin:	Japan
Developer:	KOEI	Year:	1999 J
Genre:	Mahjong	Also on:	PC, PS1, SAT
Series:	Mahjong Taikai		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A slightly odd one this release from Koei, which had already seen a release on the Saturn (and other platforms), and whose principle purpose is to facilitate that much desired dream of playing Mahjong against famous figures of history and legend. Who doesn't want to play Mahjong against Napoleon after all? Away from the slightly bizarre concept, it's pretty standard stuff as far as the recreation and implementation of Mahjong goes, and does nothing wrong technically. It won't win any awards for graphical or auditory excellence, but for a single player experience it does the job well enough. Knowledge of Japanese and Mahjong itself are pretty obviously essential.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Mahjong Taikai 2 Special	JP	JPN	T-7601M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP



Majo no Ochakai

NTSC-J exclusive

also known as 'Majo no Ocha Kai' or 'Majyo no Otya Kai'

魔女のお茶会



Publisher:	NEC Interchannel	Origin:	Japan
Developer:	Front Wing	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, DVD
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A visual novel release on the DC that is ported from a PC title with a fair amount of adult content, sanitised somewhat for the console release. Takes the standard visual novel approach of lots of text and little interaction. Taking the role of a high school boy, you meet a pair of witches with the expected results that this genre throws up. There's a story here about the world of magic being separated from the normal world, and a hope they can come together, but I think it's fair to say this isn't Harry Potter. As it is, it's a standard genre title with average reception at the time that won't win over those not convinced by visual novels.

★★

Release	Region	Type	Code	Rar./Price	Notes
Majo no Ochakai	JP	JPN	T-20124M	B 2-3 <input type="checkbox"/>	The standard edition, which doesn't come in the oversized box of the Limited edition.
Majo no Ochakai	JP	JPN-L	T-20126M	B 3-4 <input type="checkbox"/>	Limited edition comes in an oversized box with bonus drama CD and phone strap. (10,000 pieces)

2 versions, 2 JP



Maken X

NTSC-J, NTSC-U and PAL release

魔剣 X



Publisher:	Atlus (Japan); SEGA (NA/PAL)	Origin:	Japan
Developer:	Atlus	Year:	1999 J; 2000 NA/PAL
Genre:	First Person Shooter	Also on:	Dreamcast exclusive
Related titles:	Maken Shao: Demon Sword (PS2 only remake)		
Useful Extras:	VGA		

2009 DCJY Poll: n/a

2013 DCJY Poll: 80th

2016 DCJY Poll: 89th

One of the most stylish games on the DC, Maken X looks great and has a unique gameplay system that revolves around close-quarters sword based gameplay and brain-jacking, the ability to take control of different characters. The Maken of the title is a sentient sword, and the plot revolves around a conflict between a crime syndicate and the Blademasters, and their role in a political crisis engulfing this near future Earth. The plot is your typical cyber sci-fi fare, but it's interesting enough to keep your attention, although the western translations of the original Japanese leave something to be desired. Gameplay is first person in nature, but it's not quite 'Quake with Swords' – the addition of brain-jacking reveals different abilities for different characters which mixes things up a little, but the basic gameplay is quite repetitive and focuses on up-close fighting. Graphics and audio are good, and it has the stylish neo-futurist look that Atlus does so well, but it can look a little clinical at times. It's interesting gameplay and style make Maken X worth a playthrough, but it doesn't have the immediate gratification of an FPS game and it's a bit too linear to be a true adventure.

The Western release was somewhat sanitised compared to the Japanese release due to Nazi-inspired design elements that would not have been easy to justify in the West. As far as gameplay goes, however, there is no difference.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Maken X	NA	US	51050	A 2 <input type="checkbox"/>	This US release has a White spine
Maken X	JP	JPN	T-14401M	A 1 <input type="checkbox"/>	
Maken X	EU	E/F/G/S/i	MK-51050-50	A 2-3 <input type="checkbox"/>	Maken X includes Italian instructions in the booklet, but not on the rear cover.
Maken X	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0070-50/952-0065-50 4 versions, 1 NA, 1 JP, 2 PAL

Maqiu pai

Indie release



Publisher:	GOAT Store	Origin:	France
Developer:	JMD	Year:	2005 WW
Genre:	Puzzle / Mahjong	Also on:	Dreamcast exclusive
Useful Extras:	VGA		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Arcade style Mahjong title where the aim is to remove tiles in a puzzle format. Rather than a full blown mahjong game, it takes its inspiration from Mahjong Solitaire (or Shanghai as it's often known), which perhaps points more towards the games format for those unfamiliar with Mahjong. There's 2 modes, the main challenge mode progresses through increasingly tougher puzzles whilst the time attack allows you to best your own times. It's simple presentation may put off some, with simple graphics (although with varying tile-sets) but pleasant enough Eastern sounding music, but since when have Puzzle games been an audio-visual masterpiece? It can be tough to get through the later stages, where the use of the power tile (allowing you to remove one of the unmatching tiles and it's partner) becomes necessary, and the time can soon start ticking down, but it's a pleasant enough way to spend an afternoon and can be quite engrossing.

Maqiu pai was one of the earlier Indie releases, handled by GOAT store, and saw its origins in the Dream On contest which aimed to bring more Indie titles to the system. Cool Herders and Alice Dreams Tournament can both trace their origins back to the contest as well.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Maqiu pai	WW	HBW	NA014	A 2 <input type="checkbox"/>	At the time of writing, new copies are still available from www.Goatstore.com 1 versions, 1 WW

Marionette Company

NTSC-J exclusive

マリオネットカンパニー

Publisher: Micro Cabin
Developer: Micro Cabin
Genre: Visual Novel
Related titles: Marionette Company 2 (sequel)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: PC, PS1, PSN

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Visual novel with a sci-fi twist, as the plot revolves around the 'Marionette', a broken android girl that you find down an alleyway crying from a cardboard box, and your subsequent journey into repairing her both physically and 'emotionally', imparting a sense of humanity into her. The story is certainly a little different than the generic high school romance novel, but ultimately, the game still proceeds as you'd expect, with lots of text to read through and limited interaction. Another game where a translation guide will be very welcome indeed. If you want a visual novel with a different sort of feel, this could be a good choice. Nice aesthetics as well.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Marionette Company	JP	JPN	T-5202M	A 1 <input type="checkbox"/>	
Marionette Company	JP	JPN-L	T-5201M	B 2-3 <input type="checkbox"/>	with 4 transparent cards. Red oval cover 2 versions, 2 JP



Marionette Company 2

NTSC-J exclusive

マリオネットカンパニー 2

Publisher: Micro Cabin
Developer: Micro Cabin
Genre: Visual Novel
Related titles: Marionette Company (predecessor)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: PC, PS1, PSN

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

More of the same from the sequel to Marionette Company, as you explore the emotions of the android girl 'Marionettes', of which this game now features two. The plot begins with you coming across a pair of abandoned marionettes, one of which you take into your charge, and the other taken by a classmate – a classmate who doesn't believe in the human-level emotional abilities of the androids. Your journey is very much the same as the first; developing your android both physically and emotionally, whilst also proving your classmate wrong. It's a bit too similar to the first, but has a wider scope to its plot and gameplay – although it takes a standard genre approach to gameplay, with events, dialogue choices etc. The language barrier remains high, but if you enjoyed the first, this is decent.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Marionette Company 2	JP	JPN	T-5203M	A 2 <input type="checkbox"/>	with card 1 versions, 1 JP



Marionette Handler

NTSC-J exclusive

マリオネットハンドラー

Publisher: Micronet
Developer: Micronet
Genre: Robot programming
Related titles: Marionette Handler 2 (sequel)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A mech game with a difference as the game revolves around, as the title suggests, buying, building and programming a robot to fight others, with no direct control over the machine yourself. As you'd expect, you don't need to learn an entire programming language or have a degree in mechanics to build your mech in the game, but it's still quite a detailed and text heavy approach which will put off those who can't understand the language – or who find the very idea a little tedious. Arm yourself with a good guide though, and it's quite possible to make some progress, and whilst the game doesn't inspire awe with it's aesthetics, it's an interesting title to try and get to grips with. Just don't expect exciting action.

★★

Release	Region	Type	Code	Rar./Price	Notes
Marionette Handler	JP	JPN	T-2201M	A 1 <input type="checkbox"/>	1 versions, 1 JP



Marionette Handler 2

NTSC-J exclusive

マリオネットハンドラー 2

Publisher:	Micronet	Origin:	Japan
Developer:	Micronet	Year:	2000 J
Genre:	Robot programming	Also on:	Dreamcast exclusive
Related titles:	Marionette Handler (predecessor)		
Useful Extras:	VGA, Translation guide, Microphone		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The sequel to Marionette Handler polishes everything up a little (even the cover looks better), but doesn't change the core concept of the title – you still build up a Marionette and then program it as it engages in combat against other mechanised creations. There's no interaction other than the programming itself, so this is still not one for those who like a more action-orientated style, but the aesthetic elements have also had a revamp, which makes everything look just a bit better – including the programming interface itself. Whilst the menus themselves are in Japanese and there's still plenty of that to contend with, some common sense and perseverance will get you far, as there's plenty of English pointers and the programming itself is icon driven. It's still not going to be for everyone, but other than this and it's predecessor there's not much like this on the DC.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Marionette Handler 2	JP	JPN	T-2204M	B 3 <input type="checkbox"/>	

1 versions, 1 JP

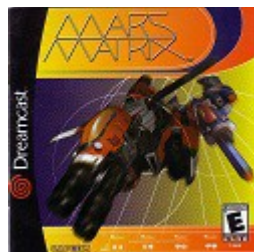
Mars Matrix

NTSC-J and NTSC-U release

full title is 'Mars Matrix: Hyper Solid Shooting'

マーズマトリックス

Publisher:	Capcom	Origin:	Japan
Developer:	Takumi	Year:	2000 J; 2001 NA
Genre:	Shmup	Also on:	ARC
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		



2009 DCJY Poll: 68th

2013 DCJY Poll: 66th

2016 DCJY Poll: 47th

Mars Matrix is in some ways very similar to Takumi's Giga Wing series, offering over the top chaotic screen filled bullet action with an emphasis on tactics and defence, but only to an extent. As one of the few DC shooters to get a Western release, it stands out as the deepest. Each time you play you accumulate score, which can be used to buy items in the shop. The 'prices' for these are huge, but the game throws points at you, allowing large accumulations of points. Mastering the arsenal at your disposal is key - two ships are selectable, one favouring a wide attack system, the other a more narrow beam. Things are kept simple by using a one button set up, with the shot button either being used as a standard shot, held down for a little while for an armour piercing shot or being used as the reflect force system which sees you reflect all incoming shots (this also doubles as a screen destroying gravity hole if held down to drain your power gauge). There's other options, but mastery of the single shot system is key. With the games genre-defying depth of game modes, there's plenty to do and tinker with, and it's quite refreshing to have such an assortment of modes, options, unlockable content and the like. It lacks a little in the aesthetics, and the soundtrack is not the games strong point, but Mars Matrix is a game which rewards – and encourages – repeated plays.

Other than in it's original Arcade format, there's no other way of playing Mars matrix, which is perhaps why the game retains such a high price, in both Japanese and US versions. It's not difficult to find, but finding an affordable copy is not so easy.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Mars Matrix	NA	US	T-1221N	A 6-7 <input type="checkbox"/>	This US release has a Black spine
Mars Matrix	JP	JPN	T-1238M	A 7 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Marvel vs Capcom

NTSC-J , NTSC-U and PAL release

full title 'Marvel vs. Capcom – Clash of Super heroes'

マーヴル vs. カプコン クラッシュ オブ スーパーヒーローズ



Publisher:	Capcom (Japan / NA) Virgin / Capcom (PAL)	Origin:	Japan
Developer:	Capcom	Year:	1999 J/NA; 2000 PAL
Genre:	2D Fighter	Also on:	ARC, PS1, XBLA, PSN
Related titles:	Marvel vs Capcom 2 (sequel)	Series:	Marvel vs Capcom
Major License:	Marvel (Comic publishers)		
Useful Extras:	VGA, Arcade stick, a few friends (1-4 players)		

2009 DCJY Poll: 34th 2013 DCJY Poll: 11th* 2016 DCJY Poll: 94th *with Marvel vs Capcom 2

Following on from the first Marvel 2D fighters of the mid 90's, Capcom started to cross over their characters with the comic brand, initially with Street Fighter-Marvel mash ups, and then with this full on Marvel/Capcom brawl. Whilst based on the same combo style that Street Fighter mastered, the game differs in key areas. The bouts are all tag team based, allowing for multiple unlikely combinations between characters from the 2 camps. Combo's are huge - 30-40 chains are common, and the gameplay can be vertical as much as horizontal, mid air combos playing as vital a role as the massive projectile hyper combos. The moves are aimed at easy execution, and with elements such as calling in secondary characters to deliver blows alongside the dizzying levels of fan service, Capcom made this for all sorts of player. It looks and sounds superb, as you'd expect - no slowdown, a bold and colourful cast with vibrant backgrounds and top class music and speech. Not forgetting 'Cross fever' mode, utilising all 4 controller ports for intense 2 on 2 fighting. You will, however, need an arcade stick, or the ASCII fighting pad, to get the most out of the game, as the standard DC pad is a bit useless, and best to dust off the old CRT to let the 2D artwork really shine.

The Western versions are slightly censored compared to the Japanese original (Morrigan in particular) , which is a shame but not a game breaker. Whilst the game is overshadowed by it's own sequel on the DC (most notably in the smaller roster), I find the slightly less chaotic nature of the fighting still makes the game one to play for any fighting fan or Marvel fanboy.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Marvel vs Capcom – Clash of Super heroes	NA	US	T-1202N	A 3 <input type="checkbox"/>	This US release has a White spine
Marvel vs Capcom – Clash of Super heroes	NA	US-AS	T-1202N	B 3-5 <input type="checkbox"/>	The Sega All Stars release of Marvel vs. Capcom. Different covers (black on left, in the later US Dreamcast style, rather than the white of the original) and 'Sega All Stars' on disc.
Marvel vs Capcom – Clash of Super heroes	NA	USvar	T-1202N	C 3 <input type="checkbox"/>	Another one of the few variants for US released games. This is a minor one – the back insert has a screenshot of Wolverine vs Akuma on the left on the original release, whilst this variant has a screenshot of Thor vs Venom in it's place, which is the same as the All Stars release.
Marvel vs Capcom – Clash of Super heroes	JP	JPN	T-1202M	A 2 <input type="checkbox"/>	
Marvel vs Capcom – Clash of Super heroes	EU	D/F/G	T-7002D-51	A 3 <input type="checkbox"/>	Marvel vs Capcom's 2 PAL versions share the same disc but have separate
Marvel vs Capcom – Clash of Super heroes	EU	E/I/S	T-7002D-61	A 3 <input type="checkbox"/>	Instruction Booklets. One of the PAL releases which doesn't feature the 'Dreamcast' header on the front cover.

6 versions, 3 NA, 1 JP, 2 PAL

Marvel vs Capcom 2

NTSC-J, NTSC-U and PAL release

full title is 'Marvel vs Capcom 2 – New Age of Heroes'

マーヴル vs. カプコン 2 ニューエイジオブヒーローズ

Publisher: Capcom (Japan / NA)
 Virgin / Capcom (PAL)
Developer: Capcom
Genre: 2D Fighter
Origin: Japan
Year: 2000 J / NA / PAL
Also on: ARC, PS2, XB, XBLA, PSN, iOS
Related titles: Marvel vs Capcom (predecessor)
Major License: Marvel (Comic publishers)
Series: Marvel vs Capcom
Useful Extras: VGA, Arcade stick, Keyboard, a friend (1-2 players)



2009 DCJY Poll: 11th 2013 DCJY Poll: 11th* 2016 DCJY Poll: 15th *with Marvel vs Capcom

If Marvel vs Capcom was the appetiser of DC crossover fighting insanity, MvC 2 is the main course. Take everything from the last game, turn it right the way up to 11, and you get to this almost mind bogglingly deep sequel. The 2 on 2 battles have gone, replaced by 3 on 3 interchangeable fights. There are 56 characters on offer – 56. In 2000. It was impressive then, and still remains so now. Each is animated with Capcom's trademark 2d style, with some gorgeous Marvel style artwork in between battles too. The backgrounds are now rendered in 3D, and look ace. The combos and hyper combos that are unleashed are spectacular screen filling affairs. When in battle, instead of having a 3rd 'support' character, you can now call in combos or assists from your other team members, and each have different effects – 3 in all per character. This delivers a huge amount of depth, and plenty of opportunity to explore the many different moves. Each mode allows you to acquire points which can be spent in the games shop, where extra characters, outfits and scenes can be bought. This means you need to spend some serious time with the game, but luckily the gameplay holds up. This isn't the refined Capcom fighting style, but instead focuses on the outrageous, the flamboyant, the style, maybe, over substance. Beginners can button mash, the experts can slowly learn the subtleties, and whilst that may annoy some of the more devout, it opens the game up.. There are only 4 attack buttons used, which reduces the complexity of the controls, making the DC pad a viable choice. Bouts will descend into absolute carnage in no time, and the visual glory is mesmerising. A superb title in all aspects.

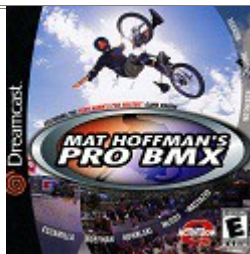
★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Marvel vs Capcom 2 – New Age of Heroes	NA	US	T-1212N	A 4-5 <input type="checkbox"/>	This US release has a White spine
Marvel vs Capcom 2 – New Age of Heroes	JP	JPN	T-1215M	A 2 <input type="checkbox"/>	
Marvel vs Capcom 2 – New Age of Heroes	EU	E/F/G/I/S	T-7010D-50	A 3-4 <input type="checkbox"/>	
Marvel vs Capcom 2 – New Age of Heroes	EU	Ebc	-	C 3-4 <input type="checkbox"/>	Promo release.. Sticker on front, the disc will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc. 4 versions, 1 NA, 1 JP, 2 PAL

Mat Hoffman's Pro BMX

NTSC-U exclusive

Publisher: Activision
Developer: Runecraft
Genre: Sport - Extreme
Related titles: Tony Hawks series (same engine)
Major License: Mat Hoffman (Professional athlete)
Useful Extras: VGA, a friend (1-2 players)
Origin: England
Year: 2001 NA
Also on: PC, PS1, GBC, GBA



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another example of the influence the Tony Hawk's series had on gaming around the turn of the century, this one has a more direct link to it's skateboarding brethren as it's published by Activision and shares the same game engine. Shall I cut the review short and just call it THPS on a BMX? It is similar – each stage has goals to complete in an attempt to win magazine covers, collecting of which unlocks more levels, and many will be familiar to anyone versed in the Pro skater series. The soundtrack is the usual mix of punk, metal, rock and hip-hop, and the controls and gameplay are very similar. It doesn't work quite as well though. The BMX doesn't lend itself as well to THPS gameplay, and you feel less in control. Levels aren't as immediately impressive or memorable as it's boarding sibling, the graphics haven't held up as well, and the entire game seems a little like a poor relation. Better than Dave Mirra, but perhaps that is due more to the engine it shares.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Mat Hoffman's Pro BMX	NA	US	T-13005N	A 1-2 <input type="checkbox"/>	This US release has a Black spine 1 versions, 1 NA

Max Steel

NTSC-U exclusive

full title is 'Max Steel Covert Missions'

Publisher:	Mattel Interactive	Origin:	USA
Developer:	Treyarch	Year:	2001 NA
Genre:	Action-Adventure	Also on:	Dreamcast exclusive
Major License:	Max Steel (Animated TV series and Toy range)		
Useful Extras:	none		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on a Toy turned Animated TV series, Max Steel puts you in the boots of the title protagonist, an extreme sports loving, superpower-imbued teenager working for a secret intelligence agency against the evil DREAD organisation. If it sounds a bit generic, well, it is, but with Treyarch at the helm of this DC adventure, there was always hope of a Bond-esque espionage hidden gem. Sadly, it isn't. A pretty standard 3rd person action title that sees lots of punching and kicking, the odd spot of puzzle solving and some basic adventuring, and not much variety. It controls well enough, and the ideas aren't awful, but it's just never exciting enough to warrant the moments of inspiration. Graphics are generally pretty good, as is the audio, which shares the voice actors of the TV series, but the game is so generically dreary for long stretches that it's hard to recommend.

★★

Release	Region	Type	Code	Rar./Price	Notes
Max Steel Covert Missions	NA	US	T-41402N	A 2 <input type="checkbox"/>	This US release has a Black spine

1 versions, 1 NA

Maximum Pool

NTSC-U exclusive

full title is 'Sierra Sports Maximum Pool' and is written as this on the spine

Publisher:	Sierra	Origin:	USA
Developer:	Dynamix	Year:	2000 NA
Genre:	Sport - Billiards	Also on:	PC, MAC
Useful Extras:	VGA, Keyboard, a few friends (1-4 players), Online play, DreamPi compatible		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

One of only a couple cue sports games on the DC, Maximum Pool was part of Sierra's less than stellar line up of games on the console which touted the potential of the online play. There's several forms of pool (and snooker) on offer here, but the single player options are somewhat limited. Online at the time of release, however, and the chance to play pool with strangers was a popular prospect. Sadly, the game doesn't control as well as it should, with a camera that doesn't present the best view (overhead option being the best) and whilst the physics seem to be alright, it never feels very realistic. The AI players take ages to take their shots, and the presentation is all a bit lacklustre – like a cheap PC game. I'm sure playing online was a positive for the game, but now it just feels tired, outdated and not very enjoyable.

Maximum Pool is, however, still playable online, and has been for some time. This doesn't help the flaws on display, but for those with the means, it's a passable diversion.

★★

Release	Region	Type	Code	Rar./Price	Notes
Maximum Pool	NA	US	T-11002N	A 1-2 <input type="checkbox"/>	This US release has a Black spine

1 versions, 1 NA

MDK 2

NTSC-U and PAL release



Publisher:	Interplay (NA) Virgin / Interplay (PAL)	Origin:	Canada
Developer:	Bioware	Year:	2000 NA / PAL
Genre:	Action-Adventure	Also on:	PC, PS2, Wii
Related titles:	MDK (predecessor on PC/PS1)		
Useful Extras:	VGA		

2009 DCJY Poll: 42nd 2013 DCJY Poll: 47th 2016 DCJY Poll: 83rd

Bioware's semi-legendary third person shooter is possibly the best example of the genre on the Dreamcast in many ways, and not just for it's excellent sense of style. The original was a critical hit on the PC upon release, and the sequel delivered everything fans wanted in a sequel. This time around, you play 3 characters, and the scope of the game moves into more varied territories, making it far more of an adventure than the all out action of it's predecessor. Solid controls and excellent level design keep things interesting throughout, and Max, cigar-chomping 6 limbed super dog that he is, remains one of the best characters ever put in a video game. Throughout the game, the stylish design never fails to impress, and the continued sense of humour means even the frustrating elements never become **too** tiresome. It does get frustrating though, especially when the high difficulty level starts to have an effect and you're forced to replay a particularly annoying level over again. And has it held up well over the years? There's an argument to be made that the linear structure of the game coupled with the challenging difficulty has made the game age somewhat, but the actual design of the game, the humour and the exciting action – not to mention the Sniper gun – combine to make the game still an engrossing one today.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
MDK 2	NA	US	T-12502N	A 2	<input type="checkbox"/> This US release has a White spine
MDK 2	EU	D/F/G	T-12501D-51	A 2	<input type="checkbox"/> MDC is one of the PAL releases which doesn't feature the 'Dreamcast' header on the front cover.
MDK 2	EU	E/I/S	T-12501D-61	A 2	<input type="checkbox"/>
MDK 2's duo of PAL versions share the same disc but have separate Instruction Booklets.					
MDK 2	EU	EWLP	-	C 2-3	<input type="checkbox"/> Disc codes: 950-0052-50/952-0049-50
MDK 2	EU	Ebc	-	C 2-3	<input type="checkbox"/> This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.

5 versions, 1 NA, 4 PAL

Mei☆Puru

NTSC-J exclusive

is sometimes referred to as 'Mei*Puru'

めい☆ぷる



Publisher:	Princess Soft	Origin:	Japan
Developer:	Princess Soft / Sweet Basil	Year:	2002 J
Genre:	Visual Novel	Also on:	PC, PS1, DVD
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's not much to say about Mei☆Puru if you're familiar with other Princess Soft releases. It's the usual visual novel approach to gaming, offering little interaction but plenty of text to read through, all wrapped together with some nice artwork. The slightly dubious plot, no doubt an indication of the games adult orientated PC origins, sees you creating a robot maid and the interactions with your own daughter and the robot, through the usual approach of planning tasks and building relationships through dialogue choices. It didn't get widespread critical acclaim, and isn't one of the best examples of the genre on the DC.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Mei☆Puru	JP	JPN	T-46510M	A 2	<input type="checkbox"/> Only one release for the game, but the original release was a 10,000 limited print run with a 32 page art book and a slip case.

1 versions, 1 JP

Memories Off 2nd

NTSC-J exclusive

メモリーズオフ セカンド

Publisher: Kid
Developer: Kid
Genre: Visual Novel
Related titles: Memories Off Complete (same series)
Major License: Memories Off (Anime OVA, and game series)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: PC, PS1, PS2, PSP, iOS



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another well received romance visual novel, and the second in the main series of Memories Off

games. It doesn't share much directly with the first Memories Off, but the structure is familiar and is your standard read-choose-repeat form of title. This time around you play the role of Ken, and choose whether to save your current relationship or embark on a new one with one of the several female characters in the game. The storyline will please though wanting for another romance and relationship heavy title, and is a highly regarded example of the genre. Translation guide is a necessity if you're attempting to get through this without knowing the language.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Memories Off 2nd	JP	JPN	T-19707M	A 1 <input type="checkbox"/>	The standard comes in a single jewel case, Limited (which is a first print run) in a double Jewel case with character cards.
Memories Off 2nd	JP	JPN-L	T-19708M	A 1-2 <input type="checkbox"/>	
Memories Off 2nd	JP	JPN-D	T-19707M	B 1-2 <input type="checkbox"/>	The only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper. There is potentially a retailer exclusive edition of Memories Off 2 nd out there as well (indeed, there appears to be several of these retailer exclusives out there), however I'm not including it in this edition of the guide as it's provenance is not entirely certain.

3 versions, 3 JP

Memories Off Complete

NTSC-J exclusive

メモリーズオフ コンプリート

Publisher: Kid
Developer: Kid
Genre: Visual Novel
Related titles: Memories Off 2nd (same series)
Major License: Memories Off (Anime OVA, and game series)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: PC, PS1, PS2, PSP, iOS



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

One of the better received romance novel titles on the console, Memories Off spawned a whole host of sequels after it's PC and PlayStation release, and this DC title actually takes the original and adds the scenario from the Neo Geo Pocket prequel, hence the 'Complete' tag. In structure it's a familiar affair, with lots of text to read and dialogue choices which will then branch the story off, as well as featuring several different female characters with whom the protagonist interacts with, ultimately leading to a romantic outcome. The prequel elements deal with the background plot of the main character (Tomoya) and a previous love who has deceased, the theme of which also permeates through the main game. It's good reception was down to solid romance novel elements, emotional plot line and decent aesthetics, but the language barrier remains it's always present obstacle for those who can't read the language. Good choice if you want to try the genre out (bring a guide).

★★★

Release	Region	Type	Code	Rar./Price	Notes
Memories Off Complete	JP	JPN	T-19702M	A 1 <input type="checkbox"/>	
Memories Off Complete	JP	JPN-D	T-19702M	B 1-2 <input type="checkbox"/>	The only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Memories Off Complete Retailer exclusive	JP	JPN-O	T-19702M	D 5-7 <input type="checkbox"/>	A retailer exclusive edition, similar to the Air and Close to releases (coming in large plastic case, with wall clock). Probably a Messe Sanoh exclusive. Same number as the standard release.

3 versions, 3 JP

Mercurius Pretty: End of the Century

NTSC-J exclusive

メルクリウスプリティ 〜end of the century〜



Publisher: NEC Interchannel
Developer: NEC Interchannel / Headroom
 Long Shot
Genre: Adventure
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: PC-98

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A remake of a PC-98 title, Mercurius Pretty describes itself as a 'Spirit Simulation Adventure', and that seems to sum things up quite well. You are tasked with raising a spirit, a spritely looking fairy creature, and teaching it the knowledge of alchemy, which plays a big part in the game. Whilst it's not a visual novel, there's still mostly text here as you raise your spirit, interact with other characters and engage in an adventure which is heavily influenced by the sort of Germanic medieval fantasy style that many Japanese adventure games seem to like. The language barrier is going to be high and a guide will be needed if you want to make progress, but if you do, the aesthetics at least are superb.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Mercurius Pretty: End of the Century	JP	JPN	T-20103M	A 2 <input type="checkbox"/>	Comes with 42 page art book
Mercurius Pretty: End of the Century	JP	JPN-D	T-20103M	B 2-3 <input type="checkbox"/>	Mercurius Pretty's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.

2 versions, 2 JP

Metal Wolf

NTSC-J exclusive

メタルウルフ



Publisher: Princess Soft
Developer: Princess Soft
Genre: Adventure
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Not to be confused with the cult favourite Metal Wolf Chaos on the Xbox, this is another Princess Soft release which will be a struggle to get through for those unable to understand Japanese. This one has a cyber punk style, girls with guns, a character that looks like Mumm-Ra from ThunderCats, and dodgy buttons on bras that in no way resemble nipples in any way whatsoever. Nope. It looks alright, but gained average reviews upon release, but with the slightly different style and setting, it may be worth a look for genre fans.

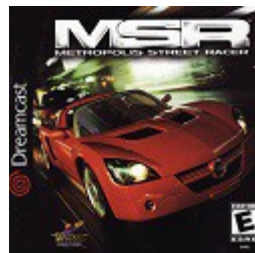
★★

Release	Region	Type	Code	Rar./Price	Notes
Metal Wolf	JP	JPN	T-46507M	A 1 <input type="checkbox"/>	
Metal Wolf	JP	JPN-L	T-46506M	B 2 <input type="checkbox"/>	Limited edition seems to not be much different, although the spine is different and comes with a phone card.

2 versions, 2 JP

Metropolis Street Racer

NTSC-U and PAL release
also known simply as 'MSR'



Publisher: SEGA
Developer: Bizarre Creations
Genre: Racing
Related titles: Project Gotham racing series (Xbox/360)
Useful Extras: VGA, Steering wheel, a friend (1-2 players), Online functions

Origin: England
Year: 2000 PAL; 2001 NA
Also on: Dreamcast exclusive

2009 DCJY Poll: 29th 2013 DCJY Poll: 24th 2016 DCJY Poll: 18th

Metropolis Street Racer (MSR) is one of the games that can still be seen to 'define' the Dreamcast, in more ways than one. Often delayed, it eventually saw a release late in 2000, after a year of anticipation and speculation amongst DC owners. Sony had Gran Turismo, a title that redefined home racing titles, and MSR promised much to compete with that franchise, especially coming from the developers of the hugely successful F1 series on the PlayStation. The game's vision was immense. Set in 3 iconic cities (Tokyo, San Francisco and London), it features photo realistic courses based on real life streets, lot's of desirable cars and an amazing time feature which sees you race in lighting conditions as they would be at the moment you are racing (so race at midnight in the UK and races in London will be in darkness, whilst San Francisco will be in the daylight). It also features a Kudos system which rewards stylish driving and high targets whilst punishing drivers who like to race rough. The game oozes depth (including a 25 chapter street racing mode at it's heart), and challenge, as the very nature of the city streets require players to learn, and perfect, powersliding at an early stage. Luckily, the cars handle superbly. They feel weighty, with controls that find a near perfect balance between sim and arcade. Graphics are excellent – incredible looking cities, lovely lighting effects, and detailed, realistic car models. MSR also boasts an in car entertainment system with a series of radios and CD selections, covering many genres and locality-specific radio chatter, to add more authenticity. The 'shimmering' effect in the graphics is an annoyance, especially on courses with lots of railings, and crashing shows a weakness of the games physics, whilst the Kudos system can sometimes be seriously uneven. These are minor annoyances though, and whilst Bizarre would go on to improve the concept on the Xbox with the Project Gotham Racing series, MSR still impresses with it's vision, ambition and enjoyment levels.

The PAL version had to be revised twice due to problematic bugs, and as it's hard to know which version is which.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Metropolis Street Racer	NA	US	51012	A 2	<input type="checkbox"/> This US release has a Black spine
Metropolis Street Racer	EU	E/F/G/S/i	MK-51022-50	A 1	<input type="checkbox"/> Includes Italian instructions in the booklet, but not on the rear cover.
Metropolis Street Racer	EU	EWLP	-	C 2	<input type="checkbox"/> Disc codes: 950-0044-50/952-0042-50
MSR Opel Challenge	EU	EWLP	-	C 2-3	<input type="checkbox"/> Disc codes: 950-0085-50/952-0081-50 MSR Opel Challenge is a special white label release which contains the Opel Speedster car. In effect, this version is a demo of the game and a good marketing tactic for Opel's new car.

4 versions, 1 NA, 3 PAL

Midway's Greatest Arcade Hits Volume 1

NTSC-U and PAL release



Publisher: Midway
Developer: Digital Eclipse
Genre: Retro Compilation
Related titles: Midway's Greatest Arcade Hits Volume 2 (sequel)
Useful Extras: a friend (1-2 players)

Origin: USA
Year: 2000 NA/PAL
Also on: N64, GBA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Digital Eclipse may be the masters of retro compilations, but when you compare this release to the subsequent Midway themed releases on PS2 and Xbox, it's disappointing. What we have here is 6 Midway/Williams arcade classics from the 80's, presented in their full glory on your DC. There's a total lack of the extra content that a title like Atari Anniversary Edition provided, and no Cab art other than the game selection screen, but there's a fair few options to tinker and toy with. The controls work well, and there's a couple of legitimate classics here, but ultimately, it's just a little bare. Games included are: Defender, Defender II, Sinistar, Bubbles, Joust, Robotron.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Midway's Greatest Arcade Hits Vol. 1	NA	US	T-9713N	A 2	<input type="checkbox"/> This US release has a White spine
Midway's Greatest Arcade Hits Vol. 1	EU	D/E/F/G/I/S	T-9710D-50	A 2	<input type="checkbox"/>

2 versions, 1 NA, 1 PAL

Midway's Greatest Arcade Hits Volume 2

NTSC-U exclusive

Publisher: Midway
Developer: Digital Eclipse
Genre: Retro compilation
Related titles: Midway's Greatest Arcade Hits Volume 1 (Predecessor)
Useful Extras: a friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Following on from Volume 1, this US only release sees 6 more classic titles on one GD-Rom. Yet again, the lack of extras and relative scarcity of titles on offer really doesn't impress. 6 Arcade hits from the 80's don't exactly use up much of the storage capacity, no matter how much more speech these 6 games include than was found in the first volume. Again, Digital Eclipse have nailed the emulation and all the games control well, and the selection is a more interesting one, with the genuine highlight being the classic Paperboy. However, as with volume 1, you can't help but feel short changed by this collection, and whilst the games are a bit deeper this time around, and contain great, timeless classics, it just feels like a quick cash in. Games included this time are: Moon Patrol, Gauntlet, Spy Hunter, Rampage, 720, Paperboy.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Midway's Greatest Arcade Hits Vol. 2	NA	US	T-9714N	A 2 <input type="checkbox"/>	This US release has a Black spine

1 versions, 1 NA

Milky Season

NTSC-J exclusive

ミルキィ・シーズン

Publisher: Kid
Developer: Kid
Genre: Visual Novel
Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Several genre favourites show up in this visual novel from Kid – despite being a student yourself, you appear to have been appointed the head of an all-female dormitory... with predictable results. The game plays out as a normal romance themed visual novel, with a total of 12 female characters that you can build up relationships with, ultimately looking for romance. Play proceeds along the usual path of limited interaction with dialogue choices and gradual changes of characters relationships with you, branching storylines and lots of text and static shots. It doesn't sound all that exciting, and truth be told, this is only going to appeal to those who are fans of the visual novel genre already. As always, you need to know the language to get the most out of it, or equip yourself with a good guide.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Milky Season	JP	JPN	T-19713M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Miss Moonlight

NTSC-J exclusive

ミス・ムーンライト

Publisher: Naxat Soft
Developer: Spiel
Genre: Visual Novel
Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Taking the role of a high school student who ends up sharing a house and school with a princess of a war torn country, brought back to your home by your negotiator father. It will not shock you to find out that romance, inevitably, ends up blossoming (well, that's the aim anyway). It's a visual novel with all the usual elements, but it does have a lovely art style and soundtrack. Decent visual novel, if you can understand the large amount of text.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Miss Moonlight	JP	JPN	T-18702M	A 1 <input type="checkbox"/>	
Miss Moonlight	JP	JPN-D	T-18702M	A 1-2 <input type="checkbox"/>	Dorikore release which can only be distinguished by it's sticker on wrapper.

2 versions, 2 JP

Missing Parts: The Tantei Stories

NTSC-J exclusive

ミッシング パーツ ザ 探偵ストーリーズ

Publisher: Fog
Developer: Fog / O-Two
Genre: Visual Novel
Series: Missing Parts
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS2, PSP



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Not your typical visual novel, Missing Parts: The Tantei Stories is the first of 3 releases in the series for the DC, containing the first 2 episodes of what would become a 6 episode tale. Whilst it has many of the tropes associated with the genre, it's actually more of a detective fiction title, where you spend your time gathering evidence, talking to witnesses and using your detective skills to solve the crimes. It has a strong story, decent aesthetics and with a modern day setting, feels and looks quite unique within the genre on the DC. Sadly, you will need a very good translation guide to get even the smallest way into the game if you can't understand the language. Worth persevering with though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Missing Parts: The Tantei Stories	JP	JPN	T-36702M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Missing Parts 2: The Tantei Stories

NTSC-J exclusive

also known as 'Missing Parts: The Tantei Stories Volume 2'

ミッシング パーツ 2 ザ 探偵ストーリーズ

Publisher: Fog
Developer: Fog / O-Two
Genre: Visual Novel
Series: Missing Parts
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS2, PSP



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Sequel to the first title in the series, with episodes 3 and 4 and the same mix of detective skills and visual novel elements. There's little to differentiate the game from the first on the technical side of things, and you're going to want to finish the first volume before approaching this one. It's interesting to note that the reception to this title was somewhat less enthusiastic than the first.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Missing Parts 2: The Tantei Stories	JP	JPN	T-36703M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Missing Parts 3: The Tantei Stories

NTSC-J exclusive

also known as 'Missing Parts: The Tantei Stories Volume 3'

ミッシング パーツ 3 ザ 探偵ストーリーズ

Publisher: Fog
Developer: Fog / O-Two
Genre: Visual Novel
Series: Missing Parts
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PS2, PSP



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The concluding 2 episodes of the series are contained within volume 3, so those who enjoyed the first 2 volumes will want to give this one a go as well. The series ends with some of the better storylines of the volumes so far, and continues the games good looking modern day style. The PSP would receive a Japanese release of all 6 episodes in one, which was received well upon release, and has made the Missing Parts series a minor cult game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Missing Parts 3: The Tantei Stories	JP	JPN	T-36704M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Mizuiri

NTSC-J exclusive
sometimes referred to as 'Mizu Iro'

みずいろ



Publisher: NEC Interchannel
Developer: HuneX / NekoNeko Soft
Genre: Visual Novel
Related titles: Several NekoNeko Soft developed titles share characters
Major License: Mizuiri (2 different OVA's)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Mizuiri started out on the PC as an adult-orientated visual novel (which spawned an adult and non-adult orientated OVA), well received it ended up being ported to the DC (and PS2) a couple of years later in a more sanitised form. You take the role of high school student Kenji who lives with his adopted sister, Yuki, and the plot revolves around the re-appearance of a childhood friend. There's some supernatural elements, and the usual array of romantic gameplay elements, some of which you could say don't quite make the cultural journey from Japan to the west very easily. The games adult-orientated roots also play a part in this. Nevertheless, good aesthetics and a well received story has helped create a small following for the game. It's not the worst visual novel on the DC, and fans of the genre may find something to like, once over the language barrier. The Limited edition on the DC includes a sealed tin which I've never been brave enough to open. Answers on a postcard if you know what's inside..

Release	Region	Type	Code	Rar./Price	Notes
Mizuiri	JP	JPN	T-20114M	A 1-2 <input type="checkbox"/>	Limited edition comes in larger box with phone card and.... a tin of something. I'm not exactly sure what... (30,000 copies)
Mizuiri	JP	JPN-L	T-20115M	B 3 <input type="checkbox"/>	

★★

2 versions, 2 JP

Mobile Suit Gundam E.F.F. Vs Zeon & DX

NTSC-J exclusive
also known as 'Kidou Senshi Gundam – Renpou vs Zeon & DX'

機動戦士ガンダム 連邦VS. ジオン&DX



Publisher: Bandai
Developer: Capcom
Genre: Action
Major License: Mobile Suit Gundam series (Anime franchise)
Useful Extras: VGA, Arcade stick, Keyboard, Online functions (competitive play), Translation guide

Origin: Japan
Year: 2002 J
Also on: ARC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: 141st 2016 DCJY Poll: n/a

A port of a Naomi arcade title from Capcom, which includes it's own arcade update (the DX in the title), and another entry in the impressively large DC Gundam portfolio. It's also probably the best of the titles released under that distinguished name. Taking the form of a fully 3D fighting game, you take the role of either the Federation or Zeon forces through an extensive campaign mode over varying terrains and maps, using all the weaponry your Gundam has to blow the hell out of your opponents. Whilst the game is in Japanese, and there's a fairly large number of menus and options, as well as briefings and the like, that you'll have to cope with, the game itself is completely playable to anyone, and most importantly is pretty good fun too. Battles can be somewhat short to begin with, but they present an increasing challenge and the excellent graphics and audio are in the games favour too. Whilst playing the missions without fully knowing what is going on due to the language barrier will of course put most off, there's few games where it's worth persevering with as much as this one just to play the cool battles. For those who can understand, the story elements are solid and there's lots of other options, from the sadly now gone online modes to unlockable suits and upgrades. A solid game.

Release	Region	Type	Code	Rar./Price	Notes
Mobile Suit Gundam E.F.F Vs Zeon & DX	JP	JPN	T-13306M	A 1-2 <input type="checkbox"/>	Comes in double-sized jewel case

★★★★

1 version, 1 JP

Mobile Suit Gundam Gihren's Greed Blood of Zeon

NTSC-J exclusive

also known as 'Kidou Senshi Gundam – Giren no Yabou Zeon no Keifu'

機動戦士ガンダム ギレンの野望 ジオンの系譜

Publisher:	Bandai	Origin:	Japan
Developer:	Bandai	Year:	2000 J
Genre:	Strategy	Also on:	PS1, PSP
Major License:	Mobile Suit Gundam series (Anime franchise)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 4th of the Gundam games released on the Dreamcast, Blood of Zeon is the second in the series of Gihren's Greed games and a sequel to the original release on the Saturn. Taking the form of a turn based strategy game which is deep in features, complexity and political manoeuvring, it features lots of characters (100+) from several entries in the Gundam franchise, and offers a quite bewildering amount of options for customising, tactics and strategic choices. There's cut scenes galore, there's loads for dedicated fans to love, but for those not well versed in the language, the sheer amount of text and stats will be a problem even with a good guide at hand. If you can understand it though, this well received title is one of the better strategy options on the DC.

Release	Region	Type	Code	Rar./Price	Notes	★★★★
Mobile Suit Gundam Gihren's Greed Blood of Zeon	JP	JPN	T-13305M	A 1-2 <input type="checkbox"/>	Comes in double-sized jewel case 1 version, 1 JP	



Moekan

NTSC-J exclusive

also known as 'Moekko Company' and 'Moekan ~Moekko Company~'

モエかん〜萌えっ娘島〜ようこそ〜

Publisher:	Princess Soft	Origin:	Japan
Developer:	KeroQ / Princess Soft	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, PS2
Major License:	Moekan (Anime and other forms of media)		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Moekan originated as an explicit adult orientated adventure on the PC, but this cleaner DC version is a somewhat predictable romance novel with robot maids, an isolated island estate and lots of text with not much in the way of interaction. The graphics are the games most notable feature, as they feature several different styles, including a stylised over-red graphic style for the games more dark moments. Sadly, with the language barrier and the not-so remarkable storyline, the game isn't the most accessible for newbies to the genre.

Release	Region	Type	Code	Rar./Price	Notes	★★★
Moekan	JP	JPN	T-46515M	A 2-3 <input type="checkbox"/>	1 version, 1 JP	



MoHo

PAL exclusive

Publisher:	Take-Two Interactive	Origin:	England
Developer:	Lost Toys	Year:	2000 PAL
Genre:	Action	Also on:	PC, PS1
Useful Extras:	VGA, a friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

I'm not sure what to make of MoHo. Lost Toys PAL only release received versions on the PC and PlayStation (the US version of which was amusingly titled 'Ball Breakers'), and despite some fancy lighting and some solid 3D visuals, it doesn't make the most of the DC. Playing as one of several synthetic lifeforms, you battle for your freedom on a prison planet through a variety of different arena-based games. Your robot rolls around on a sphere, so the controls rely on the inertia this creates, and the games vary from straight out races, to 'run the gauntlet' challenges to last man standing battles. None of the game modes, however, are perfect, everything feels a little disjointed and unconnected. Control is okay, but the combat is weak. The robots to choose from are a rather unlikeable bunch too. It's a rather average title, that doesn't warrant the high prices the title demands.

Release	Region	Type	Code	Rar./Price	Notes	★★★
MoHo	EU	E/G	T-40508D-50	B 7-8 <input type="checkbox"/>	1 version, 1 PAL	



Monaco Grand Prix

NTSC-J, NTSC-U and PAL release

released as 'Monaco Grand Prix: Racing Simulation 2' in Japan and parts of PAL territories, where the game was also released as 'Racing Simulation: Monaco Grand Prix' in the UK and 'Racing Simulation 2' in Germany.

モナコ グランプリ レーシング シミュレーション 2

Publisher: Ubi Soft
Developer: Ubi Soft Paris
Genre: Racing
Related titles: Racing Simulation Monaco Grand Prix Online (Online re-release)
Series: Racing Simulation
Major License: Monaco circuit (Racing track)
Useful Extras: VGA, Steering wheel, a friend (1-2 players)

Origin: France
Year: 1999 J/NA/PAL
Also on: PC, N64, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Monaco Grand Prix (or whichever version of the games name you wish to call it), gained Pole Position on the start grid of Formula 1 racers for the DC, and despite being bettered in future years, still remains an interesting title. The game is split into 3 modes; Arcade, Simulation and retro. Arcade and Simulation modes are identical other than the way the car drives. Unsurprisingly, in Arcade things are far more forgiving. Despite the lack of an 'official' license, the game is presented in a polished manner, and the graphics are decent – and far less prone to slowdown, although the trade off is less detail and tracks that don't quite replicate their real life counterparts. There's a good selection of options, although the serious racing fans will be disappointed by lightweight car setup options. Gameplay itself is a little disappointing. Arcade is okay, but a little simple, whilst simulation is just far too uncontrollable to be enjoyable, with odd physics. F1 games should always feel difficult to master, but it just feels unfair here. Retro is a cool addition to the title, driving F1 cars from the golden age, and unlike sim mode, you can understand why the cars often feel difficult to drive. It's a shame then that there's hardly any other options in this part of the game. Stick to the more arcade side of things, and MGP, whilst beaten by other DC racers, is a decent attempt.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Monaco Grand Prix	NA	US	T-17701N	A 2	<input type="checkbox"/> This US release has a White spine
Monaco Grand Prix	NA	USvar	T-17701N	B 2	<input type="checkbox"/> Another minor US variant which collectors will want – the original version of the game had an incorrectly printed SKU on the rear insert, whilst this variant has a sticker with correct SKU over this (on the insert itself).
Monaco Grand Prix	NA	BRA	197046	C 5-6	<input type="checkbox"/> The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover.
Monaco Grand Prix: Racing Simulation 2	JP	JPN	T-17701M	A 1	<input type="checkbox"/>
Monaco Grand Prix: Racing Simulation 2	EU	D/F/I/S	T-17701D-58	A 1	<input type="checkbox"/>
Monaco Grand Prix: Racing Simulation 2	EU	EWLP	-	D 4-8	<input type="checkbox"/> Disc codes: 950-0022-50 The existence of this white label is dubious, to say the least. It's omitted from many lists, with only the Online version of the game officially listed. I don't own it and have never seen it.. It is also, therefore, difficult to judge the potential value of the disc.
Racing Simulation: Monaco Grand Prix	EU	E	T-17701D-05	A 1	<input type="checkbox"/>
Racing Simulation 2	EU	G	T-17701D-18	A 1	<input type="checkbox"/> The various versions of Monaco Grand Prix, including the German and English different named versions, all have different discs, but the English release and the multi-regional release share instructions and are different than the German release.

8 versions, 3 NA, 1 JP, 4 PAL

Morita no Saikyou Reversi

NTSC-J exclusive

sometimes referred to just as 'Reversi'

森田の最強Reversi



Publisher: Random House
Developer: Random House
Genre: Table Games
Related titles: Morita no Saikyou Shogi
Useful Extras: VGA, a friend (1-2 players), Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Released on the same day as Random House's Shogi title, this is a basic looking Reversi (Othello) title that was sold at a budget price and doesn't use the power of the platform it's on in any meaningful way. It's appeal would probably be limited to those who want a serious recreation of the game, but that doesn't make great video game fodder. Does nothing wrong, so those DC collectors wanting a reversi game to get their teeth into, with strong AI and a no frills approach, will get what they want, just don't expect anything very exciting. There's Japanese text aplenty in the game, but a fundamental understanding of Reversi will make things a lot easier.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Morita no Saikyou Reversi	JP	JPN	T-39102M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Morita no Saikyou Shogi

NTSC-J exclusive

sometimes referred to just as 'Shogi'

森田の最強将棋



Publisher: Random House
Developer: Random House
Genre: Table Games
Related titles: Morita no Saikyou Reversi
Useful Extras: VGA, a friend (1-2 players), Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's a couple of Shogi games on the Dreamcast, but like Random House's Reversi title, which was released on the same day and shared the budget price, this recreation of the popular game won't excite anyone looking for a title to push the console to it's limits. It takes a bare-bones but perfectly serviceable approach to the digital recreation, and from a technical point of view it cannot be criticised. If you're unfamiliar with Shogi itself, it's a chess-like board game which is wildly popular in Japan, with a hardcore following. The basic presentation and approach to the game won't win over those not looking for a 'serious' title, but anyone wanting a more traditional, conservative version of Shogi on their console need look no further. As with Reversi, there is Japanese text to muddle through for those unable to understand, but a good guide and an understanding of Shogi itself will make the game accessible.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Morita no Saikyou Shogi	JP	JPN	T-39101M	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Mortal Kombat Gold

NTSC-U and PAL release

Publisher: Midway
Developer: Eurocom / Midway
Genre: 2D Fighter
Related titles: Mortal Kombat 4
Useful Extras: a friend (1-2 players)

Origin: USA / England
Year: 1999 NA / PAL
Also on: Dreamcast exclusive
Series: Mortal Kombat



2009 DCJY Poll: n/a 2013 DCJY Poll: 116th 2016 DCJY Poll: n/a

The Mortal Kombat series only appearance on the DC, and on a console rife with top class 2D fighters, the MK formula doesn't fare well. Based upon Mortal Kombat 4, but with a solid amount of extras, Gold is best when it sticks to what it's good at - a bit of mindless fighting, cool fatalities and the like. There's not many of them in the game, compared to the over top plethora of moves the series became known for, and the addition of a weapon select element feels tacked on and is underwhelming. The difficulty level is high and the character roster is unbalanced, which also doesn't help. In the games favour, there's plenty of modes, secret characters and content to unlock, but this is a bit pointless when the gameplay is so utterly derivative. It also doesn't help that it inhabits an odd 2.5D position, not quite fully 2D but not fully 3D either, and it pales when compared to either of those fighting libraries on the DC anyway. The graphics can't save the game either, as whilst the fighters themselves look okay, the backgrounds are just boring. It all looks so dated, and did at the time. One of the lower tier of fighters on the DC.

★★

Release	Region	Type	Code	Rar./Price	Notes
Mortal Kombat Gold	NA	US	T-9701N	A 2 <input type="checkbox"/>	This US release has a White spine
Mortal Kombat Gold	NA	USvar	T-9701N	A 2-3 <input type="checkbox"/>	One of the 'Hot! New!' Re-released US Dreamcast titles. This can be seen primarily by a 'Hot! New!' sticker on the manual. Original disc has a Yellow tinged disc, this release is Red/Orange in colour.
Mortal Kombat Gold	NA	BRA	197186	C 5-6 <input type="checkbox"/>	Distinguished by mix of Japanese and US style covers, with the DC swirl in the bottom left of the cover.
Mortal Kombat Gold	EU	D/F/G	T-9701D-51	A 2-3 <input type="checkbox"/>	Both PAL versions are examples of the
Mortal Kombat Gold	EU	E/I/S	T-9701D-61	A 2-3 <input type="checkbox"/>	earlier releases which don't feature the 'Dreamcast' header on the front cover. The 2 PAL versions have the same disc but different Instruction Booklets.

5 versions, 3 NA, 2 PAL

Mr. Driller

NTSC-J, NTSC-U and PAL release

ミスタードリラー

Publisher: Namco
Developer: Namco
Genre: Puzzle
Related titles: Dig Dug
Useful Extras: VGA, Arcade stick, Microphone

Origin: Japan
Year: 2000 J/NA/PAL
Also on: ARC, PS1, GBC, PC, PSN, WSW, iOS
Series: Mr. Driller



2009 DCJY Poll: 77th 2013 DCJY Poll: 71st 2016 DCJY Poll: 78th

Namco's Dreamcast line up may not be large, and it may never have matched Soul Calibur for sheer class, but they do know how to make fun games, as Mr. Driller here demonstrates. Starring the son of Dig Dug, it's a fast paced, colourful arcade-puzzle title where our eponymous hero, seemingly the only person able to use a drill, has to drill down as far as possible whilst avoiding being crushed by blocks or running out of air. It's a simple concept, but the block matching puzzle element is cool, and works differently than most puzzlers, meaning you have to be careful not to drill through a block which triggers combos which eventually will end up crushing you. It can get frantic when you are running out of air, desperately searching for help, but it never frustrates. Fun, bright and cheery, it's a typical Namco arcade classic.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Mr. Driller	NA	US	T-1402N	A 3 <input type="checkbox"/>	This US release has a White spine
Mr. Driller	JP	JPN	T-1402M	A 1 <input type="checkbox"/>	
Mr. Driller	EU	E/F/G/I/S	T-7020D-50	A 2 <input type="checkbox"/>	
Mr. Driller	EU	Ebc	-	C 2-3 <input type="checkbox"/>	Sticker on front and the disc itself will have a code starting with P and 'Promotional Copy - not for resale' printed on the inner section of the disc.

4 versions, 1 NA, 1 JP, 2 PAL

Ms. Pac-Man Maze Madness

NTSC-U exclusive

Publisher:	Namco	Origin:	USA
Developer:	Mass Media	Year:	2000 NA
Genre:	Action-Adventure	Also on:	PS1, N64, GBA
Series:	Pac-Man		
Useful Extras:	a few friends (1-4 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: 195th

2016 DCJY Poll: n/a



As the 3D gaming revolution hit in the late 90's, old arcade games seemed to be being remade on a near weekly basis. One of the very best is this reimagined version of the Namco classic Ms. Pac-Man. The format is pretty simple, taking the pac-dot eating antics of the original arcade machine but stretching out the mazes and adding puzzles and all sorts of baddies into the mix. Each stage, and there are many spread over the games 4 worlds, is divided into numerous mazes, some of the traditional dot-pill-ghost type, whilst others add buttons, blocks or other simple puzzle elements. It may not sound revolutionary, but the pairing of the simple gameplay with these other elements makes for a very enjoyable, relaxing game. It's a bright and fun, kid-friendly title, with smooth gameplay and a couple of puzzle moments which require thought. There's a decent array of levels on offer (the Halloween themed levels being a favourite), with a few bonus rounds thrown in and the extra challenge of going back to complete time trials or collect stars. It also throws in the original Ms. Pac-Man for good measure. Nice crisp and vibrant graphics, and a backstory told in the form of an 80's style Saturday morning cartoon, add to the charm, as does the excellent soundtrack. There's even some interesting multiplayer modes, allowing you to play as a ghost for instance, but the single player is the star here. A superb reworking of a classic, and an underrated gem for the Dreamcast.

★★★★

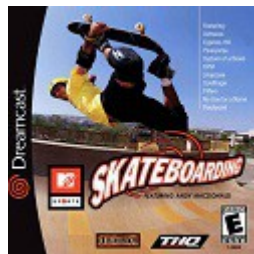
Release	Region	Type	Code	Rar./Price	Notes
Ms. Pac-Man Maze Madness	NA	US	T-1404N	A 1-2 <input type="checkbox"/>	This US release has a Black spine 1 versions, 1 NA

MTV Sports: Skateboarding

NTSC-U and PAL release

full title is 'MTV Sports: Skateboarding featuring Andy Macdonald' and sometimes simply 'Skateboarding featuring Andy Macdonald'

Publisher:	THQ	Origin:	England
Developer:	Darkblack	Year:	2000 NA / PAL
Genre:	Sport - Extreme	Also on:	PC, PS1
Major License:	MTV Sports (TV series); Andy Macdonald (Professional athlete)		
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Imitation may be the sincerest form of flattery, but when an imitation is as poor as MTV Sports Skateboarding's blatant rip off of the sublime Tony Hawk's games, it's hard not to think of it as anything other than a punch in the face. Presentation is nice, with a good soundtrack and some interesting modes, but the game just doesn't cut it. Graphically, it's a mess. Screenshots look crisp and detailed, but when moving, animation falls apart. You hit a wall, you stop dead; if you bail, there's a momentary leap from upright to face down, missing the animation in between. Control is stiff and unresponsive, there's loads of levels but they lack originality or the superb design of THPS. Add in a poorly executed lifestyle mode which misses it's potential, and instead presents a series of seemingly random challenges with unclear scoring systems, and you have a game that fails on almost every front. The depth is commendable, but it's so unlikeable and plays so poorly that it's unlikely you'll want to endure the game long enough to see much of the game. And the PAL version is 50hz only, which is rubbish.

★

Release	Region	Type	Code	Rar./Price	Notes
MTV Sports: Skateboarding	NA	US	T-10004N	A 2 <input type="checkbox"/>	This US release has a Black spine
MTV Sports: Skateboarding	EU	E/F/G/I/S	T-10001D-50	A 1 <input type="checkbox"/>	

2 versions, 1 NA, 1 PAL

Musapey's Choco Marker

NTSC-J exclusive

sometimes referred to as 'Musapey no Choco Marker'

ムサペィのチョコマーカー



Publisher: Ecole
Developer: Ecole
Genre: Puzzle
Useful Extras: VGA, a friend (1-2 players),
 Translation guide

Origin: Japan
Year: 2002 J
Also on: ARC

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Colourful and cute, Musapey's Choco Marker originally appeared as a Naomi arcade title, and like many before and after, made the move across to our loveable little console. Another one of the systems often overlooked puzzle titles, the title plays out in 3D as you guide your furry little friend around a 3 dimensional shape made up of various coloured blocks. You have to eliminate these blocks by sandwiching one colour between two of the same different colour (you have a continual stream of blocks which indicate what the next colour will be), setting off chains, with the eventual goal of clearing the playing area down to the central block. It's good fun, simple in concept but with some impressively large shapes to work your way through and plenty of challenge. The graphics are good, with a nice variety of backgrounds too. It's not the best puzzler on the console, and as always you'll only ever get much out of the game if you're a fan of the genre, but with little in the way of a language barrier (as long as you're not worried about any sort of plot line) and some cheerfully fun action, it's a decent game to pick up. It is, however, quite a pricey title to get your hands on.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Musapey's Choco Marker	JP	JPN	T-23203M	B 4-6	<input type="checkbox"/>

1 versions, 1 JP

My Merry May

NTSC-J exclusive

マイ・メリー・メイ



Publisher: Kid
Developer: Kid
Genre: Visual Novel
Related titles: My Merry Maybe (Sequel)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS2, PSP

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Developers Kid are renowned for releasing some of the very best examples of the Visual Novel genre on the Dreamcast, and My Merry May is another example which has a touch of class and quality. There's nothing revolutionary in the technical aspects of the game, and the story is one which has numerous common themes with other releases – a High school student is sent an android girl who, through circumstances, ends up with a less than fully developed mentality – which of course is a great excuse for the usual VN elements of building relationships, romance and awkward humorous moments. The story was well received, and as a console-only title it doesn't suffer from being a toned down adult title. The artwork is pleasant and everything has that aforementioned quality feel to it. As always, knowledge of the language will be a help.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
My Merry May	JP	JPN	T-19714M	A 1-2	<input type="checkbox"/>

1 versions, 1 JP

My Merry Maybe

NTSC-J exclusive

マイ・メリー・メイビー



Publisher:	Kid	Origin:	Japan
Developer:	Kid	Year:	2003 J
Genre:	Visual Novel	Also on:	PS2, PSP
Related titles:	My Merry May (prequel)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The follow up and sequel to My Merry May, My Merry Maybe is another example of a good quality Kid Visual novel. Again, it plays in the standard format for the genre, as you build relationships, read through dialogue, make limited choices and enjoy the well drawn artwork, voice acting and soundtrack. Of course, it's the story where a Visual Novel's strength ultimately lies, and this tale has the elements of mystery, romance and intrigue that the best examples have. Taking the role of Hiroto, a trainee teacher, you come across a girl in the road, seemingly in need of assistance, and the story soon unfolds to reveal the girls real form as an artificial life form, triggering the events of the rest of the game. Well received, strong story design and nice looks make it another visual novel where the inevitable help from a translation guide (unless you are fluent in Japanese) will be time well spent.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
My Merry Maybe	JP	JPN	T-19719M	B 2-3 <input type="checkbox"/>	Double jewel case; 2 discs.

1 versions, 1 JP

My Trackman

NTSC-J exclusive

also known as 'Digital Keiba Shinbun Maitorakkuman' or 'Digital Keiba Shinbun: My Trackman'

デジタル競馬新聞「マイトラックマン」



Publisher:	Shouei	Origin:	Japan
Developer:	Shouei	Year:	1999 J
Genre:	Software	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Online functions, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Another example of the potential broad appeal the Dreamcast offered, and a pointer at what the online functionality was able to do, My Trackman is not going to be on the top of anyone's must play games. Mainly, because it's not a game at all. The software allowed users to access a digital newspaper of racing stats so that they could make informed choices as to what bets they should place on upcoming races. It was also able to simulate races based on the stats, which sounds like a cool idea (and reminds me of an old Spectrum game I played as a lad). All of this, of course, is now useless as the servers were closed down just 9 months after the titles launch, and there doesn't appear to be anything now usable – at least, I couldn't work out how to if there is, as there's unsurprisingly a large amount of Japanese text.

★

Release	Region	Type	Code	Rar./Price	Notes
My Trackman	JP	JPN	T-37001M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Nadesico The Mission

NTSC-J exclusive

also known as 'Kidou Senkan Nadesico: Nadesico the Mission'

機動戦艦ナデシコ NADESICO THE MISSION



Publisher: Kadokawa Shoten / ESP
Developer: Will
Genre: Adventure / Simulation
Major License: Martian Successor Nadesico (Anime and Manga franchise)
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Martian Successor Nadesico has a large following amongst Anime fans, no doubt in part due to it's English translation being relatively readily available. Sadly, those without knowledge of Japanese will struggle with this 'Simulation' labelled title which has plenty of text to read through as well as battle simulations. It looks great – from the opening animation to the 3d battles with detailed ships, but the adventure elements make it a tough slog for those reliant on translation. The story follows on from the 2 Saturn titles in the franchise, and is an enjoyable experience for series fans who can understand what is going on.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Nadesico The Mission	JP	JPN	T-27901M	A 1 <input type="checkbox"/>	
Nadesico The Mission	JP	JPN-D	T-27901M	A 1-2 <input type="checkbox"/>	Nadesico The Mission's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.

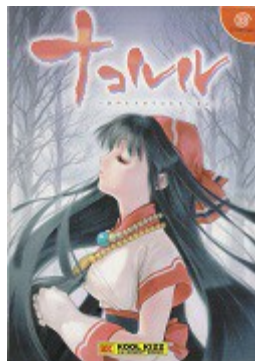
2 versions, 2 JP

Nakoruru – Ano Hito Kara No Okurimono -

NTSC-J exclusive

more often simply referred to as 'Nakoruru'

ナコルル ~あのひとからのおくりもの~



Publisher: Kool Kizz
Developer: Kool Kizz
Genre: Visual Novel
Series: Samurai Shodown (SNK fighter)
Major License: Nakoruru (Anime)
Useful Extras: VGA, Keyboard, Mouse, Translation guide
Origin: Japan
Year: 2002 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Featuring one of the more popular characters of the Samurai Shodown / Samurai Spirits series, Nakoruru is nevertheless not a one on one fighter, but instead a visual novel. It's a rather beautiful example of the genre though, telling the tale of the titular heroine's return to her home village on the island of Hokkaido (although you take the role of a young girl rather than Nakoruru herself), and immersing you not only in her background and some lovely atmospheric scenery, but also in the culture of the Ainu, one of the indigenous peoples of the island. The audio and visuals are top level, and fans of both cultural tales and the Samurai Showdown series will be well served. It is of course a title where the language barrier becomes an issue again, and a strong knowledge of Japanese or a very good translation guide is going to be a requirement. Certainly one of the examples of a DC visual novel where putting the work in to understand the story is worth it though.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Nakoruru – Ano Hito Kara No Okurimono -	JP	JPN	T-44702M	A 4 <input type="checkbox"/>	Nakoruru only came in a special larger box release with a buildable figure. (limited to 10,000 copies)

1 versions, 1 JP

Namco Museum

NTSC-U exclusive

Publisher: Namco
Developer: Namco / Mass Media
Genre: Retro compilation
Useful Extras: VGA, Arcade stick, a friend (1-2 players)

Origin: Japan / USA
Year: 2000 NA
Also on: N64, GBA, VC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Namco Museum shares its name with the multi-release series of PS1 titles that drew on the publishers illustrious arcade past and presented them with extras in a 'Museum' style. The DC version, however, revels only in the classics of the past – 6 in total. Pac-Man and Ms Pac-Man are gaming icons. Galaxian's slow paced Space Invaders-rivalling gameplay hasn't aged quite as well, something that can't be said of its sequel Galaga, a legitimate classic that still plays a decent game today. Pole Position is the worst game here, simply because there have been so many games that have bettered the into-the-screen approach since. It feels slow and ultimately unsatisfying. Dig Dug is beloved by many, and whilst it isn't perhaps the out and out classic that Pac-Man is, it plays well. There's a couple of notable issues though. Throughout, control feels unresponsive, which is disappointing, and the collection pales in comparison to its PS1 namesake. No extras, no Arcade flyers, no FMV, nothing. Aside from a few settings changes, the game lacks any extra content, which feels like a kick in the teeth. No matter how good Pac-Man and Galaga are, the DC deserved better than this rushed, content-lacking release.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Namco Museum	NA	US	T-1403N	A 1-2 <input type="checkbox"/>	This US release has a White spine 1 versions, 1 JP

Nanatsu No Hikan -Senritsu No Hohoemi-

NTSC-J exclusive

also called 'Nanatsu No Hikan -Senritsu No Bishou-'

七つの秘館 戦慄の微笑

Publisher: Koei
Developer: Koei
Genre: Adventure
Related titles: Nanatsu No Hikan (Saturn predecessor)
Useful Extras: a friend (1-2 players); Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

I dismissed this game initially as the rather unexciting cover didn't point to anything other than a text heavy visual novel, but I couldn't be more wrong. A full on survival horror adventure where you control one of two characters in an attempt to survive the usual mix of demonic enemies. Main characters Kei and Reina traverse the seven mansions (which is also the English translation of the title) on the mysterious island, and the game world is attractive enough whilst never being a system-defining graphical experience. Technically it's actually quite impressive, with a variety of camera angles, excellent soundtrack and solid controls, but the complete inability to use VGA is a shame. The game also boasts a co-operative mode with its own story, which is a nice addition for the genre. There is a large language barrier present, and knowledge of Japanese would be a great asset, but with a good guide available on Gamefaqs, some progress can be made by the patient. Not a bad game at all, and definitely worth a look for the patient survival horror fan (which, luckily, does tend to be a quality most have).

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Nanatsu No Hikan -Senritsu No Hohoemi-	JP	JPN	T-7604M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Napple Tale: Arsia in Daydream

NTSC-J exclusive

often referred to just as 'Napple Tale'

ナッブルテール アリシア イン デイドリーム



Publisher: SEGA
Developer: Chime
Genre: 3D Platformer
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: 133rd 2016 DCJY Poll: 173rd

Whilst there's plenty of Japanese text to contend with, and it takes a while until the action kicks in, Napple Tale is one import worth checking out, if only for the superb aesthetic design and excellent soundtrack. Notable for it's largely female-orientated development team, it has a very unique toy-like fairy tale feel to it, and stages based around the seasons of the year, both of which help to develop the games memorable graphical style. It's best to describe it as looking like a Victorian dolls house with fantasy elements, giving an old world appealing atmosphere. The gameplay itself takes place over semi-3D platforming levels, and whilst the aesthetics may be unique, the stage design is quite ordinary. In between stages a fully 3D world of tasks and odd-jobs around Napple Town await you, as does the light-RPG and item collecting elements. The soundtrack, however, is a stupendously amazing effort, created by acclaimed composer Yoko Kanno, and it's a sweepingly beautiful score. The unique feel and atmosphere make this a title worth seeking out, but be prepared to bring that translation guide along to understand what's going on.

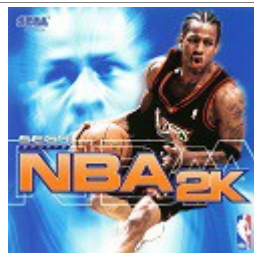
★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Napple Tale: Arsia in Daydream	JP	JPN	HDR-0079	A 5-6 <input type="checkbox"/>	
Napple Tale: Arsia in Daydream	JP	JPN-D	HDR-0079	B 6 <input type="checkbox"/>	One of the Dorikore re-releases distinguished only by the presence of a sticker on the wrapper.

2 versions, 2 JP

NBA 2K

NTSC-J, NTSC-U and PAL release



Publisher: SEGA
Developer: Visual Concepts
Genre: Sport - Basketball
Major License: NBA (Professional Sports league)
Useful Extras: VGA; a few friends (1-4 players)
Origin: USA
Year: 1999 NA; 2000 J/PAL
Also on: Dreamcast exclusive
Series: NBA 2K

2009 DCJY Poll: 64th* 2013 DCJY Poll: 78th* 2016 DCJY Poll: 66th*
 *with NBA 2K1 and 2K2

The 2K basketball series started here, and like NFL 2K before, it was a revolutionary title in the history of Basketball video games. Playing it now, the game's frenetic, arcade like gameplay with more emphasis on aggressive fast-break play, rather than the tactical defensive game the series would become known for, does make it feel simpler than maybe you'd expect, but on it's arrival, it delivered the most realistic representation of the sport yet seen. It boasts excellent graphics (consider how early the game came out in the DC's life cycle), superb commentary and a fluid gameplay experience. The leap this title made over the opposition can't be emphasised enough, and despite a few flaws, it still plays surprisingly well. It's sequels would be better, the lack of franchise mode lessens the depth, but few games showcased the early power of the DC as well as NBA 2K.

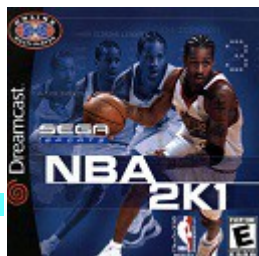
★★★★★

Release	Region	Type	Code	Rar./Price	Notes
NBA 2K	NA	US	51004	A 1 <input type="checkbox"/>	This US release has a White spine
NBA 2K	NA	US-AS	51004	A 1 <input type="checkbox"/>	The Sega All Stars release of NBA 2K. Black cover and 'Sega All Stars' on disc.
NBA 2K	NA	USvar	51004	B 1-2 <input type="checkbox"/>	The variant of NBA 2K is a Not For Sale release. The disc itself has 'Not for Sale' on it, and the space where the barcode should be on the inlay is blank.
NBA 2K	NA	BRA	197206	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers.
NBA 2K	JP	JPN	HDR-0069	A 1 <input type="checkbox"/>	
NBA 2K	EU	E/F/G/S	MK-51004-53	A 1 <input type="checkbox"/>	No 'Dreamcast' header on cover.
NBA 2K	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0038-50 / 952-0036-50

7 versions, 4 NA, 1 JP, 2 PAL

NBA 2K1

NTSC-J and NTSC-U release



Publisher: SEGA
Developer: Visual Concepts
Genre: Sport - Basketball
Major License: NBA (Professional Sports league)
Useful Extras: VGA, Keyboard, Online functions (play), a few friends (1-4 players)

Origin: USA
Year: 2000 NA; 2001 J
Also on: Dreamcast exclusive
Series: NBA 2K

2009 DCJY Poll: 64th* 2013 DCJY Poll: 78th* 2016 DCJY Poll: 66th*

*with NBA 2K and 2K2

Visual Concepts and Sega may have been criticised by some for their EA-like yearly 'updates', but there's no denying that NBA 2K1, like it's NFL sibling, delivers an improved and expanded experience compared to the year before. Whilst it may look near identical, there's several important additions this year. A Franchise mode, whilst bare-boned, allows you to develop your team over many years. Street allows you to play 2,3,4 or the full 5 player games on various 'street' courts, whilst the inclusion of legendary NBA players is also a nice addition. Gameplay wise, there's new moves to master and a slower, more realistic default pace. The free throw system remains, and still isn't right, and there's too many turnovers, but in the main, the changes have improved what was already a great game. The other big highlight this year was the inclusion of online play. This was wildly popular at the time, as was it's single-screen multiplayer, and what has now become the norm was revolutionary at the time. NBA 2K1 improves on it's predecessor and whilst it still doesn't quite get everything right, it's a damn fine game.

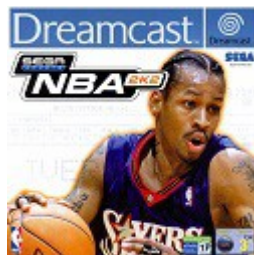
★★★★

Release	Region	Type	Code	Rar./Price	Notes
NBA 2K1	NA	US	51063	A 1 <input type="checkbox"/>	This US release has a Black spine
NBA 2K1	NA	US-AS	51063	A 1 <input type="checkbox"/>	The Sega All Stars release of NBA 2K1. The cover and discs are unchanged, with only the Orange Sega All Stars strip on the back laying different.
NBA 2K1	NA	USvar	51063	B 1-2 <input type="checkbox"/>	The variant of NBA 2K1 is a Not For Sale release. The disc itself has 'Not for Sale' on it, and the space where the barcode should be is replaced by 'Not for Sale'.
NBA 2K1	JP	JPN	HDR-0150	B 2 <input type="checkbox"/>	The Japanese release of NBA 2K1 came with an NBA bible, an in depth rule book that was packaged side by side with the game with a distinct back cover for the two. It was not released without this

4 versions, 3 NA, 1 JP

NBA 2K2

NTSC-J, NTSC-U and PAL release



Publisher: SEGA
Developer: Visual Concepts
Genre: Sport - Basketball
Major License: NBA (Professional Sports league)
Useful Extras: VGA, Keyboard, Online functions (play), a few friends (1-4 players)

Origin: USA
Year: 2001 NA; 2002 J/PAL
Also on: PS2, XB, GC
Series: NBA 2K

2009 DCJY Poll: 64th* 2013 DCJY Poll: 78th* 2016 DCJY Poll: 66th*

*with NBA 2K and 2K1

The third, and final, Visual Concepts NBA title for the Dreamcast, and boy, did they save the best for last. There isn't a great deal different here than in NBA 2k1; certainly, it doesn't add the numerous extra features that last years title did. But what is on offer here is refined and improved, which ultimately delivers one of the greatest sports games on the DC. The presentation and graphical quality are where the biggest improvements can be seen. The already nice graphics have been improved, to give a more solid, realistic game – it's subtle, but it's certainly there. The menus and general presentation retain the style of 2K1 and 2K, but have been reworked to give a better, more professional, feel. Defence is improved too, making a good tactical defensive game a real possibility this year. It's not quite perfect (the franchise mode is still far too shallow), and the 2K series would soon improve even more, but it stands tall as the best Basketball title on the DC.

★★★★★

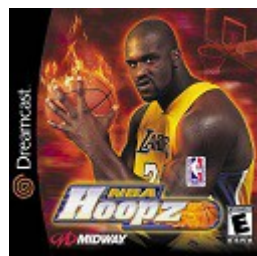
Release	Region	Type	Code	Rar./Price	Notes
NBA 2K2	NA	US	51178	A 1 <input type="checkbox"/>	This US release has a Black spine
NBA 2K2	JP	JPN	HDR-0197	C 3-4 <input type="checkbox"/>	Released as a D-Direct only title in Japan. Very difficult to find.
NBA 2K2	EU	E/F/G/S	MK-51178-50	A 2 <input type="checkbox"/>	
NBA 2K2	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0185-50 / 952-0173-50

4 versions, 1 NA, 1 JP, 2 PAL

NBA Hoopz

NTSC-U and PAL release

Publisher:	Midway	Origin:	England
Developer:	Eurocom	Year:	2001 NA/PAL
Genre:	Sport - Basketball	Also on:	PS1, PS2, GBC
Related titles:	NBA Showtime: NBA on NBC (predecessor)		
Series:	NBA Jam		
Major License:	NBA (Professional Sports league)		
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another Midway sports game, and another not-so-serious arcade title that is high on gameplay, low in realism. NBA Hoopz takes the formula that worked so well in NBA Showtime and NBA Jam, and tweaks it a little. The addition of a third player per team is probably the biggest change, and alters the way its played fundamentally. No longer do you stick with just the one player throughout, as you now have control over the full trio of players. It's a change that some will like and others won't. It's still a fun, frantic game, but it loses some of it's excellence in simplicity. An altogether better change is the increased depth, with a season mode, tournament mode and some mini games all welcome additions. Audio and visuals haven't seen much of an upgrade, but as with Showtime, they're serviceable. It's the change to 3 players per team that defines the game though, and I'm not convinced they improved the series by it's addition. Still a good game, and with an excellent multiplayer.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
NBA Hoopz	NA	US	T-9709N	B 2 <input type="checkbox"/>	This US release has a Black spine
NBA Hoopz	EU	D/F/G	T-9713D-51	A 1-2 <input type="checkbox"/>	The 2 PAL versions of NBA Hoopz share the same disc but have different Instruction Booklets.
NBA Hoopz	EU	E/I/S	T-9713D-61	A 1-2 <input type="checkbox"/>	

3 versions, 1 NA, 2 PAL

NBA Showtime: NBA on NBC

NTSC-U and PAL release

Publisher:	Midway	Origin:	USA
Developer:	Avalanche software	Year:	1999 NA/PAL
Genre:	Sport - Basketball	Also on:	ARC, N64, PS1, GBC
Related titles:	NBA Hoopz (semi sequel)	Series:	NBA Jam
Major License:	NBA (Professional Sports league); NBC (Broadcaster)		
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 142nd

NBA Jam is an all time classic, and NBA Showtime is fundamentally Jam for the DC. Ported from the arcades, Showtime uses the presentation pulling power of the NBC network and their NBA broadcasts, and merges it with the classic, tried and tested NBA jam 2 on 2 basketball gameplay. 'Boom shakalaka' will ring out as your player goes on fire, ridiculously high dunks from half way cross-court will be abundant, and well timed jumps will result in highly satisfying blocks leading to some more over the top dunking. Sure, there's some issues - the AI players can be somewhat prone to cheating, rubber banding is evident and there's a serious lack of modes (err..1), but the soul of the NBA Jam we all love is here. It's not the best looking title on the console (sharing Midway's Blitz series angular characters rather than the sublime animation of the 2K NBA series), but the gameplay still holds up, especially when crowding round a screen with some mates in the always entertaining multiplayer.

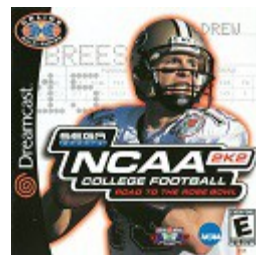
★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
NBA Showtime: NBA on NBC	NA	US	T-9706N	A 1 <input type="checkbox"/>	This US release has a White spine
NBA Showtime: NBA on NBC	EU	E/F/G	T-9705D-50	A 1-2 <input type="checkbox"/>	This PAL release has no 'Dreamcast' header on cover.

2 versions, 1 NA, 1 PAL

NCAA College Football 2K2

NTSC-U exclusive



Publisher:	SEGA	Origin:	USA
Developer:	Visual Concepts	Year:	2001 NA
Genre:	Sport – American Football	Also on:	Dreamcast exclusive
Related titles:	NFL 2K series (same developers and engine)		
Major License:	NCAA (sporting organisation)		
Useful Extras:	VGA, Keyboard, Online functions (competitive), a few friends (1-4 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Okay, let's get one thing straight from the get go – I don't know much about College football. It may attract a passionate and loyal fan base, but for most outside the States, it's all a bit of a mystery. NCAA 2K2, however, is an excellent game. Taking the core of NFL 2K, the developers tuned it to better suit the college game and in the process have made a game that, whilst receiving some criticism for certain aspects, plays as well as any of the 2K games. It has a grittier, more realistic look, and the large number of varied stadia look great, as does the general presentation. There's great on field chatter and 'fight songs' for some of the teams, but the play by play isn't as good as the NFL 2K games. It's the gameplay that shines – a more flowing style of play, partly due to the nature of the College game, which lends itself well to gaming. With 100+ teams and a Legacy mode which allows high school players to be recruited, there's also plenty to get your teeth into. There are issues, mainly around a lack of attention to detail, and the omission of some content, like fight songs for every college, may put off some die hard fans of the sport, but for the rest of us the NCAA license brings with it something fresh and appealing. A great game.

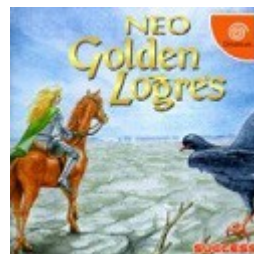
★★★★

Release	Region	Type	Code	Rar./Price	Notes
NCAA College Football 2K2	NA	US	51176	A 1 <input type="checkbox"/>	This US release has a Black spine 1 versions, 1 NA

Neo Golden Logres

NTSC-J exclusive

ネオ ゴールデンログレス



Publisher:	Success	Origin:	Japan
Developer:	LittleWing	Year:	2000 J
Genre:	Pinball	Also on:	PC, MAC, PS1
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

With pinball games so few and far between on the Dreamcast, the thought of a fantasy themed take on the genre was an enticing prospect. It didn't take long to find the flaws in Neo Golden Logres. Originally released for the PC and Mac, it melded Pinball with RPG elements based around Arthurian legend, and was mildly popular. Fast forward a couple of years, past a PS1 port which found it's way to Europe under the title 'Pinball Power', and we see it's arrival on the DC, with a modified look. There are 3 tables that are linked as part of a larger narrative, with the main table being 'Camelot'. A variety of tasks have to be completed to progress through to the other tables, 'Fisher King' and 'Land's End', although all 3 appear to be able to be played on the DC from the off. The theme is fine, but the execution is way off. The table is presented in a 'real' perspective – so everything's squashed at the top, making it difficult to see what's going on or read any text. The physics feel wooden, the difficulty level too high, requiring wizard-like pinball skills. More troubling are the low quality graphics, which are blurry, messy and outdated. Those craving more pinball may be satisfied for a time, but poor programming decisions badly effect the game.

★★

Release	Region	Type	Code	Rar./Price	Notes
Neo Golden Logres	JP	JPN	T-9904M	B 2 <input type="checkbox"/>	1 versions, 1 JP

Neon Genesis Evangelion -Ayanami Ikusei Keikaku-

NTSC-J exclusive

also known as 'Shinseiki Evangelion: Ayanami Ikusei Keikaku'

新世紀エヴァンゲリオン 綾波育成計画



Publisher:	Broccoli	Origin:	Japan
Developer:	Gainax / Westone	Year:	2002 J
Genre:	Visual Novel	Also on:	PC, PS2, NDS
Related titles:	2 other Evangelion titles on the DC		
Major License:	Neon Genesis Evangelion/Shinseiki Evangelion (Anime mega franchise)		
Useful Extras:	VGA, Mouse, Keyboard, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Neon Genesis (Shinseiki) Evangelion franchise is a phenomenon which has spawned everything from manga, anime, pachinko machines and even a theme park in Japan, and has a loyal and devoted fan base across the world. On the Dreamcast, we were treated to 3 titles in the series, two typing based titles and this, a more visual novel approach. Spanning the time frame of the Anime series, this title sees you take the role of a NERV agent who is tasked with helping to guide the activities of one of the Evangelion pilots Rei Ayanami. As is to be expected, the gameplay revolves around having to make several choices with regards to scheduling events, whilst having to read through lot's of text. Well received upon release, it's retained a level of popularity that can probably be explained by the franchise's fan base, rather than technical achievements. If you struggle with lots of Japanese text, can't use a translation guide for large parts, or have no interest in the series, then this is probably not going to do it for you, but if any of those appeal to you, then it's worth a shot. For collectors, the game's sole release came with franchise-branded mouse and mouse mat, and is rather nice.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Neon Genesis Evangelion -Ayanami Ikusei Keikaku-	JP	JPN	T-46303M	A 2-3 <input type="checkbox"/>	The standard edition of the game, the only release, is a larger box release with a mouse and mouse mat. <i>1 versions, 1 JP</i>

Neon Genesis Evangelion -Typing E Keikaku-

NTSC-J exclusive

also known as 'Shinseiki Evangelion: Typing E-Keikaku'

新世紀エヴァンゲリオン タイピング E 計画



Publisher:	Gainax	Origin:	Japan
Developer:	Gainax	Year:	2001 J
Genre:	Typing	Also on:	PS2
Related titles:	2 other Evangelion titles on the DC		
Major License:	Neon Genesis Evangelion/Shinseiki Evangelion (Anime mega franchise)		
Useful Extras:	VGA, Keyboard (required), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Chronologically the first Neon Genesis Evangelion title released on the Dreamcast, Typing E Keikaku is an example of the 'typing' genre on the console which utilised the keyboard peripheral in interesting ways. In this case, the game goes the 'typing tutor' route, using various elements from the beloved franchise as a way of getting players more skilled at using the keyboard. It's nowhere near as fun as the master of this sub-genre, Typing of the Dead, but of course fans of the series will take more than your average player from the title. A very healthy knowledge of Japanese is a must, however. Aside from the game however, the most interesting aspect of this release is the franchise branded satchel bag that was included in the large box. It's well made, an excellent extra, and for most people probably more desirable than the game itself.

★★

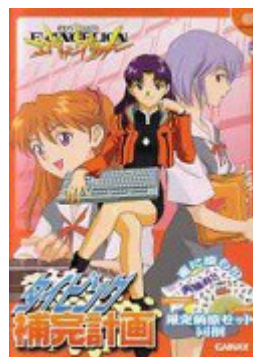
Release	Region	Type	Code	Rar./Price	Notes
Neon Genesis Evangelion -Typing E Keikaku-	JP	JPN	T-35101M	B 3 <input type="checkbox"/>	The standard edition of the game, the only release, comes in a large box with a very nice Satchel bag contained within, along with the game. <i>1 versions, 1 JP</i>

Neon Genesis Evangelion -Typing Hoken Keikaku-

NTSC-J exclusive

also known as 'Shinseiki Evangelion: Typing Hoken Keikaku'

新世紀エヴァンゲリオン タイピング補完計画



Publisher: Gainax
Developer: Gainax
Genre: Typing
Related titles: 2 other Evangelion titles on the DC
Major License: Neon Genesis Evangelion/Shinseiki Evangelion
 (Anime mega franchise)

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

Useful Extras: VGA, Keyboard (required), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Released later on in the same year as 'Typing E Keikaku', this is another example of a typing tutor title using source material from the Neon Genesis Evangelion franchise. From what I can tell, there's not much more to say about this game as it features the same sort of style as the first title with a mix of different elements from the franchise all masquerading as a clever way of teaching keyboard skills. Japanese knowledge is essential, of course.

Not as desirable as Typing E, this release nevertheless came in a larger box with a fan and a cloth, which no doubt devoted fans of the series will lap up.

★★

Release	Region	Type	Code	Rar./Price	Notes
Neon Genesis Evangelion -Typing Hoken Keikaku-	JP	JPN	T-35102M	B 4 <input type="checkbox"/>	The standard edition of the game, the only release, comes in a larger box with some nice extras: a fan and a cloth. 1 versions, 1 JP

NEO XYX

Indie release

Publisher: NG:DEV.TEAM
Developer: NG:DEV.TEAM
Genre: Shmup
Related titles: Last Hope / Fast Striker (same developer)
Useful Extras: VGA, Arcade stick

Origin: Germany
Year: 2014 WW
Also on: NEO GEO



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

NEO XYX doesn't do itself any favours. A search of the internet reveals several people saying the same thing I'm about to – I very nearly dismissed NEO XYX earlier than it should have been due to an inexplicable default horizontal screen orientation. Not very clever for a game which is very much a vertical shooter! Once you set the screen to the far more sane Vertical mode (or if your TV is on it's side, the full screen vertical Arcade mode), things become far more entertaining. Neo XYX is a 16-bit styled shooter with colourful sprites and lot's of on screen activity. Enemies have that organic-industrial / Gigeresque 90's shmup look to them, and there's some pretty impressive half screen beasts. Gameplay isn't original, but it ticks Shmup fanatics boxes, with chaining central to the game, tough but beatable bullet patterns and a teeny weeny hit box that enables some death-defying weaving through the amassed enemy horde. The aesthetic nod to the 90's means it's not pushing the hardware, and whilst enemy craft are quite varied, the bosses are largely unimpressive. The soundtrack is another example of that Euro-techno style, but it's underwhelming. This defines the game. It's fast paced weaving gameplay is enjoyable, but there's a distinct feeling of 'meh' throughout, lacking the depth of Fast Striker, or the quality of Sturmwind. Hardcore genre fans will no doubt like it, but yet again, this is an unlicensed DC release that won't convert the masses to the shooter cause.

★★★

Release	Region	Type	Code	Rar./Price	Notes
NEO XYX	WW	HBW	-	B 5 <input type="checkbox"/>	Regular edition in DVD case
NEO XYX	WW	HBW-L	-	B 6 <input type="checkbox"/>	Limited edition has different artwork and an extra soundtrack CD, all in DVD case
NEO XYX	WW	HBW-L	-	B 7 <input type="checkbox"/>	Collectors edition comes in slipcase containing both limited and regular editions as well as a T-Shirt and lots of extra goodies.

3 versions, 3 WW

Neppachi

NTSC-J exclusive

full title is 'Neppachi: 10 Ren Chande Las Vegas Ryokou'

ネッパチ

ネッパチ ~10連チャンでラスベガス旅行~



Publisher: Daikoku Denki
Developer: Falcon
Genre: Pachinko
Series: Neppachi
Useful Extras: VGA, Translation guide, Online functions (prize winning)

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Neppachi series would end up running for 6 entries on the DC, but it's online prize winning digital versions of Pachinko machines started here. A bit of a mystery to many of us in the west, Pachinko is a near obsession in Japan. Recreating the gambling / pinball / penny slot mix for a console, much like slot machine titles, is often looked upon as being rather pointless, but with the online functionality of the DC allowing real prizes to be won whilst playing, there was at least something to play for. Online features now long gone, the series is now solely the preserve of collectors and those who really want to play some Pachinko on their DC's.

This first title in the series sets the template for the rest, providing access to a few Pachinko machines and several other options, including the ability change pin positions. It's colourful and loud, just as you'd expect, but it is just a digital recreation of Pachinko and therefore not exactly gaming nirvana.

Release	Region	Type	Code	Rar./Price	Notes	★★
Neppachi	JP	JPN	T-41002M	A 2	<input type="checkbox"/> White rectangle in top left.	
Neppachi	JP	JPN-L	T-41001M	A 1	<input type="checkbox"/> Also referred to as the 'Deluxe Version'. Red triangle in top left. Comes with 30 free turns at a proper Neppachi tournament.	

2 versions, 2 JP

Neppachi II @Vpachi CR Harenchi Gauken

NTSC-J exclusive

sometimes referred to more simply as 'Neppachi II'

ネッパチ II@VPACHI ~CR ハレンチ学園~



Publisher: Daikoku Denki
Developer: Falcon
Genre: Pachinko
Series: Neppachi; Harenchi Gakuen (multi media franchise)
Useful Extras: VGA, Translation guide, Online functions (prize winning)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The second title in the Neppachi series, which differs little in 'gameplay' from the first title, features a single machine which uses assets from the 'Harenchi Gakuen' franchise, a 70's manga phenomenon that has seen live action and animated films down the years, as well as several other forms of media. I'm not familiar with the manga itself, but the well endowed females on screen points you in the direction of what the style and theme was all about.

As for Neppachi II itself, it really is only useful for collectors seeking a full set now, as, much like with the original Neppachi, it's online prize winning functions are now long gone and the pursuit of gaming happiness through video game pachinko may be a fruitless one. Bright and loud like the first, with plenty of options to tinker and rotate around the machine to your hearts content, it's just not going to be on anyone's to play list.

Release	Region	Type	Code	Rar./Price	Notes	★★
Neppachi II @Vpachi CR Harenchi Gauken	JP	JPN	T-41003M	A 1	<input type="checkbox"/>	

1 versions, 1 JP

Neppachi III @Vpachi CR do Konjou Gale 2 & H

NTSC-J exclusive

also referred to as 'Neppachi III @Vpachi CR do Konjou Gale 2 – CR do Konjou Gale H' with various examples of different spellings for the 'do Konjou Gale' part; also simply referred to as 'Neppachi III'

ネッパチ III@VPACHI ～CR ど根性ガエル 2・CR ど根性ガエル H～



Publisher: Daikoku Denki
Developer: Falcon
Genre: Pachinko
Series: Neppachi
Useful Extras: VGA, Translation guide, Online functions (prize winning)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Third entry in the Neppachi series, this one features a couple of tables and some chirpy music, and has all the 'features' of the first two – so expect fully realised 3D recreations with colourful graphics and a cacophony of sound. As with the first 2 titles in the series, this is slightly pointless now that the prize winning is gone.

★★

Release	Region	Type	Code	Rar./Price	Notes
Neppachi III @Vpachi CR do Konjou Gale 2 & H	JP	JPN	T-41004M	A 1	<input type="checkbox"/>

1 versions, 1 JP

Neppachi IV @Vpachi CR Ah! Hananooouendan 3

NTSC-J exclusive

also referred to as 'Neppachi IV @Vpachi: CR Aa! Hana no Ouendan 3' and other translations of the original Japanese; also simply referred to as 'Neppachi IV'

ネッパチ IV@VPACHI ～CR 嗚呼!!花の応援団 3～



Publisher: Daikoku Denki
Developer: Falcon
Genre: Pachinko
Series: Neppachi
Useful Extras: VGA, Translation guide, Online functions (prize winning)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on a 70's manga (translated as 'Ah! That pep Squad') which spawned other media offshoots, this 4th entry in the Neppachi series continues the template laid out by the previous titles. It looks as nice as the other titles, and the audio is loud as always, but, again, this will have limited appeal.

★★

Release	Region	Type	Code	Rar./Price	Notes
Neppachi IV @Vpachi CR Ah! Hananooouendan 3	JP	JPN	T-41005M	B 1-2	<input type="checkbox"/>

1 versions, 1 JP

Neppachi V @Vpachi CR Monster House

NTSC-J exclusive

sometimes referred to more simply as 'Neppachi V'

ネッパチ V@VPACHI ～CR モンスターハウス～

Publisher: Daikoku Denki
Developer: Falcon
Genre: Pachinko
Series: Neppachi
Useful Extras: VGA, Translation guide, Online functions (prize winning)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Featuring 4 tables, which have an overlap with the ones featured in the first Neppachi title, number 5 in the series continues the template set out before, but does have a cool horror / Halloween vibe, including a poppy dance tune with a thriller vibe. Sadly, the game won't appeal to anyone who doesn't fancy a pretty looking pachinko recreation on their DC.

★★

Release	Region	Type	Code	Rar./Price	Notes
Neppachi V @Vpachi CR Monster House	JP	JPN	T-41006M	B 1-2	<input type="checkbox"/>

1 versions, 1 JP



Neppachi VI @Vpachi CR Otakaratankentai

NTSC-J exclusive

also referred to as 'Neppachi VI @Vpachi CR Otakara Tankentai'; also simply referred to as 'Neppachi VI'

ネッパチVI@VPACHI ~CRお宝探検隊~

Publisher: Daikoku Denki
Developer: Falcon
Genre: Pachinko
Series: Neppachi
Useful Extras: VGA, Translation guide, Online functions (prize winning)
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 6th and final release in the Neppachi series of pachinko games for the DC offers nothing different from it's predecessors so expect the same good looking 3D graphics, bright and loud pachinko 'action', and plenty of options for the diehards to tinker with. As always, slightly pointless without the prize winning ability, and expect lots of Japanese only menus.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Neppachi VI @Vpachi CR Otakaratankentai	JP	JPN	T-41007M	B 1-2	<input type="checkbox"/>

1 versions, 1 JP



Net de Para

NTSC-J exclusive

full title is 'Net de Para: Nekosogi Paradise'; also referred to as 'Nekopara ~Nekosogi Paradise'

ねっとDEぱらねこそぎパラダイス

Publisher: Takuyo
Developer: Fortyfive
Genre: Board games / Visual Novel
Useful Extras: VGA, Keyboard, a few friends (1-4 players), Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A slightly odd one this, as it mixes the usual visual novel / dating sim aspects with board game mechanics. So as well as lots of screens to read through developing the relationships between the various characters, you also have to roll the dice and move between the various areas on offer. There seems to be a lot going on, with 6 characters on the board, but the language barrier is near vertical. It's also technically disappointing, with jerky screen movement and text display, despite some decent artwork throughout. Net de Para received poor reviews on release and even if you can understand what's going on, this won't be the top of your 'to play' list.

★

Release	Region	Type	Code	Rar./Price	Notes
Net de Para	JP	JPN	T-37903M	A 1-2	<input type="checkbox"/>

1 versions, 1 JP



Net de Tennis

NTSC-J exclusive

also referred to as 'Netto de Tennis'

ねっとdeテニス

Publisher: Capcom
Developer: Capcom
Genre: Sport - Tennis
Useful Extras: VGA, Arcade stick, Keyboard, Online functions (versus), a few friends (1-4 players), Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A fun little budget release in Japan, Net de Tennis is another example of Capcom's online vision for the console, allowing players to play against each other over the consoles modem. The game's style is firmly in the sprite based, cartoon fashion of older tennis titles and Capcom's own 'Capcom Sports Club' arcade machine. It's fun, colourful and cheery, plays a decent game of tennis, and has a retro flavoured charm. It's single player options are limited to one off matches, which is a real shame, and it lacks heavily in the depth department, but with little language barrier, it's worth a go.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Net de Tennis	JP	JPN	T-1234M	B 2-3	<input type="checkbox"/>

1 versions, 1 JP



Net Versus -Chess-

NTSC-J exclusive

ネット パーサス チェス

Publisher: Atmark
Developer: Yuki Enterprise
Genre: Chess
Series: Net Versus
Useful Extras: VGA, Keyboard, Online functions,
a friend (1-2 players), Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Atmark's Net Versus series was a budget line-up of 7 table titles for the DC, all released at the same time, that traded fancy presentation for a simpler look. It all starts off a bit weirdly, as the intro sees a spaceship, planets and, er, no Chess at all. No doubt this was tied in with the Net play functionality of the game. When you get into the game itself, it's all simple menus, and although there's a fair bit of customisation, it's all very basic looking. The menu system for the series has been described as 'confusing', and that's a comment I agree with. As the DC's only Chess title (as a stand-alone title at least), it plays a decent game of Chess, and single players (or 2 players) can still enjoy it thanks to offline play – but that's pretty much it. You also need to make sure you have a VMU with enough space on, as even in offline mode I couldn't get it to start otherwise. The game's online mode required a subscription fee at the time to appreciate.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Chess-	JP	JPN	T-45706M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Net Versus -Gomokunarabe & Renju-

NTSC-J exclusive

also known as 'Net Versus -Renju Gomoku Namebe-' or 'Net Versus -Gomoku Narabe to Renju-'

ネット パーサス 五目並べと連珠

Publisher: Atmark
Developer: Yuki Enterprise
Genre: Board games
Series: Net Versus
Useful Extras: VGA, Keyboard, Online functions,
a friend (1-2 players), Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The slightly uncomfortable sounding title of this entry in the Net Versus series, relates to the inclusion of the table games of Gomoku and Renju – the latter being a variant of the first, and both easier to describe as noughts and crosses or tic-tac-toe on steroids. The aim is to make a line of 5 of your colour counter, and as the board is large, it allows for a degree of tactical play that my slightly clumsy tic-tac-toe comparison doesn't fully appreciate. It's a fun game, but let's be honest, a pen and pencil can recreate the experience just as well. Basic levels of customisation and stripped down menu screens and presentation are a mark of the series, but underneath the sometimes clumsy interface, there's a fair amount of tactical insights on offer here as well – if you can get over the obvious language barrier for any of the menu screens. With it's online play and budget price, the game may have had an audience at the time, and if you do want to have a single player or 2 player game of Gomoku on a console feel free to check this out – it's just a bit too basic. The game's online mode required a subscription fee at the time to appreciate.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Gomokunarabe & Renju-	JP	JPN	T-45705M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Net Versus -Hanafuda-

NTSC-J exclusive

ネットバーサス・花札

Publisher:	Atmark	Origin:	Japan
Developer:	Yuki Enterprise	Year:	2001 J
Genre:	Card games	Also on:	Dreamcast exclusive
Series:	Net Versus		
Useful Extras:	VGA, Keyboard, Online functions, a friend (1-2 players), Translation guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Continuing the Net Versus series of releases, this title brings the historic institution of Hanafuda to the Dreamcast. For many video game fans, it's only the Nintendo connection (emerging in the 19th century as a small scale hanafuda card manufacturer) that makes the game familiar, and I'll admit that I don't know the first thing about the variants included in this release. As usual, this is a basic looking title with sparse presentation and a fair few customisation options, geared towards the now gone online play mode, whilst also catering for single and 2 player tastes. It's technically okay, but the basic look belies the budget roots of the game.

The game's online mode required a subscription fee at the time to appreciate.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Hanafuda-	JP	JPN	T-45704M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Net Versus -Igo-

NTSC-J exclusive

ネットバーサス・囲碁

Publisher:	Atmark	Origin:	Japan
Developer:	Yuki Enterprise	Year:	2001 J
Genre:	Board games	Also on:	Dreamcast exclusive
Series:	Net Versus		
Useful Extras:	VGA, Keyboard, Online functions, a friend (1-2 players), Translation guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Despite what some sources like to say, the games of Go (which is also called Igo in Japan, hence the title here) and Othello are not the same. (Indeed, the Net Versus series did get a version of Othello in the form of Net Versus -Reversi-, the original non-trademarked title of the game). So those approaching this title expecting a nice pleasant game of switching tiles will be a little shocked by this ancient Chinese board game, famed for centuries as a tactical, deep playing experience. The aim is to control more of the board than your opponent, by surrounding their pieces with yours. There's far too many intricacies of the game to touch on here, but it's widely popular the world over and has thousands of video game adaptations. So how does this one fare? Well, about as well as other titles in the series. It's basic look and design belie it's budget origin, but it has some customisation options and the original appeal of online play would have been good. I did notice the AI took sometime calculating moves late on in games, but with the original game having a reputation as one of the most complex titles strategically, this perhaps is unsurprising. As with all titles in the Net Versus series, it's alright for a stripped down basic version of the classic board game featured, but not for much else.

The game's online mode required a subscription fee at the time to appreciate.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Igo-	JP	JPN	T-45703M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Net Versus -Mahjong-

NTSC-J exclusive

written as 'Net Versus -Majong-'

ネットバーサス・麻雀

Publisher: Atmark
Developer: Yuki Enterprise
Genre: Mahjong
Series: Net Versus
Useful Extras: VGA, Keyboard, Online functions,
a few friends (1-4 players), Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Another of the Net Versus series of budget releases that came out on the same day in Japan, Net Versus -Mahjong- unsurprisingly features the ancient tile-based Chinese game of Mahjong, and it's focus was on the paid subscription for online play upon release. It's as basically presented as the other titles in the series, with a smattering of customisation options. The rules of Mahjong go over my head somewhat, so the 4 player action on offer here is a bit of a mystery to me. It's basic look plays a decent enough game judging by reviews however, and you can play 4 players around 1 DC now that the online functions are dead. There's a language barrier to overcome for the menu screens, but if you know the rules you should be fine. Whether you'll want to spend time with this rather bare-boned approach I'm not sure though.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Mahjong-	JP	JPN	T-45701M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Net Versus -Reversi-

NTSC-J exclusive

ネットバーサス リバーシ

Publisher: Atmark
Developer: Yuki Enterprise
Genre: Board games
Series: Net Versus
Useful Extras: VGA, Keyboard, Online functions,
a friend (1-2 players), Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Reversi is the original name of the popular game 'Othello', widely popular in Japan, it's another of the Net Versus series that focused on online play with a stripped down, basic look. If you're an Othello/Reversi fan you'll know what to expect, and the game of flipping discs and trying to control the board is a simple, but tactical affair. Whilst the online functions no longer work, the single player game on offer (or two player game) and some basic customisation on offer are fine if you just want a version of the game on your DC. There are however better, more interesting, versions available for the console, and as there's nothing on offer here other than the basics, it will possibly only appeal to the collectors now. The original online play required a subscription fee to play.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Reversi-	JP	JPN	T-45707M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Net Versus -Shogi-

NTSC-J exclusive

ネットバーサス・将棋

Publisher:	Atmark	Origin:	Japan
Developer:	Yuki Enterprise	Year:	2001 J
Genre:	Board games	Also on:	Dreamcast exclusive
Series:	Net Versus		
Useful Extras:	VGA, Keyboard, Online functions, a friend (1-2 players), Translation guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Shogi, or Japanese Chess, is the final game in the Net Versus series featured in this guide, and perhaps the most mystifying to those not familiar with the original classic board game. Similar to Chess, it's a tactical game of warfare, popular in Japan, but you're going to need to know the rules before approaching this title, as it's more complex and not exactly easily accessible for non-Japanese speakers. It has a basic design like the other titles in the series, but does everything it needs to. The original game itself is worth persevering with if you're a fan of deep strategy and tactics, but there are other, more aesthetically pleasing, versions available. The online play which the series was geared towards is no longer functioning, and required a paid subscription to appreciate at the time, but the single player, and 2 player options, are perfectly playable still. Decent, but unspectacular.

★★

Release	Region	Type	Code	Rar./Price	Notes
Net Versus -Shogi-	JP	JPN	T-45702M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Nettou Golf

NTSC-J exclusive

熱闘ゴルフ

Publisher:	SEGA	Origin:	Japan
Developer:	SEGA / Data East	Year:	2000 J
Genre:	Sport - Golf	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Keyboard, Online functions, a few friends (1-4 players), Translation guide		



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Sega's attempt at Golf on the Dreamcast, Nettou Golf never received the western localisation that it deserved. Featuring a clean, crisp look and anime style graphics, it's aesthetically pleasing. The courses look good, with little touches like buildings reflecting in water and falling leaves all adding to the feel. This extends into the course design, which is varied and challenging. Gameplay itself is quite simple – all the usual choices of club and shot type are here, but playing the ball itself uses a single movement of the analogue stick down. It works surprisingly well, and intricate shots can be achieved with a little skill. The game features several single player modes and tournaments, as well as bringing an online experience at the time – the first online golf game for consoles. Whilst the latter is now merely a memory, the single player modes are good. The main flaw may be a matter of taste. It's another fantasy/cartoon themed golf game for the DC, and for those wanting a more 'serious' sporting experience, the little anime-inspired touches will leave them feeling cold. It's also fully in Japanese – not a problem in game, but the menus can be tricky. Nettou Golf is a fun, cheery little game and worth seeking out.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Nettou Golf	JP	JPN	HDR-0006	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Never 7 – The end of Infinity

NTSC-J exclusive

sometimes referred to more simply as 'Never 7'

ネバーセブン ジ・エンド・オブ・インフィニティ



Publisher:	Kid	Origin:	Japan
Developer:	Kid	Year:	2000 J
Genre:	Visual Novel	Also on:	PC, PS2, PSP, AND, iOS
Related titles:	Ever 17 (same series)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The first title in the 'Infinity' series from Kid, later followed up by the highly acclaimed Ever 17, Never 7 is a visual novel / Love adventure that never quite reaches the levels of quality that it's successor would. Eschewing the more overt sci-fi elements that would mark the series out, Never 7 casts you in the role of Makoto, a student who is sent to an isolated island due to failing grades. What follows is the usual tale of mystery (the discovery of a dead girl) and the more unusual aspect of time travel – reliving the 6 days leading up to the discovery. The game demands multiple playthroughs, and the story itself is of a good standard – certainly better than most visual novels on the DC. However, the core of the game is still the same old relationship-building via lots of static screens and text. It's an intriguing tale, but technically unremarkable. Fans of the superior Ever 17 will perhaps be disappointed, but for those wanting a decent take on the genre, and who can cope with the language barrier, Never 7 is not awful.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Never 7 – The end of Infinity	JP	JPN	T-19703M	A 2 <input type="checkbox"/>	
Never 7 – The end of Infinity	JP	JPN-D	T-19703M	B 2 <input type="checkbox"/>	A dorikore release where only the sticker on the wrapper will identify it.

2 versions, 2 JP

The Next Tetris: online edition

NTSC-U and PAL release

drops the subtitle in PAL territories and is called just 'The Next Tetris'



Publisher:	Crave	Origin:	USA
Developer:	Blue Planet Software	Year:	2000 NA; 2001 PAL
Genre:	Puzzle	Also on:	PC, PS1, NUON
Series:	Tetris		
Useful Extras:	a friend (1-2 players), Online functions (competitive play – NA only), DreamPi compatible		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

One of 3 official Tetris games for the Dreamcast, and the only to receive a western release, The Next Tetris is a bit of a disappointment. It's a bit light on options, featuring classic Tetris, the titular 'Next Tetris' mode and online play (although not in the PAL version). The classic mode does what it says, and online play is a welcome addition (and one which is now playable online again thanks to the wizardry of the DreamPi and Shuouma), but the main draw is 'Next Tetris'. This changes the play by having the familiar pieces being made up of different colours, and once slotted into place, sections of these can drop down. This allows for larger combos, but it feels like an unnecessary addition. Whilst the audio is passable, it's the graphics that are my main criticism – jerky, early windows 3D effect that looks poor. If all you want is a Tetris game, it does it well enough, but there's very little long term appeal here. If, however, you are connected to the wider world using a DreamPi, the draw of online play here may be enough to pick this up. Remember – choose the US version rather than online-lacking PAL release.

★★★

Release	Region	Type	Code	Rar./Price	Notes
The Next Tetris online edition	NA	US	T-40214N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
The Next Tetris	EU	E/F/G	T-17717D-50	A 2-3 <input type="checkbox"/>	

2 versions, 1 NA, 1 PAL

NFL 2K

NTSC-J and NTSC-U release

Publisher:	SEGA	Origin:	USA
Developer:	Visual Concepts	Year:	1999 NA; 2000 J
Genre:	Sport – American Football	Also on:	Dreamcast exclusive
Major License:	NFL (Sports league)	Series:	NFL 2K
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: 46th 2013 DCJY Poll: 90th* 2016 DCJY Poll: 75th* *with 2K1 and 2K2

Who cares if EA didn't support the Dreamcast, when their flagship sports titles had competition like this. NFL 2K was a game which wowed the gaming public prior to release for it's outstanding graphics (superbly animated players run, pass and bash into each other with excellent realism), and then wowed them again with it's gameplay. Not only did the game look and sound terrific, it played like a dream. Fast, smooth and easy to control, whilst offering enough challenge for even the biggest football fan. Excellently implemented controls feel perfect for the pad and make passing a breeze. Presentation is superb – from the excellent replay system through to an in game ticker, it felt polished. Sure, it's not quite perfect - the running game is hard to play, whilst the passing game can be a tad too easy on lower difficulties, and it's anaemic on the features (no franchise mode). However, this was the first of the 2K NFL games, a game many thought was more tech demo than actual gameplay rich title, so to raise the bar in the way it did was outstanding. Still plays well, and a statement of intent from Sega and Visual Concepts.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
NFL 2K	NA	US	51003	A 1 <input type="checkbox"/>	This US release has a White spine
NFL 2K	NA	US-AS	51003	A 1 <input type="checkbox"/>	The Sega All Stars release of NFL 2K. Black spine and 'Sega All Stars' on disc. Square NFL sticker on cover version.
NFL 2K	NA	USvar	51003 (All Stars)	B 1 <input type="checkbox"/>	This is the All Stars version with a round NFL sticker on the Manual/Cover.
NFL 2K	NA	USvar	51003	B 1 <input type="checkbox"/>	Not For Sale release. The disc itself has 'Not for Sale' on it, and the space where the barcode should be is blank.
NFL 2K	JP	JPN	HDR-0058	A 1 <input type="checkbox"/>	One of the 6 Dorikore releases that has the White & Orange bordered cover. 6 versions, 4 NA, 2 JP
NFL 2K	JP	JPN-D	HDR-0141	B 1 <input type="checkbox"/>	

NFL 2K1

NTSC-J and NTSC-U release

Publisher:	SEGA	Origin:	USA
Developer:	Visual Concepts	Year:	2000 NA; 2001 J
Genre:	Sport – American Football	Also on:	Dreamcast exclusive
Major License:	NFL (Sports league)	Series:	NFL 2K
Useful Extras:	VGA, Keyboard, a few friends (1-4 players), Online functions (play)		

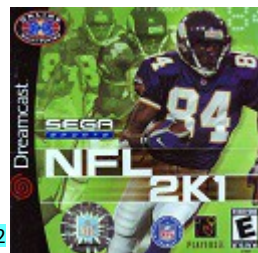
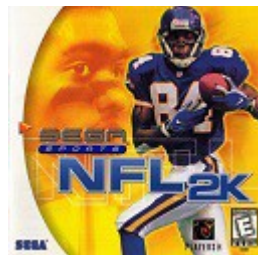
2009 DCJY Poll: n/a 2013 DCJY Poll: 90th* 2016 DCJY Poll: 75th* *with 2K and 2K2

Sega's NFL franchise returns for a new year, and everything gets an update. Graphics are improved, with a high-res front end (displaying incredibly slick presentation throughout) and detailed, high-poly players and stadia. Audio is superb, with one of the best commentary teams in any sports game and more realistic crowds. Most importantly, the one real issue from 2K has been seen to – gone is the single digit running yardage, replaced by more controllable play and blocking players who do their job. The passing game is still slick, but it's refined to make it more realistic – a praise the entire game deserves. Games progress the way they do in real life, putting it up there as a proper 'sim' rather than just a video game. With the added franchise mode and a few other tweaks, NFL 2K1 can rightfully be called a master-class. Whilst the much lauded online modes added to this edition are now a memory, they were superbly realised, and remain a treasured memory for many. Bettered only by it's own successor, NFL 2K1 is superb. Still.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
NFL 2K1	NA	US	51062	A 1 <input type="checkbox"/>	This US release has a Black spine
NFL 2K1	NA	US-AS	51062	A 1 <input type="checkbox"/>	The Sega All Stars release of NBA 2K1. The cover and discs are unchanged.
NFL 2K1	NA	USvar	51062	B 1 <input type="checkbox"/>	Not For Sale release. The disc itself has 'Not for Sale' on it, and the barcode is replaced with 'Not for Sale' too.
NFL 2K1	JP	JPN	HDR-0144	B 1-2 <input type="checkbox"/>	Comes with NFL bible, an in depth rule book that was packaged with the game on a long horizontally aligned board.

4 versions, 3 NA, 1 JP



NFL 2K2

NTSC-J and NTSC-U release

Publisher:	SEGA	Origin:	USA
Developer:	Visual Concepts	Year:	2001 NA; 2002 J
Genre:	Sport – American Football	Also on:	PS2, XB
Series:	NFL 2K		
Major License:	NFL (Sports league)		
Useful Extras:	VGA, Keyboard, a few friends (1-4 players), Online functions (competitive play)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 90th* 2016 DCJY Poll: 75th* *with 2K and 2K1

Visual Concepts final entry in the NFL 2K series on the Dreamcast can certainly be called a refinement. It's not widely different than 2K1, but it all has a little bit more polish to it, making it a better game, if not a drastic improvement. On the field, everything is as it was, giving the most realistic football experience on the DC. Players act as you'd expect they would, whilst the fluid animation and wide range of moves, add to the impression that this really is a recreation of the sport done fantastically well. The front end is great, as always from Visual Concepts, whilst franchise and creation modes give some depth. With improved graphics and the extra details, it is the best pound for pound football experience on the DC. There's some issues – like the sound level issues on the otherwise superb commentary, and it is ultimately not a massive step up from 2K1, but the refinements all add up to an excellent experience. A great game, and one that is still enjoyable today for those wanting something a little different than the yearly Madden disappointment.

★★★★★

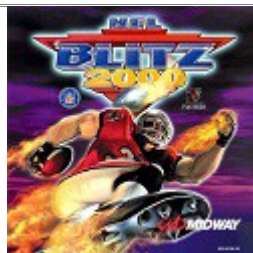
Release	Region	Type	Code	Rar./Price	Notes
NFL 2K2	NA	US	51168	A 1 <input type="checkbox"/>	This US release has a Black spine
NFL 2K2	JP	JPN	HDR-0196	C 3-5 <input type="checkbox"/>	D-Direct only release in Japan

2 versions, 1 NA, 1 JP

NFL Blitz 2000

NTSC-U and PAL release

Publisher:	Midway	Origin:	USA
Developer:	Avalanche Software	Year:	1999 NA/PAL
Genre:	Sport – American Football	Also on:	ARC, PC, PS1, N64
Major License:	NFL (Sports league)	Series:	NFL Blitz
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 165th* 2016 DCJY Poll: 125th* *with 2001

The only serious contender to 2K's NFL crown, Avalanche's conversion of Midway's NBA Jam-style take on the sport is a very different beast. It adds to the arcade version – most notably a season mode – but keeps the frenzied pace which made it so popular. Rules go out the window, with reduced team sizes, 30yd first downs and short quarters. It's often complete chaos, as the pace is fast, with a few seconds for play selection and short plays, so games never let up. There's fumbles and interceptions aplenty, and sacking is frequent. Conversions are automatic, as are the kick-offs, and everything is over in ten minutes. Graphically, players are blocky, but smoothly animated and it runs fast. Slick Midway presentation looks great, and there's some great touches – player taunts a highlight – but the game does feel a little limited. Nevertheless, great gameplay and total silliness makes it compelling. There's not much strategy here, due to the pace, and it has an uneven difficulty that will sometimes make you wish things were slightly less frenetic, but it's still great fun.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
NFL Blitz 2000	NA	US	T-9703N	A 1 <input type="checkbox"/>	This US release has a White spine
NFL Blitz 2000	NA	US-AS	T-9703N	B 1-2 <input type="checkbox"/>	The Sega All Stars release of NFL Blitz 2000. Different covers (black on left, in the later US Dreamcast style) , and a different disc distinguish the release. The disc is the same as the one for the 'Hot! New!' release; Reddish-Orange rather than the purple of the original.
NFL Blitz 2000	NA	USvar	T-9703N	B 1-2 <input type="checkbox"/>	One of the 'Hot! New!' Re-released US Dreamcast titles. This can be seen primarily by a 'Hot! New!' sticker on the front cover, or printed on the manual. Reddish-Orange disc.
NFL Blitz 2000	EU	E/F/G	T-9703D-50	A 1 <input type="checkbox"/>	No 'Dreamcast' header on the cover. Also known for having a blank spine.

4 versions, 3 NA, 1 PAL

NFL Blitz 2001

NTSC-U exclusive

Publisher:	Midway	Origin:	USA
Developer:	Avalanche Software	Year:	2000 NA
Genre:	Sport – American Football	Also on:	ARC, PS1, N64
Major License:	NFL (Sports league)	Series:	NFL Blitz
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 165th* 2016 DCJY Poll: 125th*

*with 2000

After the superb NFL Blitz 2000, Midway and Avalanche return with this 2001 edition of arcade American Football. Whilst it would have been easy to just pop out a roster update, there's considerable changes here. Presentation has been ramped up and audio is crisper (but just as silly). Graphics impress most though – silky smooth animation, better player models, over the top celebrations and a great range of stadia and pitches (including the absurdly brilliant metal pitch) with superb weather effects (like the gradual accumulation of snow). They don't reach the 2K series level of realism, but has an old school arcade charm of their own. When you start playing the games you'll realise that whilst the core basics remain, the pace has been slightly reduced, allowing for some actual strategic elements this year. It's still fast paced arcade thrills, continually sacking the opponent's QB or bowling over a defence on a blistering run into their end zone, but the reduction in pace just allows things to feel more in control of the player. There's not a massive amount of depth (a few party games thrown in are nice though), but the full season mode is excellent, and with the brilliantly implemented control scheme, it remains an absolute joy to play.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
NFL Blitz 2001	NA	US	T-9712N	B 2 <input type="checkbox"/>	This US release has a Black spine 1 versions, 1 NA

NFL Quarterback Club 2000

NTSC-U and PAL release

Publisher:	Acclaim	Origin:	USA
Developer:	Acclaim studios Austin	Year:	1999 NA/PAL
Genre:	Sport – American Football	Also on:	N64
Series:	NFL Quarterback Club		
Major License:	NFL (Sports league)		
Useful Extras:	Arcade stick, a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Oh dear, what happened here then? QB Club 2000 doesn't do anything very well. It looks alright in screenshots, but when you see it in action things quickly fall apart. Choppy animation, stupid players, terrible frame rate (including in the play selection screens, which is a remarkable achievement), and players will often be using the same animation, leading to a horrendous synchronised ballet of crap. There's a couple of neat presentational ideas, but they're lost in the endless list of failures. The biggest is that it's barely playable. The passing game is awful, with continual dropped passes and mistakes making it an exercise in frustration. Generally the running game is slightly better – but the hellish choppiness of the graphics make it, and any sort of defensive play, nigh on impossible. There are a fair few modes on offer, but whether you'll want to sit through any of them for any period of time is doubtful. Dated, graphically terrible and with terrible controls, QB Club 2000 is a total failure. Oh, and if you live in a PAL region forget it. No 60hz mode out of the box makes the poor looking game even worse – reduced to a series of badly animated still screens, pieced together in a horrible slide show of pain. It's dreadful.

★

Release	Region	Type	Code	Rar./Price	Notes
NFL Quarterback Club 2000	NA	US	T-8101N	A 1 <input type="checkbox"/>	This US release has a White spine
NFL Quarterback Club 2000	EU	E	T-8102D-05	A 1 <input type="checkbox"/>	
NFL Quarterback Club 2000	EU	G	T-8102D-18	B 1 <input type="checkbox"/>	
NFL Quarterback Club 2000	EU	D/F	T-8102D-59	B 1 <input type="checkbox"/>	The 3 PAL versions of NFL Quarterback Club 2000 share the same disc but have separate Instruction Booklets. One of the early PAL releases which omits the 'Dreamcast' header on the front.

4 versions, 1 NA, 3 PAL

NFL Quarterback Club 2001

NTSC-U exclusive

more properly known as 'NFL QB Club 2001'



Publisher:	Acclaim	Origin:	USA
Developer:	High Voltage	Year:	2000 NA
Genre:	Sport – American Football	Also on:	N64
Series:	NFL Quarterback Club		
Major License:	NFL (Sports league)		
Useful Extras:	Arcade stick, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

After the travesty that was NFL QB Club 2000, Acclaim changed developers for 2001, but sadly it still just isn't very good. There have been improvements over last year (although to be fair, they could hardly have made it worse), but aside from some decent presentational touches, it's still leagues behind. It's still choppy graphically – running plays descend into a mess of poor animation. Frequent unrealistic events occur (or bugs as we like to call them), and whilst it's a little better on the gameplay front, confusing running game and unresponsive passing don't add up to much fun. There's a fair few options, and a decent creation mode, but on the flip side, many players names and pictures are missing, replaced by generic names indicating positions. Whilst not the complete failure it's predecessor was, there's simply no need to play QB 2001 with far better football games available on the DC.

★★

Release	Region	Type	Code	Rar./Price	Notes
NFL Quarterback Club 2001	NA	US	T-8115N	A 1 <input type="checkbox"/>	This US release has a White spine 1 versions, 1 NA

NHL 2K

NTSC-U and PAL release



Publisher:	SEGA	Origin:	Canada
Developer:	Black Box	Year:	2000 NA / PAL
Genre:	Sport – Ice Hockey	Also on:	Dreamcast exclusive
Series:	NHL 2K		
Major License:	NHL (Sports league)		
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 158th* 2016 DCJY Poll: 183rd*
*with NHL 2K2

Sega's assault on the lucrative US sports video game sector continues, this time with the NHL. Much like NBA and NFL 2K, it's a stripped down approach, with no franchise mode, instead giving players season and playoff options only. NHL games hit a high point with EA's 16-bit output, and the move to 3D didn't necessarily work with such a high paced sport at first, an issue NHL 2K struggles with. The gameplay is hectic, with a solid passing system and good defence, but there's issues. Scoring is tough – leading to too many very low scoring games, defence doesn't feel like it has much strength behind it, and the puck, despite being highlighted, can often get a little lost. Controls are simple and more akin to the 16-bit titles, but they lack some of the intricacies hockey fans had come to expect. Graphically, it can struggle with the frame rate, but otherwise it's not bad, with some nice reflections. Perhaps the biggest issue is that the game feels like a first attempt at the sport; even in season mode you never feel like you're making progress, just going from one game to the next. It still plays a decent game, but after the revolutionary NBA and NFL 2K entries, you're tempted to wonder 'Okay, good start....show me what you can do next year'

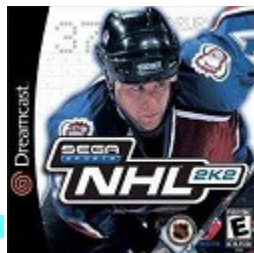
★★★

Release	Region	Type	Code	Rar./Price	Notes
NHL 2K	NA	US	51025	A 1 <input type="checkbox"/>	This US release has a White spine
NHL 2K	NA	US-AS	51025	A 1 <input type="checkbox"/>	The Sega All Stars release of NBA 2K. Different covers (black on left, in the later US Dreamcast style, rather than the white of the original) and 'Sega All Stars' on disc.
NHL 2K	EU	E/FN/F/G/SW	MK-51025-89	A 1-2 <input type="checkbox"/>	
NHL 2K	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0061-50 / 952-0057-50 No content difference between this and the retail version 4 versions, 2 NA, 2 PAL

NHL 2K2

NTSC-J and NTSC-U release

Publisher:	SEGA	Origin:	USA
Developer:	Treyarch	Year:	2002 J / NA
Genre:	Sport – Ice Hockey	Also on:	Dreamcast exclusive
Major License:	NHL (Sports league)	Series:	NHL 2K
Useful Extras:	VGA, a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 158th* 2016 DCJY Poll: 183rd*

*with NHL 2K

Taking a year out, and with new developers at the helm, NHL 2K2 returns a far better game. The graphics have had an overhaul, with the muddy visuals being replaced with sharp graphics and smooth animation. There's little slowdown, which brings the series much more in line with the other 2K titles. Gameplay is closer to the real sport, with optional advanced controls giving more abilities. Accurate passing, controllable shooting, and stronger defence make for a more realistic and fun experience. Whilst there's still no franchise, the season mode does a better job in immersing you in your teams progress. There's still issues – boring commentary, poor audio and low scoring games aren't game breakers, but the game trying to stop you moving at every opportunity nearly is. If two players touch, the puck tends to go loose, which can lead to confusion. It's a frustration, as in most areas, the game plays great, and is a huge improvement over 2K. It's not as good as the other 2K2 titles, but hockey fans will enjoy this years superior edition.

★★★

Release	Region	Type	Code	Rar./Price	Notes
NHL 2K2	NA	US	51182	A 1 <input type="checkbox"/>	This US release has a Black spine
NHL 2K2	JP	JPN	HDR-0199	C 3-4 <input type="checkbox"/>	Released as a D-Direct only title in Japan. .

2 versions, 1 NA, 1 JP



Nightmare Creatures II

NTSC-U and PAL release

Publisher:	Konami	Origin:	France
Developer:	Kalisto	Year:	2000 NA/PAL
Genre:	Survival Horror	Also on:	PS1
Related titles:	Nightmare Creatures (predecessor on PS1, PC and N64)		
Useful Extras:	VGA, Arcade stick		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 189th

I wanted to love this sequel to the relatively well received Nightmare Creatures. It oozes the dark, Gothic-horror atmosphere I like, with plenty of suitably gruesome enemies, dark hallways and gore. You play Herbert Wallace, patient at antagonist's Adam Crowley's genetics hospital, who escapes his captors and set's forth to thwart the evil Crowley has unleashed. There's plenty of occult and classic horror references, all told through frequent cut scenes which are well voiced. Despite the atmosphere (the creepy sound effects a particular highlight), it falls down in gameplay. It's highly repetitive, with limited attacks. You can unleash finishers, which are cool, but they repeat too often. Controls are okay, but the linear levels mixed with repeated gameplay just doesn't add up to much fun. Graphics are muddy and don't push the DC at all, but they do fit the atmosphere – too much at times, as it can be incredibly difficult to see what's going on, thanks to the dark look of the game, which is often only broken by splashes of the copious blood the game throws around. It's alright, but the lack of variety ultimately hurts it.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Nightmare Creatures II	NA	US	T-9504N	A 2 <input type="checkbox"/>	This US release has a White spine
Nightmare Creatures II	EU	D/E/S	T-9502D-76	A 2 <input type="checkbox"/>	
Nightmare Creatures II	EU	F/G/I	T-9502D-87	B 2 <input type="checkbox"/>	The English (+Dutch/Spanish) release of the game, at least, has a sticker on both the front and rear covers with a new age rating on. The 2 PAL releases of Nightmare Creatures II have different discs and Instructions.

3 versions, 1 NA, 2 PAL

Nijyuei

NTSC-J exclusive

sometimes referred to as 'Nijuei' and also called 'Shadow and Shadow'

二重影



Publisher: Princess Soft
Developer: Princess Soft
Genre: Visual Novel
Useful Extras: Translation guide

Origin: Japan
Year: 2002 J
Also on: PC, PS1

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Good looking, historical era setting visual novel from Princess Soft that mixes history, mythology and good old scantily dressed female characters (you'd expect little else from the developer). You play the role of Sougen, samurai swordsman who wields a blade with two shadows, who finds himself on a mysterious, demon infested island where a series of strange things occur – as seems to be the case frequently on mysterious Japanese islands. The setting and atmosphere is fascinating, and the artwork is suitably drawn. Sadly, the game plays just like the many other examples of the genre on the DC; so expect little in the way of interaction as you sit through screens of pretty pictures and text. The adult content of the original PC release has been removed, and the language barrier is high even for a visual novel (due to the use of more archaic examples of the language). If you can get anywhere with the text, the setting may be enough to keep your attention.

★★

Release	Region	Type	Code	Rar./Price	Notes
Nijyuei	JP	JPN	T-46505M	A 2-3	<input type="checkbox"/>

1 versions, 1 JP

Nippon Pro Mahjong Renmei Kounin : Tetsuman Menkyokaiden

NTSC-J exclusive

also known just as 'Tetsuman Menkyokaiden'

日本プロ麻雀連盟公認 徹萬 免許皆伝



Publisher: Naxat Soft
Developer: Naxat Soft
Genre: Mahjong
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Mahjong for the more serious player, Tetsuman Menkyokaiden puts the competitive side of the game onto the Dreamcast, and does a good job at recreating the game. It can be described as a 'sim' of professional Mahjong, and whilst it only caters for the solo player, it has enough for the hardcore mahjong player to get their teeth into. Sadly, for those like myself who don't really understand how to play the game, it's all a bit over my head, and I can't see the game having much appeal. Competent, but not pushing the DC technically, if you can understand the high amounts of text and want a 'proper' Mahjong title, give it a go.

★★

Release	Region	Type	Code	Rar./Price	Notes
Nippon Pro Mahjong Renmei Kounin : Tetsuman Menkyokaiden	JP	JPN	T-18701M	A 1-2	<input type="checkbox"/>
Nippon Pro Mahjong Renmei Kounin : Tetsuman Menkyokaiden	JP	JPN-O	T-18703M	B 1-2	<input type="checkbox"/> This 'other' release is the 'Cheap Version', which retailed at just 2800 Yen. This can be identified by an orange coloured notification of the cheaper price in the bottom right of the cover.

2 versions, 2 JP

Nishikaze No Kyoushikyoku

NTSC-J exclusive

full title is 'Nishikaze No Kyoushikyoku ~The Rhapsody of Zephyr~' and often known simply as 'The Rhapsody of Zephyr'

西風の狂詩曲~The Rhapsody of Zephyr~



Publisher:	Softmax	Origin:	Korea
Developer:	Softmax	Year:	2001 J
Genre:	Tactical-RPG	Also on:	PC, PS2
Series:	The War of Genesis		
Useful Extras:	VGA, Keyboard, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This Korean developed tactical minded RPG is a struggle to get through if Japanese isn't your first language, which is a shame, as the popularity of it's original PC version points towards some quality gameplay. An off shoot of the 'War on Genesis' series, it sees an epic battle between rival kingdoms, with some serious themes, incorporating religion, love, betrayal and numerous other aspects that western games rarely touch on. It's 2D world is superbly designed with great artwork throughout, and if you can understand the story, it is a deep and interesting tale. Compared to some of the other genre examples, it looks a bit dated and more akin to a Saturn title, but with elements such as the in-world battle system (the random battles happen in situ in the games world, rather than a different screen), genre fans will enjoy it. The language barrier is really very high for non speakers, however.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Nishikaze No Kyoushikyoku	JP	JPN	T-44502M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Nobunaga no Yabou -Reppuden-

NTSC-J exclusive

信長の野望 烈風伝



Publisher:	Koei	Origin:	Japan
Developer:	Koei	Year:	1999 J
Genre:	Strategy	Also on:	PC, MAC, PS1, PSP
Series:	Nobunaga no Yabou		
Useful Extras:	several friends (1-8 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 8th title in a long running series of strategy titles from Koei, Nobunaga no Yabou -Reppuden- is another title that is rich in historical Japanese themes and settings, and is accompanied by an awful lot of Japanese text. It's turn based strategic gameplay is not completely alien to those of us who grew up tinkering with western war-games, but the setting (the Sengoku period – the same period of history which would find more western attention with the Shogun – Total war games) and complex gameplay with little in the way of non-Japanese text to help, makes the game a rather difficult one to get into. The isometric map and various screens detailing the deep political dealings the game offers all look decent enough, and for those who can understand what is going on, the series always offers a rewarding experience – but as you may have gathered by now, you really do need to know the language.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Nobunaga no Yabou -Reppuden-	JP	JPN	T-7605M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Nobunaga no Yabou -Shouseiroku-

NTSC-J exclusive

full and correct title is 'Nobunaga no Yabou -Shouseiroku- with Power-Up kit'

信長の野望 将星録 with パワーアップキット



Publisher: Koei
Developer: Koei
Genre: Strategy
Related titles: Nobunaga no Yabou -Shouseiroku- (Saturn – non power-kit version)
Series: Nobunaga no Yabou
Useful Extras: several friends (1-8 players), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The 7th of the series, Nobunaga no Yabou -Shouseiroku- also received a version on the Saturn, with this expanded edition (the power-up kit) featuring more content. It will come as no surprise that the title is very similar to the other series entry on the DC, -Reppuden-, with isometric, turn based Japanese historical strategy and a great deal of knowledge of Japanese needed to get anything out of it. It looks decent still, and there's a ton of depth and political manoeuvring on offer, but the language barrier is pretty much insurmountable.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Nobunaga no Yabou -Shouseiroku-	JP	JPN	T-7602M	A 1	<input type="checkbox"/>

1 versions, 1 JP

The Nomad Soul

NTSC-U and PAL release

released in North America as 'Omikron : The Nomad Soul'



Publisher: Eidos
Developer: Quantic Dream
Genre: Action-Adventure
Related titles: Fahrenheit (PS2,XB,PC); Heavy Rain (PS3); share developer/ambition.
Major License: David Bowie (Singer)
Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: 121st 2016 DCJY Poll: 92nd

Quantic Dream have developed a reputation as a company with high artistic ambition, and that can be seen in this, their first, epic in scope, adventure title. Mixing various genres, it is primarily a 3D adventure title with open-world elements. The sci-fi world is intriguing from the off (you're thrown in, literally, with little knowledge of anything, and the world successfully creates a weird, other-worldly feeling), and the storyline and writing are of a good quality. Of course, much is made of David Bowie's involvement, and indeed he does lend his image to the game, as well as the soundtrack, but there's more to appreciate here. Reincarnating to another character is an interesting concept, and generally the game is at it's best when it's trying something new and interesting. But, whilst a lot works (good atmosphere, audio, story), there are some issues. Technically, it struggles at times, with chunky graphics and slowdown, and the first person shooting and fighting elements, are both somewhat archaic in their implementation. Controls are a bit stiff, and the 'stealth' personal computer system is a little clumsy. Despite these flaws, the game works. It's an intriguingly fascinating, and ambitious, title and a bit of a flawed gem for the DC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
The Nomad Soul	EU	E	T-36805D-05	A 2	<input type="checkbox"/> Disc is a -61 version, shared with the I/S release (also shared cover)
The Nomad Soul	EU	F	T-36805D-09	B 3	<input type="checkbox"/> Character based cover, shared with D.
The Nomad Soul	EU	G	T-36805D-18	B 3	<input type="checkbox"/> A grey/blue colour cover; not shared.
The Nomad Soul	EU	D	T-36805D-47	B 3	<input type="checkbox"/> Dutch version, shares the French versions cover, - without subtitle.
The Nomad Soul	EU	I/S	T-36805D-60	B 2	<input type="checkbox"/> Disc is a -61 version, shared with the English release (also shared cover)
The Nomad Soul	EU	EWLP	-	C 3-4	<input type="checkbox"/> Disc codes: 950-0047-61 / 952-0045-61 English language version. May be a -05 version, however unconfirmed.
The Nomad Soul	EU	EWLP	-	C 4	<input type="checkbox"/> Disc codes: 950-0047-09 / 952-0045-09 French language version
The Nomad Soul	EU	EWLP	-	C 4	<input type="checkbox"/> Disc codes: 950-0047-18 / 952-0045-18 German language version
Omikron : The Nomad Soul	NA	US	T-36807N	A 2-3	<input type="checkbox"/> This US release has a White spine

9 versions, 1 NA, 8 PAL

Ogami Ichirou Funtouki

NTSC-J exclusive

also known as 'Ogami Ichirou Funtouki: Sakura Taisen Kayou Show "Benitokage" Yori'

大神一郎奮闘記～サクラ大戦歌謡ショウ『紅蜥蜴』より～



Publisher:	SEGA	Origin:	Japan
Developer:	Red	Year:	2000 J
Genre:	Adventure	Also on:	Dreamcast exclusive
Series:	Sakura Taisen/Wars		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

This is a bit of an odd one. An adventure game based on voice actors for the Sakura Wars franchise, and more specifically from a live musical stage show from 1999 that they appeared in ('Benitokage', translated as 'Crimson Lizard'). It's baffling that we never received an English translation for any Sakura Wars game in the west, when you realise just how massive the entire franchise was in Japan – so massive, that there were several of these musical shows, where the voice talent appeared as their characters. There's lots of clips from the show available in this game, and these are mixed in with more traditional animated adventure sections and dialogue heavy visual-novel style parts. The general idea is that you follow the 'adventures' of the voice actors as they perform the musical, with the adventure elements dealing with the behind the scenes bits, and the live action footage shown in between to give a complete story. For fans of the franchise, this is a gloriously silly premise and one that's worth putting some time into, but if you're not convinced by the main titles of the series, this will almost certainly not change your mind. Good, cute graphics and excellent audio (as you'd imagine) are cool, but there is a large language barrier.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Ogami Ichirou Funtouki	JP	JPN	HDR-0057	A 1-2 <input type="checkbox"/>	Double Jewel case. Comes with 7 cards that form part of a series of 29 (the others are in other Sakura Wars titles) 1 versions, 1 JP

Omoide Ni Kawaru Kimi- Memories Off

NTSC-J exclusive

title on spine is 'Omoidenikawarukimi ~Memories Off~'

思い出にかわる君 ~Memories Off~



Publisher:	Kid	Origin:	Japan
Developer:	Kid	Year:	2002 J
Genre:	Visual Novel	Also on:	PC, PS2, PSP, iOS
Series:	Memories Off		
Major License:	Memories Off (Anime)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The third entry in the Memories Off series, this is a pretty average attempt at the visual novel genre. Boasting the nice visuals and artwork (as most Kid games do) that you'd expect, it takes a standard approach and rewards repeated playthroughs. You follow the story of Shougo, a student who has a chance meeting with an ex-girlfriend who left him unexpectedly some time before. Much revolves around the Cubic Cafe, the local hangout spot, and the story entails the ups and downs in the relationships between the main character and the various, mostly female, other characters. Whilst the game had a decent reception upon release, the high language barrier and generic style make it a tough one to recommend. The story is decent, and fans of the genre will likely get something out of it, but it lacks much in the way of originality.

★★

Release	Region	Type	Code	Rar./Price	Notes
Omoide Ni Kawaru Kimi - Memories Off	JP	JPN	T-19718M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Ooga Booga

NTSC-U exclusive

Publisher: SEGA
Developer: Visual Concepts
Genre: Action
Useful Extras: VGA, Keyboard, Online functions (competitive play), a few friends (1-4 players), DreamPi compatible

Origin: USA
Year: 2001 NA
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: 119th

2016 DCJY Poll: 108th

Ooga Booga was a late release in North America, from sports maestros Visual Concepts, and focused on online play. Light on story, it sees a quartet of Polynesian inspired tribes battle it out in a variety of game modes on a series of volcanic islands. It's colourful and bright, simple and with the emphasis on fun and frantic gameplay. The tribes all have different attributes, and there's loads to unlock; more modes, new masks for the characters, new power ups. These additional elements give some variety to the games central multiplayer focus – whether online, or in split screen. To unlock, you have to make your way through the single player 'Tribal trials' mode – which evolves from tutorial style levels, to a rather long series of gradually unlocked game modes. Despite the decent AI, it's with friends that the game is best enjoyed – games are usually quick, hectic affairs with plenty of laughs as you ride your boar into an unsuspecting foe. There are flaws – annoying power ups and weak AI – but to the games credit, it always remains a cheerful experience. Another example of that Sega 'Blue sky' brilliance. And now, thanks once more to the efforts of Shuouma, Ooga Booga is playable online using the DreamPi. With the ever growing number of DC enthusiasts using the service, this is by far the best way to experience this game.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Ooga Booga	NA	US	51140	A 1-2 <input type="checkbox"/>	This US release has a Black spine 1 versions, 1 NA

Orange Pocket - Cornet

NTSC-J exclusive

オレンジポケット コルネット

Publisher: Pione Soft
Developer: Hooksoft
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, PS2, DVD



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A visual novel with heavy emphasis on the love/dating relationship side of things, Orange Pocket started life as an adult orientated PC title which has the usual tone down for console release. You play a character who is enjoying an idyllic countryside life, when an old friend moves from the city to the same high school, setting into motion the usual series of events involving love interests, lots of female students and an increasingly complex series of relationships. The action is standard fare, with large amounts of text to read through, and there's not really a huge amount to do other than make choices from dialogue options as you progress through. The game has extra content from the original release (an extra character), but it's not really enough to make it stand out from a quite crowded marketplace for the genre on the DC. Good quality audio, both voice and music, are probably the best thing about this quite generic title.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Orange Pocket – Cornet	JP	JPN	T-18708M	B 2-3 <input type="checkbox"/>	Limited and standard in oversized DVD boxes. Bottom left hand corner has an orange notification signifying it is the limited edition. The limited edition of Orange Pocket comes with the extra goodies packaged on the back of the game case, all wrapped together. 2 versions, 2 JP
Orange Pocket – Cornet	JP	JPN-L	T-18707M	B 2-3 <input type="checkbox"/>	

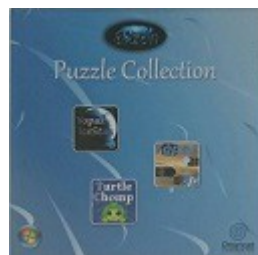
Orion's Puzzle Collection

Indie release

also known more simply as 'Puzzle Collection'

Publisher: Orion
Developer: Orion
Genre: Puzzle
Useful Extras: VGA

Origin: France
Year: 2016 WW
Also on: PC



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The ever versatile Orion returns, this time with a 3 in 1 puzzle package, that works on Windows systems too. 'Yopaz IceStar' sees you control a smiley little face (Yopaz) who has to negotiate a series of screens in the vacuum of space, with the goal of collecting all stars. The task is made more difficult by only being able to control the direction of travel once before hitting a block. It sets up a series of increasingly difficult levels where one wrong move will make collecting all stars impossible. Throw in other obstacles, teleporters, enemies and direction changers, and what starts off as a very simple little puzzle game, can soon become a challenging little time passer (even including a level editor). 'Yopaz 3D' adds a third dimension to the gameplay of IceStar, which makes things even tougher, as does the ever-present threat of seeing yourself disappear out of the play area. It's another decent game, but lacks modes and isn't as compelling as the first. The final of the trio of games included is 'Turtle Chomp', where you control a turtle and attempt to create lines of fruit and combos. It's a simple looking game, but the challenges that pop up, and which failure on will hasten game over, can be frantic to clear. It became quite addictive, quite quickly, which is always a good sign, but is a tad anaemic in content.

All in all, Orion's Puzzle collection slipped under the radar, which is a shame, as whilst it may not look great, the puzzlers included are good simple fun. Orion is a constantly impressive developer, who gets little credit for his DC library, and anyone after a fun little Indie title could do far worse. Don't expect a gaming revelation though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Orion's Puzzle Collection	WW	HBW	-	A 3 <input type="checkbox"/>	At time of writing, still available from Orion's website for purchase 1 versions, 1 WW

O.to.i.Re – Dreamcast Sequencer

NTSC-J exclusive

お・と・い・れ ドリームキャストシーケンサー

Publisher: Waka Manufacturing
Developer: Waka Manufacturing
Genre: Software
Useful Extras: VGA, Microphone, MIDI interface cable, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

An intriguing one this, as whilst it's not really a 'game' as such, it's actually by all accounts quite a useful piece of software. As the cover proudly displays, O.to.i.Re allows you to sequence musical tracks, using the style of a variety of instruments, utilising an easy to use interface. The title is also notable as being the only release which utilises the MIDI interface cable, allowing instruments to be plugged into the DC. As someone who has no knowledge about making music, I'll bow to public opinion here, which generally seems to think that, for what it is, this release is actually pretty good. With all the games options and selections selectable in English, and a clear, colourful interface, it's also remarkably easy to understand what is going on. Of course, this is still a piece of music software for a 20 year old console, so only collectors and the really diehard audiophiles will have an interest in this.

★★★

Release	Region	Type	Code	Rar./Price	Notes
O.to.i.Re – Dreamcast Sequencer	JP	JPN	T-32801M	B 3-5 <input type="checkbox"/>	The only release which supports the MIDI cable and is actually entirely usable in English.

1 versions, 1 JP

Oukahoushin -Oukasakishitoki-

NTSC-J exclusive

various spellings of the game are stated, but the above is the spelling on the spine

央華封神 ~央華咲きし刻~



Publisher: ESP
Developer: MediaWorks / ESP
Genre: Tactical RPG
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another example of the Tactical RPG genre on the DC which never received a release outside of Japan. It's perhaps not massively surprising that this never saw it's way to the west – it's ancient Chinese themes, including a seemingly strong emphasis on the philosophies of Taoism, would probably not of received a massive market outside of Asia. Based on a popular card based RPG game of the 90's, the main character, Rai Seishou, learns that she is the 'Crystal Star', and embarks on a period of learning, attaining knowledge of the various strands of ancient teachings that permeate the game, eventually embarking on a quest to restore the balance to the world and defeat the encroaching darkness. The game plays out as a fairly typical example of the genre, with turn based gameplay, spells, levelling up of characters etc. etc. Whilst the setting and themes in the game are intriguing, and it boasts a splendid art style throughout, the generic approach to gameplay, slow pace and high difficulty levels, makes it a difficult one to recommend. If you're going to play without knowing the language, I would recommend you set some serious time aside to consult translation guides.

★★

Release	Region	Type	Code	Rar./Price	Notes
Oukahoushin -Oukasakishitoki-	JP	JPN	T-38704M	A 2	<input type="checkbox"/>

1 versions, 1 JP

Outtrigger

NTSC-J, NTSC-U and PAL release

アウトトリガー



Publisher: SEGA
Developer: SEGA AM2
Genre: First Person Shooter
Useful Extras: VGA, Keyboard, Mouse, Online functions
Origin: Japan
Year: 2001 J / NA / PAL
Also on: ARC
 (competitive play, not in PAL), a few friends (1-4 players)

2009 DCJY Poll: 66th 2013 DCJY Poll: 83rd 2016 DCJY Poll: 50th

The 'other' big FPS on the Dreamcast, Outtrigger is an odd game. Whilst UT and Q3A brought their PC feud onto the console and took most of the attention, Outtrigger quietly arrived with Sega's own take on the genre, and it felt, and indeed feels, like a very different sort of game. Similar to arena based third person shooters like Heavy Metal Geomatrix (the game can be played in third person throughout too), you compete in small stages where fast paced arcade gameplay is the order of the day. Weapons aren't as pivotal as with it's FPS peers, so there's a limited range (although the flamethrower is great), leading to cramped, always moving gameplay. Less tactical, it's easy to pick up and it boasts some gorgeous, high detailed stage design. There's not much for the solo player, 'Arcade' and 'Mission' modes presenting a series of short goal-based activities, but split screen does allow standard deathmatch with the AI, with an impressive frame rate if you do have a friend at hand. It was the online modes that were most interesting at the time, allowing 6 player games over the modem, and it presented a fun, if hectic, experience. PAL versions, however, didn't even have this, which reduced the appeal a little. It's a good looking and fun game to play, but Outtrigger lacks the depth and long term appeal of it's rivals.

Controls can be a bit awkward in Outtrigger, and whilst keyboard and mouse are clearly the best choice, selecting the D1 controller setup option is the widely acknowledged best choice for a pad.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Outtrigger	NA	US	51102	A 2-3	<input type="checkbox"/> This US release has a Black spine
Outtrigger	JP	JPN	HDR-0118	A 2-3	<input type="checkbox"/> Japanese release comes with Mouse as standard, in a slightly deeper box.
Outtrigger	EU	E/F/G/S/i	MK-51102-50	A 2	<input type="checkbox"/> Includes Italian instructions in the booklet, but not on the rear cover.
Outtrigger	EU	EWLP	-	C 2-3	<input type="checkbox"/> Disc codes: 950-0068-50 / 952-0162-50 No content difference from the retail release.

4 versions, 1 NA, 1 JP, 2 PAL

Pachinko No Dendo CR Nanashi

NTSC-J exclusive

also spelt as 'Nanacy' or 'Nanasy'

パチンコの殿堂 CR ナナシー

Publisher: Micro Cabin
Developer: Micro Cabin
Genre: Pachinko
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This title is another example of a Pachinko game on the Dreamcast, and aside from collectors looking for that full set goal, there's little I can say to recommend the game. The audio and visual appeal for pachinko fans is there – meaning bright visuals and lots of noise, but it's about as pointless as any other similar game on the DC. It isn't quite as flashy as some of the Neppachi titles either.

Release	Region	Type	Code	Rar./Price	Notes
Pachinko No Dendo CR Nanashi	JP	JPN	T-5205M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP



Pachi-Slot Teiou Dream Slot -Heiwa SP-

NTSC-J exclusive

パチスロ帝王ドリームスロット ～平和スペシャル～

Publisher: Media Entertainment
Developer: Media Entertainment
Genre: Gambling
Related titles: Pachi-Slot Teiou Dream Slot -Olympia SP-
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The first of the two Media Entertainment Pachi-Slot games, 'Heiwa' features 3 slot machines (from the Heiwa corporation) with a substantial amount of tweaks and options available, for the avid slot machine fan to sink their teeth into. For the rest of us (and, I may be assuming here, but I think that may be the vast majority), the game holds very little appeal. Audio is weak, visuals are muddy, and there's not really much 'gameplay' here at all. A code on the reverse of the manual, points towards some form of online functionality on release (although this seems to have only been a leaderboard), but really, there's very little here for anyone other than collectors.

Release	Region	Type	Code	Rar./Price	Notes
Pachi-Slot Teiou Dream Slot -Heiwa SP-	JP	JPN	T-20501M	B 1 <input type="checkbox"/>	

1 versions, 1 JP



Pachi-Slot Teiou Dream Slot -Olympia SP-

NTSC-J exclusive

パチスロ帝王ドリームスロット ～OLYMPIA SP～

Publisher: Media Entertainment
Developer: Media Entertainment
Genre: Gambling
Related titles: Pachi-Slot Teiou Dream Slot -Heiwa SP-
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The other Pachi-Slot title for the DC, this one brings another trio of slot machines to the console, this time from 'Olympia' (which seems to have been a separate company, bought out by Heiwa a few years prior to this release). There's little to add to the comments made of it's sister title, 'Heiwa SP', with the same poor audio-visual display, very limited gameplay and a general lack of appeal to just about anyone other than the serious collector of Dreamcast titles.

Release	Region	Type	Code	Rar./Price	Notes
Pachi-Slot Teiou Dream Slot -Olympia SP-	JP	JPN	T-20502M	B 1 <input type="checkbox"/>	

1 versions, 1 JP



Pandora no Yume

NTSC-J exclusive

also known as 'Dream in Pandora's Box'

パンドラの夢



Publisher: NEC Interchannel
Developer: Pajamas Soft
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A Pajamas Soft visual novel, and another example of an adult-orientated title that was watered down for its release on Sega's console, but had some extra fan service added. The plot revolves around the discovery of a 'nursing robot', and a time travel loop which appears to be a slight plot contrivance, in which to explore the robots humanity. I may have made it sound like a Data heavy episode of the Next Generation, but in reality it's a pretty by the books genre example, although the art style is interesting. Japanese knowledge is mandatory, although you can muddle through by intelligent use of a translation guide. The extras include a music and CG menu, extra scenarios and the typical variety of fan service that you'd expect. Generally regarded as having a decent story, visual novel fans will feel right at home.

★★

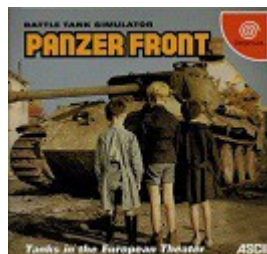
Release	Region	Type	Code	Rar./Price	Notes
Pandora no Yume	JP	JPN	T-20120M	B 2-3 <input type="checkbox"/>	As is often the case with 'regular' releases of Japanese games that have more desirable limited editions, this version seems harder to come by. I imagine however that in Japan it is not quite so difficult to obtain.
Pandora no Yume	JP	JPN-L	T-20119M	B 2-3 <input type="checkbox"/>	Limited edition comes in larger box and contains a mini picture in frame, mini canvas and a mini easel. This edition was limited to 5,000 copies.
Pandora no Yume	JP	JPN-D	T-20120M	C 2-3 <input type="checkbox"/>	Pandora no Yume's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.

3 versions, 3 JP

Panzer Front

NTSC-J exclusive

パンツァーフロント



Publisher: ASCII
Developer: Shangri-La
Genre: Tank simulation
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst most of the Japanese exclusive war game titles for the Dreamcast can be a chore to play, due to the near-vertical language barrier, with Panzer Front I found myself in my metallic war machine, blasting enemy placements in no time. With plenty of English language menu options, it's easy to dip into the action, even if mission briefings are unreadable. Allowing you to control a selection of historic WW2 era tanks, with US, Russian and German examples all playable, the 3D graphics are simple, with plenty of explosions to please the bloodthirsty. A series of historic missions are on offer, and an overhead tactical map hints at the deeper gameplay on offer – calling in supportive fire, tank formations etc. The actions not restricted to tank warfare either, with enemy and ally troops scattered over the stages. The gameplay is simple, and whilst fun, blowing the crap out of everything can get a little boring. Whilst it's a one trick pony to some extent – you drive tanks and blow things up – the game is enjoyable, offers interesting historical perspective, and is easy to understand.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Panzer Front	JP	JPN	T-2102M	A 2 <input type="checkbox"/>	Comes in double case. 1 disc.

1 versions, 1 JP



Patissier na Nyanko

NTSC-J exclusive

full title is 'Patissier na Nyanko: Hatsukoi wa Ichigo Aji' and sometimes known as 'Patisserie na Nyanko'

パティシエなにゃんこ ~初恋はいちご味~

Publisher: Pione Soft
Developer: Pajamas Soft
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another example of a Pajamas Soft title, originally released as an adult orientated title for PC's, watered down a bit for it's DC release. It follows the usual sort of dating sim / visual novel approach, with static shots and text. Plot-wise, it sees you in the role of Shouichi, who, when his father falls ill, has to take control of the family's bakery. There's several female characters to build relationships with, no doubt a distraction from the day job. Oh, and he's cursed by a cat-girl, leading him to turn into a cat at night. I should maybe have mentioned that earlier...

As with many of adult-orientated titles released for the console, the content, whilst not explicit, is heavy on the 'pervy' side of things, which will alienate a lot of gamers. It received a lukewarm response upon release, so this is one more for the collectors. Knowledge of Japanese is a necessity if you do want to understand what's going on.

★★

Release	Region	Type	Code	Rar./Price	Notes
Patissier Nyanko: Hatsukoi wa Ichigo Aji	JP	JPN	T-18710M	B 3	<input type="checkbox"/> DVD style case.
Patissier Nyanko: Hatsukoi wa Ichigo Aji	JP	JPN-L	T-18709M	B 3-4	<input type="checkbox"/> Limited edition can be identified by an oval shaped notice on the left of the front cover. Includes extras bundled at the back (CD/art book). DVD style case. 2 versions, 2 JP

Pen Pen TriIcelon

NTSC-J, NTSC-U and PAL release
released as 'PenPen' in PAL territories
ペンペン トライアイスロン

Publisher: General Entertainment (Japan)
Infogrames (NA / PAL)
Developer: General Entertainment
Genre: Racing
Useful Extras: VGA, a few friends (1-4 players)

Origin: Japan
Year: 1998 J; 1999 NA / PAL
Also on: Dreamcast exclusive



2009 DCJY Poll: 89th 2013 DCJY Poll: 124th 2016 DCJY Poll: 154th

An original launch title for all 3 regions, Pen Pen is best described as a multi-sports / racing hybrid, infused with insane cartoon style. You choose from a selection of Pen pen's; a mixture of alien Penguins, Sharks, Dogs and Hippos, each with differing characteristics. Decent graphically, it's well animated, has interesting course design and a steady frame rate, and the chattering characters and fun music suit the style. There's 3 aspects to the gameplay- swimming, Sliding and running. The first two take a rhythmic button approach, which is simple but effective. The running sections are less so. The problem here is that any attack by an opponent sees your character break into an animated hit routine that slows everything down. This happens in all 3 modes, but mostly in the running. It's fun, but frustrating. It's also lacking in the depth. 4 areas, and 3 race lengths, repeat sections too often - and with the game being too easy, it doesn't have much lasting appeal (even with a decent multiplayer section). The added 'dress up' section sees you adorning your pen pen's with unlocked clothing items, and is utterly pointless. Too short lived, and frustrating, Pen Pen is still fun in the short term.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Pen Pen TriIcelon	NA	US	T-15105M	A 2	<input type="checkbox"/> This US release has a White spine
Pen Pen TriIcelon	JP	JPN	T-17001M	A 1	<input type="checkbox"/>
PenPen	EU	D/F/G	T-15103D-58	A 2	<input type="checkbox"/>
PenPen	EU	E/I/S	T-15103D-61	A 2	<input type="checkbox"/> The 2 PAL releases share the same disc but have separate instruction booklets. One of the PAL releases with no 'Dreamcast' header on cover. 4 versions, 1 NA, 1 JP, 2 PAL

Phantasy Star Online

NTSC-J, NTSC-U and PAL release
ファンタシースターオンライン

Publisher: SEGA
Developer: Sonic Team
Genre: RPG
Series: Phantasy Star
Useful Extras: VGA, Keyboard, Online functions, DreamPi compatible

Origin: Japan
Year: 2000 J; 2001 NA/PAL
Also on: PC, GC, XB



2009 DCJY Poll: 13th* 2013 DCJY Poll: 8th* 2016 DCJY Poll: 10th* *with version 2

Few titles can sum up the legacy of the Dreamcast like Phantasy Star Online. The only, true, materialisation of Sega's bold connected world ambitions, PSO was many console gamers first experience of gaming online, and is held close to many hearts. The plot centres around the 'Pioneer Project', and the search for a new world to inhabit after the home worlds destruction. After finding a suitable liveable world, Ragul, the first ship Pioneer 1, starts construction. When the second ship, suitably named Pioneer 2, which holds most of the refugees, arrives several years later, they witness a massive explosion, an event which sets the tone of the game, as the inhabitants of Pioneer 2 investigate the fate of the original settlers. The story soon expands to take in several aspects, none of which I'll spoil here, but, like the Phantasy Star series of old, is a well written tale weaving fantasy and science fiction elements together.

The game plays as many MMORPG's have done since. Selecting one of three classes, Hunter (akin to a warrior class), Ranger (long range weapon class) or Force (mage-like), and one of three races (Human, Newman and Casts – akin to Man, Elf and Robot, if we're comparing), you embark on a series of quests from the pioneer 2 hub. The accumulation of experience, money and finding special weapons and items, is the key here, and there's plenty of depth within the game as you explore the 4 areas, dispatching a variety of enemies and bosses along the way. It may sound slightly generic, but that misses the point. There really was little like it, especially in the west, for consoles at the time, and whilst for solo players it can get a little repetitive after a while, online is the key here. Teaming up with 3 other players was a revolutionary experience for many, and the feeling of being with other players, battling through these unknown worlds, was an intoxicating taste of the future. The game has loads of neat touches, from intricately detailed surroundings, to innovative communication system, and a simple, intuitive interface. With great graphics, audio, and compelling gameplay, it soon became a fan favourite, which it still is. With the online functionality of the Dreamcast and the ever growing use of the DreamPi, it's still a popular draw for the modern DC gamer – and remains the best experience you can have on the console online. For solo players, the game will struggle to hold your attention much, but get yourself online with some strangers, and one of the best DC titles comes to life.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Phantasy Star Online	NA	US	51100	A 2 <input type="checkbox"/>	This US release has a Black spine
Phantasy Star Online	NA	BRA	197306	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover.
Phantasy Star Online	JP	JPN-O	HDR-0142	? ? <input type="checkbox"/>	I've never actually seen this version. It's listed as the 'standard' version in many sources (incl. Earlier versions of this guide), but appears to have been a non-released version of the title. Any more info on this contact me in the usual manner.
Phantasy Star Online	JP	JPN	HDR-0129	A 1 <input type="checkbox"/>	The usual first print run which came with Sonic Adventure 2 trial. The dog tags often listed as coming with this version may have only been a pre-order bonus.
Phantasy Star Online	EU	E/F/G/S	MK-51100-50	A 1-2 <input type="checkbox"/>	Disc codes: 950-0134-50 / 952-0126-50 Came with serial codes to allow online play.
Phantasy Star Online(master)	EU	EWLP	-	C 3-4 <input type="checkbox"/>	
Phantasy Star Online + VMU	EU	Ebox	-	D 5-6 <input type="checkbox"/>	Portuguese distributor Ecofilmes produced this blister pack bundle of a standard PAL release of the game with a standard VMU.

7 versions, 2 NA, 2 JP, 3 PAL

Phantasy Star Online version 2

NTSC-J, NTSC-U and PAL release

ファンタシースターオンライン Ver. 2



Publisher:	SEGA	Origin:	Japan
Developer:	Sonic Team	Year:	2001 J/NA; 2002 PAL
Genre:	RPG	Also on:	PC, GC, XB
Series:	Phantasy Star		
Useful Extras:	VGA, Keyboard, Online functions, Broadband Adaptor, DreamPi compatible		

2009 DCJY Poll: 13th* 2013 DCJY Poll: 8th* 2016 DCJY Poll: 10th* *with first game

Not a sequel to PSO, but an updated version which adds some extras that fans of the original will relish. The level cap was increased to 200, a football like lobby game introduced, a new 'Ultimate' difficulty level added and several little tweaks and improvements were made, including fixing some bugs present in the first. Broadband adaptor compatibility was added too, but other than that, it was basically the same game. Whilst these updates wouldn't warrant a high score on their own, the game remains an essential one for PSO fans who want to get the full DC experience.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Phantasy Star Online ver. 2	NA	US	51193	A 2-3 <input type="checkbox"/>	This US release has a Black spine
Phantasy Star Online ver. 2	JP	JPN	HDR-0163	A 1 <input type="checkbox"/>	
Phantasy Star Online ver. 2	EU	E/F/G/S	MK-51193-50	A 2-3 <input type="checkbox"/>	PAL variation versions are re-releases. -89 supports Scandinavian play. I'm not entirely sure which languages are supported on these releases, as I haven't been able to find much out about either and physically own neither.
Phantasy Star Online ver. 2	EU	Evar	MK-51193-64	B 2-3 <input type="checkbox"/>	
Phantasy Star Online ver. 2	EU	Evar	MK-51193-89	B 2-3 <input type="checkbox"/>	
Phantasy Star Online ver. 2	EU	EWLP	-	C 3-5 <input type="checkbox"/>	Disc codes: 950-0186-50 / 952-0176-50 Came with serial codes to allow online play.

6 versions, 1 NA, 1 JP, 4 PAL

Pia Carrot e Youkoso!! 2

NTSC-J exclusive

P i a ♥ キャロットへようこそ!! 2



Publisher:	NEC Interchannel	Origin:	Japan
Developer:	Stack / Cocktail Soft	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, SAT, iOS
Series:	Pia Carrot e Youkoso!!		
Major License:	Pia Carrot e Youkoso!! (anime series)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst it is the first in the Pia Carrot series listed in this guide, Pia Carrot 2 was actually released a couple of years after the 2.5 release. The restaurant themed visual novel series made it's debut on Japanese PC's, before making it's way to the PCFX and Saturn, and this direct sequel first saw a release on PC's too, before also making it's way to the Saturn... and indeed, 2 years before this release, onto the Dreamcast itself as part of Pia Carrot e Youkoso!! 2.5. Confused yet? This stand-alone release features an extra drama CD, but is basically the same content as in 2.5. It plays the same sort of game as many of it's genre compatriots, with scantily clad female waitresses and the usual sort of relationship building process. As always, Japanese knowledge is important to get the most out of the game. It received generally a generally solid response upon release originally, but with the 2.5 version in existence, it's questionable why you would want this release.

★

Release	Region	Type	Code	Rar./Price	Notes
Pia Carrot e Youkoso!! 2	JP	JPN	T-20121M	A 1 <input type="checkbox"/>	Double jewel case and 2 discs 1 versions, 1 JP

Pia Carrot e Youkoso!! 2.5

NTSC-J exclusive

P i a キャロットへようこそ!! 2. 5

Publisher:	NEC Interchannel	Origin:	Japan
Developer:	Cocktail Soft	Year:	2001 J
Genre:	Visual Novel	Also on:	Dreamcast exclusive
Series:	Pia Carrot e Youkoso!!		
Major License:	Pia Carrot e Youkoso!! (anime series)		
Useful Extras:	VGA, Translation guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Chronologically the first in the Pia Carrot series released on the DC, Pia Carrot e Youkoso!! 2.5 includes the full version of Pia Carrot 2 (as previously released on the Saturn), and includes a side story (2.2) which was previously released on the Game Boy Color. The move to the DC, for 2.2, brings with it the obvious improvements of better visuals, and for the dedicated fan this will be a bonus. To be fair, the graphics are appealing and well drawn throughout, and there's a catchy theme tune to go with the usual genre elements – and yes, that does involve a high amount of text to read through, and not the most in depth gameplay. Knowledge of Japanese is pretty much demanded, unless you have a really good guide. The series focus on managing a selection of (usually) scantily clad waitresses (there is adult content in the PC versions) always has a fan base, and the release had a fair response upon release, in no small part to it's writing and humour.

★★

Release	Region	Type	Code	Rar./Price	Notes
Pia Carrot e Youkoso!! 2.5	JP	JPN	T-20109M	A 1 <input type="checkbox"/>	Double jewel case and 2 discs

1 versions, 1 JP



Pia Carrot e Youkoso!! 3

NTSC-J exclusive

also known as 'Welcome to Pia carrot!!3'

P i a キャロットへようこそ!! 3

Publisher:	NEC Interchannel	Origin:	Japan
Developer:	F&C FC02 / Cocktail Soft	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, PS2, DVD, iOS
Series:	Pia Carrot e Youkoso!!		
Major License:	Pia Carrot e Youkoso!! (anime series)		
Useful Extras:	VGA, Translation guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The final release in the series for the Dreamcast (there would be a 4th main entry in the series, released, amongst others, on the Xbox 360), sees a return to the Pia Carrot restaurant chain, with the buxom waitresses and humorous situations that made the series a cult success in Japan (the series would spawn Anime series, films and even a real life restaurant). The visuals seem better this time round, and as is usual with the best examples of the genre, contain well drawn, detailed artwork. Gameplay is of course limited, and you need to do plenty of reading to get through the game – so best brush up on the language. Generally well received, it's not going to change your opinion on the genre, but for fans it's a decent example.

★★

Release	Region	Type	Code	Rar./Price	Notes
Pia Carrot e Youkoso!! 3	JP	JPN	T-20122M	A 1-2 <input type="checkbox"/>	
Pia Carrot e Youkoso!! 3	JP	JPN-L	T-20110M	A 1-2 <input type="checkbox"/>	The Limited edition of Pia Carrot 3 comes in a double jewel case, rather than the standard for the normal release, and has slight differences in cover illustration (the picture above is the standard release – the background is removed for the Limited. Comes with audio CD. (20,000 pieces)

2 versions, 2 JP

Pier Solar HD

Indie release

also known as 'Pier Solar and the great architects' and more simply as 'Pier Solar'

ピエアソーラーと偉大なる建築家



Publisher: Watermelon
Developer: Watermelon
Genre: RPG
Origin: International
Year: 2015 WW
Also on: MD, OUYA, PSN, XONE
 WiiU, PC, MAC, AND

Useful Extras: VGA

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 123rd (1* in Indie)

Watermelon kept us waiting with the release of Pier Solar, but the wait was worth it, and as the inaugural winner of the DCJY best Indie poll, it's clear gamers have taken the game to their heart. A decent indie RPG was well overdue, and this HD upgrade of the original indie Mega Drive release, delivers. A digital love letter to old school RPG's, it can revel in some beautiful design with fantastic artwork throughout. The story is strong; criticised by some for being a weak point, I found it actually to be a rather well written plot with good dialogue, and strong character design. Yes, it is a little predictable, but one man's 'generic' is another's 'nostalgic'. There's a healthy puzzle element, and the adventure itself takes you on a journey through varied locales. The battle system is solid, although this too has come in for some criticism – as a non 'hardcore' RPG player, I found it perfectly serviceable. The soundtrack is also quite superb.

Watermelon must also be credited for the work that went into the packaging of these games, whether it be the feature rich special collectors editions or just the choice between packaging which fits into each of the 3 regional designs. Pier Solar won't be everyone's cup of tea, but RPG fans desperate for a new adventure are well serviced here.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Pier Solar HD	WW	HBW	NA Packaging	B 5 <input type="checkbox"/>	The standard release of Pier Solar on
Pier Solar HD	WW	HBW	JPN Packaging	B 5 <input type="checkbox"/>	the Dreamcast, comes in a delightful
Pier Solar HD	WW	HBW	PAL Packaging	B 5 <input type="checkbox"/>	Watermelon branded outer plastic case and boasts a case and artwork bespoke to each region. The attention to detail is highly commendable, making them fit in perfectly with other releases for the region. A poster and sticker sheet is also included. All discs content identical.
Pier Solar HD	WW	HBW-L	NA Disc	C 7 <input type="checkbox"/>	The Limited edition release of Pier Solar
Pier Solar HD	WW	HBW-L	JPN Disc	C 7 <input type="checkbox"/>	was limited to 999 copies, spread over
Pier Solar HD	WW	HBW-L	PAL Disc	C 7 <input type="checkbox"/>	the 3 regions. The outer box for the collectors edition is identical, with just the game included itself matching the region (same as standard releases) Inside there's a multitude of items, Mug, figures, lithograph, as well as the box itself which is of high quality.

6 versions, 6 WW

Pizzicato Polka – Suisei Genya

NTSC-J exclusive

also known as 'Pizzicato Polka – Ensa Genya' and 'Pizzicato Polka ~Suisei Gen'ya~';

also simply called 'Pizzicato Polka'

PIZZICATO POLKA ~緑鎖現夜~



Publisher: Kid
Developer: Pajamas Soft
Genre: Visual Novel
Origin: Japan
Year: 2004 J
Also on: PC, PS2

Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An adult visual novel on the PC, it has the usual 'censorship' for it's DC release, with the game reworked to not rely on sexy time quite so much. You play as an exchange student, who finds himself in a town dealing with a series of murders. The usual procession of meeting various female characters then occurs, and it plays out in pretty typical fashion. Decent artwork, but you'll need knowledge of the language. The DC version has several additions compared to it's PC predecessor, including an extra scenario, but overall it's a pretty average example of this type of game.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Pizzicato Polka –Suisei Genya	JP	JPN	T-19724M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Planet Ring

PAL exclusive

Publisher: SEGA
Developer: SEGA Europe
Genre: Party
Useful Extras: VGA, Keyboard, Microphone, Online required (up to 32 players);, DreamPi compatible

Origin: England
Year: 2000 PAL
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An online-only game, and one that many gamers got for free due to Sega Europe's marketing drive for the online side of things. Containing 4 mini games, and up to 32 players, it allows players to enter a virtual 'theme park', create a character and generally interact with other gamers over Europe. The games are varied – Dream Dorobo is a voice guided treasure hunting game, Bubble Ball is a 4 player party game, Splash is an online battleships style format, and Soar, which supports the maximum 32 players, is an inflatable airship racing game. None of the games are particularly noteworthy, but then most of the appeal, and uniqueness, lies in the connectivity. Now playable online again, and with the basic disc always cheap to pick up, it's a fun, short lived addition to any budding online DC library.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Planet Ring	EU	E/F/G/S	MK-51125-50	A 1 <input type="checkbox"/>	The -50 version was the free copy, later bundled with the console.
Planet Ring	EU	Ebox	MK-51148-64	A 2 <input type="checkbox"/>	Large box with microphone; code refers to the Boxed package itself – the game shares the MK-51125-50 code.
Planet Ring	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0117-50 / 952-0109-50 Comes in case with cover.

3 versions, 3 PAL

Plasma Sword

NTSC-J, NTSC-U and PAL release

released in Japan as 'Star Gladiator 2: Nightmare of Bilstein'; full PAL and NA title is 'Plasma Sword: Nightmare of Bilstein'

STAR GLADIATOR 2 ナイトメア オブ ビルシュタイン

Publisher: Capcom (Japan / NA)
 Virgin/Capcom (PAL)
Developer: Capcom
Genre: 3D Fighter
Related titles: Star Gladiator (PS1/ARC predecessor)
Useful Extras: Arcade stick, a friend (1-2 players)

Origin: Japan
Year: 1999 J; 2000 NA/PAL
Also on: ARC



2009 DCJY Poll: n/a 2013 DCJY Poll: 161st 2016 DCJY Poll: 139th

Not often listed as one of the premier Capcom fighters on the DC, this slightly unhinged follow up to the PS1 and Arcade fighter Star Gladiator, still has a lot going for it. High on sci-fi spectacle, the 3D fighting is solid, with an emphasis on weapons, and plays as you'd imagine a Capcom fighter would – so expect some ridiculous combos (the screen filling plasma moves). It does suffer, however, from a lack of real character. The decent sized roster contains some quirky sci-fi standards, but it's all a tad forgettable. Graphics are okay, but the characters are a bit blocky, compared to the smoothness of it's contemporaries. Backdrops look cool, featuring a variety of suitably futuristic scenery, but are drawn in 2D which can look a bit odd with the rotating stage. A decent fighter, but nothing special and not noteworthy enough to challenge the best examples on the DC.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Plasma Sword: Nightmare of Bilstein	NA	US	T-1207N	A 3 <input type="checkbox"/>	This US release has a White spine
Plasma Sword: Nightmare of Bilstein	EU	E/F/G/I/S	T-7003D-50	A 2-3 <input type="checkbox"/>	
Plasma Sword: Nightmare of Bilstein	EU	Ebc	-	C 2-3 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Sticker on the front; disc will have a code starting with P and 'Promotional Copy – not for resale' printed on inner section of the disc.
Star Gladiator 2: Nightmare of Bilstein	JP	JPN	T-1204M	A 2 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Plus Plumb

NTSC-J exclusive

ぶらすぶらむ

Publisher: Takuyo
Developer: Takuyo
Genre: Puzzle
Useful Extras: VGA, Arcade stick, a friend (1-2 players), Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

A simple but challenging puzzle title, Takuyo's Plus Plumb has one major 'gimmick' – whilst the format of dropping pieces to make combos is tried and tested, the fact that the entire thing plays out on a set of scales is not. Each piece has a weight (which increases as your opponent makes combos), and the aim is to force your opponent's platform to the bottom. Added to that, the pieces assigned colours can be changed – each colour has a pair with which it can be interchanged during the drop. Once combos are successfully achieved, remaining pieces can also change colour. Here lies one of the issues – it's not as easy to see what will change as it should be in an addictive puzzler, and it can feel that a game goes on a bit too long, as you're never 100% sure what the effect of a move will be. The main thrust of the game is an adventure mode, but aside from the text here, the rest of the game is perfectly understandable. Best played in 2 player mode, it's a decent puzzle title, but the gimmick itself isn't fun enough to mark the game out as one of the DC's best puzzlers.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Plus Plumb	JP	JPN	T-37901M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Pocke-Kano ~Yumi-Shizuka-Fumio~

NTSC-J exclusive

also known more simply as 'Pocke-Kano'

ぽけかの ~由美 静香 史緒~

Publisher: Datam Polystar
Developer: Datam Polystar / Success
Genre: Visual Novel
Useful Extras: VGA, Arcade stick, VMU mini-games, Translation guide

Origin: Japan
Year: 2000 J
Also on: PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The cover for Pocke-Kano, with it's 3 swimsuit wearing pre-teen girls, could either be described as a charmingly innocent view of the world, or an uncomfortable example of why some Japanese games will never translate well to the western market. A visual novel / 'raising simulation', it allows you to meet one of three girls in a park (umm..), and then have various interactions, mainly through mini games and use of the VMU. The girl will react in various ways, as you buy presents for her (...ummm...), take her on trips and generally see her grow up. The game was initially released as a trio of separate PS1 releases, with PocketStation compatibility. I'd be lying if I didn't say the entire title sits slightly uneasily with me, but looked upon through non-westernised eyes, it is trying to be more of a 'little sister' simulation. As a game, by the way, it's going to be tough to get through without Japanese knowledge. Graphics are alright, but the gameplay itself, and the mini games, are all quite basic in nature.

★

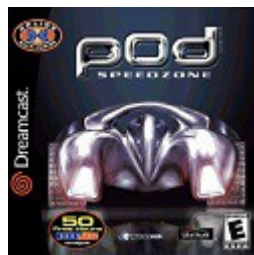
Release	Region	Type	Code	Rar./Price	Notes
Pocke-Kano ~Yumi-Shizuka-Fumio~	JP	JPN	T-19501M	A 1-2 <input type="checkbox"/>	Comes with a sticker sheet.

1 versions, 1 JP

POD 2

NTSC-U and PAL release
released in NA as 'POD Speedzone'

Publisher:	Ubi Soft	Origin:	Romania
Developer:	Ubi Soft SRL	Year:	2000 NA/PAL
Genre:	Racing	Also on:	Dreamcast exclusive
Series:	POD		
Useful Extras:	VGA, Steering wheel, Keyboard, Online functions (versus), Broadband adaptor, a friend (1-2 players), DreamPi compatible		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The appeal of POD 2 was in the online racing functionality of the title. Thanks to the technical wizardry of the modern DC scene, players can now experience this side of things again...but I'm getting ahead of myself. As a solo game, things aren't great. Controls are poor, tracks are generic and there's serious frame rate issues. There's not much content – 6 tracks and an unappealing vehicle selection, neither of which makes the bland track design any more bearable. Playing through VGA, the erratic frame rate is likely to cause seizures, and whilst improved through non-VGA, the muddier graphics are the trade off. To be fair, the futuristic, shiny sci-fi worlds are okay, but the tracks are boring – despite some neat touches, like interactive elements (battle between alien creatures to drive through, for instance). As a solo game, it's disappointing.

There is, however, the now once more playable online racing side of things. Here, it's far easier to forgive some of the issues, and the bland tracks are made far more interesting when racing against other humans. It's still not perfect, but if your DC is online enabled, it's an enjoyable diversion (at least until we get the big hitter racing titles online again)

★★

Release	Region	Type	Code	Rar./Price	Notes
POD 2	EU	E/F/G	T-17710D-50	A 1 <input type="checkbox"/>	
POD 2 (1 st version)	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0081-50 / 952-0077-50
POD 2 (2 nd version)	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0125-50 / 952-0118-50 There appears to be no difference between the 2 versions, although there must be presumably some alterations.
POD Speedzone	NA	US	T-17713N	A 1 <input type="checkbox"/>	This US release has a Black spine 4 versions, 1 NA, 3 PAL

Pop'n Music

NTSC-J exclusive
ポッピンミュージック

Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	1999 J
Genre:	Rhythm	Also on:	ARC, PS1
Series:	Pop'n Music		
Useful Extras:	VGA, Arcade stick, Pop'n controller, a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 166th* 2016 DCJY Poll: 185th* *with series

Following on from the success of titles like Beatmania, Konami went rhythm game crazy in the late 90's (spawning a whole division of titles, Bemani), and Pop'n Music, with it's bright cartoon characters and upbeat songs, has become one of it's longest running series. This port of the original arcade machine, can be played two ways. If you have only a normal DC pad at your disposal, you'll need master level manual dexterity. A more accessible way to play is to use the Pop'n controller, and this really is where the game comes to life. Those familiar with the genre will know what to expect, as you tap the corresponding button as the icon crosses the line at the bottom of the screen. You can play with the full 9 buttons, or scale it down to the central 7 or 5, as well as tinkering with difficulty settings. The music on offer is a mix of genres, from Latin beats, to chirpy pop numbers, and my personal favourites, the Bond-esque 'Spy' and incredibly catchy 'Anime hero'. There's only a few modes on offer, something greatly expanded come later versions, and 19 songs in total. It's also rather tough. In fact, often it can become frustratingly difficult to keep up – but then, that's probably just my lack of rhythm. You'll probably know if you're going to enjoy this game already, and it's a fun, perfectly understandable in English, crowd pleaser. The Pop'n controller really is a must though, to get the proper experience.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Pop'n Music	JP	JPN	T-9501M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Pop'n Music 2

NTSC-J exclusive

ポップンミュージック 2



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	1999 J
Genre:	Rhythm	Also on:	ARC, PS1
Series:	Pop'n Music		
Useful Extras:	VGA, Arcade stick, Pop'n controller, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 166th* 2016 DCJY Poll: 185th* *with others in series

The sequel to the first Pop'n Music title does exactly what you'd expect. It offers more content (27 new songs, new modes), more insane cartoon inspired madness, and even adds a conceptually brilliant VMU game to download (yep, Pop'n Music on your VMU!). A new Party mode ratchets up the weirdness, with power up-like effects, and the challenge is just as high as in the first game. The other major addition, is the ability to play the 'append discs', which add even more content. As the game also contains the originals content, it really is somewhat of a complete package. The same criticisms of the first can be levelled upon this release, and it won't convince anyone who wasn't converted by it's predecessor, but there's no doubting the fun that can be had here. The musical variety in Pop'n Music is always impressive, and there's new genres to play this time round, with the cartoon vampire guy representing the metal/rock track my favourite new addition. Just like the first, the game is perfectly playable with no knowledge of Japanese, and in fact seems even more geared towards the obvious overseas interest the title would receive.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Pop'n Music 2	JP	JPN	T-9590M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Pop'n Music 3 (append disc)

NTSC-J exclusive

ポップンミュージック 3 アペンドディスク



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	2000 J
Genre:	Rhythm	Also on:	ARC, PS1
Series:	Pop'n Music		
Useful Extras:	VGA, Arcade stick, Pop'n controller, a few friends (1-4 players), Pop'n Music 2 required		

2009 DCJY Poll: n/a 2013 DCJY Poll: 166th* 2016 DCJY Poll: 185th* *with others in series

The first of the append discs for Pop'n Music (discs that require a copy of Pop'n Music 2 to work), adds extra content and modes to the already impressive variety of it's predecessor. An addition of a 'Hyper' mode will please those with cat-like reflexes who found the other modes too easy (how anyone could play at Hyper level is beyond me!), and there's a total of 22 new songs on offer. The variety of songs are cool, with additions of country-pop and soundtrack amongst the new genres available, and fans of the series will be happy. There's obviously nothing here which changes the core premise established by past releases, but the relentlessly upbeat music, and bright visuals are as pleasing as ever (or hellish, if you're not a fan). Challenging as ever, and just as easy to understand, those with Pop'n Music 2 will want this to add to their collection.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Pop'n Music 3 (append disc)	JP	JPN	T-9591M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Pop'n Music 4 (append disc)

NTSC-J exclusive

ポップンミュージック4 アペンドディスク



Publisher:	Konami	Origin:	Japan
Developer:	Konami	Year:	2000 J
Genre:	Rhythm	Also on:	ARC, PS1
Series:	Pop'n Music		
Useful Extras:	VGA, Arcade stick, Pop'n controller, a few friends (1-4 players), Pop'n Music 2 required		

2009 DCJY Poll: n/a 2013 DCJY Poll: 166th* 2016 DCJY Poll: 185th* *with others in series

The second of the append discs for the Pop'n Music 2, and the final outing for Konami's rhythm series on the Dreamcast, Pop'n Music 4 doesn't stray far from the path set by it's predecessors, but does add a few interesting bits. The game has had a graphical overhaul, from the character select screen to the main screen itself, which now features a visual representation of the pop'n controller, making it slightly easier for me (past titles would mess with my spatial awareness, as the buttons on screen were all on one level, not the 2 level approach of the controller. It's probably just me though). Bright and colourful as always, there's also over 30 new songs on offer, in an ever expanding variety of genres – the Elvis-like track a good example. But other than the graphics and new tracks (and the removal of a couple of modes), this is the same format as before. All the great points, and criticisms, remain, and by now you're going to know if this is the game for you. Pretty much a must have if you're a fan of the series and have a copy of Pop'n Music 2.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Pop'n Music 4 (append disc)	JP	JPN	T-9592M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Power Jet Racing 2001

NTSC-J exclusive

パワージェットレーシング 2001



Publisher:	CRI	Origin:	Japan
Developer:	CRI	Year:	2001 J
Genre:	Racing	Also on:	Dreamcast exclusive
Related titles:	Surf Rocket Racers (same basic game)		
Useful Extras:	VGA, a friend (1-2 players), Translation guide (menus)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Released in the west in a different, inferior, form (see Surf Rocket Racers), Power Jet Racing 2001 is a highly impressive jet ski racing game from the makers of the Aero Dancing series of games. As may be expected, visuals are a strength. Vistas are sunny paradises, brimming with life - from cars in Manhattan and Rome, driving through streets, to stunt planes in Niagara Falls, the detail is often impressive. The water looks great, with great transparency and reflection effects, as the water manically convolutes underneath the well drawn characters. Races are often busy affairs as you attempt to bunny hop over large waves or give yourself that perfect position from the leap over a waterfall, and for the most part the controls work well. There's a crazy pyramid style mode, and the versus options handles the frame rate well. The game's biggest issues revolve around a lack of depth, and a struggle to know what it wants to be – arcade racer or serious sport-racing game (the latter of which is sort of lost when reaching the Phantom Ship level). Vastly superior to the reworked western release, and not given the praise it deserves often enough, Power Jet Racing 2001 is a fun racer that plays well and looks good.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Power Jet Racing 2001	JP	JPN	T-6806M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Power Stone

NTSC-J, NTSC-U and PAL release

パワーストーン

Publisher:	Capcom (Japan / NA) Eidos / Capcom (PAL)	Origin:	Japan
Developer:	Capcom	Year:	1999 J/NA/PAL
Genre:	3D Fighter	Also on:	ARC, PSP
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

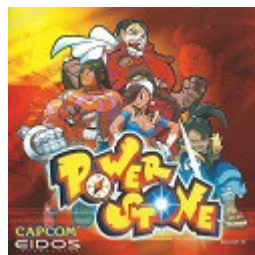
2009 DCJY Poll: 14th* 2013 DCJY Poll: 7th 2016 DCJY Poll: 9th* *with Power Stone 2

A unique, eye catching 3D fighting game from Capcom, Power Stone remains one of the DC's best. In compact arenas, you battle it out with a cast of cartoon characters in a pseudo-20's style treasure hunt, using everything in your surroundings to batter opponents into submission. Treasure chests open up in the arena, and the first there gets a chance to open it up and use whatever is inside it. From rockets to swords, pistols to hammers, it's ridiculous fun. The other facet of the gameplay is collecting the gems, which can lead to all sorts of frantic battling, as you land heavy hits on your opponents to grab their gems and power up. 2 player mode is the games soul – always fun, the manic pace and abundant unlockables, mean no fight is ever the same. Sure, there's a lack of focus, and lacks the depth that a well-honed fighting game does, but it makes up for in hilarity and energy. It's gorgeous to look at too, especially in VGA, with a great cartoon feel and clean, colourful graphics throughout, and it has a fittingly 1920's style audio accompaniment running through. Whilst there's no story mode, Power Stone gets by on the strength of it's aesthetics and ever-enjoyable bouts. The sequel would add more, but the original is arguably the purer experience. One of the DC's best.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Power Stone	NA	US	T-1201N	A 4 <input type="checkbox"/>	This US release has a White spine
Power Stone	NA	US-AS	T-1201N	B 4-5 <input type="checkbox"/>	All Stars release, orange spine, and has Sega All Stars on disc itself.
Power Stone	JP	JPN	T-1201M	A 1 <input type="checkbox"/>	
Power Stone	EU	E/F/G	T-36801D-64	A 2-3 <input type="checkbox"/>	The 2 versions of Power Stone share the
Power Stone	EU	E/I/S	T-36801D-61	A 2-3 <input type="checkbox"/>	same disc with separate manuals.

5 versions, 2 NA, 1 JP, 2 PAL



Power Stone 2

NTSC-J, NTSC-U and PAL release

パワーストーン 2

Publisher:	Capcom (Japan / NA) Eidos / Capcom (PAL)	Origin:	Japan
Developer:	Capcom	Year:	2000 J/NA/PAL
Genre:	3D Fighter	Also on:	ARC, PSP
Useful Extras:	VGA, Arcade stick, a few friends (1-4 players)		

2009 DCJY Poll: 14th 2013 DCJY Poll: 7th* 2016 DCJY Poll: 14th *with Power Stone

With Power Stone 2, Capcom delivered a sequel which split the fan base. Whilst everyone agrees it's a good game, the question of whether this or the original is the best splits fans. For me though, there's little question. What it lacks in original purity, it gains in just being chaotically brilliant. Adding 2 more players to the action, expanding the bouts to 4 player mayhem, works superbly. It's bedlam, with more weapons and more moves, ad hoc team-ups with other players, revival of fallen opponents, and yet feels more focused – with 4 players, the action isn't always on you, allowing for some breathing space. The scope and originality of the levels is incredible; whether it's in multi-layered stages, encountering falling floors, climbing buildings, sinking ships, freefalling from an airship – it remains fresh and fun throughout. It's had graphical and audio improvements as well, sharp graphics, colourful stages and characters and a dynamic, diverse, soundtrack. Even the issue of depth, one of the few problems with the original, has been dealt with, as not only do we see the extra 2 players on screen and a team battle mode, but we're treated to 'Adventure mode'. In this, you can find new items and mix and match them in the item shop to create new weapons and clothing. It's a bit RPG-lite, but it's original and an inspired inclusion which adds plenty of long term appeal. The mayhem may be too much for some, but PS2 is a joy ride of fun; better, bigger, still fresh and original, and quite possibly the most fun party game, of any sort, on any system.

★★★★★

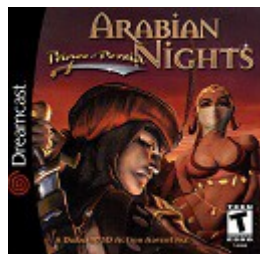
Release	Region	Type	Code	Rar./Price	Notes
Power Stone 2	NA	US	T-1211N	B 5 <input type="checkbox"/>	This US release has a Black spine
Power Stone 2	JP	JPN	T-1218M	A 1-2 <input type="checkbox"/>	
Power Stone 2	JP	JPN-D	T-1218M	C 2 <input type="checkbox"/>	Dorikore release; identified by sticker.
Power Stone 2	EU	I/S	T-36812D-61	B 5-6 <input type="checkbox"/>	
Power Stone 2	EU	E/F/G	T-36812D-64	A 4-6 <input type="checkbox"/>	PAL versions share disc, separate manuals.
Power Stone 2	EU	EWLP	-	C 5-6 <input type="checkbox"/>	Disc codes: 950-0096-50 / 952-0090-50

6 versions, 1 NA, 2 JP, 3 PAL



Prince of Persia : Arabian Nights

NTSC-U exclusive



Publisher:	Mattel	Origin:	USA
Developer:	Avalanche Software	Year:	2000 NA
Genre:	Action-Adventure	Also on:	PC
Series:	Prince of Persia		
Useful Extras:	none		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 186th

The Prince of Persia series was a firm favourite in the late 80's and early 90's, but by the time of the DC, it's glow was dimming. It would be a few years before the hugely successful (and entertaining) series reboot on PS2-era consoles, and this reworked version of Prince of Persia 3D on PC, has neither the charm of the originals or excitement of the reboots. Finding yourself in the role of the titular Prince, you start in a dungeon and, as with the original, have to negotiate a series of rooms and environments, engage in a spot of sword fighting, solve sometimes contrived puzzle situations and negotiate all-too frequent instant death traps, in the pursuit of that timeless gaming standard of rescuing the princess. Graphics have aged poorly, and the pixel perfect jumping required is not helped by the cumbersome controls. With camera issues, and a boring fighting system, it all feels a bit of a chore. Released only in NA, at best it's average, with too many flaws, and just not fun.

★★

Release	Region	Type	Code	Rar./Price	Notes
Prince of Persia : Arabian Nights	NA	US	T-41405N	A 2-3 <input type="checkbox"/>	This US release has a Black spine

1 versions, 1 NA

Princess Holiday

NTSC-J exclusive

full title is 'Princess Holiday ~Korogaru Ringotei Senya Ichiya~

Princess Holiday ~転がるりんご亭千夜一夜~



Publisher:	Alchemist	Origin:	Japan
Developer:	Alchemist	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, PS2
Major License:	Princess Holiday (OVA and other media)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A popular PC adult visual novel, Princess Holiday is not likely to convert those unimpressed with the genre generally. Set in a medieval period, you play the role of Cliff Cloud, wandering bard who returns home and soon becomes embroiled in a story centred around a disguised princess and the daily comings and goings of the denizens of the 'Rolling Apple' Inn. Based around the standard approach of the genre, the gameplay consists of limited interaction, lots of text, and branching plot lines, as you build up relationships with the female characters in the game. The setting is nice, and the artwork is pretty good too, but the gameplay is as limited as usual. With the adult content removed for the console ports, there are some extra storylines and endings included, and if you can understand what's going on (with or without a translation guide, of which there are a couple of decent ones available online) it's a decent example of this type of game for the Dreamcast – just don't expect to be converted to a genre fan if lots of text doesn't appeal to you.

★★

Release	Region	Type	Code	Rar./Price	Notes
Princess Holiday	JP	JPN	T-47106M	A 2 <input type="checkbox"/>	
Princess Holiday	JP	JPN-L	T-47105M	A 2 <input type="checkbox"/>	This limited edition is a limited first print edition with a different cover than the standard release and a voice card. Limited disc is pink, standard blue.

2 versions, 2 JP

Princess Maker Collection

NTSC-J exclusive

プリンセスメーカーコレクション

Publisher: GeneX
Developer: Ninelives
Genre: Character Creation
Series: Princess Maker
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: SAT



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A double pack of 2 Princess Maker titles, previously released individually on the Saturn. Princess Maker 2 was originally released in 1993, and shows its age, whilst the other title, Princess Maker Yumemiru Yousei (Princess Maker 3), takes things into an isometric view. To summarise the Princess Maker series, your role is to guide, mentor, look after and bring up, a young female character. Most of the game is driven through making choices and navigating the stat-heavy screens, but there's also adventure elements, and both elements, combined with tasks like going to school and making decisions on future jobs and relationships, combine to give a deep game if you can understand what's going on. It's like Football Manager but with young Japanese princesses. Sort of. The barrier to enjoying the game (despite one of the most comprehensive online guides being available) is going to be too high for most. The port of Princess maker 2 looks aged, but there's a certain charm to it's aesthetics, whilst Yumemiru Yousei looks nicer, with good artwork. It won't be for everyone (or indeed many), but if you have experience of the genre, or are intrigued, then it's worth a look.

★★★

Release	Region	Type	Code	Rar/Price	Notes
Princess Maker Collection	JP	JPN	T-44801M	A 2 <input type="checkbox"/>	Princess Maker Collection's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Princess Maker Collection	JP	JPN-D	T-44801M	C 2-3 <input type="checkbox"/>	

2 versions, 2 JP

Prism Heart

NTSC-J exclusive

ブリズム・ハート

Publisher: Kid
Developer: Pajamas Soft
Genre: Visual Novel
Series: Prism Ark (sequel on PC and PS2 – also an Anime)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A visual novel centred around a tale of knights, tournaments and the usual array of female love interests for the male protagonist. As well as progressing your skills and talents as a knight, you have the standard relationship building aspects, and aside from the interesting setting (and the artwork here is good) it is a standard love sim / visual novel. Another example of an originally adult orientated title for PC with erotic content removed for the DC, there's nothing specifically bad about the game, but it is just another example of a genre which has abundant entries in the DC library. It does at least have a well written story. As always, knowledge of the language is a must.

★★

Release	Region	Type	Code	Rar/Price	Notes
Prism Heart	JP	JPN-L	T-19711M	A 1-2 <input type="checkbox"/>	The limited edition has 2 discs in a double case. This edition is still listed as 'limited', due to a T-19712M code being listed as a standard version in various sources. This regular edition, however, does not exist physically.

2 versions, 2 JP

Prismaticallization

NTSC-J exclusive
プリズマティカリゼーション



Publisher: Arc System Works
Developer: Arc System Works
Genre: Visual Novel
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2000 J
Also on: PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Arc System Works are better known for their Guilty Gear series (and more recently BlazBlue) of fighters, but they have published in a broad range of genres over the years, and this is their one visual novel release on the DC. The main thrust of the story here, sees main character Shoji invited to a summer resort by an old school friend, where events soon take an odd turn with the same day repeated. Each play through of a day sees little changes, like previous locked areas exposed, or slightly different events. Away from the interesting concept, however, it plays like most games of this type. Lots of text is needed to be read though, love relationships are to be nurtured, and various endings can be witnessed. It doesn't have the greatest aesthetics, but looks decent enough. Only really for those who can understand the language, and despite some interesting elements, it's pretty standard stuff.

★★

Release	Region	Type	Code	Rar./Price	Notes
Prismaticallization	JP	JPN	T-22002M	B 2-3	<input type="checkbox"/>

1 versions, 1 JP

Project Justice: Rival Schools 2

NTSC-J, NTSC-U and PAL release

released as 'Moero! Justice Gakuen' in Japan, and as 'Project Justice' in North America

燃えろ! ジャスティス学園



Publisher: Capcom (Japan / NA)
 Virgin / Capcom (PAL)
Developer: Capcom
Genre: 3D Fighter
Related titles: Rival Schools: United by Fate
 (predecessor on ARC, PS1 and PSN)
Useful Extras: VGA, Arcade stick, Keyboard,
 a few friends (1-4 players)
Origin: Japan
Year: 2000 J; 2001 NA/PAL
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: 43rd 2016 DCJY Poll: 37th

A 3D fighter amongst Capcom's deluge of 2D fighters on the DC, this is a sequel to the Arcade and PS1 title 'Rival Schools: United by fate'. It combines traditional Capcom combos, with 3 on 3 turn based battles and team up attacks. Using the 'vigor meter', you unleash double and triple attacks, all of which are intricately designed and animated, and reflect the characters own backgrounds. The fighting system is fun - not as tight as some, but you'll want to see all the combos and team up's. The game features a nicely fleshed out story featuring numerous schools (it carries on the story from it's predecessor),and Capcom have delivered great character design, capturing the many cliched 'high school types' in the fighters styles. Graphically, it's excellent, the 3D environments are superb - high resolution, detailed and varied, and the fighters are beautifully animated and well designed. Presentation is great throughout, and the audio, and soundtrack, are excellent. The game offers plenty to do - the fleshed out story mode for all the featured schools, league and tournament options, free play, a plethora of unlockables and enough content to keep any fighter happy. The western releases lack the Japanese releases 'board game' mode which added massive amounts of depth (and is highly enjoyable, despite a little bit of a language barrier), which is a real shame. Nevertheless, Project Justice is a deservingly sought after game and one of the best on the DC.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Project Justice	NA	US	T-1219N	B 6-7	<input type="checkbox"/> This US release has a Black spine
Project Justice:	EU	E/F/G/I/S	T-7022D-50	B 7	<input type="checkbox"/>
Rival Schools 2					
Project Justice:	EU	Ebc	-	C 7	<input type="checkbox"/> Promotional release. Sticker on front, disc has code starting with P and 'Promotional Copy - not for resale' printed on inner section of the disc.
Moero! Justice Gakuen	JP	JPN	T-1221M	A 3	<input type="checkbox"/>
Moero! Justice Gakuen	JP	JPN-D	T-1221M	C 3-5	<input type="checkbox"/> Identified by sticker on wrapper only.

5 versions, 1 NA, 2 JP, 2 PAL

Pro Mahjong Kiwame D

NTSC-J exclusive

プロ麻雀 極D

Publisher: Athena
Developer: Athena
Genre: Mahjong
Useful Extras: VGA, Translation guide, a friend (1-2 players)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Athena's long running Pro Mahjong Kiwame series, are aimed squarely at the serious Mahjong player. It doesn't have fancy features, historical fantasy opponents or extravagant graphical spectacle, instead it does things the way the more traditional, professional fan would expect, with real life professional players and all the proper rules you'd expect. Knowledge of Japanese is a must, as is a working knowledge of the game itself. It does what it sets out to do, but for the average gamer there are more video-game friendly examples out there.

★★

Release	Region	Type	Code	Rar./Price	Notes
Pro Mahjong Kiwame D	JP	JPN	T-16801M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Pro Pinball Trilogy

PAL exclusive

Publisher: Empire Interactive
Developer: Cunning Developments
Genre: Pinball
Series: Pro Pinball
Useful Extras: VGA

Origin: England
Year: 2001 PAL
Also on: PC, MAC, PS2, XB



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The only 'proper' Pinball title on the Dreamcast, Pro Pinball Trilogy has enough in it to keep those hankering for some flipper based action satisfied. Featuring 3 tables originally released as stand-alone tables on PC and PS1, Timeshock, Big Race USA and Fantastic Journey, the game gives the player the ability to tinker with settings, operator menus and even the age of the machine. There's an impressive amount you can change, but the lack of any real structured content is a shame. The tables are presented in a sort of POV style, which looks good, but makes details near the top of the tables difficult to see, especially if you're playing through non-VGA cables. Gameplay is...well, pinball. Chances are you'll know if you want to give this a go already. The table designs are decent, and the detail is impressive, including the cool dot matrix displays. There's nothing here to entice those gamers who aren't pinball fans already, but it does what it sets out to do, and does that pretty well.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Pro Pinball Trilogy	EU	E	T-30701D-05	A 2-3 <input type="checkbox"/>	
Pro Pinball Trilogy	EU	S	T-30701D-06	B 2-3 <input type="checkbox"/>	
Pro Pinball Trilogy	EU	F	T-30701D-09	B 2-3 <input type="checkbox"/>	
Pro Pinball Trilogy	EU	G	T-30701D-18	B 2-3 <input type="checkbox"/>	

The 4 PAL versions of Pro Pinball Trilogy share the same disc but have separate Instruction Booklets.

4 versions, 4 PAL

Psychic Force 2012

NTSC-J, NTSC-U and PAL release

サイキックフォース 2012



Publisher: Taito (JP); Taito/Acclaim(NA/PAL) **Origin:** Japan
Developer: Taito **Year:** 1999 J / NA / PAL
Genre: 3D Fighter **Also on:** ARC, PS1, PS2, PSN
Related titles: Psychic Force (Arcade and PS1 predecessor)
Useful Extras: Arcade stick, a friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 156th 2016 DCJY Poll: 167th

Taito's sequel to PS1 release 'Psychic Force' is a bit weird. The story tells of a global takeover by Psychics and a group of similarly disposed rebels fighting against them. It's not the most original story ever told, but then, many fighters don't even bother. Combat is 3D airborne-based inside floating cubes (although all fighting takes place on a 2d plane and not full 3D), with emphasis on projectile weapons and psychic powers. Large play areas should lead to some strategic fighting, but sadly, firing away with a projectile weapon from the other side of the stage seems to work most of the time. 2 player mode delivers a more exciting game. Even including a story mode doesn't quite make up for lack of refinement in the combat against the AI.. It looks okay, with nice backgrounds and well drawn fighters, but no VGA mode makes it look dated to modern eyes. It's not that Psychic Force 2012 is bad, or even generic, it's just the neat concept isn't realised well enough, and the fighting isn't as fun, or interesting, as traditional fighters. It leaves the title as a forgettable, occasionally played novelty game.

★★

Release	Region	Type	Code	Rar./Price	Notes
Psychic Force 2012	NA	US	T-31101N	A 2 <input type="checkbox"/>	This US release has a White spine
Psychic Force 2012	JP	JPN	T-1101M	A 1 <input type="checkbox"/>	
Psychic Force 2012	EU	E	T-8106D-05	A 2 <input type="checkbox"/>	
Psychic Force 2012	EU	G	T-8106D-18	B 2 <input type="checkbox"/>	The 3 PAL versions of Psychic Force 2012 share the same disc but have separate Instruction Booklets. One of the PAL releases without a 'Dreamcast' header on the cover.
Psychic Force 2012	EU	D/F	T-8106D-59	B 2 <input type="checkbox"/>	

5 versions, 1 NA, 1 JP, 3 PAL

The Psychological Game

NTSC-J exclusive

often called 'The Shinri Game' but titled 'The Psychological Game' on spine

ザ・心理ゲーム



Publisher: Visit **Origin:** Japan
Developer: Visit **Year:** 2001 J
Genre: Quiz **Also on:** PS1
Useful Extras: a few friends (1-4 players), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Shinri Game, or the Psychological game, is an odd title. Like previous entries in the series (on Super Famicom), the game psychoanalyses the player based on responses to various questions. It doesn't do much in the looks department, and there is a vast amount of Japanese text to read through, as you'd imagine, making the game near impossible to play without knowledge of the language. Even if you can read it, the 'game' is more a curiosity than a proper, playable title. The actual ability to 'psychoanalyse' is limited, and it isn't much fun. However, there are 3, 4 player mini games included in the game which are actually fully playable, even without knowledge of the language. There's a top down, western shoot out which is quite good fun, a clone of the old Atari arcade title 'Warlords', which suffers from being too fast, and finally a memorise-sequence music game, which is as simple as it sounds. These mini games don't make up for the strange and forgettable main content though, and the overall cheap nature of the game.

★★

Release	Region	Type	Code	Rar./Price	Notes
The Psychological Game	JP	JPN	T-43403M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Psyvariar 2 – The will to fabricate

NTSC-J exclusive

often simply known as 'Psyvariar 2'

サイヴァリア 2 ザ・ウィル・トゥ・ファブリケート



Publisher:	Success	Origin:	Japan
Developer:	Skonec	Year:	2004 J
Genre:	Shmup	Also on:	ARC, PS2, XB
Related titles:	Psyvariar (Arcade and PS2 predecessor)		
Useful Extras:	VGA, Arcade stick, Translation guide (menus)		

2009 DCJY Poll: n/a

2013 DCJY Poll: 120th

2016 DCJY Poll: 151st

This DC port of a South Korean developed arcade shmup, has Ikaruga levels of sweeping majestic backgrounds and impressive boss battles and a Giga Wing-like barrage of screen filling, enemy fire, but it's a quite different game to either. It's colourful stages and superb bosses are visually excellent, and the explosions are just superb. Add a somehow suitably fitting mix of sweeping operatic and Euro techno-dance soundtrack, and you have a game which pleases the eyes and the ears equally. The main 'gimmick', in terms of gameplay, is the buzz system, which sees you claim higher points and more powerful shots when chaining together close runs on enemy bullets. It's challenging but rewarding. The pace can seem slow to start, especially with the male character, but rocking the stick side to side sees your fighter spin and fire rate increase, speeding things up and making the buzz system an exhilarating experience. It can be hard to know where the hit-box of your craft is, making the buzzing sometimes a lottery. Whilst the game feels stripped down, boss heavy and with no power ups, there's plenty of options to configure, including screen modes. It is a short game, and one where repeated plays for high scores will give the depth. Psyvariar 2 is another impressive post-death DC title, and one with zero language barrier.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Psyvariar 2 – The will to fabricate	JP	JPN	T-9907M	A 6 <input type="checkbox"/>	Some Sega Direct orders came with a Psyvariar 2 dog tag. <i>1 versions, 1 JP</i>

Puyo Puyo 4

NTSC-J exclusive

also known as 'Puyo Puyo~n'

ぷよぷよ〜ん



Publisher:	SEGA	Origin:	Japan
Developer:	Compile	Year:	1999 J
Genre:	Puzzle	Also on:	N64, PS1, GBC
Series:	Puyo Puyo / Puyo Pop		
Useful Extras:	VGA, Arcade stick, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: 134th

2016 DCJY Poll: n/a

Everyone loves a bit of Puyo Puyo. Whether through Dr Robotnik's Mean Bean machine, or in it's original form on one of the many versions the series has had, chances are most will have experienced it at some point. Since Sega took the franchise on after the demise of Compile, it's become a staple Sega fan choice, and 3 entries in the series made it to the DC. This is the first, and the 4th main game. Gameplay doesn't differ much from what the series had previously set up – as the Puyo fall into play, you need to match combos of 4 or more of the same colour, with the aim of setting off a chain of combos, or pops, to send non-colour 'nuisance' puyo into your opponents play area, ultimately looking to fill your opponents side to the top before yours. It's classic gameplay, immediately playable and addictive, and will take an age to perfect. Puyo Puyo 4 has story elements which will require knowledge of Japanese to understand, but this isn't essential. This release also adds special powers for characters, having different effects on the play, but it doesn't change the basic concept. The game looks good, with some nice animation and a vibrant look, and has that chirpy, poppy soundtrack often found in Japanese puzzlers. Overshadowed by Sonic Team's Puyo Puyo Fever somewhat, Puyo Puyo 4 remains a great puzzle title for the Dreamcast.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Puyo Puyo 4	JP	JPN	HDR-0014	A 1-2 <input type="checkbox"/>	<i>1 versions, 1 JP</i>

Puyo Puyo DA! Featuring ELLENA System

NTSC-J exclusive

ぷよぷよ DA! -featuring ELLENA system-



Publisher: Compile
Developer: Compile
Genre: Rhythm
Series: Puyo Puyo / Puyo Pop
Useful Extras: VGA, Arcade stick, a friend (1-2 players), Translation guide

Origin: Japan
Year: 1999 J
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: 197th 2016 DCJY Poll: n/a

Taking the Puyo Puyo series, and mixing it with the always popular rhythm genre, sounds a great idea – and that's exactly what Puyo Puyo DA! does. Sadly, whilst the idea is sound, the outcome is less than satisfying. It has a pretty basic approach to the genre – each stage sees a different song (taken from the Puyo Puyo franchise), and your character (also a mix of past characters in the series) must dance off against an opponent. You do this by having to press the correct button which is highlighted on screen. The AI has a go at a section, and then it's your turn. And that.... is pretty much that. On any of the difficulty levels, it's all very simple, and easy, and there's little to nothing which changes the gameplay at any stage. There's a small selection of songs and characters, and whilst big Puyo Puyo fans will appreciate bits, it's all too simplified to be a game to get excited about. Graphics are weak, looking like a cut price Samba De Amigo, and the songs are so chirpy they may drive you to insanity. Could of been great, but sadly it's simply not.

★★

Release	Region	Type	Code	Rar./Price	Notes
Puyo Puyo DA! Feat. ELLENA System	JP	JPN	T-6601M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Puyo Puyo Fever

NTSC-J exclusive

also known by it's western release name on other systems 'Puyo Pop Fever'

ぷよぷよフィーバー



Publisher: SEGA
Developer: Sonic Team
Genre: Puzzle
Origin: Japan
Year: 2004 J
Also on: PC, MAC, PS2, GC, XB, GBA, PDA, PSP, NDS, XB360

Series: Puyo Puyo / Puyo Pop
Useful Extras: VGA, a friend (1-2 players), Translation guide (minimal)

2009 DCJY Poll: 85th 2013 DCJY Poll: 107th 2016 DCJY Poll: 99th

Puyo Puyo Fever, marks a turning point in the series. The first game not developed by Compile, original developers of the series, there's a change of look and some new elements, although the fundamental gameplay remains, and the story takes a more back-seat role compared to it's predecessor. The new look is an odd one – it's a style that we've seen often since, but it looks a bit garish at times, and just a little too cute for it's own good. The new elements are interesting – there can now be combinations of 3 or 4 puyo's falling, rather than the standard 2, a fever bar can be used to deal significant damage to your opponent, and clearing the screen gives you a pre-built pattern which, correctly manipulated, can result in large combos. The elements don't inflict any damage on the appealing gameplay, and it remains a fun and addictive game to play. Indeed, it could be said the added focus on big chain combos adds another layer of appeal. The last 1st party title released on the console, there's little language barrier here, and it still looks and plays well today.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Puyo Puyo Fever	JP	JPN	HDR-0216	A 3-4 <input type="checkbox"/>	
Puyo Puyo Fever	JP	JPN-D	HDR-0217	C 4-5 <input type="checkbox"/>	Dorikore release identified by sticker on wrapper. This is a late Dorikore release, so much so that many sources don't list it as such.

Puyo Puyo Fever Deluxe Set	JP	JPN-O	HDR-0216	C 5-6 <input type="checkbox"/>	Sega released a Deluxe set for Puyo Puyo Fever. It features a copy of the game, as you'd expect, a Puyo Puyo Key ring strap and a 70cm wide Beanbag! This version was a D-Direct exclusive and is often referred to as the 'Puyo Puyo Fever D-Direct version'. Same game as standard.
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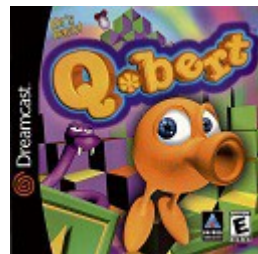
3 versions, 3 JP

Q*Bert

NTSC-U exclusive

Publisher: Hasbro Interactive
Developer: Artech Studios / Pipe Dream Int.
Genre: Puzzle Adventure
Related titles: Q*Bert (original Arcade title)
Useful Extras: a friend (1-2 players)

Origin: Canada / USA
Year: 2000 NA
Also on: PC, MAC, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: 182nd 2016 DCJY Poll: n/a

Remakes of classic arcade titles were all the rage during the Dreamcast's lifetime, and this is another example. The original Q*Bert is a legitimate classic of arcade gaming, and the isometric colour changing cube gameplay lies at the heart of this reworking. You can play 'classic', which is just like the original, head to head or 'adventure mode', which aims to give some story and depth to the title. Avoiding enemies as you change all the blocks to the desired colours, classic mode will bring a smile to those who remember it in the arcades. Head to Head adds a competitive side that really wasn't required. Adventure mode is disappointing – it feels out of place, and whilst levels progressively get more interesting, gameplay is tiresome. Aesthetically it's also a bit unremarkable. There's no denying the classic gameplay of Q*Bert, but this re-imagining doesn't feel like a particularly needed entry in the series.

★★

Release	Region	Type	Code	Rar./Price	Notes
Q*Bert	NA	US	T-40403N	A 1 <input type="checkbox"/>	This US release has a Black spine 1 versions, 1 NA



Quake III Arena

NTSC-U and PAL release

Publisher: SEGA
Developer: iD Software / Raster productions
Genre: First person shooter
Series: Quake
Useful Extras: VGA, Keyboard, Mouse, Broadband adaptor, a few friends (1-4 players), Online functions (play), DreamPi compatible

Origin: USA
Year: 2000 NA / PAL
Also on: PC, MAC, PS2, XBLA



2009 DCJY Poll: 27th 2013 DCJY Poll: 28th 2016 DCJY Poll: 32nd

The DC was released with much hype about the systems online capabilities, but a year into it's western shelf life, it was still missing that killer game to play online. Step forward Quake 3 Arena. At the forefront of the competitive multiplayer FPS gaming that was starting to take root on the PC, a DC port was seemingly inevitable. Visually, it's impressive, keeping a smooth frame rate (especially through VGA) and despite a drop in resolution, retains the excellent lighting and demonically gloomy atmosphere you'd expect from Quake. Some issues become obvious immediately. Playing on a DC pad is an exercise in frustration, as it never has the intuitive, precise feel you'd want from the game. The 4 player per map maximum, online or off, and smaller average map size than on PC, also left me feeling short changed. But my misgivings soon vanished when I plugged in the trusty DC keyboard and mouse. Never has a game transferred in my affections as quickly, as it turned into the excitingly fast and smooth game I remembered. With that control setup, it plays incredibly close to the PC version, a remarkable feat when you compare the relative prices of a 2000-era gaming PC and Sega's humble little box. Yes, there's still only 4 players a map (making the Capture the Flag mode in particular redundant), but the map design is superb in never making stages feel empty. Throw in the excellent AI, and the ability to still play Quake 3 with human opponents online, using a variety of methods, and the game becomes essential. A hugely enjoyable game, with the right controls, that really showed what the DC could do in the online gaming world, and remains a gaming classic.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Quake III Arena	NA	US	51061	A 2 <input type="checkbox"/>	This US release has a Black spine
Quake III Arena	NA	BRA	197296	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover.
Quake III Arena	EU	E/F/G/S	MK-51061-50	A 1 <input type="checkbox"/>	
Quake III Arena	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0115-50 / 952-0106-50 4 versions, 2 NA, 2 PAL

Quiz Ah! My Goddess

NTSC-J exclusive

also known as 'Quiz Aa! Megami-sama: Tatakau Tsubasa to Tomoni'

クイズ ああっ女神さまっ 〜闘う翼とともに〜



Publisher: SEGA
Developer: WOW Entertainment
Genre: Quiz
Major License: Ah! My Goddess/Oh! My Goddess!
(Manga and other media)
Useful Extras: VGA, Arcade stick, a friend (1-2 players),
Translation guide

Origin: Japan
Year: 2000 J
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A quiz game based around the Ah! My Goddess / Oh! My Goddess! franchise, seeing you answer questions posed by various characters in the manga/series. It looks decent enough, but as there's no 'action' to speak of, and just questions, it's not that exciting. As someone who has no knowledge of the source material and can't read the copious amounts of Japanese text that abounds within the game, it was pretty much unplayable for me, and will be the same for anyone who isn't proficient in the language. Even if you're able to read what's going on, you'd need to be a big fan of the series to get much out of the game. For collectors, however, the limited edition box set is appealing. There's loads of extras, including a cushion, and it will sit nicely with the other overly large box sets.

★★

Release	Region	Type	Code	Rar./Price	Notes
Quiz Ah! My Goddess	JP	JPN	HDR-0105	A 1 <input type="checkbox"/>	
Quiz Ah! My Goddess	JP	JPN-L	HDR-0123	A 2-3 <input type="checkbox"/>	The limited edition of 'Quiz Ah! My Goddess' features a larger box with loads of little goodies. A stamp set, a cushion, a figure to go on the analog stick and an extra disc.

2 versions, 2 JP

Racing Simulation 2: Monaco Grand Prix Online

PAL exclusive

also known as 'Monaco Grand Prix 2 Online'



Publisher: Ubi Soft
Developer: Ubi Soft Paris
Genre: Racing
Related titles: Monaco Grand Prix (same base game)
Major License: Monaco (race circuit)
Useful Extras: VGA, Steering wheel, Keyboard,
Online functions, a friend (1-2 players),
DreamPi compatible

Origin: France
Year: 2001 PAL
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

With so many PAL games having their online content reduced, or removed, any title which had online ability was welcomed. Ubi Soft seemed to realise this, and took to releasing their racing titles again, but with an online focus. Cynical maybe, but it did give some gamers what they wanted. RS2:MGP Online is effectively a re-release of Monaco Grand Prix (or any of it's other release names – Ubi Soft really never got the hang of naming this game) with an additional On-Line mode. The Menu's have been polished a little, and the retro mode is gone, but everything else is just like in the original release. The experience is decent – a full F1 multiplayer experience is something only recently perfected, and whilst it lags behind modern attempts, it recreates the close, competitive racing of the real sport when players of a similar quality play together – but it suffered the same criticisms that the original did, namely an overly difficult simulation mode and occasionally twitchy arcade handling. Now playable online again (thanks once more to the efforts of Shuouma), some of it's faults can be forgiven, as it gives players a chance to play a more 'serious' type of racer. Grab some Dreamcast-owning, online-enabled F1 fans and recreate an earlier age of the sport.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Monaco Grand Prix 2 Online	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0170-50 / 952-0165-50
Racing Simulation 2: Monaco Grand Prix On-Line	EU	E/F/G/I/S	T-45006D-50	B 2-3 <input type="checkbox"/>	Made somewhat harder to find due to many people confusing it with the non online version.

2 versions, 2 PAL

Radirgy

NTSC-J exclusive
sometimes referred to as 'Radilgy'

ラジルギ



Publisher:	Milestone	Origin:	Japan
Developer:	Milestone	Year:	2006 J
Genre:	Shmup	Also on:	ARC, GC, PS2, 3DS, Wii
Related titles:	Karus (same developer and concept)		
Useful Extras:	VGA, Arcade stick, Translation guide		
2009 DCJY Poll: n/a	2013 DCJY Poll: 151st	2016 DCJY Poll: 188th	

Unlike Milestone's previous DC shooter, Chaos Field, Radirgy takes a more traditional approach. Sporting a striking, cel-shaded anime style, it falls somewhere between JSR and a Flash game. Replacing the usually dark, space operatics of other shooters with a colourful and sugary sweet palette, is interesting and certainly an eye catcher. There's a bit of a language barrier to understand the plot, but it's implemented through in-game emails to main character Shizuru Kamigosa, which is cool. Sadly, the rest of the game is less interesting. Gameplay features 3 standard bullet attacks, close combat sword and an extra weapon which sucks up all the enemy fire and deals out damage. Various power ups will help you obtain mighty firepower, but it's not as fun as it should be. Your ship also auto-equips a shield which reflects enemy fire and can add to your multiplier when you hover over enemies. A mobile phone 'signal' indicates the combo score. The combination of all these options should make for an enjoyable mix, but sadly, it doesn't quite do it. It's often confused with a variety of projectiles and pick ups, and whilst not tough, it can be frustrating. For such a stylish and original game, it's a shame the gameplay is a tad boring. In the style stakes, it scores highly, but the game just isn't as interesting or as refined as the best examples of the genre.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Radirgy	JP	JPN	T-47802M	A 6 <input type="checkbox"/>	Sega Direct release with Phone card. Game same as standard release. 2 versions, 2 JP
Radirgy	JP	JPN-L	T-47802M	C 7 <input type="checkbox"/>	

Railroad Tycoon II

NTSC-U and PAL release
often referred to as 'Railroad Tycoon II Gold Edition' in North America



Publisher:	Gathering of Developers (NA) Take-Two Interactive / Gathering of Developers (PAL)	Origin:	USA
Developer:	PopTop Software / Tremor Entertainment	Year:	2000 NA / PAL
Genre:	Strategy	Also on:	PC, MAC, PS1
Series:	Railroad Tycoon		
Useful Extras:	VGA, Arcade stick, Mouse		
2009 DCJY Poll: n/a	2013 DCJY Poll: n/a	2016 DCJY Poll: n/a	

A great strategy game of epic historical railroad-building proportions on the PC, this games translation to the DC does a good job of recreating the scale and detail onto a console. Best played with a mouse, you take the reigns of your own railroad company over a series of missions based on historical periods of the industry. Managing cargo, providing towns and cities with stations, and meeting their needs, or building railroads connecting continents, the game has wide scope and plenty to do. The interface is fairly simple, but allows tweaking of numerous elements, and those who can't get enough of railway history will get a kick out of the real life trains, scenarios and financial play. Including the PC's add on pack (hence the 'gold edition' subtitle in the US), it isn't the best looker on the DC, and those wanting quick action won't be satisfied, playing as it does, over the course of decades. It isn't perfect – it's noticeably simpler than some similar titles, pad control is awkward and mouse control is sometimes fiddly – but it's one of the best titles for those of a strategic inclination on the Dreamcast.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Railroad Tycoon II	NA	US	T-41902N	A 1 <input type="checkbox"/>	This US release has a White spine
Railroad Tycoon II	EU	E	T-40505D-05	A 1 <input type="checkbox"/>	
Railroad Tycoon II	EU	F	T-40505D-09	A 1 <input type="checkbox"/>	The 3 PAL versions share the same disc but have different Instruction Booklets. 4 versions, 1 NA, 3 PAL
Railroad Tycoon II	EU	G	T-40505D-18	A 1 <input type="checkbox"/>	

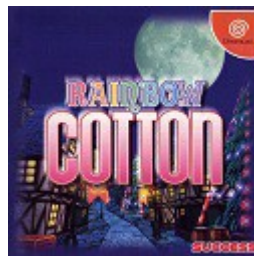
Rainbow Cotton

NTSC-J exclusive

レインボーコットン

Publisher: Success
Developer: Success
Genre: Shmup
Series: Cotton
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: 175th 2016 DCJY Poll: 175th

The long running Cotton series reached a high point with the technically impressive Panorama Cotton on the Mega Drive, but it's high price amongst collectors means most will know the series primarily from it's horizontal shooter incarnations. Rainbow Cotton, however, sees a return to the 3D 'into the screen' style, with mixed results. You control the eponymous young witch Cotton through a variety of striking 3D levels, each preceded with a nice Anime cut scene. Vibrant colours and neat design in the on rails levels see you dipping under bridges, soaring past Halloween-Christmas inspired buildings, and dispatching a variety of enemies, using either your main shot or magic effects. There's some tough, well designed bosses too. Even the music and Japanese voice overs are high quality. It's a shame then, that the game is such a massive pain to play. The camera centres behind Cotton, and centres itself after movement. This makes accurate aiming almost impossible. The targeting reticle is blocked by Cotton herself, and movement is too fast, resulting in not being able to tell what you're aiming at, or what you've hit. At hectic points, it becomes even more confusing. How such an obviously poor system was implemented is a mystery. Rainbow Cotton could have been superb, it certainly has the looks, but it's gameplay is just not up to scratch.

★★

Release	Region	Type	Code	Rar./Price	Notes
Rainbow Cotton	JP	JPN	T-9901M	B 6-7	<input type="checkbox"/>

1 versions, 1 JP

Rayman 2: The Great Escape

NTSC-J, NTSC-U and PAL release

known more simply as 'Rayman 2', and as 'Rayman Kaizokusen Kara no Dasshutsu!' in Japan

レイマン 海賊船からの脱出！

Publisher: Ubi Soft
Developer: Ubi Soft Montpellier
Genre: 3D Platformer

Origin: France
Year: 2000 J / NA / PAL
Also on: PC, N64, PS1, PS2, GBC
NDS, 3DS, iOS, PSN



Series: Rayman
Useful Extras: VGA, a few friends (1-4 players), Online functions (website)

2009 DCJY Poll: 31st 2013 DCJY Poll: 18th 2016 DCJY Poll: 23rd

Moving Rayman into the 3rd dimension, after the successful 2D platform origins, was probably a risk. Success was not assured, many other 2d stars didn't transition well, but with this sequel, Ubi Soft created a masterpiece. A clever, funny, good looking adventure, Rayman 2 is the best title of it's type on the Dreamcast. It looks good, with beautifully created landscapes, and the lovingly crafted world is chock full of detail and intelligent design, helped by a consistently smooth 60 fps. The soundtrack is great, the inhabitants of this fairy tale landscape interesting, and Rayman himself embraces the new 3D world, emerging as a loveable character in the process. The story sees a group of robotic pirates led by Admiral Razorbeard, and Rayman's quest to not only thwart them, but also obtain the 1000 shattered pieces of the world, in the form of 1000 yellow lums. I won't spoil the plot, as it's a well written tale worth enjoying as you play. The game takes you to various locations, with numerous different events changing the core platforming gameplay as you progress, but it always remains interesting and fun to play. With mini games, unlockable levels and new abilities, the game doesn't skimp in terms of content either. Sure, at times it can be a little linear, and a bit too easy, but the superbly realised world in which Rayman 2 exists is as thoroughly enjoyable now as it was upon release.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Rayman – The Great Escape	JP	JPN	T-17703M	A 2	<input type="checkbox"/>
Rayman 2: The Great Escape	NA	US	T-40219N	A 1-2	<input type="checkbox"/> This US release has a White spine
Rayman 2: The Great Escape	NA	BRA	197076	C 4-6	<input type="checkbox"/> The Brazilian release can be distinguished by the bespoke Brazilian packaging Tec-Toy gave their releases.
Rayman 2: The Great Escape	EU	E/F/G/I/S	T-17707D-50	A 1-2	<input type="checkbox"/>
Rayman 2: The Great Escape	EU	EWLP	-	C 2	<input type="checkbox"/> Disc codes: 950-0042-50 / 952-0040-50

5 versions, 2 NA, 1 JP, 2 PAL

Ready 2 Rumble Boxing

NTSC-J, NTSC-U and PAL release

レディ・トゥ・ランブル・ボクシング

Publisher: Midway (NA/PAL); SEGA (Japan) **Origin:** USA
Developer: Midway **Year:** 1999 NA/PAL; 2000 J
Genre: Sport - Boxing **Also on:** N64, PS1, GBC
Series: Ready 2 Rumble Boxing
Useful Extras: VGA, Arcade stick, a friend (1-2 players)



2009 DCJY Poll: 48th* 2013 DCJY Poll: 64th* 2016 DCJY Poll: 52nd*

*with Round 2

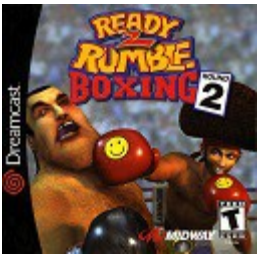
Midway's Ready 2 Rumble Boxing garnered a lot of press as a western DC launch title, and it's not hard to see why. The simple controls, exceptional presentation and real 'next gen' graphics, make for a satisfyingly impressive DC title. It's chock full of character – bold figures, excellent in game audio and arcade play. Packing a punch with a decent arcade mode and a more in depth championship mode, everything should be excellent. However, R2R is, when you get past the charm and eye candy, a tad too simple. Whilst different attacks can be mastered, button bashing can often have the same result. It's better to turn the difficulty up, but it can never shake the simplicity fully. Bouts can become repetitive, and as it's bout after bout with only the neat training mini-games to break it up, it can soon become quite boring. If the style wasn't so great, it'd be very run-of-the-mill – the fighters make the game. 2 player mode is more appealing, as beating the crap out of a friend, taunting them and unleashing the 'rumble' effect after a series of perfectly landed punches, will likely never get tiresome when you can see their psychological pain in person. A fun, simple but stylish arcade boxing title, best played with a friend.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Ready 2 Rumble Boxing	NA	US	T-9704N	A 1 <input type="checkbox"/>	This US release has a White spine
Ready 2 Rumble Boxing	NA	US-AS	T-9704N	C 3-6 <input type="checkbox"/>	The Sega All Stars release of Ready 2 Rumble Boxing. Different covers (black on left, in the later US Dreamcast style, rather than the white of the original) , and a different disc distinguish the release. The disc however is not labelled as 'Sega All Stars' like many of these releases, but instead is the same as the 'Hot!New!' release, which is a Red rather than the originals Yellow disc. As with a few of the other All Stars releases, this is a tough one to find.
Ready 2 Rumble Boxing	NA	USvar	T-9704N	A 2 <input type="checkbox"/>	One of the 'Hot! New!' Re-released US Dreamcast titles. This can be seen primarily by a 'Hot! New!' sticker on the front cover, or printed on the manual. The other difference is the colour of the disc – the original standard release has a Yellow disc, this release is a Red one. This 'variant' is quite easy to find, but tends to fetch slightly more than the standard version – both, though, are cheap.
Ready 2 Rumble Boxing	NA	BRA	197196	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover.
Ready 2 Rumble Boxing	JP	JPN	HDR-0051	A 1-2 <input type="checkbox"/>	
Ready 2 Rumble Boxing	EU	E	T-9704D-05	A 1 <input type="checkbox"/>	
Ready 2 Rumble Boxing	EU	D/F/G	T-9704D-51	A 1 <input type="checkbox"/>	
Ready 2 Rumble Boxing	EU	E/I/S	T-9704D-61	A 1 <input type="checkbox"/>	The 3 PAL versions of Ready 2 Rumble Boxing have separate Discs and Instruction Booklets.
Ready 2 Rumble Boxing	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0026-50 9 versions, 4 NA, 1 JP, 4 PAL

Ready 2 Rumble Boxing Round 2

NTSC-U and PAL release



Publisher:	Midway	Origin:	USA
Developer:	Midway	Year:	2000 NA/PAL
Genre:	Sport - Boxing	Also on:	N64, PS1, PS2, GBA
Series:	Ready 2 Rumble Boxing		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: 48th*	2013 DCJY Poll: 64th*	2016 DCJY Poll: 52nd*
*with first Ready 2 Rumble		

Midway's follow up the fan favourite Ready 2 Rumble Boxing doesn't reinvent the game, but instead offers some much needed tweaks and changes. The fighting itself is very similar, and can descend into button mashing just like before, but it is fun, and with parrying (although its never essential to use) and an expanded rumble meter which can be filled 3 times for a final knockout blow, it's a slightly more satisfying experience, and is more balanced than before. A more realistic championship mode is welcome, and all modes have been fleshed out slightly – as have the characters, where a new cast joins the favourites, and look just as good as before. Crisper graphics just add to the visual glory the first title basked in. With plenty of characters to unlock (including perennial DC favourite Michael Jackson), as any good arcade title should, seasoned fans will have something to aim for. It's not that ambitious, and retains some faults from the first, but it's an enjoyable sequel.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Ready 2 Rumble Boxing: Round 2	NA	US	T-9717N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Ready 2 Rumble Boxing: Round 2	EU	E/F/G/S	T-9711D-50	A 1-2 <input type="checkbox"/>	
Ready 2 Rumble Boxing: Round 2 (Beta)	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0105-50 / 952-0099-50 Although it is labelled 'Beta', the contents are identical to the retail release.

3 versions, 1 NA, 2 PAL

Real Sound: Kaze no Regret

NTSC-J exclusive

リアルサウンド ～風のリグレット～



Publisher:	WARP	Origin:	Japan
Developer:	WARP	Year:	1999 J
Genre:	Audio Novel	Also on:	SAT
Useful Extras:	VGA, Translation guide (audio only)		

2009 DCJY Poll: n/a	2013 DCJY Poll: n/a	2016 DCJY Poll: n/a
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Whilst Real Sound will be inaccessible to anyone who isn't fluent in Japanese, the concept and execution should still be applauded. Developed first for the Saturn, the game is designed to be primarily enjoyed by partially sighted and blind gamers. Coming from the mind of Kenji Eno of Warp, you may not be surprised to know that the audio-novel's story ends up being a little strange, involving a spate of mysterious murders in a Tokyo subway station. As a non speaker, I can't comment directly on the story, but by all accounts it's a well written tale, with exceptional audio quality. There is a visual side to things, but that's not the main thrust of the game, although the title plays out through audio, in a similar way to a visual novel would. Within the packaging of the game, there's also instructions in braille, a well thought out inclusion, and a copy of the D2 Shock disc, which contains several mini games and pieces of information from the world of D2. As a package, it's impressive. Whilst the game will not be every gamers cup of tea, even if they can understand it, just the fact that it exists is fascinating.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Real Sound: Kaze no Regret	JP	JPN-L	T-30001M	B 2 <input type="checkbox"/>	The box contains a copy of D2 Shock, some seeds and Braille cards. Double Jewel case. The existence of a supposed 'standard' edition, with T-30002M code, is unlikely, and generally considered not to exist.

1 versions, 1 JP

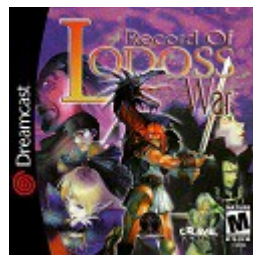


Record of Lodoss War

NTSC-J, NTSC-U and PAL release

full title is 'Record of Lodoss War: The Advent of Cardice' and known in Japan as 'Lodoss Shima Senki: Jashin Kourin'

ロードス島戦記 邪神降臨



Publisher:	Kadokawa Shoten / ESP (Japan) Crave / Conspiracy Ent. (NA) Swing! (PAL)	Origin:	Japan
Developer:	Neverland	Year:	2000 J / PAL, 2001 NA
Genre:	RPG	Also on:	Dreamcast exclusive
Series:	Record of Lodoss War		
Major License:	Record of Lodoss War (Novels and other forms of media)		
Useful Extras:	VGA		

2009 DCJY Poll: 82nd 2013 DCJY Poll: 152nd 2016 DCJY Poll: 69th

Based on a series of novels by Ryo Mizuno, which were in turn highly influenced by D&D, the Dreamcast's version of Record of Lodoss War remains a system exclusive, and is rather good. Those familiar with the action-RPG, hack and slash, inventory management of Diablo will know what to expect. You start the game being brought back to life, an ancient warrior restored to battle the goddess of destruction, Cardice. Whilst characters and plot elements are taken from the novels, no prior knowledge of the series is needed. After learning the basics of control and use of items, you soon encounter some of the games numerous enemies. Goblins, spiders, demonic flying beasts, dragons... there's a vast array of baddies to dispatch as you progress. Gameplay is simple, with hordes of enemies to dispatch on screen at once, but control is good, with a rotatable camera and easy access to the inventory, potions and spells. The play area is large, and there's various quests to embark on. The gathering of mithrill allows for weapons and armour to be inscribed with runes, a key part of the game. You level up fairly frequently too. The story is well written, whether in cut scenes or through in game dialogue. The highly detailed graphics are excellent, as is the in game audio. The only real criticism of the game is in it's repetitive gameplay. Fans of the genre, however, will appreciate the well crafted, detailed and interesting game world. An excellent and highly enjoyable adventure.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Record of Lodoss War	NA	US	T-40218N	A 3-4 <input type="checkbox"/>	This US release has a Black spine
Record of Lodoss War	JP	JPN	T-27903M	A 2 <input type="checkbox"/>	
Record of Lodoss War	JP	JPN-D	T-27903M-1	B 2-4 <input type="checkbox"/>	Record of Lodoss War's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Record of Lodoss War	EU	E	T-7012D-05	A 2-3 <input type="checkbox"/>	
Record of Lodoss War	EU	F	T-7012D-09	B 3-4 <input type="checkbox"/>	The French version of 'Record of Lodoss War' has a different cover than the other European versions.
Record of Lodoss War	EU	G	T-7012D-18	B 2-3 <input type="checkbox"/>	
Record of Lodoss War	EU	D/E/I/P/S	T-7012D-97	A 2-3 <input type="checkbox"/>	Sharing the same front cover as the standard English language release, this version is noticeable by the many languages on the back cover. The 4 versions of Record of Lodoss War released in PAL regions have different discs and Instruction booklets, with only the French differing in front Cover design.
Record of Lodoss War	EU	Ebc	-	C 5-6 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.
Record of Lodoss War	EU	Ebc	(T-7012D-09)	D 2 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc. This version is for the French release, which has a different cover than the rest of Europe.

9 versions, 1 NA, 2 JP, 6 PAL

Red Dog

NTSC-U and PAL release

full title is 'Red Dog: Superior Firepower'



Publisher:	SEGA (PAL) Crave (NA)	Origin:	England
Developer:	Argonaut Games	Year:	2000 NA / PAL
Genre:	Action	Also on:	Dreamcast exclusive
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 145th

Sometimes, you just want to blow things up. Although there's a semblance of a story here, about an alien ally-turned-foe called the Haak, Argonaut's vehicular violence title is all about using your weapons to unleash destruction. Controlling the eponymous 'Red Dog', you negotiate several levels whilst utilising your highly manoeuvrable vehicle. Awkward camera aside, it's quite fun to control. Branching levels, deployable drones and upgrades are at your disposal, and neat set pieces make for a varied series of challenges. Whilst it isn't too taxing for the most, the impressive bosses require some trial and error that result in inevitably losing a couple of your precious 3 lives. Some sections have overwhelming enemies, whilst others have punishing time limits, so frustration can often set in before reaching the better, later levels. It looks okay, although a little flat like other early DC releases, and the mixed soundtrack is passable. A split screen mode has a nice selection of maps and modes, which is a nice addition. It won't win many awards, and the frustration can be high, but there's enough nice touches and cool firepower to make the game a fun diversion.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Red Dog	NA	US	T-40215N	B 4 <input type="checkbox"/>	This US release has a Black spine
Red Dog	EU	E/F/G/S/i	MK-51021-50	A 1-2 <input type="checkbox"/>	No 'Dreamcast' header on cover. Red Dog includes Italian instructions in the booklet, but not on the rear cover.
Red Dog	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0035-50 / 952-0032-50 3 versions, 1 NA, 2 PAL

Redux Dark Matters

Indie release

Publisher:	Hucast	Origin:	Germany / Spain
Developer:	Hucast / KTX	Year:	2014 WW
Genre:	Shmup	Also on:	PC
Related titles:	Dux / Dux 1.5	Series:	Dux
Useful Extras:	VGA, Arcade stick		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Did we really need yet another re-working of Hucast's 2009 indie release Dux? Probably not, especially seeing as the high definition graphics promoting this release, ended up being decidedly low res. Which was naughty. But criticism of the 'creative' use of promotional screenshots aside, Redux does improve on what came before. The darker, more fittingly sci-fi themed graphics look better, despite the resolution drop. A smaller ship makes things less claustrophobic, and using Dux 1.5's weapon system makes things more enjoyable (and progress more achievable). An added veteran mode also helps bulk out the game. It's the best of the Dux releases, but it can't be forgotten that this is just the same game, with a new, often downgraded, look. Hucast didn't do themselves any favours in the DC scene with how they handled this release, and whilst enjoyable, isn't it time for a new game now?

★★★



Release	Region	Type	Code	Rar./Price	Notes
Redux Dark Matters	WW	HBW	-	B 4 <input type="checkbox"/>	The regular edition (RE) release which comes in a DVD style case.
Redux Dark Matters	WW	HBW-L	-	C 4-6 <input type="checkbox"/>	Limited edition (LE) comes with the Dux 1.5 disc in DVD case & different artwork
Redux Dark Matters	WW	HBW-L	-	C 4-6 <input type="checkbox"/>	Special edition (SE) – Same as Limited edition, but comes in Steel Case.
Redux 1.1 CE	WW	HBW-O	RDX11CE-JP	C 4 -6 <input type="checkbox"/>	The convoluted story of Dux and Redux goes on.... after criticism of the first release, HuCast released a '1.1' version. I believe they had disc only copies to replace copies of the original, but also released this double jewel case version. It features exclusive artwork, the Redux 1.1 disc, Dux 1.5 disc and both Redux and remix soundtrack CD's.

4 versions, 4 WW



Renai Chu! Happy Perfect

NTSC-J exclusive

also known as 'Love Chu Happy Perfect'

恋愛CHU! ハッピーパーフェクト

Publisher: GN Software / Saga Planets
Developer: Fupac / Saga Planets
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another example of a PC game with a high level of erotic content, ported to the Dreamcast with much of it's content censored. Gameplay isn't terribly exciting, and the school setting is pretty standard for these releases, but the artwork and soundtrack, at least, are of a high quality. It's hard to recommend the title, even for genre fans, and for those who can't understand Japanese, there's the usual high language barrier. For collectors, however, the amount of extra content makes the game a little more interesting. As a game though, it's pretty generic.

Release	Region	Type	Code	Rar./Price	Notes	★ ★
Renai Chu! Happy Perfect	JP	JPN	T-47602M	A 2-3 <input type="checkbox"/>	The standard edition has several extra goodies itself, including a Bonus CD containing movies, wallpapers and music, a metal bookmark, love letter, 2004 Calender and postcards. The game comes on a disc in a single jewel case with a second case containing extras, and all inside a slipcase. The Limited edition (a first press edition) should have a full colour picture disc as well.	
Renai Chu! Happy Perfect	JP	JPN-L	T-47601M	B 2-3 <input type="checkbox"/>		
Renai Chu! Happy Perfect	JP	JPN-D	T-47602M	C 3 <input type="checkbox"/>	The only indication of this being the Dorikore re-release will be from a sticker on the front of the wrapper. This edition should contain all the extras from the standard release. I have, however, also seen a 'sealed' version of the game with the dorikore sticker on which does not include all the extras (instead only being the game jewel case without any of the extra content included within the slipcase), which confuses matters..	

3 versions, 3 JP

Rent A Hero No. 1

NTSC-J exclusive

レンタルヒーロー No.1

Publisher: SEGA
Developer: Aspect
Genre: RPG
Related titles: Rent A Hero (Mega Drive)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: XB



2009 DCJY Poll: n/a 2013 DCJY Poll: 126th 2016 DCJY Poll: n/a

The wacky Rent A Hero No. 1, a remade version of the Mega Drive release Rent A Hero, is one of those 'wish it had been localised' Japanese releases. It's heavily action-orientated RPG gameplay is infused with Sega's unique humour, so as you take on the role of the Superhero in training, completing various, often hilariously mundane, quests, there's plenty of references to notice, knowingly. As well as quests to complete, there's hand to hand fighting, taking the same fighting system as Spikeout, which is fun and easy to grasp. Graphically it does a good job, with lots of detail in the environments and decent looking characters, but the soundtrack is weak. As alluded too though, there is a language barrier here. There's plenty of (very good) guides online, but the amount of text to read through will be balked at by many. It's a shame, as the game on offer here is a funny, enjoyable adventure which never takes itself too seriously.

Release	Region	Type	Code	Rar./Price	Notes	★ ★ ★ ★
Rent A Hero No. 1	JP	JPN	HDR-0074	A 2 <input type="checkbox"/>	An edition of the game exclusive to the Japanese retailer Laox. I'm not entirely sure what this edition includes, and may just be the different cover.	
Rent A Hero No. 1 laox ed.	JP	JPN-O	HDR-0074	D 5-7 <input type="checkbox"/>		

2 versions, 2 JP



Resident Evil 2

NTSC-J, NTSC-U and PAL release

released in Japan as 'Biohazard 2 Value Plus', and often called simply 'Biohazard 2'

バイオハザード2 バリュープラス

Publisher: Capcom (JP/NA); Virgin (PAL) **Origin:** Japan
Developer: Capcom **Year:** 1999 J; 2000 NA/PAL
Genre: Survival Horror **Also on:** PC, PS1, N64, GC,
Series: Biohazard / Resident Evil GAME.COM
Useful Extras: VGA



2009 DCJY Poll: 56th 2013 DCJY Poll: 27th* 2016 DCJY Poll: 77th *with Resident Evil 3

Resident Evil (Biohazard in Japan) was a major hit upon release, with it's atmospheric horror movie gameplay. It's sequel was a huge event, and it's original PS1 release was greatly received. Technically a port of the PC version of the game, Resident Evil 2 on the Dreamcast contains everything (including all unlockable extras from the start) that the original offered. So there's an atmospheric, puzzle solving survival adventure here of high quality, and the heart rate increasing horror elements are as exhilarating as ever. It's a solid title – it suffers from the same wooden controls and awful voice acting, sure, but it's become part of the titles charm. The static backgrounds are well detailed, but look somewhat archaic when compared to the graphical powerhouses on the console, and there's a fuzziness throughout, a result of the mix of low res PS1 and higher quality PC elements. Audio, at least, is of an exceptional quality. There's no escaping that this is a PS1 game dressed up, but it's a game fondly remembered by many, and this DC version can still illicit the odd scare.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Biohazard 2 Value Plus	JP	JPN	T-1214M	A 1-2 <input type="checkbox"/>	Port of the PS1 game, includes extreme Battle mode & Code Veronica trial disc.
Resident Evil 2	NA	US	T-1205N	A 4 <input type="checkbox"/>	This US release has a Black spine
Resident Evil 2	EU	F	T-7004D-09	B 3 <input type="checkbox"/>	
Resident Evil 2	EU	E/I/S	T-7004D-61	A 3 <input type="checkbox"/>	The German/Dutch version has a more US like cover, different than other PAL.
Resident Evil 2	EU	D/G	T-7004D-82	B 3 <input type="checkbox"/>	All PAL have different discs and booklets
Resident Evil 2	EU	EWLP	-	C 5 <input type="checkbox"/>	Disc 1 code:950-0050-50 / 952-0048-50 Disc 2 code:950-0051-50 / 952-0048-50 2 disc white label release.

6 versions, 1 NA, 1 JP, 4 PAL



Resident Evil 3 Nemesis

NTSC-J, NTSC-U and PAL release

released in Japan as 'Biohazard 3 Last Escape'

バイオハザード3 ラストエスケープ

Publisher: Capcom (JP/NA); Virgin (PAL) **Origin:** Japan
Developer: Capcom **Year:** 2000 J / NA / PAL
Genre: Survival Horror **Also on:** PC, PS1, GC
Series: Biohazard / Resident Evil
Useful Extras: VGA



2009 DCJY Poll: 65th 2013 DCJY Poll: 27th* 2016 DCJY Poll: 87th *with Resident Evil 2

The third of the Resident Evil series, number 3 uses the same engine as 2 did and came out a year after it arrived on the PS1. Like it's predecessor, it unlocks extra content from the start and uses the higher res backgrounds from the PC version. As a game, it doesn't stray far from the path created for it by earlier series releases. Set primarily as a prequel to the events in 2, the labyrinthine streets of Raccoon City are now your playground. The story and acting are noticeably better here, which is great. The static backgrounds are well detailed, but the characters are of a low quality and it looks a little odd. The introduction of Nemesis, a foe who will pursue you around the city, adds another classic horror influence, and the greater emphasis on combat, with more undead and the ability to dodge, makes it all a little more action packed. It doesn't do much different, but it's another good survival horror that repeated the successful formula of the ever-popular franchise.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Biohazard 3 Last Escape	JP	JPN	T-1222M	A 4 <input type="checkbox"/>	
Resident Evil 3 Nemesis	NA	US	T-1220N	A 3 <input type="checkbox"/>	This US release has a Black spine
Resident Evil 3 Nemesis	EU	G	T-7021D-18	B 3 <input type="checkbox"/>	The 3 PAL releases of Resident Evil 3
Resident Evil 3 Nemesis	EU	E/I	T-7021D-56	A 3 <input type="checkbox"/>	have different Discs and Instruction
Resident Evil 3 Nemesis	EU	F/S	T-7021D-72	B 3 <input type="checkbox"/>	Booklets.
Resident Evil 3 Nemesis	EU	Ebc	-	C 5-6 <input type="checkbox"/>	Promotional release.. Sticker on front and disc has code starting with P and 'Promotional Copy – not for resale' printed on inner section.

6 versions, 1 NA, 1 JP, 4 PAL



Resident Evil Code : Veronica

NTSC-J, NTSC-U and PAL release

released in Japan as 'Biohazard CODE:Veronica' and often called in all territories simply 'Code Veronica'

バイオハザード コード：ベロニカ



Publisher: Capcom (Japan / NA)
Capcom / Eidos (PAL)
Developer: Capcom / Nextech
Genre: Survival Horror
Series: Biohazard / Resident Evil
Useful Extras: VGA (not in PAL)

Origin: Japan
Year: 2000 J / NA / PAL
Also on: PS2, GC, PSN, XBLA

2009 DCJY Poll: 12th 2013 DCJY Poll: 9th 2016 DCJY Poll: 13th

The Resident Evil that DC fans had waited for, Code Veronica promised a true reinvigoration of the series, utilising the power of Sega's machine – and it delivered. Set shortly after the events of Resident Evil 2, the story is introduced through a superb intro animation, before our heroine, Claire Redfield, finds herself on a mysterious island, plagued by the usual abundance of virus infected zombies and creatures. The story soon takes in elements well known to series fans, as well as the return of Chris Redfield. The plot is excellent, with higher quality writing and voice acting than before in the series. The other major improvement is the switch to a proper 3D engine. Although it still primarily takes the static shot approach as it's predecessors, the environment is now generated fully in the impressive new game engine. This mix of styles allows for some excellent, horror movie inspired direction.

Characters are a vast improvement too, and with the excellent audio and spooky atmosphere retained, it makes for a thrilling adventure. The puzzles can sometimes be a bit annoying, and there are some overly tough bits, but these are minor inconveniences in an otherwise superb release, which has excellent controls and plenty of stand out moments that will linger in the memory like only the best horror games can. Taking everything that made the series so appealing to begin with, and giving it a facelift befitting the new millennium, Code Veronica was the envy of other console owners upon release, and still retains a strong fan base, as evidenced by it's continual high position in the DCJY polls.

The Japanese release 'Biohazard CODE : Veronica Kanzenban, is the improved version which later saw release on PS2 and Gamecube. Improved with refined graphics, story elements and new FMV's, it's the definitive version. The standard PAL releases, conversely, can't be played in VGA which is a real disappointment.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Biohazard CODE : Veronica	JP	JPN	T-1207M	A 1 <input type="checkbox"/>	
Biohazard CODE : Veronica	JP	JPN-L	T-1210M	A 1-2 <input type="checkbox"/>	The Limited release comes in a red slipcase and comes with a small red box containing a Metal card – this was for those who had pre-ordered the game.
Biohazard CODE : Veronica Kanzenban	JP	JPN-O	T-1240M	A 2 <input type="checkbox"/>	The 'JPN-O' release, the Kanzenban release, is better known outside of Japan as 'Code: Veronica X'. It's a significantly improved version of the game, with reworked graphics, new FMV's and various bug fixes.
Resident Evil Code : Veronica	NA	US	T-1204N	A 1-2 <input type="checkbox"/>	This US release has a White spine 2 discs.
Resident Evil Code : Veronica	NA	BRA	197036	C 5-7 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers.
Resident Evil Code : Veronica	EU	E	T-36806D-05	A 1-2 <input type="checkbox"/>	There are 5 language versions released
Resident Evil Code : Veronica	EU	S	T-36806D-06	B 2 <input type="checkbox"/>	in PAL territories, each with 2 discs, and
Resident Evil Code : Veronica	EU	F	T-36806D-09	B 2 <input type="checkbox"/>	all of which have different language
Resident Evil Code : Veronica	EU	I	T-36806D-13	B 2 <input type="checkbox"/>	specific discs and Instructions booklets.
Resident Evil Code : Veronica	EU	G	T-36806D-18	B 2 <input type="checkbox"/>	
Resident Evil Code : Veronica	EU	EWLP	(English)	C 6-7 <input type="checkbox"/>	Disc 1 code:950-0063-05 / 952-0060-05 Disc 2 code:950-0064-05 / 952-0060-05 2 disc English white label release.
Resident Evil Code : Veronica	EU	EWLP	(German)	D 6-7 <input type="checkbox"/>	Disc 1 code:950-0063-18 / 952-0060-18 Disc 2 code:950-0064-18 / 952-0060-18 2 disc German white label release.
Resident Evil Code : Veronica	EU	EWLP	(French)	D 6-7 <input type="checkbox"/>	Disc 1 code:950-0063-09 / 952-0060-09 Disc 2 code:950-0064-09 / 952-0060-09 2 disc French white label release. All the White label releases should come in a wallet with a cover.

13 versions, 2 NA, 3 JP, 8 PAL

Revive...

NTSC-J exclusive
full title is 'Revive...Sosei'

REVIVE... ~蘇生~



Publisher: Data East
Developer: Sakata SAS
Genre: Visual Novel
Related titles: Doukoku Soshite.... (prequel on Saturn)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Not your typical visual novel, 'Revive...' may have plenty of static shots and text to read through, but it mixes the gameplay up with an isometric map which you must navigate, and plenty of puzzles spread through the game. A sequel to the Saturn title 'Doukoku Soshite', it sees you control a high school student who is trapped in a marine research facility, along with the usual array of female students. Soon things take a mysterious turn, with the discovery of a dead scientist, and the ominous threat of an unknown nasty. There's a required level of Japanese knowledge needed to get anywhere, or a really good guide,, but it's worth persevering with, as the atmosphere and story are good. The 'western' style gameplay which is often talked about, mostly through the basic map navigation, isn't that impressive, and the game is still one mostly for fans of the visual novel genre. The dark, Snatcher-like vibes the game gives off are cool, the artwork good and the audio decent. For those wanting to give the genre a go, it's a pretty good choice, but doesn't match the quality of something like Ever 17.

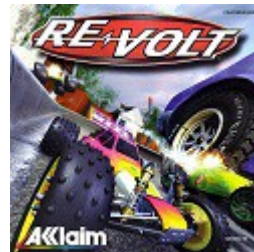
★★★

Release	Region	Type	Code	Rar./Price	Notes
Revive...	JP	JPN	T-1301M	A 2 <input type="checkbox"/>	Comes with a mini CD and cards. 1 versions, 1 JP

Re-Volt

NTSC-J, NTSC-U and PAL release

リボルト



Publisher: Acclaim (NA/PAL)
Taito / Acclaim (Japan)
Developer: Acclaim studios London
Genre: Racing
Related titles: RC Revenge/Pro (PS1 and PS2 sequel)
Useful Extras: VGA, a few friends (1-4 players)

Origin: England
Year: 1999 NA/PAL; 2000 J
Also on: PC, PS1, N64, iOS, AND

2009 DCJY Poll: 90th 2013 DCJY Poll: 55th 2016 DCJY Poll: 116th

Re-Volt effortlessly recreates those childhood memories of improvised tracks for your RC cars, and in it's original PC form still retains a minor cult following to this day. The DC port does a good job of bringing it to the console, and at times it touches on top level stuff. There's plenty of depth and new cars to unlock, each with their own handling quirks, and the high resolution graphics and steady frame rate are excellent. It boasts solid controls and lovingly detailed environments, cool weapons and to-the-wire competitive racing. It can be pretty tough, frustratingly so when it's down to some confusing track layouts, and the opponent AI is incessantly aggressive, but this doesn't dent the games charm. The controls can be considered a little 'twitchy', but they reward practise and development of your own style. Re-Volt also comes into it's own with the fantastic local multiplayer, which keeps a steady frame rate and offers up some tight, exciting racing between friends. The occasional bout of frustration aside, the good looks and fun gameplay of Re-Volt still hold up today, and it remains a highly enjoyable toy racer.

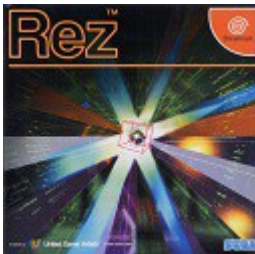
★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Re-Volt	NA	US	T-8109N	A 1 <input type="checkbox"/>	This US release has a White spine
Re-Volt	JP	JPN	T-8101M	A 2 <input type="checkbox"/>	
Re-Volt	EU	E	T-8107D-05	A 1 <input type="checkbox"/>	The 3 PAL versions of Re-Volt share a disc but have separate Instruction booklets. Disc codes: 950-0021-50 No difference between this White label and the retail release.
Re-Volt	EU	G	T-8107D-18	B 1-2 <input type="checkbox"/>	
Re-Volt	EU	D/F	T-8107D-59	B 1-2 <input type="checkbox"/>	
Re-Volt	EU	EWLP	-	C 1-2 <input type="checkbox"/>	6 versions, 1 NA, 1 JP, 4 PAL

Rez

NTSC-J and PAL release

レズ



Publisher: SEGA
Developer: United Game Artists
Genre: Shmup / Shooter
Related titles: Child of Eden (spiritual successor on PS3 & XB360); Rez Infinite (PS4)

Origin: Japan
Year: 2001 J; 2002 PAL
Also on: PS2, XBLA

Useful Extras: VGA

2009 DCJY Poll: 8th 2013 DCJY Poll: 12th 2016 DCJY Poll: 12th

Describing Rez as simply a 'game' feels a little unfair. If any release could define that oft used 'gaming as art' label, Rez can. Visually and aurally, it is a highly stylised, innovative title that more than 15 years later still mesmerises. At it's core,it plays like Panzer Dragoon, with waves of enemies being dispatched by a lock on system allowing 8 targets to be selected at a time. Making your way through a highly stylised depiction of a computer network, the enemies are the various firewalls and viruses inhabiting it, all to stop a super-computer called Eden from shutting down. Your avatar starts as a floating female body, but can evolve, or devolve, as the game progresses. The gameplay is relatively simple, but that barely scratches the surface. Sound plays a central role. The trance music tracks gain in intensity as you progress, and disposing of enemies add sound effects to the musical score. Combine this with the vibration pack, and it's a synthesis of gameplay and audio. The trippy visuals, consisting of wireframes, blur effects, stylised enemies, laser beams and a variety of other angular looks, pulsate with the sound, and are nothing less than superb. These visuals added to the audio-gameplay synchronisation, result in a compellingly sensory experience. There's a ton of secrets to unlock, from different visual looks and camera angles, to new modes. It is tough at times (although the game employs a performance based boss difficulty), and some people simply won't 'get' it, but Rez should be held up as one of the best Dreamcast titles, and an artistic masterpiece.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Rez	JP	JPN	HDR-0178	A 4-5 <input type="checkbox"/>	
Rez	EU	E/F/G/S/i	MK-51192-50	A 6-7 <input type="checkbox"/>	There are 2 pressings of Rez, the first having some problems. As far as I know, the only way of knowing which is by checking the pressing numbers on the disc itself, as there's no difference in covers. The PAL version of Rez includes Italian in the Instruction booklet but not on the rear cover.
Rez	EU	EWLP	-	C 5-7 <input type="checkbox"/>	Disc codes: 950-0174-50 / 952-0169-50 3 versions, 1 JP, 2 PAL



The Ring: Terror's Realm

NTSC-J and NTSC-U release

released as 'The Ring' in Japan, without the subtitle

リング



Publisher: Kadokawa Shoten / Asmik Ace (J) **Origin:** Japan
 Infogrames (NA)
Developer: Asmik Ace
Genre: Survival Horror
Major License: The Ring (movie franchise)
Useful Extras: none

Year: 2000 J / NA
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Ring is a great horror movie, a classic of Japanese horror, so it's great to get to play as Meg Rainman as she investigates the mysterious death of her boyfriend, wander around a near empty office building and engage in a virtual reality video game which is apparently killing off it's players. Wait... I don't remember that from the film. In fact, there's little relation to the events in the game and film (although the plot and themes are shared somewhat by the third of Koji Suzuki's Ring novels), and what is left is a sub-par Resident Evil inspired survival horror title. The plot is nonsensical, the horror is not very scary, and the game plays out at a tedious pace, with boring combat and repetitive environments. Graphics are okay, but the music is poor, and the English translation, at least, is poorly constructed. A weak and disappointing game.

★★

Release	Region	Type	Code	Rar./Price	Notes
The Ring: Terror's Realm	NA	US	T-15122N	B 2-3 <input type="checkbox"/>	This US release has a White spine
The Ring	JP	JPN	T-27902M	A 1 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Roadsters

NTSC-U and PAL release



Publisher:	Titus	Origin:	USA
Developer:	Player 1	Year:	2000 NA / PAL
Genre:	Racing	Also on:	N64, PS1, GBC
Related titles:	Exhibition of Speed (semi-sequel)		
Useful Extras:	Steering wheel, Arcade stick, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Developer Player 1 took a well received year old N64 title, added some eye catching environmental disasters to the action, and in the process bugged up everything else. The spectacular disasters spread through the game are cool, I'll give it that, but there's little else positive. The arcade racing approach falters with an unoriginal series of races, against annoying characters, in overly long events which outstay their welcome. Upgrading is weak, and any pleasure in unlocking content is negated by quick race mode allowing access to everything from the start. There's 3 equally bad handling models; terrible collision detection, including invisible walls; bad physics and stupid AI which seems capable of only getting in your way. Sticky crashes and poor track design make some races a chore, usually through no fault of your own. Aside from the environmental effects, the graphics are barely improved over the N64 originals, and with a faltering frame rate (especially in the ill-advised split screen), generic music and annoyingly repetitive one liners from the AI, the game feels cheap and messy. I try to be positive about every Dreamcast game, but I found it near impossible with Roadsters.

Release	Region	Type	Code	Rar./Price	Notes
Roadsters	NA	US	T-22901N	B 1-2 <input type="checkbox"/>	This US release has a White spine
Roadsters	EU	E	T-22901D-05	A 1 <input type="checkbox"/>	
Roadsters	EU	D/F/G/I/S	T-22901D-58	A 1 <input type="checkbox"/>	The 2 PAL versions of Roadsters have the same disc but different Instruction booklets and covers – the English version with a Yellow car, and the European one with a Red car.
<i>3 versions, 1 NA, 2 PAL</i>					

Roommania #203

NTSC-J exclusive

ルーマニア #203



Publisher:	SEGA	Origin:	Japan
Developer:	Wave Master	Year:	2000 J
Genre:	Life Simulation	Also on:	PS2
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: 174th 2016 DCJY Poll: 194th

A weird, but wonderfully entertaining voyeuristic title that would, probably, of only ever been made in Japan. Playing the part of a godlike spirit, your goal is to interact and change the life of Neji, a Japanese man who spends an inordinate amount of time sitting in his room, smoking. You do this in a variety of ways, but never directly – you influence his actions by throwing balls at objects, in an attempt to steer him in that direction. When he leaves his apartment, you can also move objects around. Events soon take several odd turns, with visiting friends, a guy breaking into the room, and seemingly some sort of alternative reality. There's plenty of missions (revolving around getting Neji to do certain things), and the room is detailed and interesting to explore. As you may imagine, you're going to need a level of Japanese knowledge to get anywhere, although there's some good translation guides for this available online, but it's pretty good fun just trying to work out what to do as you go along – although playing this way will make the game even weirder. The graphics are cool, the audio (through TV and radio) contains some Sega love, and there's several secrets and 'plot' twists to discover. It's a bit of a cult favourite amongst fans of Japanese Dreamcast games, is genuinely funny at times, and offers an experience not quite like anything else on the DC. Grab a translation guide if you can't understand the language, and revel in it's weirdness.

Release	Region	Type	Code	Rar./Price	Notes
Roommania #203	JP	JPN	HDR-0044	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Roommate Asami : Director's Edition

NTSC-J exclusive

more commonly known as 'Roommate Asami', the full title is 'Roommate Asami: Okusama wa Joshikousei – Director's Edition' and also known as 'Roommate Asami My wife is a high school student'

ルームメイト・麻美 -おくさまは女子高生- Director's Edition



Publisher: Datam Polystar
Developer: Fupac
Genre: Visual Novel
Series: Roommate
Major License: Okusama wa Joshikousei (Manga and later Anime)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A late spin-off from the Roommate series, which saw 3 other releases on the DC, Roommate Asami puts you in the role of a newly wed husband. His new wife also happens to be one of his students, and keeping that secret is the main premise of the game. Yes, it sounds a little creepy. The game plays out like a standard visual novel, and plays on the secret marriage as well as day to day life. It looks alright, with the usual high quality static screens, and the audio is decent enough, but obviously the appeal here is somewhat limited by a large language barrier. There's also some who will find the entire premise just a little off. It's not the best of it's type on the console, but if the premise sounds interesting (...um..) it may be worth a look.

The DC version is subtitled 'Director's Edition' due to the inclusion of higher quality visuals and an extra drama CD.

Interestingly, the game also uses the internal date on the console to trigger date specific events like specific holidays.

★★

Release	Region	Type	Code	Rar./Price	Notes
Roommate Asami : Director's Edition	JP	JPN	T-19508M	B 2	<input type="checkbox"/> Comes with a Drama CD.
Roommate Asami : Director's Edition	JP	JPN-D	T-19508M	D 2-3	<input type="checkbox"/> This Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper. Should come with the same Drama CD that the standard release came with.

2 versions, 2 JP

Roommate Novel : Ryoko Inoue

NTSC-J exclusive

there are various names for this game; the spine calls it 'Ryoko Inoue ~Roommate~', but it's also known as 'Roommate ~Inoue Ryouko~' (also the Saturn title) and 'Inoue Ryouko: Roommate'

井上涼子 ~ルームメイト~



Publisher: Datam Polystar
Developer: Datam Polystar / Fupac
Genre: Visual Novel
Series: Roommate
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: SAT, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A Dreamcast version of an earlier Saturn title, and one which spawned a series of games, a quartet (sort of) of which appeared on the DC. Those who will take interest in this tale of 17 year old girl becoming your room mate, and the simulated passage of time as you attempt to build a romantic relationship with her, will probably of already taken the time to play this on it's original format. It doesn't seem to be all that different (although as I've never played the original, I may be wrong), with nice visuals and audio and, for the genre, a nice enough story with plenty of interaction with the heroine. It needs knowledge of Japanese to progress, and it is fundamentally just another romantic relationship sim, but it has a good rep with fans of this type of game, uses the internal clock well, and the main character is portrayed well.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Roommate Novel : Ryoko Inoue	JP	JPN	T-19505M	A 2	<input type="checkbox"/> Comes with 3 character cards and a sheet of stickers.
Roommate Novel : Ryoko Inoue	JP	JPN-D	T-19505M	C 2-3	<input type="checkbox"/> This release is one of the many where the only indication of it being a Dorikore re-release will be a sticker on the front.

2 versions, 2 JP

Roommate Novel : Ryoko Inoue – Last Scene -

NTSC-J exclusive

also known as 'Inoue Ryouko: Last Scene' and possibly other variations

井上涼子 ~ラストシーン~



Publisher:	Datam Polystar	Origin:	Japan
Developer:	Datam Polystar	Year:	2001 J
Genre:	Visual Novel / fan disc	Also on:	Dreamcast exclusive
Related titles:	Roommate Novel : Ryoko Inoue		
Series:	Roommate		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

With the success of the Roommate Novel series (the Saturn alone received 5 titles and a box set), it's perhaps not surprising to see this fan disc / limited gameplay release on the Dreamcast. Featuring the original heroine of the series, this disc contains a new interaction with Ryoko, as well as the ability to listen to the music tracks and view a picture gallery. Fans of the game will of course enjoy this, but for everyone else it's not really going to appeal.

Release	Region	Type	Code	Rar./Price	Notes
Roommate Novel : Ryoko Inoue -Last Scene-	JP	JPN	T-19506M	B 2-3 <input type="checkbox"/>	A separate stand-alone release from the other 'Roommate Novel : Ryoko Inoue' title. Limited to 5,000 copies.

1 versions, 1 JP

Roommate Novel : Yuka Sato

NTSC-J exclusive

also known as 'Roommate Novel: Satou Yuka'

ルームメイトノベル ~佐藤由香~



Publisher:	Datam Polystar	Origin:	Japan
Developer:	Fupac	Year:	2000 J
Genre:	Visual Novel	Also on:	Dreamcast exclusive
Series:	Roommate		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The first Roommate game on the Dreamcast introduces a new heroine, but keeps the relationship building premise of it's predecessors. It's summer, and with a half empty house, your character ends up taking in a housemate – the titular Yuka Sato. So begins a title that is not as interesting as other series entries (it doesn't seem to rely as much on the internal clock and day to day events), but is a nicely presented visual novel that delivers a decent relationship building experience. It doesn't do anything new for the genre, and the language barrier is high, but it's a decent title. The plot can sometimes be a little weird for your typical western gamer, a criticism that can be levelled on many similar titles, but it's a pleasing enough diversion. It is, however, not as interesting as the other Roommate titles on the Dreamcast.

Release	Region	Type	Code	Rar./Price	Notes
Roommate Novel : Yuka Sato	JP	JPN	T-19502M	A 1-2 <input type="checkbox"/>	Comes with a sheet of stickers.
Roommate Novel : Yuka Sato	JP	JPN-D	T-19502M	C 2 <input type="checkbox"/>	Roommate Novel : Yuka Sato's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper. Dorikore release should come with the sheet of stickers of the standard release.

2 versions, 2 JP

Run=Dim As Black Soul

NTSC-J exclusive

ランディム アズ ブラックソウル

Publisher:	Idea Factory	Origin:	Japan
Developer:	Yuki Enterprise / Digital Dream Studios	Year:	2001 J
Genre:	Strategy	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Mech focused strategy simulation, with lots of hexes, based on a seemingly obscure anime series. Run=Dim has a fairly large amount of Japanese text interspersed with it's stat heavy presentation, which is rather daunting, and it's not exactly clear what is going on to anyone who can't understand the language. The visuals are of a low quality, although no more so than other genre titles, but the game seems to offer a fair amount of depth, with plenty of options to upgrade. One for fans of this type of game, I just wish I had a clue what was going on.



Release	Region	Type	Code	Rar./Price	Notes	★ ★
Run=Dim As Black Soul	JP	JPN	T-46201M	A 2 <input type="checkbox"/>	The contents of these 2 versions	
Run=Dim As Black Soul	JP	JPN-L	T-46202M	B 2 <input type="checkbox"/>	is the same other than the addition of a Trading card with the Limited version and sticker on cover.	

2 versions, 2 JP

Rune Caster

NTSC-J exclusive

ルーンキャスター

Publisher:	Vision	Origin:	Japan
Developer:	Noisia	Year:	2000 J
Genre:	Battle simulation / RPG	Also on:	Dreamcast exclusive
Useful Extras:	a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The cheesy cover art is probably the first warning of what to expect with Rune Caster. It practically shouts 'generic', and unfortunately this ends up being the case with the gameplay. After an intro that was quite enjoyable, you're presented with incredibly poor looking 3D graphics, and a fantastical medieval setting with plenty of on screen stats and quite a bit of Japanese text. You can cast spells, eventually, but they're severely underwhelming. With the plot out of my comprehension (a good translation guide will be needed for non speakers), and a slow pace with boring combat, Rune Caster was a disappointment. It didn't receive a stellar response upon release, either.



Release	Region	Type	Code	Rar./Price	Notes	★
Rune Caster	JP	JPN	T-40001M	A 1 <input type="checkbox"/>		<i>1 versions, 1 JP</i>

Rune Jade

NTSC-J exclusive

ルーンジェイド

Publisher:	Hudson Soft	Origin:	Japan
Developer:	Hudson Soft	Year:	2000 J
Genre:	Online RPG	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Keyboard, Translation guide, Online features (4 player co-op)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An online 4 player co-operative RPG, Rune Jade is an interesting title. Taking some inspiration from Diablo, it sees you and up to 3 other players, teaming up to hack and slash your way through various dungeons, whilst interacting in various towns along the way. It doesn't sound all too special now, but it wasn't a common console experience at the time. The gameplay is pretty standard fare, and the graphics are a bit blocky, but it did what it set out to achieve. At the time, you had to pay a subscription to access the online, and although there's a single player mode available, it's clear it wasn't the primary focus. Japanese text abounds, so have a guide ready to get anywhere.



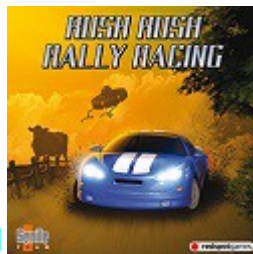
Release	Region	Type	Code	Rar./Price	Notes	★ ★
Rune Jade	JP	JPN	T-14304M	A 1 <input type="checkbox"/>		<i>1 versions, 1 JP</i>

Rush Rush Rally Racing

Indie release

Publisher:	RedSpotGames	Origin:	Netherlands
Developer:	Senile Team	Year:	2009 WW
Genre:	Racing	Also on:	Dreamcast exclusive
Related titles:	Rush Rush Rally Reloaded (updated release)		
Useful Extras:	VGA, Arcade stick, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 123rd 2016 DCJY Poll: n/a (4th in Indie)



Senile Team are well regarded within the Dreamcast indie scene, in part due to the development of the much modded Beats of Rage engine, and also due to this highly entertaining top down racer. Those familiar with the classics of the genre will feel at home. Taking control of one of a variety of racers, there is both single player and multiplayer modes. For the solo player, the Grand prix mode takes an arcade approach, with the aim of finishing in the top 3 to make progress. The difficulty level is high – some of the later tracks can be confusing at first, and there's little room for error, but the intricate design of the tracks and varied surfaces keep things interesting on repeated plays. Multiplayer is where the real fun is, and up to 4 players compete in the 3 modes which take inspiration from classics such as Micro Machines. If you only plan on playing solo, you'll miss out half of the games content, which is a shame. The soundtrack is good, and there's a feeling of quality to the entire product. Fun, difficult and best enjoyed with some friends, Rush Rush remains one of the best Indie releases on the console – although improved upon with the 'Reloaded' release.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Rush Rush Rally Racing	WW	HBW	RRRR-RE	B 3-4 <input type="checkbox"/>	In standard Jewel case.
Rush Rush Rally Racing	WW	HBW-L	RRRR-DX	B 4 <input type="checkbox"/>	The 2 Limited editions are 'Deluxe'
Rush Rush Rally Racing	WW	HBW-L	RRRR-DX-ALT	B 4 <input type="checkbox"/>	versions; the first shares the standard editions cover, whilst the second (with -ALT at the end of the code) bears an alternative 'Night' cover. Both versions come in double Jewel cases with an extra soundtrack CD, stickers and a full colour manual.

3 versions, 3 WW

Rush Rush Rally Reloaded

Indie release

Publisher:	Senile Team	Origin:	Netherlands
Developer:	Senile Team	Year:	2017 WW
Genre:	Racing	Also on:	WiiWare
Related titles:	Rush Rush Rally Racing (original release)		
Useful Extras:	VGA, Arcade Stick, a few friends (1-4 players)		

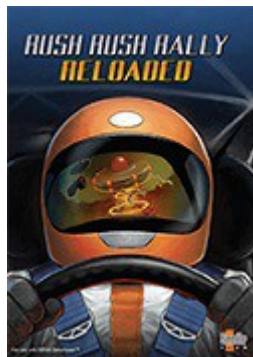
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

After the positive response to the release of Rush Rush Rally Racing, Senile Team decided to port their top down racer over to the 'WiiWare' service, with some tweaks and improvements to the original. Fast forward 8 years, and the improved version serves as the basis for this update on the Dreamcast. It's certainly not just a re-release – there's several important changes, some more obvious than others. The slowdown which occasionally popped up is gone, menus re-designed and the graphics slightly improved. The big addition here is the two new single player modes – 'Time Attack' and 'Challenge'. Time attack allows you to get to grips with the tracks (and the previously unavailable, in solo mode, multiplayer tracks), whilst 'Challenge' is a solo version of the multiplayer 'Get Ahead' mode, and plays much like the multiplayer in Micro Machines – score points by getting so far ahead of your opponents that they drop off the screen. Both modes are welcome, and add much to the games depth. Whilst there probably isn't quite enough here for those who have played the original to death (no new multiplayer content, for instance), the extra solo modes included mark this version out as the definitive version.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Rush Rush Rally Reloaded	WW	HBW	ST-RRRR-1.5	B 4 <input type="checkbox"/>	Comes in DVD case
Rush Rush Rally Reloaded	WW	HBW	-	B 4 <input type="checkbox"/>	JoshProd release in PAL case.

2 versions, 2 WW



Sakura Momoko Gekijou : Coji Coji

NTSC-J exclusive

さくらももこ劇場 コジコジ

Publisher: Marvelous Entertainment **Origin:** Japan
Developer: Marvelous Entertainment **Year:** 2000 J
Genre: Board games **Also on:** Dreamcast exclusive
Major License: Coji Coji (Manga turned Anime series)
Useful Extras: VGA, Microphone, a few friends (1-4 players)

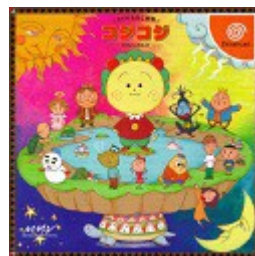
2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Based on a manga turned Anime, which reminded me, rather unnervingly, of the Moomins in it's oddness, Sakura Momoko Gekijou is a board game which utilises the microphone for interaction. The bright characters and setting are pleasant, with a whimsical child like soundtrack, but the gameplay is somewhat of a challenge without knowing the language. It seems that play revolves around the usual board game mechanics, with cards to collect (to unlock extra content) and mini games to play. The microphone usage is cool, and by all accounts works relatively well. The visuals are odd enough to warrant a look, but with a less than stellar response upon release and that language barrier set high, if you really want to play a board game on the DC there's probably better options.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Momoko Gekijou :	JP	JPN	T-40802M	A 1-2	<input type="checkbox"/>
Coji Coji					

1 versions, 1 JP



Sakura Wars

NTSC-J exclusive

also known as 'Sakura Taisen'

サクラ大戦

Publisher: SEGA **Origin:** Japan
Developer: Red / M2 **Year:** 2000 J
Genre: Adventure **Also on:** SAT, PC, PS2, PSP
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: 122nd* 2016 DCJY Poll: n/a *with Sakura Wars 2

The first of the Sakura Taisen games was a startling success for Sega on the Saturn, selling hundreds of thousands of copies and spawning, what would go on to become, a much beloved series. It was inevitable that the Dreamcast would continue the series (and would do so from Sakura Wars 3), and unsurprising that a re-release of the first title would make it's way over. Often described as the one great Sega franchise that we missed out on in the West, Sakura Wars is set in an alternative version of 1920's Tokyo, and combines demon fighting, turn based tactical gameplay with the sort of interactive fiction found in visual novels. The story revolves around your character, Ichirou, who is assigned the lead of an all-female combat unit, who remain hidden from public view by daylighting as a theatre troupe. Gameplay is divided into isometric combat, where you control the units steampunk-like mechs, and adventure segments where you further the story through dialogue. You need to know Japanese to make any real progress, although there are some very detailed, and long, guides available online. The most striking thing about the game is the high quality. Despite being 'just' an upgrade to the Saturn version, the cut scenes are gorgeous, visuals throughout are detailed and the soundtrack is superb. The story itself is generally regarded as being of an exceptional quality too. The language barrier will be an issue for many, and ultimately this is the same title released on the Saturn, but this is a high quality adventure steeped in a distinctly Japanese style and worth getting a good guide for.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars	JP	JPN	HDR-0072	A 1	<input type="checkbox"/> 2 discs, double case & extra disc
Sakura Wars	JP	JPN-L	HDR-0089	C 4	<input type="checkbox"/> The Limited edition comes in a Landscape orientated larger box with different cover art and Pink VMU.
Sakura Wars – Memorial Pack	JP	JPN-O	HDR-0192	A 1-2	<input type="checkbox"/> The Memorial Pack releases were later releases of the previous Sakura Wars games. This one features the same artwork as the standard release, but with a Pink background, and includes a magnetic calendar book with interchangeable character cards.
Sakura Wars – Memorial Pack	JP	JPN-O	HDR-0192	A 1-2	<input type="checkbox"/> As with many of the titles in the series, this is an 'Asian' edition, which has the same content, but can be distinguished by an 'Asian edition' mark on the cover.
Asian Edition					

4 versions, 4 JP



Sakura Wars 2

NTSC-J exclusive

also known as 'Sakura Taisen 2'

サクラ大戦 2

Publisher: SEGA
Developer: Red / Overworks
Genre: Adventure
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: SAT, PC, PSP



2009 DCJY Poll: n/a 2013 DCJY Poll: 122nd* 2016 DCJY Poll: n/a *with Sakura Wars

The sequel to the first release in the series was critically acclaimed upon its original Saturn release, and so it is unsurprising that it too found its way onto the Dreamcast. Using the same gameplay mix, refined and improved where it needed to be, the story sees Icirou returning to the Imperial Assault Force and the emergence of a new demonic threat. Much of what was said about the original is true here – so expect extremely high quality storytelling, beautiful visuals (which again have been upgraded from the original) and exceptional audio. It's just as daunting for the non-Japanese speaker, and this time spread over 3 discs, but it is playable with patience and a good guide. Another great Sakura Wars title.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars 2	JP	JPN	HDR-0082	A 1 <input type="checkbox"/>	3 discs, double case, poster & extra disc
Sakura Wars 2	JP	JPN-L	HDR-0108	B 3-4 <input type="checkbox"/>	Larger box LE with pink Puru Puru pack.
Sakura Wars 2– Memorial Pack	JP	JPN-O	HDR-0193	A 1-2 <input type="checkbox"/>	Memorial pack release. Same artwork as standard, with pink trim. Comes with a Memorial DVD case with extra content.
Sakura Wars 2– Memorial Pack – Asian edition	JP	JPN-O	HDR-0193	A 1-2 <input type="checkbox"/>	The 'Asian' of this release, with same content, but 'Asian edition' on cover.

4 versions, 4 JP

Sakura Wars 3

NTSC-J exclusive

also known as 'Sakura Taisen 3', subtitled 'Paris wa Moeteiru ka', translated as 'Is Paris Burning?'

サクラ大戦 3

Publisher: SEGA
Developer: Red / Overworks
Genre: Adventure
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: PC, PS2



2009 DCJY Poll:n/a 2013 DCJY Poll: 113th* 2016 DCJY Poll: n/a *with Sakura Wars 4

The first in the series to be specifically designed for the Dreamcast, Sakura Wars 3 retains the qualities that made the earlier games hits, but there's plenty of improvements as well. Ichirou returns, but is posted to take charge of a Paris based Assault force, meaning a whole new city, new female squad members and new nasties to battle. The turn based battles are now in full 3D (and look superb), whilst the always important dialogue elements have been improved upon. A whole new range of mini games are also added. The story is of the same high quality, as are the beautiful animations and soundtrack. Unfortunately, for those who can't understand Japanese, the high quantity of text (and need to respond to dialogue) makes playing this, even with a guide, a tough process. Nevertheless, Sakura Taisen 3 is a high quality and great looking adventure.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars 3	JP	JPN	HDR-0152	A 1 <input type="checkbox"/>	
Sakura Wars 3 'A' LE	JP	JPN-L	HDR-0147	B 4 <input type="checkbox"/>	Comes with a lovely wind up music box in a larger cardboard package. Same cover art as other LE, with deeper box and 'A' on left side of cover.
Sakura Wars 3 'B' LE	JP	JPN-L	HDR-0148	B 4 <input type="checkbox"/>	Comes with a wooden-style VMU and collectors card. Same cover as the other LE, this is not as deep as the other and is labelled 'B' on the left side.
Sakura Wars 3 Memorial Pack	JP	JPN-O	HDR-0194	A 2 <input type="checkbox"/>	Memorial pack. Same artwork as standard, with pale blue background. Comes with a picture frame style music box with changeable cards. 'Asian Edition' available with identical content.

4 versions, 4 JP

Sakura Wars 4

NTSC-J exclusive

also known as 'Sakura Taisen 4', subtitled 'Koi Seyo, Otome'

サクラ大戦4



Publisher: SEGA
Developer: Red / Overworks
Genre: Adventure
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PC

2009 DCJY Poll: n/a

2013 DCJY Poll: 113th*

2016 DCJY Poll: n/a *with Sakura Wars 3

The last of the main series entries in the Sakura Taisen franchise for the Dreamcast, Sakura Wars 4 plays massive fan service whilst repeating the winning formula. The setting returns to Tokyo, but this time not only are the original all-female assault force present, but they're joined by those characters introduced in Sakura Wars 3, from the Paris force. The usual high quality cut scenes, 3D battles and deep, relationship building dialogue, are all present. The storyline, which throws up a new evil for the ladies to fight, is backed up by a plot centred on the alter-ego theatre troupe side staging a production of Les Misérables, which allows for a lightly humorous, fan pleasing side. The use of data from past titles allows for past relationships to play a part too. Whilst it's considered a shorter adventure than it's predecessors, it still received critical acclaim upon release. Sadly, again, there would be no western release of the title (the series finally saw a western translation with Sakura Wars 5), and with copious amounts of Japanese text on display, it's tough to make progress for the non-speaker. If you can follow the plot, whether via guide or linguistic skills, a fine and poignant finale to the main series on the DC awaits you.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars 4	JP	JPN	HDR-0191	A 1 <input type="checkbox"/>	
Sakura Wars 4	JP	JPN-L	HDR-0202	A 2 <input type="checkbox"/>	

The LE release comes in a larger box which shares cover art with the regular. Included in this edition is a set of Metal plates/medallions.

2 versions, 2 JP

Sakura Wars Complete Box

NTSC-J exclusive

also known as 'Sakura Taisen Complete Box'

サクラ大戦 COMPLETE BOX



Publisher: SEGA
Developer: Red / Overworks
Genre: Adventure
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

This beautifully presented collection, coming in a vinyl-size presentation box, features all the discs from the 4 main entry games in the series, on new colourful picture discs. There's no extra discs, so those expecting a ton of extra content will be disappointed. Indeed, with so many different versions of these games available, it could be seen as slightly unnecessary, but that would ignore the collecting appeal to this set. As detailed in each of the included games individuals reviews, the Sakura Wars/Taisen series is one we sadly never received in the west, and there's a language barrier and particular Japanese feel to the titles, that will require a good translation guide, and lot's of patience, to make any progress with. From a purely collecting viewpoint, it's a lovely set, especially for the Sakura Wars completist, but the games themselves are no slouches either.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars Complete Box	JP	JPN-L	HDR-0201	B 5-6 <input type="checkbox"/>	

Beautiful collection of the first 4 Sakura Wars games.. Includes a total of 10 discs.

1 versions, 1 JP

Sakura Wars Kinematron Hanagumi Mail

NTSC-J exclusive

also known as 'Sakura Taisen Kinematron Hanagumi Mail'

サクラ大戦キネマトロン 花組メール

Publisher: SEGA **Origin:** Japan
Developer: Red / Overworks **Year:** 2000 J
Genre: Software **Also on:** Dreamcast exclusive
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Online functions (required), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Another one of those mail service releases, which allow owners of this disc to send Sakura Taisen themed messages between each other. One only for the fans, and slightly pointless for just about everyone else. ★



Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars Kinematron Hanagumi Mail	JP	JPN	HDR-0136	A 1-2 <input type="checkbox"/>	Also came with the Sakura Wars branded console. 1 versions, 1 JP

Sakura Wars Online – Paris No Nagai Hibi

NTSC-J exclusive

also called 'Sakura Wars Online ~Paris no Yuugana Hibi~'

サクラ大戦オンライン 巴里の優雅な日々

Publisher: SEGA **Origin:** Japan
Developer: Overworks **Year:** 2001 J
Genre: Table Games **Also on:** Dreamcast exclusive
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Online functions (required), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

One of two Sakura Wars Online titles, this one is set in Paris, meaning the setting and characters to interact with are from the Paris squad. Gameplay revolves around playing numerous online table games (including Mahjong and Poker), creating a character and a small degree of interaction. Offline, you can still play against AI controlled characters too. The interface is nice, and it plays well, with decent visuals which will no doubt please fans of the series. There's a fair bit of text for the non-speakers to navigate, but it's not too bad. ★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars Online – Paris No Nagai Hibi	JP	JPN	HDR-0185	A 1 <input type="checkbox"/>	2 disc double jewel case
Sakura Wars Online – Paris No Nagai Hibi	JP	JPN-L	HDR-0189	A 2-3 <input type="checkbox"/>	Limited edition comes in a larger box with a large clock. 2 versions, 2 JP



Sakura Wars Online – Teito No Nagai Hibi

NTSC-J exclusive

also called 'Sakura Wars Online ~Teito no Yuugana Hibi~'

サクラ大戦オンライン 帝都の長い日

Publisher: SEGA **Origin:** Japan
Developer: Overworks **Year:** 2001 J
Genre: Table Games **Also on:** Dreamcast exclusive
Series: Sakura Wars / Sakura Taisen
Useful Extras: VGA, Online functions (required), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

To a large extent, this is the same as the other Sakura Wars Online release, but the setting and characters are the Tokyo based cast from the series. Good quality presentation, with plenty to customise, and fun games. It lacks the ability to go online now, but fans of the franchise will still want to pick it up. ★★

Release	Region	Type	Code	Rar./Price	Notes
Sakura Wars Online – Teito No Nagai Hibi	JP	JPN	HDR-0184	A 1 <input type="checkbox"/>	2 disc double jewel case
Sakura Wars Online – Teito No Nagai Hibi	JP	JPN-L	HDR-0188	A 2-3 <input type="checkbox"/>	Limited edition comes with Pink Keyboard. 2 versions, 2 JP

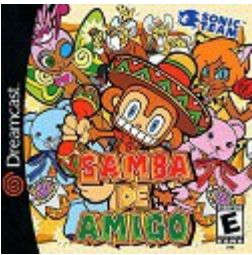


Sakura Taisen and Sakura Wars are used interchangeably as the title for the series, however I have listed them as 'Wars' due to that being the common description denoted on spines.

Samba de Amigo

NTSC-J, NTSC-U and PAL release

サンバ DE アミーゴ



Publisher:	SEGA	Origin:	Japan
Developer:	Sonic Team	Year:	2000 J / NA / PAL
Genre:	Rhythm	Also on:	ARC, Wii
Related titles:	Samba de Amigo Ver.2000 (updated release)		
Useful Extras:	VGA, Maracas controller, a friend (1-2 players), Online functions		

2009 DCJY Poll: 26th* 2013 DCJY Poll: 38th* 2016 DCJY Poll: 41st* *with ver.2000

Every console needs a good party game, and with Samba de Amigo the Dreamcast has one of the best. Originally released in arcades, the move to the home was made easier by being able to purchase the Maracas controllers, allowing you to wave them around like a lunatic, whilst admiring the sort of colourful, bright and joyous celebration that Sega did so well. Amigo, a chirpy little Mexican monkey, is joined by a cast of ludicrous characters in a carnival style world, who dance and shake their maracas on screen, whilst you attempt to complete songs with high ratings. There's a cool line up of songs on offer, many with a Latin flavour, as well as some amazing unlockable homages to Sega classics. Gameplay is similar to any other rhythm style title, with the aim of matching the prompts on screen, and it controls and plays superbly. Get two sets of Maracas, a friend, and maybe some tequila, and you have one of the best party-style games available. Throw in some short mini games (like the whack-a-mole inspired 'Guacamole'), a co-operative 'love' mode and more than a dozen tracks to shake along too, and there's depth galore on offer. Excellent visuals encapsulates that 'blue sky' Sega feel. You can play the game fully by using a standard DC pad, and whilst this is still enjoyable as a rhythm game, it lacks the joy that the maracas bring. Samba de Amigo is still an intensely fun experience, a joyous celebration of Sega's bright and bold arcade days.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Samba de Amigo	NA	US	51092	A 2 <input type="checkbox"/>	This US release has a Black spine
Samba de Amigo	JP	JPN	HDR-0063	A 1 <input type="checkbox"/>	
Samba de Amigo	EU	Ebox	MK-51121-50	B 7 <input type="checkbox"/>	The only PAL release came in the large box with maracas. Never released as a game only. However, the code on the game does differ from the box, (MK-51092-50). The Game's case is also in English/French/German and Spanish.

3 versions, 1 NA, 1 JP, 1 PAL

Samba de Amigo Ver.2000

NTSC-J exclusive

サンバ DE アミーゴ Ver. 2000



Publisher:	SEGA	Origin:	Japan
Developer:	Sonic Team	Year:	2000 J
Genre:	Rhythm	Also on:	ARC
Related titles:	Samba de Amigo (original release)		
Useful Extras:	VGA, Maracas controller, a friend (1-2 players), Online functions		

2009 DCJY Poll: 26th* 2013 DCJY Poll: 38th* 2016 DCJY Poll: 41st* *with standard edition

Originally released as an upgraded version of the original game in Arcades, ver.2000 doesn't change the format, but adds a fairly large amount of extra content. As well as doubling the number of songs (including originals returning), it expands the challenge mode, adds survival mode and introduces 'Hustle mode'. The latter of these additions is the most pronounced variance to the original, as it adds movement to shaking – rather than just shake the maracas as prompted, you must shake them between two different positions as indicated, which can also include 360 degree movement. It's a welcome addition done right, a fun addition, without effecting the base gameplay negatively. The mini games are replaced by an ingenious Volleyball mode, which also plays well. Whilst all the menus are in Japanese, it's not difficult to navigate yourself around. The game is also a stand-alone title, rather than an add on disc. Those playing with just a standard pad will find the hustle mode harder to control, but you really should play this one with the Maracas anyway. The expanded song listing, hustle mode and other extras, add enough to the game for it to be a definite pick up, and it's another joyous outing for Amigo.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Samba de Amigo Ver.2000	JP	JPN	HDR-0131	A 2 <input type="checkbox"/>	

1 versions, 1 JP

San Francisco Rush 2049

NTSC-U and PAL release

released in PAL territories as 'Rush 2049'



Publisher: Midway
Developer: Atari Games / Midway West
Genre: Racing
Series: Rush series
Useful Extras: VGA, a few friends (1-4 players),
 Online functions (not in PAL)

Origin: USA
Year: 2000 NA / PAL
Also on: ARC, N64, GBC, PS2, GC, XB

2009 DCJY Poll: 79th

2013 DCJY Poll: 67th

2016 DCJY Poll: 58th

Rush 2049 sees the long standing series brought into the future, for sci-fi racing in spectacular surroundings. Vibrant graphics present futuristic re-imaginings of San Francisco, and whilst it doesn't compare with the best DC visuals, they're detailed and superbly realised. Once you navigate the sometimes convoluted menu system, there's plenty of customisation and options. Racing itself sees high speed thrills, and an emphasis on learning the numerous short cuts which populate the tracks. Control can be a little stiff, but generally feels good, although the ability to 'glide' after jumps doesn't add much to the game. Races can be quite long, and challenging, which gives plenty of time to understand some of the handling quirks, but it always remains fun. The stunt mode utilises the games physics a little more, but it relies a little too much on it's spectacular crashes. Multiplayer is good fun though, especially the addition of weapons, and it manages to keep a solid frame rate. Rush 2049 is a good, solid arcade racer, even with a few flaws, and one which is highly regarded by many (including DCJY's Tom Charnock).

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Rush 2049	EU	D/F/G	T-9709D-51	B 2 <input type="checkbox"/>	
Rush 2049	EU	E/I/S	T-9709D-61	A 2 <input type="checkbox"/>	The 2 Pal versions of Rush 2049 share a disc but have separate Instruction booklets.
Rush 2049	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0084-50 / 952-0080-50
San Francisco Rush 2049	NA	US	T-9707N	A 2 <input type="checkbox"/>	This US release has a Black spine 4 versions, 1 NA, 3 PAL

Sangokushi VI

NTSC-J exclusive

known in the west as 'Romance of the Three Kingdoms VI'

三國志 VI



Publisher: Koei
Developer: Koei
Genre: Strategy
Related titles: Sangokushi VI with Power up Kit
Series: Sangokushi / Romance of the Three Kingdoms
Useful Extras: several friends (1-8 players), Translation guide

Origin: Japan
Year: 1999 J
Also on: PC, PS1, PSP

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Part of Koei's long running historical strategy title, known in the west as 'Romance of the Three Kingdoms', and set in the Han dynasty of ancient China. The Dreamcast addition of the series allows you to engage in detailed, turn based warfare, but with isometric interactions with your kingdom as well. The scope of the series has always been more than just warfare, with diplomacy high on the agenda too, and this version includes historical battles and plenty of scenarios. The visuals aren't exactly a DC high point, but they are more than sufficient for the genre. Sadly, despite the games detailed and intriguing nature, those who can't understand Japanese will be hard pressed to make any progress, as the level of text to read is set very high. Those who can make their way through, however, and who enjoy turn based epic warfare generally, will be well served, despite the genre and the series progressing somewhat since.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sangokushi VI	JP	JPN	T-7603M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Sangokushi VI with Power Up Kit

NTSC-J exclusive

known in the west as 'Romance of the Three Kingdoms VI with Power Up Pack

三國志VI with パワーアップキット



Publisher: Koei
Developer: Koei
Genre: Strategy
Related titles: Sangokushi VI
Series: Sangokushi / Romance of the Three Kingdoms
Useful Extras: several friends (1-8 players), Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Released a year after the original, this is an expanded version of Sangokushi VI which adds more content (including more historical battles and scenarios) but doesn't change the nature of the game itself a great deal. Those who are fans of the series will no doubt want to pick this version up. The language barrier is still there for those unable to read Japanese, however.

Release	Region	Type	Code	Rar./Price	Notes
Sangokushi VI with Power Up	JP	JPN	T-7607M	A 1-2	<input type="checkbox"/>

★★

1 versions, 1 JP

Seaman

NTSC-J and NTSC-U release

also called 'Seaman: Kindan no Pet' in Japan, and known as 'Caution Seaman' in North America and 'Don't Panic! Seaman' in Japan

シーマン ~禁断のペット~



Publisher: Vivarium (Japan); SEGA (NA)
Developer: Vivarium
Genre: Life Simulation
Series: Seaman
Useful Extras: VGA, Microphone

2009 DCJY Poll: 49th 2013 DCJY Poll: 31st 2016 DCJY Poll: 35th

It's not easy to describe Seaman. A game where you 'hatch' a living being in an aquarium, help it grow into an organism to which you can communicate, via the DC microphone, and which develops a personality based on your actions towards it, is an out there title for any other console. Much like an advanced Tamagotchi, it requires you to keep going back to check on your little creature (or creatures), using the time and date of your system to make sure you're not neglecting him. It's all very ingenious. Before too long, Seaman will evolve and turn into something more than just a fish swimming around a tank, and the vocal interaction within the game is quite impressive for it's time. Of course, however ingenious the game is, it's also bat-shit crazy. Whether it's watching the creatures mate, having odd conversations about philosophical matters, politics or the internet or just flat out being creeped by the idea of interacting with a creature with a man's face, you will no doubt face many genuine 'WTF' moments as you progress. Is it a great game? Technically, the speech recognition is impressive, and whilst this takes precedence over the aesthetic values of the game, it's certainly not awful looking. It's an enjoyable experience to play through, but not an action packed one, and serves as a reminder of just how innovative this time was in gaming. Seaman himself can be highly annoying – whether in just not getting your vocal commands, or by, well, being a bit of an arse. Controls can be a little clumsy, there can be periods of tedium when Seaman doesn't do much at all, but the game is still one of the most interesting 'experiences' on the Dreamcast.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Seaman	NA	US-L	51048	A 3	<input type="checkbox"/> Comes in a larger box with bundled microphone. Was not sold outside of this boxed version.
Seaman	JP	JPN	T-39402M	A 1-2	<input type="checkbox"/> The standard edition of Seaman released in Japan comes in a larger box with a Microphone.
Seaman	JP	JPN-L	T-39401M	B 2	<input type="checkbox"/> In addition to the Microphone of the normal edition, the Limited release comes with a VMU as well.

3 versions, 1 NA, 2 JP

Seaman : Kindan no Pet 2001

NTSC-J exclusive

also known as 'Seaman : Kindan no Pet 2001 Nen Taiouban'

シーマン ~禁断のペット~ <2001 年対応版>

Publisher: Vivarium
Developer: Vivarium
Genre: Life Simulation
Series: Seaman
Useful Extras: VGA, Microphone, Translation guide
Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Updated version of Seaman, released this time only in Japan, which expanded the vocabulary, improved the interaction and generally acted as a more polished, bug fixed version. As there's no English language option, this will only be of use to those who can speak Japanese (although to be fair, using it as part of learning the language could be an interesting endeavour...) or to the completist collector.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Seaman : Kindan no Pet 2001	JP	JPN-L	T-39405M	A 2 <input type="checkbox"/>	Comes in box with microphone. Various sources list 2 separate versions, one being a 'Complete Kit'. However, I've seen no evidence of any other than this one which is similar to the standard Seaman release with 2001 on cover.
Seaman Guide Book	JP	JPN-O	610-7804	D 3-7 <input type="checkbox"/>	A book release with a GD-ROM which includes new food for Seaman, compatible with either Japanese release. It's not a separate game, but I've included it as part of the 2001 release list this time.

2 versions, 2 JP

Sega Bass Fishing

NTSC-J, NTSC-U and PAL release
 released in Japan as 'Get Bass'

ゲットバス

Publisher: SEGA
Developer: SEGA AM1 / SIMS
Genre: Sport - Fishing
Series: Sega Bass Fishing
Useful Extras: VGA, Fishing controller
Origin: Japan
Year: 1999 J / NA / PAL
Also on: ARC, PC, Wii, X360, PSN XBLA, iOS



2009 DCJY Poll: n/a 2013 DCJY Poll: 62nd 2016 DCJY Poll: 44th

The ever-popular fishing controller prompted a number of angling-based titles for the DC, but Sega Bass Fishing remains the original – and most well known. In concept, it's simple – catch as many Bass as possible, the bigger the better. A Sega arcade title, this simple fishing premise is presented in a typical, bright Sega style, with smooth graphics and arcade style gameplay. After casting away, a mercifully shortened fishing experience follows and soon you'll be battling the fish by swinging the rod around hoping to land the big one. It's a novel experience, even in the motion control post-Wii world, and for fishing fans, this virtual recreation is a blast to play. Sadly, that short description of the game pretty much sums up the game. Arcade mode is quite shallow, and the DC's own expanded 'Tournament' brings a more 'sim' style, with opponent anglers to compete against and various changeable conditions, including weather – but at it's core, there really isn't much variety. Top class presentation elevates the game's appeal, and the novelty factor is always cool, keeping the game a fun experience – while it lasts.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Get Bass	JP	JPN	HDR-0023	A 1 <input type="checkbox"/>	
Get Bass	JP	JPN-L	HDR-0012	A 2-3 <input type="checkbox"/>	LE large box with Fishing controller
Sega Bass Fishing	NA	US	51006	A 1 <input type="checkbox"/>	This US release has a White spine
Sega Bass Fishing	NA	US-AS	51006	A 1 <input type="checkbox"/>	The Sega All Stars release. Black cover, and 'Sega All Stars' on disc.
Sega Bass Fishing	EU	E	MK-51006-05	A 1 <input type="checkbox"/>	
Sega Bass Fishing	EU	Ebox	MK-51044-05	C 5-7 <input type="checkbox"/>	This is the PAL box release of the game & fishing rod; only released in Australia
Sega Bass Fishing	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0012-50

7 versions, 2 JP, 2 NA, 3 PAL

Sega Bass Fishing 2

NTSC-J and NTSC-U release
released in Japan as 'Get Bass 2'

ゲットバス 2



Publisher: SEGA
Developer: WOW Entertainment
Genre: Sport - Fishing
Series: Sega Bass Fishing
Useful Extras: VGA, Fishing controller

Origin: Japan
Year: 2001 J / NA
Also on: ARC

2009 DCJY Poll: n/a 2013 DCJY Poll: 117th 2016 DCJY Poll: 197th

The second follow up to the original Sega Bass Fishing (Sega Marine Fishing emerging in between) ups the 'simulation' factor at the expense of some of the immediate arcade thrills it's predecessors were so successful at. Whether it's customising your angler, navigating your boat around the lake to find the perfect fishing spot, or attempting to net the big one in locations that are more realistic than before, the game attempts to inject just that little bit more realism to proceedings. If you're a fishing fanatic, the detail is pleasing, and combined with the fun gameplay system that the original introduced, you'll spend plenty of time in an admittedly deeper title. For those who want immediate arcade thrills, however, the reduced pace may be a turn off. If you have a fishing controller, getting this is a no-brainer – but it lacks the straightforward appeal of the first Bass release.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Get Bass 2	JP	JPN	HDR-0169	B 3 <input type="checkbox"/>	
Sega Bass Fishing 2	NA	US	51166	A 2 <input type="checkbox"/>	This US release has a Black spine 2 versions, 1 NA, 1 JP

Sega Extreme Sports

NTSC-J, NTSC-U and PAL release
released in North America as 'Xtreme Sports'

セガ エクストリーム スポーツ



Publisher: SEGA (J / PAL); Infogrames (NA)
Developer: Innerloop
Genre: Sport - Extreme
Major License: 55DSL (clothing brand, PAL and Japan only)
Useful Extras: VGA, a friend (1-2 players)

Origin: Norway
Year: 2000 NA/PAL; 2001 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: 193rd 2016 DCJY Poll: n/a

A visually stunning release centred around 6 extreme sports, Sega Extreme Sports takes a triathlon like approach, with chains of the various sports making up each environment. One minute you're speeding down a mountain on a snowboard, the next you're attempting to navigate a rocky landscape on an ATV. The idea is awesome, and it certainly looks and sounds the part, as one of the more visually appealing DC titles, with scenic and detailed landscapes, solid frame rate, excellent lighting and a relaxing mix of electronic tunes and high quality effects. Gameplay wise, some disciplines are awesome – snowboarding is the best on the DC, whilst mountain biking and ATV racing deliver good off road racing. However, the other events fall short – speed gliding in particular, as it is the most often played – which is a shame, and due to the mix of disciplines makes for an uneven experience. There's issues with control too – Biking has some physics issues, and the ATV's are unresponsive. 11 separate courses and some unlockable content adds some depth, but it's the inconsistency which is the main problem. Enjoyable, sometimes despite itself, but it leaves you wishing some of the weaker elements just weren't included.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sega Extreme Sports	JP	JPN	T-15126M	A 1-2 <input type="checkbox"/>	
Sega Extreme Sports	EU	E/F/G/S/i	MK-51081-50	A 1-2 <input type="checkbox"/>	Includes Italian instructions in the booklet, but not on the rear cover.
Sega Extreme Sports	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0095-50 / 952-0089-50
Sega Extreme Sports	EU	EWLP	Milka release	D 3-7 <input type="checkbox"/>	Disc codes: 833-0023-50 / 832-0030-50 This is the Milka special edition White label; used in special shop pods in Europe running a timed in-store competition sponsored by the chocolate maker. Can be hard to tell apart from the standard white label, despite the content differences, and knowing the codes printed on the disc is key.
Xtreme Sports	NA	US	T-15126N	A 1 <input type="checkbox"/>	This US release has a Black spine 5 versions, 1 NA, 1 JP, 3 PAL

Segagaga

NTSC-J exclusive
also known as 'SGGG'
 セガガガ



Publisher: SEGA
Developer: Hitmaker
Genre: RPG
Major License: Sega (many Sega licenses make an appearance)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: 69th 2013 DCJY Poll: 46th 2016 DCJY Poll: 147th

Often viewed as somewhat of a misty eyed, love letter from Sega to themselves, Segagaga breaks the fourth wall of video gaming, piles in a huge amount of fan service and nostalgia, and packages it up into an enjoyable J-RPG. It's a travesty that it never left the shores of Japan (and we're all still waiting for the long talked about fan translation), and sadly you need a pretty good knowledge of the language to get the most out of the game, but that doesn't stop it from being a much talked about, and much loved, Dreamcast gem.

Taking charge of a future Sega who are failing in the current console marketplace (in no way a thinly veiled analogy and parody of the state of the company at the time of the games release, of course), you are thrown into an adventure with the ultimate goal of rescuing our beloved companies fortunes and honour. The RPG elements see you battling various Sega employees, and developing a killer game whilst building a team capable of returning Sega to glory. This part isn't a technical marvel, but it doesn't need to be, with most of the fun coming from the numerous in-jokes, references to old games and cameo appearances from several notable Sega characters – from Amigo to Sonic, Opa-Opa to the infamously hilarious Alex Kidd appearance. There's plenty of items to collect (including various previous Sega releases, which makes for a great gallery), and the light hearted, tongue in cheek atmosphere and story keeps things interesting throughout, as do the numerous digs at Sega's opposition (always an evil mega-corporation of course). There's also several mini games to discover, including a much talked about Shmup section, which piles on even more love for the company and throws past consoles into the mix as some of the most ridiculously awesome bosses ever seen. It's also a decent shmup on it's own merits. Segagaga is one long Sega love in, and it's a glorious, funny title to experience. It's not technically amazing, nor does it try, but that just adds to the warm, fuzzy feeling Sega fans get when playing. This should have been released in the West. It wasn't, and for many the large amount of translating that you'll need to do to fully understand the plot will be an insurmountable barrier, but Sega fanboys the world over should still experience the game at least once in their lives.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Segagaga	JP	JPN	HDR-0171	B 4-5 <input type="checkbox"/>	The standard release of Segagaga. Standard Japanese Jewel case, this came out a month after the DVD style case release that I listed here as an 'Other' release.
Segagaga	JP	JPN-L	HDR-0083	C 7-8 <input type="checkbox"/>	Released at the same time as the first D-direct release (the DVD case one), this is a larger box Limited edition and one of the more sought after Limited editions. Containing the DVD case release, the White box emblazoned with the SGGG logo also comes with a T-shirt, an Organiser and a wooden box which contains pin badges representing each released Sega console.
Segagaga	JP	JPN-O	HDR-0151	C 6-7 <input type="checkbox"/>	The Standard D-Direct release, which was released before the Jewel case version. Comes in DVD case.
Segagaga	JP	JPN-D	HDR-0171	C 6 <input type="checkbox"/>	A dorikore release of the previously hard-to-find Segagaga. My version, which is sealed, has an HDR-0171 code, the same as the original Jewel case release, which means it's the typical sticker on the wrapper release. Many sources list an HDR-0214 release for this Dorikore version, which means maybe there is a different version out there as well – at the moment I've seen no verification of this.

4 versions, 4 JP

Sega GT

NTSC-J, NTSC-U and PAL release
released as 'Sega GT Homologation Special' in Japan
 セガ GT ホモロゲーションスペシャル



Publisher: SEGA
Developer: WOW Entertainment / TOSE
Genre: Racing
Series: Sega GT
Major License: various car manufacturers
Useful Extras: VGA, Steering wheel, a friend (1-2 players),
 Online functions (lap times), VMU Mini games

Origin: Japan
Year: 2000 J / NA/ PAL
Also on: PC

2009 DCJY Poll: 62nd 2013 DCJY Poll: 59th 2016 DCJY Poll: 105th

Sony's release of Gran Turismo changed the racing game landscape, and this title was Sega's response. Boasting an impressive line up of more than 120 licensed cars, plenty of upgrading options, and even the option of creating your own car, the car-fetishists out there are well served. It certainly has depth, with 22 tracks of varying length, night and day settings, a deep career mode and nearly endless levels of customisation. Sadly, it doesn't deliver in other areas. The audio is average, and graphically it's a mixed bag, with the good looking car models and a couple of good looking tracks, let down by others that are horribly grainy and weak textures throughout. The main career mode is poorly designed, leading to confusion as to quite how you enter certain events, and there's an uneven difficulty running through the game. The handling responds slowly with too much oversteer, and the racing itself is uneven. Whilst some of these issues can be sorted through settings, first impressions are poor. The collecting aspect is done quite well, but as a racing experience it falls below the DC's best.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sega GT	NA	US	51053	A 1 <input type="checkbox"/>	This US release has a Black spine
Sega GT	EU	E/F/G/S	MK-51053-50	A 1 <input type="checkbox"/>	
Sega GT	EU	EWLP	-	A 1-2 <input type="checkbox"/>	Disc codes: 950-0103-50 / 952-0097-50
Sega GT Homologation Special	JP	JPN	HDR-0054	A 1 <input type="checkbox"/>	Comes with a sticker sheet. Double Jewel case, only 1 disc. 4 versions, 1 NA, 1 JP, 2 PAL

Sega Marine Fishing

NTSC-J and NTSC-U release
 セガマリンフィッシング



Publisher: SEGA
Developer: WOW Entertainment
Genre: Sport - Fishing
Series: Sega Bass Fishing
Useful Extras: VGA, Fishing controller, Online functions (leaderboards)

Origin: Japan
Year: 2000 J / NA
Also on: ARC, PC

2009 DCJY Poll: n/a 2013 DCJY Poll: 84th 2016 DCJY Poll: 146th

Sega's follow up to Sega Bass Fishing, the peaceful lakes of it's predecessor have been replaced with more exotic offshore locales, but gameplay remains the same. Battling to land 'the big one' is still the order of the day, but the fish selection is more interesting (sharks!), scenery more enticing, and there's a more brash, colourful feel. It's arcade roots are clear, so there's no simulating the long periods that real life angling require, and controls are simple – and with the fishing controller, fun to play (it's perfectly playable with a standard DC pad, but it loses something). As well as recreating the arcade mode, you have a series of original options, including free-fishing to your heart's content, an aquarium to view your fish and mini games which act as a training mode. There was even online fishing events to enter at the time – not online play, but a nice addition. With bright and cheery graphics, and a loud and brash soundtrack, it all has a typical Sega arcade feel. An enjoyable addition to the DC's fishing lineup, those not convinced by the idea of virtual angling will still feel a little empty.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sega Marine Fishing	NA	US	51096	A 1 <input type="checkbox"/>	This US release has a Black spine
Sega Marine Fishing	JP	JPN	HDR-0104	A 1-2 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Sega Rally 2

NTSC-J, NTSC-U and PAL release

sometimes known as 'Sega Rally 2 Championship'

セガラリー2



Publisher: SEGA
Developer: AM Annex / Smilebit
Genre: Racing
Major License: various car manufacturers
Useful Extras: VGA, Steering wheel, a friend (1-2 players)
Origin: Japan
Year: 1999 J / NA / PAL
Also on: ARC, PC
Series: Sega Rally

2009 DCJY Poll: 28th 2013 DCJY Poll: 22nd 2016 DCJY Poll: 26th

A sequel to arguably the best game on the Saturn, there were high hopes for Sega Rally 2. It has good looks, with detailed cars and stages, but the frame rate is erratic with noticeable pop-up (although this is far less an issue through VGA – and don't even bother with PAL 50 as it's atrocious). High class presentation binds the game together, and content wise there's plenty to do – the ten year championship, resplendent with in depth car set up options, may just be a series of progressively harder arcade modes, but it delivers enough rallying for extended play. Split screen sees the frame rate take a bit of a battering, which is a shame as it should have been a centrepiece for the game. The biggest disappointment though, is that the beautiful handling of the original hasn't been recreated. It's a slippery beast, as you slide around every single corner heart in mouth, which whilst fun and fast, lacks the tightness you'd expect. With patience, it starts to click how to drive the car to maximum effect, but there's an ever-nagging feeling that by doing away with what made the original a legend, the game has lost it's way. It's a decent racer, and fun to play, but it's not the legendary title that it's predecessor was.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sega Rally 2	NA	US	51019	A 1-2 <input type="checkbox"/>	This US release has a white spine
Sega Rally 2	NA	BRA	197056	C 4-6 <input type="checkbox"/>	Brazilian release easily distinguished by the usual mix of cover designs and Portuguese text.
Sega Rally 2	JP	JPN	HDR-0010	A 1 <input type="checkbox"/>	
Sega Rally 2	EU	E/F/G/S/i	MK-51019-50	A 1 <input type="checkbox"/>	Italian in instructions, but not on rear.
Sega Rally 2	EU	Evar	MK-51019-50	A 1 <input type="checkbox"/>	Identical packaging, but with different disc. One is Pink tinged, the other Grey.
Sega Rally 2	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0013-50
Sega Rally 2	EU	Ebox	-	D 5 <input type="checkbox"/>	Ecofilmes Portuguese bundle release with controller and outer sleeve.

7 versions, 2 NA, 1 JP, 4 PAL

Sega Smash Pack Volume 1

NTSC-U exclusive

Publisher: SEGA
Developer: SEGA
Genre: Retro Compilation
Useful Extras: VGA, Arcade stick, Light gun, a few friends (1-4 players)
Origin: Japan
Year: 2001 NA
Also on: PC, MD

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a



Whilst Sega are often now criticised for their constant recycling of past glories, this compilation of Mega Drive/Genesis era titles (with some odd additions) was one of their earlier attempts to delve into their past. 10 16-bit titles are presented here, including some classics. Sonic, Revenge of Shinobi and Streets of Rage 2 are legendary; Shining Force and Phantasy Star 2 are decent RPG's, whilst Vectorman and Golden Axe are always enjoyable. Columns is a puzzle favourite, but the inclusion of the aged Altered Beast and weak Wrestle War, doesn't add to the overall quality. Sadly, these titles are all let down by poor emulation, with occasional slowdown and distorted, tinny audio, which on a few games is so poor it's actually painful to listen to. Gameplay on these titles is mostly fine, but the poor emulation is impossible to overlook. Smash Pack also includes Sega Swirl, the fun puzzler which appeared on numerous browsers and magazine cover discs, and a port of the arcade version of Virtua Cop 2. The latter is the best addition to the disc, seeing a stand-alone release in Japan, and whilst aged, plays as well as ever. There's a distinct lack of extras here, and the weak emulation is highly disappointing, but there's no denying the greatness of some of the titles included here.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sega Smash Pack Volume 1	NA	US	51146	A 1 <input type="checkbox"/>	This US release has a black spine
Sega Smash Pack Volume 1	NA	USvar	51146	A 1 <input type="checkbox"/>	This variant s a 'Not For Sale' release. Disc has 'Not for Resale' on it, as does the space where the barcode would be. This is one variant which is easy to find.

2 versions, 2 NA

Sega Tetris

NTSC-J exclusive

セガテトリス



Publisher:	SEGA	Origin:	Japan
Developer:	WOW Entertainment	Year:	2000 J
Genre:	Puzzle	Also on:	ARC
Series:	Tetris		
Useful Extras:	VGA, Arcade stick, Keyboard, VS Cable, a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: 142nd 2016 DCJY Poll: n/a

One of three versions of Tetris on the DC, Sega Tetris is Sega's own take on the famed puzzler. Originally a Naomi arcade title, it's home port brings with it a colourful, wacky feel that is distinct from the sometimes drab nature of the Soviet Union's best puzzler. Cartoon characters will smash completed lines with oversized comedy hammers, backgrounds sport a wide range of 3D scenery, from island paradises to dancing Antarctic penguins. It's visually cool, but the gameplay is standard. It's arcade roots show as the speed ramps up quickly, and there's an on screen slot machine which gives out bonus points upon clearing lines. Multiplayer changes things up by allowing attacks triggered by clearing lines. With online play at the time, and the fact that the game utilises the VS cable for DC on DC combat, Sega Tetris is the best on the console for competitive play. Tetris aficionados won't be turned off much by the additions, which will also appeal to those tired by the same-old Tetris formula which, ultimately, lies at the heart of this game, underneath Sega's presentational sugar coating.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sega Tetris	JP	JPN	HDR-0073	A 3-4	<input type="checkbox"/>

1 versions, 1 JP

Sega Worldwide Soccer 2000

PAL exclusive

also known more simply as 'SWWS 2000'



Publisher:	SEGA	Origin:	England
Developer:	Silicon Dreams	Year:	1999 PAL
Genre:	Sport - Football	Also on:	Dreamcast exclusive
Related titles:	SWWS 2000 Euro edition	Series:	Victory Goal/Worldwide soccer

Useful Extras: a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 195th* *with Euro Edition

Sega's own Worldwide soccer series was relatively popular on the Saturn, but this first foray onto the Dreamcast edition was developed by 'World League Soccer' developers, Silicon Dreams. Aiming for a more realistic approach, it does many things well. There's loads of teams (170-ish), covering club and international sides, allowing for everything from national league seasons to world cup simulations. Less polished than contemporary rival UEFA Soccer, gameplay is better. It's slower paced, but this allows considered, built up play and passing. Sadly, the pace leads to a lack of excitement, coupled with poor AI, making for a weak recreation of the beautiful game. It also looks poor, with muddled PS1 quality graphics, no 60hz option (and no VGA straight out of the box – and if you do get it running in VGA, the slowdown is horrendous) and a generally unfinished feel. Commentary is rudimentary, as is the audio, and just adds to the sense of a half-arsed attempt at bringing football to the DC at an early point in it's history. It's not completely unplayable, but it is a bit boring.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sega Worldwide Soccer 2000	EU	E/F/G/S/i	MK-51031-50	A 1	<input type="checkbox"/> Sega Worldwide Soccer 2000 includes Italian instructions in the booklet, but not on the rear cover.
Sega Worldwide Soccer 2000	EU	EWLP	-	C 1-2	<input type="checkbox"/> Disc codes: 950-0010-50

2 versions, 2 PAL

Sega Worldwide Soccer 2000: Euro Edition

PAL exclusive

also known more simply as 'SWWS 2000 Euro'



Publisher:	SEGA	Origin:	England
Developer:	Silicon Dreams	Year:	2000 PAL
Genre:	Sport - Football	Also on:	Dreamcast exclusive
Related titles:	SWWS 2000 Euro edition	Series:	Victory Goal/Worldwide soccer

Useful Extras: VGA, a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 195th* *with original

Silicon Dreams deserve some credit. For their second DC football title, they listened to the criticism of their first outing and made serious improvements. The pace is faster, and the addition of a game speed slider is great. Tweaked controls and improved graphics are also most welcome. Bugs are reduced (although there's an odd one here where players bodies and heads get mixed up, leading to some unfortunate results), the audio is better (including commentary) and the AI improved. Sadly, it's still not the football title we deserved. The AI for instance – better yes, but it's still not the most intelligent. Graphics are better but still sub-par, with noticeable missing frames of animation. Loading times are painfully long, and frequent, a mystery seeing as this didn't plague the first title. It's the gameplay however, which really stands out, and a blast of 2 or even 4 player will show how the increase in speed and good control makes for an exciting game of football that, whilst lacking finesse, is fun. It's flawed, certainly, but it stands out as the best attempt at the beautiful game on the console.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Sega Worldwide Soccer 2000: Euro Edition	EU	E/F/G/S/i	MK-51083-50	A 1 <input type="checkbox"/>	Sega Worldwide Soccer 2000: Euro Edition includes Italian instructions in the booklet, but not on the rear cover.
Sega Worldwide Soccer 2000: Euro Edition		EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0060-50 / 952-0056-50

2 versions, 2 PAL

Seireiki Rayblade

NTSC-J exclusive

also known more simply as 'Rayblade' or 'Ray Blade'

聖霊機ライブレード



Publisher:	Winkysoft	Origin:	Japan
Developer:	Winkysoft	Year:	2000 J
Genre:	Tactical RPG	Also on:	PS1
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Japanese exclusive tactical RPG with lots of big mechanised craft, a healthy dose of well drawn anime cut scenes and visual-novel style still screens interspersing the isometric battles. The action phases are detailed, with charming 16-bit style graphics, and the usual array of stats that these type of games usually present. The story seems to revolve around a student who is forced to take control of one the large mechanical craft, and the ensuing journey he takes as battle rages. It's not the easiest of games to understand if you can't cope with large amounts of Japanese text, and although the gameplay itself is relatively simple, without sufficient understanding it can be a little bit of a chore to play. It looks nice, especially the sections which progress the plot – it's just that stat and text heavy nature which is a drawback (and a lack of a really good guide online doesn't help matters). Well received upon release, it's not the best of it's genre on the system but players with a taste for tactics, and who can understand what's going on, will find something to admire here.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Seireiki Rayblade	JP	JPN	T-42201M	A 1 <input type="checkbox"/>	with 5 trading cards.

1 versions, 1 JP

Sengoku Turb

NTSC-J exclusive

戦国 T U R B

Publisher: NEC
Developer: NEC / qnep
Genre: RPG
Related titles: Sengoku Turb: Fanfan I love me dunce – Doubletendre (sequel)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Well, this is just a bit bizarre. Described as an RPG, but more closely akin to a 3D action-adventure title with levelling up, Sengoku Turb is an exercise in psychedelic colours, weird characters and odd design. You apparently take the role of Jino-chan, intergalactic bounty hunter, as she intervenes in a civil war on the side of an odd mix of colourful characters and small soldiers. The gameplay sees you take to the battlefield, seemingly against an enemy initially made up of air hostesses, commanding your troops and engaging in combat yourself. It's simple, control is a bit wooden and the camera never quite sits at the right level. AI is weak, and combat deeply unsatisfying. Graphics, a mix of simplistic child-like imagery and acid trip colour clashing, hasn't aged fantastically – it looks too much like a poor early 3D title to have much charm. The audio is all over the place, with odd effects and off-key music. The oddness surrounding the game is interesting, but with gameplay that just isn't all that much fun, it's only the weirdness that makes the game noteworthy. It's also worth noting that there's plenty of Japanese text here, although it's not impossible to play through – if you really want to.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sengoku Turb	JP	JPN	T-38801M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Sengoku Turb: Fanfan I Love Me Dunce - Doubletendre

NTSC-J exclusive

also known as 'Sengoku Turb F.I.D.' and 'Sengoku Turb: Fanfan I Love my Dance-Doubletendre'

戦国 T U R B Fanfan I Love Me Dunce – Doubletendre

Publisher: NEC
Developer: NEC / qnep
Genre: Mixed genres
Related titles: Sengoku Turb (predecessor)
Useful Extras: VGA, a few friends (1-4 players), Translation guide, Online functions

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The second of the Sengoku Turb titles on the Dreamcast, and this one is...well, it's still odd, but is a decidedly more interesting prospect. The gameplay from the original returns, but instead of controlling Jino-chan and her little miniature army, you appear to take control of the opposing side. Whilst this is interesting, it suffers from the exact same problems as the first title. The weirdness level is increased with the extra content included – and there's a fair bit of it. As well as the RPG part, there's Internet options, galleries, development notes and music player. There's also several mini games. There's an oddly controlled avian-thrust vector game, a psychedelic light gun shooter and a 3rd person shmup type game with weird enemies. The best of the bunch is also the weirdest – an odd 3D racer. 2 of the 3 tracks see you play a trippy chariot race, with a strange hopping creature pulling you along, which you have to whip to go faster without hurting the poor soul. It's...odd. The third of the 3 tracks sees you mount a hovering craft, where each trigger accelerates you in a different direction – a bit like Zusa Vasar. It's tough, but is actually pretty decent. With the unhinged design and graphics (even the title and cover are slightly insane), it's certainly an interesting title, but, despite the ridiculous length of this review, more a sign of the games oddness, it's a pretty average mix overall.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sengoku Turb: Fanfan I Love Me Dunce – Doubletendre	JP	JPN	T-38805M	A 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Sentimental Graffiti 2

NTSC-J exclusive

センチメンタルグラフィティ 2

Publisher: NEC Interchannel
Developer: STACK
Genre: Visual Novel
Series: Sentimental Graffiti
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2000 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The sequel to a highly popular, and groundbreaking, dating simulation visual novel, Sentimental Graffiti 2 takes a rather melancholy approach to the genre, with the 12 female 'stars' of the original returning in a college setting, and the death of the original protagonist. This of course gives a good excuse to start the relationship building afresh. Mainly played as a static visual novel, there's also plenty of isometric adventuring parts, and the general scope of the title is larger than most. Nicely drawn screens and solid audio add to a well presented package. Sadly, the Japanese language heavy setup makes it hard for anyone not fluent to understand, and the unfolding story is not highly regarded. Don't be confused by talk of 12 cover variations of this title – these 'Sad Window' editions are promo discs for the game with behind the scenes footage and a calender, and are not versions of this game.



★★★

Release	Region	Type	Code	Rar./Price	Notes
Sentimental Graffiti 2	JP	JPN	T-20104M	A 1 <input type="checkbox"/>	1 versions, 1 JP

Sentimental Graffiti : Yakusoku

NTSC-J exclusive

センチメンタルグラフィティ ～約束～

Publisher: NEC Interchannel
Developer: NEC Interchannel
Genre: Visual Novel
Series: Sentimental Graffiti
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2003 J
Also on: PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This entry in the Sentimental Graffiti series appears to be a mainly text-based, and low in visuals, novel. It deals with the same dozen female heroines as usual, and depicts their initial meetings with the first games protagonist. One for diehard fans of the series only, as aesthetically, it's a bit on the weak side. Japanese language only, and very little gameplay indeed.

★

Release	Region	Type	Code	Rar./Price	Notes
Sentimental Graffiti Yakusoku	JP	JPN	T-20128M	B 3-4 <input type="checkbox"/>	1 versions, 1 JP

Seventh Cross

NTSC-J and NTSC-U release

released as 'Seventh Cross Evolution' in North America

セヴンスクロス

Publisher: NEC Interchannel (Japan) / UFO Interactive (NA)
Developer: Atypical Alchemists / NEC Int.
Genre: Life Simulation
Useful Extras: VGA
Origin: Japan
Year: 1998 J; 1999 NA
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This evolve-em-up from Atypical Alchemists is a title that on paper sounds very interesting indeed, but in execution took somewhat of a wrong turn. Starting as a basic lifeform, you swim about a bit in an attempt to evolve into a higher class of creature. This is achieved through eating, manipulating DNA and generally fighting, or avoiding, other creatures. It's emphasis on DNA creation is poorly explained, a complaint the entire game can have levelled against it, as you wander aimlessly around working out what to do next. The gameplay is basic, and aesthetically weak, and any sense of intrigue from the evolution side of things is outweighed by the tedium and inaccessibility. Not a patch on Spore (or indeed the DC's own L.O.L.)

★★

Release	Region	Type	Code	Rar./Price	Notes
Seventh Cross	JP	JPN	T-38802M	A 1 <input type="checkbox"/>	
Seventh Cross Evolution	NA	US	T-41301N	A 1 <input type="checkbox"/>	This US release has a White spine 2 versions, 1 NA, 1 JP



Shadow Man

NTSC-U and PAL release



Publisher: Acclaim
Developer: Acclaim Studios Teeside
Genre: Action-Adventure
Related titles: Shadow Man; 2second Coming (sequel)
Major License: Shadowman (comic book)
Useful Extras: VGA

Origin: England
Year: 1999 NA / PAL
Also on: PC, N64, PS1, MAC

2009 DCJY Poll: n/a 2013 DCJY Poll: 155th 2016 DCJY Poll: 109th

Acclaim's third person, comic-book tie in, voodoo action-adventure is that rare beast on the DC - a pretty decent story led title. Cast in the role of Michael LeRoi, who is also the titular voodoo warrior, you straddle the world of the living (liveside) and the dead, or Deadside as it's referred to in game, in an epic quest to stop 5 serial killers and, eventually, prevent the world of the living meeting an untimely end. Standard weapons are the order of the day in liveside, whilst all manner of supernatural inspired voodoo magic is more prevalent in Deadside. As a game, the gothic, deep south setting fits well, enhanced by some suitably creepy and horror inspired audio. The dark colour palette throughout the game works well, as do the variety of enemies, and the games inspiration, the Shadowman comic book, is a good choice to base a game on. Technically, it doesn't push the console, and level design is a bit basic. Gameplay can descend into repetitiveness, and whilst the plot is solid, it relies on some generic elements. Nevertheless, Shadow Man is a decent adventure, with good aesthetics.

★★★

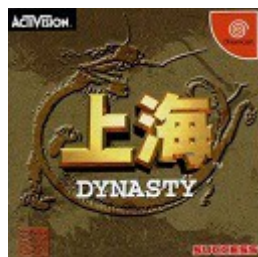
Release	Region	Type	Code	Rar./Price	Notes
Shadow Man	NA	US	T-8106N	A 2 <input type="checkbox"/>	This US release has a White spine
Shadow Man	EU	E	T-8104D-05	A 1 <input type="checkbox"/>	The PAL release of Shadow Man saw 4
Shadow Man	EU	I/S	T-8104D-05	A 1 <input type="checkbox"/>	different releases, all of which have
Shadow Man	EU	G	T-8104D-18	A 1 <input type="checkbox"/>	separate discs and Instruction Booklets
Shadow Man	EU	D/F	T-8104D-59	A 1 <input type="checkbox"/>	to go alongside the Map which is
					included in each. The cover art for all
					versions is the same however, and is
					one of the early PAL releases with no
					'Dreamcast' header on the cover.
Shadow Man	EU	Ebc	-	C 2-4 <input type="checkbox"/>	Released in a clamshell case with
					'Promo only not for re-sale' where the
					barcode should be. Along with Dead or
					Alive 2, these seem to be bundle copies
					released with console packages,
					although this is significantly harder to
					find than the DOA2 example.

6 versions, 1 NA, 5 PAL

Shanghai Dynasty

NTSC-J exclusive

上海 DYNASTY



Publisher: Success / Activision
Developer: Success
Genre: Mahjong
Series: Shanghai series
Useful Extras: VGA, a few friends (1-4 players), Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A Mahjong-solitaire centred title, and part of the long running series of 'Shanghai' games from Activision, Dynasty throws a large amount of options and modes into the mix for those who can't get enough. The 3D presentation of the board is quite nice, and the ability to play standard Mahjong as well makes it a good bet for an all in one package – but ultimately, this is just one of many examples of the game and there's not really a huge amount you can do to make any of them overly different. Solid if unremarkable.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Shanghai Dynasty	JP	JPN	T-9902M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP

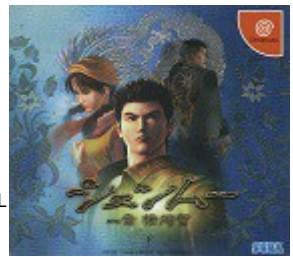
Shenmue

NTSC-J, NTSC-U and PAL release

also known as 'Shenmue: Chapter 1' or 'Shenmue: Ichisou Yokosuka' in Japan

シェンム

シェンムー 一章 横須賀



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA AM2	Year:	1999 J; 2000 NA / PAL
Genre:	RPG	Also on:	PS4, PC, XONE
Related titles:	Shenmue 2; What's Shenmue?, Shenmue 3		
Useful Extras:	VGA		

2009 DCJY Poll: 1st 2013 DCJY Poll: 1st* 2016 DCJY Poll: 1st *with Shenmue 2

The Dreamcast's fighting and shmup libraries are rightfully lauded; it's arcade pedigree praised, and it's ushering in of a new era of online-console multiplayer was ahead of it's time. But arguably it's greatest contribution to gaming, would simultaneously break the mould and give a not inconsiderate nod to the Sega of old. Shenmue. Yu Suzuki's masterpiece may very well of been the most expensive game of all time upon release, but for those who lost themselves in mid 80's Japan, engrossed in an epic adventure of revenge, it was money well spent. There's so much to love about Shenmue – and love is the correct word to use, for few games have had as much of an emotional resonance with gamers. The world is meticulously detailed, a living, breathing creation and replica of period Yokosuka. From the Hazuki residence, to the streets around Ryo's home, to Dobuita Street's lovingly crafted shops, bars and arcades, it feels like you're entering a real place, not just a video game creation. This sense of realism is heightened by being able to interact with otherwise insignificant objects, opening cupboards and drawers, buying food, tapes and random toy capsules in shops, or wasting time in an arcade on a perfect recreation of a Yu Suzuki arcade title. Genres mix and merge throughout; the 3rd person adventuring is central, but the slower pace and almost detective-like need to investigate makes it feel unlike any other game, and with racing, fighting and QTE (quick time events) thrown in, there's a surprising level of variety on offer. The story is classic Asian cinema inspired revenge-fare, and whilst the English translation is a little awkward, it has an absorbing quality. Graphically it is sublime, bringing a level of detail unseen on consoles at the time, with facial animation that still impresses. The level of detail is extraordinary, and from a technical perspective, it's hard to fathom just how it was achieved. Characters come to life on screen, creating an emotional bond with many gamers. The epic soundtrack adds to the games sense of scale, and is a beautiful score on it's own merit. Shenmue is, however, somewhat of a love it/hate it game for some. Key criticisms are in the wooden controls, the slow pace and some less than perfect voice acting, flaws that some can overlook, but others not so easily. For many of us though, including myself, Shenmue remains a masterpiece, an all time great, and the very best the Dreamcast has to offer.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Shenmue	NA	US	51059	A 3 <input type="checkbox"/>	US Black spine release. 4 discs.
Shenmue Limited Edition	NA	US-L	51059	B 6 <input type="checkbox"/>	Sharing the same code as the standard release, this version is identifiable by writing in the top left of the front cover indicating it's inclusion of a Soundtrack CD featuring music inspired by Yu Suzuki. 5th 'Jukebox' disc.
Shenmue	NA	BRA	197352	C 5-7 <input type="checkbox"/>	As with all Brazilian releases, the mash up of US and JPN styles on the cover, and Portuguese writing on reverse, marks this version out. Came in a cardboard slipcase around the case.
Shenmue	JP	JPN	HDR-0016	A 2-3 <input type="checkbox"/>	Japanese Limited edition comes in a blue cardboard slipcase and includes the extra Shenmue Jukebox soundtrack CD as well as the standard release game.
Shenmue	JP	JPN-L	HDR-0031	A 3 <input type="checkbox"/>	
Shenmue	EU	E/F/G/S	MK-51059-50	A 4-5 <input type="checkbox"/>	The PAL version has 4 discs The pricing of the PAL version has jumped around since Shenmue 3's announcement, and could quite conceivably be graded a 3 or a 6 depending on the market of the day.
Shenmue	EU	EWLP	-	C 6-7 <input type="checkbox"/>	Disc 1 code:950-0111-50 / 952-0102-50 Disc 2 code:950-0112-50 / 952-0102-50 Disc 3 code:950-0113-50 / 952-0102-50 Disc 4 code:950-0108-50 / 952-0102-50 Disc 4 is the passport disc.
U.S. Shenmue	JP	JPN-O	HDR-0156	C 6 <input type="checkbox"/>	Japanese release of the US version of Shenmue.

8 versions, 3 NA, 3 JP, 2 PAL

Shenmue II

NTSC-J and PAL release
also known as 'Shenmue 2'

シェンムー II



Publisher: SEGA
Developer: SEGA AM2
Genre: RPG
Related titles: Shenmue; What's Shenmue?, Shenmue 3
Useful Extras: VGA

Origin: Japan
Year: 2001 J / PAL
Also on: XB, PS4, PC, XONE

2009 DCJY Poll: 4th 2013 DCJY Poll: 1st* 2016 DCJY Poll: 8th *with Shenmue

Continuing the Shenmue story was always going to be difficult. The first title gathered a devoted fan base with it's detailed world, and pushed the DC technically. It's tale of revenge and honour resonated with gamers emotionally. For any sequel to match the expectations it would have to be exceptional. Critics justifiably wanted some key improvements to match the lofty ambitions and match the 'most expensive game developed' label. Luckily for us, Yu Suzuki is somewhat of a genius. Shenmue II is not a massive departure from it's predecessor, unsurprisingly. The engine is the same and the blending and mixing of genres remains a central part of the games appeal. So expect some beautiful graphics, detailed interior and exterior design work, meticulous detail on seemingly unimportant objects, and just a bit of frustration that Ryo is still a bit wooden in his movement. Arcade machines return, and you can now play Outrun (reason alone to purchase this, some would say). Collectors have more to collect, there's a bunch of cool mini games and jobs, and there's plenty to see and hear, as Ryo has made his way to Hong Kong, opening up a whole new set of experiences. Bustling streets are filled with both people and colourful shop exteriors, whilst your journey also takes in urban squalor and untouched Chinese wilderness. The game realises the epic ambitions of it's predecessor, with more open landscapes. This touches on one of the big improvements here – dealing with the slowness of the original. Whilst it's still on the slow side, the general pace has improved with the ability to 'fast travel' and a little less emphasis on exploring every nook and cranny in the world. Whilst this is a good thing, it does detract, slightly, from the intricate closeness the first title provided. Regardless, Shenmue 2 shines and matches expectations throughout. I haven't even mentioned the beautiful soundtrack, the atmospheric recreation of late 80's Hong Kong, refined QTE's (no more complete repeats) – I could go on. Yes, there's still a few issues here, like the controls, or the increase in that 'shimmering' effect that effects some DC games. The pace still borders on glacial for some, and whilst the sole western release in PAL territories does away with English voice translation (a plus to some people), the introduction of a Japanese audio track with subtitles will always sit uncomfortably with some (these people are wrong, of course, as this just increases the games slice of retro Asian cinema feel). But these negative points are minor. Shenmue II is an epic, technically astonishing, brilliantly visualised and immensely enjoyable experience, one whose late appearance and lack of a North American release sometimes holds it back from it's rightful acclaim as, I'm pretty certain, the only game able to challenge it's own predecessor as the best game on the Dreamcast and fully deserving of this, probably, the longest review in this guide.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Shenmue II	JP	JPN	HDR-0164	A 2-3 <input type="checkbox"/>	Double case, 4 discs.
Shenmue II	JP	JPN-L	HDR-0179	A 2-3 <input type="checkbox"/>	The Limited edition comes in a slipcase with a Virtua Fighter 4 bonus disc.
Shenmue II	JP	JPN-D	HDR-0211	C 3-4 <input type="checkbox"/>	Shenmue II's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper. Interesting to note that the serial code for the Dorikore release of Shenmue II differs from the standard release or Limited edition release, indicating, perhaps, that is a different package from those releases.
Shenmue II	EU	E/F/G/S	MK-51184-50	A 6 <input type="checkbox"/>	4 discs, double cases in slipcase.
Shenmue II	EU	EWLP	-	C 6-7 <input type="checkbox"/>	Disc 1 code:950-0175-50 / 952-0170-50 Disc 2 code:950-0176-50 / 952-0170-50 Disc 3 code:950-0177-50 / 952-0170-50 Disc 4 code:950-0178-50 / 952-0170-50 5 versions, 3 JP, 2 PAL

Shikigami No Shiro II

NTSC-J exclusive

sometimes called 'Castle of Shikigami 2' due to western title of PS2 release; literal translation closer to 'The Demon God Castle 2'

式神の城 II



Publisher:	Alfa System	Origin:	Japan
Developer:	Alfa System	Year:	2004 J
Genre:	Shmup	Also on:	ARC, PC, GC, XB, PS2, PSN
Series:	Shikigami no Shiro		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players), Translation guide (menus)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 128th 2016 DCJY Poll: 111th

Shikigami No Shiro II is a stylish addition to the DC's Shmup library. With 7 different characters to control, each with varying styles of gameplay, there's a fighter-like variety on offer, with shot types, bomb types and even dialogue all different from character to character. The backstory is nonsense, and there's a fair bit of Japanese text on display, but the gameplay itself is relatively standard, bullet-hell shmup territory. Primary shot types tend to be standard fare, but the secondary fires (used at the expense of character movement speed) vary from lock on missiles to enemy seeking power ups, melee style sword attacks and drones. Finding the character whose style fits yours is important, as some characters just won't click. With a choice of original or remix soundtracks (both excellent), gallery mode, and easy or extreme mode, the game delivers depth. It's also great fun to play. A score multiplying close call system, not unlike Psyvariar 2, isn't quite as refined, but the relentless action is challenging. It can be a little aesthetically dull, and there's a difficulty spike on level 3 that's frustrating, but overall it's good. It's not top tier, but the solid play and excellent depth make it a worthy addition to any shooter fans DC collection.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Shikigami No Shiro II	JP	JPN	T-47702M	B 5 <input type="checkbox"/>	
Shikigami No Shiro II	JP	JPN-L	T-47701M	B 6 <input type="checkbox"/>	Limited edition comes in a cardboard sleeve with a Soundtrack CD and trading cards. Sega Direct orders shipped with an added Phone card.

2 versions, 2 JP

Shin Honkaku Hanafuda

NTSC-J exclusive

真 本格花札



Publisher:	Altron	Origin:	Japan
Developer:	Altron	Year:	1999 J
Genre:	Card game	Also on:	Dreamcast exclusive
Related titles:	Honkaku Hanafuda (predecessor)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Probably the best version of the traditional Japanese card game Hanafuda on the Dreamcast, Altron's Shin Honkaku Hanafuda roughly translates as, 'Authentic Hanafuda' which summarises things nicely. There's a great many options on offer here, allowing various forms of play, and the graphics are clear, bright and with lovely card design. It's a really rather aesthetically pleasing title throughout, with nice music and clear presentation rounding off a neat little package. Of course, knowing the rules of Hanafuda helps a lot here, and with everything in Japanese, having this knowledge beforehand will be quite useful. If you're not a fan of Hanafuda, there's obviously little to appeal here – but whilst it lacks the extravagances of other games, it does exactly what it sets out to do, and you can't ask for much more than that.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Shin Honkaku Hanafuda	JP	JPN	T-16601M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP



Shirotsume souwa -Episode of the Clovers-

NTSC-J exclusive

also known as 'Shirotsume Kusa Hanashi: Episode of the Clovers' and often just 'Episode of the Clovers'

白詰草話 -EPISODE OF THE CLOVERS-



Publisher: NEC Interchannel
Developer: HuneX / Littlewitch
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Originally an Eroge PC game, the adult content is mostly removed for this Dreamcast release, which is probably for the best, as the focus on a trio of pre-pubescent looking female androids in an adult orientated game really would not have been greeted well in the western market. Playing the role of android creator Souji, this sci-fi themed visual novel sees you perform the usual tasks the genre demands – so plenty of text and relationship building, then. The setting is interesting, as are the comic panel style visuals, which have a watercolour effect to them which is quite nice. As always, the Japanese text will put many off, as will the adult themes. Interesting looking title at the very least though.

★★

Release	Region	Type	Code	Rar./Price	Notes
Shirotsume souwa	JP	JPN	T-20123M	B 3-4	<input type="checkbox"/>
-Episode of the Clovers-					
Shirotsume souwa	JP	JPN-L	T-20125M	B 5-6	<input type="checkbox"/> Limited edition comes in a larger box with a pouch and box set of cards, along with the standard Jewel case version of the game. 10,000 copies.
-Episode of the Clovers-					

2 versions, 2 JP



Silent Scope

NTSC-J, NTSC-U and PAL release

サイレントスコープ



Publisher: Konami
Developer: Konami
Genre: Shooter
Series: Silent Scope
Useful Extras: VGA, Arcade stick

Origin: Japan
Year: 2000 J / NA / PAL
Also on: ARC, PS2, GBA, XB, iOS

2009 DCJY Poll: n/a 2013 DCJY Poll: 91st 2016 DCJY Poll: 170th

An arcade machine with the attraction of a huge sniper rifle with monitor built in, does not immediately stand out as an obvious choice for a port to the DC – and for Konami to then release it without light gun support, seems downright bizarre. However, despite this, it works. Replacing the gun monitor with a picture-in-picture effect on your screen, is actually a very clever workaround, allowing an accuracy no peripheral could deliver. When aiming at moving targets, controls can be a little unwieldy, and the stick can be a little sensitive, but it's a generally impressive control scheme. The story sees you having to save the President and his kidnapped family, which is all very generic, but plays into the Hollywood action feel. It's not a graphical powerhouse, but what it lacks in detail, it makes up for in scale – night vision wood stages, sniping off of skyscrapers, or taking aim at an enemy being pursued by American Football players in a vast stadium, the stages here are epic. There's a lack of depth, despite branching levels, and whilst impressive, the scope mechanic isn't as fun as picking up a plastic weapon and firing at a screen. An interesting and fun title, nevertheless.

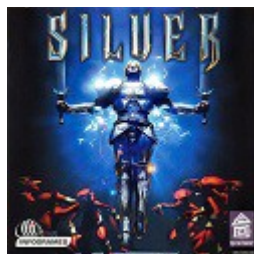
★★★

Release	Region	Type	Code	Rar./Price	Notes
Silent Scope	NA	US	T-9507N	A 1	<input type="checkbox"/> This US release has a Black spine
Silent Scope	JP	JPN	T-9513M	A 1	<input type="checkbox"/>
Silent Scope	EU	D/E/S	T-9505D-76	A 1	<input type="checkbox"/>
Silent Scope	EU	F/G/I	T-9505D-87	A 1-2	<input type="checkbox"/> Both PAL versions of Silent Scope have the same disc but separate Instruction booklets.
Silent Scope	EU	EWLP	-	C 1-2	<input type="checkbox"/> Disc codes: 950-0116-50 / 952-0108-50 5 versions, 1 NA, 1 JP, 3 PAL

Silver

NTSC-U and PAL release

Publisher:	Infogrames	Origin:	England
Developer:	Spiral House	Year:	2000 NA / PAL
Genre:	RPG	Also on:	PC, MAC
Useful Extras:	VGA		



2009 DCJY Poll: n/a 2013 DCJY Poll: 177th 2016 DCJY Poll: 98th

Whilst it looks a little like Final Fantasy VII, Silver is very much a western RPG rather than a JRPG, and the emphasis here is on adventuring rather than stats. Presented on pre-rendered static backgrounds (that look rather nice), you're presented with a classic tale of evil as you take the role of David, out to rescue his beloved (and most of the women in the land, whilst he's at it). The journey you embark on is rather epic, and as the game progresses you'll visit lovingly drawn various areas from cliff top fortresses and forest encampments, to icy cities and creepy woods. The characters are all 3D polygonal, which can sometimes look odd on the backgrounds (especially when zoomed out and tiny), but it looks okay, helped by high resolution scenery. Gameplay is real time, and works well, allowing you to be right at the heart of the action, and a good soundtrack and nice voice acting hold the game together. It is rather generic, and the pace is somewhat slow at times, but Silver is an enjoyable adventure with some beautiful vistas.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Silver	NA	US	T-15108N	A 3-4 <input type="checkbox"/>	This US release has a White spine
Silver	EU	S	T-15109D-06	B 4-5 <input type="checkbox"/>	The 4 PAL versions of Silver have different Discs and Instruction booklets.
Silver	EU	G	T-15109D-18	B 3-4 <input type="checkbox"/>	
Silver	EU	D/E	T-15109D-91	A 3 <input type="checkbox"/>	
Silver	EU	F/I	T-15109D-92	B 3-4 <input type="checkbox"/>	

5 versions, 1 NA, 4 PAL

Simple 2000 Series DC Volume 1: Bitter Sweet Fools

NTSC-J exclusive

also known just as 'Bitter Sweet Fools' or 'Simple 2000 Series Vol. 1: The Renai Adventure: Bitter Sweet Fools'

SIMPLE2000 シリーズ DC Vol. 01 THE 恋愛アドベンチャー BITTERSWEET FOOLS

Publisher:	D3 Publisher	Origin:	Japan
Developer:	minor / HuneX	Year:	2002 J
Genre:	Visual Novel	Also on:	PC, PS2
Series:	Simple 2000 Series		
Useful Extras:	VGA, Translation guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The first of D3's Simple 2000 series releases on the Dreamcast (which, thankfully for me writing this guide at least, didn't have the hundreds of entries Sony consoles received), this low cost visual novel is the only one of the series that didn't make it's debut on the PS1. The PC original was an 18+ release, but this version tones it down and presents a pleasant looking adventure. Set in the not altogether standard setting of Florence, the plot revolves around an ex-mafia assassin in hiding and a love interest that has the potential to bring him back into the criminal underworld. Whilst it's nicely visualised, it doesn't do anything very interesting from a gameplay perspective – so one for the serious visual novel connoisseurs only. As always, there's plenty of Japanese text to contend with.

★★

Release	Region	Type	Code	Rar./Price	Notes
Simple 2000 Series DC Vol. 1: Bitter Sweet Fools	J	JPN	T-47401M	B 1-2 <input type="checkbox"/>	Fold out instruction booklet, rather than a standard booklet.

1 versions, 1 JP

Simple 2000 Series DC Volume 2: Natsuiro Celebration

NTSC-J exclusive

also known just as 'Natsuiro Celebration' or 'Simple 2000 Series Vol. 2: The Renai Simulation Natsuiro Celebration'

SIMPLE2000 シリーズ DC Vol.02 THE 恋愛シミュレーション 夏色セレブレーション

Publisher: D3 Publisher
Developer: HuneX
Genre: Visual Novel
Series: Simple 2000 Series
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS1, PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The second volume of D3's Simple 2000 series, and originally a PS1 release (as part of the Simple 1500 series), Natsuiro Celebration is your fairly standard entrant into the genre. Set in the summer months, it sees the unfolding story between your character, a high school student, and the relationship he has with Kimi, a female friend, as well as with the relationships he has with an assortment of other characters. There's nothing particularly noteworthy about the story, as it's your typical high school romance tale, and whilst the game boasts voice acting and niceties such as a map to navigate around, it's got a rather basic look to it, a sign of it's budget routes. Fans of the genre will find something to like, but it does little to entice everyone else. And, as always, there's a hefty language barrier for those who can't read Japanese text.

★★

Release	Region	Type	Code	Rar./Price	Notes
Simple 2000 Series DC Vol. 2: Natsuiro Celebration	JPN	JPN	T-47404M	B 1-2 <input type="checkbox"/>	Fold out instruction booklet, rather than a standard booklet.

1 versions, 1 JP

Simple 2000 Series DC Volume 3: Fureai

NTSC-J exclusive

also known just as 'Fureai' or 'Simple 2000 Series Vol. 3: The Renai Simulation Fureai'

SIMPLE2000 シリーズ DC Vol.03 THE 恋愛シミュレーション ふれあい

Publisher: D3 Publisher
Developer: HuneX
Genre: Visual Novel
Series: Simple 2000 Series
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The third volume of this budget series on the Dreamcast, Fureai was originally released as part of the Simple 1500 series on PS1, as 'The Ren'ai Simulation 2 ~Fureai', to show it's link with Natsuiro Celebration, subtitled 'The Ren'ai Simulation' itself, which also became volume 2 of these Simple 2000 releases. Got that? Ren'ai refers to the 'Dating sim' type of game, almost always lumped in with visual novels as a broad genre outside of Japan (and by myself in this guide), and is a pretty good indication of what to expect in this release. Taking the role of a 19 year old assistant teacher in summer classes, who has recently failed his exams, you embark on a journey of relationship building with various female characters, most of whom happen to be your new students. Like the other entries in the series, there's little remarkable, and it's your typical entry in the genre, although the artwork is not as pleasant as I'd come to expect from these games on the DC. One more for visual novel fans on the DC, probably not for everyone else.

★★

Release	Region	Type	Code	Rar./Price	Notes
Simple 2000 Series DC Vol. 3: Fureai	JPN	JPN	T-47402M	B 1-2 <input type="checkbox"/>	Fold out instruction booklet, rather than a standard booklet.

1 versions, 1 JP

Simple 2000 Series DC Volume 4: Okaeri!

NTSC-J exclusive

also known just as 'Okaeri!' or 'Simple 2000 Series Vol. 4 The Renai Adventure: Okaeri!'

SIMPLE2000 シリーズ DC Vol.04 THE 恋愛アドベンチャー おかえり!



Publisher: D3 Publisher
Developer: HuneX
Genre: Visual Novel
Series: Simple 2000 Series
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PC, PS1

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The final entry in the short lived Simple 2000 series of budget releases from D3, 'Okaeri!' is another PS1 Simple 1500 release ported over to the Dreamcast. Starting life as a more adult themed PC title, the plot revolves around protagonist Youhira, a college student who runs into an old school friend whilst travelling to an island to further his teaching studies. The tale soon turns into a standard relationship building dating sim / visual novel, as you may expect. Visually it's an interesting mix of photos and drawn backgrounds, overlaid with anime characters, which can come across a little cheap, and not as attractive as some of the best examples of the genre on the DC – but nice enough, especially considering it's budget price. Nice voice work is provided in game though, and it's a decent enough story for fans of the medium. As always, you'll need to know Japanese to get anywhere, but it's a pleasant enough game and one of the better received entries in the Simple 2000 series.

★★

Release	Region	Type	Code	Rar./Price	Notes
Simple 2000 Series DC Vol. 4: Okaeri!	JP	JPN	T-47403M	B 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Sister Princess Premium Edition

NTSC-J exclusive

シスター・プリンセス プレミアム・エディション

Publisher: Media Works
Developer: STACK
Genre: Visual Novel
Major License: Sister Princess (Manga and Anime)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Sister Princess was a popular manga series turned PS1 visual novel, and as the expanded title here alludes to, the Dreamcast version had several enhancements. Firmly placed in the visual novel genre, this is a dating sim style game in which your character lives with, and spends most of the time interacting with, 12 younger sisters. As the game progresses, you choose which of the 12 you want to spend time with, building relationships through text interactions. As often is the case, there are several endings available here (including marriage ones...best not to ask...), graphics and audio are decent enough, each of the girls have distinct personalities and generally the game was well received by fans of the genre. It is also utterly impenetrable without a decent understanding of the language, and this type of game has a limited appeal to gamers in the west, but those who like dating games with cute anime girls will find something to like.

More interestingly, from a collectors point of view, the game's sole release saw it bundled with a box which contains 12 phone charms, one for each of the girls. It's a cute little extra.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sister Princess Premium Edition	JP	JPN	T-27802M	A 1-2 <input type="checkbox"/>	Double jewel case with 2 discs. Came with a separate box containing 12 phone charms, with spine card for both.

1 versions, 1 JP

Skies of Arcadia

NTSC-J, NTSC-U and PAL release
released as 'Eternal Arcadia' in Japan
エターナル アルカディア

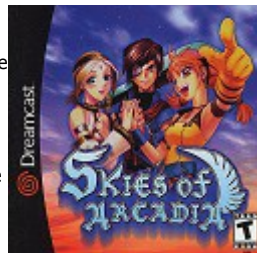


Publisher: SEGA
Developer: Overworks
Genre: RPG
Useful Extras: VGA (not in PAL), VMU mini-games

Origin: Japan
Year: 2000 J/NA; 2001 PAL
Also on: GC

2009 DCJY Poll: 10th 2013 DCJY Poll: 6th 2016 DCJY Poll: 7th

Whilst it was inevitably true that we Dreamcast owners didn't get to experience the abundance of top RPG's that other consoles received, we can at least take solace that we received this classic. It shares many elements with other JRPG's, but it's the setting which is the most immediate attraction. Controlling members of the Blue Rogues, primarily Vyse and Aika, a group of freedom loving air pirates, you explore the vast skies of the land of Arcadia in steampunk inspired air ships, battling the evil Valuan empire. The fundamental strength of the game is in it's exploration – whilst the story and relatively standard battle mechanics are solid examples of the genre, the game is painted on a huge canvas and rewards exploration of the floating islands that make up the games large map. The design work is superb throughout, with each island varied and interesting enough to make progress through the game an exciting prospect. Graphically it's lovely, with each location having a unique character, a few graphical effects thrown in to up the wow factor, and an overriding sense of scale, especially when piloting your ship. Visuals are backed up by a sweepingly epic soundtrack and the usual sort of high class presentation Sega lavishes on their games. There's few games as deep and rewarding as Skies of Arcadia on the Dreamcast, and few as surprising, as around every corner of the game, there's something new to discover. Even with occasionally annoying random battles, which play out in relatively standard fashion, you can forgive the game when you are entrenched in a ship to ship tactical fight, sailing through wondrous environments or enjoying the well written English translation. Skies of Arcadia is one of the very best Dreamcast titles. Released in Japan as 'Eternal Arcadia'. For the long suffering PAL gamer, the European release of the game is not VGA or 60hz compatible, so whilst still an excellent game, it's the North American release that may be more desirable for those using more modern televisions.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Eternal Arcadia	JP	JPN	HDR-0076	A 2 <input type="checkbox"/>	
Eternal Arcadia	JP	JPN-L	HDR-0109	B 6 <input type="checkbox"/>	This Limited Box version of Eternal Arcadia comes in a larger box which is shaped rather nicely like a book, and has a slipcase over this. Extras include an Art Book, phone charms, phone strap and Flag. It's a rather nice edition.
Eternal Arcadia @Barai	JP	JPN-O	HDR-0119	A 1-2 <input type="checkbox"/>	The @barai games are a series of locked versions of normal release Dreamcast titles that can be 'unlocked' after purchasing a key. It comes in a slightly wider than DVD sized case.
Eternal Arcadia @Barai	JP	JPN-O	Famitsu edition	B 2 <input type="checkbox"/>	The same as the standard @barai edition, this is a paper sleeve edition which was enclosed in the Famitsu magazine.
Skies of Arcadia	NA	US	51052	A 5-6 <input type="checkbox"/>	Black spine; 2 discs.
Skies of Arcadia	EU	E/F/G/S	MK-51052-50	A 6 <input type="checkbox"/>	Comes on 2 discs.
Skies of Arcadia	EU	EWLP	-	C 5-6 <input type="checkbox"/>	Disc 1 code:950-0160-50 / 952-0155-50 Disc 2 code:950-0161-50 / 952-0155-50

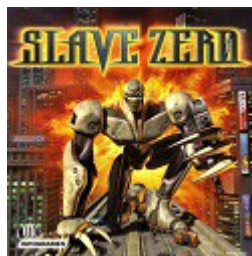
7 versions, 1 NA, 4 JP, 2 PAL

Slave Zero

NTSC-U and PAL release

Publisher: Infogrames
Developer: Infogrames North America
Genre: Action
Useful Extras: VGA, a few friends (1-4 players)

Origin: USA
Year: 1999 NA; 2000 PAL
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: 186th 2016 DCJY Poll: 115th

Slave Zero has all the ingredients to make a great game. Massive mechanised robots (the Slaves of the title), neon lit streets full of suitably large skyscrapers, a cool dystopian sci-fi future, little cars scurrying around under the massive metal behemoths. The guardians, an ancient order of warriors, are the only thing standing between peace and the evil forces who have taken control of the world, largely through their army of robotic giants. Capturing one of these Slaves, the guardians set out to defeat their enemies. It's a cool concept, and some of the design work certainly fits the bill. Weapons are suitably explosive, but the sense of scale doesn't always work. It's cool to see little cars whizzing around, but it's hard to shake the feeling that you're just playing in a scaled down world. Battles are a bit boring, music is noticeable by it's absence, and there's numerous glitches, frame rate drops and other technical issues throughout. It's fun at times – when the scale works, mostly, but it descends into average mediocrity too quickly and doesn't make best use of it's cybernetic assets.

★★

Release	Region	Type	Code	Rar./Price	Notes
Slave Zero	NA	US	T-15106N	A 1 <input type="checkbox"/>	This US release has a White spine
Slave Zero	EU	E	T-15104D-05	A 1-2 <input type="checkbox"/>	
Slave Zero	EU	S	T-15104D-06	A 1-2 <input type="checkbox"/>	The 5 PAL versions of Slave Zero have the same disc but separate Instruction booklets.
Slave Zero	EU	I	T-15104D-13	A 1-2 <input type="checkbox"/>	
Slave Zero	EU	G	T-15104D-18	A 1-2 <input type="checkbox"/>	
Slave Zero	EU	D/F	T-15104D-59	A 1-2 <input type="checkbox"/>	

6 versions, 1 NA, 5 PAL

Sno-Cross Championship Racing

NTSC-U and PAL release

Publisher: Crave (NA); Ubi Soft (PAL)
Developer: UDS
Genre: Racing
Useful Extras: a friend (1-2 players)

Origin: Sweden
Year: 2000 NA; 2001 PAL
Also on: PC, PS1, PSN



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's some decent elements to UDS's Snowmobile racer. A good track editor, a cool first person view, and a decent, control-affecting damage model, are all nice features. However, much of the rest of the game can politely be called 'average'. The grainy, fuzzy visuals and bland tracks barely improve upon it's PS1 outing. Frame rate struggles, especially in split screen, and the audio is unremarkable. There's a fair few tracks on offer, and a selection of rather similar snowmobile classes – but it's the track editor that stands out. Whilst it uses a block and tile based system, it's possible to create some interesting layouts. Control is too slippery, even for a snow and ice based racer, with default settings, bouncing you from one corner to another, but can be adapted too. The poor AI, with opponents crashing out frequently, is unfortunate, as is the general lack of challenge. A problematic camera (although the first person view is cool), sums up a game which has some good ideas, but doesn't do any of them well enough to be better than 'average'.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sno-Cross Championship Racing	NA	US	T-40207N	A 1 <input type="checkbox"/>	This US release has a Black spine
Sno-Cross Championship Racing	EU	E/F/G	T-17722D-50	A 1 <input type="checkbox"/>	
Sno-Cross Championship Racing	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0131-50 / 952-0123-50

3 versions, 1 NA, 2 PAL

Snow

NTSC-J exclusive

スノー



Publisher: NEC Interchannel
Developer: Studio Mebius
Genre: Visual Novel
Related titles: Tomodachi Ijou Koibito Mimam (PC release - same setting)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PC, PS2, PSP

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Studio Mebius were known for some... let's just say unconventional adult themes in their early titles, and whilst Snow carried on the adult nature (in an altogether more palatable way), this DC port is stripped of it's adult content to deliver a rather standard – although well received – visual novel. You play as Kanata, who is working in a hotel in a small village, and one which is seemingly under a constant blanket of snow. The plot soon takes in ancient legends, whilst following the usual sort of path for the genre, with several females to build relationships with and branching storylines. The artwork and audio are of a good quality and the games reception was good, so fans of the genre will delight, and those who want to try a visual novel out, and are armed either with great Japanese language skills or a good translation guide, could do a lot worse.

★★★

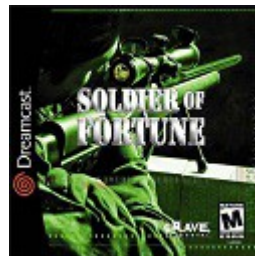
Release	Region	Type	Code	Rar./Price	Notes
Snow	JP	JPN	T-20132M	A 1-2	<input type="checkbox"/>

1 versions, 1 JP



Soldier of Fortune

NTSC-U and PAL release



Publisher: Crave
Developer: Raven / Runecraft
Genre: First Person Shooter
Series: Solider of Fortune
Major License: Soldier of Fortune (magazine)
Useful Extras: VGA, Keyboard, Mouse

Origin: USA / England
Year: 2001 NA / PAL
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: 149th 2016 DCJY Poll: 120th

The DC infamously missed out on the best single player PC FPS (Half Life, natch), but had it's fair share of second tier genre entries. Solider of Fortune was controversial on release due to it's graphic nature, body part targeting and some dodgy NRA connections. Nevertheless, it had it's fans, and a DC port was not unwelcome. Never much of a looker, it's heavily modified Quake 2 engine looks a little angular, textures are hit and miss and it can be a bit dark, but a decent frame rate keeps things at a decent level. There's a decent, if cliché ridden, story, with game engine driven cut scenes, and the varied levels take you around the world. It also boasts great audio, with satisfyingly loud weapons and screaming enemies. There are issues though. Enemies lack any self preservation, highlighting weak AI, and the GHOUl targeting system may be cool, but it's hard to use with the DC pad. The mouse/keyboard combo improves things, but it all feels a little stiff and lacking the fluidity of iD or Epic's classics. SoF was also never that great a game on the PC – fans of ultra-violence had better alternatives (Kingpin), and when you take away the gimmicks, it's a pretty average shooter. Still, it's enjoyable in bits and is not an awful game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Soldier of Fortune	NA	US	T-40212N	A 2	<input type="checkbox"/> This US release has a Black spine
Soldier of Fortune	EU	E/F/G	T-17726D-50	A 1	<input type="checkbox"/>
Soldier of Fortune	EU	EWLP	-	C 1-2	<input type="checkbox"/> Disc codes: 950-0169-50 / 952-0163-50

3 versions, 1 NA, 2 PAL

Sonic Adventure

NTSC-J, NTSC-U and PAL release

includes Japanese release of 'Sonic Adventure International'

ソニックアドベンチャー



Publisher:	SEGA	Origin:	Japan
Developer:	Sonic Team	Year:	1998 J; 1999 NA / PAL
Genre:	Action-Adventure	Also on:	PC, GC, XBLA, X360, PSN
Series:	Sonic the Hedgehog		
Useful Extras:	VGA, Keyboard, Online functions (leaderboards, DLC), VMU Mini games, DreamPi compatible (leaderboards, DLC)		

2009 DCJY Poll: 2nd 2013 DCJY Poll: 2nd* 2016 DCJY Poll: 2nd *with Sonic Adventure 2

Sonic's first 3d adventure, after aborted attempts on the Saturn, was the Dreamcast's first killer app. The game centres around 2 concepts – thrilling, fast 3d platform action, and story-led adventure zones. The first of these is the game's strength. Playing as one of the 6 main characters, stages twist and turn and interact with set pieces at a breathtaking pace (for the most part), and the clean, crisp graphics delivered a real 'next gen' experience. Each character's set of attributes adds variety – the mad dashes of Sonic, Knuckles climbing, and the more considered gameplay of E-102 Gamma and Amy are all well implemented, merging into an overarching story told from each character's perspective. Big the Cat's fishing-based stages are a little tedious, and the controls and camera can be annoying, but overall the action stages are fun. The adventure bits slow the pace, flesh out characters and serve as a bridge to the many mini-games. The adventure bits can be a little tedious with much retracing of steps, but the mini games are cool, with karting to pinball and the innovative chao pet mode, making great use of the VMU. It's the outstanding presentation that is most impressive. The soundtrack is ace and the graphics were stunning at the time. It still looks good (the killer whale section remains remarkable), and the colourful world of Sonic is realised successfully (despite a rather twee plot). Although sometimes criticised (although 2nd place in each of the DCJY polls shows not by all), and with sometimes annoying controls, the depth and aesthetic flair on offer are more than enough to warrant playing what remains one of the little blue hedgehogs' best 3D outings.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sonic Adventure	NA	US	51000	A 1 <input type="checkbox"/>	This US release has a White spine
Sonic Adventure	NA	US-AS	51000 (sonic art)	B 1-2 <input type="checkbox"/>	
Sonic Adventure	NA	USvar	51000 (Ensemble art)	B 1-2 <input type="checkbox"/>	There are 2 slightly different versions of the All Stars Release, both have the black design and the orange All stars strip. The difference is in the rear insert artwork. One version has just Sonic (labelled as 'Sonic Art' above), the other has Sonic and friends (labelled 'ensemble art' above). Both versions have Sega All Stars printed on disc. The ensemble version is listed here as a variant, but both are All stars releases.
Sonic Adventure	NA	USvar	51000	C 1-2 <input type="checkbox"/>	This variant is a 'Not For Sale' release. Disc has 'Not for Sale' on it, and the space where the barcode should be is replaced by 'Not for Sale' as well.
Sonic Adventure	NA	BRA	197086	C 3-5 <input type="checkbox"/>	Brazilian release, distinguished by the mix of Japanese and US style covers, like the orange quarter circle with DC swirl, on the bottom left.
Sonic Adventure Limited Edition	NA	US-L	SDC-51014	C 6-7 <input type="checkbox"/>	Pre-Release limited release. Available only in July 1999 from Hollywood Video stores in the US, this release is very similar to the original Japanese release rather than the eventually released US final version. Limited edition is written both on the cover and the disc.
Sonic Adventure	JP	JPN	HDR-0001	A 1 <input type="checkbox"/>	
Sonic Adventure International	JP	JPN-O	HDR-0043	A 2 <input type="checkbox"/>	A release of the US version of Sonic Adventure for the Japanese market, including English subtitles and audio. Slight differences to standard JPN or US
Sonic Adventure	EU	E/F/G/S	MK-51000-53	A 1 <input type="checkbox"/>	PAL release with no 'Dreamcast' header
Sonic Adventure	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0009-50

10 versions, 6 NA, 2 JP, 2 PAL

Sonic Adventure 2

NTSC-J, NTSC-U and PAL release
ソニックアドベンチャー 2



Publisher:	SEGA	Origin:	USA / Japan
Developer:	Sonic Team / Sonic Team USA	Year:	2001 J / NA / PAL
Genre:	Action-Adventure	Also on:	GC, PC, XBLA, PSN
Series:	Sonic the Hedgehog		
Useful Extras:	VGA, a friend (1-2 players), Online functions (leaderboards, DLC), VMU Mini games, DreamPi compatible		

2009 DCJY Poll: 5th 2013 DCJY Poll: 2nd* 2016 DCJY Poll: 6th *with Sonic Adventure

Sega's spiky blue mascot returns, in what was a much anticipated sequel to one of the systems first eye catching must-haves. With such a hit on their hands with the first Adventure title, it'll come as no surprise that much of what made the first so fun returns. So expect high intensity platforming action, at super sonic speeds, and a variety of other gameplay styles to make the game feel more expansive than a simple platformer. There's 2 distinct stories to play through – one for the Hero side, and one for the Dark side, each of which consists of a trio of characters, and each of these plays a different style of game. Sonic and new rival Shadow engage in the thrilling high speed sections, and these are the highlight. Ultra fast, spectacular looking and full of fun set pieces, they remain some of the best examples of 3D Sonic gameplay. Tails and Eggman's levels concentrate on shooting bad guys whilst in mechs, and like the similar levels in the first SA, these play well and make for a change of pace. The final piece of the gameplay puzzle is filled by Knuckles and newcomer Rogue the Bat, whose treasure hunting stages act as more exploration driven platforming. Taken as a whole, and with plenty of extras thrown in (including expanded kart racing and much improved Chao sections), the game offers variety and depth. It looks and sounds great, as you'd expect from a Sonic Team game, so the expansive platform levels twist and turn in bold and colourful fashion, characters are well animated, and the soundtrack pumps out some quality tunes. There's even a rather substantial array of 2 player options on offer, which adds to the games longevity. Removing the 'adventure' stages from the first game, which were one the major criticisms levelled at that game, removes some of the tedium and slowness, but it does mean things are tied together a little less clearly. There's also the occasional issue with controls at speed and an iffy camera at times, but overall the game builds on it's predecessor, focuses on the best bits and gives an often spectacular experience.

When all emblems are collected in game, a homage to the Green Hill Zone of the first Sonic title can be accessed, and this 3D re-imagining is almost worth playing through the entire game alone, superbly designed as it is, and an excellent reward to Sega fans.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sonic Adventure 2	NA	US	51117	A 2 <input type="checkbox"/>	This US release has a Black spine
Sonic Adventure 2	NA	BRA	197316	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers, especially from the orange quarter circle containing the DC swirl in the bottom left of the cover.
Sonic Adventure 2	JP	JPN	HDR-0165	B 1-2 <input type="checkbox"/>	
Sonic Adventure 2: Birthday Pack	JP	JPN-L	HDR-0174	A 3-4 <input type="checkbox"/>	The birthday pack, available for only 2 days to celebrate the 10 year anniversary of Sega's blue Hedgehog, comes in a larger box and includes a gold medal/coin, a booklet on Sonic and an extra Audio CD. Somewhat easier to find outside of Japan than the normal Sonic Adventure 2 version, no doubt due to the higher desirability of this version.
Sonic Adventure 2	EU	E/F/G/S	MK-51117-50	A 3-4 <input type="checkbox"/>	
Sonic Adventure 2	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0167-50 / 952-0161-50 No difference between this white label and the standard retail release.
Sonic Adventure 2 – Trial Version	EU	EWLP	-	D 3-6 <input type="checkbox"/>	Disc codes: 950-0135-50 / 952-0128-50 A White label of the Trial version of Sonic Adventure 2 – basically, a White label of the Demo.

7 versions, 2 NA, 2 JP, 3 PAL

Sonic Shuffle

NTSC-J, NTSC-U and PAL release

ソニックシャッフル



Publisher:
Developer:
Genre:
Series:
Useful Extras:

SEGA
Sonic Team / Hudson Soft
Party / Board Games
Sonic the Hedgehog
VGA, a few friends (1-4 players)

Origin:
Year:
Also on:

Japan
2000 J / NA; 2001 PAL
Dreamcast exclusive

2009 DCJY Poll: 86th
2013 DCJY Poll: 52nd
2016 DCJY Poll: 118th

Developed partly by the same team responsible for the Mario Party series, Sonic Shuffle plays a very similar game to that party favourite starring the Italian plumber. Although there's a story element involved, the game is best suited to some Sonic-loving friends crowding round a screen for the full on, digital board game with plenty of mini games experience. There's a variety of boards, plenty to unlock and a sizeable number of mini-games (over 40), so there's plenty of content here. The cel-shaded graphical style is nice, and the visuals are generally bright and appealing, but it doesn't quite deliver a Sonic Adventure level of flair. Gameplay revolves around playing cards from your hand, capturing precious stones and amassing emblems and rings. It's fun for a few plays, but the limitations soon become apparent. Mini games are a mixed bag, some are quite enjoyable, but most are rather basic and uninteresting. There's also several that are very similar, some with control issues, and others that just don't make much sense. Loading times are far too long, and frequent, and the pace of the game is often reduced to a crawl. Whilst enjoyable for the occasional play, in the long term, it's just a bit dull.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sonic Shuffle	NA	US	51060	A 2 <input type="checkbox"/>	This US release has a Black spine
Sonic Shuffle	NA	USvar	51060	C 2-4 <input type="checkbox"/>	The variant of Sonic Shuffle is a Not For Sale release. The disc itself has 'Not for Sale' on it, and barcode is replaced by 'Not for Sale' as well.
Sonic Shuffle	JP	JPN	HDR-0125	A 1-2 <input type="checkbox"/>	
Sonic Shuffle	EU	E/F/G/S/i	MK-51060-50	A 5-6 <input type="checkbox"/>	Sonic Shuffle includes Italian in the booklet, but not on the rear cover.
Sonic Shuffle	EU	EWLP	-	C 3-5 <input type="checkbox"/>	Disc codes: 950-0149-50 / 952-0142-50 5 versions, 2 NA, 1 JP, 2 PAL

Sorcerian: Shichisei Mahou No Shito

NTSC-J exclusive

often only referred to as 'Sorcerian'

ソーサリアン 七星魔法の使徒



Publisher:
Developer:
Genre:
Series:
Useful Extras:

Victor
Falcom
RPG
Dragon Slayer / Sorcerian
VGA, Translation guide

Origin:
Year:
Also on:

Japan
2000 J
Dreamcast exclusive

2009 DCJY Poll: n/a
2013 DCJY Poll: n/a
2016 DCJY Poll: n/a

Although a Dreamcast exclusive, this is actually a remade version of an already decade old game, which itself was the 5th entry in the Dragon Slayer series of action-RPG's. Retaining the side on perspective (but with a 3D engine, giving a 2.5D feel) it's a bit of an odd mix of stats, quite basic 3D design and combat played out with less charm than the games it shares its name with. Controlling a group of 4 characters, you wander around the map completing quests, levelling up and generally wondering if even in 2000 this all seemed a little generic (it did). It's painfully simple to play, and despite the large amount of Japanese text, the action itself is rather obvious to understand – walk here, slash there, use a bit of magic. Even if you can understand the text, there's not really much of a story to follow. Looking dated when it came out, and more so now, Sorcerian's excellent soundtrack isn't enough to make up for the pretty lacklustre gameplay.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sorcerian: Shichisei Mahou No Shito	JP	JPN	T-9103M	A 2 <input type="checkbox"/>	Single Jewel case
Sorcerian: Shichisei Mahou No Shito	JP	JPN-L	T-9102M	A 2 <input type="checkbox"/>	The limited edition has a red tinged cover, and comes with a poster and audio CD in double jewel case

2 versions, 2 JP

Soul Calibur

NTSC-J, NTSC-U and PAL release

also (perhaps more accurately?) known as 'SoulCalibur'

ソウルキャリバー



Publisher: Namco
Developer: Namco
Genre: 3D Fighter
Series: Soul Calibur
Useful Extras: VGA, Arcade stick, a friend (1-2 players)

Origin: Japan
Year: 1999 J / NA / PAL
Also on: ARC, XBLA, iOS, AND

2009 DCJY Poll: 3rd 2013 DCJY Poll: 5th 2016 DCJY Poll: 4th

Back in the late 90's, Namco's Soul Calibur was one of the most eye catching arcade machines, thanks in no small part to it's gorgeous graphics. A sequel to the arcade/PlayStation game Soul Edge (Soul Blade in the UK), DC gamers were naturally anticipating the game with relish, but perhaps not even the most optimistic would have seen just what the game would become. Soul Calibur is, quite simply, breathtaking. It boasts graphics of a level so high, so obviously a major step up for console games, that few would have failed to be impressed. They're so detailed, so gorgeous - clothing and hair blowing subtly in the wind, beautiful, living backgrounds, weather effects - they still look amazing to this day. The music? Epic. The gameplay has huge depth, a multitude of moves to learn, but always feeling that any player can get something out of it - whether you want to learn combos with lightning quick reflexes or just button mash, the game fits your playing desire. The cast of characters is immense, but perhaps the very best element of the game is the Mission battle mode. This rule-mixing multi-mission mode adds so much depth over the standard arcade fighting format. Amazing. Soul Calibur sold DC's at the time, and it still remains a beautiful, wonderful 3D fighter.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Soul Calibur	NA	US	T-1401N	A 2 <input type="checkbox"/>	This US release has a White spine
Soul Calibur	JP	JPN	T-1401M	A 1 <input type="checkbox"/>	
Soul Calibur	EU	E/F/G/S/i	T-1401D-50	A 1 <input type="checkbox"/>	Soul Calibur includes Italian instructions in the booklet, but not on the rear cover. No 'Dreamcast' header on cover.
Soul Calibur	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0019-50 4 versions, 1 NA, 1 JP, 2 PAL

Soul Fighter

NTSC-U and PAL release



Publisher: Mindscape (PAL); Red Orb (NA)
Developer: Toka
Genre: Action
Related titles: Legend (PS1 - same developer, very similar themes)
Useful Extras: Arcade stick

Origin: France
Year: 1999 NA / PAL
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

I bet there were more than a few who received this middling Toka hack n Slash, rather than the sublime Soul Calibur. An unoriginal setting (kings, wizards, betrayal, lots of swords, lots of partly monstrous enemies), awful FMV intro and chunky graphics are the first issues. Gameplay consists of hacking and slashing your way through a variety of generic stages and enemies, with a smattering of generic pick ups. It's not too exciting, but the first person perspective (usually when throwing weapons) is quite cool, and better than the awful camera. Constantly moving, it's a chore to stay focused on one enemy - and even though the controls are simple, attempting a combo leaves you vulnerable to attack. Indeed, control throughout is awkward and clumsy. It's not an awful game, but any fun you can have with it's generic hack and slash fantasy action is short lived and will leave you craving for better DC games.

★★

Release	Region	Type	Code	Rar./Price	Notes
Soul Fighter	NA	US	T-41401N	A 1 <input type="checkbox"/>	This US release has a White spine
Soul Fighter	EU	F	T-41401D-09	A 1-2 <input type="checkbox"/>	All PAL versions have no 'Dreamcast' header on the cover.
Soul Fighter	EU	G	T-41401D-18	A 1-2 <input type="checkbox"/>	The English/Italian/Spanish release also has French in the Instruction booklet but not on rear cover.
Soul Fighter	EU	E/I/S/f	T-41401D-61	A 1 <input type="checkbox"/>	The 3 Soul Fighter PAL releases have the same disc but different instructions.
Soul Fighter	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0020-50 5 versions, 1 NA, 4 PAL



South Park : Chef's Luv Shack

NTSC-U and PAL release

Publisher: Acclaim
Developer: Acclaim Studios Austin
Genre: Party / Quiz
Major License: South Park (Animated series)
Useful Extras: a few friends (1-4 players)

Origin: USA
Year: 1999 NA / PAL
Also on: PC, N64, PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The first of a pair of South Park licensed titles for the DC, the concept here is simple – Chef hosts a game show involving several buzzer trivia rounds (with South Park orientated titles, although not series related questions) interspersed with mini games. It's presented as a quiz show, and the crisp graphics and proper voices give it an air of authenticity. The Trivia section is okay, but it's the mini games which are most fun. There's plenty of them, many putting a South Park twist on classic Arcade titles. So Galaxian becomes an attempt to shoot down bees at a picnic, Super Sprint becomes a Go Kart race, and Warlords becomes Snow forts. Quality varies, but the best of them are decent. There's issues for the solo player (with no Computer AI, a single player game is pointless), tediously long loading times and you can't play the mini games without going through the trivia, which is a real shame. With 3 South Park tolerating mates, it offers a bit of throw away fun that won't win awards, but will pass a few post-pub evenings.

★★★

Release	Region	Type	Code	Rar./Price	Notes
South Park : Chef's Luv Shack	NA	US	T-8105N	A 1 <input type="checkbox"/>	This US release has a White spine
South Park : Chef's Luv Shack	EU	E	T-8105D-05	A 1-2 <input type="checkbox"/>	Both versions share a Disc but have separate Instruction booklets. One of the PAL releases with no 'Dreamcast' header on the cover.
South Park : Chef's Luv Shack	EU	G	T-8105D-18	B 1-2 <input type="checkbox"/>	

3 versions, 1 NA, 2 PAL



South Park Rally

NTSC-U and PAL release

Publisher: Acclaim
Developer: Tantalus Interactive
Genre: Racing
Major License: South Park (Animated series)
Useful Extras: a few friends (1-4 players)

Origin: Australia
Year: 2000 NA / PAL
Also on: PC, N64, PS1



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Publishers were falling over themselves to get in on some of the Mario Kart inspired kart racing action, and the DC has its fair share of these. This South Park licensed take on the genre looks the part – the simplistic animation style of the show translates faithfully to the console, and whilst there's a little slowdown, it's not a visual disgrace. It's packed with content too, so there's dozens of characters, plenty of non-linear courses based around holidays, South Park inspired juvenile power ups and several racing formats. Sadly, the gameplay just isn't very good. Control is poor, track layouts and checkpoints are confusing, and there's too much frustration when hit by the same power up for the umpteenth time, especially as to make progress you have to win races – difficult, when everyone wants to destroy you. There's some cool races and content for diehard fans of the show, but the racing itself is just so weakly implemented, few will have the stomach to persevere long enough to see it all.

★★

Release	Region	Type	Code	Rar./Price	Notes
South Park Rally	NA	US	T-8116N	A 2 <input type="checkbox"/>	This US release has a White spine
South Park Rally	EU	E	T-8112D-05	A 1-2 <input type="checkbox"/>	
South Park Rally	EU	G	T-8112D-18	B 1-2 <input type="checkbox"/>	All PAL versions share a disc but have separate Instruction Booklets. One of the PAL releases with no 'Dreamcast' header on the cover.
South Park Rally	EU	D/F	T-8112D-59	B 1-2 <input type="checkbox"/>	
South Park Rally	EU	I/S	T-8112D-60	B 1-2 <input type="checkbox"/>	
South Park Rally	EU	EWLP	-(Clamshell case)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0079-50 / 952-0074-50

6 versions, 1 NA, 5 PAL

Space Channel 5

NTSC-J, NTSC-U and PAL release

スペースチャンネル 5

Publisher: SEGA
Developer: United Game Artists
Genre: Rhythm
Useful Extras: VGA
Origin: Japan
Year: 1999 J; 2000 NA/PAL
Also on: PS2, GBA
Series: Space Channel 5



2009 DCJY Poll: 18th* 2013 DCJY Poll: 17th* 2016 DCJY Poll: 28th *with part 2

It would be easy to dismiss Space Channel 5 as a relatively simple pattern following rhythm game, and really that is what this is – but it would be missing the point. SC5 positively oozes style. Taking the role of roving reporter Ulala, you're sent to cover the breaking news of an invasion from the nefarious Morolians, and soon become embroiled in their kidnapping escapades. Your only weapon against them? Dance. (well, and a blaster, but mainly dance) You zap aliens, rescue hostages and dance off against rival reporters using a simple 'repeat the moves' mechanic. It's so simple, but yet so much fun. It's also fairly challenging, especially in later stages, so whilst basic, it's no 1-day-play. The visuals, sleekly animated over pre-rendered backgrounds, are a wonderful 60's sci-fi vision of the future, vivid in their colourfulness. Ulala is superbly realised character, as are the supporting cast. The soundtrack, so integral to the game, is fantastic. It's incessantly catchy, funky and über stylish, and will have you humming tunes in your heads for.. well, 18 odd years now. Sega have always had a knack at for brilliantly stylish titles, and SC5 is another to add to the tremendous list on the DC. True, there's not a vast amount of content here, and there are the occasional moments where your responses aren't registered correctly, but it doesn't stop the game from being a blast to play, and an immensely fulfilling experience.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Space Channel 5	NA	US	51051	A 1 <input type="checkbox"/>	This US release has a White spine Hologram front cover
Space Channel 5	JP	JPN	HDR-0029	A 1 <input type="checkbox"/>	Dorikore version easily identifiable as it is one of the 6 Dorikore releases that has the White & Orange bordered cover
Space Channel 5	JP	JPN-D	HDR-0140	B 1-2 <input type="checkbox"/>	
Space Channel 5	EU	E/F/G/S/i	MK-51051-50	A 2 <input type="checkbox"/>	Space Channel 5 includes Italian instructions in the booklet only
Space Channel 5	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0087-50 / 952-0083-50 5 versions, 1 NA, 2 JP, 2 PAL

Space Channel 5 part 2

NTSC-J exclusive

スペースチャンネル 5 パート 2

Publisher: SEGA
Developer: United Game Artists
Genre: Rhythm
Series: Space Channel 5
Useful Extras: VGA, a friend (1-2 players), Translation guide (minimal)
Origin: Japan
Year: 2002 J
Also on: PS2, PC, X360, XBLA,PSN



2009 DCJY Poll: 18th* 2013 DCJY Poll: 17th* 2016 DCJY Poll: 107th *with first game

Many great DC titles were lost to the west due to the consoles untimely demise, and Space Channel 5 part 2 is perhaps the best of them all. Although it received western releases on other platforms, it feels most at home on the Dreamcast, and for fans of the fabulous first title, the language barrier is small, and the game can still be enjoyed. And enjoyed it will be. Taking everything from the first game and just making it better, SC5 part 2 has camp, ludicrous storylines, a gorgeous retro futuristc feel and a completely amazing soundtrack that is almost impossible not to dance along too. Gameplay is mostly the same (although there's less lag and a couple of extra moves), and it is as incessantly appealing as ever. Michael Jackson even plays a more pivotal role this time round (after the cameo in the first game). Graphics are now much better, with backgrounds no longer fully pre-rendered, and Ulala returning as the Dreamcast icon she is. Music styles are more varied, and with a longer story mode and several extra modes (including 2 player), the depth of the game has seen a significant increase. The bottom line is - forget about the lack of English in the game, pop some headphones on, dim the lights and prepare to jig along with this utterly fantastic, and mega stylish, update to an already superb series.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Space Channel 5 part 2	JP	JPN	HDR-0190	A 5 <input type="checkbox"/>	Sega direct only
Space Channel 5 part 2	JP	JPN-L	HDR-0200	B 6-7 <input type="checkbox"/>	Sega direct only. Comes in a large white box with Ulala artwork, includes the game, Headphones and a pouch. An extra alarm clock was also available.

2 versions, 2 JP



Spawn -In the Demon's Hand

NTSC-J, NTSC-U and PAL release

often simply known as 'Spawn'

スポン イン ザ デーモンズ ハンド



Publisher:	Capcom (Japan / NA) Eidos / Capcom (PAL)	Origin:	Japan
Developer:	Capcom	Year:	2000 J/NA; 2001 PAL
Genre:	Action	Also on:	ARC
Major License:	Spawn (Comic book)		
Useful Extras:	VGA, Arcade stick, Keyboard, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 115th 2016 DCJY Poll: 80th

This arena fighter should be excellent, boasting the superb license of the Todd McFarlane comic book, and with Capcom's more than capable developing skills. Sadly, it falls short of excellence by some degree. It looks awesome, with chunky, recognisable characters, and the action is as anarchic as it should be, and it even boasts a suitably metallic soundtrack. Gameplay however is a bit...confusing. Most of the problems stem from an awful camera, so you never seem to be facing in the right direction, and horribly uncomfortable controls on the DC pad. The small, claustrophobic stages are unappetisingly drab, and the third person fighting soon devolves into a mess of weapons, explosions and AI characters spawn killing you (pardon the pun). There's a ton of characters to unlock, so fans of the comics may take pleasure in unlocking everything, and with a few friends crowding around the screen, the simple violence on the TV is not completely without merit. But with Power Stone, we have seen how these sort of games should be done, and sadly this is somewhere far behind in quality.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Spawn -In the Demon's Hand	NA	US	T-1216N	A 3 <input type="checkbox"/>	This US release has a Black spine
Spawn -In the Demon's Hand	JP	JPN	T-1216M	A 2-3 <input type="checkbox"/>	
Spawn -In the Demon's Hand	JP	JPN-L	T-1216M	A 2-3 <input type="checkbox"/>	The limited edition first print edition of Spawn released in Japan, has a cardboard sleeve and an art book. The artwork on offer here is of a superb quality.
Spawn -In the Demon's Hand	EU	E	T-36816D-05	A 4 <input type="checkbox"/>	
Spawn -In the Demon's Hand	EU	F/S	T-36816D-72	B 4 <input type="checkbox"/>	The 2 PAL versions of Spawn share a Disc but have different instruction booklets.
Spawn -In the Demon's Hand	EU	EWLP	-	C 4-5 <input type="checkbox"/>	Disc codes: 950-0043-50 / 952-0136-50 6 versions, 1 NA, 2 JP, 3 PAL

Spec Ops II : Omega Squad

NTSC-U and PAL release

often simply called 'Spec Ops II'

Publisher:	Ripcord Games (NA) Swing / Ripcord Games (PAL)	Origin:	USA / England
Developer:	Zombie Studios / Runecraft	Year:	2000 NA; 2001 PAL
Genre:	Tactical Shooter	Also on:	Dreamcast exclusive
Series:	Spec Ops		
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Spec Ops II is not often talked about when discussing DC games, and there's a reason for that. It's not a complete loss – but it doesn't really know what it is, and ends up being rather generic. You are a member of an elite combat unit, spreading democracy across the globe, in various exotic locations, usually at the end of a high powered weapon. Playable in both first and third person modes, it sees itself as a tactical shooter – there's some cool elements to the weaponry (night scopes, thermal imaging), you have a limited amount of customisation on offer, and missions are often described more as along the 'think before you shoot' approach. Sadly, gameplay doesn't really reflect this. Enemy AI is atrocious, and it's often quicker to just leg it in, shoot the enemy, and ask questions later. Add cheap looking presentation and some really painful looking visuals (not to mention glitches and bugs), and you end up with a game that isn't very much fun, and has aged decidedly poorly.

★★

Release	Region	Type	Code	Rar./Price	Notes
Spec Ops II : Omega Squad	NA	US	T-41704N	A 1 <input type="checkbox"/>	This US release has a Black spine
Spec Ops II : Omega Squad	EU	E/F/G/I/S	T-45004D-50	B 2 <input type="checkbox"/>	

2 versions, 1 NA, 1 PAL



Speed Devils

NTSC-J, NTSC-U and PAL release

スピード・デビル



Publisher: Ubi Soft
Developer: Ubi Soft Montreal
Genre: Racing
Related titles: Speed Devils Online Racing (re-release)
Useful Extras: VGA, Steering wheel, a friend (1-2 players)

Origin: Canada
Year: 1999 J / NA / PAL
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: 159th 2016 DCJY Poll: 72nd

Speed Devils ignores real life, and goes straight for the jugular with 90's style Sega arcade racing. It looks the part; detailed cars roar through some extremely intricate and detailed courses. It is a first gen DC game, so can be forgiven for the odd poor texture, but maintains a steady frame rate for the most part, and tracks are littered with cool bits. UFO crashes in Nevada, Tornadoes in Louisiana: these aren't just nice effects, but often impact the driving. There's a nice soundtrack, and a decent arcade and split screen mode, but it's the championship mode where you'll be spending most of your time. You compete in 4 leagues, gaining money from certain tasks and buying or upgrading your cars. Nice presentation and plenty to unlock also makes it compelling to play. The arcade racing is fun, but tighter corners can be tricky, and some tracks are a chore – there's plenty to see, but 3 laps for every circuit is a bit much. An uneven difficulty is also a shame. Nevertheless, the hi-octane, tongue-in-cheek racing, is good fun, and despite better racing titles on the console, remains an enjoyable title.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Speed Devils	NA	US	T-17702N	A 1 <input type="checkbox"/>	This US release has a White spine
Speed Devils	NA	USvar	T-17702N	B 5-6 <input type="checkbox"/>	The US variant is distinguishable by just one thing – the manual has a 'devil free' sticker covering the entire front.
Speed Devils	NA	BRA	197226	C 3-5 <input type="checkbox"/>	This Brazilian release, distinguished by a mix of US and JPN style cover.
Speed Devils	JP	JPN	T-17702M	A 1 <input type="checkbox"/>	
Speed Devils	EU	D/E/F/G I/S	T-17702D-50	A 1 <input type="checkbox"/>	
Speed Devils	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0024-50

6 versions, 3 NA, 1 JP, 2 PAL

Speed Devils Online Racing

NTSC-U and PAL release



Publisher: Ubi Soft
Developer: Ubi Soft Montreal
Genre: Racing
Related titles: Speed Devils (original release)
Useful Extras: VGA, Steering wheel, Keyboard, a friend (1-2 players), Online functions (competitive)

Origin: Canada
Year: 2000 NA; 2001 PAL
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

You can either view this release as a welcome update to the original utilising the DC's features, or as a cynical ploy to wrestle more money out of gamers who were starved of decent online content. The original was a decent racer, but this release isn't a sequel. Instead, it's more-or-less the same, with an online mode. This was pretty impressive, allowing you to wager and win cars from opponents, but it's what it lacks that is more troubling. There's no single player experience other than a simple arcade practice mode. Tracks are the same, other than the addition of Montreal, and there's no split screen play. Graphically, it has a crisper (and less vibrant) feel, but the presentation seems a little cluttered. Most troubling is the handling, which appears broken. The most drivable cars from the original now handle like tanks. No doubt this is in some way related to the online implementation, but as it's currently not playable online, it just feels wrong. Hopefully, my opinion of this release will change if we get to enjoy it via the DreamPi in future, but for now, it just doesn't cut the mustard.

★ ★

Release	Region	Type	Code	Rar./Price	Notes
Speed Devils Online Racing	NA	US	T-17718N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Speed Devils Online Racing	EU	E/F/G	T-17713D-50	A 1 <input type="checkbox"/>	
Speed Devils Online Racing	EU	EWLP	-	C 2 <input type="checkbox"/>	Disc codes: 950-0082-50 / 952-0078-50

3 versions, 1 NA, 2 PAL

Spider-Man

NTSC-U and PAL release

Publisher: Activision
Developer: Neversoft / Treyarch
Genre: Action-Adventure
Major License: Spider-Man (Comic franchise)
Useful Extras: VGA

Origin: USA
Year: 2001 NA / PAL
Also on: PC, MAC, N64, PS1, GBC



2009 DCJY Poll: 95th 2013 DCJY Poll: 114th 2016 DCJY Poll: 70th

Spidey's appearance on the Dreamcast is a welcome one, especially for those raised on a diet of animated Spider-Man on television. As soon as the remixed version of the 60's series soundtrack kicks in, you know it's going to be good. This action-adventure throws in a heap of characters, plenty to unlock, and a varied set of levels, all of which utilise Spider-Man's various abilities. Whether swinging from building to building, webbing up the bad guys, or just indulging in some good old fisticuffs, it uses the source material and plays well. Camera control is a little off at times, but you'll be having too much fun kicking ass to care. Stan Lee doing the voice-overs, voice actors from the 90's Spider-Man series providing the well scripted story elements and comic covers for each chapter, all show some class in the presentation department. The story sees a reformed Doc Ock and a Spider-Man doppelgänger, and is generally quite good, and some of the boss battles are rather spectacular. It does look a little bit too much like a PS1 game, and the graphics (using the Tony Hawks engine) can occasionally be a little bland, but the character animation is great. It feels a little long in the tooth nowadays, but Spider-Man was arguably the first great 3D Spider-Man title, and is a welcome addition to the DC library.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Spider-Man	NA	US	T-13008N	A 3-4 <input type="checkbox"/>	This US release has a Black spine
Spider-Man	EU	E	T-13011D-05	A 2-3 <input type="checkbox"/>	
Spider-Man	EU	F	T-13011D-09	B 2-3 <input type="checkbox"/>	The 3 PAL releases share the same disc
Spider-Man	EU	I/S	T-13011D-60	B 2-3 <input type="checkbox"/>	but have separate instruction Booklets

4 versions, 1 NA, 3 PAL

Spirit of Speed 1937

NTSC-J, NTSC-U and PAL release
 スピリット オブ スピード 1937

Publisher: Acclaim / LJN (NA / PAL)
 Acclaim / Taito (Japan)
Developer: Broadsword Interactive
Genre: Racing
Useful Extras: VGA, Steering wheel, Arcade stick

Origin: Wales
Year: 2000 NA / PAL; 2001 J
Also on: PC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Oh dear. Spirit of Speed 1937 has a rough ride with DC gamers, and it is unfortunately deserved. Despite having good presentation - an Art Deco, wood panelled, authentic 30's style - authentic period music and tracks and cars which recreate the era, the gameplay is far below expectations. Boredom sets in early, as the tracks are overly long, especially with the slower vehicles, and are bland and poorly textured. There's limited cars on track (5), leading to a sense of isolation, as the AI is poor and there's little close racing. Handling is hampered by terrible physics and unsatisfying crashes. The game is also plagued by incredibly long load times, and the annoying drone of the antique cars will send you insane. There are some neat ideas here, but the game is so tiresomely boring. Spirit of Speed sits alongside the Ducati Worlds, Roadsters and E.O.S.'s of the DC racing library, firmly at the bottom of the pile, being laughed at by the far more competent racers on the console.

★

Release	Region	Type	Code	Rar./Price	Notes
Spirit of Speed 1937	NA	US	T-8118N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Spirit of Speed 1937	JP	JPN	T-8102M	B 2-3 <input type="checkbox"/>	Despite selling in very small quantities the Japanese version actually comes up for sale frequently.
Spirit of Speed 1937	EU	E	T-8117D-05	A 1 <input type="checkbox"/>	
Spirit of Speed 1937	EU	G	T-8117D-18	B 1-2 <input type="checkbox"/>	The 4 versions of Spirit of Speed 1937
Spirit of Speed 1937	EU	D/F	T-8117D-59	B 1-2 <input type="checkbox"/>	releases in PAL territories share the
Spirit of Speed 1937	EU	I/S	T-8117D-60	B 1-2 <input type="checkbox"/>	same Disc but separate manuals.
Spirit of Speed 1937	EU	EWLP	-(clamshell case)	C 2-3 <input type="checkbox"/>	Disc codes: 950-0073-50 / 952-0067-50

No difference between this white label and the standard retail release.
7 versions, 1 NA, 1 JP, 5 PAL

Sports Jam

NTSC-J and NTSC-U release

スポーツ・ジャム



Publisher: SEGA (Japan); Agetec (NA) **Origin:** Japan
Developer: WOW Entertainment **Year:** 2001 J / NA
Genre: Sport **Also on:** ARC
Useful Extras: VGA, Arcade stick, a friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 171st 2016 DCJY Poll: 148th

I do like the odd multi-sport title, usually when attached to the Olympic license every couple of years, and in this sub-genre of games, Sports Jam may be one of the very finest examples. 12 different sporting events, over 8 sports, are on offer, taking a key aspect from each sport and making a mini game out of it. So there's free kick taking for soccer, shot saving for ice hockey, putting for golf and various other examples. Controls are easy, and each mini game doesn't last much past the minute mark. There's a couple of track and field (the game) inspired control schemes – Touchdown is basically a sprint, Sprint cycling uses an energy bar, and The Kicker uses a field-event like timed button press. Quality varies, but none of the 12 events are awful. Graphically, it's of an excellent quality, not quite at the 2K level, but not far off. It does suffer a little from lack of depth – there's a few modes of play, but fundamentally all revolve around a selection of the events, as does the 2 player versus mode. It's arcade roots are clear, with a normal game consisting of 4 events, and over within a few minutes. The demonic 'host' character between stages in arcade mode is quite unsettling in his oddness, and you always come away wanting a little bit more. But like a taster menu, it offers a little of everything, plays well, looks good and is a fine title to whip out with sports-loving mates.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sports Jam	NA	US	T-44304N	A 2 <input type="checkbox"/>	This US release has a Black spine
Sports Jam	JP	JPN	HDR-0153	A 1 <input type="checkbox"/>	

2 versions, 1 NA, 1 JP

Starlancer

NTSC-U and PAL release



Publisher: Crave (NA); Crave/Ubi Soft (PAL) **Origin:** England / USA
Developer: Warthog / Digital Anvil **Year:** 2000 NA; 2001 PAL
Genre: Space Sim **Also on:** PC
Related titles: Freelancer (PC, same universe)
Useful Extras: VGA, Keyboard, Online functions (up to 6 players competitive), DreamPi compatible

2009 DCJY Poll: n/a 2013 DCJY Poll: 141st 2016 DCJY Poll: 122nd

Developed by Chris and Erin Roberts, most famous for the Wing Commander series, Starlancer is a high quality space combat sim. For anyone even remotely familiar with the genre, you'll not be surprised that the majority of the game sees your humble, but well armed, little ship playing a part in a wider conflict, against an endless series of enemy fighters and capital ships. The story is interesting, and played out via news and in game radio chatter. Gameplay itself works well on a standard pad, with the ships controlling smoothly, and a myriad of options are at your disposal – impressive, when you consider the limited options the DC pad provides. It also looks ace, planets glow in the coldness of space, weapons light up the sky, and fighters dodge and weave a merry dance around towering capital ships. The radio chatter is ace, sucking you into the world of the game, and the music suitably epic. A superb multiplayer mode can still be enjoyed, perfect for any wannabe Luke Skywalkers, and there's a healthy selection of craft, weapons and sizeable story mode. The issues are typical complaints for the genre – some missions can be repetitive, AI is a little weak, and there's the odd moment of slow down to spoil the immersion. It remains a superb game however, the best of it's type on the DC, and one which can still engage today.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Starlancer	NA	US	T-40209N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Starlancer	EU	E/F/G	T-17723D-50	A 3-4 <input type="checkbox"/>	
Starlancer	EU	EWLP	-	C 3-4 <input type="checkbox"/>	Disc codes: 950-0148-50 / 952-0141-50

3 versions, 1 NA, 2 PAL

Star Wars : Demolition

NTSC-U and PAL release

Publisher:	Activision / LucasArts	Origin:	USA
Developer:	Luxoflux	Year:	2000 NA / PAL
Genre:	Action	Also on:	PS1
Related titles:	Vigilante 8 : 2 nd Offense (same engine)		
Major License:	Star Wars		
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Vigilante 8 series receives a spin off to it's vehicular destruction in the most unlikely form – with a Star Wars license, and a selection of well known and beloved franchise characters, in an utterly bonkers release. Grafting the rich Star Wars Universe onto it's series of unlikely battle based missions (despite the best efforts of tying them into a story involving Jabba hosting a vehicular combat competition) was surely never the best idea. The graphics are mostly sharp and clear, with detailed, busy environments, and there is a certain amount of nostalgia and charm seeing iconic vehicles go up against each other. I mean, one of the vehicles is the damn Rancor, and any game with a Rancor automatically does at least one thing right. However, the rest of the game is a completely unlikeable, uncontrollable mess. Vehicles are uncontrollable and unresponsive, and there's no fun in constantly fighting the floaty controls. Camping around recharge points seems the only way to win, but it makes it even more tedious. And what they've done in trying to update John Williams timeless musical efforts should never be mentioned again. Demolition depressed me; a poor fit between franchise and genre that simply isn't very good.

★

Release	Region	Type	Code	Rar./Price	Notes
Star Wars : Demolition	NA	US	T-23003N	A 1 <input type="checkbox"/>	This US release has a Black spine
Star Wars : Demolition	EU	E	T-13010D-05	A 1 <input type="checkbox"/>	The 3 PAL releases of Demolition share
Star Wars : Demolition	EU	G	T-13010D-18	A 1 <input type="checkbox"/>	the same Disc but have separate
Star Wars : Demolition	EU	D/F	T-13010D-60	B 1 <input type="checkbox"/>	Instruction Booklets.

4 versions, 1 NA, 3 PAL

Star Wars Episode I : Jedi Power Battles

NTSC-U and PAL release

also referred to simply as 'Jedi Power Battles'

Publisher:	LucasArts	Origin:	USA
Developer:	LucasArts	Year:	2000 NA / PAL
Genre:	Action-Adventure	Also on:	PS1, GBA
Major License:	Star Wars		
Useful Extras:	VGA, a friend (1-2 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 153rd 2016 DCJY Poll: 159th

LucasArts tried to get the most out of the Episode 1 license across all platforms, but had varying degrees of success. The original PS1 version of Jedi Power Battles was not met with critical acclaim, but this DC version was much improved. A 3D roaming beat em up, it's the lightsabers which are central to the game's combat (as it should be), as you follow the plot of The Phantom Menace, visiting the various locales from the film. Characters and animation are decent, as are enemies, but it does have a distinctly PS1-feel to it's surroundings, and the odd graphical bug to contend with. Gameplay consists of defeating large amounts of enemies, and throws some force elements in, but it gets repetitive quickly. Targeting enemies is a bit fiddly, and it can feel somewhat unresponsive at times. The 2 player co-operative mode, in which you can play through the whole game, is welcome inclusion, and the best way of playing through the levels. It's a bit rough around the edges, and the combat gets tiresome too soon, but generally Jedi Power Battles is a decent game.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Star Wars Episode I : Jedi Power Battles	NA	US	T-23002N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Star Wars Episode I : Jedi Power Battles	EU	E	T-13007D-05	A 2 <input type="checkbox"/>	
Star Wars Episode I : Jedi Power Battles	EU	F	T-13007D-09	B 2 <input type="checkbox"/>	
Star Wars Episode I : Jedi Power Battles	EU	G	T-13007D-18	B 2 <input type="checkbox"/>	The 3 PAL releases share the same disc but have separate Instruction Booklets.
Star Wars Episode I : Jedi Power Battles	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0101-50 / 952-0095-50

5 versions, 1 NA, 4 PAL

Star Wars Episode I: Racer

NTSC-U and PAL release

also known as 'Episode 1 Racer'



Publisher:	LucasArts	Origin:	USA
Developer:	LucasArts	Year:	2000 NA / PAL
Genre:	Racing	Also on:	PC, MAC, N64, GBC
Major License:	Star Wars	Series:	Star Wars : Racer
Useful Extras:	VGA, a friend (1-2 players)		

2009 DCJY Poll: 94th 2013 DCJY Poll: 101st 2016 DCJY Poll: 101st

Whilst we never received a port of the excellent Sega developed Star Wars Arcade Racer on the Dreamcast, the one truly iconic moment from the first of the prequel trilogy did make it's way to the console, with a port of this well received N64/PC racer. Ultra fast racing around diverse and epic looking locations in the Star Wars Universe is the games promise, and it delivered. The blurry graphics of the N64 version have been improved, and the controls are tightened up, creating the best home version of the game. The action is excellent, backed by the magnificent soundtrack of the films, with neat touches like on-the-fly repairs, upgrade options, shortcuts, competitive AI and generally a polished, solid and smooth racing title. The multiplayer retains a decent frame rate, and whilst the graphics are still a little below some DC compatriots, it's the speed which impresses most. There's a few flaws - a bit of a difficulty spike, overly long tracks and some long loading pauses - but overall this is an exciting excursion to the Star Wars universe, utilising the source material well, and featuring some thrilling high velocity action.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Star Wars Episode I: Racer	NA	US	T-23001N	A 2-3 <input type="checkbox"/>	This US release has a White spine
Star Wars Episode I: Racer	EU	E	T-13006D-05	A 2-3 <input type="checkbox"/>	The 3 PAL releases of Episode I: Racer
Star Wars Episode I: Racer	EU	F	T-13006D-09	A 2-3 <input type="checkbox"/>	share the same Disc but have separate
Star Wars Episode I: Racer	EU	G	T-13006D-18	A 2-3 <input type="checkbox"/>	Instruction Booklets
Star Wars Episode I: Racer	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0077-50 / 952-0072-50

5 versions, 1 NA, 4 PAL

Street Fighter III 3rd Strike

NTSC-J, NTSC-U and PAL release

released in Japan as 'Street Fighter III 3rd Strike : Fight for the Future'

ストリートファイター III サードストライク



Publisher:	Capcom (Japan / NA) Capcom / Virgin (PAL)	Origin:	Japan
Developer:	Capcom	Year:	2000 J / NA / PAL
Genre:	2D Fighter	Also on:	ARC, PS2, XB, PSN, XBLA
Series:	Street Fighter / Street Fighter III		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: 23rd 2013 DCJY Poll: 23rd 2016 DCJY Poll: 29th

Another version of Street Fighter III, appearing on the DC shortly after Double Impact, 3rd Strike sits as the most refined version of the release. Expect tactical, technical fighting, a new hit box system allowing more accurate landing of moves, a handful of extra character's including the return of Chun-Li, a grading system and an impressive system direction option to allow you to tailor your SFIII experience the way you want it. Graphically, an improvement to resolution allows the hand drawn, silky smooth visuals to shine, and the usual high level Capcom audio is here to delight the ears. The gameplay hasn't changed from Double Impact - there's no outlandish super combos or supporting team members here, it's all about blocking, parrying and learning your fighters repertoire to best effect. It excels in versus mode against a similar level opponent. Casual players may find the pace more approachable than other 2D fighters, but the game generally rewards skill more than luck. It doesn't have the spectacle of Capcom's versus fighters, but as a more pure example of the genre, it's hard to criticise. Still a firm favourite with fighting aficionados, 3rd Strike is the best Street Fighter release on the Dreamcast.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Street Fighter III 3rd Strike	NA	US	T-1213N	B 6 <input type="checkbox"/>	This US release has a Black spine
Street Fighter III 3rd Strike : Fight for the Future	JP	JPN	T-1209M	A 3-4 <input type="checkbox"/>	
Street Fighter III 3rd Strike	EU	E/F/G/I/S	T-7013D-50	A 5-6 <input type="checkbox"/>	Promotional release. Sticker on the front, and the disc has a code starting with P and 'Promotional Copy - not for resale' printed on inner section.
Street Fighter III 3rd Strike	EU	Ebc	-	C 6-7 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Street Fighter III Double Impact

NTSC-J, NTSC-U and PAL release

released in Japan as 'Street Fighter III W Impact'

ストリートファイター III Wインパクト

Publisher:	Capcom (Japan / NA) Capcom / Virgin (PAL)	Origin:	Japan
Developer:	Capcom	Year:	1999 J; 2000 NA/PAL
Genre:	2D Fighter	Also on:	ARC
Series:	Street Fighter / Street Fighter III		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: 58th 2013 DCJY Poll: 68th 2016 DCJY Poll: 152nd

Street Fighter III was a return to basics for Capcom. Gone were the extravagances and wild air combos of the Alpha series, SF3 was far more like playing Street Fighter 2 all over again. Double Impact (or W impact in Japan), is a compilation of the first 2 iterations of SF3 in the arcades. Returning to the core fighting mechanics, and with only a couple of franchise favourites returning, it feels like a reboot of Street Fighter. Blocking remains key, but the addition of parrying in the second title on offer here, allows for a little more depth to the fighting. Whilst eschewing flashiness, the smooth animation and great backgrounds look great (if a little lo-res). A limited roster of fighters, no world tour mode like in Alpha 3, and not enough extra content is disappointing, although to the games credit, it can fall back on it's tactical, deep fighting system. The hardcore SF fans will appreciate the intricate gameplay, and the casual gamer can enjoy the usual refined Capcom gameplay. The 3rd iteration of Street Fighter III came to the DC the year after this release, and is a better game, but Double Impact is still enjoyable.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Street Fighter III Double Impact	NA	US	T-1210N	B 4 <input type="checkbox"/>	This US release has a White spine
Street Fighter III Double Impact	EU	E/F/G/I/S	T-7006D-50	A 5-6 <input type="checkbox"/>	
Street Fighter III Double Impact	EU	Ebc	-	C 6-7 <input type="checkbox"/>	Promotional release. Sticker on front, disc has code starting with P and 'Promotional Copy – not for resale' on it
Street Fighter III W Impact	JP	JPN	T-1211M	A 2-3 <input type="checkbox"/>	4 versions, 1 NA, 1 JP, 2 PAL

Street Fighter Alpha 3

NTSC-J, NTSC-U and PAL release

released in Japan as 'Street Fighter Zero 3'

ストリートファイター ZERO 3

Publisher:	Capcom (JPN/NA) Capcom / Virgin (PAL)	Origin:	Japan
Developer:	Capcom	Year:	1999 J; 2000 NA/PAL
Genre:	2D Fighter	Also on:	ARC, SAT, PS1, GBA, PSP, PSN

Series: Street Fighter / Street Fighter Alpha
Useful Extras: VGA, Arcade stick, a friend (1-2 players), Online functions (Japanese for matching service)

2009 DCJY Poll: 40th 2013 DCJY Poll: 35th 2016 DCJY Poll: 79th

Street Fighter Alpha 3 is the 3rd of the Alpha series and had already seen a home port on the PlayStation by the time of this Dreamcast release. The huge number of fighters all unlocked from the start (33) plus numerous modes to complement the standard Arcade option (including the World Tour mode, which gives a certain amount of character progression and growth), make the game somewhat daunting, and when combined with the games 3 fighting styles (the 'ism's', X, A and V, which give a full range of fighting styles from Street Fighter II right through to Alpha 2), it is a feature packed release. The gameplay of the Alpha series is well regarded, it's tremendously fun, and equally rewarding, as the game is finely tuned to deliver a spectacular and supremely playable 2D fighter. Graphically, it's a high quality port of the arcade, with lovely 2D art. Played on a good CRT TV, and with a good pad rather than the standard DC pad, Alpha 3 is yet another excellent DC fighter.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Street Fighter Alpha 3	NA	US	T-1203N	A 1 <input type="checkbox"/>	This US release has a White spine
Street Fighter Alpha 3	EU	E/F/G/I/S	T-7005D-50	A 3-4 <input type="checkbox"/>	
Street Fighter Alpha 3	EU	Ebc	-	C 5-7 <input type="checkbox"/>	Promotional release. Sticker on front, disc has code starting with P and 'Promotional Copy – not for resale' on it
Street Fighter Zero 3	JP	JPN	T-1203M	A 2-3 <input type="checkbox"/>	
Street Fighter Zero 3 for Matching service	JP	JPN-O	T-1230M	B 5-7 <input type="checkbox"/>	A D-direct only release which added Online fighting capabilities.
					5 versions, 1 NA, 2 JP, 2 PAL



Stunt GP

PAL exclusive

Publisher:	EoN Digital	Origin:	England
Developer:	Team 17	Year:	2001 PAL
Genre:	Racing	Also on:	PC, PS2
Useful Extras:	VGA, Steering wheel, Arcade stick, a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Team 17's RC racer offers a variety of rollercoaster type tracks set in various countries. The tracks feature all manner of jumps, loop-the-loops and tunnels, the sort of tracks we all wish we could of built for our RC cars. Control is relatively straight forward, more akin to a standard racer. There's an element of strategy, with a recharging station on every track, and a risk and reward system whereby stunts will add to your battery levels, crashes will take away and timing your recharge may be the difference between first and last. Two main modes of play, a gruelling 20 track championship mode, and a shorter, branching arcade mode, add some variety. The Stunt challenge is underwhelming, focusing on ironically the games weakness - the stunts, which are unwieldy and erratic. Without them, the game is a good racer, with intelligent AI and cool tracks. Visually, it's good looking, but slowdown is an issue, especially in VGA. It seemingly pops up at random, but is more of an annoyance than a game killer. Taken more as a Kart racer than some kind of RC simulation, and ignoring the stunts, Stunt GP is a fun, bright and enjoyable racer with depth.

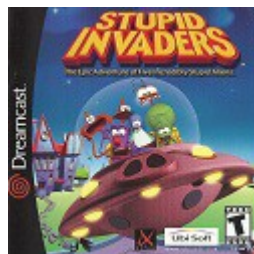
★★★

Release	Region	Type	Code	Rar./Price	Notes
Stunt GP	EU	D/E/F/G I/S/sw/fn	T-22904D-50	A 1 <input type="checkbox"/>	Stunt GP also includes Swedish and Finnish languages in the Instruction Booklet, but not on the Rear Cover.
Stunt GP	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0166-50 / 952-0160-50 2 versions, 2 PAL

Stupid Invaders

NTSC-U and PAL release

Publisher:	Ubi Soft	Origin:	France / Australia
Developer:	Xilam / Titanium studios	Year:	2001 NA / PAL
Genre:	Adventure	Also on:	PC, MAC
Major License:	Space Goofs (Animated TV series)		
Useful Extras:	VGA, Mouse		



2009 DCJY Poll: n/a 2013 DCJY Poll: 180th 2016 DCJY Poll: 161st

The Dreamcast's sole point and click adventure in the west (aside from Indie games), Stupid Invaders is based around French animated series Space Goofs. As the name may suggest, this is not some dystopian, sci-fi noir – nope, it's jokes about poo, piss and farts on offer here, in a decidedly light hearted approach to the genre. You control various members of a group of dim-witted aliens, stranded on Earth for 3 years whilst they repair their space ship. Evil scientists Dr. Sakarine, however, has other plans for this unfortunate group, and sends out the unfortunately named bounty hunter Bolok to track them down. It plays out in just about the exact way these games always do – hunting for items to solve seemingly abstract puzzles. Production values are good, looking just like the cartoon with great sound and animated sequences. Instant death encounters with Bolok are unnecessary and cheap, and some of the puzzles are just far too obtuse. It's also fair to say the games humour won't resonate with everyone. It won't trouble the masters of the genre, but it's a colourful, sometimes funny, animated adventure if that's your sort of thing.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Stupid Invaders	NA	US	T-17708N	A 3-4 <input type="checkbox"/>	This US release has a Black spine
Stupid Invaders	EU	F	T-17711D-09	B 4 <input type="checkbox"/>	
Stupid Invaders	EU	D/E/G/I	T-17711D-71	B 4 <input type="checkbox"/>	Stupid Invaders 2 PAL releases have different Discs and Instruction Booklets. Disc 1 code:950-0162-50 / 952-0156-50 Disc 2 code:950-0163-50 / 952-0156-50 2 disc white label release.
Stupid Invaders	EU	EWLP	-	C 4-5 <input type="checkbox"/>	

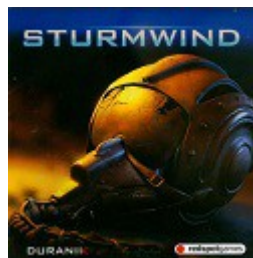
4 versions, 1 NA, 3 PAL

Sturmwind

Indie release

Publisher: RedSpotGames / Duranik
Developer: Duranik
Genre: Shmup
Useful Extras: VGA, Arcade stick, SD Card

Origin: Germany / Austria
Year: 2013 WW
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: 36th 2016 DCJY Poll: 96th (2nd in Indie)

The pre-release video footage and early reviews for Duranik's Sturmwind, built some considerable hype for the game, and the final product delivers – and then some. A horizontal Shmup, there's 16 expansive, distinct levels on offer, all played with a characteristically slower pace than the manic Japanese shooters, and therefore more accessible to genre newcomers. It attempts an epic space opera type atmosphere, and succeeds almost entirely, helped by a superb weapon/power up/life system that keeps things interesting, challenging and ultimately fair. The 3 weapons can be upgraded only when being used, and taking a hit loses that weapon. You can recover it, rather than upgrading one of the others, giving a power up/life symbiosis that works wonderfully, adding an extra dimension to the gameplay. It helps to give the game a sense of progression that many shooters simply don't have. Levels and enemies are varied and the tight controls and balanced gameplay are perfectly matched. It's aesthetically quite beautiful too. High-res graphics, superb enemy design, awe-inspiring backgrounds, beautiful bosses, amazing projectile and explosion light shows – the visuals are some of the best ever seen on the console. The soundtrack enhances the space-opera atmosphere, and is equally as superb. Add in support for the SD card reader, a shorter arcade mode, achievements, unlockable content a save progression and FMV intro, and you have an Indie release which puts most 'official' games to shame. A hugely ambitious release, Sturmwind nevertheless satisfies on just about every level, and is a hugely enjoyable and impressive title throughout.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Sturmwind	WW	HBW	STWDDC	B 4-5 <input type="checkbox"/>	Jewel case
Sturmwind Windstarke 12	WW	HBW-L	STWDDCLE	C 7 <input type="checkbox"/>	Also called the 'Windstarke 12' edition, big box release with extras, including an extra disc, guide, ship model and different artwork. The plush Krakor toy was a separate purchase not included.
Sturmwind	WW	HBW-O	-	B 4 <input type="checkbox"/>	Re-release of the game from Dragon Box, and The Bit Station. Cover differs from the original release, now featuring the main ship, and has only Duranik on the cover no RedSpotGames.
Sturmwind	WW	HBW-O	-	B 4 <input type="checkbox"/>	Re-release of the game by JoshProd, in a PAL case with new artwork.

4 versions, 4 WW



Suigetsu Mayoi-Gokoro

NTSC-J exclusive

also known just as 'Suigetsu' or 'Suigetsu ~Mayoigokoro~'

水月 ~迷心~

Publisher: Kid
Developer: F&C FC01
Genre: Visual Novel
Related titles: Suigetsu 2 (sequel on PS3, PSP, PC)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, PS2, DVD, PSP, iOS



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This Kid published love adventure, doesn't stray too far away from the formula used by the many other visual novels on the Dreamcast. The protagonist, and the character you play, Toya, awakens in a hospital bed with a severe case of amnesia. Through the interactions with the many female characters in the game, he pieces together his memories, and tries to recover a sense of who he is. It's a much used plot device for the genre, but allows immersion without a huge back story. More mature than many visual novels (although, despite the rating, not having any explicit content), it plays out over lots of static screens and a great deal of Japanese text, making this one pretty much insurmountable unless you have good knowledge of the language. It's a shame, as it seems to have a decent story, and is of a good length. Artwork is decent and the soundtrack is very nice, and as an added bonus, there's downloadable save files for other Kid titles, which is a nice touch.

★★

Release	Region	Type	Code	Rar./Price	Notes
Suigetsu Mayoi-Gokoro	JP	JPN	T-19725M	B 3 <input type="checkbox"/>	

1 versions, 1 JP

Suika

NTSC-J exclusive
水夏 ~SUIKA~



Publisher:	Princess Soft	Origin:	Japan
Developer:	Princess Soft / Circus	Year:	2002 J
Genre:	Visual Novel	Also on:	PC, PS1, PS2, AND
Related titles:	Suika Niritsu (PC only sequel)		
Major License:	Suika (OVA and other media)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Well regarded amongst fans of the genre, Suika started life as an adult orientated visual novel for PC's, before receiving this all ages console port (also on the PS1 under the name "Water Summer"). It's a rather typical example of the genre, with static screens, lots of texts and the occasional decision needed to be made by the player. Rather more atypically, the game is made up of 4 short stories set around a village called Tokiwa, each with differing characters. The plot for each is your standard love-relationship affair, and not too exciting, whilst the artwork and audio is decent but unspectacular. It has it's fans, but it's also fair to say it won't appeal to most. As usual, a high degree of Japanese knowledge is needed to make any progression.

★★

Release	Region	Type	Code	Rar./Price	Notes
Suika	JP	JPN	T-46508M	A 2 <input type="checkbox"/>	
Suika	JP	JPN-L	T-46508M	A 2 <input type="checkbox"/>	Limited edition comes with a bag and extra Drama CD, and in a larger cardboard box which shares the standard Jewel case artwork. Limited to 20,000 copies. Both the Limited and Standard edition seem to share the same code, with my own standard releases having the 46508 code, despite most listings having it as T-46509M.

2 versions, 2 JP

Sunrise Eiyuutan

NTSC-J exclusive
サンライズ英雄譚



Publisher:	Sunrise Interactive	Origin:	Japan
Developer:	Atelier-Sai	Year:	1999 J
Genre:	RPG	Also on:	Dreamcast exclusive
Major License:	Sunrise (Animation studio)		
Useful Extras:	a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Prolific anime production studio Sunrise (probably best known in the west for Gundam and Cowboy Bebop) have a vast catalogue from which to take inspiration for video games, and Sunrise Eiyuutan takes them all. Crammed full of various characters and massive robots from across the studios works, it's slightly disappointing that this is 'just' another tactical RPG game. The various franchises inhabit different parts of the world, and the artwork throughout the game is of a high quality – however, most of the game is played at a slow pace due to having to wade through text. Japanese knowledge is essential to make any sense of what's going on. Battles are an intricate, tactical affair, and look pretty good, although eclipsed by the high quality presentation the game brings. Fans of any of the Sunrise franchises included will appreciate the fan-service crossover weirdness on offer, the excellent FMV's and the overall anime series style approach. It's just a shame the game is a bit.. 'meh'. Also worth noting that the game does not work on VGA at all. Which is a shame,

★★★

Release	Region	Type	Code	Rar./Price	Notes
Sunrise Eiyuutan	JP	JPN	T-41101M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Super Hero Retsuden

NTSC-J exclusive

full title is 'Tokusatu Bouken Katsugeki Super Hero Retsuden'

特撮冒険活劇スーパーヒーロー烈伝



Publisher:	Banpresto	Origin:	Japan
Developer:	ALU	Year:	2000 J
Genre:	Action-Adventure	Also on:	Dreamcast exclusive
Major License:	Super Sentai (series of Japanese TV superhero teams)		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Ever felt a gnawing desire for a Power Rangers game on the Dreamcast? I'll take your answer as 'yes', and point you in the direction of Super Hero Retsuden. Well, sort of. The long running series of masked superhero kids programmes in Japan, Super Sentai, was the origin of the 90's western phenomenon, and this game features some of the many, *many*, characters featured down the years. In practise, it's a relatively simple side scrolling beat em up, but it relies on it's content (over 160 heroes) rather than gameplay, as it's sadly a rather tedious affair with little more than a punch, kick and occasional special move. You can put a team together of your favourites as you progress through the story, and there's plenty of cool little appearances to keep fans interested, but the fighting just isn't up to scratch. Graphics are of the super-deformed cute variety, but it all look a little aged. Killer soundtrack though. An interesting idea let down by weak delivery.

★★

Release	Region	Type	Code	Rar./Price	Notes
Super Hero Retsuden	JP	JPN	T-20601M	A 1-2 <input type="checkbox"/>	

1 versions, 1 JP

Super Magnetic Neo

NTSC-J, NTSC-U and PAL release

released in Japan as 'Super Magnetic Niu Niu'

スーパーマグネチックニウニウ



Publisher:	Genki (Japan); Crave (NA/PAL)	Origin:	Japan
Developer:	Genki	Year:	2000 J / NA / PAL
Genre:	3D Platformer	Also on:	Dreamcast exclusive
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: 136th 2016 DCJY Poll: 51st

A lesson in not judging a game by screenshots alone, Super Magnetic Neo (Niu Niu in Japan) may look like a bright and colourful, child friendly platformer, but hiding underneath the impressive visuals lies a fiendishly innovative title that's also as mad as they come. You take the role of Neo, the robotic titular character, who uses the power of magnetism in a quest to defeat some bonkers bad guys called the 'Pinki' gang, and their nefarious....toddler leader. It may not make much sense, but it doesn't really matter. What is important is the gameplay, and the 3D platforming on offer here has a serious puzzle side to things. Neo can use either north or south polarities, and throughout the levels this is vital. Use the north polarity on a north aligned obstacle/jump pad/enemy and it will repel – use a south, and it will attract. It sounds simple, but it's not long before you stare open mouthed at the screen, incredulous at your sausage fingered attempt at pressing the right button. Whilst it can get frustrating, it's an ingenious mechanic, and levels are a lot of fun to traverse and get right. Graphics and sound are delightful throughout, and the game has a lovingly polished feel to it. Occasional frustrations aside, Super Magnetic Neo is a challenging, interesting and good looking platformer.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Super Magnetic Neo	NA	US	T-40206N	A 2-3 <input type="checkbox"/>	This US release has a White spine
Super Magnetic Neo	EU	E/F/G/I/S	T-40206D-50	A 3-4 <input type="checkbox"/>	
Super Magnetic Niu Niu	JP	JPN	T-30802M	A 1-2 <input type="checkbox"/>	

3 versions, 1 NA, 1 JP, 1 PAL

Super Producers Mezase Show Biz Kai

NTSC-J exclusive

also known simply as 'Super Producers'

スーパープロデューサーズ 目指せショウビズ界



Publisher:	Hudson Soft	Origin:	Japan
Developer:	Hudson Soft	Year:	1999 J
Genre:	Strategy	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Keyboard, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Hudson's Super Producers allows you to channel your inner Simon Cowell and take the music industry by storm. No mere rhythm based game (although there are sections of this), this is a menu-tastic strategy title where you take an aspiring talent and manage them to stardom. Live performances, single and album recordings, promotional events and all manner of associated activities you'd expect to feature do, and there's some quite serious depth, with numerous musical styles, charts to top and more choices than your average gamer will probably really want. This is the main issue with the game. There's so many menus to navigate, mostly in Japanese, that for those not comfortable with the intricacies of the language, it degrades quickly into a tedious trudge. The rather basic graphics and, crucially, quite average audio, don't help matters, and even if you can navigate with ease, it's all a bit dull in that micro-management way. A great concept, but sadly, not really realised.

★★

Release	Region	Type	Code	Rar./Price	Notes
Super Producers Mezase Show Biz Kai	JP	JPN	T-14303M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Super Puzzle Fighter II X for Matching Service

NTSC-J exclusive

also known just as 'Super Puzzle Fighter II X'

スーパーパズルファイターII X フォーマッチングサービス



Publisher:	Capcom	Origin:	Japan
Developer:	Capcom	Year:	2001 J
Genre:	Puzzle	Also on:	ARC, SAT, PS1, GBA, PSP, XBLA, PSN, iOS

Series: Street Fighter (sort of..)
Useful Extras: VGA, Arcade stick, Keyboard, ASCII pad, a friend (1-2 players), Online functions, Translation guide

2009 DCJY Poll: 93rd

2013 DCJY Poll: 97th

2016 DCJY Poll: 191st

Not content with giving us one of the best line-ups of Street Fighter games on one console, Capcom ported this Arcade/Saturn puzzle 'spin off' to the DC as part of their Matching service series, and we should all be very thankful. Playing much like a Puyo Puyo title, you control a super-deformed cute version of a Capcom fighting favourite, and aim to create combos to fill your opponents side of the screen. Crash gems are the only way of creating these combos, colour coded spinning balls that destroy corresponding colour blocks, hopefully setting off a chain of combos on the screen. Your little deformed characters will act out a fight on screen, with bigger combos setting off more powerful moves – but it's a purely aesthetic addition. That being said, with counter blocks falling on your screen, mad scrambles to clear room to unleash devastating moves, and some real skill required to take on the best AI or human opponents, it does feel much like a fighter. The online service would have been a major draw at the time, but even with this now a memory, it really is a wonderfully bright, cheerful and joyful puzzle experience. It doesn't improve on the Saturn version at all, so if you own it on the Dreamcast's elder sibling this won't be a must buy.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Super Puzzle Fighter II X for Matching Service	JP	JPN	T-1250M	B 4-5 <input type="checkbox"/>	As with all Capcom titles, prices can fluctuate wildly.

1 versions, 1 JP

Super Robot Wars Alpha for Dreamcast

NTSC-J exclusive

also known as 'Super Robot Taisen Alpha for Dreamcast'; 'Alpha' also denoted by actual alpha symbol 'α'

スーパーロボット大戦 α for Dreamcast



Publisher: Banpresto
Developer: Banpresto
Genre: Strategy
Series: Super Robot Taisen / Super Robot Wars
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: PS1, PSN

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The Super Robot Wars series is a crossover spectacular, featuring mechs from a variety of sources (Gundam, Macross, Evangelion etc.) in a tactical RPG setting. It's appeared on numerous platforms down the years, so it's not that surprising to see it make an appearance on the DC. An enhanced version of an earlier PS1 title, it features 3D battle sequences, a ton of fan service, and good quality visuals and audio. Gameplay is pretty straightforward for the series, but it's tried and tested, and the plot, a rather complex web of political machinations, is an interesting one. If I'm sounding a bit vague with this review, it's probably due to the one major issue for western gamers approaching this game – the language barrier. There's a ton of text in the game, and unfortunately, it's not a massive amount of fun wading through it without knowing what's going on. If you can understand it, it is considered to be a good series entry and an enjoyable, tactical affair – but for those who lack the required language proficiency, be prepared for some serious time with a translation guide.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Super Robot Wars Alpha for Dreamcast	JP	JPN	T-20602M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Super Runabout

NTSC-J, NTSC-U and PAL release

subtitled 'San Francisco Edition' in NA and for the Japanese re-release

スーパーランナバウト サンフランシスコエディション



Publisher: Climax Entertainment (Japan)
Interplay (NA); Virgin (PAL)
Developer: Climax Entertainment
Genre: Racing
Series: Runabout
Useful Extras: VGA, Steering wheel, Arcade stick

Origin: Japan
Year: 2000 J / NA / PAL
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: 129th 2016 DCJY Poll: n/a

Super Runabout returns to that always popular destination for DC games, San Francisco, for some vehicular mayhem. Following two stories, a courier service and the Police, you are tasked with completing a variety of missions in a wider variety of vehicles, from simple chase missions to escaping Alcatraz, but the missions are of variable quality. Graphics have a grainy feel and plenty of bugs and glitches, but there's some nice touches, like pedestrians diving out of the way. Sadly, the car handling is off from the start. A sim-lite approach results in stiff handling, not what you want when faced with oncoming vehicles. After one too many collisions, and another bout of troubling slowdown, you'll hanker after some Crazy taxi style arcade handling. There is plenty to see and unlock, but the games poor quality sadly overshadows any positives. The original Japanese release of the game was plagued by even more bugs and stiffer handling mechanics, which makes it an even greater chore to enjoy.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Super Runabout: San Francisco edition	NA	US	T-12511N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Super Runabout	JP	JPN	T-22101M	A 1 <input type="checkbox"/>	
Super Runabout: San Francisco edition	JP	JPN-O	T-22102M	B 2 <input type="checkbox"/>	Japanese re-release which is the same as the bug-fixed US and PAL version. Released at lower price.
Super Runabout	EU	E/F/G/I/S	T-7014D-50	A 1 <input type="checkbox"/>	
Super Runabout	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0128-50 / 952-0121-50
Super Runabout	EU	Ebc	-	C 2-3 <input type="checkbox"/>	Promotional release. Sticker on front, disc has code starting with P and 'Promotional Copy – not for resale' on it

6 versions, 1 NA, 2 JP, 3 PAL

Super Street Fighter II X for Matching Service

NTSC-J exclusive

often referred to as 'Super Street Fighter II X'

スーパー ストリートファイター II X フォー マッチング サービス



Publisher: Capcom
Developer: Capcom
Genre: 2D Fighter

Origin: Japan
Year: 2000 J
Also on: ARC, PC, AMI, 3DO, GBA,
PS1, SAT, PS2, XB, PSN,
XBLA

Series: Street Fighter
Useful Extras: VGA, Arcade stick, Keyboard,
a friend (1-2 players), Online functions (competitive)

2009 DCJY Poll: 81st 2013 DCJY Poll: 85th 2016 DCJY Poll: 168th

Street Fighter fans were certainly catered for on the DC. Sitting alongside the Street Fighter III and Alpha 3 releases, Capcom released, via mail order, this version of the classic Street Fighter II Turbo (Super Street Fighter II X – Grand Master Challenge being the Japanese release name), which as well as being the best version of the original arcade game on a home console (until the HD ports for the Xbox 360 and PS3, at least), featured Capcom's Matching service, allowing players to battle it out online. There aren't many who aren't familiar with Street fighter II, it's genre defining gameplay and roster of instantly recognisable characters, and it plays better than ever on the DC. The visuals and audio hardly push the power of the console, but that isn't an issue here. The Versus mode was an excellent addition to the game, and a real draw for diehard SFII fans. Ultimately, however, there's little here to appeal to those who aren't diehards, and with SFIII and Alpha 3 on the DC, not to mention Capcom's other fighters on the console, and with a consistently high price tag, this is one more desirable for the collectors and completists out there.

★★★★

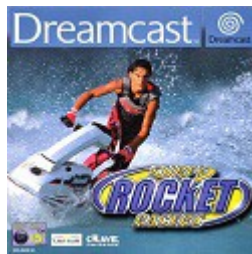
Release	Region	Type	Code	Rar./Price	Notes
Super Street Fighter II X for Matching Service	JP	JPN	T-1236M	B 7 <input type="checkbox"/>	

1 versions, 1 JP

Surf Rocket Racers

NTSC-U and PAL release

incorrectly labelled on the PAL spine and White label as 'Surf Rocket Racer'



Publisher: Crane (NA); Ubi Soft (PAL)
Developer: CRI
Genre: Racing
Related titles: Power Jet Racing 2001
Useful Extras: VGA, a friend (1-2 players)
Origin: Japan
Year: 2001 NA / PAL
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Joining the small group of aqua-racing games on the DC, Surf Rocket Racers has some strengths. Graphically, it's pretty nice – detailed characters, smooth frame rate throughout and the environments are busy and boast some nice design. The over-the-top announcer is straight from a Sega arcade machine, and there's plenty of variety and depth on offer. Control, too, is good, although it takes a while to grasp the intricacies of handling on water. Sadly, the game fails in one major area – it's a shallow and weak relation to Power Jet Racing 2001. Basically the same game, with 'remixed' tracks, it somehow manages to mess things up. The manic waves have become boring, transparency and reflection effects weaker (or missing), and the Championship mode gets rid of the retry option for courses. So if you fail? It's back to the beginning of the multi choice series. No retries, even if you're on race 4, a baffling design choice. The track remixes are, without fail, inferior, often degraded into a series of tiresome tight corners and visual touches, like approaching jets are missing. It feels as if the game has had it's soul removed. Why we in the west were subjugated to this far inferior version I don't know, but whilst Surf Rocket Racers remains playable, one look at the Japanese version will make you release what you're missing.

★★

Release	Region	Type	Code	Rar./Price	Notes
Surf Rocket Racers	NA	US	T-40216N	B 1-2 <input type="checkbox"/>	This US release has a black spine
Surf Rocket Racers	EU	E/F/G	T-17721D-50	A 1-2 <input type="checkbox"/>	Spine labelled Surf Rocket Racer
Surf Rocket Racer	EU	EWLP	-	C 2-3 <input type="checkbox"/>	Disc codes: 950-0132-50 / 952-0124-50 Incorrectly labelled as 'Surf Rocket Racer' rather than 'Racers'. No content difference from retail release.

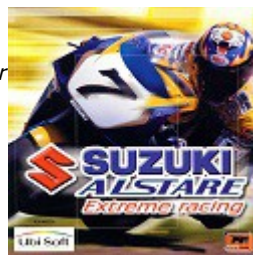
3 versions, 1 NA, 2 PAL

Suzuki Alstare Extreme Racing

NTSC-J, NTSC-U and PAL release

released in Japan as 'Redline Racer'; sometimes known simply as 'Suzuki Alstare' or 'Suzuki Alstare Racing'

レッドラインレーサー



Publisher:	Ubi Soft (NA / PAL) Imagineer (Japan)	Origin:	England
Developer:	Criterion Games	Year:	1999 J / NA / PAL
Genre:	Racing	Also on:	PC, GBC
Major License:	Suzuki (motorbike manufacturer)		
Useful Extras:	VGA, a friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The DC never excelled in the 2-wheel racing department, but Criterion's arcade romp is the best we got. Released under it's original PC title, Redline Racer, in Japan, this original version is inferior to the one which eventually made it to the west. Both versions feature free flowing arcade action, and as you bob and swerve your bike through twisty tracks it's hard not to like the tight controls and blistering pace, which is devoid of slowdown (in the western releases that is). The healthy selection of tracks are rather generic, but it has that Sega arcade feel permeating throughout. The main improvements between continents are in the looks department (riders and bikes), audio (a generally more robust selection) and in the trimmed, improved tracks. Whichever version you play, it ends up being a fun and enjoyable title. There are some poor tracks (which end up being the most often repeated), and crashes become frustrating when learning tracks for the first time. A lack of customisation, and a sense that by the time the reverse championship mode is unlocked, it's all become a little repetitive, don't help matters. Enjoyable, fun, but ultimately unable to reach the heights of other DC racers.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Redline Racer	JP	JPN	T-15002M	A 1 <input type="checkbox"/>	
Suzuki Alstare Extreme Racing	NA	US	T-17703N	A 1 <input type="checkbox"/>	This US release has a White spine
Suzuki Alstare Extreme Racing	EU	F	T-17703D-09	A 1 <input type="checkbox"/>	Both PAL versions have no 'Dreamcast' header on the cover.
Suzuki Alstare Extreme Racing	EU	D/E/F/G I/S	T-17703D-74	A 1 <input type="checkbox"/>	The 2 PAL versions of Suzuki Alstare Extreme Racing share both Disc and Instruction Booklets, with seemingly only the back cover differing.

4 versions, 1 NA, 1 JP, 2 PAL



Sweet Season

NTSC-J exclusive

すい~とし~ずん

Publisher:	Takuyo	Origin:	Japan
Developer:	Tarte	Year:	2003 J
Genre:	Visual Novel	Also on:	PC, DVD, PS2
Useful Extras:	VGA, Translation guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An adult themed, high school based title from Takuyo, Sweet Season joins the swollen ranks of the DC's visual novel line-up but makes little in the way of a lasting impression. Nice artwork and audio is usually a given for these titles, and that's the case here, but with everything being quite static it's hard to get too excited. Revolving around the going's on of the local Shogi club, you play as the male protagonist who interacts with various girls, but mainly Ayumi (if you're a shogi fan, unfortunately you can't play it within the game, as far as I can tell). There's nothing particularly wrong here, but with the high level of Japanese knowledge required, and genre examples that do things better out there, it's a rather average title.

★★

Release	Region	Type	Code	Rar./Price	Notes
Sweet Season	JP	JPN	T-3791M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP



Sword of the Berserk

NTSC-J, NTSC-U and PAL release

released in Japan as 'Berserk', with a longer release title of 'Berserk: Sennen Teikoku no Taka Hen Soushitsu Hana no Shou'; PAL and NA full title 'Sword of the Berserk: Guts' Rage'

ベルセルク



Publisher: Eidos (NA / PAL); ASCII (Japan) **Origin:** Japan
Developer: Yuke's **Year:** 1999 J; 2000 NA / PAL
Genre: Action-Adventure **Also on:** Dreamcast exclusive
Major License: Berserk (Manga/Anime/movies)
Useful Extras: VGA

2009 DCJY Poll: 53rd 2013 DCJY Poll: 58th 2016 DCJY Poll: 36th

Based on Kentaro Miura's 'Berserk' Manga, Sword of the Berserk is a bit of a hidden gem on the DC. A Hack and Slash adventure, it features excellent gothic visuals, an epic soundtrack and engrossing, well voiced story. Fans of the source material will revel in the game's story led focus, played out in numerous game engine cut scenes, and the inclusion of numerous series characters. The gameplay consists mostly of using your ridiculously large sword to clear stages of enemies, but the combat has many facets, and the blood soaked results of your conflicts are satisfyingly pleasing. There's some QTE sections, and some level non-linearity, but the games focus is always in combat. It can, of course, become a little repetitive, especially if you don't become invested in the story, but the gameplay is enjoyable enough to overlook even the occasional flaw (like difficulty in targeting enemies). High quality storytelling and violent hack and slash gameplay, as well as lovely visuals, make Berserk an excellent title in an under-represented genre for the DC. Fans of Berserk will see this as a must play.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Berserk	JP	JPN	T-2101M	A 1-2 <input type="checkbox"/>	
Sword of the Berserk : Guts' Rage	NA	US	T-36805N	A 3-4 <input type="checkbox"/>	This US release has a White spine
Sword of the Berserk : Guts' Rage	EU	E	T-36807D-05	A 3-4 <input type="checkbox"/>	One of the early PAL releases with no 'Dreamcast' header on the cover.
Sword of the Berserk : Guts' Rage	EU	EWLP	-	C 4 <input type="checkbox"/>	Disc codes: 950-0059-50 / 952-0058-50
4 versions, 1 NA, 1 JP, 2 PAL					

Sydney 2000

NTSC-J, NTSC-U and PAL release

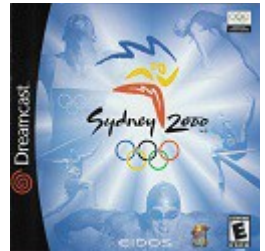
シドニー 2000

Publisher: Eidos (NA/PAL); Capcom (Japan) **Origin:** England
Developer: Attention to Detail **Year:** 2000 J / NA / PAL
Genre: Sport - Olympic **Also on:** PC, PS1
Major License: Sydney 2000 (Olympic games)
Useful Extras: VGA, Arcade stick, a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

ATD's Sydney 2000 is certainly better than their other DC offering, Ducati World. Whilst it isn't as technically proficient as the PC version, with some unfortunate slowdown, odd looking background graphics and an overly muscular look, it does take a more 'Olympic' approach than it's peers. Taking a group of athletes through various sports, you train and qualify for the Olympics themselves. Training consists of mini games, which are not, on their own, very interesting, but as a package, it works quite well. The 12 events on offer are varied, from button mashers and 45 degree jumps, to diving, kayaking and shooting, and the control is good throughout. For those not enamoured with these multi-sport titles, there's nothing really here to change your opinion, but as a big fan of the genre, I enjoy Sydney 2000's attempt at depth despite it's odd aesthetics.

★ ★ ★



Release	Region	Type	Code	Rar./Price	Notes
Sydney 2000	NA	US	T-36808N	A 1 <input type="checkbox"/>	This US release has a Black spine
Sydney 2000	JP	JPN	T-1237M	A 1 <input type="checkbox"/>	
Sydney 2000	EU	E	T-36808D-03	B 2-3 <input type="checkbox"/>	Australian release
Sydney 2000	EU	E	T-36808D-05	A 1 <input type="checkbox"/>	All 6 releases of Sydney 2000 in PAL territories, including the Australian version, have different Discs and Instruction Booklets.
Sydney 2000	EU	S	T-36808D-06	B 1 <input type="checkbox"/>	
Sydney 2000	EU	F	T-36808D-09	B 1 <input type="checkbox"/>	
Sydney 2000	EU	I	T-36808D-13	B 1 <input type="checkbox"/>	
Sydney 2000	EU	G	T-36808D-18	B 1 <input type="checkbox"/>	
Sydney 2000 (Australian)	EU	EWLP	(Australian)	D 2-3 <input type="checkbox"/>	Disc codes: 950-0075-03 / 952-0070-03
Sydney 2000 (English)	EU	EWLP	(English)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0075-05 / 952-0070-05
Sydney 2000 (French)	EU	EWLP	(French)	D 1-2 <input type="checkbox"/>	Disc codes: 950-0075-09 / 952-0070-09
Sydney 2000 (German)	EU	EWLP	(German)	D 1-2 <input type="checkbox"/>	Disc codes: 950-0075-18 / 952-0075-18

12 versions, 1 NA, 1 JP, 10 PAL

Taisen Net Gimmick : Capcom & Psikyo All Stars

NTSC-J exclusive

対戦ネットギミック カプコン&彩京オールスターズ



Publisher: Capcom
Developer: Psikyo
Genre: Mahjong
Major License: Capcom and Psikyo characters
Useful Extras: VGA, Keyboard, Online functions, Translation guide
Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Surely one of the strangest tie ups on the Dreamcast, Taisen Net Gimmick pits the stars of Capcom's Street Fighter series against characters from various Psikyo shooters (Gunbird, Samurai Aces) in the all out action spectacular that is.... online Mahjong. In fairness, the Mahjong on offer is of a decent quality, there's several stages and a huge cast of characters who appear, and the games tutorial mode is even pretty decent. But.. Mahjong? Really? An understanding of the game and some good Japanese knowledge will help a lot. Perfectly playable without an internet connection too.

★★

Release	Region	Type	Code	Rar./Price	Notes
Taisen Net Gimmick: Capcom & Psikyo All Stars	JP	JPN	T-1248M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Tako No Marine

NTSC-J exclusive

タコのマリネ



Publisher: Micro Cabin
Developer: Micro Cabin
Genre: Puzzle
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2002 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This nice looking 3D puzzle adventure sees you control a young girl negotiating various puzzles, seemingly with the help of a flying, pink octopus. It has icon driven commands, so control can be worked out relatively simply, and the puzzles (which take the form of moving one from side of the level to the other) become rather interesting as they progress. The story elements, and understanding what is actually going on, passed me completely by, I'm sorry to say, but the nice visuals (2D on 3D) and laid back feel was nevertheless quite appealing.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Tako No Marine	JP	JPN	T-5204M	A 3-4 <input type="checkbox"/>	
Tako No Marine	JP	JPN-D	T-5204M	C 4-5 <input type="checkbox"/>	Dorikore release sticker on wrapper

2 versions, 2 JP

Tama-cue

NTSC-J exclusive

also known as 'Tamakyuu

たまきゅう



Publisher: NEC Interchannel
Developer: S-Neo
Genre: Visual Novel
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2004 J
Also on: PC

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Cutesy (and for some, a bit uncomfortable to see) young girls, thankfully with the 18 rated content removed, play cupid in this visual novel / love simulation which will appeal to a limited number of gamers. Interaction is as limited as usual, and even if you can get over the high language barrier, there's not much of note on display. Visuals are fine, music chirpy, but it's a rather unremarkable example of the genre.

★★

Release	Region	Type	Code	Rar./Price	Notes
Tamakyuu	JP	JPN	T-20133M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP

Tanaka Torahiko No Urotoraryu Shogi

NTSC-J exclusive

full title is 'Tanaka Torahiko no Urotoraryu Shogi: Ibisha Anaguma-hen'

田中寅彦のウル寅流将棋 居飛車穴熊編



Publisher: Arc System Works
Developer: Arc System Works
Genre: Board games - Shogi
Major License: Tanaka Torahiko (pro. Shogi player)
Useful Extras: a friend (1-2 players)
Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Anyone buying this in the hope that it's a hidden gem from Guilty Gear developers Arc System Works, may be in for a bit of a surprise. The Tanaka Torahiko of the title is a renowned Shogi player, that highly tactical Japanese board game, and this game is a rather straight-faced take on the game. It features nothing in the way of glitzy visuals or thumping soundtrack, but instead recreates Shogi faithfully, and with an air of reserved respectability. You'd not be surprised to know that knowledge of the language – and indeed of Shogi – are somewhat useful with this title. No doubt the hardcore Shogi players will enjoy this, but then surely they wouldn't be playing such a revered classic on a console anyway?

★★

Release	Region	Type	Code	Rar./Price	Notes
Tanaka Torahiko No Urotoraryu Shogi	JP	JPN	T-22001M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Tantei Shinshi Dash!

NTSC-J exclusive

also known as 'Tanteishinshi-Dash!'

探偵紳士 D A S H !



Publisher: Abel
Developer: Abel
Genre: Visual Novel
Related titles: Mystereet (PS2/PC series in same setting)
Useful Extras: VGA, Translation guide, VMU mini-game
Origin: Japan
Year: 2000 J
Also on: PC, PS2, DVD

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Not your average visual novel, Tantei Shinshi Dash is a mature themed, grittier work of detective fiction that is a welcome change from all the romance based examples of the genre. Playing the role of the well dressed detective, you have to solve a series of cases within a time limit. Don't get too excited hoping for a crime-noir thriller, as mechanically, the game is your standard, little interaction novel title, and the usual cast of half dressed women and child-like female androids make their standard appearance. It's got a good audio track and fair visuals, and with the more mature story being a rather interesting, and engrossing one, it's certainly a possible entrance into the genre for those wanting to give it a go. As always, you'll need a fairly robust knowledge of Japanese to get anywhere.

The game also boasts a VMU mini-game, in which you interact with one of the female characters in the game.

★★★

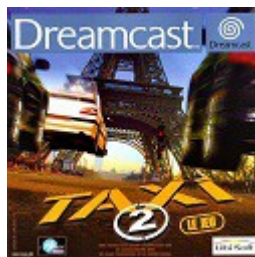
Release	Region	Type	Code	Rar./Price	Notes
Tantei Shinshi Dash!	JP	JPN	T-44401M	A 1 <input type="checkbox"/>	
Tantei Shinshi Dash!	JP	JPN-L	T-44403M	A 1 <input type="checkbox"/>	Limited edition comes with extra disc in double Jewel case.

2 versions, 2 JP

Taxi 2 – Le Jeu

PAL exclusive

also known simply as 'Taxi 2'; translated as 'Taxi 2 – The Game'



Publisher: Ubi Soft
Developer: Blue Sphere
Genre: Racing
Major License: Taxi 2 (Movie)
Useful Extras: VGA, Steering wheel

Origin: France
Year: 2000 PAL
Also on: PC, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Taxi 2 – Le Jeu is a movie tie in (uh oh!) released only in France, based on the Luc Besson produced 'Taxi 2' movie. It's high price tag may make you think it's a hidden gem, but sadly, it isn't. The main mission mode plays out the story of the film (presumably) over a dozen and a half levels, but all follow the same principle – drive through various parts of France against an ever decreasing clock, going through set points to increase time. Twitchy controls, inaccurate navigation arrows and terrible physics combine with 4 equally awful camera angles to create quite the headache. Hitting obstacles sometimes sees game over, other times it doesn't, and the, literally, useless damage meter doesn't help. Visually it's a mess, with awful cars, rampant slowdown and pop up, crap textures and explosions that are so bad they're almost enjoyable. Add in a generic soundtrack, awful linear level design and repetitive missions, and you don't have a game worth the price you may have to pay to obtain it. Oh, and it's also all in French, so some knowledge of the language is useful.

★

Release	Region	Type	Code	Rar./Price	Notes
Taxi 2 – Le Jeu	EU	F	T-17708D-09	B 6 <input type="checkbox"/>	

1 versions, 1 PAL

Tech Romancer

NTSC-J, NTSC-U and PAL release

released in Japan as 'Choukousenki Kikaioh'

超鋼戦紀キカイオー



Publisher: Capcom (Japan / NA)
 Capcom / Virgin (PAL)

Origin: Japan

Developer: Capcom

Year: 2000 J / NA / PAL

Genre: 3D Fighter

Also on: ARC

Useful Extras: VGA, Arcade stick, a friend (1-2 players),
 Online functions, VMU mini-games

2009 DCJY Poll: 91st 2013 DCJY Poll: 86th 2016 DCJY Poll: 119th

One of the more interesting, and unique, fighting games on the DC, Tech Romancer occupies a place somewhere between Power Stone and Marvel Vs Capcom, At heart it's a side on fighter, despite the battles taking in place in 3D. Combos are key, and those familiar with Capcom fighters will feel at home. You control one of several mechs and their pilots, any of whom would be right at home on one of the numerous Japanese mech-based Anime shows. Power ups are abundant, and combat is satisfyingly exciting. It's not as refined as some, but it delivers with over the top action. Presentation is wonderful and the fluid 3D battle graphics are excellent. The story mode is presented in titled anime chapters, with between-battle dialogue and branching stories. With loads to unlock, VMU mini games and some superb animations, you have a polished product that feels like an anime box set. The battles can be a little simple, and the lack of refinement in the fighting itself holds the game back from being one of the very best, but if you want an enjoyable, exciting and awesome looking fighter, you could do a lot worse.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Choukousenki Kikaioh	JP	JPN	T-1206M	A 2-3 <input type="checkbox"/>	
Choukousenki Kikaioh for matching service	JP	JPN-O	T-1232M	C 5 <input type="checkbox"/>	Re-release with online play – a Capcom 'for matching service' title. Shares the standard cover, with 'For Matching Service' on the bottom right, an altered rear cover, and pink/red disc.

	NA	US	T-1208N	B 5-6 <input type="checkbox"/>	
Tech Romancer	EU	E/F/G/I/S	T-7009D-50	A 3-4 <input type="checkbox"/>	
Tech Romancer	EU	Ebc	-	C 4-5 <input type="checkbox"/>	Promo release. Sticker on front, disc has a code starting with P and 'Promotional Copy – not for resale' printed on disc.

5 versions, 1 NA, 2 JP, 2 PAL

Tee Off

NTSC-J, NTSC-U and PAL release
released in Japan as 'Golf Shiyouyo'

ゴルフしようよ



Publisher:	Acclaim (NA / PAL) Bottom Up (Japan)	Origin:	Japan
Developer:	Bottom Up	Year:	1999 J; 2000 NA / PAL
Genre:	Sport - Golf	Also on:	Dreamcast exclusive
Series:	Golf Shiyouyo		
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Golf Shiyouyo, or Tee Off to give it its western release name, is a cartoon golf game in the mould of hot shots golf, and the only example of the sport released in the west. It's a shame then that it never quite manages to be better than average. It's colourful, with likeable courses and characters, and the standard golfing options are augmented with the futuristic 'G ball mode' (a sci-fi croquet game, and as great as that sounds). The 3 button gameplay format is tried and tested and works well too. But the game lacks a soul. It's not 'wacky' enough to justify the cartoon style, and not realistic enough to be a sim. Long loading (and sitting through AI shots) slows an already lethargic game down, and the music is painfully repetitive. It doesn't do anything particularly badly, it just never escapes that slightly forgettable, middling feel it attains quite quickly. Better in multiplayer modes, as so many games are, it still doesn't quite reach the heights of other similarly styled golf endeavours.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Golf Shiyouyo	JP	JPN	T-40901M	A 1 <input type="checkbox"/>	
Tee Off	NA	US	T-8108N	A 1 <input type="checkbox"/>	This US release has a White spine
Tee Off	EU	E	T-8108D-05	A 1 <input type="checkbox"/>	
Tee Off	EU	G	T-8108D-18	B 1 <input type="checkbox"/>	
Tee Off	EU	D/F	T-8108D-59	B 1 <input type="checkbox"/>	
Tee Off	EU	I/S	T-8108D-60	B 1 <input type="checkbox"/>	The 4 PAL versions of Tee Off share the same Disc and have different Instruction Booklets.
Tee Off	EU	EWLP	- (clamshell case)	A 1-2 <input type="checkbox"/>	Disc codes: 950-0032-50 7 versions, 1 NA, 1 JP, 5 PAL

Tenohira wo, Taiyou Ni

NTSC-J exclusive

also known as 'Tenohirawo Taiyouni'

てのひらを、たいように



Publisher:	Princess Soft	Origin:	Japan
Developer:	Princess Soft	Year:	2004 J
Genre:	Visual Novel	Also on:	PC, PS2
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Princess Soft deliver another formerly adult orientated title to the DC, in a more sanitised form, and if you're familiar with Princess Soft titles in general, you'll know what to expect here. You take the role of Akio, a high school student who seems to be going through the motions of daily life, until Towu, a transfer student, comes into his life, and bringing with her memories of old friends for Akio. It's your standard love and romance adventure here, light on gameplay, heavy on dialogue and instantly alienating many gamers. The visuals are decent, the audio satisfactory, and the story is generally regarded to be of a good quality. You really do need to have a good grasp of the language here though, and once more, this will not convert non-genre fans to the cause.

★★

Release	Region	Type	Code	Rar./Price	Notes
Tenohira wo, Taiyou Ni	JP	JPN	T-46516M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Tentama 1st Sunny Side

NTSC-J exclusive

てんたま 1st sunny side-

Publisher: Kid
Developer: Kid
Genre: Visual Novel
Related titles: Tentama 2wins (PS2 sequel)
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2001 J
Also on: PS1, PS2



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

There's nothing too exciting in this romance themed adventure / visual novel from Kid, which despite having nice visuals and some interesting ideas, isn't a match for the best from the company. Your standard high school love story, it does involve an angel helping the protagonist in romantic matters, which is at least a bit different. Audio is decent, and as previously mentioned, the visuals aren't awful either, but with that always pesky language barrier, and the fact that it's generally regarded as an average at best title, this won't appeal to most.

★★

Release	Region	Type	Code	Rar./Price	Notes
Tentama 1st Sunny Side	JP	JPN	T-19710M	A 1 <input type="checkbox"/>	
Tentama 1st Sunny Side	JP	JPN-D	T-19710M	C 1-2 <input type="checkbox"/>	Dorikore release, identifiable by the sticker on the outer wrapper only. 2 versions, 2 JP

Test Drive 6

NTSC-U exclusive

Publisher: Infogrames
Developer: Pitbull Syndicate
Genre: Racing
Series: Test Drive
Useful Extras: VGA, Steering wheel, a friend (1-2 players)
Origin: England
Year: 1999 NA
Also on: PC, PS1, GBC



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 200th

At times it feels like Pitbull Syndicate wanted to showcase the Fear Factory / Gary Numan 'Cars' song here, more than the actual Test Drive 6 game. The long running series hits the Dreamcast with PS1 quality graphics and a simplistic arcade racing approach. There's a fair bit to do, including playing as the police taking down speeding racers, but it's all overwhelmingly average. City tracks can be impressive, but feel like a bargain bin MSR rip off, and the selection of cars, some of which look quite decent, are let down by heavy controls. The over reliance on 'betting' to make money, as well as the numerous modes which aren't fleshed out enough, make the game feel cheap and rather throwaway. It's not an unmitigated disaster, and it's playable enough, it just never rises from being a rather average, low cost racing title with the 'Cars' video hurried to the forefront in case you didn't know this game had cars in it.

★★

Release	Region	Type	Code	Rar./Price	Notes
Test Drive 6	NA	US	T-15102N	A 1 <input type="checkbox"/>	This US release has a White spine 1 versions, 1 NA

Tetris 4D

NTSC-J exclusive

テトリス フォーディー

Publisher: Bullet Proof Software
Developer: Bullet Proof Software
Genre: Puzzle
Series: Tetris
Useful Extras: a few friends (1-4 players)
Origin: Japan
Year: 1998 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This early Japanese release has no language barrier at all, with all options in English, but unfortunately it is a rather bare-bones take on the Tetris franchise. Other than a welcome 4 player mode, it does little more than any other Tetris game, and the grimy industrial visuals are quite unappealing. There's a couple of other odd design issues – like pieces not rotating if against the side of the play area, and a forgettable soundtrack, as well as no support for VGA, that generally leave a sour taste in the mouth. Ultimately, it's Tetris, so it has that going for it, but it's the worst of the 3 DC Tetris titles.

★★

Release	Region	Type	Code	Rar./Price	Notes
Tetris 4D	JP	JPN	T-20801M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Time Stalkers

NTSC-J, NTSC-U and PAL release
released in Japan as 'Climax Landers'

クライマックス ランダーズ



Publisher:	SEGA	Origin:	Japan
Developer:	Climax Entertainment	Year:	1999 J; 2000 NA / PAL
Genre:	RPG	Also on:	Dreamcast exclusive
Related titles:	shares characters with other Climax developed titles		
Useful Extras:	VGA, VMU mini games		

2009 DCJY Poll: n/a 2013 DCJY Poll: 173rd 2016 DCJY Poll: 133rd

Time Stalkers, or Climax Landers in Japan, is a 3D RPG which features numerous characters from previous Climax games, which include notable 16-bit RPG's the Shining series and Landstalker. It sets out to do things a little differently, and has some cool ideas, such as being able to capture monsters in battle and rear them as pets, randomly generated dungeons (much like Evolution) and some interesting VMU functionality (plenty of mini games). You play as 'Sword', who is mysteriously transported to another world, a world which has been created, for reasons unknown, from bits of other worlds. Sword is not the only traveller to find himself in unfamiliar lands, and you'll come across many others, all of whom seek to return home. The plot has it's moments, but is a bit dull, which sadly sums up much of the game. The dungeons and battles are tedious, and whilst the idea of capturing monsters is cool, it doesn't seem to be fully exploited. Outside of the dungeons, the world is an interesting one, but the translation to English leaves something to be desired – and it's just not compelling enough. A dodgy camera adds another frustration, and ultimately Time Stalkers just doesn't rise above mediocrity.

★★

Release	Region	Type	Code	Rar./Price	Notes
Climax Landers	JP	JPN	HDR-0009	A 1 <input type="checkbox"/>	
Time Stalkers	NA	US	51011	A 1-2 <input type="checkbox"/>	This US release has a White spine
Time Stalkers	EU	E/F/G	MK-51011-53	A 3-4 <input type="checkbox"/>	The 2 PAL versions have the same disc,
Time Stalkers	EU	I/S	MK-51011-56	B 3-4 <input type="checkbox"/>	but different instruction booklets.
Time Stalkers	EU	EWLP	-	C 3 <input type="checkbox"/>	Disc codes: 950-0057-50 / 952-0054-50

5 versions, 1 NA, 1 JP, 3 PAL

Tokyo Bus Guide

NTSC-J exclusive
also known as 'Tokyo Bus Annai'

東京バス案内



Publisher:	FortyFive	Origin:	Japan
Developer:	FortyFive	Year:	1999 J
Genre:	Transport Sim	Also on:	PS2
Major License:	Toei Bus service		
Useful Extras:	VGA, Steering wheel, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: 100th 2016 DCJY Poll: 134th

A Japanese only Bus simulator, Tokyo Bus Guide may not sound that interesting, but as it's 2 appearances in the DCJY poll's show, it's gathered a small cult following. Don't expect Crazy Taxi or 18 Wheeler style play – this is much more in tune with those ever popular truck driving sims. Following a trio of real life simulated routes, you must obey the traffic laws, pick up and drop off passengers, and act like a responsible bus driver. Failure to do so, will see the green bar at the bottom of the screen turn gradually red, and if it fills up, it's game over. And it's charmingly good fun. The language barrier gets in the way of the games story (short passenger cut scenes), and a good guide may be needed to understand the intricacies, but once you've got a handle on things, it's all rather enjoyable. Obeying the rules and 'being' the driver is good geeky fun, whilst solid visuals, including an in-bus view, and responsive controls help matters nicely. It won't be for everyone, but for those who want to live out childhood dream job fantasies, it's a pleasant change of pace from the crazy cabs and multi wheel trucks.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Tokyo Bus Guide	JP	JPN	T-35402M	A 2 <input type="checkbox"/>	
Tokyo Bus Guide with Bijin Bus Guide	JP	JPN-L	T-35404M	A 3 <input type="checkbox"/>	A later release of Tokyo Bus Guide, this comes in a slipcase with an extra video disc with hints for the game and footage from the Naomi version.

2 versions, 2 JP

Tokyo Highway Challenge

NTSC-J, NTSC-U and PAL release

released in Japan as 'Shutokou Battle' and NA as 'Tokyo Xtreme Racer'

首都高バトル



Publisher:	Crave (NA / PAL); Genki (Japan)	Origin:	Japan
Developer:	Genki	Year:	1999 J / NA / PAL
Genre:	Racing	Also on:	Dreamcast exclusive
Series:	Tokyo Xtreme Racer / Shutokou Battle		
Useful Extras:	VGA, Steering wheel, a friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 98th* 2016 DCJY Poll: 141st *with Tokyo Highway Challenge 2

Genki's duelling racing game divides opinion. On one hand, the graphics, with light blur, good frame rate and detailed cars, are enticing, and the concept of driving round the road system of Tokyo challenging opponents from several gangs was a novel approach. With good handling and some longevity in the Quest mode, things look good. The problem is, the game may just be a bit too dull. Despite it's length, there is essentially one long track, and repeatedly having to do what is, in essence, the same one on one race over and over again, in a drab, grey world, can get somewhat tedious. The compulsiveness of beating 'just one more' keeps things interesting in the short term, but after a while you yearn for variety. The frame rate, whilst decent for the most part, has a meltdown when there's 4 cars on screen at once (the AI 'traffic'), and the sound and presentation of the game generally leaves something to be desired. The Versus mode is certainly entertaining, but again there's simply not enough variety to keep the interest there. A decent racer then, let down by being just a tad dull.

★★★

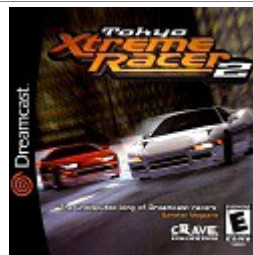
Release	Region	Type	Code	Rar./Price	Notes
Shutokou Battle	JP	JPN	T-30801M	A 1 <input type="checkbox"/>	
Tokyo Highway Challenge	EU	E/F/G/I/S	T-40201D-50	A 1 <input type="checkbox"/>	
Tokyo Highway Challenge	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0003-50
Tokyo Xtreme Racer	NA	US	T-40202N	A 1-2 <input type="checkbox"/>	This US release has a White spine 4 versions, 1 NA, 1 JP, 2 PAL

Tokyo Highway Challenge 2

NTSC-J, NTSC-U and PAL release

released in Japan as 'Shutokou Battle 2' and NA as 'Tokyo Xtreme Racer 2'

首都高バトル 2



Publisher:	Ubi Soft/Crave (PAL); Crave (NA)	Origin:	Japan
	Genki (Japan)		
Developer:	Genki	Year:	2000 J / NA / PAL
Genre:	Racing	Also on:	Dreamcast exclusive
Series:	Tokyo Xtreme Racer / Shutokou Battle		
Useful Extras:	VGA, Steering wheel		

2009 DCJY Poll: n/a 2013 DCJY Poll: 98th* 2016 DCJY Poll: 73rd *with Tokyo Highway Challenge

Genki's racing game of many names returns, and in an improved form. Many improvements are minor - a better frame rate, improved car models, wide screen option, improved handling, free run and time attack modes added and an overall improved presentation. Quest mode returns as the games heart, and has been revamped, with more personalisation and customisation options which, alongside the expansion to the highway network seen in game, increases the games lifespan. There's also, impressively, even more teams to compete with, and 3 classes of cars. The actual quest mode is pretty much the same formula as the first game, but the AI of the opponent cars has been improved, resulting in close, competitive racing and tense showdowns. For all its improvements, it remains very similar in concept to it's predecessor. For some, this means an addictive and compelling experience - but others may find things a little repetitive. No local multiplayer is a shame, as the game suits it perfectly. The various improvements justify picking it up, and good looks, excellent handling and depth are impressive.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Shutokou Battle 2	JP	JPN	T-30803M	A 1 <input type="checkbox"/>	
Tokyo Highway Challenge 2	EU	E/F/G/I	T-17724D-50	B 5-6 <input type="checkbox"/>	
Tokyo Highway Challenge 2	EU	EWLP	-	C 5 <input type="checkbox"/>	Disc codes: 950-0122-50 / 952-0114-50
Tokyo Xtreme Racer 2	NA	US	T-40211N	A 2-3 <input type="checkbox"/>	This US release has a Black spine

4 versions, 1 NA, 1 JP, 2 PAL

Tom Clancy's Rainbow Six

NTSC-U and PAL release

also known just as 'Rainbow Six'; subtitled 'with/incl. Eagle Watch Missions'



Publisher: Majesco (NA); Swing! (PAL)
Developer: Red Storm / Pipe Dream
Genre: Tactical Shooter

Origin: USA
Year: 2000 NA; 2001 PAL
Also on: PC, N64, PS1, MAC, GBC, PSN
Series: Rainbow Six

Major License: Tom Clancy (Author)
Useful Extras: none

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The long running and highly regarded tactical shooter series Rainbow Six, was always more at home on the PC, but with this DC port, console owners came closer than ever to experiencing it in the right way. Deep, tactical missions are not for the faint hearted, and those wanting quick, gratifying action need to look elsewhere. For those who want to plan out the minute detail of special ops missions, the game delivers a gratifying experience. It's not aged especially well aesthetically, and the multitude of commands – with no keyboard support – take some time to get your head round. Long loading times are a pain, but having the original content, plus an add on pack, and a hefty set of tutorials to get you accustomed to the game, mean those who have patience and an eye for tactical detail will still get something out of the game. For everyone else though, it's aged look and hefty learning curve – on a console more appealing to arcade addicts – may be hard to overlook.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Tom Clancy's Rainbow Six	NA	US	T-40401N	A 1 <input type="checkbox"/>	This US release has a White spine
Tom Clancy's Rainbow Six	EU	E	T-45001D-05	A 1 <input type="checkbox"/>	
Tom Clancy's Rainbow Six	EU	F	T-45001D-09	A 1 <input type="checkbox"/>	The 4 Pal releases of Rainbow Six have different discs and Instruction booklets. Disc has 'Promotional copy – not for resale on inner section; sticker on case 6 versions, 1 NA, 5 PAL
Tom Clancy's Rainbow Six	EU	G	T-45001D-18	A 1 <input type="checkbox"/>	
Tom Clancy's Rainbow Six	EU	I/S	T-45001D-61	A 1 <input type="checkbox"/>	
Tom Clancy's Rainbow Six	EU	Ebc	-	C 2 <input type="checkbox"/>	

Tom Clancy's Rainbow Six: Rogue Spear

NTSC-U and PAL release

also known just as 'Rogue Spear'; subtitled 'with/+ Mission Pack: Urban Operations'



Publisher: Majesco (NA); Swing! (PAL)
Developer: Red Storm / Pipe Dream
Genre: Tactical Shooter
Major License: Tom Clancy (Author)
Useful Extras: VGA, Keyboard, Mouse, a few friends (1-4 players)

Origin: USA
Year: 2000 NA; 2001 PAL
Also on: PC, MAC, PS1, GBA
Series: Rainbow Six

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Rogue Spear continues the Rainbow Six series on the DC, and whilst it's first person tactical shooting mechanics remain the same, there have been some improvements. Keyboard and mouse support is the most positive – bringing the game closer to the PC set up and a far, far better way of playing. Visually it's better, but it still has an aged look, whilst the addition of 4 player deathmatch is a nice idea, but in reality has too much slowdown and doesn't reflect the tactical nature of the rest of the game. If you have a real hankering for tactical games like this, then it may very well suffice, and there's no doubting the robust planning phase and depth on offer. Ultimately though, like before, it's often lethargic pace will put many off, and despite some much needed improvements, it still never really feels at home on the DC.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Tom Clancy's Rainbow Six : Rogue Spear	NA	US	T-40402N	A 1 <input type="checkbox"/>	This US release has a Black spine
Tom Clancy's Rainbow Six : Rogue Spear	EU	E	T-45002D-05	A 1 <input type="checkbox"/>	
Tom Clancy's Rainbow Six : Rogue Spear	EU	F	T-45002D-09	A 1 <input type="checkbox"/>	The 4 Pal releases of Rogue Spear have different discs and Instruction booklets. Disc has 'Promotional copy – not for resale on inner section; sticker on case 6 versions, 1 NA, 5 PAL
Tom Clancy's Rainbow Six : Rogue Spear	EU	G	T-45002D-18	A 1 <input type="checkbox"/>	
Tom Clancy's Rainbow Six : Rogue Spear	EU	E/I/S	T-45002D-61	A 1 <input type="checkbox"/>	
Tom Clancy's Rainbow Six : Rogue Spear	EU	Ebc	-	C 2 <input type="checkbox"/>	

Tomb Raider: Chronicles

NTSC-U and PAL release

known by various localised titles in PAL territories

Publisher: Eidos
Developer: Core Design
Genre: Action-Adventure
Series: Tomb Raider
Useful Extras: VGA

Origin: England
Year: 2000 NA / PAL
Also on: PC, MAC, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: 150th 2016 DCJY Poll: 160th

Lara Croft took the world by storm in the late 90's, becoming a cultural icon the like of which video gaming rarely creates. You saw her polygonal face plastered on just about everything imaginable, and she was held up as both the poster girl of female empowerment, and the sordid face of overt sexism in gaming simultaneously – which is frankly, quite an achievement. Away from the media hype and teenage lust though, it's often forgotten how great the first Tomb Raider game was at the time. A fully realised, 3D Indiana Jones inspired action adventure romp, it changed many people's perceptions of what gaming should be. It didn't, however, take long for some of the underlying issues with the game to become obvious – most notably, especially on consoles, it's rather wooden control system. By the time this 5th entrant in the main series was released, the shortcomings of the game engine had become apparent. Surpassed by other examples of the genre, the fiddly controls are prone to frustration and visually, whilst still pleasant enough, it's looking beyond it's best. Following on directly from the events of The Last Revelation¹, Chronicles is in fact a series of 4 stories set at different periods of Lara's life. It gives the story a bit of interest, and allows for a mix of themes not always present in the series, but it's hard to escape the feeling the game is somewhat of an after thought to the series as a whole. Voice acting is decent, and although, as said, the visuals are a bit dated, they aren't the worst on the console. The real problem, and one that has not improved with age, is the controls. It never feels particularly smooth, at times it's downright cumbersome, and despite a few additions to the ever increasing array of moves at Lara's disposal, it never feels very satisfying. The story (or indeed stories) is interesting enough for long time Tomb Raider fans to appreciate, and there's nothing outrageously awful with the game, but sadly it never manages to rise above mediocrity and an annoying control system.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Tomb Raider: Chronicles	NA	US	T-36812N	A 1 <input type="checkbox"/>	This US release has a Black spine
Tomb Raider: Chronicles	EU	E	T-36815D-05	A 1 <input type="checkbox"/>	
Tomb Raider: Chronicles	EU	S	T-36815D-06	B 1 <input type="checkbox"/>	
Tomb Raider: Chronicles	EU	I	T-36815D-13	B 1 <input type="checkbox"/>	
la leggenda de Lara Croft					
Tomb Raider: Chronicles	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0133-05 / 952-0125-05 No difference to the retail release
Tomb Raider: Die Chronik	EU	G	T-36815D-18	A 1 <input type="checkbox"/>	Tomb Raider Chronicles has 5 PAL releases, each has different Discs and Instruction Booklets. French and German versions have different covers.
Tomb Raider: Sur les traces de Lara Croft	EU	F	T-36815D-09	A 1 <input type="checkbox"/>	

7 versions, 1 NA, 6 PAL

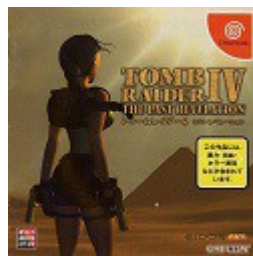
Tomb Raider: The Last Revelation

NTSC-J, NTSC-U and PAL release

released in Japan (and Germany) as 'Tomb Raider IV: The Last Revelation'

トゥームレイダー4 ラスト レベレーション

Publisher: Eidos (NA/PAL); Capcom (Japan) **Origin:** England
Developer: Core Design **Year:** 2000 J / NA / PAL
Genre: Action-Adventure **Also on:** PC, MAC, PS1
Series: Tomb Raider
Useful Extras: VGA



2009 DCJY Poll: n/a 2013 DCJY Poll: 112th 2016 DCJY Poll: 144th

The 4th instalment of the Tomb Raider series, saw Lara make her way back to a Sega machine after years of being in the PlayStation wilderness, and it's a welcome return. Set in Egypt, a location which seemingly fits the young English woman's grave robbing escapades, it follows in the footsteps of it's illustrious predecessors, delivering a solid adventure with plenty of near death jumping, gymnastic feats and opportunities to wield guns against nefarious baddies. It doesn't quite have the globe trotting adventure feel of past games, but good quality voice acting and a decent storyline will keep your attention. Gameplay hasn't changed much, and by this point in the series it is starting to wear a little thin. Already by this point there were far better examples of the 3D Action-Adventure, and control is often clumsy, not helped by the DC pad itself. It's by no means unplayable, but when the controls can be blamed for deaths in game more than once, it's not a great sign. Visually it's appealing, but can't quite compare to the DC games that were coming out at this point, although it's a noticeable step up from the PS1 appearance. Taken on it's own, it's a decent game, but it doesn't build on what came before it much at all, and time has not been the kindest to these earliest entries in the series.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Tomb Raider IV: The Last Revelation	JP	JPN	T-1233M	A 1-2 <input type="checkbox"/>	
Tomb Raider IV: The Last Revelation	EU	G	T-36804D-18	A 1-2 <input type="checkbox"/>	
Tomb Raider: De Laatste Onthulling	EU	D	T-36804D-47	B 1-2 <input type="checkbox"/>	
Tomb Raider: The Last Revelation	NA	US	T-36806N	A 1 <input type="checkbox"/>	This US release has a White spine
Tomb Raider: The Last Revelation	NA	BRA	197216	C 3-5 <input type="checkbox"/>	Brazilian release; distinguished by usual JPN/US cover mash up
Tomb Raider: The Last Revelation	EU	E	T-36804D-05	A 1 <input type="checkbox"/>	Tomb Raider: The Last Revelation has 6 PAL releases, and each of these have different Discs and Instruction Booklets, as well as different covers for the German, Dutch and French versions.
Tomb Raider: The Last Revelation	EU	S	T-36804D-06	B 1-2 <input type="checkbox"/>	
Tomb Raider: The Last Revelation	EU	I	T-36804D-13	B 1-2 <input type="checkbox"/>	
Tomb Raider: The Last Revelation (Eng)	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0048-05 / 952-0046-05 English language White label.
Tomb Raider: The Last Revelation (Fra)	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0048-09 / 952-0046-09 French language White label
Tomb Raider: The Last Revelation (Ger)	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0048-18 / 952-0046-18 German language White label
Tomb Raider: La Revelation Finale	EU	F	T-36804D-09	A 1 <input type="checkbox"/>	

12 versions, 2 NA, 1 JP, 9 PAL

Tony Hawk's Pro Skater

NTSC-U and PAL release

released in PAL territories as 'Tony Hawk's Skateboarding'



Publisher: Crave
Developer: Treyarch / Neversoft
Genre: Sport - Extreme
Origin: USA
Year: 2000 NA / PAL
Also on: PS1, N64, GBC, XB, N-GAGE

Series: Tony Hawk's Pro Skater
Major License: Tony Hawk (professional skateboarder)
Useful Extras: VGA, a friend (1-2 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 26th* 2016 DCJY Poll: 22nd* *with Tony Hawk's Pro Skater 2

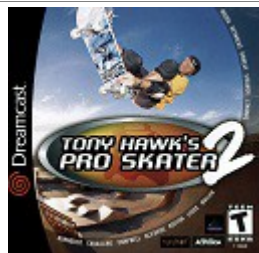
Few games defined the turn of the millennia as well as the Tony Hawks series, and this first outing on the DC is superb. Compared to the PS1, this version delivers crisper graphics, and retains the fluid frame rate, fantastic audio and utterly compelling gameplay that made the game. The short burst gameplay is a nod to classic era arcade game, and whilst the game feels a little simple now, at the time it was compelling, exciting and instantly playable. The soundtrack is essential late 90's, with some classic punk tracks thrown in, whilst the graphics demonstrate a definite step up. 2 player modes ramp up the enjoyment and play brilliantly. It's not perfect - level design isn't as refined as later series entries for one - but the biggest drawback of the game is that it's sequel overshadows it in just about every way. Taken on it's own merits solely though, Tony Hawk's is a nostalgic trip back to a better time for a great deal of 30 something gamers, and remains a joy to play.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Tony Hawk's Pro Skater	NA	US	T-40205N	A 1 <input type="checkbox"/>	This US release has a White spine
Tony Hawk's Pro Skater	NA	US-AS	T-40205N	A 1 <input type="checkbox"/>	Sega All Stars release. Cover now has black design. 'Sega All Stars' on disc.
Tony Hawk's Skateboarding	EU	E/F/G/I/S	T-40204D-50	A 1 <input type="checkbox"/>	
Tony Hawk's Skateboarding	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0066-50 / 952-0061-50 4 versions, 2 NA, 2 PAL

Tony Hawk's Pro Skater 2

NTSC-U and PAL release



Publisher: Activision
Developer: Treyarch / Neversoft
Genre: Sport - Extreme
Origin: USA
Year: 2000 NA / PAL
Also on: PC, MAC, PS1, N64, XB, GBC, GBA, iOS

Series: Tony Hawk's Pro Skater
Major License: Tony Hawk (professional skateboarder)
Useful Extras: VGA, a friend (1-2 players)

2009 DCJY Poll: 44th 2013 DCJY Poll: 26th* 2016 DCJY Poll: 22nd* *with Tony Hawk's Pro Skater

It must be a daunting prospect for developers to improve a game which is lauded by critics and gamers alike. The first Tony Hawk's game was superb, so obviously there was some high expectations for the sequel. Thankfully it improves the game in every single area. Graphically, it may not be a top tier DC example, but it's constant fluidity and improved effects make up for it, and the soundtrack is another excellent collection of punk, metal and hip hop. The gameplay builds upon the fantastic elements of the original, and refines to perfection. The introduction of manuals allows the ability to chain combos across flat surfaces, fundamentally opening up a whole new range of possibilities. Every jump seems a little higher, a little wilder, than before, suiting the games high adrenaline, exciting atmosphere perfectly. Nearly 2 decades on, the game remains totally compelling to play. There's also an astonishing amount to do – and not just in the brilliantly designed, larger stages on offer. Split screen returns with more options, there's a create a skater mode, and a superb park editor (which also has pre-made parks available, effectively adding 60 more levels). With a ton of unlockables and secrets to find, it adds up to be one of the best value for money experiences on the DC. It's hard to be critical of THPS2 at all, as it delivers on every level. It improves an already impressive game to a level most sequels never reach, and is one of the finest games on the console.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Tony Hawk's Pro Skater 2	NA	US	T-13006N	A 1 <input type="checkbox"/>	This US release has a Black spine
Tony Hawk's Pro Skater 2	EU	E	T-13008D-05	A 1 <input type="checkbox"/>	
Tony Hawk's Pro Skater 2	EU	F	T-13008D-09	B 1 <input type="checkbox"/>	Tony Hawk's 2 has 4 PAL releases, and
Tony Hawk's Pro Skater 2	EU	G	T-13008D-18	B 1 <input type="checkbox"/>	each has separate Discs and Instruction
Tony Hawk's Pro Skater 2	EU	I/S	T-13008D-60	B 1 <input type="checkbox"/>	Booklets.
Tony Hawk's Pro Skater 2	EU	EWLP	(English)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0119-05 / 952-0111-05
Tony Hawk's Pro Skater 2	EU	EWLP	(German)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0119-18 / 952-0111-18 7 versions, 1 NA, 6 PAL

Toukon Retsuden 4

NTSC-J exclusive

full title is 'Shin Nihon Pro Wrestling Toukon Retsuden 4'

新日本プロレスリング 闘魂烈伝 4



Publisher:	Tomy	Origin:	Japan
Developer:	Yuke's	Year:	1999 J
Genre:	Wrestling	Also on:	Dreamcast exclusive
Series:	Toukon Retsuden		
Useful Extras:	VGA, a few friends (1-4 players), Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Before Yuke's took on the WWE franchise and it's yearly updates, it put out a series of well regarded 3D wrestling titles based around the New Japan Pro Wrestling promotion in Japan, and the 4th in that series was a DC exclusive (although it also received a NAOMI based arcade port). Whilst the wrestlers and promotion may not be well known in the west, it's a big deal in Japan, and this game offers up a large roster, varying types of arena, create a wrestler options and plenty more. Graphically it looks pretty good, better by some way than the ECW and WWF games from Acclaim, but it does seem to play a slightly duller version of the sport than the Giant Gram releases, and control can be a little unresponsive at times. You can see the style of the many Yuke's wrestling titles that have come since in the gameplay, and for some, that itself is a negative point. As all the text is in Japanese, a good guide is recommended.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Toukon Retsuden 4	JP	JPN	T-28202M	A 1 <input type="checkbox"/>	Double case, but only 1 disc. Contains 2 manuals.

1 versions, 1 JP

Toy Commander

NTSC-J, NTSC-U and PAL release

released in Japan as 'Totsugeki Teketeke Toy Ranger'

突撃! てけてけ!! トイ・レンジャー



Publisher:	SEGA	Origin:	France
Developer:	No Cliche	Year:	1999 NA/PAL; 2000 J
Genre:	Action	Also on:	Dreamcast exclusive
Related titles:	Toy Racer (semi sequel)		
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: 52nd 2013 DCJY Poll: 29th 2016 DCJY Poll: 30th

No Cliche's Toy Commander is a stupendous idea, fondly remembered and can still impress with it's originality. Fondly remembering the make believe missions you'd send your toys on as a child, the game is presented as a series of diverse missions, set in the numerous rooms that make up the house, against an array of 'bad' toys. From straight out racing, to multi-part tactical missions by way of all out action blasting, escort missions and search and recovery tasks, the variety is quite impressive. There's loads of vehicles, and all are played from either 3rd person or 1st person views (and a multitude of angles). One minute you'll be driving a jeep around a kitchen, the next, a jet fighter through a play room. The environments themselves are excellently thought out, and the missions will often utilise the bits and bobs you'd expect to find in the room, giving it a Micro machines vibe. Graphically, it's exceptional, and despite being such an early release, it's still one of the stand-out examples of DC's graphical pedigree. Everything is bright, well defined and there's a ton of little humorous references (the DC swirls on the cooker are an early example). There are some obvious issues with the game, mainly the fiddly controls and the often unclear mission parameters, but they can be overlooked for the most part as the game is just so much fun to play. A decent split screen option extends the life of the game, but the solo player will have more than enough to play through. Original, good looking and varied, Toy Commander deserves to be in everyone's DC collection.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Totsugeki Teketeke Toy Ranger	JP	JPN	HDR-0052	B 3 <input type="checkbox"/>	
Toy Commander	NA	US	51020	A 1-2 <input type="checkbox"/>	This US release has a White spine
Toy Commander	EU	E/F/G/S/i	MK-51020-50	A 1-2 <input type="checkbox"/>	Includes Italian instructions in the booklet, but not on the rear cover.
Toy Commander	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0011-50

4 versions, 1 NA, 1 JP, 2 PAL

Toy Racer

PAL exclusive

Publisher:	SEGA	Origin:	France
Developer:	No Cliche	Year:	2000 PAL
Genre:	Racing	Also on:	Dreamcast exclusive
Related titles:	Toy Commander (predecessor)		
Useful Extras:	VGA, Steering wheel, Keyboard, a few friends (1-4 players), Online functions, DreamPi compatible		



2009 DCJY Poll: n/a 2013 DCJY Poll: 191st 2016 DCJY Poll: n/a

My original review of Toy Racer was less than enthusiastic. Whilst it's charity-linked origins can be applauded (it cost just a few pounds with a portion going to charity), as a game for the solo player, it is somewhat lacking. Based on the same engine as Toy Commander, it uses room-themed tracks with the same Micro Machines vibe, and numerous cars to race around them. Although smoothly controlled, it looks a little ragged and has a paltry 4 tracks on offer. For a long time, local split screen was the best most of us could expect from the game, as it's multiplayer racing roots allow it to be pretty enjoyable with some friends. However, now we've entered a whole new age of online DC gaming, Toy Racer can be experienced in it's full glory again, with 3 like minded DC fanatics. And it's good fun! All the issues remain, of course – it's no looker, there's a lack of content – but it's enjoyable brand of toy based racing is fun, and the game can be picked up for peanuts. The solo player, however, still needs to approach with caution.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Toy Racer	EU	E/F/G/S/i	MK-51149-50	A 1 <input type="checkbox"/>	Toy Racer includes Italian instructions in the booklet, but not on the rear cover. <i>1 versions, 1 PAL</i>

Toy Story 2: Buzz Lightyear to the rescue!

NTSC-U and PAL release

more complete title is 'Disney/Pixar's Toy Story 2: Buzz Lightyear to the Rescue!'; known by local languages in PAL territories; also more commonly known as 'Toy Story 2'



Publisher:	Activision	Origin:	England
Developer:	Traveller's Tales	Year:	2000 NA / PAL
Genre:	Action-Adventure	Also on:	PC, PS1, N64, GBC, PSN
Major License:	Toy Story (Animated movie)		
Useful Extras:	VGA		

2009 DCJY Poll: n/a 2013 DCJY Poll: 147th 2016 DCJY Poll: n/a

Traveller's Tales had already dealt with Pixar's Toy Story franchise with the impressive 16 bit version of the first film, but the now Lego game synonymous developers, didn't quite hit gold with this adaption of the sequel. Enhanced for Sega's machine, the visuals aren't a massive step up from the PS1, looking a bit too grainy, but in other areas it has a charming feel. Exploring environments, hunting tokens and defeating a variety of toys, all presented with respect for the source material, is enjoyable. It's a shame there's some issues though. Control is loose, with a poor camera, and the stuttering frame rate and respawning enemies will frustrate the young target audience, and annoy everyone else. Missions are repetitive, and whilst bosses and a few cool sections (like the first person shooting mode) make for some variety, ultimately, it doesn't rise far above a rather bland, often frustrating, 3D action-adventure.

★★

Release	Region	Type	Code	Rar./Price	Notes
Toy Story 2: Buzz l'Eclair a la rescousse!	EU	F	T-13003D-09	B 1-2 <input type="checkbox"/>	
Toy Story 2: Buzz Lightyear eilt zur Hilfe!	EU	G	T-13003D-18	B 1-2 <input type="checkbox"/>	
Toy Story 2: Buzz Lightyear to the Rescue!	NA	US	T-13003N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Toy Story 2: Buzz Lightyear to the Rescue!	NA	BRA	197246	C 3-5 <input type="checkbox"/>	The Brazilian release can be distinguished by the unique mix of Japanese and US style covers and Portuguese language.
Toy Story 2: Buzz Lightyear to the Rescue!	EU	E	T-13003D-05	A 1-2 <input type="checkbox"/>	Toy Story 2 had 4 releases in PAL regions, all with different discs and Instruction Booklets. German & French releases also have distinct front covers
Toy Story 2: Buzz Lightyear to the Rescue!	EU	I/S	T-13003D-60	B 1-2 <input type="checkbox"/>	<i>6 versions, 2 NA, 4 PAL</i>

Treasure Strike

NTSC-J exclusive

トレジャーストライク



Publisher:	Kid	Origin:	Japan
Developer:	Kid / h.a.n.d.	Year:	2000 J
Genre:	Action	Also on:	Dreamcast exclusive
Useful Extras:	Keyboard, a few friends (1-4 players), Online functions, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This Japanese exclusive treasure hunting come arena combat game, is hard to define and a title that deserved a release in the west. Playing against an assortment of rivals, the aim is to find treasure in the numerous chests littering the play fields by finding the keys to open them, and then making a quick dash back to your base to drop off your goodies before you get beaten up by a rival and your loot stolen. Combat is varied, melee and weapon based, and the stages are nicely designed and look pretty decent. The game also offers a massive amount of customisation, from upgrading your weapons to a pretty extensive character creation suite. Whilst it's not exactly on a par with games such as Power Stone, the game plays quite uniquely, and can become quite exhilarating as you hunt, fight and evade ambush. Visuals and audio are okay, although nothing extraordinary, and the control is decent too. The reason this game doesn't score higher? Unfortunately, there's a fairly large amount of in game text to progress the story in the game, or to use the shops, or to make your creations. You need a fairly robust guide if your language skills aren't up to task. Worth giving it a look though.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Treasure Strike	JP	JPN	T-19701M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Trickstyle

NTSC-U and PAL release



Publisher:	Acclaim	Origin:	England
Developer:	Criterion Games	Year:	1999 NA / PAL
Genre:	Racing	Also on:	PC
Useful Extras:	a friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 145th 2016 DCJY Poll: 157th

Criterion's futuristic hoverboard launch title was one of the first games many played on their new DC machines. It's thumping techno soundtrack, decent looks and extreme sport vibe are appealing, but ultimately it was all a little underwhelming. Take the visuals – towering cityscapes, twisting tracks and re-imagined landmarks give it a quality Sci-fi feel, but generic characters, a washed out palette and no VGA out of the box (it can be worked around – especially important for PAL gamers, as the game has no 60hz option without), keep it from being anything more than interesting. The soundtrack has a Wipeout vibe, but isn't as strong, and effects are weedy. There's 2 core elements to gameplay, racing and stunts. Racing does the job, needing a little mastering of the boosting and railing, but ultimately allowing more interesting tracks to be unlocked. Stunts are poorly implemented, a pain to control and ultimately not that interesting. The late 90's trend to have some sort of extreme sports angle was always annoying, and it proves the case again here. At it's best it is a decent, unspectacular racing title, but there are far better examples of this on the DC.

★★

Release	Region	Type	Code	Rar./Price	Notes
Trickstyle	NA	US	T-8102N	A 1 <input type="checkbox"/>	This US release has a White spine
Trickstyle	EU	E	T-8101D-05	A 1 <input type="checkbox"/>	
Trickstyle	EU	G	T-8101D-18	A 1 <input type="checkbox"/>	Trickstyle had 3 PAL releases, all of which share the same Disc but have separate Instruction Booklets.
Trickstyle	EU	D/F	T-8101D-59	A 1 <input type="checkbox"/>	

4 versions, 1 NA, 3 PAL

Tricolore Crise

NTSC-J exclusive

トリコロールクライシス

Publisher: Victor
Developer: Victor, HuneX
Genre: RPG
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

This JRPG from Victor doesn't get very much attention at all, which is a shame as it looks to be a decent little adventure, albeit in a slightly odd way. The story features an evil demon, which has to be locked away to stop it destroying the world, and isn't exactly revolutionary. There's a handful of characters, but interestingly, the 3 main ones are all female. The game seems to be targeted at a female audience generally, but that's not as condescending as it sounds, as it's an established sub-genre of Japanese gaming culture. Gameplay is a mix of traditional J-RPG elements and a hint of the visual novel as well – exploration and calendar management. It looks nice, and the soundtrack is decent, but it has a cheaper feel compared to the better adventures on the DC. Of course, being a non-speaker of Japanese, I got nowhere in this game (in fact, most of the details above I've gleaned from a YouTube video from gamingsanctuary.com), and this really is a problem for anyone not fluent. It's also a rather simplistic affair compared to many, but those looking for an RPG to play once the big hitters are done with, may want to give it a go.

★★

Release	Region	Type	Code	Rar./Price	Notes
Tricolore Crise	JP	JPN	T-9104M	A 2 <input type="checkbox"/>	

1 versions, 1 JP

Trigger Heart Exelica

NTSC-J exclusive

also known as 'Triggerheart Exelica', although usually only for later releases

トリガーハート エグゼリカ

Publisher: Warashi
Developer: Warashi
Genre: Shmup
Useful Extras: VGA, Arcade stick, Translation guide (minimal)

Origin: Japan
Year: 2007 J
Also on: ARC, XBLA, PS2



2009 DCJY Poll: 97th

2013 DCJY Poll: 125th

2016 DCJY Poll: 199th

Trigger Heart Exelica is notable for being one of the last few 'official' DC releases in Japan, appearing half a decade after the supposed demise of Sega's last entry into the console wars. It's also one of the few official titles to feature the rather fetching DVD style case packaging. This late release gave the game a fair amount of publicity upon release, but it's questionable as to whether it really deserved it. It ticks all the required genre boxes – arcade mode, 'extended' Dreamcast mode, tate mode option, lots of explosions, irrelevant plot and at least one gimmick. This last item is present in the ability to 'anchor' enemy ships, to use as a shield or to throw as a projectile towards enemy craft. It's pretty cool, and mastering of it becomes essential as the game progresses. The rest of the game though is a bit uninspired. Enemies are unremarkable, bosses unmemorable, and the selection of girls at your choosing rather predictable. The game sits short of screen-filling bullet madness, but still presents a fair challenge, but it's just all so bland. Unimaginative levels look slick but clinical. There's little diversity or creativity, and despite a decent soundtrack, there's little here truly remarkable. There's nothing really bad here, there's just a lot of better shmups on the DC.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Trigger Heart Exelica	JP	JPN	T-29102M	A 5-6 <input type="checkbox"/>	
Trigger Heart Exelica	JP	JPN-L	T-29101M	A 5-6 <input type="checkbox"/>	Limited edition including a bonus Audio CD.
Trigger Heart Exelica	JP	JPN-L	T-29101M	B 6-7 <input type="checkbox"/>	The 2 nd limited edition Sega Direct version is the standard Limited edition but with the bonus of a Poster and Phone card. All editions of Trigger Heart Exelica are in a DVD case.

3 versions, 3 JP

Trizeal

NTSC-J exclusive

トライジール



Publisher: Triangle Service
Developer: Triangle Service
Genre: Shmup
Useful Extras: VGA, Arcade stick, a friend (1-2 players), Translation guide (minimal)

Origin: Japan
Year: 2005 J
Also on: ARC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: 192nd 2016 DCJY Poll: 124th

The head of the tiny team behind Trizeal gave an impassioned plea to DC fans for them to buy this game before launch, but it takes very little time with the game to realise that any self respecting shmup fan would do an injustice to themselves by not playing this gem of a title. It lacks some of the more outlandish gimmicks of late DC shooters, but this virtual shooter has impressive bosses, waves of enemy craft dropping plenty of upgrades and score multipliers, and a challenging set of levels. 3 shot types (a wide bullet attack, twin laser beams and guided missiles) can each be powered up when in use, leading to a tactical approach, ensuring each is powerful enough. Enemies range from small ships to larger battle-craft, and after the first stage's relative ease, the challenge ramps up. There's a couple of different options, and a 2 player mode, but it's ironically the relative simpleness here which makes it feel fresh. An excellent soundtrack, decent visuals and explosions that are a spectacular orgy of destruction all add to the fun. It's not as spectacular as some, but it's a solid and appealing entry in the DC's shmup library.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Trizeal	JP	JPN	T-47901M	A 6-7 <input type="checkbox"/>	
Trizeal	JP	JPN-L	T-47901M	C 7 <input type="checkbox"/>	Sega Direct limited edition including a Trizeal bandana and audio CD

2 versions, 2 JP

Tsuki ha Higashi Ni Ha Wa Nishi Ni – Operation Sanctuary

NTSC-J exclusive

also known as 'Tsukiha Higashini Hiha Nishini: Operation Sanctuary'

月は東に日は西に ~Operation Sanctuary~



Publisher: Alchemist
Developer: August
Genre: Visual Novel
Major License: Tsuki ha Higashi Ni Ha Wa Nishi Ni – Operation Sanctuary (Anime)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Just your typical visual novel here, absolutely no time travelling schoolgirls falling out of the sky.... oh. Actually, that's exactly what does happen in this well received adventure from August. As with many DC examples of the genre, this started life as an adult orientated PC release, before it's taming down for Sega's machine. Set in your typical Japanese high school, with a male protagonist suffering from long-held trauma, it's a familiar feeling game. Read through lots of text, admire the nicely drawn artwork, romance a few girls – you know what to expect. The usual tropes of the genre make an appearance, so the arrival of a time travelling girl is slightly less interesting than it first sounds. For what it's worth, a good guide and some patience will help you through it, and it's a well written tale. For those who want a bit more action... well, we have plenty of other options.

★★

Release	Region	Type	Code	Rar./Price	Notes
Tsuki ha Higashi Ni Ha Wa Nishi Ni – Operation Sanctuary	JP	JPN	T-47109M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Twinkle Star Sprites

NTSC-J exclusive

ティンクルスタースプライト



Publisher:	SNK	Origin:	Japan
Developer:	ADK / SNK	Year:	2000 J
Genre:	Shmup	Also on:	ARC, NEO GEO, NGCD SAT, PS2, PSN, VC
Related titles:	Twinkle Star Sprites: La Petite Princesse (PS2 only sequel)		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: 154th

2016 DCJY Poll: 136th

This port of a Neo Geo game by ADK, is a mash up of Vertical Shmup and puzzle game, not necessarily the two most compatible genres in the gaming world. You and an opponent (computer or human), share a screen, split vertically, and your aim is to destroy enemies in chains to send fireballs over to your enemy screen; this then leads to those very chain-induced attacks being countered by being shot, leading to a reversal, which can then itself lead to another counter which sees deadlier and more difficult attacks levelled against your opponent, right up to unleashing a boss character against your opponent. It may sound complicated, but in truth it's an elegantly simple system – but one which can lead to mayhem as you counter and counter-counter your enemy attacks. The single player mode is fun, helped by the often ridiculous translation attempts (oddly for a Japanese only release, the entire game can be played in Japanese, English or indeed even Spanish) and loads of tweakable options from 8 difficulty settings to changing from a revamped Dreamcast set up to original Neo Geo mode complete with slowdown. But the real fun here is with a friend. Battles are hectic, hilarious and competitive. Visually it's a bit poor, with low resolution and a bright but cheap feel, but the music is excellent. It's possibly one more for the Shmup fan than the hardcore puzzler, but for most gamers, especially with a friend, it's just a damn good game.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Twinkle Star Sprites	JP	JPN	T-3103M	A 6-7 <input type="checkbox"/>	

1 versions, 1 JP

Typing of the Date

NTSC-J exclusive

タイピング OF THE デート



Publisher:	Hudson Soft	Origin:	Japan
Developer:	Hudson Soft	Year:	2001 J
Genre:	Typing	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Keyboard (required), Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Those looking to get some more use out of their keyboard, and expecting this title to be a rather intriguing Typing of the Dead style game, may be a little disappointed. There's no zombies to dispatch here, just ladies to romance – yep, this is a visual novel love adventure. To be fair, it's not quite that simple, and the use of the keyboard elevates it, but the usual routine of romance, making choices (by typing out words) and lots of reading is the main thrust of the game. Whether it's genuinely useful as a tool for those learning to type in English, as was the original intention, it's hard to say. For those who can't speak Japanese, a translation guide is essential for any hope of understanding what is going on, but it is a tad more playable than other love sims, and I'd imagine would actually be rather helpful for anyone already learning the language. The game does look and sound good, and there's some mini games thrown in for good measure. It's not the Typing of the Dead, but it never tries to be.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Typing of the Date	JP	JPN	T-14307M	B 2 <input type="checkbox"/>	

1 versions, 1 JP



The Typing of the Dead

NTSC-J and NTSC-U release

ザ・タイピング・オブ・ザ・デッド



Publisher: SEGA
Developer: Smilebit
Genre: Typing
Series: The House of the Dead
Useful Extras: VGA, Keyboard, a friend (1-2 players)

Origin: Japan
Year: 2000 J; 2001 NA
Also on: ARC, PC, PS2, iOS

2009 DCJY Poll: 24th 2013 DCJY Poll: 20th 2016 DCJY Poll: 31st

Crazy, crazy Sega. The idea of taking the House of the Dead, and crossing it with a typing tutor was a bizarre one – but with the result being one of the best DC games released, it just goes to show what they could do at their brilliant best. Gone is the need to wield a light gun, in comes zombie-killing keyboard powers, and it's amazing. Levels are taken straight from HOTD2, but when the undead appear, a word box comes with them, and you must type the random word or phrase that appears fast enough to not take damage. It's incredibly satisfying typing feverishly away at a ridiculous word to dispatch a zombie, admiring the visuals (including the characters all donning DC backpacks and keyboards, hilariously) and just revelling in the bizarreness. There's plenty of modes, and the game can literally help with your typing efficiency with it's tutorials and drills, and 2 player mode is inspired. It's also a bit of a challenge, especially for the less agile of typists, but at no point will you mind giving a stage one more go. It's the sort of game only Sega at their prime could come up with, and the hilariously bad voice acting and cheesiness of the whole thing just adds to the appeal. One of my favourite Dreamcast games, and one which has only gotten better with age, The Typing of the Dead is deservedly a DC classic.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
The Typing of the Dead	NA	US	51144	A 2 <input type="checkbox"/>	This US release has a Black spine
The Typing of the Dead	JP	JPN	HDR-0067	A 1 <input type="checkbox"/>	
The Typing of the Dead	JP	JPN-L	HDR-0085	B 5-6 <input type="checkbox"/>	Limited edition with larger keyboard
The Typing of the Dead	JP	JPN-L	HDR-0122	B 5 <input type="checkbox"/>	The Limited edition with small keyboard

4 versions, 1 NA, 3 JP

UEFA Dream Soccer

PAL exclusive



Publisher: SEGA
Developer: Silicon Dreams / Infogrames
Genre: Sport - Football
Series: Victory Goal/Worldwide soccer
Major License: UEFA (Football/Soccer organisation)
Useful Extras: VGA, Arcade stick, a few friends (1-4 players)

Origin: England
Year: 2000 PAL
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Silicon Dreams return for their 3rd footie game on the DC, with this confusingly titled follow on to the Worldwide Soccer series. It's indeed very similar to SWWWS, but this leads to mixed results. A slight visual upgrade is welcome, but the audio remains mediocre and the AI is decidedly suspect. The free flowing gameplay returns, but still lacks finesse, never managing to trick you into thinking you're playing football rather than some digital approximation. The one area the game excels in is content. As well as the usual selection of leagues and national teams, the game includes women's teams, years before current gen titles decided to do so. The women's side plays distinctively at a slower pace, but it's a really welcome addition. With a few extra modes thrown in, there's certainly plenty to do. Sadly, the UEFA license is wasted, leaving you wondering why they bothered in the first place. It has issues, still, but UEFA Dream Soccer is probably the best example of the sport on the DC.

★★★

Release	Region	Type	Code	Rar./Price	Notes
UEFA Dream Soccer	EU	E	T-51095-05	A 1 <input type="checkbox"/>	
UEFA Dream Soccer	EU	S	T-51095-06	B 1 <input type="checkbox"/>	The 4 versions of UEFA Dream Soccer
UEFA Dream Soccer	EU	F	T-51095-09	B 1 <input type="checkbox"/>	have language specific different Disc
UEFA Dream Soccer	EU	G	T-51095-18	A 1 <input type="checkbox"/>	versions and Instruction Booklets.
UEFA Dream Soccer	EU	EWLP	(English)	C 1 <input type="checkbox"/>	Disc codes: 950-0114-05 / 952-0105-05 English language White Label
UEFA Dream Soccer	EU	EWLP	(French)	D 1-2 <input type="checkbox"/>	Disc codes: 950-0114-09 / 952-0105-09 French language White Label
UEFA Dream Soccer	EU	EWLP	(German)	D 1-2 <input type="checkbox"/>	Disc codes: 950-0114-18 / 952-0105-18 German language White Label
UEFA Dream Soccer	EU	EWLP	(Spanish)	D 1-2 <input type="checkbox"/>	Disc codes: 950-0114-06 / 952-0105-06 Spanish language White Label

8 versions, 8 PAL

UEFA Striker

NTSC-J, NTSC-U and PAL release

released in Japan as 'Super Euro Soccer 2000' and in North America as 'Striker Pro 2000'

スーパーユーロサッカー 2 0 0 0

Publisher:	Infogrames (NA / PAL) Imagineer (Japan)	Origin:	England
Developer:	Rage	Year:	1999 PAL; 2000 J / NA
Genre:	Sport - Football	Also on:	PS1
Series:	Striker		
Major License:	UEFA (Football/Soccer organisation)		
Useful Extras:	VGA, Arcade stick, a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

When Rage unleashed early football title UEFA Striker onto the DC, many thought it was a mere stop-gap before we got the big hitters from EA and Konami. Sadly, of course, we didn't receive those latter titles, and despite some strong contemporary reviews, this title cannot compete. It's presented well, and visually was a step up from the PS1, but gameplay is a bit ropery. It's all a bit too simple, and not as smooth an experience as it should be. Passing is often a lottery with frequent opposition interceptions, and tackling and changing players is inaccurate, making defending a chore. It's a bit better on the attack, but the super-human goalies are annoying. The repetitive commentary just adds to the games cheap feel. Plenty to do, but sadly, not much fun in doing it.

★★

Release	Region	Type	Code	Rar./Price	Notes
Striker Pro 2000	NA	US	T-15111N	B 2 <input type="checkbox"/>	This US release has a White spine
Super Euro Soccer 2000	JP	JPN	T-15006M	A 1 <input type="checkbox"/>	
UEFA Striker	EU	E	T-15102D-05	A 1 <input type="checkbox"/>	The PAL releases are all labelled
UEFA Striker	EU	S	T-15102D-06	B 1 <input type="checkbox"/>	T-15102D-50; however the secondary
UEFA Striker	EU	F	T-15102D-09	B 1 <input type="checkbox"/>	code on the cover ends with the usual
UEFA Striker	EU	I	T-15102D-13	B 1 <input type="checkbox"/>	2 digit EU coding as shown here.
UEFA Striker	EU	G	T-15102D-18	B 1 <input type="checkbox"/>	All 6 PAL releases share discs, but have
UEFA Striker	EU	D	T-15102D-58	B 1 <input type="checkbox"/>	individual manuals and covers.
UEFA Striker BETA	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0006-50 No different from retail release.

9 versions, 1 NA, 1 JP, 7 PAL

Ultimate Fighting Championship

NTSC-J, NTSC-U and PAL release

also referred to as 'UFC'

アルティメット ファイティング チャンピオンシップ

Publisher:	Crave(N)/Ubi Soft(P)/Capcom(J)	Origin:	Japan
Developer:	Anchor	Year:	2000 NA/PAL; 2001 J
Genre:	Sport - MMA	Also on:	PS1, GBC
Major License:	UFC (MMA franchise)		
Useful Extras:	VGA, a friend (1-2 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 187th 2016 DCJY Poll: 198th

UFC can often be short, sharp and violent, and this DC version of the sport certainly recreates that. Thanks to a steep learning curve and useless instruction manual, your first few bouts may not last more than a few seconds. Master some basics though and the games subtle beauty starts to come out. A simple control system (1 button for each limb) allows for hundreds of moves, and with so many fighting styles, it will take an age to master them all. At its best when it plays out in intricate, tactical matches of countering, the patient gamer will get a lot out of it, as will two evenly matched human players in multiplayer. A deep career mode is excellent, as are the visuals, and whilst it may not be flashy enough for some, and it has a near vertical learning curve, there's a lot to love about UFC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Ultimate Fighting Championship	NA	US	T-40204N	A 1 <input type="checkbox"/>	This US release has a Black spine
Ultimate Fighting Championship	JP	JPN	T-1241M	A 1 <input type="checkbox"/>	
Ultimate Fighting Championship	EU	E/F/G/I/S	T-40203D-50	A 1 <input type="checkbox"/>	
Ultimate Fighting Championship	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0120-50 / 952-0112-50

4 versions, 1 NA, 1 JP, 2 PAL

Under Defeat

NTSC-J exclusive

アンダーディフィート

Publisher:	G.rev	Origin:	Japan
Developer:	G.rev	Year:	2006 J
Genre:	Shmup	Also on:	ARC, X360, PS3
Useful Extras:	VGA, Arcade stick, a friend (1-2 players), Translation guide (minimal)		



2009 DCJY Poll: 59th 2013 DCJY Poll: 60th 2016 DCJY Poll: 40th

One way to make great DC shmups is to put the player in control of a helicopter. From the same developers as Border Down, Under Defeat is a late release, visually stunning addition to the DC library. It doesn't revolutionise the genre on the DC, and at it's core it's not much more than your standard shooter. Certainly, the lack of full 360 degree movement (compared to Psikyo's peerless Zero Gunner 2) and some typical genre failings (overlong boss battles and an underwhelming power up system) are obvious, minor issues. It's also a tough beast – there's plenty of replayability on offer with unlockables and practise modes, but those who struggle with shooters generally, will find this challenging. None of these issues are major, and the game remains a smoothly controlled and fun game to play. What elevates it to the next level, is it's visuals. Under Defeat is a tour de force of graphical excellence from start to finish. Attractive 3D backgrounds and vehicles fit the not-quite-but-almost World War 2 vibe perfectly, and the level of detail is astonishing. Real time reflections in water, spectacular explosions unleashing particle effects and unnervingly realistic smoke billowing into the sky. Bosses are intricate, levels are packed with detail, and everything runs as smooth as you like. Any minor quibbles with the lack of originality in the gameplay can be overlooked when you're playing a game that looks this good on the Dreamcast.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Under Defeat	JP	JPN	T-46705M	A 6 <input type="checkbox"/>	Japanese standard edition comes with sticker; Limited edition also comes with bonus CD, 2 nd limited edition is the D-Direct release, comes with the CD, sticker and a poster. All releases in DVD style box. The Limited and standard editions have different cover art (standard pictured above).
Under Defeat	JP	JPN-L	T-46704M	A 6-7 <input type="checkbox"/>	
Under Defeat	JP	JPN-L	T-46704M (2)	B 7 <input type="checkbox"/>	

3 versions, 3 JP

UnderCover A.D. 2025 Kei

NTSC-J exclusive

アンダーカバー A. D. 2025 Kei

Publisher:	Pulse Interactive	Origin:	Japan
Developer:	Pulse Interactive	Year:	2000 J
Genre:	Action-Adventure	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Translation guide		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This 3rd person action adventure has some interesting ideas, but sadly fails quite badly at delivering most of them. It takes influences from big hitters in the genre in it's attempt to deliver a crime fighting thriller, and includes stealthy sections, a variety of weapons and non-lethal take-downs. There's a first person view, a well written plot and screenshots of the game look decent. However, it all falls apart when you start playing. Horrendously stiff controls, which are as unintuitive as they are badly designed, are made all the worse by terrible collision detection and annoyingly inaccurate targeting. The scenery is bland and animation jerky, and whilst it has it's moments (movies are quite good, I actually like some of the facial animation) the visuals are generally disappointing. With a lower than usual language barrier for Japanese exclusives (the action sections are relatively easy to play), it's a shame that the game ends up being so completely woeful.

★

Release	Region	Type	Code	Rar./Price	Notes
UnderCover A.D. 2025 Kei	JP	JPN	T-39001M	A 1 <input type="checkbox"/>	

1 versions, 1 JP



Unreal Tournament

NTSC-U and PAL release

Publisher: Infogrames
Developer: Epic / Secret Level
Genre: First Person Shooter
Series: Unreal / Unreal Tournament
Useful Extras: VGA, Mouse, Keyboard, Broadband adaptor, Online functions (competitive), a few friends (1-4 players)

Origin: USA
Year: 2001 NA / PAL
Also on: PC, MAC, PS2



2009 DCJY Poll: 51st 2013 DCJY Poll: 57th 2016 DCJY Poll: 39th

It's hard to talk about Unreal Tournament without mentioning it's main rival Quake 3. Internet forums the world over were full of UtvQ3 chatter back in the day when these 2 PC behemoths went head to head, and being drawn to the Unreal side of things myself at the time, it's a little hard to say that on the DC, I think Q3 has it. Just. UT does a fine job for the most part – it has that level of variety you'd expect, with various game types, character models, over 60 maps, excellent weapons, mutators..I could go on. The variety of control methods is nice, but frankly, playing with a keyboard and mouse is the only way to go – and with this setup, it plays brilliantly. Visually it's pretty damn close to the PC version, and for the most part holds the frame rate – but sadly, on some of the larger maps, it can become a stuttering mess, making many maps pretty unplayable. The excellent AI bots make solo play challenging and enjoyable – especially important for PAL gamers, who had no online play included upon release, which was a massive disappointment. Online or in solo mode (split screen is available too, but takes a big hit in frame rate), the game is an excellent one, but a couple of flaws leaves it just trailing behind the masterpiece that is Quake 3 on the DC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Unreal Tournament	NA	US	T-15125N	B 1-2 <input type="checkbox"/>	This US release has a Black spine
Unreal Tournament	NA	USvar	T-15125N	A 1 <input type="checkbox"/>	Second version of the game, and more common. The first had a yellow disc, whilst this has a black and white one.
Unreal Tournament	NA	BRA	197136	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mix of art styles and Portuguese on packaging.
Unreal Tournament	EU	E	T-15113D-05	A 1-2 <input type="checkbox"/>	The 3 PAL versions of the game share a
Unreal Tournament	EU	F	T-15113D-09	B 1-2 <input type="checkbox"/>	disc and cover but have separate
Unreal Tournament	EU	G	T-15113D-18	B 1-2 <input type="checkbox"/>	instruction booklets

6 versions, 3 NA, 3 PAL



Urban Chaos

NTSC-U and PAL release

Publisher: Eidos
Developer: Mucky Foot
Genre: Action-Adventure
Useful Extras: VGA, Arcade stick

Origin: England
Year: 2000 NA / PAL
Also on: PC, PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 163rd

I enjoyed Mucky Foot's Urban Chaos on the PC, and it's pre-GTA3 attempt at a 3D 'open' city with driving and action elements. On the DC, however, there are some problems. D'arci is a likeable lead character, and controlling her isn't too bad for the most part, but a stuttering frame rate and serious slowdown issues saps the fun out of the game. The city is well designed, and it often feels like a living, breathing environment, but it can be a little generic after a while. Driving cars, which is a cool concept, is let down by horrid animation, and the camera is... problematic, let's say. Multi-directional fighting in the combat, and the ability to arrest the bad guys, are nice touches too. Sadly, the frame rate really does hit the game at times (unusually, there's the ability to turn off some of the graphical effects in the options menu – it has absolutely no effect), and the visuals and audio throughout are of a lower quality than the DC deserves. Add in the, at times, fiddly and unresponsive controls, and you have a game that is occasionally decent, but mostly disappointing.

★★

Release	Region	Type	Code	Rar./Price	Notes
Urban Chaos	NA	US	T-36810N	B 4 <input type="checkbox"/>	This US release has a Black spine
Urban Chaos	EU	E/F	T-36810D-80	A 1-2 <input type="checkbox"/>	Both versions of this game have the spine code T-36810D-50, but the front cover has an 820 code on it, with the final 2 numbers corresponding to listing.
Urban Chaos	EU	E/I/S	T-36810D-61	A 1-2 <input type="checkbox"/>	The 2 PAL versions of Urban Chaos have different Discs and Instruction Booklets.
Urban Chaos	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0102-50 / 952-0096-50

4 versions, 1 NA, 3 PAL



Utau – Tumbling Dice

NTSC-J exclusive

うたう♪タンブリング ダイス



Publisher: Ecole
Developer: Reindeer
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2004 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Utau – Tumbling Dice is a nice looking entry into the expansive visual novel library of the DC, and another example of how describing games as part of that genre is often a catch-all term for a wide variety of titles. Sure, there's an abundance of static screens and text to read through here, most of it incomprehensible if you don't know Japanese, but there's also a large amount of managing, scheduling and generally doing rather mundane stuff here as well, as you attempt to manage your way to success running a karaoke bar. Oh, and there's the 3 granddaughters of the elderly owner there to guide you along and engage in romantic relationships with. Of course. Holding an 18 rating on the DC, but still neutered compared to the more explicit PC version, Utau is a nice looking title for fans of this sort of game, but it will offer little to anyone else.

★★

Release	Region	Type	Code	Rar./Price	Notes
Utau – Tumbling Dice	JP	JPN	T-23207M	B 4 <input type="checkbox"/>	
Utau – Tumbling Dice	JP	JPN-L	T-23206M	C 4-5 <input type="checkbox"/>	Limited edition in slip sleeve with extra disc.

2 versions, 2 JP

Vampire Chronicle for matching service

NTSC-J exclusive

ヴァンパイア クロニクル フォー マッチングサービス



Publisher: Capcom
Developer: Capcom
Genre: 2D Fighter
Series: Vampire / Darkstalkers
Useful Extras: VGA, Arcade stick, a friend (1-2 players), Online functions (competitive), Translation guide (minimal)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: 135th 2016 DCJY Poll: 114th

The Vampire series (known in the west as Darkstalkers) is a glorious, decadent delight for fans of horror – especially if said fans also like a little bit of Street Fighter II. Capcom know how to make good 2D fighters, so when they combined the world devouring playability of their one on one fighter, with over the top gothic styling, they had a hit. This title is not a new one in the series, but instead a compilation of what came before, with a full roster of characters, the ability to choose between the fighting styles and combo bars of each previous title, and to top it all off, it was part of the Capcom 'for matching service' series of online enabled fighters. The characters cover the full range of horror classes, from the succubus Morrigan to werewolf Gallon; cursed samurai Bishamon to the mummified Anakaris – it's a wonderful cast of colourful creatures that anyone who grew up with Hammer films will be familiar with. The backgrounds are glorious, each one superbly designed and brimming with detail. The fighting itself is very much in the mould of SF2, and for some it may be a little simplistic, but it's well balanced. As someone who is attracted to the series more for it's themes than the fighting system, I can forgive it for not being as advanced as other Capcom fighters on the DC. The resolution of the game is also somewhat lower than other fighters on the system, and this is more obvious on modern televisions, but through a good CRT, it still looks glorious. There's a lack of modes for solo play, and the online play is a memory, but these are ultimately minor issues when the game is so fantastic. Fans of the series will see it as the pinnacle, fighting fans will appreciate it's mix of styles, and horror fans will just get a kick out of the glorious style.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Vampire Chronicle for matching service	JP	JPN	T-1235M	A 3 <input type="checkbox"/>	Originally only available through Sega Direct

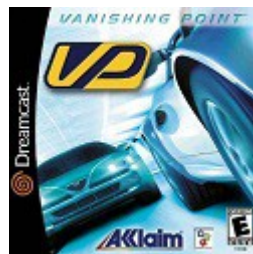
1 versions, 1 JP

Vanishing Point

NTSC-U and PAL release

Publisher: Acclaim
Developer: Clockwork Games
Genre: Racing
Useful Extras: VGA, Steering wheel, Keyboard, a friend (1-2 players), Online functions

Origin: England
Year: 2000 NA; 2001 PAL
Also on: PS1



2009 DCJY Poll: n/a 2013 DCJY Poll: 144th 2016 DCJY Poll: 162nd

First impressions of Clockwork Games racing title are not great. Visually it's not a massive step up from the PS1, the courses are bland, and worst of all, the handling....takes some getting used to. At the default setting, cars wobble all over the place, and are over sensitive to the point of distraction. It feels like they've tried a Ridge Racer/Daytona setup, but failed. Luckily, you can turn down the sensitivity to make it far more drivable, and then the qualities of the game start to emerge. A series of tournaments awaits, and a central theme of the game is unlocking the multitude of extras as you progress – cars, movies, more options; it soon becomes a rather addictive exercise in discovering new content. Add in the stunt driver mode of one off events, and there's certainly plenty of content here. Sadly, it's all a bit unbalanced. Difficulty is all over the place, the control never feels spot on even after tinkering, and the disappointing visuals and audio are underwhelming. Multiplayer – including the excellent league play system – prolongs the game with a wealth of options, but a bit more time spent perfecting the solo game would have been nice.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Vanishing Point	NA	US	T-8110N	A 1 <input type="checkbox"/>	This US release has a Black spine
Vanishing Point	EU	E	T-8110D-05	A 1 <input type="checkbox"/>	The 4 PAL versions of Vanishing Point
Vanishing Point	EU	G	T-8110D-18	A 1 <input type="checkbox"/>	share a Disc but have different
Vanishing Point	EU	D/F	T-8110D-59	B 1 <input type="checkbox"/>	Instruction Booklets.
Vanishing Point	EU	I/S	T-8110D-60	B 1 <input type="checkbox"/>	No code on the Spine.
Vanishing Point	EU	EWLP	-(Clamshell Case)	C 2 <input type="checkbox"/>	Disc codes: 950-0153-50 / 952-0148-50

6 versions, 1 NA, 5 PAL

Vermilion Desert

NTSC-J exclusive

バーミリオン・デザート

Publisher: Riverhillsoft
Developer: Riverhillsoft
Genre: Strategy
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Whilst screenshots may point towards this being an RTS title for the DC, in actuality it's a rather more intriguing mix of strategy and tactical-RPG elements, and one which has a lot going for it – if you know what's going on. The near-future setting mixes modern day military style with a sci-fi look, and the game plays out through in-engine cut scenes and a whole lot of pre-action briefings and tactical planning. You have the ability to plan your troops route through various missions, and can change team members and equipment, whilst in game they will follow your commands unless you change them, or react to something happening. The 3D graphics are quite nice (although textures are certainly not on the high end of what the DC can do), and the commands are often in English so it's just about playable enough to muddle your way through missions if you're Japanese isn't up to scratch. The plot, however, and some elements of the briefings are all in Japanese – so whilst you can plan, knowing what you're planning for is difficult. Even if the language barrier isn't an issue for you, the game, whilst cool in some ideas, is played at a rather sedate pace, at least at first, and for those who don't particularly want an in depth tactical experience, there's not much to look forward to here.

★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Vermilion Desert	JP	JPN	T-5302M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

Vigilante 8 : Second Offense

NTSC-J, NTSC-U and PAL release

released in Japan as 'Vigilante 8 : Second Battle'

VIGILANTE 8 ～セカンドバトル～



Publisher: Activision (NA / PAL); Syscom(J)
Developer: Luxoflux
Genre: Action
Related titles: Star Wars Demolition
Useful Extras: a few friends (1-4 players)
Origin: USA
Year: 1999 NA; 2000 J/PAL
Also on: PS1, N64
Series: Vigilante 8

2009 DCJY Poll: n/a 2013 DCJY Poll: 132nd 2016 DCJY Poll: 130th

A sequel to a well received PlayStation title, this is all kinds of crazy from the get go. The opening movie starts the weirdness, and things don't get any more sane as you descend into the wanton carnage on offer. It mixes a funky 70's vibe with flying cars, larger than life characters with bizarre storylines, and lot's of destructible environments. Each arena is littered with several weapons and upgrades, and it's manic from the get-go. Arenas are varied (ranging from Alaskan pipelines to Area 51), and the game holds a respectable frame rate, but it's not the best looking title on the DC. It's a shame that the control is poor. Designed seemingly for non-human hands, the default setup is horrible, and even when customised, getting the car facing in the right direction is often half the challenge. Physics are not of our dimension, and suspect collision detection is another example of a lack of refinement. Despite itself, the game is fun. It's rough, unpolished and with a whole lot of crazy ideas that don't always work (or indeed make sense), but it still manages to be enjoyable, with a funky soundtrack and great multiplayer.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Vigilante 8 : Second Offense	NA	US	T-13002N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Vigilante 8 : Second Offense	NA	BRA	197266	C 4-6 <input type="checkbox"/>	The Brazilian release can, as always, be distinguished by it's unique US/JPN mix of cover style and Portuguese on rear.
Vigilante 8 : Second Battle	JP	JPN	T-36501M	B 1-2 <input type="checkbox"/>	
Vigilante 8 : Second Offense	EU	E/G	T-13002D-71	A 1-2 <input type="checkbox"/>	The spine has both the English release name and the German – Vigilante 8: 2 Herausforderung.
Vigilante 8 : Second Offense	EU	F/I/S	T-13002D-75	B 1-2 <input type="checkbox"/>	The 2 PAL releases of Vigilante 8 have different discs and Instructions, and the English/German release also differs in having a dual-language spine.

5 versions, 2 NA, 1 JP, 2 PAL

Virtua Athlete 2K

NTSC-J, NTSC-U and PAL release

released in North America as 'Virtua Athlete 2000'

バチャアスリート 2 K



Publisher: SEGA (Japan/PAL); Agetec (NA)
Developer: Hitmaker
Genre: Sport - Olympic
Related titles: Decathlete (predecessor on Saturn)
Useful Extras: VGA, Arcade stick, a few friends (1-4 players), Online functions (leaderboards)
Origin: Japan
Year: 2000 J / NA / PAL
Also on: PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Despite being a successor to the excellent Decathlete/Athlete Kings game on the Saturn, Virtua Athlete is a major let down. With only 7 events on offer, and little innovation in their implementation, it feels like half a game. There's a couple of cool ideas (selecting interests for your athlete gives you hidden stats, and there's a robust record keeping system), but ultimately it plays just like any other track and field game, and worse, has an event count lower than it's predecessor. A couple of weird additions (stamina bar in the 100m and Hurdles? Why?) and rather average looks don't help matters either, and after a couple of plays, probably with some mates, it's unlikely you'll return to this one.

★★

Release	Region	Type	Code	Rar./Price	Notes
Virtua Athlete 2000	NA	US	T-44301N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Virtua Athlete 2K	JP	JPN	HDR-0081	A 1 <input type="checkbox"/>	
Virtua Athlete 2K	EU	E/F/G/S/i	MK-51094-50	A 1 <input type="checkbox"/>	Virtua Athlete 2K includes Italian instructions in the booklet, but not on the rear cover.
Virtua Athlete 2K	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0088-50 / 952-0076-50

4 versions, 1 NA, 1 JP, 2 PAL

Virtua Cop 2

NTSC-J exclusive

バーチャコップ 2



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA AM2	Year:	2000 J
Genre:	Light gun Shooter	Also on:	ARC, PC, SAT, PS2
Series:	Virtua Cop		
Useful Extras:	VGA, Light gun, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: n/a

2013 DCJY Poll: 44th

2016 DCJY Poll: 132nd

An excellent crime-fighting slice of light gun action, Virtua Cop 2 was well received on the Saturn, so seeing this visually superior version on the DC is most welcome. Whilst I mistakenly thought it was a port of the Arcade version, I'm reliably informed it's actually the PC version ported over to the DC, but either way, it's a very clean looking release, runs super-smoothly and is far more visually attractive than the Saturn release (which in it's own right is a great game). Whilst it couldn't quite compete with the HOTD2's and Confidential Missions, it's varied levels and action sequences are still enjoyable enough to bring out the underused Light Gun and give the bad guys a good seeing to. It's lacking in extra modes (although there's a bit of unlockable content, 2 player mode and a choice between VC2 and it's predecessors scoring systems), but as it's all in English and plays well with the standard controller, this is a decent, if aged, addition to the library.

Released on the Sega Smash Pack volume 1 compilation, it's hard to recommend this solo release if the US game is already in your collection.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Virtua Cop 2	JP	JPN	HDR-0061	B 2 <input type="checkbox"/>	

1 versions, 1 JP

Virtua Fighter 3tb

NTSC-J, NTSC-U and PAL release

names released in different regions, also known as

バーチャファイター3 t b



Publisher:	SEGA	Origin:	Japan
Developer:	Genki	Year:	1998 J; 1999 NA/PAL
Genre:	3D Fighter	Also on:	ARC
Series:	Virtua Fighter		
Useful Extras:	VGA, Arcade stick, a friend (1-2 players)		

2009 DCJY Poll: 37th

2013 DCJY Poll: 32nd

2016 DCJY Poll: 54th

Back in 1993, Sega revolutionised the Fighting genre with the release of Virtua Fighter, the first 3D Polygonal one on one fighter. Gamers were rightfully amazed by the smooth graphics and simple yet deep gameplay dynamics. Step forward a few years, and Virtua Fighter 3 hit the arcades with gorgeous graphics and some refinements to the tried and tested gameplay. With the earlier VF's being major draws for Sega's 32-bit Saturn, it was inevitable that the Dreamcast would see a port of the Model 3 third title. Unfortunately, what could have been a real killer game for the system ended up being rather subdued. Developed by Genki, it lacks the refinement it deserved. It was decent graphically, but running at only 30 fps and soon eclipsed by Soul Calibur's majesty, it didn't make best use of the DC's power. The nuanced gameplay remains in tact, and the undulating surfaces and addition of the dodge function makes for a competent fighter, but it lacked the 'wow' factor (the 'tb' of the title, Team Battle, didn't deliver this either). A lack of solo modes is offset by the 2 player game being engrossing, especially when 2 similar skilled opponents battle. There are those who swear by the more tactical VF style, but on the DC it feels like an opportunity missed.

There's a couple of differences between versions. The Japanese version has no dedicated versus mode, only a jump in option, which was bizarre. The PAL version suffers from poor optimisation, with borders and slow down (unless playing in VGA.)

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Virtua Fighter 3tb	NA	US	51001	A 1-2 <input type="checkbox"/>	This US release has a White spine
Virtua Fighter 3tb	JP	JPN	HDR-0017	A 1 <input type="checkbox"/>	Limited edition first print comes with the
Virtua Fighter 3tb	JP	JPN-L	HDR-0002	A 1 <input type="checkbox"/>	extra Shenmue 'Project Berkeley' disc in a double jewel case.
Virtua Fighter 3tb	EU	E/F/G/S	MK-51001-53	A 1 <input type="checkbox"/>	
Virtua Fighter 3tb	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0015-50

5 versions, 1 NA, 2 JP, 2 PAL

Virtual-On Oratorio Tangram

NTSC-J and NTSC-U release

also known as 'Cyber Troopers Virtual-On Oratorio Tangram'

電腦戦機 バーチャロン オラトリオ・タングラム



Publisher: SEGA (Japan); Activision (NA) **Origin:** Japan
Developer: SEGA AM3 / CRI **Year:** 1999 J; 2000 NA
Genre: Action **Also on:** ARC, XBLA
Series: Virtual-On
Useful Extras: VGA, Twin Stick, Keyboard, VS Cable, a friend (1-2 players), Online
2009 DCJY Poll: 47th **2013 DCJY Poll:** 65th **2016 DCJY Poll:** 74th

Held with reverence by many, the appearance of this Virtual-On release on the DC allows gamers to break out the sorely under-used twin sticks for some massive robotic fighting carnage. A home port of an update to the sequel (phew!) to the original Virtual-On, things haven't changed massively here for those familiar with the Saturn (or Arcade) predecessor. Using the twin sticks (or pad, more on that in a bit), you guide your robot in a one on one battle with a similarly large mechanised opponent, unleashing all manner of weaponry and generally engaging in a short lived, but exciting, battle to the metallic death. It's an unabashed arcade title, without much in the way of content other than lots of robots, lots of arenas and solo and 2 player modes, but for those who loved the original and the tactical, nuanced combat the game delivers, this is a great conversion. Visually bold and with an excellent frame rate, it's a fun fighter for the casual gamer, and offers plenty to the more 'hardcore' gamer. You can control the game using a standard pad, but it both loses something, and is somewhat complicated. The Japanese version offered online play, which the US release sadly lacked.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Virtual-On Oratorio Tangram	NA	US	T-13004N	A 2-3 <input type="checkbox"/>	This US release has a White spine
Virtual-On Oratorio Tangram	JP	JPN	HDR-0040	A 1 <input type="checkbox"/>	
Virtual-On Oratorio Tangram	JP	JPN-D	HDR-0040	C 2 <input type="checkbox"/>	This Dorikore release is one of the many where the only indication of it being a re-release will be from a sticker. 3 versions, 1 NA, 2 JP

Virtua Striker 2 Ver.2000.1

NTSC-J, NTSC-U and PAL release

released in North America as 'Virtua Striker 2 Ver.2000.1'

バーチャストライカー2 ver. 2000.1



Publisher: SEGA **Origin:** Japan
Developer: SEGA **Year:** 1999 J; 2000 NA / PAL
Genre: Sport - Football **Also on:** ARC
Series: Virtua Striker
Useful Extras: VGA, Arcade stick, a friend (1-2 players)
2009 DCJY Poll: 74th **2013 DCJY Poll:** 118th **2016 DCJY Poll:** 95th

The gameplay of Virtua Striker makes for a unique experience. Bewildering at first, it eschews the full control of players that most other football games go for, and instead has a more limited control system straight from the arcades. You don't directly control the players off the ball, instead the DC selects which player you have 'control of', chases the ball and only then do you have the power to make a tackle. On attack, you have control, but it's a simple 3 button system, with shoot, pass and long pass/cross. It feels a bit simple, and at first, it feels the game is out of your control, but give it time and it worms itself under your skin. There's a rhythm to the game that feels unlike any other football game. Scoring is satisfying, helped by wonderful replays, and the graphics are superb, with a chunky, detailed look that is impressive. Top notch Sega presentation and several game modes impress too, including a great penalty kick mode. Ultimately, the controls will put most off before they can appreciate the finer details of VS, but stick with it and you probably have the most memorable football game on the DC.

★★★★

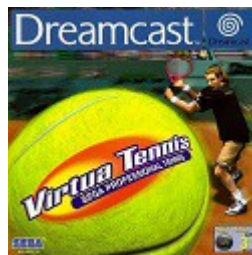
Release	Region	Type	Code	Rar./Price	Notes
Virtua Striker 2	NA	US	51028	A 1 <input type="checkbox"/>	This US release has a White spine
Virtua Striker 2	NA	BRA	197276	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers.
Virtua Striker 2 Ver.2000.1	JP	JPN	HDR-0045	A 1 <input type="checkbox"/>	
Virtua Striker 2 Ver.2000.1	EU	E/F/G/S/i	MK-51028-50	A 1 <input type="checkbox"/>	Virtua Striker 2 includes Italian instructions in the booklet, but not on the rear cover.
Virtua Striker 2 Ver.2000.1	EU	EWLP	-	A 1-2 <input type="checkbox"/>	Disc codes: 950-0028-50 5 versions, 2 NA, 1 JP, 2 PAL

Virtua Tennis

NTSC-J, NTSC-U and PAL release
released in Japan as 'Power Smash'
パワースマッシュ

Publisher: SEGA
Developer: Hitmaker
Genre: Sport - Tennis
Series: Virtua Tennis
Useful Extras: VGA, Arcade stick, a few friends (1-4 players)

Origin: Japan
Year: 2000 J / NA / PAL
Also on: ARC, PC, GBA, N-GAGE



2009 DCJY Poll: 17th* 2013 DCJY Poll: 19th* 2016 DCJY Poll: 17th*
 *with sequel

Whilst Tennis is arguably the best represented sport in Video gaming history, going right back to the seminal Pong, when Virtua Tennis (Power Smash in Japan) appeared on the gaming scene, it was a minor revelation. Incredible animation and highly detailed graphics, were combined with perfectly pitched difficulty curve and tight controls, and it proved to be a major arcade smash. It's move to the DC was inevitable, highly anticipated and, incredibly, ended up being even better. Visually stunning, the courts are gorgeous and detailed, animation smooth as butter and the presentation is typical high grade Sega. Audio is excellent, and throughout the game you'll barely notice the little touches that nevertheless are testament to a high level of class. The actual tennis itself is simply perfect. There's not much you can do with the sport in video games, but with just 2 buttons and 2 shots, VT delivers more depth than many games could even contemplate. It set the bar for future tennis digital outings, and it's never been truly improved upon. The perfectly pitched AI is balanced so that newcomers will enjoy their first plays, but there's enough challenge to keep coming back to master your game. The arcade mode of the original is supplemented by a world tour mode, which unlocks players and courts, but it doesn't feel really fleshed out. Training mini games develop your player, and this eclectic mix of semi-serious levels are creative and fun. It's a shame that there's no 5 set matches, but to bemoan that would be clutching at straws. There's so many good things to say about the game, and so much to praise in a genre that rarely revolutionises. Virtua Tennis takes simplicity and turns it into gaming gold.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Power Smash	JP	JPN	HDR-0113	A 1 <input type="checkbox"/>	
Virtua Tennis	NA	US	51054	A 1 <input type="checkbox"/>	This US release has a White spine
Virtua Tennis	NA	US-AS	51054	A 1-2 <input type="checkbox"/>	The Sega All Stars release of Virtua Tennis. Different covers (black on left, in the later US Dreamcast style, rather than the white of the original) and 'Sega All Stars' on disc.
Virtua Tennis	EU	E/F/G/S/i	MK-51054-50	A 1 <input type="checkbox"/>	Virtua Tennis includes Italian in the booklet, but not on the rear cover.
Virtua Tennis	EU	EWLP	(big)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0074-50 / 952-0069-50 This White Label is known as the 'Big Text' version, and is the V.0.900 white label
Virtua Tennis	EU	EWLP	(small)	C 1-2 <input type="checkbox"/>	Disc codes: 950-0080-50 / 952-0075-50 This White Label is known as the 'Small Text' version, and is the V. 1.00 white label
Virtua Tennis + controller	EU	Ebox	-	C 5 <input type="checkbox"/>	Portuguese bundled release with a controller, from distributor 'Ecofilmes'. There is a sleeve over the box.

7 versions, 2 NA, 1 JP, 4 PAL

Virtua Tennis 2

NTSC-J, NTSC-U and PAL release

released in Japan as 'Power Smash 2'; released in North America as 'Tennis 2K2'

パワースマッシュ2

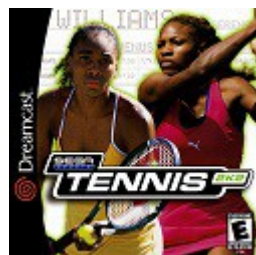
Publisher: SEGA
Developer: Hitmaker
Genre: Sport - Tennis
Series: Virtua Tennis
Useful Extras: VGA, Arcade stick, a few friends (1-4 players)

Origin: Japan
Year: 2001 J / NA / PAL
Also on: ARC, PS2



2009 DCJY Poll: 17th* 2013 DCJY Poll: 19th* 2016 DCJY Poll: 17th*
 *with first Virtua Tennis

Hitmaker followed up the astoundingly good Virtua Tennis with this sequel, and the question for many was how would they improve on the near impeccable quality of the first title? The addition of female players is welcome, but adding a third shot type (for slicing) is not all that necessary. It doesn't make the game any worse, but the control system didn't need tinkering with. There's a couple of other minor quibbles, such as being limited to 1 set and the lack of online multiplayer, but put these aside and behold the glory that is Virtua Tennis 2 (or the more generic North American release title, Tennis 2K2). Gameplay is as tight as ever, easy to jump in for the newcomer or casual, Wimbledon-loving Aunt who comes round once a year, but possessing a tactical depth and finesse few sports games can dream of. The sounds of tennis have been recreated superbly, crowd reactions and squeaky trainers boasting grand slam quality, whilst the visuals are just beautiful. The animation is first rate, whilst courts are lovingly detailed, and it's hard not to be impressed as you watch the shadows dancing across the scuff-marked courts. The addition of female players, where the gameplay takes a realistic turn to a slightly slower but more tactical style, is almost eclipsed by the vastly improved 'World Tour' mode. In this, you create both a female and male player, and then progress through a calender of events with lot's of training mini-games in between. The mini games are a mix of old and new, and are great fun and gloriously creative, whilst the number of courts on offer has increased massively to 28, and are far more diverse and interesting (check out the looming statue of Christ the Redeemer in the Rio court). This feels like a proper, deep career mode now, but always remembers it's a video game first. It's not often you can say near-perfection is improved upon, but with Virtua Tennis 2 Sega did just that – and it still remains a highly playable and massively enjoyable tennis title.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Power Smash 2 Tennis 2K2 Tennis 2K2	JP	JPN	HDR-0177	A 1-2 <input type="checkbox"/>	
	NA	US	51186	A 1 <input type="checkbox"/>	This US release has a Black spine
	NA	USvar	51186	A 1 <input type="checkbox"/>	This variant of Tennis 2k2 has a misprinted back insert which makes the spine green (with a net on it) rather than the black that it should be. Both versions are common.
Virtua Tennis 2	EU	E/F/G/S/i	MK-51186-50	A 1 <input type="checkbox"/>	Virtua Tennis 2 includes Italian instructions in the booklet, but not on the rear cover.
Virtua Tennis 2	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0173-50 / 952-0168-50

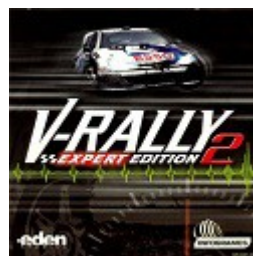
5 versions, 2 NA, 1 JP, 2 PAL

V-Rally 2: Expert Edition

NTSC-U and PAL release

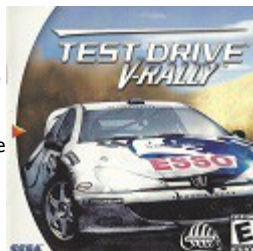
released in North America as 'Test Drive V-Rally'; often referred to simply as 'V-Rally 2'

Publisher:	Infogrames	Origin:	France
Developer:	Eden Studios	Year:	2000 NA / PAL
Genre:	Racing	Also on:	PC, PS1
Series:	V-Rally; Test Drive (NA only)		
Useful Extras:	VGA, Steering wheel, a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: 106th 2016 DCJY Poll: 112th

Sega Rally may have been the most anticipated Rally title on the DC, but V-Rally 2 is without a doubt the best example of the sport on the console. As a big fan of Rally games, you'll have to forgive my indulgence in this review, for whilst it's one of my favourite DC releases, there's some issues that are obvious. Slippery controls, scenery clipping and some weak collision detection – crashes result in bouncing your car back – can take some getting use to, whilst the internal view, a must for any serious rally title, is a little nauseating due to the speed and wobble. With a little time though, the game grows on you, and starts to impress on several levels. Visuals are fast and hold a good frame rate throughout, whilst cars are detailed. Stages aren't the most extravagant example of rallying, but it has that dirty, rugged feel you want from the sport. Handling has some nuances that take time to appreciate – but when you grasp that the game requires high paced cornering, and you start tearing up the terrain, it's rewarding to beat the impressive number of stages on offer (more than 80). Different track surfaces handle appropriately, and whilst it's not a sim-like experience, it's half way house between simulation and arcade delivers a satisfying style. Aside from the traditional Rally Championship mode, which tasks your control of mounting damage, the Arcade and Trophy modes sees more competitive 4 car races. All the modes lead to unlocks of secret vehicles, akin to Infogrames Le Mans game (which shares the Test Drive license in the US), and each mixes countries and terrains to keep things interesting. The multiplayer modes (local only) retain impressively stable frame rates too. Perhaps the most impressive element of all though is the Track editor. Simple to use, it allows for a near limitless number of stages to be designed, and those who want twisty, uphill slogs in the rain on a Sunday afternoon will be delighted. This mode alone offers near endless replayability, and is another reason why V-Rally 2 is by far and away the best game of it's type on the DC. Some won't like it, either because of the type of motorsport or because of the admittedly 'loose' handling, but it's a thrillingly exciting entry in the DC's vast racing library.



★★★★

Release	Region	Type	Code	Rar./Price	Notes
Test Drive V-Rally	NA	US	T-15110N	A 1 <input type="checkbox"/>	This US release has a White spine
V-Rally 2: Expert Edition	EU	E/fn	T-15105D-05	A 1 <input type="checkbox"/>	V-Rally 2: Expert Edition English version also includes Finnish in the Instructions only.
V-Rally 2: Expert Edition	EU	G	T-15105D-18	A 1 <input type="checkbox"/>	There are 4 PAL versions of V-Rally 2,
V-Rally 2: Expert Edition	EU	D/F	T-15105D-59	A 1 <input type="checkbox"/>	and each have the same Disc and cover,
V-Rally 2: Expert Edition	EU	I/P/S	T-15105D-81	A 1 <input type="checkbox"/>	but different Instruction Booklets.
V-Rally 2: Expert Edition	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0071-50 / 952-0066-50

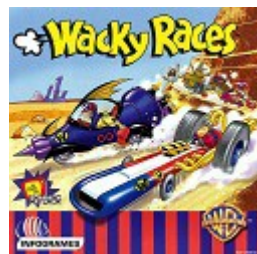
6 versions, 1 NA, 5 PAL

Wacky Races

NTSC-U and PAL release

known by local language variants in PAL territories

Publisher:	Infogrames	Origin:	England
Developer:	Sheffield House	Year:	2000 NA / PAL
Genre:	Racing	Also on:	PC, PS1, PS2, GBC
Major License:	Wacky Races (Cartoon series)		
Useful Extras:	VGA, Steering wheel, a few friends (1-4 players)		



2009 DCJY Poll: 99th

2013 DCJY Poll: 88th

2016 DCJY Poll: 88th

A favourite across generations, Wacky Races is the perfect franchise to turn into a Kart racer. Whilst most other games have to shoehorn characters into a racing game, the cast of the Wackiest race of them all are almost perfect for video gaming. To Infogrames immense credit, the racing on offer here is going to bring back fond memories of the cartoon – whether it's watching the Creepy Coupe's dragon emerge and fly the car into the lead, watching Peter Perfect's bendy nosed car swerve past Penelope Pitstop as they race over sand dunes, or hearing Muttley's laugh as the Mean Machine shrinks an opponent, everything in the game is highly detailed and a loving tribute to the series. Visually it's gorgeous, with bright and vibrant 3D renders bringing the series to life, and a varied track selection. Each character delivers some great one liners, and even the announcer makes the odd quick jibe as the race progresses. There's 2 forms of handling available, but the Kart style is all you really need, and each vehicle has it's own handling quirks. Generally, the handling is spot on, with a smooth and responsive feel. There's plenty of challenge, especially the deeper you progress through the game, but unfortunately there's often an element of randomness to winning, as the unbalanced AI will unleash that weapon on you just as you approach the line, or take that one shortcut you can't remember. To be fair, this is an issue with many kart racers, and Looney Tunes Space Race had a much bigger issue with it, but it's a shame it rears it's head in this release too. Some issues with frame rate dips, especially in multiplayer, are a shame too. The 20 tracks on offer, with the extra challenges and unlockables available, add some long term appeal to the game, and fans of the show will get a kick every time they find something they recognise. The best karting game on the DC, a loving homage to a much loved TV show, and yet another top notch DC racer.



★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Les Fous du Volant	EU	F	T-15106D-09	B 1-2 <input type="checkbox"/>	
Wacky Races	NA	US	T-15113N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Wacky Races	NA	BRA	197346	C 4-6 <input type="checkbox"/>	The Brazilian release can be distinguished by the mash up of Japanese and US style covers.
Wacky Races	EU	E	T-15106D-05	A 1 <input type="checkbox"/>	
Wacky Races	EU	I/S	T-15106D-60	B 1 <input type="checkbox"/>	
Wacky Races	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0069-50 / 952-0064-50 No content difference from this disc and the full retail version.
Wacky Races: Autorennen Total	EU	D/G	T-15106D-82	B 1-2 <input type="checkbox"/>	The 4 PAL versions of Wacky Races share the same disc but have separate instruction booklets and the German/Dutch and French versions have different covers.

7 versions, 2 NA, 5 PAL

Walt Disney World Quest: Magical Racing Tour

NTSC-U and PAL release



Publisher: Eidos
Developer: Crystal Dynamics
Genre: Racing
Major License: Disney (film studio / theme park)
Useful Extras: VGA, Steering wheel, a few friends (1-4 players)
2009 DCJY Poll: n/a **2013 DCJY Poll:** n/a **2016 DCJY Poll:** n/a

World Quest was another attempt to dethrone that Italian plumber for kart racing dominance, and the concept of basing it on Disney World attractions, with the legions of Disney characters, should have made it a contender. Unfortunately, one look at the cast of unknown characters (and a couple of c-list Disney ones) and you sense things may not be as good as they should be. To be fair, the tracks are good, if overly long, based as they are around various park locations, and there's no problem with the control of your karts either. The game is mightily tough, especially for the demographics you'd think the game would be aimed at, not helped by a cheating AI that consistently uses the numerous track shortcuts before you know they exist, and generally being a pain to beat. There's a fair amount of slowdown throughout, and with the decidedly PS1 quality graphics, it looks messy. Whilst there's a fair bit of content, the multiplayer is sadly near unplayable due to the slowdown issues. It has some major issues, and it's no Mario beater, but it's an at times fun and generally bright kart racer.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Walt Disney World Quest: Magical Racing Tour	NA	US	T-36804N	A 2-3 <input type="checkbox"/>	This US release has a White spine
Walt Disney World Quest: Magical Racing Tour	EU	E	T-36809D-05	A 2 <input type="checkbox"/>	Another PAL release which saw the spine codes of the game all the same (T-36809D-50), however the 820-0406-xx codes seen on the covers of the games have the final 2 digits which correspond to the usual DC numbering system.
Walt Disney World Quest: Magical Racing Tour	EU	F	T-36809D-09	B 2 <input type="checkbox"/>	The 4 PAL versions of Walt Disney World Quest: Magical Racing Tour share the same disc but have different Instruction Booklets.
Walt Disney World Quest: Magical Racing Tour	EU	G	T-36809D-18	B 2 <input type="checkbox"/>	
Walt Disney World Quest: Magical Racing Tour	EU	I/S	T-36809D-60	B 2 <input type="checkbox"/>	Disc codes: 950-0086-50 / 952-0082-50
Walt Disney World Quest: Magical Racing Tour	EU	EWLP	-	C 1-2 <input type="checkbox"/>	

6 versions, 1 NA, 5 PAL

Weakness Hero Torauman DC

NTSC-J exclusive

ウィークネスヒーロー トラウマン D C

Publisher: NEC Interchannel
Developer: FortyFive
Genre: Visual Novel
Useful Extras: VGA, Translation guide
Origin: Japan
Year: 2002 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a **2013 DCJY Poll:** n/a **2016 DCJY Poll:** n/a

Doing research into this game, as I do with any of the Japanese exclusive releases, knowing full well I may be in need of a guide or two, it became apparent that no one could quite decide what sort of game this is. Some listed it as 'action', others 'strategy', whilst some used the overused 'sim' explanation. Sadly, those looking for a hidden gem may be disappointed, as from what I can tell, this is a rather text intensive visual novel which seems to have some battle elements. It's presented in the usual over-the-top anime style but is really rather attractive with a strong soundtrack. Unfortunately, when I said text intensive that was not an exaggeration. There is a ton to read through here, and without a really solid guide online it's hard to say exactly what is going on in this seemingly super squad versus evil guys tale. It received a lukewarm response upon release, with praise for it's humour and presentation but generally underwhelmed by it's action.

★★

Release	Region	Type	Code	Rar./Price	Notes
Weakness Hero Torauman DC	JP	JPN	T-35405M	A 1-2 <input type="checkbox"/>	Double jewel case with 2 discs. Pre-orders came with figure.

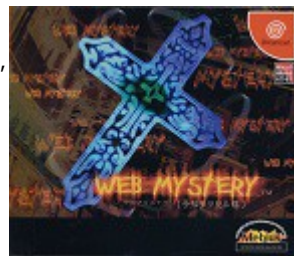
1 versions, 1 JP

Web Mystery Yochimu Wo Miru Neku

NTSC-J exclusive

also known just as 'Web Mystery' or 'Web Mystery: Yochi Yume o Kenru Neko'

ウェブミステリー ~予知夢ヲ見ル猫~



Publisher:	Mebius	Origin:	Japan
Developer:	Mebius	Year:	1999 J
Genre:	Adventure	Also on:	Dreamcast exclusive
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

This intriguing FMV adventure may not be on everyone's must play list, but it's concept alone is cool enough to give it a try – if you can understand what's going on. The story begins (in FMV, which throughout the game is pretty decent) with the main character walking into an internet bar, where he of course makes use of the facilities to read his e-mails. One of them, however, links to a website and a movie of a murder – which kick starts this web-trawling adventure. As well as the FMV and static shots and text, the game plays out via the desktop of a PC. As well as access to mail, you have a 'fake' internet with well over 100 pages – and it's through this that progress is made. Clues via email will see you searching for the correct info, and allowing the story to progress (although there's also several pages not directly impacting the events). It's certainly an interesting idea, and positive reviews showed it generally worked – even if it is mostly FMV, already out of vogue by 1999. It's cool to see old style web pages, the atmosphere throughout is tense, and the story is interesting itself. Sadly, even with a guide, it's a struggle to get through with a full understanding of events unless you know the language.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Web Mystery Yochimu Wo Miru Neko	JP	JPN	T-39501M	A 1-2 <input type="checkbox"/>	Double jewel case with 2 discs.

1 versions, 1 JP

Wetrix+

NTSC-U and PAL release

also known just as 'Wetrix'



Publisher:	Xicat (NA); Take-Two (PAL)	Origin:	England
Developer:	Zed Two	Year:	1999 NA; 2000 PAL
Genre:	Puzzle	Also on:	PC, N64, GBC
Related titles:	Aqua Aqua (PS only sequel)		
Useful Extras:	VGA, a friend (1-2 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: 200th 2016 DCJY Poll: 131st

The Pickford brothers are a renowned duo of British developers, and this N64 port showcases a flair for making innovative titles. Basic in concept, this puzzle title is nevertheless fiendishly tricky at times. Played on a small playing field, several pieces fall from the sky with which you must build up the walls of lakes, to capture the arrival of water bubbles, and to stop the liquid flowing off the edges of the field. The slightest leak will see your water drain meter start to fill, but the arrival of fireballs allow you to evaporate lakes, ready for the next deluge. There's a few other pieces thrown into the mix, and several ways to rack up high scores. Whilst a game based around the mechanics of Hydrology may not sound like the best idea, it's actually pretty good fun, simple like all great puzzle games, but one which will take an age to master. There's a smattering of modes (including a good 2 player mode), but it's the main 'classic' option which will see most attention. Visually it's a bit garish in colour scheme and not that much better looking than the N64 version, but let's be honest, puzzle titles aren't visual masterpieces. The game can be punishingly hard, not helped by it being difficult to always know where the water is leaking from, and there's a general 'cheap' feel to the title. Nevertheless, for puzzle fanatics, this is a tough, but ultimately rewarding experience.

★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Wetrix+	NA	US	T-8111N	A 1 <input type="checkbox"/>	This US release has a White spine
Wetrix+	EU	E/I/S	T-40504D-61	A 1-2 <input type="checkbox"/>	The 2 PAL releases of Wetrix+ share the same disc but have different Instruction Booklets. There is a misprint in the Instruction Booklet for the E/F/G release, as whilst it lists Italian and Spanish instructions as being included, they are in fact, not.
Wetrix+	EU	E/F/G	T-40504D-64	A 1-2 <input type="checkbox"/>	

3 versions, 1 NA, 2 JP

What's Shenmue?

NTSC-J exclusive

What's シェンムー ～湯川(元)専務をさがせ～



Publisher:	SEGA	Origin:	Japan
Developer:	SEGA AM2	Year:	1999 J
Genre:	RPG	Also on:	Dreamcast exclusive
Related titles:	Shenmue, Shenmue II		
Useful Extras:	VGA, Translation guide		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Okay, so this isn't really a game in the strictest sense of the word, but with Shenmue fanaticism at an all time high, chances are this is one demo disc (for that is what this is really) most will want to have in their collections. A short introduction to what gamers could expect from the full game, this sees you play as Ryo around a small portion of the streets of Dobuita. It introduces the QTE system, some of the interactions in the game, and has a rather large cameo from the managing director of Sega Hidekazu Yukawa. Whilst the demo doesn't last long, it's fun with a final twist to the mini-adventure.

As well as that, there are some nice 'talking heads' explaining other aspects of the game, and there's no doubt the graphics on display would have wowed many all those years ago. Shenmue fans will of course love every second of this, and an interesting curio for everyone else.

Release	Region	Type	Code	Rar./Price	Notes	★★★
What's Shenmue?	JP	JPN-O	610-7179	A 1-2 <input type="checkbox"/>	What's Shenmue? Is a noteworthy non-standard release for the Dreamcast in Japan. There are 2 versions available of this pre-release 'demo', the 'normal' blue covered one which was available to those who pre-ordered the game, and an Orange coloured one which was given away free with Japanese gaming magazine, Famitsu. The content of these is identical.	
What's Shenmue? Famitsu	JP	JPN-O	610-7179	C 5-6 <input type="checkbox"/>		

2 versions, 2 JP

Who Wants to be a Millionaire?

PAL exclusive

also known by it's French title of 'Qui Veut Gagner des Millions?'



Publisher:	Eidos	Origin:	England
Developer:	Hothouse Creations	Year:	2000 PAL
Genre:	Quiz	Also on:	PC, PS1
Major License:	Who wants to be a Millionaire? (TV franchise)		
Useful Extras:	VGA, a few friends (1-4 players)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A video game adaption of the insanely popular British quiz show, Eidos didn't need to do much more than slap the license on a case for it to sell, and unsurprisingly it's not gaming nirvana. Graphics and sound are basic (Chris Tarrant, host of the show on British TV, lends his voice but there's no horrifying 3D render of the man. Thankfully.), and sticks to the format of the show for 1-4 players to take part in. To be fair, it recreates the feeling of the show reasonably well (although there's no coughing Majors), with plenty of tension building periods, and with a group of people looking for some simple fun, it's not awful. As a video game though, there's some issues. Questions don't repeat too often, but are distributed poorly so easy questions come up on the supposedly harder final stages. The game also plays out at a snails pace, with no ability to skip the numerous Tarrant-led 'banter' between questions. And of course, with no real cash on the line, it's all a little pointless.

The French release of the game, Qui Veut Gagner des Millions, features the voice of the French version of the show, Jean-Pierre Foucault

Release	Region	Type	Code	Rar./Price	Notes	★★
Qui Veut Gagner des Millions?	EU	F	T-36811D-09	B 1-2 <input type="checkbox"/>	The English and French versions of the game have different Covers, Discs and Manuals.	
Who Wants to be a Millionaire?	EU	E	T-36811D-05	A 1 <input type="checkbox"/>		
Who Wants to be a Millionaire?	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0097-50 / 952-0091-50	

3 versions, 3 PAL

Who wants to beat up a Millionaire?

NTSC-U exclusive

Publisher: Simon & Schuster
Developer: Hypnotix
Genre: Quiz
Useful Extras: a few friends (1-4 players)

Origin: USA
Year: 2000 NA
Also on: PC



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Whilst we in PAL land got a nice, respectful, licensed version of Who Wants to be a Millionaire?, gamers on the other side of the pond had to settle for this parody version, and port of a PC title, where the pursuit of money is done in a far more violent way. It follows the formula of the show (lifelines make an appearance, questions are multiple choice) but after each successful answer, you get to beat up your chosen 'victim' – a rogues gallery of multi-millionaire stereotypes. And that's pretty much it. The questions are okay (obviously quite US-centred), and the concept is sort of interesting...I guess... but as a game it's a bit crap. There's a 4 player mode, but you'll only play this a couple of times before the parody wears thin. The 'violence' is very basic, there's too much arsing about between questions, and as a video game it's just not all that great to play. For those who particularly hated the US version of the real show, I'm sure there's some immature fun to be had here, but, c'mon, it's all a bit stupid really.

★

Release	Region	Type	Code	Rar./Price	Notes
Who wants to beat up a Millionaire?	NA	US	T-11011N	A 1-2 <input type="checkbox"/>	This US release has a black spine

1 versions, 1 NA

Wild Metal

NTSC-U and PAL release

Publisher: Take-Two Interactive / Rockstar
Developer: DMA
Genre: Action
Useful Extras: a friend (1-2 players)

Origin: Scotland
Year: 2000 NA / PAL
Also on: PC



2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Proof that not everything Rockstar touches ends up as a gaming masterpiece, Wild Metal is an incredibly bare 3D tank fighting game, with an emphasis on physics and ranged weapons. There's barely any presentation, no story line on screen and minimal options – but this isn't always a bad thing (see Cosmic Smash), and does bring the action quickly. Controlling a tank you search for cores guarded by other tanks and machines, over mountainous, rocky terrain. Your job is to grab the cores and unleash fiery hell on your enemies. The tank actually controls okay, but it's not a simple case of picking a target and firing, it's all about picking a target and working out the correct trajectory to aim. It's a neat concept, and the minimalist design will appeal to some, but it doesn't stop the game from feeling half-finished. Nothing is really made very clear, there's not much variety from stage to stage, and the combat soon wears thin, Audio is minimal, visuals have some nice lighting effects but not much more, and overall whilst it would have been a fun short demo, as a full packaged game, it's a disappointment.

★★

Release	Region	Type	Code	Rar./Price	Notes
Wild Metal	NA	US	T-42101N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Wild Metal	EU	E/I/S	T-40501D-61	A 1 <input type="checkbox"/>	
Wild Metal	EU	E/F/G	T-40501D-64	A 1 <input type="checkbox"/>	The 2 PAL releases of Wild Metal have the Same Disc but different Instruction Booklets.

3 versions, 1 NA, 2 PAL

Wind – A Breath of Heart

NTSC-J exclusive

ウインド ア ブレス オブ ハート



Publisher: Alchemist
Developer: Minori / HuneX
Genre: Visual Novel
Major License: Wind – A Breath of Heart (Anime/OVA)
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2003 J
Also on: PC, PS2

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Originally an adult orientated title for the PC, 'Wind – A breath of Heart' is a notably popular visual novel for the DC (which has zero adult content), fuelled in part by the Anime it spawned, and an English version for computers being available. Technically, it's rather similar to the many other novels on the DC – played out through static screens, dialogue choices and the like, but it's well drawn with a nice soundtrack and voices. The story is in the 'romance' category, but has a few twists. The protagonist returns to the city of his birth, and rekindles a friendship/romance with a childhood sweetheart. There's some superpowers and magic thrown into the mix, but generally it's a familiar tale. As always, a grasp of Japanese is needed to appreciate fully, but there are some detailed guides available online if you want to dip your toes in the genre. Not one of the best of it's type on the DC, it's a passable diversion.

★★

Release	Region	Type	Code	Rar./Price	Notes
Wind – A Breath of Heart	JP	JPN	T-47104M	A 1 <input type="checkbox"/>	
Wind – A Breath of Heart	JP	JPN-L	T-47103M	B 1-2 <input type="checkbox"/>	Limited edition is a first press edition, comes with clothing cards.
Wind – A Breath of Heart	JP	JPN-O	T-47108M	B 2-3 <input type="checkbox"/>	JPN-O release is a re-release with bonus drama CD and cardboard standee, to mark the one year anniversary of the game. Limited to 3,000 pieces.

3 versions, 3 JP

Wind and Water : Puzzle Battles

Indie release

时空五行 風水大战



Publisher: Redspotgames (originally)
DragonBox / Yuan Works (re-release)
Developer: Yuan Works
Genre: Puzzle
Useful Extras: VGA, Arcade stick, a friend (1-2 players)

Origin: Costa Rica
Year: 2008 WW
Also on: PC, GP2X

2009 DCJY Poll: n/a 2013 DCJY Poll: 127th 2016 DCJY Poll: n/a (5th in Indie)

Football. No military. Rather enlightened environmental policies. That's what Costa Rica is usually known for. Yuan Works, however, prove that it's also home to at least one rather awesome Indie puzzle-adventure, in the form of Wind and Water : Puzzle Battles. This quirky little game has the polish and attention to detail of a 'proper' release, and is full of self-referential jokes and charm. The main game takes place on an overhead map, with each location being a challenge or battle using the games puzzle system. This system is a tile matching one, where you have to create diamonds out of the 5 colour pieces, and hopefully combos, chains and a few other high scoring moves. On it's own, this would be a passable endeavour (although at times freakishly difficult – like any good puzzle game, it seems simple, but gets taxing very quickly), but it's the extra content that impresses most. A full story played out through between level dialogue; arcade and puzzle modes; lovely 8-bit style visuals; charming music; a museum mode(!) with behind the scenes snippets and even some mini-games thrown in. It's a real package, and in terms of simple value for money, perhaps the best DC indie outing. The puzzle element itself is addictive, but it can be frustratingly difficult, especially in the versus battles. This stalls progress (a shame, as unlocking extra content is great fun) and leaves a slight sour taste in an otherwise delicious package. For puzzle fans, it's a must, for everyone else prepared for a challenge, it's one of the better indie titles for the DC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Wind and Water: Puzzle Battles	WW	HBW	YW-015DC	B 4 <input type="checkbox"/>	Original release from RedSpotGames. Jewel case. Comes with spinecard.
Wind and Water: Puzzle Battles	WW	HBW-O	-	B 4 <input type="checkbox"/>	Re-release from DragonBox. Same artwork as original, in Jewel case, but lacks the spine and has no indication of RedSpotGames on the disc.

2 versions, 2 WW

Winning Post 4 Program 2000

NTSC-J exclusive

ウイニングポスト4 プログラム 2000



Publisher:	Koei	Origin:	Japan
Developer:	Koei	Year:	2000 J
Genre:	Sport – Horse Racing	Also on:	PS1
Series:	Winning Post		
Useful Extras:	Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Koei's Winning Post series is well regarded in Japan as a deep simulation of being a thoroughbred horse trainer, breeder and owner. It's arrival on the DC in it's 4th iteration brings with it some nice visuals, an even deeper experience than before and an absolute ton of stats and figures to look through. If you like sport management titles, chances are this will appeal to you, but being a Japanese exclusive, it's heavy on Japanese text which is going to make things tough going. Because of this, and it's rather niche market, it's hard to recommend to anyone other than the most dedicated of horsey fans.

★★

Release	Region	Type	Code	Rar./Price	Notes
Winning Post 4 Program 2000	JP	JPN	T-7606M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

World Neverland Plus

NTSC-J exclusive

also known as 'World Neverland Plus : The Olerud Kingdom Stories' or 'World Neverland Plus : Orurudo Oukoku Monogatari'

ワールド・ネバーランドプラス~オルルド王国物語~



Publisher:	Riverhillsoft	Origin:	Japan
Developer:	Riverhillsoft	Year:	1999 J
Genre:	Life Simulation	Also on:	PS1
Related titles:	World Neverland 2 Plus (sequel)		
Useful Extras:	VGA, Keyboard, Translation guide		

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Whilst us Dreamcast fans in the west had a healthy, but limited spread of genres (a few too many racers, not quite enough RPG's) the Japanese DC owner had a more broad range of play types to experience. Sure, there's a couple hundred visual novels, but look deeper and you find stuff like this, World Neverland Plus. Similar to Harvest Moon or Animal Crossing, you find yourself in a world of 2D sprites and can do, well, pretty much anything you want. Get a job, farm, marry, have children (and then takeover your child's life when your character dies). There's 3 organisations to join, a bit of fighting, but generally it's all quite sedate and involves 'living' through your characters life. Despite for the longest time thinking this would be a MMORPG style game, it appears it isn't, although the 'Plus' of the title points towards there being more content than the PS1 game. It's a nice idea, but it's perhaps a little bit too sedate for anyone who wants to give it a go – and knowledge of Japanese is absolutely essential.

★★

Release	Region	Type	Code	Rar./Price	Notes
World Neverland Plus	JP	JPN	T-5301M	A 1 <input type="checkbox"/>	

1 versions, 1 JP

World Neverland 2 Plus

NTSC-J exclusive

also known as 'World Neverland 2 Plus : The Waktic Republic of Plato' or 'World Neverland 2 Plus : Pluto Kyouwakoku Monogatari'

ワールド・ネバーランド2 プラス 〜プルト共和国物語〜



Publisher: Riverhillsoft
Developer: Riverhillsoft
Genre: Life Simulation
Related titles: World Neverland Plus (predecessor)
Useful Extras: VGA, Keyboard, Online functions, Translation guide

Origin: Japan
Year: 2000 J
Also on: PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

The sequel / follow up to World Neverland Plus, and another PS1 port. Not much has changed, seemingly, other than a new location. The sprites are still teeny and numerous, the game still revolves around the same concept as before (and therefore can be a little tedious) and I'm still not entirely sure if the online side of things makes much difference (or made much difference, with the servers inevitably being offline now). Interestingly, the series would see a revival in recent years with a mobile/tablet game and even a Nintendo Switch release. As it is, World Neverland 2 Plus is more for collectors unless you can understand the wealth of Japanese text throughout this title.

★★

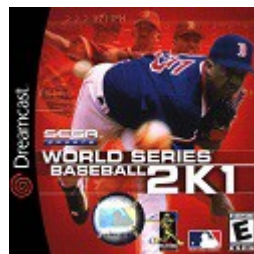
Release	Region	Type	Code	Rar./Price	Notes
World Neverland 2 Plus	JP	JPN	T-5303M	B 2 <input type="checkbox"/>	

1 versions, 1 JP

World Series Baseball 2K1

NTSC-J and NTSC-U release

ワールドシリーズベースボール 2K1



Publisher: SEGA
Developer: WOW Entertainment
Genre: Sport - Baseball
Series: World Series Baseball
Major License: Major League Baseball (Sporting league franchise)
Useful Extras: VGA, a friend (1-2 players)

Origin: Japan
Year: 2000 NA; 2001 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 174th* *with 2K2

With the quality of the other Sega published sports titles on the DC, you'd be forgiven for expecting a real winner with this. Sure, it has some great presentational touches, with realistic looking ballparks, deep customisation and decent visuals, but overall, it's a bit of a stinker. The problem here is with gameplay. Batting is okay, but pitching feels unintuitive, running and throwing are plagued by slowdown and unresponsive controls, and the fielding is a bit of a nightmare. Having no control over this last aspect, you're at the mercy of the slightly stupid AI, watching in horror as your fielders run around, clueless. When playing the sport itself is so unenjoyable, it leaves WSB2K1 reliant on it's other elements – but whilst you can play a full length season, it's lacking any of the back office or in depth elements that make these modes fun to play. With a friend, it's a slightly less annoying game, but the issues with the play persist. WSB2K1 strikes out in the most undignified of fashions.

★

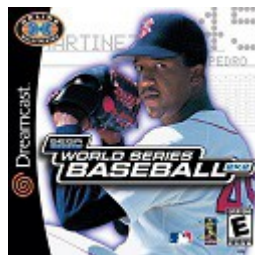
Release	Region	Type	Code	Rar./Price	Notes
World Series Baseball 2K1	NA	US	51055	A 1 <input type="checkbox"/>	This US release has a Black spine
World Series Baseball 2K1	NA	USvar	51055	C 1-2 <input type="checkbox"/>	The variant of World Series Baseball 2K1 is a Not For Sale release. The disc itself has 'Not for Sale' on it, and the space where the barcode should be is replaced by 'Not for Sale' as well.
World Series Baseball 2K1	NA	US-AS	51055	A 1 <input type="checkbox"/>	The Sega All Stars release of World Series Baseball 2K1. It doesn't have a different cover than the original release, but does have 'Sega All Stars' on disc as well as the All stars branding on rear insert.
World Series Baseball 2K1	JP	JPN	HDR-0157	A 1 <input type="checkbox"/>	

4 versions, 3 NA, 1 JP

World Series Baseball 2K2

NTSC-J and NTSC-U release

ワールドシリーズベースボール 2K2



Publisher:	SEGA	Origin:	USA
Developer:	Visual Concepts / Blue Shift	Year:	2001 NA; 2002 J
Genre:	Sport - Baseball	Also on:	XB
Series:	World Series Baseball		
Major License:	Major League Baseball (Sporting league franchise)		
Useful Extras:	VGA, Keyboard, a friend (1-2 players), Online functions (competitive), DreamPi compatible (online play)		

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: 174th* *with 2K1

A major step up for the series, after the disaster that was 2K1, World Series Baseball returns for the 2K2 version with an American team on development duties, and an all together better package. Presentation is now in line with the other Sega sports titles, and the visuals take a step up. Players are as close to real life as the DC ever managed, stadia are lovely and there's a grittier, more realistic feel (much like NCAA and NFL 2K2). Audio sees a much stronger commentary team, and there's now a more fully fledged franchise mode – although this still isn't perfect. Gameplay, however, is where the games improvement is most dramatic. Pitching is deeper and controls well, batting is simple but effective and fielding, now manually controlled, is a big improvement, with far less stupid AI issues. It has a slight arcade feel, which makes it a pleasure to play, but can lead to some big, unrealistic scores. Online play is the icing on the cake, and playable again now thanks to modern day wizardry, and it plays superbly. It's not perfect, there's still the occasional AI issue, high scoring games and a lacking franchise mode, but overall WSB 2K2 is a massive improvement and the best baseball game on the DC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
World Series Baseball 2K2	NA	US	51152	A 1 <input type="checkbox"/>	This US release has a Black spine
World Series Baseball 2K2	JP	JPN	HDR-0198	C 3-5 <input type="checkbox"/>	Released as a D-Direct only title in Japan, and is therefore very hard to find, especially outside of Japan.

2 versions, 1 NA, 1 JP

Worms: Armageddon

NTSC-U and PAL release



Publisher:	Microprose / Hasbro Interactive	Origin:	England
Developer:	Team 17	Year:	1999 NA / PAL
Genre:	Strategy	Also on:	PC, N64, PS1, GBC
Series:	Worms		
Useful Extras:	a few friends (1-4 players), VGA		

2009 DCJY Poll: 60th* 2013 DCJY Poll: 77th* 2016 DCJY Poll: 100th *with Worms World Party

The Worms series is rightfully a gaming classic, one of Team 17's high points (and there have been many), and beloved still to this day as a classic multiplayer experience. For this first outing on the DC, we're presented with a rather bare experience. The solo mode is an after thought, there's not really all that much in the multiplayer either, and aside from being able to edit the teams, there's not much to tinker with either. Visually it's, well, Worms, and not exactly taxing, and the AI takes an age to make their turns. But yet, despite all that, or perhaps because of it, this is a great game. The artillery based, physics meets British humour gameplay is just as fun to play now as it ever was. Exploding sheep, missiles directed back at you from poor reading of wind direction, silly weapons – it's great. However, with the improved World Party available too, and the minimalistic content included here, it's perhaps more of a nostalgic memory than a stand out game in it's own right.

★★★★

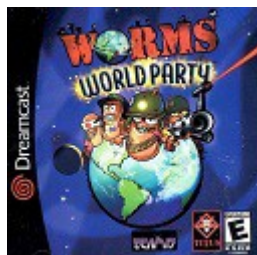
Release	Region	Type	Code	Rar./Price	Notes
Worms: Armageddon	NA	US	T-40601N	A 1-2 <input type="checkbox"/>	This US release has a White spine
Worms: Armageddon	EU	E	T-40601D-05	A 1 <input type="checkbox"/>	The 5 PAL releases of Worms:
Worms: Armageddon	EU	F	T-40601D-09	B 1 <input type="checkbox"/>	Armageddon share the same discs but
Worms: Armageddon	EU	G	T-40601D-29	B 1 <input type="checkbox"/>	have different Instruction Booklets.
Worms: Armageddon	EU	DN/FN/ N/SW	T-40601D-78	B 1 <input type="checkbox"/>	
Worms: Armageddon	EU	D/F/I/S	T-40601D-79	B 1 <input type="checkbox"/>	
Worms: Armageddon	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0030-50

7 versions, 1 NA, 6 PAL

Worms: World Party

NTSC-U and PAL release

Publisher:	Titus (NA); Titus / Virgin (PAL)	Origin:	England
Developer:	Team 17	Year:	2001 NA / PAL
Genre:	Strategy	Also on:	PC, PS1, GBA, N-GAGE
Series:	Worms		
Useful Extras:	Keyboard, a few friends (1-4 players), Online functions (competitive), DreamPi compatible, VGA		



2009 DCJY Poll: 60th* 2013 DCJY Poll: 77th* 2016 DCJY Poll: 117th

*with Worms Armageddon

The Dreamcast may have only led a short life, but in that time we received 2 versions of Team 17's venerable Worms series – and this, the second release, makes use of the internet capabilities of Sega's little machine. Essentially it's the same as Armageddon, with all the issues (underwhelming solo experience, lacklustre array of options) and greatness (...it's Worms!) of it's forbearer, but the added online gameplay elevates it. Now playable again using the power of the DreamPi, World Party is the essential strategy title for the DC – because playing it's turn based silly shenanigans with fellow DC fanatical strangers is really the best way to experience this classic. A better menu system and a couple of tweaks here and there are rather unremarkable extras. If you have the capabilities, and like gaming at all, Worms World Party is essential – but if you're a solo player, there's plenty more Worms options available.

★ ★ ★ ★

Release	Region	Type	Code	Rar./Price	Notes
Worms: World Party	NA	US	T-22904N	A 1-2 <input type="checkbox"/>	This US release has a Black spine
Worms: World Party	EU	D/E/F/G I/S	T-7016D-50	A 1 <input type="checkbox"/>	
Worms: World Party	EU	EWLP	-	C 1-2 <input type="checkbox"/>	Disc codes: 950-0165-50 / 952-0159-50
Worms: World Party	EU	Ebc	-	C 2-3 <input type="checkbox"/>	This Ebc is one of the Promotional releases. Should have a sticker on the front, and the disc itself will have a code starting with P and 'Promotional Copy – not for resale' printed on the inner section of the disc.

4 versions, 1 NA, 3 PAL

WWF Attitude

NTSC-U and PAL release

Publisher:	Acclaim	Origin:	USA
Developer:	Iguana West	Year:	1999 NA / PAL
Genre:	Wrestling	Also on:	N64, PS1, GBC
Related titles:	ECW Hardcore revolution / ECW Anarchy Rulz (same engine)		
Major License:	WWF (Wrestling promotion)		
Useful Extras:	a few friends (1-4 players)		



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Ah, PS1 ports, you have to love them. Blocky wrestlers, odd animation and a low resolution awaits you in this, Acclaims final WWF licensed game before THQ took over. And they're not the only issues. Repetitive commentary, poor crowd noise, unresponsive controls and lack of urgency in the gameplay, are all disappointing. For all the Attitude era nods, it feels sedate, clumsy and unsatisfying. Look past these issues, though, and there's a good game underneath. It excels in presentation and depth. A massive roster of wrestlers, impressive character creation options, a full on career mode and the ability to let your imagination go wild in creating just about any event you desire, all impress. Sure, the controls are unintuitive, but when mastered, there's some good wrestling action to be had, and whilst it doesn't look great, if you squint a bit and are feeling forgiving, it isn't all that bad. It's hard not to be impressed by the amount you can do in the game, and for many, content alone will be enough to enjoy what's on offer here. If the game had been more polished, refined for the console rather than showing it's roots all too clearly, it would have been excellent, but as it is, it remains quite average.

★ ★ ★

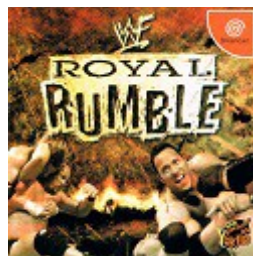
Release	Region	Type	Code	Rar./Price	Notes
WWF Attitude	NA	US	T-8103N	A 1 <input type="checkbox"/>	This US release has a White spine
WWF Attitude	EU	G	T-8103D-18	B 1 <input type="checkbox"/>	
WWF Attitude	EU	E	T-8103D-50	A 1 <input type="checkbox"/>	Both PAL versions of WWF Attitude share the same disc with different Instruction Booklets.

3 versions, 1 NA, 2 PAL

WWF Royal Rumble

NTSC-J, NTSC-U and PAL release

WWF ロイヤルランブル



Publisher: THQ (NA / PAL); Yuke's (Japan) **Origin:** Japan
Developer: Yuke's **Year:** 2000 NA / PAL; 2001 J
Genre: Wrestling **Also on:** ARC
Major License: WWF (Wrestling promotion)
Useful Extras: VGA, Arcade stick, a few friends (1-4 players)

2009 DCJY Poll: n/a 2013 DCJY Poll: 189th 2016 DCJY Poll: 126th

When Yuke's announced they were bringing a WWF title to the machine, it looked like there would finally be a DC equivalent to the insanely popular Smackdown series on PS1. However this NAOMI arcade port is somewhat of a different beast. There's not loads of content and deep customisation on offer here – just a series of one on one matches, multiplayer and, of course, the Royal Rumble main event. However, what it lacks in depth, it makes up for in gameplay. More like a fighting game than a wrestler, it allows for fast and frenetic action throughout. The Royal rumble is an excellent and action packed experience, and it's recreated here well, and the wrestling itself feels more robust than Acclaims titles. Graphically, it's also a step up from Attitude, with less angular wrestlers on display and a clearly increased level of detail. It's not a graphical master-class, but it looks better. Whilst it plays well, the lack of content is a disappointment, and as the ability to create 'fantasy' wrestling scenarios is one of the big appeals, the game loses some of it's appeal due to the bare bones nature of it's content.

★★★

Release	Region	Type	Code	Rar./Price	Notes
WWF Royal Rumble	NA	US	T-10005N	A 1 <input type="checkbox"/>	This US release has a White spine
WWF Royal Rumble	JP	JPN	T-45101M	A 1 <input type="checkbox"/>	
WWF Royal Rumble	EU	E/F/G/I/S	T-10003D-50	A 1 <input type="checkbox"/>	Disc codes: 950-0092-50 / 952-0086-50
WWF Royal Rumble	EU	EWLP	-	C 1-2 <input type="checkbox"/>	

4 versions, 1 NA, 1 JP, 2 PAL

Yoshia No Oka De Nekoronde...

NTSC-J exclusive

吉亜の丘で寝ころんで...



Publisher: Naxat Soft / Mesa **Origin:** Japan
Developer: Naxat Soft / Mesa **Year:** 2001 J
Genre: Visual Novel **Also on:** PC
Useful Extras: VGA, Translation guide

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

A rather unremarkable entry into the bulging library of DC visual novels, Yoshia no oka de Nekoronde is a novel of the love / romance variety, and handily puts all 7 of the female characters you pursue in game, right there on the cover. Pretty incomprehensible if you're not fluent in the language, it features the usual array of nicely drawn static screens, voice acting and removal of all of it's PC versions adult content. There's a large amount of text to read through during the game, and with little in the way of interaction, and a less than highly praised storyline (which is highly generic), it's not one of the better examples on the system.

★★

Release	Region	Type	Code	Rar./Price	Notes
Yoshia No Oka De Nekoronde	JP	JPN	T-18704M	A 1 <input type="checkbox"/>	Comes with cards Yoshia No Saka De Nekoronde's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.
Yoshia No Oka De Nekoronde	JP	JPN-D	T-18704M	C 2 <input type="checkbox"/>	

2 versions, 2 JP

Yu Suzuki Gameworks Vol. 1

NTSC-J exclusive

鈴木裕ゲームワークス Vol. 1

Publisher: SEGA
Developer: SEGA AM2
Genre: Retro Compilation
Related titles: Shenmue & Shenmue II (games taken from)
Useful Extras: VGA, Translation guide (minimal)

Origin: Japan
Year: 2001 J
Also on: Dreamcast exclusive



2009 DCJY Poll: 87th 2013 DCJY Poll: 96th 2016 DCJY Poll: n/a

From Outrun to Virtua Fighter, Shenmue to Space Harrier, Yu Suzuki has installed himself as one of the all time greats in Video Game history. This release consists of a book and GD-Rom containing some of the great man's early arcade output. The book, in Japanese, has some cool pictures but is pretty indecipherable if you're not fluent in the language, but there's no such barrier for the disc. The 5 games contained within are classic Sega titles, and whilst 4 of them could be played via the in game arcades in Shenmue or Shenmue II, there's also the addition of Power Drift. All 5 titles are known for their at the time state of the art 3D technology (and bespoke cabinets, but sadly that can't be replicated here), and most hold up well. Power Drift still looks impressive with it's sprite scaling, and is a hectic and fun racer, whilst Hang On is a fast and smooth experience. Space Harrier is a favourite amongst many Sega fans, as is the peerless Outrun, still as exciting a game to play now as it was all those years ago. After Burner II is the weakest of the titles on offer, impressive at the time, it lacks something without the joystick controls. All the games are near faultless conversions, and fans of old school Sega arcade games will be delighted. It's short on extras (unless you can read the book as well), but these titles don't really need anything other than gameplay. The best compilation of old games on the DC.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Yu Suzuki Gameworks Vol.1	JP	JPN-O	610-8099	B 6-7 <input type="checkbox"/>	Yu Suzuki Gameworks Volume 1 is a hardback book which includes a GD-ROM. <i>1 versions, 1 JP</i>

Yukawa Motosenmu No Otakara Sagashi

NTSC-J exclusive

also known as 'Former Managing Director Yukawa's Treasure Hunt'

湯川元専務のお宝さがし

Publisher: SEGA
Developer: SEGA
Genre: Puzzle
Major License: Hidekazu Yukawa (senior managing director of Sega)
Useful Extras: Online functions, Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

An odd little title, better known as 'Yukawa's treasure hunt', this stars the eponymous head of Sega as he searches for Dreamcast related treasure – which the player could then claim for a limited period in the hopes of receiving actual, physical, prizes. Novel in concept, the 'game' is an obviously simple affair, in 2D with you guiding Yukawa around a nondescript environment and 'digging' for treasure 100 times, in the hopes of finding the puzzle pieces to complete a 'prize'. It's not really much of a game (although there is access to a cool little VMU title), and as the whole prize-claiming point of it, is now long gone, this is one more for the collectors and lovers of DC memorabilia.

★

Release	Region	Type	Code	Rar./Price	Notes
Yukawa Senmu No Otakara Sagashi	JP	JPN	HDR-0024	A 1-2 <input type="checkbox"/>	
Yukawa Senmu No Otakara Sagashi	JP	JPN-O	HDR-0025	A 1-2 <input type="checkbox"/>	Listed as a 'limited edition' on some sources, this is a 'not for sale' release (with Not For Sale Printed on the right side of the back cover) also distinguishable by having a black border around the cover rather than Orange. It's probable that this version came with certain Dreamcast Consoles in Japan. <i>2 versions, 2 JP</i>

Yuki-Gatari

NTSC-J exclusive

also known as 'Yukigatari' or 'Yuki Gatari'

雪語り



Publisher: Takuyo
Developer: Takuyo / Tarte
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2002 J
Also on: PC, PS2, DVD

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

Yuki-Gatari started out as an adult orientated visual novel for PC's, before being family friendly for this DC release. It joins the large library of games that will be ignored by most in the west due to it's high language barrier, but this isn't a massive loss as the game never really shines. There's a snowy theme running through the title (indeed 'Yuki' can be translated as 'Snow'), but it's your typical female cast, school boy protagonist and little in the way of interaction. Like Takuyo's other DC titles, it looks and sounds pleasant enough, and will pass the time for anyone looking for an average visual novel for the console.

★★

Release	Region	Type	Code	Rar./Price	Notes
Yuki-Gatari	JP	JPN	T-37907M	A 1	<input type="checkbox"/>

1 versions, 1 JP

Yukyu Gensoukyoku 3 – Perpetual Blue

NTSC-J exclusive

also known simply as 'Perpetual Blue'; also known as 'Yuukyuu Gensoukyoku 3: Perpetual Blue'

悠久幻想曲 3 パーベチュアルブルー



Publisher: MediaWorks
Developer: MediaWorks
Genre: Adventure
Series: Yukyu Gensoukyoku
Useful Extras: Translation guide

Origin: Japan
Year: 1999 J
Also on: PS1

2009 DCJY Poll: n/a

2013 DCJY Poll: n/a

2016 DCJY Poll: n/a

The third main entry in a series which began life on the Saturn (and PS1), Perpetual Blue is not your typical visual novel fare, although there is plenty of text to scroll through. Judging by the plot of previous games in the series, you take on a role in the Vigilante Corps, most of which seems to be completing missions to help the people of the town you live in, out. The slightly bizarre fact that the town appears to be named 'Enfield' (no relation to the borough of London...I don't think, anyway) is soon overshadowed by the realisation that, aside from copious amounts of planning and schedule management, you get to take part in 3D battles and roam 3D areas. Visually, it's a bit on the cheap side, and the audio is alright, but it's quite cool to have these elements in the game. Well received on release, it's going to be a real struggle to make progress unless you're fluent in the language (and there's no good guides available online), but if you can cope with the text it seems to be a rather intriguing affair.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Yukyu Gensoukyoku 3 - Perpetual Blue	JP	JPN	T-27801M	A 1-2	<input type="checkbox"/> Oversized box edition. Didn't get a release as a stand-alone Jewel Case edition, so beware buying any stand-alone versions like this.

1 versions, 1 JP

Yume No Tsubasa – Fate of Heart

NTSC-J exclusive
also sometimes referred to as just 'Yume no Tsubasa'
 夢のつばさ fate of heart



Publisher: Kid
Developer: Kid
Genre: Visual Novel
Useful Extras: VGA, Translation guide

Origin: Japan
Year: 2001 J
Also on: PC, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Designed as a console game first (a relative rarity for visual novels on the DC), Yume no Tsubasa is another title from perennial adventure providers Kid – but it's not one of their best. Taking the well trodden 'mysterious girl arrives randomly' approach, it's a love and romance adventure with little in the way of real interaction, and plenty of screens to read through. Artwork and audio are average at best, but the game did get quite decent reviews upon release – so maybe the story is quite intriguing as it progresses. Sadly, those unable to speak Japanese will struggle without a good guide at hand, and with better looking novels (Kid's own Ever 17 for one), this is hard to recommend.

Release	Region	Type	Code	Rar./Price	Notes	★ ★
Yume No Tsubasa – Fate of Heart	JP	JPN	T-19705M	B 1 <input type="checkbox"/>		
Yume No Tsubasa – Fate of Heart	JP	JPN-L	T-19705M	B 1 <input type="checkbox"/>	Limited edition in double Jewel case and containing a Promotional disc for 'Memories Off 2 nd '. As usual, this Limited edition tends to be easier to find, especially outside of Japan, than the standard.	
Yume No Tsubasa – Fate of Heart	JP	JPN-D	T-19705M	C 1-2 <input type="checkbox"/>	Yume No Tsubasa's Dorikore release is one of the many where the only indication of it being a Dorikore re-release will be from a sticker on the front of the wrapper.	

3 versions, 3 JP

Yume Uma Ken '99 Internet

NTSC-J exclusive
also known as 'YumeBaken '99 Internet'
 夢馬券'99 インターネット



Publisher: Shangri-La
Developer: Shangri-La
Genre: Software
Useful Extras: Keyboard, Online functions (required), Translation guide

Origin: Japan
Year: 1999 J
Also on: Dreamcast exclusive

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Don't expect to be thrown into the challenging world of simulated horse racing with this one – for several reasons. First off, this is one of those titles which fall into the software category – there's no game here, just access to an online portal which, at the time, allowed access to a large amount of data from the JRA (the Japanese Racing Association) for a subscription fee. Secondly, as it is in essence a defunct title now, it's pretty pointless. Whether there's a vast deposit of data on the disc, I don't know, as it presumably needs some form of account to access. One for the collectors only. For more info on the title, and a superb write up, see the always superb Dreamcast Collector blog [here](#)

Release	Region	Type	Code	Rar./Price	Notes	★
Yume Uma Ken '99 Internet	JP	JPN	T-40101M	B 1-2 <input type="checkbox"/>		

1 versions, 1 JP

Zero Gunner 2

NTSC-J exclusive

ゼロガンナー2



Publisher: Psikyo
Developer: Psikyo
Genre: Shmup
Related titles: Zero Gunner (Arcade only predecessor)
Useful Extras: VGA, Arcade stick, a friend (1-2 players)
Origin: Japan
Year: 2001 J
Also on: ARC , SWI

2009 DCJY Poll: 39th 2013 DCJY Poll: 75th 2016 DCJY Poll: 61st

Zero Gunner 2 is sublime. It may not have much in the way of options, but some time between the awesome transforming bosses and the gorgeous explosive destruction unleashed by the overpowered helicopter, it becomes obvious how great this is. The story is unimportant, really, as this is about carnage. It takes a more standard shooter approach, but the twist here is your craft being able to rotate around the screen. It may sound unwieldy, but soon it's second nature thanks to great controls. Spectacular levels have gorgeous 3d backgrounds, and some truly impressive, massive transforming robotic end of level bosses. The level design is near flawless, whether taking down a crab-robot on a city road, or taking out different sections of an Aerial city. Another massive positive, is the games accessibility. Enemies never become truly overwhelming, and whilst there's enough challenge on harder settings for seasoned vets, newbies and the curious can still make good progress. The game feels tailor made to defy oft-repeated Shmup criticisms – colliding with enemies doesn't lead to instant death, bosses don't take weeks to defeat, the view uses the whole TV and load times are minimal. To do all this without ever feeling like a dumbed down shmup, is impressive. Add in a chaotic 2 player, excellent soundtrack, and a replay mode to re-live past glories, and it's a great package. It may be over soon, an entire run through only lasting about 20 minutes, but it's testament to the superb level design and control system that repeated play never bores, and every death you suffer feels like it's your fault, and not the games. Quite possibly the pinnacle of the shmup genre on the DC , Zero Gunner 2 is a real gem.

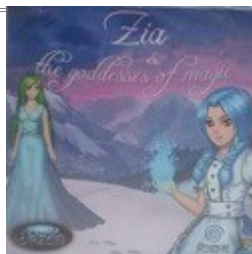
★★★★★

Release	Region	Type	Code	Rar./Price	Notes
Zero Gunner 2	JP	JPN	T-20401M	A 7 <input type="checkbox"/>	This dorikore release will only be identified by the sticker on the outer wrapper.
Zero Gunner 2	JP	JPN-D	T-20401M	C 7 <input type="checkbox"/>	

2 versions, 2 JP

Zia and the Goddesses of Magic

Indie release



Publisher: Orion
Developer: Orion
Genre: RPG
Useful Extras: VGA
Origin: France
Year: 2016 WW
Also on: PC, PS1

2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

Orion returns to the Dreamcast with this twee, but quite nice little RPG. Whilst it may lack the more polished look of Pier Solar, it has a charming retro look and feel, and plenty of heart. In fact, whilst some may dismiss the game as having an RPG-maker look to it, delve deeper and you start to appreciate it's quirks and qualities, and can't help but be impressed by Orion's work (work which had little pre-release hype, no long delays, no massive pre-order anticipation). You play the role of Zia, a young girl who is discovering the world of magic. She sets out on a quest which leads to rescuing the 10 goddesses of magic. The story is pretty standard, but it's well written (if a little naïve) and the game plays out like a 16-bit RPG should. Most of your time will be spent searching the environments, and these are generic but nicely designed. Battles operate on a turn based system, and interestingly casting magic requires you to input a series of button commands corresponding to the spell you want to use. It works nicely, and gives the game a little more character. Other than battles, it's mainly search for this, help this person, fetch this item gameplay. It's a good sized game, but some players will find it a struggle as there's not a massive amount to do. The soundtrack is excellent, and the little references to Orion's other games are a nice touch. Don't expect a Skies of Arcadia beater, but those wanting an enjoyable diversion for a few days, and a way of supporting one of the DC indie scenes most prolific developers, could do a lot worse then pick this game up.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Zia and the Goddesses of Magic	WW	HBW	-	B 4 <input type="checkbox"/>	Original release in jewel case.
Zia and the Goddesses of Magic	WW	HBW-O	-	B 4 <input type="checkbox"/>	Joshprod re-release in a PAL case with new artwork.

2 versions, 2 WW



Zombie Revenge

NTSC-J, NTSC-U and PAL release

ゾンビリベンジ



Publisher: SEGA
Developer: SEGA / Data East
Genre: Beat em Up
Series: The House of the Dead
Useful Extras: VGA, Arcade stick, a friend (1-2 players), VMU mini-games

Origin: Japan
Year: 1999 J/NA; 2000 PAL
Also on: ARC

2009 DCJY Poll: 54th 2013 DCJY Poll: 41st 2016 DCJY Poll: 60th

The bastard child of The House of the Dead 2 and Dynamite Cop, Zombie Revenge has an awful lot going for it. For those who like the 3D beat em up action of DC, this game plays out in a very similar manner. You make your way through small sections of the level, removing the undead threat from each with a variety of kicks, punches and weapon based attacks. There's not as many crazy things happening as in Dynamite Cop, but it's still a hell of a lot of fun. At various times big boss creatures will emerge, and these can be a real challenge. A spin off from HOTD, there's various touches from Sega's loved light gun series (including appalling dialogue), but sadly it never makes full use of it, and ends up being a little generic in it's take on the pending ghoulish apocalypse. Graphically it's nice, but has a late 90's arcade feel to it, and the soundtrack is alright – but thankfully, it's the gameplay itself which takes centre stage. At times, it feels a little unresponsive, and can be a tough game to beat, but this just reinforces it's arcade heritage – as does the main games short span. Some bonus modes are nice, as are some fun VMU mini games. Whilst it can sometimes be frustrating, Zombie Revenge will please old school brawler fans, but will probably fail to convince those wanting a deeper experience.

★★★★

Release	Region	Type	Code	Rar./Price	Notes
Zombie Revenge	NA	US	51038	A 3 <input type="checkbox"/>	This US release has a White spine
Zombie Revenge	JP	JPN	HDR-0026	A 1-2 <input type="checkbox"/>	
Zombie Revenge	EU	E/F/G/S/i	MK-51038-50	A 4-5 <input type="checkbox"/>	Zombie Revenge includes Italian instructions in the booklet, but not on the rear cover.
Zombie Revenge	EU	EWLP	-	C 3-4 <input type="checkbox"/>	Disc codes: 950-0036-50 / 952-0033-50 4 versions, 1 NA, 1 JP, 2 PAL

Zusar Vasar

NTSC-J exclusive

ズサーヴァサー

Publisher: Real Vision
Developer: Real Vision
Genre: Racing
Useful Extras: VGA, a friend (1-2 players)

Origin: Japan
Year: 2000 J
Also on: Dreamcast exclusive



2009 DCJY Poll: n/a 2013 DCJY Poll: n/a 2016 DCJY Poll: n/a

It seems rather fitting that the final entry in this guide is perhaps the downright weirdest. For the most part, Zusar Vasar does what other racers on the DC do – there's a fair selection of tracks and modes, including a championship mode, versus options and even a battle mode which throws in weapons. Did I forget to mention that in every race you pilot a metal sled being pulled by a pair of large mechanised animals? Ah yes. There's three types of race – land, sea and air. Land and sea races are relatively straightforward affairs, if you can look past the concept of being pulled along by a pair of robotic kangaroos, but air races employ a whole new control system. The two triggers control left and right acceleration, so holding both equally will drive you forward, whilst letting off on one or the other will guide you round corners. Keep in mind that as you're driving this, you're being pulled by a pair of large robotic birds. Control throughout is relatively simple, with drifting around corners being the key to success, but the air races take a few attempts to get your head round. It's a shame the game looks a little rough (albeit smooth) and the audio is sub-standard because, despite it's oddness, it's actually a fun little game. Air races feel odd at first, but soon they begin to grow on you and the control method makes sense. Races can be a little boring at times, not helped by relatively bland tracks, and the battle mode is under-utilised, but racing fans, or fans of quirky Japanese titles, will enjoy it for a while.

★★★

Release	Region	Type	Code	Rar./Price	Notes
Zusar Vasar	JP	JPN	T-43301M	B 2-3 <input type="checkbox"/>	

1 versions, 1 JP

WORLDWIDE DREAMCAST RELEASE CHECKLIST

Worldwide Dreamcast Release Checklist

As trawling through several hundred pages of game information is not the easiest way to see what games any potential collector needs to complete their set, I've provided the following simple checklist which lists all titles released on the Dreamcast console and which region they were released in. This list shows no indication of any limited edition or regional variants, it just lists whether a title was released in a particular region or not. WW indicates Indie or non-official release.

	Title	US	JPN	PAL	WW
1.	4 Wheel Thunder	<input type="checkbox"/>		<input type="checkbox"/>	
2.	4x4 Evolution	<input type="checkbox"/>			
3.	4x4 Jam				<input type="checkbox"/>
4.	18 Wheeler	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5.	21 – Two One -		<input type="checkbox"/>		
6.	90 Minutes		<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'J-League Spectacle Soccer'				
7.	102 Dalmatians	<input type="checkbox"/>		<input type="checkbox"/>	
8.	Advanced Daisenryaku: Sturm über Europa		<input type="checkbox"/>		
9.	Advanced Daisenryaku 2001		<input type="checkbox"/>		
10.	Aero Dancing: Todoroki Taityou No Himitsu Disc		<input type="checkbox"/>		
11.	Aero Dancing F: Todoroki Tsubasa No Hatsu Hikou		<input type="checkbox"/>		
12.	Aero Dancing i		<input type="checkbox"/>		
13.	Aero Dancing i: Jikai Saku Made Matemassen		<input type="checkbox"/>		
14.	AeroWings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Aero Dancing ft. Blue Impulse'				
15.	AeroWings 2: Airstrike	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Aero Dancing F'				
16.	After... ~Wasureemu Kizuna~		<input type="checkbox"/>		
17.	Aikagi		<input type="checkbox"/>		
18.	Air		<input type="checkbox"/>		
19.	Airforce Delta	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in PAL territories as 'Deadly Skies'				
20.	Akihabara Dennou Gumi PataPies!		<input type="checkbox"/>		
21.	Alice Dreams Tournament				<input type="checkbox"/>
22.	Alice's Mom's Rescue				<input type="checkbox"/>
23.	Alien Front Online	<input type="checkbox"/>			
24.	Alone in the Dark: The New Nightmare	<input type="checkbox"/>		<input type="checkbox"/>	
25.	Angel Present		<input type="checkbox"/>		
26.	Angel Wish: Kimi no Egao ni Chu		<input type="checkbox"/>		
27.	Animastar		<input type="checkbox"/>		
28.	Aqua GT			<input type="checkbox"/>	
29.	Armada	<input type="checkbox"/>			
30.	Army Men: Sarge's Heroes	<input type="checkbox"/>		<input type="checkbox"/>	
31.	Atari Anniversary Edition	<input type="checkbox"/>			
32.	Atelier Marie & Elie		<input type="checkbox"/>		
33.	Atsumare Guru Guru Onsen		<input type="checkbox"/>		
34.	Atsumare Guru Guru Onsen BB		<input type="checkbox"/>		
35.	Baldr Force EXE		<input type="checkbox"/>		
36.	Bang! Gunship Elite	<input type="checkbox"/>	<input type="checkbox"/>		
37.	Bangai-O	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
38.	Bass Rush Dream		<input type="checkbox"/>		
39.	Battle Beaster		<input type="checkbox"/>		
40.	Bikkuriman 2000		<input type="checkbox"/>		
41.	Black/Matrix Advanced		<input type="checkbox"/>		
42.	Bleemcast : Gran Turismo 2				<input type="checkbox"/>
43.	Bleemcast : Metal Gear Solid				<input type="checkbox"/>
44.	Bleemcast : Tekken 3				<input type="checkbox"/>

	Title	US	JPN	PAL	WW
45.	Blue-Sky-Blue		<input type="checkbox"/>		
46.	Blue Steel Variable Formula -Space Griffon-		<input type="checkbox"/>		
47.	Blue Stinger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
48.	Blue Submarine No. 6 -Time and Tide-		<input type="checkbox"/>		
49.	Bokumu No Tatsujin		<input type="checkbox"/>		
50.	Boku Doraemon		<input type="checkbox"/>		
51.	Boku no Tennis Jinsei		<input type="checkbox"/>		
52.	Boku to, Bokura no Natsu		<input type="checkbox"/>		
53.	Bomber Hehhe!		<input type="checkbox"/>		
54.	Bombberman Online	<input type="checkbox"/>			
55.	Border Down		<input type="checkbox"/>		
56.	Bounty Hunter Sarah		<input type="checkbox"/>		
57.	Breakers				<input type="checkbox"/>
58.	Buggy Heat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'TNN Motorsports Hardcore Heat'				
59.	Bust-A-Move 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Puzzle Bobble 4'				
60.	Buzz Lightyear of Star Command	<input type="checkbox"/>		<input type="checkbox"/>	
61.	Caesar's Palace 2000	<input type="checkbox"/>		<input type="checkbox"/>	
62.	Cafe Little Wish Mahou no Recipe		<input type="checkbox"/>		
63.	Canary		<input type="checkbox"/>		
64.	Candy Stripe		<input type="checkbox"/>		
65.	Cannon Spike	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Gunspike'				
66.	Canvas: Motif of Sepia Color		<input type="checkbox"/>		
67.	Capcom vs SNK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
68.	Capcom vs SNK Millennium Fight 2000 Pro		<input type="checkbox"/>		
69.	Capcom vs SNK 2		<input type="checkbox"/>		
70.	Cardcaptor Sakura -Tomoyo No Video Daisakusen-		<input type="checkbox"/>		
71.	Card of Destiny		<input type="checkbox"/>		
72.	Carrier	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
73.	Castle Fantasia Seima Taisen		<input type="checkbox"/>		
74.	Centipede	<input type="checkbox"/>			
75.	Championship Surfer	<input type="checkbox"/>		<input type="checkbox"/>	
76.	Chaos Field		<input type="checkbox"/>		
77.	Charge 'N Blast	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
78.	Cherry Blossom		<input type="checkbox"/>		
79.	Chicken Run	<input type="checkbox"/>		<input type="checkbox"/>	
80.	Chocolat : Maid Cafe "Curio"		<input type="checkbox"/>		
81.	Cho Hatsumei Boy Kanipan		<input type="checkbox"/>		
82.	Christmas Seaman		<input type="checkbox"/>		
83.	ChuChu Rocket!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
84.	Cleopatra Fortune		<input type="checkbox"/>		
85.	Close To -Inori no Oka-		<input type="checkbox"/>		
86.	Coaster Works	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Jet Coaster Dream'				
87.	Comic Party		<input type="checkbox"/>		
88.	Confidential Mission	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
89.	Conflict Zone	<input type="checkbox"/>		<input type="checkbox"/>	
90.	Cool Boarders Burrn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Rippin' Riders' and in PAL territories as 'Snow Surfers'				
91.	Cool Cool Toon		<input type="checkbox"/>		
92.	Cool Herders				<input type="checkbox"/>
93.	Cosmic Smash		<input type="checkbox"/>		
94.	Crazy Taxi	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
95.	Crazy Taxi 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
96.	CR Hissatsu Shigotonin Pachitte Chonmage @ Vpachi		<input type="checkbox"/>		

	<u>Title</u>	<u>US</u>	<u>JPN</u>	<u>PAL</u>	<u>WW</u>
97.	Culdcept II		<input type="checkbox"/>		
98.	Cyber Angel Mahjong Battle Shangri-La		<input type="checkbox"/>		
99.	D2	<input type="checkbox"/>	<input type="checkbox"/>		
100.	Dabitsuku		<input type="checkbox"/>		
101.	Dabitsuku 2		<input type="checkbox"/>		
102.	Daisessen		<input type="checkbox"/>		
103.	Dance Dance Revolution 2 nd Mix Dreamcast Edition		<input type="checkbox"/>		
104.	Dance Dance Revolution Club Version Dreamcast Edition		<input type="checkbox"/>		
105.	Dancing Blade Katteni Momotenshi! Kanzenban		<input type="checkbox"/>		
106.	Dancing Blade Katteni Momotenshi! II		<input type="checkbox"/>		
107.	Dave Mirra Freestyle BMX				
108.	Daytona USA 2001	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Daytona USA'				
109.	Dead or Alive 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
110.	Death Crimson 2		<input type="checkbox"/>		
111.	Death Crimson OX	<input type="checkbox"/>	<input type="checkbox"/>		
112.	Deep Fighter	<input type="checkbox"/>		<input type="checkbox"/>	
113.	Dejiko No Maibura		<input type="checkbox"/>		
114.	Demolition Racer – No Exit	<input type="checkbox"/>			
115.	Denpashonenteki Kenshoseikatsu Soft Nasubi No Heya		<input type="checkbox"/>		
116.	Densya De Go! 2		<input type="checkbox"/>		
117.	deSpiria		<input type="checkbox"/>		
118.	Di Gi Charat Fantasy		<input type="checkbox"/>		
119.	Dino Crisis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
120.	Disney's Dinosaur	<input type="checkbox"/>		<input type="checkbox"/>	
121.	Dogu Senki -Haoh-		<input type="checkbox"/>		
122.	Doki Doki Idol Star Seeker Remix		<input type="checkbox"/>		
123.	Donald Duck Quack Attack	<input type="checkbox"/>		<input type="checkbox"/>	
	Released in the US as 'Donald Duck Goin' Quackers'				
124.	Dousoukai 2 Again & Refrain		<input type="checkbox"/>		
125.	Dragon Riders: Chronicles of Pern	<input type="checkbox"/>		<input type="checkbox"/>	
126.	Dragon's Blood	<input type="checkbox"/>		<input type="checkbox"/>	
	Released in the US as 'Draconus : Cult of the Wyrn'				
127.	Dreamcastnoid				<input type="checkbox"/>
128.	Dream Flyer		<input type="checkbox"/>		
129.	Dream Para Para				<input type="checkbox"/>
130.	Dreamstud!o		<input type="checkbox"/>		
131.	Ducati World	<input type="checkbox"/>		<input type="checkbox"/>	
132.	DUX				<input type="checkbox"/>
133.	DUX 1.5				<input type="checkbox"/>
134.	D+Vine [LUV]		<input type="checkbox"/>		
135.	Dynamite Cop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Dynamite Deka 2'				
136.	Ecco the Dolphin: Defender of the Future	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
137.	ECW: Anarchy Rulz	<input type="checkbox"/>		<input type="checkbox"/>	
138.	ECW: Hardcore Revolution	<input type="checkbox"/>		<input type="checkbox"/>	
139.	EGG: Elemental Gimmick Gear	<input type="checkbox"/>	<input type="checkbox"/>		
140.	Eisei meijin 3: game creator Yoshimura Nobuhiro no Zunou		<input type="checkbox"/>		
141.	Elansar & Philia				<input type="checkbox"/>
142.	Eldorado Gate volume 1		<input type="checkbox"/>		
143.	Eldorado Gate volume 2		<input type="checkbox"/>		
144.	Eldorado Gate volume 3		<input type="checkbox"/>		
145.	Eldorado Gate volume 4		<input type="checkbox"/>		
146.	Eldorado Gate volume 5		<input type="checkbox"/>		
147.	Eldorado Gate volume 6		<input type="checkbox"/>		
148.	Eldorado Gate volume 7		<input type="checkbox"/>		
149.	ElySION ~Eternal Sanctuary~		<input type="checkbox"/>		

	Title	US	JPN	PAL	WW
150.	Erde		<input type="checkbox"/>		
151.	es		<input type="checkbox"/>		
152.	Escape 2042: The Truth Defenders				<input type="checkbox"/>
153.	Espion-AGE-NTS Released in the US as 'Industrial Spy: Operation Espionage'	<input type="checkbox"/>	<input type="checkbox"/>		
154.	ESPN International Track & Field Released in Japan as 'Ganbare Nippon! Olympic 2000'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
155.	ESPN NBA 2 Night	<input type="checkbox"/>			
156.	European Super League			<input type="checkbox"/>	
157.	Eve Zero -Ark of the Matter- Perfect Edition		<input type="checkbox"/>		
158.	Ever 17 -The Out of Infinity-		<input type="checkbox"/>		
159.	Ever 17 -The Out of Infinity- Premium Edition		<input type="checkbox"/>		
160.	Evil Dead: Hail to the King	<input type="checkbox"/>		<input type="checkbox"/>	
161.	Evil Twin			<input type="checkbox"/>	
162.	Evolution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
163.	Evolution 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
164.	Exhibition of Speed			<input type="checkbox"/>	
165.	Exodus Guilty NEOS		<input type="checkbox"/>		
166.	Expendable Released in PAL territories as 'Millennium Soldier: Expendable'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
167.	F1 Racing Championship			<input type="checkbox"/>	
168.	F1 World Grand Prix	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
169.	F1 World Grand Prix II		<input type="checkbox"/>	<input type="checkbox"/>	
170.	F355 Challenge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
171.	Fast Striker				<input type="checkbox"/>
172.	Fatal Fury: Mark of the Wolves Released in Japan as 'Garou: Mark of the Wolves'	<input type="checkbox"/>	<input type="checkbox"/>		
173.	Feet of Fury				<input type="checkbox"/>
174.	Fighting Force 2	<input type="checkbox"/>		<input type="checkbox"/>	
175.	Fighting Vipers 2		<input type="checkbox"/>	<input type="checkbox"/>	
176.	Fire Pro-Wrestling D		<input type="checkbox"/>		
177.	First Kiss Story 2		<input type="checkbox"/>		
178.	Fish Eyes Wild Released in the US as 'Reel Fishing Wild'	<input type="checkbox"/>	<input type="checkbox"/>		
179.	Flag to Flag Released in Japan as 'Super Speed Racing'	<input type="checkbox"/>	<input type="checkbox"/>		
180.	Flashback				<input type="checkbox"/>
181.	The Flintstones – Viva Rock Vegas Only released as a Promo white label in PAL territories			<input type="checkbox"/>	
182.	Floigan Bros. Episode 1	<input type="checkbox"/>		<input type="checkbox"/>	
183.	For Symphony : With All One's Heart		<input type="checkbox"/>		
184.	Fragrance Tale		<input type="checkbox"/>		
185.	Frame Gride		<input type="checkbox"/>		
186.	Freestyle Scooter Released in the US as 'Razor Freestyle Scooter'	<input type="checkbox"/>		<input type="checkbox"/>	
187.	Frog Feast				<input type="checkbox"/>
188.	Frogger 2: Swampy's Revenge	<input type="checkbox"/>			
189.	Fruit'Y				<input type="checkbox"/>
190.	Fur Fighters	<input type="checkbox"/>		<input type="checkbox"/>	
191.	Fushigi Dungeon		<input type="checkbox"/>		
192.	Gaia master Kessen		<input type="checkbox"/>		
193.	Gakkyuu Oh Yamazaki		<input type="checkbox"/>		
194.	Ganryu				<input type="checkbox"/>
195.	Gauntlet Legends	<input type="checkbox"/>		<input type="checkbox"/>	
196.	GET !! Colonies		<input type="checkbox"/>		
197.	Ghost Blade				<input type="checkbox"/>
198.	Giant Gram – All Japan Pro Wrestling 2		<input type="checkbox"/>		
199.	Giant Gram 2000 – All Japan Pro Wrestling 3		<input type="checkbox"/>		

	Title	US	JPN	PAL	WW
200.	Giant Killers			<input type="checkbox"/>	
201.	GigaWing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
202.	GigaWing 2	<input type="checkbox"/>	<input type="checkbox"/>		
203.	Godzilla Generations		<input type="checkbox"/>		
204.	Godzilla Generations Maximum Impact		<input type="checkbox"/>		
205.	Golf Shiyouyo Courses data Adventure Edition		<input type="checkbox"/>		
206.	Golf Shiyouyo Kouryaku Pack		<input type="checkbox"/>		
207.	Golf Shiyouyo 2		<input type="checkbox"/>		
208.	Grand Theft Auto 2	<input type="checkbox"/>		<input type="checkbox"/>	
209.	Grandia II	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
210.	Grauen no Torikago Kapitel 1: Keiyaku		<input type="checkbox"/>		
211.	Grauen no Torikago Kapitel 2: Torikago		<input type="checkbox"/>		
212.	Grauen no Torikago Kapitel 3: Kanse		<input type="checkbox"/>		
213.	Grauen no Torikago Kapitel 4: Kaikou		<input type="checkbox"/>		
214.	Grauen no Torikago Kapitel 5: Shokuzai		<input type="checkbox"/>		
215.	Grauen no Torikago Kapitel 6: Senritsu		<input type="checkbox"/>		
216.	The Grinch	<input type="checkbox"/>		<input type="checkbox"/>	
217.	Guilty Gear X		<input type="checkbox"/>		
218.	Gunbird 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
219.	Gundam Battle Online		<input type="checkbox"/>		
220.	Gundam Side Story 0079	<input type="checkbox"/>	<input type="checkbox"/>		
221.	Gunlord				<input type="checkbox"/>
222.	Guru Guru Onsen 2		<input type="checkbox"/>		
223.	Guru Guru Onsen 3		<input type="checkbox"/>		
224.	Half Life (Video)			<input type="checkbox"/>	
	Only released as Promo white label in PAL territories. Video only.				
225.	Hanagumi Taisen Columns 2		<input type="checkbox"/>		
226.	Happy Breeding		<input type="checkbox"/>		
227.	Happy Lesson		<input type="checkbox"/>		
228.	Happy Lesson – First Lesson		<input type="checkbox"/>		
229.	Harusame Youbi		<input type="checkbox"/>		
230.	Headhunter			<input type="checkbox"/>	
231.	Heavy Metal – Geomatrix	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
232.	Heisei Mahjong-Shou		<input type="checkbox"/>		
233.	Hello Kitty Garden Panic		<input type="checkbox"/>		
234.	Hello Kitty Lovely Fruit Park		<input type="checkbox"/>		
235.	Hello Kitty Magical Block		<input type="checkbox"/>		
236.	Hello Kitty Otonaru Mail		<input type="checkbox"/>		
237.	Hello Kitty Waku Waku Cookies		<input type="checkbox"/>		
238.	Hermes				<input type="checkbox"/>
239.	Hidden & Dangerous	<input type="checkbox"/>		<input type="checkbox"/>	
240.	Himitsu – Yui Ga Ita Natsu -		<input type="checkbox"/>		
241.	Historical Mystery Adventure Troia 1186 B.C.		<input type="checkbox"/>		
242.	The House of the Dead 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
243.	Hoyle Casino	<input type="checkbox"/>			
244.	Hundred Swords		<input type="checkbox"/>		
245.	Hydro Thunder	<input type="checkbox"/>		<input type="checkbox"/>	
246.	Idol Janshi wo Tsukucchaou		<input type="checkbox"/>		
247.	Ikaruga		<input type="checkbox"/>		
248.	Illbleed	<input type="checkbox"/>	<input type="checkbox"/>		
249.	Incoming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Incoming Humanity Last Battle'				
250.	Inhabitants				<input type="checkbox"/>
251.	Interlude		<input type="checkbox"/>		
252.	Irides: Master of Blocks				<input type="checkbox"/>
253.	Iris		<input type="checkbox"/>		
254.	Iron Aces	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Title		US	JPN	PAL	WW
Released in Japan as 'Imperial no Taka: Fighter of Zero'					
255.	Izumo		<input type="checkbox"/>		
256.	Jahmong		<input type="checkbox"/>		
257.	James & Watch – Arm				<input type="checkbox"/>
258.	James & Watch – Tooth Cracker				<input type="checkbox"/>
259.	Jeremy McGrath Supercross 2000	<input type="checkbox"/>		<input type="checkbox"/>	
260.	Jet Coaster Dream 2		<input type="checkbox"/>		
261.	Jet Set Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Released in the US as 'Jet Grind Radio'; also includes 'De La Jet Set Radio'					
262.	Jikkyo Powerful Pro Yakyu -Dreamcast Edition-		<input type="checkbox"/>		
263.	Jimmy White's 2 Cueball			<input type="checkbox"/>	
264.	Jinsei Game for Dreamcast		<input type="checkbox"/>		
265.	Jissen Pachislo Hissyouhou@Vpachi		<input type="checkbox"/>		
266.	JoJo's Bizarre Adventure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
267.	JRA PAT for Dreamcast		<input type="checkbox"/>		
268.	July		<input type="checkbox"/>		
269.	Kaen Seibo -The Virgin on Megiddo-		<input type="checkbox"/>		
270.	Kaitou Apricot		<input type="checkbox"/>		
271.	Kanon		<input type="checkbox"/>		
272.	Kao the Kangaroo	<input type="checkbox"/>		<input type="checkbox"/>	
273.	Karous		<input type="checkbox"/>		
274.	Kaze no Uta		<input type="checkbox"/>		
275.	Kimiga Nozomu Eien		<input type="checkbox"/>		
276.	The King of Fighters '99 Evolution	<input type="checkbox"/>	<input type="checkbox"/>		
277.	The King of Fighters Dream Match 99	<input type="checkbox"/>	<input type="checkbox"/>		
278.	The King of Fighters 2000		<input type="checkbox"/>		
279.	The King of Fighters 2001		<input type="checkbox"/>		
280.	The King of Fighters 2002		<input type="checkbox"/>		
281.	Kiss Psycho Circus	<input type="checkbox"/>		<input type="checkbox"/>	
282.	Kita e – Photo Memories		<input type="checkbox"/>		
283.	Kita e – White Illumination		<input type="checkbox"/>		
284.	Kitaihei Gold		<input type="checkbox"/>		
285.	Kiteretsu Boy's Gangagan		<input type="checkbox"/>		
286.	Konohana : True Report		<input type="checkbox"/>		
287.	Konohana 2		<input type="checkbox"/>		
288.	Kuon no Kizuna Sairinsyo		<input type="checkbox"/>		
289.	L.O.L. -Lack of Love-		<input type="checkbox"/>		
290.	Lake Masters Pro Dreamcast Plus		<input type="checkbox"/>		
291.	Langrisser Millennium		<input type="checkbox"/>		
292.	The Last Blade 2	<input type="checkbox"/>	<input type="checkbox"/>		
Released in Japan as 'Gekka no Kenshi – Final Edition'					
293.	Last Hope				<input type="checkbox"/>
294.	Last Hope Pink Bullets Edition				<input type="checkbox"/>
295.	Legacy of Kain – Soul Reaper	<input type="checkbox"/>		<input type="checkbox"/>	
296.	Le Mans 24 Hours	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Released in the US as 'Test Drive Le Mans'					
297.	Leona's Tricky Adventures				<input type="checkbox"/>
298.	Let's Make J-League Professional Soccer Club		<input type="checkbox"/>		
299.	Let's Make J-League Professional Soccer Club! -Saka- Tsuku		<input type="checkbox"/>		
300.	Let's Make J-League Professional Soccer Club 2		<input type="checkbox"/>		
301.	Let's Make Japanese Professional Baseball Team!		<input type="checkbox"/>		
302.	Let's Make More Japanese Professional Baseball Team!		<input type="checkbox"/>		
303.	Let's Make Japanese Professional Baseball Team and Play Ball!		<input type="checkbox"/>		
304.	Let's Play with Japanese Professional Baseball Team on Net!		<input type="checkbox"/>		
305.	Let's Play with Japanese Professional Baseball Team!		<input type="checkbox"/>		
306.	Looney Tunes Space Race	<input type="checkbox"/>		<input type="checkbox"/>	
307.	The Lost Golem		<input type="checkbox"/>		

	Title	US	JPN	PAL	WW
308.	Love Hina -Smile Again-		<input type="checkbox"/>		
309.	Love Hina -Totsuzen no Engeji Happening-		<input type="checkbox"/>		
310.	Maboroshi Tsukiyo		<input type="checkbox"/>		
311.	Macross M3		<input type="checkbox"/>		
312.	MagForce Racing	<input type="checkbox"/>		<input type="checkbox"/>	
313.	Magic: The Gathering		<input type="checkbox"/>		
314.	Ma-Gi : Marginal		<input type="checkbox"/>		
315.	Mahjong Taikai 2 Special		<input type="checkbox"/>		
316.	Majo no Ochakai		<input type="checkbox"/>		
317.	Maken X	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
318.	Maquiupai				<input type="checkbox"/>
319.	Marionette Company		<input type="checkbox"/>		
320.	Marionette Company 2		<input type="checkbox"/>		
321.	Marionette Handler		<input type="checkbox"/>		
322.	Marionette Handler 2		<input type="checkbox"/>		
323.	Mars Matrix	<input type="checkbox"/>	<input type="checkbox"/>		
324.	Marvel vs Capcom	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
325.	Marvel vs Capcom 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
326.	Matt Hoffman's Pro BMX	<input type="checkbox"/>			
327.	Max Steel	<input type="checkbox"/>			
328.	Maximum Pool	<input type="checkbox"/>			
329.	MDK 2	<input type="checkbox"/>		<input type="checkbox"/>	
330.	Mei☆Puru		<input type="checkbox"/>		
331.	Memories Off 2 nd		<input type="checkbox"/>		
332.	Memories Off Complete		<input type="checkbox"/>		
333.	Mercurius Pretty: End of the Century		<input type="checkbox"/>		
334.	Metal Wolf		<input type="checkbox"/>		
335.	Metropolis Street Racer	<input type="checkbox"/>		<input type="checkbox"/>	
336.	Midway's Greatest Arcade Hits Volume 1	<input type="checkbox"/>		<input type="checkbox"/>	
337.	Midway's Greatest Arcade Hits Volume 2	<input type="checkbox"/>			
338.	Milky Season		<input type="checkbox"/>		
339.	Miss Moonlight		<input type="checkbox"/>		
340.	Missing Parts: The Tantei Stories		<input type="checkbox"/>		
341.	Missing Parts 2: The Tantei Stories		<input type="checkbox"/>		
342.	Missing Parts 3: The Tantei Stories		<input type="checkbox"/>		
343.	Mizuiro		<input type="checkbox"/>		
344.	Mobile Suit Gundam E.F.F. Vs Zeon & DX		<input type="checkbox"/>		
345.	Mobile Suit Gundam Gihren's Greed Blood of Zeon		<input type="checkbox"/>		
346.	Moekan		<input type="checkbox"/>		
347.	MoHo			<input type="checkbox"/>	
348.	Monaco Grand Prix	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan and PAL territories as 'Monaco Grand Prix: Racing Simulation 2'				
349.	Morita no Saikyou Reversi		<input type="checkbox"/>		
350.	Morita no Saikyou Shogi		<input type="checkbox"/>		
351.	Mortal Kombat Gold	<input type="checkbox"/>		<input type="checkbox"/>	
352.	Mr. Driller	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
353.	Ms. Pac-Man Maze Madness	<input type="checkbox"/>			
354.	MTV Sports: Skateboarding	<input type="checkbox"/>		<input type="checkbox"/>	
355.	Musapey's Choco Marker		<input type="checkbox"/>		
356.	My Merry May		<input type="checkbox"/>		
357.	My Merry Maybe		<input type="checkbox"/>		
358.	My Trackman		<input type="checkbox"/>		
359.	Nadesico The Mission		<input type="checkbox"/>		
360.	Nakoruru – Ano Hito Kara No Okurimono -		<input type="checkbox"/>		
361.	Namco Museum	<input type="checkbox"/>			
362.	Nanatsu No Hikan -Senritsu No Hohoemi-		<input type="checkbox"/>		

	Title	US	JPN	PAL	WW
363.	Napple Tale: Arsia in Daydream		<input type="checkbox"/>		
364.	NBA 2K	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
365.	NBA 2K1	<input type="checkbox"/>	<input type="checkbox"/>		
366.	NBA 2K2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
367.	NBA Hoopz	<input type="checkbox"/>		<input type="checkbox"/>	
368.	NBA Showtime: NBA on NBC	<input type="checkbox"/>		<input type="checkbox"/>	
369.	NCAA College Football 2K2	<input type="checkbox"/>			
370.	Neo Golden Logres		<input type="checkbox"/>		
371.	Neon Genesis Evangelion -Ayanami Ikusei Keikaku-		<input type="checkbox"/>		
372.	Neon Genesis Evangelion -Typing E Keikaku-		<input type="checkbox"/>		
373.	Neon Genesis Evangelion -Typing Hokan Keikaku-		<input type="checkbox"/>		
374.	NEO XYX				<input type="checkbox"/>
375.	Neppachi		<input type="checkbox"/>		
376.	Neppachi II @Vpachi CR Harenchi Gauken		<input type="checkbox"/>		
377.	Neppachi III @Vpachi CR do Konjou Gale 2 & H		<input type="checkbox"/>		
378.	Neppachi IV @Vpachi CR Ah! Hananooouendan 3		<input type="checkbox"/>		
379.	Neppachi V @Vpachi CR Monster House		<input type="checkbox"/>		
380.	Neppachi VI @Vpachi CR Otakarantankentai		<input type="checkbox"/>		
381.	Net de Para		<input type="checkbox"/>		
382.	Net de Tennis		<input type="checkbox"/>		
383.	Net Versus -Chess-		<input type="checkbox"/>		
384.	Net Versus -Gomokunarabe & Renju-		<input type="checkbox"/>		
385.	Net Versus -Hanafuda-		<input type="checkbox"/>		
386.	Net Versus -Igo-		<input type="checkbox"/>		
387.	Net Versus -Mahjong-		<input type="checkbox"/>		
388.	Net Versus -Reversi-		<input type="checkbox"/>		
389.	Net Versus -Shogi-		<input type="checkbox"/>		
390.	Nettou Golf		<input type="checkbox"/>		
391.	Never 7 – The end of Infinity		<input type="checkbox"/>		
392.	The Next Tetris: Online edition	<input type="checkbox"/>		<input type="checkbox"/>	
393.	NFL 2K	<input type="checkbox"/>	<input type="checkbox"/>		
394.	NFL 2K1	<input type="checkbox"/>	<input type="checkbox"/>		
395.	NFL 2K2	<input type="checkbox"/>	<input type="checkbox"/>		
396.	NFL Blitz 2000	<input type="checkbox"/>		<input type="checkbox"/>	
397.	NFL Blitz 2001	<input type="checkbox"/>			
398.	NFL Quarterback Club 2000	<input type="checkbox"/>		<input type="checkbox"/>	
399.	NFL Quarterback Club 2001	<input type="checkbox"/>			
400.	NHL 2K	<input type="checkbox"/>		<input type="checkbox"/>	
401.	NHL 2K2	<input type="checkbox"/>	<input type="checkbox"/>		
402.	Nightmare Creatures II	<input type="checkbox"/>		<input type="checkbox"/>	
403.	Nijyuei		<input type="checkbox"/>		
404.	Nippon Pro Mahjong Renmei Kounin: Tetsuman Menkyokaiden		<input type="checkbox"/>		
405.	Nishikaze No Kyoushikyoku		<input type="checkbox"/>		
406.	Nobunaga no Yabou -Reppuden-		<input type="checkbox"/>		
407.	Nobunaga no Yabou -Shousei roku-		<input type="checkbox"/>		
408.	The Nomad Soul	<input type="checkbox"/>		<input type="checkbox"/>	
	Released in the US as 'Omikron: The Nomad Soul'				
409.	Ogami Ichirou Funtouki		<input type="checkbox"/>		
410.	Omoide Ni Kawaru Kimi- Memories Off		<input type="checkbox"/>		
411.	Ooga Booga	<input type="checkbox"/>			
412.	Orange Pocket – Cornet		<input type="checkbox"/>		
413.	Orion's Puzzle Collection				<input type="checkbox"/>
414.	O.to.i.Re – Dreamcast Sequencer		<input type="checkbox"/>		
415.	Oukahoushin -Oukasakishitoki-		<input type="checkbox"/>		
416.	Outtrigger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
417.	Pachinko No Dendo CR Nanashi		<input type="checkbox"/>		

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418.	Pachi-Slot Teiou Dream Slot -Heiwa SP-		<input type="checkbox"/>		
419.	Pachi-Slot Teiou Dream Slot -Olympia SP-		<input type="checkbox"/>		
420.	Pandora no Yume		<input type="checkbox"/>		
421.	Panzer Front		<input type="checkbox"/>		
422.	Patissier na Nyanko		<input type="checkbox"/>		
423.	Pen Pen TriIcelon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in PAL territories as 'Pen Pen'				
424.	Phantasy Star Online	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
425.	Phantasy Star Online ver. 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
426.	Pia Carrot e Youkoso!! 2		<input type="checkbox"/>		
427.	Pia Carrot e Youkoso!! 2.5		<input type="checkbox"/>		
428.	Pia Carrot e Youkoso!! 3		<input type="checkbox"/>		
429.	Pier Solar HD				<input type="checkbox"/>
430.	Pizzicato Polka – Suisei Genya		<input type="checkbox"/>		
431.	Planet Ring			<input type="checkbox"/>	
432.	Plasma Sword	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Star Gladiator 2: Nightmare of Bilstein'				
433.	Plus Plumb		<input type="checkbox"/>		
434.	Pocke-Kano ~Yumi-Shizuka-Fumio~		<input type="checkbox"/>		
435.	POD 2	<input type="checkbox"/>		<input type="checkbox"/>	
	Released in the US as 'POD Speedzone'				
436.	Pop'n Music		<input type="checkbox"/>		
437.	Pop'n Music 2		<input type="checkbox"/>		
438.	Pop'n Music 3 (append disc)		<input type="checkbox"/>		
439.	Pop'n Music 4 (append disc)		<input type="checkbox"/>		
440.	Power Jet Racing 2001		<input type="checkbox"/>		
441.	Power Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
442.	Power Stone 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
443.	Prince of Persia : Arabian Nights	<input type="checkbox"/>			
444.	Princess Holiday		<input type="checkbox"/>		
445.	Princess Maker Collection		<input type="checkbox"/>		
446.	Prism Heart		<input type="checkbox"/>		
447.	Prismaticallization		<input type="checkbox"/>		
448.	Project Justice: Rival Schools 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Project Justice' and in Japan as 'Moero! Justice Gakuen'				
449.	Pro Mahjong Kiwame D		<input type="checkbox"/>		
450.	Pro Pinball Trilogy			<input type="checkbox"/>	
451.	Psychic Force 2012	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
452.	The Psychological Game		<input type="checkbox"/>		
453.	Psyvariar 2 – The will to fabricate		<input type="checkbox"/>		
454.	Puyo Puyo 4		<input type="checkbox"/>		
455.	Puyo Puyo DA! Feat. ELLENA System		<input type="checkbox"/>		
456.	Puyo Puyo Fever		<input type="checkbox"/>		
457.	Q*Bert	<input type="checkbox"/>			
458.	Quake III Arena	<input type="checkbox"/>		<input type="checkbox"/>	
459.	Quiz Ah! My Goddess		<input type="checkbox"/>		
460.	Racing Simulation 2: Monaco Grand Prix Online			<input type="checkbox"/>	
461.	Radirgy		<input type="checkbox"/>		
462.	Railroad Tycoon II	<input type="checkbox"/>		<input type="checkbox"/>	
463.	Rainbow Cotton		<input type="checkbox"/>		
464.	Rayman 2: The Great Escape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Rayman – The Great Escape'				
465.	Ready 2 Rumble Boxing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
466.	Ready 2 Rumble Boxing Round 2	<input type="checkbox"/>		<input type="checkbox"/>	
467.	Real Sound: Kaze no Regret		<input type="checkbox"/>		
468.	Record of Lodoss War	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
469.	Red Dog	<input type="checkbox"/>		<input type="checkbox"/>	

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470.	Redux Dark Matters Includes release of 'Redux 1.1'				<input type="checkbox"/>
471.	Renai Chu! Happy Perfect		<input type="checkbox"/>		
472.	Rent A Hero No. 1		<input type="checkbox"/>		
473.	Resident Evil 2 Released in Japan as 'Biohazard 2 – Value Plus'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
474.	Resident Evil 3 Nemesis Released in Japan as 'Biohazard 3 Last Escape'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
475.	Resident Evil Code : Veronica Released in Japan as 'Biohazard CODE : Veronica'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
476.	Revive...		<input type="checkbox"/>		
477.	Re-Volt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
478.	Rez		<input type="checkbox"/>	<input type="checkbox"/>	
479.	The Ring: Terror's Realm	<input type="checkbox"/>	<input type="checkbox"/>		
480.	Roadsters	<input type="checkbox"/>		<input type="checkbox"/>	
481.	Roommania #203		<input type="checkbox"/>		
482.	Roommate Asami : Director's Edition		<input type="checkbox"/>		
483.	Roommate Novel : Ryoko Inoue		<input type="checkbox"/>		
484.	Roommate Novel : Ryoko Inoue -Last Scene-		<input type="checkbox"/>		
485.	Roommate Novel : Yuka Sato		<input type="checkbox"/>		
486.	Run=Dim As Black Soul		<input type="checkbox"/>		
487.	Rune Caster		<input type="checkbox"/>		
488.	Rune Jade		<input type="checkbox"/>		
489.	Rush Rush Rally Racing				<input type="checkbox"/>
490.	Rush Rush Rally Reloaded				<input type="checkbox"/>
491.	Sakura Momoko Gekijou : Coji Coji		<input type="checkbox"/>		
492.	Sakura Wars		<input type="checkbox"/>		
493.	Sakura Wars 2		<input type="checkbox"/>		
494.	Sakura Wars 3		<input type="checkbox"/>		
495.	Sakura Wars 4		<input type="checkbox"/>		
496.	Sakura Wars Complete Box		<input type="checkbox"/>		
497.	Sakura Wars Kinematron Hanagumi Mail		<input type="checkbox"/>		
498.	Sakura Wars Online – Paris No Nagai Hibi		<input type="checkbox"/>		
499.	Sakura Wars Online – Teito No Nagai Hibi		<input type="checkbox"/>		
500.	Samba de Amigo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
501.	Samba de Amigo Ver.2000		<input type="checkbox"/>		
502.	San Francisco Rush 2049 Released in PAL territories as 'Rush 2049'	<input type="checkbox"/>		<input type="checkbox"/>	
503.	Sangokushi VI		<input type="checkbox"/>		
504.	Sangokushi VI with Power Up Kit		<input type="checkbox"/>		
505.	Seaman	<input type="checkbox"/>	<input type="checkbox"/>		
506.	Seaman : Kindan no Pet 2001		<input type="checkbox"/>		
507.	Sega Bass Fishing Released in Japan as 'Get Bass'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
508.	Sega Bass Fishing 2 Released in Japan as 'Get Bass 2'	<input type="checkbox"/>	<input type="checkbox"/>		
509.	Sega Extreme Sports Released in the US as 'Xtreme Sports'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
510.	Segagaga		<input type="checkbox"/>		
511.	Sega GT Released in Japan as 'Sega GT Homologation Special'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
512.	Sega Marine Fishing	<input type="checkbox"/>	<input type="checkbox"/>		
513.	Sega Rally 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
514.	Sega Smash Pack Volume 1	<input type="checkbox"/>			
515.	Sega Tetris		<input type="checkbox"/>		
516.	Sega Worldwide Soccer 2000			<input type="checkbox"/>	
517.	Sega Worldwide Soccer 2000: Euro Edition			<input type="checkbox"/>	
518.	Seireiki Rayblade		<input type="checkbox"/>		

Title		US	JPN	PAL	WW
519.	Sengoku Turb		<input type="checkbox"/>		
520.	Sengoku Turb: Fanfan I Love Me Dunce – Doubletendre		<input type="checkbox"/>		
521.	Sentimental Graffiti 2		<input type="checkbox"/>		
522.	Sentimental Graffiti : Yakusoku		<input type="checkbox"/>		
523.	Seventh Cross	<input type="checkbox"/>	<input type="checkbox"/>		
	Released in the US as 'Seventh Cross Evolution'				
524.	Shadow Man	<input type="checkbox"/>		<input type="checkbox"/>	
525.	Shanghai Dynasty		<input type="checkbox"/>		
526.	Shenmue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Includes Japanese release of 'US Shenmue'				
527.	Shenmue II		<input type="checkbox"/>	<input type="checkbox"/>	
528.	Shikigami No Shiro II		<input type="checkbox"/>		
529.	Shin Honkaku Hanafuda		<input type="checkbox"/>		
530.	Shirotsume souwa: Episode of the Clovers		<input type="checkbox"/>		
531.	Silent Scope	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
532.	Silver	<input type="checkbox"/>		<input type="checkbox"/>	
533.	Simple 2000 Series DC Vol. 1: Bitter Sweet Fools		<input type="checkbox"/>		
534.	Simple 2000 Series DC Vol. 2: Natuiro Celebration		<input type="checkbox"/>		
535.	Simple 2000 Series DC Vol. 3: Fureai		<input type="checkbox"/>		
536.	Simple 2000 Series DC Vol. 4: Okaeri!		<input type="checkbox"/>		
537.	Sister Princess Premium Edition		<input type="checkbox"/>		
538.	Skies of Arcadia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Eternal Arcadia'				
539.	Slave Zero	<input type="checkbox"/>		<input type="checkbox"/>	
540.	Sno-Cross Championship Racing	<input type="checkbox"/>		<input type="checkbox"/>	
541.	Snow		<input type="checkbox"/>		
542.	Soldier of Fortune	<input type="checkbox"/>		<input type="checkbox"/>	
543.	Sonic Adventure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Includes Japanese release of 'Sonic Adventure International'				
544.	Sonic Adventure 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
545.	Sonic Shuffle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
546.	Sorcerian: Shichisei Mahou No Shito		<input type="checkbox"/>		
547.	Soul Calibur	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
548.	Soul Fighter	<input type="checkbox"/>		<input type="checkbox"/>	
549.	South Park : Chef's Luv Shack	<input type="checkbox"/>		<input type="checkbox"/>	
550.	South Park Rally	<input type="checkbox"/>		<input type="checkbox"/>	
551.	Space Channel 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
552.	Space Channel 5 part 2		<input type="checkbox"/>		
553.	Spawn -In the Demon's Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
554.	Spec Ops II : Omega Squad	<input type="checkbox"/>		<input type="checkbox"/>	
555.	Speed Devils	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
556.	Speed Devils Online Racing	<input type="checkbox"/>		<input type="checkbox"/>	
557.	Spider-Man	<input type="checkbox"/>		<input type="checkbox"/>	
558.	Spirit of Speed 1937	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
559.	Sports Jam	<input type="checkbox"/>	<input type="checkbox"/>		
560.	Starlancer	<input type="checkbox"/>		<input type="checkbox"/>	
561.	Star Wars : Demolition	<input type="checkbox"/>		<input type="checkbox"/>	
562.	Star Wars Episode I : Jedi Power Battles	<input type="checkbox"/>		<input type="checkbox"/>	
563.	Star Wars Episode I: Racer	<input type="checkbox"/>		<input type="checkbox"/>	
564.	Street Fighter III 3 rd Strike	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Street Fighter III 3 rd Strike : Fight for the Future'				
565.	Street Fighter III Double Impact	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Street Fighter III W Impact'				
566.	Street Fighter Alpha 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Street Fighter Zero 3'; includes matching service version				
567.	Stunt GP			<input type="checkbox"/>	
568.	Stupid Invaders	<input type="checkbox"/>		<input type="checkbox"/>	
569.	Sturmwind				<input type="checkbox"/>

	Title	US	JPN	PAL	WW
570.	Suigetsu Mayoi-Gokoro		<input type="checkbox"/>		
571.	Suika		<input type="checkbox"/>		
572.	Sunrise Eiyuutan		<input type="checkbox"/>		
573.	Super Hero Retsuden		<input type="checkbox"/>		
574.	Super Magnetic Neo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Super Magnetic Niu Niu'				
575.	Super Producers Mezase Show Biz Kai		<input type="checkbox"/>		
576.	Super Puzzle Fighter II X for Matching Service		<input type="checkbox"/>		
577.	Super Robot Wars Alpha for Dreamcast		<input type="checkbox"/>		
578.	Super Runabout	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Includes the Japanese release of 'Super Runabout San Francisco Edition'				
579.	Super Street Fighter II X for Matching Service		<input type="checkbox"/>		
580.	Surf Rocket Racers	<input type="checkbox"/>		<input type="checkbox"/>	
581.	Suzuki Alstare Extreme Racing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Redline Racer'				
582.	Sweet Season		<input type="checkbox"/>		
583.	Sword of the Berserk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Berserk'				
584.	Sydney 2000	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
585.	Taisen Net Gimmick : Capcom & Psikyo All Stars		<input type="checkbox"/>		
586.	Tako No Marine		<input type="checkbox"/>		
587.	Tama-cue		<input type="checkbox"/>		
588.	Tanaka Torahiko No Urotoraryu Shogi		<input type="checkbox"/>		
589.	Tantei Shinshi Dash!		<input type="checkbox"/>		
590.	Taxi 2 – Le Jeu			<input type="checkbox"/>	
591.	Tech Romancer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Choukousenki Kikaioh'				
592.	Tee Off	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Golf Shiyouyo'				
593.	Tenohira wo, Taiyou Ni		<input type="checkbox"/>		
594.	Tentama 1 st Sunny Side		<input type="checkbox"/>		
595.	Test Drive 6	<input type="checkbox"/>			
596.	Tetris 4D		<input type="checkbox"/>		
597.	Time Stalkers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Climax Landers'				
598.	Tokyo Bus Guide		<input type="checkbox"/>		
599.	Tokyo Highway Challenge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Tokyo Xtreme Racer'; in Japan as 'Shutokou Battle'				
600.	Tokyo Highway Challenge 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Tokyo Xtreme Racer 2'; in Japan as 'Shutokou Battle 2'				
601.	Tom Clancy's Rainbow Six	<input type="checkbox"/>		<input type="checkbox"/>	
602.	Tom Clancy's Rainbow Six: Rogue Spear	<input type="checkbox"/>		<input type="checkbox"/>	
603.	Tomb Raider: Chronicles	<input type="checkbox"/>		<input type="checkbox"/>	
604.	Tomb Raider: The Last Revelation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Tomb Raider IV: The Last Revelation'				
605.	Tony Hawk's Pro Skater	<input type="checkbox"/>		<input type="checkbox"/>	
	Released in PAL territories as 'Tony Hawk's Skateboarding'				
606.	Tony Hawk's Pro Skater 2	<input type="checkbox"/>		<input type="checkbox"/>	
607.	Toukon Retsuden 4		<input type="checkbox"/>		
608.	Toy Commander	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Totsugeki Teketeke Toy Ranger'				
609.	Toy Racer			<input type="checkbox"/>	
610.	Toy Story 2: Buzz Lightyear to the rescue!	<input type="checkbox"/>		<input type="checkbox"/>	
611.	Treasure Strike		<input type="checkbox"/>		
612.	Trickstyle	<input type="checkbox"/>		<input type="checkbox"/>	
613.	Tricolore Crise		<input type="checkbox"/>		
614.	Trigger Heart Exelica		<input type="checkbox"/>		
615.	Trizeal		<input type="checkbox"/>		
616.	Tsuki ha Higashi Ni Ha Wa Nishi Ni – Operation Sanctuary		<input type="checkbox"/>		

	<u>Title</u>	<u>US</u>	<u>JPN</u>	<u>PAL</u>	<u>WW</u>
617.	Twinkle Star Sprites		<input type="checkbox"/>		
618.	Typing of the Date		<input type="checkbox"/>		
619.	The Typing of the Dead		<input type="checkbox"/>		
620.	UEFA Dream Soccer			<input type="checkbox"/>	
621.	UEFA Striker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Striker Pro 2000', and in Japan as 'Super Euro Soccer 2000'				
622.	Ultimate Fighting Championship	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
623.	Under Defeat		<input type="checkbox"/>		
624.	UnderCover A.D. 2025 Kei		<input type="checkbox"/>		
625.	Unreal Tournament	<input type="checkbox"/>		<input type="checkbox"/>	
626.	Urban Chaos	<input type="checkbox"/>		<input type="checkbox"/>	
627.	Utau – Tumbling Dice		<input type="checkbox"/>		
628.	Vampire Chronicle for matching service		<input type="checkbox"/>		
629.	Vanishing Point	<input type="checkbox"/>		<input type="checkbox"/>	
630.	Vermilion Desert		<input type="checkbox"/>		
631.	Vigilante 8 : Second Offense	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Vigilante 8 : Second Battle'				
632.	Virtua Athlete 2K	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Virtua Athlete 2000'				
633.	Virtua Cop 2		<input type="checkbox"/>		
634.	Virtua Fighter 3tb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
635.	Virtual-On Oratorio Tangram	<input type="checkbox"/>	<input type="checkbox"/>		
636.	Virtua Striker 2 Ver.2000.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Virtua Striker 2'				
637.	Virtua Tennis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in Japan as 'Power Smash'				
638.	Virtua Tennis 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Released in the US as 'Tennis 2K2', and in Japan as 'Power Smash 2'				
639.	V-Rally 2: Expert Edition	<input type="checkbox"/>		<input type="checkbox"/>	
	Released in the US as 'Test Drive V-Rally'				
640.	Wacky Races	<input type="checkbox"/>		<input type="checkbox"/>	
641.	Walt Disney World Quest: Magical Racing Tour	<input type="checkbox"/>		<input type="checkbox"/>	
642.	Weakness Hero Torauman DC		<input type="checkbox"/>		
643.	Web Mystery Yochimu Wo Miru Neku		<input type="checkbox"/>		
644.	Wetrix+	<input type="checkbox"/>		<input type="checkbox"/>	
645.	What's Shenmue?		<input type="checkbox"/>		
646.	Who Wants to be a Millionaire?			<input type="checkbox"/>	
647.	Who wants to beat up a Millionaire?	<input type="checkbox"/>			
648.	Wild Metal	<input type="checkbox"/>		<input type="checkbox"/>	
649.	Wind – A Breath of Heart		<input type="checkbox"/>		
650.	Wind and Water: Puzzle Battles				<input type="checkbox"/>
651.	Winning Post 4 Program 2000		<input type="checkbox"/>		
652.	World Neverland Plus		<input type="checkbox"/>		
653.	World Neverland 2 Plus		<input type="checkbox"/>		
654.	World Series Baseball 2K1	<input type="checkbox"/>	<input type="checkbox"/>		
655.	World Series Baseball 2K2	<input type="checkbox"/>	<input type="checkbox"/>		
656.	Worms: Armageddon	<input type="checkbox"/>		<input type="checkbox"/>	
657.	Worms: World Party	<input type="checkbox"/>		<input type="checkbox"/>	
658.	WWF Attitude	<input type="checkbox"/>		<input type="checkbox"/>	
659.	WWF Royal Rumble	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
660.	Yoshia No Oka De Nekoronde...		<input type="checkbox"/>		
661.	Yu Suzuki Gameworks Vol.1		<input type="checkbox"/>		
662.	Yukawa Motosenmu No Otakara Sagashi		<input type="checkbox"/>		
663.	Yuki-Gatari		<input type="checkbox"/>		
664.	Yukyu Gensoukyoku 3 – Perpetual Blue		<input type="checkbox"/>		
665.	Yume No Tsubasa – Fate of Heart		<input type="checkbox"/>		
666.	Yume Uma Ken '99 Internet		<input type="checkbox"/>		
667.	Zero Gunner 2		<input type="checkbox"/>		

	Title	US	JPN	PAL	WW
668.	Zia and the Goddesses of Magic				<input type="checkbox"/>
669.	Zombie Revenge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
670.	Zusar Vasar		<input type="checkbox"/>		

UPCOMING GAMES

Upcoming Dreamcast Indie Releases

It may be 20 years old, but there's still life in the Dreamcast yet, and as I sit here at some point in the middle of 2018, the list of announced upcoming titles for the machine seems to grow every time I look at it. The following is a quick look at 19 of the games heading our way soon, all of which are likely to receive a commercial release. That's not to say that all of these will – as always, projects get announced for the DC and then, for various reasons, never see the light of the day. I've taken a quick look at some of these other titles, which seem to have gone astray.

I've not touched on the vibrant DC homebrew scene, releasing free software frequently, much in this guide at all. This was deliberate – this guide is aimed at those who want to seek out physical releases of games primarily. That's not to say that if a game doesn't get a physical release it's not worth your time – far from it – just that, for this version at least, it's outside of this guides remit. The DC-Talk forums, as well as the DCJY's very own Facebook group, are where you need to be for all the latest information on these titles.

I've not included any information on the possible different types of release for each game, as this info may change significantly before release. JoshProd games will be in PAL cases (for orders from RushOngames), whilst US/Japanese reversible covers will, I imagine, be available from Play-Asia and other outlets, if past releases are anything to go by. Collectors editions, Kickstarter editions and variant cover releases are all a possibility for the following games, but again, this information is liable to change.

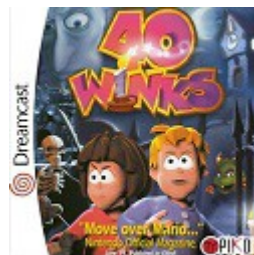
All the information following is correct (as far as I know) at the time of writing. All pictures are taken from official websites if possible. Any corrections, please contact through the usual channels.

40 Winks

Potential future Indie release

Publisher: Piko Interactive
Developer: Eurocom (original developers)
Genre: 3D Platformer
Expected release: unknown

Origin: USA / England
Also on: N64, PS1, PC



40 Winks appeared on Kickstarter in 2018, and was successfully funded for a N64 release. Originally appearing on the PS1, it was a mildly entertaining, colourful 3D platformer, and clearly the prospect of a new N64 cartridge making an appearance (many years after it was originally canned) gathered some serious support, as the title breezed through it's original funding goals. The interesting thing for Dreamcast owners, is that Piko Interactive included a stretch goal for a DC version, one which would use the FMV from the PS1 title and the N64's Co-op mode. Sadly, the stretch goal was not met, but there have been murmurings about a potential separate DC funding project in the future, and with Piko Interactive having some pedigree when it comes to releasing retro releases, the possibility of playing this on Sega's machine in the future can't be discounted. It would certainly be an interesting addition to the Indie line-up, in a genre not abundant on the machine.

More info at the games Kickstarter page [here](#)

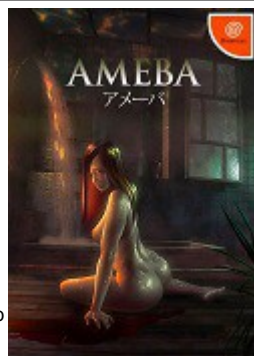
Anticipation rating: ★★★★★
Likelihood of release: ★★

Ameba

Future Indie release

Publisher: Retro Sumus
Developer: Retro Sumus
Genre: Visual Novel
Expected release: unknown

Origin: Spain
Also on: SAT, PC



The team at Retro Sumus announced this 'western visual novel' some years ago, but it seems to have been put somewhat on the back burner whilst they continue work on Xenocider. The prospect of playing an entry in the ubiquitous genre on the DC, without having to use a translation guide to do so, is very appealing, and it's detective-noir feel has some similarities to the Missing Parts series. Sadly, as mentioned, news and updates on this title have been few and far between during Xenociders development, and only a few screenshots have so far been released. The site is still live though, and there's hope that we'll see it's release at some point in the not so distant future.

More info at the games site [here](#)

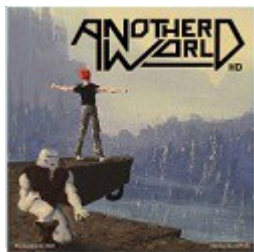
Anticipation rating: ★★★★★
Likelihood of release: ★★★★★

Another World HD

Future Indie release
also known as 'Out of this World'

Publisher: JoshProd
Developer: Eric Chahi (originally for Delphine software)
Genre: Adventure Platformer
Useful Extras: VGA
Expected release: July 2018

Origin: France
Also on: various platforms



One of the 5 games announced as part of the third wave of JoshProd DC releases, Another World HD's cinematic platform action will be a welcome addition to the DC lineup. Like Flashback, it's beautiful animation wowed at the time, and the minimalist design aesthetic throughout the game is timeless. Based around the 20th anniversary release of the title, which saw release on various platforms in 2014, I for one am looking forward to revisiting a title many regard as a legitimate classic.

More info on the JoshProd Facebook page [here](#)

Anticipation rating: ★★★★★
Likelihood of release rating: ★★★★★

Bang Bang Busters

Future Indie release
also known as 'Bang 2 Busters'



Publisher: JoshProd
Developer: Visco
Genre: Arcade platformer
Expected release: July 2018

Origin: Japan
Also on: NEO GEO, NGCD

Possibly the most surprising of the revealed 3rd wave of JoshProd releases for the Dreamcast, Bang Bang Busters (or Bang 2 Busters) is an arcade platformer with a Bubble Bobble look. I'll be honest, I'd never heard of the game before it's release announcement, not completely surprising seeing as it was originally unreleased for the Neo Geo back in 1994. It saw a limited release on the console back in 2011 from revivalists Neo Conception International, with a Neo Geo CD version available too, and with JoshProd already delivering Visco titles in their previous waves of releases, it's therefore perhaps not that surprising to see it grace the DC. Gameplay footage seems to indicate a bright and quirky single screen affair, with plenty of variety in visuals and settings, and as this is not a genre we've had much exposure to from previous indie releases, it's a welcome addition. More info on the JoshProd Facebook page [here](#)

Anticipation rating: ★★★★★
 Likelihood of release rating: ★★★★★

Barbarian

Future Indie release
full title is 'Barbarian: The Ultimate Warrior'



Publisher: Retro Games Ltd.
Developer: Palace Software (original),
Team Oceo (this release)
Genre: 2D Fighter
Expected release: late 2018

Origin: England / France
Also on: numerous

This one was rather unexpected. Retro Games Ltd have recently acquired the rights to famed developer/publishers Epyx's back catalogue, and the first Dreamcast fruits of this may be the reappearance of a beloved 8 bit fighting game in the form of Barbarian. If you're not familiar with the name, then you may not have lived through the tape loading age, or remembered an era before Street Fighter, and therefore missed out on the campy fantasy styling, beheading and scantily clad women that were the real appeal of this game. This DC release will feature graphical versions of all the old releases (for those who really want to see the Speccie's glorious palette on their new Akura box), as well as a as of yet unseen Dreamcast exclusive mode. Certainly, nostalgia may play a part in your own level of anticipation for this release, but if the DC mode delivers something interesting, we could be looking towards a rather intriguing addition to the library. More info on the Epyx Facebook page [here](#)

Anticipation rating: ★★
 Likelihood of release rating: ★★

Battle Crust

Future Indie release



Publisher: JoshProd
Developer: Picorinne Soft
Genre: Shmup
Expected release: July 2018

Origin: Japan
Also on: PC (Steam)

We do like to moan about so many shmups making up the DC indie catalogue, but the last couple of years have been relatively lean years on the shooter front. Step forward another entry in JoshProd's 3rd wave of releases, a port of a 2 year old Steam shmup from Japanese indie duo Picorinne Soft. Channelling a definite retro 80's/90's vibes, this vertical shmup has been pretty well received on the Steam store, and at the very least that cover art is superb. It'll have some tough competition from other indie shooters, but it should be an interesting addition to the lineup. More info on the JoshProd Facebook page [here](#)

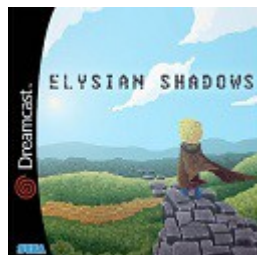
Anticipation rating: ★★
 Likelihood of release rating: ★★★★★

Elysian Shadows

Future Indie release

Publisher: WaterMelon
Developer: Elysian Shadows Team
Genre: RPG
Expected release: unknown

Origin: USA
Also on: PC, MAC, OUYA



This multi-platform RPG will be familiar to anyone with more than a passing interest in the Dreamcast indie scene, and despite some serious delays, it's still one of the more anticipated future releases. Through the 'Adventures in Game Development' series, a successful Kickstarter campaign back in 2014 and some widespread press coverage, Elysian Shadows gathered some considerable hype, and technically, the game looks mightily impressive. 2D and 3D RPG elements, dynamic audio, all sorts of fancy physics and graphical effects, weather, VMU mini games – the list of features goes on. Sadly, those aforementioned delays seem to be continuing, and with periods of silence from the once talkative developers, the current release date for the game seems to be in limbo. When, if, it comes, it's sure to be one of the most impressive examples of an unofficial DC game – but as to when that will be, your guess is as good as mine.

More info on the Elysian Shadows homepage [here](#)

Anticipation rating: ★★★★★
Likelihood of release rating: ★★★

The Escapee

Future Indie release

also known as 'onEscapee'

Publisher: JoshProd
Developer: Invictus Games (original)
Genre: Adventure
Expected release: July 2018

Origin: Hungary
Also on: AMI, PC, iOS



After the success and positive reception to the DC release of Flashback, it was perhaps inevitable that we would see further releases in the same style, but whilst Another World wasn't a surprise, this re-release of an old Amiga game (which saw an iOS and PC release some years back) from the developers of 4x4 Jam, Invictus Games, was a surprise – but a welcome one. With a gloriously Blade Runner-esque dystopian sci-fi feel, the adventure is puzzle heavy with plenty of combat thrown in, and relies on slick animation and some beautiful design to wow gamers. It's also a punishingly challenging title, but rewarding when you solve a tricky section. And the intro is utterly, amazingly brilliant. One to watch out for.

More info on the JoshProd Facebook page [here](#)

Anticipation rating: ★★★★★
Likelihood of release rating: ★★★★★

Fade to Black

Future Indie release

also known as 'Fade to Black: Flashback 2' or 'Flashback 2: Fade to Black'

Publisher: JoshProd
Developer: Delphine (original)
Genre: Action-Adventure
Expected release: July 2018

Origin: France
Also on: PC, PS1



The third wave of JoshProd releases were an eclectic mix of games, but the most anticipated, especially those who remember it when released on PS1 or PC, must be this. Fade to Black was received with rave reviews back in 1995 when released on computers, and sees the continuation of the adventures of Conrad Hart – only this time in 3D. It was rather revolutionary in it's time, and the adventure-puzzling on offer, with a greater emphasis on shooting than before, boasted a terrific atmosphere. It did have a fiddly control system on the PC, and it's still not known whether this is a port of the PS1 or PC version, but 3D indie releases are few and far between. Could be a corker.

More info on the JoshProd Facebook page [here](#)

Anticipation rating: ★★★★★
Likelihood of release rating: ★★★★★

FX-Unit Yuki: The Henshin Engine

Future Indie release

previously known only as 'The Henshin Engine', or 'Henshin Engine'

Publisher: FX-Unit Yuki Team
Developer: FX-Unit Yuki Team
Genre: Action-Platformer
Expected release: Late 2018

Origin: USA
Also on: PCE, PC



Formerly known as 'Henshin Engine', FX-Unit Yuki is a far more interesting title for a very interesting game. Primarily a platformer, there's plenty of action and an obvious love for all things 16-bit, as the game mixes simple platforming with Cotton-inspired horizontal shooting, and several other influences as well. It's Anime style looks good, and there's some very positive reviews coming out for the recently released PC-Engine version of the game. The DC port, despite being part of the successful Kickstarter campaign, has not been the developers main focus, which is understandable as there's a passion to have the PC-Engine release of this as it's flagship. So whilst a July 2018 release date has been mentioned, it would not be a surprise to see this one slipping a wee bit. Still, it looks to be an impressive addition to the library.

The game has a website with lots of info [here](#)

Anticipation rating: ★★ ★

Likelihood of release rating: ★★ ★ ★

Hypertension: Harmony of Darkness

Future Indie release

Publisher: GOAT store
Developer: Isotope Softworks
Genre: FPS
Expected release: unknown

Origin: USA
Also on: Dreamcast exclusive



Seemingly in development forever, Hypertension is another indie release that seems to have stalled in progress quite significantly in recent years. It's promise of bringing a classic FPS experience to the DC, with healthy inspiration from the likes of Blood and Duke Nukem 3D, and plenty of blood, gore and violence, is still an appetising prospect. Videos of in game footage have come and gone, and things have been worryingly quiet... until, as I write this piece, new screenshots emerge in June 2018! Whilst these shots won't be enough to make everyone believe this is still coming, if it ever does, it will get an enthusiastic response.

The games page can be found [here](#) and the Facebook page [here](#)

Anticipation rating: ★★ ★

Likelihood of release rating: ★★ ★

Intrepid Izzy

Future Indie release

Publisher: Senile Team
Developer: Senile Team
Genre: 2D Platform / Beat em up
Expected release: November 2018

Origin: Netherlands
Also on: PC, PS4



There's 2 reasons why you should be excited for this successfully funded kickstarter game.

First, it's blend of 2D platforming adventure with 16-bit beat em up style action, seems to be the perfect retro-themed mix, and looks absolutely gorgeous in the screenshots (and demo) that have been released. Secondly, and perhaps even more importantly, it's being developed by Senile Team. Few indie devs have a track record as strong as this Dutch team, what with the highly praised Rush Rush Rally and always popular Beats of Rage games, so for a change, this is one work in progress where there's absolutely no doubting the end quality. It looks and sounds fantastic, so there's no reason it shouldn't play fantastic too. Possibly the best hope we have of a Pier Solar / Sturmwind indie beater.

The games website can be found [here](#) and the funded Kickstarter page [here](#)

Anticipation rating: ★★ ★ ★ ★

Likelihood of release rating: ★★ ★ ★ ★

Okinawa Rush

Future Indie release

Publisher: JoshProd
Developer: Okinawa Rush Team
Genre: 2D Platform / Beat em up
Expected release: 2018

Origin: England
Also on: PC, PS4, XONE



2018 was the year which the Indie scene kept giving. Not just satisfied with bringing us re-releases of older titles, JoshProd seem intent on bringing us current Indie titles as well, and so it will be when this successfully funded kickstarter makes it's somewhat surprising arrival on the Dreamcast. Rich in Japanese mythology and martial arts lore, this is 16-bit style loving, bad guy beating, side scrolling heaven. The emphasis seems to be on combat, rightfully so, and it boasts an impressively in depth system to keep gamers happy. It's the rarest of Indie releases too – an English made one! Britannia! Nelson! Winston Churchill! Nobby Stiles!... something like that, anyway. What with this and Intrepid Izzy coming along, possibly very close together, those who are itching for 90's style platforming-beat em up mixes will be rather surprisingly spoilt for choice! Okinawa Rush looks incredibly good, will be a breath of fresh air for the Indie release library, and could very well be one of the best. How it looks on the DC, we don't know yet – and it's slightly mysterious failure to appear as part of the third wave of JoshProd releases hopefully doesn't point towards any issues. Cross your fingers – this one could be huge.

More info on the JoshProd Facebook page [here](#) and the Okinawa Rush page [here](#)

Anticipation rating: ★★★★★

Likelihood of release rating: ★★★★★

Reaperi Cycle

Future Indie release

Publisher: unknown
Developer: Reaperi Cycle team
Genre: RPG / Puzzle
Expected release: unknown

Origin: France
Also on: Dreamcast exclusive



This intriguing isometric RPG-puzzle game is still in the relatively early days of work (although a year into development), but the developers are making a serious effort in building up hype for the game, with teaser videos, live-streams and the like. Not a massive amount is known about what the game itself will be like, but what can be gleaned from the footage available, it will have RPG elements, puzzles, some intricate graphical design in it's isometric worlds, and focus on mystical knowledge as a plot device. Whilst a commercial release is not certain, it's one to keep an eye on

The developers site and Patreon can be found [here](#)

Anticipation rating: ★★★

Likelihood of release rating: ★★

Saber Rider and the Star Sheriffs

Future Indie release

Publisher: JoshProd
Developer: Team Saber Rider
Genre: Run n' Gun
Expected release: 2018

Origin: Germany
Also on: PS4, SWI, PCE, PC, 3DS



It's been a bit of a rough ride for the team behind this promising looking licensed title (although, that seems to be par for the course in terms of DC development), but with the announcement that the newly crowned kings of the DC indie scene, JoshProd, are now on publishing duties, gamers will soon be able to engage in some much needed space western action. Based on a mildly successful 80's cartoon series, this title was successfully funded on Kickstarter some time ago, but some changes to the development team seemed to stall progress. Regardless, the announcement (and opening of pre-orders) of JoshProd and RushOngames involvement, coupled with some tantalising snippets on social media, has built the anticipation up for this one again. A good looking 16-bit style, love of both the license and the always popular run n' gun genre, and a catchy soundtrack will hopefully await us – and soon!

The game's website is [here](#), the kickstarter is [here](#), and the JoshProd Facebook page [here](#)

Anticipation rating: ★★★★★

Likelihood of release rating: ★★★★★

Slave

Future Indie release

Publisher: GOAT store
Developer: Jay Townsend / Isotope Softworks
Genre: FPS
Expected release: unknown
Origin: USA
Also on: Dreamcast exclusive



Announced some years ago to celebrate the 15th anniversary of the Dreamcast, Slave is another indie product with a tumultuous history that has suffered long, long delays. Now more likely as a tie in with the 20th anniversary, Jay Townsend and Isotope softworks retro-futuristic themed FPS, which wowed with it's early videos, could still be a defining moment. It looks unique, throwing a ton of action the way of the player, and is much as a homage to early arcade play as it is to the FPS genre. News have been a bit thin on the ground the last year or so, which has irked some due to the game 'being nearly finished' for some time. If it emerges, and chances are it will eventually, it looks like it's going to be great.

The game can be found on the Goat Store [here](#) and it's Facebook page is [here](#)

Anticipation rating: ★★★★★
Likelihood of release rating: ★★

Tanglewood

Future Indie release

Publisher: unknown
Developer: Big Evil Corporation
Genre: 2D Platformer
Expected release: 2018/2019
Origin: England
Also on: MD, PC, MAC



Primarily getting attention for it's pending Mega Drive release (even getting coverage on the BBC News channel), Tanglewood missed it's Dreamcast stretch target on Kickstarter by just over £100, so the possibility of a future release on our chosen console seems likely. Anyone who has an admiration for the Disney platformers of the 90's will feel right at home with Tanglewood's lovely animation and retro themed world – and with some great pedigree in the development team, this will be a welcome, professional addition to the DC library. The Mega Drive version seems very much the focus at the moment, which is not surprising, and whilst a DC port hasn't been confirmed, no one is going to be surprised if it gets announced.

Tanglewood's website can be found [here](#), where amongst other things, you can try a demo of the MD version!

Anticipation rating: ★★★★★
Likelihood of release rating: ★★

Xenocider

Future Indie release

Publisher: Retro Sumus
Developer: Retro Sumus
Genre: 3D Shooter
Expected release: late 2018
Origin: Spain
Also on: Dreamcast excl.



Despite being unsuccessful in their attempts at Kickstarting Xenocider, Retro Sumus have been regularly updating their Space Harrier-like rail shooter for some time, with a demo out, pre-orders being taken and generally positive vibes coming from the team. There's a passion and love for all things Sega in the title, and the vibrant, action packed levels and excellent soundtrack (from what we've heard) all point towards Xenocider being one to watch out for. There's been some delays (2017 was the expected release date), but the team have been open with the community, have shared plenty of footage, and seem on track to deliver. Question is – will it be the first DC title beginning with X, or will it be beaten by Xeno Crisis?

Retro Sumus have a Xenocider page up [here](#) – you can pre-order the game from the site.

Anticipation rating: ★★★★★
Likelihood of release rating: ★★

Xeno Crisis

Future Indie release

Publisher: Bitmap Bureau
Developer: Bitmap Bureau
Genre: Arena Shooter
Expected release: January 2019

Origin: England
Also on: MD, PC, SWI



Anyone who has experienced, and enjoyed, top down multi-directional shooters like Chaos Engine or Smash TV, will know what to expect with Xeno Crisis. Also being developed for the Mega Drive (and modern gen systems), it's a glorious return to the chunky, dystopian sci-fi worlds of the early 90's, with hectic and fun gameplay, and sure to be a hit with it's co-operative mode. Procedurally generated maps and rooms will keep things fresh, and you never know, thanks (in part) to the DCJY we may even have Twin Stick support for this one! Successful on Kickstarter, it's still on course for an early 2019 release and is looking to be one title to really get excited about.

The games Kickstarter is [here](#) and the Bitmap Bureau's website is [here](#)

Anticipation rating: ★★★★★

Likelihood of release rating: ★★★★★

Other potential upcoming games...

As always with indie DC releases, there's various games announced, teased, shown off, disappeared or hinted at. Whilst there's several games that I can confirm are coming out, I'm not at liberty to name them here – all I will say, is that 2019 is looking like it may be the best year for new Dreamcast games yet!

As it is, there are a few more titles we can talk about with a little less certainty than the ones listed above. Here's a brief run down on some of them.

Redux 2

Hucast announced this latest addition to the Dux/Redux franchise some time ago, but since releasing Ghost Blade on modern generation consoles, they've gone decidedly quiet in relation to this upcoming shmup – in fact, there's no mention at all on their website. It can be assumed that, at best, the game is on the back burner for the time being and may see a release in future, but it isn't looking great for those wanting some more Hucast action.

Sydney Hunter and the Caverns of Death

Collectorvision teased a DC version of their retro platformer many years ago, but there's been little mention of it since. However, with JoshProd involved with the release of the physical SNES version, could we be seeing an announcement soon? Here's hoping!

Future JoshProd Games

The three waves of releases from JoshProd have so far been an eclectic mix of titles, ranging from re-release Indie classics, to ports of highly regarded older titles, Visco arcade games and some curve-balls thrown in too. A 4th wave seems inevitable, and whilst a couple of games (like Okinawa Rush) we know about, there's been hints about some other possibilities. The guys at Dreamcast Today pointed to one of the titles in the initial teaser banner for the 3rd wave, being Finding Teddy – a point and click adventure released on Steam a few years back to mostly positive reviews. No mention of a possible DC port of this had been, to my knowledge, made before, and the inclusion of the artwork in the banner mysteriously vanished... It's all a bit of a mystery. We can probably expect more Visco titles to make their way to the DC, and a few other ports of Indie PC titles seem likely. Brilliantly, with JoshProd, we're really not sure what is next, which makes for some exciting times ahead.

Kraut Buster

NG:DEV.TEAM have not said that their latest Neo Geo run'n game title will be finding it's way to the DC, but from past experience, it's a possibility. The teams work is always welcome in my book, so if it does end up coming to the machine, it will get a warm reception.

And of course, over the years, we've seen several projects fall by the wayside. Could we see Scourge re-emerge, another FPS from Isotope Softworks? Militia studios 'In the Line of Fire' gathered some interest, but sadly saw it's Kickstarter campaign close early, with the game classed as 'cancelled' – but could we see it emerge, the proverbial phoenix from the flames, in the future?

PAL COLLECTING

Pal Collecting Contents

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PAL Collecting Guide

The Dreamcast's short lifespan in PAL territories, meant that there were comparatively few titles released for the console, and therefore obtaining 'a full set' of PAL releases is possibly one of the more obtainable collection goals out there in the often murky world of retro video game collecting. Although there's some debate about what constitutes a 'full set', this collecting guide will aim to give those wanting to embark on the journey a helping hand. Whilst there's some handy, quick reference guides listed a little later on, I'm also going to give some hints and tips about what to look out for, pitfalls to evade and some of the more interesting bits about the PAL set.

As throughout this guide, I won't be focusing on accessories, consoles or other bits of Dreamcast merchandise. For now, at least.

What is there to collect?

Let's start with the basics. There are **218** PAL releases listed in this guide, however 2 of these (Half Life (video), and Flintstones Viva Rock Vegas) are promo releases only, and not full retail games. That leaves **216** games, which, as some might notice, differs from the often quoted number of 217. This is because I have not included the release of Sega Swirl (which was included on a couple of DreamOn magazine cover discs) as a proper game release, whereas others do.

As well as these, there are **163** white label discs – collectable promotional discs, sent out for Dreamcast booths and review purposes. Although few of them differ at all from the eventual full retail releases, and their plain look, with no cases (other than a few Acclaim titles which came in clamshell packaging) isn't immediately appealing, there's a sub-set of DC collectors who like to pick them up whenever they can.

There's numerous other promo games (of the non-white label variety), a few accessory bundles (some of which are well known throughout Europe, like the House of the Dead light gun sets, and others which are not so well known, like Portuguese-only controller bundles) and quite a few language-specific regional variants. All told, there's around 638 individual, different PAL releases when taking into account all the different types or release, depending on what you do and do not include. There's actually a slightly smaller number of overall PAL releases than the Japanese set, however I've not included some bits, like Australian or Portuguese releases that only had distributor labels or certificate board ratings attached to them – if we include these as well, the total number of PAL variants would be edging towards the 1,000 mark.

The full list of PAL releases, including regional variants and white labels, follows after this guide.



A small selection of standard PAL releases



An example of the white label releases



An example of a Portuguese-only controller bundle

Why should you collect?

If you're the kind of person who isn't immediately turned off by an idea as preposterous as a 'full set' of anything, the PAL Dreamcast set has a lot going for it. It's limited size compared to other consoles, it's relatively high quality ratio, no worries about games being inferior PAL versions without 60hz options, and the general ease with which it can be obtained, are all positives. Certainly, when compared to something like the full set of PAL Mega Drive releases, the DC is a breeze to collect for – although prices have, as with all DC related items, started to rise significantly in recent years.

For those not in PAL regions, there's not a huge list of PAL exclusives (although some notable PAL/JPN only releases, such as Shenmue II and Rez, may tempt North American gamers) to get excited about. Whilst it's easy to play PAL games on any system using a boot disc, they also don't offer anything significant over their US counterparts, and the cases – ah, the cases. Sega decided, as they often did, to lavish the PAL releases with a distinctive case. Sadly, the blue and clear plastic offering needs only to be looked at with a sideways glance to crumble into dust (okay, it's not that bad really), and whilst they look cool, this fragility can lead to some issues down the line with getting hold of replacement cases.

The quality of the PAL library though, generally, is good. Heavy on racing and sports games, there's not much in the way of shooter or RPG goodness, but there's only a few real stinkers in a generally good line-up.

Ultimately, only you know if you should collect or not. The ease of playing downloaded, burned copies of DC games on original hardware, or playing on one of the Dreamcast emulators, means those who have no need for rows of barely loved game cases may not see the need. At the same time, the issue with PAL games on other systems aren't as severe here (except for the awful case durability) so collecting is not a case of settling for an inferior product (like, for example, many unoptimised PAL releases for the 16-bits).



Terribly fragile as they are, the sea of Blue that is a PAL collection still looks pretty cool

Any new collector of PAL DC games will no doubt be regaled with stories from other collectors, about the days when they could walk into a game shop, and pick up just about any game for a couple of Pounds (or indeed Euros). Although this will no doubt be somewhat annoying to those newcomers, the sad fact is that it's true. The vast majority of the library could be picked up for peanuts, with only a few titles holding any value – and this was always below the amount of, say, a new game on a current gen system.

Alas, those days are gone. Whilst it's still not the most expensive of collections, the amount of games below £10/€10 are rapidly decreasing, and to get a perfect condition release of any sort, that figure is now the general starting point*. Most titles will hover between £/€10 and £/€30, but there are a few (MoHo, Samba de Amigo maracas set, Evil Twin, amongst others) that have seen prices rapidly rising. Prices into triple figures are now not uncommon if you want a good condition collection, although if you are a collector who can make do with a less than perfect batch of games, prices can come down somewhat. I'd estimate that a full set of PAL releases (or at least my personal view on what the full set is – see below) would cost between £2,000 and £3,000, depending on a variety of factors. This is no small amount, but as I said, it pales in comparison to some other consoles, and if you bide your time, search out bargains and bundles and don't mind doing some case swapping, it's just about possible to do the full set for around the £1,500 mark.

Of course, with promo and white label versions, regional variants and a few other oddities, that price will rise significantly. If you really must have all 640-odd releases, you'd probably have to be spending well over £7,000 (a particularly rough estimate, as I'm not aware of anyone who has achieved this goal. Yet.) – but of course, part of the fun in the hobby is the bargain hunting!

*there are several titles that can still be found for well under £10, however the cheaper you pay, the more issues you're likely to run into with broken cases, scratched discs, missing manuals etc. For a good condition title, £10 is a pretty standard price. As part of a bundle, however, you're likely to see an average price per game of between £5 and £10 depending on seller.

So I want a full set – what is that, exactly?

If you ask a dozen collectors, you'd probably get a dozen different answers. And that's alright. The PAL collection hobby is nice, in that it can be tailored to fit in with what you're personally interested in. Saying that, I'd consider a full PAL set to be the following.

- A copy of each of the 216 standard PAL releases (including the Samba de Amigo set)
- The Sega Bass Fishing box set
- Either of the two types of The House of the Dead 2 light gun box sets
- Planet Ring boxed with microphone

It's debatable whether the three extras are even necessary – and one copy of each of the standard releases (with the Samba de Amigo box, which was the only legitimate release) will certainly be sufficient for most people. The extras, all Sega releases, are however generally regarded as important parts of the set.

UK collectors would want to add the alternative version of the Grand Theft Auto 2 cover, whilst collectors in other parts of Europe would of course want their own language-specific versions as their 'standard' releases.

Should I be on the look out for fakes?

As with anything where money is involved, there are fake games out there – and with the infamously easy way to play 'backup' games, it's perhaps inevitable that with Dreamcast games you do have to be cautious – but I wouldn't say overly so.

There's several different categories of 'fake' games. First, there's the plain and simple home made burned discs with printed covers stuck in a jewel case or wallet. There's absolutely no need to pay for these – downloading ISO's for DC games is incredibly easy, and so if you don't want to fork out the cash for an original, download yourself. Good quality repro's of the most expensive PAL games should never cost more than £10/€10 if you really must have one. High prices for retro games is annoying, but people charging £30 and up for a game they basically download, burn to a disc and print some artwork off for, is just plain greed. Don't buy the 'if games were cheaper I wouldn't charge this!' / 'It's collectors that are really destroying the retro games scene, not me charging for a pirate copy!' / 'I'm doing it for the scene man!', excuses – if the maker of a reproduction is honest, charges a fair price, indicates on the package that it isn't an original and doesn't act like he's the saviour of the retro gaming scene, then fair enough. But always remember – these games are available for free online, if you're not buying originals.

Secondly, there are the fake PAL releases of games that never got a release. This is a more tricky situation. A nice PAL replica cased version of, say, Half Life, or Propeller Arena, looks nice on your shelf, and if the quality is good, a fair price of between £10-£20 (depending on game) is not an astronomical amount. However, these are freely available online – I want to reiterate this point – and making and printing your own artwork is a much cooler way of going about it. Beware any sellers charging large amounts for these reproductions, as they will often claim a title is 'rare' when it is anything but. They also often don't give any sort of credit to those within the homebrew scene that made it happen. There's a small but dedicated number of people porting, improving and dumping hard to find DC items online for the community, and they're not benefiting at all from you buying a copy.



They look cool, but these are 100% not official releases. In fact, these were knocked up by myself and were rather fun to do. Beware anyone trying to pass these off as real or selling them for high prices.

There is the odd fake white label disc floating around, and these can be tricky to distinguish in online purchases. If a white label is not listed in this guide it does not necessarily mean it's fake – there is still a chance that some other titles are out there. As always, use common sense; if it seems too good to be true, it probably is. An example of this is the 'K-project' white label. K-Project was an early codename of Rez, and was named as such in several magazine previews. A white label has surfaced online, sporadically, claiming to be legitimate – it is not. Luckily, most collectors dedicated (or insane, depending on your own opinions) enough to want white labels will be the more clued up members of the community in regards to spotting fakes – but if you're just embarking on your own collection, and you're not sure about something, ask fellow collectors, post some pictures and generally be curious.

What comes in a standard PAL case?

Unlike the Japanese set, PAL games are similar to the North American releases, in that we got very little in the way of extras in our games. No spine cards, no points cards. We'd occasionally get a booklet from the publisher with some of their other games featured, and Shadow Man does come with a map, but generally, it was pretty simple. Each game comes in the blue PAL case, with a cover insert, disc (or discs), manual (rarely in anything other than black and white) and a rear insert, which has the spine attached. I'll show an example of this configuration in the following few photos (all from Toy Racer).



Cover

This is a simple insert, plain on the back, which sits in the front of the PAL case. The design is uniform, although early PAL releases lacked the 'Dreamcast' header and swirl, and the online gaming bar at the bottom is only on relevant games.



Rear Cover

This is another uniform design, plain on back again. This sits in the rear of the case, with the spine sitting upright next to the disc tray, folding over on the perforated edge. The colour blue used can vary significantly from game to game. Codes printed on bottom of spine.

The rear cover sitting in the back of the case.



Manual

The manual is of a uniform design, and generally reflects the same artwork as the cover. The rear is also generally the same for each game. The manual sits in the rear section of the case, on top of the rear cover. PAL manuals generally start with a contents page indicating where each language begins in the manual.

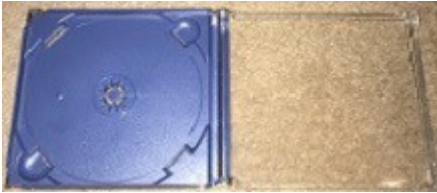
Disc

The disc design for PAL games is generally uniform, with the Dreamcast stripe down the lower middle section. Discs tend to be rather plain. Codes printed on disc and on inner circle. The disc generally sits in the front portion of the PAL case, with 2nd discs sitting at the back (all PAL cases have room for 2 discs)



Case

This is the infamous PAL case in all it's fragile glory. To be fair, if handled correctly it's relatively sturdy, but the slightest knock and you'll end up with disc holder teeth rattling around, broken hinges and cracked cases. The case is not one single unit, but 3 interconnecting parts, with the hinges connecting them the most prone to breaking. It all fits together rather snugly.



Where can you buy PAL games from?

Retro game shops (support your local one), some large chain stores with retro stock and Ebay, are your best bets. The common titles are pretty easy to find if you look, and with nothing in the set of a particularly 'rare' vintage, collecting away from any online purchases is still just about possible for the DC, with some serious patience.

If you're after regional variants, checking sales from all over Europe is a must, as often they will have a price hike from sellers outside of the release country (Taxi 2 being a case in point – listed as £120+ from UK sellers, but until recently relatively easy to obtain from France for around £20).

If you want to grab PAL games in North America, being in contact with European DC collectors is your best bet, as you'll avoid any overcharging, and you can usually strike up a good partnership and trade some North American games for PAL games. Ebay purchases from Europe are your next best bet. This goes for buying PAL games in Japan as well. Unlike in Europe (or the States when it comes to Japanese games), there's a very minimal demand for import titles in Japan.

Top Tips

- Set your own collection goals. If you are only buying for the sake of it, you'll live to regret it. If having random variants or every sports game won't make you happy, simply don't do it!
- If you see cheap games, buy them. Cannibalising the cases can make more expensive games a tad more reasonable, as you can replace poor condition units.
- Network. It's my number one top tip for every collection – be polite, be friendly, don't think you know it all as there will always be someone who knows more, and do people favours. Eventually, you'll get your rewards when someone does you a good deal.
- Don't overpay on an item if you are in no rush. Patience is key to the PAL collection, and hunting bargains is part of the fun.
- Scour car boots / yard sales, as they can still bring up the occasional gem.
- Charity shops in the UK are another possibility. DC games aren't common, but check the CD sections. If you find that copy of MoHo for 50p amongst the Steps CD's, maybe think about giving a little extra to the charity though.
- If you're based away from PAL territories, connect with people who are in them. This will ultimately cut down on shipping costs, and you can do each other a good turn and find the games the other is after.
- Bundles are your friend, especially when you're starting out. If you see a good priced bundle, check the details – if the games are originals, then you can usually pick up one or two in each that warrants the price alone. Sell on any duplicates, or cannibalise the cases, and you can go a long way doing this.
- If it's regional variants you're after, don't restrict yourself to your own countries' Ebay. Many sellers are happy to send throughout the EU. It can also be a bit cheaper doing it this way. Connecting with collectors in other European countries is always wise too.
- White label collecting won't be for everyone. They're not the most attractive of versions, don't offer anything different to the average collector or gamer, and can be a pain to find. However, for a collector looking for a challenge, it's a great addition to the collecting hobby.
- Have I said 'Don't be a dick' already? I want to reiterate this. You'll get nowhere if you act like an arsehole, and you'll miss out on some great deals along the way.

Collecting on a budget

If you have limited funds, but want to start a decent PAL collection, then you are in luck. The majority of the very good games on the system can be picked up cheaply, as they are the most common games. Titles such as Jet Set Radio, Virtua Tennis, Toy Commander, Soul Calibur and Quake III Arena, are all cheap and excellent titles to boot. A good lot, with a console, 2 controllers and 5 games like the ones above, can be found for around £50 – and with access to ISO's to try out other games before buying, that's all the casually interested need.

If you want to be a bit more completist, and throw yourself right into the collecting, then bundle buying is probably the best way to go. You'll soon amass a fair few duplicates, and trading these can yield good results.

Scour those car boots, charity shops, yard sales, second hand shops, local FB buying groups. You'll still get the odd bargain.

There isn't a great deal in terms of either rare or expensive PAL releases, which is generally a good thing for all of us. That being said, there's always a few interesting oddities to look out for, so here's ten to keep an eye on if you ever come across them.

As always, the prices below are for opened copies of the games, and not sealed versions. You can always expect to pay between 20%-50% more for sealed games, and the same should apply to these sought after titles.

The Flintstones: Viva Rock Vegas & Half Life (Video) white labels

Prices as of July 2018 - £300+ / €350+ / \$400+ (US) / A\$550+ / C\$550+ / ¥44,000+



Controversial (?) entries in my own guide, these are probably the rarest and most sought after titles in the whole list of PAL releases. There's only a few copies of each known, all in collectors hands, and it seems unlikely that we'll see many of these ever come up for sale – but then as I write this guide, a copy of Flintstones emerges on Ebay and all bets are off. Expect to see prices smashed if the current trend for soaring DC values continue, and of course be careful of fakes.



Cannon Spike

Prices as of July 2018 - £150+ / €170+ / \$200+ (US) / A\$270+ / C\$260+ / ¥22,000

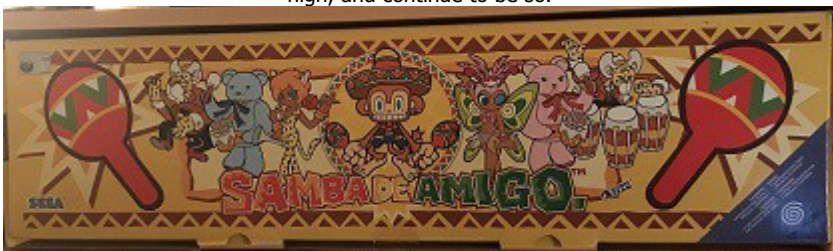


This late release is one of the more uncommon PAL releases, and has seen a steep rise in recent years – although it's always been one of the more expensive titles to obtain. Bidding wars can ensue on Ebay, so expect to pay a little more if another collector is battling against you. Also worth noting the low quality of the actual printing of the front and rear covers. Late BigBen published DC titles were plagued by this issue, and with Cannon Spike it's most notable – so expect to see poor quality (especially on the rear cover). If it looks perfect, then you'll have a fake on your hands.

Samba de Amigo (boxed with Maracas)

Prices as of July 2018 - £150-180 / €170-200 / \$200-240 (US) / A\$270-320 / C\$260-310 / ¥22,000-26,000

Certainly the most visually appealing part of any PAL collection, the lovely boxed set of Samba de Amigo isn't really all that rare – but if you have one, why would you want to sell it? Making sure the mat isn't covered in the dead remains of the previous owners feet is always advisable too. Prices for this one have always been high, and continue to be so.



Evolution 2

Prices as of July 2018 - £140-£180 / €160-200 / \$180-240 (US) / A\$250-320 / C\$250-310 / ¥20,000-26,000



Despite being released in all 3 regions, the PAL release of Evolution 2 sold poorly and has always demanded higher than standard prices. This has been reflected in recent times, so Evolution 2 remains amongst the most expensive PAL releases to buy. It's always been a slight mystery as to why this sequel to a rather unremarkable RPG on the system is in such high demand (it is uncommon, but nowhere near rare enough for that alone to warrant the prices commanded), but such are the quirks of collecting.

MoHo

Prices as of July 2018 - £120-£180 / €140-200 / \$160-240 (US) / A\$210-320/ C\$210-310 / ¥17,500-26,000



Not the greatest title on the DC, but then this lineup of rare and expensive games indicates that value is rarely attached to quality. MoHo, as a PAL exclusive, is nevertheless a title which collectors will want to grab, and prices have remained high for some time. As a UK and German release only (it seems), it's also a fair bit harder to find locally in the rest of Europe. How many people have passed this by without a second glance at car-boots though, we'll never know.

F1 World Grand Prix 'Redbull Demo' white label

Prices as of July 2018 - £100+ / €110+ / \$140+ (US) / A\$180+ / C\$180+ / ¥14,500+



It's difficult to price this one, as it's the newest addition to the DC PAL listings, only coming to light in 2012 on an Ebay listing. The hardcore collectors are unlikely to have it, so will pay a handsome price if it ever comes up for sale – however, there's always a chance that it could sneak out there in a bundle. Eyes peeled as always! (the picture to left was provided by Peter Coombes, as part of a great run down on the white label titles written by Tom Charnock on the DCJY which can be found [here](#).)

Taxi 2 - Le Jeu

Prices as of July 2018 - £80-120 / €90-140 / \$100-160 (US) / A\$140-210 / C\$140-210 / ¥11,500-17,500



Being the sole French-only PAL release for the DC, but being a truly awful game, Taxi 2 – Le Jeu is one that only the collectors will want. I was ready to write the same piece of advice here as I've given countless times to people over the years – buy it direct from France, it's cheaper! - but alas, it seems that our Gallic cousins have cottoned onto the games value to overseas collectors, and the days of picking up copies for a tenner with a French Amazon account are gone. There's a bit of a swing in the pricing for this one, possibly because it is so unknown, and the occasional one will slip by for a fraction of the price, whilst 2 or 3 ludicrously over-priced ones will sit on Ebay for years.

Evil Twin

Prices as of July 2018 - £80-100 / €90-110 / \$100-140 (US) / A\$140-180 / C\$140-180 / ¥11,500-14,500



A PAL exclusive and limited sales, makes Evil Twin a desirable title in both Europe and North America. Those wanting to experience the Burtonesque world of the game can expect to pay a substantial amount for the privilege, although the occasional chancer trying to sell a copy for £200+ should be ignored. In a similar way to Taxi 2, getting the game from French sellers seems to be the cheapest way to grab it (on an assumption that the game sold more there than in the UK), but this is also changing lately and prices are high throughout Europe.

Project Justice Rival Schools 2

Prices as of July 2018 - £80-100 / €90-110 / \$100-140 (US) / A\$140-180 / C\$140-180 / ¥11,500-14,500



The really rather excellent Rival Schools 2 didn't sell amazingly well at retail, so it's unsurprising to see it now as an expensive game to pick up – although that price has shot up considerably in the last couple of years. Of all high end valuable titles for the DC, it's seen the biggest rise – and only Dynamite Cop has seen a similar % increase (Dynamite Cop is still affordable, just about). It is an excellent game though.

Rez

Prices as of July 2018 - £80-100 / €90-110 / \$100-140 (US) / A\$140-180 / C\$140-180 / ¥11,500-14,500



The lack of a US release has always meant that the PAL version of Rez has always attracted some attention from North America, which has kept prices high. In the last year or so, however, these prices have begun to significantly increase, so grabbing a copy for under £100 is becoming increasingly difficult. It is, however, one of the greatest games on the console (but with the Japanese version costing half the price, and with no language barrier), which is *nearly* enough to justify the cost. The release does not in anyway qualify as 'rare', however, as there are always copies on sale.

That's just a small selection of some of the more expensive titles available on the DC for PAL collectors, and with the price increases ongoing, there's a few more knocking on the door of this list. For full pricing and rarity information, see each game entry in the main A to Z.

PAL release list

All PAL releases are listed below. This is best used as a quick reference guide to the PAL collection, as I have not included full codes or more info than the very basic. For more information on any particular release, see the information in the rest of this Pal collecting section, or each titles individual entry in the A to Z.

Quick Key:

D	Dutch	FN	Finnish
E	English	SW	Swedish
F	French	DN	Danish
G	German	N	Norwegian
I	Italian	P	Portuguese
S	Spanish	A	Australian

Games in Bold are PAL exclusive releases on the Dreamcast

Games in Italics did not receive a retail release (white label only)

	<i>Game</i>	<i>Standard Releases</i>	<i>Other Releases</i>
1	4 Wheel Thunder	<input type="checkbox"/> <input type="checkbox"/> D/F/G E/I/S	<input type="checkbox"/> White label
2	18 Wheeler	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
3	90 Minutes	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
4	102 Dalmatians	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G I S	<input type="checkbox"/> White label
5	AeroWings	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> White label
6	AeroWings 2 : Airstrike	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> White label
7	Alone in the Dark: The New Nightmare	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G I/S	-
8	Aqua GT	<input type="checkbox"/> E/F/G	-
9	Army Men: Sarge's Heroes	<input type="checkbox"/> <input type="checkbox"/> D/F/G E/I/S	-
10	Bangai-O	<input type="checkbox"/> D/E/F/G/I/S	-
11	Blue Stinger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F G E/I/S	-
12	Buggy Heat	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
13	Bust-A-Move 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G S I D/F	<input type="checkbox"/> White label
14	Buzz Lightyear of Star Command	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G I/S	-
15	Caesar's Palace 2000	<input type="checkbox"/> <input type="checkbox"/> E/I/S F/G	<input type="checkbox"/> Promo
16	Cannon Spike	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
17	Capcom vs SNK	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> Promo
18	Carrier	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
19	Championship Surfer	<input type="checkbox"/> E/F/G	<input type="checkbox"/> White label

	<i>Game</i>	<i>Standard Releases</i>					<i>Other Releases</i>		
20	Charge 'N Blast	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
21	Chicken Run	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	White Label
		E	F	G	I	S	English		Fra/Ger
22	ChuChu Rocket!	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	<input type="checkbox"/>
							Promo B9	Promo B5	White label
23	Coaster Works	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
24	Confidential Mission	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
25	Conflict Zone	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
			-71 code						
26	Crazy Taxi	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	<input type="checkbox"/>
							White label		Boxed with Controller
27	Crazy Taxi 2	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
28	Dave Mirra Freestyle BMX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	White label
		E	G	D/F	I/S				
29	Daytona USA 2001	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
30	Dead or Alive 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E	G	D/F	I	S	Promo	White label	White label
							Blue text		Silver text
31	Deadly Skies	<input type="checkbox"/>	D/E/S					-	
32	Deep Fighter	<input type="checkbox"/>	F					-	
33	Dino Crisis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Promo	
		E	F	G	I	S			
34	Disney's Dinosaur	<input type="checkbox"/>	F					<input type="checkbox"/>	White label
35	Donald Duck Quack Attack	<input type="checkbox"/>	F/I/S					-	
36	Dragon Riders: Chronicles of Pern	<input type="checkbox"/>	G/I					<input type="checkbox"/>	White label
37	Dragon's Blood	<input type="checkbox"/>	E/I/S					<input type="checkbox"/>	Promo
38	Ducati World	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	White label	
		E	G	D/F	I/S				
39	Dynamite Cop	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
40	Ecco the Dolphin	<input type="checkbox"/>	E/F/G/S					<input type="checkbox"/>	White label
41	ECW: Anarchy Rulz	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	White label	
		E	G	D/F	I/S				
42	ECW: Hardcore Revolution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	White label	
		E	G	D/F	I/S				
43	ESPN International Track and Field	<input type="checkbox"/>	D/E/S					-	
44	European Super League	<input type="checkbox"/>	E/F/G/I/P/S					<input type="checkbox"/>	<input type="checkbox"/>
							White label		Promo

	<i>Game</i>	<i>Standard Releases</i>			<i>Other Releases</i>
45	Evil Dead: Hail to the King	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
		E/S	E/F	F/G	
46	Evil Twin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E/F/G/S		E/F/G/S	White label
		-71 code		-80 code	
47	Evolution	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
		E/S	F/G/I		White label
48	Evolution 2	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/I/S			White label
49	Exhibition of Speed	<input type="checkbox"/>			<input type="checkbox"/>
		D/E/F/G/I/S			Promo
50	F1 Racing Championship	<input type="checkbox"/>			<input type="checkbox"/>
		D/E/F/G/I/S			White label
51	F1 World Grand Prix	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/I/S			White label
					White label 'Redbull' demo
52	F1 World Grand Prix II	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/I/S			White label
53	F355 Challenge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E G D/F I/S			White label
54	Fighting Force 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E G D/F			White label
55	Fighting Vipers 2	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/S			White label
56	The Flintstones - Viva Rock Vegas	-			<input type="checkbox"/>
					White label
57	Floigan Bros. Episode 1	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/S			White label
58	Freestyle Scooter	<input type="checkbox"/>			<input type="checkbox"/>
		E			White label
59	Fur Fighters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E G D/F I/S			White label
60	Gauntlet Legends	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
		D/F/G E/I/S			White label
61	Giant Killers	<input type="checkbox"/>			<input type="checkbox"/>
		E			White label
					White label (BETA)
62	GigaWing	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/I/S			Promo
63	Grand Theft Auto 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
		E F G E/I/S			
64	Grandia II	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E F G			White label
65	The Grinch	<input type="checkbox"/>	<input type="checkbox"/>		-
		D/E/S F/G/I			
66	Gunbird 2	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/I/S			Promo
67	Half Life (Video)	-			<input type="checkbox"/>
					White label
					Video only; not gameplay
68	Headhunter	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/S			White label
69	Heavy Metal – Geomatrix	<input type="checkbox"/>			<input type="checkbox"/>
		E/F/G/S			White label
70	Hidden & Dangerous	<input type="checkbox"/>	<input type="checkbox"/>		-
		E/F/G E/S			

	<i>Game</i>	<i>Standard Releases</i>		<i>Other Releases</i>	
71	The House of the Dead 2	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> Boxed with light gun Printed box	<input type="checkbox"/> Boxed with light gun Slipcase box
72	Hydro Thunder	<input type="checkbox"/> D/F/G	<input type="checkbox"/> E/I/S	-	
73	Incoming	<input type="checkbox"/> E/F/G/S		-	
74	Iron Aces	<input type="checkbox"/> E/F/G/S		<input type="checkbox"/> White label	
75	Jeremy McGrath Supercross	<input type="checkbox"/> E <input type="checkbox"/> G <input type="checkbox"/> D/F <input type="checkbox"/> I/S		<input type="checkbox"/> White label	
76	Jet Set Radio	<input type="checkbox"/> E/F/G/S		<input type="checkbox"/> White label	
77	Jimmy White's 2 Cueball	<input type="checkbox"/> E/F/G/I/S		-	
78	JoJo's Bizarre Adventure	<input type="checkbox"/> E/F/G/I/S <input type="checkbox"/> I		-	
79	Kao the Kangaroo	<input type="checkbox"/> E/F/G/I/S		<input type="checkbox"/> White label	<input type="checkbox"/> Promo
80	Kiss Psycho Circus	<input type="checkbox"/> E/F/G		-	
81	Legacy of Kain – Soul Reaver	<input type="checkbox"/> D <input type="checkbox"/> E <input type="checkbox"/> F <input type="checkbox"/> G <input type="checkbox"/> I <input type="checkbox"/> S		<input type="checkbox"/> White label	
82	Le Mans 24 Hours	<input type="checkbox"/> F <input type="checkbox"/> G <input type="checkbox"/> I <input type="checkbox"/> S <input type="checkbox"/> D/E		<input type="checkbox"/> White label	
83	Looney Tunes Space Race	<input type="checkbox"/> E <input type="checkbox"/> F <input type="checkbox"/> D/G <input type="checkbox"/> I/S		<input type="checkbox"/> White label	
84	MagForce Racing	<input type="checkbox"/> E/F/G/I/S		-	
85	Maken X	<input type="checkbox"/> E/F/G/S		<input type="checkbox"/> White label	
86	Marvel vs Capcom	<input type="checkbox"/> D/F/G <input type="checkbox"/> E/I/S		-	
87	Marvel vs Capcom 2	<input type="checkbox"/> E/F/G/S		<input type="checkbox"/> Promo	
88	MDK 2	<input type="checkbox"/> D/F/G <input type="checkbox"/> E/I/S		<input type="checkbox"/> White label	<input type="checkbox"/> Promo
89	Metropolis Street Racer	<input type="checkbox"/> E/F/G/S		<input type="checkbox"/> White label	<input type="checkbox"/> White label Opel Challenge
90	Midway's Greatest Arcade Hits Vol. 1	<input type="checkbox"/> D/E/F/G/I/S		-	
91	Millennium Soldier	<input type="checkbox"/> E <input type="checkbox"/> G <input type="checkbox"/> D/F <input type="checkbox"/> I/S		-	
92	Expendable	<input type="checkbox"/> E/G		-	
93	MoHo				
93	Monaco Grand Prix Racing Simulation 2	<input type="checkbox"/> E <input type="checkbox"/> G <input type="checkbox"/> D/F/I/S		<input type="checkbox"/> White label	
94	Mortal Kombat Gold	<input type="checkbox"/> D/F/G <input type="checkbox"/> E/I/S		-	
95	Mr. Driller	<input type="checkbox"/> E/F/G/I/S		<input type="checkbox"/> Promo	
96	MTV Sports: Skateboarding	<input type="checkbox"/> E/F/G/I/S		-	

	<i>Game</i>	<i>Standard Releases</i>		<i>Other Releases</i>
97	NBA 2K	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> White label
98	NBA 2K2	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> White label
99	NBA Hoopz	<input type="checkbox"/>	<input type="checkbox"/> D/F/G E/I/S	-
100	NBA Showtime: NBA on NBC	<input type="checkbox"/>	E/F/G	-
101	The Next Tetris	<input type="checkbox"/>	E/F/G	-
102	NFL Blitz 2000	<input type="checkbox"/>	E/F/G	-
103	NFL Quarterback Club 2000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	E G D/F	-
104	NHL 2K	<input type="checkbox"/>	E/FN/F/G/SW	<input type="checkbox"/> EWLP
105	Nightmare Creatures II	<input type="checkbox"/>	<input type="checkbox"/> D/E/S F/G/I	-
106	The Nomad Soul	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	E F G D I/S	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> White label White label White label English French German
107	Outtrigger	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> White label
108	Pen Pen	<input type="checkbox"/>	<input type="checkbox"/> D/F/G E/I/S	-
109	Phantasy Star Online	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> White label Blister pack with VMU
110	Phantasy Star Online ver. 2	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> White label Variant Variant -64 -89
111	Planet Ring	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> White label Boxed with microphone
112	Plasma Sword	<input type="checkbox"/>	E/F/G/I/S	<input type="checkbox"/> Promo
113	POD 2	<input type="checkbox"/>	E/F/G	<input type="checkbox"/> <input type="checkbox"/> White label White label 81 version 125 version
114	Power Stone	<input type="checkbox"/>	<input type="checkbox"/> E/F/G E/I/S	-
115	Power Stone 2	<input type="checkbox"/>	<input type="checkbox"/> E/F/G I/S	<input type="checkbox"/> White label
116	Project Justice : Rival Schools 2	<input type="checkbox"/>	E/F/G/I/S	<input type="checkbox"/> Promo
117	Pro Pinball Trilogy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	E F G S	-
118	Psychic Force 2012	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	E G D/F	-
119	Quake III Arena	<input type="checkbox"/>	E/F/G/S	<input type="checkbox"/> White label
120	Racing Simulation 2: MGP On-Line	<input type="checkbox"/>	E/F/G/I/S	<input type="checkbox"/> White label
121	Railroad Tycoon II	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	E F G	-

	<i>Game</i>	<i>Standard Releases</i>	<i>Other Releases</i>
122	Rayman 2	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> White label
123	Ready 2 Rumble Boxing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E D/F/G E/I/S	<input type="checkbox"/> White label
124	Ready 2 Rumble Boxing Round 2	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
125	Record of Lodoss War	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G D/E/I/P/S	<input type="checkbox"/> <input type="checkbox"/> Promo Promo French
126	Red Dog	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
127	Resident Evil 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F D/G E/I/S	<input type="checkbox"/> White label
128	Resident Evil 3 Nemesis	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> G E/I F/S	<input type="checkbox"/> Promo
129	Resident Evil Code: Veronica	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G I S	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> White White White label label label English French German
130	Re-Volt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F	<input type="checkbox"/> White label
131	Rez	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
132	Roadsters	<input type="checkbox"/> <input type="checkbox"/> E D/F/G/I/S	-
133	Rush 2049	<input type="checkbox"/> <input type="checkbox"/> D/F/G E/I/S	<input type="checkbox"/> White label
134	Samba De Amigo	-	<input type="checkbox"/> Boxed with Maracas
135	Sega Bass Fishing	<input type="checkbox"/> E	<input type="checkbox"/> <input type="checkbox"/> White label Boxed with fishing rod
136	Sega Extreme Sports	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> White label White label Milka edition
137	Sega GT	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
138	Sega Rally 2	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> White Variant Boxed label with controller
139	Sega Worldwide Soccer 2000	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
140	Sega Worldwide Soccer 2000 Euro Edition	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
141	Shadow Man	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F I/S	<input type="checkbox"/> Promo
142	Shenmue	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
143	Shenmue II	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
144	Silent Scope	<input type="checkbox"/> <input type="checkbox"/> D/E/S F/G/I	<input type="checkbox"/> White label
145	Silver	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> G S D/E F/I	-

	<i>Game</i>	<i>Standard Releases</i>	<i>Other Releases</i>
146	Skies of Arcadia	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
147	Slave Zero	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G I S D/F	-
148	Sno-Cross Championship Racing	<input type="checkbox"/> E/F/G	<input type="checkbox"/> White label
149	Snow Surfers	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
150	Soldier of Fortune	<input type="checkbox"/> E/F/G	<input type="checkbox"/> White label
151	Sonic Adventure	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
152	Sonic Adventure 2	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> White label White label Trial version
153	Sonic Shuffle	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
154	Soul Calibur	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
155	Soul Fighter	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F G E/I/S	<input type="checkbox"/> White label
156	South Park: Chef's Luv Shack	<input type="checkbox"/> <input type="checkbox"/> E G	-
157	South Park Rally	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F I/S	<input type="checkbox"/> White label
158	Space Channel 5	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
159	Spawn -In the Demon's Hand	<input type="checkbox"/> <input type="checkbox"/> E F/S	<input type="checkbox"/> White label
160	Spec Ops II : Omega Squad	<input type="checkbox"/> E/F/G/I/S	-
161	Speed Devils	<input type="checkbox"/> D/E/F/G/I/S	<input type="checkbox"/> White label
162	Speed Devils Online Racing	<input type="checkbox"/> E/F/G	<input type="checkbox"/> White label
163	Spider-Man	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F I/S	-
164	Spirit of Speed 1937	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F I/S	<input type="checkbox"/> White label
165	Starlancer	<input type="checkbox"/> E/F/G	<input type="checkbox"/> White label
166	Star Wars: Demolition	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F	-
167	Star Wars Episode One: Jedi Power Battles	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G	<input type="checkbox"/> White label
168	Star Wars Episode 1 Racer	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G	<input type="checkbox"/> White label
169	Street Fighter III 3 rd Strike	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> Promo
170	Street Fighter III Double Impact	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> Promo
171	Street Fighter Alpha 3	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> Promo
172	Stunt GP	<input type="checkbox"/> D/E/F/G/I/S	<input type="checkbox"/> White label

	Game	Standard Releases						Other Releases			
173	Stupid Invaders	<input type="checkbox"/>		<input type="checkbox"/>				<input type="checkbox"/>			
		F		D/E/G/I				White label			
174	Super Magnetic Neo	<input type="checkbox"/>						-			
		E/F/G/I/S									
175	Super Runabout	<input type="checkbox"/>						<input type="checkbox"/>		<input type="checkbox"/>	
		E/F/G/I/S						White label		Promo	
176	Surf Rocket Racers	<input type="checkbox"/>						<input type="checkbox"/>			
		E/F/G						White label			
177	Suzuki Alstare Racing	<input type="checkbox"/>					<input type="checkbox"/>	-			
		D/E/F/G/I/S					F				
178	Sword of the Berserk	<input type="checkbox"/>						<input type="checkbox"/>			
		E						White label			
179	Sydney 2000	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E	F	G	I	S	A	White label	White label	White label	White label
								Eng	Fra	Ger	Aus
180	Taxi 2 – Le Jeu	<input type="checkbox"/>						-			
		F									
181	Tech Romancer	<input type="checkbox"/>						<input type="checkbox"/>			
		E/F/G/I/S						Promo			
182	Tee Off	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>			
		E	G	D/F	I/S			White label			
183	Time Stalkers	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>			
		E/F/G			I/S			White label			
184	Tokyo Highway Challenge	<input type="checkbox"/>						<input type="checkbox"/>			
		E/F/G/I/S						White label			
185	Tokyo Highway Challenge 2	<input type="checkbox"/>						<input type="checkbox"/>			
		E/F/G/I						White label			
186	Tom Clancy's Rainbow Six	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>			
		E	F	G	I/S			Promo			
187	Tom Clancy's Rainbow Six: Rogue Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>			
		E	F	G	E/I/S			Promo			
188	Tomb Raider: Chronicles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>			
		E	F	G	I	S		White label			
189	Tomb Raider: The Last Revelation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
		D	E	F	G	I	S	White label	White label	White label	
								English	French	German	
190	Tony Hawk's Skateboarding	<input type="checkbox"/>						<input type="checkbox"/>			
		E/F/G/I/S						White label			
191	Tony Hawk's Pro Skater 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>		<input type="checkbox"/>	
		E	F	G	I/S			White label		White label	
								English		German	
192	Toy Commander	<input type="checkbox"/>						<input type="checkbox"/>			
		E/F/G/S						White label			
193	Toy Racer	<input type="checkbox"/>						-			
		E/F/G/S									
194	Toy Story 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			-			
		E	F	G	I/S						
195	Trickstyle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
		E	G	D/F							
196	UEFA Dream Soccer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		E	F	G	S			White label	White label	White label	White label
								Eng	Fra	Ger	Spa

	<i>Game</i>	<i>Standard Releases</i>	<i>Other Releases</i>
197	UEFA Striker	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> D E F G I S	<input type="checkbox"/> White label
198	U.F.C.	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> White label
199	Unreal Tournament	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G	-
200	Urban Chaos	<input type="checkbox"/> <input type="checkbox"/> E/F E/I/S	<input type="checkbox"/> White label
201	Vanishing Point	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F I/S	<input type="checkbox"/> White label
202	Vigilante 8: Second Offense	<input type="checkbox"/> <input type="checkbox"/> E/G F/I/S	-
203	Virtua Athlete 2K	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
204	Virtua Fighter 3tb	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
205	Virtua Striker 2 Ver.2000.1	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
206	Virtua Tennis	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> <input type="checkbox"/> White label White label 'big' 'small' <input type="checkbox"/> Boxed with controller
207	Virtua Tennis 2	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label
208	V-Rally 2: Expert Edition	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E G D/F I/P/S	<input type="checkbox"/> White label
209	Wacky Races	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F D/G I/S	<input type="checkbox"/> White label
210	Walt Disney World Quest Magical Racing Tour	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G I/S	<input type="checkbox"/> White label
211	Wetrix+	<input type="checkbox"/> <input type="checkbox"/> E/I/S E/F/G	-
212	Who Wants to be a Millionaire?	<input type="checkbox"/> <input type="checkbox"/> E F	<input type="checkbox"/> White label
213	Wild Metal	<input type="checkbox"/> <input type="checkbox"/> E/I/S E/F/G	-
214	Worms: Armageddon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E F G D/F/I/S DN/FN/N/SW	<input type="checkbox"/> White label
215	Worms: World Party	<input type="checkbox"/> D/E/F/G/I/S	<input type="checkbox"/> <input type="checkbox"/> White label Promo
216	WWF Attitude	<input type="checkbox"/> <input type="checkbox"/> E G	
217	WWF Royal Rumble	<input type="checkbox"/> E/F/G/I/S	<input type="checkbox"/> White label
218	Zombie Revenge	<input type="checkbox"/> E/F/G/S	<input type="checkbox"/> White label

PAL regional differences

Distinct to the PAL set of releases, the various regional differences can make collecting somewhat of a minefield. Depending on your own goal as a collector, a 'complete set' can vary from having just 1 version of each (usually in your own local language if possible), to having every single last version. However, it's even more complicated than that, as several releases only differ in the front and rear covers (the discs being the same for all releases), or the manual. And then there's the games with different discs. Not to mention those releases with different names for each regional release. To put it simply, it can cause a bit of a headache.

In this section I hope to guide the potential collector to an informed decision about what to pick up and what to leave on the shelf of their local retro games emporium, based on their own needs. Every PAL release is therefore listed under the type of release it is, and what sets the versions apart.

First, there are 2 major types of release, '**Same disc**' releases and '**Different disc**' releases. Simply put, the first of these share the same disc no matter what release you pick up, whilst the second will have different discs depending on which version it is. Each of these is then sub-divided into the various combinations of the release. The majority of PAL titles share the same disc regardless of region; there are however 36 that do not. Note: I've only included the standard releases of PAL games here, and not variants or special editions.

Same disc:

The following are PAL releases with only a **single release** – there are no regional releases. These are the most common, and also easiest, to collect for as there is only the one version. There are 112 of these titles

18 Wheeler	Freestyle Scooter	PSO	Space Channel 5
90 Minutes	Giant Killers	PSO ver. 2	Spec Ops II
AeroWings	GigaWing	Planet Ring	Speed Devils
AeroWings 2	Gunbird 2	Plasma Sword	Speed Devils Online racing
Aqua GT	Headhunter	POD 2	Starlancer
Bangai-O	Heavy Metal Geomatrix	Project Justice	Street Fighter III 3 rd Strike
Buggy Heat	House of the Dead 2, The	Quake III Arena	Street Fighter III DI
Cannon Spike	Incoming	RS2: MGP On-Line	Street Fighter Alpha 3
Capcom vs SNK	Iron Aces	Rayman 2	Stunt GP
Carrier	Jet Set Radio	Ready 2 Rumble R2	Super Magnetic Neo
Championship Surfer	Jimmy White's 2 Cueball	Red Dog	Super Runabout
Charge 'N Blast	Kao the Kangaroo	Rez	Surf Rocket Racers
ChuChu Rocket!	Kiss Psycho Circus	Samba de Amigo	Sword of the Berserk
Coaster Works	MagForce Racing	Sega Bass Fishing	Taxi 2 – Le Jeu
Confidential Mission	Maken X	Sega Extreme Sp.	Tech Romancer
Crazy Taxi	Marvel vs Capcom 2	Sega GT	Tokyo Highway Challenge
Crazy Taxi 2	Metropolis Street Racer	SWWS 2000	Tokyo Highway Challenge 2
Daytona USA 2001	Midway's Arcade Hits vol. 1	SWWS 2000 Euro	Tony Hawk's Skateboarding
Dynamite Cop	MoHo	Shenmue	Toy Commander
Ecco the Dolphin	Mr. Driller	Shenmue II	UFC
European Super League	MTV Sports: Skateboarding	Skies of Arcadia	Virtua Athlete 2K
Evolution 2	NBA 2K	Sno-Cross	Virtua Fighter 3tb
Exhibition of Speed	NBA 2K2	Snow Surfers	Virtua Striker 2
F1 Racing Championship	NBA Showtime: NBA on NBC	Soldier of Fortune	Virtua Tennis
F1 World Grand Prix	The Next Tetris	Sonic Adventure	Virtua Tennis 2
F1 World Grand Prix 2	NFL Blitz 2000	Sonic Adventure 2	Worms: World Party
Fighting Vipers 2	NHL 2K	Sonic Shuffle	WWF Royal Rumble
Floigan Bros. Ep. 1	Outtrigger	Soul Calibur	Zombie Revenge
DISC ✓	MANUAL ✓	REAR COVER ✓	FRONT COVER ✓

The following is the sole PAL release with different front and rear covers, but the same disc and manual

Donald Duck Quack Attack	3 versions. The French/Italian/Spanish release is titled 'Donald Couak Attack', but has the same Disc and multi-lingual manual as the Dutch/English/German releases (of which there are 2 which only differ in the identification codes)			
DISC	✓	MANUAL	✓	REAR COVER ✗ FRONT COVER ✗

The following are the 4 PAL releases with differing front and rear covers and manual, but with the same disc

JoJo's Bizarre Adventure	2 versions. A multi-lingual European wide release, and an Italian only release titled 'Le Bizarre Avventure Di JoJo'			
Le Mans 24 Hours	5 versions, all share the same disc but are titled for their specific language, and have language specific manuals Le Mans 24 Hours (Dutch/English); 24 Heures du Mans (French); 24 Horas de la Mans (Spanish); La 24 Ore di Le Mans (Italian); Die 24 Stunden von Le Mans (German)			
UEFA Striker	6 versions. All 6 versions have their own regional covers, and their own language-specific manuals, but the same disc. There are English, French, Dutch, Italian, German and Spanish releases.			
Wacky Races	4 versions, all share the same disc but have language specific manuals, and in the case of the German and French versions, have different cover art to reflect the regional title change. Wacky Races (English release, Italian/Spanish release); Les Fous du Volant (French) and German (Wacky Races: Autorennen Total)			
DISC	✓	MANUAL	✗	REAR COVER ✗ FRONT COVER ✗

The following is the sole PAL release where the versions share the disc, front cover and manual, but which have different rear covers

Suzuki Alstare Racing	2 versions. Only the rear cover is different. One European-wide release and one French release			
DISC	✓	MANUAL	✓	REAR COVER ✗ FRONT COVER ✓

The following are the PAL releases which share front covers and discs, but have differing manuals and rear covers. There are 60 of these releases, and it is the second most common type of release

The letter abbreviations used below are the same as in the rest of this guide.

4 Wheel Thunder	2 versions (E/I/S and D/F/G)
Army Men: Sarge's Heroes	2 versions (E/I/S and D/F/G)
Bust-a-Move 4	5 versions (English, German, Spanish, Italian and a Dutch/French release.)
Caesar's Palace 2000	2 versions (E/I/S and F/G)
Conflict Zone	2 versions (Both listed with E/F/G/S on the rear cover, but codes are different, and one version has an English and German manual, and the other has a French and Spanish one.)
Dave Mirra Freestyle BMX	4 versions (D/F, I/S, English and German releases)
Dead or Alive 2	4 versions (D/F, I/S, English and German releases)
Deadly Skies	2 versions (D/E/S and F/G/I)
Dragon Riders	2 versions (G/I and D/E/F)
Dragon's Blood	2 versions (E/I/S and F/G)
Ducati World	4 versions (D/F, I/S, English and German releases)
ECW: Anarchy Rulz	4 versions (D/F, I/S, English and German releases)

ESPN Int. Track and Field	2 versions (D/E/S and F/G/I)
Evolution	2 versions (E/S and F/G/I)
F355 Challenge	4 versions (D/F, I/S, English and German releases)
Fur Fighters	4 versions (D/F, I/S, English and German releases)
Gauntlet Legends	2 versions (D/F/S and E/I/S)
Grandia II	3 versions (English, French and German releases)
The Grinch	2 versions (D/E/S and F/G/I)
Hidden & Dangerous	2 versions (E/F/G and E/S)
Hydro Thunder	2 versions (E/I/S and D/F/G)
Jeremy McGrath Supercross	4 versions (D/F, I/S, English and German releases)
Looney Tunes Space Race	4 versions (I/S, D/G, English and French releases)
Marvel Vs Capcom	2 versions (D/F/G and E/I/S)
MDK 2	2 versions (D/F/G and E/I/S)
Millennium Soldier Exp.	4 versions (D/F, I/S, English and German releases)
Mortal Kombat Gold	2 versions (D/F/G and E/I/S)
NBA Hoopz	2 versions (D/F/G and E/I/S)
NFL Quarterback Club 2000	3 versions (D/F, English and German releases)
PenPen	2 versions (D/F/G and E/I/S)
Power Stone	2 versions (E/F/G and E/I/S)
Power Stone 2	2 versions (E/F/G and I/S)
Pro Pinball Trilogy	4 versions (English, French, German and Spanish releases)
Psychic Force 2012	3 versions (D/F, English and German releases)
Railroad Tycoon II	3 versions (English, French and German releases)
Re-Volt	3 versions (D/F, English and German releases)
Roadsters	2 versions (D/F/G/I/S and English releases)
Rush 2049	2 versions (D/F/G and E/I/S)
Silent Scope	2 versions (D/E/S and F/G/I)
Slave Zero	5 versions (D/F, English, Spanish, German and Italian releases)
Soul Fighter	3 versions (E/I/S, French and German releases)
South Park: Chef's Luv Shack	2 versions (German and English releases)
South Park Rally	4 versions (D/F, I/S, English and German releases)
Spawn -In the Demon's Hand	2 versions (F/S and English releases)
Spider-Man	3 versions (I/S, French and English releases)
Spirit of Speed 1937	4 versions (D/F, I/S, English and German releases)
Star Wars : Demolition	3 versions (D/F, English and German releases)
SE Ep. 1: Jedi Power Battles	3 versions (English, French and German releases)
Star Wars Episode 1: Racer	3 versions (English, French and German releases)
Tee Off	4 versions (D/F, I/S, English and German releases)
Time Stalkers	2 versions (E/F/G and I/S releases)
Trickstyle	3 versions (D/F, English and German releases)
Unreal Tournament	3 versions (English, French and German releases)
Vanishing Point	4 versions (D/F, I/S, English and German releases)
V-Rally 2: Expert Edition	4 versions (D/F, I/P/S, English and German releases)
Walt Disney World Quest	4 versions (I/S, English, French and German releases)
Wetrix+	2 versions (E/I/S and E/F/G)
Wild Metal	2 versions (E/I/S and E/F/G)
Worms: Armageddon	5 versions (D/F/I/S, DN/FN/N/SW, English, French and German releases)
WWF Attitude	2 versions (German and English releases)

DISC



MANUAL



REAR COVER



FRONT COVER



The following is the sole PAL release where everything is shared (disc, rear and front covers, Manual) but there are 2 versions with different codes (indicated here as rear cover different, as the code is printed on this)

Disney's Dinosaur 2 versions; one code ending -84, one ending -99

DISC



MANUAL



REAR COVER



FRONT COVER



Different disc:

The following are the PAL releases which share the same front cover, but have different discs, manuals and rear covers. There are 20 of these titles, the most common example of the 'different disc' releases.

Alone in the Dark: The New Nightmare	4 versions (I/S, English, French and German releases)
Blue Stinger	3 versions (E/I/S, French and German releases)
Deep Fighter	3 versions (E/I/S, French and German releases)
Dino Crisis	5 versions (English, French, German, Italian and Spanish releases)
ECW Hardcore Revolution	4 versions (D/F, I/S, English and German releases)
Fighting Force 2	3 versions (D/F, English and German releases)
Legacy of Kain : Soul Reaper	6 versions (English, Spanish, French, Italian, German and Dutch releases)
Nightmare Creatures II	2 versions (D/E/S and F/G/I)
Ready 2 Rumble Boxing	3 versions (D/F/G, E/I/S and English releases)
Resident Evil 3	3 versions (E/I, F/S and German releases)
Resident Evil Code : Veronica	5 versions (English, Spanish, French, Italian and German releases)
Shadow Man	4 versions (D/F, I/S, English and German releases)
Silver	4 versions (D/E, F/I, Spanish and German releases)
Stupid Invaders	2 versions (D/E/G/I and French releases)
Sydney 2000	6 versions (English, Australian, Spanish, French, Italian and German releases)
Tom Clancy's Rainbow Six	4 versions (I/S, English, French and German releases)
Tom Clancy's Rainbow Six Rogue Spear	4 versions (I/S, English, French and German releases)
Tony Hawk's Pro Skater 2	4 versions (I/S, English, French and German releases)
UEFA Dream Soccer	4 versions (English, French, German and Spanish releases)
Urban Chaos	2 versions (E/F and E/I/S releases)

DISC ✖ **MANUAL** ✖ **REAR COVER** ✖ **FRONT COVER** ✔

The following are the PAL releases which share a front cover and manual, but where the rear cover and disc are different. There are 2 examples of this

Evil Dead: Hail to the King	3 versions (E/S, E/F and F/G releases)
Evil Twin	2 versions. Whilst both are E/F/G/S releases, the order of the 4 languages are different on the rear cover.

DISC ✖ **MANUAL** ✔ **REAR COVER** ✖ **FRONT COVER** ✔

The following is the sole PAL release where the versions are identical other than the disc itself. This is technically not a regional variety, but simply a variant, but is included here for completion purposes.

Sega Rally 2	2 versions. Disc variations, one Pink one grey.
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DISC ✖ **MANUAL** ✔ **REAR COVER** ✔ **FRONT COVER** ✔

The following are the final 13 PAL releases. These all have different covers, manuals and discs (or at least some of the versions do), and are therefore the most noteworthy for collectors, as chances are many will want these in their collection.

102 Dalmatians	5 versions. All released under regionally different names. 102 Dalmatians (English), Les 102 Dalmatiens (French), 102 Dalmatiner (German), La Carica dei 102 (Italian), 102 Dalmatas (Spanish)
Buzz Lightyear of Star Command	4 versions. The English and Italian/Spanish releases are both named 'Buzz Lightyear of Star Command', whilst the French (Les Aventures de Buzz L'Eclair) and German (Captain Buzz Lightyear: Star

Chicken Run	Command) are named specifically for region. 5 versions. All released under regionally different names. Chicken Run (English), Chicken Run: Hennen Rennen (German), Chicken Run: Galline in Fuga (Italian) and Chicken Run: Evasion en la Granja (Spanish). The French version is called 'Chicken Run', but differs from the standard English cover as it has no ELSPA rating on the cover.
Grand Theft Auto 2	4 versions. The E/I/S, French and German releases have the same cover art, but the English-only release has different cover art. All 4 have different manuals and discs.
Monaco Grand Prix Racing Simulation 2	3 versions. German release titled 'Racing Simulation 2', English release titled 'Racing Simulation: Monaco Grand Prix', and a D/F/I/S release titled the same as the English. All 3 have different discs, but the D/F/I/S and English release share a manual, which is different in the German release.
The Nomad Soul	5 versions. The English and Italian/Spanish releases share covers and discs only, whilst the French, German and Dutch releases are all completely different.
Record of Lodoss War	4 versions. English, German and French releases and a D/E/I/P/S. All 4 versions differ in discs and manuals, but only the French release has a different front cover than the rest.
Resident Evil 2	3 versions. The E/I/S and French releases have a different cover than the German/Dutch release.
Tomb Raider Chronicles	5 versions. The English, Italian and Spanish releases all share the same front cover; the French (Tomb Raider: Sur les traces de Lara Croft) and German (Tomb Raider: Die Chronik) have their own regional specific titled releases.
Tomb Raider: The Last Revelation	6 versions. The English, Italian and Spanish releases all share the same front cover; the Dutch (Tomb Raider De Laatste Onthulling), French (Tomb Raider: La Revelation Finale) and German (Tomb Raider IV: The Last Revelation) have their own individual titled releases.
Toy Story 2	4 versions. The Italian/Spanish and English releases share the same cover and are subtitled 'Toy Story 2: Buzz Lightyear to the Rescue!'; The French (Toy Story 2: Buzz l'Eclair a la Rescousse!) and German (Toy Story 2: Buzz Lightyear eilt zur Hilfe!) releases have covers that reflect their regional release titles.
Vigilante 8 : Second Offense	2 versions. The English/German release has both languages on the spine, whilst the F/I/S does not. Both front covers are the same, but actually have different coding (bottom right)
Who Wants to be a Millionaire?	2 versions. The English release has the listed title, whilst the French release has the French title 'Qui Veut Gagner des Millions?'

DISC ✖ **MANUAL** ✖ **REAR COVER** ✖ **FRONT COVER** ✖

White Label listing

This is a full listing of known 'White label' promo discs. Collecting these is not impossible, bar a few exceptions, and whilst they may not appeal to everyone (being rather plain looking discs), they are a subsection of PAL collecting which prolongs the lifespan of the task. Given as review and promo copies, there were never more than a few hundred of each of these pressed.

The list gives the codes as detailed on the front of the disc. The notes will include any extra info (e.g. regional variants, those that came in clamshell cases). Listed in order of title of white label.

For the most part, the White labels are identical to the retail release versions of each of the titles.

	Game	Disc Codes	Notes	Check
1:	4 Wheel Thunder	950-0068-50 / 952-0063-50	-	<input type="checkbox"/>
2:	18 Wheeler	950-0164-50 / 952-0158-50	-	<input type="checkbox"/>
3:	90 Minutes	950-0181-50 / 952-0166-50	-	<input type="checkbox"/>
4:	102 Dalmatians	950-0145-50 / 952-0147-50	-	<input type="checkbox"/>
5:	AeroWings	950-0008-50	-	<input type="checkbox"/>
6:	AeroWings 2: Airstrike	950-0121-50 / 952-0113-50	-	<input type="checkbox"/>
7:	Buggy Heat	950-0016-50	-	<input type="checkbox"/>
8:	Bust-A-Move 4	950-0067-50 / 952-0062-50	Clamshell	<input type="checkbox"/>
9:	Cannon Spike	950-0187-50 / 952-0177-50	-	<input type="checkbox"/>
10:	Carrier BETA	950-0136-50 / 952-0129-50	-	<input type="checkbox"/>
11:	Championship Surfer	950-0151-50 / 952-0144-50	-	<input type="checkbox"/>
12:	Charge 'N Blast	950-0137-50 / 952-0130-50	-	<input type="checkbox"/>
13:	Chicken Run	950-0123-05 / 952-0115-05	English	<input type="checkbox"/>
14:	Chicken Run	950-0123-87 / 952-0155-87	French/German	<input type="checkbox"/>
15:	ChuChu Rocket!	950-0046-50 / 952-0044-50	-	<input type="checkbox"/>
16:	Coaster Works	950-0138-50 / 952-0131-50	-	<input type="checkbox"/>
17:	Confidential Mission	950-0157-50 / 952-0152-50	-	<input type="checkbox"/>
18:	Conflict Zone	950-0189-50 / 952-0179-50	-	<input type="checkbox"/>
19:	Crazy Taxi	950-0034-50 / 952-0031-50	-	<input type="checkbox"/>
20:	Crazy Taxi 2	950-0158-50 / 952-0153-50	-	<input type="checkbox"/>
21:	Dave Mirra BMX	950-0130-50 / 952-0122-50	Clamshell	<input type="checkbox"/>
22:	Daytona USA 2001	950-0156-50 / 952-0151-50	-	<input type="checkbox"/>
23:	Dead or Alive 2	950-0055-50 / 952-0052-50	'Blue text' version	<input type="checkbox"/>
24:	Dead or Alive 2 (both Dead or Alive 2 versions in Clamshell)	950-0078-50 / 952-0073-50	'Silver text' version	<input type="checkbox"/>
25:	Disney's Dinosaur	950-0104-50 / 952-0098-50	-	<input type="checkbox"/>
26:	Dragon Riders: Chronicles of Pern	950-0184-50 / 952-0175-50	-	<input type="checkbox"/>
27:	Ducati World	950-0155-50 / 952-0150-50	-	<input type="checkbox"/>
28:	Dynamite Cop	950-0015-50	-	<input type="checkbox"/>
29:	Ecco the Dolphin	950-0043-50 / 952-0041-50	-	<input type="checkbox"/>
30:	ECW: Anarchy Rulz	950-0147-50 / 952-0140-50	Clamshell	<input type="checkbox"/>
31:	ECW: Hardcore Revolution	950-0049-63 / 952-0047-63	-	<input type="checkbox"/>
32:	European Super League	950-0154-50 / 952-0149-50	-	<input type="checkbox"/>
33:	Evil Twin	950-0190-50 / 952-0180-50	-	<input type="checkbox"/>
34:	Evolution	950-0056-50 / 952-0053-50	-	<input type="checkbox"/>
35:	Evolution 2	950-0171-50 / 952-0164-50	-	<input type="checkbox"/>
36:	F1 Racing Championship	950-0127-50 / 952-0120-50	-	<input type="checkbox"/>
37:	F1 World Grand Prix 'Redbull Demo'	950-0041-50 / 952-0039-50	Demo only	<input type="checkbox"/>
38:	F1 World Grand Prix	950-0017-50	-	<input type="checkbox"/>
39:	F1 World Grand Prix II	950-0083-50 / 952-0079-50	-	<input type="checkbox"/>
40:	F355 Challenge	950-0100-50 / 952-0094-50	Clamshell	<input type="checkbox"/>

	Game	Disc Codes	Notes	Check
41:	Fighting Force 2	950-0033-50	-	<input type="checkbox"/>
42:	Fighting Vipers 2	950-0142-50 / 952-0135-50	-	<input type="checkbox"/>
43:	The Flintstones – Viva Rock Vegas	950-0183-50 / 952-0174-50	Game unreleased	<input type="checkbox"/>
44:	Floigan Brothers Episode 1	950-0182-50 / 952-0172-50	-	<input type="checkbox"/>
45:	Freestyle Scooter	950-0191-50 / 952-0181-50	-	<input type="checkbox"/>
46:	Fur Fighters	950-0072-50 / 952-0068-50	-	<input type="checkbox"/>
47:	Gauntlet Legends	950-0076-50 / 952-0071-50	-	<input type="checkbox"/>
48:	Giant Killers	950-0159-50 / 952-0154-50	-	<input type="checkbox"/>
49:	Giant Killers (BETA)	950-0150-50 / 952-0143-50	-	<input type="checkbox"/>
50:	Grandia II	950-0140-50 / 952-0133-50	-	<input type="checkbox"/>
51:	Half Life (Video)	950-0124-50 / 952-0117-50	Video only	<input type="checkbox"/>
52:	Headhunter	950-0179-50 / 952-0171-50	(disc 1)	<input type="checkbox"/>
	(2 discs)	950-0180-50 / 952-0171-50	(disc 2)	<input type="checkbox"/>
53:	Heavy Metal - Geomatrix	950-0188-50 / 952-0178-50	-	<input type="checkbox"/>
54:	Iron Aces	950-0139-50 / 952-0132-50	-	<input type="checkbox"/>
55:	Jeremy McGrath Supercross 2000	950-0094-50 / 952-0088-50	Clamshell	<input type="checkbox"/>
56:	Jet Set Radio	950-0107-50 / 952-0101-50	-	<input type="checkbox"/>
57:	Kao the Kangaroo (Demo)	950-0106-50 / 952-0100-50	Demo only	<input type="checkbox"/>
58:	Le Mans 24 Hours	950-0109-50 / 952-0103-50	-	<input type="checkbox"/>
59:	Looney Tunes: Space Race	950-0110-50 / 952-0104-50	-	<input type="checkbox"/>
60:	Maken X	950-0070-50 / 952-0065-50	-	<input type="checkbox"/>
61:	MDK 2	950-0052-50 / 952-0049-50	-	<input type="checkbox"/>
62:	Metropolis Street Racer	950-0044-50 / 952-0042-50	-	<input type="checkbox"/>
63:	MSR Opel Challenge	950-0085-50 / 952-0081-50	Demo only	<input type="checkbox"/>
64:	Monaco Grand Prix Racing Simulation 2	950-0022-50	-	<input type="checkbox"/>
65:	Monaco Grand Prix 2 Online	950-0170-50 / 952-0165-50	-	<input type="checkbox"/>
66:	NBA 2K	950-0038-50 / 952-0036-50	-	<input type="checkbox"/>
67:	NBA 2K2	950-0185-50 / 952-0173-50	-	<input type="checkbox"/>
68:	NHL 2K	950-0061-50 / 952-0057-50	-	<input type="checkbox"/>
69:	The Nomad Soul	950-0047-09 / 952-0045-09	French	<input type="checkbox"/>
70:	The Nomad Soul	950-0047-18 / 952-0045-18	German	<input type="checkbox"/>
71:	The Nomad Soul	950-0047-61 / 952-0045-61	English	<input type="checkbox"/>
72:	Outtrigger	950-0168-50 / 952-0162-50	-	<input type="checkbox"/>
73:	Phantasy Star Online (Master)	950-0134-50 / 952-0126-50	-	<input type="checkbox"/>
74:	Phantasy Star Online Ver. 2	950-0186-50 / 952-0176-50	-	<input type="checkbox"/>
75:	Planet Ring	950-0117-50 / 952-0109-50	-	<input type="checkbox"/>
76:	POD 2	950-0081-50 / 952-0077-50	1 st version	<input type="checkbox"/>
77:	POD 2	950-0125-50 / 952-0118-50	2 nd version	<input type="checkbox"/>
78:	Power Stone 2	950-0096-50 / 952-0090-50	-	<input type="checkbox"/>
79:	Quake III Arena	950-0115-50 / 952-0106-50	-	<input type="checkbox"/>
80:	Rayman 2	950-0042-50 / 952-0040-50	-	<input type="checkbox"/>
81:	Ready 2 Rumble Boxing	950-0026-50	-	<input type="checkbox"/>
82:	Ready 2 Rumble Boxing: Round 2	950-0105-50 / 952-0099-50	-	<input type="checkbox"/>
83:	Red Dog	950-0035-50 / 952-0032-50	-	<input type="checkbox"/>
84:	Resident Evil 2	950-0050-50 / 952-0048-50	(disc 1)	<input type="checkbox"/>
		950-0051-50 / 952-0048-50	(disc 2)	<input type="checkbox"/>
85:	Resident Evil Code: Veronica	950-0063-05 / 952-0060-05	(disc 1) English	<input type="checkbox"/>
	(2 discs)	950-0064-05 / 952-0060-05	(disc 2) English	<input type="checkbox"/>
86:	Resident Evil Code: Veronica	950-0063-18 / 952-0060-18	(disc 1) German	<input type="checkbox"/>
	(2 discs)	950-0064-18 / 952-0060-18	(disc 2) German	<input type="checkbox"/>

	Game	Disc Codes	Notes	Check
87:	Resident Evil Code: Veronica (2 discs)	950-0063-09 / 952-0060-09 950-0064-09 / 952-0060-09	(disc 1) French (disc 2) French	<input type="checkbox"/> <input type="checkbox"/>
88:	Re-Volt	950-0021-50	-	<input type="checkbox"/>
89:	Rez	950-0174-50 / 952-0169-50	-	<input type="checkbox"/>
90:	Rush 2049	950-0084-50 / 952-0080-50	-	<input type="checkbox"/>
91:	Sega Bass Fishing	950-0012-50	-	<input type="checkbox"/>
92:	Sega Extreme Sports	950-0095-50 / 952-0089-50	-	<input type="checkbox"/>
93:	Sega Extreme Sports Milka Edition	833-0023-50 / 832-0030-50	Milka demo edition	<input type="checkbox"/>
94:	Sega GT	950-0103-50 / 952-0097-50	-	<input type="checkbox"/>
95:	Sega Rally 2	950-0013-50	-	<input type="checkbox"/>
96:	Sega Worldwide Soccer 2000	950-0010-50	-	<input type="checkbox"/>
97:	Sega Worldwide Soccer 2000: Euro Ed.	950-0060-50 / 952-0056-50	-	<input type="checkbox"/>
98:	Shenmue (4 discs)	950-0111-50 / 952-0102-50 950-0112-50 / 952-0102-50 950-0113-50 / 952-0102-50 950-0108-50 / 952-0102-50	(disc 1) (disc 2) (disc 3) (passport disc)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
99:	Shenmue II (4 discs)	950-0175-50 / 952-0170-50 950-0176-50 / 952-0170-50 950-0177-50 / 952-0170-50 950-0178-50 / 952-0170-50	(disc 1) (disc 2) (disc 3) (disc 4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
100:	Silent Scope	950-0116-50 / 952-0108-50	-	<input type="checkbox"/>
101:	Skies of Arcadia (2 discs)	950-0160-50 / 952-0155-50 950-0161-50 / 952-0155-50	(disc 1) (disc 2)	<input type="checkbox"/> <input type="checkbox"/>
102:	Sno-Cross Championship Racing	950-0131-50 / 952-0123-50	-	<input type="checkbox"/>
103:	Snow Surfers	950-0018-50	-	<input type="checkbox"/>
104:	Soldier of Fortune	950-0169-50 / 952-0163-50	-	<input type="checkbox"/>
105:	Sonic Adventure	950-0009-50	-	<input type="checkbox"/>
106:	Sonic Adventure 2	950-0167-50 / 952-0161-50	-	<input type="checkbox"/>
107:	Sonic Adventure 2 – Trial Version	950-0135-50 / 952-0128-50	Trial version only	<input type="checkbox"/>
108:	Sonic Shuffle	950-0149-50 / 952-0142-50	-	<input type="checkbox"/>
109:	Soul Calibur	950-0019-50	-	<input type="checkbox"/>
110:	Soul Fighter	950-0020-50	-	<input type="checkbox"/>
111:	Soul Reaver	950-0040-50 / 952-0038-05	-	<input type="checkbox"/>
112:	South Park Rally	950-0079-50 / 952-0074-50	Clamshell	<input type="checkbox"/>
113:	Space Channel 5	950-0087-50 / 952-0083-50	-	<input type="checkbox"/>
114:	Spawn	950-0143-50 / 952-0136-50	-	<input type="checkbox"/>
115:	Speed Devils	950-0024-50	-	<input type="checkbox"/>
116:	Speed Devils Online Racing	950-0082-50 / 952-0078-50	-	<input type="checkbox"/>
117:	Spirit of Speed 1937	950-0073-50 / 952-0067-50	Clamshell	<input type="checkbox"/>
118:	Starlancer	950-0148-50 / 952-0141-50	-	<input type="checkbox"/>
119:	Star Wars Ep. One Jedi Power Battles	950-0101-50 / 952-0095-50	-	<input type="checkbox"/>
120:	Star Wars Episode One : Racer	950-0077-50 / 952-0072-50	-	<input type="checkbox"/>
121:	Stunt GP	950-0166-50 / 952-0160-50	-	<input type="checkbox"/>
122:	Stupid Invaders (2 discs)	950-0162-50 / 952-0156-50 950-0163-50 / 952-0156-50	(disc 1) (disc 2)	<input type="checkbox"/> <input type="checkbox"/>
123:	Super Runabout	950-0128-50 / 952-0121-50	-	<input type="checkbox"/>
124:	Surf Rocket Racers	950-0132-50 / 952-0124-50	-	<input type="checkbox"/>
125:	Sword of the Berserk : Guts' Rage	950-0059-50 / 952-0058-50	-	<input type="checkbox"/>
126:	Sydney 2000	950-0075-03 / 952-0070-03	Australian version	<input type="checkbox"/>
127:	Sydney 2000	950-0075-05 / 952-0070-05	English	<input type="checkbox"/>

	Game	Disc Codes	Notes	Check
128:	Sydney 2000	950-0075-09 / 952-0070-09	French	<input type="checkbox"/>
129:	Sydney 2000	950-0075-18 / 952-0070-18	German	<input type="checkbox"/>
130:	Tee Off	950-0032-50	Clamshell	<input type="checkbox"/>
131:	Time Stalkers	950-0057-50 / 952-0054-50	-	<input type="checkbox"/>
132:	Tokyo Highway Challenge	950-0003-50	-	<input type="checkbox"/>
133:	Tokyo Highway Challenge 2	950-0122-50 / 952-0114-50	-	<input type="checkbox"/>
134:	Tomb Raider: Chronicles	950-0133-05 / 952-0125-05	-	<input type="checkbox"/>
135:	Tomb Raider: The Last Revelation	950-0048-05 / 952-0046-05	English	<input type="checkbox"/>
136:	Tomb Raider: The Last Revelation	950-0048-09 / 952-0046-09	French	<input type="checkbox"/>
137:	Tomb Raider: The Last Revelation	950-0048-18 / 952-0046-18	German	<input type="checkbox"/>
138:	Tony Hawk's Skateboarding	950-0066-50 / 952-0061-50	-	<input type="checkbox"/>
139:	Tony Hawk's Pro Skater 2	950-0119-05 / 952-0111-05	English	<input type="checkbox"/>
140:	Tony Hawk's Pro Skater 2	950-0119-18 / 952-0111-18	German	<input type="checkbox"/>
141:	Toy Commander	950-0011-50	-	<input type="checkbox"/>
142:	UEFA Dream Soccer	950-0114-05 / 952-0105-05	English	<input type="checkbox"/>
143:	UEFA Dream Soccer	950-0114-06 / 952-0105-06	Spanish	<input type="checkbox"/>
144:	UEFA Dream Soccer	950-0114-09 / 952-0105-09	French	<input type="checkbox"/>
145:	UEFA Dream Soccer	950-0114-18 / 952-0105-18	German	<input type="checkbox"/>
146:	UEFA Striker BETA	950-0006-50	-	<input type="checkbox"/>
147:	Ultimate Fighting Championship	950-0120-50 / 952-0112-50	-	<input type="checkbox"/>
148:	Urban Chaos	950-0102-50 / 952-0096-50	-	<input type="checkbox"/>
149:	Vanishing Point	950-0153-50 / 952-0148-50	Clamshell	<input type="checkbox"/>
150:	Virtua Athlete 2K	950-0088-50 / 952-0076-50	-	<input type="checkbox"/>
151:	Virtua Fighter 3tb	950-0005-50	-	<input type="checkbox"/>
152:	Virtua Striker 2 Ver.2000.1	950-0028-50	-	<input type="checkbox"/>
153:	Virtua Tennis (v 0.900)	950-0074-50 / 952-0069-50	'big' text version	<input type="checkbox"/>
154:	Virtua Tennis (v 1.000)	950-0080-50 / 952-0075-50	'small' text version	<input type="checkbox"/>
155:	Virtua Tennis 2	950-0173-50 / 952-0168-50	-	<input type="checkbox"/>
156:	V-Rally 2: Expert Edition	950-0071-50 / 952-0066-50	-	<input type="checkbox"/>
157:	Wacky Races	950-0069-50 / 952-0064-50	-	<input type="checkbox"/>
158:	Walt Disney World Quest	950-0086-50 / 952-0082-50	-	<input type="checkbox"/>
159:	Who Wants to be a Millionaire?	950-0097-50 / 952-0091-50	-	<input type="checkbox"/>
160:	Worms Armageddon	950-0030-50	-	<input type="checkbox"/>
161:	Worms World Party	950-0165-50 / 952-0159-50	-	<input type="checkbox"/>
162:	WWF Royal Rumble	950-0092-50 / 952-0086-50	-	<input type="checkbox"/>
163:	Zombie Revenge	950-0036-50 / 952-0033-50	-	<input type="checkbox"/>

Australian / New Zealand releases

It will not have escaped the attention of any antipodean readers of this guide that, with the exception of the oddity that is Sydney 2000, there are no listings for Australian released titles included in this guide. This was a deliberate omission on my part, for a few reasons (most shared with the reason for the omission of Canadian releases) – lack of 100% accurate information and the difference only being sticker-based, being the main ones. However, in an attempt to be as accurate as possible in this guide, I wanted to at least include the list here, in the PAL section, so those striving for an even more complete set can do so.

As far as I am aware, the following are the only games which would have received an OFLC (Australian certification board) rating, and therefore would have been released with the sticker attached to sealed copies, indicating the classification. It is possible others were given the same treatment, and most games presumably would have been released without the certification (or at least, readily available). The following is, however, as close to an 'official' listing as we have.

There are 84 releases listed, with only Sydney 2000 having a coded, separate release in Australia.

All releases in Australia would have been the English language release of the game with sticker attached.

18 Wheeler	Metropolis Street Racer	Suzuki Alstare Racing
AeroWings	Millennium Soldier Expendable	Sword of the Berserk: Guts' Rage
Army Men: Sarge's Heroes	Mortal Kombat Gold	Sydney 2000
Blue Stinger	NBA 2K	Tee Off
Buggy Heat	NBA Showtime NBA on NBC	Time Stalkers
Capcom vs SNK	NFL Blitz 2000	Tokyo Highway Challenge
Chicken Run	The Nomad Soul	Tomb Raider Chronicles
Confidential Mission	PenPen	Tomb Raider The Last Revelation
Crazy Taxi	Plasma Sword	Toy Commander
Deadly Skies	Power Stone	Trickstyle
Deep Fighter	Power Stone 2	UEFA Striker
Dragons Blood	Psychic Force 2012	V-Rally 2: Expert edition
Dynamite Cop	Quake III Arena	Vigilante 8: Second Offense
Ecco the Dolphin	Racing Simulation: Monaco Grand Prix	Virtua Fighter 3tb
Evolution	Rayman 2	Virtua Striker 2
Fighting Force 2	Re-Volt	Virtua Tennis
Fighting Vipers 2	Ready 2 Rumble Boxing	Wacky Races
Fur Fighters	Red Dog	Worms Armageddon
Grandia II	Resident Evil 2	WWF Attitude
Gunbird 2	Resident Evil Code: Veronica	WWF Royal Rumble
Hydro Thunder	Rush 2049	
Incoming	Sega GT	
Jet Set Radio	Sega Rally 2	
Jimmy White's 2 Cueball	Shadow Man	
JoJo's Bizarre Adventure	Silent Scope	
Le Mans 24 Hours	Snow Surfers	
Legacy of Kain: Soul Reaver	Sonic Adventure	
Looney Tunes Space Race	Soul Calibur	
Maken X	South Park Chef's Luv Shack	
Marvel vs Capcom	Speed Devils	
Marvel vs Capcom 2	Street Fighter III: Double Impact	
MDK 2	Stunt GP	

Portuguese releases

The Portuguese distributor, 'Ecofilmes', not only produced various pack-in game bundles (usually with controllers, but also VMU's and Light gun's), but it also appears that some titles came with black and white printed manuals. Information on these is vague (indeed, most sources don't mention them at all), and numbers / which games came with them is not certain. If you're planning on picking up Portuguese variants, the bundled versions are the only sensible way to go – usually, Portuguese games will have just had a sticker from the distributor on the packaging, and are therefore identical to other PAL releases.

Rest of Europe / World

There are no particularly extravagant or exotic releases for the Dreamcast further afield, with in most cases the same distributor who supplied games in the 16-bit and Saturn eras, providing copies of standard PAL releases for distribution in each market. As far as I can tell, no other European nation had releases with attached manuals or rear covers in other languages, and at best the only difference will be a distributor label (this is the case for Greece, for instance).

The Russian Dreamcast scene is rather active in the homebrew scene, but whether the DC got an official release in the country is not fully known. It would seem there were some official releases, mostly old stock, but for the most part copied games were the norm.

I have not listed any of the Russian bootleg 'releases' in the guide, as although there are numerous of these around (with some rather interesting titles floating about) any sort of detailed information about them is hard to find.

NTSC-U / NORTH AMERICAN COLLECTING

NTSC-U Collecting Contents

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- 416: [Full NTSC-U release list](#)
- 421: [Full US release list](#)
- 427: [Canadian releases](#)
- 428: [Brazilian releases](#)
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- 430: [Variants](#)

NTSC-U / North American Collecting Guide

Much like the PAL set, the North American (or NTSC-U, I have a habit of using the two interchangeably) one is an attainable and not overly expensive pursuit for any would be completist collector out there. Lacking any of the really exotic limited editions of Japan, and not being saddled with numerous regional versions like the PAL set, it's a relatively straightforward collecting target – although not one without it's own quirks. This section of the guide will focus on the games released in the region (and Brazil, for reasons I will go into in a bit), with several lists to aid collectors and information on all facets of collecting the set.

What is there to collect?

The 'base' North American set consists of **247** releases. This is slightly higher than the number of PAL releases, but still some way behind the number of games released in Japan. Each of these 247 games has a standard release (although 2 of these come in larger boxes with a microphone), and collecting these is the starting point of any collection.

On top of these, we have a total of **17** All Star releases – which was basically Sega's attempt at releasing a budget, 'greatest hits' line. These are distinguishable by updated cover design (which reflects the move Sega made from a mainly white colour scheme for their NA releases, to a black one) and orange spines, which tend to stand out quite strikingly in any collection. There's no extra content to these titles, but they are a nice little set to aim for.

We also have a total of **23** variant releases. This is where the collecting of this particular set can get a little quirky. These releases cover a range of different, usually minor, variances, misprints and updated games. Whilst some – like the updated 'Hot! New!' Midway games, which fixed numerous issues with the original pressings – are going to be wanted by most collectors, there are other examples where slight variances will only appeal to the more hardcore.

Within the North American set, there's also a range of Canadian releases, which had French language manuals attached to the case. These aren't listed in the main guide, for reasons I go into in their own section.

Finally, within this section, we also include the Tec-Toy released Brazilian titles. Whilst these are technically referred to as 'PAL-M', Brazilian Dreamcast's were able to play standard US titles and the release titles, discs and much of the artwork is based mainly around the same styles. There are **31** Brazilian releases in total.

In all, including Brazilian and Canadian titles, there are around 330-340 different releases.



Example of a standard 'white' ...and an example of the
US release later 'black' releases

The strange US-JPN mix
artwork of the Brazilian releases

The orange spine of
an 'All Stars' release

Why should you collect?

Much like the PAL Dreamcast set for European collectors, the North American Dreamcast set is one of the few complete sets for a console that is both affordable and of a generally good quality. Whilst there are some stinkers, there are many classics and although pricing has soared recently, the average gamer could easily achieve their collecting goals within a relatively short period of time without breaking the bank. Cases are not remarkable, especially when compared to earlier Sega efforts, but they have a simple charm to them and are as sturdy as anything in a CD case.

At the same time, there's nothing particularly special about the US set. There's no extravagant limited editions to look out for, and little in the way of extras if you're not willing to get into the realms of variants or budget re-releases. With the DC's famed ability to play 'back up' discs, and despite the relative simplicity of collecting for it, the fact remains that to enjoy the console to its fullest, you don't need to collect for it.

For gamers outside of North America, there are several US exclusives, and perhaps more importantly for the average UK gamer, several Japanese-US only releases, which are certainly worth hunting down. Titles such as Armada & Ooga Booga are cheap and fun titles, whilst games such as D2, Illbleed and The Typing of the Dead are essential for their English translations (unless you're fluent in Japanese).

The Brazilian releases are cool extras, but not a massive draw for those outside South America.



A US collection doesn't have much visual flair, but it's got a sleek and elegant look to it.

This all sounds a little costly?

Whilst the complete set of US titles is certainly not in the realms of, say, Nintendo collecting, there has been a sustained and substantial increase in the prices of Dreamcast games within the last few years. Whilst most can still be found cheap, there's a few which have risen well into the hundreds of dollars range. A complete set has probably risen by around 25% price wise within the last 2 years, and doesn't, as of yet, show any sign of slowing down. You'd be lucky to pick them up for an average of under \$10 now, although that's just about possible, and a complete set of US titles, the base set at least, would cost around the \$3,000 mark minimum. The cost of variants will depend on your own patience – pay premium for them advertised as such, or go hunting for them amongst the other, standard releases. Brazilian games will cost substantial amounts outside of Brazil, due much to high postage costs.

So I want a full set – what is that, exactly?

I've touched upon this already, but there's a few variants of what a 'full set' would look like.

A 'base set', would include -

- One copy of each of the 247 individual released titles in North America.

This could be any release of any of the titles, so long as there's 1 example of each.

A 'Full US set' would include -

- One copy of each of the 247 individual released titles in North America
- A copy of each of the 17 All Stars releases
- A copy of each of the 23 variants

This would be the complete US release collection, and would include all the variants and All Stars releases, and run in at 287 individual games. For those who really want to collect with a bit of a challenge, this is the one to go for.

Including the Canadian releases into any full set (see Canadian Games section), as I'm sure Canadians especially would want to do, you'd want an example of each of these, sealed, to go with the above set.

A complete Brazilian set would include each of the 31 releases in Brazil. For those going for some ultra-worldwide collection, those 31 titles would join the Canadian releases and the rest of the North American set for the ultimate full set of releases. It would also be quite the challenge.

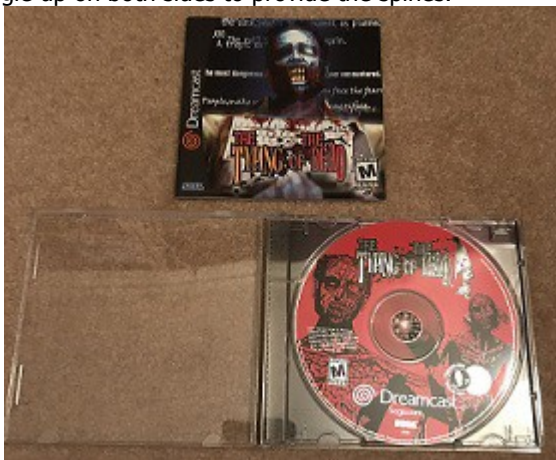
Should I be on the look out for fakes?

Yes, and even more so than with PAL titles. Releasing US games in standard cases (for the most part) means that a fake US title is relatively easy to produce, and there are lots of 'reproduction' examples floating around. Some of these are of a decent quality, and if you don't want to spend the money that titles such as Giga Wing 2 go for, but want to play the title on original hardware, paying around the \$15 mark is not an overly expensive choice. Of course, the issue is when these reproductions are sold as originals. It can often be quite tricky to see the obvious tell tale marks (poor quality printing, discs aren't GD-Roms) from pictures alone, so caution, as always, should be taken when buying some of the more expensive titles online.

As with the PAL games, home made copies of titles that never saw release in the States, such as Rez, Half Life, Propeller Arena and Shenmue II, look nice as part of a collection, but it should always be remembered that these are effectively bootlegs, and if the seller is charging the price of a 'proper' release, they shouldn't be encouraged. And despite anything some sellers say – no, that US copy of Half Life is not an official release, so ultra rare that sites don't even list it. It'll be a bootleg, and the same goes for any of the others. If you're buying them with full knowledge of what you're getting, then fair enough – but remember, these titles can be downloaded, for free.

What comes in a standard NTSC-U case?

Most US releases are standard CD cases, sometimes with the 2-disc tray inner. There is no separate cover for most titles, with the manual itself doubling up as the cover as well. The rear inset then sits behind the CD holding tray in the back of the case, with the spine attached to this, and at a 90 degree angle up on both sides to provide the spines.



Standard US case with Manual and disc in holder

There are four titles that were released in double cases. These differ from standard cases as they have two layers of disc holding – for either 2 or 4 discs. The cover is within the front of the case, like the rear cover, and both form parts of the spine. The discs sit inside the case, with the manual in the front section (usually above disc 2, as in the case of D2 below). In the case of *Alone in the Dark: The New Nightmare*, the central section is actually not a disc holder, as the game only has 2 discs.



Spine of Double case



Front inner portion of double case



Rear inner portion of double case

The 2 boxed games for the Dreamcast, *Seaman* and *Alien Front Online*, both come with microphones in the same style box. The microphone components sit inside the box, alongside a standard case.



In North America, much as with PAL games, it's the games shops that specialise in retro gaming that are your best bets. As Sega's last console, there's always a reasonable demand for the systems classics, and the common titles for the console should be fairly easy to pick up. Second hand sales, yard sales, goodwill finds and sites such as Craigslist or Facebook market groups, are all also useful areas to keep an eye on, as the odd Dreamcast bargain will pop up. With the rise in Ebay pricing, however, sellers are starting to price their wares at ever higher values, often unwarranted.

Amazon, or more specifically Amazon Marketplace, can be a good source of some titles, although you have to run the risk of incorrect descriptions. Ebay, of course, is always a good source of quantity, but this is where the pricing has seen it's most obvious increase.

Other than the above, it's really important to build up collecting 'relationships' with other collectors, especially for some of the more uncommon bits. This is especially important for those living outside of North America, where US titles have never been abundant (unlike Japanese releases) and where customs costs when ordering from the States can be a serious issue for any would be collector.

For the Brazilian titles, it gets a bit trickier. The high cost of delivery and relative scarcity of these titles, and relatively low demand, mean that finding them can be a challenge all on it's own. Your best bet may be to build up a mutually beneficial respect with a Brazilian based collector.

Top Tips

- If you're going after variants, examine pictures or listings carefully. Bundles can also be a good source for finding them on the cheap (especially the 'not for resale' versions).
- Broken or cracked cases can be easily replaced. Don't let a crack or two put you off a bargain!
- Networking is always important. To get the more rare pieces, build up relationships and don't act like a dick.
- Bundles are a great source for all titles, and somewhat protected from the current price rises. Duplicates are always good for future trades.
- If it's an online purchase, take good notice of the disc to make sure it's not a 'reproduction'. If in doubt, ask the seller – any decent one will be happy to oblige.
- Don't pay over the odds. Patience is always key. Yes, the prices are rising – but part of the fun is in the chase.
- If you're outside of North America, connecting with US or Canadian based collectors is vital. This way, a mutually beneficial trade or two can always be made.
- If the variants don't interest you, don't collect them. If you're the sort of person worried about online know-it-alls telling you you're collection isn't complete without them, then always remember that when the fun of collecting stops, it's probably a sign.

Collecting on a budget

A good collection of US Dreamcast titles can be had for a very cheap price. There's a great deal of titles that will go for between \$5 and \$10, so building up a decent collection for less than the cost of a new release title a month is very much achievable. And, thankfully, the very best games on the console tend to be some of the cheapest.

Rarest and most expensive items

Whilst prices have been rising steadily, there's still not that many truly expensive or hard to find titles for the North American side of Dreamcast collecting. Whilst there's several games now hovering around the \$50 mark, the following are those titles which have sustained higher prices for some time now.

As always, these are for opened versions of games. Sealed US titles tend to go for a fairly large amount, adding 25%-50% to the values stated below.

Giga Wing 2

Prices as of July 2018 - £130+ / €150+ / \$170+ (US) / A\$230+ / C\$230+ / ¥19,000+



Consistently the most expensive US release for some years, Giga Wing 2 will cost a not inconsiderable amount for any collector wanting to add it to their set. It's not rare – there are always a few available to purchase online at any one given time – but it's high desirability, and sellers cottoning on to the fact it's a bit pricey – keeps the price high. Beware fakes – there are several 'reproduction' copies around.

Cannon Spike

Prices as of July 2018 - £95-120 / €110-140 / \$120-160 (US) / A\$170-220 / C\$170-210 / ¥13,500-17,500



Fresh from it's appearance on the PAL version of this list, the US version of Cannon Spike isn't quite as valuable as it's European counterpart, but the prices this title brings are still not to be sniffed at. Capcom's titles occupy nearly all of the spots on this list, and just like Giga Wing 2 above, this is one where numerous 'reproduction' copies are floating about so take caution.

Sonic Adventure Limited Edition

Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+



This pre-release Hollywood Video version of the game, which could be rented, is one which the dedicated collector will want, but which can be rather tough to find. There's probably not a massive amount of these out there, and most will be hidden in a cupboard somewhere, it's owner unaware of it's value. Talking of value – this one can fluctuate wildly, so expect to see much lower, and much higher sold examples. The \$100 mark seems to be around the average. Most games listed as the Limited edition online are plainly not – if you think you see a bargain, take note of the disc and cover.

Speed Devils 'Devil Free' cover variant

Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+



This elusive variant of Speed Devils differs only in the attachment, on the front of the manual, of a cover which does not feature the picture of the 'Devil' that adorns all other versions. No doubt brought about by some rather ridiculous conservative attempts to protect fragile young minds from being warped by Beelzebub's nefarious attractions, it's a full size sticker attached to the front, often clumsily. Prices vary considerably, and there's a good chance you could find this for a lot less.

Any Brazilian Release

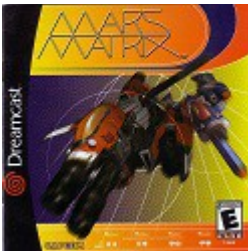
Prices as of July 2018 - £100-150 / €115-175 / \$130-200 (US) / A\$180-270 / C\$180-260 / ¥14,500-22,000



Whilst their value in Brazil probably isn't quite as high, the difficulty of obtaining them outside of the country, and relative obscurity of them, means that obtaining any of the Brazilian releases for less than \$120/£100 is tough. In fact, I've seen very, very few examples of anyone outside of Brazil owning any examples.

Mars Matrix

Prices as of July 2018 - £80-100 / €90-115 / \$100-130 (US) / A\$140-180 / C\$140-175 / ¥11,500-14,500



Another Capcom shooter, and another title which holds its value considerably. It's also a top, top game, so it's unsurprising that, like Giga Wing 2, there's a considerable number of fakes floating about. The Japanese version is cheaper for those who don't want to pay the amount this one goes for, but even that is seeing a considerable rise recently.

Project Justice

Prices as of July 2018 - £70-90 / €80-100 / \$90-120 (US) / A\$125-160 / C\$120-160 / ¥10,000-13,000



Should we call this the 'Capcom appreciation list' and be done with it? The much loved Japanese developers titles on the Dreamcast were great, but Project Justice is another example of one which is going to cost a considerable amount to enjoy. Prices can vary considerably on this, but the trend is very much upwards.

Gunbird 2

Prices as of July 2018 - £70-90 / €80-100 / \$90-120 (US) / A\$125-160 / C\$125-160 / ¥10,000-13,000



Well, who would of thought yet another Capcom shooter would appear on this list. And there's more to come... Gunbird 2 has seen a significant rise in recent times, and now sits alongside it's publisher brethren as a title that will cost you a significant amount to obtain. Not rare in the slightest, it's the draw of those damn shmups that propels this value.

Giga Wing

Prices as of July 2018 - £70-80 / €80-90 / \$90-100 (US) / A\$125-140 / C\$125-140 / ¥10,000-11,500



Whilst not quite to the levels of it's sequel, Giga Wing is still a title that will cost you a fair bit nowadays. It's seen a quite significant price rise in the last couple of years, and whilst it's still possible to pick it up for slightly cheaper than the above prices if you're lucky, it's rapidly ascending towards a three figure value.

Power Stone 2

Prices as of July 2018 - £60-70 / €70-80 / \$80-90 (US) / A\$105-125 / C\$105-125 / ¥8,500-10,000



One of the very best games on the system, it's unsurprising that Power Stone 2 is another Capcom title which is soaring in price. Despite having a horrid cover (it looks like an awful 3D render and lacks the awesomeness of the PAL and Japanese versions), this one generally sells for spot on the above price range. This is another release with plenty of fakes (or 'repro's' if you must) around and unscrupulous sellers ready to make a quick buck.

D2

Prices as of July 2018 - £60-70 / €70-80 / \$80-90 (US) / A\$105-125 / C\$105-125 / ¥8,500-10,000



Warp's adventure wasn't quite the masterpiece it should have been, but that doesn't stop North American copies of the release being high in demand. With no PAL release, this is also a game which non-Japanese speakers will want to pick up to understand the story.

Shenmue Limited Edition

Prices as of July 2018 - £50-70 / €55-80 / \$65-90 (US) / A\$90-125 / C\$90-125 / ¥7,250-10,000



As with anything Shenmue related, the last few years has been an odd time to keep track of trending prices for the North American Shenmue Limited edition release. Including a soundtrack CD, the devoted Shenmue fan-base obviously want this in their collections, and around the time of the general Shenmue hype (Shenmue 3 announcement), our own little Tulip-mania, this one was being sold, apparently, at well over £200/\$250. It's come down significantly since, but it is a pretty difficult game to pick up at a decent price.

Tech Romancer

Prices as of July 2018 - £50-65 / €55-75 / \$65-85 (US) / A\$90-115 / C\$90-115 / ¥7,250-9,500



Despite being a bit of an unknown gem for the console, Tech Romancer has seen some steady price rises and joins the other Capcom titles in this list of most expensive titles in North America. The PAL version is cheaper, and to be honest, has far, far better cover art (Capcom covers for US releases are a real mixed bag of quality for the Dreamcast. At least it's not as bad as Power Stone 2)

This is only a small sampling of the more expensive, and rare, titles released in North America for the DC. For full listings and expected prices / rarity levels, see each games entry in the main section of the A to Z.

Full NTSC-U release list

This is a full list of all NTSC-U releases, which include all standard, Limited, All Stars releases, variants and Brazilian releases. For further info on each entry, see the main A to Z or one of the lists which follow.

Any game in bold is an NTSC-U exclusive.

	GAME	Standard	Limited	All-Stars	Variants	Brazil
1	4 Wheel Thunder	<input type="checkbox"/>	-	-	-	-
2	4x4 Evolution	<input type="checkbox"/>	-	-	-	-
3	18 Wheeler	<input type="checkbox"/>	-	-	-	-
4	102 Dalmatians	<input type="checkbox"/>	-	-	-	-
5	AeroWings	<input type="checkbox"/>	-	-	-	-
6	AeroWings 2: Airstrike	<input type="checkbox"/>	-	-	-	-
7	Airforce Delta	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
8	Alien Front Online	-	<input type="checkbox"/>	-	-	-
9	Alone in the Dark: The New Nightmare	<input type="checkbox"/>	-	-	-	-
10	Armada	<input type="checkbox"/>	-	-	-	-
11	Army Men: Sarge's Heroes	<input type="checkbox"/>	-	-	-	-
12	Atari Anniversary Edition	<input type="checkbox"/>	-	-	-	-
13	Bang! Gunship Elite	<input type="checkbox"/>	-	-	-	-
14	Bangai-O	<input type="checkbox"/>	-	-	-	-
15	Blue Stinger	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
16	Bomberman Online	<input type="checkbox"/>	-	-	-	-
17	Bust-a-Move 4	<input type="checkbox"/>	-	-	-	-
18	Buzz Lightyear of Star Command	<input type="checkbox"/>	-	-	-	-
19	Caesar's Palace 2000	<input type="checkbox"/>	-	-	-	-
20	Cannon Spike	<input type="checkbox"/>	-	-	-	-
21	Capcom vs SNK	<input type="checkbox"/>	-	-	-	-
22	Carrier	<input type="checkbox"/>	-	-	-	-
23	Centipede	<input type="checkbox"/>	-	-	-	-
24	Championship Surfer	<input type="checkbox"/>	-	-	-	-
25	Charge 'N Blast	<input type="checkbox"/>	-	-	-	-
26	Chicken Run	<input type="checkbox"/>	-	-	-	-
27	Chu Chu Rocket!	<input type="checkbox"/>	-	-	<input type="checkbox"/>	-
28	Coaster Works	<input type="checkbox"/>	-	-	-	-
29	Confidential Mission	<input type="checkbox"/>	-	-	-	-
30	Conflict Zone – Modern War Strategy	<input type="checkbox"/>	-	-	-	-
31	Crazy Taxi	<input type="checkbox"/>	-	<input type="checkbox"/>	-	<input type="checkbox"/>
32	Crazy Taxi 2	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
33	D2	<input type="checkbox"/>	-	-	-	-
34	Dave Mirra Freestyle BMX	<input type="checkbox"/>	-	-	-	-
35	Daytona USA	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
36	Dead or Alive 2	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
37	Death Crimson OX	<input type="checkbox"/>	-	-	-	-
38	Deep Fighter	<input type="checkbox"/>	-	-	-	-
39	Demolition Racer –No Exit	<input type="checkbox"/>	-	-	-	-
40	Dino Crisis	<input type="checkbox"/>	-	-	-	-
41	Disney's Dinosaur	<input type="checkbox"/>	-	-	-	-
42	Donald Duck Goin' Quackers	<input type="checkbox"/>	-	-	-	-
43	Draconus : Cult of the Wyrn	<input type="checkbox"/>	-	-	-	-
44	Dragon Riders: Chronicles of Pern	<input type="checkbox"/>	-	-	-	-
45	Ducati World Racing Challenge	<input type="checkbox"/>	-	-	-	-
46	Dynamite Cop	<input type="checkbox"/>	-	-	-	-
47	Ecco the Dolphin defender of the future	<input type="checkbox"/>	-	-	-	-
48	ECW: Anarchy Rulz	<input type="checkbox"/>	-	-	-	-

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>All-Stars</i>	<i>Variants</i>	<i>Brazil</i>
49	ECW: Hardcore Revolution	<input type="checkbox"/>	-	-	-	-
50	EGG: Elemental Gimmick Gear	<input type="checkbox"/>	-	-	-	-
51	ESPN International Track and Field	<input type="checkbox"/>	-	-	-	-
52	ESPN NBA 2 Night	<input type="checkbox"/>	-	-	-	-
53	Evil Dead: Hail to the King	<input type="checkbox"/>	-	-	-	-
54	Evolution	<input type="checkbox"/>	-	-	-	-
55	Evolution 2	<input type="checkbox"/>	-	-	-	-
56	Expendable	<input type="checkbox"/>	-	-	-	-
57	F1 World Grand Prix	<input type="checkbox"/>	-	-	-	-
58	F355 Challenge: Passione Rossa	<input type="checkbox"/>	-	-	-	-
59	Fatal Fury: Mark of the Wolves	<input type="checkbox"/>	-	-	-	-
60	Fighting Force 2	<input type="checkbox"/>	-	-	<input type="checkbox"/>	-
61	Flag to Flag (CART)	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
62	Floigan Brothers episode 1	<input type="checkbox"/>	-	-	-	-
63	Frogger 2 – Swampy's Revenge	<input type="checkbox"/>	-	-	-	-
64	Fur Fighters	<input type="checkbox"/>	-	-	-	-
65	Gauntlet Legends	<input type="checkbox"/>	-	-	-	-
66	GigaWing	<input type="checkbox"/>	-	-	-	-
67	GigaWing 2	<input type="checkbox"/>	-	-	-	-
68	Grand Theft Auto 2	<input type="checkbox"/>	-	-	-	-
69	Grandia II	<input type="checkbox"/>	-	-	-	-
70	The Grinch	<input type="checkbox"/>	-	-	-	-
71	Gunbird 2	<input type="checkbox"/>	-	-	-	-
72	Gundam : Side Story 0079	<input type="checkbox"/>	-	-	-	-
73	Heavy Metal Geomatrix	<input type="checkbox"/>	-	-	-	-
74	Hidden & Dangerous	<input type="checkbox"/>	-	-	-	-
75	The House of the Dead 2	<input type="checkbox"/>	-	<input type="checkbox"/>	-	<input type="checkbox"/>
76	Hoyle Casino	<input type="checkbox"/>	-	-	-	-
77	Hydro Thunder	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
78	Illbleed	<input type="checkbox"/>	-	-	-	-
79	Incoming	<input type="checkbox"/>	-	-	-	-
80	Industrial Spy : Operation Espionage	<input type="checkbox"/>	-	-	-	-
81	Iron Aces	<input type="checkbox"/>	-	-	-	-
82	Jeremy McGrath Supercross 2000	<input type="checkbox"/>	-	-	-	-
83	Jet Grind Radio	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
84	JoJo's Bizarre Adventure	<input type="checkbox"/>	-	-	-	-
85	Kao the Kangaroo	<input type="checkbox"/>	-	-	-	-
86	The King of Fighters '99 Evolution	<input type="checkbox"/>	-	-	-	-
87	The King of Fighters – Dream Match 99	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
88	Kiss Psycho Circus	<input type="checkbox"/>	-	-	-	-
89	The Last Blade 2 -Heart of the Samurai	<input type="checkbox"/>	-	-	-	-
90	Legacy of Kain – Soul Reaver	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
91	Looney Tunes : Space Race	<input type="checkbox"/>	-	-	-	-
92	MagForce Racing	<input type="checkbox"/>	-	-	-	-
93	Maken X	<input type="checkbox"/>	-	-	-	-
94	Mars Matrix	<input type="checkbox"/>	-	-	-	-
95	Marvel vs Capcom	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	-
96	Marvel vs Capcom 2	<input type="checkbox"/>	-	-	-	-
97	Mat Hoffman's Pro BMX	<input type="checkbox"/>	-	-	-	-
98	Max Steel	<input type="checkbox"/>	-	-	-	-
99	Maximum Pool	<input type="checkbox"/>	-	-	-	-
100	MDK 2	<input type="checkbox"/>	-	-	-	-
101	Metropolis Street Racer	<input type="checkbox"/>	-	-	-	-
102	Midway's Greatest Arcade Hits Vol. 1	<input type="checkbox"/>	-	-	-	-
103	Midway's Greatest Arcade Hits v. 2	<input type="checkbox"/>	-	-	-	-
104	Monaco Grand Prix	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>

	GAME	Standard	Limited	All-Stars	Variants	Brazil
105	Mortal Kombat Gold	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>
106	Mr. Driller	<input type="checkbox"/>	-	-	-	-
107	Ms. Pac-Man Maze Madness	<input type="checkbox"/>	-	-	-	-
108	MTV Sports: Skateboarding	<input type="checkbox"/>	-	-	-	-
109	Namco Museum	<input type="checkbox"/>	-	-	-	-
110	NBA 2K	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
111	NBA 2K1	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	-
112	NBA 2K2	<input type="checkbox"/>	-	-	-	-
113	NBA Hoopz	<input type="checkbox"/>	-	-	-	-
114	NBA Showtime: NBA on NBC	<input type="checkbox"/>	-	-	-	-
115	NCAA College Football 2K2	<input type="checkbox"/>	-	-	-	-
116	The Next Tetris: Online Edition	<input type="checkbox"/>	-	-	-	-
117	NFL 2K	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	-
118	NFL 2K1	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	-
119	NFL 2K2	<input type="checkbox"/>	-	-	-	-
120	NFL Blitz 2000	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	-
121	NFL Blitz 2001	<input type="checkbox"/>	-	-	-	-
122	NFL Quarterback Club 2000	<input type="checkbox"/>	-	-	-	-
123	NFL Quarterback Club 2001	<input type="checkbox"/>	-	-	-	-
124	NHL 2K	<input type="checkbox"/>	-	<input type="checkbox"/>	-	-
125	NHL 2K2	<input type="checkbox"/>	-	-	-	-
126	Nightmare Creatures II	<input type="checkbox"/>	-	-	-	-
127	Omikron : The Nomad Soul	<input type="checkbox"/>	-	-	-	-
128	Ooga Booga	<input type="checkbox"/>	-	-	-	-
129	Outtrigger	<input type="checkbox"/>	-	-	-	-
130	Pen Pen TriIcelon	<input type="checkbox"/>	-	-	-	-
131	Phantasy Star Online	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
132	Phantasy Star Online ver. 2	<input type="checkbox"/>	-	-	-	-
133	Plasma Sword	<input type="checkbox"/>	-	-	-	-
134	POD Speedzone	<input type="checkbox"/>	-	-	-	-
135	Power Stone	<input type="checkbox"/>	-	<input type="checkbox"/>	-	-
136	Power Stone 2	<input type="checkbox"/>	-	-	-	-
137	Prince of Persia : Arabian Nights	<input type="checkbox"/>	-	-	-	-
138	Project Justice	<input type="checkbox"/>	-	-	-	-
139	Psychic Force 2012	<input type="checkbox"/>	-	-	-	-
140	Q-Bert	<input type="checkbox"/>	-	-	-	-
141	Quake III Arena	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
142	Railroad Tycoon II	<input type="checkbox"/>	-	-	-	-
143	Rayman 2: The Great Escape	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
144	Razor Freestyle Scooter	<input type="checkbox"/>	-	-	-	-
145	Ready 2 Rumble Boxing	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
146	Ready 2 Rumble Boxing: Round 2	<input type="checkbox"/>	-	-	-	-
147	Record of Lodoss War	<input type="checkbox"/>	-	-	-	-
148	Red Dog	<input type="checkbox"/>	-	-	-	-
149	Reel Fishing Wild	<input type="checkbox"/>	-	-	-	-
150	Resident Evil 2	<input type="checkbox"/>	-	-	-	-
151	Resident Evil 3 Nemesis	<input type="checkbox"/>	-	-	-	-
152	Resident Evil Code : Veronica	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
153	Re-Volt	<input type="checkbox"/>	-	-	-	-
154	The Ring: Terror's Realm	<input type="checkbox"/>	-	-	-	-
155	Rippin' Riders	<input type="checkbox"/>	-	-	-	-
156	Roadsters	<input type="checkbox"/>	-	-	-	-
157	Samba de Amigo	<input type="checkbox"/>	-	-	-	-
158	San Francisco Rush 2049	<input type="checkbox"/>	-	-	-	-
159	Seaman	-	<input type="checkbox"/>	-	-	-
160	Sega Bass Fishing	<input type="checkbox"/>	-	<input type="checkbox"/>	-	-

	GAME	Standard	Limited	All-Stars	Variants	Brazil
161	Sega Bass Fishing 2	<input type="checkbox"/>	-	-	-	-
162	Sega GT	<input type="checkbox"/>	-	-	-	-
163	Sega Marine Fishing	<input type="checkbox"/>	-	-	-	-
164	Sega Rally 2	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
165	Sega Smash Pack Volume 1	<input type="checkbox"/>	-	-	<input type="checkbox"/>	-
166	Seventh Cross Evolution	<input type="checkbox"/>	-	-	-	-
167	Shadow Man	<input type="checkbox"/>	-	-	-	-
168	Shenmue	<input type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>
169	Silent Scope	<input type="checkbox"/>	-	-	-	-
170	Silver	<input type="checkbox"/>	-	-	-	-
171	Skies of Arcadia	<input type="checkbox"/>	-	-	-	-
172	Slave Zero	<input type="checkbox"/>	-	-	-	-
173	Sno-Cross Championship Racing	<input type="checkbox"/>	-	-	-	-
174	Soldier of Fortune	<input type="checkbox"/>	-	-	-	-
175	Sonic Adventure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
176	Sonic Adventure 2	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
177	Sonic Shuffle	<input type="checkbox"/>	-	-	<input type="checkbox"/>	-
178	Soul Calibur	<input type="checkbox"/>	-	-	-	-
179	Soul Fighter	<input type="checkbox"/>	-	-	-	-
180	South Park: Chef's Luv Shack	<input type="checkbox"/>	-	-	-	-
181	South Park Rally	<input type="checkbox"/>	-	-	-	-
182	Space Channel 5	<input type="checkbox"/>	-	-	-	-
183	Spawn -In the Demon's hand	<input type="checkbox"/>	-	-	-	-
184	Spec Ops II : Omega Squad	<input type="checkbox"/>	-	-	-	-
185	Speed Devils	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>
186	Speed Devils Online Racing	<input type="checkbox"/>	-	-	-	-
187	Spider-Man	<input type="checkbox"/>	-	-	-	-
188	Spirit of Speed 1937	<input type="checkbox"/>	-	-	-	-
189	Sports Jam	<input type="checkbox"/>	-	-	-	-
190	Starlancer	<input type="checkbox"/>	-	-	-	-
191	Star Wars : Demolition	<input type="checkbox"/>	-	-	-	-
192	Star Wars Ep. One : Jedi Power Battles	<input type="checkbox"/>	-	-	-	-
193	Star Wars Episode One:Racer	<input type="checkbox"/>	-	-	-	-
194	Street Fighter III 3 rd Strike	<input type="checkbox"/>	-	-	-	-
195	Street Fighter III Double Impact	<input type="checkbox"/>	-	-	-	-
196	Street Fighter Alpha 3	<input type="checkbox"/>	-	-	-	-
197	Striker Pro 2000	<input type="checkbox"/>	-	-	-	-
198	Stupid Invaders	<input type="checkbox"/>	-	-	-	-
199	Super Magnetic Neo	<input type="checkbox"/>	-	-	-	-
200	Super Runabout: San Francisco Edition	<input type="checkbox"/>	-	-	-	-
201	Surf Rocket Racers	<input type="checkbox"/>	-	-	-	-
202	Suzuki Alstare Racing	<input type="checkbox"/>	-	-	-	-
203	Sword of the Berserk : Guts' Rage	<input type="checkbox"/>	-	-	-	-
204	Sydney 2000	<input type="checkbox"/>	-	-	-	-
205	Tech Romancer	<input type="checkbox"/>	-	-	-	-
206	Tee Off	<input type="checkbox"/>	-	-	-	-
207	Tennis 2K2	<input type="checkbox"/>	-	-	<input type="checkbox"/>	-
208	Test Drive 6	<input type="checkbox"/>	-	-	-	-
209	Test Drive Le Mans	<input type="checkbox"/>	-	-	-	-
210	Test Drive V-Rally	<input type="checkbox"/>	-	-	-	-
211	Time Stalkers	<input type="checkbox"/>	-	-	-	-
212	TNN Motorsports: Hardcore Heat	<input type="checkbox"/>	-	-	-	-
213	Tokyo Xtreme Racer	<input type="checkbox"/>	-	-	-	-
214	Tokyo Xtreme Racer 2	<input type="checkbox"/>	-	-	-	-
215	Tom Clancy's Rainbow Six	<input type="checkbox"/>	-	-	-	-
216	Tom Clancy's Rainbow Six: Rogue Spear	<input type="checkbox"/>	-	-	-	-

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>All-Stars</i>	<i>Variants</i>	<i>Brazil</i>
217	Tomb Raider: Chronicles	<input type="checkbox"/>	-	-	-	-
218	Tomb Raider: The Last Revelation	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
219	Tony Hawk's Pro Skater	<input type="checkbox"/>	-	<input type="checkbox"/>	-	-
220	Tony Hawk's Pro Skater 2	<input type="checkbox"/>	-	-	-	-
221	Toy Commander	<input type="checkbox"/>	-	-	-	-
222	Toy Story 2	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
223	Trickstyle	<input type="checkbox"/>	-	-	-	-
224	The Typing of the Dead	<input type="checkbox"/>	-	-	-	-
225	Ultimate Fighting Championship	<input type="checkbox"/>	-	-	-	-
226	Unreal Tournament	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>
227	Urban Chaos	<input type="checkbox"/>	-	-	-	-
228	Vanishing Point	<input type="checkbox"/>	-	-	-	-
229	Vigilante 8 : Second Offense	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
230	Virtua Athlete 2000	<input type="checkbox"/>	-	-	-	-
231	Virtua Fighter 3tb	<input type="checkbox"/>	-	-	-	-
232	Virtual-On Oratorio Tangram	<input type="checkbox"/>	-	-	-	-
233	Virtua Striker 2	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
234	Virtua Tennis	<input type="checkbox"/>	-	<input type="checkbox"/>	-	-
235	Wacky Races	<input type="checkbox"/>	-	-	-	<input type="checkbox"/>
236	Walt Disney World Quest	<input type="checkbox"/>	-	-	-	-
237	Wetrix+	<input type="checkbox"/>	-	-	-	-
238	Who Wants to beat up a Millionaire?	<input type="checkbox"/>	-	-	-	-
239	Wild Metal	<input type="checkbox"/>	-	-	-	-
240	World Series Baseball 2K1	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>	-
241	World Series Baseball 2K2	<input type="checkbox"/>	-	-	-	-
242	Worms: Armageddon	<input type="checkbox"/>	-	-	-	-
243	Worms World Party	<input type="checkbox"/>	-	-	-	-
244	WWF Attitude	<input type="checkbox"/>	-	-	-	-
245	WWF Royal Rumble	<input type="checkbox"/>	-	-	-	-
246	Xtreme Sports	<input type="checkbox"/>	-	-	-	-
247	Zombie Revenge	<input type="checkbox"/>	-	-	-	-

Full US release list

With the inclusion of Brazilian titles causing some minor controversy in the first guide (well, I got one complaint. Perhaps not much of a controversy), I feel it's necessary to put together a guide solely for the US and Canadian games released for the Dreamcast. It also allows me to go into a little extra detail concerning the titles, for those who revel in the minutiae of DC releases. This won't feature any Canadian specific releases for now, as they have their own section which follows on from this one. My thanks to **Mike Hnatiuk** who has helped make this section (and the Canadian section) as detailed as possible.

Each of the 247 separate releases are listed in alphabetical order, with variants to the standard versions listed as well.

(the B/W header in the following list refers to whether the game has a Black or White spine. 'O' indicates it's an All Stars release – which whilst having the black colour scheme on the cover, has an orange spine)

	<i>Game</i>	<i>Code</i>	<i>B/W</i>	<i>Version notes</i>	<i>Check</i>
1.	4 Wheel Thunder	T-9708N	W	-	<input type="checkbox"/>
2.	4x4 Evolution	T-41903N	B	-	<input type="checkbox"/>
3.	18 Wheeler	51064	B	-	<input type="checkbox"/>
4.	102 Dalmatians	T-36803N	B	-	<input type="checkbox"/>
5.	AeroWings	T-40201N	B	-	<input type="checkbox"/>
6.	AeroWings 2: Airstrike	T-40210N	B	-	<input type="checkbox"/>
7.	Airforce Delta	T-9501N	W	-	<input type="checkbox"/>
8.	Alien Front Online	51171	B	Boxed with Microphone	<input type="checkbox"/>
9.	Alone in the Dark: The New Nightmare	T-15117N	B	Double case. 2 Discs.	<input type="checkbox"/>
10.	Armada	T-40301N	W	-	<input type="checkbox"/>
11.	Army Men: Sarge's Heroes	T-9715N	B	-	<input type="checkbox"/>
12.	Atari Anniversary Edition	T-15130N	B	Comes with Atari sticker	<input type="checkbox"/>
13.	Bang! Gunship Elite	T-44102N	B	-	<input type="checkbox"/>
14.	Bangai-O	T-40217N	B	-	<input type="checkbox"/>
15.	Blue Stinger	T-13001M	W	-	<input type="checkbox"/>
16.	Bomberman Online	51065	B	-	<input type="checkbox"/>
17.	Bust-a-Move 4	T-8117N	W	-	<input type="checkbox"/>
18.	Buzz Lightyear of Star Command	T-13007N	B	-	<input type="checkbox"/>
19.	Caesar's Palace 2000	T-12504N	W	-	<input type="checkbox"/>
20.	Cannon Spike	T-1215N	B	-	<input type="checkbox"/>
21.	Capcom vs SNK	T-1218N	B	-	<input type="checkbox"/>
22.	Carrier	T-5701N	W	-	<input type="checkbox"/>
23.	Centipede	T-40602N	W	-	<input type="checkbox"/>
24.	Championship Surfer	T-41403N	B	-	<input type="checkbox"/>
25.	Charge 'N Blast	T-15127N	B	-	<input type="checkbox"/>
26.	Chicken Run	T-36811N	B	-	<input type="checkbox"/>
27.	Chu Chu Rocket!	51049	W	Low res. screenshots	<input type="checkbox"/>
	Chu Chu Rocket!	51049	W	High res. screenshots	<input type="checkbox"/>
28.	Coaster Works	T-15128N	B	-	<input type="checkbox"/>
29.	Confidential Mission	51168	B	-	<input type="checkbox"/>
30.	Conflict Zone – Modern War Strategy	T-17721N	B	-	<input type="checkbox"/>
31.	Crazy Taxi	51035	W	-	<input type="checkbox"/>
	Crazy Taxi	51035	O	All Stars release	<input type="checkbox"/>
32.	Crazy Taxi 2	51136	B	-	<input type="checkbox"/>
33.	D2	51036	B	Double case, 4 discs	<input type="checkbox"/>
34.	Dave Mirra Freestyle BMX	T-8120N	B	-	<input type="checkbox"/>
35.	Daytona USA	51037	B	-	<input type="checkbox"/>

	<i>Game</i>	<i>Code</i>	<i>B/W</i>	<i>Version notes</i>	<i>Check</i>
36.	Dead or Alive 2	T-3601N	W	-	<input type="checkbox"/>
37.	Death Crimson OX	T-2401N	B	-	<input type="checkbox"/>
38.	Deep Fighter	T-17705N	W	2 discs	<input type="checkbox"/>
39.	Demolition Racer – No Exit	T-15112N	B	-	<input type="checkbox"/>
40.	Dino Crisis	T-1217N	B	-	<input type="checkbox"/>
41.	Disney's Dinosaur	T-17717N	B	-	<input type="checkbox"/>
42.	Donald Duck Goin' Quackers	T-17719N	B	-	<input type="checkbox"/>
43.	Draconus : Cult of the Wyrn	T-40203M	W	-	<input type="checkbox"/>
44.	Dragon Riders: Chronicles of Pern	T-17720M	B	-	<input type="checkbox"/>
45.	Ducati World Racing Challenge	T-8113N	B	-	<input type="checkbox"/>
46.	Dynamite Cop	51053	W	-	<input type="checkbox"/>
47.	Ecco the Dolphin defender of the future	51033	B	-	<input type="checkbox"/>
48.	ECW: Anarchy Ruiz	T-8114N	B	-	<input type="checkbox"/>
49.	ECW: Hardcore Revolution	T-8112N	W	-	<input type="checkbox"/>
50.	EGG: Elemental Gimmick Gear	T-41601N	W	-	<input type="checkbox"/>
51.	ESPN International Track and Field	T-9509N	B	-	<input type="checkbox"/>
52.	ESPN NBA 2 Night	T-9503N	B	Square hologram on case	<input type="checkbox"/>
53.	Evil Dead: Hail to the King	T-10003N	B	-	<input type="checkbox"/>
54.	Evolution	T-17706N	W	-	<input type="checkbox"/>
55.	Evolution 2	T-17711N	W	-	<input type="checkbox"/>
56.	Expendable	T-15104N	W	-	<input type="checkbox"/>
57.	F1 World Grand Prix	51030	W	-	<input type="checkbox"/>
58.	F355 Challenge: Passione Rossa	T-8119N	B	-	<input type="checkbox"/>
59.	Fatal Fury: Mark of the Wolves	T-44306N	B	-	<input type="checkbox"/>
60.	Fighting Force 2	T-36801N	W	Original (misprint SKU)	<input type="checkbox"/>
	Fighting Force 2	T-36801N	W	Correct SKU sticker variant	<input type="checkbox"/>
61.	Flag to Flag (CART)	51007	W	-	<input type="checkbox"/>
62.	Floigan Brothers Episode 1	51114	B	-	<input type="checkbox"/>
63.	Frogger 2 – Swampy's Revenge	T-40604N	B	-	<input type="checkbox"/>
64.	Fur Fighters	T-8107N	W	Lenticular cover on case	<input type="checkbox"/>
65.	Gauntlet Legends	T-9710N	W	-	<input type="checkbox"/>
66.	GigaWing	T-1209N	W	-	<input type="checkbox"/>
67.	GigaWing 2	T-1222N	B	-	<input type="checkbox"/>
68.	Grand Theft Auto 2	T-42102N	W	Comes with separate map	<input type="checkbox"/>
69.	Grandia II	T-17716N	B	Double case, extra Audio CD	<input type="checkbox"/>
70.	The Grinch	T-9512N	B	-	<input type="checkbox"/>
71.	Gunbird 2	T-1214N	W	-	<input type="checkbox"/>
72.	Gundam : Side Story 0079	T-13301N	W	-	<input type="checkbox"/>
73.	Heavy Metal Geomatrix	T-1223N	B	-	<input type="checkbox"/>
74.	Hidden & Dangerous	T-40502N	W	-	<input type="checkbox"/>
75.	The House of the Dead 2	51002	W	-	<input type="checkbox"/>
	The House of the Dead 2	51002	O	All Stars release	<input type="checkbox"/>
76.	Hoyle Casino	T-11008	B	-	<input type="checkbox"/>
77.	Hydro Thunder	T-9702N	W	-	<input type="checkbox"/>
	Hydro Thunder	T-9702N	O	All Stars release	<input type="checkbox"/>
	Hydro Thunder	T-9702N	W	'Hot! New!' variant	<input type="checkbox"/>
78.	Illbleed	T-46001N	B	-	<input type="checkbox"/>
79.	Incoming	T-12503N	W	-	<input type="checkbox"/>
80.	Industrial Spy : Operation Espionage	T-41320N	W	-	<input type="checkbox"/>
81.	Iron Aces	T-15129N	B	-	<input type="checkbox"/>
82.	Jeremy McGrath Supercross 2000	T-8104N	W	-	<input type="checkbox"/>
83.	Jet Grind Radio	51058	B	-	<input type="checkbox"/>
84.	JoJo's Bizarre Adventure	T-1206N	W	-	<input type="checkbox"/>
85.	Kao the Kangaroo	T-22903M	B	-	<input type="checkbox"/>
86.	The King of Fighters '99 Evolution	T-44302N	B	-	<input type="checkbox"/>
87.	The King of Fighters – Dream Match 99	T-3101N	W	-	<input type="checkbox"/>

	<i>Game</i>	<i>Code</i>	<i>B/W</i>	<i>Version notes</i>	<i>Check</i>
88.	Kiss Psycho Circus	T-41901N	B	-	<input type="checkbox"/>
89.	The Last Blade 2 Heart of the Samurai	T-44305N	B	-	<input type="checkbox"/>
90.	Legacy of Kain – Soul Reaver	T-36802N	W	-	<input type="checkbox"/>
91.	Looney Tunes : Space Race	T-15116N	B	-	<input type="checkbox"/>
92.	MagForce Racing	T-40208N	W	-	<input type="checkbox"/>
93.	Maken X	51050	W	-	<input type="checkbox"/>
94.	Mars Matrix	T-1221N	B	-	<input type="checkbox"/>
95.	Marvel vs Capcom	T-1202N	W	-	<input type="checkbox"/>
	Marvel vs Capcom	T-1202N	O	All Stars release	<input type="checkbox"/>
	Marvel vs Capcom	T-1202N	W	Thor / Venom variant	<input type="checkbox"/>
96.	Marvel vs Capcom 2	T-1212N	W	-	<input type="checkbox"/>
97.	Matt Hoffman's Pro BMX	T-13005N	B	-	<input type="checkbox"/>
98.	Max Steel	T-41402N	B	-	<input type="checkbox"/>
99.	Maximum Pool	T-11002N	B	-	<input type="checkbox"/>
100.	MDK 2	T-12502N	W	-	<input type="checkbox"/>
101.	Metropolis Street Racer	51012	B	-	<input type="checkbox"/>
102.	Midway's Greatest Arcade Hits Vol. 1	T-9713N	W	-	<input type="checkbox"/>
103.	Midway's Greatest Arcade Hits Vol. 2	T-9714N	B	-	<input type="checkbox"/>
104.	Monaco Grand Prix	T-17701N	W	-	<input type="checkbox"/>
	Monaco Grand Prix	T-17701N	W	Correct SKU variant	<input type="checkbox"/>
105.	Mortal Kombat Gold	T-9701N	W	-	<input type="checkbox"/>
	Mortal Kombat Gold	T-9701N	W	'Hot! New!' variant	<input type="checkbox"/>
106.	Mr. Driller	T-1402N	W	-	<input type="checkbox"/>
107.	Ms. Pac-Man Maze Madness	T-1404N	B	-	<input type="checkbox"/>
108.	MTV Sports : Skateboarding	T-10004N	B	-	<input type="checkbox"/>
109.	Namco Museum	T-1403N	W	-	<input type="checkbox"/>
110.	NBA 2K	51004	W	Square hologram on case	<input type="checkbox"/>
	NBA 2K	51004	O	All Stars release	<input type="checkbox"/>
	NBA 2K	51004	W	Not for resale variant	<input type="checkbox"/>
111.	NBA 2K1	51063	B	Square hologram on case	<input type="checkbox"/>
	NBA 2K1	51063	O	All Stars release	<input type="checkbox"/>
	NBA 2K1	51063	B	Not for resale variant	<input type="checkbox"/>
112.	NBA 2K2	51178	B	Square hologram on case	<input type="checkbox"/>
113.	NBA Hoopz	T-9709N	B	Square hologram on manual	<input type="checkbox"/>
114.	NBA Showtime: NBA on NBC	T-9706N	W	Square hologram on manual	<input type="checkbox"/>
115.	NCAA College Football 2K2	51176	B	-	<input type="checkbox"/>
116.	The Next Tetris: Online edition	T-40214N	B	-	<input type="checkbox"/>
117.	NFL 2K	51003	W	Square hologram on case	<input type="checkbox"/>
	NFL 2K	51003	O	All Stars release. Square.	<input type="checkbox"/>
	NFL 2K	51003	O	All Stars variant. Round.	<input type="checkbox"/>
	NFL 2K	51003	W	Not for resale variant	<input type="checkbox"/>
118.	NFL 2K1	51062	B	Round hologram on front	<input type="checkbox"/>
	NFL 2K1	51062	O	All Stars release	<input type="checkbox"/>
	NFL 2K1	51062	B	Not for resale variant	<input type="checkbox"/>
119.	NFL 2K2	51168	B	Round hologram on case	<input type="checkbox"/>
120.	NFL Blitz 2000	T-9703N	W	Square hologram on front	<input type="checkbox"/>
	NFL Blitz 2000	T-9703N	O	All Stars release	<input type="checkbox"/>
	NFL Blitz 2000	T-9703N	W	'Hot! New! Variant	<input type="checkbox"/>
121.	NFL Blitz 2001	T-9712N	B	Square hologram on case	<input type="checkbox"/>
122.	NFL Quarterback Club 2000	T-8101N	W	Square hologram on wrap	<input type="checkbox"/>
123.	NFL Quarterback Club 2001	T-8115N	W	Square hologram on wrap	<input type="checkbox"/>
124.	NHL 2K	51025	W	Rectangular hologram	<input type="checkbox"/>
	NHL 2K	51025	O	All stars release	<input type="checkbox"/>
125.	NHL 2K2	51182	B	Rectangular hologram	<input type="checkbox"/>
126.	Nightmare Creatures II	T-9504N	W	-	<input type="checkbox"/>
127.	Omikron : The Nomad Soul	T-36807N	W	-	<input type="checkbox"/>

	<i>Game</i>	<i>Code</i>	<i>B/W</i>	<i>Version notes</i>	<i>Check</i>
128.	Ooga Booga	51140	B	-	<input type="checkbox"/>
129.	Outtrigger	51102	B	-	<input type="checkbox"/>
130.	Pen Pen TriIcelon	T-15105M	W	-	<input type="checkbox"/>
131.	Phantasy Star Online	51100	B	-	<input type="checkbox"/>
132.	Phantasy Star Online ver. 2	51193	B	-	<input type="checkbox"/>
133.	Plasma Sword	T-1207N	W	-	<input type="checkbox"/>
134.	POD Speedzone	T-17713N	B	-	<input type="checkbox"/>
135.	Power Stone	T-1201N	W	-	<input type="checkbox"/>
	Power Stone	T-1201N	O	All Stars release	<input type="checkbox"/>
136.	Power Stone 2	T-1211N	B	-	<input type="checkbox"/>
137.	Prince of Persia : Arabian Nights	T-41405N	B	-	<input type="checkbox"/>
138.	Project Justice	T-1219N	B	-	<input type="checkbox"/>
139.	Psychic Force 2012	T-31101N	W	-	<input type="checkbox"/>
140.	Q*Bert	T-40403N	B	-	<input type="checkbox"/>
141.	Quake III Arena	51061	B	-	<input type="checkbox"/>
142.	Railroad Tycoon II	T-41902N	W	-	<input type="checkbox"/>
143.	Rayman 2: The Great Escape	T-40219N	W	-	<input type="checkbox"/>
144.	Razor Freestyle Scooter	T-40219N	B	-	<input type="checkbox"/>
145.	Ready 2 Rumble Boxing	T-9704N	W	-	<input type="checkbox"/>
	Ready 2 Rumble Boxing	T-9704N	O	All Stars release	<input type="checkbox"/>
	Ready 2 Rumble Boxing	T-9704N	W	'Hot! New!' variant	<input type="checkbox"/>
146.	Ready 2 Rumble Boxing: Round 2	T-9717N	B	-	<input type="checkbox"/>
147.	Record of Lodoss War	T-40218N	B	-	<input type="checkbox"/>
148.	Red Dog	T-40215N	B	-	<input type="checkbox"/>
149.	Reel Fishing Wild	T-44303N	B	-	<input type="checkbox"/>
150.	Resident Evil 2	T-1205N	B	-	<input type="checkbox"/>
151.	Resident Evil 3 Nemesis	T-1220N	B	-	<input type="checkbox"/>
152.	Resident Evil Code : Veronica	T-1204N	W	2 discs	<input type="checkbox"/>
153.	Re-Volt	T-8109N	W	-	<input type="checkbox"/>
154.	The Ring: Terror's Realm	T-15122N	W	-	<input type="checkbox"/>
155.	Rippin' Riders	51010	W	-	<input type="checkbox"/>
156.	Roadsters	T-22901N	W	-	<input type="checkbox"/>
157.	Samba de Amigo	51092	B	-	<input type="checkbox"/>
158.	San Francisco Rush 2049	T-9707N	B	-	<input type="checkbox"/>
159.	Seaman	51048	-	Boxed with Microphone	<input type="checkbox"/>
160.	Sega Bass Fishing	51006	W	-	<input type="checkbox"/>
	Sega Bass Fishing	51006	O	All Stars release	<input type="checkbox"/>
161.	Sega Bass Fishing 2	51166	B	-	<input type="checkbox"/>
162.	Sega GT	51053	B	-	<input type="checkbox"/>
163.	Sega Marine Fishing	51096	B	-	<input type="checkbox"/>
164.	Sega Rally 2	51019	W	-	<input type="checkbox"/>
165.	Sega Smash Pack Volume 1	51146	B	-	<input type="checkbox"/>
	Sega Smash Pack Volume 1	51146	B	Not for resale variant	<input type="checkbox"/>
166.	Seventh Cross Evolution	T-41301N	W	-	<input type="checkbox"/>
167.	Shadow Man	T-8106N	W	with map	<input type="checkbox"/>
168.	Shenmue	51059	B	Double case, 4 discs	<input type="checkbox"/>
	Shenmue Limited Edition	51059	B	Double case, 4 discs	<input type="checkbox"/>
169.	Silent Scope	T-9507N	B	-	<input type="checkbox"/>
170.	Silver	T-15108N	W	-	<input type="checkbox"/>
171.	Skies of Arcadia	51052	B	2 discs	<input type="checkbox"/>
172.	Slave Zero	T-15106N	W	-	<input type="checkbox"/>
173.	Sno-Cross Championship Racing	T-40207N	B	-	<input type="checkbox"/>
174.	Soldier of Fortune	T-40212N	B	-	<input type="checkbox"/>
175.	Sonic Adventure	51000	W	-	<input type="checkbox"/>
	Sonic Adventure	51000	O	All Stars release	<input type="checkbox"/>
	Sonic Adventure	51000	O	All Stars variant	<input type="checkbox"/>

	<i>Game</i>	<i>Code</i>	<i>B/W</i>	<i>Version notes</i>	<i>Check</i>
	Sonic Adventure	51000	W	Not for resale variant	<input type="checkbox"/>
	Sonic Adventure Limited edition	SDC-51014	W	Pre-release limited edition	<input type="checkbox"/>
176.	Sonic Adventure 2	51117	B	-	<input type="checkbox"/>
177.	Sonic Shuffle	51060	B	-	<input type="checkbox"/>
	Sonic Shuffle	51060	B	Not for resale variant	<input type="checkbox"/>
178.	Soul Calibur	T-1401N	W	-	<input type="checkbox"/>
179.	Soul Fighter	T-41401N	W	-	<input type="checkbox"/>
180.	South Park: Chef's Luv Shack	T-8105N	W	-	<input type="checkbox"/>
181.	South Park Rally	T-8116N	W	-	<input type="checkbox"/>
182.	Space Channel 5	51051	W	Hologram cover	<input type="checkbox"/>
183.	Spawn -In the Demon's Hand	T-1216N	B	-	<input type="checkbox"/>
184.	Spec Ops II : Omega Squad	T-41704N	B	-	<input type="checkbox"/>
185.	Speed Devils	T-17702N	W	-	<input type="checkbox"/>
	Speed Devils	T-17702N	W	'Devil free' variant	<input type="checkbox"/>
186.	Speed Devils Online Racing	T-17718N	B	-	<input type="checkbox"/>
187.	Spider-Man	T-13008N	B	-	<input type="checkbox"/>
188.	Spirit of Speed 1937	T-8118N	W	-	<input type="checkbox"/>
189.	Sports Jam	T-44304N	B	-	<input type="checkbox"/>
190.	Starlancer	T-40209N	B	-	<input type="checkbox"/>
191.	Star Wars : Demolition	T-23003N	B	-	<input type="checkbox"/>
192.	Star Wars Ep. One: Jedi Power Battles	T-23002N	B	-	<input type="checkbox"/>
193.	Star Wars Episode One : Racer	T-23001N	W	-	<input type="checkbox"/>
194.	Street Fighter III 3 rd Strike	T-1213N	B	-	<input type="checkbox"/>
195.	Street Fighter III Double Impact	T-1210N	W	-	<input type="checkbox"/>
196.	Street Fighter Alpha 3	T-1203N	W	-	<input type="checkbox"/>
197.	Striker Pro 2000	T-15111N	W	-	<input type="checkbox"/>
198.	Stupid Invaders	T-17708N	B	2 discs	<input type="checkbox"/>
199.	Super Magnetic Neo	T-40206N	W	-	<input type="checkbox"/>
200.	Super Runabout : San Francisco Edition	T-12511N	B	-	<input type="checkbox"/>
201.	Surf Rocket Racers	T-40216N	B	-	<input type="checkbox"/>
202.	Suzuki Alstare Racing	T-17703N	W	-	<input type="checkbox"/>
203.	Sword of the Berserk : Guts' Rage	T-36805N	W	-	<input type="checkbox"/>
204.	Sydney 2000	T-36808N	B	-	<input type="checkbox"/>
205.	Tech Romancer	T-1208N	W	-	<input type="checkbox"/>
206.	Tee Off	T-8108N	W	-	<input type="checkbox"/>
207.	Tennis 2K2	51186	B	-	<input type="checkbox"/>
	Tennis 2K2	51186	B	Green spine 'misprint'	<input type="checkbox"/>
208.	Test Drive 6	T-15102N	W	-	<input type="checkbox"/>
209.	Test Drive Le Mans	T-15123N	B	-	<input type="checkbox"/>
210.	Test Drive V-Rally	T-15110N	W	-	<input type="checkbox"/>
211.	Time Stalkers	51011	W	-	<input type="checkbox"/>
212.	TNN Motorsports: Hardcore Heat	T-13701N	W	-	<input type="checkbox"/>
213.	Tokyo Xtreme Racer	T-40202N	W	-	<input type="checkbox"/>
214.	Tokyo Xtreme Racer 2	T-40211N	B	-	<input type="checkbox"/>
215.	Tom Clancy's Rainbow Six	T-40401N	W	-	<input type="checkbox"/>
216.	Tom Clancy's Rainbow Six Rogue Spear	T-40402N	B	-	<input type="checkbox"/>
217.	Tomb Raider : Chronicles	T-36812N	B	-	<input type="checkbox"/>
218.	Tomb Raider : The Last Revelation	T-36806N	W	-	<input type="checkbox"/>
219.	Tony Hawk's Pro Skater	T-40205N	W	-	<input type="checkbox"/>
	Tony Hawk's Pro Skater	T-40205N	O	All Stars release	<input type="checkbox"/>
220.	Tony Hawk's Pro Skater 2	T-13006N	B	-	<input type="checkbox"/>
221.	Toy Commander	51020	W	-	<input type="checkbox"/>
222.	Toy Story 2	T-13003N	W	-	<input type="checkbox"/>
223.	Trickstyle	T-8102N	W	-	<input type="checkbox"/>
224.	The Typing of the Dead	51144	B	-	<input type="checkbox"/>
225.	Ultimate Fighting Championship	T-40204N	B	-	<input type="checkbox"/>

	<i>Game</i>	<i>Code</i>	<i>B/W</i>	<i>Version notes</i>	<i>Check</i>
226.	Unreal Tournament	T-15125N	B	Original – yellow disc	<input type="checkbox"/>
	Unreal Tournament	T-15125N	B	Black & white disc variant	<input type="checkbox"/>
227.	Urban Chaos	T-36810N	B	-	<input type="checkbox"/>
228.	Vanishing Point	T-8110N	B	-	<input type="checkbox"/>
229.	Vigilante 8 : Second Offense	T-13002N	W	-	<input type="checkbox"/>
230.	Virtua Athlete 2000	T-44301N	B	-	<input type="checkbox"/>
231.	Virtua Fighter 3tb	51001	W	-	<input type="checkbox"/>
232.	Virtual-On Oratorio Tangram	T-13004N	W	-	<input type="checkbox"/>
233.	Virtua Striker 2	51028	W	-	<input type="checkbox"/>
234.	Virtua Tennis	51054	W	-	<input type="checkbox"/>
	Virtua Tennis	51054	O	All Stars release	<input type="checkbox"/>
235.	Wacky Races	T-15113N	W	-	<input type="checkbox"/>
236.	Walt Disney World Quest	T-36804N	W	-	<input type="checkbox"/>
237.	Wetrix+	T-8111N	W	-	<input type="checkbox"/>
238.	Who wants to beat up a millionaire?	T-11011N	B	-	<input type="checkbox"/>
239.	Wild Metal	T-42101N	W	-	<input type="checkbox"/>
240.	World Series Baseball 2K1	51055	B	Round hologram on manual	<input type="checkbox"/>
	World Series Baseball 2K1	51055	B	Not for resale variant	<input type="checkbox"/>
	World Series Baseball 2K1	51055	O	All Stars release	<input type="checkbox"/>
241.	World Series Baseball 2K2	51152	B	Round hologram on case	<input type="checkbox"/>
242.	Worms: Armageddon	T-40601N	W	-	<input type="checkbox"/>
243.	Worms World Party	T-22904N	B	-	<input type="checkbox"/>
244.	WWF Attitude	T-8103N	W	Hologram on wrap	<input type="checkbox"/>
245.	WWF Royal Rumble	T-10005N	W	-	<input type="checkbox"/>
246.	Xtreme Sports	T-15126N	B	-	<input type="checkbox"/>
247.	Zombie Revenge	51038	W	-	<input type="checkbox"/>



Canadian Releases

Due partly to dual language laws in Quebec, it seems a number of Dreamcast releases in Canada were released with a separate French language manual attached to the rear of the case. The exact numbers of these doesn't seem to be 100% clear – the reason I have excluded them from their own entries in the guide proper. A number of releases can, however, be confirmed to exist with the separate manual attached, and in the case of Seaman, a French & English sticker on the rear of the box.

Crazy Taxi

D2

Ecco the Dolphin: Defender of the Future

The House of the Dead 2

Jet Grind Radio

NFL 2K

NFL 2K1

NHL 2K (& All Stars)

Quake III Arena

Seaman

Sega Marine Fishing

Sega Smash Pack Volume 1

Shenmue

Sonic Adventure 2

Sonic Shuffle

Tony Hawk's Pro Skater

World Series Baseball 2K1

It seems very likely that there are other examples out there (one would assume that most games would have had such treatment for French speakers?), especially for Sega published titles, but at this time, the above are the only ones that are 100% proved to exist.



An example of a Canadian, French language manual attached to the rear of a game (in this case NFL 2K1).



Brazilian Releases

There are 31 Brazilian releases for the Dreamcast, distributed through long term Sega ally Tec-Toy. Each can be distinguished not only by the Portuguese language on packaging, but by it's distinctive mix of US and Japanese style cover art.

	Game	Code		Game	Code
1	Airforce Delta	197136	17	Quake III Arena	197296
2	Blue Stinger	197116	18	Rayman 2	197076
3	Crazy Taxi	197284	19	Ready 2 Rumble Boxing	197196
4	Crazy Taxi 2	197239	20	Resident Evil Code : Veronica	197036
5	Daytona USA	197166	21	Sega Rally 2	197056
6	Dead or Alive 2	197126	22	Shenmue	197352
7	Flag to Flag	197106	23	Sonic Adventure	197086
8	The House of the Dead 2	197066	24	Sonic Adventure 2	197316
9	Hydro Thunder	197176	25	Speed Devils	197226
10	Jet Grind Radio	197093	26	Tomb Raider: The Last Rev.	197216
11	The King of Fighters DM 99	197156	27	Toy Story 2	197246
12	Legacy of Kain – Soul Reaver	197256	28	Unreal Tournament	197136
13	Monaco Grand Prix	197046	29	Vigilante 8: 2 nd Offense	197266
14	Mortal Kombat Gold	197186	30	Virtua Striker 2	197276
15	NBA 2K	197206	31	Wacky Races	197346
16	Phantasy Star Online	197306			



A selection of Brazilian front covers, showcasing the mix of Japanese and US cover designs



An example of the rear of the Brazilian releases, showing the Tec-Toy logo

All Stars Releases

Sega's attempt at a 'Greatest Hits' budget brand, the Sega All Stars releases were limited to just 17 examples, all featuring early hits for the console (in terms of sales numbers, at least). The budget line all had a cover redesign, to fit in with Sega's new 'black' colour scheme (replacing the white scheme that was predominant on earlier releases), and the spine itself was now orange in colour.

It's a nice little mini set for the collector at a loose end, and should not be too much of a challenge to find all these titles at a reasonable price.

List

Crazy Taxi	NHL 2K
The House of the Dead 2	Power Stone
Hydro Thunder	Ready 2 Rumble Boxing
Marvel vs Capcom	Sega Bass Fishing
NBA 2K	Sonic Adventure**
NBA 2K1	Tony Hawk's Pro Skater
NFL 2K*	Virtua Tennis
NFL 2K1	World Series Baseball 2K1
NFL Blitz 2000	

*there are actually 2 versions of the NFL 2K All Stars release. The most common has a square NFL hologram on the front of the manual, whilst the other has a round one. See variants for more info. Only one is included here.

** there are 2 versions of the All Stars Sonic Adventure release.



An example of the new orange spine featured on the All Stars releases. The bright orange stands out quite well in a nicely ordered collection, for those who take such considerations into account. To be honest, there isn't much point in collecting these unless you're really looking for something to continue collecting with.

Variants

One of the quirks of completing the full US set, is the existence of several variants. Mostly minor, although not always, these are releases that have something different (packaging wise) compared to the standard, original release. Distinct from the All Stars releases, these were not part of some budget line of releases – these are printing errors, layout changes and bug fixes. Below is the list of all variants and why they are indeed different to the originals.

Chu Chu Rocket!

The variant of this release fixes an issue with low resolution screenshots present on the rear cover of the original release. There is a noticeable difference in quality for this second 'print' of games.

Fighting Force 2

The variant for this release fixes a misprint on the original. The SKU for the first has the incorrect code (010086510201), which is actually that of Toy Commander. The variant includes the correct SKU (which is 788687450041) but only on a sticker which is placed over the original SKU on the rear cover. There is no reprint.

Hydro Thunder

The variant for Hydro Thunder is one of the 'Hot! New! Reprint games, which fixed bugs in the first pressing. As with the other examples of these, the disc is now of a primarily red colour scheme, compared to the Blue of the original. The 'Hot! New! Is also printed on the manual. It's possible (but unconfirmed) some manuals simply had stickers on them. This disc is also used for the All Stars release.

Marvel vs Capcom

This variant is a minor one. The original release had a screenshot of Wolverine vs Akuma on the top left of the rear cover. This variant replaces this with a screenshot of Thor vs Venom. Nothing else appears to be changed.

Monaco Grand Prix

Another SKU variant; the original had the incorrect SKU printed on the rear cover, which is replaced here with a sticker over the SKU. There is some debate about this variant, as there appears to be at least one confirmed case of the correct SKU being printed on the rear cover. Whether this indicates there was a whole new batch printed, I can't currently confirm.

Mortal Kombat Gold

One of the 'Hot! New!' reprints, to correct bugs in the original release. The disc is now primarily red, replacing the yellow tinged original.

The manual will have either a sticker indicating the 'Hot! New!' status, or possibly printed on the cover. The sticker version can be confirmed, but at this moment not the printed version.

NBA 2K

This variant is a 'Not for resale' variant, where the disc will have this printed on it, and the space for the SKU is left blank. It also appears the square NBA hologram is on the manual of this version, rather than the case (although this may not be true of all examples).

NBA 2K1

Like it's predecessor, this is a 'Not for resale' variant, with the wording printed on the disc. The space for the SKU however is now taken up with the same words, rather than being blank.

NFL 2K All Stars variant

This is one of those variants that will have some rolling their heads in disapproval. The original, and more common, All Stars release has a square NFL hologram on the front of the manual (or possibly the case), but there are also examples of a round NFL hologram being present instead – which is this variant. Whether you'd call it a variant or an All Stars release will likely depend on how completist you want to be. Like other All Stars releases, this changes the left hand side of the manual to black rather than the original white.

NFL 2K Not for resale variant

This variant is a 'Not for resale' variant, where the disc will have the words printed on them, and the space at the back of the case where the barcode is usually present, is instead blank.

NFL 2K1

Another example of a 'Not for resale' variant. The wording is on the

NFL Blitz 2000	disc itself, and also replaces the space usually occupied by the barcode. One of the 'Hot! New!' reprints, correcting the rushed and buggy original version. This version has a reddish disc compared to the purple original one, and it's status as a 'Hot! New!' release is seen on a sticker attached to the front of the manual (or possibly case). This new version is the disc included in the All Stars release.
Ready 2 Rumble Boxing	A 'Hot! New!' release to fix problems with the original release. This one replaces the originals yellow disc with a red one. It seems as though there's both newly printed manual covers and sticker jobs to indicate it's status – I have however only included one version in this edition of the guide.
Sega Smash Pack Volume 1	An example of a 'Not for resale' variant, and possibly the most common of all variants. The disc has the wording on it, and the barcode is replaced by 'Not for resale' as well.
Shenmue Limited Edition	Not really in the same category as the other variants here, Shenmue received a limited edition release in North America, which comes in the same double case but has an extra, 5 th disc. This extra disc is a soundtrack CD, and the version can be identified by the writing in the top left of the cover.
Sonic Adventure All Stars variant	Sonic Adventure was, of course, one of the All Stars releases in North America, but there are 2 variations of the release. The first is referred to elsewhere in the guide as the 'Sonic Art' variant, due to the rear inlay featuring only Sonic himself; whilst the other features an ensemble cast of characters, and is therefore referred to as the 'Ensemble Art' variant. There doesn't seem to be a massive difference in the rarity of either, but of course you're going to need to open it up to be sure which version it is (although the print quality of the 'Sonic Art' version is of an apparent lower quality, it's still not much good if you have nothing to compare with).
Sonic Adventure Not for resale	This is a 'Not for resale' variant, with the wording on the disc and replacing the space usually reserved for the barcode on the rear of the case.
Sonic Adventure Limited Edition	One of the rarest and most expensive of the US set, the Sonic Adventure Limited edition was a pre-release edition released in July 1999 in Hollywood Video stores in the US. 'Limited Edition' is on front and on the disc. The game itself is also more akin to the original Japanese release, than the eventual US release. The manual is also missing most of it's innards.
Sonic Shuffle	The Sonic Shuffle variant is a 'Not for resale' variant, with the wording on the disc and in the space usually reserved for the barcode on the rear cover.
Speed Devils	One of the oddest variants, this version of Speed Devils has one difference – there's a cover-size sticker attached to the front of the manual, where the picture of the Devil which adorns the normal version is replaced by a 'clean', devil-free version. Most odd.
Tennis 2K2	This is a minor variant, where the back cover seems to have been misprinted, meaning the section to the left of the case which should show as black with the Dreamcast logo and name on it, is in fact green with bits of net on it. It's not the side spine which is green, as my original guide may have suggested. Both versions are common.
Unreal Tournament	This 'variant' is in fact more common than the first pressing of the game. The original had a yellow disc, whilst this version has a black & white one.
World Series Baseball 2K1	This is a 'Not for resale' variant, where the disc has the wording printed on it, and the space where the barcode usually sits is replaced by the same.

NTSC-J COLLECTING

NTSC-J Collecting Contents

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- 445: [Full NTSC-J release list](#)
- 454: [Japanese Limited edition & other special releases](#)
- 463: [Dorikore releases](#)
- 465: [Accessibility for non-Japanese speakers](#)

NTSC-J Collecting Guide

Collecting Japanese titles for the Dreamcast is a very different experience compared to the US or PAL sets. Whilst there's more games released (just shy of 500), there's also an added bonus of proper, good looking collectors and limited editions to look forward to – if you like that sort of thing. With prices for most titles reasonable, and some fantastic regional exclusives to look forward to, embarking on the Japanese side of the collection is inevitable for many. Sure, there's a ton of visual novels and (if you can't understand the language) semi-pointless titles, but away from them there is plenty to get excited about.

This section of the guide will deal with the Japanese side of collecting, and as well as giving the usual array of lists (including a list of those games playable without much knowledge of the language), will focus on some of the rarer pieces, discuss tips for budding collectors and delve into the world of limited edition box sets.

What is there to collect?

There are **495** different releases for the Dreamcast in Japan. Many of these have more than one version, but at it's base level, this figure is the one to watch out for. This is more than the PAL and US sets combined, and can be a significant challenge for those who want to pursue it.

There are **89** 'Limited edition' releases listed as such in the A to Z. Most of these will have standard releases (usually in a Jewel case) as well, with the limited edition releases released in special packaging with a variety of extras. What qualifies a game as a 'limited' or 'standard' release can differ significantly from source to source, but for the most part, any release which has anything uniquely different about it has qualified it for the purposes of this guide. Saying that, there are several games which are listed as 'standard' releases, or are included in the 'other' releases, which are also notable for some interesting additions. (for more info on the definitions of the various types of Japanese releases, see the 'how to use this guide' section at the beginning of this book). In total, I've listed **138** notable releases with extras a little later on in this guide.

8 of the titles listed in the A to Z have no 'standard' release, and are listed as limited or other only. This makes an actual total of **487** standard releases.

There are an additional **56** 'Dorikore' releases – re-released 'Dreamcast Collection' titles that often are old stock, with newly attached stickers attached to the games. There are 6 original titles of this range, which received an orange and white artwork design, but for most of them, the only way of collecting will be to aim for sealed versions with the stickers attached. There's far more info about these versions in the Dorikore releases section.

There are a total of **45** releases labelled as 'other' releases. This includes numerous budget re-releases that were not part of the Dorikore list (usually with new art work), but includes retailer exclusive releases and promotional titles as well.

In total, there are **677** individual releases featured in this guide.

Whilst not included here, there's a few other notable bits, game wise, to collect for if you so desire. Various titles in Japan were classed as 'Sample' releases, no doubt catering for the same role as the white label promos did in Europe. These releases have an oval, blue 'Sample' sticker on the cover. It's quite possible that every Sega released title for the console in Japan had a

sample version, but with no definitive list, they are not included here.

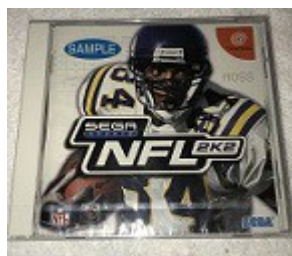
Trial discs, featuring demo play for numerous games, are an added area of collecting, and one which I'm currently embarking on myself. As these are not full releases, I've not included them here, but there are some notable examples and I encourage anyone interested in them, to keep an eye (as always) on the fabulous Dreamcastcollector.com blog where they make numerous appearances.



Example of a standard (right) and Limited (left) release of the same game (in this case, First Kiss Story II)



Two examples of Dorikore releases, with an example of one of the original six (left) and sticker



One example of a 'Sample' release with sticker

Why should you collect?

Whilst the Japanese set does include a large number of titles that could, kindly, be described as challenging to enjoy, it also features a large number of exclusives that are must have titles on the console, and easily approachable versions of games that saw western releases. Indeed, in the 'accessibility for non-Japanese speakers' list coming up in this guide, I've listed 67 titles that require no knowledge of the language, 83 others that require only a small amount and 90 more that are just about enjoyable enough – this is a total of 240 titles, including 107 regional exclusives. This half of the Japanese set is definitely one that both collectors and gamers should consider pursuing, especially if they want to expand their libraries.

The remaining titles are, generally, less appealing in a gameplay sense. Visual novels, pachinko, table games and gambling titles are mostly filler in the library for those with no interest in the genres. From a collecting perspective, however, this half of the set offers not only more of a challenge (many of them can be legitimately called 'hard to find' for western audiences) but also offers a chance to collect a more diverse and interesting set of extras to go with the games. Limited edition box sets offer everything from a full dining set to a plethora of timepieces and various Dreamcast accessories along the way. Having an interest in Japanese culture, anime or all things kawaii certainly helps, but if collecting is your thing, there's a certain level of charm and fascination regardless.

Japanese games in their standard form are not particularly interesting to collect, but the inclusion of the spine card and generally good cover art gives the entire set a certain sophisticated charm of it's own. Oversized limited edition boxes are cool, and there's a few standout ones (like Segagaga and Space Channel 5 part 2) that any self respecting Sega fan would not turn their nose up at.

Whilst Japanese titles on the DC don't necessarily offer the sort of improvements that older generations of console games did, the lineup of fighters and shmups alone, justifies anyone dipping into the set to expand their collections.

Much of the Japanese collection has been unaffected by the recent price rises in western Dreamcast titles, meaning most (especially those which got a release in North America or Europe) can be purchased for relative peanuts. Many visual novel titles, or the gambling and table game titles, are similarly priced, although harder to obtain outside of Japan simply due to a lack of demand. Patience in collecting these titles is best, as most can be purchased for under £10 / \$13.

There are a few exceptions to this, especially amongst those titles that are rare and boast good gameplay. The rarer visual novels can cost upwards of £30 (\$40), and are usually only obtainable with serious, dedicated patience or directly from Japan. Multi-regional releases tend to be on the cheaper side, but those that offer significant enhancements (Code Veronica and Dead or Alive versions, for instance) can cost a bit more.

Limited edition box sets vary in price significantly, from not much more than a standard title, to upwards of £100/\$130 for the more desirable. There's a few exceptional cases of titles in a much higher price band, which are detailed in the rare and expensive section of this guide.

Dorikore releases, due to most needing to be sealed, can cost a fair bit more and will require more patience, as they are nowhere near as common as standard, unsealed versions.

There's a few oddball high value titles, like the Grauen no Torikago Kapitel series and Cleopatra Fortune, where prices soar, and a couple of Capcom 'for matching service' versions hold to the cross-regional theme of high priced titles from that particular publisher.

Finally, the more desirable games which have no language barrier, i.e. the DC's Japanese shmup library, has held high price points for some years and it's doubtful they will decrease anytime soon.

All in all, the Japanese set of standard releases would probably cost anywhere between £4,000-£5,000 (\$5,250-\$6,500), with an extra £3,000-£4,000 (\$4,000-\$5,250) for limited and other editions and upwards of £750 (\$1,000) for the Dorikore's. Overall, you'd be looking at between £8,000 and £10,000 (\$10,500-\$13,000) as a very rough estimate, for all the Japanese titles mentioned in the A to Z.

So I want a full set – what is that, exactly?

As with the NTSC-U and PAL sets, what constitutes a full set very much depends on the individual collector and how 'complete' they want to be.

At it's base level, a complete set should have one example of every release – or 495 individual titles.

You can add the Limited edition releases (89 of them) listed in the guide as the next 'stage' to a full set. This would bring the total to 584 titles to collect.

For the more complete collector, the whole range of Japanese releases listed could constitute the set – there are few variants like the NA set, and many of the alternative 'other' releases are nice to collect for. I'd also add the original 6 Dorikore releases and maybe a couple of other examples of the range.

Should I be on the look out for fakes?

For most standard Japanese releases, fakes aren't a major concern. There's not really much of a market for faking games that generally don't cost much to purchase, so the majority you can be safe in assuming are originals.

The more expensive, and wanted, titles are however always prime candidates for reproduction. Luckily, most of these reproductions are in the US style rather than Japanese, so it's less common to see Japanese style examples.

Generally, fake Japanese releases are not a major consideration for any would be collector, although the usual common sense applies here when purchasing.

What comes in a standard NTSC-J case?

Japanese releases tend to be in one of three types of case, standard, larger standard and double.

Standard size cases are the same as any other CD sized case, and in the same format as the US style case. The instruction manual doubles as the cover, the rear insert lies behind the CD tray, with the sides of the CD case created by fold ups on the rear cover. Games come with a spine card (OBI strip) as well, which are on the outside of the case when they are sealed. Collecting spine cards with games is generally considered the done thing for a 'complete' version, although not everyone is quite as worried by their presence. The sides of the case tend to read in Japanese characters on one side and English on the other – a 'pile' of games stacked the right way up will have Japanese writing on display, and the other way would have English. Not all titles display English on one side however, or a mixture of languages is present.

There are often various types of points cards, mini flyers and the like within a game, and again the more completist a collector you are, the more importance you'd put on these.



Layout of a standard Japanese release, with manual / cover, disc in disc holder and spine. Note that, like many Japanese releases, the disc holder is in plastic and not transparent



The difference in sizes between standard and 'larger' standard Japanese releases. Whilst the difference is not huge, finding spare cases for the larger ones can be a particularly frustrating endeavour.

Larger standard size cases are the exact same as the standard in their content, with the exception being that they are slightly deeper. This allows for larger manuals to be included, and so those games that require more instructions tend to have these deeper cases.

Double cases are the same as the US double case – but follow the usual pattern of Japanese games cases being white in colour. The front and back halves of the case fold out, with the front and rear covers behind the CD holders, and instructions (or a third/fourth disc) in the middle tray. Spines for these titles are of a suitably larger size. These double cases often include more 'extra' paperwork compared to standard releases.



Japanese double cases, showing front and back sections. Manual sits in the front section (usually), and the middle section is often a disc holder type to hold a third (or fourth) disc. The sides of the case match the layout for the US style double case, and as with the standard design, the colour scheme of the case itself is generally white.



There are several DVD sized releases of DC games, especially later releases, but these are generally unremarkable (in content – they are actually quite cool to look at) and will contain a DVD case sized manual inside. These have no spine cards.



Where can you buy games from?

If you're in Japan, you'll probably not need me to tell you how (relatively) easy it is to come across pre-owned retro games in places such as Akihabara, and of the generally more respected nature the retro gaming scene has over there. For those outside Japan, however, it can be a little trickier.

There are plenty of western retro shops that stock Japanese DC titles, but these tend to be common ones and the occasional high priced desirable. Online retro shops tend to have a more diverse range, and as they buy in bulk, often get some interesting and more quirky titles. It's worth striking up a friendship with these sellers as they can often obtain titles you're after, and far cheaper than if you're left to pay for them yourself through Ebay.

Ebay is always an option, of course, and buying from Japan, especially for cheaper items, can often be a cost effective route – but if you get stung by customs charges, it can also be a rather costly choice. Online shops like Play Asia are good routes for those worried about shipping charges, and I personally recommend Genkivideogames.com and Allan's Japanese Retro Games Sales – if you live in the UK!

Top Tips

- If you are serious about going after some of these Japanese titles, make some friends with Japanese based collectors! I don't mean in a creepy 'be my friend' way... simply, act like a human being and share your passion with fellow collectors. You'll be surprised how far this can get you.
- Trusted sellers of Japanese games can often be a more affordable route of getting the more sought after titles, and can allow you to avoid being stung by unexpected customs duties.
- If you do buy direct from Japan, do some research online and see if the cost of your item is below the threshold of paying duty. Many sales based in Japan can seem much, much cheaper then they eventually will be when these extra costs are factored in.
- If you don't want spine cards, don't worry about having them. Including these strips often comes at a premium, and is largely unwarranted if you're not bothered about having them. For those who do want them, don't dismiss pictures that don't feature them immediately – they're often tucked away in the manual, so ask before buying.
- Invest in some decent case protectors. They look smart and will keep things nicely damage free (hopefully), especially if you're someone like me who often moves around games just to see what you have.
- Don't be a dick. I've said this numerous times, and I will do so again.
- Be careful of 'sealed' copies, as these are often nothing of the sort. Inspect to see if the game has a seal around the wrapper, a usual dead giveaway that it's a genuine seal. Many games sold as 'sealed' are nothing more than titles with case protectors.
- Limited editions will often have extra content, so it's important to check what should be included compared to any photos, if you're buying online. A missing extra CD or phone charm may not be a big deal to some – but if you're paying a premium, you want to have everything that should be included.
- Bundles are often a good way of building a collection up, especially for cross-regional releases. As always, unwanted titles can then be traded for ones more appealing.
- Remember that many people's collections are different, so titles you don't want after picking them up (as part of a bundle, say) will always be wanted by someone else. Building up relationships with other collectors can often result in some cool trades down the line.

Collecting on a budget

A good selection of Japanese titles can be had for slightly cheaper than either PAL or NTSC-U, so starting off around the £100/\$130 mark can get you a wide selection of some of the best, playable, titles from Japan. If you're not worried about spine cards, and condition isn't a major issue for you, solid titles can be obtained for less than £5/\$5 and a collection can be built up quickly.

For those on a tight budget, the Japanese set is probably the best bet, and with playing imports so easy to do (just download a boot disc and you're away) there's little to stop anyone getting a nice little set going.

Japanese games have not seen the sort of recent price surges that US and PAL releases have seen, but that doesn't mean there's not a great deal of really rather expensive titles out there – and most of these have held their prices for sometime. Whilst it can be difficult to gauge how much a game is worth with often inflated western prices, the following can be observed to – consistently – sell for decent prices, regardless of location.

As always, these are for pre-owned titles – for sealed titles, the 25% extra – at a minimum – could be applied, and often far ahead of that.

Grauen no Torikago Kapitel series

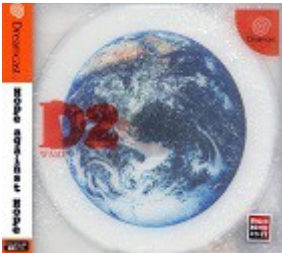
Prices as of July 2018 - £600+ / €680+ / \$800+ (US) / A\$1,100+ / C\$1,050+ / ¥88,000+



Unplayable (due to the servers being long gone) and relegated to mere coasters, the Grauen no Torikago Kapitel series still remains one of the holy grails of DC collecting. Whilst the first title is relatively easy to find, subsequent entries are practically impossible without having good collecting contacts, to those outside of Japan. Expect to pay upwards (maybe way upwards) of the listed price. Adam Koralik has 2 sets of these, but then he *would*, wouldn't he?

D no Shokutaku 2 Directors box set

Prices as of July 2018 - £400+ / €450+ / \$530+ (US) / A\$725+ / C\$700+ / ¥58,000+



Another very conservative pricing for a release that could cost vastly more if any come up for sale. D no Shokutaku 2 itself is a relatively common Japanese release (albeit one with several limited variant covers), but this package is something special. A big box, signed by director Kenji Eno, containing a multitude of D2 memorabilia (poster, music box, balloon, various copies of the game) and limited to just a handful of examples. No doubt in the hands of serious collectors, if you ever get the chance to obtain one of these, expect to pay some serious cash.

As I didn't want to simply steal a photo of the directors box from the internet, here's a picture of D2! (anyone has any pictures, send them my way!)

Bakuretsu Muteki Bangaioh! Prize edition

Prices as of July 2018 - £350+ / €400+ / \$450+ (US) / A\$625+ / C\$600+ / ¥51,000+



Just 5 copies of this version of the rather good Bangaioh were given out as prizes (as the name suggests) in a high score competition run by Treasure. A sticker drawn by Hisashi Fujita was either attached to the game or the package, and it came with a poster and possibly some other bits. It's limited number makes it a real collectors piece, and a few copies have changed hands in recent years – but expect to be patient and probably pay above the listed price if you want this in your collection.

Super Street Fighter II X for matching service

Prices as of July 2018 - £125+ / €140+ / \$165+ (US) / A\$225+ / C\$220+ / ¥18,250+



Capcom's 'for matching service' range of online releases were both popular and relatively low in quantity, a combination which has seen this title – a release on the Dreamcast of possibly one of the worlds favourite games – keep a steady, and somewhat heady, value. Mint copies will exceed this value, and this is one that many DC collectors will be after.

Border Down limited edition

Prices as of July 2018 - £125+ / €140+ / \$165+ (US) / A\$225+ / C\$220+ / ¥18,250+



All versions of G-rev's excellent horizontal shooter go for large amounts of money, as far as DC games go, but it's the limited edition which reaches the most. Different artwork, in a double case with an extra audio CD, and a bundled mouse mat to go with it, this D-direct limited edition release has always held a high value, and there's no signs of it dipping anytime soon. Non-mouse mat versions reach similar prices, and even the single case normal version can be close.

Zero Gunner 2

Prices as of July 2018 - £110-130 / €125-150 / \$145-170 (US) / A\$200-230 / C\$190-225+ / ¥16,000-19,000



One of my all time favourite Dreamcast games, Zero Gunner 2 deserves the accolades it gets, and it's unsurprising that this highly-in-demand title obtains big prices. Prices have risen recently, unlike many Japanese titles, and despite their being a fair few copies floating around, it's unlikely you'll get it for much cheaper than the listed price now – even with the recently released and well received Switch version available for a mere fraction of the cost.

Street Fighter Zero 3 for matching service

Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+



Capcom titles seem to populate these expensive lists regardless of region, and this later 'for matching service' online play enabled version of Street Fighter Zero 3 is one where there is high demand. The artwork is rather lovely, too. Prices can be much higher than this, but usually these don't sell – regardless, expect to pay quite the premium for a copy of this one.

Segagaga limited edition box

Prices as of July 2018 - £100-150 / €115-175 / \$130-200 (US) / A\$180-270 / C\$180-260 / ¥14,500-22,000



My own personal holy-grail for many years, and now my pride and joy, the Segagaga limited edition box is a thing of beauty. It's white box may not be a looker, but inside there's a fabulous t-shirt, wonderful Sega pin badges and an organiser. It's quite something. The better the condition, the higher the value, but this is one many collectors will want to add to their collection.

Eldorado Gate – full series

Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+



The full set of Eldorado Gate games, all 7 volumes, are made complete by the addition of this box and art book available to those who ordered volume 7 through D-direct. Pricing can vary enormously, and I've seen the set go for considerably more, but you may be lucky to get it for around the listed price.

Picture taken from Play-Asia.com

Various 'retailer exclusives' of Dreamcast titles

Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+ (each)



Maybe a bit of a cheat here, but this entry is for any of the various 'retailer exclusives'. These include Close to, Death Crimson 2 (as pictured), Kaen Seibo, Memories Off Complete and Rent a Hero no. 1. Exclusive to one retailer or another, these bundles usually come with something extra (guns in the Death Crimson 2 package, for instance) and larger retail packaging. These are incredibly hard to find outside of Japan, and prices can vary wildly. You'd be very lucky to find any of them for less than £100 / \$130.

De La Jet Set Radio Limited edition

Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+



I consider this, as well as the Space Channel 5 part 2 and Segagaga box sets, as my own personal trinity of must have limited editions. There's no particular reason for this, other than they all look cool as hell and are some of the biggest hitters when it comes to DC games. The De La Jet Set Radio release in Japan brought with it the definitive version of the game, and D-direct buyers could get this rather splendid looking oversized box, with awesome T-shirt, to show off to their friends. It often gets listed at vastly higher prices, but should be around the listed price if you're patient and don't pay over the odds.

Cleopatra Fortune

Prices as of July 2018 - £90-100 / €100-115 / \$120-130 (US) / A\$160-180 / C\$160-175+ / ¥13,000-14,500



This pleasant little puzzle title is not really that noteworthy, other than it's price. Limited sales no doubt pushed this one up in value over the years, and it's commanded high prices for some time – although, beware of some listings on online sites. The game does not, generally, go for the £400+ asking price.

Trizeal limited edition set

Prices as of July 2018 - £85+ / €95+ / \$110+ (US) / A\$150+ / C\$150+ / ¥12,500+



Whilst the standard release isn't far behind in price, it's the limited edition set for Trizeal that really pushes the wallet. This Sega direct exclusive came with a Trizeal bandana and audio CD, and it's the inclusion of these extras that can often push the price well over into the three figure mark regardless of region.

Yu Suzuki Gameworks volume 1

Prices as of July 2018 - £85+ / €95+ / \$110+ (US) / A\$150+ / C\$150+ / ¥12,500+



Yu Suzuki is a Sega great, and this lovely hardback book features some of the great man's best arcade work, as well as a rather lovely GD-Rom which features the arcade titles playable in the Shenmue's, and the additional glory that is Power Drift. It's held it's price for many years, and saw a considerable rise around the time of Shenmue hysteria a few years back, before coming back down to this not inconsiderable amount. Expect this one to vary in price with the approaching release of Shenmue 1 and 2 collection, as well as Shenmue 3.

L.O.L. -Lack of Love-

Prices as of July 2018 - £80-100 / €90-110 / \$100-140 (US) / A\$140-180 / C\$140-180 / ¥11,500-14,500



Perhaps the ultimate hidden Dreamcast gem, Lack of Love is an absolutely glorious, language barrier free title that deserves to be played by all. Another one of the few Japanese games to be significantly impacted by recent rises in worldwide DC pricing, it's going to cost a fair bit to add this one to your collection now.

Karous limited edition

Prices as of July 2018 - £75+ / €85+ / \$100+ (US) / A\$135+ / C\$130+ / ¥11,000+



Milestone's late DC shooters have always held their price right from the time of release, and with Karous (even though, in my opinion, it's their least impressive offering), all versions are pretty pricey. The only addition to this limited edition is a phone card, and the price can vary upwards of the £100 mark, but it tends to hover around the £75/\$100 region.

Space Channel 5 part 2 limited edition

Prices as of July 2018 - £75+ / €85+ / \$100+ (US) / A\$135+ / C\$130+ / ¥11,000+



Another entry into my own personal trio of must-have limited editions (along with De La Jet Set Radio and Segagaga), the Space Channel 5 part 2 limited edition box is as stylish as you'd expect anything with Ulala featured to be. Coming with headphones and a pouch (and an extra box with an Alarm clock contained), it skips all around the place price wise but generally, the listed price is what you can expect to pay.

Trigger Heart Exelica limited edition

Prices as of July 2018 - £75+ / €85+ / \$100+ (US) / A\$135+ / C\$130+ / ¥11,000+



The limited edition of Trigger Heart Exelica was the last chance for an 'official' GD-Rom release limited edition, and features different artwork and an audio CD in it's DVD casing. Both versions of the game can reach similar amounts, but the poster and phone card that came with the Sega Direct limited release pushes this version up in price slightly. The artwork is rather nice too.

This is only a small section of the most expensive examples of Japanese releases, with several more (mainly shmups) very close to the price range of those above. It is not uncommon to see certain titles (Twinkle Star Sprites, Puyo Puyo Fever deluxe set and Radirgy, for example) exceed the lowest amount quoted above, as numerous games hover around this mark. For full pricing, see the A to Z listings.

Full NTSC-J release list

This is a full list of all Japanese releases in as easy a form as possible. It will include all standard releases, Limited editions, Dorikore releases and anything else (listed under 'other'). These headings will tie in with the release list in the main A to Z.

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>Dorikore</i>	<i>Other</i>
1.	18 Wheeler: American Pro Trucker	<input type="checkbox"/>	-	<input type="checkbox"/>	-
2.	21 – Two one -	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
3.	Advanced Daisenryaku: Sturm über Europa	<input type="checkbox"/>	-	-	-
4.	Advanced Daisenryaku 2001	<input type="checkbox"/>	-	-	-
5.	Aero Dancing ft. Blue Impulse	<input type="checkbox"/>	-	-	-
6.	Aero Dancing: Todoroki Taityou no Himitsu disc	<input type="checkbox"/>	-	-	-
7.	Aero Dancing F	<input type="checkbox"/>	-	<input type="checkbox"/>	-
8.	Aero Dancing F: Todoroki Tsubasa no Hatsu Hikou	<input type="checkbox"/>	-	-	-
9.	Aero Dancing I	<input type="checkbox"/>	-	-	-
10.	Aero Dancing I: Jikai Saku Made Matemasen	<input type="checkbox"/>	-	-	-
11.	After... ~Wasureemu Kizuna~	<input type="checkbox"/>	<input type="checkbox"/>	-	-
12.	Aikagi	<input type="checkbox"/>	<input type="checkbox"/>	-	-
13.	Air	<input type="checkbox"/>	-	-	<input type="checkbox"/>
14.	Airforce Delta	<input type="checkbox"/>	-	<input type="checkbox"/>	-
15.	Akihabara Dennou Gumi PataPies!	<input type="checkbox"/>	-	-	-
16.	Angel Present	<input type="checkbox"/>	-	-	-
17.	Angel Wish: Kimi no Egao ni Chu	<input type="checkbox"/>	<input type="checkbox"/>	-	-
18.	Animastar	<input type="checkbox"/>	-	-	-
19.	Atelier Marie & Elie ~Salburg no Renkinjutsushi 1 & 2~	<input type="checkbox"/>	-	-	-
20.	Atsumare Guru Guru Onsen	<input type="checkbox"/>	<input type="checkbox"/>	-	-
21.	Atsumare Guru Guru Onsen BB	<input type="checkbox"/>	-	-	-
22.	Bakumatsu Roman Dainimaku Gekka no Kenshi - Final ed.	<input type="checkbox"/>	-	-	<input type="checkbox"/>
23.	Bakuretsu Muteki Bangaioh!	<input type="checkbox"/>	-	-	<input type="checkbox"/>
24.	Baldr Force EXE	<input type="checkbox"/>	<input type="checkbox"/>	-	-
25.	Bass Rush Dream	<input type="checkbox"/>	-	-	-
26.	Battle Beaster	<input type="checkbox"/>	-	-	-
27.	Berserk	<input type="checkbox"/>	-	-	-
28.	Bikkuriman 2000	<input type="checkbox"/>	-	-	-
29.	Biohazard 2 Value Plus	<input type="checkbox"/>	-	-	-
30.	Biohazard 3 Last Escape	<input type="checkbox"/>	-	-	-
31.	Biohazard -CODE : Veronica-	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
32.	Black/Matrix Advanced	<input type="checkbox"/>	-	<input type="checkbox"/>	-
33.	Blue-Sky-Blue	<input type="checkbox"/>	<input type="checkbox"/>	-	-
34.	Blue Steel Variable Formula -Space Griffon-	<input type="checkbox"/>	-	-	-
35.	Blue Stinger	<input type="checkbox"/>	-	-	-
36.	Blue Submarine No. 6 -Time and Tide-	<input type="checkbox"/>	-	-	-
37.	Bokumu No Tatsujin	<input type="checkbox"/>	-	-	-
38.	Boku Doraemon	<input type="checkbox"/>	-	-	-
39.	Boku no Tennis Jinsei	<input type="checkbox"/>	-	-	-
40.	Boku to Bokura no Natsu	<input type="checkbox"/>	-	-	-
41.	Bomber Hehhe!	<input type="checkbox"/>	-	-	-
42.	Border Down	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
43.	Bounty Hunter Sarah	<input type="checkbox"/>	-	-	-
44.	Buggy Heat	<input type="checkbox"/>	-	-	-
45.	Cafe Little Wish Mahou no Recipe	<input type="checkbox"/>	-	-	-
46.	Canary	<input type="checkbox"/>	-	-	-
47.	Candy Stripe	<input type="checkbox"/>	<input type="checkbox"/>	-	-
48.	Canvas: Motif of Sepia Color	<input type="checkbox"/>	-	-	-
49.	Capcom vs. SNK Millennium Fight 2000	<input type="checkbox"/>	-	-	-

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>Dorikore</i>	<i>Other</i>
50.	Capcom vs. SNK Millennium Fight 2000 Pro	<input type="checkbox"/>	-	<input type="checkbox"/>	-
51.	Capcom vs. SNK 2 Millionaire Fighting 2001	<input type="checkbox"/>	-	<input type="checkbox"/>	-
52.	Cardcaptor Sakura – Tomoyo No Video Daisakusen-	<input type="checkbox"/>	<input type="checkbox"/>	-	-
53.	Card of Destiny	<input type="checkbox"/>	<input type="checkbox"/>	-	-
54.	Carrier	<input type="checkbox"/>	-	-	-
55.	Castle Fantasia Seima Taisen	<input type="checkbox"/>	-	<input type="checkbox"/>	-
56.	Chaos Field	<input type="checkbox"/>	<input type="checkbox"/>	-	-
57.	Charge 'N Blast	<input type="checkbox"/>	-	-	-
58.	Cherry Blossom	<input type="checkbox"/>	<input type="checkbox"/>	-	-
59.	Chocolat: Maid Cafe “Curio”	<input type="checkbox"/>	-	-	-
60.	Cho Hatsume! Boy Kanipan	<input type="checkbox"/>	-	-	-
61.	Choukousenki Kikaioh	<input type="checkbox"/>	-	-	<input type="checkbox"/>
62.	Christmas Seaman	-	<input type="checkbox"/>	-	<input type="checkbox"/>
63.	Chu-Chu Rocket!	<input type="checkbox"/>	<input type="checkbox"/>	-	-
64.	Cleopatra Fortune	<input type="checkbox"/>	-	-	-
65.	Climax Landers	<input type="checkbox"/>	-	-	-
66.	Close To -Inori no Oka-	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>
67.	Comic Party	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
68.	Confidential Mission	<input type="checkbox"/>	-	<input type="checkbox"/>	-
69.	Cool Boarders Burrrn	<input type="checkbox"/>	-	<input type="checkbox"/>	-
70.	Cool Cool Toon	<input type="checkbox"/>	-	-	-
71.	Cosmic Smash	<input type="checkbox"/>	-	-	-
72.	Crazy Taxi	<input type="checkbox"/>	-	-	-
73.	Crazy Taxi 2	<input type="checkbox"/>	-	<input type="checkbox"/>	-
74.	CR Hissatsu Shigotonin Pachitte Chonmage @ Vpachi	<input type="checkbox"/>	-	-	-
75.	Culdcept II	<input type="checkbox"/>	-	<input type="checkbox"/>	-
76.	Cyber Angel Mahjong Battle Shangri-La	<input type="checkbox"/>	-	-	<input type="checkbox"/>
77.	D no Shokutaku 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
78.	Dabitsuku	<input type="checkbox"/>	-	-	-
79.	Dabitsuku 2	<input type="checkbox"/>	-	-	-
80.	Daisessen	<input type="checkbox"/>	-	-	-
81.	Dance Dance Revolution 2 nd Mix Dreamcast Edition	<input type="checkbox"/>	-	-	-
82.	Dance Dance Revolution Club Version Dreamcast Edition	<input type="checkbox"/>	-	-	-
83.	Dancing Blade Katteni Momotenshi! Kanzenban	<input type="checkbox"/>	-	-	-
84.	Dancing Blade Katteni Momotenshi! II	<input type="checkbox"/>	-	-	-
85.	Daytona USA 2001	<input type="checkbox"/>	-	-	-
86.	Dead or Alive 2	<input type="checkbox"/>	<input type="checkbox"/>	-	-
87.	Death Crimson 2	<input type="checkbox"/>	-	-	<input type="checkbox"/>
88.	Death Crimson OX	<input type="checkbox"/>	-	-	-
89.	Dejiko No Maibura	<input type="checkbox"/>	-	-	-
90.	Denpashonenteki Kenshoseikatsu Soft Nasubi No Heya	<input type="checkbox"/>	-	-	-
91.	Densha De Go 2!	<input type="checkbox"/>	-	-	-
92.	deSpiria	<input type="checkbox"/>	-	-	-
93.	Di Gi Charat Fantasy	<input type="checkbox"/>	<input type="checkbox"/>	-	-
94.	Dino Crisis	<input type="checkbox"/>	-	-	-
95.	Dogu Senki -Haoh-	<input type="checkbox"/>	-	-	-
96.	Doki Doki Idol Star Seeker Remix	<input type="checkbox"/>	-	-	-
97.	Dousoukai 2 Again & Refrain	<input type="checkbox"/>	-	<input type="checkbox"/>	-
98.	Dream Flyer	<input type="checkbox"/>	-	-	-
99.	Dreamstudio	<input type="checkbox"/>	-	-	-
100.	D+Vine [LUV]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
101.	Dynamite Deka 2	<input type="checkbox"/>	-	-	-
102.	Ecco the Dolphin – Defender of the Future	<input type="checkbox"/>	-	-	-
103.	EGG: Elemental Gimmick Gear	<input type="checkbox"/>	-	-	-
104.	Eisei meijin 3: game creator Yoshimura Nobuhiro no Zunou	<input type="checkbox"/>	-	-	-
105.	Eldorado Gate Volume 1	<input type="checkbox"/>	-	-	-

	GAME	Standard	Limited	Dorikore	Other
106.	Eldorado Gate Volume 2	<input type="checkbox"/>	-	-	-
107.	Eldorado Gate Volume 3	<input type="checkbox"/>	-	-	-
108.	Eldorado Gate Volume 4	<input type="checkbox"/>	-	-	-
109.	Eldorado Gate Volume 5	<input type="checkbox"/>	-	-	-
110.	Eldorado Gate Volume 6	<input type="checkbox"/>	-	-	-
111.	Eldorado Gate Volume 7	<input type="checkbox"/>	-	-	-
112.	Elysion – Eternal Sanctuary	<input type="checkbox"/>	-	-	-
113.	Erde	<input type="checkbox"/>	-	-	-
114.	es	<input type="checkbox"/>	-	-	-
115.	Espion-AGE-NTS	<input type="checkbox"/>	-	-	-
116.	Eternal Arcadia	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/> <input type="checkbox"/>
117.	Eve Zero -Ark of the Matter- Perfect Edition	<input type="checkbox"/>	-	-	-
118.	Ever 17 -The Out of Infinity-	<input type="checkbox"/>	-	-	-
119.	Ever 17 -The Out of Infinity- Premium Edition	<input type="checkbox"/>	-	<input type="checkbox"/>	-
120.	Evolution	<input type="checkbox"/>	-	-	-
121.	Evolution 2	<input type="checkbox"/>	-	-	-
122.	Exodus Guilty NEOS	<input type="checkbox"/>	-	-	-
123.	Expendable	<input type="checkbox"/>	-	-	-
124.	F1 World Grand Prix	<input type="checkbox"/>	-	-	-
125.	F1 World Grand Prix 2	<input type="checkbox"/>	-	-	-
126.	F355 Challenge	<input type="checkbox"/>	-	-	-
127.	Fighting Vipers 2	<input type="checkbox"/>	-	<input type="checkbox"/>	-
128.	Fire Pro-Wrestling D	-	<input type="checkbox"/>	-	-
129.	First Kiss Story 2	<input type="checkbox"/>	<input type="checkbox"/>	-	-
130.	Fish Eyes Wild	<input type="checkbox"/>	-	-	-
131.	For Symphony : With All One's Heart	<input type="checkbox"/>	-	-	-
132.	Fragrance Tale	<input type="checkbox"/>	-	-	-
133.	Frame Gride	<input type="checkbox"/>	-	-	-
134.	Fushigi Dungeon	<input type="checkbox"/>	-	-	-
135.	Ganbare Nippon! Olympic 2000	<input type="checkbox"/>	-	-	-
136.	Gaia master Kessen!	<input type="checkbox"/>	-	<input type="checkbox"/>	-
137.	Gakkyuu Oh Yamazaki	<input type="checkbox"/>	-	-	-
138.	Garou : Mark of the Wolves	<input type="checkbox"/>	-	-	<input type="checkbox"/>
139.	Get Bass	<input type="checkbox"/>	<input type="checkbox"/>	-	-
140.	Get Bass 2	<input type="checkbox"/>	-	-	-
141.	GET !! Colonies	<input type="checkbox"/>	-	-	-
142.	Giant Gram – All Japan Pro Wrestling 2	<input type="checkbox"/>	-	-	-
143.	Giant Gram 2000 – All Japan Pro Wrestling 3	<input type="checkbox"/>	-	-	-
144.	GigaWing	<input type="checkbox"/>	-	-	-
145.	GigaWing 2	<input type="checkbox"/>	-	-	-
146.	Godzilla Generations	<input type="checkbox"/>	-	-	-
147.	Godzilla Generations maximum impact	<input type="checkbox"/>	-	-	-
148.	Golf Shiyouyo	<input type="checkbox"/>	-	-	-
149.	Golf Shiyouyo Courses data Adventure Edition	<input type="checkbox"/>	-	-	-
150.	Golf Shiyouyo Kouryaku Data Pack	<input type="checkbox"/>	-	-	-
151.	Golf Shiyouyo 2	<input type="checkbox"/>	-	-	-
152.	Grandia II	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
153.	Grauen no Torikago Kapitel 1: Keiyaku	<input type="checkbox"/>	-	-	-
154.	Grauen no Torikago Kapitel 2: Torikago	<input type="checkbox"/>	-	-	-
155.	Grauen no Torikago Kapitel 3: Kanse	<input type="checkbox"/>	-	-	-
156.	Grauen no Torikago Kapitel 4: Kaikou	<input type="checkbox"/>	-	-	-
157.	Grauen no Torikago Kapitel 5: Shokuzai	<input type="checkbox"/>	-	-	-
158.	Grauen no Torikago Kapitel 6: Senritsu	<input type="checkbox"/>	-	-	-
159.	Guilty Gear X	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	<input type="checkbox"/>
160.	Gunbird 2	<input type="checkbox"/>	-	-	-
161.	Gundam : Side Story 0079	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>

	GAME	Standard	Limited	Dorikore	Other
162.	Gundam : Side Story 0079 Premium Disc	-	-	-	<input type="checkbox"/>
163.	Gundam Battle Online	<input type="checkbox"/>	-	-	-
164.	Gunspike	<input type="checkbox"/>	-	-	-
165.	Guru Guru Onsen 2	<input type="checkbox"/>	-	-	-
166.	Guru Guru Onsen 3	<input type="checkbox"/>	-	-	-
167.	Hanagumi Taisen Columns 2	<input type="checkbox"/>	-	<input type="checkbox"/>	-
168.	Happy Breeding	<input type="checkbox"/>	-	-	-
169.	Happy Lesson	<input type="checkbox"/>	-	<input type="checkbox"/>	-
170.	Happy Lesson – First Lesson	<input type="checkbox"/>	-	-	-
171.	Harusame Youbi	<input type="checkbox"/>	-	-	-
172.	Heavy Metal Geomatrix	<input type="checkbox"/>	-	-	-
173.	Heisei Mahjong-Shou	<input type="checkbox"/>	<input type="checkbox"/>	-	-
174.	Hello Kitty Lovely Fruit Pack	<input type="checkbox"/>	-	-	-
175.	Hello Kitty Magical Block	<input type="checkbox"/>	-	-	-
176.	Hello Kitty Garden Panic	-	-	-	<input type="checkbox"/>
177.	Hello Kitty Otonaru Mail	<input type="checkbox"/>	-	-	-
178.	Hello Kitty Waku Waku Cookies	<input type="checkbox"/>	-	-	-
179.	Himitsu -Yui Ga Ita Natsu-	<input type="checkbox"/>	-	-	-
180.	Historical Mystery Adventure Troia 1186 B.C.	<input type="checkbox"/>	-	-	-
181.	The House of the Dead 2	<input type="checkbox"/>	-	-	<input type="checkbox"/>
182.	Hundred Swords	<input type="checkbox"/>	-	-	<input type="checkbox"/>
183.	Idol Janshi wo Tsukuchaou	<input type="checkbox"/>	<input type="checkbox"/>	-	-
184.	Ikaruga	<input type="checkbox"/>	-	-	-
185.	Illbleed	<input type="checkbox"/>	-	-	<input type="checkbox"/>
186.	Imperial no Taka: Fighter of Zero	<input type="checkbox"/>	-	-	-
187.	Incoming Humanity Last Battle	<input type="checkbox"/>	-	-	-
188.	Interlude	-	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
189.	Iris	<input type="checkbox"/>	<input type="checkbox"/>	-	-
190.	Izumo	<input type="checkbox"/>	-	-	-
191.	Jahmong	<input type="checkbox"/>	-	-	-
192.	Jet Coaster Dream	<input type="checkbox"/>	-	-	-
193.	Jet Coaster Dream 2	<input type="checkbox"/>	-	-	-
194.	Jet Set Radio	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
	<i>(Includes releases of De La Jet Set Radio)</i>				
195.	Jikkyo Powerful Pro Yakyu -Dreamcast Edition-	<input type="checkbox"/>	-	-	-
196.	Jinsei Game for Dreamcast	<input type="checkbox"/>	-	-	-
197.	Jissen Pachislo Hissyouhou@Vpachi	<input type="checkbox"/>	-	-	-
198.	J-League Spectacle Soccer	<input type="checkbox"/>	-	-	-
199.	JoJo no Kimyouna Bouken	<input type="checkbox"/>	-	-	<input type="checkbox"/>
200.	JRA PAT for Dreamcast	<input type="checkbox"/>	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
201.	July	<input type="checkbox"/>	-	-	-
202.	Kaen Seibo -The Virgin on Megiddo-	<input type="checkbox"/>	-	-	<input type="checkbox"/>
203.	Kaitou Apricot	<input type="checkbox"/>	-	-	-
204.	Kanon	<input type="checkbox"/>	-	-	-
205.	Karous	<input type="checkbox"/>	<input type="checkbox"/>	-	-
206.	Kaze no Uta	<input type="checkbox"/>	-	-	-
207.	Kimiga Nozomu Eien	<input type="checkbox"/>	<input type="checkbox"/>	-	-
208.	The King of Fighters '99 Evolution	<input type="checkbox"/>	-	-	<input type="checkbox"/>
209.	The King of Fighters – Dream Match 99	<input type="checkbox"/>	-	<input type="checkbox"/>	-
210.	The King of Fighters 2000	<input type="checkbox"/>	-	<input type="checkbox"/>	-
211.	The King of Fighters 2001	<input type="checkbox"/>	-	<input type="checkbox"/>	-
212.	The King of Fighters 2002	<input type="checkbox"/>	-	<input type="checkbox"/>	-
213.	Kita e – Photo Memories	<input type="checkbox"/>	-	-	-
214.	Kita e – White Illumination	<input type="checkbox"/>	-	-	-
215.	Kitaihei Gold	<input type="checkbox"/>	-	-	-
216.	Kiteretsu Boy's Gangagan	<input type="checkbox"/>	<input type="checkbox"/>	-	-

	GAME	Standard	Limited	Dorikore	Other
217.	Konohana : True Report	<input type="checkbox"/>	-	-	-
218.	Konohana 2	<input type="checkbox"/>	-	-	-
219.	Kuon no Kizuna Sairinsyo	<input type="checkbox"/>	-	-	-
220.	L.O.L. -Lack of Love-	<input type="checkbox"/>	-	-	-
221.	Lake Masters Pro Dreamcast Plus	<input type="checkbox"/>	-	-	-
222.	Langrisser Millennium	<input type="checkbox"/>	-	-	-
223.	Le Mans 24 Hours	<input type="checkbox"/>	-	-	-
224.	Let's Make J-League Professional Soccer Club!	<input type="checkbox"/>	-	-	-
225.	Let's Make J-League Professional Soccer Club -Saka- Tsuku	<input type="checkbox"/>	-	-	-
226.	Let's Make J-League Professional Soccer Club! 2	<input type="checkbox"/>	-	-	-
227.	Let's Make Japanese Professional Baseball Team!	<input type="checkbox"/>	-	-	-
228.	Let's Make More Japanese Professional Baseball Team!	<input type="checkbox"/>	-	-	-
229.	Let's Make Japanese Pro. Baseball Team & Play Ball!	<input type="checkbox"/>	-	-	-
230.	Let's Play with Japanese Pro. Baseball Team on Net!	<input type="checkbox"/>	-	-	-
231.	Let's Play with Japanese Professional Baseball Team!	<input type="checkbox"/>	-	-	-
232.	The Lost Golem	<input type="checkbox"/>	-	-	-
233.	Love Hina -Smile Again-	<input type="checkbox"/>	-	-	-
234.	Love Hina -Totsuzen no Engeji Happening-	<input type="checkbox"/>	<input type="checkbox"/>	-	-
235.	Maboroshi Tsukiyo	<input type="checkbox"/>	-	-	-
236.	Macross M3	<input type="checkbox"/>	<input type="checkbox"/>	-	-
237.	Magic: The Gathering	<input type="checkbox"/>	-	-	-
238.	Ma-Gi : Marginal	<input type="checkbox"/>	-	-	-
239.	Mahjong Taikai 2 Special	<input type="checkbox"/>	-	-	-
240.	Majo no Ochakai	<input type="checkbox"/>	<input type="checkbox"/>	-	-
241.	Maken X	<input type="checkbox"/>	-	-	-
242.	Marionette Company	<input type="checkbox"/>	<input type="checkbox"/>	-	-
243.	Marionette Company 2	<input type="checkbox"/>	-	-	-
244.	Marionette Handler	<input type="checkbox"/>	-	-	-
245.	Marionette Handler 2	<input type="checkbox"/>	-	-	-
246.	Mars Matrix	<input type="checkbox"/>	-	-	-
247.	Marvel vs Capcom – Clash of the Superheroes	<input type="checkbox"/>	-	-	-
248.	Marvel vs Capcom 2 – New Age of Heroes	<input type="checkbox"/>	-	-	-
249.	Mei*Puru	<input type="checkbox"/>	-	-	-
250.	Memories Off 2 nd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
251.	Memories Off Complete	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>
252.	Mercurius Pretty: End of the Century	<input type="checkbox"/>	-	<input type="checkbox"/>	-
253.	Metal Wolf	<input type="checkbox"/>	<input type="checkbox"/>	-	-
254.	Milky Season	<input type="checkbox"/>	-	-	-
255.	Miss Moonlight	<input type="checkbox"/>	-	<input type="checkbox"/>	-
256.	Missing Parts: The Tantei Stories	<input type="checkbox"/>	-	-	-
257.	Missing Parts: The Tantei Stories Volume 2	<input type="checkbox"/>	-	-	-
258.	Missing Parts: The Tantei Stories Volume 3	<input type="checkbox"/>	-	-	-
259.	Mizuiro	<input type="checkbox"/>	<input type="checkbox"/>	-	-
260.	Mobile Suit Gundam E.F.F. Vs Zeon & DX	<input type="checkbox"/>	-	-	-
261.	Mobile Suit Gundam Gihren's Greed Blood of Zeon	<input type="checkbox"/>	-	-	-
262.	Moekan	<input type="checkbox"/>	-	-	-
263.	Moero! Justice Gakuen	<input type="checkbox"/>	-	<input type="checkbox"/>	-
264.	Monaco Grand Prix: Racing Simulation 2	<input type="checkbox"/>	-	-	-
265.	Morita no Saikyou Reversi	<input type="checkbox"/>	-	-	-
266.	Morita no Saikyou Shogi	<input type="checkbox"/>	-	-	-
267.	Mr. Driller	<input type="checkbox"/>	-	-	-
268.	Musapey's Choco Marker	<input type="checkbox"/>	-	-	-
269.	My Merry May	<input type="checkbox"/>	-	-	-
270.	My Merry Maybe	<input type="checkbox"/>	-	-	-
271.	My Trackman	<input type="checkbox"/>	-	-	-
272.	Nadesico The Mission	<input type="checkbox"/>	-	<input type="checkbox"/>	-

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>Dorikore</i>	<i>Other</i>
273.	Nakoruru –Ano Hito Kara No Okurimono	<input type="checkbox"/>	-	-	-
274.	Nanatsu No Hikan -Senritsu No Hohoemi	<input type="checkbox"/>	-	-	-
275.	Napple Tale: Arsia in Daydream	<input type="checkbox"/>	-	<input type="checkbox"/>	-
276.	NBA 2K	<input type="checkbox"/>	-	-	-
277.	NBA 2K1	<input type="checkbox"/>	-	-	-
278.	NBA 2K2	<input type="checkbox"/>	-	-	-
279.	Neo Golden Logres	<input type="checkbox"/>	-	-	-
280.	Neon Genesis Evangelion -Ayanami Ikusei Keikaku-	<input type="checkbox"/>	-	-	-
281.	Neon Genesis Evangelion -Typing E Keikaku-	<input type="checkbox"/>	-	-	-
282.	Neon Genesis Evangelion -Typing Hokan Keikaku-	<input type="checkbox"/>	-	-	-
283.	Neppachi	<input type="checkbox"/>	<input type="checkbox"/>	-	-
284.	Neppachi II	<input type="checkbox"/>	-	-	-
285.	Neppachi III	<input type="checkbox"/>	-	-	-
286.	Neppachi IV	<input type="checkbox"/>	-	-	-
287.	Neppachi V	<input type="checkbox"/>	-	-	-
288.	Neppachi VI	<input type="checkbox"/>	-	-	-
289.	Net de Para	<input type="checkbox"/>	-	-	-
290.	Net de Tennis	<input type="checkbox"/>	-	-	-
291.	Net Versus -Chess-	<input type="checkbox"/>	-	-	-
292.	Net Versus -Gomokunarabe & Renju-	<input type="checkbox"/>	-	-	-
293.	Net Versus -Hanafuda-	<input type="checkbox"/>	-	-	-
294.	Net Versus -Igo-	<input type="checkbox"/>	-	-	-
295.	Net Versus -Mahjong-	<input type="checkbox"/>	-	-	-
296.	Net Versus -Reversi-	<input type="checkbox"/>	-	-	-
297.	Net Versus -Shogi-	<input type="checkbox"/>	-	-	-
298.	Nettou de Golf	<input type="checkbox"/>	-	-	-
299.	Never 7 – The end of Infinity	<input type="checkbox"/>	-	<input type="checkbox"/>	-
300.	NFL 2K	<input type="checkbox"/>	-	<input type="checkbox"/>	-
301.	NFL 2K1	<input type="checkbox"/>	-	-	-
302.	NFL 2K2	<input type="checkbox"/>	-	-	-
303.	NHL 2K2	<input type="checkbox"/>	-	-	-
304.	Nijyuei	<input type="checkbox"/>	-	-	-
305.	Nippon Pro Mahjong Renmei Kounin: Tetsuman Menkyo.	<input type="checkbox"/>	-	-	<input type="checkbox"/>
306.	Nishikaze No Kyoushikyoku	<input type="checkbox"/>	-	-	-
307.	Nobunaga no Yabou -Reppuden-	<input type="checkbox"/>	-	-	-
308.	Nobunaga no Yabou -Shouseiroku-	<input type="checkbox"/>	-	-	-
309.	Ogami Ichirou Funtouki	<input type="checkbox"/>	-	-	-
310.	Omoide Ni Kowaru Kimi – Memories Off	<input type="checkbox"/>	-	-	-
311.	Orange Pocket – Cornet	<input type="checkbox"/>	<input type="checkbox"/>	-	-
312.	O.to.i.Re – Dreamcast Sequencer	<input type="checkbox"/>	-	-	-
313.	Oukahoushin -Oukasakishitoki-	<input type="checkbox"/>	-	-	-
314.	Outtrigger	<input type="checkbox"/>	-	-	-
315.	Pachinko No Dendo CR Nanacy	<input type="checkbox"/>	-	-	-
316.	Pachi-Slot Teiou Dream Slot -Heiwa SP-	<input type="checkbox"/>	-	-	-
317.	Pachi-Slot Teiou Dream Slot -Olympia SP	<input type="checkbox"/>	-	-	-
318.	Pandora no Yume	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
319.	Panzer Front	<input type="checkbox"/>	-	-	-
320.	Patissier na Nyanko	<input type="checkbox"/>	<input type="checkbox"/>	-	-
321.	Pen Pen TriIcelon	<input type="checkbox"/>	-	-	-
322.	Phantasy Star Online	<input type="checkbox"/>	<input type="checkbox"/>	-	-
323.	Phantasy Star Online ver. 2	<input type="checkbox"/>	-	-	-
324.	Pia Carrot e Youkoso!! 2	<input type="checkbox"/>	-	-	-
325.	Pia Carrot e Youkoso!! 2.5	<input type="checkbox"/>	-	-	-
326.	Pia Carrot e Youkoso!! 3	<input type="checkbox"/>	<input type="checkbox"/>	-	-
327.	Pizzicato Polka – Suisei Genya	<input type="checkbox"/>	-	-	-
328.	Plus Plumb	<input type="checkbox"/>	-	-	-

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>Dorikore</i>	<i>Other</i>
329.	Pocke-Kano ~Yumi-Shizuka-Fumio~	<input type="checkbox"/>	-	-	-
330.	Pop'n Music	<input type="checkbox"/>	-	-	-
331.	Pop'n Music 2	<input type="checkbox"/>	-	-	-
332.	Pop'n Music 3 (append disc)	<input type="checkbox"/>	-	-	-
333.	Pop'n Music 4 (append disc)	<input type="checkbox"/>	-	-	-
334.	Power Jet Racing 2001	<input type="checkbox"/>	-	-	-
335.	Power Smash	<input type="checkbox"/>	-	-	-
336.	Power Smash 2	<input type="checkbox"/>	-	-	-
337.	Power Stone	<input type="checkbox"/>	-	-	-
338.	Power Stone 2	<input type="checkbox"/>	-	<input type="checkbox"/>	-
339.	Princess Holiday	<input type="checkbox"/>	<input type="checkbox"/>	-	-
340.	Princess Maker Collection	<input type="checkbox"/>	-	<input type="checkbox"/>	-
341.	Prism Heart	<input type="checkbox"/>	<input type="checkbox"/>	-	-
342.	Prismaticallization	<input type="checkbox"/>	-	-	-
343.	Pro Mahjong Kiwame D	<input type="checkbox"/>	-	-	-
344.	Psychic Force 2012	<input type="checkbox"/>	-	-	-
345.	The Psychological Game	<input type="checkbox"/>	-	-	-
346.	Psyvariar 2 -The Will to Fabricate	<input type="checkbox"/>	-	-	-
347.	Puyo Puyo 4	<input type="checkbox"/>	-	-	-
348.	Puyo Puyo DA! Feat. ELLENA System	<input type="checkbox"/>	-	-	-
349.	Puyo Puyo Fever	<input type="checkbox"/>	-	<input type="checkbox"/>	<input type="checkbox"/>
350.	Puzzle Bobble 4	<input type="checkbox"/>	-	-	-
351.	Quiz Ah! My Goddess	<input type="checkbox"/>	<input type="checkbox"/>	-	-
352.	Radirgy	<input type="checkbox"/>	<input type="checkbox"/>	-	-
353.	Rainbow Cotton	<input type="checkbox"/>	-	-	-
354.	Rayman – The Great Escape	<input type="checkbox"/>	-	-	-
355.	Ready 2 Rumble Boxing	<input type="checkbox"/>	-	-	-
356.	Real Sound: Kaze no Regret	<input type="checkbox"/>	-	-	-
357.	Record of Lodoss War	<input type="checkbox"/>	-	<input type="checkbox"/>	-
358.	Redline Racer	<input type="checkbox"/>	-	-	-
359.	Renai Chu! Happy Perfect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
360.	Rent A Hero No. 1	<input type="checkbox"/>	-	-	<input type="checkbox"/>
361.	Revive...	<input type="checkbox"/>	-	-	-
362.	Re-Volt	<input type="checkbox"/>	-	-	-
363.	Rez	<input type="checkbox"/>	-	-	-
364.	The Ring: Terror's Realm	<input type="checkbox"/>	-	-	-
365.	Roommania #203	<input type="checkbox"/>	-	-	-
366.	Roommate Asami : Director's Edition	<input type="checkbox"/>	-	<input type="checkbox"/>	-
367.	Roommate Novel : Ryoko Inoue	<input type="checkbox"/>	-	<input type="checkbox"/>	-
368.	Roommate Novel : Ryoko Inoue -Last Scene-	<input type="checkbox"/>	-	-	-
369.	Roommate Novel : Yuka Sato	<input type="checkbox"/>	-	<input type="checkbox"/>	-
370.	Run=Dim As Black Soul	<input type="checkbox"/>	<input type="checkbox"/>	-	-
371.	Rune Caster	<input type="checkbox"/>	-	-	-
372.	Rune Jade	<input type="checkbox"/>	-	-	-
373.	Sakura Momoko Gekijou : Coji Coji	<input type="checkbox"/>	-	-	-
374.	Sakura Wars	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
375.	Sakura Wars 2	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
376.	Sakura Wars 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
377.	Sakura Wars 4	<input type="checkbox"/>	<input type="checkbox"/>	-	-
378.	Sakura Complete Box	-	<input type="checkbox"/>	-	-
379.	Sakura Wars Kinematron Hanagumi Mail	<input type="checkbox"/>	-	-	-
380.	Sakura Wars Online – Paris No Nagai Hibi	<input type="checkbox"/>	<input type="checkbox"/>	-	-
381.	Sakura Wars Online – Teito No Nagai Hibi	<input type="checkbox"/>	<input type="checkbox"/>	-	-
382.	Samba de Amigo	<input type="checkbox"/>	-	-	-
383.	Samba de Amigo Ver.2000	<input type="checkbox"/>	-	-	-
384.	Sangokushi VI	<input type="checkbox"/>	-	-	-

	<i>GAME</i>	<i>Standard</i>	<i>Limited</i>	<i>Dorikore</i>	<i>Other</i>
385.	Sangokushi VI with Power Up Pack	<input type="checkbox"/>	-	-	-
386.	Seaman	<input type="checkbox"/>	<input type="checkbox"/>	-	-
387.	Seaman : Kindan no Pet 2001 -	<input type="checkbox"/>	-	<input type="checkbox"/>	-
388.	Sega Extreme Sports	<input type="checkbox"/>	-	-	-
389.	Segagaga	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
390.	Sega GT Homologation Special	<input type="checkbox"/>	-	-	-
391.	Sega Marine Fishing	<input type="checkbox"/>	-	-	-
392.	Sega Rally 2	<input type="checkbox"/>	-	-	-
393.	Sega Tetris	<input type="checkbox"/>	-	-	-
394.	Seireiki Rayblade	<input type="checkbox"/>	-	-	-
395.	Sengoku Turb	<input type="checkbox"/>	-	-	-
396.	Sengoku Turb: Fanfan I Love My Dance - Doubletendre	<input type="checkbox"/>	-	-	-
397.	Sentimental Graffiti 2	<input type="checkbox"/>	-	-	-
398.	Sentimental Graffiti : Yakusoku	<input type="checkbox"/>	-	-	-
399.	Seventh Cross	<input type="checkbox"/>	-	-	-
400.	Shanghai Dynasty	<input type="checkbox"/>	-	-	-
401.	Shenmue	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
402.	Shenmue II	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
403.	Shikigami No Shiro II	<input type="checkbox"/>	<input type="checkbox"/>	-	-
404.	Shin Honkaku Hanafuda	<input type="checkbox"/>	-	-	-
405.	Shirotsume Kusa Hanashi: Episode of the Clovers	<input type="checkbox"/>	<input type="checkbox"/>	-	-
406.	Shutokou Battle	<input type="checkbox"/>	-	-	-
407.	Shutokou Battle 2	<input type="checkbox"/>	-	-	-
408.	Silent Scope	<input type="checkbox"/>	-	-	-
409.	Simple 2000 Series DC Vol. 1: Bitter Sweet Fools	<input type="checkbox"/>	-	-	-
410.	Simple 2000 Series DC Vol. 2: Natsuiro Celebration	<input type="checkbox"/>	-	-	-
411.	Simple 2000 Series DC Vol. 3: Fureai	<input type="checkbox"/>	-	-	-
412.	Simple 2000 Series DC Vol. 4: Okaeri!	<input type="checkbox"/>	-	-	-
413.	Sister Princess Premium Edition	<input type="checkbox"/>	-	-	-
414.	Snow	<input type="checkbox"/>	-	-	-
415.	Sonic Adventure	<input type="checkbox"/>	-	-	<input type="checkbox"/>
416.	Sonic Adventure 2	<input type="checkbox"/>	<input type="checkbox"/>	-	-
417.	Sonic Shuffle	<input type="checkbox"/>	-	-	-
418.	Sorcerian Shichisei – Mahou No Shito	<input type="checkbox"/>	<input type="checkbox"/>	-	-
419.	Soul Calibur	<input type="checkbox"/>	-	-	-
420.	Space Channel 5	<input type="checkbox"/>	-	<input type="checkbox"/>	-
421.	Space Channel 5 part 2	<input type="checkbox"/>	<input type="checkbox"/>	-	-
422.	Spawn -In the Demon's Hand	<input type="checkbox"/>	<input type="checkbox"/>	-	-
423.	Speed Devils	<input type="checkbox"/>	-	-	-
424.	Spirit of Speed 1937	<input type="checkbox"/>	-	-	-
425.	Sports Jam	<input type="checkbox"/>	-	-	-
426.	Star Gladiator 2: Nightmare of Bilstein	<input type="checkbox"/>	-	-	-
427.	Street Fighter III 3 rd Strike : Fight for the Future	<input type="checkbox"/>	-	-	-
428.	Street Fighter III W Impact	<input type="checkbox"/>	-	-	-
429.	Street Fighter Zero 3	<input type="checkbox"/>	-	-	<input type="checkbox"/>
430.	Suigetsu Mayoi-Gokoro	<input type="checkbox"/>	-	-	-
431.	Suika	<input type="checkbox"/>	<input type="checkbox"/>	-	-
432.	Sunrise Eiyuutan	<input type="checkbox"/>	-	-	-
433.	Super Euro Soccer 2000	<input type="checkbox"/>	-	-	-
434.	Super Hero Retsuden	<input type="checkbox"/>	-	-	-
435.	Super Magnetic Niu Niu	<input type="checkbox"/>	-	-	-
436.	Super Producers Mezase Show Biz Kai	<input type="checkbox"/>	-	-	-
437.	Super Puzzle Fighter II X for Matching Service	<input type="checkbox"/>	-	-	-
438.	Super Robot Wars Alpha for Dreamcast	<input type="checkbox"/>	-	-	-
439.	Super Runabout	<input type="checkbox"/>	-	-	<input type="checkbox"/>
440.	Super Speed Racing	<input type="checkbox"/>	-	-	-

	GAME	Standard	Limited	Dorikore	Other
441.	Super Street Fighter II X for Matching Service	<input type="checkbox"/>	-	-	-
442.	Sweet Season	<input type="checkbox"/>	-	-	-
443.	Sydney 2000	<input type="checkbox"/>	-	-	-
444.	Taisen Net Gimmick : Capcom & Psikyo All Stars	<input type="checkbox"/>	-	-	-
445.	Tako No Marine	<input type="checkbox"/>	-	<input type="checkbox"/>	-
446.	Tamakyuu	<input type="checkbox"/>	-	-	-
447.	Tanaka Torahiko No Urotoraryu Shogi	<input type="checkbox"/>	-	-	-
448.	Tantei Shinshi Dash!	<input type="checkbox"/>	<input type="checkbox"/>	-	-
449.	Tenohira wo Taiyouni	<input type="checkbox"/>	-	-	-
450.	Tentama 1 st Sunny Side	<input type="checkbox"/>	-	<input type="checkbox"/>	-
451.	Tetris 4D	<input type="checkbox"/>	-	-	-
452.	Tokyo Bus Guide	<input type="checkbox"/>	<input type="checkbox"/>	-	-
453.	Tomb Raider IV: The Last Revelation	<input type="checkbox"/>	-	-	-
454.	Totsugeki Teketeke Toy Ranger	<input type="checkbox"/>	-	-	-
455.	Toukon Retsuden 4	<input type="checkbox"/>	-	-	-
456.	Treasure Strike	<input type="checkbox"/>	-	-	-
457.	Tricolore Crise	<input type="checkbox"/>	-	-	-
458.	Trigger Heart Exelica	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
459.	Trizeal	<input type="checkbox"/>	<input type="checkbox"/>	-	-
460.	Tsuki ha Higashi Ni Ha Wa Nishi Ni – Operation Sanctuary	<input type="checkbox"/>	-	-	-
461.	Twinkle Star Sprites	<input type="checkbox"/>	-	-	-
462.	Typing of the Date	<input type="checkbox"/>	-	-	-
463.	The Typing of the Dead	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
464.	Ultimate Fighting Championship	<input type="checkbox"/>	-	-	-
465.	Under Defeat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
466.	UnderCover AD2025 Kei	<input type="checkbox"/>	-	-	-
467.	Utau – Tumbling Dice	<input type="checkbox"/>	<input type="checkbox"/>	-	-
468.	Vampire Chronicle for Matching Service	<input type="checkbox"/>	-	-	-
469.	Vermilion Desert	<input type="checkbox"/>	-	-	-
470.	Vigilante 8 : Second Battle	<input type="checkbox"/>	-	-	-
471.	Virtua Athlete 2K	<input type="checkbox"/>	-	-	-
472.	Virtua Cop 2	<input type="checkbox"/>	-	-	-
473.	Virtua Fighter 3tb	<input type="checkbox"/>	<input type="checkbox"/>	-	-
474.	Virtual-On Oratorio Tangram	<input type="checkbox"/>	-	<input type="checkbox"/>	-
475.	Virtua Striker 2 Ver.2000.1	<input type="checkbox"/>	-	-	-
476.	Weakness Hero Torauman DC	<input type="checkbox"/>	-	-	-
477.	Web Mystery Yochimu Wo Miru Neko	<input type="checkbox"/>	-	-	-
478.	What's Shenmue?	-	-	-	<input type="checkbox"/> <input type="checkbox"/>
479.	Wind – A Breath of Heart	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
480.	Winning Post 4 Program 2000	<input type="checkbox"/>	-	-	-
481.	World Neverland Plus : The Olerud Kingdom Stories	<input type="checkbox"/>	-	-	-
482.	World Neverland 2 Plus : The Waktic Republic of Plato	<input type="checkbox"/>	-	-	-
483.	World Series Baseball 2K1	<input type="checkbox"/>	-	-	-
484.	World Series Baseball 2K2	<input type="checkbox"/>	-	-	-
485.	WWF Royal Rumble	<input type="checkbox"/>	-	-	-
486.	Yoshia No Saka De Nekoronde	<input type="checkbox"/>	-	<input type="checkbox"/>	-
487.	Yu Suzuki Gameworks Vol. 1	-	-	-	<input type="checkbox"/>
488.	Yukawa Senmu No Otakara Sagashi	<input type="checkbox"/>	-	-	<input type="checkbox"/>
489.	Yuki-Gatari	<input type="checkbox"/>	-	-	-
490.	Yukyu Gensoukyoku 3 – Perpetual Blue	<input type="checkbox"/>	-	-	-
491.	Yume No Tsubasa – Fate of Heart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
492.	Yume Uma Ken '99 Internet	<input type="checkbox"/>	-	-	-
493.	Zero Gunner 2	<input type="checkbox"/>	-	<input type="checkbox"/>	-
494.	Zombie Revenge	<input type="checkbox"/>	-	-	-
495.	Zusar Vasar	<input type="checkbox"/>	-	-	-

Japanese Limited Edition & other special releases

Part of the fun of collecting Japanese releases for the Dreamcast, is that unlike our rather boring line-up in the west, there's just so much extra with Japanese games. Whether it's stickers, phone cards, Audio CD's, phone charms or even a full dining experience, collecting these titles is more than just having a generic case sitting on a shelf.

Below is a list of all Limited edition releases in Japan for the console, plus any other releases which, whilst not listed under the 'Limited edition' heading in the rest of the guide, have extras included that will make them of special interest to collectors. The list is also illustrated by some examples from my own collection.

I haven't included budget re-releases of titles in this listing – only editions with significant (in my opinion) physical extras.

	Game	Code	Contents
1.	21 – Two one -	T-46504M	with calender in slip case
2.	Advanced Daisenryaku: Sturm über Europa	HDR-0066	Larger box with guide. Only release.
3.	After... ~Wasuremu Kizuna~	T-18705M	DVD case with CD and patch
4.	Aikagi	T-20131M	with phone card
5.	Air – Messe Sanoh exclusive	T-20112M	Retailer exclusive in large box with puzzle



21 – Two one – (left) and Advanced Daisenryaku: Sturm über Europa (right)

6.	Angel Wish: Kimi no Egao ni Chu	PIO-05202	Super pack – with mouse mat, phone charm audio CD.
7.	Atelier Marie & Elie	T-44701M	Larger box with charms. Only release.
8.	Atsumare Guru Guru Onsen	HDR-0120	with Web money card.
9.	Bakuretsu Muteki Bangaioh!	T-38702M	Prize edition. (see A to Z and 'rare and expensive NTSC-J releases' sections for more info
10.	Baldr Force EXE	T-47110M	with Phone card, poster & figure



Angel Wish: Kimi no Egao ni Chu Super pack (left) and Atelier Marie & Elie (right)

- | | | | |
|-----|---------------------------|----------|---|
| 11. | Biohazard CODE : Veronica | T-1210M | Limited edition in red slipcase with small red box containing metal plate |
| 12. | Blue-Sky-Blue | T-23204M | Outer sleeve with audio/fan CD. |
| 13. | Boku to, Bokura no Natsu | T-19717M | Larger box with artwork box. Only release. |
| 14. | Border Down | T-46702M | Double case with Soundtrack CD |
| 15. | Border Down | T-46702M | Same as above, but with mouse mat |



Biohazard CODE : Veronica limited edition (left), Blue-Sky-Blue (centre) and Boku to, Bokura no Natsu (right)

- | | | | |
|-----|--|----------|---|
| 16. | Candy Stripe | HDR-0175 | Larger box with a variety of goodies, including a case, clipboard, pen & bandages |
| 17. | Cardcaptor Sakura -Tomoyo no Video Daisakusen- | HDR-0132 | Larger box, comes with clock, cutlery, sheet and plate |
| 18. | Card of Destiny | T-44405M | comes with audio CD in double case |
| 19. | Castle Fantasia Seima Taisen | T-46901M | larger box with Alarm clock and phone card |
| 20. | Chaos Field | T-47801M | Sega Direct release, came with extra remixed soundtrack CD separately. |



Cardcaptor Sakura – Tomoyo no Video Daisakusen limited box and contents (left) and Castle Fantasia Seima Taisen with alarm clock (right)

- | | | | |
|-----|-------------------------|----------|--|
| 21. | Cherry Blossom | T-37913M | Comes in slipcase with extra audio CD. |
| 22. | Christmas Seaman | T-39403M | In slipcase with 2 separate disc cases |
| 23. | Chu-Chu Rocket! | HDR-0048 | Larger box with clear orange controller |
| 24. | Close To -Inori no Oka- | T-19704M | Retailer exclusive in larger clear box |
| 25. | Comic Party | T-38302M | Larger box with figure, card game and art book |



Christmas Seaman (left) and Comic Party (right)

- | | | | |
|-----|-------------------------------------|----------|---|
| 26. | D no Shokutaku 2 'Bliss' | T-30003M | Translucent cover and calendar |
| 27. | D no Shokutaku 2 'Hope' | T-30004M | Chromium blue cover and calendar |
| 28. | D no Shokutaku 2 'Eclipse' | T-30005M | Black cover and calendar |
| 29. | D no Shokutaku 2 Director's Box set | - | Signed and hand delivered special package which comes with a variety of extras. Only a handful exist. |
| 30. | Dead or Alive 2 | T-3601M | Picture disc with extra content |



Two examples of D2 (Hope and Bliss)(left) and the Dead or Alive 2 limited edition with picture disc (right)

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|-----|----------------------|----------|--|
| 31. | Death Crimson 2 | T-23201M | Messe Sanoh exclusive box with light gun and exclusive artwork |
| 32. | De La Jet Set Radio | HDR-0128 | Larger box with T-shirt |
| 33. | Di Gi Charat Fantasy | T-46301M | Larger box with VMU, calendar and extra disc |
| 34. | Dogu Senki -Haoh- | T-9101M | with data sheet card |
| 35. | D+Vine [LUV] | T-46502M | Double case and different artwork |



De La Jet Set Radio limited edition box (left), Di Gi Charat Fantasy & VMU (centre) and D+Vine [LUV] limited edition (right)

- | | | | |
|-----|---|----------|---|
| 36. | Eternal Arcadia | HDR-0109 | Limited box version. Larger, book shaped box, with art book, phone charms, phone strap and flag |
| 37. | Eternal Arcadia @Barai | HDR-0119 | One of the @Barai releases, with slighter larger than DVD case sized package. |
| 38. | Eternal Arcadia @Barai Famitsu | - | Paper sleeve edition of the @Barai release which came with the magazine |
| 39. | Eve Zero -Ark of the Matter- Perfect Edition | T-39802M | Gold slipcase, with EVE encyclopedia. Only release |
| 40. | Ever 17 -The Out of Infinity- Premium edition | T-19723M | Double case, with promo disc and card |
| 41. | Fire Pro-Wrestling D | T-18804M | with card. Only release. |



The rather nice Eternal Arcadia limited box (left), Eternal Arcadia @Barai version (centre right) and Fire Pro-Wrestling D with card (right)

- | | | | |
|-----|------------------------------------|----------|--|
| 42. | First Kiss Story 2 | T-46304M | Larger box, with the predecessor title, phone card and postcards |
| 43. | Get Bass | HDR-0012 | Larger box with fishing controller |
| 44. | Grandia II | T-4503M | Red slipcase with soundtrack CD |
| 45. | Guilty Gear X type 'A' | T-2401M | All the Guilty Gear X limited editions are the same picture disc with one of 4 different |
| 46. | Guilty Gear X type 'B' | T-2401M | mini CD's, as indicated to the left. |
| 47. | Guilty Gear X type 'C' | T-2401M | |
| 48. | Guilty Gear X type 'D' | T-2401M | |
| 49. | Gundam Side Story 0079 | T-13301M | Limited edition very similar to standard, with extra card |
| 50. | Heisei Mahjong-Shou | T-2203M | Larger box with microphone. |
| 51. | The House of the Dead 2 | HDR-0007 | Larger box with light gun |
| 52. | Hundred Swords @Barai | HDR-0127 | @Barai release |
| 53. | Idol Janshi wo Tsukuchchaou | T-5702M | Double case with radio show audio CD |
| 54. | Illbleed | T-45601M | Taiwanese edition in slightly larger box, with calendar |
| 55. | Interlude | T-20117M | Double case with soundtrack CD. |
| 56. | Iris | T-19721M | Larger box with hand puppet! |
| 57. | Izumo | T-46902M | Slipcase with 1 random phone card |
| 58. | Kaen Seibo -The Virgin on Megiddo- | T-42802M | 'Sofmap edition' retailer exclusive, in slipcase with trading cards and artwork |
| 59. | Karous | T-47803M | Sega direct edition with phone card |



First Kiss Story 2 limited edition



Illbleed Taiwanese edition



Izumo limited edition

- | | | | |
|-----|--|----------|---|
| 60. | Kaze no Uta | T-47501M | Larger box with fold out front. Only release. |
| 61. | Kimiga Nozomu Eien | T-47102M | with calendar |
| 62. | Kiteretsu Boy's Gangagan | HDR-0068 | Larger box with microphone |
| 63. | Love Hina -Smile Again- | HDR-0139 | Deluxe oversized box with hot springs turtle, towel, bowl, chopsticks and phone charms. |
| 64. | Love Hina -Totsuzen no Engeji Happening- | HDR-0112 | Very large oversized box, with clock, plush turtle toy, towel and more |
| 65. | Macross M3 | T-21502M | larger box with trading card |
| 66. | Majo no Ochakai | T-20126M | Oversized box with bonus drama CD and phone strap |
| 67. | Marionette Company | T-5201M | with 4 transparent cards |



Love Hina -Smile Again- (left) & Kiteretsu Boy's Gangagan (right)



Love Hina -Totsuzen no Engeji Happening- and Macross M3

- | | | | |
|-----|------------------------------|----------|---|
| 68. | Mei☆Puru | T-46510M | Slipcase with 32 page artbook |
| 69. | Memories Off 2 nd | T-19708M | Double case with cards |
| 70. | Memories Off Complete | T-19702M | Retailer exclusive, in larger plastic case with wall clock |
| 71. | Metal Wolf | T-46506M | Different spine and phone card |
| 72. | Mizuiri | T-20115M | Larger box with phone card and a sealed tin of something... I'm not brave enough to see what..... |



*Mei☆Puru slipcase and artbook (left),
Memories Off 2nd (centre) and
Mizuiri limited edition (right)*

- | | | | |
|-----|--|----------|--|
| 73. | Nakoruru – Ano Hito Kara No Okurimono - | T-44702M | Larger box with buildable figure. Only release |
| 74. | NBA 2K1 | HDR-0150 | Comes with Rule book alongside game in longer horizontal package |
| 75. | Neon Genesis Evangelion – Ayanami Ikusei Keikaku - | T-46303M | In larger box with mouse and mouse mat |
| 76. | Neon Genesis Evangelion – Typing E Keikaku- | T-35101M | Larger box with Satchel |
| 77. | Neon Genesis Evangelion – Typing Hokan Keikaku- | T-35102M | Larger box with keyboard |



*Nakoruru – Ano Hito Kara No Okurimono – (left),
NBA 2K1 (back, centre) and Neon Genesis Evangelion
– Ayanami Ikusei Keikaku - (right)*

- | | | | |
|-----|------------------------|----------|---|
| 78. | Neppachi | T-41001M | 'Deluxe' version, comes with 30 free turns in pachinko tournament |
| 79. | NFL 2K1 | HDR-0144 | Comes with Rule book alongside game in longer horizontal package |
| 80. | Orange Pocket – Cornet | T-18707M | DVD sized package, with extra case full of goodies at back. |
| 81. | Outtrigger | HDR-0118 | Deeper box with mouse |
| 82. | Pandora no Yume | T-20119M | Larger box with mini easel, canvas and frame |



*NFL 2K1 (left), Outtrigger (centre) &
Pandora no Yume (right)*

- | | | | |
|-----|----------------------------|----------|--|
| 83. | Patissier na Nyanko | T-18709M | DVD case, with extra CD and artbook |
| 84. | Pia Carrot e Youkoso!! 3 | T-20110M | Double case with Audio CD |
| 85. | Princess Holiday | T-47105M | with voice card |
| 86. | Prism Heart | T-19711M | 2 discs in limited case. Only release. |
| 87. | Puyo Puyo Fever | HDR-0216 | Sega Direct edition – with key ring strap and large Puyo beanbag |
| 88. | Quiz Ah! My Goddess | HDR-0123 | Much larger box with loads of goodies, including stamp set, cushion, extra disc and analog stick figure. |
| 89. | Radirgy | T-47802M | Sega direct version with phone card |
| 90. | Real Sound: Kaze no Regret | T-30001M | Comes with a copy of D2 Shock, some seeds and some Braille cards in a double case. |
| 91. | Renai Chu! Happy Perfect | T-47601M | Limited edition. Same extras as standard edition but with picture disc |
| 92. | Renai Chu! Happy Perfect | T-47602M | Standard edition, comes with extras. Bonus CD metal bookmark, love letter, calendar and postcards |
| 93. | Rent A Hero No. 1 | HDR-0074 | Laox retailer edition. Different cover. |
| 94. | Revive... | T-1301M | Standard edition comes with mini CD and cards |
| 95. | Run=Dim As Black Soul | T-46202M | with extra trading card |



Quiz Ah! My Goddess limited edition



Real Sound: Kaze no Regret (left), Renai Chu! Happy Perfect limited edition (centre) & Revive... (right)

- | | | | |
|-----|-----------------------------|----------|---|
| 96. | Sakura Wars | HDR-0089 | Larger box with pink VMU |
| 97. | Sakura Wars Memorial Pack | HDR-0192 | Includes magnetic calendar. Asian edition also available |
| 98. | Sakura Wars 2 | HDR-0108 | Limited edition with pink Puru Puru pack |
| 99. | Sakura Wars 2 Memorial Pack | HDR-0193 | Includes memorial DVD case. Asian edition also available. |



Sakura Wars Memorial Pack (left) and Sakura Wars 2 Memorial Pack (right)

- | | | | |
|------|-----------------------------------|----------|---|
| 100. | Sakura Wars 3 'A' Limited edition | HDR-0147 | Larger box with wind up music box. |
| 101. | Sakura Wars 3 'B' Limited edition | HDR-0148 | Larger box with wooden-style VMU and card |
| 102. | Sakura Wars 3 Memorial Pack | HDR-0194 | Includes picture frame style music box with interchangeable cards |
| 103. | Sakura Wars 4 | HDR-0202 | Larger box with set of metal plates / medallions |
| 104. | Sakura Wars Complete Box | HDR-0201 | Large vinyl-sized box with all previous Sakura Wars games on colourful picture discs. |



Sakura Wars 3 'A' limited edition (left), Sakura Wars 3 'B' limited edition (centre), Sakura Wars 3 Memorial Pack (centre right) and Sakura Wars 4 limited edition (right)

- | | | | |
|------|--|----------|---|
| 105. | Sakura Wars Online – Paris No Nagai Hibi | HDR-0189 | Larger box with large clock |
| 106. | Sakura Wars Online – Teito No Nagai Hibi | HDR-0188 | Larger box with pink keyboard |
| 107. | Seaman | T-39402M | Standard release in larger box with microphone |
| 108. | Seaman | T-39401M | Limited edition. Same as standard but with VMU |
| 109. | Seaman : Kindan no Pet 2001 | T-39405M | Comes in box with microphone |
| 110. | Seaman Guide Book | 610-7804 | A book with a GD-Rom which features new food for Seaman compatible with either title. |



Sakura Wars Online – Paris no Nagai Hibi (left), Sakura Wars Online – Teito no Nagai Hibi (centre) and the two Seaman releases, Seaman (bottom right) and Seaman : Kindan no Pet 2001 (top right)

- | | | | |
|------|-----------------------|----------|---|
| 111. | Segagaga | HDR-0083 | Larger box with T-shirt, an organiser and a wooden box containing pin badges representing previous Sega consoles. |
| 112. | Shenmue | HDR-0031 | Slipcase around double jewel case with extra jukebox soundtrack CD |
| 113. | Shenmue II | HDR-0179 | Limited edition in slipcase with Virtua Fighter 4 bonus disc |
| 114. | Shikigami No Shiro II | T-47701M | Limited edition in cardboard sleeve, with soundtrack CD and trading cards |



Segagaga limited edition box (left), Shenmue (top right) and Shenmue II (bottom right) limited editions

- | | | | |
|------|---|----------|--|
| 115. | Shirotsume souwa -Episode of the Clovers- | T-20125M | Larger box with pouch and set of cards |
| 116. | Sister Princess Premium Edition | T-27802M | Double Jewel case, also comes with separate box containing 12 phone charms. |
| 117. | Sonic Adventure 2 | HDR-0174 | Birthday pack. Slightly larger box, with gold coin/medal, booklet and extra audio CD |
| 118. | Sorcerian | T-9102M | Double jewel case with poster and audio CD |



Sister Princess Premium edition (left) and Sonic Adventure 2 Birthday pack (right)

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|------|----------------------------|----------|---|
| 119. | Space Channel 5 part 2 | HDR-0200 | Larger white box with headphones and a pouch |
| 120. | Spawn -In the Demon's Hand | T-1216M | First print edition with cardboard sleeve and artbook |
| 121. | Suika | T-46508M | Larger box with bag and drama CD. |
| 122. | Tantei Shinshi Dash! | T-44403M | Double case with extra CD |
| 123. | Tokyo Bus Guide | T-35404M | with 'Bijin' bus guide disc, with video and gameplay footage of the Naomi version |



Suika (left), Space Channel 5 part 2 (centre) and Tokyo Bus Guide (right)

- | | | | |
|------|------------------------|----------|---|
| 124. | Trigger Heart Exelica | T-29101M | Limited edition with bonus audio CD |
| 125. | Trigger Heart Exelica | T-29101M | Same as first Limited edition, but with poster and phone card |
| 126. | Trizeal | T-47901M | Includes Trizeal bandana and audio CD |
| 127. | The Typing of the Dead | HDR-0085 | Limited edition, with larger style Japanese keyboard |
| 128. | The Typing of the Dead | HDR-0122 | The Limited edition with smaller style keyboard |



Trigger Heart Exelica limited edition (left) and Trizeal limited edition (right)

- | | | | |
|------|----------------------|----------|--|
| 129. | Under Defeat | T-46704M | Limited edition comes with audio CD |
| 130. | Under Defeat | T-46704M | Sticker and Poster additions to other Limited edition |
| 131. | U.S. Shenmue | HDR-0156 | Japanese repackaged version of the US release of the game |
| 132. | Utau – Tumbling Dice | T-23206M | Limited edition in slip sleeve with extra disc |
| 133. | Virtua Fighter 3tb | HDR-0002 | Limited first print, with extra 'Shenmue' Project Berkeley disc in double case |



*U.S. Shenmue (left) and
Virtua Fighter 3tb (right)*

- | | | | |
|------|--------------------------------------|----------|--|
| 134. | Wind – A Breath of Heart | T-47103M | First press edition with clothing cards |
| 135. | Wind – A Breath of Heart | T-47108M | One year anniversary edition with cardboard standee and drama CD. |
| 136. | Yu Suzuki Game Works Volume 1 | 610-8099 | Hardback book with GD-Rom |
| 137. | Yukyu Gensoukyoku 3 – Perpetual Blue | T-27801M | Oversized box. Only release. |
| 138. | Yume no Tsubasa – Fate of Heart | T-19705M | Double jewel case with promo disc for Memories Off 2 nd . |



*Yu Suzuki Game Works Volume 1 (left) and
Yukyu Gensoukyoku 3 – Perpetual Blue (right)*

Dorikore releases

Sega re-released several of the more popular Japanese releases under their 'Dorikore' label ('Dreamcast Collection'). The first 6 of these are easily distinguishable, as Sega went to the trouble of giving them new cover art – a distinctive white cover with an Orange horizontal stripe and the original cover art in reduced size in the centre, as well as 'Dreamcast Collection' printed clearly at the top. However, after these initial 6, the collecting waters become murkier. Rather than reprint cover art, these later releases were identical to their original versions, with the addition of the Dorikore 'stamp' (seen below) in sticker form on the wrap. This presents a problem for collectors. To be certain a game is a Dorikore release, chances are you will need a sealed version of the game, as there literally is no other indication. Sealed game collectors will have no issue with this, but for those who want to play their games, choosing to go for the Dorikore releases will be a personal choice of whether they want these copies simply for their stickers. There are 50 examples of these, which added to the 6 original ones, make 56 Dorikore releases.



A close up of the 'Dorikore' sticker, and an example of one on the wrap of a game (in this case, my copy of Zero Gunner 2)

David O'Neill, of Dreamcastcollector.com, who was massively helpful in updating this guide, added the following info with regards to the Dorikore titles:

"Dorikore initially was a way to liquidate stock Sega had remaining. Dorikore releases came about when Sega of Japan asked Dreamcast fans to vote on what titles they'd like to see re-issued from a list that was provided on the Sega.co.jp homepage.

Although a lot of the Dorikore releases were just excess stock Sega did reprint games titles like Napple Tale and Segagaga.

Also the Dorikore collection had titles like Interlude that had new cover art and Castle Fantasia Seima Taisen, which the Dorikore release, is the only version of this title to receive a spine card. Even re-badged Dorikore releases differ from the standard versions in three main ways. The front of the jewel-case has the Dorikore logo and depending on the title a sticker with information about the Internet servers being down now.

The Dorikore catalog number is different as barcode information was updated in a new sticker that went over the existing barcode and changed the catalog number to have a -1 prefix. This doesn't apply to the first six Dorikore releases as these had different cover art and all new catalog numbers."

List of Dorikore releases

18 Wheeler

21 -Two one-

Aero Dancing F

Airforce Delta

Black/Matrix Advanced

Capcom vs SNK Millennium Fight 2000 Pro

Capcom vs SNK 2

Castle Fantasia Seima Taisen

Close To -Inori no Oka-

Comic Party

Confidential Mission

Cool Boarders Burrn

Crazy Taxi 2

Culdcept II

De La Jet Set Radio

Dousoukai 2 Again & Refrain

D+Vine [LUV]

Ever 17 -The Out of Infinity- Premium edition

Fighting Vipers 2

Gaia master Kessen!

Grandia II

Guilty Gear X

Hanagumi Taisen Columns 2

Happy Lesson

Interlude

The King of Fighters Dream Match 99

The King of Fighters 2000

The King of Fighters 2001

The King of Fighters 2002

Memories Off 2nd

Memories Off Complete

Mercurius Pretty: End of the Century

Miss Moonlight

Moero! Justice Gakuen

Nadesico the Mission

Napple Tale: Arsia in Daydream

Never 7 -The end of Infinity-

NFL 2K

Pandora no Yume

Power Stone 2

Princess Maker Collection

Puyo Puyo Fever

Record of Lodoss War

Renai Chu! Happy Perfect

Roommate Asami : Director's Edition

Roommate Novel : Ryoko Inoue

Roommate Novel : Yuka Sato

Segagaga

Shenmue II

Space Channel 5

Tako no Marine

Tentama 1st Sunny Side

Virtual-On Oratorio Tangram

Yoshia No Oka De Nekoronde....

Yume no Tsubasa – Fate of Heart

Zero Gunner 2



The 'original 6' examples of the Dorikore – Dreamcast collection.

Accessibility of NTSC-J releases for non-Japanese speakers

In the first DCJY collectors guide, I put together a rather slap dash attempt at a list of which Japanese releases were perfectly playable if you weren't fluent in the language. Whilst in this guide, each separate entry of a game in the A to Z will indicate whether a game is playable or not, I still wanted to highlight those titles that are easy to play without having to have a translation guide at hand to help you through.

Divided into 3 categories, here are the titles that fit the above requirements. Category 1 are Japanese titles that are fully playable without any knowledge of Japanese whatsoever. Category 2 are titles where some basic understanding of the language may come in useful, but the game can be enjoyed without it. Category 3 are titles that would require some knowledge to make decent progress, but either have a western release and therefore should be somewhat manageable, or are truly worthy of the time investment needed to fully appreciate.

Any title not listed in this section will require either good knowledge of the language and various Japanese scripts, or the use of walkthroughs or translation guides. Some of these titles are worth seeking out still, so for more information, see the main A to Z of this guide.

Any title in bold in these listings are only available as Japanese titles.

Category 1

18 Wheeler
Capcom vs. SNK Millennium Fight 2000
Capcom vs. SNK 2 Millionaire Fighting 2001
Charge 'N Blast
Cool Boarders Burrrn
Crazy Taxi
Daytona USA 2001
Dynamite Deka 2
Fighting Vipers 2
GET !! Colonies
GigaWing 2
Godzilla Generations Maximum Impact
Gunbird 2
Ikaruga
The King of Fighters '99 Evolution
The King of Fighters 2000
The King of Fighters 2002
Mars Matrix
Marvel vs Capcom 2
NBA 2K1
Neo Golden Logres
Outtrigger
Power Smash
Psyvariar 2 – The will to fabricate
Redline Racer
Sega Rally 2
Space Channel 5 part 2
Super Street Fighter II X for matching service
Trigger Heart Exelica
Twinkle Star Sprites
Under Defeat
Virtua Cop 2
Yu Suzuki Game Works Volume 1
Zusar Vasar

Border Down
Capcom vs. SNK Millennium Fight 2000 Pro
Chaos Field
Cleopatra Fortune
Cosmic Smash
Crazy Taxi 2
Dead or Alive 2
F355 Challenge
Garou : Mark of the Wolves
GigaWing
Godzilla Generations
Guilty Gear X
The House of the Dead 2
Incoming Humanity Last Battle
The King of Fighters Dream Match 99
The King of Fighters 2001
L.O.L -Lack of Love-
Marvel vs Capcom
NBA 2K
NBA 2K2
O.to.i.Re Dreamcast Sequencer
Power Jet Racing 2001
Power Smash 2
Puyo Puyo Fever
Rez
Sega Tetris
Sports Jam
Tetris 4D
Trizeal
The Typing of the Dead
Vampire Chronicle for matching service
Virtua Fighter 3tb
Zero Gunner 2

Category 2

Airforce Delta
Bass Rush Dream
Bomber Hehhe!
Chu-Chu Rocket!
Daisessen
Dance Dance Revolution Club Version
Death Crimson OX
Expendable
Get Bass
Golf Shiyouyo
Golf Shiyouyo 2
Hello Kitty Waku Waku Cookies
Karous
Le Mans 24 Hours
Monaco Grand Prix: Racing Simulation 2
Musapey's Choco Marker
NFL 2K
NFL 2K2
Panzer Front
Plus Plumb
Pop'n Music 2
Pop'n Music 4 (append disc)
Power Stone 2
Puyo Puyo 4
Radirgy
Ready 2 Rumble Boxing
Samba de Amigo
Sega Extreme Sports
Shikigami No Shiro II
Shutokou Battle 2
Sonic Adventure
Sonic Adventure 2
Space Channel 5
Star Gladiator 2: Nightmare of Bilstein
Street Fighter III W Impact
Super Euro Soccer 2000
Super Puzzle Fighter II X for Matching service
Super Speed Racing
Virtua Athlete 2K
Virtua Striker 2 Ver.2000.1
World Series Baseball 2K2
Zombie Revenge

Bakumatsu Roman Dainimaku Gekka no Kenshi
Boku no Tennis Jinsei
Buggy Heat
Confidential Mission
Dance Dance Revolution 2nd Mix
Death Crimson 2
Doki Doki Idol Star Seeker Remix
Fish Eyes | Wild
Get Bass 2
Golf Shiyouyo Kouryaku Pack
Heavy Metal Geomatrix
JoJo no Kimyouna Bouken
Lake Masters Pro Dreamcast Plus
The Lost Golem
Mr. Driller
Net de Tennis
NFL 2K1
NFL 2K2
Pen Pen TriIcelon
Pop'n Music
Pop'n Music 3 (append disc)
Power Stone
Psychic Force 2012
Puyo Puyo DA! Featuring ELLENA System
Rainbow Cotton
Re-Volt
Samba de Amigo ver.2000
Sega Marine Fishing
Shutokou Battle
Silent Scope
Sonic Adventure International
Soul Calibur
Speed Devils
Street Fighter III 3rd Strike
Street Fighter Zero 3
Super Magnetic Niu Niu
Super Runabout: San Francisco Edition
Ultimate Fighting Championship
Virtual-On Oratorio Tangram
World Series Baseball 2K1
WWF Royal Rumble

Category 3

Aero Dancing ft. Blue Impulse
Aero Dancing F
Aero Dancing I
Bakuretsu Muteki Bangaioh!
Berserk
Biohazard 3 Last Escape
Blue Steel Variable Formula -Space Griffon-
Blue Submarine No. 6 -Time and Tide
Carrier
Climax Landers
Cyber Angel Mahjong Battle Shangri-La

Aero Dancing: Todoroki Taityou no Himitsu disc
Aero Dancing F: Todoroki Tsubasa no Hatsu Hikou
Aero Dancing I: Jikai Saku Made Matemasen
Baldr Force EXE
Biohazard 2 Value Plus
Biohazard -CODE : Veronica-
Blue Stinger
Boku Doraemon
Choukousenki Kikaioh
Cool Cool Toon
D no Shokutaku 2

Densya De Go! 2

Ecco the Dolphin – Defender of the Future

Espion-AGE-NTS

Evolution

F1 World Grand Prix

Fire Pro-Wrestling D

Ganbare Nippon! Olympic 2000

Giant Gram 2000

Grandia II

Hanagumi Taisen Columns 2**Hello Kitty Lovely Fruit Park**

Illbleed

Jet Coaster Dream

Jet Set Radio (& De La Jet Set Radio)

Maken X

Mobile Suit Gundam E.F.F. Vs Zeon & DX**Napple Tale: Arsia in Daydream****Neppachi II****Neppachi IV****Neppachi VI**

Phantasy Star Online

Rayman – the great escape

The Ring

Sega GT Homologation Special

Shanghai Dynasty

Shenmue II

Sorcerian

Spirit of Speed 1937

Super Runabout

Tako no Marine

Tomb Raider IV: The Last Revelation

Toukon Retsuden 4**Vermilion Desert****What's Shenmue?**

Dino Crisis

EGG: Elemental Gimmick Gear

Eternal Arcadia

Evolution 2

F1 World Grand Prix 2

Gaia master Kessen!**Giant Gram 2****Golf Shiyouyo Courses data Adventure edition**

Gundam Side Story 0079

Hello Kitty Garden Panic**Hello Kitty Magical Block**

Imperial no Taka: Fighter of Zero

Jet Coaster Dream 2**Macross M3****Marionette Handler 2**

Moero! Justice Gakuen

Neppachi**Neppachi III****Neppachi V****Nettou Golf**

Phantasy Star Online ver. 2

Record of Lodoss War

Roommania #203

Seventh Cross

Shenmue

Sonic Shuffle

Spawn -In the Demon's Hand

Super Hero Retsuden

Sydney 2000

Tokyo Bus Guide

Totsugeki Teketeke Toy Ranger

Undercover A.D. 2025 Kei

Vigilante 8: Second Battle

Yukawa Motosenmu No Otakara Sagashi**Other mentions:**

Advanced Daisenryaku 2001

Whilst difficult to make progress in without significant understanding of the language, an English patched version is available, and therefore the game itself can be enjoyed by those with a desire for some hex-based strategy.

Frame Gride

Another title with a fully translated English version available to download. The game itself is not actually that hard to make some progress in, with some patience, so those wanting to experience this mech fighter from the developers of Dark Souls can do so rather easily.

Net Versus series

The 7 titles in the Net Versus series are relatively easy to play if you're able to make some educated menu choices, and understand the rules of each game. I haven't put them into category 3 however, due to the often complicated rules of the games themselves, limiting it's player base.

Sakura Wars series

All of the titles in the main Sakura Wars series (1 to 4, plus the complete box), require a good guide for those completely illiterate in Japanese, however as they are some of the best games on the DC, the time needed to be put into understanding the intricacies is worth it for those with patience. Without a guide, however, the game is not as enjoyable to play (and therefore doesn't quite fit into category 3 as above)

Segagaga

If you're not capable of reading the large amount of text during the game, you will need a guide – but with Segagaga, it's one game that every DC fan should have no hesitation in doing just that.

UNLICENSED & INDIE COLLECTING

Contents

- 470: [Indie collecting guide](#)
- 473: [A tale of many publishers](#)
- 481: [Rarest & most expensive Indie releases](#)
- 484: [Full Indie & Unlicensed release list](#)
- 485: [The wider Homebrew scene](#)

Indie collecting guide

The Dreamcast sadly did not stay on store shelves for the longest of times, but one of the many things considered to be its undoing – the ease of piracy – has also allowed the post-death period of the console to be rich with a variety of Indie titles that have greatly expanded the console's library. As well as a rich and vibrant homebrew scene, which has delivered numerous ports, homebrew games and improved versions of released titles, there's a considerable number of commercially released, unlicensed software for the machine. This section will look at those games which received such a release, as well as touching on the wider DC scene, and also includes a couple of titles released during the lifetime of the console.

What is there to collect?

In total, there are **40** commercially released Indie titles for the console. This includes the 3 Bleemcast releases, which may stretch the definition somewhat, but are nevertheless important parts of any DC fans' collection.

A large number of these titles came with 'limited edition' or 'collector edition' versions, **28** in total, that offer something for us – the collectors – whether it be through different artwork, bundled extras or the Indie scene's perennial favourite, a soundtrack CD.

To add to this, there are **12** releases that I've listed as 'other' – examples of a release that aren't strictly a 'limited edition', but differ in a significant way from the original release. There's a very loose area of defining running through the Indie release list, with numerous versions of a game released to suit different regions, re-releases from different publishers or simply packaging variants, usually a DVD or Jewel case alternative to the original.

And to round it off, there's a total of **13** releases that are listed as 'standard' releases in addition to the usual 1 version of this. These are examples, like the JoshProd releases, where a North American / Japanese style packaging version is released at the same time as a PAL style release.

In total, this brings the number of individual, commercially released examples of Dreamcast indie and unlicensed titles to **93** – a significant amount of titles for any would-be collector to start acquiring.



A selection of the different types of Dreamcast Indie releases

Why should you collect?

Whilst the quality of the 40 Indie and unlicensed titles varies, there's an undeniable awesomeness to Dreamcast fans, in seeing new product for their beloved console. Titles such as *Sturmwind*, *4x4 Jam*, *Flashback* and *Wind and Water: Puzzle Battles*, are legitimately great games on their own, whilst NG:DEV.TEAM and Hucast's shmup releases will please those looking for some shooting action. Not every title is great – there's several which would see far less attention if they were released elsewhere, but a mixture of nostalgic joy, fun if simple gameplay and a sense of supporting the future development of DC titles, is often enough to warrant dipping your toes in the waters of the Indie library. If you're expecting triple-A product, then you are going to be disappointed. These aren't major productions, these are relatively obscure independent releases.

That being said, both DC fans and developers / publishers should be honest and open about these games. For developers, they can't expect DC fans to keep buying sub-par limited editions just because it plays on a Dreamcast. Nor should they be pricing their games as if they're full retail releases. With the library seeing a potential 50% increase in the next 2 years alone, quality is now more important than ever. There's still space for the bedroom programmer, with the cool idea of putting a game onto a Dreamcast. If they're open and honest about their games, they will still have the support of the scene. Fans are the ones buying these games, pissing them off with false promises or terrible communication won't cut it any more.

And gamers and collectors need to do their part too. If you want to collect everything with a Dreamcast symbol on it (I do!), then that is fair enough – but don't overlook or support shady business practises which leave folks out of pocket. At the same time, if a game is not very good, it's fine to state your opinion – but don't come across like the biggest loser in geekdom and look down upon everyone else because they don't share your opinions. There's too many know-it-alls out there, and frankly, we could do with less of them.

So should you collect? In a word – Yes. There's a good variety of genres available now, most of the games are easily obtainable and with the overall quality of releases improving steadily, the future of commercially released DC titles looks bright.

This all sounds a little costly?

With many titles costing the same as regular current gen new releases, and limited editions far exceeding, collecting Indie titles is on average probably the most expensive part of any DC collection. Older titles, such as the Goat Store releases, tend to be much cheaper (even still sealed), but the European published titles tend to retain their value, with some of the limited edition versions seeing significant rises. Luckily, from a buyers perspective, new publishers into the Indie mix has lead to re-releases of many previously costly titles, which has kept the whole set's price down somewhat.

There's a couple of oddities (see the 'Rarest and most expensive Indie release' list here) like *Frog Feast*, where value of what is a poorly produced title is excessive, but on the whole there's little in the way of really expensive indie games out there.

And remember – for some of these games, new copies are still available from the publishers. I encourage everyone to buy direct from them, rather than second hand, if supporting the scene is one of your objectives.

Where can you get these games from?

In an ideal world, we'd all be buying Indie titles from the original source – which is often the publishers own website. However, with some titles now out of print (Hucast titles for instance), and problems with ordering from some websites (RushOngames in particular), this isn't always possible.

Ebay is, as always, the most obvious first choice, and Indie titles commonly come up for sale. Prices can vary – you'll get the occasional bargain, and the occasional chancer trying to sell you Fruit'Y for £50 – but generally, they've stayed steady from release to now. There are several Ebay sellers who have some of the more desirable versions, but prices of these can be excessive.

Away from Ebay, [The Bit Station](#) and [Play-Asia](#) are solid, established destinations for Indie DC games. And as always, connecting with other collectors and DC gamers is a good bet.

Should I be wary of fakes?

There are far fewer fakes of Indie titles than for any of the regional releases, and the DC scene itself is generally quite good at shutting down those trying to make money off of Indie developers work. The biggest issue is home made copies of homebrew titles, which regularly pop up. Sure, if you want to pay a small amount for a homebrew release with fancy art work, knock yourself out – but always be aware that these are released for free on various sites. Which brings us to....

Can't I just download and burn these games, like I do with my other Dreamcast titles?

Yeah sure you can, but you'd be a dick. Look, let's be honest. Few people have an issue with people downloading official Dreamcast releases for their own use. It may have contributed to the consoles early demise, but it's also allowed a lot of people to experience the excellent library of games the system has to offer. Selling these for profit with custom made cases, is a whole other issue, but downloading old video games is not the serious morale crime that a few select people think it is.

Downloading Indie developers work for free, however, is just not on. I know that in this world of instant access and throwaway media, that it's all too easy to forget that behind every one of these games are people who have given their heart and soul into producing something. That there are people who literally live on the money they make from a relatively small amount of sales on a dead console. Or who use the money made from selling DC indie titles to fund a new project, giving us, the players, even more games to add to our collections. The indie releases on the console breathe life into the machine, and the work put into them should be appreciated by us, the gamers and collectors, putting our wallets to good use and paying for the games they make. If you don't like the look of a game, you don't have to buy it. You don't have a right to 'play before you buy' – I'm sorry, that's a morally bankrupt argument that is used by people who feel entitled to something they are not. Support the Indies, don't rip em off.

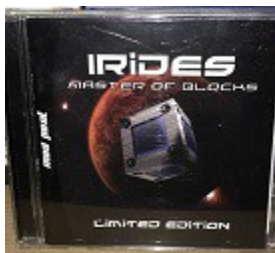
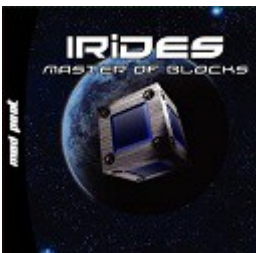
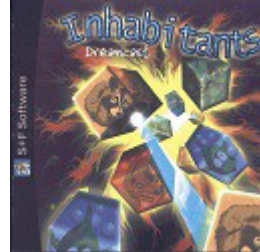
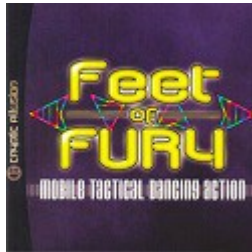
A tale of many publishers

Throughout the post-retail life of the console, a small group of Indie publishers has been responsible for most of the releases on the console. In recent times, it's been French publishers JoshProd who have taken the swirl emblazoned torch and ran with it, but they are merely the latest in a series of teams who have seen the Dreamcast as a viable way of releasing independently produced video games. We take a look at these here.

GOAT Store

Long before the Europeans decided they would take over the Indie scene, it was US based Goat Store which led the charge for Indie developers on the console. Whilst the releases lack the bells and whistles of later releases, they are a mainstay for DC fans who have kept the faith in the years after Sega's withdrawal of support. More titles are planned, although frequent delays and the emergence of our French indie saviours has changed the indie landscape significantly.

Cool Herders	(Jewel case)
Feet of Fury	(Jewel case)
Inhabitants	(Jewel case)
Irides	(Jewel case)
Irides LE	(Jewel case; with poster and coin)
Maqiupai	(Jewel case)



Whilst the Neo Geo have always been their main focus, NG:DEV.TEAM have produced some of the more polished indie releases we've seen, often meaning their titles are listed alongside regular Japanese releases rather than Indie games. They were the first signs of the forthcoming European takeover of the indie scene, and their releases are still sought after today.

Fast Striker	(standard; DVD case)	
Fast Striker	(limited edition; DVD case with soundtrack)	
Fast Striker	(limited print re-release; Jewel case)	
Gunlord	(standard; DVD case)	
Gunlord	(limited edition; DVD case with soundtrack)	
Gunlord	(collectors edition; both other versions)	
Gunlord	(limited print re-release; Jewel case)	
Last Hope	(regular Jewel case)	- with RedSpotGames
Last Hope	(double Jewel case limited edition)	- with RedSpotGames
Last Hope Pink Bullets edition	(DVD case release)	
Last Hope Pink Bullets edition	(limited print re-release; Jewel case)	
NEO XYX	(regular edition; DVD case)	
NEO XYX	(limited edition; DVD case with soundtrack)	
NEO XYX	(Collectors edition; both versions + T-shirt)	



Fast Striker standard



Fast Striker limited



Gunlord standard



Gunlord limited



Last Hope



Last Hope Pink Bullets edition



NEO XYX standard



NEO XYX limited

RedSpotGames

A key factor in the rise of the Dreamcast Indie scene, RedSpotGames were either directly, or indirectly, involved with most of the publishing of early European titles. Co-founder Max Scharl was an integral part of the post-death DC online presence, and the publisher was blessed with a string of successful titles. Sadly, it all seems to have gone a bit awry in recent years, with publishing issues around Sturmwind and other games, and RedSpotGames are no more.

Last Hope	(regular Jewel case) *
Last Hope	(double Jewel case limited edition) *
Rush Rush Rally Racing	(regular Jewel case) **
Rush Rush Rally Racing	(deluxe version; double jewel case) **
Rush Rush Rally Racing	(alternative 'night' deluxe version) **
Sturmwind	(regular Jewel case) ***
Sturmwind	(Windstarke 12 edition, larger box & extras) ***
Wind and Water: Puzzle Battles	(regular Jewel case) ****

*developed and co-published with NG:DEV.TEAM

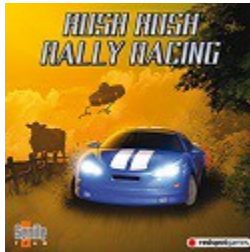
**developed by Senile Team

***developed by Duranik

****developed by Yuan Works



Last Hope



Rush Rush Rally Racing regular



Rush Rush Rally Racing deluxe 'night'



Sturmwind regular



Sturmwind Windstarke 12



Wind and Water: Puzzle Battles regular

Hucast

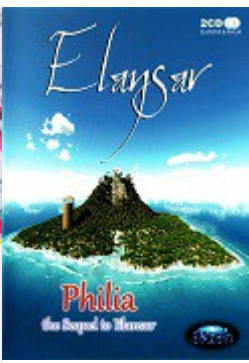
German publishers Hucast were one of the first to deliver DC indie goodness, and a series of decent shmup releases, mixed with a couple of other titles, make it hard to escape their presence on any collectors shelf. Usually released in striking DVD style packaging, they also had a penchant for releasing various limited or collectors edition versions, making it quite the set to complete.

Alice's Mom's Rescue	(standard Jewel case release) *
Alice's Mom's Rescue	(Limited DVD case release with soundtrack) *
Dux	(regular edition; DVD case)
Dux	(limited edition; DVD case with soundtrack)
Dux 1.5	(standard edition, DVD case)
Dux 1.5	(limited edition, DVD case with soundtrack)
Dux 1.5	(collectors edition; double Jewel case, soundtrack & Dux 1.1)
Dux 1.5	(Jewel case release)
Dux 1.5	(special edition 3 disc box set)
Elansar & Philia	(2 discs, DVD case) *
Ghost Blade	(regular Jewel case release)
Ghost Blade	(regular DVD case release)
Ghost Blade	(limited edition DVD case with soundtrack)
Ghost Blade	(collectors edition; larger box with extras)
Redux Dark Matters	(regular edition; DVD case)
Redux Dark Matters	(limited edition; DVD case with Dux 1.5)
Redux Dark Matters	(special edition; as limited but in steel case)
Redux 1.1 Collectors ed.	(double Jewel case; with Dux 1.5 & soundtracks)

* developed by Orion



Dux regular



Elansar & Philia



Ghost Blade limited



Redux Dark Matters regular



Alice's Mom's Rescue jewel



Dux 1.5 jewel

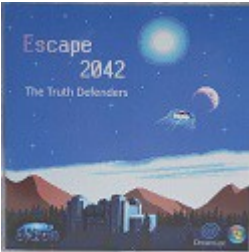


Redux 1.1 collectors edition

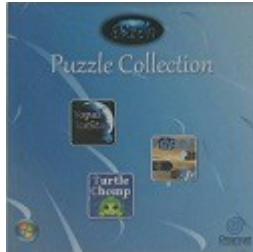
Orion

French developer Orion is a rather talented man, and his arrival in the DC indie scene heralded a series of rather good titles that sadly never quite got the attention they deserved. Whilst many of his releases are through other publishers (Hucast and JoshProd), he also released several himself through his own website. It seems like he sadly isn't making any more DC titles, which is a massive shame.

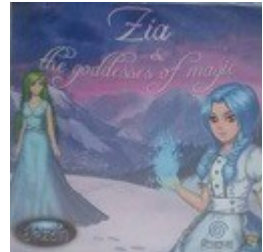
Escape 2042: The Truth Defenders	(Jewel case)
Orion's Puzzle Collection	(Jewel case)
Zia and the Goddesses of Magic	(Jewel case)



Escape 2042: The Truth Defenders



Orion's Puzzle Collection



Zia and the Goddesses of Magic

Dragon Box Shop

German website 'Dragon Box Shop' were a rather surprising entry into the Indie publishing ranks when they co-released 'Fruit'Y' with developers Retroguru. One of the biggest surprises was just how good value the release was (just a few Euros, a fraction of the usual cost of indie releases). Whilst they have not yet been prolific, there's nothing to say that there may not be more releases in the pipeline, and they've played a part in making two of the more popular Indie titles (Sturmwind and Wind and Water: Puzzle Battles) available again.

Fruit'Y	(DVD case)
Hermes	(Jewel case; with comic book)
Sturmwind	(co-published with The Bit Station/Duranik; re-release)
Wind and Water: Puzzle Battles	(co-published re-release with Yuan Works)



Fruit'Y



Hermes



Sturmwind



Wind and Water: Puzzle Battles

2017 saw JoshProd launch their assault on the Dreamcast scene with the release of Visco's mid 90's fighter 'Breakers', and they haven't slowed down since. As well as releasing high quality ports of some of the best examples of 90's French gaming, they've re-released older Indie titles and broadened the horizon of the Indie library with the first 3D indie release. A third wave of releases are about to be received by gamers within days of me writing this, and the future is bright.

JoshProd games come in two types. PAL released versions come in PAL cases and look as close to an original PAL release as you can get. They also produce US / Japanese style, reversible cover versions – which are listed as 2 versions throughout the guide.

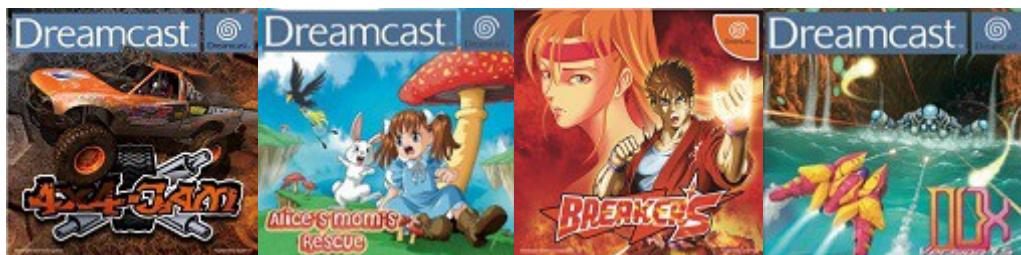
4x4 Jam	(PAL version)	Flashback (US style cover)
4x4 Jam	(US style cover)	Flashback (Japanese style cover)
4x4 Jam	(Japanese style cover)	Ganryu (PAL version)
Alice's Mom's Rescue (PAL style re-release) *		Ganryu (US style cover)
Alice's Mom's Rescue (US style re-release) *		Ganryu (Japanese style cover)
Alice's Mom's Rescue (Jpn. style re-release) *		Ghost Blade (PAL version) **
Breakers	(PAL version)	Ghost Blade (US/J reversible covers) **
Breakers	(US style cover)	Rush Rush Rally Reloaded (PAL v.) ***
Breakers	(Japanese style cover)	Sturmwind (PAL style re-release) ****
Dux 1.5	(PAL version) **	Zia and the Goddesses of Magic (PAL style) *
Flashback	(PAL version)	

*developed by Orion. Re-releases.

** developed by Hucast. Re-release.

*** developed by Senile Team

****developed by Duranic



4x4 Jam (PAL)

Alice's Mom's Rescue (PAL)

Breakers (JPN)

Dux 1.5 (PAL)



Flashback (PAL)

Ganryu (JPN)

Rush Rush Rally Reloaded (PAL)

Zia and the Goddesses of Magic (PAL)

Lancaster Media

Whilst being a 'major publisher of indie titles' isn't exactly what the guys behind the James & Watch titles had in mind, the fact remains that, with 2 releases and a limited edition, they are just that. Well, sort of. Whether we'll see a third title in the series to continue the low key takeover of the DC indie scene, who knows.

James & Watch – Arm

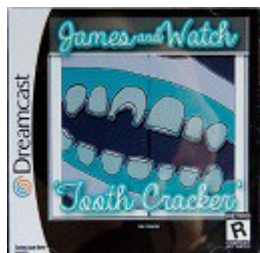
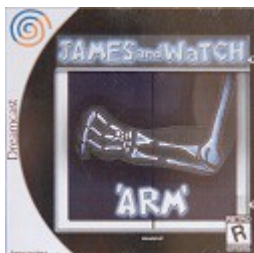
(regular Jewel case release)

James & Watch – Arm

(limited edition with numbered disc)

James & Watch – Tooth Cracker

(regular Jewel case release)



One off Publishers

As well as the list above of the most prolific Indie publishers, there are several teams that have only released one title commercially. With the widespread use of crowd funding sites like Kickstarter and Indiegogo, this is something that is sure to happen again in future, unless the 'big' players in the Indie scene decide to expand their operations further. Below is a list of all titles (and all versions) of these.

Alice Dreams Tournament – Standard US style

- Alice Team

Alice Dreams Tournament – Standard Japanese style

- Alice Team

Alice Dreams Tournament – Limited US style

- Alice Team

Alice Dreams Tournament – Limited Japanese style

- Alice Team

Alice Dreams Tournament – Limited PAL style

- Alice Team

Dreamcastnoid – Mini-CD format

- Play / Matra

Frog Feast – DVD case

- Oldergames

Leona's Tricky Adventures

- KTX

Pier Solar HD – standard NA style

- Watermelon

Pier Solar HD – standard Japanese style

- Watermelon

Pier Solar HD – standard PAL style

- Watermelon

Pier Solar HD – Limited edition with NA style game

- Watermelon

Pier Solar HD – Limited edition with Japanese style game

- Watermelon

Pier Solar HD – Limited edition with PAL style game

- Watermelon

Rush Rush Rally Reloaded – DVD style release

- Senile Team



Bleemcast

Much has been said about the attempt to bring PS1 emulation to the Dreamcast, and it's an intriguing tale of lofty ambitions, legal issues and morale redemption. For the collector, all that matters is the 3 Bleemcast discs that were released – enabling you to play each game's original PS1 version on Sega's console. Listed here for completion sake.

Bleemcast : Gran Turismo 2

Bleemcast : Metal Gear Solid

Bleemcast : Tekken 3



Dream Para Para

Where to include the Chinese bootleg version of Konami's ever-popular rhythm title? It has it's own place in the Indie library, coming with the cool looking bootleg controller and actually being rather good. It's not exactly high quality, but it's one of the more obscure releases for the console.

Dream Para Para (DVD style box – Dream Para Para controller in large box)



Rarest and most expensive Indie titles

Luckily, for would-be collectors, there aren't many of the very high value games within the Indie set. Whilst the average prices of the titles are generally more (due to recent release dates – although Dragon Box are leading the charge in making titles more affordable), there's only a handful which will cost significantly more. Prices do, however, vary considerably with these titles, as most are in the hands of those who collect DC games. Often times, you'll see a title previously thought of as being quite valuable selling for considerably less.

There are, however, several hard to come by releases – as most of the titles had a limited print run. This, combined with some titles being rather popular, allows me to present this list of some of the more notable titles.

Gunlord collectors edition (Dragon Box)

Prices as of July 2018 - £125+ / €140+ / \$165+ (US) / A\$225+ / C\$220+ / ¥18,250+



Gunlord is one of the most highly regarded of the Indie releases, and its excellent European shooter style is popular regardless of version. It's this collectors edition however, the 'Dragon Box', which contains both the limited edition and standard edition, in an outer box with a few extras, that is the most highly prized of all. Limited in number, this will set you back a fair amount.

Pier Solar limited edition (any version)

Prices as of July 2018 - £125+ / €140+ / \$165+ (US) / A\$225+ / C\$220+ / ¥18,250+

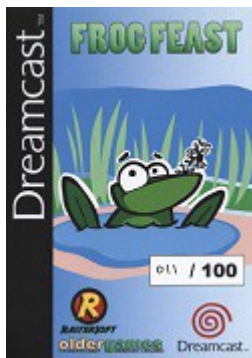


So the keen eyed amongst you will realise that the picture to the left is not of the limited edition of Pier Solar. That's because it properly annoys me that this box full of awesomeness isn't in my collection* and I envy those that do. With a mug, figure, really high quality packaging and a touch of class about the whole thing, it's by far the most impressive limited edition version of any DC indie title.

*the actual reason is I couldn't find a picture of it that wasn't a still from YouTube or stolen from some random persons social media post. Well, half and half.

Frog Feast

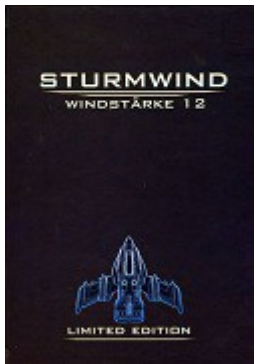
Prices as of July 2018 - £100+ / €115+ / \$130+ (US) / A\$180+ / C\$175+ / ¥14,500+



The lowest quality of any of the indie releases, these home made copies follow an odd numbering system, vary in actual quality and really aren't worth the money they inevitably will go for. It's unclear just how many copies exist, and with most of these in collectors hands, they very rarely come up for sale. I've priced this one very conservatively as it could quite possibly go for somewhat more.

Sturmwind Windstarke 12 edition

Prices as of July 2018 - £90-£110 / €100-125 / \$120-150 (US) / A\$160-200 / C\$155-190 / ¥13,250-16,250



Another highly praised Indie title, and my personal fave, Sturmwind is an awesome game and this edition, coming in a larger box with extra disc, guide, model of the ship and new artwork is superb. Also sold with a plush Krakor toy on release, this was an additional item and not part of the package. (it is awesome though)

Fast Striker Limited edition

Prices as of July 2018 - £80-90/ €90-100 / \$100-120 (US) / A\$140-160 / C\$140-155 / ¥11,500-13,250



NG:DEV.TEAM is healthily represented in this list, and with Fast Striker we have another example of a game which was positively received, and which (in all forms) has kept it's value steadily for some years. It's the limited edition here which can fetch the most, but even the standard version can be close to this figure.

Neo XYX collectors edition

Prices as of July 2018 - £80+ / €90+ / \$100+ (US) / A\$140+ / C\$140+ / ¥11,500+



Quite the package here, coming with both the standard and limited edition versions as well as some extras – including a T-shirt. The price above is what you can expect to pay for just the games, and an extra £20+ on top for the clothing awesomeness. It's another good shooter as well.

Last Hope Limited edition

Prices as of July 2018 - £75+ / €85+ / \$100+ (US) / A\$135+ / C\$130+ / ¥11,000+



The one which really kick-started it all, Last Hope may not now be the best example of a post-retail DC title, but it's still a valuable piece of any collection in every sense of the word. This double case limited edition fetches a tidy sum, but it can vary significantly.

Dream Para Para (with controller)

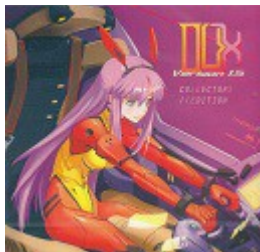
Prices as of July 2018 - £75-£100 / €85-115 / \$100-130 (US) / A\$135-180 / C\$130-175 / ¥11,000-14,500



Not cheap for a Chinese bootleg, but it's such a bizarre entry into the library – and there aren't many examples about – that there are those diehards who will pay the going rate for this. The controller is sort of essential for the full package, and it's usual to see game and peripheral together.

Dux 1.5 Collectors edition

Prices as of July 2018 - £70-80 / €80-90 / \$90-100 (US) / A\$125-140 / C\$125-140 / ¥10,000-11,500



You have to hand it to Hucast – they certainly get the most out of their titles. Dux 1.5 collectors edition is a double jewel case release and the only way to experience the redone Dux 1.1. It boasts nice artwork, was produced in limited numbers and looks cool on the shelf – but it's not an essential purchase.

Dux 1.5 Special edition

Prices as of July 2018 - £70 / €80 / \$90 (US) / A\$125 / C\$125 / ¥10,000



There's around 12 individual releases of the Dux / Redux 'series' in total to collect, a costly past time for those pursuing it. This Dux 1.5 special edition is a 3 disc set with splendid artwork (and I mean that in the best way – the cover is superb) which looks great as part of a collection, but just like the collectors edition of the game, is certainly not an essential purchase.

This is just a small sampling of the more expensive titles within the Indie and Unlicensed section of Dreamcast collecting. There are several other titles over the £50 mark, and more so than any other section, prices fall and rise all the time.

Full Indie & Unlicensed release list

	<i>GAME</i>	<i>Standard</i>	<i>Limited(s)</i>	<i>Other(s)</i>
1.	4x4 Jam	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-
2.	Alice Dreams Tournament	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-
3.	Alice's Mom's Rescue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4.	<i>Bleemcast : Gran Turismo 2</i>	<input type="checkbox"/>	-	-
5.	<i>Bleemcast : Metal Gear Solid</i>	<input type="checkbox"/>	-	-
6.	<i>Bleemcast : Tekken 3</i>	<input type="checkbox"/>	-	-
7.	Breakers	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-
8.	Cool Herders	<input type="checkbox"/>	-	-
9.	Dreamcastnoid	<input type="checkbox"/>	-	-
10.	Dream Para Para	<input type="checkbox"/>	-	-
11.	DUX	<input type="checkbox"/>	<input type="checkbox"/>	-
12.	DUX 1.5	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
13.	Elansar & Philia	<input type="checkbox"/>	-	-
14.	Escape 2042: The truth defenders	<input type="checkbox"/>	-	-
15.	Fast Striker	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	-
16.	Feet of Fury	<input type="checkbox"/>	-	-
17.	Flashback	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-
18.	Frog Feast	<input type="checkbox"/>	-	-
19.	Fruit'Y	<input type="checkbox"/>	-	-
20.	Ganryu	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-	-
21.	Ghost Blade	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
22.	Gunlord	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-
23.	Hermes	<input type="checkbox"/>	-	-
24.	Inhabitants	<input type="checkbox"/>	-	-
25.	Irides: Master of Blocks	<input type="checkbox"/>	<input type="checkbox"/>	-
26.	James & Watch – Arm	<input type="checkbox"/>	<input type="checkbox"/>	-
27.	James & Watch – Tooth Cracker	<input type="checkbox"/>	-	-
28.	Last Hope	<input type="checkbox"/>	<input type="checkbox"/>	-
29.	Last Hope Pink Bullets Edition	<input type="checkbox"/>	<input type="checkbox"/>	-
30.	Leona's Tricky Adventures	<input type="checkbox"/>	-	-
31.	Maqiupai	<input type="checkbox"/>	-	-
32.	NEO XYX	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	-
33.	Orion's Puzzle Collection	<input type="checkbox"/>	-	-
34.	Pier Solar HD	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-
35.	Redux Dark Matters	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
36.	Rush Rush Rally Racing	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	-
37.	Rush Rush Rally Reloaded	<input type="checkbox"/> <input type="checkbox"/>	-	-
38.	Sturmwind	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
39.	Wind and Water: Puzzle Battles	<input type="checkbox"/>	-	<input type="checkbox"/>
40.	Zia and the Goddesses of Magic	<input type="checkbox"/>	-	<input type="checkbox"/>

The Wider Homebrew Scene

The commercially released library of indie Dreamcast games is merely a fraction of what is a lively, innovative and exciting homebrew scene for the console. There are dozens of ports, edited versions, clones, mods and bedroom programmed titles available for the console, all of which are made freely available to download, and many of which deserve credit and admiration.

Senile Team, who have given us top down racing joy with the Rush Rush Rally games, and will soon unleash Intrepid Izzy, have made a name for themselves over the years thanks, mainly, to their impressively versatile Beats of Rage scrolling brawler engine. With dozens upon dozens of mods out there, delivering everything from Mega Man and Battletoads re-imaginings, to Alien versus Predator, Asterix, Sailor Moon and Street Fighter versions, it's proven to be a winner with DC players and chances are you'll want to dip your toes into a few examples. They also produced the lovely little 'Polyko's Super jelly bean Quest', further cementing their position as a bastion of DC independent development. This guide isn't the best place to explore the Beats of Rage legacy in full, but all of the titles are readily available to download from the usual sources (I recommend Isozone), and if you haven't tried some of them out, you'll be in for a pleasant surprise.



A selection of Beats of Rage home made covers – all the work of dcFanatic!, who has produced some amazing artwork!

Several titles not originally released for the Dreamcast have found their way over, thanks to the ingenuity showed by the DC fan base. ScummVM allows for those with fond memories of classic point and click adventures to experience them on the console, whilst neo4all brings excellent Neo Geo emulation. Both of these often see single games burned to disc to add some depth to any collection – but as always, remember, these are available for free to download.

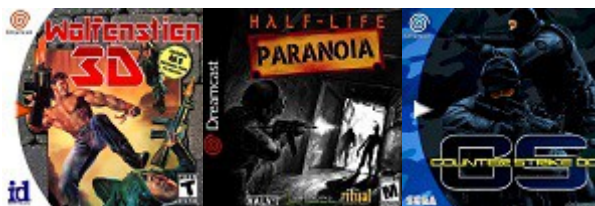
Emulation on the console is particularly good, with excellent emulators available for every console up to the 16-bit era. Some games can be a bit slow (SNES titles seem to suffer most from this), but it adds another layer to the consoles life.



Another selection of home made covers by dcFanatic! - whose work really is exceptional.

Perhaps it's the popularity of the consoles mouse/keyboard combo for Quake 3 that has seen so many FPS's make the leap through the homebrew community, with several top PC FPS's available. It seems homebrewer Bero was responsible for much of these, and for those wanting to play classics like Doom, Hexen, Duke Nukem and Quake on the console, it's as simple as downloading and burning to a disc. Of course, I always recommend having an original copy of these games for the PC just because it's the right thing to do – and with GOG and Steam having many of these games available for next to nothing, there's no excuse not to enjoy these guilt-free on the DC.

Half Life never saw it's official release on the console, but with the original code finding it's way to the internet, it's perhaps inevitable that several popular PC Half Life mods have also seen DC versions released. Half Life Paranoia, for instance, is superb, and there's even a semi-working version of Counterstrike!



Another selection of dcFanatic's work

Several other unreleased DC titles have see the light of day due to the hard work of the homebrew scene, allowing players to be able to experience the Propeller Arenas, Geist Force's, Millennium Racers and Hellgate's that sadly never saw release. As a Dreamcast fan, the work of the scene is a constant surprise and inspiration.



Geist Force looked highly impressive as an early DC title, but sadly never saw an official release. Now, thanks to the DC scene, it's playable by all!



Propeller Arena was a title which was destined never to see release due to the events of 9/11, but there's no excuse in not playing now.



Millennium Racer was unknown to many of us before it became playable again, but Creat studios racer is an excellent example of the new experiences delivered to the DC through the hard work of the scene. Cover courtesy of Larkos McEnroe

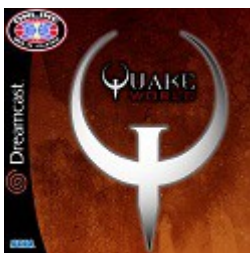
For more info on these, and other previously unreleased games for the Dreamcast, check out the [Dreamcast Junkyard](#) – we regularly cover these new, previously thought lost, additions to the library.

Perhaps one of the more impressive releases from the scene, is a fully featured DC port of Volgarr the Viking, a modern gen indie title that is rock hard, but a hugely welcome addition to the library. Marc Hall programmed the version, with the blessing of original developers Crazy Viking Studios, giving it a semi-official status, and is highly impressive. There were some versions of the game created, on disc, for members of a German forum, but these are not – I repeat not – official in any way. It is a lovely game to have in any collection though.

The game can be downloaded from [here](#) along with some artwork, so no excuse not to grab a copy and burn it yourself!



I'll finish this whistle stop tour of the homebrew scene with a final word about the sterling work being done by Shuouma to port Doom and QuakeWorld and make them fully playable online. Already responsible for allowing many DC games to be played online (made even easier by Luke Benstead's DreamPi software), the potential of these two classic FPS's being played against other human beings has me salivating at the mouth. Keep an eye on [Dreamcast Live](#) and the [DC-Talk](#) forums for more info on both of these titles.



This has only been the briefest look at a small amount of the homebrew scene. I'm no expert in it myself, focusing more on the retail releases over the years, but it's a fascinating, compelling and highly enjoyable side of the DC hobby.

HALL OF FAME

The main Hall of Fame

The following 62 titles all received a 5★ rating within this guide, and are therefore the pinnacle of the DC gaming experience and must play titles for any self respecting Dreamcast fan.



Bangai-O



Border Down



Capcom vs SNK



**Capcom vs SNK
Millennium Fight
2000 Pro**



Capcom vs SNK 2



ChuChu Rocket!



Confidential Mission



Cosmic Smash



Crazy Taxi



Dead or Alive 2



F355 Challenge



**Fatal Fury / Garou:
Mark of the Wolves**



Grandia II



The House of the Dead 2



Hydro Thunder



Ikaruga



Jet Set Radio



The King of Fighters '99 Evolution



The King of Fighters Dream Match 99



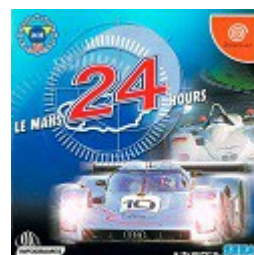
The King of Fighters 2000



L.O.L Lack of Love



Legacy of Kain - Soul Reaver



Le Mans 24 Hours



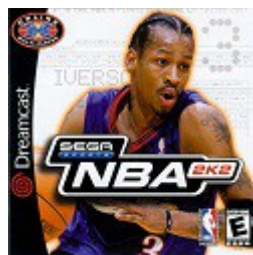
Marvel vs. Capcom



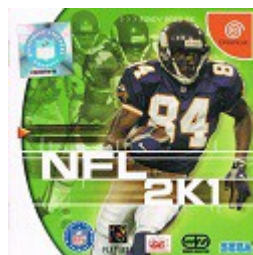
**Marvel vs.
Capcom 2**



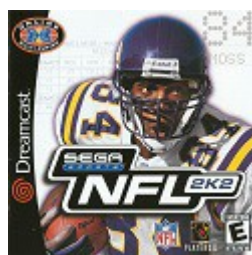
**Metropolis Street
Racer**



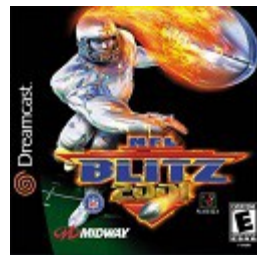
NBA 2K2



NFL 2K1



NFL 2K2



NFL BLITZ 2001



**Phantasy Star
Online**



**Phantasy Star
Online version 2**



Power Stone



Power Stone 2



**Project Justice
Rival Schools 2**



**Quake III
Arena**



Rayman 2



**Resident Evil
CODE: Veronica**



Rez



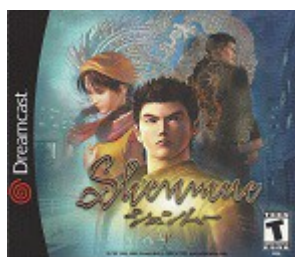
Samba de Amigo



**Samba de Amigo
Ver.2000**



Segagaga



Shenmue



Shenmue II



Skies of Arcadia



**Sonic
Adventure**



**Sonic
Adventure 2**



Soul Calibur



**Space Channel
5**



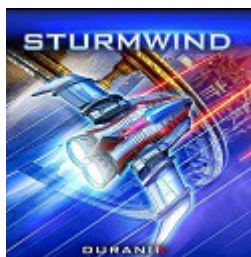
**Space Channel
5 part 2**



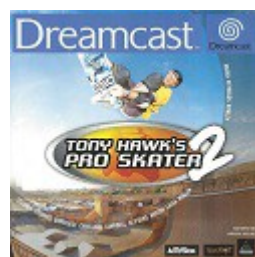
**Street Fighter III
3rd Strike**



**Street Fighter
Alpha 3**



Sturmwind



**Tony Hawk's
Pro Skater 2**



Toy Commander



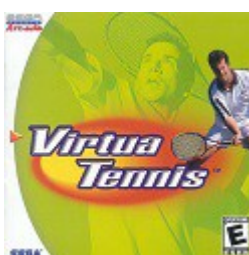
**The Typing of
the Dead**



Under Defeat



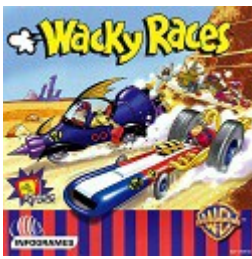
Vampire Chronicle



**Virtua Tennis /
Power Smash**



**Virtua Tennis 2 /
Power Smash 2**



Wacky Races

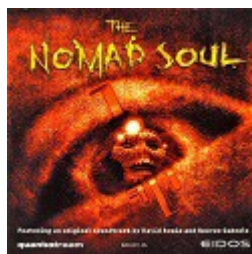
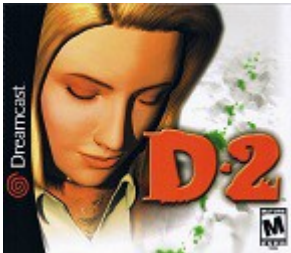


Zero Gunner 2

Honourable mentions

Not every game could score a 5★ rating in this guide, but there's some fantastic titles that didn't make it into the hall of fame, especially if you're a fan of the particular genre. Here's a selection of these titles for each genre used throughout the book that just missed out on the top ranks – and a couple of special lists as well.

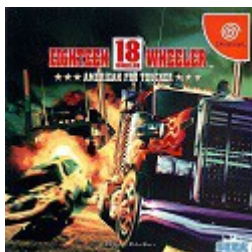
Adventures



Fighters



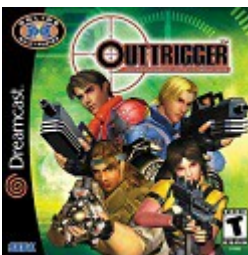
Arcade



Shooters



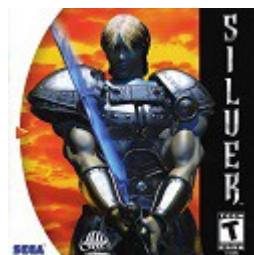
First Person Shooters



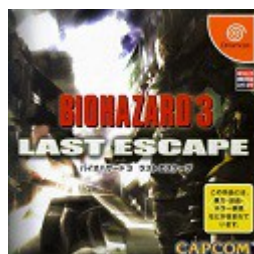
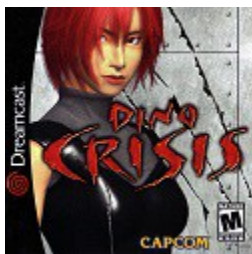
Action



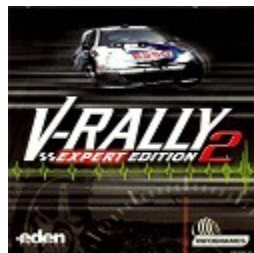
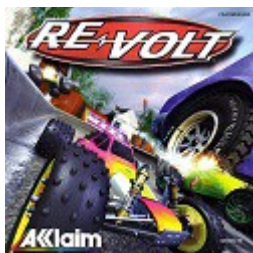
RPG'S



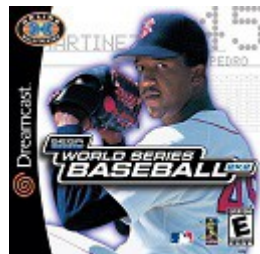
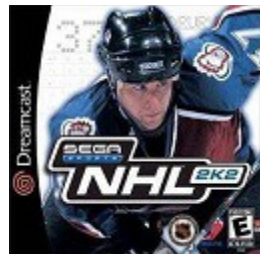
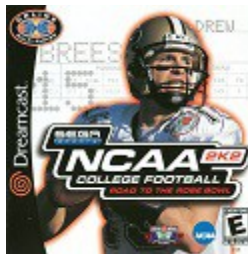
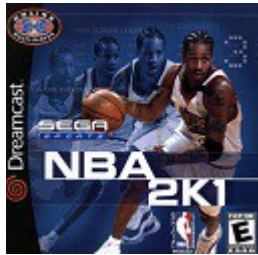
Survival Horror



Racing



Sport



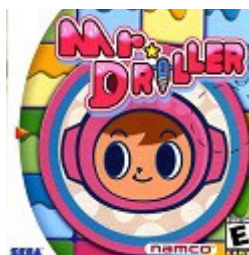
Wrestling / Combat Sport



Fishing



Puzzle



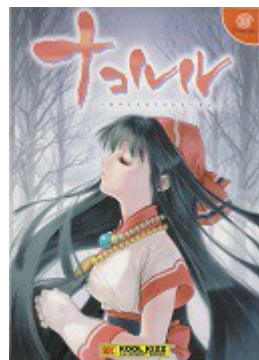
Strategy



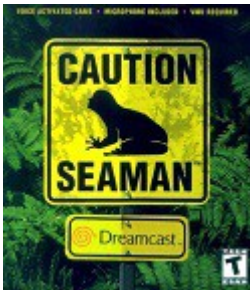
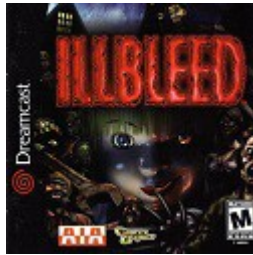
Rhythm



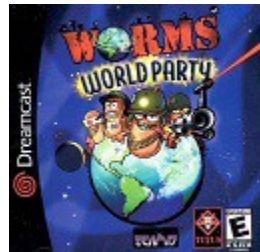
Visual Novels



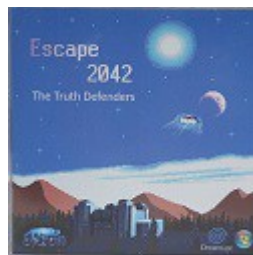
Quirky titles

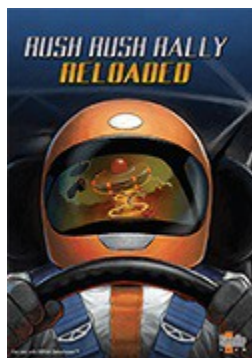


Party Games



Indie Releases



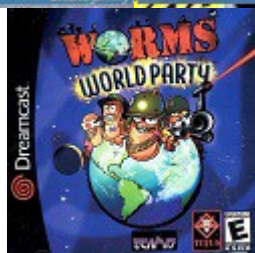
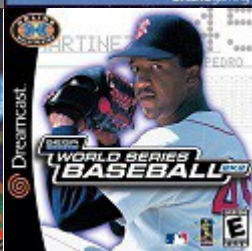
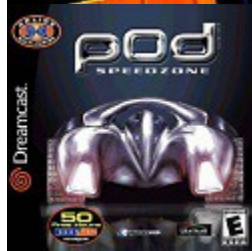
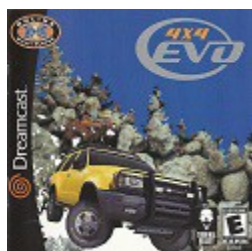
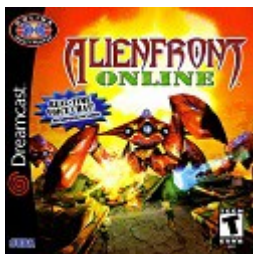


Japanese exclusives worth checking out



Currently playable online with the DreamPi

It's amazing that as I write this in 2018, there's a dedicated band of Dreamcast warriors keeping the spirit of '98 alive, by playing online, on their Dreamcast's. For those who haven't dipped their toes into the world of the DreamPi, which opens up the online world, here's a list of all current online-play enabled titles. Being able to play these online is an excellent experience, and elevates otherwise mediocre games. The top line of 3 here are 'honourable mentions' from the last section.



670 Dreamcast Games

19 Upcoming Games

638 individual PAL releases

84 Australian releases

287 North American releases

31 Brazilian releases

at least 17 Canadian releases

677 Japanese releases

93 Indie releases (with more to come!)

**A current total of 1846 individual Dreamcast releases
featured in this guide**

It, most definitely, is still thinking....

Afterword

It has been a long, long 7 or 8 years (I'm not even sure exactly how long it's been) compiling the various stages of this guide, and I'd like to give a big thank you to anyone who has found any use, whatsoever, in any of the ramblings I have written, lists I've compiled or slightly-random tips I've tried to give. The Dreamcast is the console that keeps on giving – those of us who have kept the faith, have been rewarded with a bustling independent and homebrew scene, innovative hardware and accessory developments and some damn fine writing from the various sites, blogs and groups that share our passion. Here's to 20 more years of enjoying Sega's little white box of dreams!

It is my intention to keep the momentum of this guide going, with an update every 2 months to cover the latest Indie developments, correct lingering mistakes (3 proof reads later and I'm still finding them) and to add new sections as time goes by. Any feedback is always gladly welcomed, and if you want to follow my Dreamcast-related ramblings I can be found on Twitter @Space_turnip.

And lastly, one more shout out to the DCJY crew. Not only a fine bunch of people, but providers of what I believe to be the best Dreamcast-related content on the Internet today. Come and say hi to us on our Facebook group if you haven't already!