

THE OFFICIAL DREAMCAST MAGAZINE



Dreamcast

Dreamcast

ISSUE 19 • MAY 2001 • £4.99

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EXCLUSIVE
DEMO DISC**

EXCLUSIVE UK PLAYTEST

SPIDER-MAN

YOU KNOW IT MAKES SPIDER-SENSE!

DAYTONA USA 2001

REVIEWED! START YOUR ENGINES!



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READER AWARDS 2001

YOUR FAVE GAMES REVEALED

PLUS! PHANTASY STAR ONLINE AND GRANDIA II PLAYER GUIDES • OVER 180 DC GAMES RATED!

TWO PLAYABLE DEMOS!

SKIES OF ARCADIA

EXCLUSIVE PLAYABLE DEMO

Basic rule of RPGs number one: anything goes. Don't believe us? Just have a gander at *Skies of Arcadia*. It's a pirate adventure, nothing wrong there, but it's not an ordinary pirate adventure. Here the ships don't sail on the open sea, but up in the air, among the clouds.

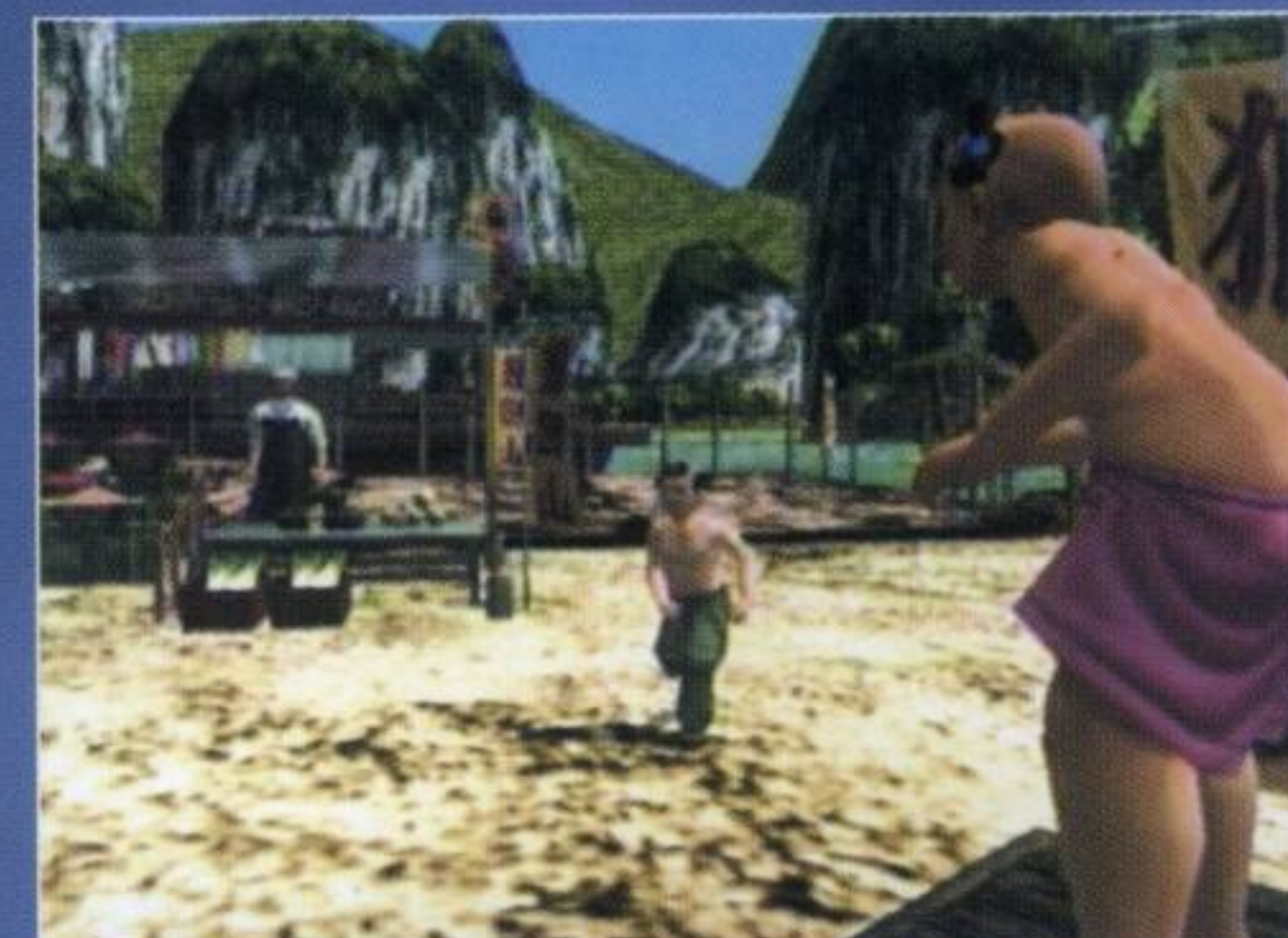
Everything you need for a rip-roaring adventure is firmly in place.

There's treasure, sword fights, eyepatches, great armies, damsels in distress and – of course – pirates.

This excellent demo will take you through the early stages of the adventure. Discover why Vyse is on this voyage of discovery and meet some of the game's colourful characters. *Skies of Arcadia* is reviewed on page 68.



MOVIES



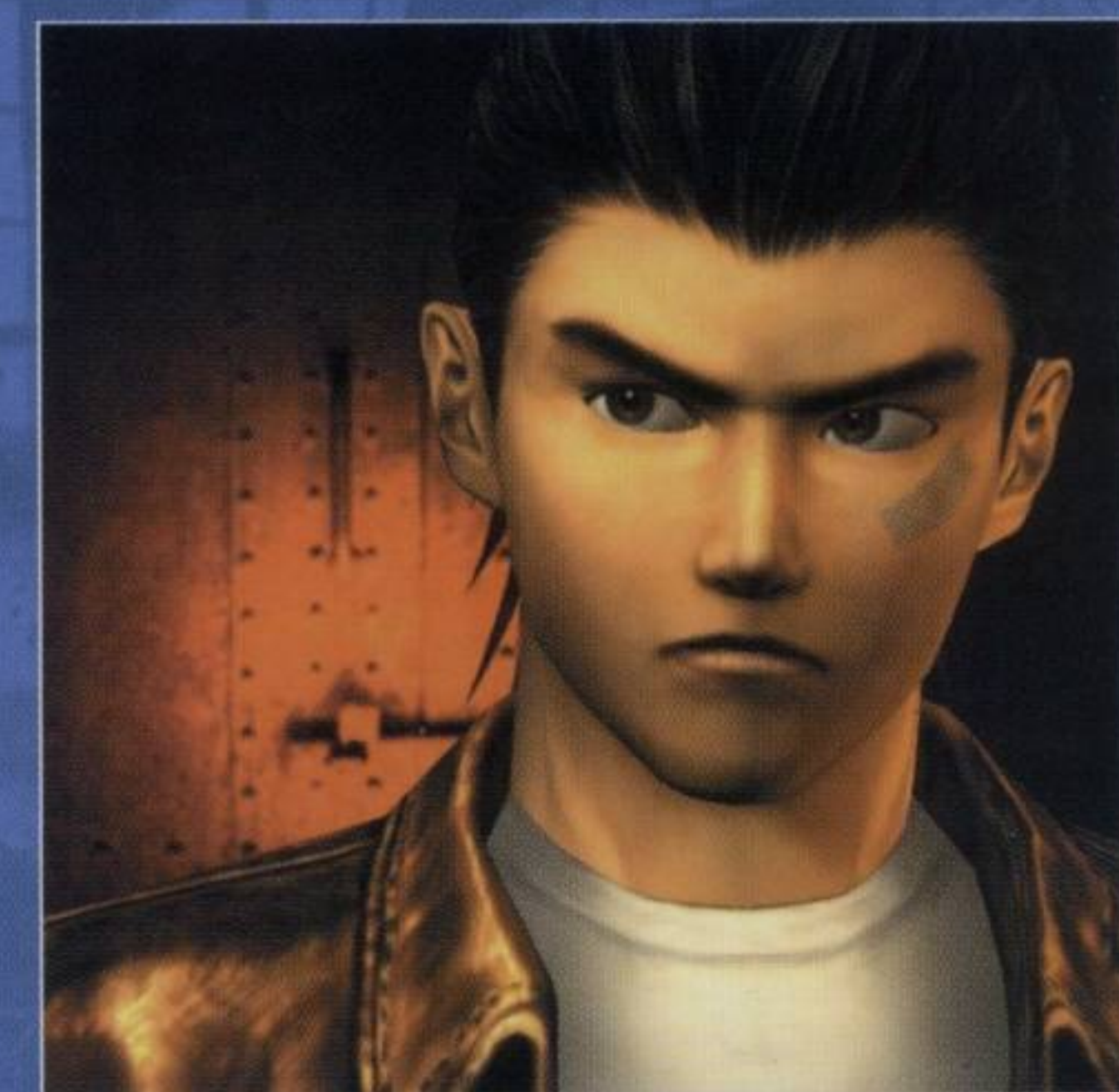
SHENMUE II

EXCLUSIVE MOVIE TRAILER

Ryo Hazuki's quest continues in grand fashion. This is the new four-minute trailer that lifts the lid on the sights and sounds of Hong Kong and what we can look forward to as the *Shenmue* saga unfolds.

The movie shows the four main locations that will be visited as the adventure continues. Aberdeen is the large harbour at the start, you'll then see Wanchai, an area of Japanese heritage; Kowloon where high tower blocks dominate the skyline and finally Keirin, a peaceful town surrounded by natural beauty.

For more on *Shenmue II*, see page 24. Enough of our yakking – go watch the movie already!



18 WHEELER AMERICAN PRO TRUCKER

EXCLUSIVE PLAYABLE DEMO

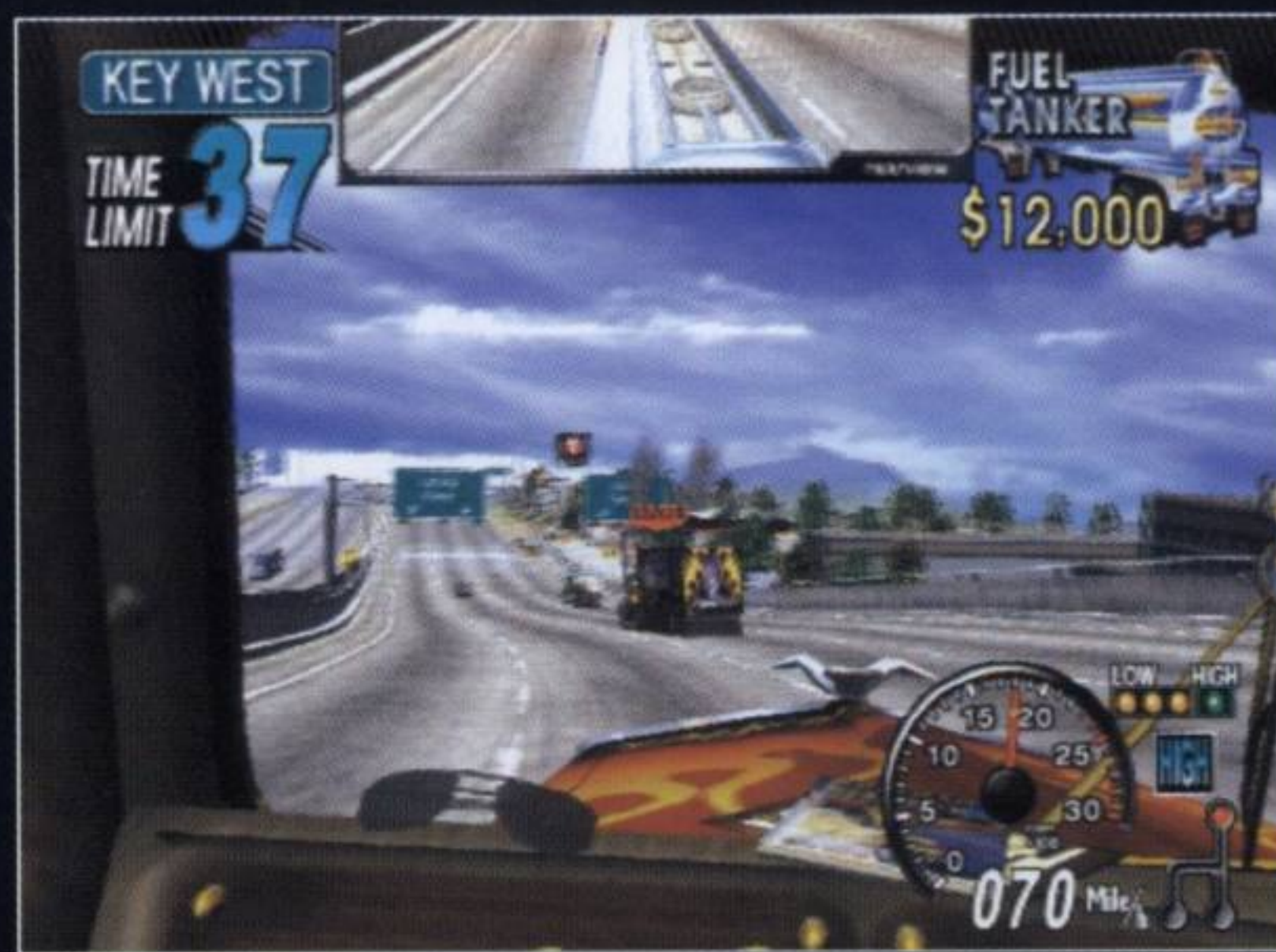
Get into the cab of a big rig and prepare to haul cargo across the US of A, as Sega's arcade hit *18 Wheeler American Pro Trucker* heads to the home.

In this demo you have to get from New York to Key West before the timer reaches zero. There's a checkpoint to pass to give you more time on the clock, plus specially marked vehicles to smash into that will give you some bonus seconds.

Keep an eye out for a speeding demon in a cool black truck. Get to the goal before him and you'll receive a fat bonus.

Carving your way through traffic and property is fine, but if the cargo becomes damaged its value diminishes.

Once at Key West, there's a final test: try and park in a tight space without inflicting too much damage! In the final version, successfully completing this task will result in useful bonuses. *18 Wheeler American Pro Trucker* is previewed on page 50.



FAULTY COVER DISC?

If your demo disc is damaged or faulty and you're a subscriber, please return it to *Official Dreamcast Magazine*, CD Replacement, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ. We will endeavour to replace it as soon as possible. If you're not a subscriber, please request a replacement from your newsagent/point of purchase. If you have persistent problems, please return the disc to Disc Replacement, *Official Dreamcast Magazine*, 30 Cleveland Street, London, W1P 5FF, and we'll send you a new one.

NESTLING ON THE COVER OF THIS COPY OF OFFICIAL DREAMCAST MAGAZINE IS THE LATEST INSTALMENT OF DREAMON. WHAT DO YOU GET? READ ON...



CRAZY TAXI 2

EXCLUSIVE MOVIE

Leaving behind the landmarks of San Francisco, the Crazy Taxi has headed east to New York City where the fun looks set to continue. New features include the Crazy Hop, an all-new range of cabs and drivers and the ability to collect multiple fares – like a trio of mime artists! Remember: mime is money!



OUTTRIGGER

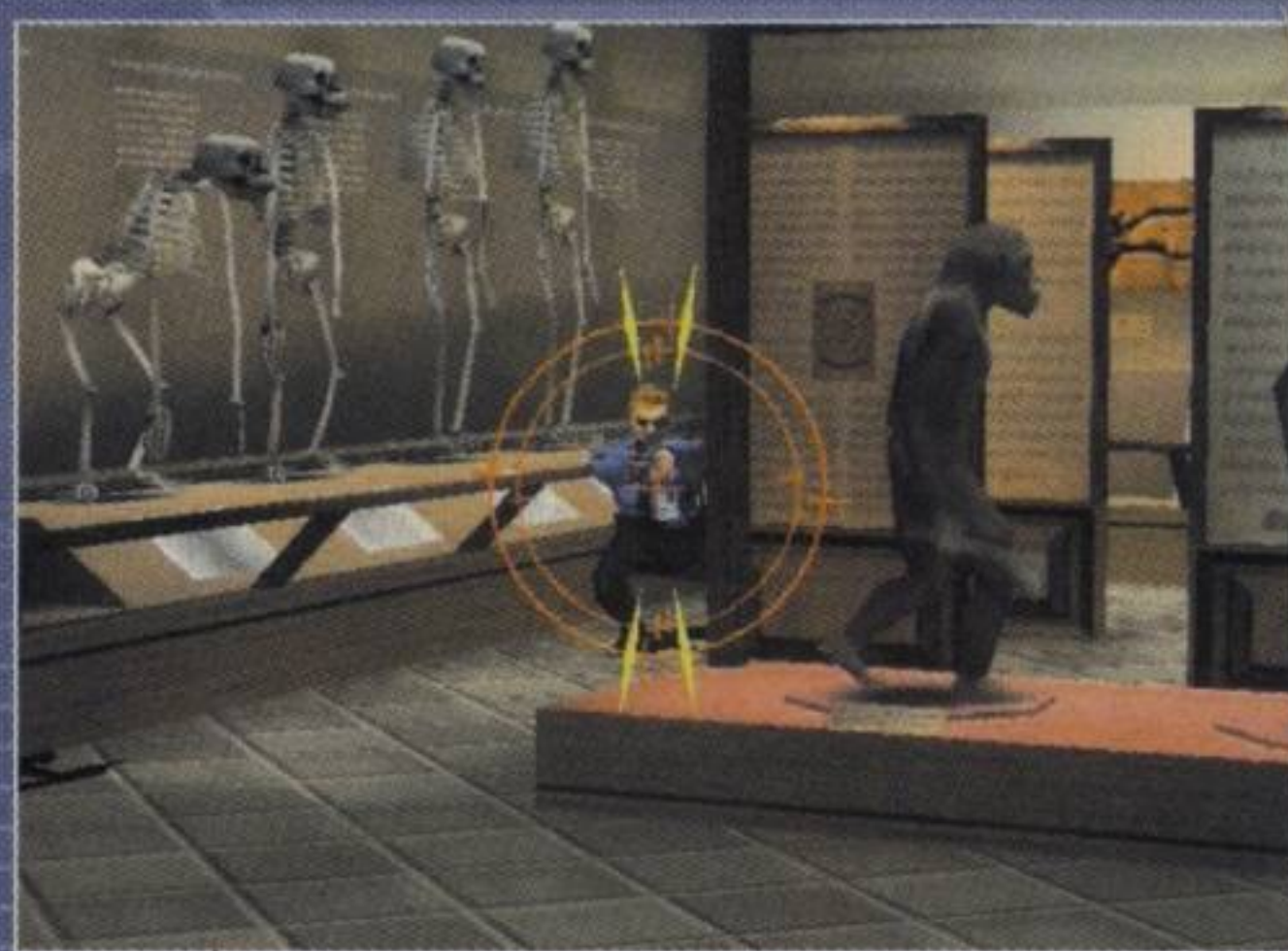
EXCLUSIVE MOVIE

With the mighty Quake III Arena (ODM #15, 9/10) still causing a storm online and the imminent arrival of Unreal Tournament and Half-Life, is there room for another first-person shooter? Well if it's from AM2, then maybe, just maybe. Take a look at the movie – it might just convince you that the house that built Shemmue and Virtua Fighter may have another hit on their hands.

DAYTONA USA 2001

EXCLUSIVE MOVIE

Ladies and gentlemen, start your engines. The arcade mega-hit has arrived on Dreamcast and has never looked so good. Bumper-to-bumper action and super-fast speed will have your adrenalin levels soaring. Daytona USA 2001 is reviewed on page 58.



CONFIDENTIAL MISSION

EXCLUSIVE MOVIE

Imagine a pair of James Bond and Gillian Anderson lookie-likies thrown into the world of Mission Impossible. A frantic gun game that borrows the best bits from Sega's Virtua Cop series. Confidential Mission is previewed on page 46. Lock and load.

05.04.01

AND THE WINNER IS...



UTCHA! HELLO AND welcome to another special issue of Official Dreamcast Magazine (hey, they're all special, right?). This month we've got the results of the inaugural (and, yeah okay, probably last) ODM Reader Awards.

We were rather hoping that the chance of winning £500 cash would prove too enticing for many of you to pass up, and so it proved – we had an absolutely staggering response. As a result our survey is unquestionably the definitive poll of what you – the cash-paying, games-playing UK public – think are the very best games on Dreamcast, and an excellent guide to what to buy for anyone who has only recently picked up a machine. So thanks a lot to everyone who took the time and trouble to vote – it really is appreciated.

We've devoted a lot of space to the cream of the Dreamcast crop over the last few issues (you may recall our exhaustive Best of the Best feature in ODM #16). And, of course, we write about our favourites in ODM Recommends (see page 108) and detail every Dreamcast game released in our Games Directory (page 102) each and every month.

So, rather than us going over old ground with mini-reviews of the leading games yet again, our Reader Awards feature (starting on page 38) focuses on your comments. Many of your jottings were witty ("Shen-sational!"), some were a bit scary ("I love being evil!") and several were – unintentionally, we'd guess – very, very amusing. I mean, as brilliant as Virtual Tennis unquestionably is, is it really "graphically better than Wimbledon"?!? As for the winner of the award, well you may just be surprised. Then again, maybe not!

But enough about the old games (no, really). What's new? Well, as you may have guessed from the cover, this month's gaming highlights include an exclusive, in-depth preview of Spider-Man, the Dreamcast version of which is being developed by Treyarch, the people behind the awesome Tony Hawk's Pro Skater 2. Is Spider-Man shaping up to be just as good? Check out our feature starting on page 8 and decide for yourself.

Elsewhere we have news on Crazy Taxi 2 (see page 22), plus hands-on previews of Confidential Mission (page 46), 18 Wheeler American Pro Trucker (page 50) and Unreal Tournament (page 52). And in the reviews section we have Daytona USA 2001 (page 58), Skies of Arcadia (page 68), Pro Pinball Trilogy (page 64) and more.

The last Dreamcast may have left the production line but the quality games just keep on coming...

Take it easy,

WARREN CHRISTMAS
Editor

PS: SUBSCRIBE TO ODM AND YOU'LL GET THE MAGAZINE DELIVERED TO YOUR DOOR EACH MONTH, OFTEN DAYS BEFORE IT REACHES YOUR NEWSAGENT – AND YOU'LL SAVE SOME DOSH! TURN TO PAGE 44 FOR DETAILS.

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△ Spider-Man: he's swinging towards a Dreamcast near you.



△ Daytona USA 2001: it's here, it's brilliant, but – what's this? – it's not online. Don't blame us!

PREVIEWS

08 SPIDER-MAN

The web-slinger is heading to Dreamcast in a senses-shattering 3D adventure that aims to recreate the magic of the comic book. We get the skinny on the man that can do whatever a spider can... eurghh, gross!

46 CONFIDENTIAL MISSION

It's barely been in the arcades for two minutes, but here's the Dreamcast conversion already. Don your tux and be prepared with Bond-like quips, 'cos there's plenty of bad guys waiting to be shot as you aim to save the world, once again

49 THE NEXT TETRIS

The greatest puzzler of all time gets a Dreamcast makeover. Two players can now spend hours trying to find the right hole for the falling shapes, now with the added evil of colour to contend with. Will your poor old brain be able to cope?

50 18 WHEELER AMERICAN PRO TRUCKER

Cargo needs to be hauled across the big ol' US of A. Climb into your big rig and give a good yank of your horn, as Sega's arcade monster heads in convoys to the home. Just make sure you stock up on a fried breakfast before you leave, because there're no Little Chefs on the way!

51 COMMANDOS 2

It seems WWII isn't quite finished yet. Take a crack unit of specially trained troops into top secret missions behind enemy lines. Each member of the team has unique skills and you'll need to master them all if you want to survive. Jolly good show, what what?

52 UNREAL TOURNAMENT

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55 HEROES OF MIGHT AND MAGIC III

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△ Ooh, toys! Check out page 30 for the best gadgets around to blow your cash on.



OFFICIAL
DREAMCAST MAGAZINE
READER AWARDS 2001



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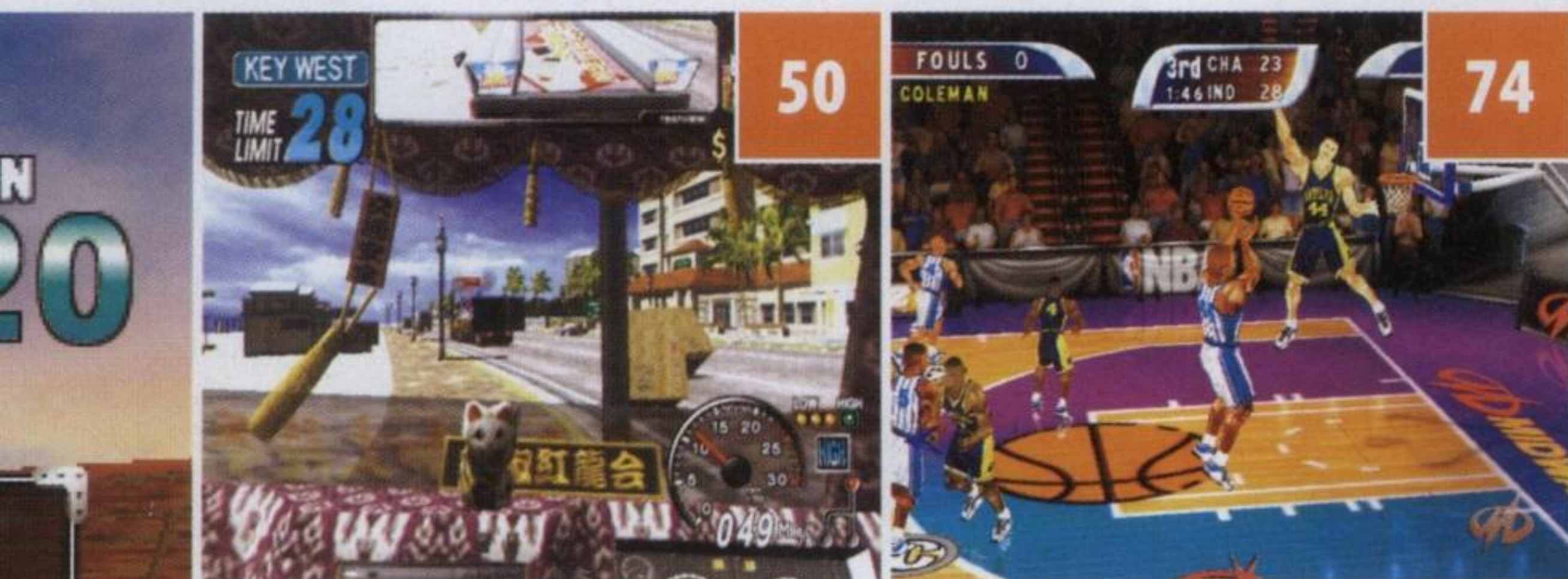
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In the beginning there was pinball, then there were videogames... Now, please make way for video pinball! It may not sound as appealing as the real thing but three unique tables in one package looks pretty good to us

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WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO MAKE OFFICIAL DREAMCAST MAGAZINE



JESSICA BENNETT

The latest recruit to ODM's ranks, Jess joins us as art editor and made her mark straight away by directing the Big Debate photo shoot with military precision. Starting her career with work experience on *Sega Power*, she's worked on various magazines, but hopes ODM will offer her "the chance to pass my diploma in DC game playing!" She's not actually started work on that qualification, although at the time of writing she'd only been with us a week.



ED LOMAS

Any worries that the loss of Ed's flowing locks would lead to a Samson-style loss of his power have been proved wrong, thankfully, although he confesses: "It's cold so I have to wear a hat all the time now!" The awesome *Phantasy Star Online* has been dominating Ed's gaming recently. "I keep playing it when I get in from the pub, which means I get lost in the mines all the time," he says. "I don't seem to be progressing very far at the moment!"



PATRICK GARRATT

As news editor on www.computerandvideogames.com, Pat's always on the prowl for the latest juicy titbits of industry information and, now that C&VG have moved in with us here at Dennis Publishing, that prowling tends to be around our desks a lot more! Leaving university early ("I was playing *Mario* all day"), Pat's been writing about games ever since, listing his favourite DC game as *Soul Calibur*, which he curiously describes as "Yummo".



DYLAN DAVIES

In addition to previewing *Heroes Of Might and Magic III* this month, Dylan has acted as stunt double for Warren on *Drinking & Thinking*, an experience he describes as "better than eating cake on my own." Dylan started writing at university in Manchester on the magazine *Pulp* - edited at that time by fellow freelancer Caspar Field and subsequently by our man Dan. Incestuous? No, "It's all part of a big, dark experiment..." says Dylan.

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

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OFFICIAL DREAMCAST MAGAZINE
30 Cleveland Street, London W1P 5FF
Tel: 020 7907 6000; Fax: 020 7907 6322
Email: letters@dreamcastmag.co.uk
Website: www.dreamcastmag.co.uk

EDITOR

Warren Christmas 020 7907 6314

ART EDITOR

Jessica Bennett 020 7907 6311

PRODUCTION EDITOR

Vanessa Hards 020 7907 6313

REVIEWS EDITOR

Ed Lomas 020 7907 6319

NEWS EDITOR

Alex Huhtala 020 7907 6316

SENIOR STAFF WRITER/PHOTOGRAPHER

Dan Trent 020 7907 6318

SENIOR DESIGNER

Phil Madge 020 7907 6312

CONTRIBUTORS

Steve Bradley, Dylan Davies, Michael Dunn, Caroline Elliott, Caspar Field, Foto Theme, Steve Fulljames, Patrick Garratt, Tom Guise, Steve Hill, Anthony Holden, Steve Key, Laila Meyrick, John Millar, Rosanna Negrotti, Adam Phillips, Poggy

THANKS THIS ISSUE

Everyone who voted for us

DEADLINE CHOON OF THE MONTH

D12 - *Shit On You*

GROUP PUBLISHER - LEISURE COMPUTING

Helen Cribb 020 7907 6370

ASSOCIATE PUBLISHER - LEISURE COMPUTING

Tara Leathers 020 7907 6508

ADVERTISEMENT DIRECTOR

John Garewal 020 7907 6608

LEISURE GROUP ADVERTISEMENT MANAGER

Mandy Hewitt 020 7907 6670

ADVERTISING ACCOUNT MANAGER

Richard Downey 020 7907 6671

GROUP CLASSIFIED CONTROLLER

Emma Regester 020 7907 6683

GROUP SALES DIRECTOR

Ian Westwood 020 7907 6607

LIST RENTAL MANAGER

Nerys Church 020 7907 6140

DIRECT MARKETING DIRECTOR

Julian Thorne 020 7907 6150

RESEARCH DIRECTOR

Lesley Downey 020 7907 6610

EPU MANAGER

Sarah Gilliver 020 7907 6332

PUBLISHING DIRECTOR

Christine Martin

CIRCULATION AND MARKETING DIRECTOR

Sean Farmer

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for Best Designed Feature.

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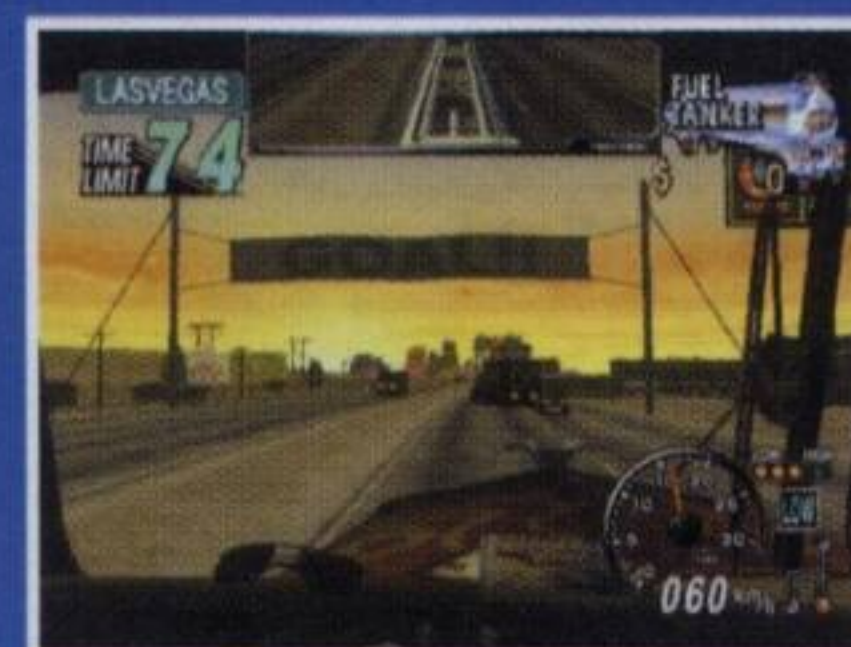
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PREVIEW SPIDER-MAN



WHO SAID DREAMCAST'S IN TROUBLE? NOT WITH SPIDER-MAN SWINGING ON TO THE SCENE! TOM GUISE CHASES THE ACTION IN THE ODM NEWS CHOPPER

SPIDER-MAN

DUE OUT: JUNE
PUBLISHER: ACTIVISION
DEVELOPER: NEVERSOFT/TREYARCH

4 YOU'VE GOT TO ADMIT, it's a cool story. Teenage boy accidentally gets bitten by strange spider. He thinks nothing of it, but then the effects take hold. First the bite goes red and becomes increasingly itchy. After two days of incessant scratching, it's the size of a digestive biscuit and covered in weeping sores. Then necrosis sets in. A couple of weeks later, following complaints about the smell, police kick in the door to find the boy unconscious, his face inflated like a beach ball. As they pick him up, his cheek splits like flaky pastry and a million baby spiders all come scuttling out. Ladies and gentlemen, the Spectacular Spider-Boy!

But that's *National Geographic* stuff. Read Marvel comics and you'd understandably expect things to go a bit differently. Get bitten by a spider – specifically a radioactive spider – and you get some damn cool powers. Super-strength, speed and agility. The ability to crawl up walls. And a tingling 'Spider Sense' warning you of imminent danger. Mind you, in the Marvel Universe any mishap is worth the risk. Get electrocuted repairing telephone lines and you become a master of electricity. Blinded by a radioactive rod hitting your eyes? Hey presto, super-enhanced senses and radar-vision. Accidentally wandered into a nuclear test site?

Incredible strength, uncontrollable rage, green skin and a mono-brow are yours. Everyone's a winner! It's the dream of gaining these incredible powers that's had kids hooked on Marvel comics since the '60s. And there's none cooler than *The Amazing Spider-Man*. But is there really any way to replicate his powers? Could anyone hope to experience scuttling up walls and swinging from skyscraper to skyscraper? Last year, scientists in California finally managed it. Okay, they were actually game developers and they made the *Spider-Man* videogame.

Spider-Man was one of last year's top-selling PlayStation titles. And the single biggest profile-booster for the web-slinger since Cameron Diaz gyrated around in *Charlie's Angels* wearing little more than a pair of Spidey pants. Of course its creators, Neversoft, had a slight advantage. Having already scored a massive success with their *Tony Hawk's Pro Skater* series, they modified its super-fluid, acrobatically packed game engine to encompass wall-crawling and web-swinging too. It probably didn't hinder that they were major fans of the comics too. The result was a spot-on *Spider-Man* experience. An awesomely cool game that's about as close to controlling the Saturday morning cartoons

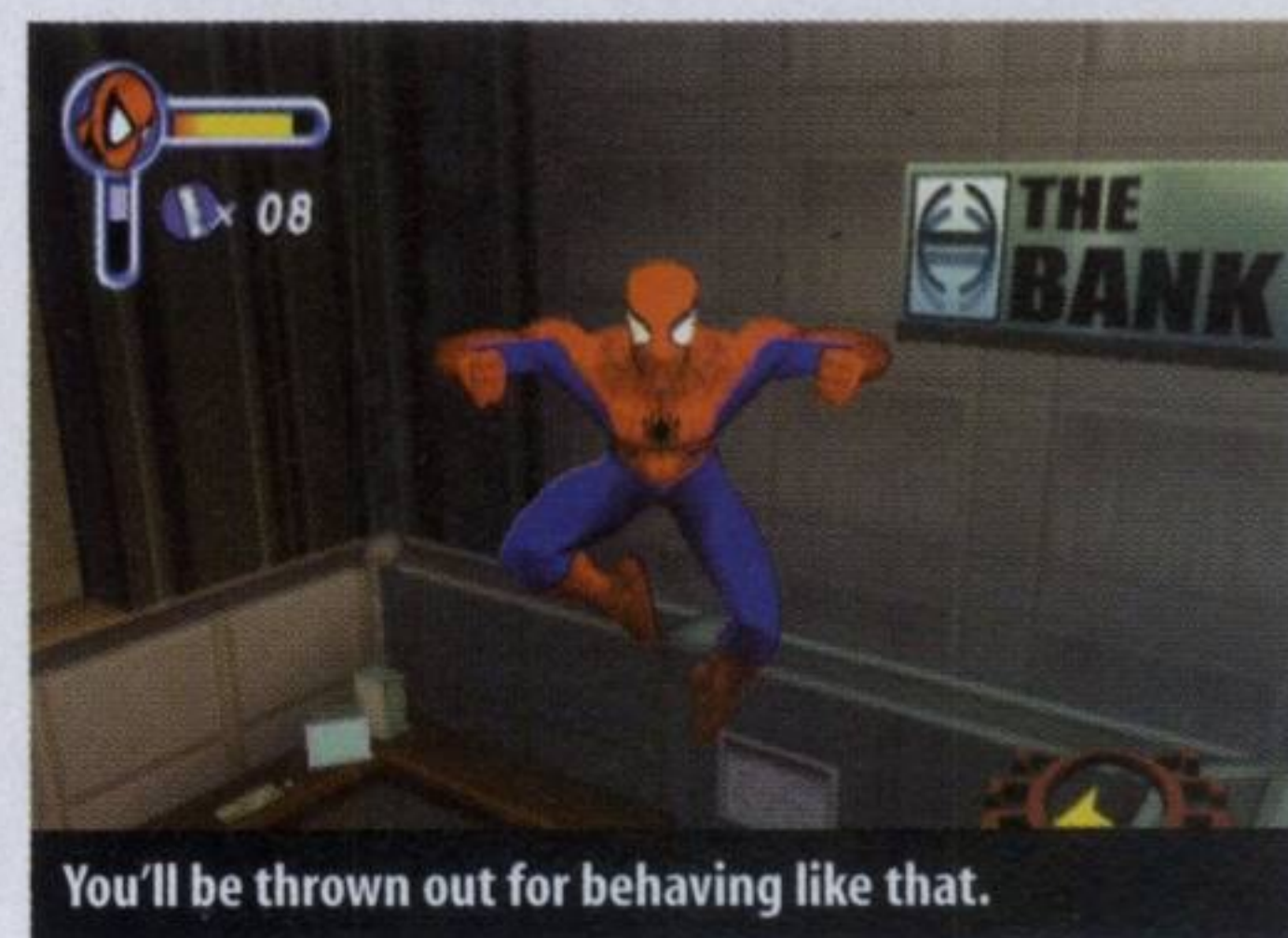
"USING JUST THE PUNCH AND KICK BUTTONS, SPIDEY CAN REEL OFF A VARIETY OF SUPER-FAST, INCREDIBLY SATISFYING COMBOS"

TELL US SOMETHING WE DON'T KNOW!

ALTER EGO? PETER PARKER. BITTEN BY A RADIOACTIVE SPIDER? YEAH, YEAH, HEARD IT ALL BEFORE. THINK THAT'S ALL THERE IS TO SPIDER-MAN? HERE'S EIGHT GENUINELY INTERESTING FACTS ABOUT THE EVERYONE'S FRIENDLY NEIGHBOURHOOD WALL-CRAWLER



- During the Seventies, Spidey once drove a dune buggy called the Spider-Mobile, invented by the Human Torch.
- He used to advertise Hostess cupcakes in US magazines. But was always distracted from eating them by pressing emergencies!
- Those big white eyes are actually metal plates covered in fine holes. Tell that to Oakleys, who've designed the movie's trendy goggles.
- Spidey's underwear of choice? Boxers and Y-fronts. In his time, he's been spotted in the comics sporting both.
- *Spider-Man* first used his powers to become a TV wrestling star. That explains the ridiculous leotard.
- His web fluid only lasts for one hour before dissolving. Which explains why Peter Parker hasn't sold it and become a millionaire.
- Japan have their own *Spider-Man* comic, set in Tokyo and starring a puny teenager called Yu Komori.
- What's his job? Photographer? Scientist? Playboy millionaire? Nope, in the latest Spidey comics he's a teacher at his old school. What a loser.



▷ as you could hope. And come June this year, Dreamcast owners will be able to indulge in Spider-Mania for themselves.

HEADS UP! SUPER-HERO COMING THROUGH!

There's a saying in the *Spider-Man* comics: "With great power comes great responsibility." We'd say it applies to his games too. Neversoft were aware of the stakes when they chose to tackle *Spider-Man*. The wrath of disgruntled fans would be insurmountable if they failed to deliver. But their efforts earned the kudos of Spidey followers everywhere. Thankfully, the team working on the Dreamcast conversion know the rewards of getting it right too – they're also dab hands at working with Neversoft's blueprints. Treyarch (see page 88) are the folks who brought *Tony Hawk's Pro Skater 2* to the Dreamcast. And despite the already fantastic source material, they weren't afraid to give Tony an extra lick of Dreamcast power, boosting the graphics and animation. The end result scored a blinding 9/10 in ODM #15, surpassing Neversoft's original. But apparently they weren't too bothered about that, 'cos they've got the boys back for another go.

And history looks set to repeat itself. Treyarch are following Neversoft's *Spider-Man* template closely. The game's still in its early stages, but already it's wearing its spandex tights with pride. The main hurdle for Neversoft originally was getting the actual control system for Spidey correct, something they spent a year alone doing. "Any guy who can crawl on walls, swing from building to building, lift ten tons on a good day and avoid danger with 'Spider Senses' requires a very deliberate focus," they said of their work. Treyarch can tick that one off their list. Spidey's already punching, kicking, leaping, swinging and crawling with ease.

In fact, it's incredible how much control you can actually have over him. Using just the punch and kick

buttons, Spidey can reel off a variety of super-fast, incredibly satisfying combos. By pulling the analogue stick in different directions, his web-shooters can throw out a harness to tug enemies into walls, chuck out high-impact web balls, and shield Spidey with a protective webdome (which then explodes causing proximity damage). He can even coat his fists in punch-friendly web gloves. All that with one button! And that's before you even use his webs to swing from building to building, or to instantly spring him up to the ceiling.

There are a few minor deviations from the PlayStation control set-up, mainly surrounding the R trigger button (the PlayStation has two), but all the original moves are there, and just as easy to activate. In Neversoft's words: "The day we could make Spidey leap off of a skyscraper, fire a web and swing hundreds of feet across the skyline, then stick to the wall and climb up to the next rooftop was when we felt that we had finally put the real Spider-Man in the game." Trust us, he's the real deal.

DUDE, THAT'S A BA-AAD OUTFIT!

Of course, cool controls wouldn't count for much if Spidey didn't look the look and walk the walk. But as the screenshots show, he's already impressively detailed, looking even better at extreme close-up, black stitching on red latex and everything. The actual movements of Spidey are spot-on to his familiar acrobatic cartoon-style as well. Whatever pose you put him in, it's like a great action panel from a Spidey comic. And, as with *Tony Hawk's 2*, Treyarch mention additional lighting, shadowing and graphical touches have yet to be included.

Animation-wise, Treyarch have said the game will run at a smooth 30 frames a second. Something the PlayStation version couldn't handle. At the moment, the DC conversion isn't always matching that claim, but again, if their results with *Pro Skater 2* are anything to go by, we can hopefully expect some silky smooth action in the finished product. On top of this, other elements like the PlayStation webdome (currently a web tetrahedron!) are going to be totally reworked for Dreamcast.

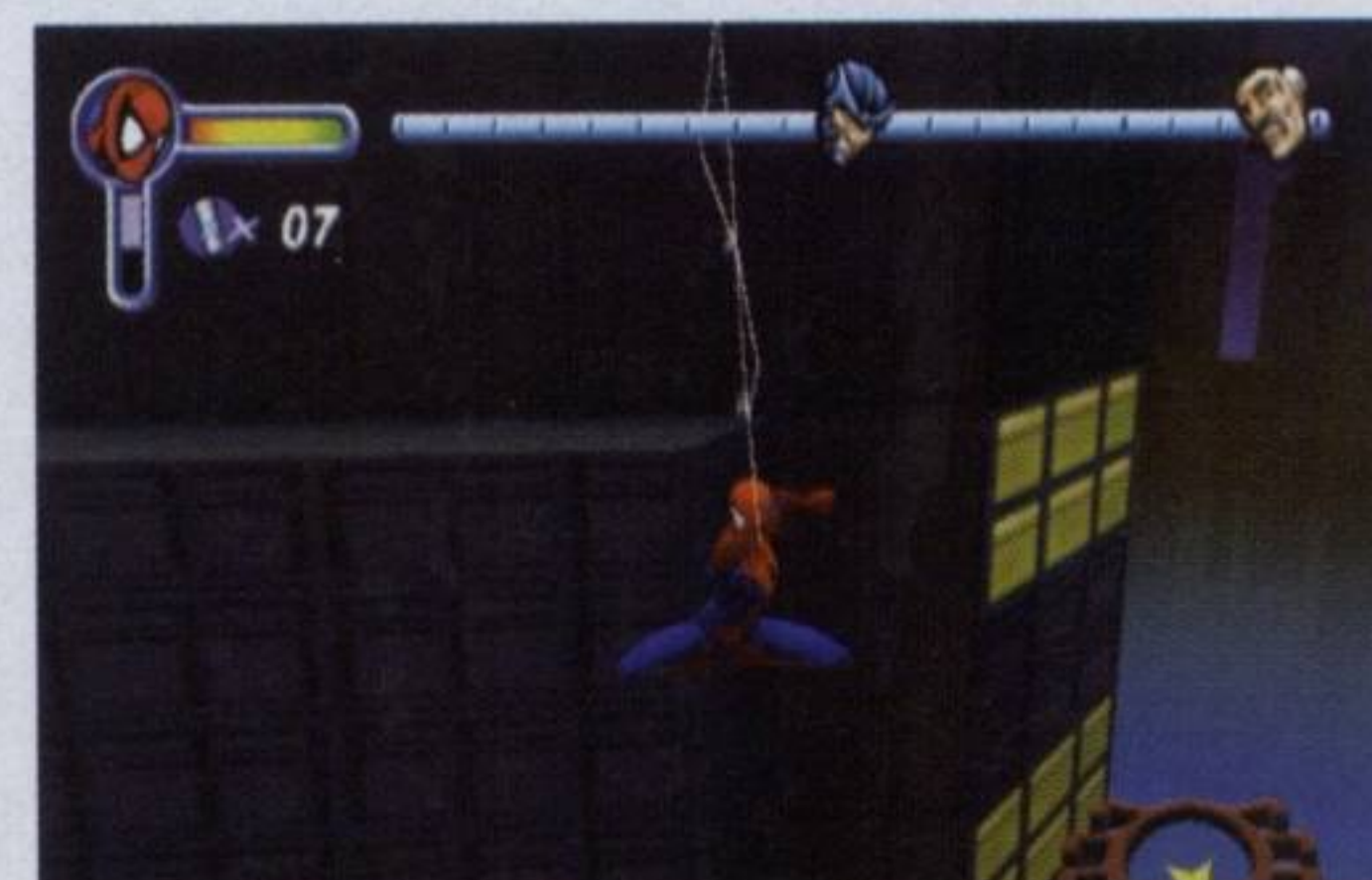
With an awesomely animated, mega-controllable Spider-Man in their grasp, it's feasible Neversoft could have thrown him into a pretty formulaic cityscape platformer. Maybe even given him some coins or cherries to collect on the way. But there's a reason the original game went down a storm – it delivered the goods. "A lot of people have been waiting quite some time for a great superhero game, not to mention a great Spidey game," said Chad Findley, lead designer of Neversoft's PlayStation original. "We wanted a game that would draw you in with the fantastic characters and story, then deliver with the gameplay and control to really pull the player through the plot."

It's with this awesome story-driven gameplay that the developers' blatant love of all things *Spider-Man* really shines through. Each level has been conceived as if it's an issue of the *Spider-Man* comic, complete with its own Spidey comic cover. There's a different plot and guest villain to each one, but with a bigger ongoing story to tie them all together.

To get new players into the swing of things (pun intended), the first stage sees Spidey leaping across town to the call of a bank raid. Instantly fun and easy to get to grips with, there's a bit of rooftop fisticuffs with a few thugs and some basic web-slinging required. Once



Sneak around under villain's noses. Or over their heads.



Swinging into action. Or into the player's gob!



Sweaty-palm action as Spidey pulls on the web-mittens.



Spidey faces Mysterio. We reckon he's been working out.

"ANIMATION-WISE, TREYARCH HAVE SAID THE GAME WILL RUN AT A SMOOTH 30 FRAMES A SECOND"



Spider-brains overheating? Nope, just that crazy Spider Sense warning you to take notice of something... pretty swiftly!

PREVIEW SPIDER-MAN

▷ inside the bank though, the game hots up immediately, turning into a *Metal Gear Solid*-inspired stealth 'em up as Spidey has to use his ceiling-suckering powers to sneak about, rescuing hostages from gunpoint. Plough in fists blazing and you'll fail immediately. It all finishes with a room-sized bomb in the gold bullion vault and two minutes to detonation. Excellently exciting stuff.

By the next level, you're racing across town to the *Daily Bugle* (New York's fictitious tabloid) offices, to rescue its publisher from the fists (and tail) of a supervillain, The Scorpion. Adding to the suspense is a bar across the top of the screen, showing The Scorpion closing in. Then, just when you're getting to grips with the super-heroic stuff, the tables turn and Spidey's on the run from police choppers in a fantastic citywide,

carnage-packed chase scene. Although purely action-driven, each of the game's 34 levels immerses you in a comic book plot that's so familiar, fans will be reaching for their back issues. They'll be wasting their time though – the stories are 100 per cent original. "We do tip our hat to some of the classic storylines of the past, though," admits Chad.

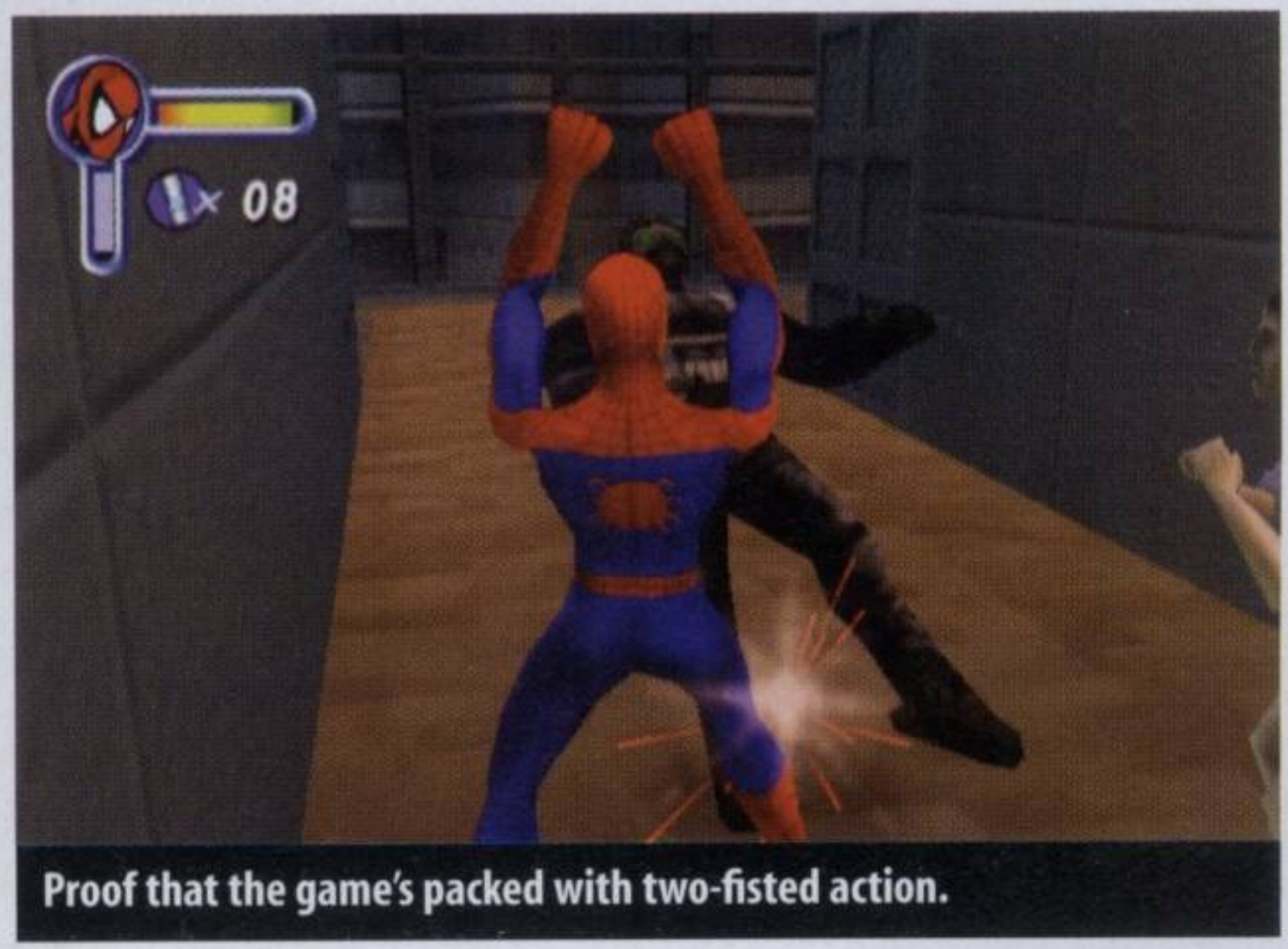
Another major nod to the big league *Spider-Man* fan-base is the inclusion of *Spider-Man* co-creator Stan Lee, adding his highly alliterative, over-excited voice-overs to the start of each 'episode'. Almost identically to the way he did in the old *Spider-Man and his Amazing Friends* cartoon. And for fans of older Spidey TV outings, there's a familiar *Spider-Man* theme tune on the opening screen, updated in the thrashed-out skate-rock style you'd expect from the makers of the best boardin' game around. ▷

"THE DEVELOPERS' LOVE OF ALL THINGS SPIDER-MAN REALLY SHINES THROUGH"

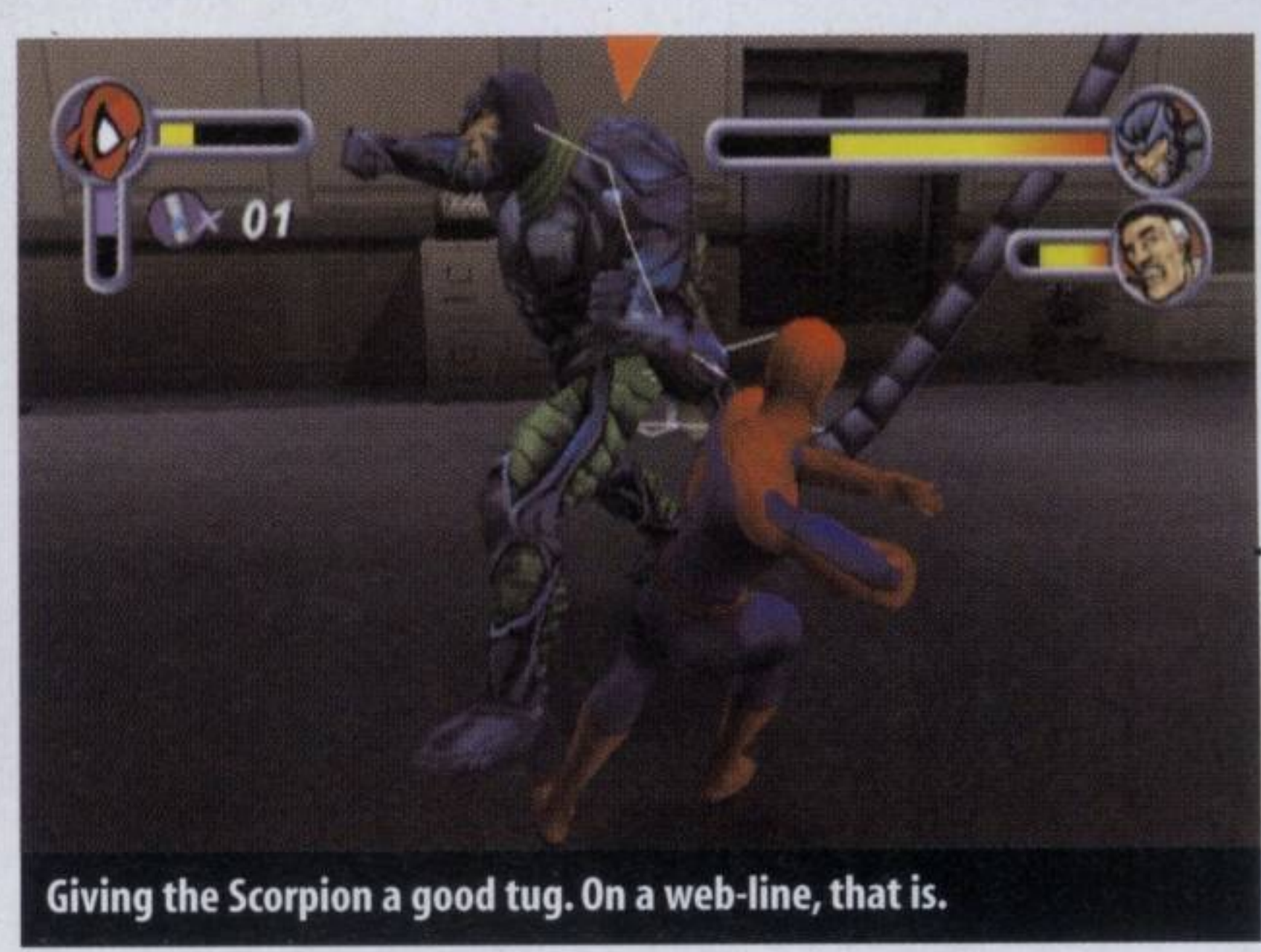
SPIDER-HAM!

OLD WEBHEAD'S COMICS AND CARTOONS HAVE ALWAYS BEEN KNOWN FOR THEIR SNAPPY DIALOGUE, AND THE GAME'S NO DIFFERENT. WHEREVER SPIDEY GOES, HE'S WISE-CRACKING. OTHER CHARACTERS EVEN THROW IN A JOKE OR TWO

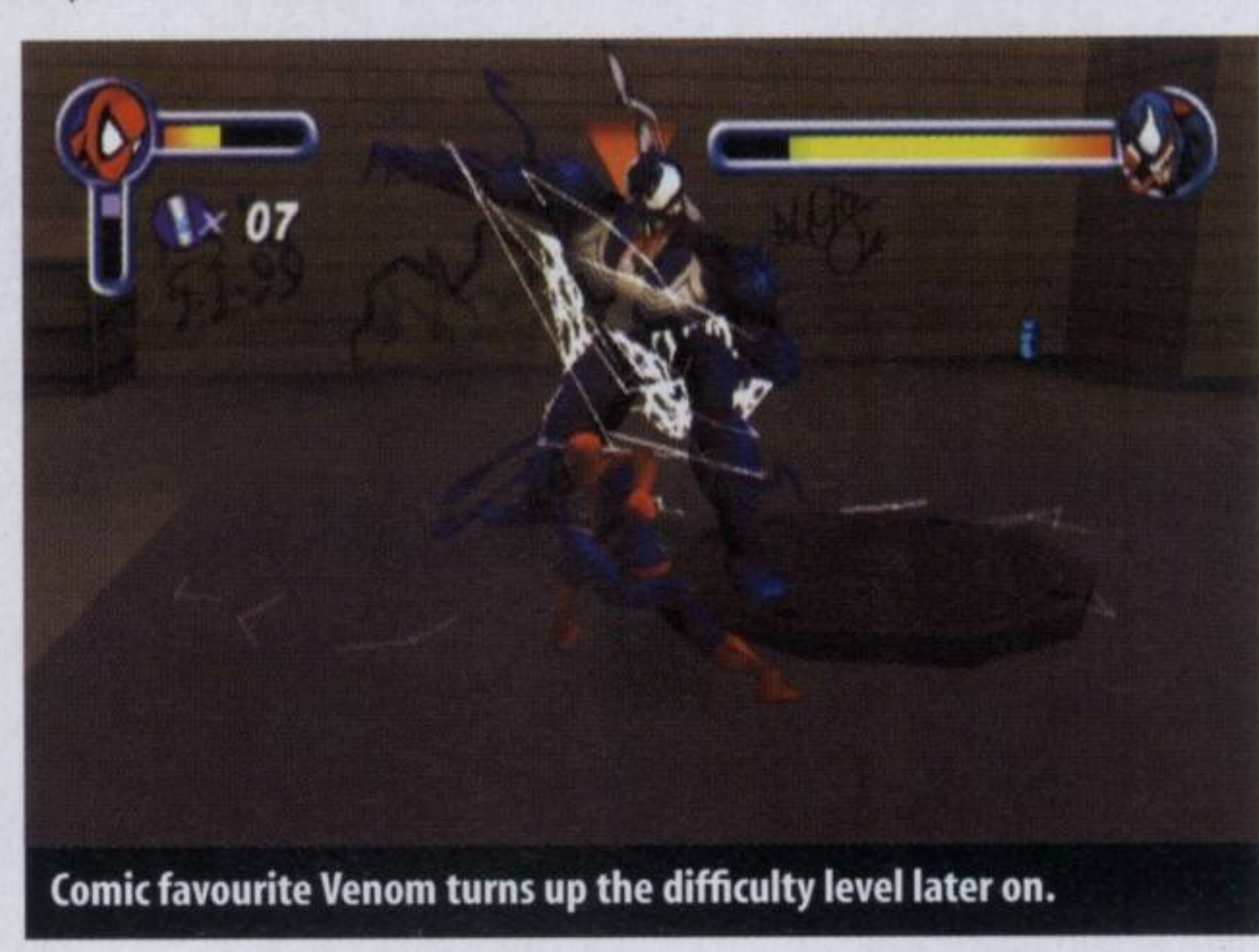




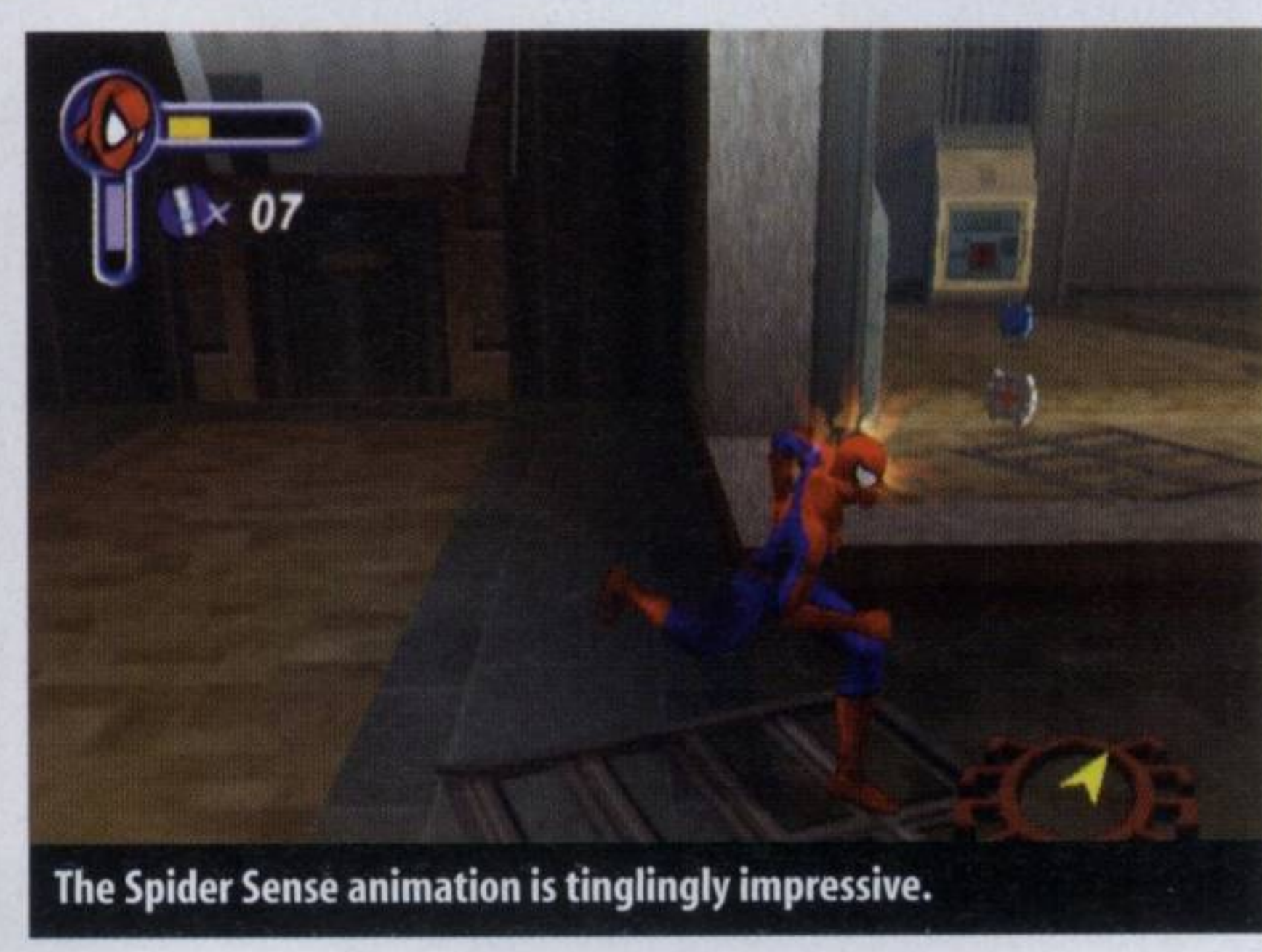
Proof that the game's packed with two-fisted action.



Giving the Scorpion a good tug. On a web-line, that is.



Comic favourite Venom turns up the difficulty level later on.



The Spider Sense animation is tinglingly impressive.

PREVIEW SPIDER-MAN

▷ Reinforcing the cartoon brilliance of *Spider-Man*, there are also pre-rendered cut-scenes between each level. All of them fast-edited and dubbed with OTT voice-overs to match the Saturday morning *Spider-Man* shows of recent years. We haven't included any screenshots from these sections in this preview, as the early Dreamcast version only sports rough placeholders taken from the PlayStation game. All these movies are being re-rendered by Treyarch for the Dreamcast, with new textures and character models. A good thing in our opinion since, staggeringly, they look simpler than the actual in-game graphics. Why this is, we don't know, except possibly because some background details and effects couldn't be replicated in real-time on PlayStation

BAH! IT'S JUST PUNY PARKER

One criticism levelled at the PlayStation original was that it was possibly too easy. Despite the number and variety of the levels, some people claimed to finish the game in a few hours. Whether this will be the case with the Dreamcast version is difficult to judge, as Treyarch are currently working on the character intelligence, most notably on one of the end-level bosses, The Rhino,

who is pretty easy to avoid at the moment. Some of the other enemies, though, demonstrate the cleverness of the finished artificial intelligence. For example, should Spidey avoid a gangster by scuttling on to an unreachable outcropping of wall, the thug first tries taking potshots at the wall-crawler before angling grenades his way. In later stages you genuinely have to use Spider Sense, watching for the erratic flash around Spidey's head, warning that you need to take immediate evasive action against incoming attacks.

That said, it's also possible Treyarch are expecting the finished game's toughness to be beyond some *Spider* fans. There's a simpler Kid's mode included, which even features a more basic controller configuration. Plus there's training modes letting you practise specific Spidey skills like wall-crawling, target practice and fighting.

Difficulty levels aside, the final version of *Spider-Man* promises a host of extra unlockable features to – again – put it on par with *Tony Hawk's Pro Skater 2*. From the start, anybody you encounter in the game – good or bad – is collected in an animated character gallery, letting you zoom in or spin them around for a better look, complete with Stan Lee narrating their background ▷

"EACH LEVEL HAS BEEN CONCEIVED AS IF IT'S AN ISSUE OF THE COMIC, COMPLETE WITH ITS OWN COVER"



UNIVERSAL APPEAL

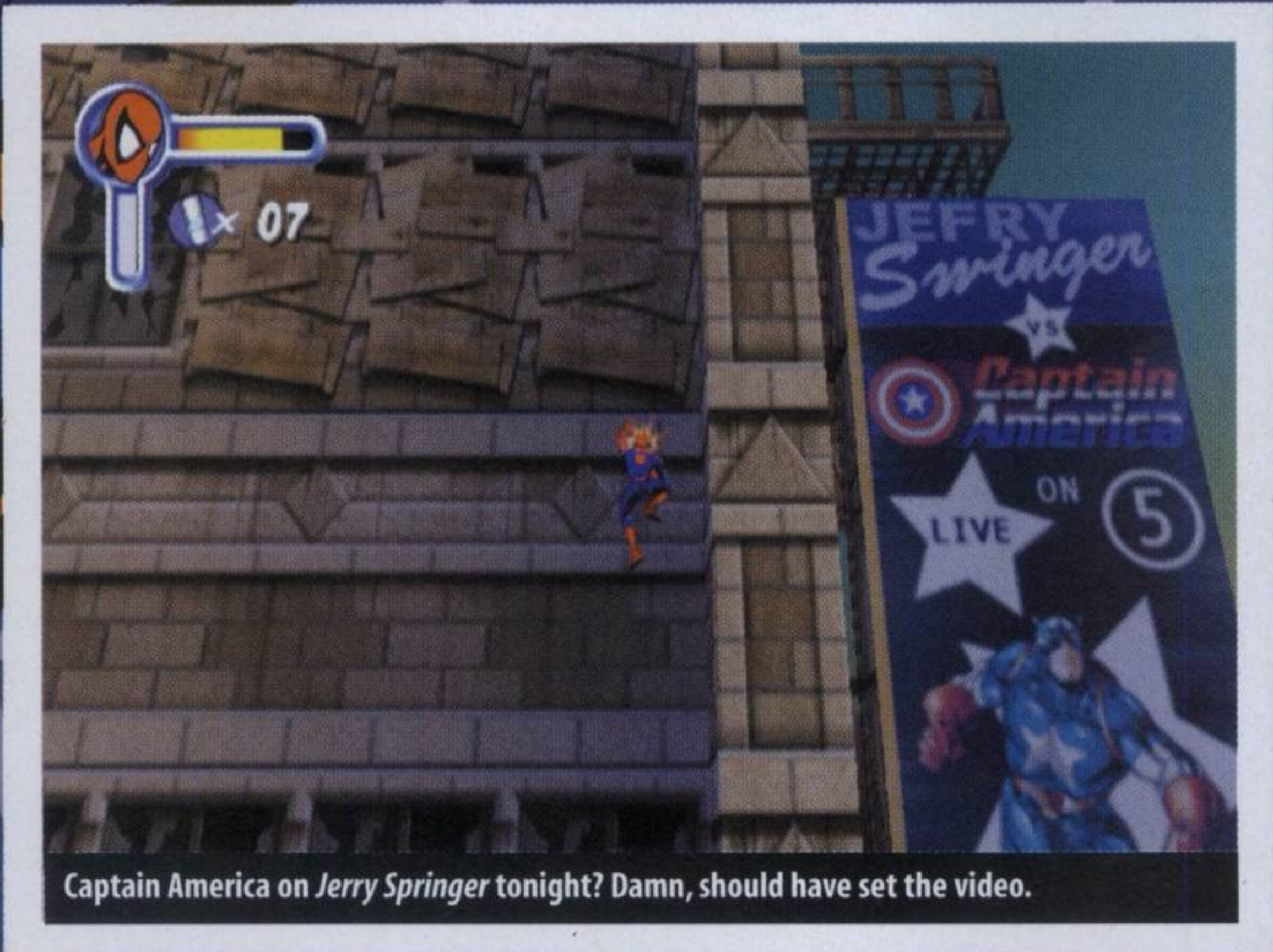
WHEN YOU'VE GOT AS COLOURFUL A PLAYGROUND AS THE MARVEL UNIVERSE, IT'S A CRIME TO JUST CONCENTRATE ON ONE CHARACTER. YOU'RE CONTINUOUSLY REMINDED IT'S A WORLD PACKED WITH OTHER COMIC CHARACTERS



Thinking he's a criminal, fello crimefighter Daredevil confronts Spidey atop a building.



It's the Baxter Building, the Fantastic Four's sky-high headquarters. But they're not in.



Captain America on *Jerry Springer* tonight? Damn, should have set the video.

THE BIG PICTURE

BY NOW YOU MUST KNOW THAT SPIDER-MAN'S BEING TURNED INTO A MULTI-MILLION DOLLAR MOVIE SET FOR RELEASE NEXT SUMMER. BUT DO YOU KNOW THE FACTS? DO YOU REALLY? HERE'S WHERE WE SEPARATE SOME SPIDER SENSE FROM THE NONSENSE



Spidey has organic web-shooters growing out of his wrists.

TRUE: Unlike his mechanical comic ones, in the movie Spidey squirts bodily fluid.

The film's been written and directed by Titanic director James Cameron.

FALSE: His script was only used as a first draft for the current one. Sam Raimi is director.

Evil Dead's Bruce Campbell is the Green Goblin.

FALSE: Bruce plays a wrestling commentator. Willem Dafoe plays the Goblin.

Spidey's costume looks just like the comic one.

UNKNOWN: The image above was the officially released image of the outfit, but Sony have since hinted they want to change to costume, teasing the public with glimpses, as they did with *Godzilla*.

Dr Octopus and The Lizard are two of the villains.

FALSE: Their alter egos are in the film, setting it up for future sequels.

Spidey's actually a CG-generated special effect.

TRUE: In some cases. They even used Kevin Bacon's *Hollow Man* model for test shots.

▷ story. You can also examine the comic covers to each of the levels, once you've completed them. Plus there are 34 real *Spider-Man* issues hidden around the game. Find them and you get info about the actual issues. Fun for your casual player, drool-inducingly cool fodder for the real Spidey diehard.

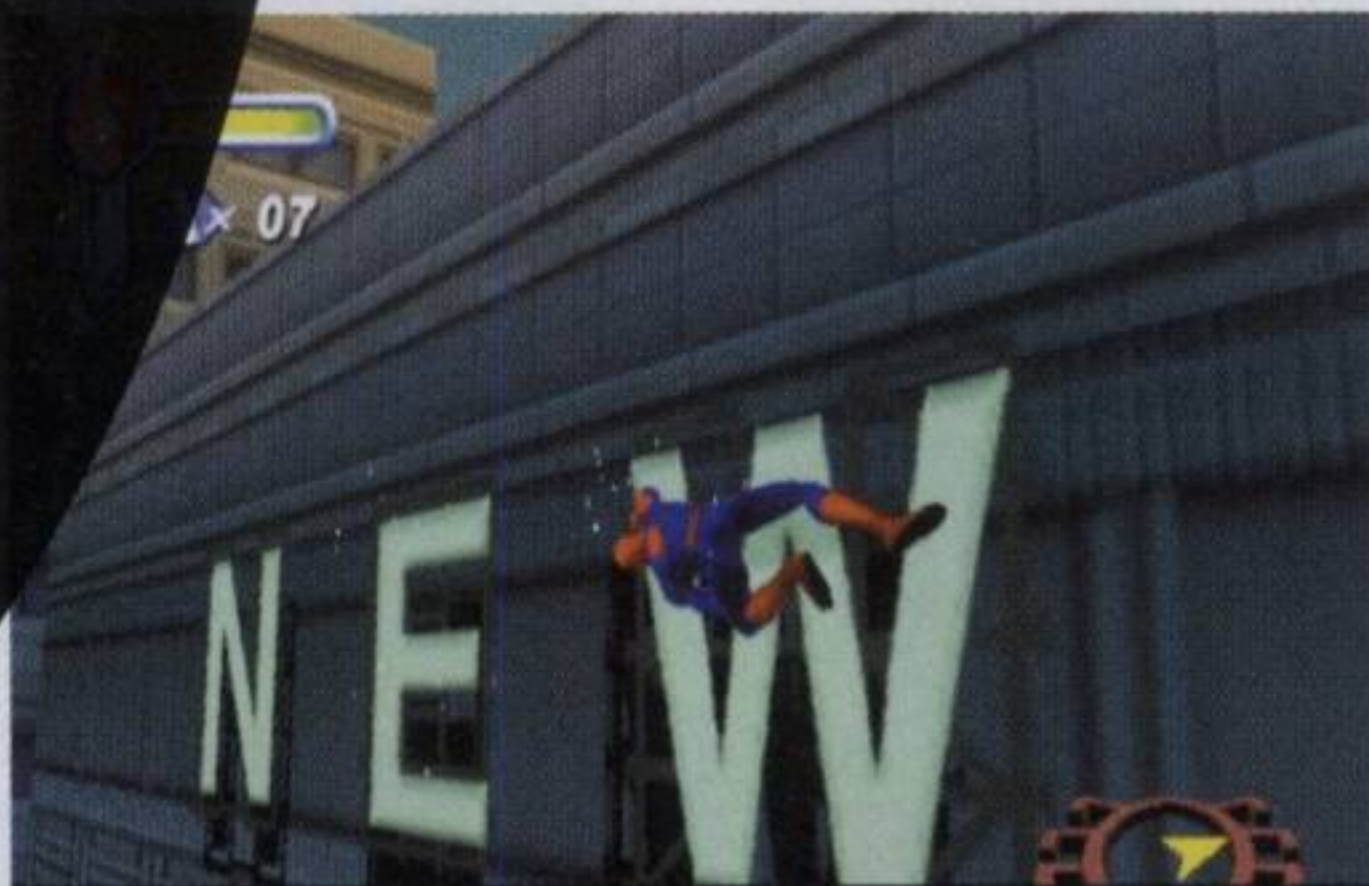
Other hidden extras also suggest the chance to collect *Spider-Man* costumes. In Spidey's near 40 year comic career he's actually worn a surprising range of outfits beyond the familiar red and blue one. Most people know the black alien shape-changing one which eventually became the super-villain Venom (who features in the game), but if even half the others are available, this is a priceless celebration of Spidey culture.

On top of this, the early version of Dreamcast *Spider-Man* even boldly features a cheat screen, clearly promising more hidden features to the game. What Treyarch have in store though is yet to be revealed. But, hazarding a guess, Spidey did make a show-stopping appearance as a guest skater in *Tony Hawk's 2*. Is it possible the top skater could return the favour... on webs?

SPECTACULAR SECOND ISSUE

Even if Dreamcast *Spider-Man* is near enough identical to its PlayStation predecessor, it's guaranteed to be a top game. The fantastic playability and sheer fanboy fervour that's gone into all the little Spidey touches already makes it undeniably addictive. However, in its current state of development there's a lot about *Spider-Man* that still shows it's very much of PlayStation origin. The fogging of street level and the city horizon when you're on the roof levels is just one such detail you know is inherited from the PlayStation. Not that it affects the way the game plays at all, but, knowing what the Dreamcast can do, just the chance to see cars moving on the city streets below would add incredibly to the sensational *Spider-Man* experience already being delivered.

Graphical effects and animation-enhancing aside though, it's highly unlikely that Treyarch will consider seriously reworking elements or adding too much in the way of new sections. Simply because their job is to bring this conversion to Dreamcast. Any major additions to the gameplay or level design would have to be passed by Neversoft, or perhaps even conceived by them. And while we're sure there's a lot of ideas both teams probably have brewing for *Spider-Man* (some that were possibly even dropped from this game), we're most likely to see them turning up in a sequel. Activision have certainly hinted at another Marvel-related game in the not-too-distant future. One



Spidey goes for another boozy Friday night souvenir.



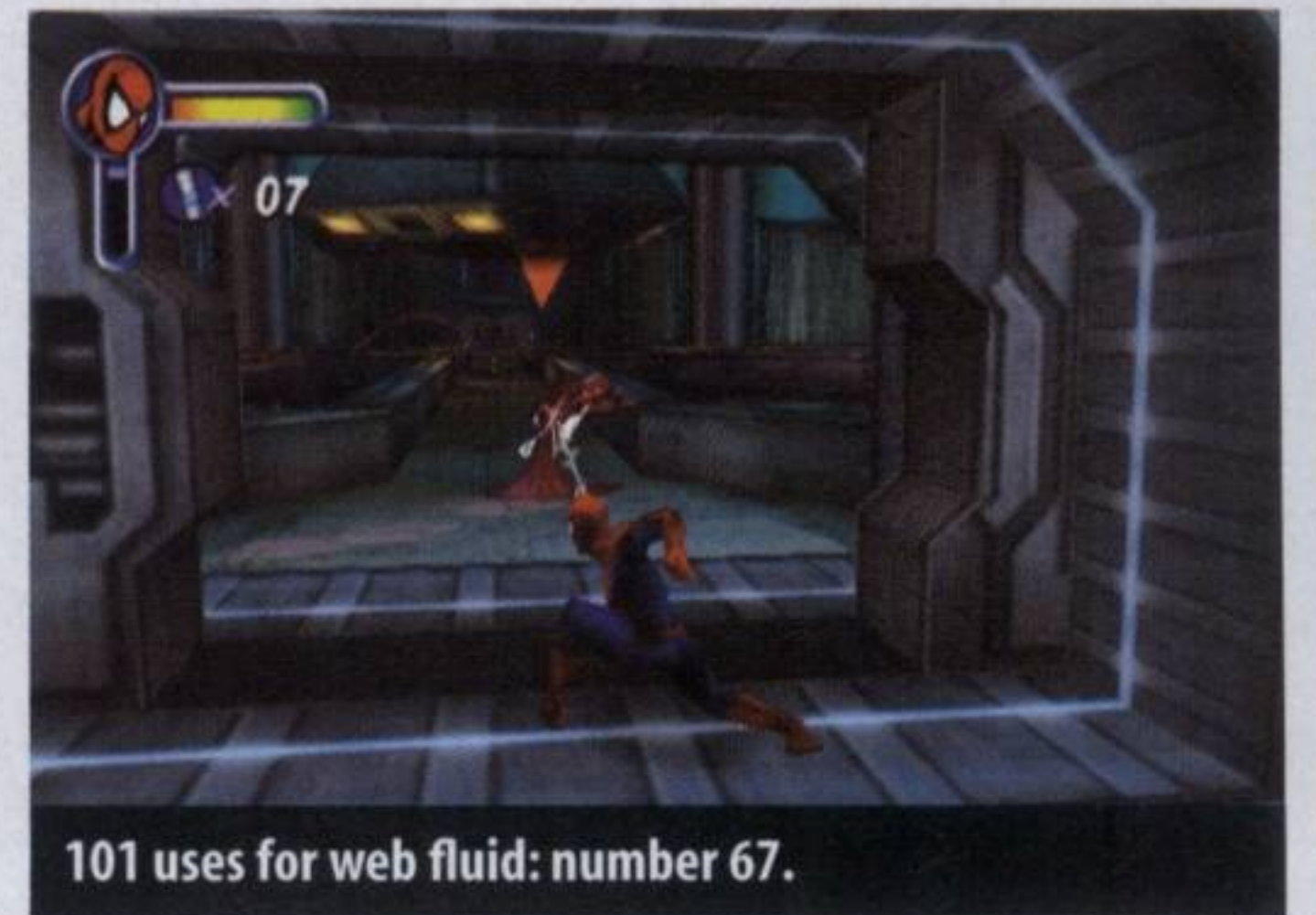
Hello, anyone here order a Spidey kiss-o-gram?



Two guys in matching gimp suits? Spidey looks worried.



Good job she's wearing that identity-concealing mask.



101 uses for web fluid: number 67.


that strongly involves Stan Lee, too. And although they're not yet saying whether it's another *Spider-Man* title or not, the fact that he celebrates his 40th anniversary next year with what could easily be the biggest summer movie, at least suggests it would be a good idea.

THE ENEMIES WITHIN

Besides, for Dreamcast owners there's still plenty more to see of this game yet. While we've featured pictures of later villains such as Mysterio and Venom in these pages, Activision have yet to reveal working code from these sections. It's a pretty safe bet though, that they're going to be hot stuff. The super-powered effects are set to be dazzling. Mysterio has already been shown,

towering like a living skyscraper, energy beams blazing out at all angles. And expect big things from Venom's living morphing alien costume, as it stretches and warps to reach out and attack Spidey. We'll have a lot more of all this in the next few issues.

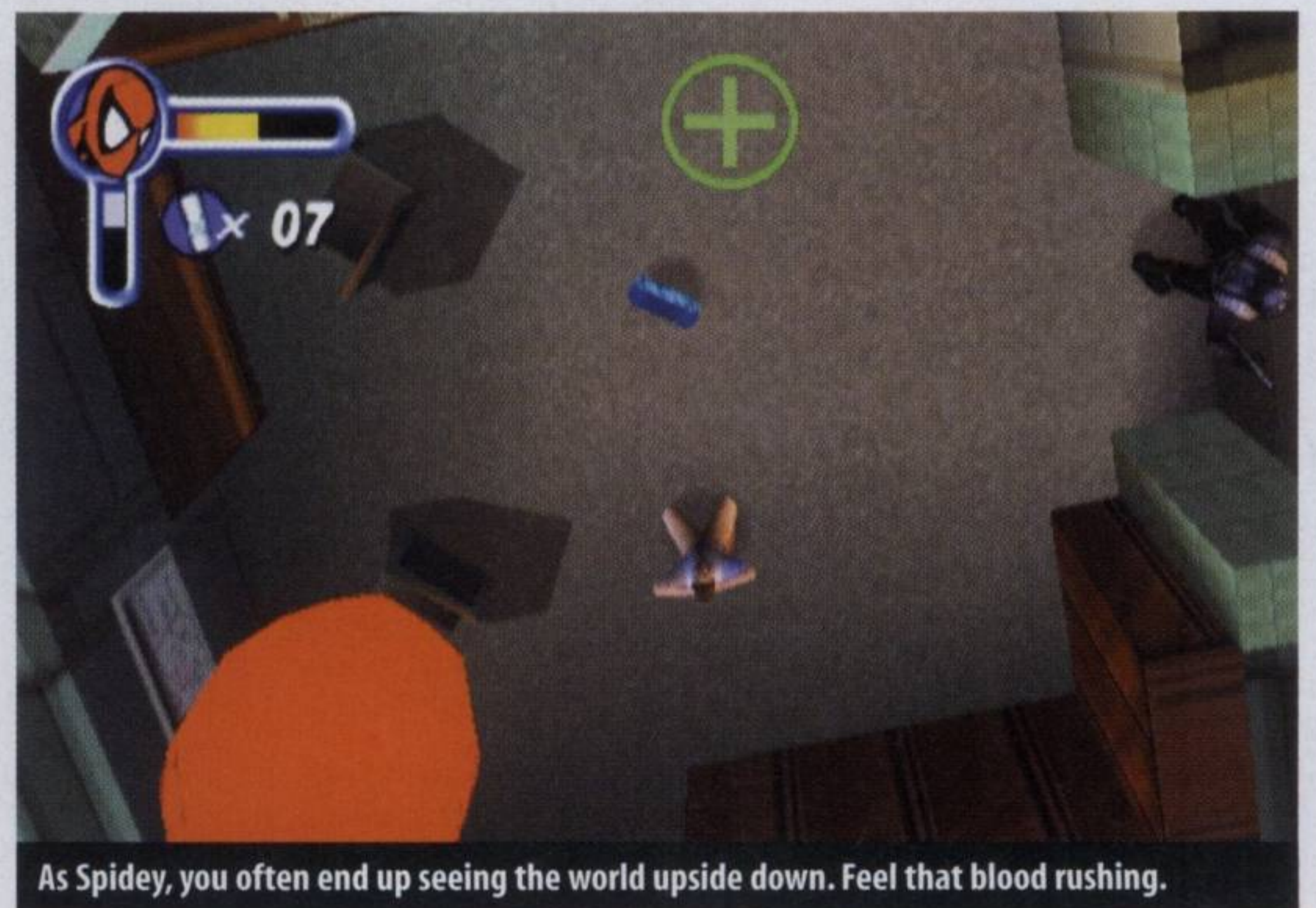
On PlayStation, it already goes without saying that this is the best *Spider-Man* videogame ever made.

Perhaps even the best superhero game, alongside the raw power of Capcom's *Marvel Super Heroes* licences. And with Treyarch's impressive track record with Neversoft games, we confidently expect results on par with Dreamcast *Tony Hawk's 2*. And considering *Spider-Man's* already superb playability, we'd say you're looking at one of the year's biggest Dreamcast releases. 

"THE FINAL VERSION OF SPIDER-MAN PROMISES A HOST OF EXTRA UNLOCKABLE FEATURES"



Yeah, you think it's funny, but that silly string can stain, you know.



As Spidey, you often end up seeing the world upside down. Feel that blood rushing.



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Dreamcast



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Phantasy Star Online

This is the first ever Japanese developed **online R.P.G.**, so at last the genre will see the end of beards and sandals and get Final Fantasy-style coolness instead. Just ignore the spelling.

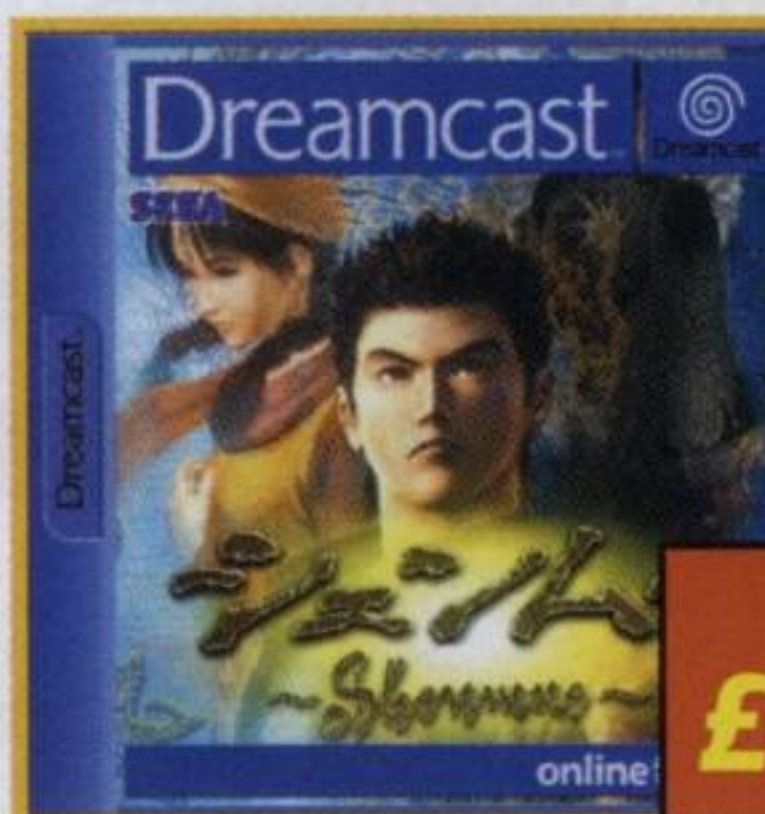
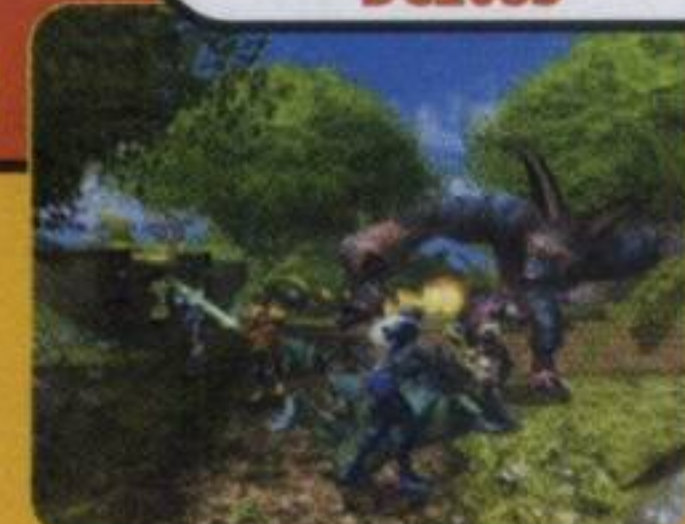
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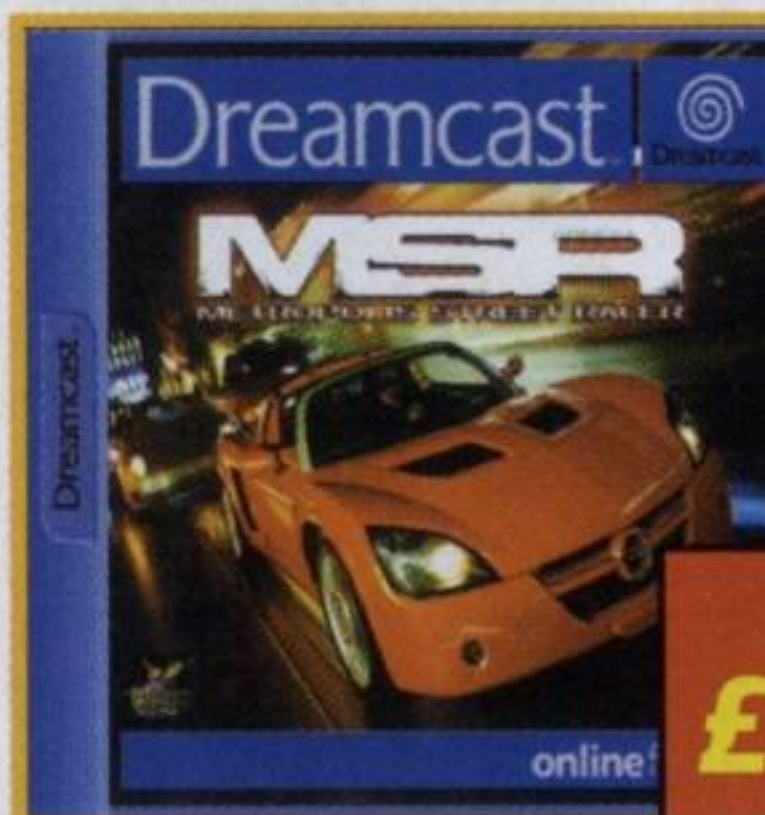
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△ Above: *Unreal Tournament* will allow eight-player deathmatches. Top right: Sega still aim to include online features in *Headhunter*. Bottom right: But, sadly, there's no online racing in *Daytona USA 2001*.

'FREE' ONLINE ACCESS AT LAST?

Good news! The Dreamcast's online future is bright, according to Sega Europe

WHATEVER HAPPENED to the updated Dreamkey web browser, originally due last year? Will there be more online games in Europe? What is Dreamcast's online future? These are the questions on every Dreamcast owner's lips and, having spoken to Sega Europe, we have the answers.

Firstly, Dreamkey 2.0 – What's going on? Will it still be released and why the hold-up?

"It was felt the time wasn't right for release," said Alison Turner, UK Marketing Director and Head of European Marketing for Sega Europe. "We are currently finalising details of Dreamkey 2.5."

Yes, you did read that correctly – Dreamkey 2.5. Version 2.0, as previewed in our October 2000 issue (*ODM* #12), has been scrapped, although all of the previously proposed features are likely to make it into the new edition. This includes Dreamnote, which is an instant messenger service that will allow you to send voice and text messages.

Other features include a smaller default browser font that allows you to view more text on a page and newly designed keyboard software that takes up less space on the screen. Thankfully, Dreamkey 2.5 will also offer full mouse support.

It's has yet to be confirmed by Sega Europe, but *ODM* understands that the new browser disc will include the option to configure with any ISP (Internet Service Provider), allowing customers to shop around for the

best deal. If this is true, large telephone bills could become a thing of the past for those of us that regularly use our Dreamcast online – we'll be able to sign up with ISPs, such as BT (Surftime) and Demon, that offer flat-rate subscription-based services and effectively give you free online calls.

Meanwhile, it's been revealed that the Dreamcast broadband adapter could still be released in the UK. "It's possible that the Broadband adapter may still make an appearance," Alison told us, "but this is dependent on our telecommunications partners making cable networks more widespread throughout Europe."

The bad news this month concerns *Daytona USA 2001* (reviewed on page 58). While it does include online features, such as ghost mode and a ranking table, it does *not* allow head-to-head racing, as originally planned.

"Unfortunately, due to scheduling [problems], the Amusement Vision team did not have time to add code to [the European version of] *Daytona* to enable online play," explained Alison. "It was a time constraint rather than an online one."

So does this mean the end of online gaming on Dreamcast? "Not at all," said Alison. "The online element of games has always been one of the things that stands Sega games out amongst others. We hope plenty of games with online elements will be out in the future."

A look at Sega Europe's release schedule indicates several future titles will include online play, including AM2's *Propeller Head* and *Headhunter*. There's also the possibility that *Virtua Tennis 2* will include online play too. Meanwhile, Infogrames are finishing work on the Dreamcast version of PC hit *Unreal Tournament* (previewed on page 52), that promises up to eight-player deathmatches online.

We hope to bring you more news of Dreamkey 2.5, including a release date and details of how you'll be able to get hold of it, in the next issue of *Official Dreamcast Magazine*, on sale Thursday 3 May. As ever, watch this space!



△ *Virtua Tennis 2* hasn't been revealed yet – but rumours of online play are growing.



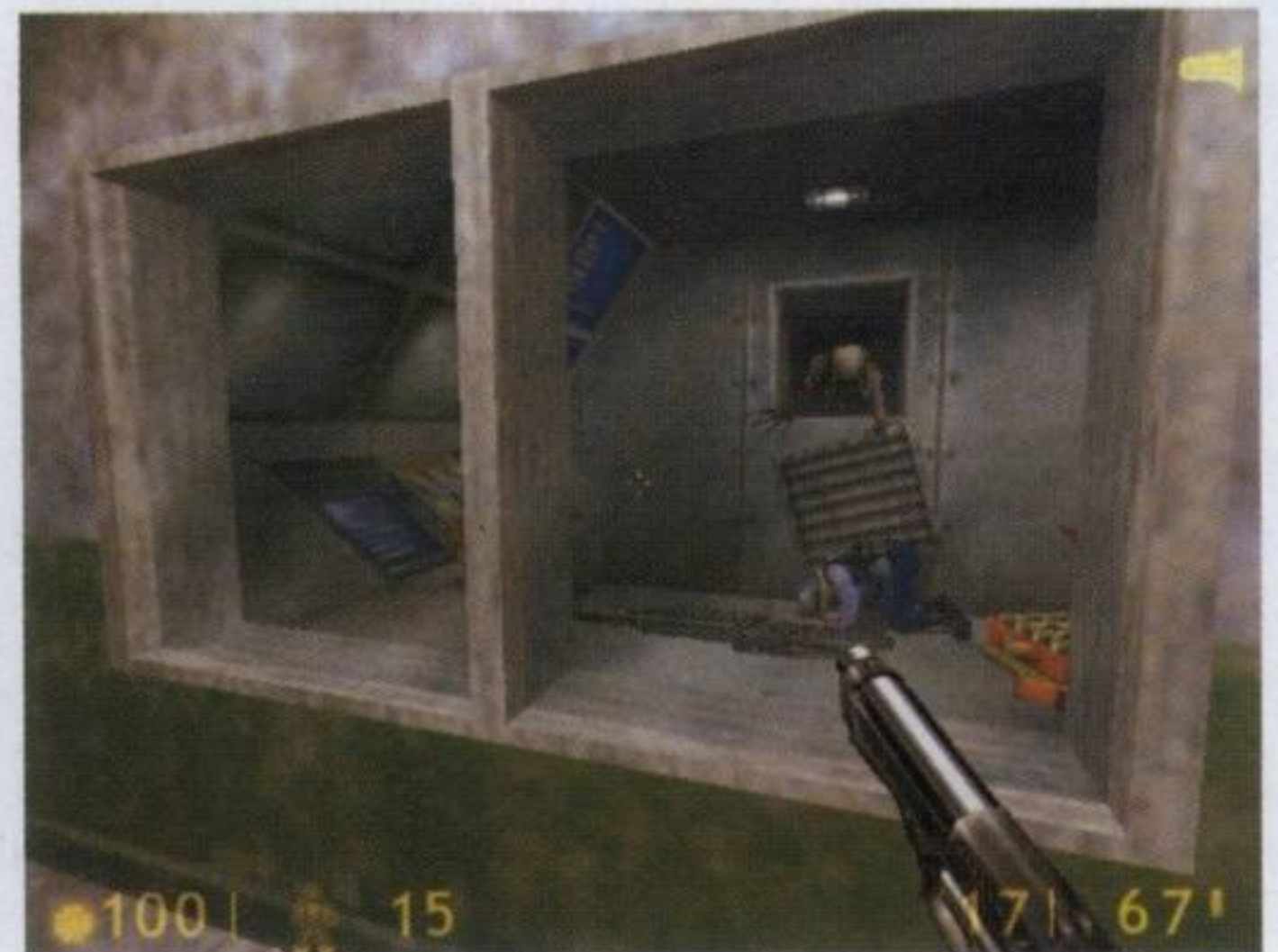
△ *Half-Life* on the PC was incredible – let's just hope that after all the waiting the Dreamcast version is equally good.

BACK TO LIFE

The wait for *Half-Life* is almost over – touch wood/rabbit's foot/four-leaf clover...

IT MAY HAVE BEEN HEAVILY delayed since its original pre-Christmas release date, but *Half-Life* has not been axed as many might have feared – it's now on schedule for release in late May or June.

Following a growing number of enquiries from readers regarding the game's whereabouts, we've



△ *Half-Life*: it's definitely on its way. Honest.

been harassing publishers Havas for the past month to discover the truth behind the hold-up.

Although nobody at the company would go on record, we understand that personal problems within the development staff lead to the team taking a two-month break from the project, thus forcing them to miss the original deadline.

Now back on track, the team have been working on localisation, translating the English original into French, German and Italian for a simultaneous European launch.

A spokesperson for Havas claimed that, by the time you read this, the game will be ready for mastering, with the last week of May seen as a viable target for release. However, a release in June has not been ruled out.

We've been promised review code in time for our next issue... but we've heard that several times before. At the very least, we'll bring you a *Half-Life* update in next month's ODM, out Thursday 3 May.

UP UP AND AWAY

Hardware sales soar following price reductions and now new Dreamcast games are cheaper too!

IF YOU HAVEN'T ALREADY got one, now would be a good time to pick up a Dreamcast. Following the recent drop in retail price to £99.99, sales have been averaging at a steady 5,000 per week in the UK.

And the machine is selling faster than ever in Japan, where over 60,000 Dreamcasts were sold in the fortnight following the March 1 price reduction, pushing it ahead of PSone and PlayStation 2 in those weeks. Software sales for the console are also on the rise.

Meanwhile, UK Dreamcast owners have another reason to celebrate this month, with Sega Europe setting a lower recommended retail price for all new software releases.

"As of *Skies of Arcadia*'s launch in April, all new Dreamcast software will be priced at £29.99," a spokesperson for Sega Europe informed us. "We're also looking into reducing the cost of peripherals, but nothing is yet confirmed on this issue." Naturally, we'll keep you posted.



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

CRAZY NIGHTS

AFTER MONTHS OF waiting, Sega have come clean about *Crazy Taxi 2* and you can see what's on offer overleaf. The really strange thing about this story is one small fact that we almost couldn't print – namely, where the game is set.

It's long been known that the original setting of San Francisco wouldn't be used for the sequel – a good thing too considering the number of games that have used it. With *MSR* (ODM #12, 9/10), *Super Runabout* (ODM #14, 6/10), *San Francisco Rush 2049* (ODM #12, 7/10) and the forthcoming *Sonic Adventure 2* all using the city, we were beginning to think it was the only place left on the planet.

Crazy Taxi 2's city has been shrouded in secrecy since the title was announced last year. Sega have revealed small clues, like: "It's set in a city on the East Coast". Hmm, how many big cities are there on America's East Coast? That narrowed it down a bit. "The sequel will be a lot darker," was another hint. Doesn't sound like Miami then, does it?

Now Sega have finally revealed the chosen location. Sit down now, you don't want to fall over reading this, but... *Crazy Taxi 2* is set in New York City! Wow. Incredible. Who would have thought? What? You're not impressed? Damn, we forgot to add the drum roll for suspense.

The setting shouldn't come as a surprise – we revealed the chosen location in January (ODM #15). The difference now is that it's official, and we have the new screenshots!

The first screenshots that were released to the press were specifically chosen to show little background detail, so that you wouldn't be able to guess the city. All this espionage begs one question – why? It's not like this is revealing who killed JFK, or whether aliens crash-landed in New Mexico over 50 years ago. It's not even in the same league as the CIA using *Pokémon* as a mind-control device. What? You've not heard about that one?

The whole 'New York situation' – as it's become known within conversations between the ODM office and the men in black at Sega – points at a lucrative gap in the market that could be exploited over the coming years – selling your game location to the highest bidder.

Imagine, it'll be just like the Olympic city selection procedure, with dignitaries bidding for the rights to stage a level in their beloved cities – "And the winner of the featured city in *Sonic 3* is..." – or it could go the other way, with councils blocking developers who want to make a crime-ridden epic in their county, who don't want gamers to think that their region is a bad place to visit.

With cities and their architecture and road layouts becoming more prominent and, indeed, integral to game design, the idea of bidding for rights may not be that far-fetched. How many of you were more inclined to get *MSR* because it featured London – a city you know, and that you could tear up the streets at high speeds without getting arrested? Would you have wanted to play it so badly if the three cities were Tokyo, San Francisco and Paris?

When *Crazy Taxi 2* arrives this summer and you're happily taking customers to their destinations, remember the 'New York situation' – then go lobby your local MP and tell them to get your town on the gaming map.



△ *Crazy Taxi 2*: it's New York! And that's official!

HEAR THIS!
OF BEST NEW MUSIC

NEWS SPECIAL



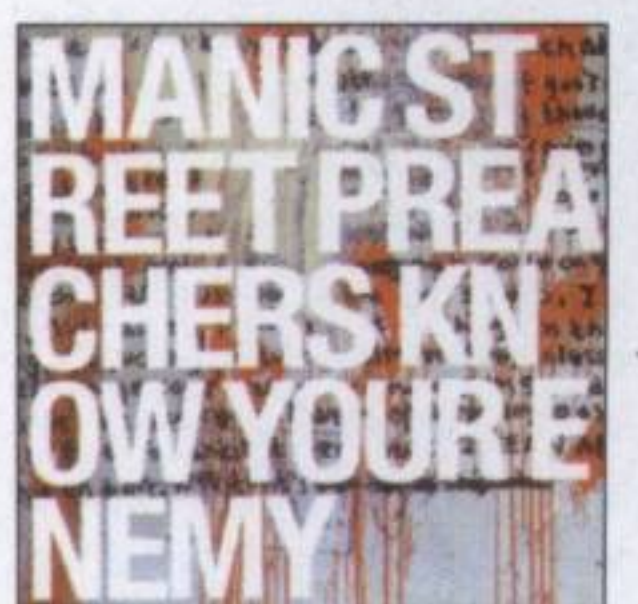
VARIOUS DESIRE

RENAISSANCE
Many of the world's best-known progressive house DJs are currently leaning towards deep, dark and (whisper it) boring sounds but this Dave Seaman two CD set is a beautiful, melodic house compilation and, as such, a truly worthy addition to the classic Renaissance series. Big name tunes include *Stylus Trouble* by Sputnik and *Deliver Me* (X-Press 2 mix) from Sister Bliss, but the more subtle, lesser-known tracks will have your head floating. *WC*



VARIOUS Y4K: DEEPER STILL

DISTINCT'IVE BREAKS
Another quality nu-skoool breaks compilation from Distinct'ive for those into irregular drum patterns and mad squelchy noises. Mixed by DJ Tayo, *Y4K* includes contributions from ubiquitous trio Freeland, Pilgrim and Buskwacka!, but the standout tracks here are *Travellin' On* from Beber & Tamra (a massive hit if there's any justice in the world), *Scram* from ODM faves the Plump DJs, and the *Matrix*-sampling *Red Pill* from Scratch D & H-Bomb. *WC*



MANIC STREET PREACHERS KNOW YOUR ENEMY

EPIC
After their middle-of-the-road excursions (hey, our mums liked their last two albums), the Manics are back and angry with, well, quite a lot by the sounds of it. Between them the two singles are reasonably indicative of what to expect from the other 14 tracks – a few sing-a-long melodies, some thrashing guitars... and, er, a bit of trumpet. Probably won't be the soundtrack to too many dinner parties, though. *WC*



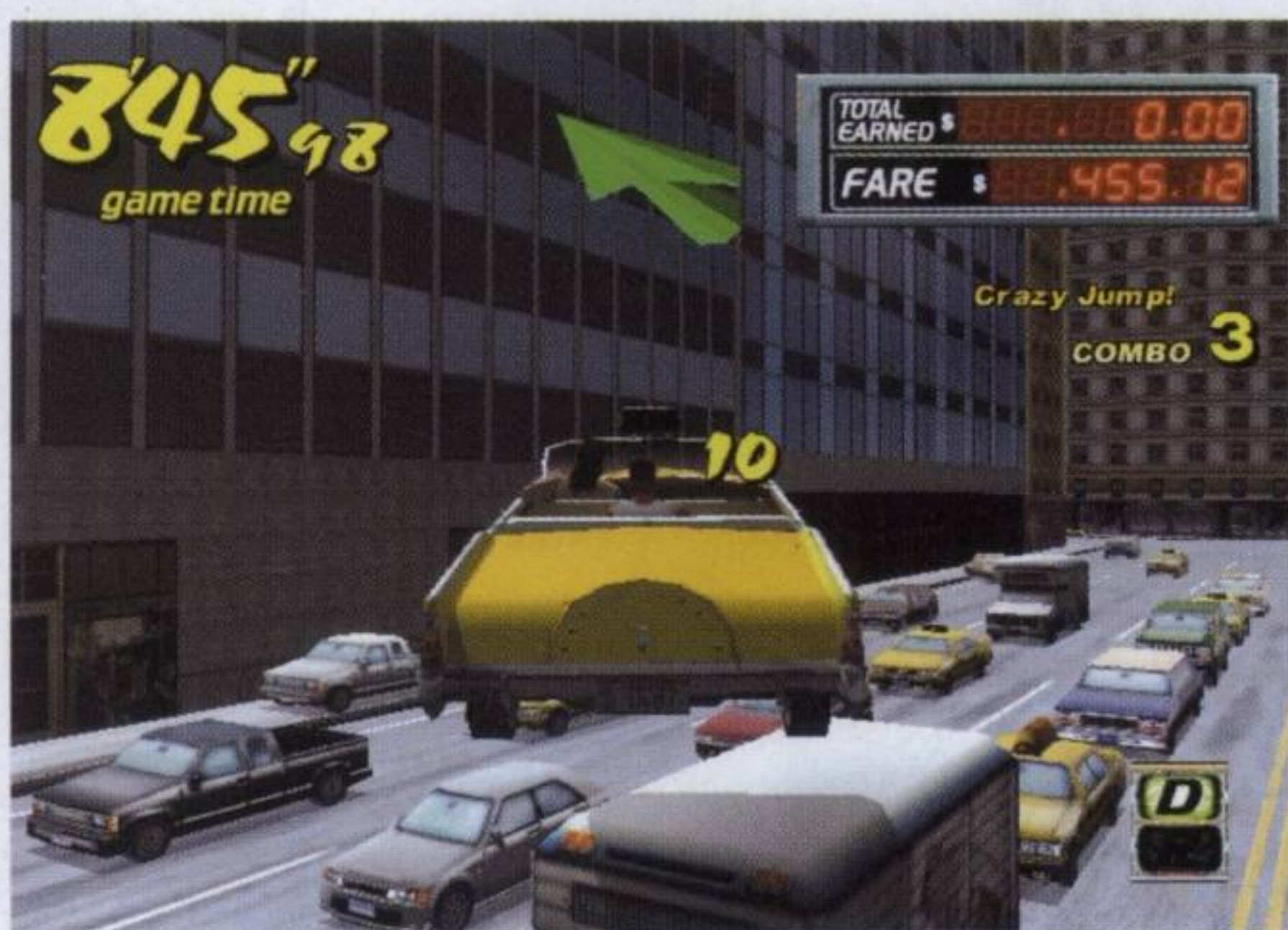
△ These mime artists are among your potential passengers in New York City.

STILL CRAZY

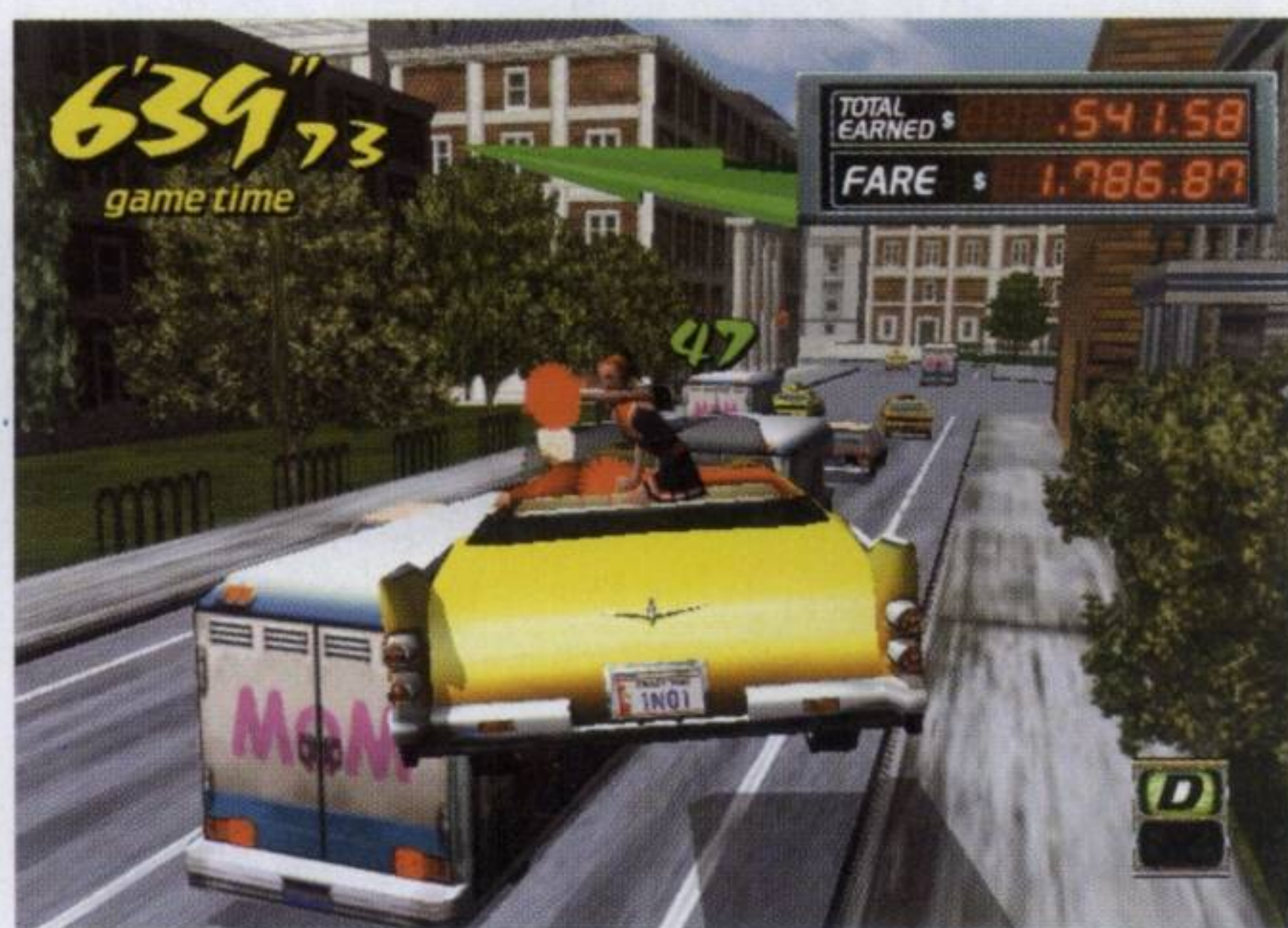
We take a peek under the bonnet of the forthcoming *Crazy Taxi 2*



△ Hot-D is about to lose that no claims bonus... but this isn't about being the safest driver.



△ "Roads? Where we're going – we don't need roads!"



△ Traffic? A perfect opportunity to use the Crazy Hop!

NEW CHARACTERS, NEW CARS, new moves and New York City. The sequel to *Crazy Taxi* (ODM #5, 9/10) is heading to Dreamcast this summer and we've got the inside scoop on what will be on offer.

Crazy Taxi is ditching San Francisco and heading east. Previously only a rumour, we can now confirm that the new location for *Crazy Taxi 2* is New York City – we know, 'cos we've played it!

Famous sights of the Big Apple include Grand Central Station, Madison Square

Garden, Central Park and the Flat Iron building. Check out the screenshots – see anything you recognise?

A new city means a new cast of cabbies, with the old crew scrapped in favour of their east coast counterparts – Slash, Iceman, Cinnamon and Hot-D (see right). Their characteristics are similar to the previous crew with Axel replaced by Slash (spot the Guns N' Roses link?) as the owner of the most balanced car. Hot-D, like the original's Gus, is the driver of an old but fast cab.

Special moves such as the Crazy Slide and Crazy Through made *Crazy Taxi* a title that stood up well to repeat play. The sequel adds another mad move – the Crazy Hop. As the name suggests, it will allow you to launch the cab into the air to hop over traffic. You'll be using this move a lot, as New York City is famous for traffic jams and, with a bigger city to traverse, you'll want to reach the destinations without getting stuck at the back of one.

There's another major difference in *Crazy Taxi 2* – the ability to collect multiple fares. Picking up several customers at once may not be as easy as it sounds – just because people are collected in a group doesn't mean they all want the same destination.

"*Crazy Taxi 2* takes all that was good with the original one step further," says Stuart Turner of Sega Europe. "With a darker East Coast vibe, the Crazy Hop, a pumping soundtrack and some even crazier mini-games, *Crazy Taxi 2* will be a must-have for both fans of the original and those it passed by in a yellow blur the first time round."

Crazy Taxi 2 will also boast a new soundtrack with The Offspring providing a brand new tune. We'll tell you more in an extensive preview in next month's ODM.



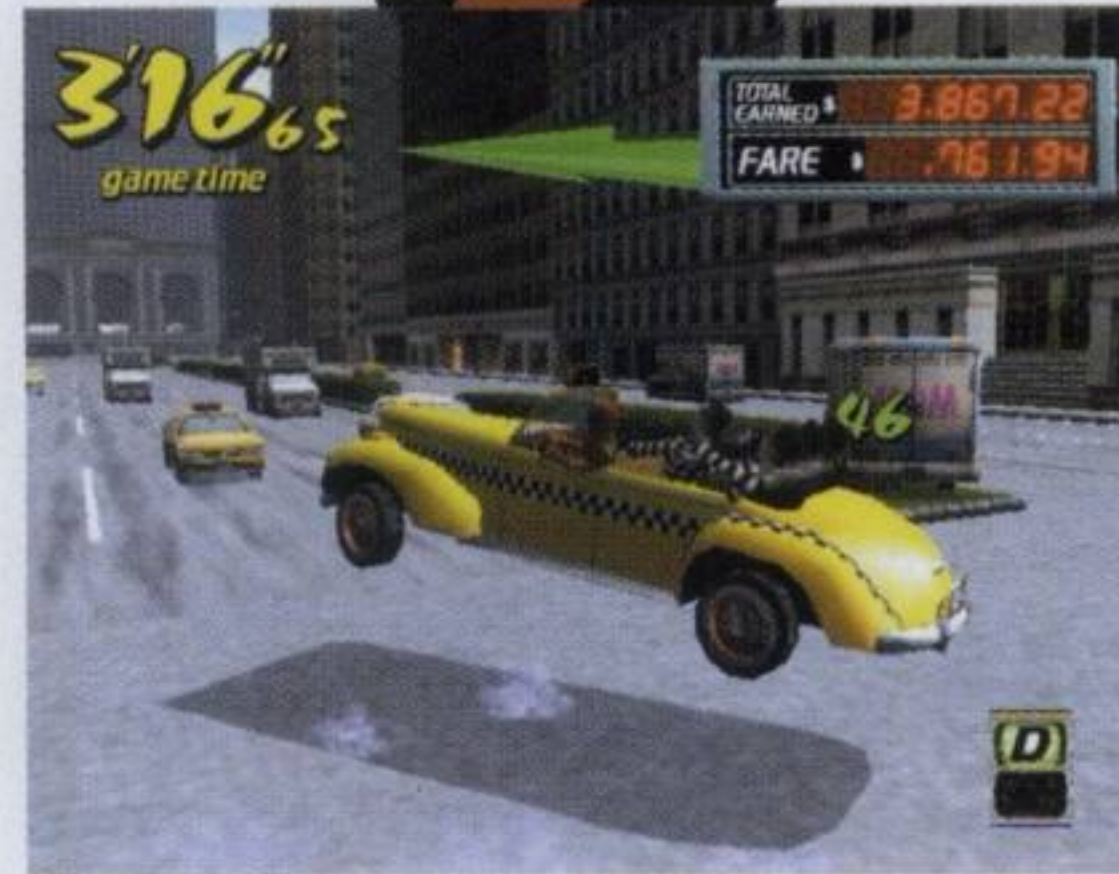
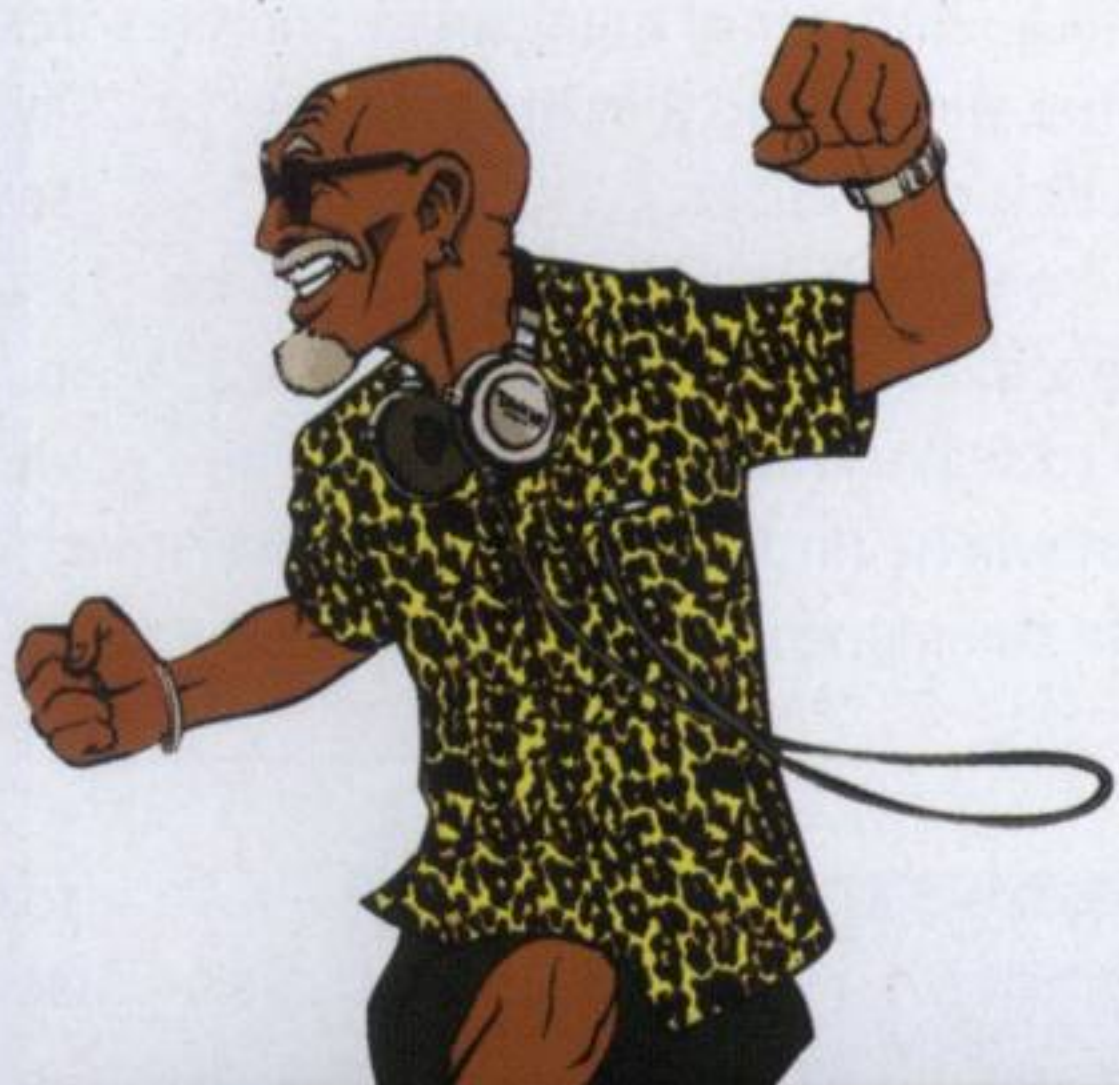
CINNAMON

Outgoing and bubbly, Cinnamon has an optimistic view on everything, always. She doesn't dwell on mistakes she may have made, she forgets them and continues to look forward. She likes to meet people and make them happy – driving a taxi allows her to do both. On the road she tries very hard to entertain her customers, but can sometimes take this too far.



SLASH

Slash has a bit of a split personality. He's cool but can get very crazy... especially when he's driving. He has excellent driving techniques, so even though people know he can snap very easily, they'll still take a ride in his cab. Nobody dare ask him why he became a taxi driver, though everyone tends to agree that it just happened.



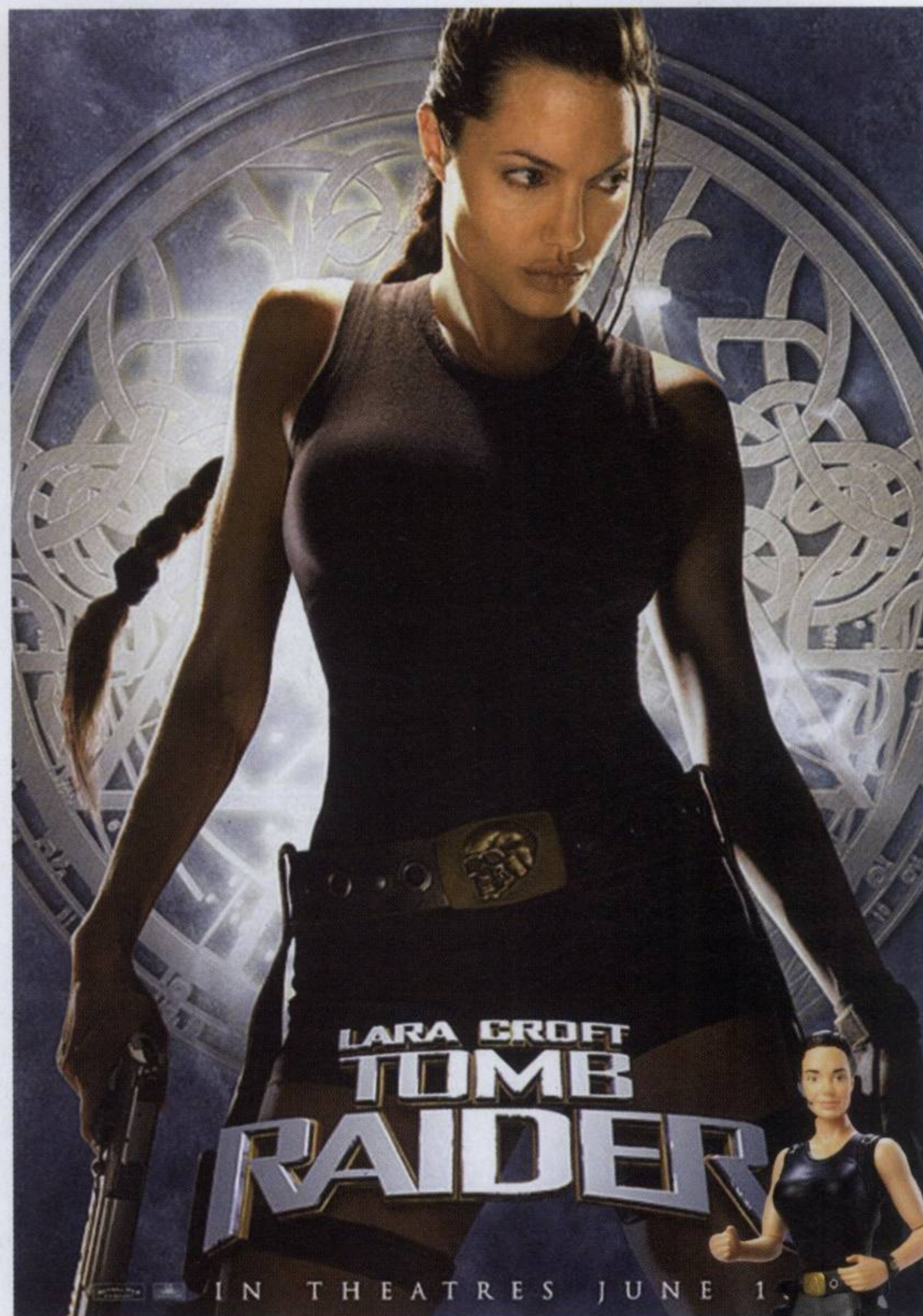
HOT-D

This cheerful character is physically very fit. Would you believe that he's over 70? Hot-D loves making money and yearns for thrilling action. Before stepping into his cab, he used to be a stunt driver. He likes to please his customers with his rapid-fire chat. His best advice? "If you upset your customer, you can't expect them to give you good tips, can you?"



ICEMAN

Like his name suggests, Iceman can be a very cold character. He expects success, so if a passenger compliments him on his driving technique, they'll only get a curt answer. If you were to criticise him, he'd give you a cold glare and say "What's your problem?" Remember: Iceman doesn't make mistakes, other drivers do.



△ Like the game, the movie will be sold on the back (or front) of a hot babe.

NAIL HER TO THE WALL

Tomb Raider: The Movie takes a closer step to the cinemas

PARAMOUNT PICTURES HAVE unveiled the teaser poster (shown above) for their forthcoming big screen adaptation of *Tomb Raider*, the film based on the big-selling game series starring Lara Croft.

Oscar-winning actress Angelina Jolie, who plays Lara, is, unsurprisingly, the focus of attention. Indeed, if you've never heard of *Tomb Raider* before, the poster wouldn't tell you much other than it stars a hot female.

The movie has been shooting for the past year in Iceland, Cambodia and

locations throughout the UK and is directed by Simon West, whose previous hits have included the Nicolas Cage action flick *Con Air*, and the John Travolta courtroom drama *The General's Daughter*.

Accompanying the film release will, of course, be a large mountain of merchandising, including the obligatory action figures that were recently unveiled at London's annual Toy Fair. *Tomb Raider: The Movie* opens in UK cinemas on July 6.

WATCH THIS!
NEW MOVIES ON VHS



MEMENTO

OUT: APRIL 30 • CERT: 15 • TO RENT
Guy Pierce plays Leonard Shelby, who can only remember up to the night of his wife's murder. Since then he's suffered from chronic short-term memory loss. Obsessed with finding her killer, he keeps track of his investigations by taking Polaroids, scribbling on scraps of paper and tattooing his body. As he attempts to unravel the evidence he hoards, a creepy tale of betrayal and deceit unfolds. As thrillers go, this has got to be one of the most curious and compelling ever put to celluloid. *CE*



SHAFT

OUT: APRIL 9 • CERT: 18 • TO RENT
When racist rich kid Walter Wade Jr kills a black student outside a bar, his bigshot dad gets him off. Two years later Wade's out to get the man who tried to put him away – the one and only John Shaft. A terrified witness is the only hope Shaft has of nabbing Wade for good. The smoothest private eye is back. The king of cool himself, Samuel L Jackson delivers more classic cheesy lines to the backbeat of the original groovy soundtrack. And the original Shaft (Richard Rowntree) comes. *CE*



BILLY ELLIOT

OUT NOW • CERT: 15 • TO RENT
Set against the backdrop of the 1984 miners' strike, this is the story of an eleven-year-old lad who swaps his boxing gloves for a pair of ballet shoes and has to hide his secret from his widowed father and lairy brother. Encouraged by the dance tutor, he determinedly trains for an audition at the Royal Ballet School – but then all hell breaks loose when dad catches him at it. Featuring a mad Mark Bolan soundtrack and great performances by newcomer Jamie Bell and the inimitable Julie Walters – this is one feelgood movie that deserved the hype. *CE*

SHENMUE II UPDATE



△ Kowloon features high-rise tower blocks.



△ The streets of Wanchai are incredibly detailed.



△ Keirin: one of the many new locations.

MUE II STRIKES BACK

Two more characters revealed for *Shenmue II*, plus details on how Ryo will pay for his travels

THE BIGGEST DREAMCAST sequel in development looks to be shaping up very nicely. We've uncovered a few more details to accompany the excellent movie featured on this month's cover disc.

Making money in the world of *Shenmue* is vitally important (remember driving a forklift in the original?). While developers AM2 haven't revealed if Ryo will seek employment in the sequel, they have confirmed a number of other ways you will be able to earn dosh. How does gambling sound?

A number of mini-games will feature, allowing Ryo to gamble with his money. One involves arm wrestling, although it's unclear whether Ryo will test his own skills, or be involved in gambling on the outcome of others competing. There will also be a dice game called High or Low, where you bet on the roll of the dice and

Ball Drop, where a ball is dropped into a nail-filled board. Money and prizes can be won depending on where the ball stops.

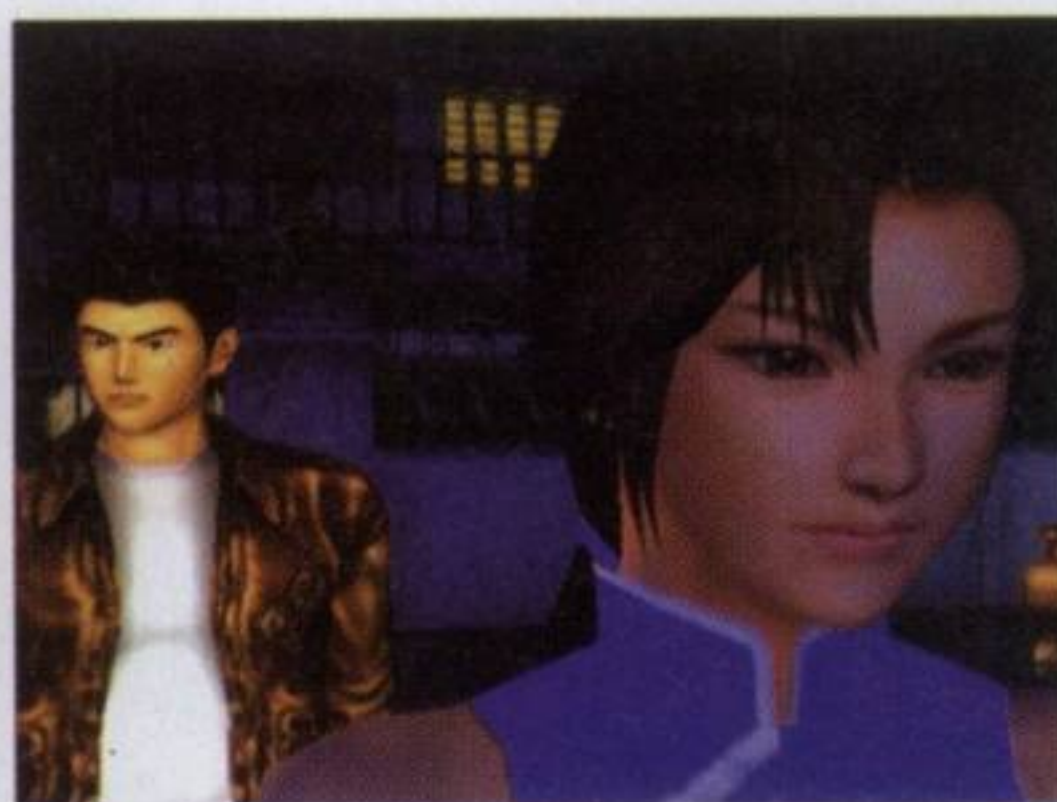
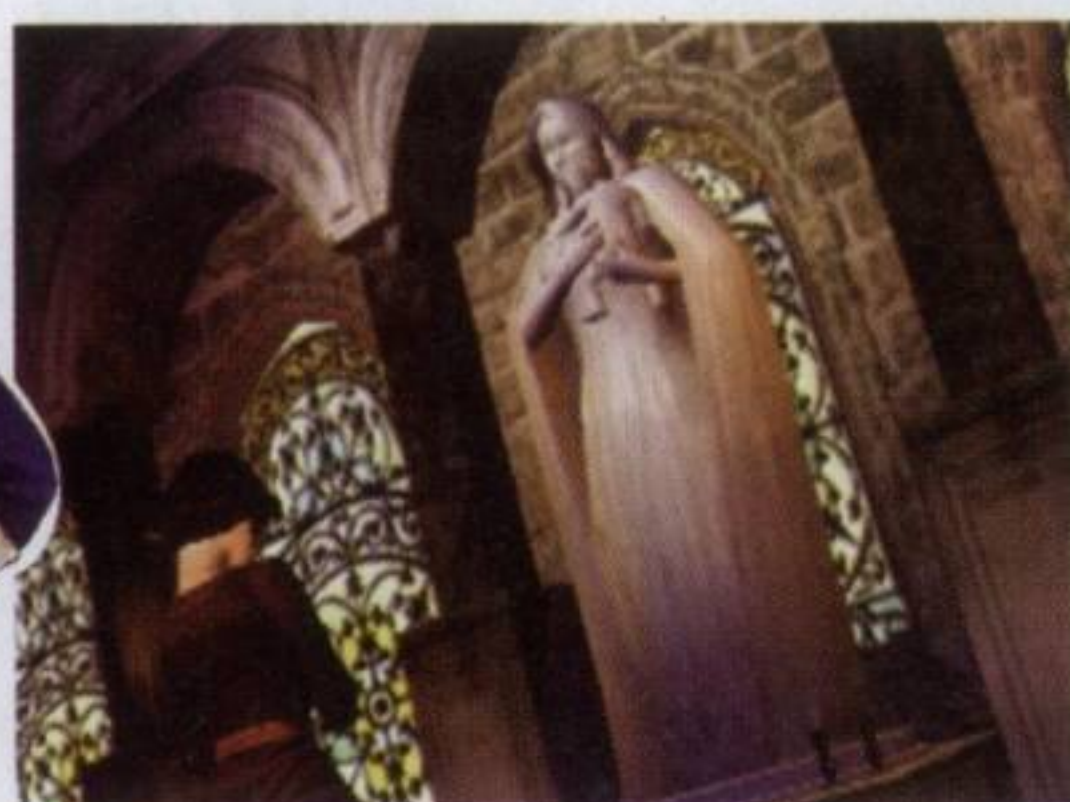
Shenmue II's advanced game engine allows a greater number of characters to appear on screen at any time. For proof, watch the movie on the demo disc and witness the temple courtyard that Ryo walks through (a large number of men can be seen practising martial arts), or the shop scene that immediately follows and Ryo arriving at Keirin by boat.

As expected, data saved from the original adventure can be used in the sequel (although, of course, it won't actually be a necessity). Ryo will be able to sell or trade items collected in *Shenmue* in pawnshops, but will he find a buyer for all those Sega toys? We'll know when the game is released early next year.



REN

Ren is a leader of a Hong Kong gang. A *Shenmue II* screenshot we printed in *ODM #16* shows Ryo and Ren falling from a section of scaffolding. Will he be an enemy to Ryo or a friend?



KOU SHUEI

Kou excels in literature and history, so will be able to help Ryo a lot. She appears in the demo movie attending to a bruised-looking Ryo, and also in the tutorial section of *Shenmue*'s original passport disc.





△ *ChuChu Rocket!* was fast and furious on Dreamcast. The Game Boy Advance version looks no different.

CHU BEAUTY!

Game Boy Advance flies the flag for Sega's new multi-platform age

THE FIRST FRUIT OF Sega's multi-platform future has been unleashed on the Japanese public with the release of *ChuChu Rocket!* on Game Boy Advance.

Sonic Team's classic puzzler (*ODM #9*, 9/10) may have shrunk in size to fit onto Nintendo's handheld, but the game remains almost identical to its Dreamcast parent.

As you can see from the screenshots, *ChuChu Rocket!* on Game Boy Advance can support up to four players and offers the same cat-and-mouse action that made the Dreamcast original a winner.

If you have four friends, each with a Game Boy Advance and a link cable, the good news is that a *single* copy of *ChuChu Rocket!* can power a multiplayer session. There's also an option to customise the graphics, making your copy of *ChuChu Rocket!* unique.

The handheld version may not feature polygon graphics like the original, but it does feature a greater number of levels. There's an extra 2,500 – designed by players of the Dreamcast *ChuChu Rocket!*

Although there is no confirmed UK release date at present, *ChuChu Rocket!* is expected to be a launch title when the Game Boy Advance is released over here this summer.



△ Here, mousey, mousey, mousey...!

each place. You must also include your name, age and full postal address. Note: these details will not be passed on to anyone else.

A couple of rules: it doesn't matter if a release date for a particular game has yet to be set (they rarely are until the last minute), but you can only vote for games which have been released on DC abroad, or confirmed as forthcoming DC releases.

There's no closing date as this is an ongoing competition, with the winner drawn from the very expensive virtual hat each month. Only one entry from each reader will be accepted each calendar month; anyone submitting more than one will be disqualified from the competition, or forced to play *Ducati World*. For logistical reasons we can only accept votes by email.

This month's winner is Mark Rothon from Southwold, Suffolk. His top choice is *Headhunter*, followed by *Shenmue II*, *Black & White*, *Unreal Tournament* and *Sonic Adventure 2*. Thanks Mark, your VM is in the post. Thanks to everyone else who voted. Keep 'em coming!



HAVE YOUR SAY...

Vote for the best up-and-coming Dreamcast games and you could be heading for a free Visual Memory unit!

YES, THERE ARE STILL Dreamcast games in development, but which ones are getting you most excited? Let us know and courtesy of Sega, you could win a Visual Memory unit (worth around £19.99) for absolutely nothing.

To vote, all you need to do is email us at vote@dreamcastmag.co.uk using the subject heading 'Vote DC!'. Please include, in order, a list of the five games you're most looking forward to, with the most keenly anticipated at the top. Placing them in order of preference is vitally important, with different points awarded for

YOUR MOST WANTED

THE DREAMCAST GAMES WHICH YOU, THE READERS, SIMPLY CAN'T WAIT TO PLAY



1 (2) SHENMUE II (SEGA)

FRST 24%
TOP 5 70%
ETA 2002

We all knew it would happen – the sequel to *Shenmue* has taken over as the game you're all gagging for. Not surprising when you consider the original's cliffhanger ending. Face it – it just *had* to take the top spot.



2 (1) SONIC ADVENTURE 2 (SEGA)

FRST 23%
TOP 5 62%
ETA JUNE

Commiserations to Sonic and his colourful friends. They managed to keep *Shenmue II* off the top for three whole months, but the hedgehog now knows how Atomic Kitten felt when Shaggy took their place at number one.



3 (8) BLACK & WHITE (SEGA)

FRST 8%
TOP 5 44%
ETA AUG

Proof that the MWC is the most exciting chart on the planet, as *Black & White* climbs five places. With the PC version gaining great reviews, more of you are eager to get it on with *The One With The Giant Cow In It™* than ever before.



4 (3) HALF-LIFE (HAVAS)

FRST 5%
TOP 5 32%
ETA MAY

You're a scientist trapped in a secret underground laboratory, surrounded by murderous aliens. Grab a gun and get ready for the Dreamcast conversion of one of the greatest first-person shooters of all time. We want it now!



5 (7) SKIES OF ARCADIA (SEGA)

FRST 8%
TOP 5 30%
ETA APR

Have you played the demo yet? The one attached to the cover, have you played it? Yes? Good, we can put our feet up because there's nothing else we need to tell you. No? What are you waiting for? Go play the demo – it's incredible!



6 (4) HEADHUNTER (SEGA)

FRST 4%
TOP 5 34%
ETA SEPT

We lifted the lid on Sega's top-secret title last issue and discovered it wasn't the world's first beard 'em up as early screenshots suggested, but a fine-looking bounty hunter adventure with stunning locations and plenty of action.



7 (5) DAYTONA USA 2001 (SEGA)

FRST 7%
TOP 5 26%
ETA APR

It's almost here, but... what's happened to the online racing that was originally promised? There are still online features, but will they provide the buzz of racing against other players? We'll find out soon enough.



8 (4) CRAZY TAXI 2 (SEGA)

FRST 7%
TOP 5 24%
ETA JULY

The original *Crazy Taxi* crew wouldn't go south of the river for the sequel, so Sega has decided to leave San Francisco behind and head to the Big Apple. Number two promises more moves, new cabs and drivers... but will it be crazier?



9 (5) UNREAL TOURNAMENT (INFOGRAMES)

FRST 3%
TOP 5 28%
ETA JUNE

If *Quake III Arena* has left you eager for more online deathmatch carnage, then *Unreal Tournament* could be what's missing from your life. Promising up to eight players online, fingers crossed that it all goes to plan.



10 (1) VIRTUA TENNIS 2 (SEGA)

FRST 2%
TOP 5 22%
ETA NOV

The sequel to the greatest Dreamcast sports title already has us salivating. With Sega confirming female players will feature, along with a new roster of male stars, the future of *Virtua Tennis* looks good. Mixed doubles anyone?

TBC = to be confirmed

FRST	Percentage of voters placing the game at the top of their Most Wanted lists
TOP 5	Percentage of voters including the game in their Top 5 Most Wanted lists
ETA	Estimated time of arrival (release in UK)

WATCH THIS!
NEW MOVIES ON DVD



O BROTHER, WHERE ART THOU?

OUT: APRIL 9 • CERT: 12 • £19.99
Wonderful off-the-wall Depression era comedy from the Coen Brothers (*Fargo*, *The Big Lebowski*). After bolting from a chain gang, Everett – a self-styled intellectual – travels with his two slightly dimmer companions in search of buried treasure. A wacky adventure involving bank heists, baptisms and an inadvertent hit record, George Clooney excels as the wordy Everett and so does the country/Cajun/blues soundtrack. Extras: only beautifully designed silent movie-style interview snippets and trailers. **CE**



ROMEO MUST DIE

OUT: APRIL 9 • CERT: 15 • £19.99
Hong Kong hi-jinx meets hip-hop beats in this excellent actioner about feuding Asian and African American families. Martial arts meister Jet Li is the ex-con who splits from prison to avenge his brother's death but falls for his rival's daughter – R'n'B soulstress Aaliyah – amidst brilliant *Matrix*-esque fight sequences and a great soundtrack by DMX and Destiny's Child. The extras are also amazing: an hour's worth including 13 documentaries (okay, so one's only a minute long), three music videos, a DVD-ROM interactive game 'A Martial Arts Experience' and Web stuff. **CE**



TITAN A.E.

OUT: APRIL 9 • CERT: PG • £19.99
If the thought of a 92-minute sci-fi cartoon makes you barf – think again. This splendid futuristic saga about a bunch of space travellers and alien crew racing to find a planet that will save the human race features some of the most stunning animated wizardry. And the occasionally cheesy but mostly gripping plot is enhanced by witty lines delivered by the likes of Matt Damon, Drew Barrymore and Bill Pullman. There's also a director's commentary, a documentary, deleted scenes and a conceptual image stills gallery. Top stuff. **CE**

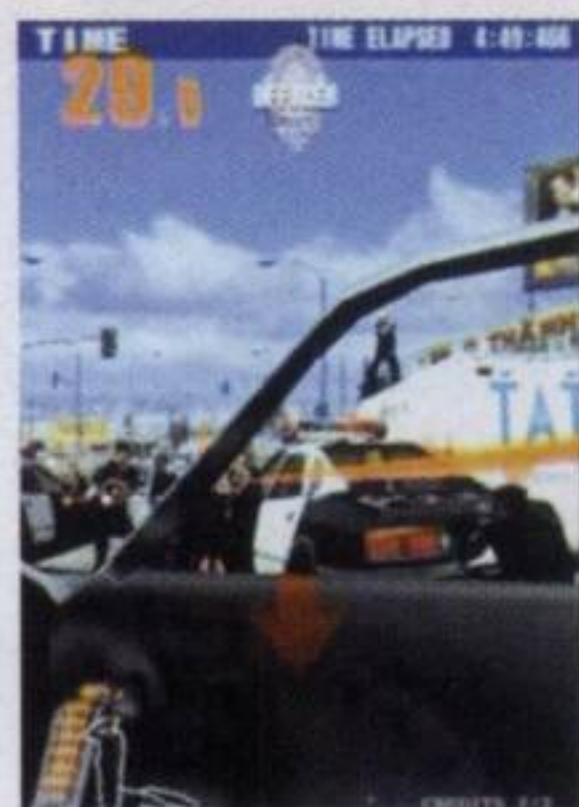
ARCADE TEST



"Bang! you're dead. You want some too?"



△ He's heading straight for us – shoot!



△ Action sequences like you're really there.



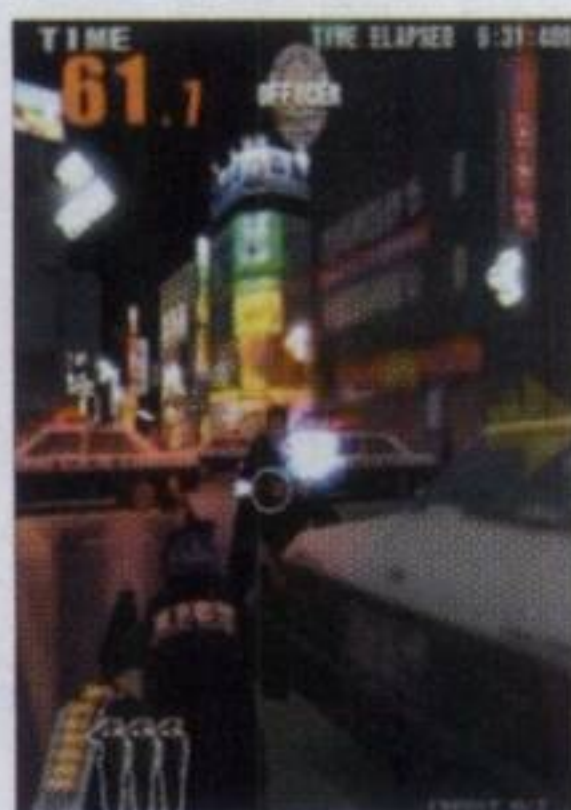
△ If only you could play as the bad guys...!



△ Do you feel lucky, punks? Well? Do you?



△ Bad boy, bad boy what ya gonna do?



△ "That's for stealing my doughnuts!"

POLICE, CAMERA, ACTION!

Dead or alive, you're coming with me! **ALEX HUHTALA** protects the innocent and upholds the law

SHOOT THE BAD GUYS, don't hit civilians and be prepared for enemies that have a habit of appearing on screen two or three at a time. Despite variations in setting and characters, the gun game hasn't evolved much over the years. A test of reflexes and accuracy that has provided many arcade thrills, but due to the technology it has also been limited in scope.

Police 24/7 is going to change this. It looks like nearly every other gun game of the past five years and has a similar structure and scoring system – but it plays totally different, thanks to a major trick up its sleeve, or rather overhead, while you're playing.

If you've already played *Samba De Amigo* (ODM #15, 8/10), then you'll already be familiar with the technology responsible for the impending revolution. Two words: motion sensors. On top of the cabinet, or rather the large overhead frame that encircles your body while playing, is an array of motion sensors that detect your movement below. This information then affects the action on screen. Add a gun that you get to hold and wave at the screen, and not

forgetting the message on the cabinet not to wear a hat as it can mess with the motion sensors, and you're away.

You play a police officer with the task of apprehending a gang of Japanese criminals who are suspected of smuggling weapons into Los Angeles. The action begins with a raid on a nightclub in Little Tokyo where a shoot-out with gang members soon develops.

What makes these gunfights so exciting is your absolute involvement. Physically step left and the image on screen moves left. Duck down and the view on screen is now at a crouched height. Move your head to look round a corner – and you look round a corner on screen. Your tiniest movements are detected and it means you, finally, really are in the middle of the action.

Full credit to the game designers for not wasting this incredible technology with a mediocre shooter. The action contained here is cliché-filled, inspired by 101 cop movies and TV shows but enjoyable because of it. All the action staples are here: the shoot-out in a nightclub with tables, pillars and

plants for protection; the gunfight in the middle of a crowded street (just like the movie *Heat*); the obligatory car chase where you get to shoot tyres and windows. The graphics are very detailed and the action is often presented in a 'shaky' TV documentary style, as if someone is filming events with a handheld camera.

The arcade industry has taken a few knock-backs from the console market over the last few years, but games like *Police 24/7* could make arcades the place for gaming again. If Konami managed to pull off a home conversion of it – with a peripheral that's cheap enough to manufacture – we'd be amazed. But the technology is definitely staying in arcades for the foreseeable future, as Konami already have a boxing game in development for release later this year. Bring it on!

POLICE 24/7
DEVELOPER: KONAMI
FORMAT: VIPER
COST: £1
AVAILABILITY: MAJOR ARCADES

BLOODY GREAT

Dreamcast's ultimate fighter to return this year... but will it make it to Britain?

HERE'S ONE WE WEREN'T expecting. Crave have announced a summer sequel to their ultra-violent hit Dreamcast brawler *UFC (ODM #13, 9/10)* entitled *Ultimate Fighting Championship: Tapout*.

The sequel is set to add even more real-life fighters and new modes of play into the mix. Famous fighters, including classic *UFC* combatant Tank Abbot and current heavy-weight champion Randy Couture, will join the ranks of playable characters.

The American publishers are promising expanded arcade and career modes, plus two brand new features, eight-player and 16-player tournaments.

"*Ultimate Fighting Championship: Tapout* plans to build upon the firm foundation already laid out by the original best-selling

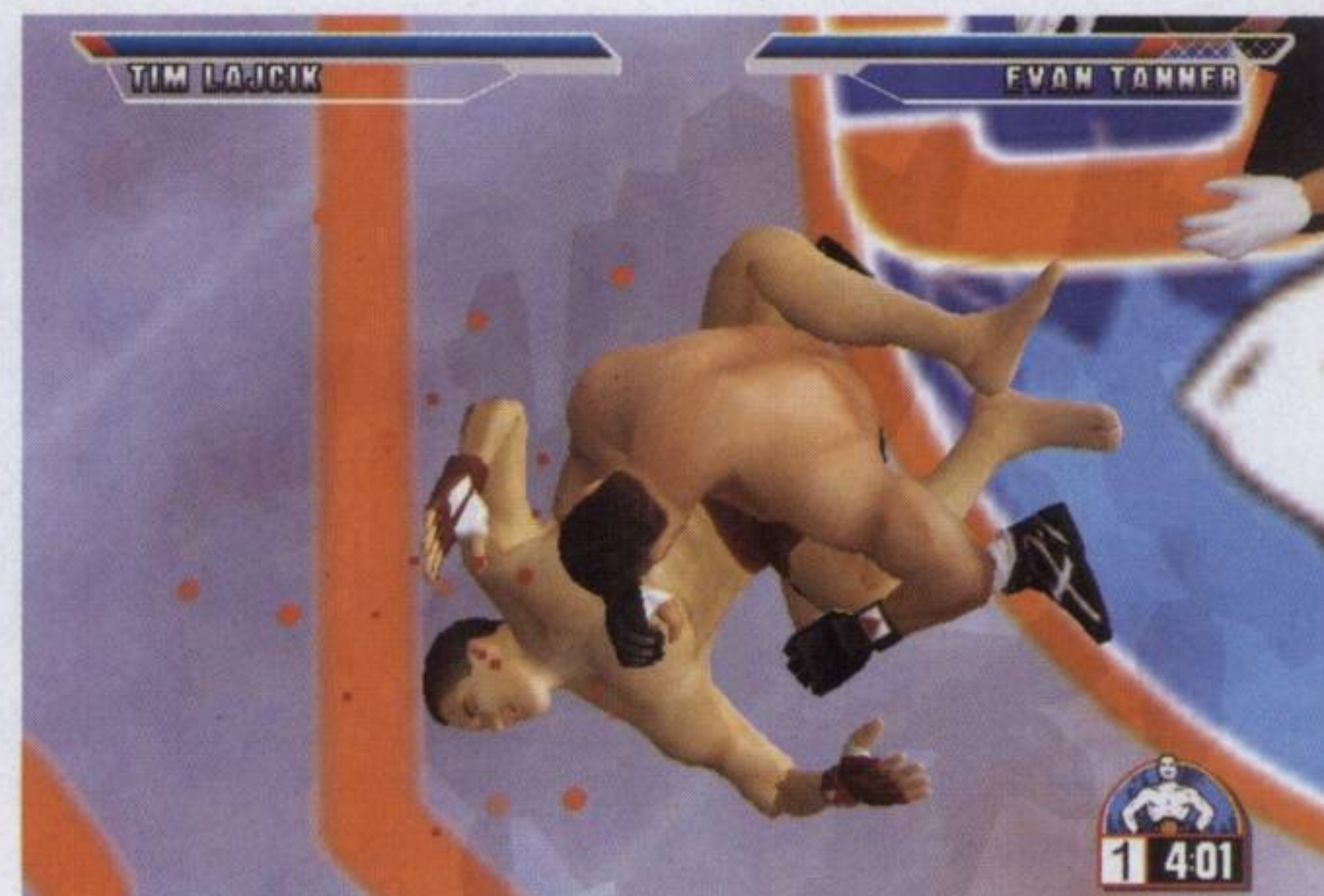
title," said Holly Newman of Crave Entertainment. "*UFC* is quickly becoming synonymous with groundbreaking gameplay and the most realistic visuals offered on a console. Expect nothing less from *UFC: Tapout*."

Ultimate Fighting Championship: Tapout is scheduled to hit American stores in June.

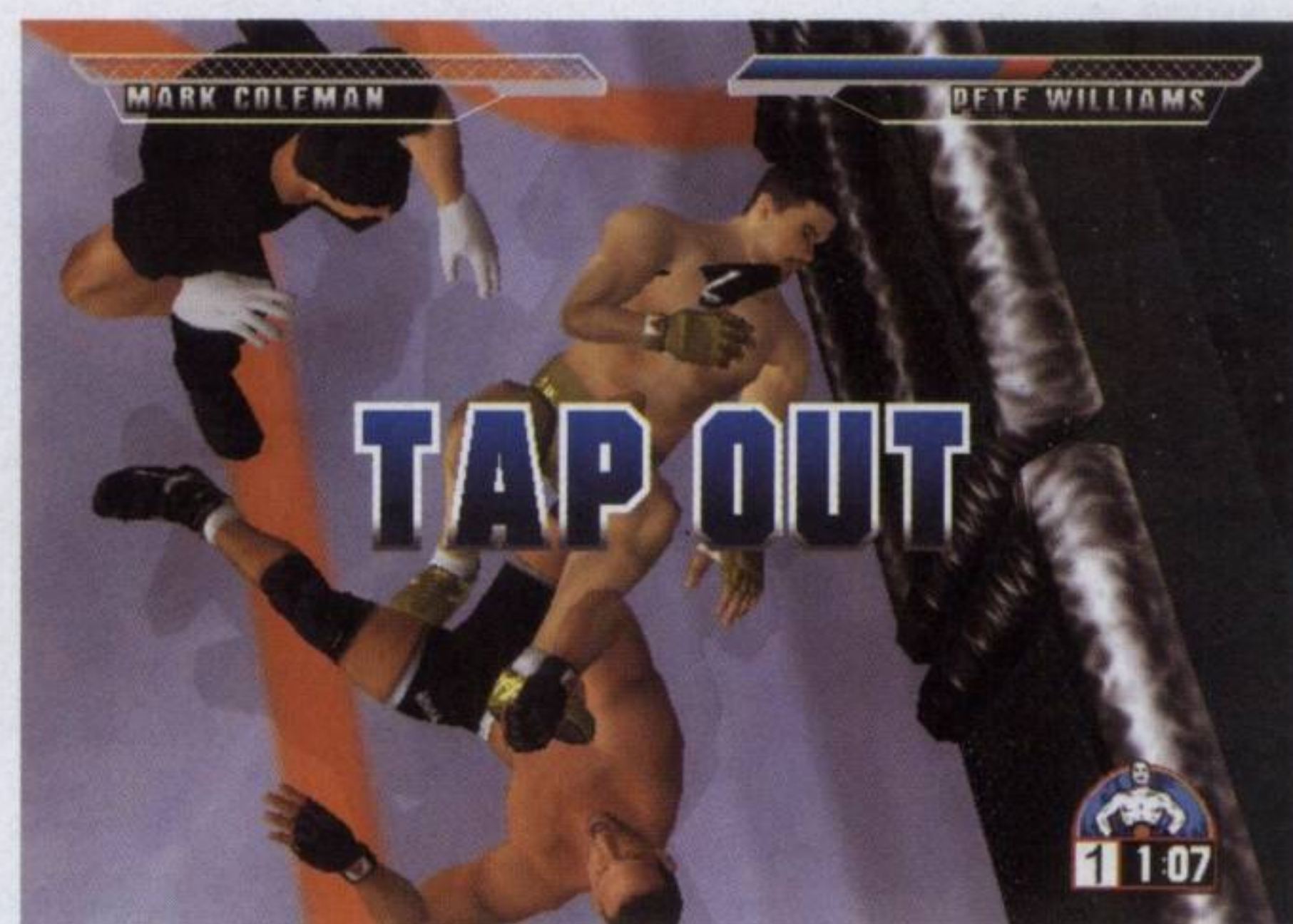
We contacted Ubi Soft, publishers of the original *UFC* in the UK, to find out if they planned to release the

sequel over here. "Well, it's certainly a possibility," said a spokesperson, "although nothing has been agreed yet."

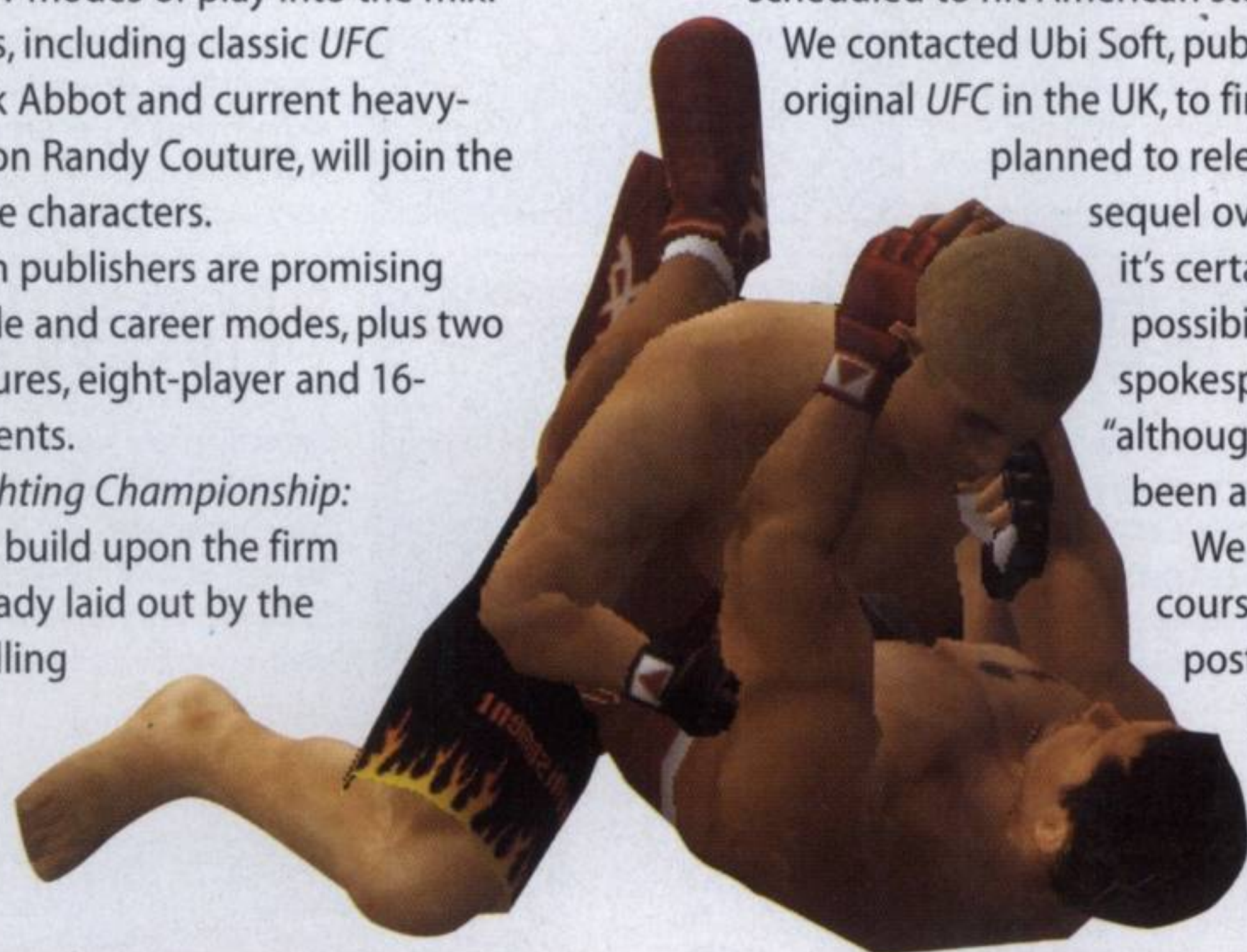
We will, of course, keep you posted in future issues of *Official Dreamcast Magazine*.



△ "Ow, that smarts! Oh, now you've done it."



△ Erm, what's the sequel called again?



▷ The ultimate fighter may be surpassed.

WHATEVER HAPPENED TO... PEACEMAKERS?

We discover the whereabouts of DC games that have seemingly disappeared without a trace. This month: give peace a chance...

LAST MENTIONED: *ODM #9*
ORIGINAL RELEASE DATE: LATE 2000
NEW RELEASE DATE: JUNE 2001

THE BAD NEWS? *Peacemakers* is no more. The good news? The promising strategy title is still coming to Dreamcast, but under a different name – *Conflict Zone*. Hurrah!

Set in 2010, it promises to be a realistic simulation of modern-day warfare. Unlike most real-time strategy titles, the idea isn't for you to annihilate opponents but to keep the peace in global hot spots as part of an intervention force called the International Corps for Peace (ICP).

The ICP must try to stop a shadow organisation known as GHOST who aim to destabilise countries to bring about a worldwide conflict. If you possess a global domination streak, you'll be pleased to learn that you can choose to play as the bad guys instead.

As is the norm in most strategy games, both sides have different strengths and weaknesses. ICP may have superior technology but GHOST have the power to convert civilians to their cause, so have the potential for a bigger army.

One unique feature of *Conflict Zone* is the role of the media. As in all modern conflicts since 'Nam, the presence of the media is one of the most potent weapons available. For ICP, media support is essential for further military funding. GHOST prefer to use the media as a propaganda tool, filming their military success and the failing of ICP.

"We're certain that *Conflict Zone* will make a real impact when it's released on the Dreamcast later this year," a

spokesman for Ubi Soft told us. "Not only does the game have a highly developed AI, a modern-day setting and a novel resource system, it is also going to be the first genuine RTS game on the DC console – and a highly evolved one at that."

On a console currently devoid of real-time strategy titles, *Conflict Zone* is definitely worth keeping an eye on. We'll bring you a full preview in an upcoming issue of *ODM*.



△ Who said war is hell? It looks rather nice



△ Red sky at night, tanks are in sight. Yikes!

RELEASE DATES APRIL-JUNE 2001



△ *Skies Of Arcadia*: out in April.

Here's a list of all the games coming out in the next few months, compiled with the help of Sega Europe, retailers and the game publishers themselves. Please note that all of these are subject to change.

APRIL 6

Stunt GP (Virgin)

APRIL 13

4x4 Evolution (Take 2)

NBA Hoopz (Midway)

Pro Pinball Trilogy (Empire)

Rainbow Six: Rogue Spear (Swing)

Skies of Arcadia (Sega)

APRIL 20

Daytona USA 2001 (Sega)

Giant Killers (AAA Games)

Worms World Party (Virgin)



△ *Confidential Mission*: nearly here.

APRIL 27

Championship Surfer (Learning Company)

Stupid Invaders (Ubi Soft)

The Next Tetris (Ubi Soft)

MAY

18 Wheeler American Pro Trucker (Sega)

Confidential Mission (Sega)

Dragon Riders (Ubi Soft)

Half-Life (Havas)

Soldier of Fortune (Ubi Soft)

JUNE

Conflict Zone (Ubi Soft)

Sonic Adventure 2 (Sega)

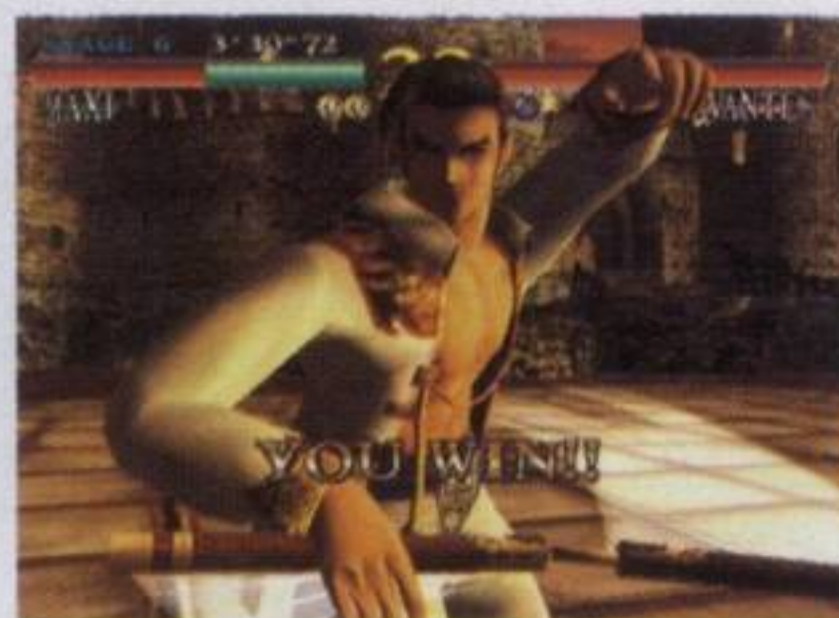
Unreal Tournament (Infogrames)



△ *Sonic 2*: speeding this way.

THE PLAYLIST

PAT GARRATT PICKS HIS FAVOURITE TITLES FROM PREVIOUS ISSUES



1 SOUL CALIBUR

SEGA • ODM #2, 10/10

The absolute daddy of fighting games on any platform. *Tekken* fans are always likely to disagree, but who gives a toss about them anyway? Graphically, the scrapper was a true ground-breaker, and the gameplay's slicker, more intuitive and more exhilarating than any other game in the genre.



4 QUAKE III ARENA

SEGA • ODM #15, 9/10

The DC conversion of this PC classic is more than enough to convince you that online play works through your little white man. In fact, it's bloody fantastic. In case you've been living under a rock, this is all about shoving rockets up the backsides of other players more times than anyone else. Hopelessly addictive stuff.



2 MR DRILLER

VIRGIN • ODM #15, 7/10

Painfully simple, this title rivals *Tetris* for its addictive puzzle qualities. All you have to do is drill: the crazy blue people have been making blocks, got a little excited and drowned the planet in coloured bricks. You've got to stop them before it's too late or you smash the TV. *Mr Driller* has already become an institution.



5 PHANTASY STAR ONLINE

SEGA • ODM #17, 9/10

Quite possibly the greatest online game ever. This futuristic RPG lets you leg it around the planet of Ragol, powering up brilliant weapons and marvelling at your ever-evolving mag – a floating pod that follows you wherever you go. The world loves this game. So do we.



3 METROPOLIS STREET RACER

SEGA • ODM #12, 9/10

This is the game that stopped all the graphics junkies in their tracks: is that really exactly what racing around London in an Alpha Romeo looks like? Yep. Developers Bizarre Creations took tens of thousands of photos just to make sure. The definitive Dreamcast racer.



6 MARVEL VS CAPCOM 2

VIRGIN • ODM #10, 7/10

Games that make your eyes bleed are great – and this mental beauty does just that. All your favourite characters are here, and after some of the most ridiculous special attacks ever, you'll feel like you're on the verge of a heart attack – which makes life more interesting, right kids?

THE ChartTrack TOP TWENTY



POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(1)	PHANTASY STAR ONLINE	SEGA	9/10	17
2	(2)	SONIC ADVENTURE	SEGA	9/10	0
3	(3)	TOY RACER	SEGA	6/10	17
4	(4)	FIGHTING FORCE 2	EIDOS	3/10	4
5	(-)	VANISHING POINT	ACCLAIM	7/10	17
6	(5)	MDK 2	VIRGIN	6/10	7
7	(6)	DRAGONS BLOOD	VIRGIN	6/10	10
8	(-)	POWER STONE 2	EIDOS	7/10	13
9	(9)	SHENMUE	SEGA	10/10	14
10	(10)	METROPOLIS STREET RACER	SEGA	9/10	12
11	(15)	TONY HAWK'S PRO SKATER 2	ACTIVISION	9/10	15
12	(-)	V-RALLY 2 EXPERT EDITION	INFOGRAMES	7/10	7
13	(11)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
14	(12)	DAVE MIRRA FREESTYLE BMX	ACCLAIM	4/10	16
15	(16)	QUAKE III ARENA	SEGA	9/10	14
16	(8)	TOMB RAIDER: THE LAST REVELATION	EIDOS	7/10	6
17	(14)	VIRTUA TENNIS	SEGA	9/10	12
18	(-)	4 WHEEL THUNDER	MIDWAY	8/10	8
19	(-)	WALT DISNEY WORLD QUEST: MRT	EIDOS	5/10	12
20	(-)	URBAN CHAOS	EIDOS	6/10	13

UK sales for week ending 10th March 2001. Compiled by ChartTrack © ELSPA 2001

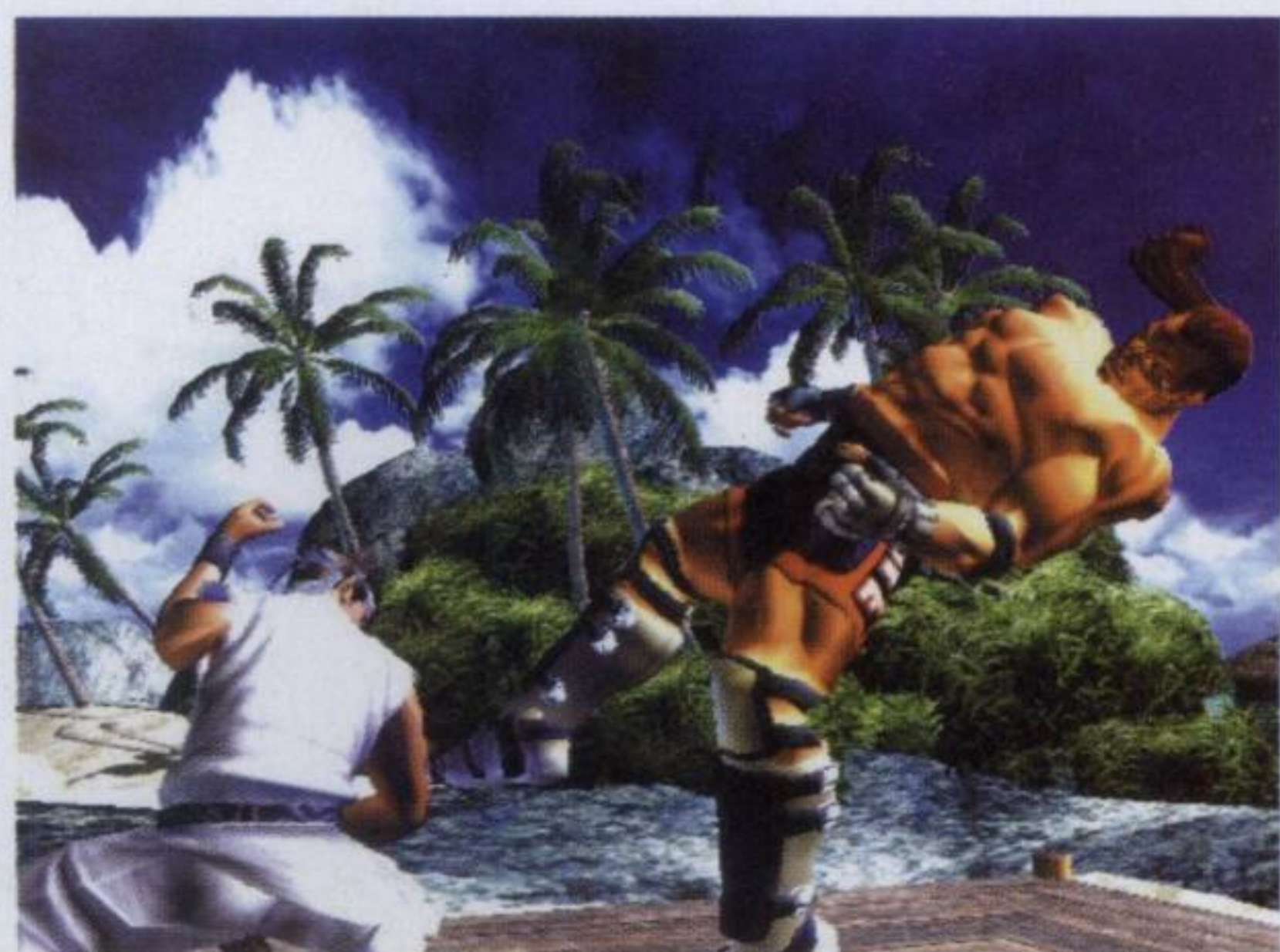


△ *PSO*: straight in at number one. No surprise there.

CHART ANALYSIS

AS EXPECTED, *PHANTASY Star Online* has been dominating software sales since release. From the letters we've received it also sounds like the online content has been dominating your phone bills. In a bizarre twist for some people, the cost of playing online will be more than they paid for the Dreamcast itself. Spooky!

The budget titles are still sucking people in, like *Fighting Force 2* (a bad buy for your sanity) and *MDK 2* (there are better shooters). *Dragons Blood* is challenging but average, while *Urban Chaos* is an ambitious adventure but slightly flawed. When you walk into a shop you have to look closely at these titles and ask yourself: why are they so cheap? Remember, nobody bought them before, that's why they're on offer now. Save yer money for the good stuff.



△ Clockwise from top left: Akira and Wolf prove they've still got it; Alfred Hitchcock presents *Virtua Fighter meets The Birds*; Weather effects allow fighters to leave trails in the snow; Nice beard. Better not say that to his face, though.

VIRTUA INSANITY

AM2 reveal the first details on *Virtua Fighter 4* – but will it appear on Dreamcast?

THE NEXT GAME in the legendary *Virtua Fighter* series has been unveiled by Yu Suzuki and his AM2 team. Unsurprisingly, it boasts breathtaking graphics.

Running on Sega's Naomi 2 arcade board, *Virtua Fighter 4* features stunning detail on both characters and locations. Stages resemble those seen in previous instalments of the series, but with increased texture and lighting effects. There will also be greater interaction with environments, with the fighters' movements affecting snow and sand surfaces.

AM2 have confirmed that the evade button that was added to *Virtua Fighter 3* (ODM #1, 7/10) has been removed in an effort to return the series to its roots.

The title will also make use of Sega's new card memory device, previously seen in the arcade racer *Club Kart*

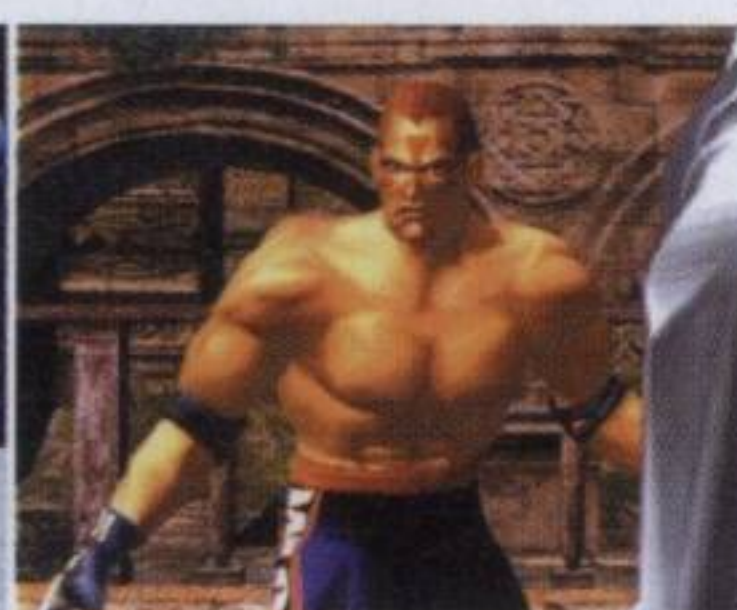
(see ODM #18). The system allows you to take your high scores away on a magnetic card and upload them to VFnet, an Internet database featuring worldwide ranking tables.

The cast of *VF3* will return in the new game. AM2 are staying tight-lipped about details of new characters, but video footage has revealed one new fighter – a graceful shaolin monk boasting impressive kung fu skills.

Sega have announced that *Virtua Fighter 4* will be released on PlayStation 2 in Japan before the end of the year. But will it be coming to Dreamcast?

"We announced that the PS2 would get a version of *Virtua Fighter 4*. As yet it is not scheduled for any other platforms," Alison Turner of Sega Europe told us, before adding "but this may well change."

Yu Suzuki has also added his opinion on a Dreamcast conversion, telling Japanese mag *Famitsu DC* that there is a chance it will appear – it depends on whether the fighters have to be compromised to look as good as the arcade version, and if Sega of Japan approve the release. *Virtua Fighter 4* is scheduled to reach arcades this summer. If there's any news on a Dreamcast conversion, you'll be the first to know.



△ Don't just sit there, Kage! Do something interesting! Yes, we are looking at you. What of it?

GAMES NEWS



ART ATTACK

Shenmue and *Jet Set Radio* (above) will be two of the stars at 'lens flare onedotzero' – a digital animation festival being held at the Institute of Contemporary Arts, London from April 28 to May 5. The festival aims to showcase the rise of animation talent, computer graphics and new technologies. Visit www.onedotzero.com for more info.

GOT ANY GEAR?

American company Majesco plan to re-release Sega's decade-old handheld the Game Gear. Majesco will produce the hardware themselves, priced at \$29.99 (£20), and plan to publish a range of budget titles for the machine including past hits *Aladdin*, *Disney's The Lion King*, *Pac-Man* and *Sonic Spinball* among others. There's no news on a release date for the system yet.

LAB RATS WANTED

Sega and UCI Cinemas are looking for DC gamers to take part in a trial to bring gaming to the big screen. A selection of gaming events will take place at the Printworks UCI Cinema, Manchester from April 6-22. The events will provide the opportunity to play forthcoming and recent Sega titles on the big screen with Dolby Surround sound. For more info contact UCI Cinemas on 08705 888977.



PHANTASIC FIGURES

Sega have revealed that over 200,000 users worldwide have registered their copy of *Phantasy Star Online* (above) since release. "The revolutionary new concept and global online gameplay in *Phantasy Star Online* have spawned an enthusiastic and dedicated gaming community among gamers from around the world," said John Golden, Sega of America. Despite the success, a highly anticipated add-on disc for *PSO* – that will offer new levels and rare items – will only be released in Japan. The true sequel is still scheduled for release next year.

SEGA DOMINATION V. 3.1

A Japanese news source has revealed that Sega, Namco and Sony will join forces to distribute games, movies and advertisements online. The companies will link Sega and Namco arcades with Sony retailers via a fibre-optic network with the aim to expand online gaming through arcades and retail outlets. They also plan to set up kiosks where users can access the Net and watch trial versions of games. The service aims to launch in Japan in 2002.

OOPSI!

We've been printing the wrong phone number for gadget company Iwantoneofthose for a couple of months. It should read 0870 241 1066. Also, the correct phone number for RAF Careers (see page 35, ODM #18) is 0845 605 5555. Apologies for any confusion caused.

REST ON THIS!
MOUSEMATS



BUFFY

VIRGIN • £6.99
With a mouse 'n' keyboard set-up vital for successful *Quake III Arena* playing, you might as well make sure your mouse has a nice place to roll about on. It'll stop bits of carpet fluff getting in your mouse and help your aim stay bang-on at all times. And it's always good to have something attractive to look at when your attention wanders... DT



CUSTOM MOUSEMAT

SNAPPY SNAPS • £11.99
If the huge number of culty mats don't float your boat, get down to your nearest photo lab and get them to put your favourite image on a mousemat. If you're going to be using it at work all day, you might as well have an image that'll keep you happy. Photos, digital images or montages can all be used, so get creative and make your own work of art! DT



RAQUEL WELCH

VINMAG.COM • £6.99
Part of a huge range of kitsch merchandise, this Raquel Welch mousemat caught the eye for no reason in particular. Oh alright, perhaps a couple of reasons but there's no denying the classic *One Million Years BC* look livens up any desk. Whether it'll improve your frag rate on *Quake* is another question altogether... DT

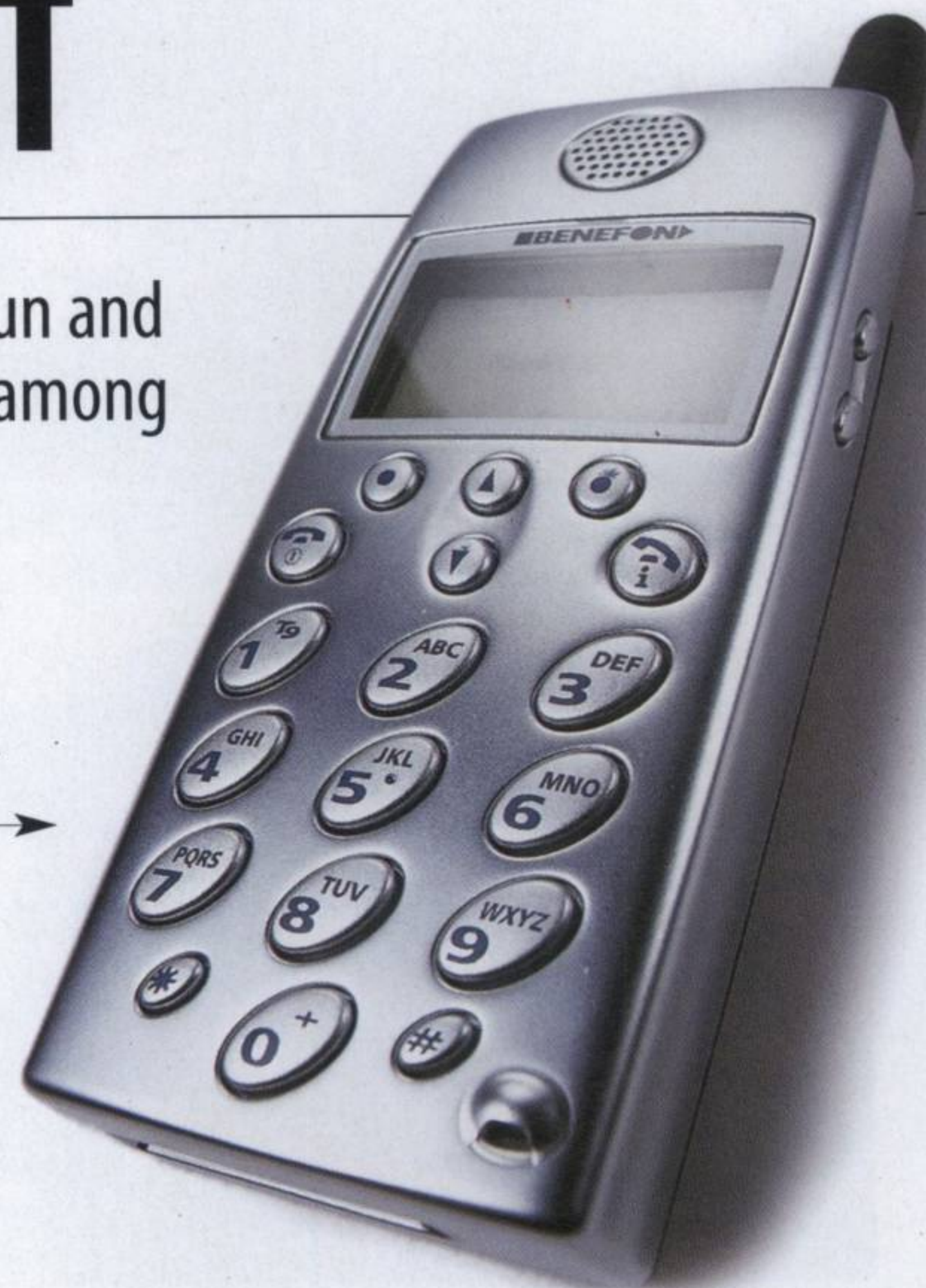
INSPECT-A-GADGET

Filthy fridge magnets, a miniature machine-gun and the ultimate in home entertainment toys are among this month's technological trailblazers

BENEFON Q

It's difficult to keep up with exactly what's going on in the world of mobile phones – WAP this, Bluetooth that and all manner of snap-on covers and funky accessories. While Benefon's new Q phone *does* have WAP abilities, of more interest is the hard-wearing and sleek chromed casing, its teeny size and ability to stand out in a Nokia-dominated world. It lacks the intuitive operating system and ergonomics of many of its contemporaries, but they're a fair trade if you value a little individuality.

Price: £130 (approx, depends on contract) Contact: Benefon
Tel: 0800 279 9339 Web: www.benefon.com



BUSH DVD140TV

There's no substitute for a standalone DVD player, but if space is tight or you simply want the daddy of all home entertainment toys, this cute offering from Bush is a real winner. Plug in your Dreamcast and you have all you need to see you through a quality night in. Obviously it's not going to compete with a monster TV and home cinema set-up, but that's hardly the point. It's neat, works well and is ready to plug in and play. And for what you get, the price isn't half bad either...

Price: £330 (approx) Contact: Bush
Tel: 020 8787 3000



ONKYO FR-435

Gadget integration seems to be the buzzword at the moment and Onkyo have certainly been paying attention. Combining an amp, CD deck and Mini-Disc recorder into a sleek single package means minimal fussing with wires and a neat all-in-one package for your musical needs. Plenty of inputs and outputs on the back means it can be connected to a host of other devices and increases the versatility even more, although it's a little on the large side and, yes, it's silver. Don't let anyone tell you silver is the new black, okay?

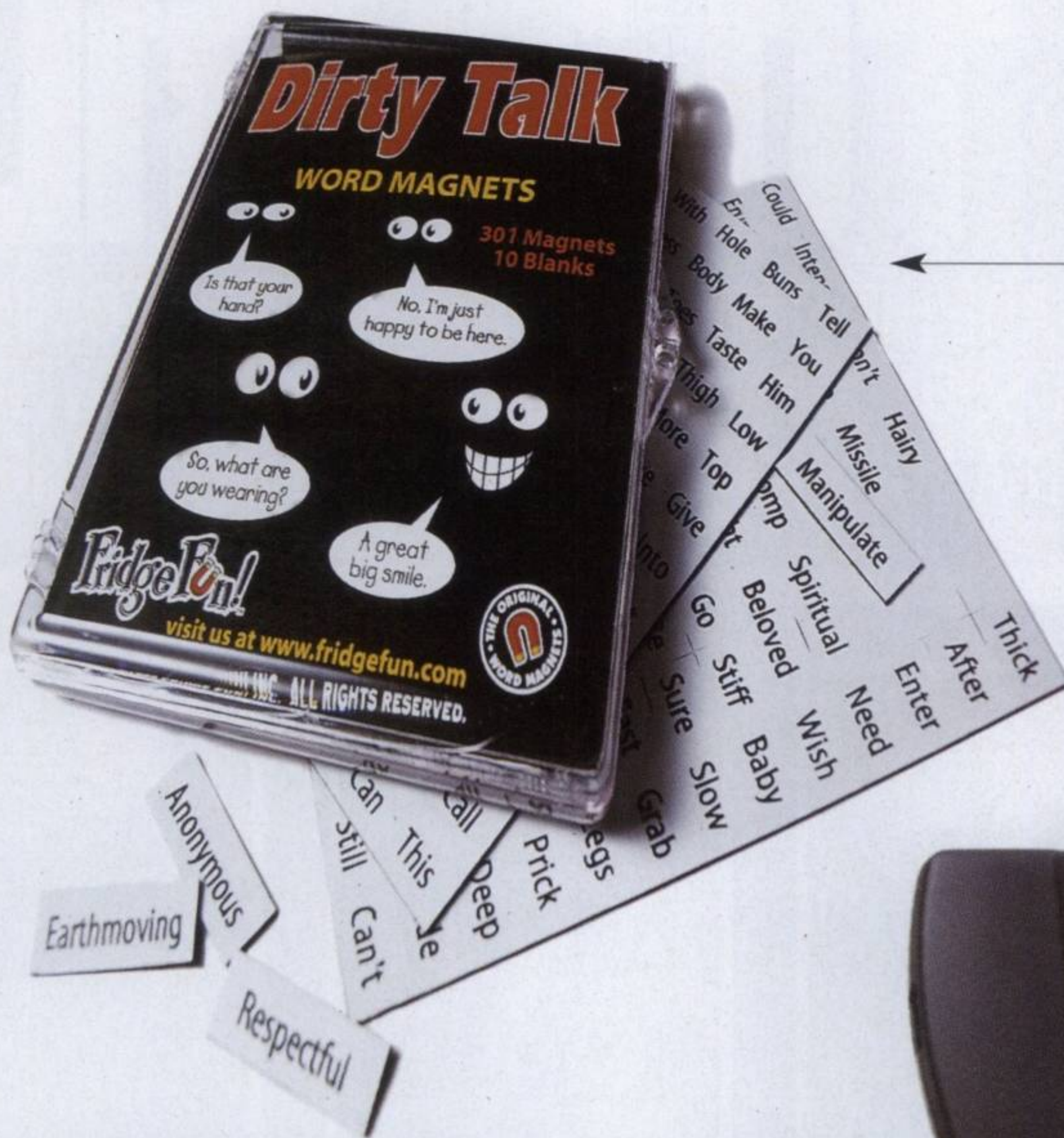
Price: £550 Contact: Onkyo Tel: 01788 556777
Web: www.onkyo.net



MINI M16

While guns are, of course, A Bad Thing, the cathartic benefits of loosing off a few rounds cannot be ignored. Thankfully this particular firearm is pretty harmless but still enables you to indulge in your *Scarface* re-enactments in the comfort and privacy of your own home. Simply pull the trigger and a stream of plastic pellets spurt forth, get lost under the fridge, terrify household pets and annoy the hell out of anyone else in the room. As the man Pacino would put it: "Say hello to my little friend..."

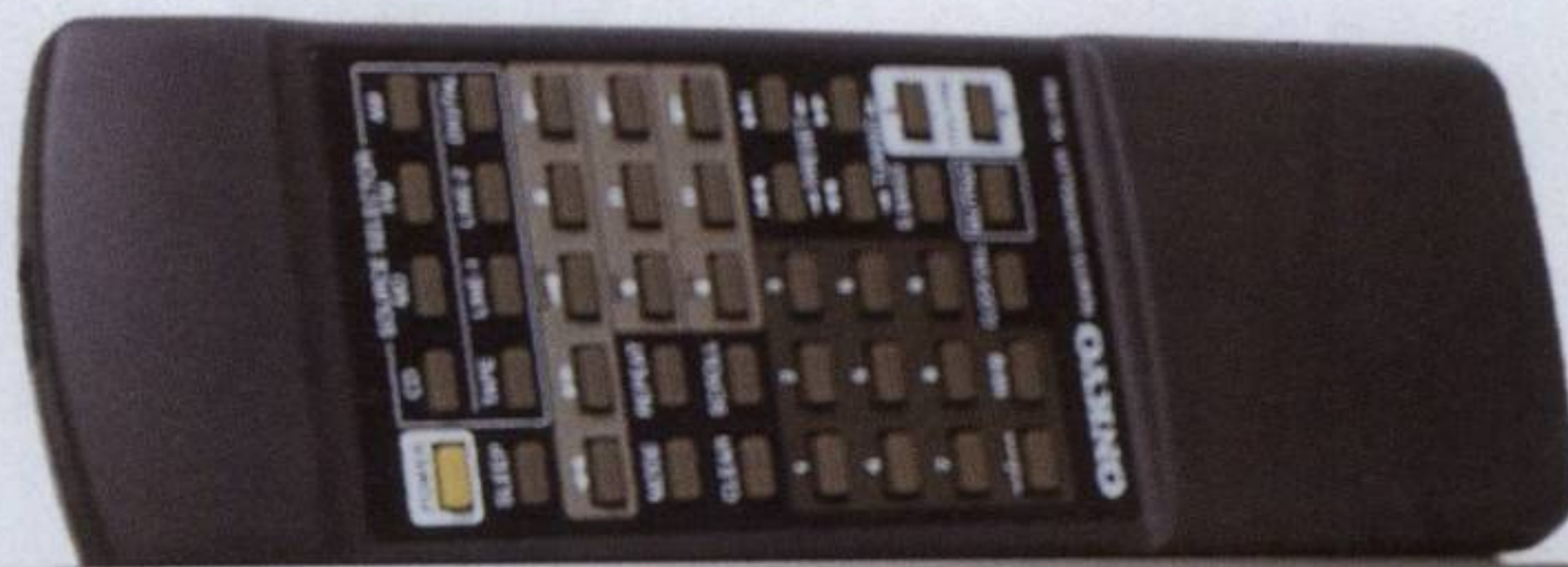
Price: £30 **Contact:** Iwantoneofthose
Tel: 0870 241 1066 **Web:** www.iwantoneofthose.com



DIRTY TALK

Concocting vaguely filthy sounding poetry out of fridge magnets is one of life's great pleasures, but if the standard packs are simply too tame for your tastes or you lack the imagination to make smutty jokes out of innocent words, this pack could be just the thing. If quivering buns and pounding frankfurters aren't quite your bag, then you can opt for more romantic or innocent packs. But whichever ends up on your fridge, you can guarantee at least one of your mates will be able to string a sentence of smut together for your mum/partner/parole officer to stumble across.

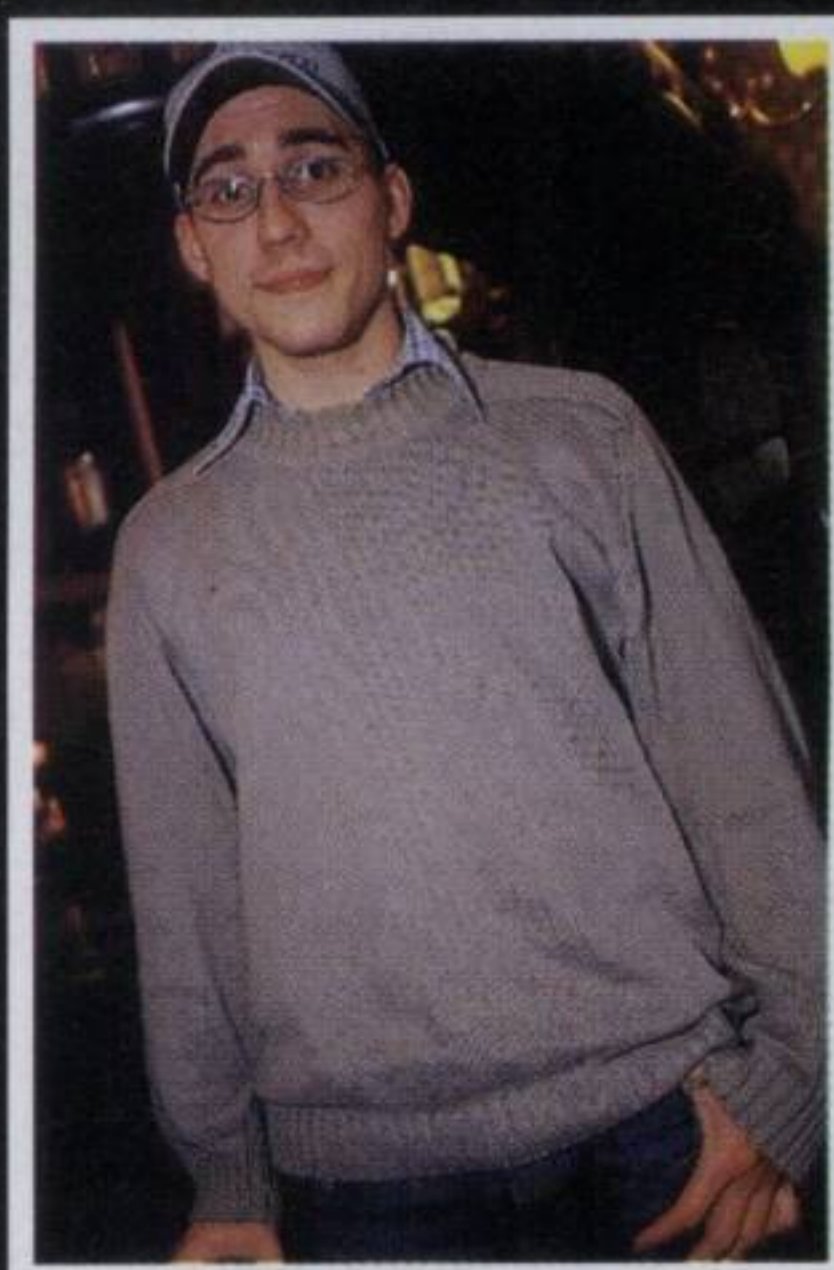
Price: £11 **Contact:** Iwantoneofthose
Tel: 0870 241 1066 **Web:** www.iwantoneofthose.com





LICENCE TO THRILL

ARCADE HIT *CONFIDENTIAL MISSION* IS COMING TO DREAMCAST SOON. DAN TRENT WENT UNDERCOVER AND OBTAINED A COPY FOR AN EXCLUSIVE PUBLIC PREVIEW



TOM, 23
GRAPHIC DESIGNER

Favourite shooting game?

R-Type.

What did you think of this?

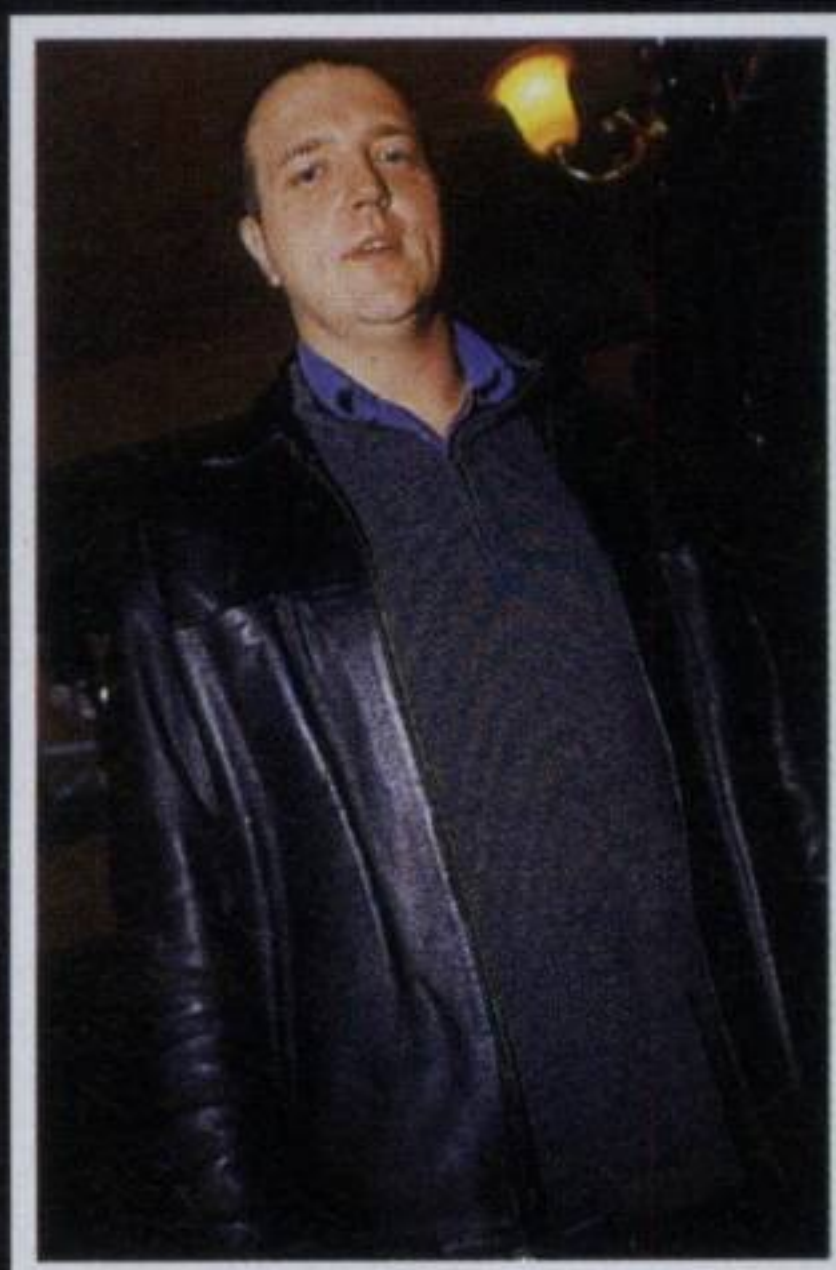
Seems alright. It's not exactly my cup of tea, though.

Best thing about it?

It moves fast and looks good.

Essential confidential mission gadget?

Er, that'd have to be something that made me invisible.



JOHN, 23
GRAPHIC DESIGNER

Favourite shooting game?

Time Crisis in the arcades.

What did you think of this?

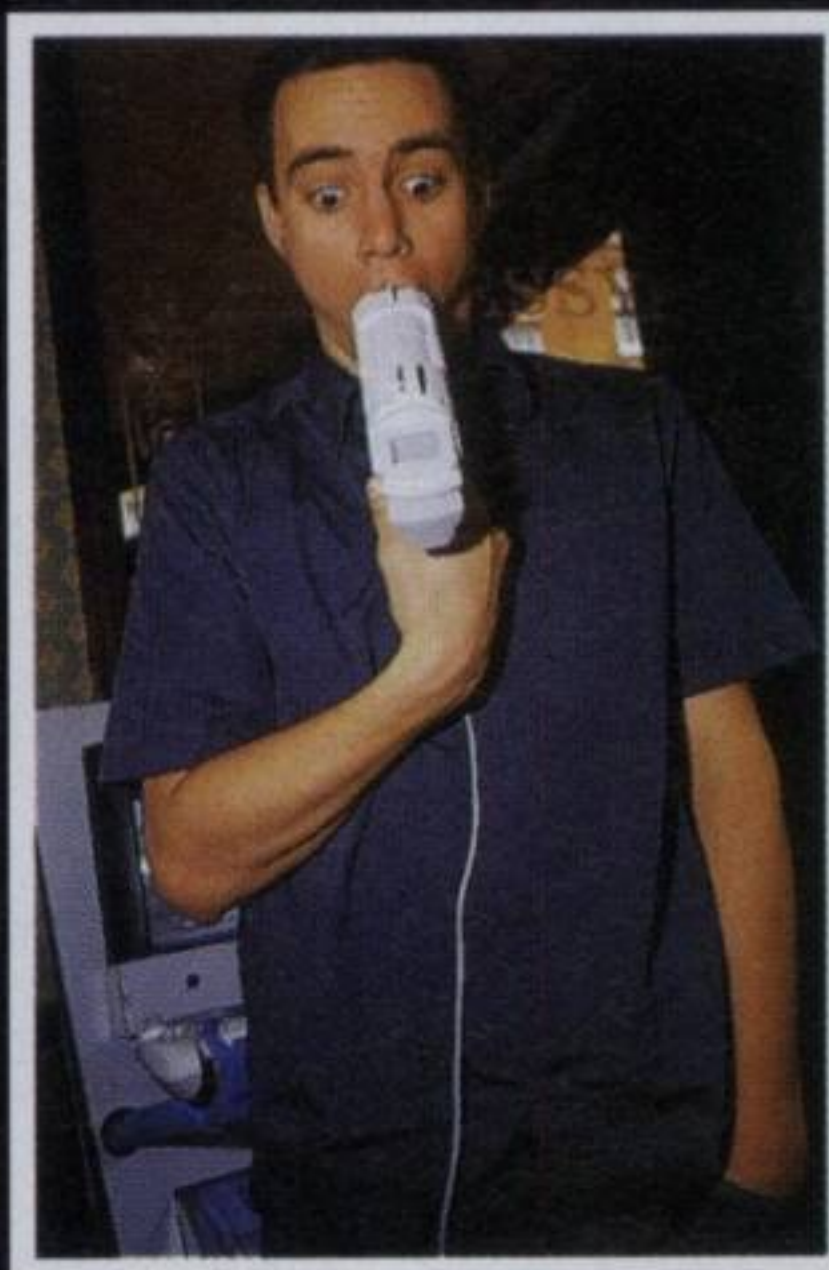
It's quite similar to the arcade machine, isn't it?

Best thing about it?

I really like the interactive backgrounds in this.

Essential confidential mission gadget?

A car that can turn into a plane.



JAMES, 24
WEB DESIGNER

Favourite shooting game?

I don't really have one...

What did you think of this?

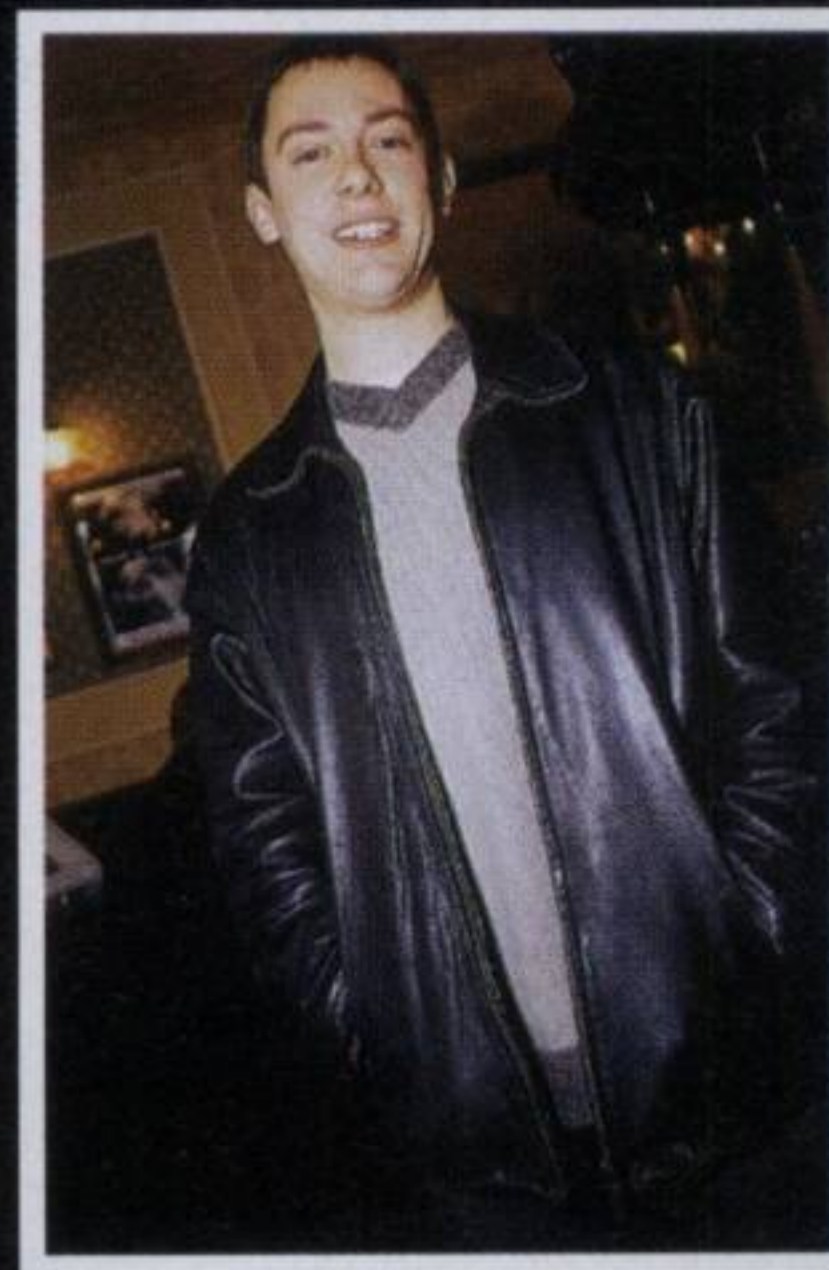
It's actually quite good fun... although it's not really my usual thing, but I still enjoyed it.

Best thing about it?

It's entertaining!

Essential confidential mission gadget?

A fast car!



DAN, 28
WEB DESIGNER

Favourite shooting game?

I don't really play them all that much but I do like them...

What did you think of this?

Very good, it's easily as good as the arcade version.

Best thing about it?

Nice and pacey!

Essential confidential mission gadget?

A big bottle of whisky!



NICHOLA, 23
PROGRAMMER

Favourite shooting game?

I used to have one called *Duck Hunt*...

What did you think of this?

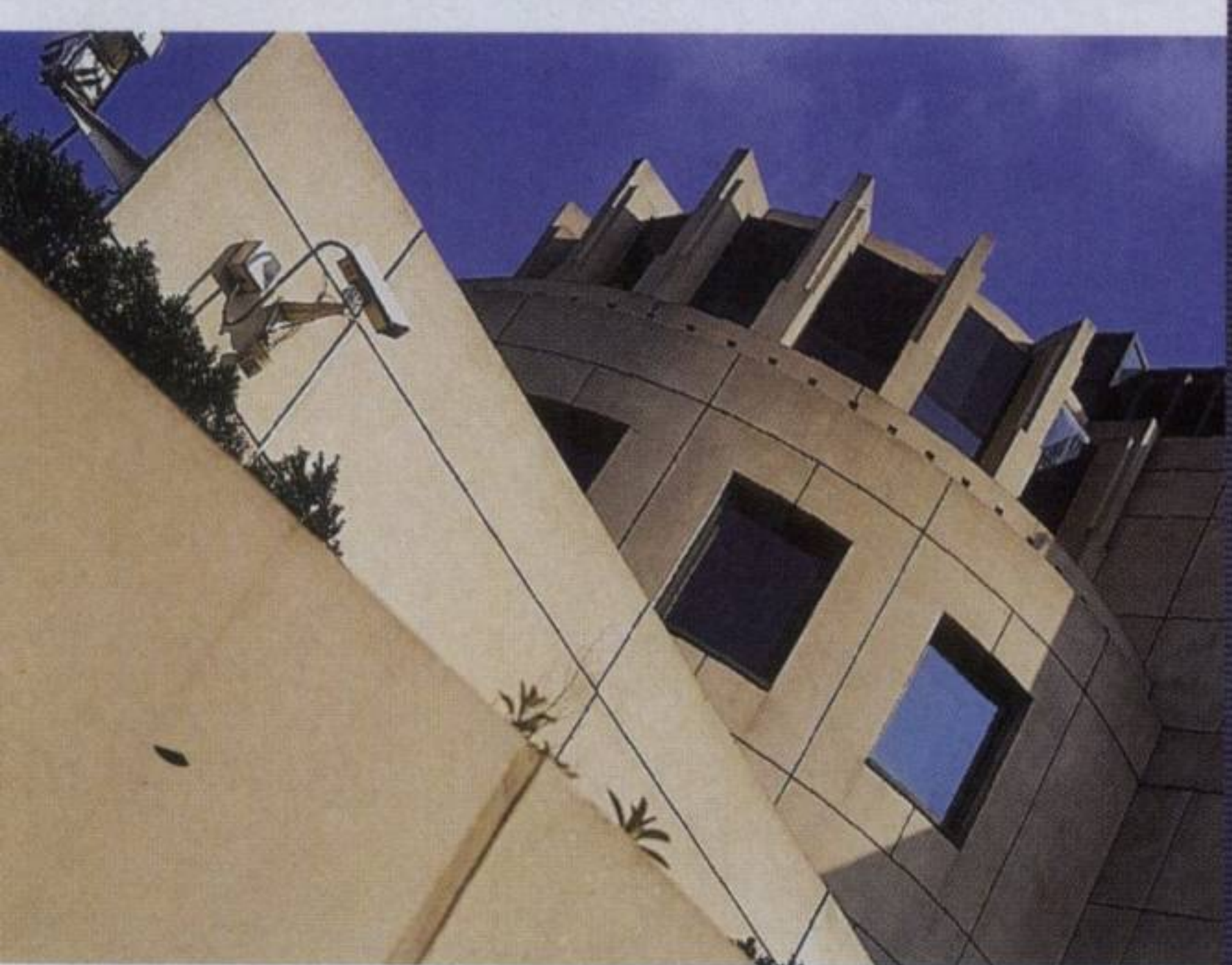
The aiming was easy.

Best thing about it?

The graphics are good, although I prefer it when you have control over where your character goes.

Essential confidential mission gadget?

A decent gun.



CONFIDENTIAL MISSION



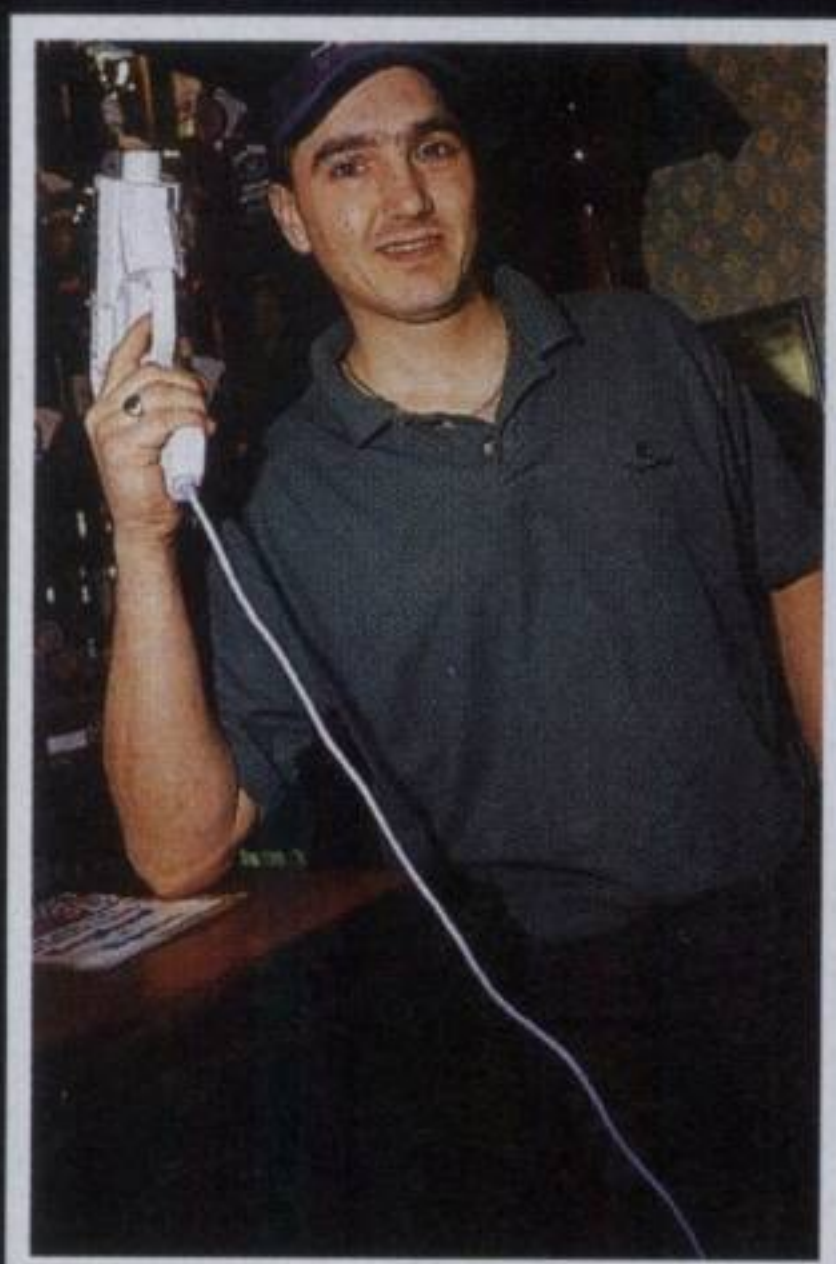
FOR THIS MONTH'S Vox Pops we took our top secret early code of *Confidential Mission* down to MI6's 'secret' London HQ. After appearing under attack in the Bond film *The World Is Not Enough*, life eerily imitated art when the building came under missile attack from persons unknown last year. Bearing this in mind, we kept our distance from the building — while our Dreamcast demo unit doesn't look much like a rocket launcher we've become quite attached to the little fella and didn't fancy seeing it blown up in the interests of national security by some paranoid spooks.

Pictures done, we retired to a nearby pub to see if we could find any off-duty spies willing to put the game through its paces and offer their

expert opinions. While a few of our respondents were a little shifty looking, none seemed particularly like the secret agent type but we let them have a go anyway and they were soon blowing away bad guys like they were born to it. Not that the concept of the game is especially difficult to understand. . .

If you can't wait to have a go on *Confidential Mission*, you should be able to find it in an arcade near you now. For more information on what the Dreamcast version is set to offer, see our preview starting on page 46.

• *Confidential Mission* is currently scheduled for release at the end of May.



**SCOTT, 28
ELECTRICIAN**

Favourite shooting game?

I'm more into *Resident Evil* type things.

What did you think of this?

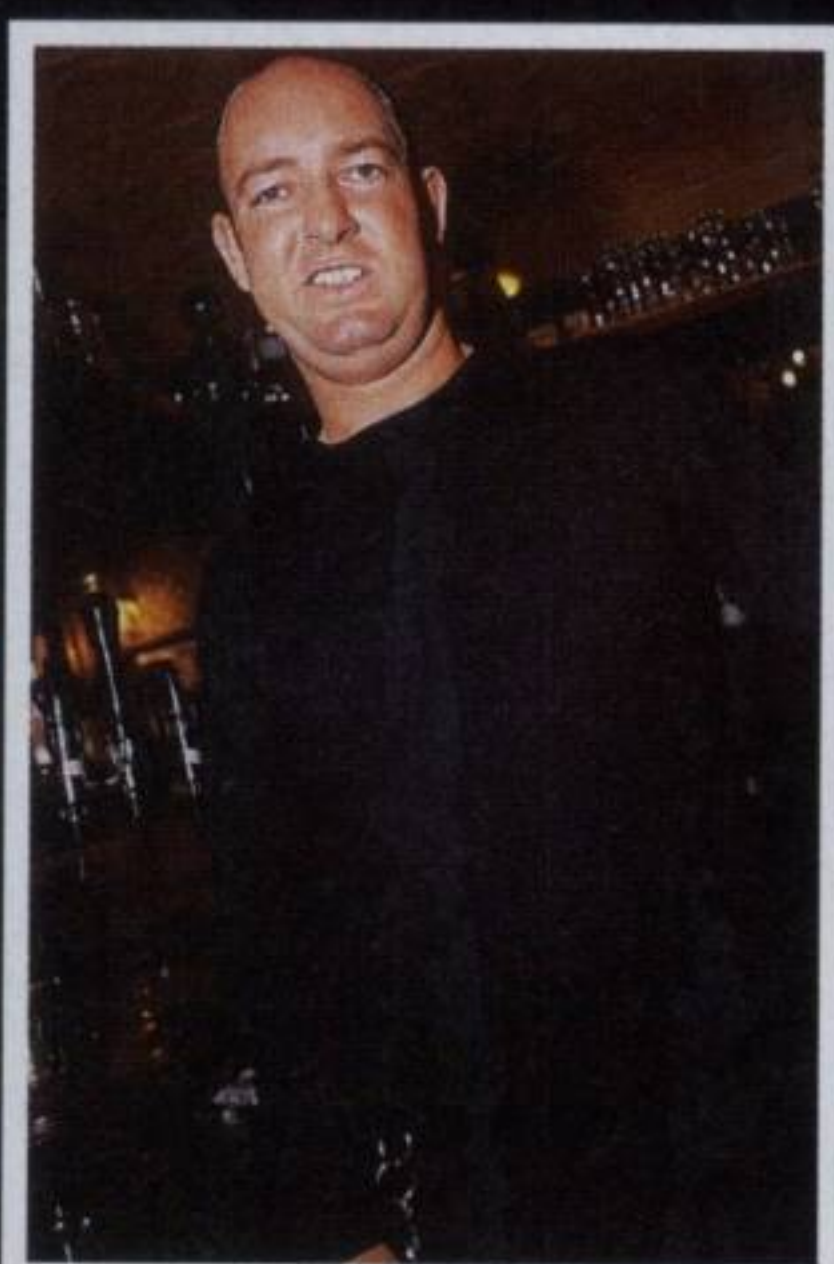
It's very good. Better than most I've seen.

Best thing about it?

It's a little more involved . . . the Justice Shot thing is good.

Essential confidential mission gadget?

The cigarette packet with the exploding cigarettes and the video camera.



**NOEL, 31
BAR MANAGER**

Favourite shooting game?

Silent Scope.

What did you think of this?

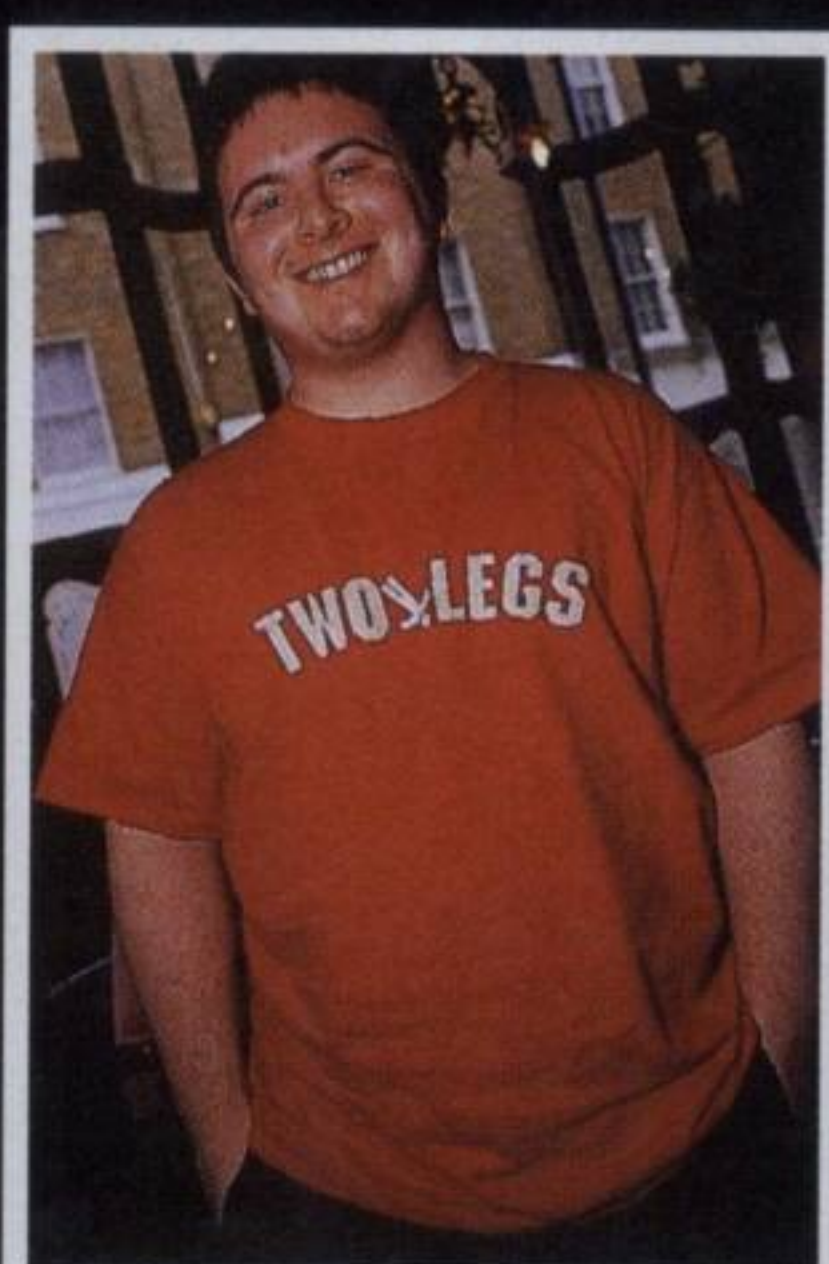
It's very good, isn't it? Certainly very interesting.

Best thing about it?

The graphics are good and there are plenty of targets.

Essential confidential mission gadget?

A woman!



**JOHN, 35
SALESMAN**

Favourite shooting game?

Er, can't remember!

What did you think of this?

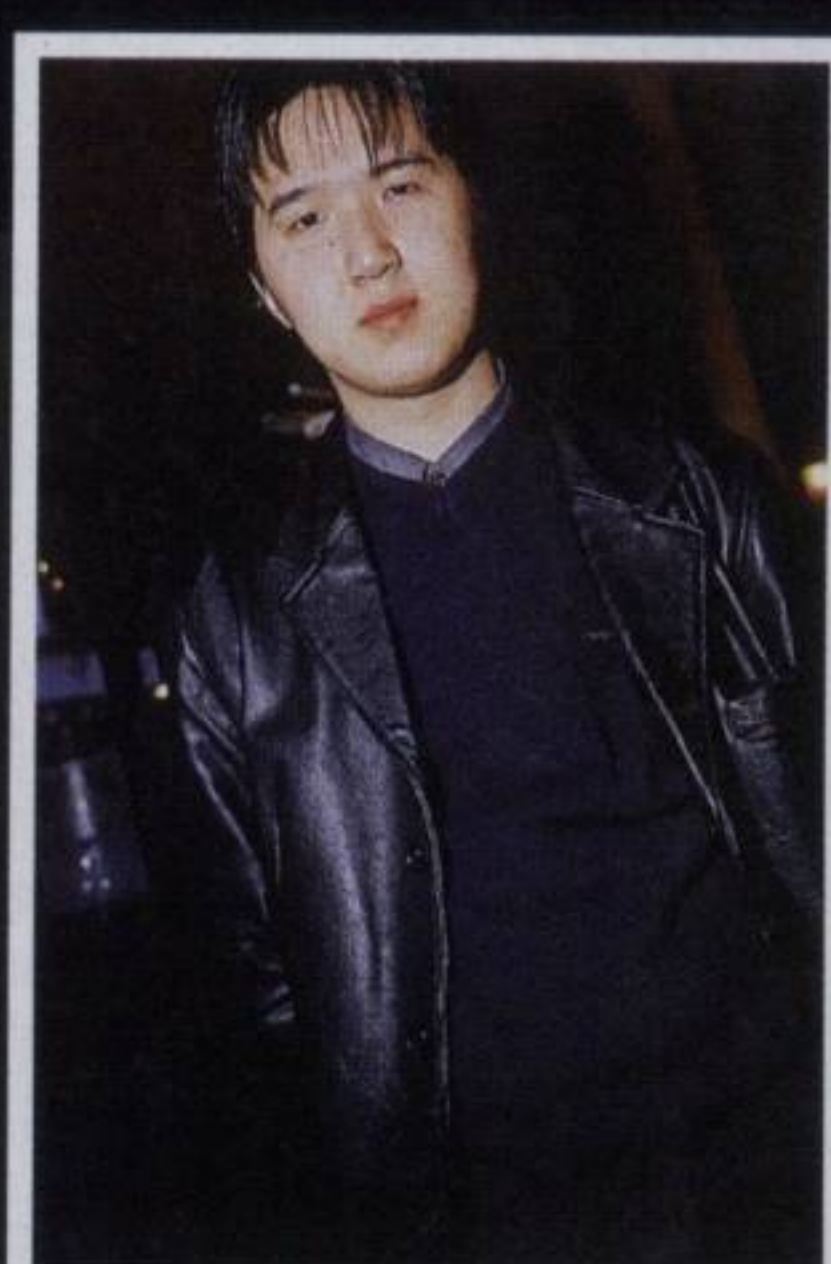
Good.

Best thing about it?

I've had a hard day's work and it's good stress relief!

Essential confidential mission gadget?

That'd have to be the old missile in the pen, I think. . .



**JUGE, 25
MANAGER**

Favourite shooting game?

House Of The Dead 2.

What did you think of this?

Well, I've never seen it before but it was quite good.

Best thing about it?

The graphics are good.

Essential confidential mission gadget?

That's an easy one. . . I'd take James Bond along with me!



**ZAK, 25
WINDOW CLEANER**

Favourite shooting game?

It'd have to be either *Unreal Tournament* or *Silent Scope*. . .

What did you think of this?

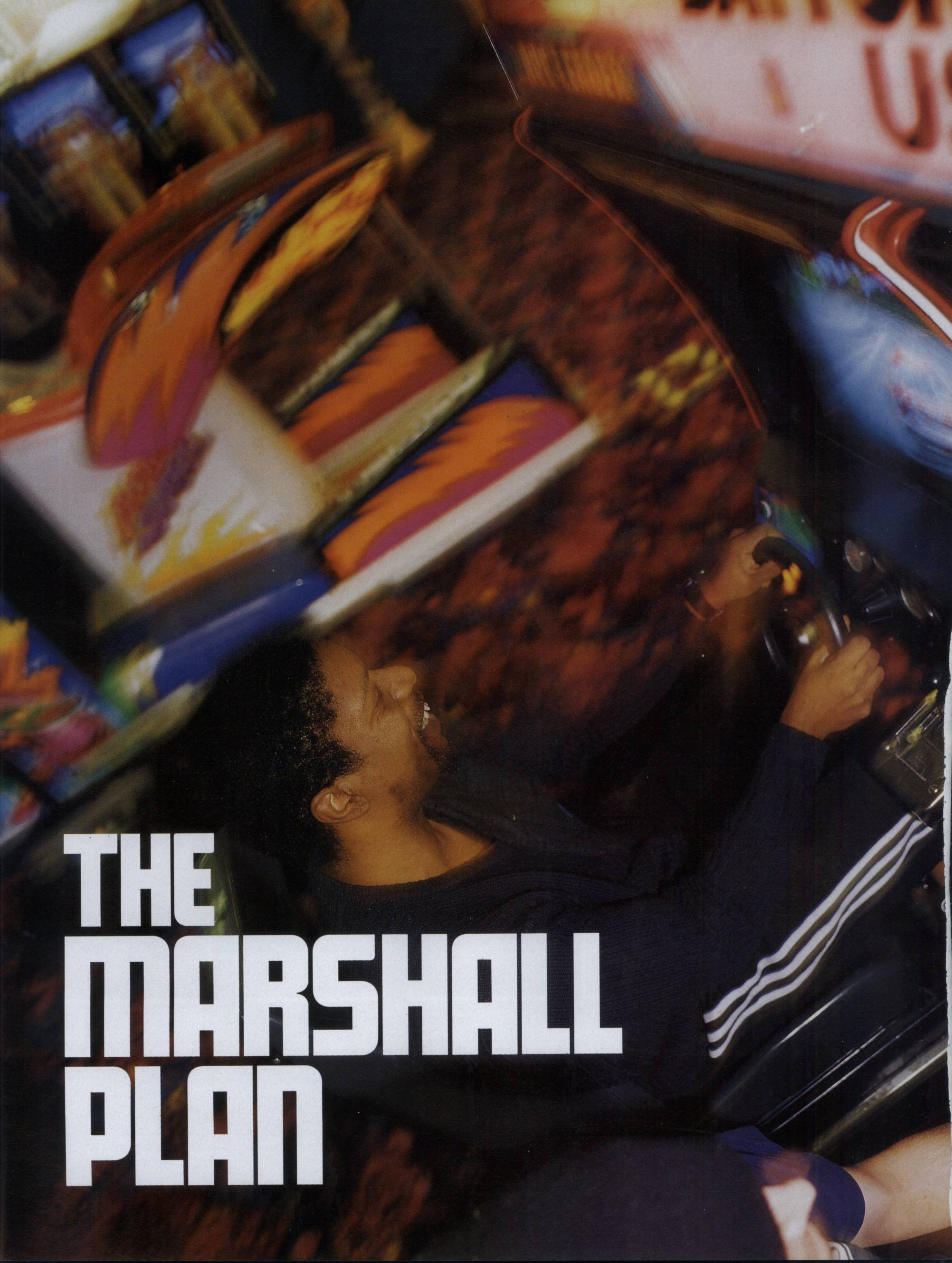
A blast! It's not exactly complicated but still great fun.

Best thing about it?

The bad guys come thick and fast.

Essential confidential mission gadget?

Er. . . a periscope!



THE MARSHALL PLAN



HOUSE MUSIC FOUNDING FATHER MARSHALL JEFFERSON WANTS TO SCORE VIDEOGAMES. DAN TRENT LENDS AN EAR...



EVEN IF YOU'VE NEVER heard of Marshall Jefferson, you won't have escaped the mark he has made on dance music, and specifically the classic Chicago house sound. As one of the leading lights of the house revolution in the '80s, he wrote, performed and produced tracks which have influenced generations of musicians and producers since. But he's also hugely into his games, claiming to have owned – and lost to thieves – every console around as well as topping the online rankings for *Command & Conquer: Red Alert* on PC and playing at the highest level in the hit role-player *Everquest*.

Now living in sunny Billerica, Essex (no, really), Marshall divides his time between DJing commitments in Europe and his beloved games. "Games are a full-time thing for me!" he says. "Music is only part-time now..."

Part-time maybe, but Marshall's contribution to the Chicago scene and its subsequent domination of the world's dancefloors has seen him given the keys to the city and commemorated, along with his contemporaries, with a plaque in city hall. "I've been sampled more times than James Brown!" he claims, by means of demonstration of his influence. "You can listen to just four tracks that I was involved in back then [in the mid-'80s], producing or writing, and you hear their legacy in every house tune recorded since."

Games-wise, Marshall's main love is online PC role-players and strategy games, but long-time friend and collaborator DJ Pierre recently introduced him to the ways of the Dreamcast. "He was living with us for a while," explains Marshall, "and he had his Dreamcast with him so we'd be up all night playing things like *Ready 2 Rumble* [ODM #1, 9/10]. I'm not generally as keen on stuff like that and *Sonic* though, I like my games gorier and darker."

Talk of *Phantasy Star Online* [ODM #17, 9/10] rekindles his interest, though. "I used to play all the old *Phantasy Star* games," he says, "and I sure like the sound of playing it online. I didn't know it was out yet." Marshall's current recording partner Lee quietly assures us: "I can guarantee he'll have a Dreamcast within days!"

The subject of games has got Marshall fired-up. "I would love to make some music for something like *Phantasy Star Online*!" he asserts. "They need me! See, with me, games are a passion and if someone were to let me make music for their game I would put my soul into it. I could do some real mind-altering shit for them!"



MAXIMUM KUDOS

MATTHEW CASEY IS ONE OF THE FASTEST *METROPOLIS STREET RACER* PLAYERS IN EUROPE. DAN TRENT TRIES TO KEEP UP



COMPETING AT EUROPEAN LEVEL in any sport would usually need years of practice, thousands invested in equipment and endless sacrifice to keep on the cutting edge. Unless your chosen sport happens to be *Metropolis Street Racer* (ODM #12, 9/10). If you've got a Dreamcast and a copy of the game then there's nothing stopping you from getting to the top of the league too. But you've got to be fast...

Seventeen-year-old Matthew Casey *is* fast. Fast enough to win the online San Francisco Challenge stage of *MSR* against drivers from all over Europe. And he almost didn't bother entering...

"It started with the London Challenge," he explains. "I'd been putting in a lot of hours and was top of the table for three weeks, but suddenly someone put in a faster time and I was gutted. I went back and beat the new time but when I checked on the last morning of the competition he'd beaten me again and I felt like crying!"

The San Francisco Challenge offered another opportunity though. "I didn't think I'd play it much again but I thought I'd have a go and I got a pretty decent time," says Matthew. "I knew I could do faster

and then one day I got just the most perfect lap which I was pretty confident nobody could beat." And nobody could, not even his French rival who'd nabbed the London crown from him at the eleventh hour.

Matthew dedicates a huge amount of time to honing his skills and making sure his times are always at the top of the leaderboard. "In an average session on the game I'd spend around five hours," he admits. "But I'll go up to eight hours if I'm on a roll!"

Car choice is important too, and for the challenge Matthew was happy to use the Vauxhall VX220. "I just got really good times with it," he says "I got more confident with the VX than anything else."

The release of *MSR* in the US and Japan will mean the challenges will be on a worldwide rather than European basis, but Matthew is confident he's got what it takes to continue his winning streak. "I'm not that worried about the Americans, but the Japanese are so dedicated and will be very tough competition!"

And Matthew's prize for being the fastest in Europe? No, not the VX220 below (which we borrowed for the photo shoot), but a Dreamcast steering wheel... and maximum kudos from us.



"IN AN AVERAGE SESSION ON THE GAME I'D SPEND AROUND FIVE HOURS. BUT I'LL GO UP TO EIGHT IF I'M ON A ROLL!"

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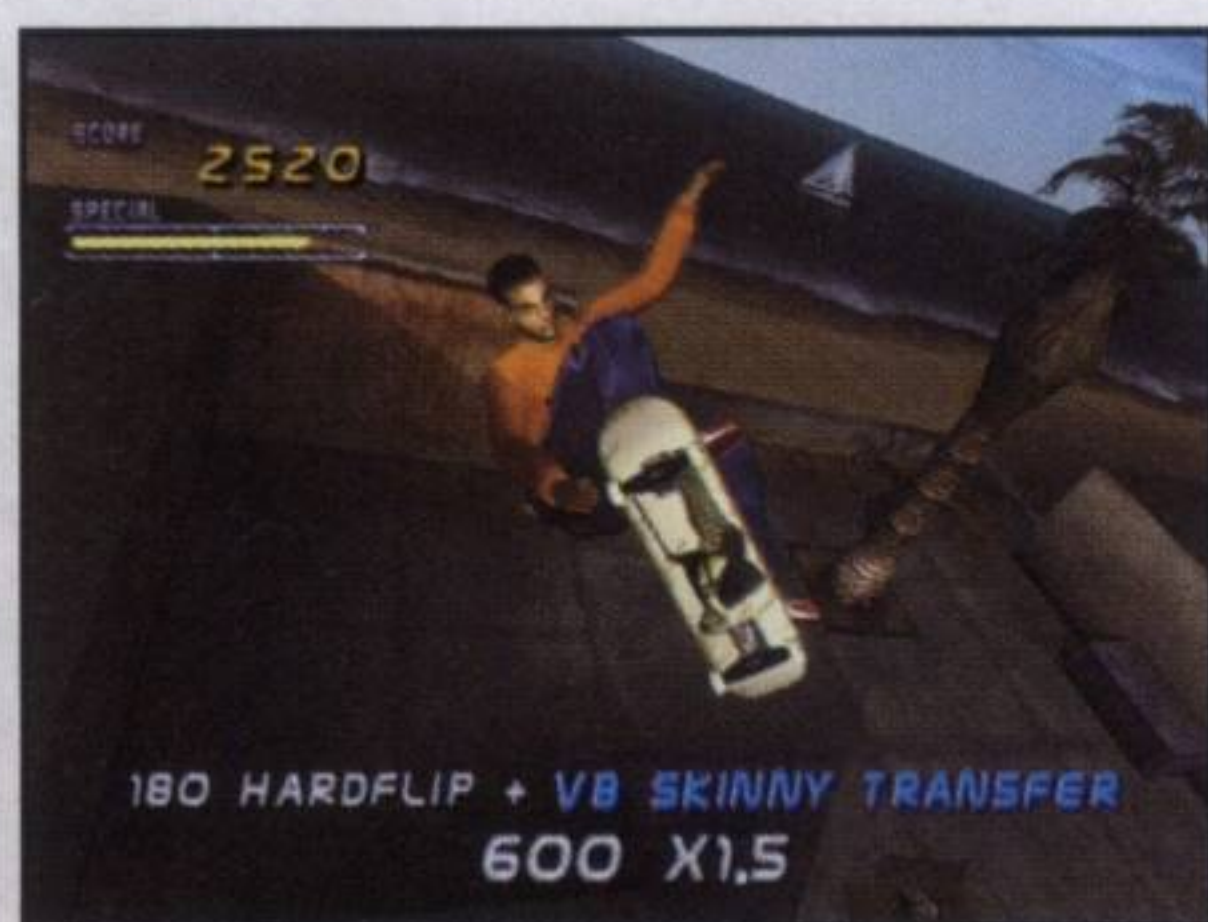
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READER AWARDS 2001

YOUR VOTES, YOUR COMMENTS, YOUR FAVOURITE GAMES. LADIES AND GENTLEMEN WE BRING YOU, IN REVERSE ORDER, THE TOP TEN DREAMCAST TITLES ACCORDING TO *ODM* READERS...



TONY HAWK'S PRO SKATER 2

DEVELOPER: NEVERSOFT/TREYARCH

PUBLISHER: ACTIVISION

REVIEWED: *ODM* #15, 9/10

"EXTREMELY ADDICTIVE. BEST GAME ON WHEELS EVER, AND EASY TO PLAY."

LEWIS FLAWELL, NORTHUMBERLAND

"TRICKS + STYLE + GRAPHICS = COOL!"

ROBERT BAMBRIDGE, BERKSHIRE

"I BELIEVE I CAN FLY."

TYRONE MEADOWS, LEICESTER

"THE CHEATS AND PARK EDITOR ARE NEAT!"

DANIEL SINGH, LONDON

"UNLIMITED ENJOYMENT."

DANIEL BARKER, LONDON

"TOTALLY GNARLY, DUDE!"

ALEX PARKES, BERKSHIRE

"PURE GAMEPLAY."

A. BROWN, HUDDERSFIELD

"LOOKS GOOD, PLAYS *VERY* GOOD."

NICK FELSTEAD, DORSET



SAY WHAT?



JET SET RADIO

DEVELOPER: SMILEBIT

PUBLISHER: SEGA

REVIEWED: ODM #15, 9/10

"EASILY THE MOST CLEVER PIECE OF WORK CREATED ON EARTH!"
DANNY PLUMB, LONDON

"FUNKY GRAPHICS. THRILLING GAMEPLAY."
LIAM McDONAGH-GREAVES, SURREY

"COOLEST GAME EVER - TOTALLY MAD AND FUN!"
ANDREW GILES, OXON

"ORIGINALITY AND OLD-SKOOL PLAYABILITY."
DANY BRAECKMAN, BELGIUM

"FUNKY TUNES AND YOU JUST WANNA START TAGGIN'!"
DANIEL CHAMBERS, MIDDLESEX

"I'VE NEVER BEEN THIS ADDICTED TO A GAME IN 20 YEARS! JUST PERFECT... AND OH, THAT MUSIC!"
JONATHAN MARTIN, ESSEX

"A TOTALLY PLAYABLE CARTOON!"
JOSEPH CRONIN, NORTHFIELD, BIRMINGHAM

"More thrills and spills than my dad making beans on toast."
Chris Newnham, Ilkeston, Derbyshire on *Virtua Tennis*

"Can you tell me where sailors hang out?"
Alex Parkes, Berkshire on *Shenmue*

"It's got monkeys."
Ben Maxwell, Carlisle on *Samba De Amigo*

"How to make your friends hate you through the medium of cats."
James Flaxman, Coventry on *ChuChu Rocket!*

"This is so good it should be illegal. Oh wait, it is!"
Matthew Kelly, Broadstairs on *Jet Set Radio*

"F**k you Tekken toss. Dreamcast reigns supreme!"
Nick Collins, Cornwall on *Soul Calibur*

"Vroom, vroom and off... we... gooooo!"
Marc Long, Cornwall on *MSR*

"Grabs you by the balls and doesn't let go until you're dead."
Neil Small, Carmarthenshire on *Hidden & Dangerous*

"Graphically better than Wimbledon."
Sean Lee, Merseyside on *Virtua Tennis*

"Killing my brother and my dad is so much fun!"
Steven Rayer, Cwmbran on *Quake III Arena*

"Top horror game. It makes you dump."
James Jones, Manchester on *Resident Evil: Code Veronica*

"Sounds like Jet Set Willy, but a lot better."
James Langford, Middlesex on *Jet Set Radio*

"I love war games with soldiers."
Gordon Ferguson, Renfrewshire on *Rainbow Six*

"Who doesn't enjoy killing furry animals?"
Duncan Sheard, Durham on *Fur Fighters*

"Cuddly alternative to *Soul Calibur* and *Quake III Arena*."
Adrian Latham, Kent on *Virtua Tennis*

"Nice paps."
Ryan Wood, Workington on *Dead Or Alive 2*

"It proves just how much games have moved on since *Zaxxon*."
Aaron Foster, Southend-on-Sea on *Jet Set Radio*

"I love being evil."
Maxwell Allen, Birmingham on *Soul Reaver*

"Come thou so one can slay ye!"
Scott Genders, Canvey Island on *Soul Calibur*

"Wonderfully separates reality with imagination, and fulfils every child's dreams within one disc."
Michael Wareing, Preston on *Toy Commander*

"It's Daddy's game, but he lets me play it."
Natashia Bourne, Shropshire on *Shenmue*

"Killing zombies with a gun."
Simon Barker, Oxon on *House Of The Dead 2*

"Breaking the law, breaking the law!"
Stewart Gray, Glasgow on *Jet Set Radio*

"Makes *Tekken Tag* look like a man in drag."
Stuart Rossall, Streatham on *Soul Calibur*

"Some called it dull - I call it cerebral."
Elizabeth Fyvie, Glasgow on *Ecco The Dolphin*

"The reason I bought a Dreamcast, so I can't let it down!"
Robert Barclay, Berkshire on *Gauntlet Legends*

"It's nice to run over people after a hard day."
Ed Stevens, Wales on *GTA 2*

"Is there actually an end?"
Karl Hayes, Leicestershire on *Rayman 2*

"Because the cars go fast and you can do skids."
Harmeet Singh, Manchester on *Tokyo Highway Challenge*

"I still haven't managed to pass the first level, but it's a good laugh with some friends nearby!"
Paul Fellows, Bradford on *Red Dog*

"It made me cry (you know, when Steve died)."
Tom Burmeister, Stratford-upon-Avon on *Resident Evil: Code Veronica*



SONIC ADVENTURE

DEVELOPER: SONIC TEAM

PUBLISHER: SEGA

REVIEWED: ODM #0, 9/10

"SIX GAMES IN ONE."
WAYNE O'LEARY, BIRMINGHAM

"IT MAY BE A BIT OLD NOW, BUT IT'S STILL GREAT. E-102'S WICKED!"
M. O'NEILL, HERTFORDSHIRE

"PROBABLY THE MOST PURELY ENJOYABLE GAME AROUND."
PAUL VEVERS, TRANENT

"WELL ADDICTIVE."
DANIEL FERNANDEST, FULHAM

"GOOD GRAPHICS, VARIED, FUN, AND BIG THE CAT'S VOICE IS GREAT..."
SIMON PULMAN, BUCKINGHAMSHIRE

"OOOOH, WHAT A RUSH!"
LEE SWAIN, SHEFFIELD

"FANTASTIC SPEED COMBINED WITH SONIC TEAM MAGIC."
MICHAEL HUTCHINSON, MIDDLETON-ON-THE-WOLDS, DRIFFIELD



RESIDENT EVIL CODE: VERONICA

DEVELOPER: CAPCOM
PUBLISHER: EIDOS INTERACTIVE
REVIEWED: ODM #8, 9/10

"THE GAME THAT MADE ME ABANDON MY GIRLFRIEND FOR THREE WEEKS."
WAYNE MORRALL, STAFFORDSHIRE

"BEST GAME EVER. AWESOME ATMOSPHERE."
TIM LONG, LINCOLN

"GUN BLASTING, BLOOD SUCKING, HEART-POUNGING WONDER OF A GAME."
SIMON GOODALL, LEICESTER

"SO GOOD YOU CAN SMELL THE FEAR!"
MARC GAMBRELL, BUCKINGHAMSHIRE

"SCARY PANTS."
STEPHEN SINCLAIR, FIFE

"MAKES THE REST OF THE SERIES LOOK LIKE SOMETHING OUT OF THE TELETUBBIES."
LEON HAYFIELD, EXMOUTH, DEVON

"ACTUALLY SCARED THE CRAP OUT OF ME."
RICK PURVES, BROXBURN



QUAKE III ARENA

DEVELOPER: ID SOFTWARE/RASTER
PUBLISHER: SEGA
REVIEWED: ODM #15, 9/10

"THE ONLINE FEATURES MAKE THE GAME TEN TIMES BETTER."
CHRIS CAMPBELL, SLOUGH

"WHAT A FRAG-FEST!"
MARK EVANS, STAFFORDSHIRE

"IT'S FRAGGIN' GIB-RILLIANT!"
BEN WILSON, LINCOLN

"SIMPLE, PURE, UNCOMPLICATED ONLINE VIOLENCE. DID I MISS ANYTHING OUT?"
SCOTT BRUCE, NORWICH

"OH, BABY! FRAG ME ONE MORE TIME!"
WAYNE ALLEN, EAST SUSSEX

"AWESOME. IT'S AMAZING WHAT THEY CAN DO WITH WIRES AND THAT NOWADAYS."
LEWIS PACKWOOD, SOUTHAMPTON

"SHOOT ANYONE YOU SEE - WHAT MORE DO YOU WANT?"
LAMI CHARLERY, HANDSWORTH



SAY WHAT?



CRAZY TAXI

DEVELOPER: HITMAKER

PUBLISHER: SEGA

REVIEWED: ODM #5, 9/10

"REPLACE 'CRAZY' WITH 'F***ING MENTAL' AND YOU GET THE IDEA."
DOMINIC MANNING, CO. CORK

"I'LL PLAY FOREVER. THE MOST ADDICTIVE GAME ON DREAMCAST."
CHRIS ROUGHLEY, WILTSHIRE

"THE REASON I BOUGHT A DREAMCAST."
GRAEME ROBERTSON, EDINBURGH

"I STILL LAUGH EVERY TIME I PLAY."
T. HARKNESS, GLOUCESTERSHIRE

"OUTRAGEOUS FUN. PHONE A CAB NOW!"
W. F. WRIGHT, MIDDLESEX

"MORE SMILES PER MILE THAN ANY OTHER RACER."
MARK HARRISON, GOSFORTH, NEWCASTLE-ON-TYNE

"SHINY, BOUNCY, POP PUNK CHAOS."
STEVE ROBINSON, KILLAMARSH, SHEFFIELD

"Wonky bonkers!"
Neil Powney, Rayleigh, Essex on *Crazy Taxi*

"It's gambling with a bit of action and adventure."
Lee O'Donnell, Northampton on *Caesar's Palace*

"Accelerate, turn, crash, damn."
David Ellison, Cardiff on *F355 Challenge*

"The *Shenmue* of driving games."
Calum Handforth, Ivybridge, Devon on *MSR*

"Very good to play with friends or when in hospital, like I am."
Charles Bolton, Salisbury District Hospital on *Who Wants To Be A Millionaire?*

"Free frantic fun online buzz laugh addictive!"
David Marks, Shotts on *ChuChu Rocket!*

"Great conversion of *Hang On*."
John Boyle, Easterhouse, Glasgow on *Shenmue*

"Jaguar. Yes!"
James Flaxman, Coventry on *Space Channel 5*

"Good game. Where was the coverage of it?"
Craig Ward, Cornwall on *Fighting Force 2*

"All others – shite."
Chris Owen, Lancashire on *Sega Worldwide Soccer Euro Edition*

"It's wacky and I like cars."
Damian Morgan, Hengoed, Mid Glamorgan on *Wacky Races*

"Kick-ass war game, where you get to cap lots of Germans – excellent!"
Paul Graham, Cheshire on *Hidden & Dangerous*

"Light up the incense, because this is the nearest thing to visual and aural massage and relax."
George Conlon, Sunderland on *Ecco The Dolphin*

"The best sports game I've seen – and I've played *FIFA!*"
Ian Henderson, Bolton, Lancashire on *NBA 2K*

"Flows like a river."
Dean Schindler, Bromley, Kent on *Dead Or Alive 2*

"Cars and guns are my favourite and they have just joined together."
Ben Houghton, Poulton-Le-Fylde on *Vigilante 8*

"Has the same initials as something not quite so good."
Tim Whitfield, Woodford Green, Essex on *Power Stone 2*

"I've never complained about a freebie yet!"
Gary Bourne, Oswestry, Shropshire on *ChuChu Rocket!*

"Either the work of a genius or Satan himself."
Riss Sillifant, Holsworthy, Devon on *Power Stone*

"It's good that weapons are designed for cars."
Mark Simpson, Leeds on *Wacky Races*

"Ulala's legs have already got themselves a place in my heart!"
Michael Dodds, West Rainton, Co. Durham on *Space Channel 5*

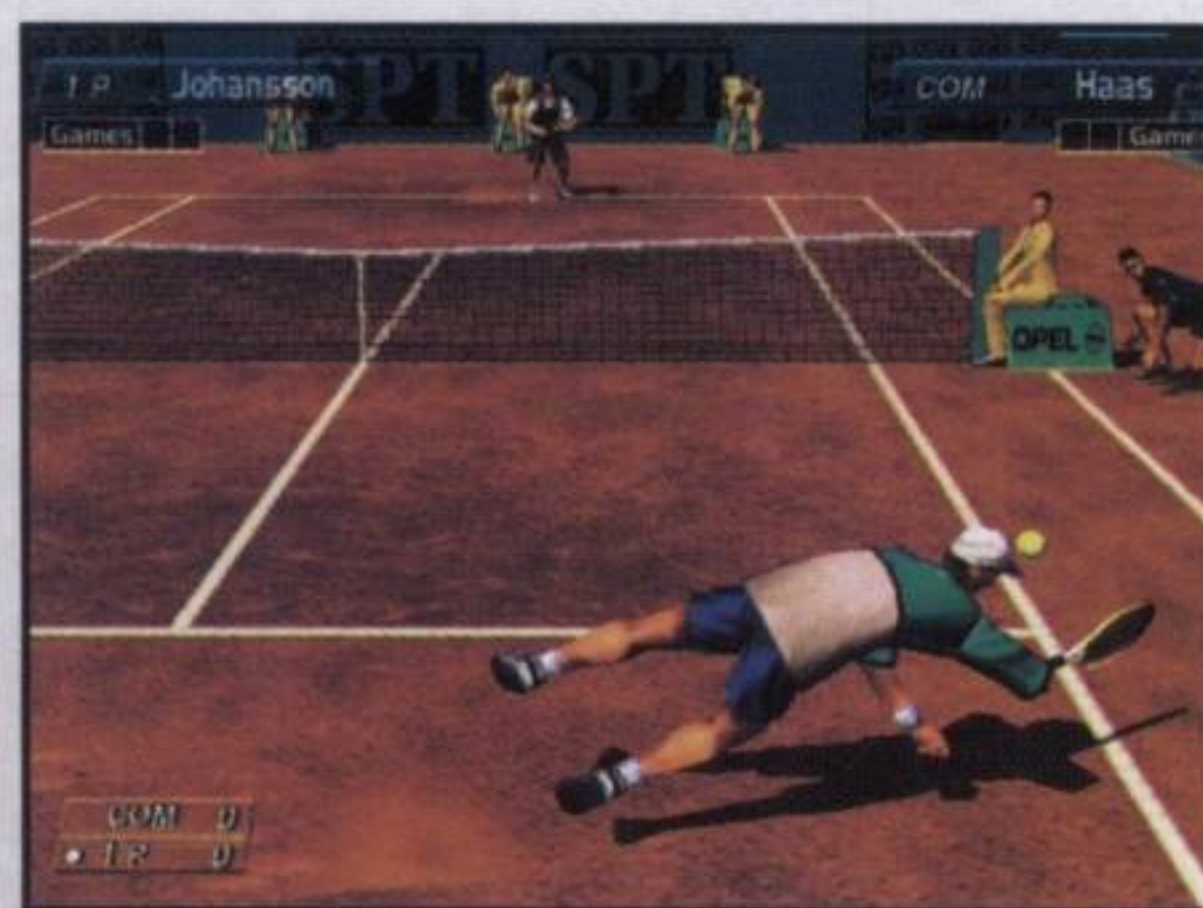
"Get feet tapping instead of fingers."
Karl Borowy, Bolton on *Samba De Amigo*

"Rob cars and kill pigs. I love this game."
Paul Graham, Cheshire on *GTA 2*

"The courses rule even if the commentator is a bit of a jerk-off."
Hugh Laundry, Hook, Hants on *Snow Surfers*

"Die you zombie motherf***ers!"
Richard Stringer, Boston on *House Of The Dead 2*

"I cry when I turn it off."
Craig Green, Shirehampton, Bristol on *Ultimate Fighting Championship*



VIRTUA TENNIS

DEVELOPER: HITMAKER

PUBLISHER: SEGA

REVIEWED: ODM #12, 9/10

"NEVER SEEN ANYTHING LOOK MORE REAL."
MICHAEL OSBORNE, YORKSHIRE

"BEST SPORTS GAME EVER MADE."
DAVID CARL WICKES, DERBY

"I LOVE THE *RESIDENT EVIL* TIM HENMAN!"
SAM BARKER, STAFFORDSHIRE

"OH, THOSE BLISTERS..."
IAN PRICE, MILTON KEYNES

"LIKE *OTHELLO*: EASY TO LEARN, BUT INFINITE SUBTLETIES."
SIMON TURK, KENT

"CONTROLS SO SIMPLE YOUR BABYSITTER COULD PLAY."
JONATHON ARUNDELL, CHELLASTON, DERBY

"TEN OUT OF TEN-NIS."
DAVID MCDONALD, DORSET

"I HATE TENNIS BUT THIS IS SOMETHING ELSE."
CHRIS MOORE, BRADFORD

"I've never complained about a freebie yet!"
Gary Bourne, Oswestry, Shropshire on *ChuChu Rocket!*

"Either the work of a genius or Satan himself."
Riss Sillifant, Holsworthy, Devon on *Power Stone*

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Richard Stringer, Boston on *House Of The Dead 2*

"I cry when I turn it off."
Craig Green, Shirehampton, Bristol on *Ultimate Fighting Championship*



SOUL CALIBUR

DEVELOPER: **NAMCO**

PUBLISHER: **SEGA**

REVIEWED: *ODM #2, 10/10*

"THE BEST FIGHTING GAME I'VE PLAYED. HAS ENDLESS LASTABILITY FOR TWO PLAYERS."
PAUL LUCCHESI, AYRSHIRE

"FANTASTIC CHARACTER DESIGN, SILKY SMOOTH GRAPHICS AND PERFECTLY BALANCED GAMEPLAY."
STEVEN WATT, LINLITHGOW

"NNGGH (JAW HITS FLOOR)! THIS IS AMAZING. NUFF SAID."
DAVID NORTON, BUCKINGHAMSHIRE

"F**KING AMAZING."
JASON CARTER, GRIMSBY

"YOU'RE A MERKIN IF YOU DON'T APPRECIATE THE SILKY GRAPHICS AND GAMEPLAY."
JOHN ROSS, SCOTLAND

"AN EXPLOSIVE BALLET OF DESTRUCTION."
CALUM HAIG, ABERDEEN



METROPOLIS STREET RACER

DEVELOPER: **BIZARRE CREATIONS**

PUBLISHER: **SEGA**

REVIEWED: *ODM #12, 9/10*

"I LOVE THIS GAME BECAUSE ONE DAY I WAS IN ST. JAMES'S PARK, AND THE SAME EVENING I WAS DRIVING THERE."
FRANCIS MIDDLETON, LONDON

"GRAPHICS, SOUND, SIZE, KUDOS, MULTIPLAYER, HANDLING, INTERNET MODES, RADIO, MUSIC - IT'S ALL GOOD!"
DAVID BREEN, NORTHANTS

"JUST SO REAL. REAL CARS, REAL STREETS AND REAL GRAPHICS ADD TO THE GAME'S REALISM."
EDWARD EASTON, PETERBOROUGH

"I REALLY THOUGHT INNOVATION IN DRIVING GAMES HAD ENDED. BIZARRE CREATIONS PROVED ME WRONG."
ANTHONY HOGG, KEIGHLY

"150MPH THROUGH LONDON. NO SPEED CAMERAS. BRILLIANT!"
ANDREW SWEETMAN, BEXHILL-ON-SEA



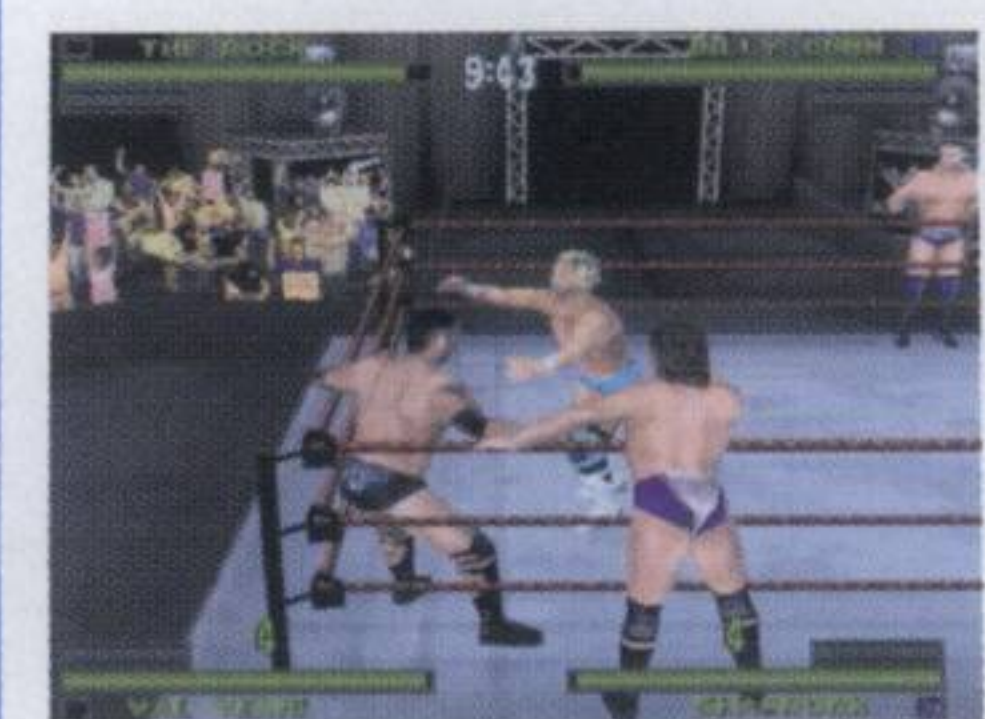
THE BEST OF THE REST



- 11 Dead Or Alive 2
- 12 House of the Dead 2
- 13 ChuChu Rocket!
- 14 F355 Challenge
- 15 Power Stone
- 16 Ultimate Fighting Championship
- 17 Hidden & Dangerous
- 18 Rayman 2: The Great Escape
- 19 Samba De Amigo
- 20 Ecco The Dolphin: Defender of the Future
- 21 Silent Scope
- 22 Ready 2 Rumble Boxing
- 23 Marvel Vs Capcom 2
- 24 WWF Royal Rumble 2
- 25 Le Mans 24 Hours
- 26= Power Stone 2
- 26= Toy Commander



- 28= Fur Fighters
- 28= Sega Bass Fishing
- 30= Sega Rally 2
- 30= Soul Reaver: Legacy of Kain
- 32 Worms Armageddon
- 33 Capcom Vs SNK: Millennium Fight
- 34 Resident Evil 2
- 35= Ready 2 Rumble Boxing: Round 2
- 35= Wacky Races
- 37 GTA 2
- 38 Space Channel 5
- 39 Tony Hawk's Skateboarding
- 40 NBA 2K
- 41 NHL 2K
- 42 Virtua Striker 2
- 43 MDK 2
- 44 Super Runabout
- 45 Shadow Man
- 46= Re-Volt
- 46= San Francisco Rush 2049
- 48 Toy Racer
- 49 Bust-A-Move 4
- 50 WWF Attitude



SHENMUE

DEVELOPER: AM2

PUBLISHER: SEGA

REVIEWED: ODM #14, 9/10

"SHEN-SATIONAL!"
DAVID MCDONALD, DORSET

"I'VE ONLY JUST RE-FOUND
REALITY!"

RICHARD DE SALIS, DEVON

"A VISIONARY MASTERPIECE."
JAMES FORD, HUDDERSFIELD

"A GAME? A MOVIE? ONE HELL OF
AN EXPERIENCE!"

MICHAEL THOMPSON, LEICESTERSHIRE

"IF YOU OWN IT, YOU WILL
UNDERSTAND. GO BUY IT IF YOU
DON'T."

JOE WATSON, TRURO

"I'M ON MY 18TH GAME."

GORDON SMITH, DENBIGHSHIRE

"THE FIRST GAME I HAVE EVER
SHED A TEAR OVER."

KAMRAN SHAYANFAR, PATCHWAY, BRISTOL

"BOUGHT IT, LIVED IT, LOVED IT."

GEORGE CONLON, SUNDERLAND

SPEECH! SPEECH!

THANK YU! THANK YU VERY MUCH INDEED!



SO THERE YOU HAVE IT. We knew how much you wanted to get your hands on *Shenmue* – it was top of your Most Wanted chart from the beginning of last year right through to its release.

But, judging by some of your reactions to our review – in which we awarded only the second 10/10 rating in *ODM's* history – we began to wonder if many of you had been left disappointed by the revolutionary adventure.

Well, obviously not. After this poll, *Shenmue* is officially Britain's favourite Dreamcast game of 1999/2000. And, what's more, it got there by some distance, gaining more than double the number of votes as the game in second place, *Metropolis Street Racer*.

Kudos for Liverpool-based Bizarre Creations, though – their popular driving game is the only title in your top ten which was developed in Europe. Indeed, the upper echelons of the chart are dominated by Japanese games, most of them developed by Sega. Fact: Sega make the world's best videogames.

We hope to get the *ODM* Reader Award to *Shenmue's* producer, the legendary Yu Suzuki – and gain a reaction from

him – in time for next month's issue of *Official Dreamcast Magazine*. In the meantime, the award is safe in the hands of Stuart Turner (above), PR Manager at Sega Europe, who popped into *ODM's* offices to grab the award.

"I'm honoured to accept this on behalf of Yu Suzuki and the AM2 team in Japan," said Stuart. "I know they will be absolutely thrilled with the award, especially as it's been voted for by the games-playing public – the people that really matter.

"As you know, the localisation of *Shenmue* was a lengthy and costly process, but I think this award – and the fact that so many Dreamcast owners in the UK clearly love the game – proves that all the effort was worthwhile. Hopefully we won't have to wait too long before we can all play the sequel!" Amen to that.

Oh, and well done to Stuart Rossall of Streatham, South London who wins the £500 cash prize in our draw. Ironically, Stuart *didn't* vote for *Shenmue* in his top five – he went for *Soul Calibur*, *Resident Evil: Code Veronica*, *Virtua Tennis*, *Tony Hawk's Pro Skater 2* and *Ecco The Dolphin*. Congratulations Stuart – the money's on its way to you.



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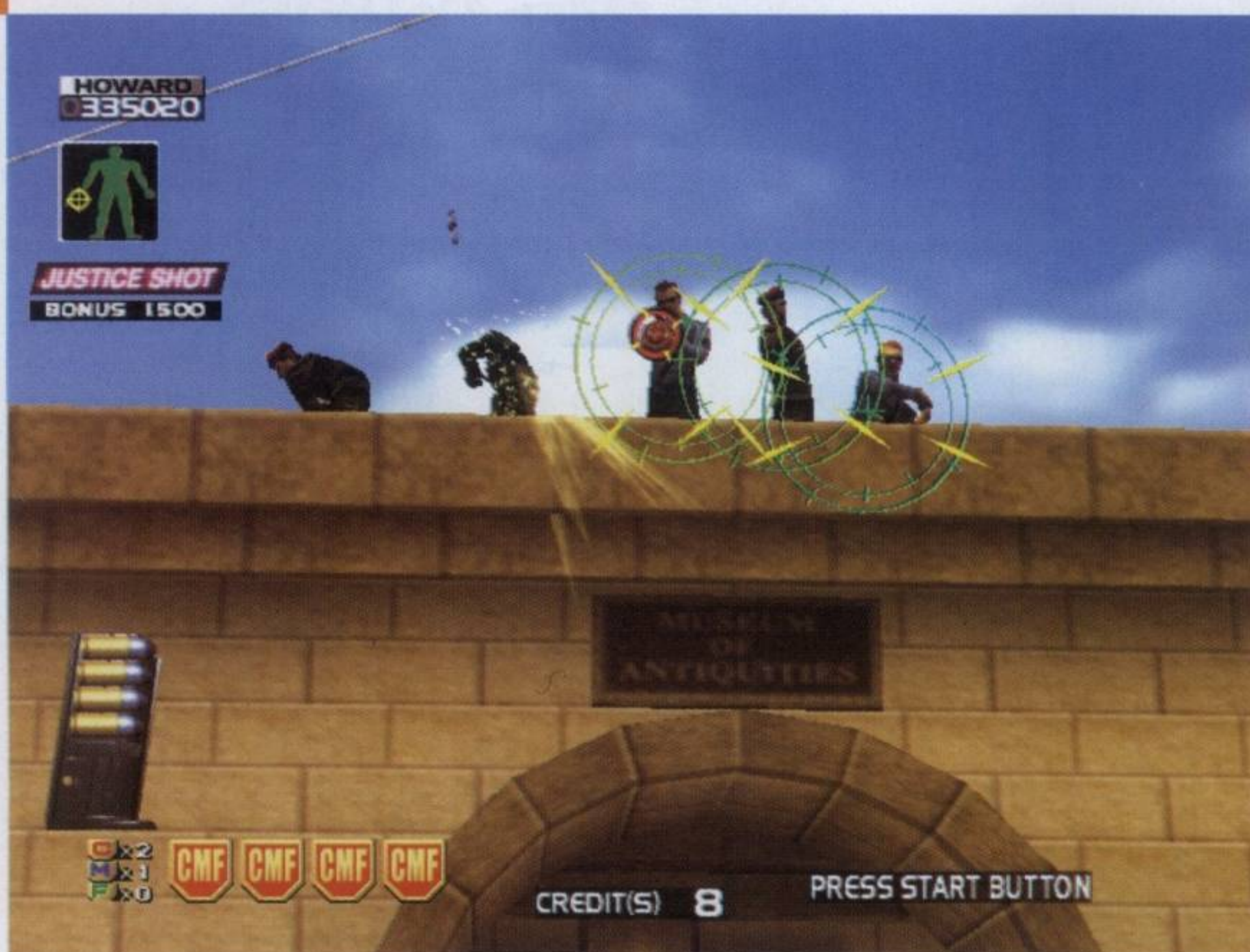


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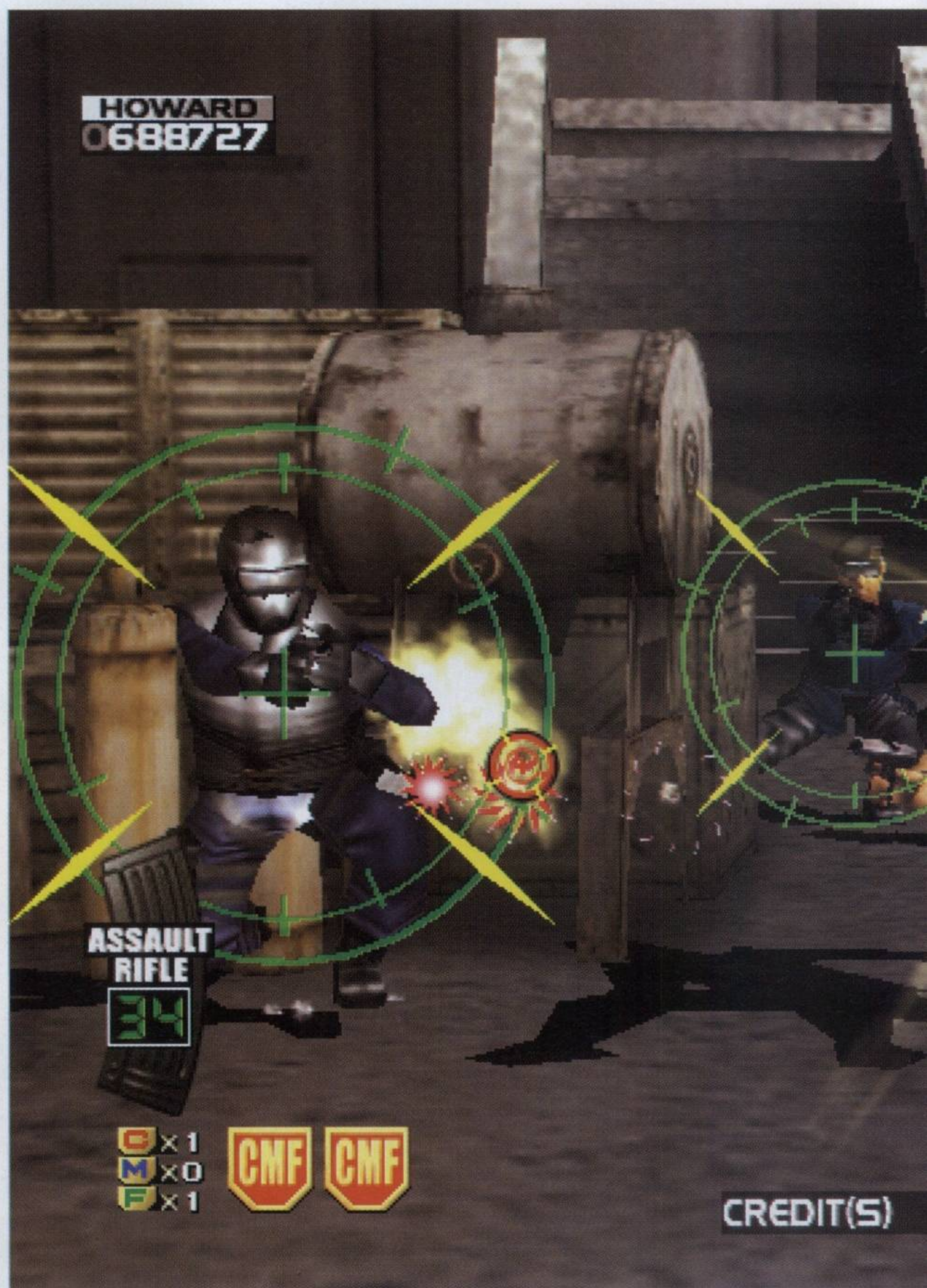
ifG



△ Pick off rows of enemies with Justice Shots for loads of bonuses.



△ You lose points if you shoot hostages. Even the ugly one on the left.



△ The rifle will make short work of this lot. A Rambo scream in is order, we think. "Wuuuuuuuh!"

CONFIDENTIAL MISSION

Sega's new shooter is James Bond in light-gun form. Special Agent **STEVE FULLJAMES** slips into something a little more comfortable

THE LOWDOWN

DUE OUT: MAY
PUBLISHER: SEGA
DEVELOPER: HITMAKER

WHAT'S THE BIG DEAL?

- Fast-paced light-gun action
- Rewards skillful shooting
- Multiple routes to find
- Online rankings



YOU LIKE SHOOTING people. You're less keen on being arrested and sent to prison afterwards. You bought *House of the Dead 2* (ODM #1, 9/10) with a light-gun when Dreamcast came out, and everything was okay for a while. Then precisely zero new gun games were released, and your trigger finger started to get itchy again. *Silent Scope* (ODM #14, 7/10), Konami's recent assassination cavalcade, wasn't even compatible with the

gun. You even started wondering if you could realistically hold up a Post Office with a gun-shaped bit of white plastic.

Help is now at hand with the arrival of Hitmaker's spy-tastic *Confidential Mission*, the latest project from the people who made *Crazy Taxi* (ODM #5, 9/10) and *Virtua Tennis* (ODM #12, 9/10). If you've played a *House of the Dead* or *Virtua Cop* game before, you'll know what to expect. Otherwise, pay attention. Taking place over several large levels, *Confidential Mission* is a

target-based shooting game viewed from a first-person perspective. Enemies appear on-screen, and you must shoot them before they fire back. Its game DNA can be traced back to *Operation Wolf* in the mid-'80s, but as you'd expect on Dreamcast, everything is presented in 3D and the 'camera' moves around to make it look like you're sneaking about spy-style rather than just wading in with all guns blazing.

Player one steps into the tuxedo of Agent Gibson of the *Confidential Mission*



△ The boss of the fake museum uses a remote control... △ ...to activate rocket launchers hidden in the exhibits!

"MINI-GAMES REQUIRE ACCURACY RATHER THAN VIOLENCE"



△ Helicopters crashing into tanks in a cool, Bond-style sequence.

Force (CMF), a suave action hero who has clearly been to the Roger Moore school of one-liners. Player two becomes Jean Clifford, his female counterpart who bears more than a passing resemblance to Gillian Anderson. Ranged against you are the forces of Agaras, a singularly incompetent bunch who love to give you time to collect your thoughts before trying to shoot you.

Dangerous enemies are marked out with the lock-on timer, a gun sight that changes colour from blue to red as the enemy prepares to shoot at you. Kill them before the timer runs out or you take a hit yourself. Unlike *House of the Dead 2*, where those pesky zombies take a clipfull of lead in the chops before being sent back to the grave, enemies in *Confidential Mission* can be taken out with just one bullet. This isn't some kind

of cop-out though, because there are usually five or six on screen, and half a dozen simultaneous lock-on timers means you're going to have to learn to aim fast and aim well. Your standard gun only holds six bullets at once, so when things start to get hectic, super-sharp shooting is the order of the day.

As well as just plugging away, you'll be able to score extra points for stylish play. So disarm an enemy by shooting their gun arm for a Justice Shot, or try for a combo with three consecutive hits on the same person. Bits of the level can also be shot for profit. You'll have to look out for statues, vases, and even skulls in the first museum level. All the time there will be bad guys without lock-on timers running around the screen or hiding behind bits of furniture – shoot them too for extra points or bonus power-ups.

Hitmaker claim that it's possible to score around 900,000 points on the first level alone, a score we were struggling to reach by the end of the arcade game. So it's obvious that there's going to be a lot of replay value if you're the kind of gun nut who just has to do everything right.

WELCOME TO MY UNDERGROUND LAIR The secret agent theme runs throughout *Confidential Mission*. We asked Mie Kuamagai, producer at Hitmaker, whether the team was directly inspired by classic spy films and TV series.

"When we were planning to create a gun-shooting game featuring spies we did a lot of research into films like the James Bond series, *Mission: Impossible* and *Austin Powers*," Mie explains. "Regarding characters, we generated the common image of a spy that everyone has in their

mind – like a spy character wearing a dinner jacket."

Indeed, in true *Austin Powers* style, the museum setting of the first level is actually an *eeeeevil* museum. "The enemy terrorists camouflage their base as a History Museum to deceive public eyes," says Mie. "Those security guards in the museum are actually terrorists. The fat guy is a bogus director of the museum and has control over all his terrorists. By using the remote controller to control all the facilities in the museum, he tries to get Howard and Jean into a scrape!" Later in the game you'll be tackling hijacked trains, parachuting ski-mobiles, and even that old Bond staple – the island hideaway complete with underground submarine base.

The shooting action is broken up with the inclusion of mini-games that ▷

TOP NEWS



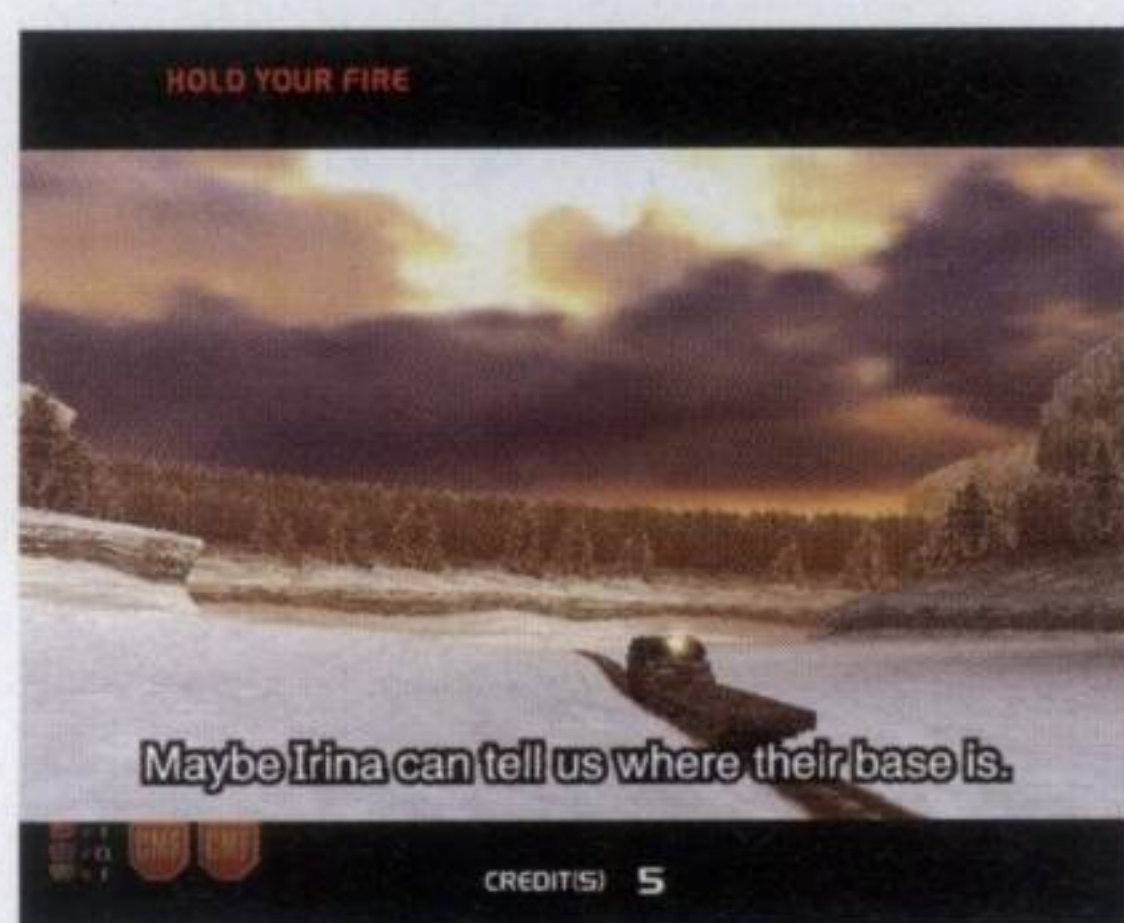
△ Shoot the bad guys as they come off the end of the flumes and realise there's no water.



△ Assault Rifle + confined space = carnage. Simple maths, really.



△ Ooh – decisions, decisions. Do you shoot him in the back now, or grab the rifle first?



△ The many little scene-setting segments show off the graphics brilliantly.



△ The fake museum director tries to kill you yet again. Shoot him before he hides. Again.



△ You get a flash of light to show where you hit each enemy, as well as all manner of pyrotechnics.

▷ require accuracy rather than violence. Often using a CMF special weapon, you might have to plug poison-gas vents with a gun firing adhesive bullets, or shoot out a train coupling to make your escape on a runaway carriage. The outcome of these challenges affects your path through the game. As Mie reveals: "There are many mini-games throughout the missions. Clearing these mini-games using both skill and secret weapons changes the flow of the game."

As well as the spy influence, *Confidential Mission* seems to draw on other classic Sega arcade shooters such as *Virtua Cop* and *Jurassic Park: The Lost World*. In fact, producer Mie Kumagai was involved with the *Jurassic Park* game, as

well as the more obscure *Gunblade NY* and *Rail Chase 2*. The chief programmer and chief designer on *Confidential Mission* were also part of the *Lost World* team.

But this doesn't mean that *Confidential Mission* is *Virtua Cop 3* by another name. As Mie explains: "The rules of the game are the same, but *Confidential Mission* has its own unique features which you cannot find in *Virtua Cop*." There are the mini-games, which determine your path through the levels, but also the whole pace of the game has been cranked up after "improving the movement of

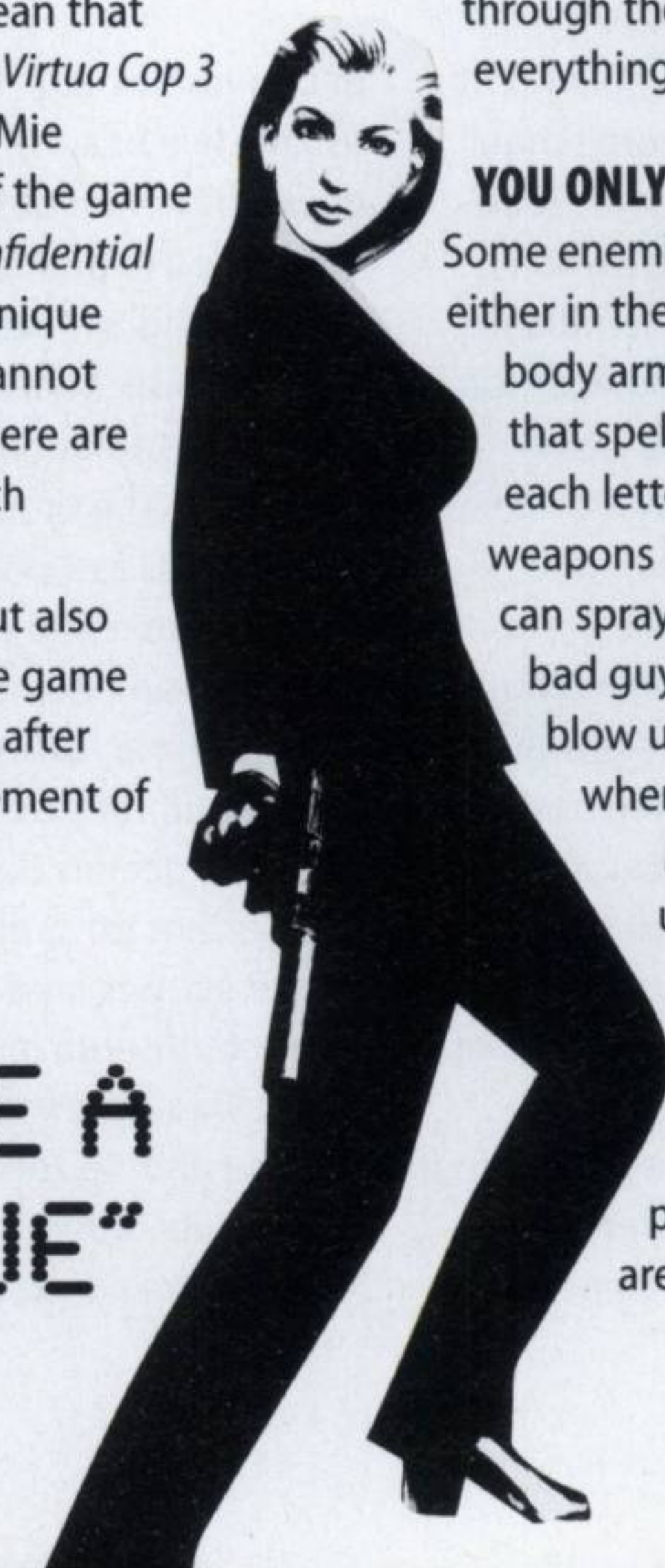
the camera and enemies." There's also more emphasis on collecting items for bonus points and useful power-ups than in *Virtua Cop*, which encourages playing through the game several times to see everything it has to offer.

YOU ONLY LIVE TWICE

Some enemies will drop power-ups, either in the form of new weapons and body armour, or shield shaped icons that spell out 'CMF'. Collect one of each letter to grab an extra life. New weapons include an assault rifle that can spray bullets across a room full of bad guys, and a grenade that will blow up anything on the screen when you shoot at it.

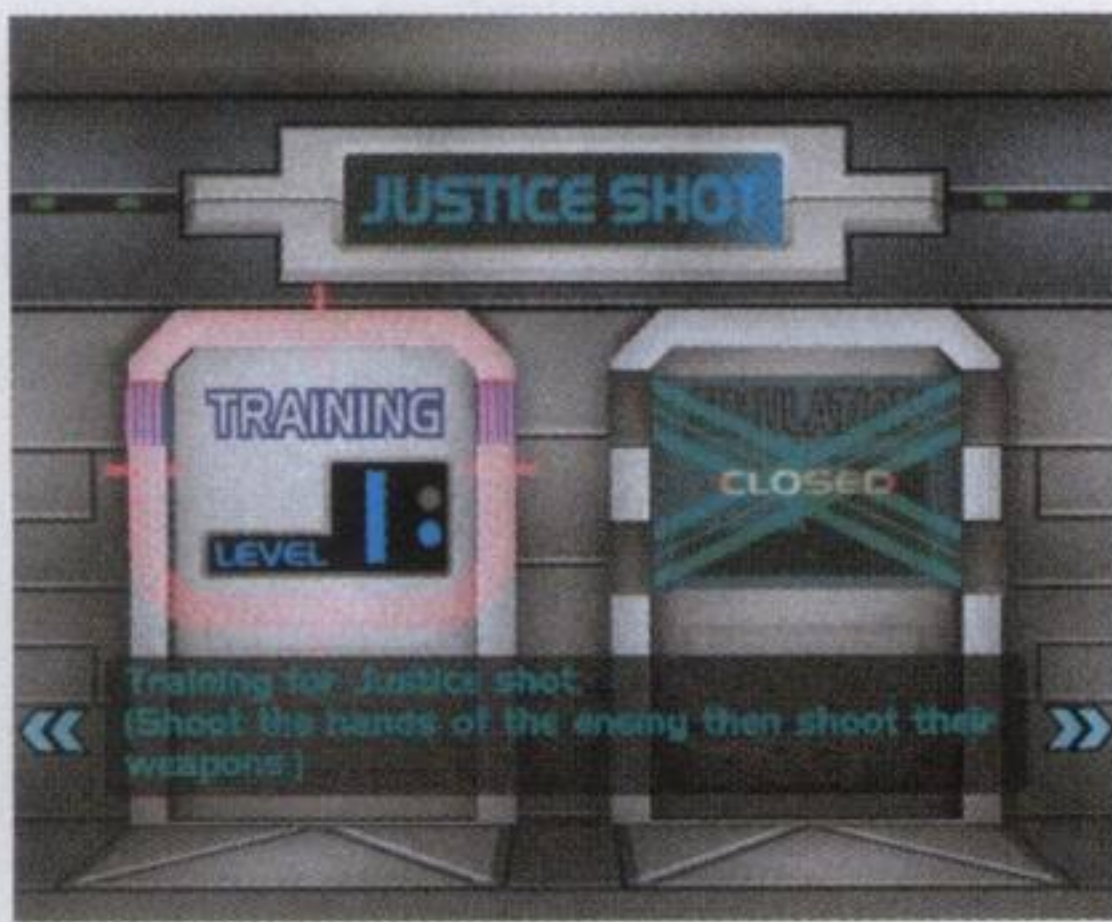
Meanwhile, for those of you unable to hit the broadside of a barn, the Dreamcast version of *Confidential Mission* is going to include a new training mode to practice your skills. Training areas include Justice Shots,

"IT'S OBVIOUS THAT THERE'S GOING TO BE A LOT OF REPLAY VALUE"



THE NEXT TETRIS

It's back with a vengeance! **DYLAN DAVIES** welcomes *the* puzzle game to Dreamcast



△ The new Dreamcast training mode lets you practice in loads of different ways.



△ Yep, you can shoot all the ancient artifacts while rampaging through the 'museum'.

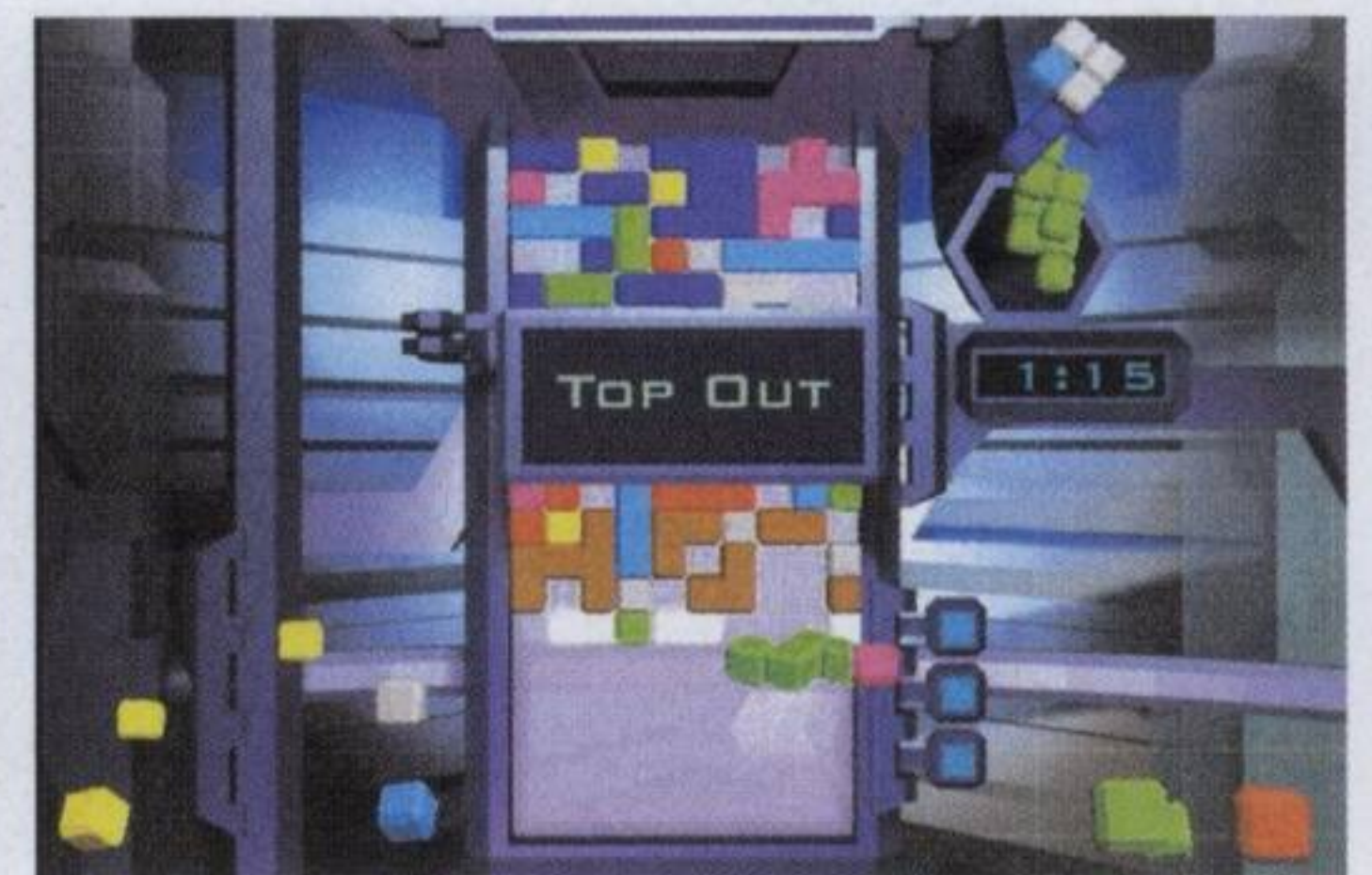
combos, the speed of your reactions and even the order in which to attack enemies when there are several lock-on timers flashing. The lower levels of training start out with pop-up dummies, and as you get better you move on to full simulators based on parts of the main game.

Gun games are traditionally pretty short, so as well as the training options Hitmaker are also adding new gameplay styles to keep you playing for longer. Partner mode is for two players only and, like Love Love mode in *Samba De Amigo* (ODM #15, 8/10), rates both players on how well they co-operate. There's also Another World, which we've been unable to try out as yet, but we're hazarding a guess that it will work in the same way as the Another Day setting in Hitmaker's *Crazy Taxi*, with enemies in re-arranged or even in random positions to keep you on your toes.

Despite all this, we're a bit concerned about the length of the game, as with only three main stages it won't take long to finish. *Confidential Mission* is however still crammed with cool extra bits and innovative touches, such as protecting one hostage throughout a level as they bumble into the path of the bad guys and generally get in the way. It's also going to be compatible with the Dreamcast Mouse, which is a nice extra touch, but makes the game about as hard as checking your email. We'll let you know if it's the game to satisfy your sniping urges very soon. Just keep that rifle locked up for now though, alright? U



△ It looks like a five-year-old with Lego has been here.



△ If you see this sign, you've blown it.

THE LOWDOWN

DUE OUT: MAY
PUBLISHER: UBI SOFT
DEVELOPER: BLUE PLANET

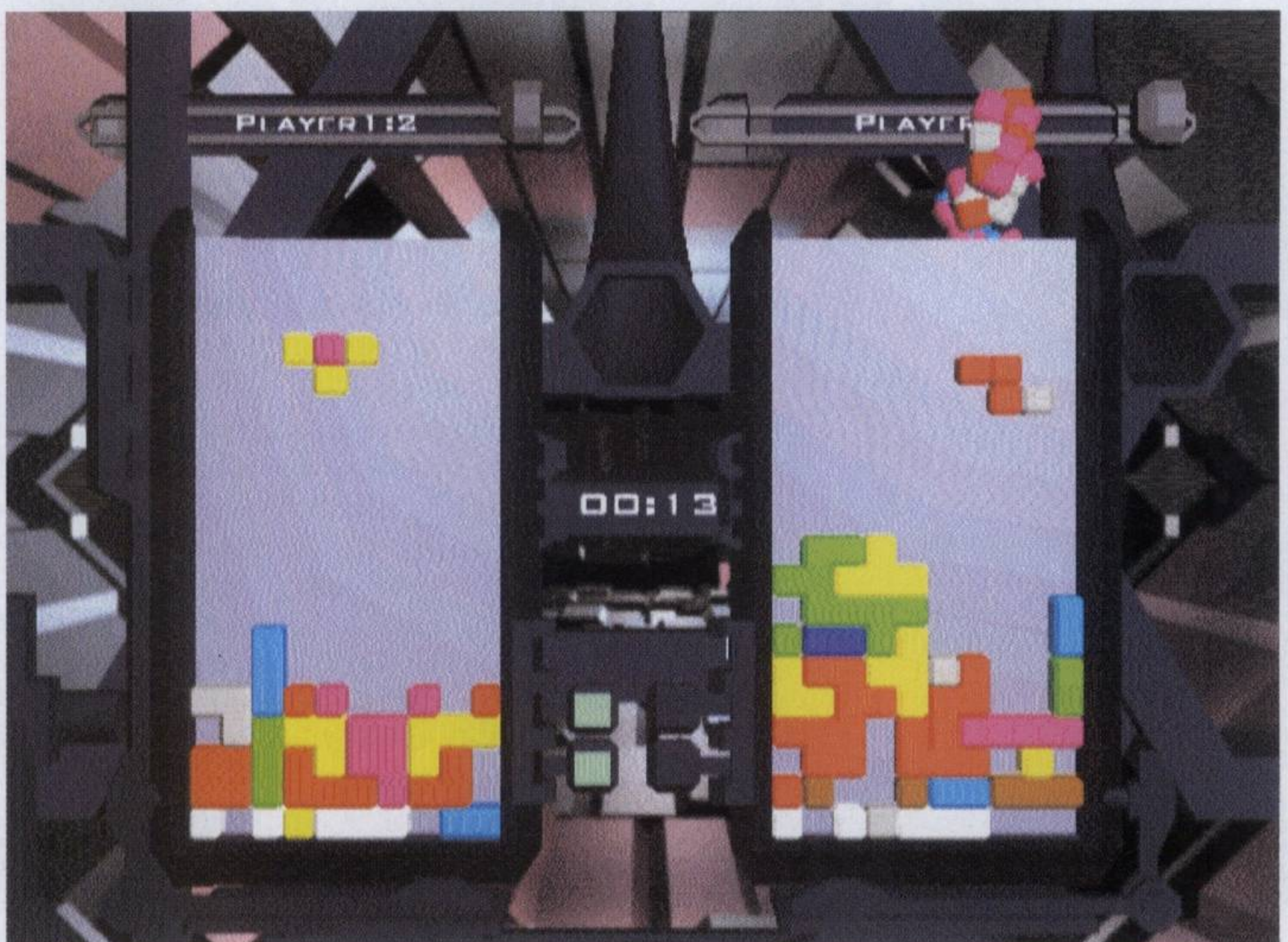
THE ORIGINAL TETRIS WAS bigger than the second coming of Jesus can ever possibly be. It was the reason millions bought a Game Boy and was so simple that theoretically anyone could play it.

For those of you who have lived under a capitalist pig stone for the last decade, the concept was straightforward. Shapes falling vertically into a pit had to be matched together to form horizontal lines – just like a cubist jigsaw puzzle. Once a line is completed it's removed from the screen to allow room for more falling shapes. Should you fail to complete lines, the screen fills with unused blocks and the game is over. It was so

addictive and no two games were the same – it just went on and on and on.

Thankfully for you non-Game Boy people, *Tetris* is coming to the Dreamcast in a shiny suit and spangly shoes. It will feature new graphics, a host of new play modes, and more interestingly a 'colour-coding mechanic' system. This brings the colours and gravity of the blocks, as well as the shapes, into play. This means that certain blocks will slide down to occupy empty spaces dependant on colour, which can only be a good thing. Sadly, the UK version of the game won't feature the online functions of the American game, but happily it will feature a two-player split-screen mode for all you sociable gamers out there.

How well *The Next Tetris* fares against Dreamcast's state-of-the-art graphics and gameplay is unknown at the moment, but we should find out very soon when we get hold of a finished version. Expect a review then. U



△ Looking fine with two moderate stacks. Keep them squares coming, comrade.



△ Driving down the strip. Look! I think I can see a place to stop for ice cream.



△ This truck is driven by Nippon Maru. Cool.



△ Look closely – you'll see Judy Garland's ghost!



△ Hit stuff and sort out the insurance later.

18 WHEELER AMERICAN PRO TRUCKER

Ten-four, good buddy! **DYLAN DAVIES** checks out Sega's mother of a trucking game

THE LOWDOWN

DUE OUT: MAY
PUBLISHER: SEGA
DEVELOPER: AM2

WHAT'S THE BIG DEAL?

- Big trucks!
- You can cause absolute chaos and totally trash things
- New Parking mode
- Big horns to honk



CONVOY WAS ONE OF the greatest films ever. Hundreds of American trucks moving in unison with no particular place to go, no respect for 'the man', or their cargo. The leader was a man known only as Rubber Duck – a loner, an ex-country singer, a lover and the owner of the coolest Bulldog Mack truck on the road in 1978. Sadly, few of us will ever make it to be a true American Hero like that, so the mind-readers at Sega have collaborated to appease our inadequacies by converting their hit arcade trucking game to Dreamcast.

The arcade version of *18 Wheeler American Pro Trucker* is something of a

monster – it has a force-feedback bench seat, two huge horn buttons and most notably a steering wheel the size of the world's biggest pizza. It's worth playing the game just to honk the horn. The object of the game is to drive your 'rig' along American roads against the clock, delivering various cargoes. However, the game's conflict comes from an unknown rival trucker who'll do anything (well, ram you mostly) to hinder your progress and ruin your reputation as trucker number one. Sadly, our CB interview with Sega producer Peter O'Brien about the possibility of online multiplayer options implied that it would just be you against a virtual opponent all the time. "Breaker,

Breaker, err no!" he told us. "Unfortunately we will not deliver online play in Europe, so no big convoys. Over!" Damn. Over.

HONKY TONK

Being a Sega arcade game on its way to a Sega console, we need not be surprised that the home version already looks arcade perfect. It has what is arguably the best in-car (in-cab?) view ever, complete with magazines and sunglasses sliding across the dashboard as the truck bounces and rocks its way around corners. Thankfully the horn will remain, though only through the standard Dreamcast controller instead of the giant button of the arcade original. If you're a creative



△ Now that's what we call road rage!

"THE HOME VERSION ALREADY LOOKS ARCADE PERFECT"

sort you could always make your own horn with pulleys and rope to create that authentic truck cab feel in your lounge.

Considering the trucks accelerate at the same rate as a low budget Toyota Corolla and have a top speed of around 80 miles per hour, you'd expect the action to be equally sluggish. Hell, no! Most of the time you'll be bouncing cars off your bonnet while wrestling a rival trucker from the side of your trailer while avoiding lamp-posts while trying to use the horn while trying... It's an action game at the lowest speed that can still be classed as frenetic. Technically, there's a lot of method to keeping your speed up besides avoiding buildings. Like all good racing games, *18 Wheeler* will incorporate a slipstreaming function, allowing you to use the vehicle in front's clean air to accelerate rapidly past them. This process is helpfully indicated with the on-screen word 'Slipstream!' and an exciting whistling noise. Wheeeeeee!

Arcade perfection is a two-bladed sword, though. Firstly, we have an accurate version of what you played on the pier front. Secondly, arcades are only designed to entertain for only a few hours while you wait for seaside food poisoning to subside. Though not planned to be packed with extras, our Sega buddies on the CB assure us that: "The extra modes for the Dreamcast include Versus, Score Attack and Parking mode, so if you've ever wondered just why trucks turning in the road make you late for work, you can get first hand experience. Over!"

Without a load of extra features over the arcade original, this convoy could be a little short for some long haulers. Until it arrives for a full review, though, we'll just keep on truckin'! Over and out! ☺

COMMANDOS 2

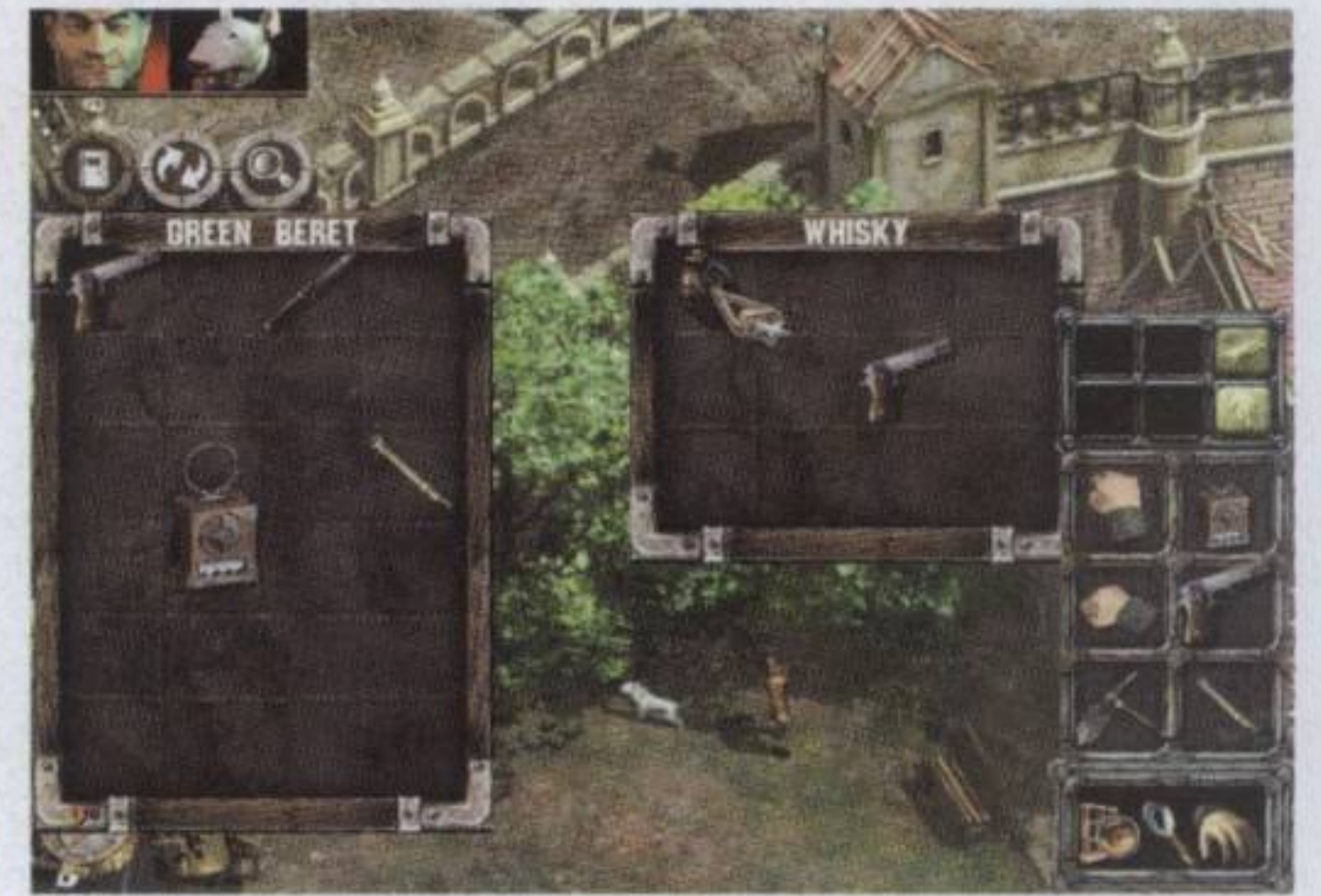
Head back to WWII for some stealthy warfare. Cpl **ED LOMAS** has this recon report

THE LOWDOWN

DUE OUT: **SEPTEMBER**
PUBLISHER: **EIDOS**
DEVELOPER: **PYRO STUDIOS**

THE FOLLOW-UP TO an enormously successful PC title, *Commandos 2* will let you take command of a crack unit of specially trained troops in a series of top secret missions. All six men from the original game, *Commandos: Behind Enemy Lines*, will feature – the green beret, sniper, sapper, marine, spy and driver – as well as three new characters. Lupin the thief will be able to sneak around undetected, open locked doors, and pick the pockets of guards, whereas sexy Natasha Nikochevski will be able to distract the bad guys while the rest of the gang sneak around behind their backs. The third character, Whisky the dog, will be able to run between your team, taking weapons and equipment from one to another. With each character having such definite skills, you'll need to work out who'll be best to use in each situation. It's important to keep them all alive, too, because if you lose someone whose skills are essential to the mission, you won't be able to complete it.

The original PC game was controlled mostly with a mouse – point where you want your man to go, click the button, and off he goes. For the Dreamcast version of *Commandos 2*, developers



△ Put items in the right-hand box to give them to Whisky the dog, then send him to another character. Aww, cute!

Pyro have come up with a completely different system which will see you controlling individual characters with the analogue stick, hopefully adding a whole new element of skill to the action.

Graphically, *Commandos 2* looks to be even better than the original game. The backgrounds are pre-rendered (in other words, they aren't created in full 3D) and incredibly detailed, with beautiful little touches on all the scenery and characters. You'll be able to zoom the view in to see extra detail, or pull it out to get a wider view of the area, plus you'll be able to rotate it by 90 degrees at a time to see around obstructions.

With the original game being one of the very best tactical, stealthy war games there is, we're looking forward to getting our hands on a more complete version of *Commandos 2*. Expect a full preview as soon as we get hold of it. ☺



△ Certain members of your team can climb into and use some vehicles – like these tanks!



△ Harder! Faster! Louder! Quite simply, more blood and guts than a foot-and-mouth cleansing session.

UNREAL TOURNAMENT

There's more to planting bullets between people's teeth than just *Quake III Arena*, you know. **PAT GARRATT** gets unreal

THE LOWDOWN

DUE OUT: JUNE
PUBLISHER: INFOGRAMES
DEVELOPER: SECRET LEVEL

WHAT'S THE BIG DEAL?

- Eight-player madness online
- Excellent high-speed visuals
- More brilliant levels than you can shake a stick at
- The Redeemer. Mmm...

THERE'S SOMETHING SINGULARLY funny about shooting people in the face. Moralists of the world get riled at the fact that violence in games is basically enjoyable – that watching a rocket slam into the puckered, virtual visage of an opponent is enough to make the boy-men of the world yelp with glee. It's a fact and that's the end of the matter. Blame Id Software and *Doom*, if you feel the need. Then get a load of *Unreal Tournament* and see the entire shebang taken to a completely new level.

Evolution, in its many guises, is great. And you can blame Darwin for that.

First-person shooters do exactly what they say on the tin. You kill people, on or offline, with oversized weaponry. Dreamcast has already proved it can carry the genre from the geeky world of the PC to the living rooms of the masses with an excellent version of Id's *Quake III Arena* (ODM #15, 9/10). But indications are that the upcoming conversion of *Unreal Tournament* could steal the show, take all-comers, metaphorically plant a

large amount of explosive straight up the backside of the market leader and laugh its head off when gamers' preconceptions go "boom". If you think that a first-person shooter couldn't be better than the latest version of *Quake*, get ready to be shot down in flames.

Unreal Tournament involves you running around various gothic and sci-fi levels, blasting all and sundry with a ton of nasty guns. The sneakiest, most violent contender with the most kills wins the match. Then you start again.



△ You can crush people in the green light as they head for the rocket launcher.

**"UNREAL'S
EIGHT-PLAYER
DEATHMATCH
AND TEAM
MODES ROCK
LIKE NOTHING
ELSE"**



△ Razors. Good for making people lose their heads.

Then you keep playing until your podgy fingers fall off your pudgy little hands.

Quake III Arena gave you four-player action through your Dreamcast. *Unreal Tournament* will give you eight. That makes for hardcore action on your TV. And when you throw in weapons along the lines of the razor blade-chucking Ripper, plasma rifles, toxic glue guns, multiple-shot rocket launchers, sniper rifles and a yellow monster attractively dubbed the Flak Cannon that throws red hot metal at screaming opponents, there's every chance this will be a game that glues you to your Dreamcast and won't let you go.

TRANSLATION STATIONS

The road from PC to Dreamcast hasn't been easy for Secret Level, the team charged with taking the game from PC

to your little white man. In fact, there were plenty of people who reckoned it couldn't be done at all.

"There was a lot of concern as to whether or not *Unreal Tournament* was possible on Dreamcast, whether it could survive the drop in memory from PC," says Matt Powers, the US producer of the game. "We have very high standards when it comes to *Unreal* products. It has to be of a certain quality."

Things didn't take long to shape up, though. "After Secret Level had been working on it for only two months we were like... wow! They found so many ways to optimise the code for Dreamcast, to squeeze in all those favourite maps from the PC version. We had to lose the Assault mode, but that was the only concession. We're really excited about the game now."

Practically everything that made the PC game truly great has been included in the final Dreamcast version, and you should be thankful. Modes include straight Deathmatch, Capture the Flag, Domination and plenty more, and the weapon set is nothing short of inspired. Unlike *Quake III Arena*, *Unreal* gives a secondary fire option to every piece of bloodletting hardware in the game. The rocket launcher throws a grenade as well as firing a straight shell, the plasma rifle fires a slow-moving blue ball which can then be exploded when it nears an opponent, and the Redeemer... Let's just say this is the most ridiculous, most enjoyable weapon ever to make it into a first-person shooter. Check out the 'Unreal Seeks Redemption' panel below for details on how to turn your enemies into nuclear-fried gloop.

Despite the brilliant features, *Unreal Tournament* has taken far longer than anticipated to make it to Dreamcast. Probably *because* of the brilliant features, actually.

"We aimed for Christmas, but there were still a lot of issues, on and offline that needed to be addressed," Matt explains. "For instance, we only had two-player split-screen instead of four. Everyone involved made the decision to wait until we were really happy with the product, and it wasn't as difficult as you might think. This is *Unreal Tournament* – second best just wasn't good enough."

SEE THE WORLD, KILL IT

The main aspect of the game that caused delays was online play. For a title where the main focus involves booting up your modem and taking your

UNREAL SEEKS REDEMPTION



△ The Redeemer – the rocket you ride. How fast is this thing?



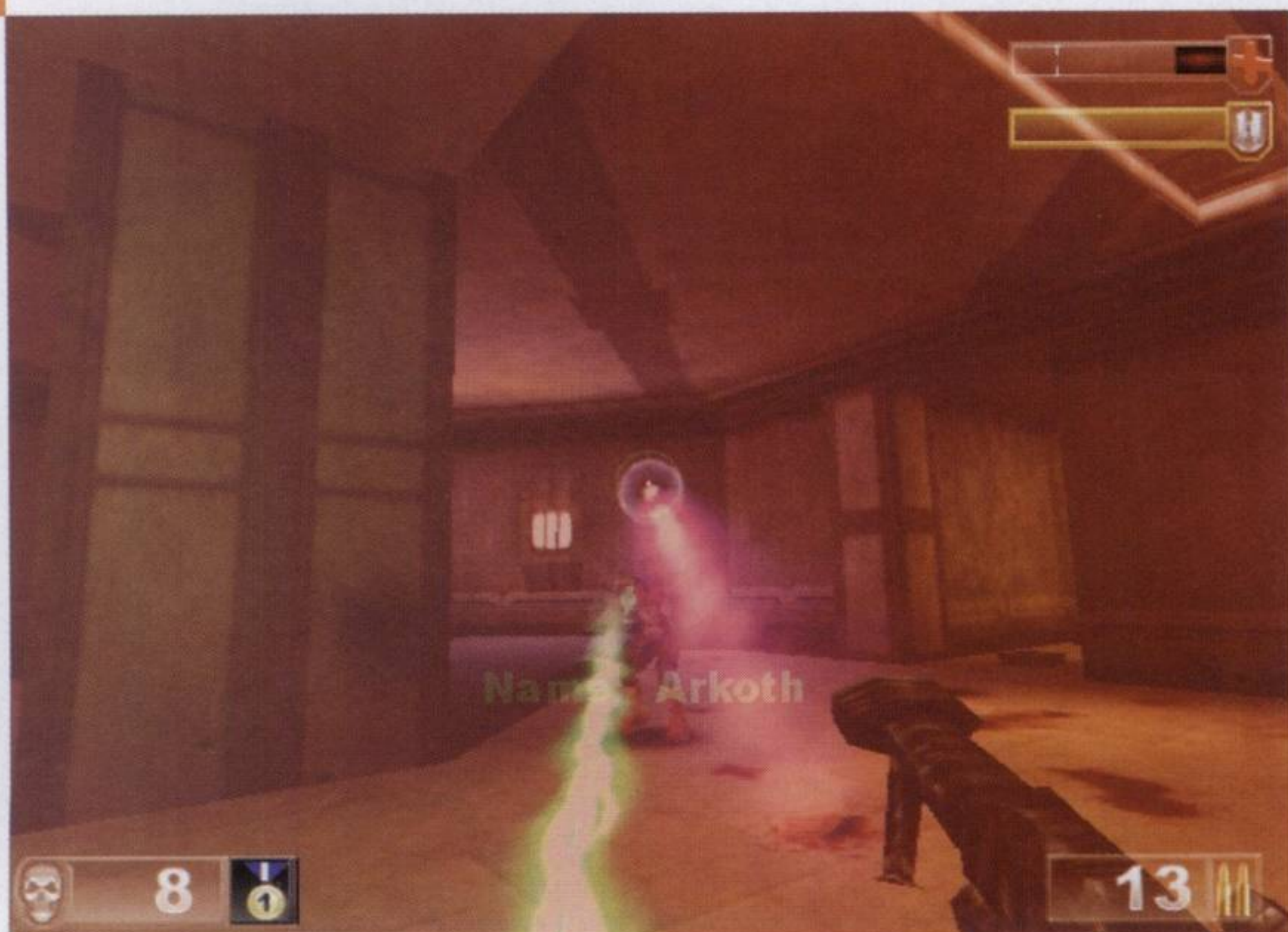
△ Chainguns won't help you now, sonny. You wish.



△ Boomshakalaka. There aren't even any pieces left to pick up.

Say hello to the Redeemer, the only gun in any game to honestly give a new slant to the word 'overkill'. You hit the fire button and a slow-moving rocket flies across the room. When it impacts, however, you get a nuclear explosion that spreads through the environment faster than foot and mouth. Get in its way and you buy the farm along with everyone else.

Secondary fire is nothing short of genius. Let the warhead go and you actually fly the missile from within (desperately trying not to run into walls), and pop your explosive on someone's bonce. Preferably not your own. Top comedy action.



△ One-on-one action in the basement.

▷ bullet-laden anger to the servers of the world, whether or not to take a lesser option was no choice at all.

"It was really important to get it right online. When we did the PlayStation 2 version, this was something we got dinged [Dinged? You crazy American kids] on, even though it wasn't our fault the machine doesn't go online. It's crucial: *Unreal* is all about great art, high-action gaming and great multiplayer," says Matt.

Perseverance has paid off in spades. America is on the verge of getting a console multiplayer experience the like of which has never been seen before, and Matt and Secret Level are convinced they have the edge on the Dreamcast version of *Quake III Arena*. You have to say... he has a point. *Unreal Tournament's* eight-player Deathmatch and team modes rock like nothing else. Shame you'll have to wait till June for it, but there you go. You should all move to the States, shouldn't you?

"You have to have good gameplay, and *Unreal Tournament* has been selling better than our competitors," says Matt smugly. "We really feel we have a better balanced game in terms of gameplay and weapons. But online is what it's all about, especially for the Dreamcast version where there was so much scepticism. It's high action, and the more people you get going crazy on these maps, the better. In team modes like Capture The Flag and Domination, two on two just isn't enough. We feel that

having eight players on one level is a huge advantage for us. We felt that eight players was the minimum for an online shooter.

"Sega.com in the States was very useful for us in terms of testing. We go live with the game over here at the end of March, and now have 210 servers in place across America."

UNREAL REALITY

Thankfully, online multiplayer for Europe is confirmed, and you can expect all the features our American cousins are currently enjoying. Other extras mean that this is the largest, most comprehensive version of *Unreal Tournament* ever released. Aren't Dreamcast owners lucky bunnies? Lucky bunnies with rocket launchers, in fact.

"We have around 65 maps in total, including all the original PC maps, some from the PlayStation 2 version and some that were only available up to this point over the Internet for PC," says Matt. Unfortunately, don't expect much in terms of Internet add-ons after the game goes live in Europe. "It's an issue of size," explains Matt. "These maps are simply way too big to fit on a Visual Memory unit. The same goes for skins [home-made costumes for characters]. You forget just how big the hard drive is on a PC or Mac."

Despite certain hardware limitations of Dreamcast in terms of memory, the major subject of hot debate when it comes to first-person action games on



△ Poor old Lexington, milliseconds away from death.



△ All the fun of the fair. In pretty colours.



△ Player one looks on as his mate gets busy.

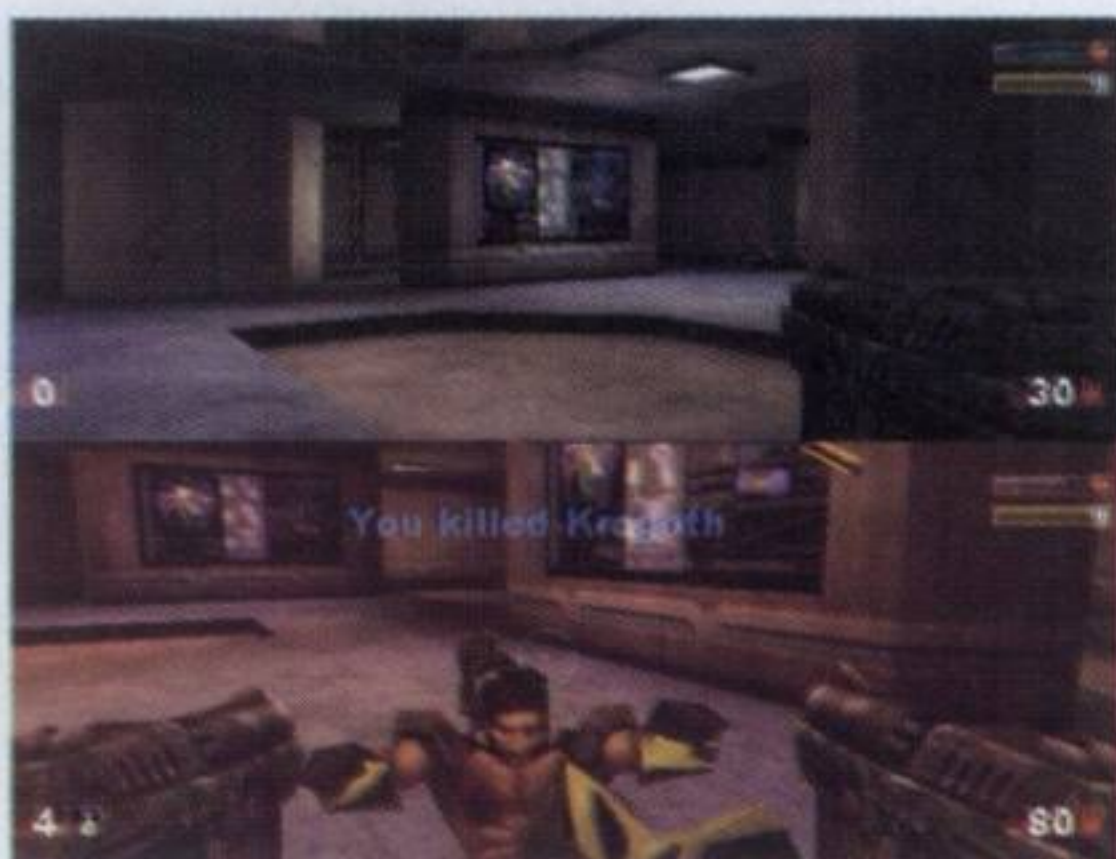
consoles is that of control. As many of you will have found after getting the proverbial crap beaten out of you when playing *Quake III Arena*, you simply *have* to play with a keyboard and mouse. The Dreamcast version of *Unreal Tournament* does everything it can to address the issue, and after playing the game to death we can tell you that a pretty good job has been done of not excluding controller users. It's simple really: you

just cheat. The rocket launcher, the main weapon of destruction in anyone's book, has a lock-on system.

"I think it's really great," enthuses Matt. "Everyone we've shown it to has been blown away. It's friendly to the Dreamcast controller making it plenty of fun, and you can turn the aiming assistance off when you get good at it. It's just really approachable."

But let's get this straight right now: if you're serious about taking *Unreal Tournament* online and becoming the King of Europe, then you're going to need a keyboard and mouse. No matter what lock-on devices are in place, no matter how dodgy the collision

"THE AMOUNT OF BLOOD-TASTIC ACTION IS NOTHING SHORT OF AWE-INSPIRING"



△ Kragoth takes a double load in the face.

detection, you *cannot* achieve the manoeuvrability you get with the double peripheral system through the standard controller. Sad but true.

Unreal Tournament launches across the UK in June and all current indications are that it could be as big a smash for Dreamcast as it was for the PC. Graphically, it already looks extremely impressive, and if the same amount of blood-tastic action as the original version can be retained, this really will give *Quake III Arena* a serious run for its money.

Expect *Official Dreamcast Magazine* to examine the game's ins and outs in detail in a big review feature soon. ☐

HEROES OF MIGHT AND MAGIC III

Are you excited by goblins, spells and battles? **DYLAN DAVIES** is a man on a quest, sire

THE LOWDOWN

DUE OUT: **MAY**
PUBLISHER: **UBI SOFT**
DEVELOPER: **3DO**

HEROES OF MIGHT AND MAGIC III is set in the troubled land of Erathia. The king is dead (and not of old age, if you know what we mean). His daughter, Catherine Ironfist – Queen of Enroth – has come to Erathia not only to find answers to the riddle of his early expiry, but most importantly to kick the arses of those who did it. This will return Erathia to its rightful owners (her family, mainly). Wow! With a script like that, this can only be a videogame in the role-playing mould.

Each level of this sort-of-RPG will have three main modes: world exploration, town planning and war. Exploration is where you navigate the vast 2D land looking for treasure, advice, people and other towns to destroy. In the town-planning part you stop at a citadel and develop a small town into a world of war, building barracks, visiting the pub to recruit heroes and army leaders, and generally employing the best militia your gold reserves can afford. Once your military might has reached its

zenith you can concentrate on looking for other towns to 'acquire'. We call that 'war'.

The combat is turn-based, so when you've finished moving your pieces the enemy moves theirs, and so on and so forth until there's nothing left to fight. Half the fun is seeing your army beaten by 115 goblins as you're waiting for your next turn. However, the game isn't a straightforward 'build and kill'. Other levels require you to explore the land for cash and spells, for example. Luckily, depending on your beliefs you don't have to be good all the time, as you can fight for evil as a mercenary anarchist. Hopefully we'll be seeing *Heroes Of Might And Magic III* ready for release very soon. ☐



△ You want to get some Listerine for that, mate.



△ Here's the town you must turn into a world of battle strategy.

○ THE HOTTEST GAMES ○ THE COOLEST KIT ○ THE WACKIEST WEBSITES

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... PC pranks to wind up

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(FIND OUT
WHAT IT IS
ON P89)

REPORT

WE'VE BEEN

!

GAME I

The best 3D card

COPY I

We tell you how

BEYD

New desi

for the PC generation

Out now

NEW!

RE-VIEWS

I WANNA FLY SKY HIGH/LET'S GO-OO TOGETHAAH/I WANNA...
YEAAAAH-OH/YEAA-AAH/FLYING HIIIGH, FEELING GOO-OD!



"PLING-PLING-PLING! PLEASE choose a racecourse. *Bweep!* – Dinosaur Canyon! Please choose manual or automatic transmission. *Bweep!* – manual! Gentlemen, start your engines! Vroom-vroom-mm-mm...! Thwup-thwup-thwup... Three. Two. One. Go!"

Forever burned into the inside of my ears, I used to hear this sequence of noises too many times whenever I went into an arcade. *Daytona USA* cabinets would pull me towards them much like light bulbs do moths, then tell me to repeatedly put pound coins into them. If two machines happened to be linked, I'd hang around by *Cracky Crabs* and rest of the mallet games in the corner, checking out each successive *Daytona* player's racing skills from a distance until someone worthy of a race turned up.

When I first came across eight enormous simulation-style *Daytona USA* units, 50-inch projection screens, complete with on-board cameras connected to a big highlights monitor on the wall, all linked up to play one another, things took a turn for the worse. A simple fantastic racing game was turned into one of the most competitive, thrilling, entertaining – and expensive – things in the world.

The release of Sega's Saturn console calmed things down a bit. After an initial outlay of £400+, I could play *Daytona* all day, every day, without trips to the change machine every half an hour. I could put up with the Sonic wall teleporting into view about two car lengths in front of me, the road warping and folding over itself underneath my car, and everything juddering along at ten frames a second like a bad *Top Of The Pops* visual effect. It still played like *Daytona USA*, and it still sounded like *Daytona USA*. And it was still fantastic.

Then things kind of died down on the *Daytona* front. The supposedly 'upgraded' *Championship Circuit Edition* on Saturn was a load of rubbish (poop graphics, fiddled-with handling, no lyrics on the remixed tunes, plus the singer from rock-knobs Mr Big yelping over the title music...). *Daytona USA 2: Battle On The Edge* did nothing to encourage arcade gamers away from the first title. The whole world entered a kind of *Daytona* wilderness for a few years, only occasionally

stopping for a quick blast of retro-brilliance when passing the original in arcades on the way from one bar to the next.

About six months ago, we heard our beloved *Daytona USA* was coming back to us. And what's more... it was going to feature new tracks, improved graphics, remixes of the original tunes (complete with the cheese-supreme vocals), extra cars, the same classic gameplay, plus a fully playable online multiplayer mode. Come back, *Daytona* dear! All is forgiven!

This month the long-awaited Dreamcast version is here, and it lives up to all of its promises – bar one. It does indeed feature new circuits on top of the original three, graphics far more detailed than even the arcade version's, great reworkings of the classic J-pop tunes, excellent new cars to collect, and gameplay that immediately takes you back to an arcade deep in the bowels of your memory. Unfortunately, the one thing it doesn't deliver is the option to race online.

Maybe if we'd never been told the game *would* be playable online we wouldn't be so upset, but as it stands, *Daytona USA 2001* on Dreamcast just doesn't have the same kind of impact as we fans had hoped it would. It's still an excellent game, but the lack of any really major additions to the ageing original makes it feel ever-so-slightly redundant. And when it was so close to being the biggest thing ever, too.

Beeyatch!

Ed Lomas, reviews editor

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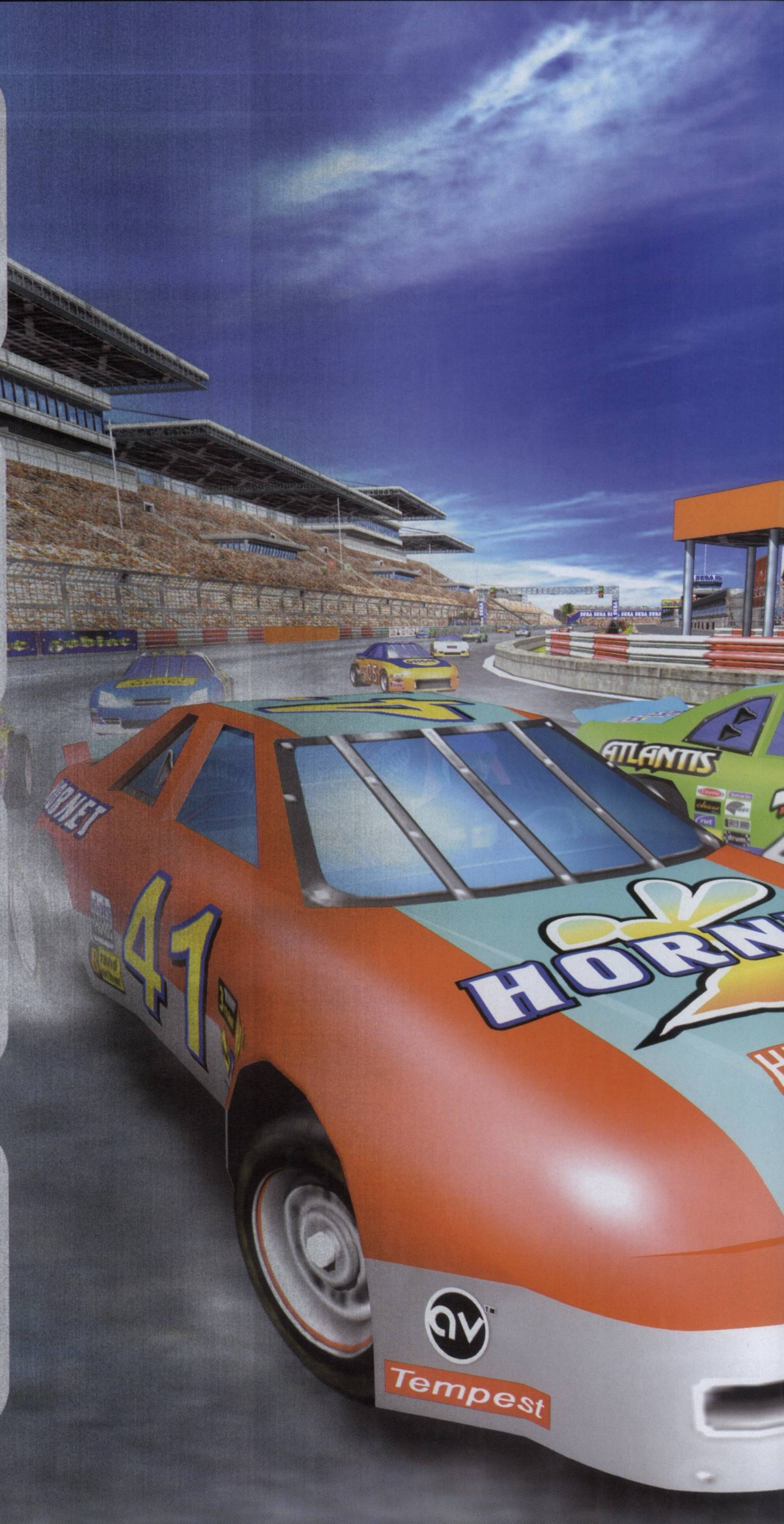
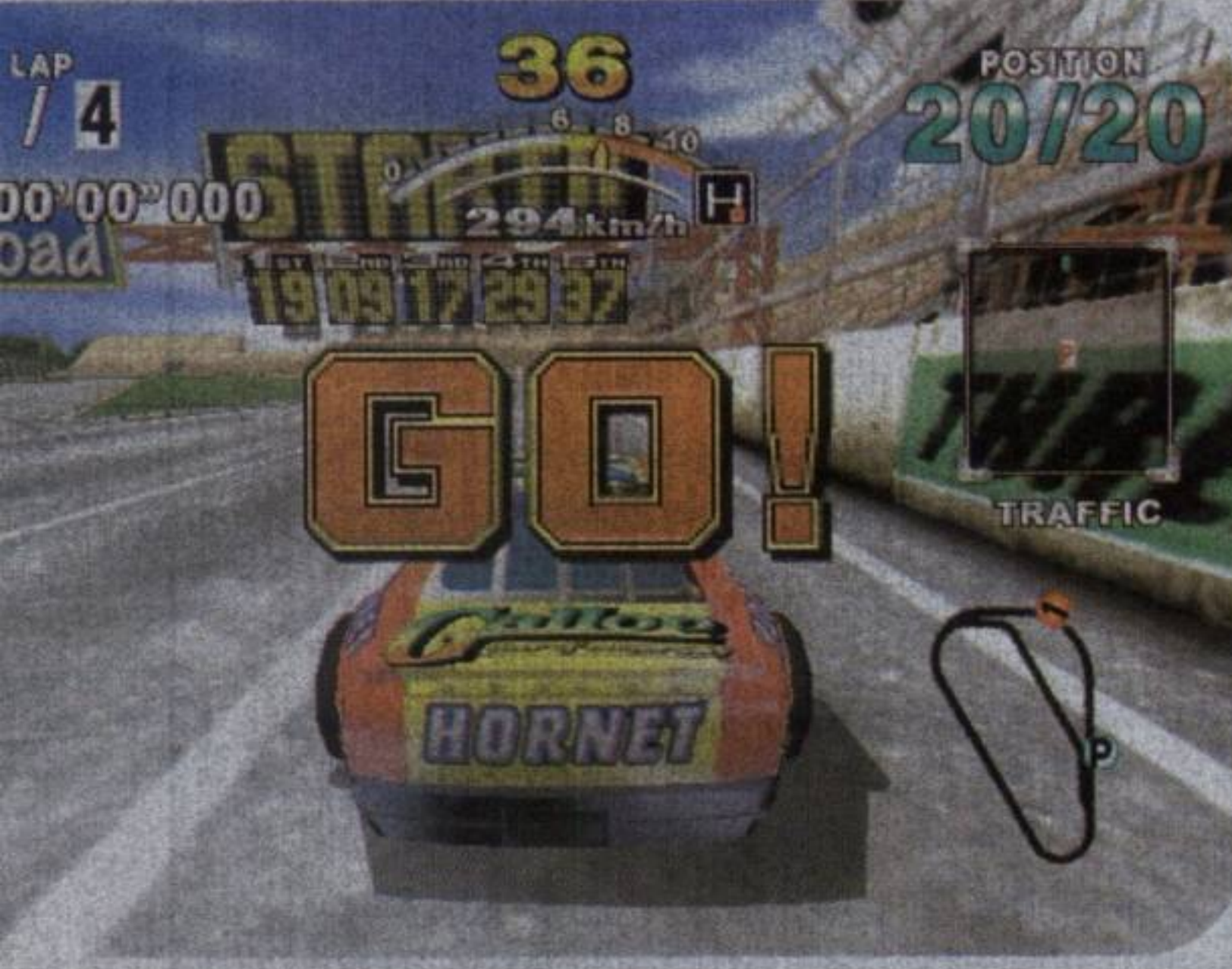
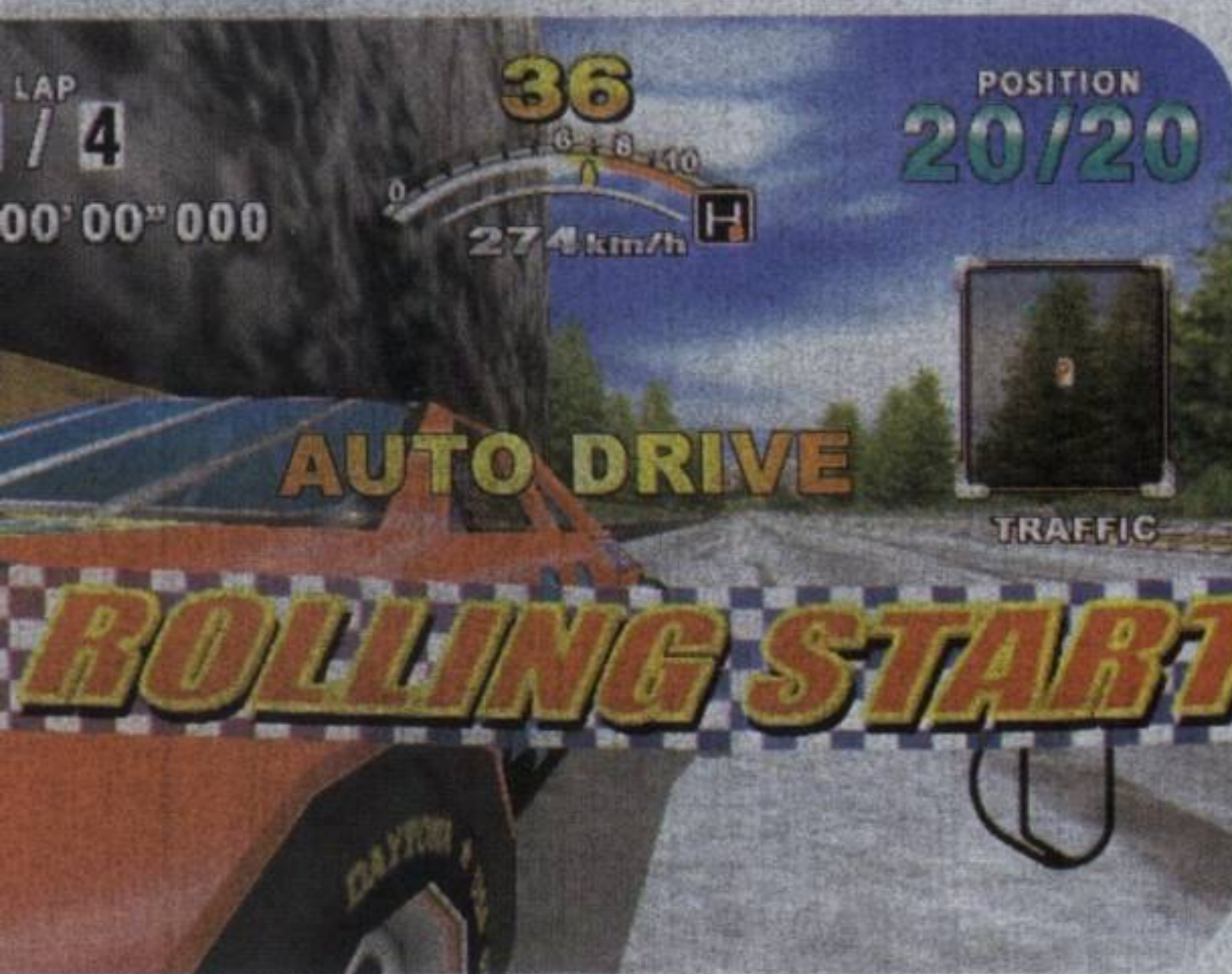
ODM RATINGS

A guide to *Official Dreamcast Magazine's* stringent scoring system. If we say a game is no good, then it ain't worth buying. If it is, it is. Simple, really

10 PERFECT! A GAME WHICH EVERYONE MUST OWN. 9 AN ESSENTIAL BUY. GET IT, GET IT, GET IT!
8 EXCELLENT STUFF. HIGHLY RECOMMENDED. 7 A GREAT GAME WITH A MINOR PROBLEM OR TWO.
6 GOOD BUT WITH AT LEAST ONE MAJOR SHORTCOMING. 5 STRICTLY AVERAGE, RUN-OF-THE-MILL STUFF.
4 BELOW AVERAGE. PLAY BEFORE YOU BUY! 3 OH DEAR, OH DEAR. THIS REALLY ISN'T VERY GOOD.
2 THE GAMING EQUIVALENT OF CARLISLE UTD. 1 NOT WORTH THE PLASTIC IT'S PRESSED ON!



LADIES & GENTLEMEN
START
YOUR ENGINES



DAYTONA USA 2001

"Ladies and gentlemen, start your engines," for Sega's new politically correct conversion. But **CASPAR FIELD** knows girls can't play games...



GENERALLY, THE WORLD is divided into two sorts of people. There are those who like cats, and those who like dogs. There are those who prefer cowboys, and those who draw bows with the Indians. The line is struck everywhere – Pepsi and Coke, Porsche and Ferrari, lager and bitter. And in videogames we have our own – *Tekken* versus *Virtua Fighter*, SNES versus Mega Drive, PlayStation versus Satu... Er, let's not go there.

In the mid-nineties, arcades up and down the land played host to a battle that divided the nation's gamers. Namco's *Ridge Racer* and Sega's *Daytona USA* had arrived, and the world was again cleft in two. Both rode on the cutting edge of coin-op technology, both featured a pumped-up visual and driving style that would define how racing games looked for years to come. The two games built fanatical followings, with anticipation for the home conversions running at fever pitch.

But while *Ridge Racer's* conversion to PlayStation was a happy one, selling an awful lot of machines for Sony, Sega's Saturn version of *Daytona USA* was – graphically, at least – pretty much just awful. Scenery popping up out of nowhere was pretty much a fact of 3D gaming life five years ago, but Saturn *Daytona* pushed (or rather, pulled) new boundaries. Track often appeared so close to the car that it was hard to know which way to turn next – Sega's poor old 32-bit console simply couldn't hack it.

Seven long years have passed in the wait for a decent home version of *Daytona USA* – the last frustrating few spent knowing Sega had the console to do it. But now, dear friends, we wait no longer. Boasting all the tracks from the arcade version, plus a selection of freshly wrought designs, *Daytona USA 2001* is here for Dreamcast. Well, most of it is, anyway...

ONLINE'S OFF

Right away we need to clear one thing up: the online gameplay of the Japanese and American versions has – distressingly – been removed for the European release. For many, the promise of lining up online against three other players conjured memories of furious battles on the coin-op *Daytona*. But Sega simply couldn't justify the massive expense needed to maintain online game servers for Europe. Shame.

Forgetting for a moment what *isn't* in the Euro version of *Daytona USA 2001*, let's focus instead on what remains. Well illustrating the rate of technological advance that makes the videogame scene such a dynamic, brilliant thing ("In't videogames *brilliaaaaant!*?"), the once jaw-dropping graphics of the *Daytona* arcade machine (running on Sega's Model 2 hardware, spods), have undergone a major overhaul.

We revisited our local coin-op emporium to compare the original coin-op *Daytona* with the Dreamcastised new boy. The biggest differences between Model 2 and Dreamcast are that your humble console has much better texture-mapping abilities (wrapping pictures on to polygons, essentially), and that it can do things like transparency and smoothing effects. And it can pump out a lot more polygons. And the sound chip's pretty nice, too. Alright, it's *miles* better. ▶





△ The Grasshopper car looks bright in screenshots but is, sadly, rubbish...



△ ...whereas the Hornet is the classic *Daytona* motor. Although we made it pink.



△ Excessive powerslides available on demand. Flat out in fourth, then slip quickly into second. Sweet.



SPEAK OUT

PETE O'BRIEN FROM SEGA EUROPE, SPOKE TO US ABOUT *DAYTONA USA 2001* VIA A CRACKLY RADIO LINK IN HIS HELMET

WHAT'S THE BEST THING ABOUT THE GAME?

Simple... it's back! I love and admire *Daytona's* vibrancy, from the use of colour through to its handling, and I can't wait for the public to get hold of it.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?

Phantasy Star Online – I haven't had much of a chance to play it being the gargantuan game that it is, but I had a solid weekend of building my character offline.

VIDEOGAME JOURNALISTS: WONDERFUL PEOPLE OR SCUM?

I've only met a few, but the few I have met though are not my kind of people! Without them though, how would we reach our gamers?

WHAT'S YOUR BEST LAP TIME FOR THREE SEVEN SPEEDWAY?

My time is 00'17"515 in a Unicorn, Normal... What's yours?

▷ But technically better doesn't necessarily mean that the final result is an aesthetic improvement. Dreamcast *Daytona USA's* visuals may be more detailed (and the lack of pop-up is definitely a great improvement), but some of the raw, chunky appeal of the coin-op's graphics has been lost in the translation to the more powerful hardware – especially from the cars. Never thought we'd be asking for blockier graphics, but there you go. Maybe we need new eyes fitting to match 21st-century game technology.

Sound-wise it's been tarted up a bit, too. The spot effects are pretty much the same as they always have been, with the usual chunky crash noises and brilliantly quotable snippets of radio chatter. The music, however, has been remixed to make it slightly more up-to-date. Thankfully, and unlike the remixes featured in the Sega Saturn version of *Daytona USA: Championship Circuit Edition*, all the painfully catchy and fantastically cheesy lyrics are included.

Race round Three Seven Speedway and you get a high-pitched chorus of "Roooooiling Staaaaaaart!"; Dinosaur Canyon is raced to the strains of "Da-to-naah! Let's go away!"; and Seaside Street Galaxy has the classic "Blue, blue skies! Blue, blue skies I seeee!" All of these

come with new backing tracks which stay as tastefully true to the originals as possible. A special mention has to go to the new Game Over jingle too, which sounds like a room full of delapidated robots trying to rap.

CAN YOU HANDLE IT?

What has survived, without doubt, is the lunatic, tail-out handling that made *Daytona USA* so singularly cool. *Ridge Racer* – and this is where we reveal our preference – was always too wild, too random, and you couldn't play it properly with manual gears. Pah! For the serious player, stick-shifting on *Daytona* was the only way to play, slamming across the box from fourth to second gear to induce a massive tailslide. Slipping up into third, feathering the throttle, whipping around the corner at 45° away from what might be considered 'forward', holding your nerve until the moment came to pull the car back around to straight. Getting it right, flying out of a corner 20 per cent quicker than the opposition as you moved up into fourth gear made you feel gifted. Beautiful stuff.

Marvellously simple thinking has resulted in the same manual gear antics being possible on Dreamcast. Four buttons equals four gears, so X is first, A is second, Y is third and B is – guess it – fourth (trainspotters: yes, we

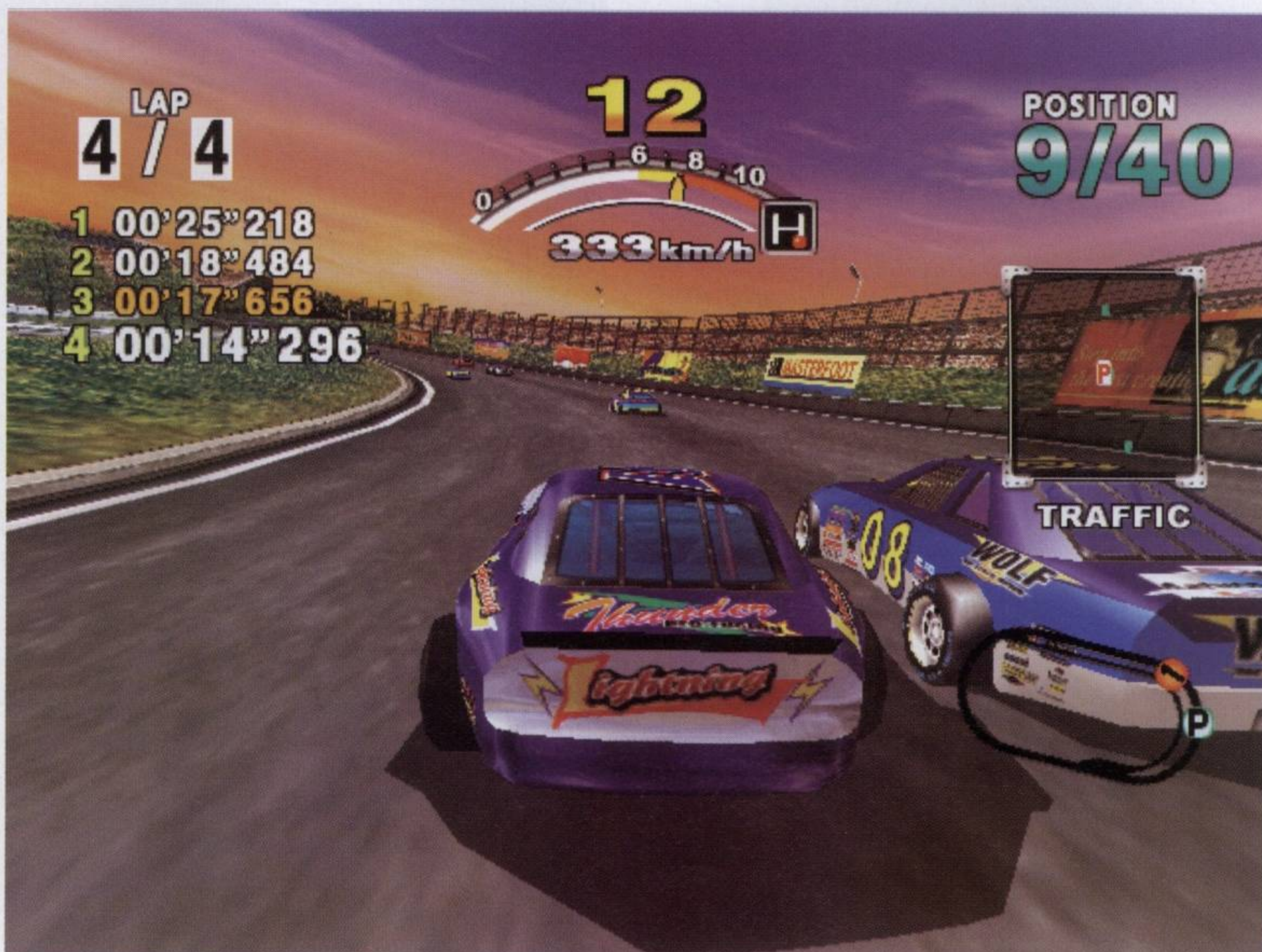


GO!

"DAYTONA WAS ALWAYS A PERFECTIONIST'S GAME" DAYTONA USA 2001



"WHO NEEDS REALISM WHEN YOU JUST KNOW THAT GOING BLOODY FAST SIDEWAYS IN A BIG, LOUD RACING CAR IS GOING TO BE FUN?"



△ Now that's the *Daytona USA* we love: rubbing bumpers at full throttle.

know this set-up was in the Saturn version of *Daytona* – but it was only an option). It obviously doesn't have quite the same satisfaction as whacking the gearstick around on the cabinet version, but it definitely produces the right results.

The point of all this drifting is to slip-slide your way around *Daytona's* courses to gain the maximum possible speed. It's not exactly realistic, but this game was born in a time when attention to the laws of physics didn't interfere with videogame design. Let's face it, who needs realism when you just know that going bloody fast sideways in a big, loud racing car is going to be fun? Originally coming from Yu Suzuki's AM2 gang (although the team behind *Daytona* are now called Amusement Vision), *Daytona* was bound to be larger than life, and its handling is exactly so.

That said, there's no escaping the sensation that beneath its glossy new paintwork *Daytona USA* is seven years old. The same, blaring gameplay could be far better delivered by an updated physics engine, one that allowed the cars to roll a little, for the handling to ebb and flow like a real car on the limit of its grip. The core gameplay, using the gears to provoke enormous tailslides, battling through a tight

pack of opponents to the finish, will always be fun. While the handling is still special, different, we would have liked to have seen it moved forward a little.

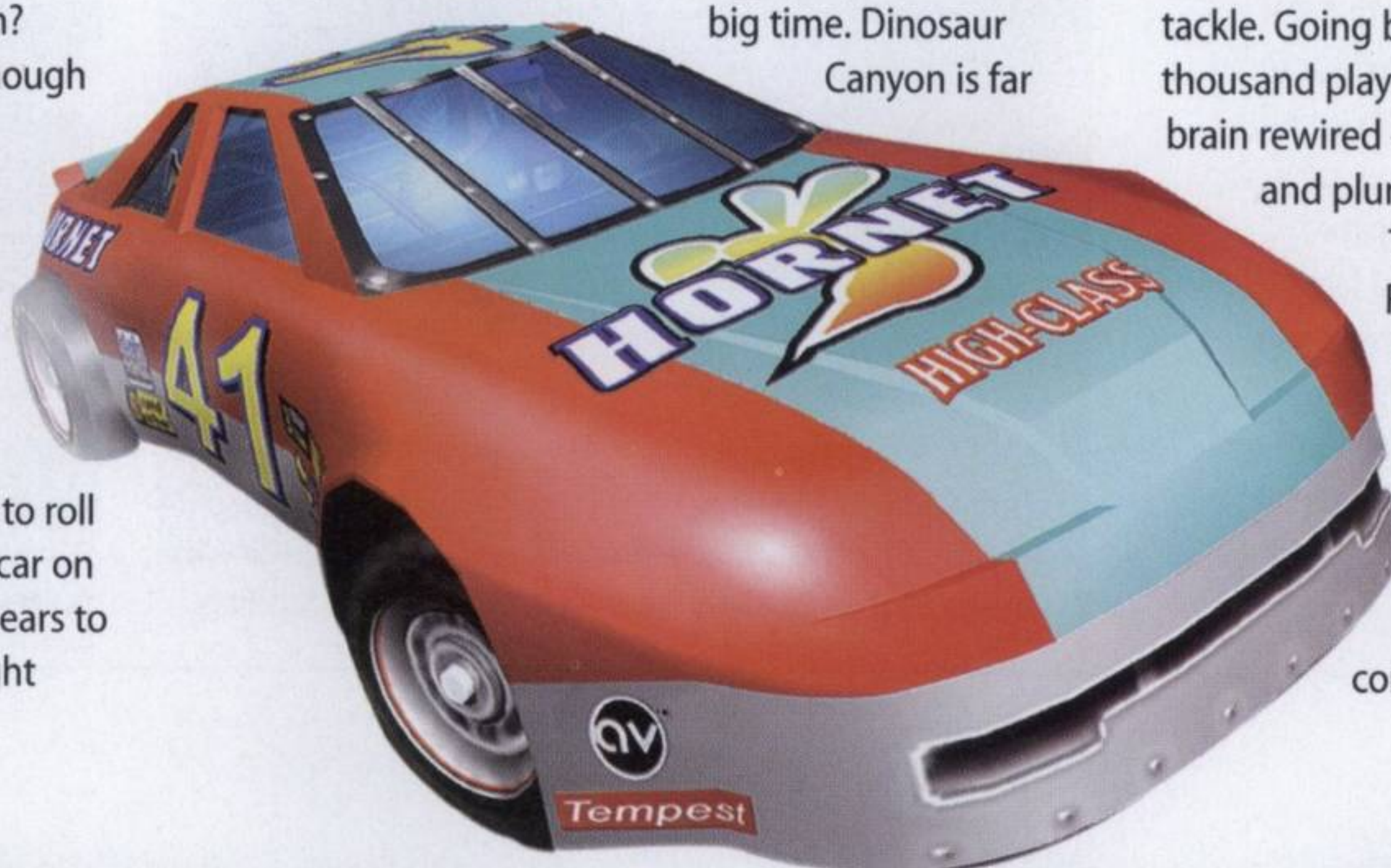
PERFECT CIRCUITS

Some things, however, need no updating. *Daytona USA's* original three courses remain benchmarks in beautiful track design. Three Seven Speedway, a Nascar-style oval (the game is based on a major US race meeting, the Daytona 500), offers two long corners and one that's just a little tighter – slide through wrong and you crash out, big time. Dinosaur Canyon is far

more mountainous and winding, with corners flowing up through hills, down through tunnels. The third, Seaside Street Galaxy, is strictly heroes only, with a challenging series of turns through a concrete cityscape, opening out into screamingly fast stretches interspersed with fiendishly tricky bends.

These three are the classics, and for any diehard fan of the game will provide a welcome pelt down memory lane. However, they're also available in reverse, mirror and reverse-mirror forms, which, if you've played them a lot in forward orientation, can be deeply confusing to tackle. Going backwards around Dinosaur Canyon after a thousand plays in the right direction is like having your brain rewired – especially as you swing out of the tunnel and plummet down the mountain at over 330kph.

The other courses – Circuit Pixie, Rin Rin Rink, Mermaid Lake, National Park Speedway and Desert City – have never seen the neon glow of an arcade. Circuit Pixie is, as you might guess, another oval-style course. Rin Rin Rink banks up into an enormous curve before dropping you into a nightmare of slippery corners. Mermaid Lake is a wonderful



RAINBOW WARRIORS

Customising cars and characters is increasingly becoming a standard feature in videogames, and in this respect *Daytona USA 2001* is bang up to date. The cars' bodywork is divided into 'palette' areas, such as the bonnet, which can have their colour adjusted to whichever hue you so desire. We opted for a charming shade of black, with a nice black highlight, edged off with a chrome skirt. And for ladies there's always the possibility of a pretty pink with a sky blue trim. Ah, the old stereotypes are the best. What's pretty clear, though, is that customisable colours makes a lot of sense if you're playing online because it makes you stand out from the pack. Offline it's a diversion, but little more than that.



△ For those wishing to indulge their heavy metal tendencies, the car customiser obliges. Unfortunately.



△ Some may prefer to see the Hornet dressed prettier in pink. We found the colour sliders tricky to understand at first.



△ For the seasoned *Daytona* player, bombing around the original courses in reverse can cause brain-malfunction.

▷ rollercoaster ride of a track, wrapping around itself into a Stuka dive of an underpass. First seen in the Saturn's upgraded (but poor) *Daytona USA: Championship Circuit Edition*, National Park Speedway has lots of neat kinks, which can be roared through with satisfying precision, if you're up to scratch. And lastly, Desert City is a sand trap of a track, guaranteed to send you sideways around even the mildest corner. Or straight.

But then, getting sideways is what *Daytona* is all about – a balancing act brought to life through extreme provocation via the gearbox and tamed through the steering wheel. Played with a Dreamcast Wheel, this same sense of balance is fairly well replicated – and you can assign the four buttons on the wheel to again mimic the four gears. Obviously there's the usual problem with the wheel slipping around your tabletop, but that's nothing a little parcel tape won't fix, hey kids?

For the less well equipped – that's almost everyone reading this – joypad control will initially come as something of a shock, whether you're new to *Daytona* or a grizzled old hand. Put simply, the standard settings are twitchy as hell, particularly if you opt for the Lightning car with its lower grip settings. Luckily, this is adjustable, which goes a long way toward blunting the handling's razor edge. However, even without adjustment it is possible to acclimatise yourself to making small rather than large movements with the analogue stick. It's annoying, though, that any adjustment should be needed at all – we thought that was something developers were supposed to do.

CHAMPION ROAD

Daytona USA 2001 features the usual modes: one player, a good two-player split-screen option, time attack, and a championship to tackle. By completing the championship's

ALL THE ANGLES

In the sophisticated gaming times in which we are lucky enough to live, it's sometimes hard to believe that it was really only seven years ago that Sega pioneered advanced concepts such as having more than one camera view. In fact, Sega actually own the Japanese patent on zooming between multiple camera views in a driving game. *Daytona USA* followed *Virtua Racing's* lead and featured four buttons on the cabinet, with which you could pick different views: in-car, driver's seat, behind the car, and far behind. Obviously, all these have made the transition to the Dreamcast version, but what's surprising is how loyal players can be to a particular view – usually split between in-car and behind.



△ Camera one: in-car, slung low over the track, damn thrilling.



△ Camera two: cockpit view. We find this a bit hard to steer.



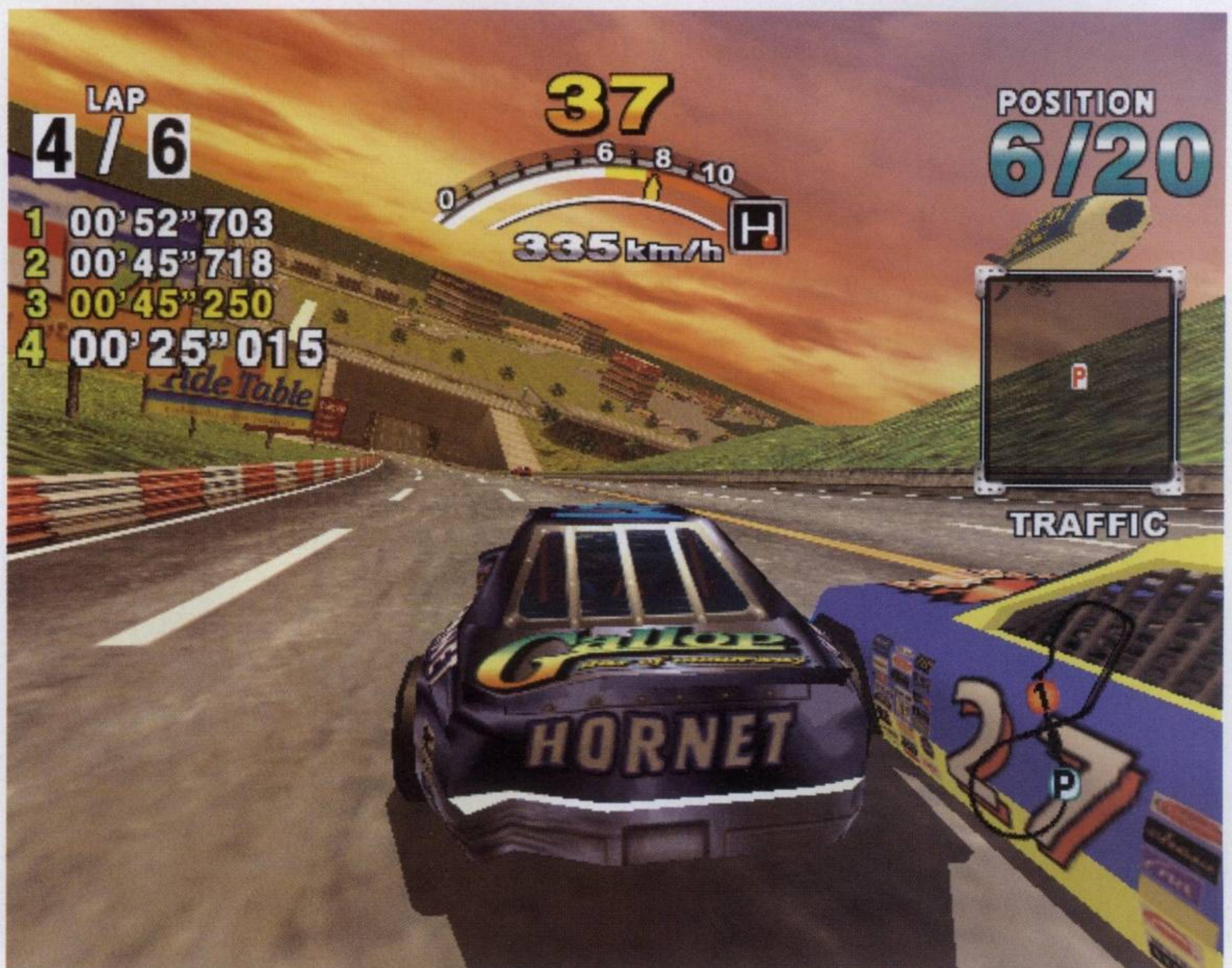
"THE DIFFICULTY LEVEL RAMPS UP QUITE QUICKLY" DAYTONA USA 2001



△ Drifting the vast final corner of Seaside Street Galaxy.



△ Mid-smash, and scarred from battle. Steering gets jumpy now.




△ Here we go! Slingshotting down under the bridge in Mermaid Lake is a real buzz.

several stages with each car in turn (a daunting task by anyone's standards), a selection of new cars are revealed for play. The difficulty level ramps up quite quickly – but then, *Daytona* always was a perfectionist's game, and to the game's immense credit you never feel cheated, only that your skills need honing.

What left us feeling cheated was how little Sega have added to the basic package. Without the online mode to distract us, the championship seemed bare and poorly structured. And other factors, such as the ageing physics model for the cars (which controls how they move and handle), simply add to the feeling that – like *Ridge Racer V* on PlayStation 2 – this is simply an old game with pretty visuals slapped on top. It's still a fantastically enjoyable game that's guaranteed an audience among hardened fans, but seven years of non-development are starting to

show. Remixing the music and changing the famous welcome message to "Ladies and gentlemen, start your engines," instead of just "Gentlemen..." just isn't enough in 2001.

That said, it's a measure of the original game's quality that the essentially unchanged *Daytona USA 2001* is a still a blast to play after all these years. And many of its features – the 40 car races, the massive draw distance of the courses, the sheer mind-warping speeds that can be achieved, the outrageous power-slides and the roaring engine note – are the sort of thing we expect from next-generation racing games. We loved *Daytona* in 1994, and we still love it now. Videogaming has started to get a little serious in its old age. This blast from the past is a potent reminder of how colourful, loud and fun it can be. But please Sir, can we have even more? 

"WE FEEL CHEATED BY HOW LITTLE SEGA HAVE ADDED TO THE BASIC PACKAGE"

VERDICT

RETRO CLASSIC OR OTHERWISE, THIS IS A SUPERB ARCADE RACER

UPPERS

Fearsomely fast and furious • Bright and loud like few games are • Classic videogame tunes

DOWNERS

Where's the bloody online? • Old legs under a pretty new skirt • Championship mode is sparse

IN ONE HOUR "Ladies and gentlemen..." still sounded odd
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2 split-screen
VIDEO MODES Full-screen 50Hz, 60Hz option, VGA compatible

ODM RATING OUT OF 10

7
GOOD

PRICE: £39.99 • PUBLISHER: SEGA • DEVELOPER: AMUSEMENT VISION



△ Camera three: the default view, and the easiest way to drift.



△ Camera four: very detached. One for helicopter enthusiasts.



△ The dot matrix screen at the top of the table sometimes displays little mini-games, such as this bomb-dodging one.



△ At times it seems as though there's too much detail...

△ This table is in poor condition, hence the scrawled Post-it note stuck to the bottom right-hand corner.

PRO PINBALL TRILOGY

The unwritten law of games magazines says that every pinball game intro must mention the film *Tommy*. **STEVE HILL** obeys

TIME WAS, YOU COULDN'T move for pinball games. Thousands of 'em, there were. *Pinball Dreams*, *Pinball Mania*, *Pinball World*... Five years ago, the world was drowning under the weight of the European pinball mountain. The PC was the main culprit, back in the days when a 2D game could be released without being subjected to howls of derision. Many of the early 2D pinball games were actually superb, but eventually measures were taken to quell their onslaught, with a new ruling requiring developers to use 3D graphics whether they were necessary or not.

One game that cunningly adhered to these restrictions was *Pro Pinball: The Web*, offering all the fun

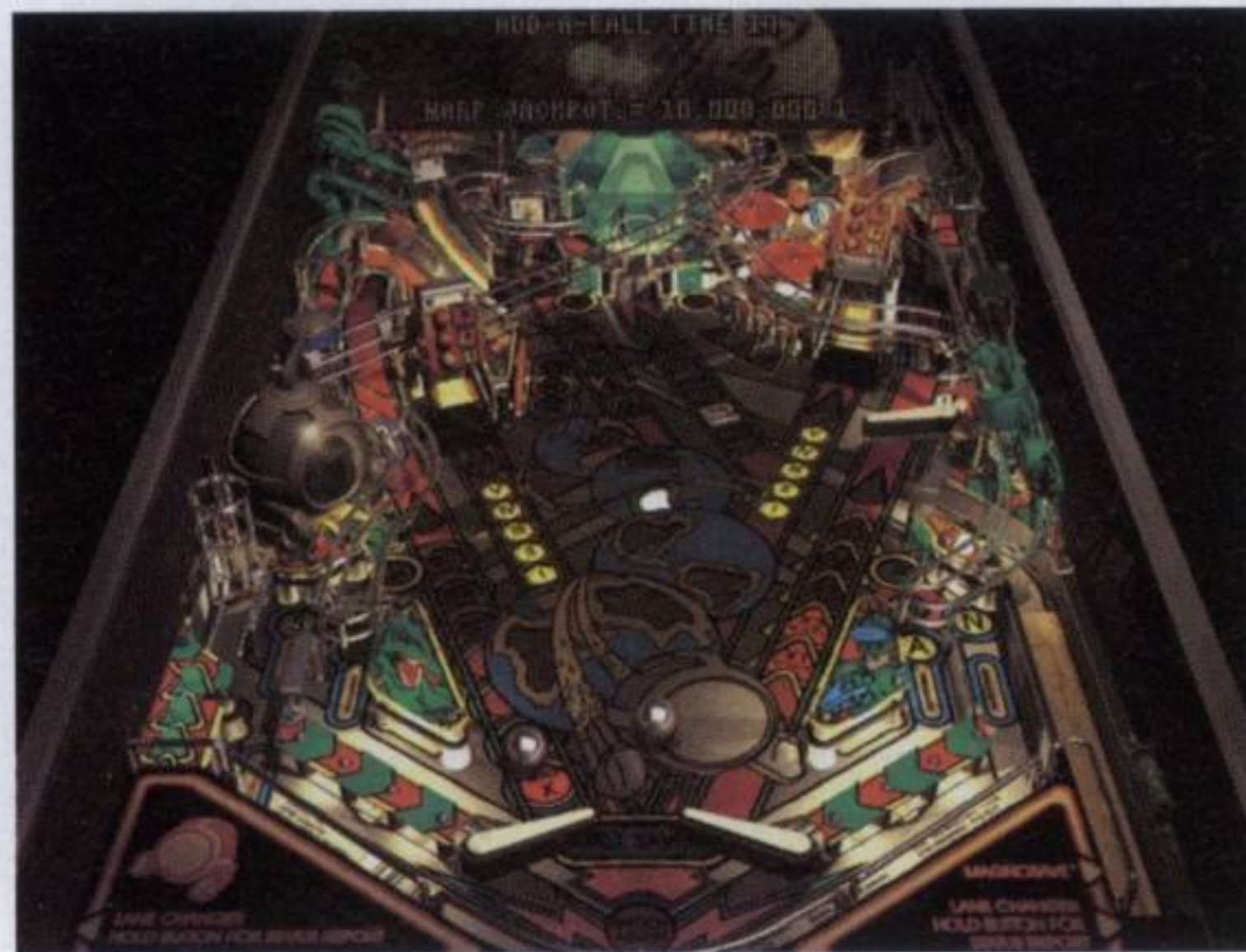
of the flipper, but with a 3D view. Instead of the screen scrolling about wildly, chasing the silver sphere, a fixed view of the (solitary) table was offered, providing proper perspective and everything. It was fairly well received, and further tables followed at a rate of about one a year. Guess what? Three of those tables have been typed into the Dreamcast and squeezed on to a GD-ROM. Three for the price of one, you might think, although the reality is that PC owners were actually getting one for the price of three.

Pro Pinball Trilogy is the first pinball game on the Dreamcast, although there is a militant faction that

wouldn't have it appear on any machine ever. Believe it or not, there are some people who think that simulating pinball is a pointless exercise when you can simply stroll into an arcade or a bad pub and play the real thing. Frankly, that's nonsense. Admittedly, more fantastical things have been recreated through the medium of games, but that shouldn't rule out the more attainable. If you want to play a game of pinball in the dead of night from the safety of your own bed, then you are well within your rights to do so. And thanks to the invention of videogames, this no longer means having to buy your own cabinet – a fairly deviant hobby and one that should



△ Each table features a close-up slideshow. Which is dull.



△ Multi-ball looks great, but is tricky to keep up with.



△ You even have to enter your initials on the dot matrix screen.



"JUST LIKE THE REAL THING, EXCEPT YOU DON'T HAVE TO STAND UP" PRO PINBALL TRILOGY



△ The Fantastic Journey table involves building up steam power and launching a multi-coloured airship. And gorillas.

only be taken up by eccentric millionaires. Pinball on the Dreamcast might irk the purists, but as a social group they are only marginally less tragic than the friendless clowns who join rollercoaster clubs. "But it's not real life," they whimper, dribbling Real Ale down their beards. Since when has guiding a metal sphere around a fantasy world with two flippers had anything to do with real life? How do you define real life anyway? Surely everything is real life, including games, pinball or otherwise.

BEER AND FAGS

Pinball it is then, in 3D, with three tables. And it's just like the real thing, except you don't have to stand up, the glass isn't smeared with congealed beer, and there isn't a scorch mark where some ungracious third-wit has let his Lambert & Butler burn out. That said, on a couple of the virtual tables you can actually set the level of disrepair, ranging from knackered to pristine, the setting then imparting the relevant effect on the behaviour of the ball. There's clearly some obsessive attention to detail going on here, and you can even predetermine individual flipper power. So if you really have the inclination, you can recreate the kind of shabby behemoth you might find in a beachfront Happy Land arcade, lurking between the air hockey and *Dig Dug*, its one good flipper urging you to part with your ten pence piece.

Or you could simply optimise the table slope, difficulty level and so forth, and play the game like a normal man. And get this – it works a treat. If ever there was a joystick suited to pinball, it's the Dreamcast's beige beast. It's been described as everything from 'ergonomically bankrupt' to 'not very comfortable' but here it really comes into its own. The L and R triggers control the flippers, and a button of your choice launches the ball, or controls any special functions. But here's the clever bit. With your left thumb hovering over the d-pad,



△ Little toy cars to hit on the Big Race USA table.

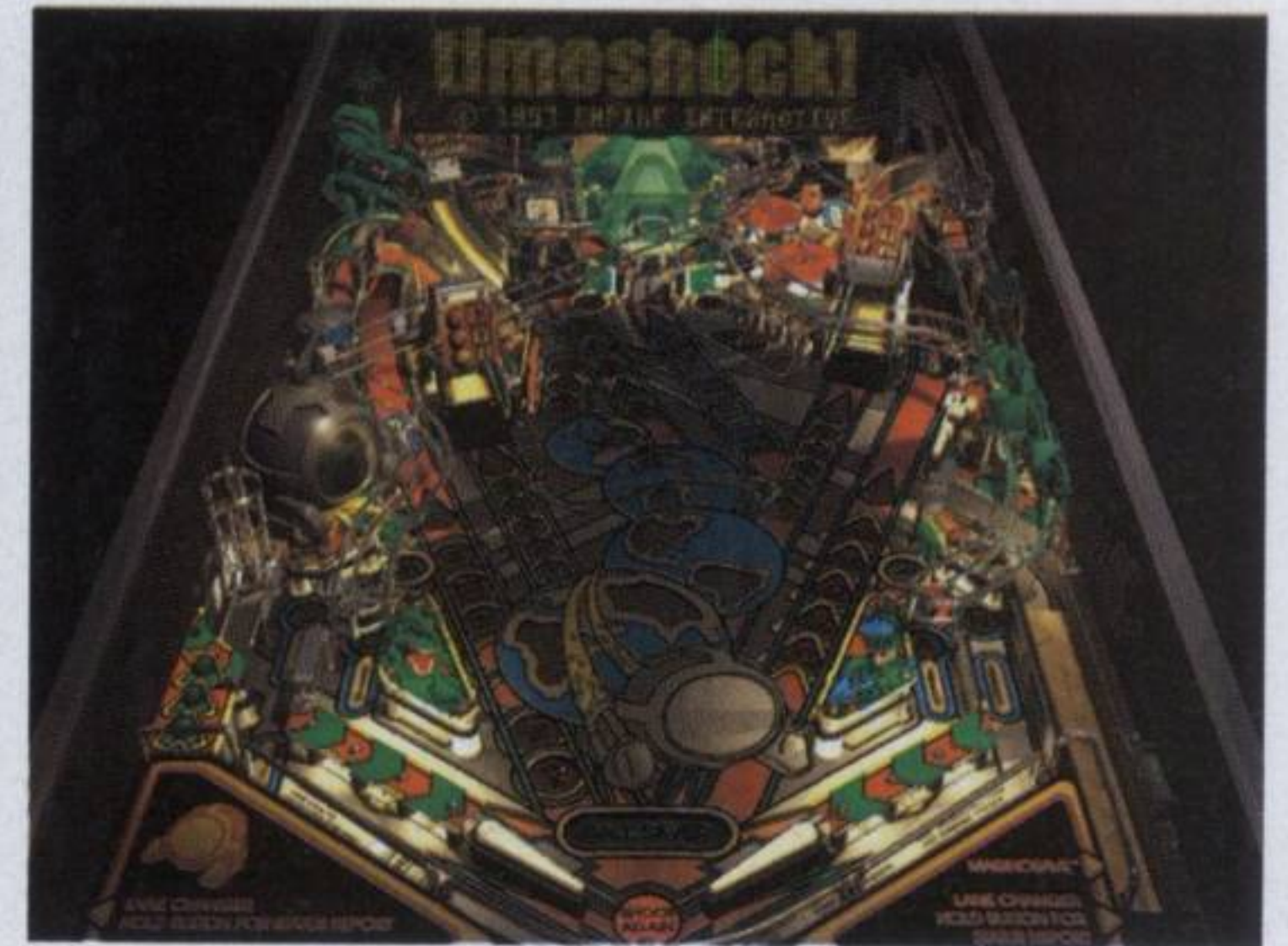
you can tilt the table left, right or upwards, the digital equivalent of throwing your hip at the cabinet in a vague approximation of the Beardsley Shuffle. More ambitious tilting is offered by the analogue knob, shunting the table in any direction you like, except down, which makes sense if you think about it. Nobody ever pulls a pinball table towards themselves in the midst of a game. The only real criticism on the control front is the lack of an analogue ball launch function. Much of the fun of pinball is in carefully pulling back the plunger and attempting to drop the ball into a bonus area from the off. This could easily have been replicated by drawing the analogue stick back and releasing it, but in fairness the tables were designed long before the advent of the Dreamcast.

TOMMY, CAN YOU HEAR ME?

It's mainly great then. The tables are well designed, offering everything that their arcade counterparts do, but without the underlying threat of random violence. All the requisite bells and whistles are in place, including context-sensitive music, comedy voices, ▷

THREE'S UP!

Three tables for the price of one? You'd better believe it. And no sign of Sir Elton John, either...



△ **TIMESHOCK!**: Four different time zones? Dinosaurs? A model of Mount Rushmore? Music by Bruce Foxton out of The Jam? What more do you want?



△ **BIG RACE USA**: Knock opponents off the road in the video mode, and visit 16 American cities in a yellow taxi. Hold on, where have we seen one of them before?



△ **FANTASTIC JOURNEY (99)**: Featuring Professor Steam and his piston-powered inventions, use your flipper skills to drill to the centre of the Earth. As if.

"ALL THE REQUISITE BELLS AND WHISTLES ARE IN PLACE"





DESIGNER TABLE

Each of the three carefully designed tables featured in *Pro Pinball Trilogy* is packed with interesting features and point-scoring bits and pieces. On the left is Timeshock table in full

- 1 Mount Rushmore, featuring, from left to right, Presidents George Washington, Thomas Jefferson, Theodore Roosevelt, and Abraham Lincoln. Who says games aren't educational?
- 2 The Magic Crystal, which enables you and your balls to travel through time, either backwards or forwards. Of course, if anyone had really done this, surely they'd have come back to tell us about it.
- 3 The extra flipper, smaller than the regular pair, and deceptively difficult to use. Catch a ball right though and all manner of bonuses are in store. You'll need lightning-fast reactions to catch the balls as they whizz past.
- 4 The drop targets, an essential element of any decent pinball table. Start knocking these over and it's only a matter of time before the table becomes a blur of sound and colour. Perfect control and a sharp aim are required though.
- 5 The cunning mechanical locking device. Whack the silver spheres up the ramp and this magic crane collects them in a trough of multi-ball before unleashing them for a flipper frenzy. You can sometimes have up to ten balls at once!
- 6 That's where the ball initially flies out. Nothing you can do about it. Simply press the A button and there it is. You can't change its pace or anything. Where's the fun in that? An analogue launch system would have been better.
- 7 If this light's on, you won't lose one of your balls should you be foolish enough to let it drop down the gutter at the bottom of the table. Don't get complacent though – the longer you keep them going, the more points you score.

▷ and frankly improbable concepts. However, if there's one gripe, it's that you can't see a bleeding thing that's going on. Admittedly, Tommy was deaf, dumb *and* blind, but still played mean pinball, managing to overcome reigning champion Elton John and enjoy an extended period of dominance as a pinball wizard. Crucially though, Tommy was a fictional character in an absolutely ridiculous film. It might be the only musical ever made that's worth watching, but a documentary it wasn't. In reality, you do need to see the table (hearing it and speaking to it are optional).

So why can't you see it? Well, to some extent, the game is showing its PC roots. Originally designed to be played a couple of feet from a high-resolution monitor, each table is packed with so much detail that on a normal TV screen on the other side of the room, much of it is indistinct. It's by no means unplayable (unless plugged into your dad's teak veneer Hitachi) but the crucial targets and ramps can actually become indistinguishable. It's frustrating to have the game urge you to 'hurry up' when you don't know what you're supposed to be hurrying-up doing because you can't see the objective. Each table does come with an authentically replicated list of rules, which unfortunately is virtually unreadable, even up close. We only hope they provide a decent manual.



△ Activate the right (or wrong, depending on how you look at it) bit and the table keeps launching ball after ball into play.

This problem isn't solely due to the conversion though, as even with the original PC game there were difficulties seeing what was going on due to the 3D view. The beauty of the 2D games was that you could see every part of the table. By emulating the 3D perspective, parts of the table are obscured by bumpers and so forth, an obstacle that on a real table would be overcome simply by moving your head – not an effective ploy when faced with a flat screen. Each table can be closely inspected between games, but that is really little more than a gimmick (albeit one that has allowed us to take the 64 screenshots that make up the full table on the left).

EVEN BETTER THAN THE REAL THING?

Ultimately, it comes down to experimentation and learning the outlay of each table, so you can at least shunt the ball in the right general direction. If you're stupidly optimistic, you could even claim that this adds some longevity to the game. Nevertheless, it's a testament to its quality that it still manages to be addictive even when you have little clue what you're supposed to be doing, other than keeping the ball on the table. You know you're hooked when the first expletive leaves your mouth, and from then on it's a fairly constant stream of sexual language as ball after ball disappears down the grid. Obviously, were this to happen in an arcade, you'd soon be out of pocket, not to mention out on your ear if the profanities became too loud.

No worries on that front here, though. You can swear like a navy, and if nothing else, think how much money you'll save. This time next year, you'll be millionaires.*

*Actual truth may differ.

"CLEARLY SOME OBSESSIVE ATTENTION TO DETAIL GOING ON"

VERDICT

SURE PLAYS MEAN PINBALL – NO SOFT PERM REQUIRED



UPPERS

Three tables • Realistic physics • Empathetic attention to detail



DOWNERS

3D can prove irksome • Too hi-res for your telly • Slight slowdown in multi-ball mode

IN ONE HOUR We got high scores on every table
WEBSITE www.empireinteractive.com
MAX PLAYERS 1
VIDEO MODE Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10

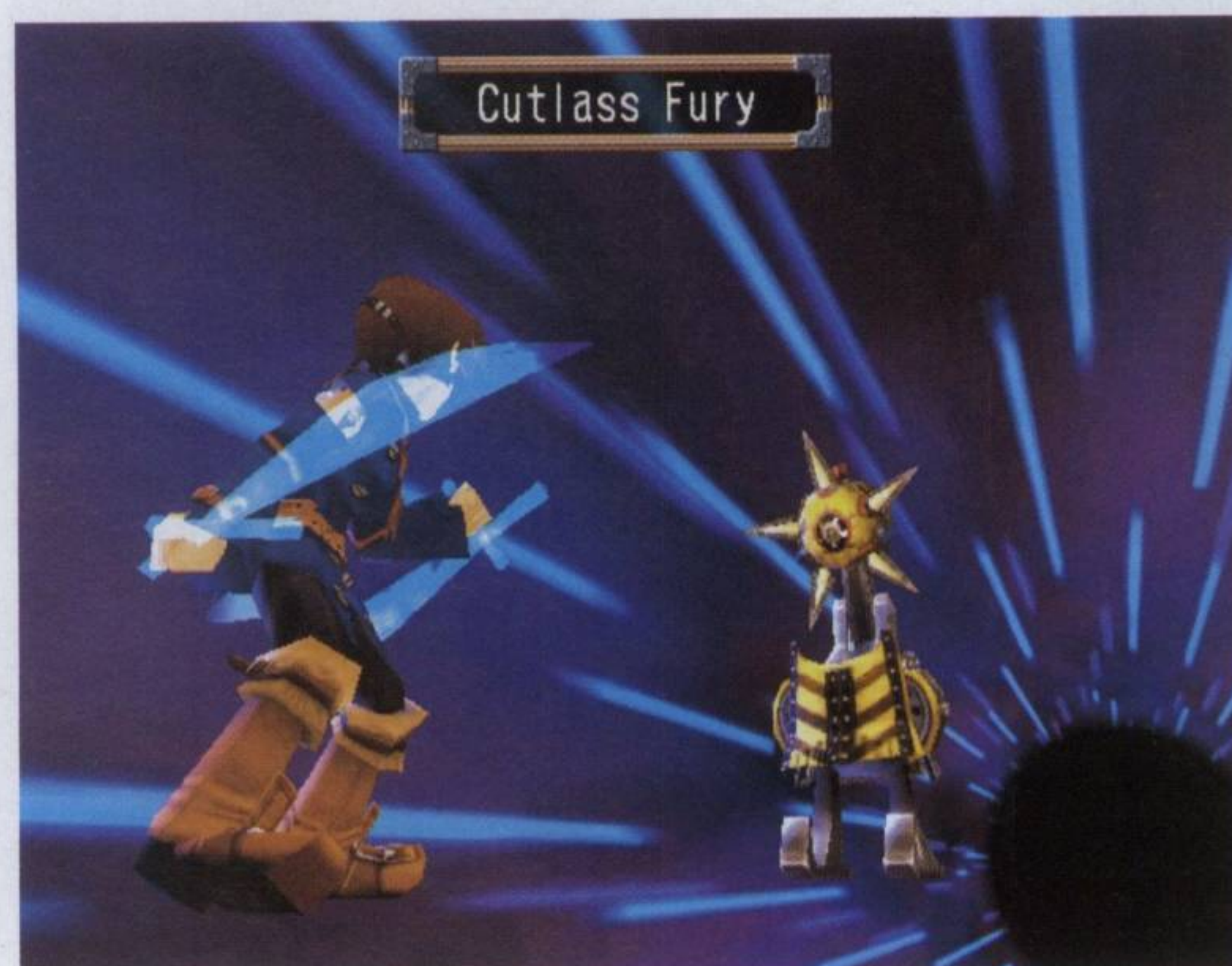
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6000

PRICE: £39.99 • PUBLISHER: EMPIRE • DEVELOPER: CUNNING DEVELOPMENTS



△ The bright blue anchor is a handy save point. Use these before you leave any town.



△ Vyse's Cutlass Fury is a good way to finish small battles quickly as it's very powerful.



△ Every ship has its own distinct look and you can tell by the markings which regions they are from.

SKIES OF ARCADIA

Life as a pirate ain't what it used to be. No parrots, pieces of eight or 'Ooo-arr, me 'arties'. **STEVE KEY** takes to the skies



ON THE CD

DAUNTING. IF YOU HAD to use one word to sum up first impressions of *Skies of Arcadia*, that would be it. Working out how Moon Stones work, what Moon Berries do, what the Spirit meter's for, what a Swashbuckler

rating is, and not to mention the intricate battles – there's an absolute ton of different ideas to get your head around.

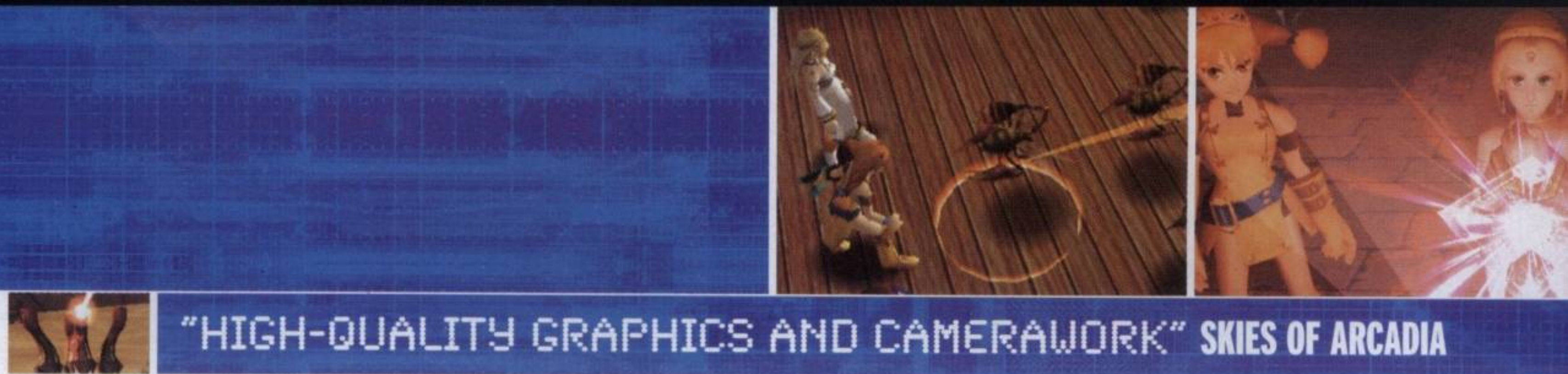
Persevere. That would be the second word having played a few hours into the game. It's hard to describe, but there's a moment when everything suddenly 'clicks' and you find yourself continually wanting to get back to your quest and all the various sub-games and little

stories that are hanging in the balance. As with most role-playing games, instant pulling power isn't the big selling point, as it takes some effort to reap the game's true rewards. This applies to *Skies of Arcadia* even more than most.

WOMAN TROUBLE

Skies of Arcadia comes on two discs, so it's a fairly large game to say the least, and the real reason for you actually playing (the main storyline) doesn't become apparent until you've played for a good six or seven hours. The adventure is set in Arcadia, a beautiful world of floating islands where people travel around in flying

boats. At the very start of the game, a sequence is shown of a young girl being hunted down in her small flying ship by a group of soldiers before being captured and thrown on board their own giant vessel. The main character, called Vyse, and his partner Aika then come on to the scene as cheeky 'air pirates' about to raid the massive ship. With help from Vyse's father, Dyne, the ship is boarded and your first task to defeat the crew of the enemy battleship starts. Success here results in the rescue of the young girl, whom you discover is called Fina. The ship Vyse just raided belonged to the Valuan Empire and understandably, they're not happy especially as Fina possesses some information they need (the story



"HIGH-QUALITY GRAPHICS AND CAMERAWORK" SKIES OF ARCADIA

"IT IMMEDIATELY BECOMES EVIDENT JUST HOW FANTASTIC THE SENSE OF SCALE AND PROPORTION IS"



△ This move can kill in one go if you don't keep your health up.



△ Riding these creatures is the only safe way to cross the desert.



△ The icons on the right show the enemy's strongest Moon Stone.

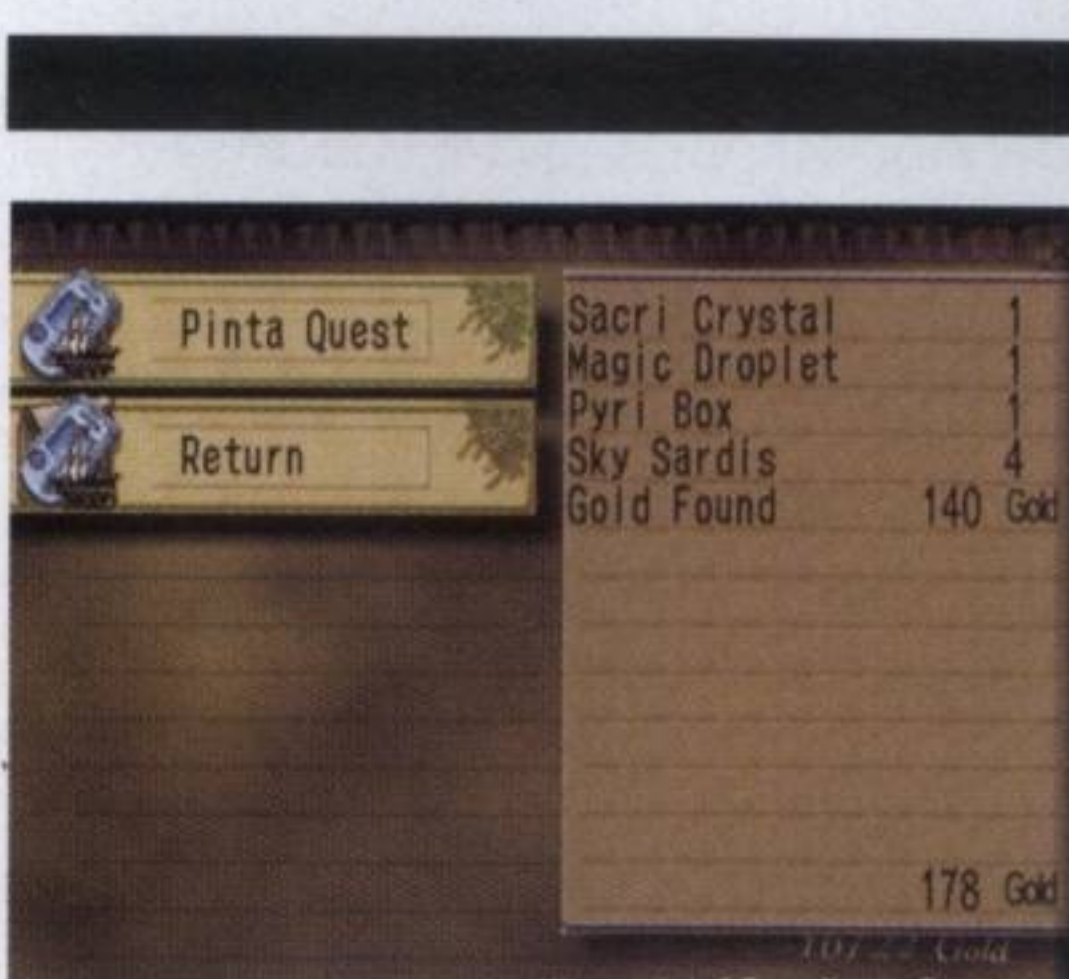


△ The grey sword is actually Cupil after he's eaten a few Chams.

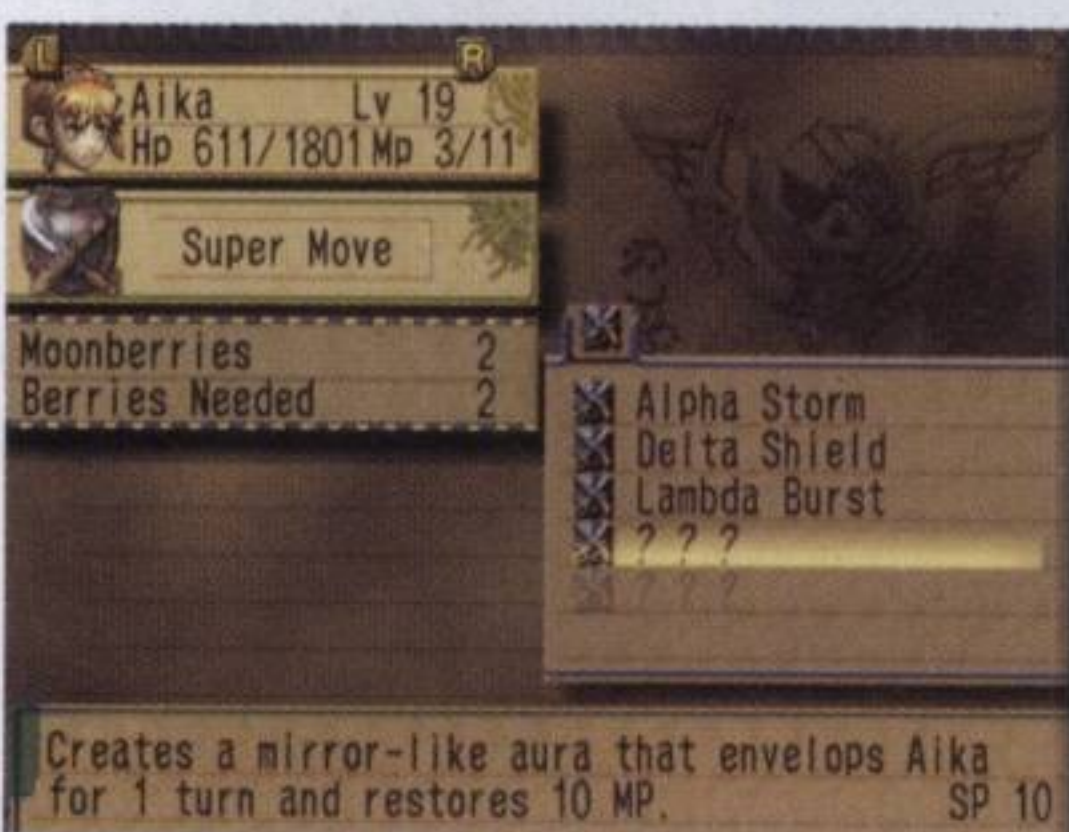
up to this point should be ringing bells with anyone who's ever seen *Star Wars*).

The Empire return *en masse* and wreck Vyse's father's island, kidnapping his old man in the process and taking Fina back again. Vyse decides to go and rescue his father and the crew from the City of Valua, and only once that has happened do you find the bulk of the story. The evil Valuans are after six Moon Crystals that hold unfathomable amounts of power, and Fina knows the locations of them. So, Vyse, Aika and Fina all set out to get their hands on the Moon Crystals before the Valuans do. Still following?

As soon as the game commences, it immediately becomes evident just how fantastic the sense of scale and proportion is. When controlling Vyse, the levels tower around him and it feels incredibly overwhelming. The detail and general high quality of the graphics are the main reason for this, along with some smart 'camerawork'. Even though you have the ability to rotate the view as you need to, the way it moves itself in certain situations will really make you appreciate the effort that has gone into developing *Skies Of Arcadia*. But it's not until you've really got your teeth into the meat of the game mechanics that ▶



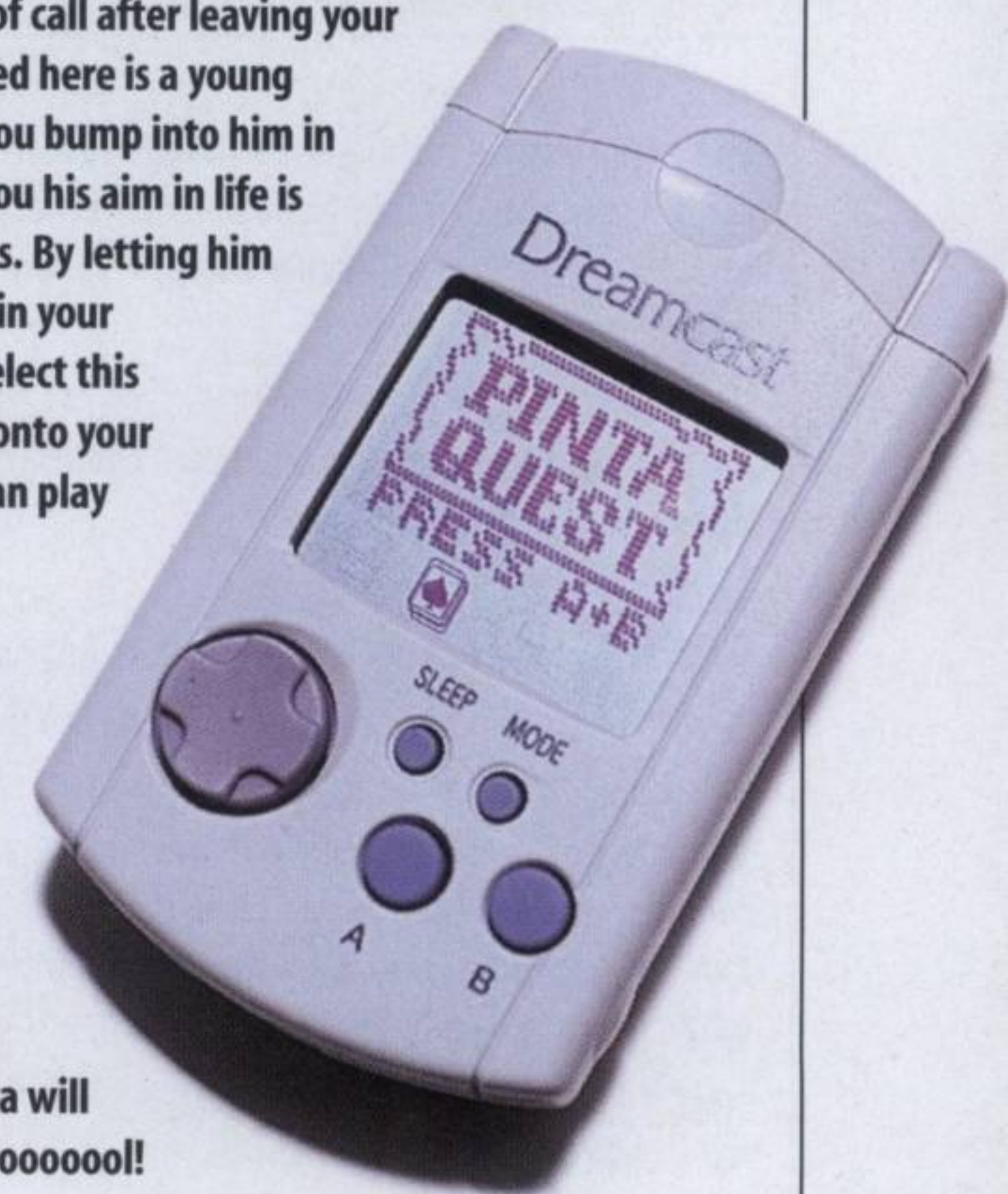
△ This is Pinta's stash from one of his trips.



△ 'A' items Pinta finds can be Moon Berries.

PINTA YOUR FINEST PLEASE

Sailor's Island is your first port of call after leaving your home town for good, and located here is a young whippersnapper called Pinta. You bump into him in the weapon shop and he tells you his aim in life is to search the land for new items. By letting him join you, a new option appears in your inventory called Pinta Quest. Select this and you'll download the game onto your Visual Memory unit. Now you can play a little sub-game on the VM whereby Pinta seeks out new items for you. There are a total of six games to compete in, and each rewards with gold and experience. When you summon him back, everything he's found or traded including money and items will be transferred to Vyse, and Pinta will be ready to be sent out again. Coooooo!





△ The bigger the ship, the more weapons and special attacks it'll have waiting for you. Be ready with the repair kits...

▷ you'll genuinely appreciate the efforts and ideas of the designers.

STONE ME

The entire game centres around Moons. The Moon Crystals, as we've mentioned, are the all-singing, all-dancing superpower that everyone wants to get their hands on. But there are a couple of other elements the Moons have thrown up that are a huge part of *Skies Of Arcadia*. By the time you've rescued Fina near the start of the game, you'll have acquired all of the Moon Stones – smaller versions of the Moon Crystals that the air pirates use in everyday life. More importantly for you, they also make up your main weapons in the battle against the Valuan Empire. Each Moon Stone is relevant to a specific attribute (red for fire, blue for water, and so on) and depending on the Stone used by your enemy, your own Moon Stone selection should change. Each Stone is particularly strong and weak against another –

paper/scissors/stone-style – so it's vital for you to pay extremely close attention to the battles in order to inflict optimum damage. In practice this is simple enough: after deciding how you want to attack your enemy, you then highlight the unfortunate sap, check the colour that appears around their picture box, and choose the ideal Moon Stone before letting them have it.

Admittedly, it can be difficult to differentiate between a couple of the colours, but generally it's easy enough to tell. The terrain you're fighting in is also a good way to work it out – when you're in the desert, for example, chances are that most of the enemies will be using the fire Moon Stone. The way the game is structured means that each of your characters should become extremely proficient in one particular Moon Stone – learning all of the spells linked with it – and adequate in the others, maybe picking up a few magic attacks in the process.

The third of the major Moon elements important to your quest are the Moon Berries. These are slightly



SPEAK OUT

MAT QUAECK, SEGA'S EUROPEAN PRODUCT MANAGER, REVEALED ALL ABOUT *SKIES OF ARCADIA* BEFORE WALKING THE PLANK

WHAT'S THE BEST THING ABOUT THE GAME?

The unique world is the most striking aspect – the limitless skies where you can live, trade and do battle. The second is the story – it's so emotionally engrossing you can't put the controller down.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?

I'm playing *Aerowings 2* to death... "Enemy in sight... Bleeeeeep! Engage!"

WHO'S YOUR FAVOURITE SUPERHERO?

Ice man because he's cool and collected. Any superhero who wears those coloured Pretty Polly tights is a girl in my book.

VIDEOGAME JOURNALISTS: WONDERFUL PEOPLE OR SCUM?

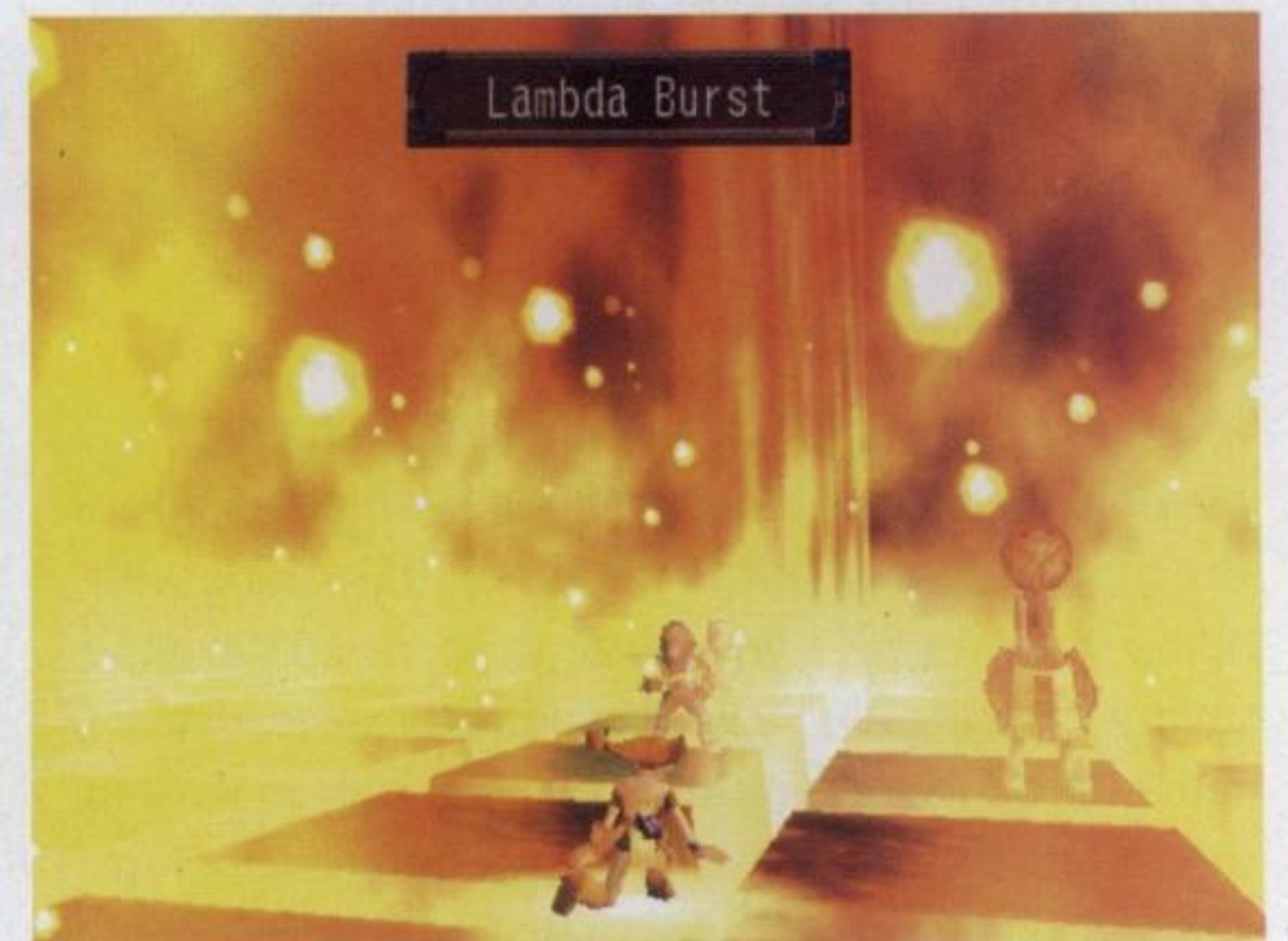
Videogame journalists carry out an extremely important role for our consumers – providing information which is true to the product. Many gamers rely on this information when purchasing.

YOU'RE A PIRATE – WHAT'S YOUR NAME?

'Jake The One-Eyed Snake.'



△ Don't be fooled – these puzzles are tougher than they look.



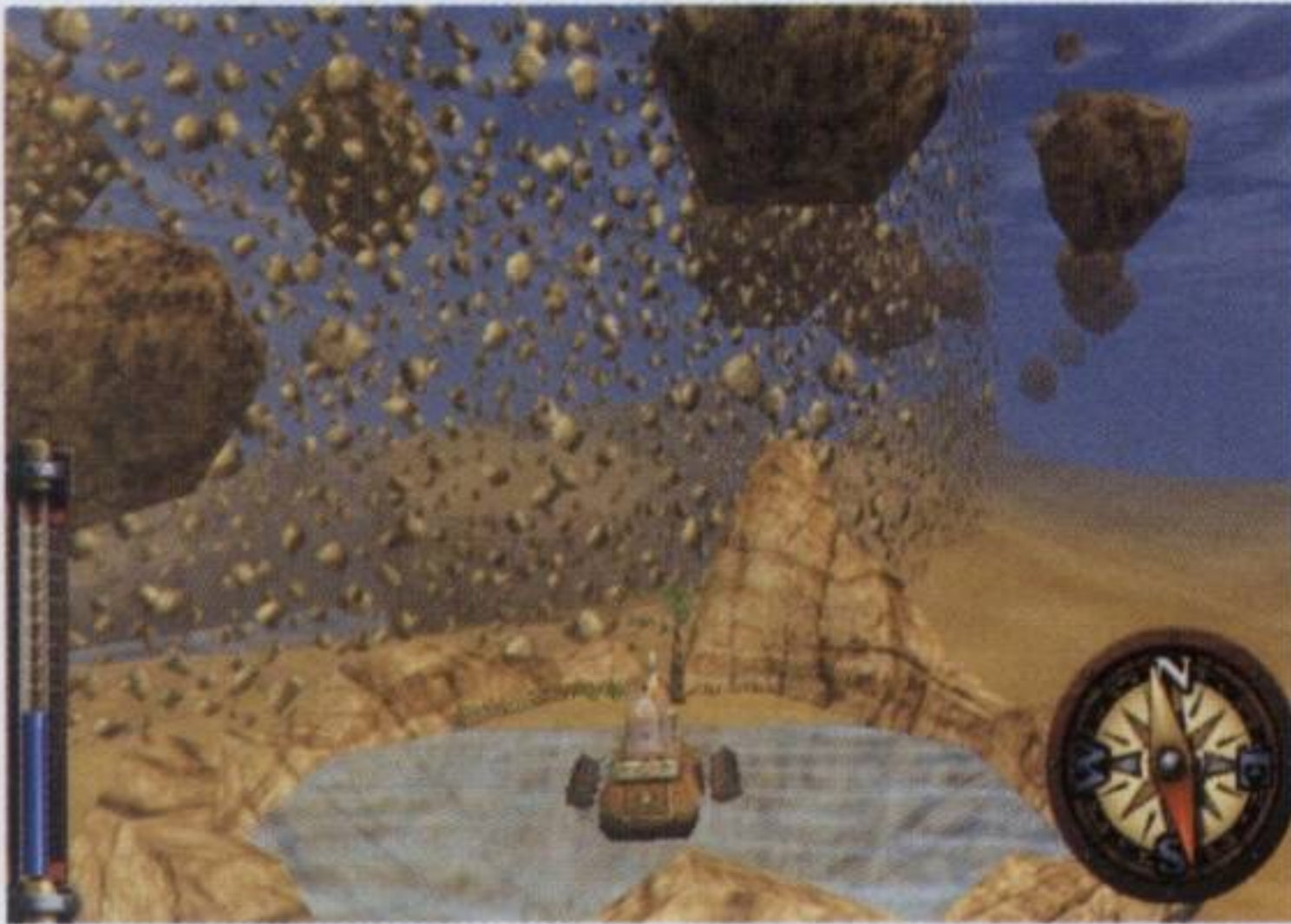
△ Many of the S-Moves can damage multiple enemies at once.



"TAKES SIX OR SEVEN HOURS TO GET INTO" SKIES OF ARCADIA

LOOK WHAT WE FOUND!

In every major port you find a shop called the Sailor's Guild. These libraries of sorts are there for you to earn yourself a quick buck by making discoveries as you travel from place to place. Buying information from the Guild will give you a snippet on the whereabouts of an item or monument and a reward for finding the exact location. When you're sailing in your ship, keep an eye on the compass. If it starts to spin wildly, it means you're above something that can be discovered. Hit the A button and you'll receive a small description of the item you've just uncovered, so take this to a Sailors Guild and flog it to them to earn a bit of easy cash. Be warned though, others are also looking for these items, so if you're not quick enough someone else will get there before you and you'll lose out.



△ The floating pool is an undiscovered landmark. Press A then...



△ ... take it to a Guildmaster. He'll pay you for your discoveries.

different to the previous two, in that they are found almost everywhere you travel. You'll notice in battles that you have an option called S-Move – super-powered attacks that can cause a great deal of damage. To learn a new S-Move you have to use some of the Berries on one of your party to add a new manoeuvre to their arsenal. Be sure to spread the use of the Berries evenly throughout the team though, otherwise the balance of the party will be upset and battles will become more difficult than they should be.

WHEN THE SHIP GOES DOWN

As well as exploring massive islands and labyrinthine dungeons, and fighting bad guys hand-to-hand, a major part of the game is flying your ship around the skies from one location to another. On the way, expect to come across other ships – many of which will be up for a bit of a ruck should you get too close. The battles which inevitably ensue are slightly different from regular, ground-based fights – the fighting remains turn-based (each character taking it in turns to attack), but rather than picking each individual move one after another, you have to plan your whole team's turn in one go.



△ Riding a Dhabu gives you access to rooftops and hidden items.

"IT TAKES SOME EFFORT TO REAP THE GAME'S TRUE REWARDS"

Choose who's going to do what, and who's going to use which of your ship's weapons, then set the attack in motion. Like the regular fights, there are many intricacies to these giant ship battles – far too many to explain here – but suffice to say that they can get very impressive indeed.

Your ship isn't just something you use to get from A to B – it's something you need to look after and customise. Upgrading your ship is easy, as all of the islands and cities you visit have shops dedicated to all things ship-related – once you've got a vessel of your own, that is. After a while you'll be able to hire and ▷



△ Don't expect to own this cannon until way into this game.

WALKTHROUGH

SHIP BATTLES

Fighting with your ship isn't just about attacking. To use your more powerful moves bide your time and wait for the opening.



1

The key to winning ship battles is timing attacks. Focus early to build spirit points and give you a better chance.



2

Fire off the odd round to whittle away at the enemy's health. These might not be powerful, but the ship will weaken.



3

Now you can give it some. When you have enough spirit points and have an advantage, you can use a Super Cannon.



4

By biding your time, you gain the upper hand and outmanoeuvre the enemy. Now you can use the Harpoon Cannon!

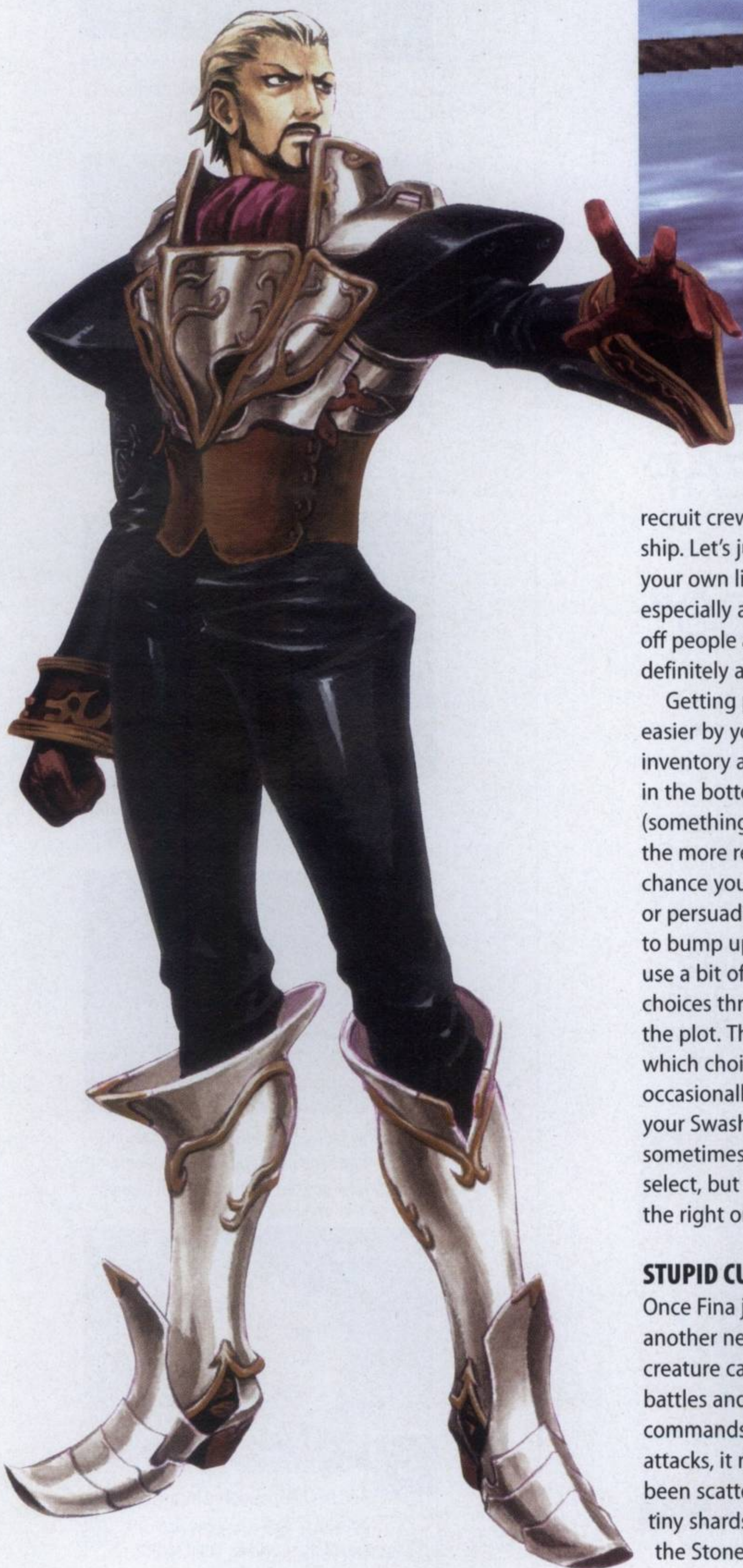


5

And this bad boy does a momentous amount of damage. Some ships may take two of these attacks, but it's worth it!



△ Don't expect a happy blue hedgehog to come running on now.



△ Some of the creatures and craft you come across in the later stages will have you gazing in admiration.

recruit crew members to bump up the abilities of the ship. Let's just say that it's immensely satisfying having your own liner to customise and lead into battle, especially as you spend the early sections poncing lifts off people and tagging along on other ships. It's definitely an excellent incentive to play further.

Getting people to join you can be made a whole lot easier by your Swashbuckler Rating. If you check your inventory and select Vyse, you'll see that he has a rating in the bottom right-hand corner of the screen (something like 'Vyse the Bold'). The better this rating, the more respect people will have for you and the more chance you have of extracting information from them or persuading them to join your crew. However, the way to bump up your rating is a bit hit and miss unless you use a bit of common sense. You'll be given various choices throughout the story at certain key points in the plot. The outcome is always the same no matter which choice you make, but picking the right one will occasionally make a chime ring out, and that means your Swashbuckler Rating has just increased. It's sometimes difficult to know which is the right one to select, but using a bit of savvy will result in you picking the right ones 90 per cent of the time.

STUPID CUPIL

Once Fina joins the party, you're introduced to yet another new mini-quest. Fina's weapon is a small creature called Cupil that follows her around during battles and is dispatched to attack enemies when she commands it to. To upgrade Cupil and improve its attacks, it needs to be fed items called Chams that have been scattered around Arcadia. The Chams are basically tiny shards of Moon Stone that have broken off on the Stone's entry to the atmosphere – but they are

undetectable by human eye. This is where Cupil comes in. If you check the screen on your VM unit once Fina has been recruited into the party, Cupil will be there, bobbing around. When you pass by a Cham, the VM will beep and Cupil will start to look excited. As the beeping becomes more frenzied, the closer you are to finding the Cham and the closer Cupil is to getting some grub. After using the Cham and feeding it to Cupil, watch the VM screen again, because when Cupil increases in level, a message appears on the screen. Now when Cupil is employed during battle, the shape it morphs into changes and the damage also increases. This is another excellent little offshoot from the main game, and provides a little extra incentive to explore all regions of the levels to try and locate more Chams.

For all its novel ideas and for all that's going on as you play, there are a couple of flaws that put a bit of a dent in *Skies Of Arcadia's* bodywork. You'll notice during battles that the way the fights pan out is actually quite



△ As the enemy's Stone colour changes, so should your tactics.

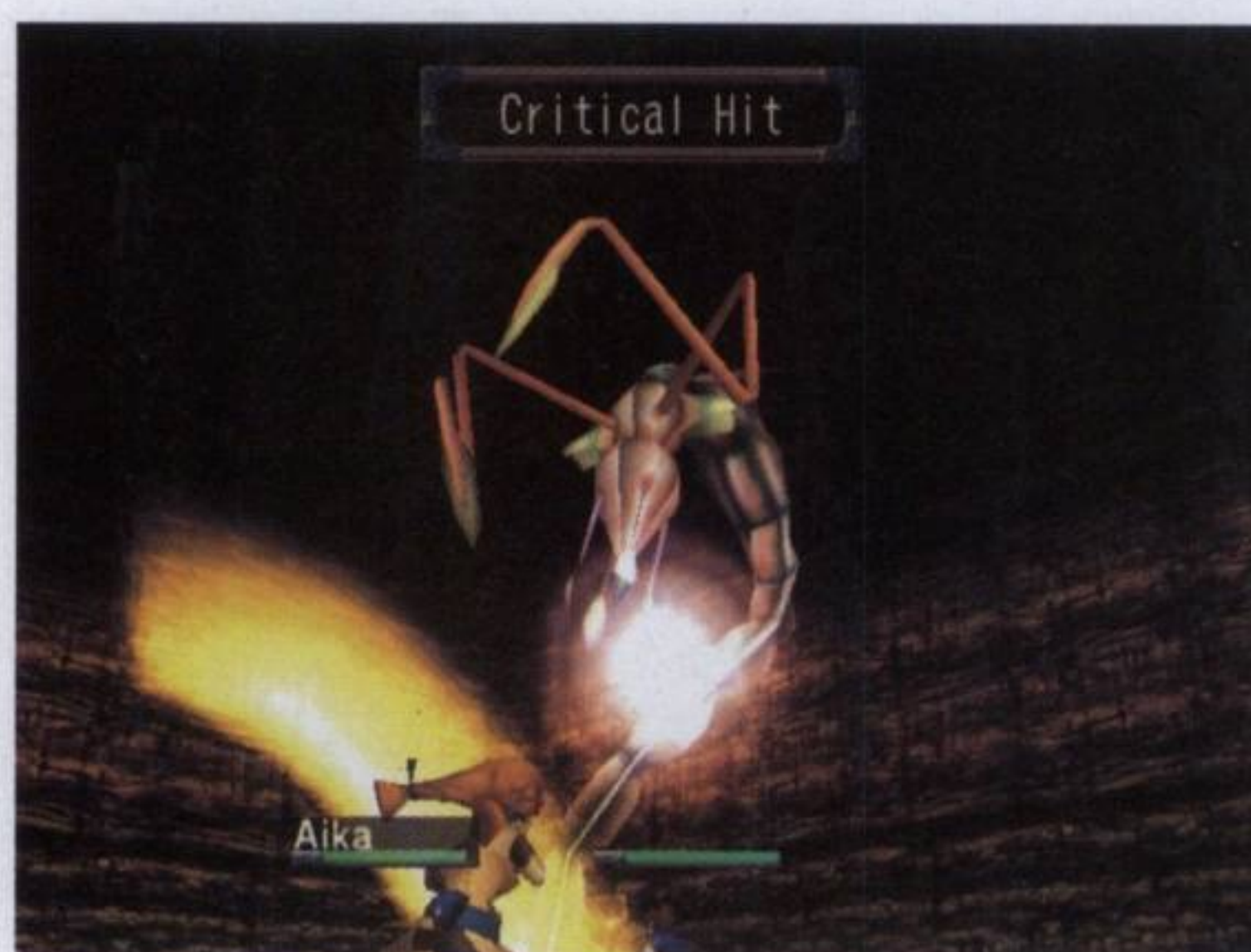


"ONE OF THE BEST RPGS AROUND" SKIES OF ARCADIA



«Vyse»
Someday, I will be the captain of my own ship, I'll go beyond that sunset, and I'll see what's out there.

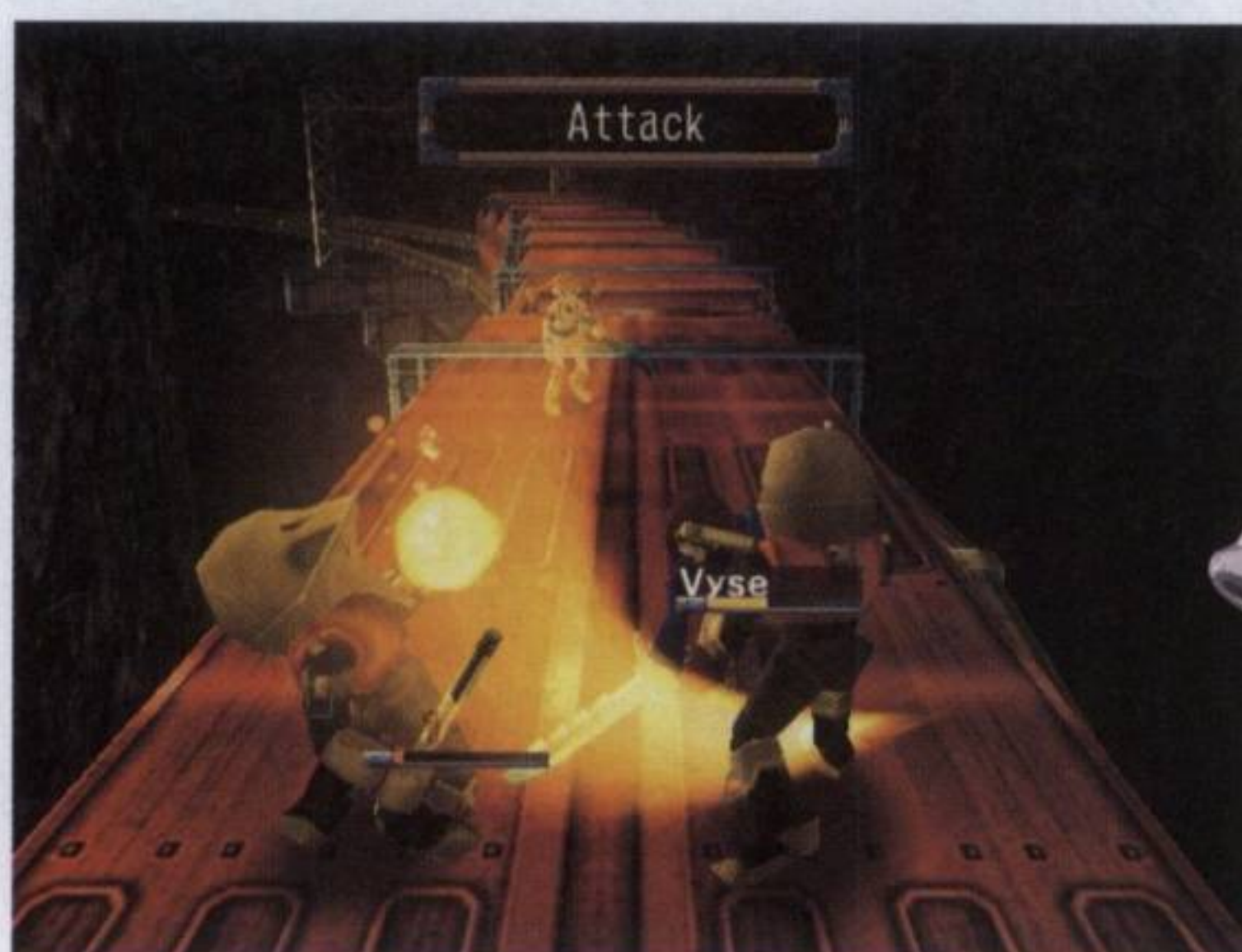
△ The characters have an animé look and feel to them.



△ Critical Hits occur randomly but inflict some serious damage.



△ This fat, Cornish pasty-looking blob spits poisonous bile. Nice.



△ Aika is good at picking off enemies from a distance.

"IF PHANTASY
STAR ONLINE
DOESN'T GRAB
YOU, THIS WILL"

random. You pick the moves and select whom you want to attack, and the computer takes over. There's no telling whether your team members will run to attack enemies close up or use longer range attacks, so it throws most tactical elements out of the window. When you face up to particularly nasty bosses, seeing three of your party line up behind each other is extremely annoying as some bosses have moves that damage anything within

a straight line of the attack. In some cases, the strength of this attack can be so high that it kills nearly all of your team members in one go! If you've just spent half an hour whittling down a huge guardian only to have it wipe out your entire party in one go, your anger and annoyance levels will go through the roof.

Similarly, it can be quite frustrating piloting the ship from one town to another – sometimes the directions you're given are a bit vague and you'll find yourself sailing around for hours fighting pointless battles. Sure, it's boosting the experience of the characters, but it's boring as hell after a while. There's no doubting the quality of *Skies Of Arcadia*, but it's got so much to it that it will probably put a lot of people off. The randomness of the battles doesn't help either, but if you're willing to play through the initial stages and learn the basics, it's one of the best RPGs around. It's nothing like *Grandia II* (ODM #18, 8/10) or *Phantasy Star Online* (ODM #17, 9/10) so if neither of those titles grabbed you, then this will. ☹



△ Customise ships to sail faster and take more punishment.



△ The S-Cannon can now be deployed, so this battle is over!



VERDICT

COMPLEX AND COMPELLING IF YOU GIVE IT THE CHANCE



UPPERS

Huge game and excellent story • Loads of mini-quests to play • Excellent weapon manipulation



DOWNERS

Fighting seems too random in places • Finding places can be tricky • A daunting game at first

IN ONE HOUR We got to Shrine Island
WEBSITE www.sega.com/skiesofarcadia
CHECK OUT The Pinta Quest VM game. No, really...
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz

ODM RATING OUT OF 10

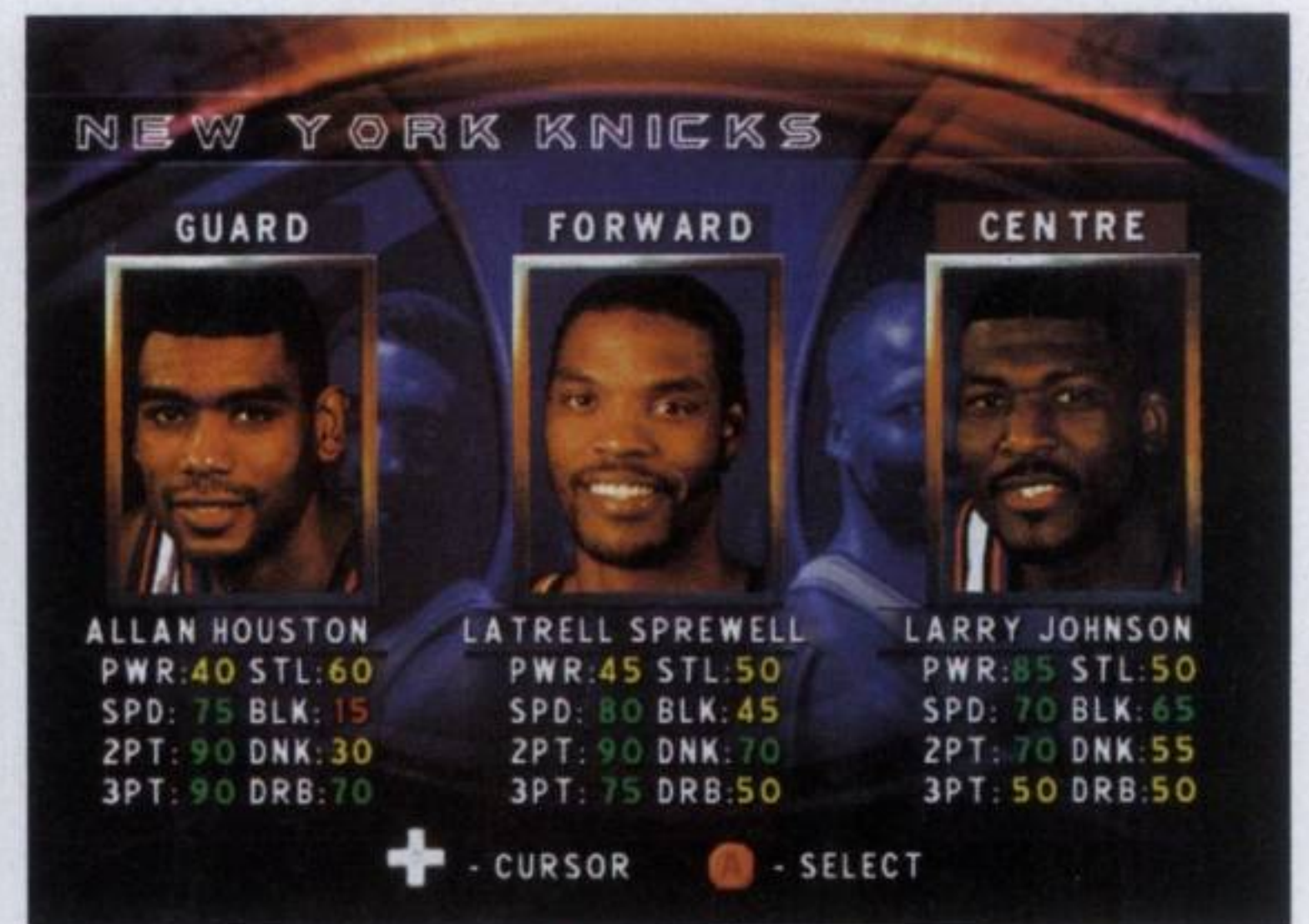
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VERY GOOD

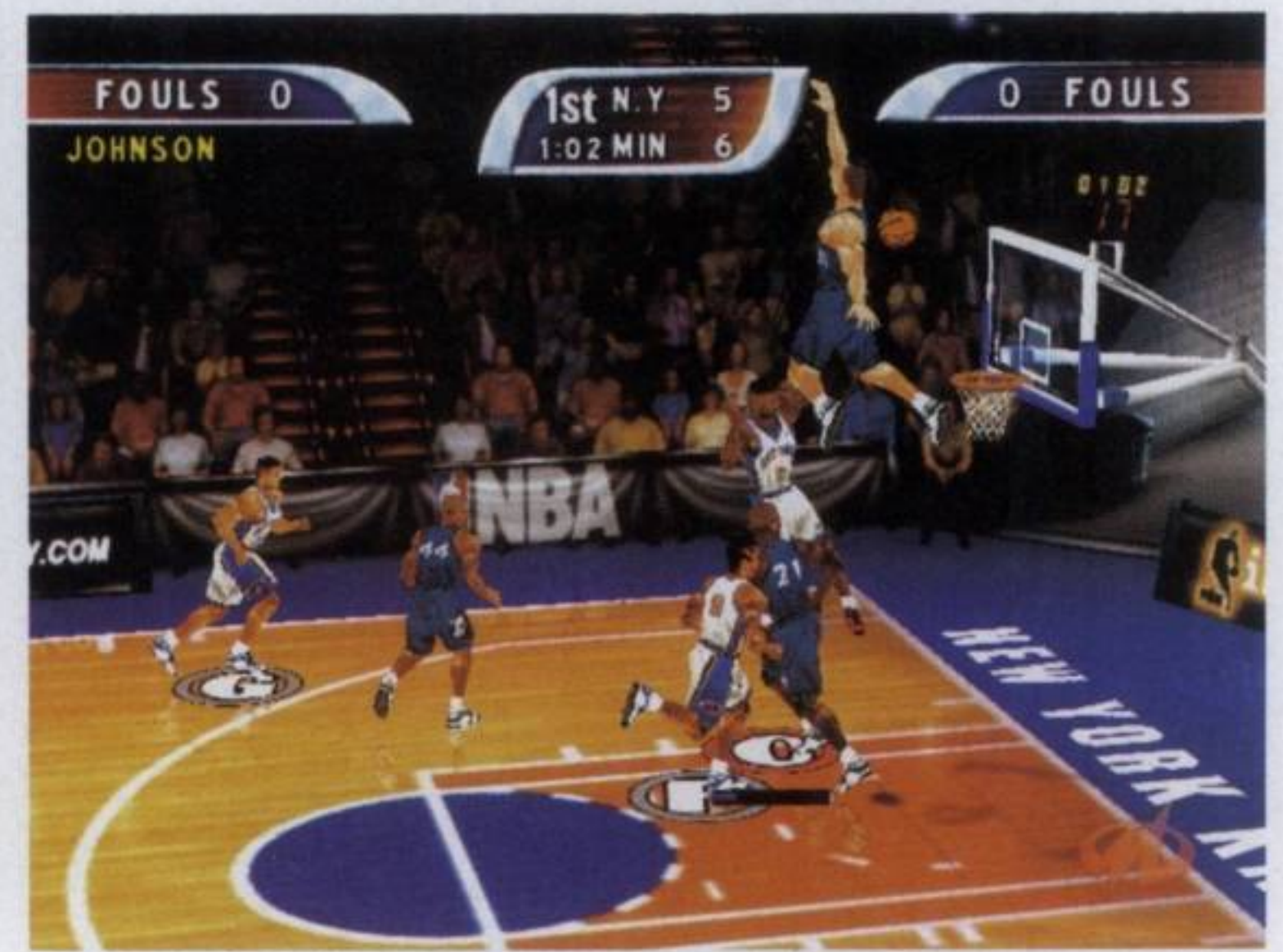
PRICE: £39.99 • PUBLISHER: SEGA • DEVELOPER: OVERWORKS



△ Reach out and tip that ball into the net, big boy. The characters in *Hoopz* are all licensed from the official NBA rosters.



△ Number-crunching time: good 'ol American sports statistics.



△ Leap like a gazelle and block those cheeky long balls.

NBA HOOPZ

Dribbling and shooting – it's all in a day's work for **CASPAR FIELD**, Shaq-wannabe

"HE'S ON FIRE!" This line from Midway's 1993 arcade basketball game, *NBA Jam*, is one of the all-time videogame greats. Rattling out from the coin-op's speakers after three successive dunks had been scored, it summed up everything that made the game killer fun. *Jam* was a loud, brash and superbly silly take on the basketball theme. Over the years it's appeared in many forms, on many consoles. And now it's back again, in the guise of *NBA Hoopz*.

It comes kicking the heels of its older brother, 1999's *NBA Showtime: NBA On NBC* (ODM #2, 6/10), scuffing into

play waving a bag of new tricks. In a nutshell, and like its forebears, *Hoopz* is an arcade-style spin on basketball, sawn-off and pumped-up to deliver the kind of loud, slam dunkin' gameplay publishers Midway specialise in. Featuring the same 'turbo' button as *NBA Jam*, plus a new 'Hoopz' key, this latest update offers similarly OTT dunks and laser-quick passing.

The biggest – and probably most controversial – alteration to the seminal *Jam* formula made for *NBA Hoopz* is the increase in on-court players. Whereas traditional

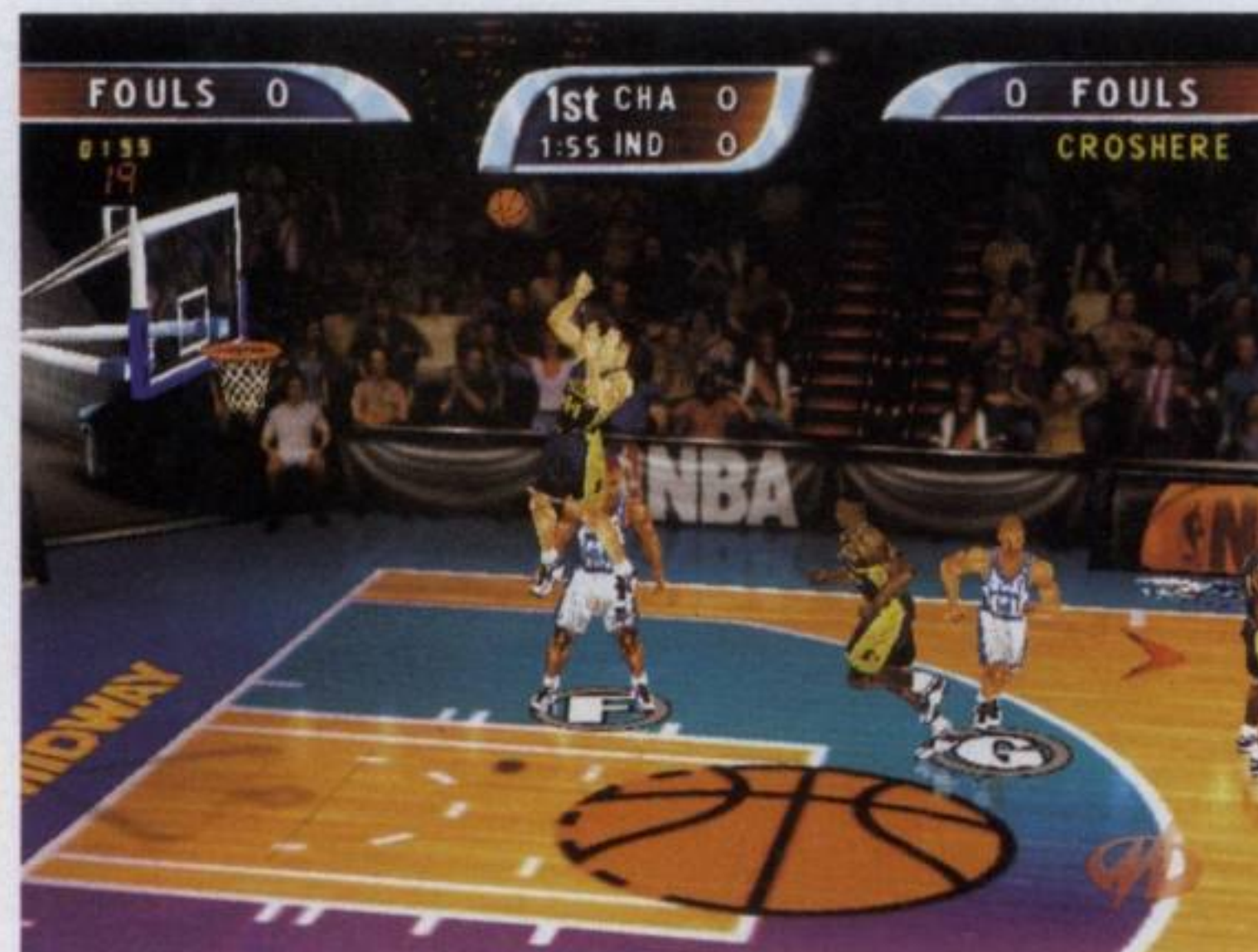
basketball features two teams of five players each (plus another 50-odd sitting on the bench), *NBA Jam* wisely boiled that down to slick two-on-two matches. For *Hoopz*, someone, somewhere deep within Midway's bowels, has decided to up the player count to three per side. It's a subtle change, but also one of considerable impact.

With more characters bounding around the screen, the action becomes harder to track, both visually and mentally – a problem compounded by the turbo-charged rounds of passing that can go on. It was hard enough to follow four loonies chucking the basketball around, but with six it can make the two halves of your brain collide. That the Dreamcast-controlled opponents can pass with terrifying precision only serves to exacerbate the feeling that it's all a bit too busy at times.

Of greater significance is how much the third man changes the way *Hoopz* feels to play. In past iterations of the *Jam* series, you played one of a two-man team, flipping the ball between you and either a hardware or real-life player. Now, in *NBA Hoopz*, while you pick a player at the start of a match, the game operates more like a traditional sports game, with control switching between characters.



△ Oops... Goal tending – that'll learn ya, you cheatin' varmint.



△ Long shots earn one point more than a dunk, but they're tricky.



△ Some of the customised team outfits are... interesting.



"THE GAME'S ARTIFICIAL INTELLIGENCE IS, AT BEST, AVERAGE" NBA HOOPZ

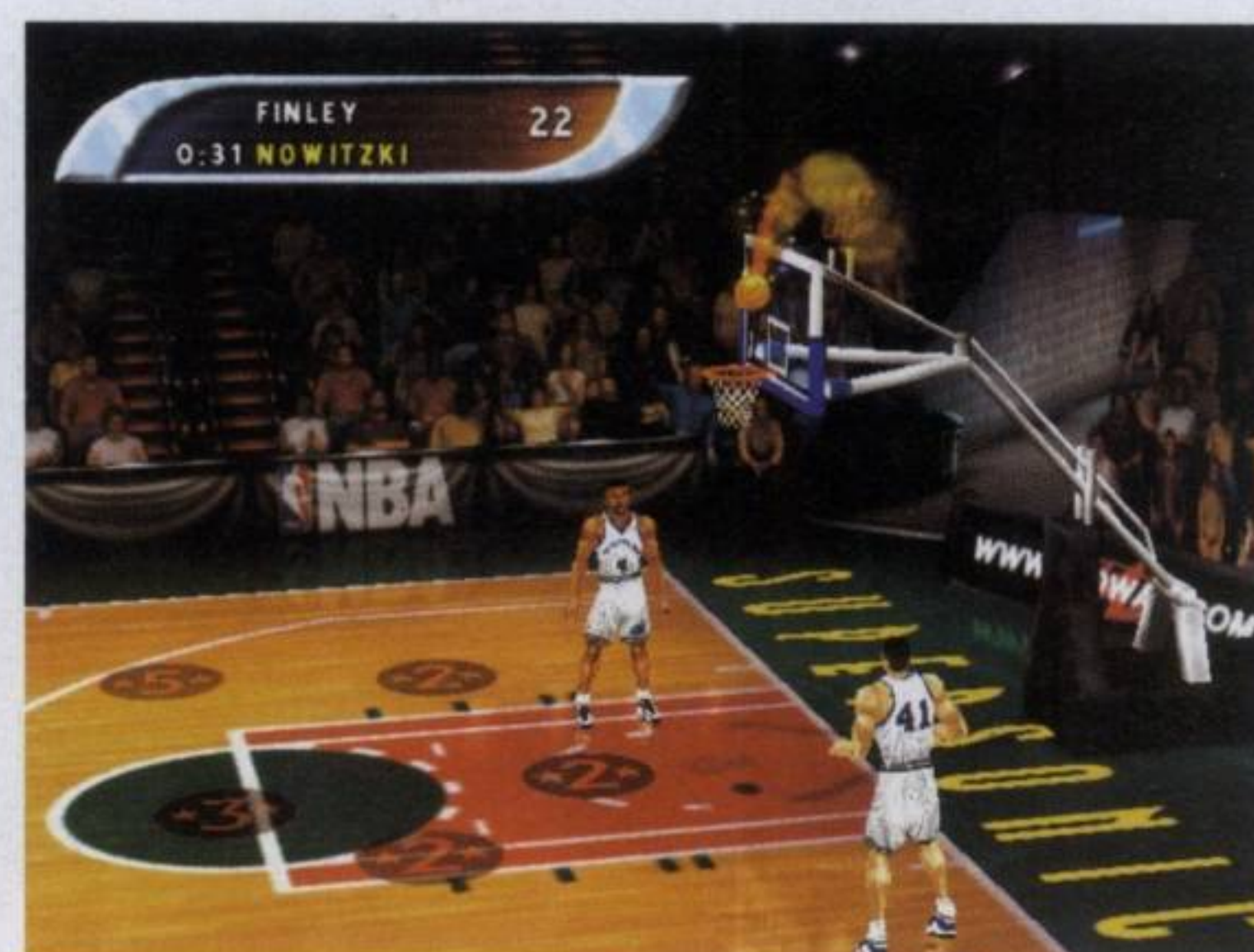
SIDELINES

As is the vogue, *NBA Hoopz* features a selection of mini-games for your consumption, such as '21' and '2 Ball' shown here. The former is a three-up game in which you compete around a single basket to be the first to score 21. Don't play against Dreamcast-controlled players until you've mastered things though, as their skills touch the hem of God's pyjamas.

2 Ball is more fun – you and a team-mate must shoot from seven pre-set spots around the net, each of which has a point value assigned to it. The object is simply to get the highest score in 60 seconds, but you can't shoot from the same spot twice in a row, and you must take it in turns to shoot. But for some searingly annoying reason, there's no quick 'retry' option. Finish the mini-game and you're dumped straight back to the start screen. Grrr...!



△ In 21 you play every man for himself against either the CPU or a couple of mates. The mates will be easier to beat.



△ 2 Ball is more enjoyable. Shoot in turns with a team-mate from spots around the court, to get the most points possible.

Sadly, this is handled with all the finesse of a drunk on stilts, the game often failing to recognise that it might be nice to let you control a player somewhere near the action.

Equally lacking is the artificial intelligence of the other two players on your team, who feature an exasperating disinterest in trying to block the opposing team's attack runs. *Hoopz* supports four-player multiplayer gaming, and it's maybe the case that the chaps at Eurocom and Midway spent a little too much time with four pads plugged in while testing the game. Whatever the cause, the game's artificial intelligence is, at best, average.

MAD SKILLZ

The new 'Hoopz' button, allocated to the joypad's L trigger (with turbo on the R trigger) is designed to act as a way of creating pass-off moves between players. Using it supposedly guarantees that you'll get the ball back from a passed-to team-mate, but it never seems to do a hell of a lot, particularly compared to the more obvious turbo

button. Another, related, new feature is the replay recorder, allowing you to re-rewind to spectacular dunks and save them for you to never, ever watch again. Oh, and on the topic of saving, it's worth noting that *Hoopz* requires a not-exactly-modest 160 blocks on your VM unit! What are they saving, the *Encyclopedia Britannica*?

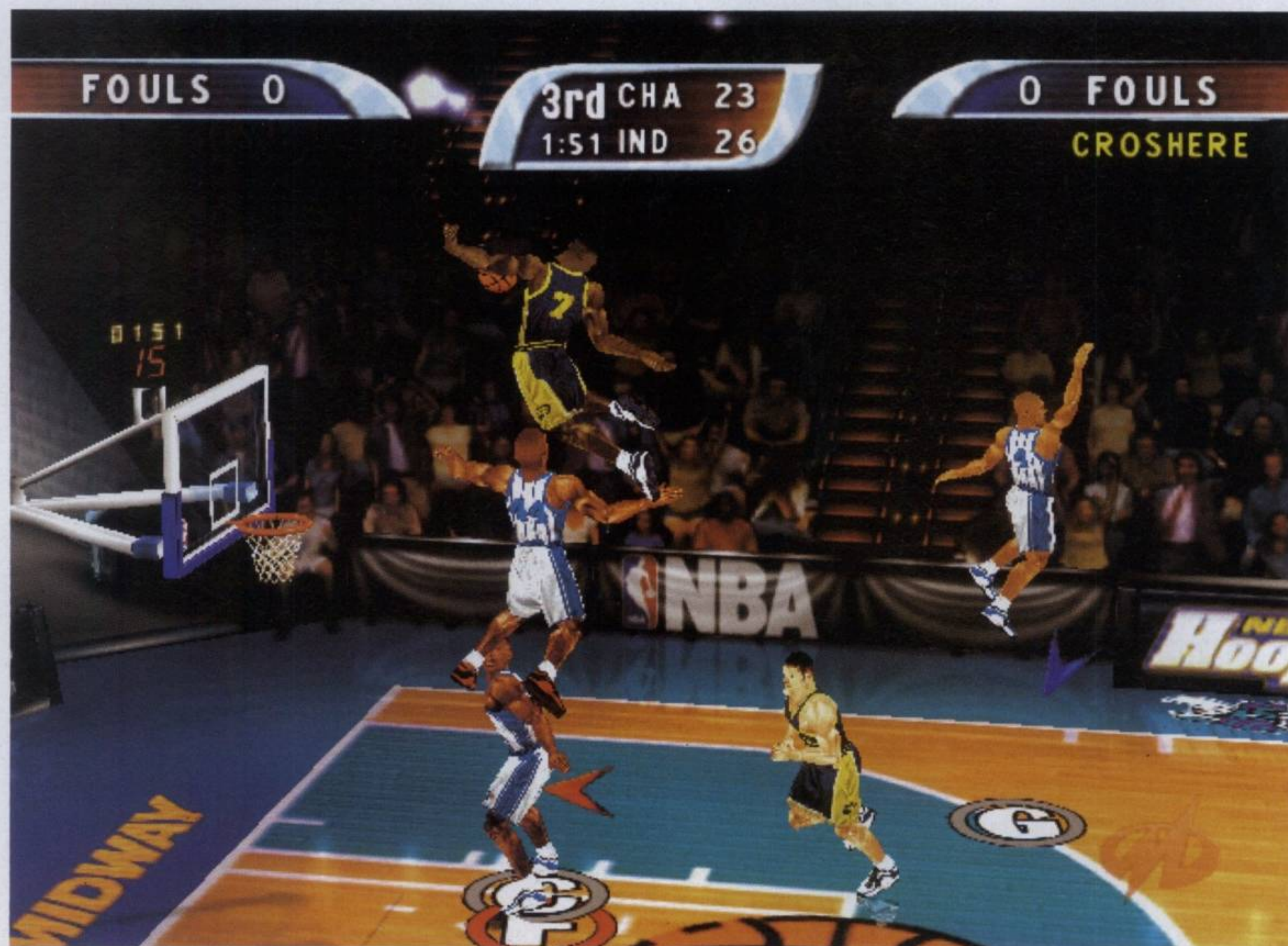
In some respects, it's hard not to fall for the exuberance that *NBA Hoopz* exudes: it looks and sounds like fun. As ever, scoring three successive baskets with the same player, without your opposition dunking in between, sets the player 'on fire'. This ups the player's statistics to the max, leaves a burning trail behind the ball when they score, and triggers even more satisfying aural/visual stimulation when you dunk. However, we'd have liked to have seen the outrageousness taken to a higher level, the kind of gameplay that has you cackling like a loon at its sheer excess. Kinda like we did with *NBA Jam*.

When developers update a classic franchise like *NBA Jam*, they're always playing with fire, because the public

"YOU GET THE FEELING THAT IT'S ALL A BIT TOO BUSY AT TIMES"

will always compare the new version to the much-loved (via rose-tinted spectacles) old one. Equally, if they just churn out the same game with a few tweaks (was that a cough, Lara?) then they face a stomping for cashing-in.

In the case of *NBA Hoopz*, Midway and Eurocom have managed to incur on the essence of what made *Jam* and *Showtime* fun to play – and what made the property unique. Adding a third character to the teams has simply taken *Hoopz* closer to being a 'proper' basketball game, and thereby leaving it stranded between two styles of gameplay. *Hoopz* looks sort of like *Jam*, sounds a bit like *Jam*, and has some of its features. But it's not quite *Jam*. ☹



△ It can get a little chaotic out there on the court. Hell, son, there were bodies flying everywhere. Reminded me of being in 'Nam...

VERDICT

IT WASN'T BROKEN, SO WHY DID THEY TRY AND FIX IT?



UPPERS

Big, brash and noisy if you like that sort of thing • Four-player game is fun • Getting a player "On Fire!"



DOWNERS

Hapless, hopeless artificial intelligence • Extra player just muddies the water • Needs 160 blocks to save

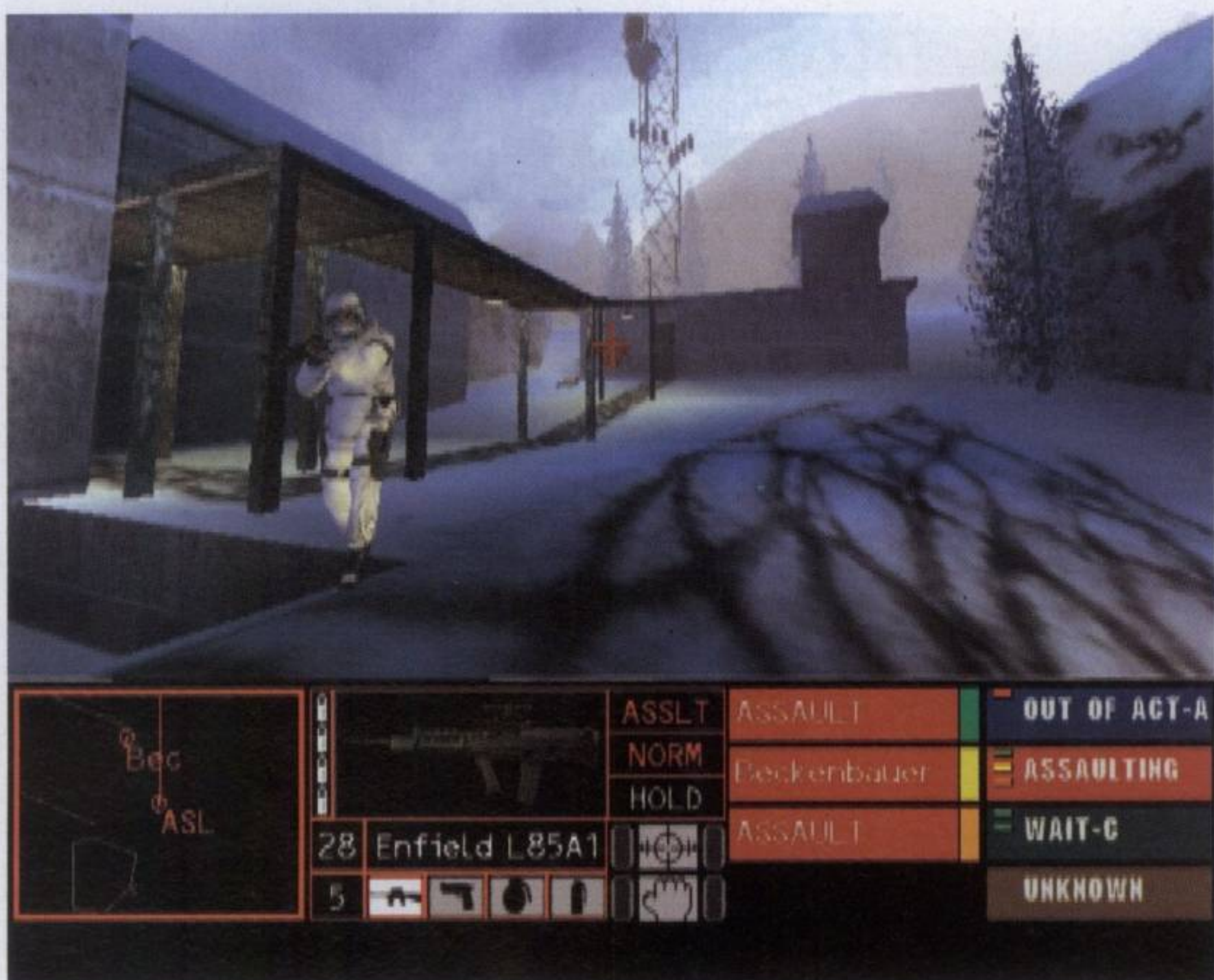
IN ONE HOUR We'd still not worked out what the Hoopz button did
WEBSITE www.midway.com
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

5

AVERAGE

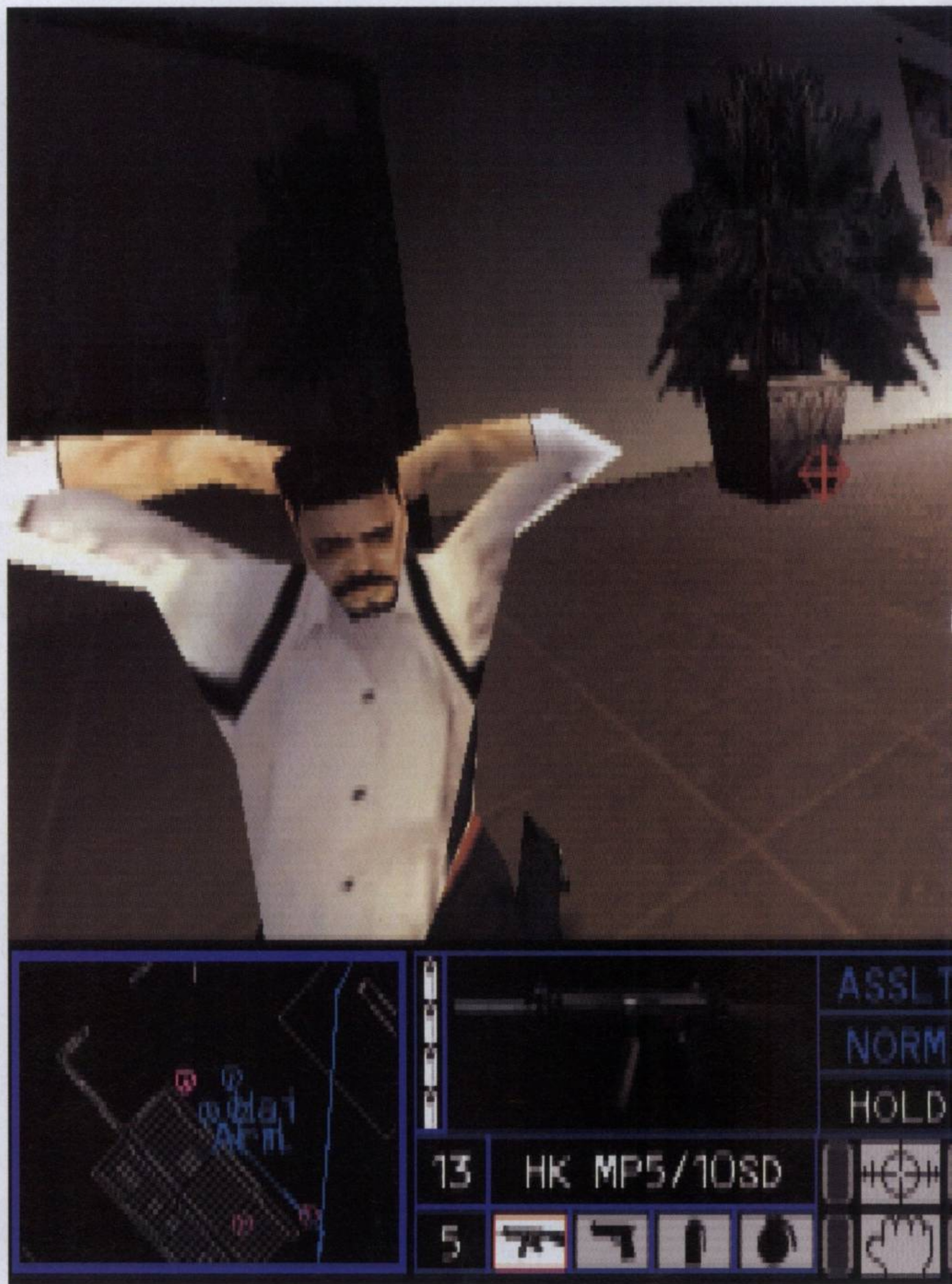
PRICE: £39.99 • PUBLISHER: MIDWAY • DEVELOPER: EUROCOM



△ The missions get much more interesting and varied as the game progresses.



△ The London skyline. And someone with their head stuck in a helipad.



△ The terrorists are cowards at heart, and surrender as soon as things start to turn against them.

ROGUE SPEAR

Fewer glitches than *Rainbow Six*? **ANTHONY HOLDEN** tactically simulates interest

"ALPHA, GO! TANGO IN SIGHT... threat neutralised. All teams, on defence." If this sort of covert ops chatter gets your blood racing, you'll no doubt be excited to hear about the arrival of hardcore tactical actioner *Rogue Spear*. Coming only months after parent game *Tom Clancy's Rainbow Six* (ODM #17, 4/10) shocked us with its bug-ridden incompetence, *Rogue Spear* is back to set the record straight. Realistic tactical counter-terrorism is still the name of the game, but this time it might just have got it right.

The first *Rainbow Six* game had so many disincentives to playing it that we never really had a chance to assess its gameplay. A stupidly fiddly control interface, bland

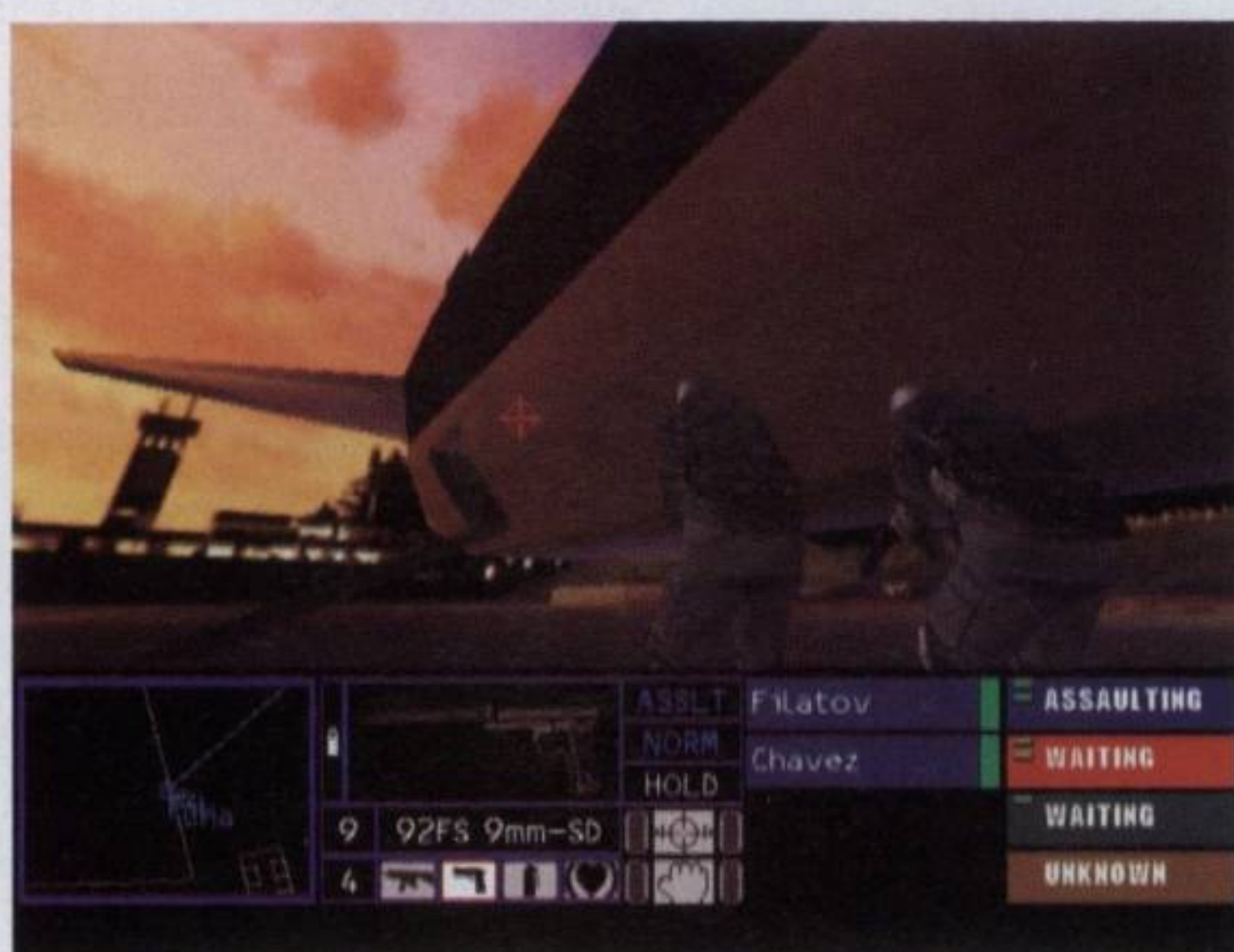
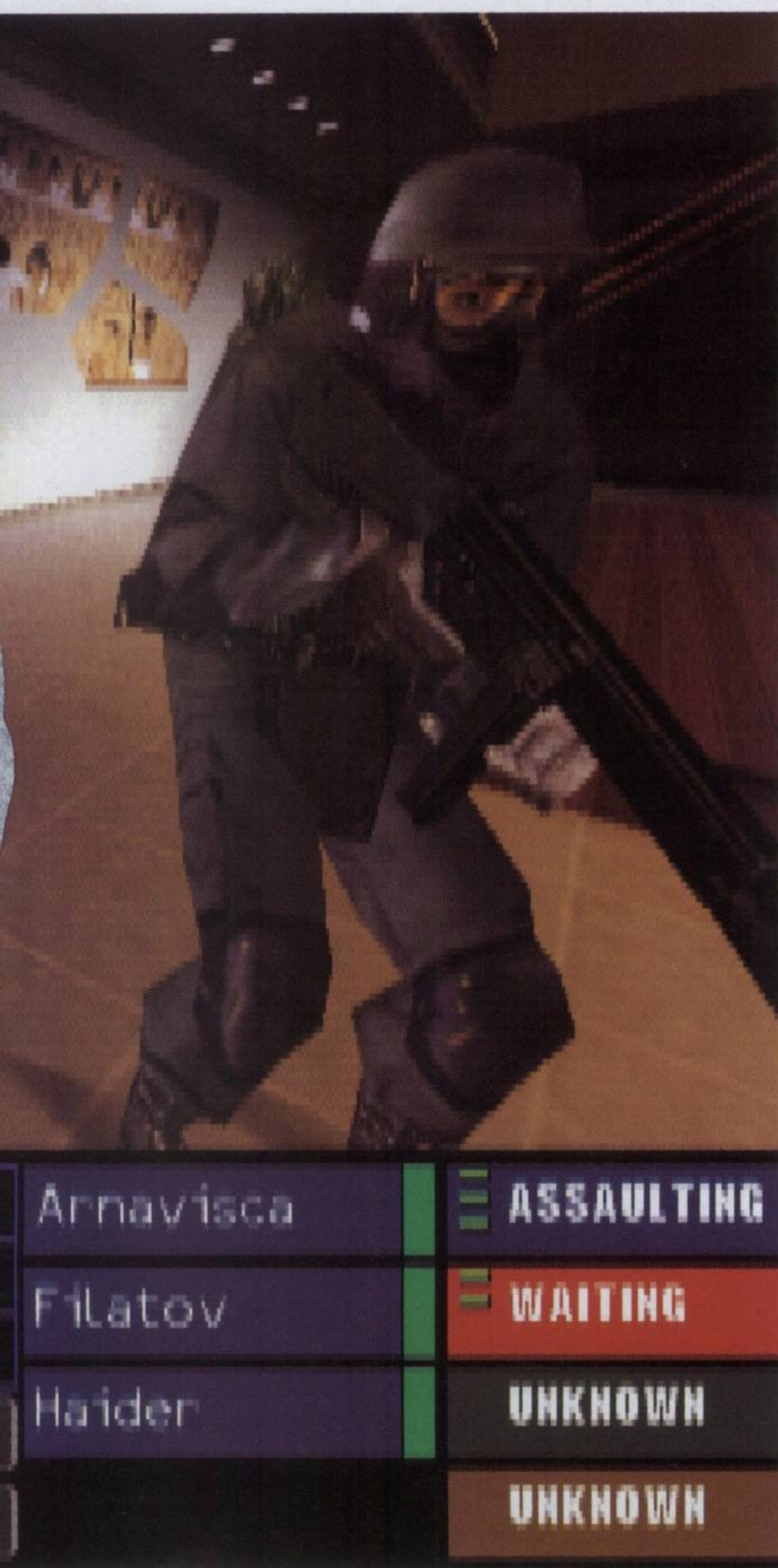
and blurry graphics and some horrifying technical glitches all rendered academic the question of whether or not there was a good idea behind it all.

Fortunately, *Rogue Spear* is here to give us another bite at the cherry. Taking the basic formula established by *Rainbow Six* and ironing out many of its problems, it offers something much closer to the original vision of the series. Gone are the crash bugs and miserable control system – added are a four-player deathmatch option, 23 new single-player levels, some new team members and sharpened-up visuals. But the most important addition comes in the form of keyboard and mouse compatibility,

instantly removing the biggest obstacle to enjoying the ambiguous pleasures of the first game. Though the complex control system has been crammed on to the standard controller in a much neater fashion this time round, it's still a laborious way to play the game, and should be avoided at all costs (or at least, the cost of a keyboard and mouse).

The question is, was the concept worth fixing up for a sequel? The *Rainbow Six* games were immensely popular on the PC, but perhaps PC gamers felt obliged to like them because they (supposedly) make more demands on your intellect than the average shooter. Or perhaps the strength of the PC versions was in multiplayer, where true tactical teamwork with sentient allies replaced primitive artificial intelligence routines and painstaking mission-planning. There were hopes that *Rogue Spear* would be the next big thing in online Dreamcast gaming, now that the console has more than proved its capability for smooth online play with *Quake III Arena* (ODM #15, 9/10) and *Phantasy Star Online* (ODM #17, 9/10). So much for that idea – *Rogue Spear* makes perhaps its greatest mistake by failing to take advantage of the Dreamcast's

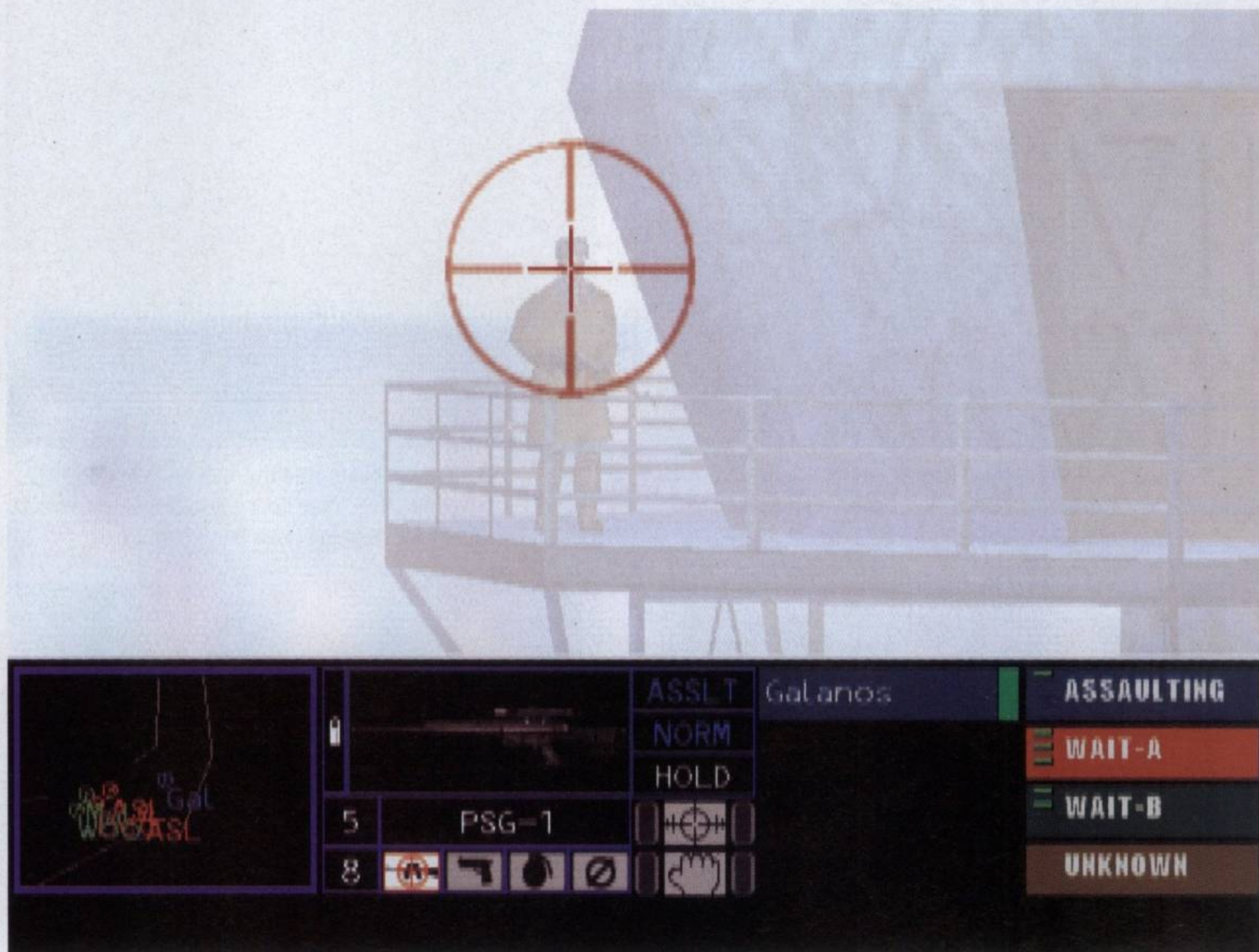
"ITS PSEUDO-REALISTIC MILITARY FETISHISM CAN BE HARD WORK" ROGUE SPEAR



△ Terrorists have left the cargo bay door open. Too convenient?



△ No matter how often we see it, night vision is always fun.



△ Ahh the sniper rifle – another game convention of which we may never tire.

sadly neglected modems. Jerky split-screen multiplayer is clearly no substitute, especially when the only mode available is pure deathmatch – no co-operative mode, no teamplay, no bots.

SPECIAL OPERATIONS

Without a decent multiplayer mode, *Rogue Spear* must rely on its single-player campaign, and fortunately this is well developed and immensely challenging. The two greatest selling points of the *Rainbow Six* games have always been the inventive combination of careful mission-planning and first-person action, along with the rigorously detailed and supposedly authentic simulation of real-world tactical counter-terrorism. Divided into the two main phases of planning and action, the real guts of the game lies in the planning stage. This opens with a

comprehensive mission briefing and intelligence overview, after which you must select a team of up to eight *Rainbow* operatives, equip them with weapons, clothing and gadgets, assign them to teams, and lay out the exact plan for the mission. After this, the action phase – played out in familiar first- or third-person style – is simply a case of helping to enact your plan by assuming control of one of the teams and doling out orders as required. You can switch between teams at will, and take on as much or as little responsibility for the mission's success as you choose. If you've planned well, this shouldn't affect the outcome too much, though invariably, the simplistic artificial intelligence demands that you take on a certain amount of frantic team-hopping, holding each team's hand through critical sections of play.

There's a fairly well-stocked arsenal of weapons and gadgetry to choose from when kitting out your team, mirroring the actual tools used by anti-terrorist forces. It's a slightly worrying dream come true, with accurate models and detailed descriptions of handguns, assault rifles, shotguns and sniper rifles, types of body armour, frag grenades, breach charges, heartbeat sensors, guns and more guns. While all this gear may be selected and used in any mission, there are only a few items that could be considered essential – the rest existing not to add depth to the gameplay, but merely to enhance the sense of realism. With several assault rifles to choose from, you're unlikely to opt for other than the one with the largest magazine capacity and the best silencer. Compare this gratuitous show of gadgetry with the joy of finding a new weapon in a more balanced action game like a *Tomb Raider* instalment or *Goldeneye* on Nintendo 64...

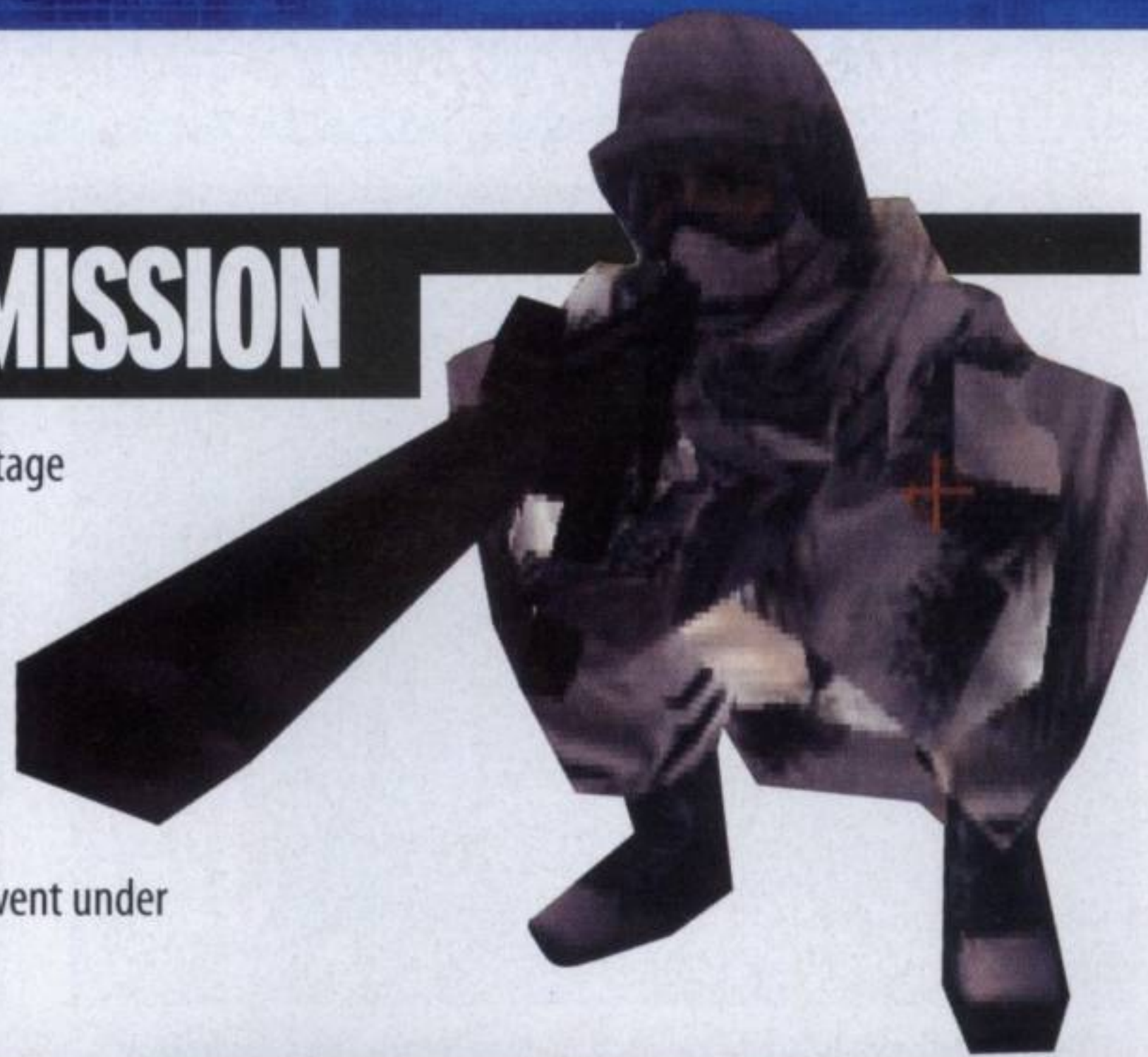
BEST LAID PLANS

Once your team members are fully equipped, the next step is to organise them into up to four colour-coded fire teams, after which, finally, there is the mission-planning

"GONE ARE THE CRASH BUGS AND MISERABLE CONTROL SYSTEM"

OPERATION PERFECT MISSION

Mission five of the campaign sees you faced with a tricky hostage scenario on a grounded 747. Meticulous planning, stealth, team co-ordination, timing and a dash of good old-fashioned luck are all essential to completing the level, as the terrorists are on a hair-trigger and you can't afford to lose a single one of the hostages, who are split into three groups. Will you be going home a hero, or dying at the hands of the enemy? Here's a quick look at how the mission went under the command of *Official Dreamcast Magazine*...



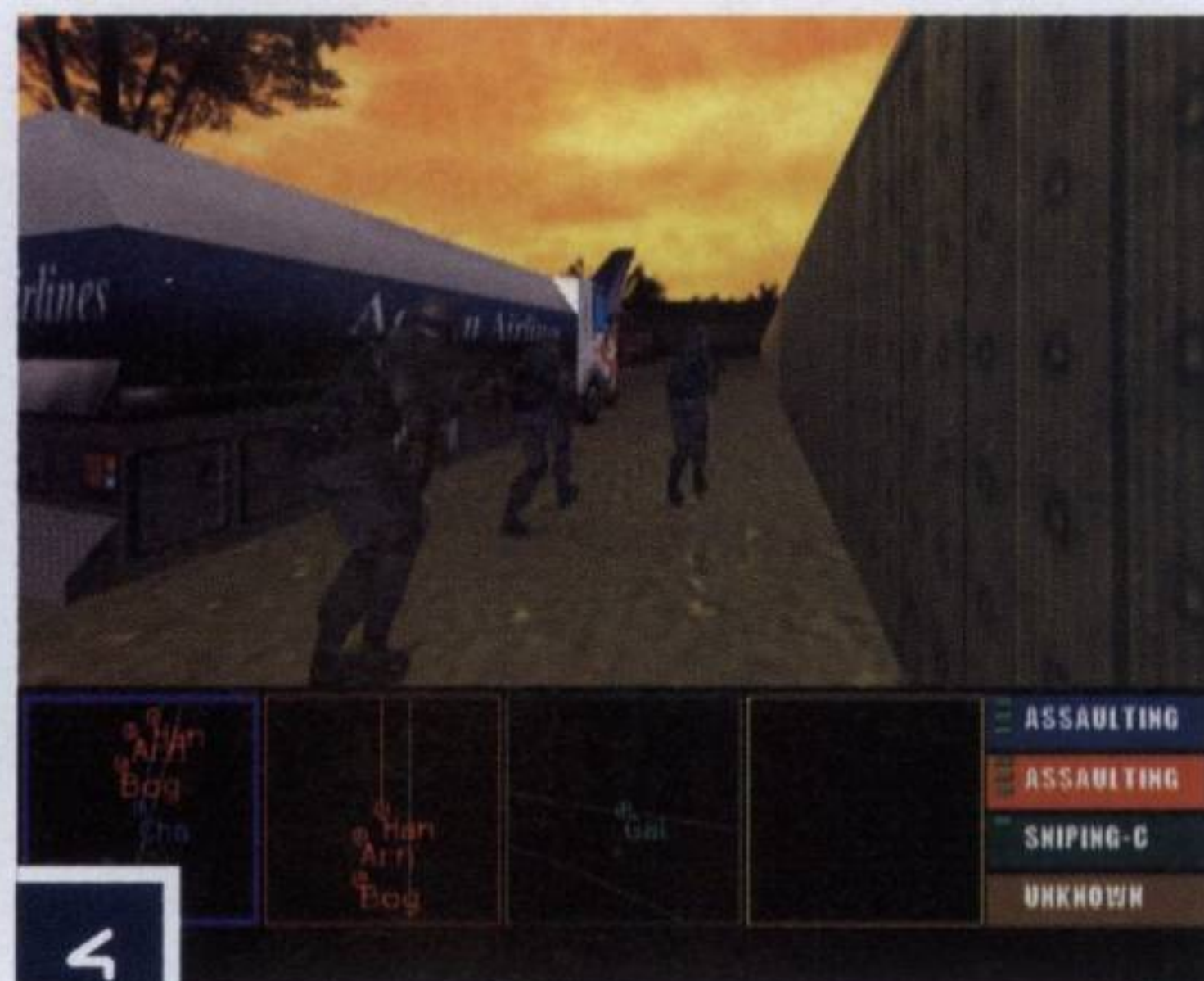
1 First of all, choose seven operatives to man three fire teams: two assault teams of three men each and a lone sniper.



2 Deck them out in stealthy duds and silenced weapons. Give them each a few flashbangs – handy for stunning those stupid terrorists.



3 On the planning map, send your sniper to the top of the hill, with a good line of sight to the terrorist in the plane doorway. Set sniping gocode 'Charlie'.



4 Plot a brilliant route for the two assault teams that gets them across the runway unseen (behind a luggage truck) and on board through the cargo hold.



5 Set gocode 'Bravo' to both assault teams so that they storm the two main hostage areas simultaneously in a blaze of bullets and flashbangs.



6 Help your plan unfold in the action phase, co-ordinating your three teams. Identify terrorists by their moustaches. Wipe 'em out. Go home a hero.



SPEAK OUT

NORBERT WELLMAYER,
PRODUCER OF *ROGUE SPEAR*, SENT US THESE TOP SECRET REPLIES BY STEALTH CARRIER PIGEON

WHAT'S THE BEST THING ABOUT THE GAME?

The best thing is – if you're not the ultimate strategist and you don't want to waste your time with planning – to use HQ's plan and just take care of the terrorists accordingly. Nevertheless, you have to think about how to proceed, because the fastest man is always killed fastest.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT? Since I've been stuck at second in the ranking list of *Virtua Tennis*, I mostly play *MSR* desperately trying to get kudos. I'm still trying to finish *Resident Evil Code: Veronica*.

WHO'S YOUR FAVOURITE SUPERHERO?

What's the break-dance guy in *Tekken* called? In his second outfit he's called Tiger, I think. He's my favourite, because he made me almost unbeatable.

VIDEOGAME JOURNALISTS: WONDERFUL PEOPLE OR SCUM?

It really depends on the individuals and, honestly, the way they rate my favourite projects. If they share my opinion, they're wonderful. If they tear games I like to pieces for reasons I cannot understand, they're scum.

HAVE YOU EVER READ TOM CLANCY'S BOOKS?

Indeed – most of them are excellent if you like the genre. I know I do.

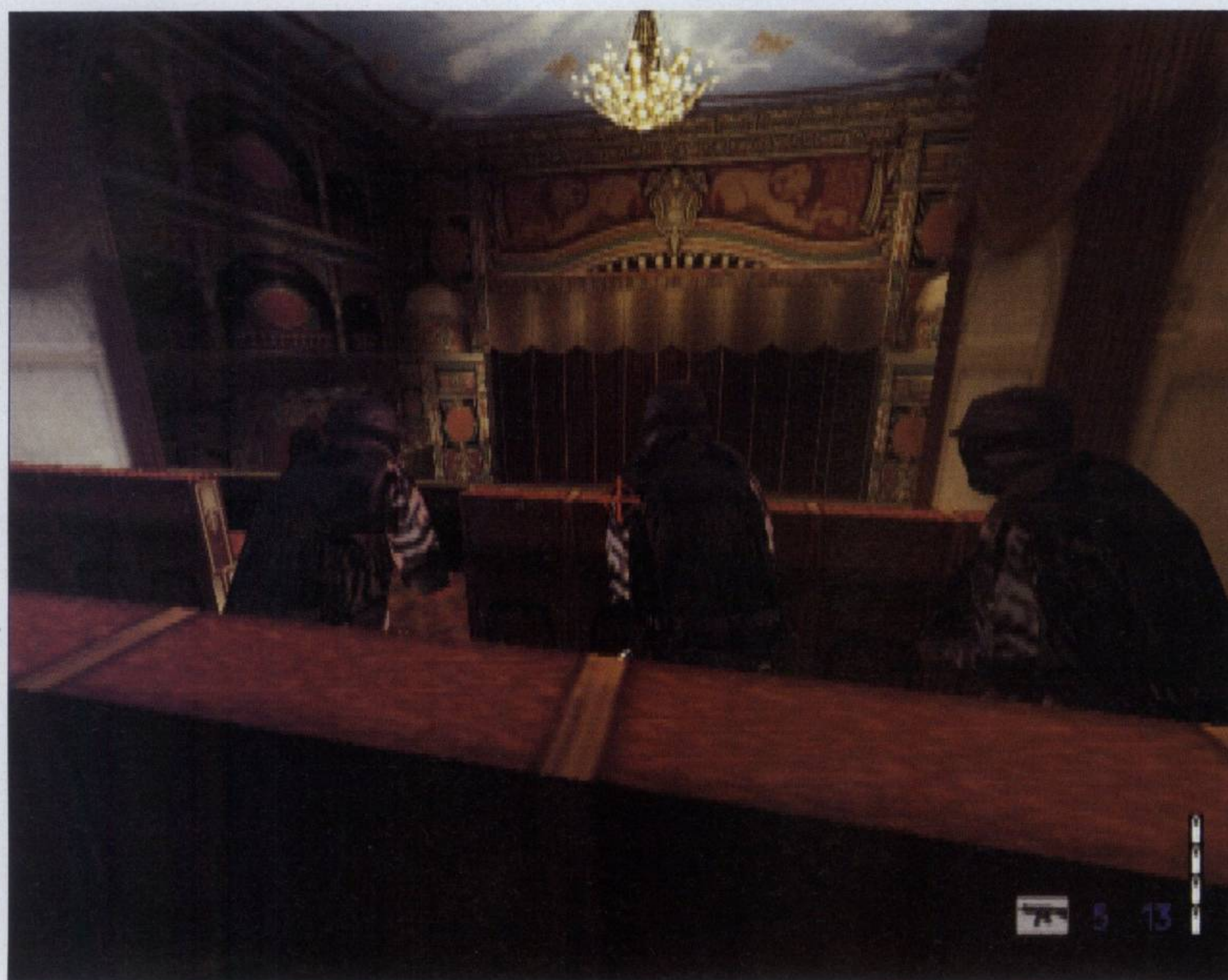
stage. Unless you get incredibly bored and switch the console off at this point, this is where you will be spending a good proportion of your time in the game, precisely planning the movements and actions of the squads under your command. Planning takes place on a map of the level, viewable as either a diagram or fully textured 3D model. The procedure is to plot a course of waypoints for each team to direct their movements, and assign points at which they are to perform specific actions such as pausing, sniping, defending, escorting hostages or tossing a flashbang into a room. 'Gocodes' can also be assigned at points where special actions or timings are required. These are best used to co-ordinate a set of actions by two or more teams – to enable two teams to storm a room from opposite ends simultaneously, for example. The initially daunting interface is surprisingly easy to get used to, and you'll be plotting assault routes and setting squad speeds like a grizzled veteran in no time.

If all this seems like too much bother, you can simply load the default plan for each mission, though this will more often than not only show you a complicated way *not* to approach a level. By making the default plans generally ham-fisted and unworkable, *Rogue Spear* goes out of its way to alienate any player who is not interested in the pernicky business of planning a mission. It implies that we should want to engage in this part of the game, because, of course, it's more realistic that way.

As you can see, these continued efforts to convince us of its authenticity can become painful at times. *Rogue Spear* tries so hard to deny itself as a game that you'd sometimes rather stop the hard work of being a tactical specialist and just go and play games for a while. The



"RIGID STRATEGIZING WILL POLARISE AUDIENCES" ROGUE SPEAR



△ A nice night at the theatre and you guys had to turn up in uniform... Typical.



△ If it wasn't for pesky hostages, this would be a whole lot easier.



△ The background is set in typically thorough fashion.



△ Hey, it's a guy driving his truck. From the outside. Hmm.

hardcore realism fanatics down at Red Storm would probably blush and flutter their lashes at this comment, but when you realise that it's at the expense of fun it's hardly something to be proud of.

But there is a pay-off for all this pseudo-realistic military fetishism, and it comes in the form of a thick, hot-buttered slice of atmosphere. The attention to detail serves only one purpose: to enhance the immersive atmosphere – something it achieves quite well, aided by the bullet-sweating tension of one-shot kills and various eerie ambient sound effects. The level design is also highly competent, with a nice variety of settings including a museum, shattered Kosovo war zone,

aeroplane and TV studio. There's a strong history of flawed games that have retained masses of playability by virtue of a compelling atmosphere, and *Rogue Spear* makes a fair stab at joining their ranks.

WAR SOLUTIONS

Rogue Spear is all about meticulous planning and calculated execution. There's no room for on-the-fly plan changes to meet the unexpected – your troops aren't smart enough for that. You're unlikely to get the plan right the first time, as the rigid style of strategizing in the game is more about trial and error than true tactical masterminding. In this sense it's actually more akin to an elaborate puzzle-solving activity with a bit of active engagement at the business end. But this isn't to say that a huge amount of satisfaction can't be gained when everything goes to plan.

Unfortunately, with rubbish multiplayer options and no online capabilities, the game loses one of its principal reasons for existing. Without real team-mates, there will always be a struggle with the capabilities of the artificial intelligence, and this is still hugely apparent in *Rogue Spear* despite supposed improvements since *Rainbow Six*. Your moustachioed enemies will still stand around unfazed while their fellows drop dead right next to them. Your own team-mates are simple-minded in the extreme, following your plan to the letter and no more.

However, it remains a bit of a hard call. *Rogue Spear*, as with its predecessor, is definitely one to polarise

audiences. If you count patience and perseverance among your virtues, and your idea of a good time is to see a well-laid plan achieve glorious and lethal fruition, then balaclava-up and prepare to go covert. If, on the other hand, dicking around with route plans and gocodes for hours on end – only to watch your team-mate drones foul the whole thing up before you see any decent action time after time – seems like a perverse form of torture, then you'd be better off dodging the anti-terrorist duty call and sticking to rocket jumps and rail gun frags.

VERDICT

BETTER THAN RAINBOW SIX, BUT STILL AN ACQUIRED TASTE

UPPERS

Long and challenging single-player campaign • Nice tense atmosphere • Lots of authentic stuff

DOWNERS

Too much realism, not enough fun • Pointless offline multiplayer • Demands keyboard and mouse

IN ONE HOUR Ditched planning and teamplay, finished first mission solo
WEBSITE www.swing-games.com
MAX PLAYERS 4 split-screen
VIDEO MODES Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10

6

PRETTY GOOD

PRICE: £39.99 • PUBLISHER: SWING! • DEVELOPER: RED STORM

"ROGUE SPEAR IS ALL ABOUT METICULOUS PLANNING"



REVIEWS ROUND-UP DRINKING...

CONTINUING THE 'AT HOME WITH ODM' THEME OF LAST MONTH, IT'S ALEX HUHTALA'S TURN TO WHEEL OUT THE HOSTESS TROLLEY. **DAN TRENT** IS THE MAN WITH THE DICTAPHONE...

NEWS EDITOR ALEX'S COSY North London flat provided an airy change of scene from ODM's basement headquarters, although we were slightly alarmed to see our host clucking around and acting all domesticated.

Once Alex's extensive collection of *Planet Of The Apes*-related nick-nacks had been thoroughly poked, prodded and inspected, we sat down to the serious business of discussing the games that have been keeping us busy for the last month or so. Freelancer Dylan once again stood in for editor Warren and Ed was rubbing his hands with anticipation of actually being encouraged to witter on about *Phantasy Star Online*, something he has been doing at length recently.

Also up for discussion were smooth-looking Capcom fighter *Project Justice*, motorbike racer *Ducati World*, footie management game *Giant Killers* and Sonic's latest excursion, *Sonic Shuffle*.

UP FOR DISCUSSION

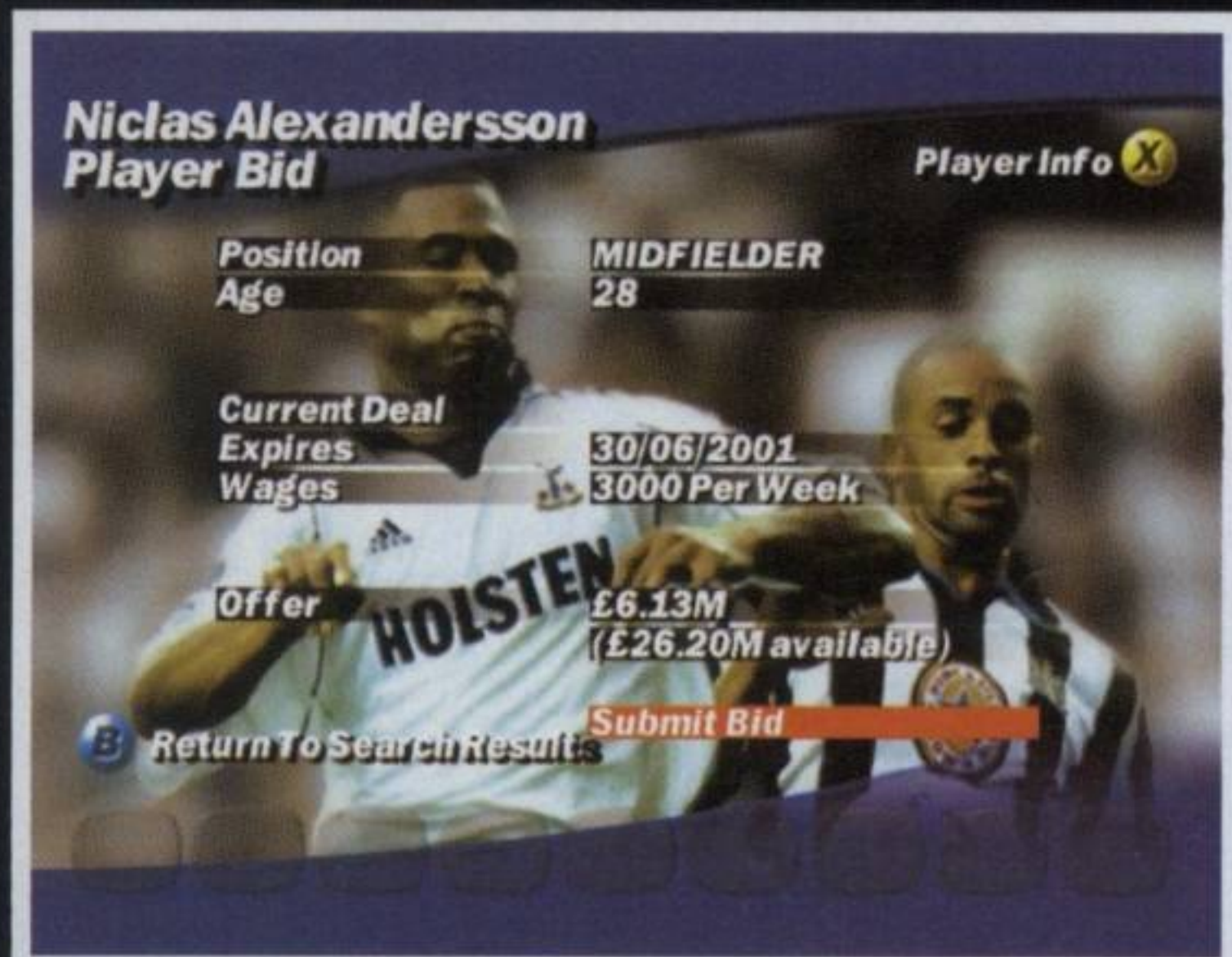
THE OFFICIAL DREAMCAST MAGAZINE TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FIVE RECENT RELEASES. THIS MONTH...



→ PROJECT JUSTICE



→ DUCATI WORLD



→ GIANT KILLERS



→ PHANTASY STAR ONLINE



→ SONIC SHUFFLE

PROJECT JUSTICE

(ODM #18, 8/10)

Acknowledged beat 'em up masters Capcom have gone 3D for their latest effort, while retaining the madness and mayhem for which their 2D efforts are so admired. If you think schools are chaotic here, be glad you weren't in class with the designers of this game...

DYLAN: Capcom rock! It's even entertaining for the people on the sofa...

ED: It's good because it's as in-depth and hardcore as any Capcom beat 'em up, but so easy to get into.

DYLAN: Do you really think so? Is it as easy to get into as, say, *Soul Calibur* [ODM #2, 10/10]?

ED: I think so, it's funnier and more immediate.

DYLAN: I know it's funny and all that, but is it as easy to get into?

DAN: Maybe not quite as immediate, but I'll admit that the whole 2D Capcom thing kind of leaves me cold... whereas this has all the things that make those games great while being more accommodating for those who aren't into them. Or weren't before.

DYLAN: It seems more logical than some of the *Street Fighter* style games, where you get your power bar up and then a whole world of crazy stuff happens.

ED: I think the whole thing about the *Street Fighter* games, and *Soul Calibur* too, is that you have the basic punches and kicks and the special moves and you link them together and learn to use them at the right time. With *Project Justice* it's all about special moves and team-ups which is why the power bar shoots up. You end up with five levels of super energy really quickly so you can get all of your team-mates in...

DAN: It's really entertaining without losing too much hardcore appeal.

ALEX: The attacks are nice and over the top, but perhaps not quite as over the top as in past Capcom games in terms of setting them off and ending up with too much going on on-screen at any one time. It's like only once you've done the command that you get the mad animations and you can really enjoy them.

DAN: I think the beauty of this is you can pull off these spectacular moves early on – you don't need to remember huge chains of commands or anything...

ED: It's just timing...

DAN: And that's what's great about this. The thing about these games is you see these mad things going on and you want to be able to do them straightaway. And with this, you can!

DYLAN: And you know that, because it's Capcom, after weeks of playing it you still won't have found half the combos or anything. You know that it will be in-depth.

ED: Combo-wise it's great – it's all about keeping people up in the air and juggling them.

DYLAN: That's the same with all the best beat 'em ups around.

DAN: Some of the backgrounds look a little sparse like that big open air one in the quarry...

ED: I think the backgrounds are great. They're quite simple but they're really big, really big. Like the baseball stadium, it's all there...

ALEX: And the characters are the same construction as the backgrounds so it looks consistent.

DYLAN: The characters look great. We had this with *Fighting Vipers 2* [ODM #17, 6/10] the other month.

DAN: They look superb, much better than *Fighting Vipers'* characters.

ALEX: And it's a good, varied line-up too.

DAN: One thing that comes across is the sheer enthusiasm with which it's been put together – like the sequence with the photographer

REVIEWS ROUND-UP

girl where you get these snapshots flashing up on the screen – blink and you'd miss it but it's all superbly put together.

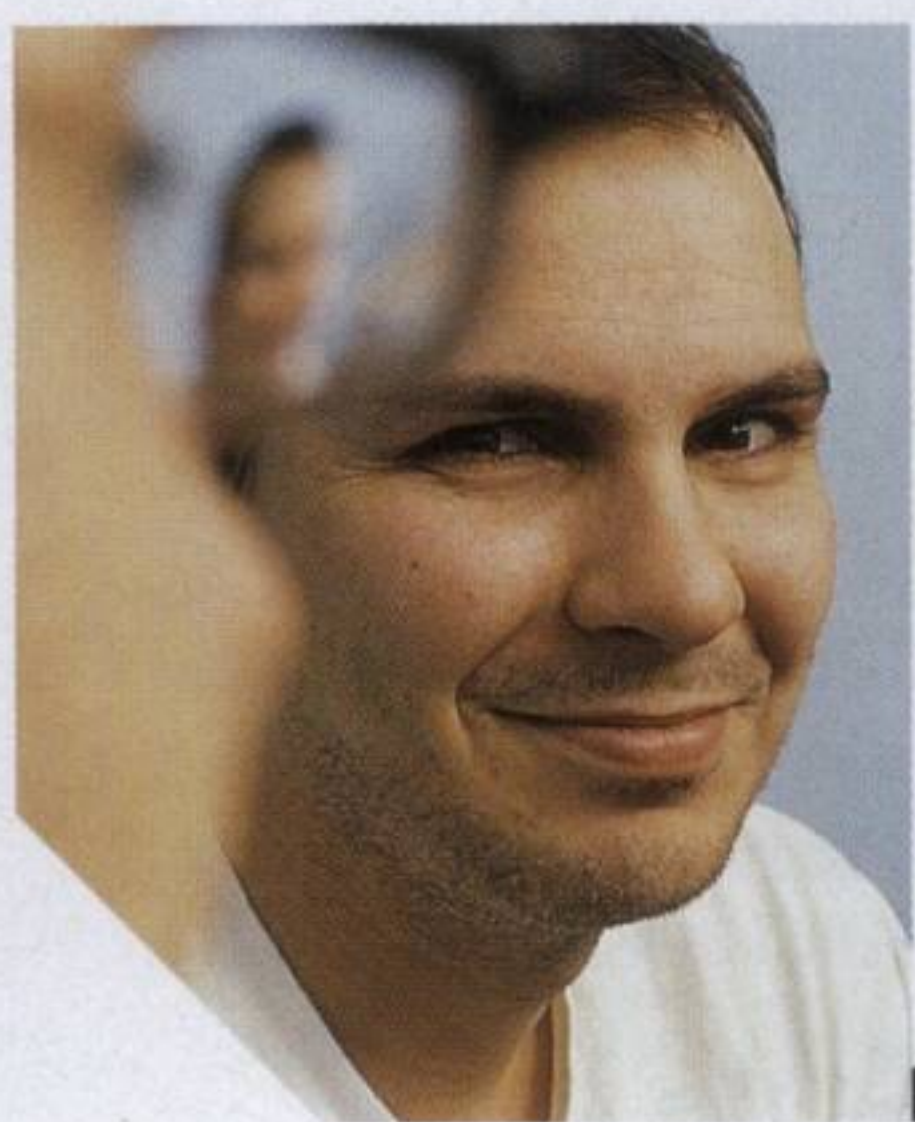
ED: Capcom!
DAN: Yup, this is definitely their accessible side...
ED: And *Power Stone* [ODM #1, 8/10]...
DAN: Yeah, but I think for someone like me who's not really been snared by the 2D ones, this is a way into that whole world. Having played this for a while I could see myself re-assessing my opinion on the whole 2D thing...
ED: You won't! You're scared of 2D!

DUCATI WORLD (ODM #18, 4/10)

Bike games are relatively few and far between, and if *Ducati World* is anything to go by it's not surprising that four-wheeled racers reign supreme. Lacklustre graphics and sluggish gameplay are indictive of a badly made game that does no favours for the name of one of motorcycling's classic manufacturers.

DYLAN: It's rubbish! It's got such cack sound! It makes me completely mad in driving games when they can't get a decent sample to loop. You get on a Ducati and you expect 'Rrrrrrrrrrrrrrrrrrrrr!' – you're going to have fun transcribing this, Dan – but this just goes 'Bzzzzzzzzzzzzzzzz...' and seemingly the faster you go, the quieter it gets!

ALEX: The older bikes are louder...
DAN: But if you've ever heard a modern Ducati they're not what you'd call quiet!
DYLAN: Exactly, in the game they just don't have any of the grunt you'd expect.
ED: The worst game on Dreamcast I reckon!
DAN: Stop press! The reviews editor has spoken...
ED: It is. I was thinking about it and you know it's so



"YOU'RE LIMITED TO JUST BUYING AND SELLING PLAYERS. YOU NEED TO BE ABLE TO MESS AROUND WITH TACTICS"

– ALEX ON GIANT KILLERS

bad I was thinking about *Roadsters* [ODM #11, 3/10], but even that's better than *Ducati*!

ALEX: Awful textures...
ED: The graphics are appalling!
ALEX: It's like everything is wrong, even the camera angles. The choice of views is all wrong!
ED: The way it's really slow and then you go round a corner and go up a wall and just stop on the spot. One time I was following this guy around a corner at about 20mph and he just went up the wall about ten feet and dropped right back on to the track!
ALEX: Yeah, the computer-controlled bikes just go around the circuit bouncing off the walls.
ED: Even the way they've tried to make it look good – it just looks plainly atrocious. You've got the same dull texture repeated over and over again...

DAN: Can anyone think of a single redeeming feature of this game?
ED: No!
DYLAN: Errrrrrrrrr...
ED: The whole *Ducati Life* thing, it's meant to be like *Gran Turismo* but it's really badly explained.
DYLAN: You've got to play the game to go through it so it's hardly a positive thing!
ED: It's so plain – the tracks look terrible.
DYLAN: Trackside graphics, right – you're supposed

to have loads of vertical things flashing past to give you a sensation of speed but you're just in a trench...

ED: ...where they don't have to build any scenery.
DYLAN: Ducati should be ashamed of using that licence because that's representing them...
ED: Whores! They took some money to have their name put to that crock.
DAN: It's such a shame because bike games are under-represented, there's loads of car games but someone should make a really decent bike game with decent sound, decent graphics...
ED: Even *Suzuki Alstare Extreme Racing* [ODM #2, 7/10] is better than this... This is one of the most offensively bad games I've seen.

GIANT KILLERS (ODM #18, 7/10)

With PC-based football management games being one of the runaway success stories of recent years, it's surprising it's taken this long for one to come out on Dreamcast. While *Giant Killers* isn't as honed or complex as some of its PC brethren, it's an excellent introduction to the genre...

DYLAN: You can start as Man United! I thought the whole point of the game was to be a giant killer and you could only start in the GM Conference league or something!

ED: No, you can start as Man U with £25million to spend if you want!
DYLAN: That's rubbish!
ED: Or alternatively you can start as Gillingham with no money...
DAN: Best football game on Dreamcast?!
ALEX: I think it's good but I'm used to playing PC football management games and compared to them it's terrible, but comparing it to...
ED: Is it *actually* terrible?
ALEX: Alright, simple maybe, but if you haven't

played a management game before you might well enjoy it.

DAN: It's a good introduction if you haven't come across anything like this before.
ED: The people who are going to play it are the people who haven't got a PC because if you have you'll have played one on that already so there's no point bothering with a console version.
ALEX: But if you look at stuff like *LMA Manager* on the PlayStation then even that has more to offer than this game.

DYLAN: It's difficult to read too, all this information comes up in tiny little data facts that makes it hard to see what happens...

ED: And even things like red and yellow cards aren't colour-coded, so it is just like a big block of text.

DAN: Fundamentally it works, though.
ALEX: But you need to be able to play around with the tactics you use. You can't tell a player to be more aggressive up one side or anything like that and you're limited to using the tactics supplied. You expect that detail in a management game and it's a bit limited without it.

DYLAN: Very bedroom-y.
DAN: But again, it's fine if you haven't played one of these games before and fancy giving it a bash.

ED: It's a bit too slow. When you're clicking through the options there are little pauses after hitting the buttons and it's not long but it all adds up and on a game like this you want it to work really quickly. I've been into management games before and a lot of the earlier ones were even simpler than this but were still more fun and snappier to use.

ALEX: The menus are a little dull in colour too.
ED: I was looking forward to a great management game but this isn't quite it, unfortunately.
ALEX: At the end of the day you're limited to just buying and selling players and that's not enough, you need to be able to mess around with tactics.

PHANTASY STAR ONLINE (ODM #17, 9/10)

Without doubt one of the most significant releases for the Dreamcast to date, *Phantasy Star Online* finally realises the dream of console-based online gaming across continents and realises it in style. If you've never taken your Dreamcast online, now is the time to do so...

DYLAN: It's the best chatroom in the world.
ALEX: [laughing] It is!
DYLAN: It's exactly what you envision a chatroom

"IT'S GOT SUCH CACK SOUND! IT MAKES ME MAD IN DRIVING GAMES WHEN THEY CAN'T GET A DECENT SAMPLE TO LOOP"

– DYLAN ON DUCATI WORLD





to be! A place where lots of people shake virtual hands with each other.

DAN: Or fall on the floor in front of each other.

DYLAN: Or slip over, right. It's not going to be long before we start seeing the *Daily Mail* and suchlike screaming 'ban this evil game' because people have been swapping phone numbers, you know, nonces and stuff. Phantasy Nonce Online... Fantastic chatroom, though... haven't played much of the game mind, just messed about talking to people and making customised symbols! Seems quite sweet though, for an RPG.

ED: I don't play RPGs, I never have time.

DAN: Me neither.

ED: This is really basic though, it's not *really* like an RPG, is it?

DAN: Doesn't seem that basic to me!

ED: Well no, the game itself is. You just walk into a room and kill all the monsters in it and you press a switch and pick up the items and go into another room and do the same. That's all you do.

DYLAN: But you do develop the character.

ED: You do, and that's the whole point. The whole point is being online and meeting people, building up your character and swapping stuff. That's why the one-player stuff isn't really that interesting but online it's really compelling.

DYLAN: Do you think it works as a one-player game then? You know, if you didn't have a phone line or something.

ED: You wouldn't enjoy it, there's no point. Even if you only go online really occasionally it's worth it. Even if you only went online once a month, it would still be worth it.

DAN: I like the way you don't necessarily *need* a keyboard either.

ED: I think you do. Really. It depends how you're going to play... if you're going to play for the chatty side of it you do need a keyboard.

DYLAN: Complimenting people's hair... there's not many computer games where you can stand around going 'Mmmm, nice hair', is there? *PSO* is unique in that respect!

ED: Yeah, 'Love your Mags!' It's great when you meet up with people you've met up with before, though. Go online, send them a little message and whatever game they're in you can meet up. I know it's sad...

DYLAN: No! It's not sad, it's community stuff. Of course, ideally you'd be out at the pub interacting properly, but it's fun.

ED: It's cheaper! £1.20 for two hours of... kind of talking to people.

DAN: Kind of socialising.

ED: It's kind of social. Demented and sad, but social!

DAN: It *does* finally make the statement about Dreamcast online and everything...

ED: It's what it's all about.

DAN: It's not *Quake [Ill Arena, ODM #15, 9/10]*, it's something that is uniquely Dreamcast.

ED: I think it's fantastic. I haven't been into a game this much for a long time. And it's so easy to get into. The fighting is so basic - you point yourself at a monster, press a button and that's it.

DYLAN: Do you think it's *too* simple?

ED: I think it is too simple to be an RPG, which it isn't - it's an action game with collection stuff and that's the main part of the game. Almost like *Pokémon!* Kind of. But with proper fighting in it, which is why it's so addictive.

ALEX: But the fights are more like link things - you wander round like an angry mob with sticks and batter anything you come across.

ED: Once you get it worked out you get a mixed team, so you have characters with guns who hang back and pick off the flying things and then everyone else wades in when they hit the floor.

DAN: I especially like the way you can personalise



"THE WHOLE POINT IS BEING ONLINE AND MEETING PEOPLE, BUILDING UP YOUR CHARACTER AND SWAPPING STUFF"

- ED ON PHANTASY STAR ONLINE

it, so you'll never see a character who's *exactly* the same as you.

ED: The Mag thing is the coolest, coolest idea.

DAN: And the moment where you meet the first boss is amazing.

DYLAN: Impressive...

SONIC SHUFFLE

(ODM #18, 6/10)

Turn-based board games might seem a rather strange choice for a console as able as the Dreamcast, but *Sonic Shuffle* packs tasty cell-shading cartoon-style graphics and a host of mini-games into the equation. It's hardly pacy stuff though, so don't expect the usual Sonic speed and visceral delights...

DYLAN: It's not... well it isn't... er... there are places where this is popular, you know like on the Internet where you have casino and card games that are played by millions. But I don't really think it's our market, that whole board game thing.

DAN: When I first saw it I thought, 'Oh that might be good fun' and I liked the look of the *Jet Set Radio*-style graphics, but after ten minutes of playing it...

DYLAN: It doesn't make sense, instead of having the dice you have the cards and you run out of cards and you use other people's cards...

DAN: I think that's really good.

ALEX: Definitely. It's really cool and a lot better than the dice rolling thing in *Mario Party* [on Nintendo 64]. And the actual board game part of it works okay too, although it is a little on the slow side.

DYLAN: What about the Battle mode though?

DAN: Urgh, that's hopeless.

ALEX: That gets in the way...

DAN: Fundamentally though, I think it's just cripplingly slow.

ED: You can't play against the computer-controlled characters 'cos you'll lose.

ALEX: Yeah, they're just too perfect.

ED: It is very boring though and, to be honest, I never thought *Mario Party* was that interesting.

ALEX: There were some mini-games on it which were actually pretty good and could have done with a bit of expanding.

DYLAN: But don't you think the mini-games on this are just plain boring?

ED: Not all of them. I like the one where you're running after people trying to squish them with the big robot foot.

ALEX: Yeah, a few of them have some potential, but sadly they're thwarted by really unresponsive controls. Like the one in zero gravity, it could be a really cool little game but it's just too damn sluggish to be enjoyable.

DYLAN: They're not interesting enough, certainly not when you have the board game bit as well.

ED: Which is too random.

DAN: And too big.

ED: And it doesn't feel like a board game particularly either. As soon as someone gets one of the jewels another one appears somewhere else and there may be someone way nearer. If they've got a shortcut their character can use you think, 'Why am I bothering?'

ALEX: And the way the stones generate isn't well thought-out, sometimes they appear right next to someone...

DAN: Usually the computer character.

ALEX: Yeah, really irritating.

DAN: It's a shame because it's harmless fun really, but you couldn't recommend anyone actually going out and spending their money on it.

DYLAN: There must be somewhere where they really like these kind of games.

ALEX: It's just too slow for most tastes and it's not what you'd associate Sonic with, you know he's a mascot character and you want it to be a more dynamic game.

DAN: And Sonic's about speed, that's the whole point which makes this game wrong for him!

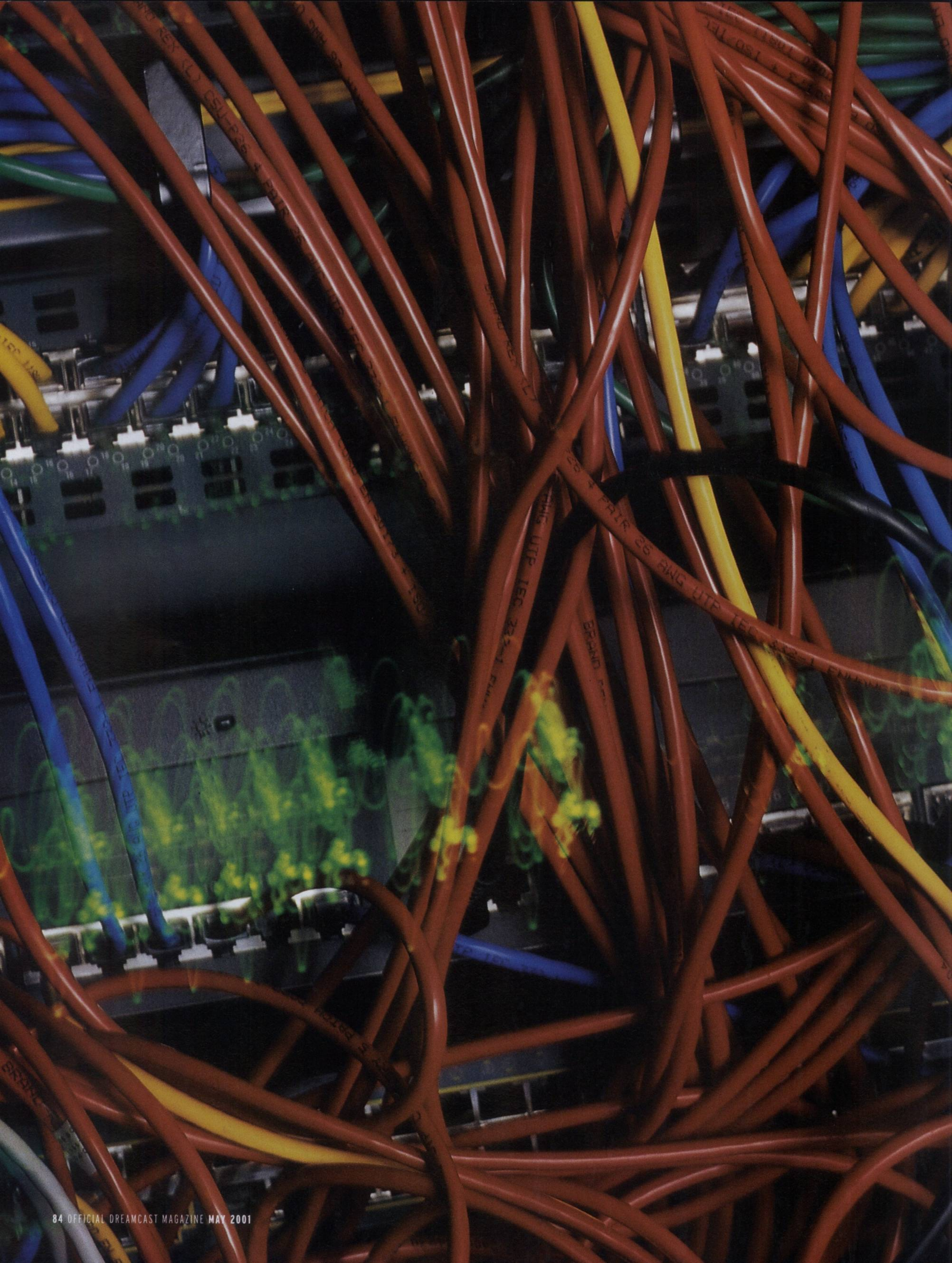
DYLAN: Might as well sit and play *Cluedo*... ☹



"IT'S HARMLESS FUN, BUT YOU COULDN'T RECOMMEND ANYONE ACTUALLY GOING OUT AND SPENDING THEIR MONEY ON IT"

- DAN ON SONIC SHUFFLE





HOW DID THEY DO THAT?

PART TWO: SETTING UP *QUAKE III* ONLINE

ODM CONTINUES TO PROFILE ACHIEVEMENTS FROM THE WORLD OF DREAMCAST. **ADAM PHILLIPS** TAKES A CLOSER LOOK AT *QUAKE III* ARENA AND HOW ITS STUNNING ONLINE GAMEPLAY WAS PUT TOGETHER



THE ACHIEVEMENT

LET'S BE HONEST here. When the Dreamcast was launched under the Anne Robinson-baiting slogan 'Up To Six Billion Players', most Dreamcast owners couldn't wait to get their first taste of online gaming. And, boy, did we have to wait. And wait.

Yes, *ChuChu Rocket!* (ODM #9, 9/10) finally touched down last May and, yeah, it was fun in a retro-gaming kind of way but, to be blunt, it was hardly the type of game that was going to make us feel like we owned the supposed next generation in gaming. And make us believe the 'six billion players' hype.

Thankfully, this all changed at Christmas with the arrival of *Quake III Arena* (ODM #15, 9/10). It had it all – crisp, fast-moving graphics coupled with glorious online multiplayer gameplay. PC owners were scowling at us mere console upstarts as we encroached on their elitist territory without having to take out a second mortgage on our homes. While we laughed in their faces, we also secretly breathed a sigh of relief...

Of course, one of the most impressive aspects of the Dreamcast's version of *Quake III Arena* is just how effectively it plays online. Any fears of unresponsive controls and lag times were crushed overnight. Quite an achievement for a console with a modem that all the self-appointed experts had decried as being far, far too slow for the job. Thankfully, the technical wizards at Sega have made them eat their words. But just how did they pull it off? Read on...

THE AMBITION

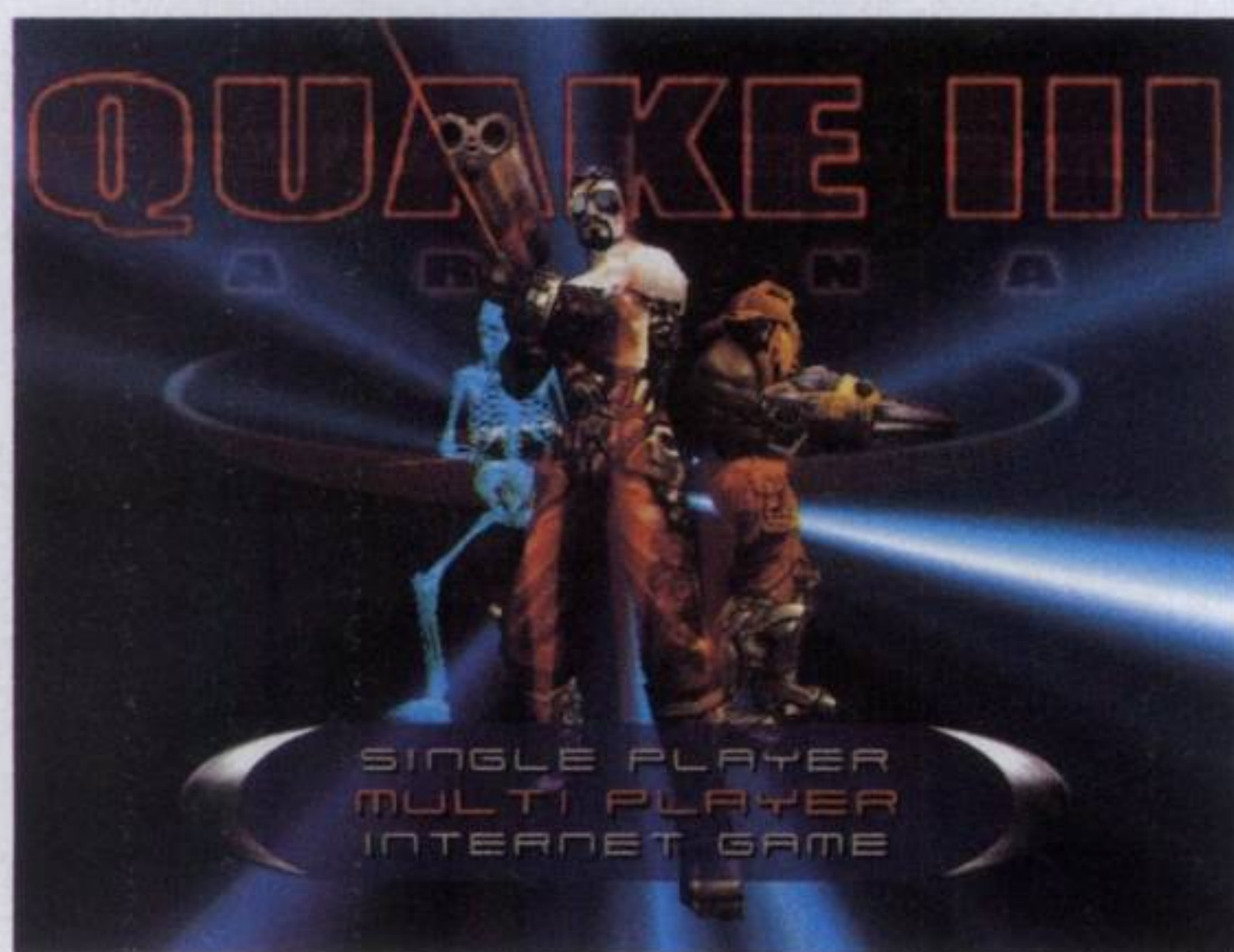
So why did Sega decide to make *Quake III Arena* their first major online gaming release?



"QUAKE III WAS ALWAYS INTENDED TO BE OUR FIRST MAJOR ONLINE RELEASE."
MARK HORNEFF,
QUAKE III'S PRODUCER

TO REALLY SHOW OFF what the Dreamcast was capable of doing online, Sega knew that they needed a killer app that would prove to the world what the Dreamcast could really do. "*Quake III Arena* was always intended to be our first major online release," offers Mark Horneff, the game's producer at Sega Europe. "This was carefully planned in order to lead the way for all the great third party online titles we are starting to see now."

There were two main challenges which were clear from the start. Firstly, there was the problem of the European modem being slower than the US version. "With some clever coding, we were able to get the same performance that our US counterparts enjoy," reckons Martin. Secondly, and perhaps the most important factor, Sega had to set up servers all over Europe on which the gaming sessions could run. As Martin rightly points out: "This was a huge task."



△ Eh? What do you mean you hadn't spotted the multi-player option???



△ Without a good ping rate, indulging in any kind of online frag action would be a waste of time. And money...

THE EXECUTION

So exactly how did Sega go about putting the network of servers in place which would provide the perfect backbone for us gamers to frag each other into small, bite-sized chunks of flesh?



"WE CALCULATED THE NUMBER OF SERVERS THAT WOULD SUPPORT 4,000 PLAYERS WITHOUT STRAINING THE SERVERS. THIS WORKED OUT AT 80 PLAYERS PER SERVER, OR 20 QUAKE SESSIONS PER SERVER. FROM THIS, THE TOTAL NUMBER OF SERVERS WAS 50 - QUITE A NUMBER OF SERVERS TO MANAGE, I CAN TELL YOU."
STEPHEN TAN,
NETWORK GURU AT SEGA

THE RESPONSIBILITY FOR installing a network of servers all over Europe and getting them working properly fell firmly on the shoulders of Stephen Tan, Sega Europe's Network Engineer, and his team. As *Quake III Arena* was Sega's first power-hungry online title, the initial logistical problems were massive to say the least.

"*Quake III* is a client-server game," explains Stephen. "The main problem with client-server games is that the performance from the client's point of view [i.e. you] is dependant on the latency [i.e. response time] of network traffic between the client and server."

In layman's terms, latency is the amount of time it

takes a piece of information to travel from the source - the *Quake* server for example - to the destination, in this case your Dreamcast, and vice-versa. Latency increases with the distance and the number of paths between the client and server.

"As an analogy, take the time delay for a phone call to London from Scotland and to London from Australia," offers Stephen. "There would be a significant time delay for the Australian call while there would be no real time lag for the call from Scotland." This issue of distance was absolutely critical. If Sega had decided to put all the *Quake III Arena* servers in

London, UK users would be happy because of lower latency but the European players would have suffered as a result.

As Stephen explains: "The responses from the UK Dreamcasts would be received by the *Quake* server before any of the other responses from the other European Dreamcasts. So, if there were two *Quake* players facing each other and they both shot at each other at exactly the same time, the player with the lower latency would shoot the other one first. This gives an unfair advantage to players with a lower latency because that player will move faster and shoot quicker than anyone with a higher latency (a common networking measurement for latency is a 'ping'.)

In order to make the game fair for all players, servers had to be distributed all over Europe to allow all players to play *Quake III Arena* with a good latency. So, for example, Swiss players could play on Swiss servers and have good ping rates. "This means that although it is possible to play on any server in Europe, it may not be the best idea to play on a distant one because your latency would be worse than the players playing locally," explains Stephen.

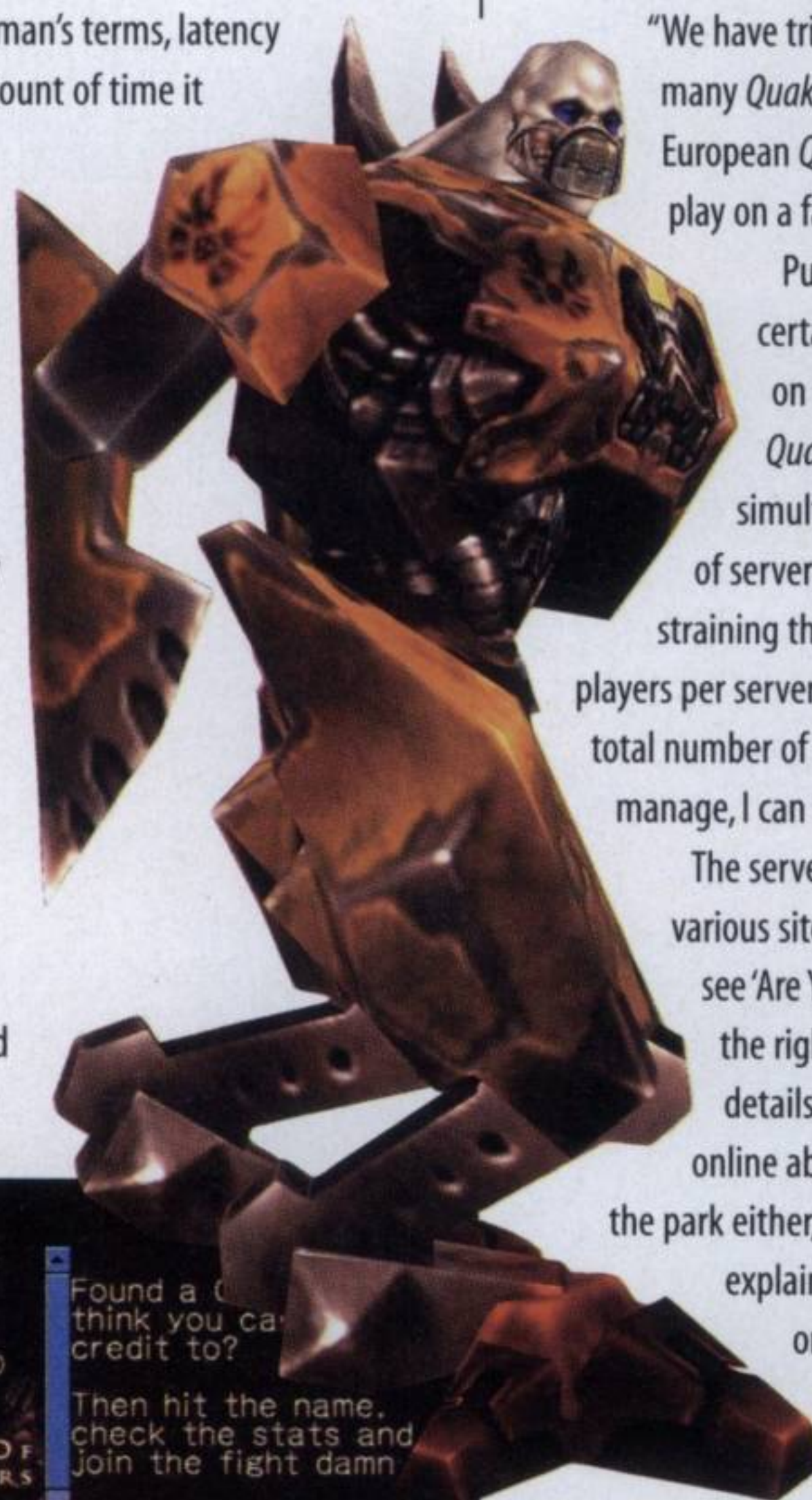
"We have tried to allow the greatest flexibility by having many *Quake* servers around Europe and yet allowing all European *Quake* players to have the choice of whether to play on a faster, local server or a slower, distant one."

Putting such a vast server network in place was certainly no mean feat. Sega took educated guesses on the approximate numbers that might play *Quake* online and came up with a figure of 4,000 simultaneous players. "We then calculated the number of servers that would support 4,000 players without straining the servers," offers Stephen. "This worked out at 80 players per server, or 20 *Quake* sessions per server. From this, the total number of servers was 50 - quite a number of servers to manage, I can tell you."

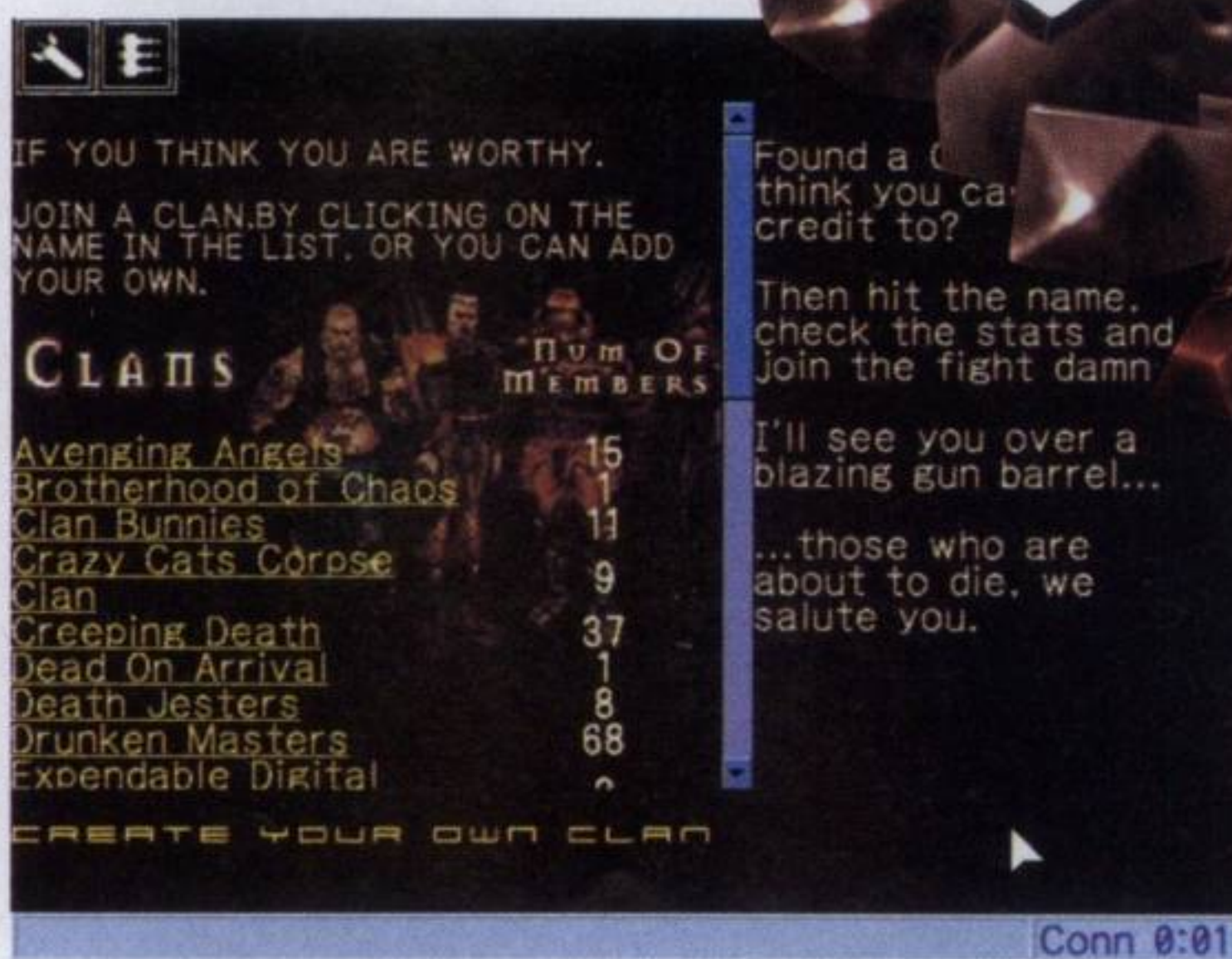
The servers were placed in various sites all over Europe - see 'Are You Being Served?' on the right for location details. Testing the game's online abilities was no walk in the park either, as Mark Horneff explains: "We had to co-ordinate testing all over Europe with this one. That took a lot of

planning. We also had to make sure that we had more than enough tests carried out so we could 'flood' the servers. In effect, it felt like we were testing four separate games."

Another key element was how *Quake III Arena* would be incorporated into Sega's Dreamarena portal. After all, you can have the greatest online game



"THE CONCEPT IS THAT EVERY USER OF THE SYSTEM SHOULD BE EMPOWERED AND BE GIVEN THEIR OWN PART OF DREAMARENA. USERS DON'T WANT SEGA STICKING THEIR NOSE IN ALL THE TIME, ASKING QUESTIONS AND TELLING PEOPLE WHAT TO DO. THEY WANT CONTROL OF THEIR OWN CLUB AND ITS DESTINY."
STEVE WOMBWELL,
DREAMARENA



△ *Quake III Arena* supports Clans, making it easier to set up games with friends.



△ Four players can compete on a single Dreamcast, but it's not the same...

in the world but you need a community where gamers can gather to chat and play – as any veteran online gamer will tell you, having a real community feel based round an online game is utterly vital to its success.

Steve Wombwell, Dreamarena's head honcho, explains the philosophy: "The concept is that every user of the system should be empowered and be given their own part of Dreamarena. Users don't want Sega sticking their nose in all the time, asking questions and telling people what to do. They want control of their own club and its destiny."

This attitude was reflected in the creation of a special clan system, which can be accessed through your *Quake III Arena* disc. "We now have the *Quake* clan system up and running," explains Steve. "In essence, this is an over-18 community that allows each user to own their own clan, its manifesto, and lets you control who is in your clan. This means that people can decide whether or not they want to be a leader, or take the back seat for a while instead and be a clan member."

So, with the *Quake* clan system and the other key elements in place, it was time to unleash *Quake III Arena* on the public...

...IDOT WAS MELTED BY BIKER'S SMAGUN.



△ For that sense of community, Dreamarena allows gamers to set up their own clans.

THE END RESULT

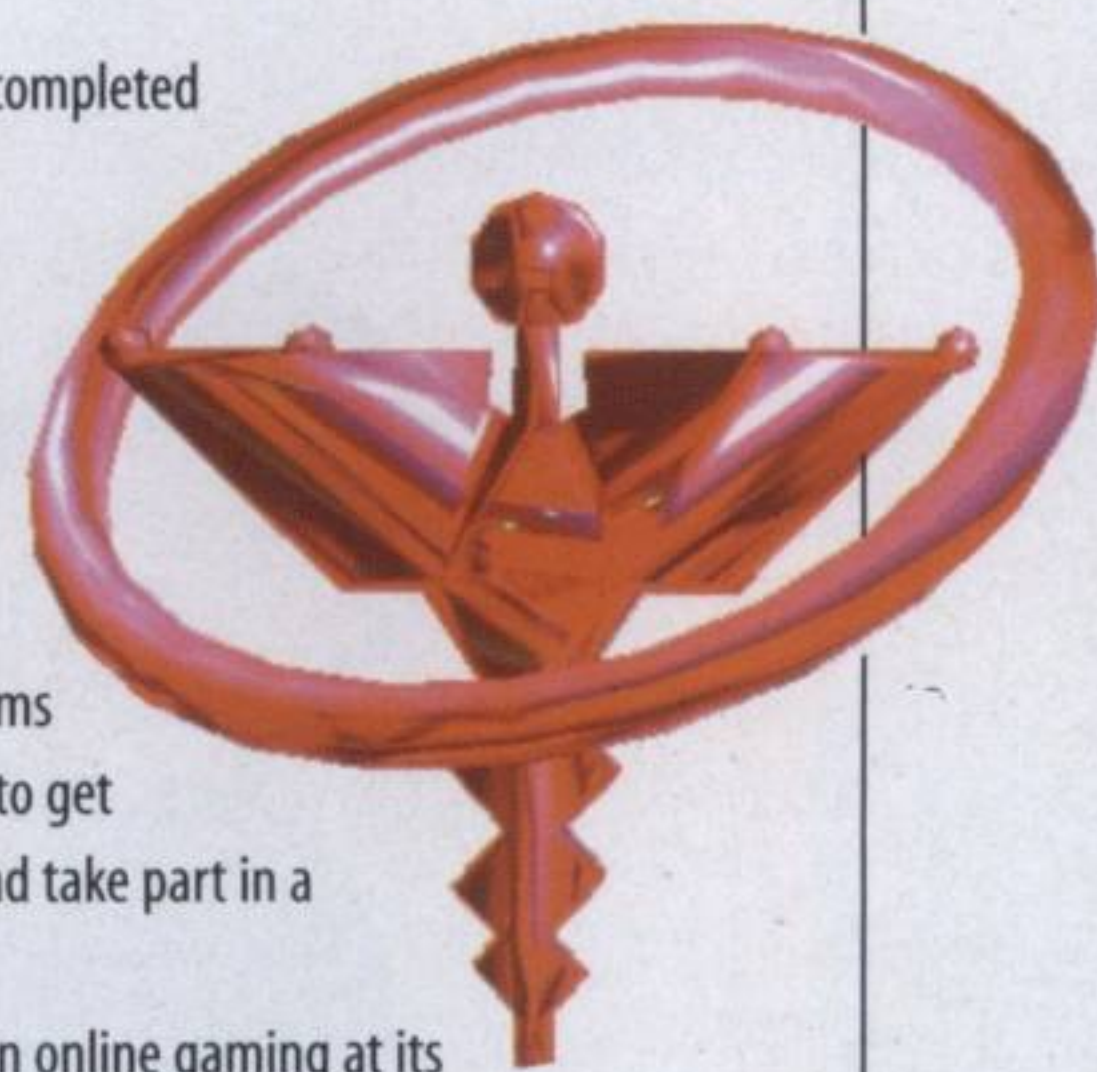
Quake III Arena has touched down. But how has it been received by gamers?

LET'S CRUNCH SOME NUMBERS. At the moment, Sega has a total of 32 active servers operating to ensure that your *Quake* sessions run smoothly. The pick-up rate has also been fast – Sega are getting 6,500 unique log-ins each day and the average gaming session lasts about an hour. Clan-wise, the largest one is Ronin Independents with over 70 members, followed by Drunken Masters who boast a roster of some 45 members at the time of going to press. Two weeks after the launch, there were over 500 clan members in all.

With *Quake III Arena* successfully entertaining Dreamcast owners the length and breadth of Europe, it's time for Mark Horneff and his team to sit back and reflect – just how did he feel after completing such a monumental challenge? "I couldn't have been happier," he reckons. "This was a major achievement for myself and the team, and we all felt really relieved and smug

because we knew we had just completed the game that would establish Dreamcast as an online games machine at last. That felt really good because I had seen a lot of reports saying it wasn't possible with our modem. Since the release, everyone seems to really enjoy it. It's also great to get online and meet the users – and take part in a project you worked on."

So, if you haven't indulged in online gaming at its best, what's stopping you? *Official Dreamcast Magazine* looks forward to meeting you online. And then ripping the arms from your still-warm corpse with a rocket launcher. Ahh, bless.



ARE YOU BEING SERVED?

Server placement was critical to the success of *Quake III Arena*. Fifty were placed at the following key locations all over Europe...





IN THE HOT SEAT WITH TREYARCH

GREG JOHN, EXECUTIVE PRODUCER OF
TREYARCH'S DREAMCAST
CONVERSION OF *TONY HAWK'S PRO
SKATER 2*, ANSWERS QUESTIONS
FROM *ODM* READERS

COMING UP: NEXT MONTH WE'LL BE
PRINTING THE ANSWERS TO THE QUESTIONS
YOU PUT TO THE DEVELOPERS OF *WORMS
WORLD PARTY*, TEAM 17



△ Treyarch's ability really shows in *Tony Hawk's Pro Skater 2*. It improves on the fantastic PlayStation version tenfold.

PROFILE

As well as creating original titles, such as *Die By The Sword* on PC and *Dragons Blood* (ODM #10, 6/10) on Dreamcast, Treyarch LLC have made a name for themselves as experts at converting other people's games to new formats. They translated the excellent *Tony Hawk* series from the PlayStation, and improved the games considerably. Currently working on the forthcoming Dreamcast version of *Spider-Man* (see page 8), as well as a DC game based on the *Max Steel* animated series, executive producer Greg John took some time out to answer questions sent in by *ODM* readers.

GETTING BETTER

How did you go about improving an already very good game?

ROBIN WELDON, VIA EMAIL

GREG JOHN: We primarily targeted the visual improvements – the gameplay is already fantastic.

Given the power of the Dreamcast, we determined how much we could improve on the polygon count and the texture sizes, to give the game a more realistic look. Also, we optimised the game to run at a solid 30 frames per second.

SETTLE A BET

Me and a mate have a bet about the *Spider-Man* video. We think the first *Spider-Man* is Tony Hawk and the second one (with cap) is Steve Caballero. Please tell us who they are.

LEE ELLIOTT AND SCOTT SKINNER, MAIDSTONE

GJ: I'm sorry, we have to respect the hidden identities of our superheroes.

SINCERE FLATTERY

Do you feel honoured that THQ are trying to copy your game with *MTV Sports Skateboarding*?

OLIVER SCOTT, VIA EMAIL



△ The two-player mode is much smoother on DC.

NEXT MONTH
2 HOT 2 HANDLE!



△ Extra power means even more graphical detail.

GJ: You can't blame them for jumping on the bandwagon. We're quite proud that our game is the high-water mark.

DREAM FAVOURITE

What's your favourite Dreamcast game?

OLIVER SCOTT, VIA EMAIL

GJ: Well, truthfully, it's *Tony Hawk's Pro Skater 2*. Yes, I know I'm biased, but even having played it lots during development, it's still a blast to pick up and play.

PHYSICALLY BRILLIANT

How did you get the game physics (i.e. gravity) so accurate?

DAN HERBERT, KIRDFORD

GJ: You can thank the original developers, Neversoft, for getting the physics and the feel of the game so accurate. We just made sure it was still there.

VERT WOULDN'T HURT

The majority of the game's levels are street-based, whereas *Tony Hawk* is famous for vert. Why didn't you include things like tournaments with big air contests?

SCOTT WEINBERG, VIA EMAIL

GJ: We can't have too much focus on half-pipes. The game uses street-based levels to maximise the variety in the game, but there's always a half-pipe nearby.

WOT NO BOD BOYLE?

You have recreations of classic skate parks in *Pro Skater 2*, but no classic skaters. Why not?

A. GAMSON, EDGBASTON

GJ: What about Steve Caballero? He's a classic!

DIFFERENT CLASS

Were there any elements from rival skate/extreme sports games that appeared after the original *Tony Hawk* that particularly impressed you?

PETA STILLS, VIA EMAIL

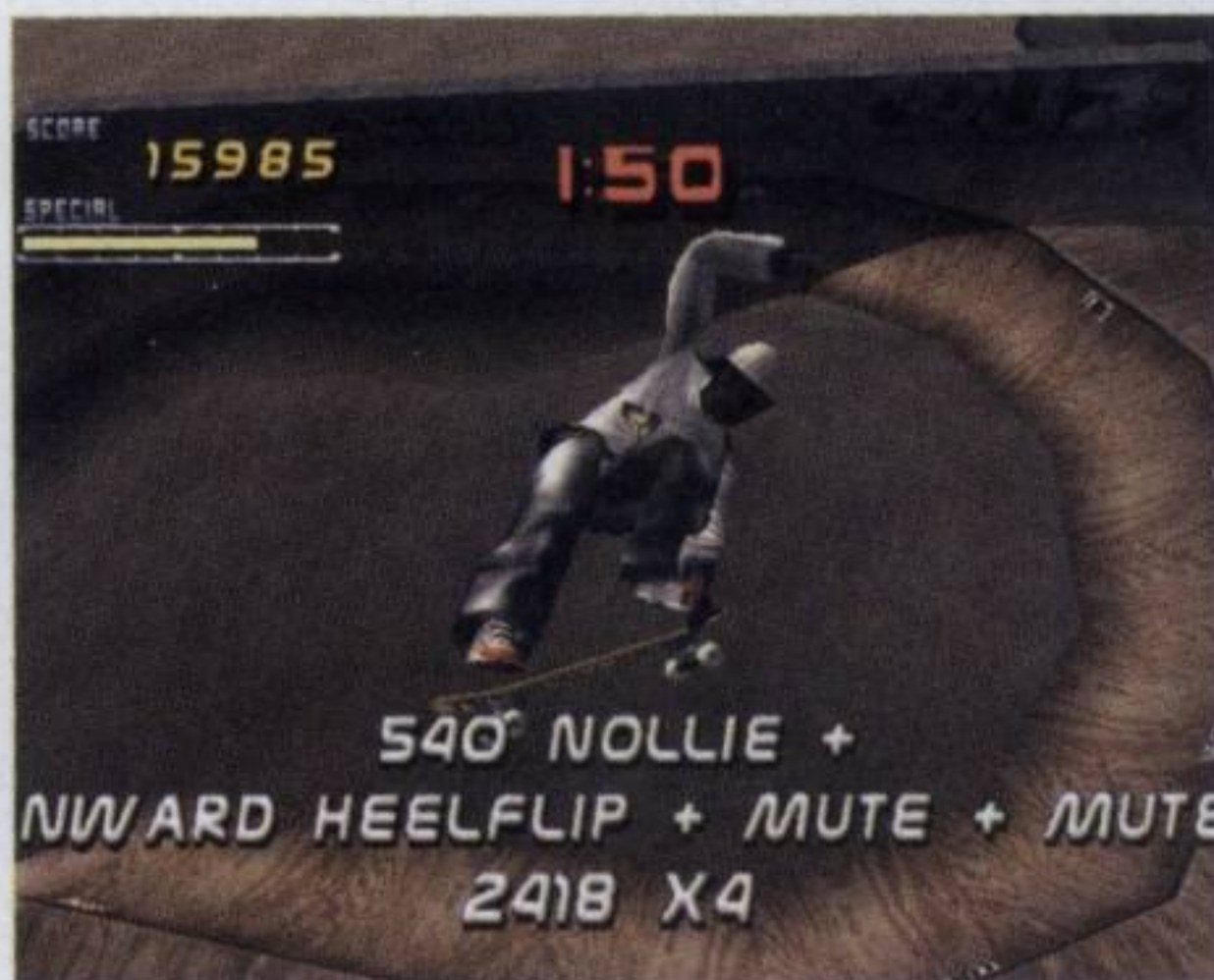
GJ: Nope.

ULTIMATE SPIDER-MAN

What kind of enhancements can we expect the Dreamcast version of *Spider-Man* to have over the excellent PlayStation game?

MATT MCCARTHY, SHEFFIELD

GJ: Our primary focus is to make the graphics look awesome. We try for realism while still maintaining that comic-book feel.



△ The smooth frame-rate makes *THPS2* feel great.

SHADOWY ORGANISATION

How did you get the skaters' shadows looking so good?

PAT BONNER, VIA EMAIL

GJ: We've been continually improving our shadow technology from the first *Tony Hawk* game. The key is to make it look realistic and yet be able to calculate it very, very quickly.

GROUND BEEF

Have you ever done a grind off a bull's head in real life?

JAMES WARFIELD, VIA EMAIL

GJ: No... but maybe I'll visit Pamplona with my skateboard in July.

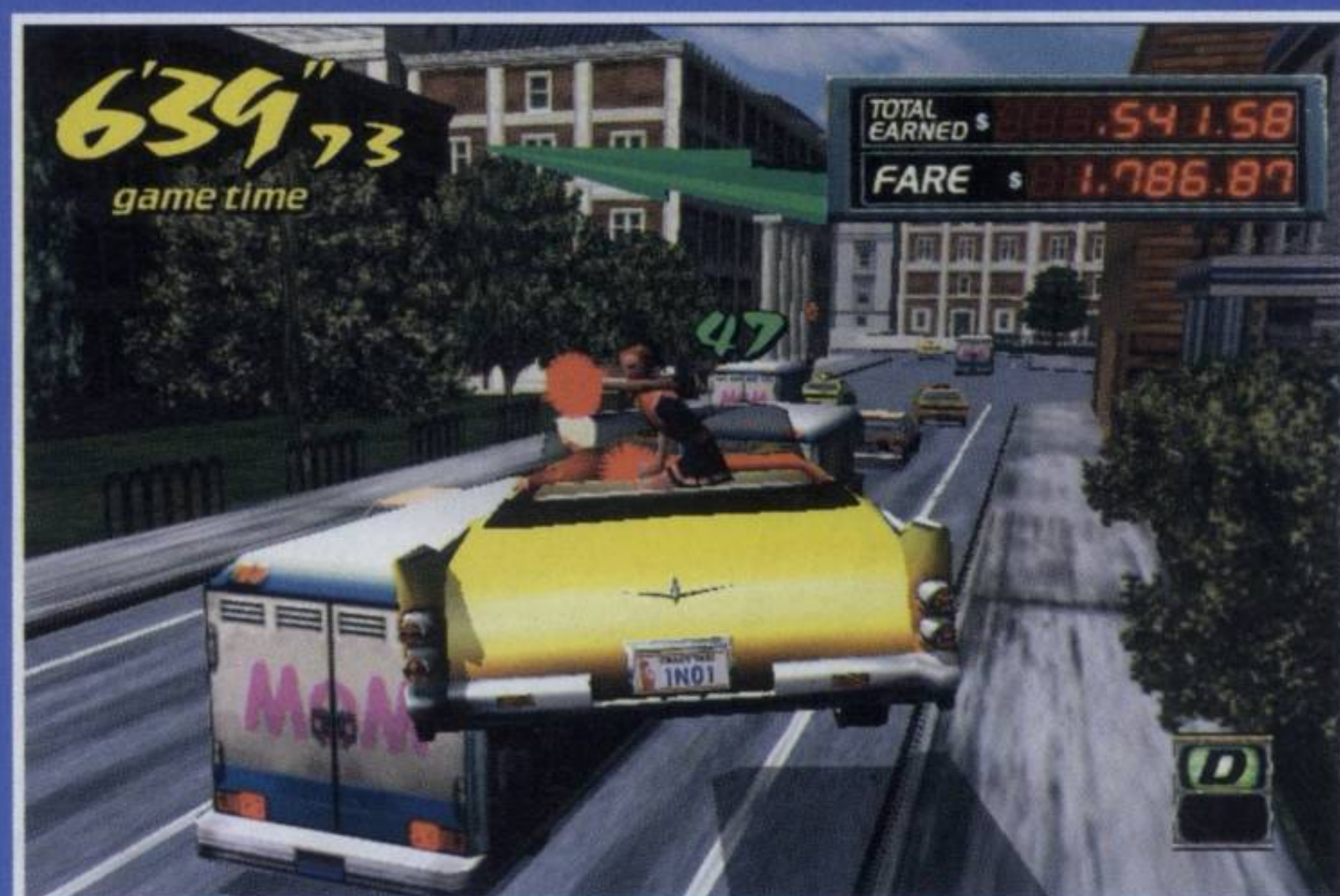
DO YOU HAVE A QUESTION?

...FOR CLOCKWORK GAMES, THE TEAM BEHIND *VANISHING POINT*?

Clockwork Games, the UK-based developers of recent racing title *Vanishing Point* (ODM #17, 7/10) will be answering any questions you want to ask them about their games, life and just about anything else that comes to mind. If you've got something you'd like us to put to them, send it as soon as possible to questions@dreamcastmag.co.uk, or Clockwork Games In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.



△ Anything you want to know – just ask!



CRAZY TAXI 2

We'll have the first full preview of the long-awaited sequel to Sega's craziest game yet. Find out exactly how *crrrrazy* it's really going to be!



SONIC ADVENTURE 2

Everyone's favourite primary coloured mammal is on his way back to Dreamcast, and this time he's got an all-new bad guy on his spiky tail!



COMMANDOS 2

This stealthy war game is looking like it could be a Nazi-bashing smash hit. We'll be checking it out in a full preview feature next month.

OFFICIAL DREAMCAST MAGAZINE
JUNE ISSUE ON SALE THURSDAY 3 MAY 2001

DON'T MISS IT!

HINTS & TIPS



90 GRANDIA II
All the best attacks... including the Starving Tongue

**94 PHANTASY
STAR ONLINE**
The second part of our guide to Sega's futuristic RPG

98 HELP!
Your gaming questions answered

99 CHEATS
If at first you don't succeed... then cheat, of course!

100 CHALLENGES
Win a Sega game of your choice

GRANDIA II

PLAYER GUIDE

DEFEAT VALMAR AND SAVE THE WORLD! **IRENA POGARCIC** SHOWS YOU HOW TO GET THE BEST OUT OF THIS MASSIVE AND ENGROSSING RPG





CHARACTERS

An unlikely bunch of heroes they may be but, as long as they work together, they can beat anyone. Teamwork is essential in battle – don't just attack and forget about defence – make sure your characters are protected and keep them healthy.

1 RYUDO

The main character is a Geohound (he does dirty jobs for people who'll pay). He grew up in a village of swordsmen and is skilled with the blade. Together with his sidekick, talking bird Skye, Ryudo takes on the job of saving the world from evil.

SPECIAL MOVES

Purple Lightning allows Ryudo to slash one enemy four times with his lightning-lit blade.

Tensenken Slash is an upward slash from below that works on one enemy only. It has Cancel Effect, so use it wisely. With the **Flying Tensenken**, Skye lifts the enemy high into the air and then drops them down on top of Ryudo's blade. Again, this attack only works on one enemy.

2 Sky Dragon Slash is Ryudo's most powerful attack, but it takes a massive amount of special points so don't waste it.

ELENA

Ryudo is hired to look after Elena the songstress at the outset of the adventure. This is the start of their partnership and as the Wings of Valmar possess Elena, Ryudo is the only person who can help her get rid of the evil curse. Elena is young, naive and an avid churchgoer but can hold her own in a battle and is equipped with a staff.

SPECIAL MOVES

Impact Bomb is a bomb that Elena throws at one enemy. This attack has Cancel Effect which, if used correctly, can cause enemies to lose an attack.

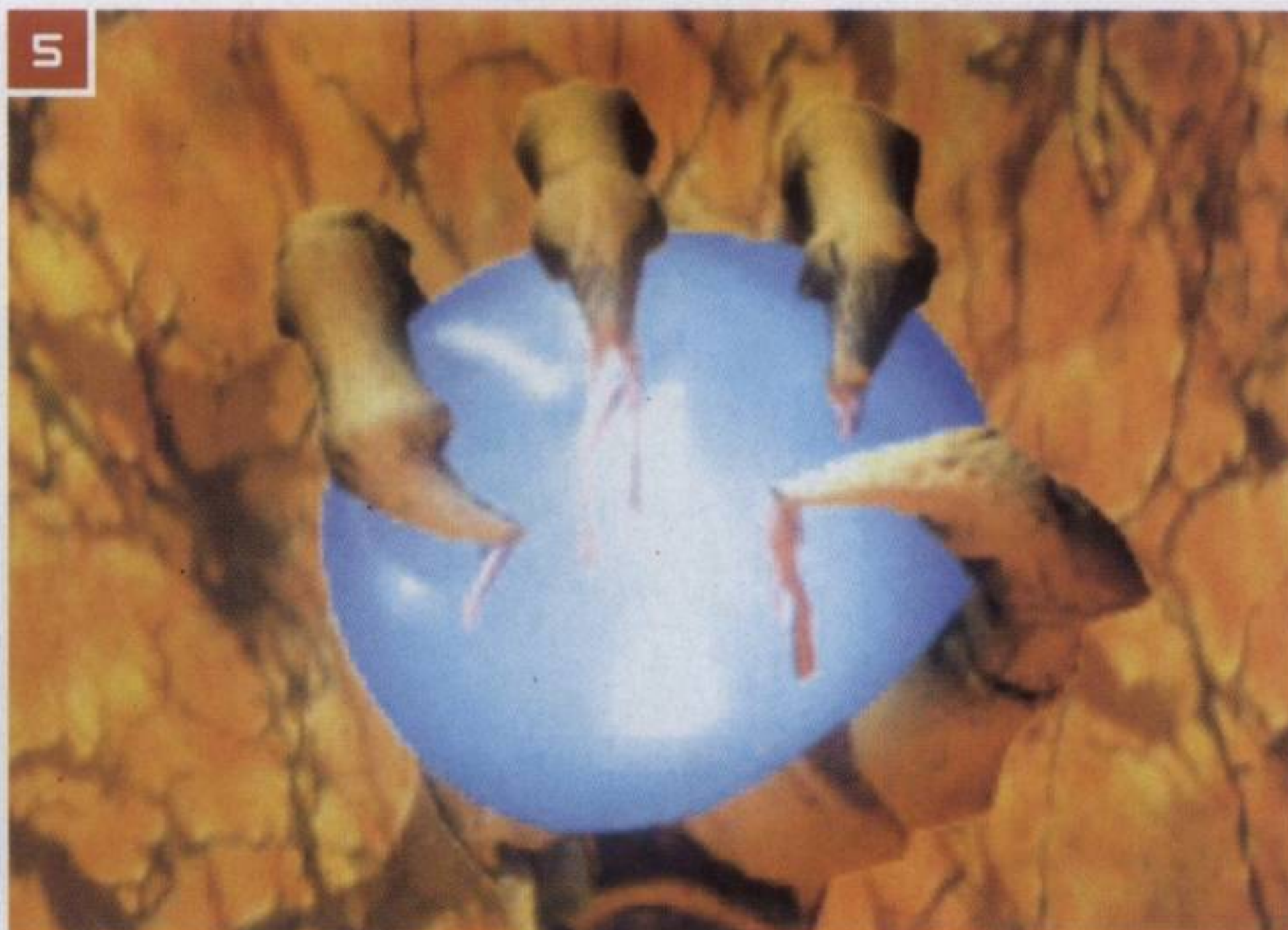


3 With **Nightmare Ball**, Elena throws her staff that emits bubbles, putting enemies to sleep. **Droplets of Life** is Elena's healing move that restores all. **White Apocalypse** is her most powerful attack move that reduces all enemies to dust. Save it for bosses.

MILLENIA

After Valmar possesses Elena, Millenia materialises out of thin air. Since Elena and Millenia are not seen together, we've got a Jekyll and Hyde situation here. Nevertheless, as Millenia has the hots for Ryudo, she will help in the battle. She is equipped with a crossbow and her special moves are pretty powerful.

4 **SPECIAL MOVES**
Fallen Wings attacks all enemies with Millenia's wing power. **Arrow Shot** is a powerful



single shot which has Cancel Effect. **Heel Crush** drops the enemy's attack, defence and movement as Millenia kicks the enemy with her high heels. **Spellbinding Eye** is a block move that works on one enemy. **Starving Tongue** is the best attack to use if her health is low, as it lets her absorb the enemy's health points. Besides, it's one of the best moves to watch.

5 **Grudging Claws** is a giant claw that squeezes the blood out of the enemy. A mighty attack.

ROAN

A brave young boy who gets into trouble whilst trying to retrieve an heirloom from his deceased mother. Our heroes help him and he accompanies them on their journey. Roan is secretive at first, and when the party reaches Cyrum Kingdom they discover he



is really a king in the making. Equipped with a knife, he handles himself well in combat.

6 **SPECIAL MOVES**
Golden Hammer is Roan's special hammer-throw attack with Cancel Effect. **Snowball Fight!** drops a huge snowball on enemies. **Dragon Rise** is a multiple uppercut attack. **Vitality March** is Roan's healing move and cures all characters' status disorders. **True Dragon Rise** is his most powerful attack, and can only be performed after Roan has become King of Cyrum.

MAREG

A Beast-man on a quest to track down and kill Ryudo's evil brother Melfice, Mareg attacks

our heroes at first. After a battle, they join forces. Mareg is equipped with a battleaxe and doesn't talk much, but is indispensable in battle.

7 **SPECIAL MOVES**
Beast-Fang Cut is a good special attack with a Cancel Effect. **Beast-King Smash** is a more powerful killer-blow attack. **Beast-King Blast** is a very strong attack that works on all enemies, whilst **Lion's Roar** increases attack power.

TIO

She is an order-obeying Automata enslaved within the Claw of Valmar. Once set free, she is lost until Mareg takes her under his wing and she slowly learns about emotions. Tio is equipped with bladed rings and can do a lot of damage in battle.

8 **SPECIAL MOVES**
Tio can summon a **Tornado** that whips all enemies into the air and drops them down, causing a lot of damage. **Lotus Flower** works like a boomerang, attacking enemies in a line. **Fast-Dance Whirl** is a mighty, one-enemy dance-like attack. **Whisper to The Stars** is an Allheal move that raises everyone's health, magic and special points.



COLLECTING ITEMS

1 SHOPPING

Every city you visit will have a shop. You can stock up on items here, but also useful – especially at the start of the game – are the battle tutorials that can be viewed in each shop. These are both far more helpful and easier to understand than any instruction manual.

There are a number of items you can purchase in shops, from weapons and charms to items specific to that region. Don't bother too much with these as you can collect them as you go along anyway, either after they are dropped by defeated enemies or found in treasure chests during the journey ahead. The best items to purchase and the ones you will need the most are Recover Items.

2 RECOVER ITEMS

Some enemies can perform strong spells that will paralyse you or block your special moves and magic. You can use Mana Eggs and magic points to recover from these attacks but in the later stages of the game you will need all the magic points you can get, so it's much safer to buy Recover Items in shops and save magic points for attacks.

Panacea is a very good item to stock up on, as it will cure all status disorders. Yomi's Elixir is an inexpensive revival item while Holy Wound Salve and Healing Incense, for example, will restore big health points. Various Blessing Scrolls will restore magic and special points.



MANA EGGS

To perform magic spells, each character will need a Mana Egg. There are eight to collect and some are good for attacks, some for defence. Each Mana Egg's power is based on elements like fire, wind and water. Once you've collected enough, you can swap them between characters and find what works best for you.

1 HOLY EGG

Priestly Egg based on Water, Earth and Forest. This is a good Egg to keep on you as it has the Allhealer magic that restores a lot of health points for all characters, as well as good attacks like Crackling and Quake. Also good are moves like Snooze that will put enemies within a small radius to sleep and Gravity that will gather a number of enemies close together.

2 CHAOS EGG

Demonic Mana Egg based on Fire, Wind and Lightning. Millenia is equipped with it the first time she joins you in battle. It has some very good attack moves



and works well on bosses. Its powerful Fire attacks can attack either one enemy – Burnstrike, or all – Burnflames.

3 MIST EGG

Airy Mana Egg based on Wind, Water and Blizzard. Good for recovery, the Egg has Resurrect magic that is useful if a character gets killed in battle. Mist Egg also has some nice wind attack spells like Howlslash and Howlnado.

4 GRAVITY EGG

This Egg is won after defeating the Eye of Valmar in Aira's Space. It's an Earthy Mana Egg based on Fire, Earth and Explosion. It's one of the better Eggs to have as it has Allheal, as well as great Fire and Explosion attack magic spells like BA-BOOM! – the most powerful and damaging Explosion spell in the game.



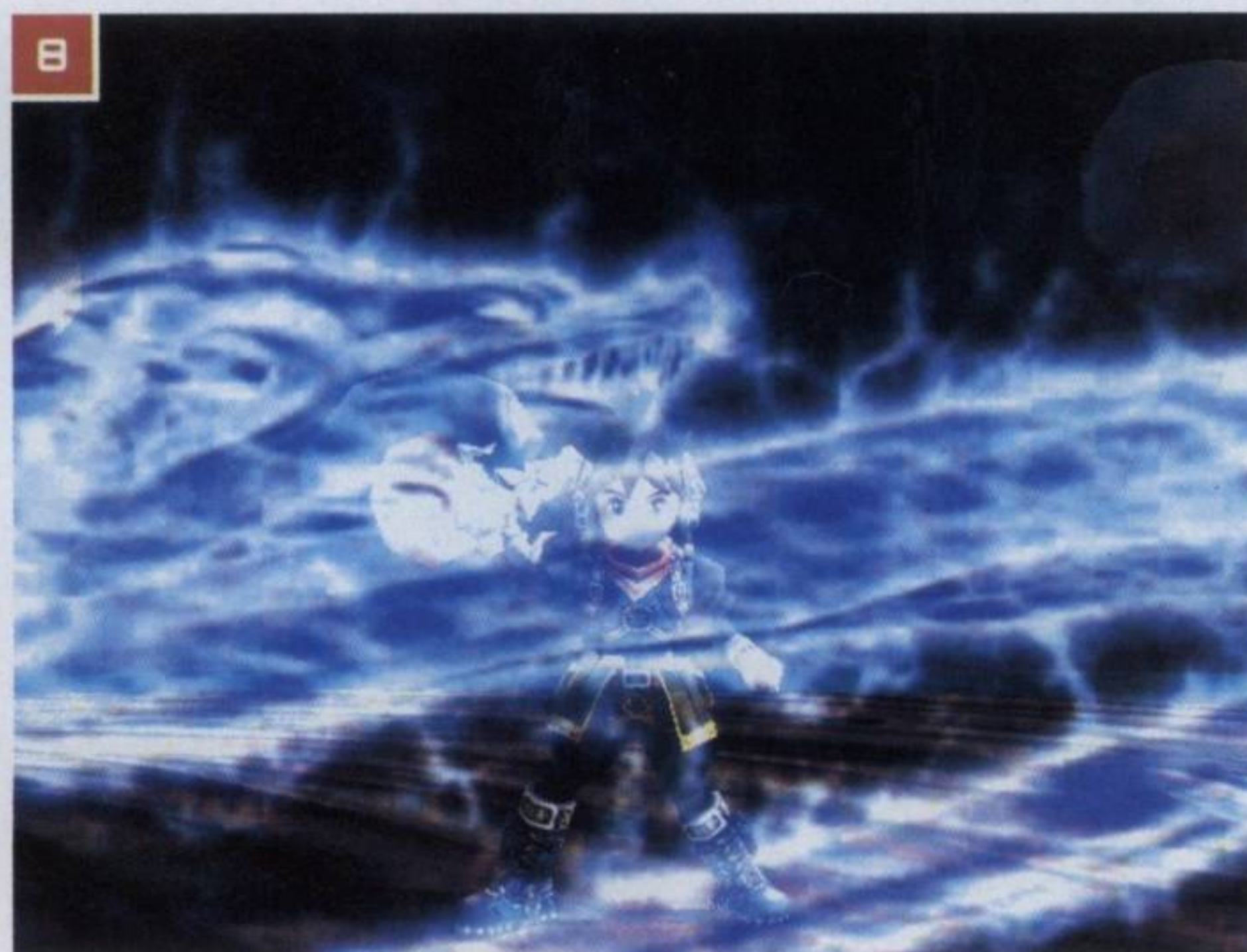
Halvah is a good, though costly, spell to use to cure all status abnormalities. Use it only if you haven't got Items that can cure paralysis or blocks.

5 SOUL EGG

This Egg is based on Wind, Water and Lightning and won by defeating two Crimson Tails in an enclosure at Ceceile Reef 2. This Egg has great Lightning spells – Zap All and GadZap – as well as good poisonous and confusion spells that work on a group of enemies. Craze and Poizn don't work as well on bosses that have good magic spells of their own.

6 STAR EGG

The Ultimate Mana Egg is based on Lightning and Explosion. It's won in battle quite late in the game, in Demon's Law, and it has a number of strong attack spells



like Meteor Strike, along with other Fire and Lightning spells including Zap All. It also has Resurrect spell. If you haven't got enough magic coins to upgrade Star Egg's spells, it's worth having extra random battles to earn the coins. You will need magic spells to be on level five if you want to defeat later bosses.

7 FAIRY EGG

The Defensive Mana Egg which offers Recovery and Assistance. Once you are reunited with Roan and before you go to Birthplace of the Gods, go back to Raul Hills to find a special stage. Cross to Raul Hills 1 and go back to where the ruins are. You'll have to fight through hordes of Devils to get to the top of the guards' tower. Once retrieved, Fairy Egg is good to equip – it has no attack spells but can keep your party healthy in battle.

8 DRAGON EGG

Offensive Mana Egg based on all elements. The ultimate battle Egg, found in the Birthplace of the Gods. After you have lit the Blue, Red and Yellow lights, go back to the first level and extinguish the Blue light. In the next room, slide the two mirrored blocks into their shadows. Use the light source at the end of the hall to send a beam into the blue sphere and a chest with Dragon Mana Egg will lower. You'll definitely want to equip this egg with the character who has the most magic points as it has all attack spells from all other Mana Eggs combined. By this time, all your other spells should be on level five anyway, so spend all your magic coins upgrading these attack spells.



attack and take a bigger chunk of his health points. The bar will also show you the order in which the enemies will attack, so keep your eye on it and do as many Cancel attacks as you can.

the bigger bosses and special attacks will often do more damage than magic spells.

6 BOSSES

You can easily tell when you're near a boss stage in *Grandia II*, as you will almost certainly come across a Save and Recover cone. You should at least recover, as most bosses take a little while to defeat and your special and magic bars will need refilling after random battles. Most bosses in the game will have one main body and a number of body parts or satellites all attacking you. Aim your strongest attacks at the main body of the boss, as once you destroy it the other body parts will die too. Use basic attacks like Critical on other body parts of the boss to slow their attacks down. Confusion and block spells don't always work on

7 When you're in a battle with a boss, make sure that you've equipped your characters evenly. As long as you keep one or two characters equipped with good attack spells and at least one character with an Allheal spell, you should be alright. Bosses sometimes have spells more powerful than yours and one of your characters will pretty much be healing everyone else in battle. Make sure this character has the weakest attack moves.

That's the end of our guide to *Grandia II*. If you have any queries don't forget that you can write in to our Help! department. See page 98 for contact details.

MISCELLANEOUS

1 BATTLE

The path of *Grandia II* is a long and winding one. There are numerous random battles as you travel to new locations. These can be avoided, as enemies in your path are visible, allowing you to make your escape if you so wish. However, each battle you win will give you special, magic and regular coins as well as Items and increase your experience levels. To get to the end you will need all that. Remember that your characters also carry Attack Items like Icefang Stone or Hyper Mogay Bomb – these have the same effect as Mana Egg spells.



3 SKILL EQUIP

Sometimes when you defeat a boss you will earn a Skill Book, of which there are six to collect. Once you have a Skill Book, you can use special and magic coins to learn and upgrade skills. Like special moves, skills can be upgraded from level one to five. Equip each character with a number of battle skills – Life Up, Strength, Speed and Defence are pretty basic. Some magic skills will work better with certain Mana Eggs. Boomflame Chant will work best with Chaos Egg, for example. Other magic skills will let your character absorb magic points, so make sure you distribute these evenly among your characters.

help if you wear a charm or a ring that protects against their particular attacks – Wind Charm for example. They are usually easy to defeat – remember to use your Critical attack as much as you can as it will slow the enemy down. Snooze, Poizon and Craze spells work well to slow bigger groups of enemies. Have one of your characters carry a Mana Egg with the Gravity spell and use it first to draw enemies close together, then get another character to use an attack spell that works well within a small radius – Howl and Tremor are good examples. You can inflict a lot of damage this way.

2 SPECIAL POINTS

Every special move can be upgraded from level one to five. To do this you will need to collect massive amounts of special coins – in random as well as boss battles – and buy upgrades for your moves. It is very important that you upgrade your moves, since low-level moves take ages, while moves on level five are performed instantly, giving you an advantage in battle.

4 RANDOM BATTLES

Random groups of enemies you encounter are all based on the main elements. Sometimes it will

5 CANCEL EFFECT

The bar at the bottom of the screen will tell you when the enemy is ready to attack you. If you perform an attack with Cancel Effect – like Arrow Shot, while the enemy's attack is building up, you will cancel the enemy's



PHANTASY STAR ONLINE

PLAYER GUIDE PART 2

PSO CONTINUES TO AMAZE US WITH THE SHEER AMOUNT OF THINGS TO DO AND COOL ITEMS TO DISCOVER. STEVE FULLJAMES SHARES HIS LATEST FINDINGS FROM THE PLANET RAGOL



MAGS: GENETIC ENGINEERING

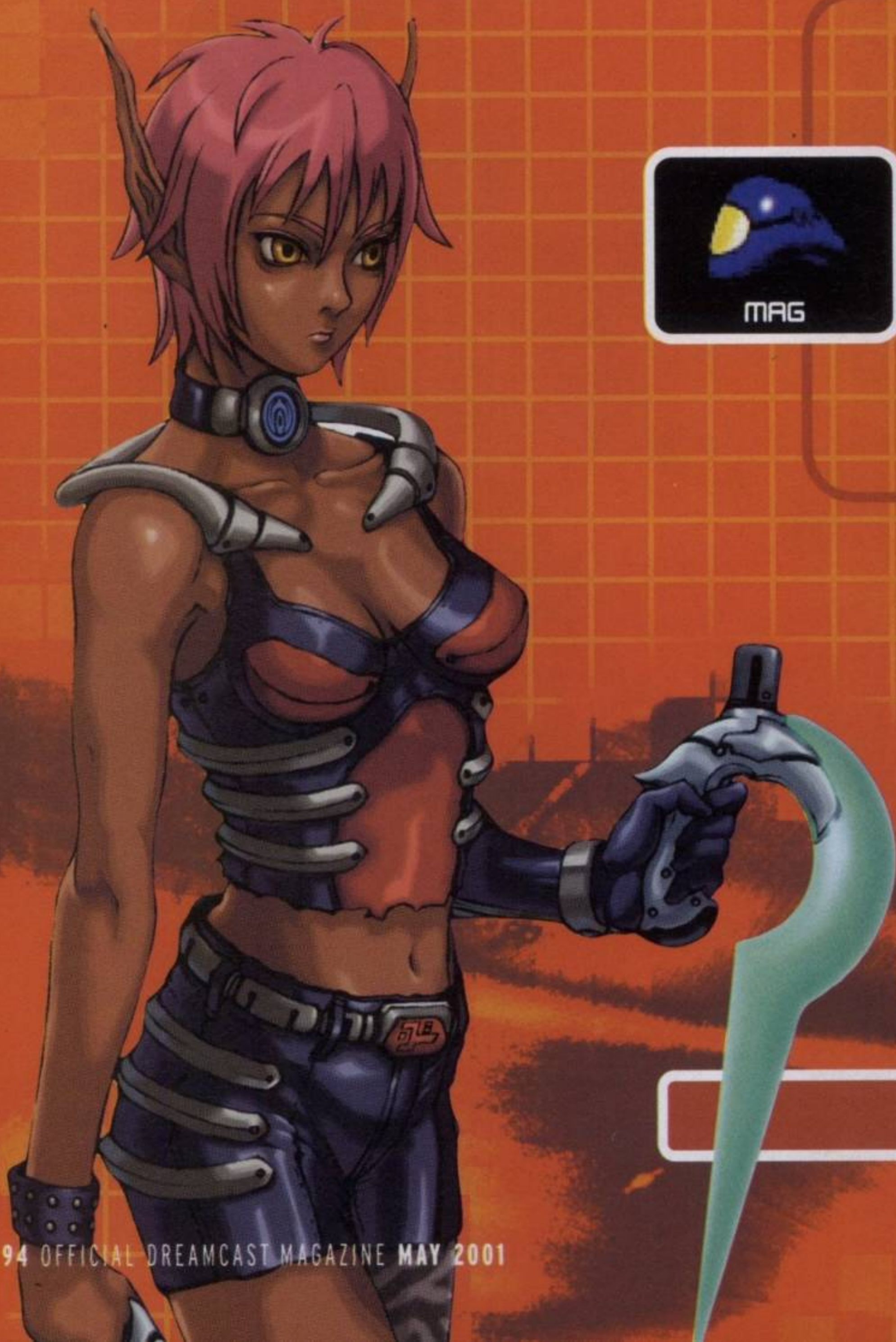
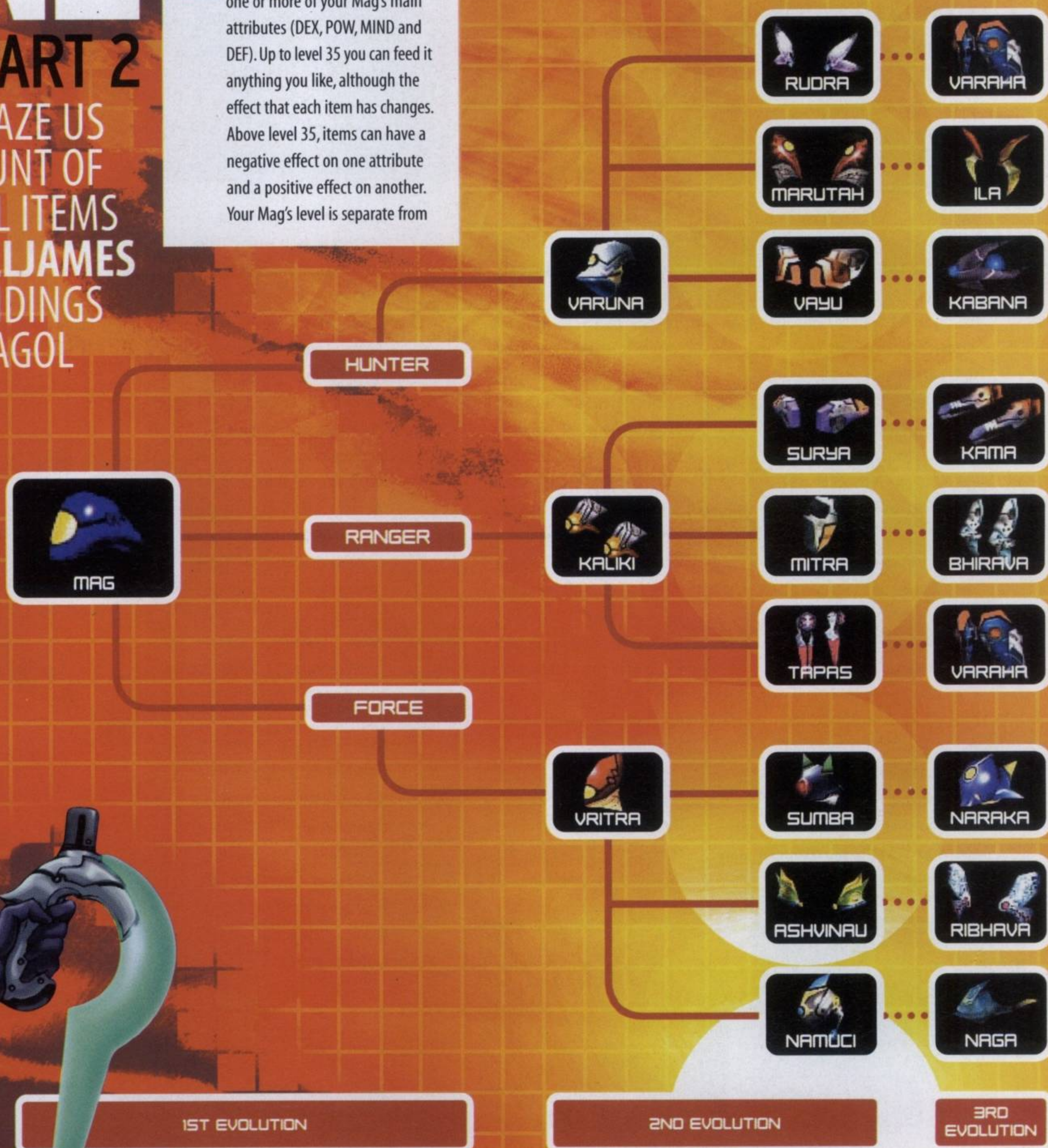
- 1 One of the most complex aspects to PSO is the evolution of your Mag. The way your Mag evolves depends on your character type, what recovery items you feed it and even your Section ID.
- 2 Up to level 10, anything will boost one or more of your Mag's main attributes (DEX, POW, MIND and DEF). Up to level 35 you can feed it anything you like, although the effect that each item has changes. Above level 35, items can have a negative effect on one attribute and a positive effect on another. Your Mag's level is separate from

your character's, and the two don't affect each other.

- 3 The diagram below shows the evolution paths for the basic Mags. The first evolution at level 10 is set depending on your character type. Evolution then depends on which of the POW, DEX, or MIND attributes is highest. For example, playing as a Hunter type, reaching a Mag

level of 35 with the POW level higher than DEX, and DEX higher than MIND, you'll get a Rudra.

After level 50 you can make your Mag evolve again, as long as the attribute ratio changes, but you can only make it learn three Photon Blasts – after this it's a cosmetic change only. Your Mag also has Sync and IQ attributes, which come into play later on...



SPECIAL MAGS

As well as the standard evolutions, there are also extremely rare, special Mags that can be created using Mag Cells, which are found in the Forest on Very Hard mode. Your Mag needs to have reached level 100 to work, but the tedious levelling up is worth it because your Mag can become a Chao from *Sonic Adventure*, a Nightopian from Sega Saturn classic *NIGHTS*, the spaceship from age-old shooter *Fantasy Zone* or even, so we hear, Sonic himself!

BATTLE TACTICS

It's all very well having a Raygun +14, but fancy weapons aren't much use if you don't know how to use them. Different groups of

enemies require different strategies, so pay attention.

- 1 All characters can use Saber-type weapons, which start to get tasty around the Buster and Pallasch. It only hits one enemy at a time, but the combo speed is high so you'll be able to do plenty of damage to single opponents.
- 2 Handgun-types and Mechgun-types can also be used by everyone. The Handgun fires a lot faster than the Mechgun, but the Mechgun is a double weapon that can attack multiple enemies. Be careful though, because the Mechgun combo timing is hard to get right and reload time is slow.
- 3 Sword-type weapons can only be used by Hunters. They have



big blades, so they'll cut down ranks of enemies in a single blow. Their sheer size makes them slow however, so it's better to use Partisan-type weapons for a faster but less powerful multi-hit attack.



distance. Only Ranger characters can use these.

- 5 Cane-type and Wand-type weapons can only be equipped by Force characters, and don't offer

much offensive power. Because Force characters don't have a very high HP level either, they are best kept as an emergency weapon when you're surrounded, with Techniques as your main attacks.

HOT BOSS ACTION

There are bosses at the end of all four areas in *Phantasy Star Online* and a couple will take a lot of work to destroy. Take a trip to Pioneer 2 before you go in to stock up on goodies – you ought to have ten Mono or Difluids and, if you use items to heal instead of Techniques, ten of those as well. Guns or attacking Techniques are generally the best weapons to go for.



- 1 **DRAGON:** The first boss may seem daunting, but it's quite easy to take down. Aim for its feet to bring the head crashing down, then pummel the head with everything you've got. The Dragon breathes fire, both on the ground and while flying. About halfway through it will also start to burrow underground and knock you over – watch the map to see where it's going.

- 2 **DE ROL LE:** The Caves boss is probably the hardest in the game. It throws explosive rocks at you and blasts you with lethal plasma attacks. The best way to avoid these is to keep running from side to side when it rears up to attack. To take it out, attack the head when it crashes into your raft – eventually it will break off. Now use a weapon or Technique that

- 4 Rifle-type and Shot-type weapons are powerful but slow to fire, so they're generally best suited to long-range attacks. Correspondingly, they have better lock-on and accuracy from a

attacks multiple enemies (Rafioe or Razonde seem the most effective) on its tail sections to break its armour off. Standing right at the back of the barge is the best position for this, but watch out for its flailing tentacles.

- 3 **VOL OPT:** The mechanical boss in the Mines is another that looks mean but dies quickly. Attack the device in the centre of the room until it drops, then go for the pillars that pop up around it. At the same time, watch the map to see which of the monitor screens around the room is active – you can tell because there's an extra dot behind it. Attack the active screens until they shatter. After taking out around four screens you'll move on to the next phase.

evasion to be done here, but in the spare seconds when you're not running away, attack any part of the machine to eventually kill it.

- 5 **DARK FALZ:** Run towards the central pillar in the garden to activate the boss. The first phase fills the area with explosive floating things – destroy four or five to move on. Now Dark Falz, the ultimate evil on Ragol, is revealed. Target the three heads closest to the ground, and try not to get trapped between the boss and the edge of the arena. It

attacks with fire and lightning Techniques, so be ready to heal quickly. Keep plugging away at the head to go on to the next phase.

Dark Falz now moves around the edge of the arena, and you can only attack it when it rises up to expose its belly. Its attacks get more ferocious, so try to keep your HP bar full at all times. It helps to have at least one Scape Doll in your inventory – these act like an extra life. Dark Falz moves quite quickly here, so you'll need to run about to get the hits in. It takes a while to destroy, but the attack patterns are simple on Normal difficulty so it shouldn't give you too much trouble.



- 4 Now there's a massive robot beast in the middle of the room. It attacks with multiple missiles which can kill even high level characters in one go, and massive stamping feet that it uses laser sights to target. When its sight locks on to you, keep running around it until three feet have come down. There's a lot of



MORE WEAPONS

As we carry on playing *PSO*, we keep discovering new weapons. It seems that they fall into 12 basic categories based around blades, guns and staves. As you move up the level ranking, the better weapons get new names giving a total of around 60 types. You can also upgrade your weapons with mono, di and trigrinders, or equip Knight/Power plug-ins on your armour to further enhance them.



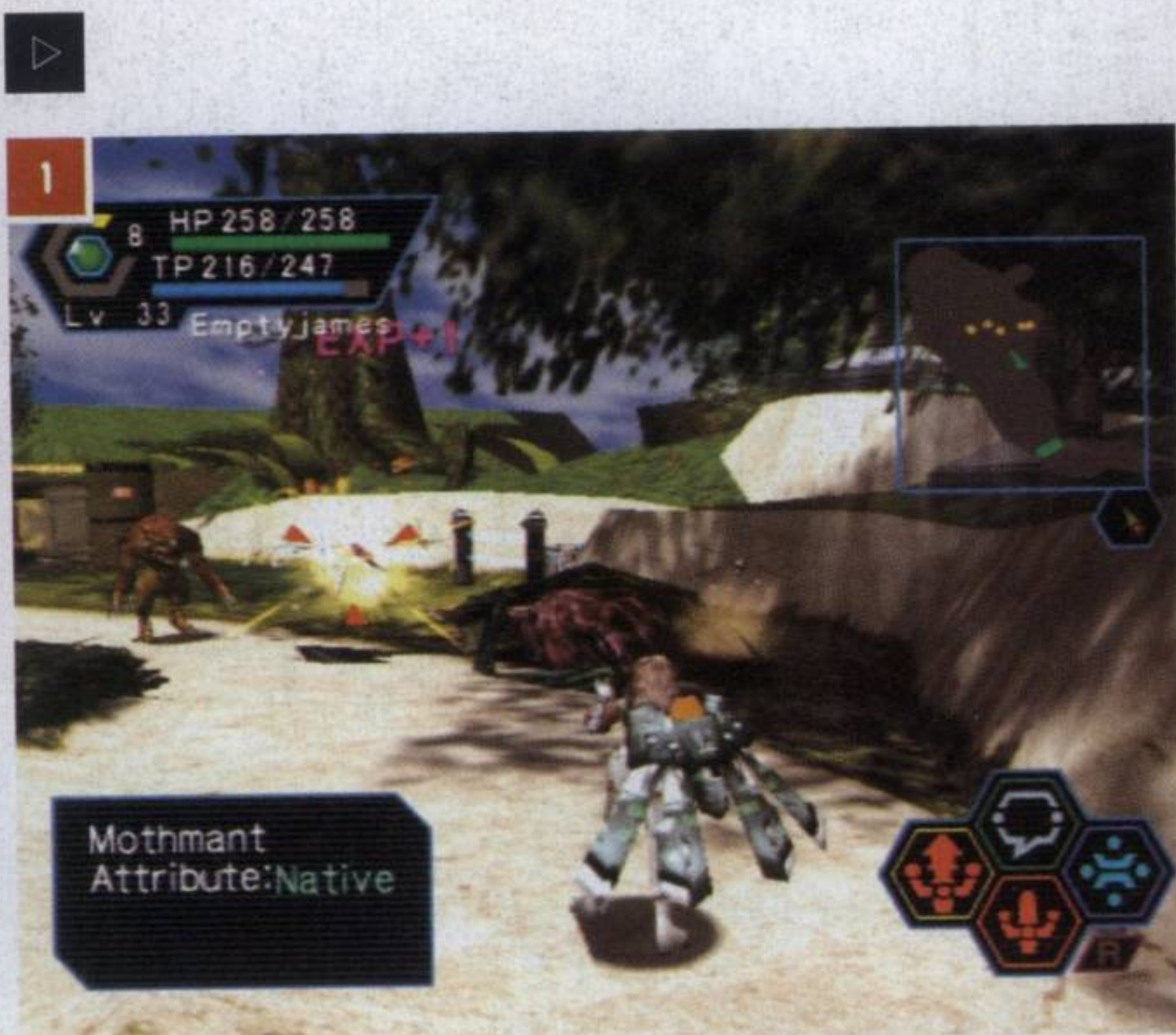
△ **PARTISAN:** An enormous scythe-type arrangement that can cut down waves of bad guys in one hit. Very handy for the caves and mines.



△ **LOCKGUN:** A relative of the Handgun, the awesome Lockgun is fast-firing enough to make short work of Ruins enemies.



△ **SHOT:** Similar to the Ranger's Rifle, the Shot is extra-useful because it fires a spread of bullets over a wide area. Ideal for when you're attacked en masse!



THE PERFECT SET-UP?

1 We've been experimenting with various configurations of weapon and item set-ups all month, and we think we've come up with one that works well both online and offline as your character gets to around level 20. For most character types, using Resta as your healing item means you always heal to a full HP bar, although it does take a while to perform, and you have the added bonus of healing those around you for extra Karma.



2 Having Reverser, which brings dead team-mates back to life, on a button means you have quick access to it in battle and it's more cost-effective than using Moon Atomizers all the time (plus you

can then feed these to your Mag). In offline games, swap Reverser for Anti for quick Poison and Paralysis healing.

3 The only hitch here is that Android characters can't use Techniques, so you'll have to substitute Resta and Reverser for the appropriate items (Mono or Dimate and Moon Atomizer respectively). You'll also be unable to use an attack Technique, so find a weapon with a Special attack and map that to a button instead.



THE PERFECT SET-UP

STRONG ATTACK

RESTA/HP TEAM

NORMAL ATTACK

FRONT MENU

TP ITEM

REVERSER/MOON ATOMIZER (OFFLINE) OR ANTI/ANTI PARALYSIS (OFFLINE)

BACK MENU

ATTACK TECHNIQUE/SPECIAL ATTACK

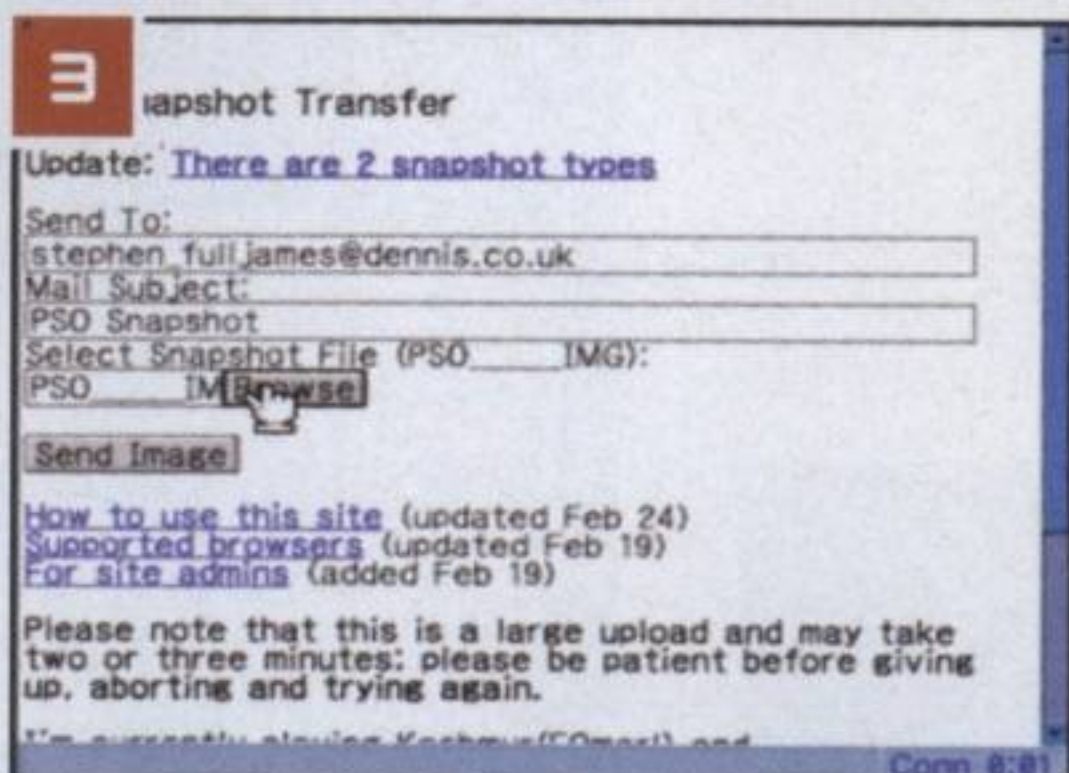
THE DELSABER

1 Another of the most powerful weapons in *Phantasy Star Online* is the awesome, double-ended Delsaber Buster. Here's how to snag one for yourself:

2 Quest: Doc's Secret Plan. Finish the quest and return to Pioneer 2, but before you claim your reward go and speak to Dr Montague. He'll tell you that he can make a special weapon if you find the right objects.

3 Carry on playing though the Ruins. When you fight Delsabers, you'll sometimes pick up an item called the 'Delsaber's Right Arm'.

Quest: Dr Osto's Research. After finding a Delsaber arm, return to this earlier quest and find Dr Montague, who will be on deck on Pioneer 2. Speak to him and he'll turn the arm into the Delsaber Buster. There's also a specific piece of armour that works well with this weapon, but we'll leave you to find it.



HOLIDAY SNAPS

1 If you've got a spare, empty VM unit lying about, you can use it to take screenshots of your exploits in *PSO*. Simply plug a controller into port D on your Dreamcast, and put the VM into the second controller slot. It needs to be empty though, because a picture takes up 195 blocks of memory.

2 Press X and start to snap the middle of the screen, or press A and start to take a picture of the whole screen. After taking a screenshot, you get a countdown while the picture saves off. The game doesn't pause while this is going on, so make sure you're somewhere safe first.

3 Visit <http://ps0.donut.dhs.org/> with your Dreamkey browser and

enter an email address and the save file from your VM unit. It will take a few minutes to upload, but this page will then email a .jpg format version of your screenshot back to you. Good, eh?

That's it for this month, but we'll be back with more on *Phantasy Star Online* in the next issue of *Official Dreamcast Magazine*, on sale Thursday 5 April.

In the meantime, if you find something we haven't mentioned or have a cool weapon or Mag to show off, email our *PSO* correspondent at stephen_fulljames@dennis.co.uk.



JOINING 'WEAPONS'

If you speak to NPCs (non-player characters) on Pioneer 2 while you're playing through the quests, you may start to pick up information about an organisation called WEAPONS. Find all the members and you'll be given a special weapon. You need to go back to earlier quests to get everyone, so it may be easier to finish the game first, so that all the quests are unlocked and you can take them on in any order. Here's where everyone hangs out:

Quest: Secret Delivery. There'll be a person waiting between the hospital and the warp to the Principal's office. Answer "!!" to his questions. Don't complete this quest because you need to return to it later. Go back to the desk in the Hunter's Guild and cancel it instead.

Quest: Value of Money. Speak to the person in the blue armour waiting near the shops.

Quest: Lost Bride. There's a soldier waiting by the shops. Answer "Enthusiasm" to his question.

Quest: Claiming a Stake. Talk to the short chap by the hospital.

Quest: Gran Squall. Speak to the person waiting near the warp to the principal's office.

Quest: Secret Delivery. Return to Secret Delivery and speak to the first person again. He tells you to talk to his leader, who is waiting by the shops. Do this to get your secret prize – a crazy Frying Pan weapon!

THE SOUL EATER

Getting hold of a special weapon called the Soul Eater will make your life a lot easier. It's a massive scythe that all character types can use, and it does massive amounts of damage. You'll have your work cut out to find it, since it involves doing certain things in the right order in five of the offline quests.

Quest: Dr Osto's Research. At the end of the quest, don't tell Sue your name when she asks it.

Quest: Unsealed Door. Find Sue again, and speak to her until she leaves the area.

Quest: Waterfall Tears. After defeating Anna, continue until you find a character called Black Hound (green arrow on the map).

Quest: Black Paper. Find Black Hound in Caves 1 – he should be near the teleport to Caves 2.

Quest: From The Depths. Finish your mission, then return to Ruins 2. Look at the map near the start of this area to find two non-player characters (Ash and Black Hound). Beat Black Hound and you'll be rewarded with the Soul Eater.

HELP!

FEAR NOT. NO MATTER HOW STUCK, STUMPED OR STRANDED YOU ARE, WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY TO SOLVE YOUR GAMING WORRIES. **STEVE KEY** ANSWERS YOUR QUERIES



△ *Tony Hawk's Pro Skater 2*: this is one of the hardest gaps we've encountered so far!

TONY HAWK'S PRO SKATER 2

I have been playing *Tony Hawk's 2* non-stop since I got it (well, almost!) and I have completed Career mode with all characters. I've wormed my way down to the last two gaps on Skate Heaven but I can't get them. The last two are Sadlands 90 degree rail gap and the Off the roof to Rail gap. Can you tell me where these are so I can complete the whole game?

MATT, VIA EMAIL.

For the Sadlands Rail Gap, turn left at the start then follow the path straight until you see the skeleton of a dome in front of you. Go left there and the path splits in two. Look for the snake run that is the right split and go to the entrance. The first bend in the snake run is a sharp left, go along it and turn around so you're facing the entrance you just came in. To get this gap, you have to grind from the right hand ledge over to the left-hand ledge finishing by the snake run entrance.

The second gap you asked for is a lot more difficult. Skate forward from the start and go into the snake run to the upper-right of you. Skate all the way down and through the full-pipe. As you

exit the pipe, use the small bump to your right to get up on to the walkway. You might have to wall ride now, but you need to be on the roof of the house to your right. Now you need to jump from the top-right corner of the roof, and land by grinding on to the Bench in Sadlands Island to get the transfer.

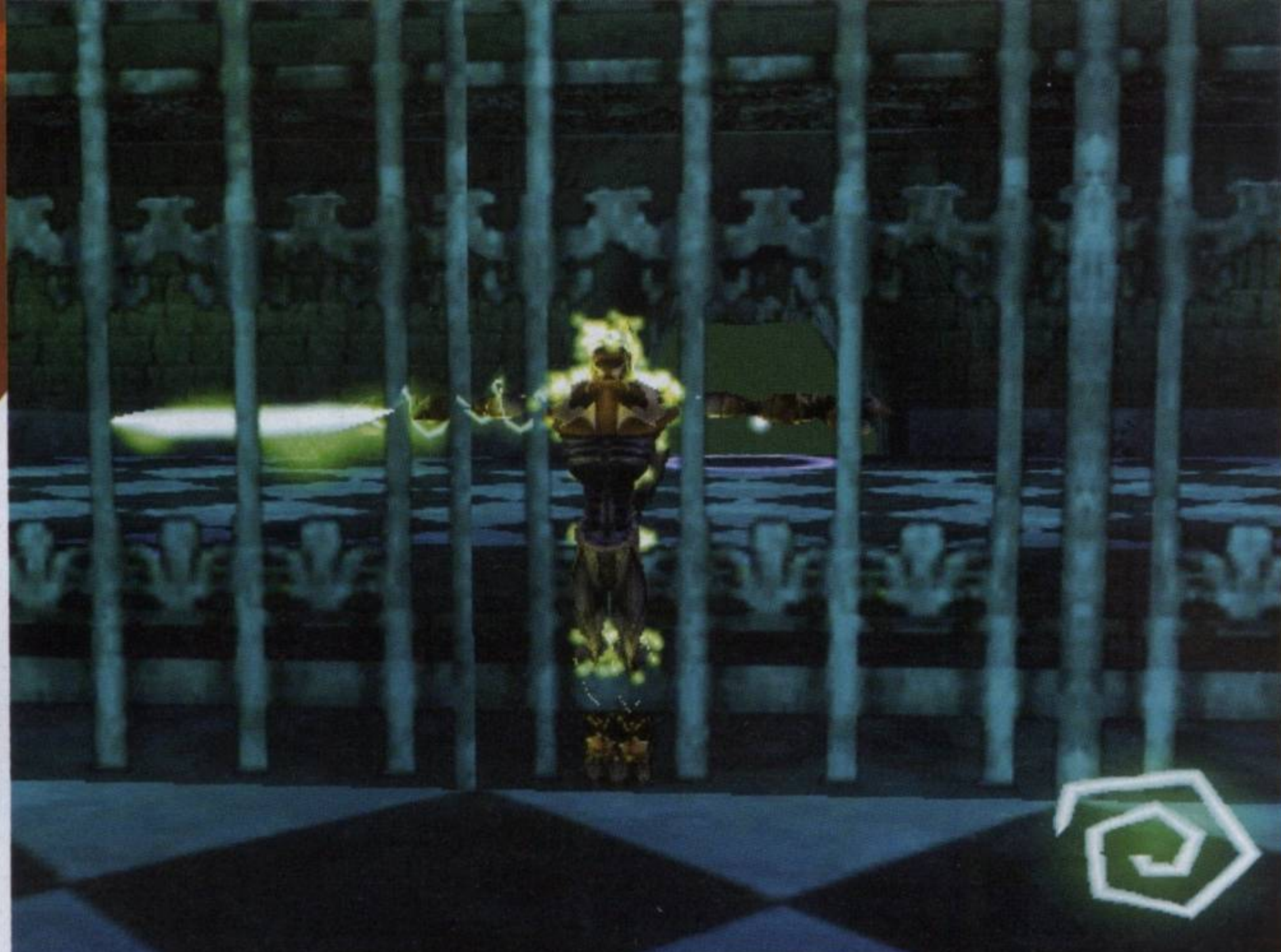
In Venice Beach I have three transfers – the VB pit transfer, VB skinny transfer and VB ledge transfer. Please tell me where the fourth is before I smash it up!

GAZ MCKENNA, VIA EMAIL.

This is tough. Turn right at the start and skate along the path until you come across a set of three quarter-pipes with small gaps between them. You have to jump from the right quarter-pipe, miss out the middle pipe and land on the left quarter-pipe. It's a huge jump so make sure you have loads of speed.

CHICKEN RUN

During Act 3, we're trying to collect the things for the main workings. Please can you help my daughter and I, as we cannot pick up the tools with either of the rats in the same



△ *Soul Reaver*: find out how to earn the ability to morph through objects! Cool!

SOUL REAVER

Can you tell me how to defeat the first boss on *Soul Reaver* (Kain's brother)? I have been fighting him from behind the cage but it doesn't seem to do much.

KARL, VIA EMAIL.

You don't actually attack this boss (Melchia) – instead you must squash it. Use a super jump to leap up to one of the small ledges that lets you go

into the rooms with switches in them. Position the camera so you can see Melchia and the switch and lift the gate. When Melchia is underneath it, lower the gate and it'll skewer the boss. Repeat this with the other gate, and then stand on the other side of the main cage so that Melchia morphs through the bars and into the centre of it. Now hit the switch by the throne and the boss is dead, giving you the power to morph through objects.

room? We can collect the oilcan and the cogs, but have been trying to pick up the tools since Christmas!

STEVE & HANNAH SANSOM

We think we know the section you're stuck on. Remember that you have to give Nick and Fetch (the rats) six eggs in order to make them get an item for you. You get the eggs in Hut 2 by playing the Bunty Eggs mini-game. Give the six eggs to them and pick up the oilcan that's on the ground near Ginger. The lower area through the centre has a map piece and a picture. The gears are near Mrs. Tweedy. As Nick, climb the pie machine and stand next to the button. Switch to Fetch and move him near the lower switch. Revert back to Nick and press the button, causing the machine to leak gravy. Mrs Tweedy comes to see what the fuss is about, so switch to Fetch and get the tools that are now unguarded. Return to Ginger, give her the items and you can carry on.

BLUE STINGER

I'm at Rat's Bar across the road from Kimra Bank and I can't find the lab card I'm meant to get inside. Am I at the right bar? When I'm in there and I go on to the map, it comes up with a little room that looks nothing like the one I'm in!

LARA JONES, VIA EMAIL

This should help you. Inside the bar, you will see a picture of some billiard balls with a glowing ball in the centre. Push the pool table below this picture, climb on to it and push the glowing ball. Go through the door that's just opened and into Rat's Yard. Walk through until you find Rats himself and talk to him. He'll tell you that the items you're looking for are in the yard and to check the wine racks you just walked past. Inspect the one at the very back and you'll find the ID card, a driving licence and a key.

RAYMAN 2

At the end of the Fairy Glade, Ly the fairy says I should destroy the machine but once I've picked up a keg, I don't get close enough to throw it at the machine before getting hit by a bomb. Is there a way I can avoid these?

MARK ADAMS, VIA EMAIL

The trick here is to time your moves forward. Once you've picked up the keg, start walking towards the machine. When a bomb appears stop walking, throw the keg straight up and then start shooting. The bullets will home in on the bomb and detonate it in time for you to catch the bomb again and continue forward. Keep doing this until you've destroyed the machine.

NEED SOME HELP?

Then send your gaming problems to us at: Help!, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively email us at tips@dreamcastmag.co.uk with the subject heading 'Help!' and the name of the game you need help with. Please note: each month we print a selection of questions and answers in *ODM* but we regret that we are unable to provide personal replies.

CHEATS

CAN'T QUITE FINISH A GAME OR JUST WANT THAT LITTLE BIT MORE OUT OF IT? THESE TOP CHEATS SHOULD HELP YOU OUT...



△ *Sonic Shuffle*: buy all of the pictures and earn some secret characters!

SONIC SHUFFLE HIDDEN CHARACTERS

To get a few more characters for the Versus mode, you have to go to Sonic's Room and look at the book on the table. Once you've bought all of the pictures for one character, a new one will appear. Here's a list of the characters you get and the original character you have to buy all of the pics of:

Big the Cat – Tails, Chao – Knuckles, E-102 Gamma – Amy, Super Sonic – Sonic

GET NIGHTS!

Once you've got all of the hidden characters, you can swap Lumina for NiGHTS by simply changing the date on the Dreamcast system to 24th December.



◁ *Phantasy Star Online*: enter one simple code and get new outfits!

PHANTASY STAR ONLINE

EXTRA COSTUMES

Once you've picked your character at the start of a new game, enter your name as the code relevant to whoever you've selected and they'll have two new outfits to pick from.

HUmar – KSKAUDONSU
HUnewearl – MOUEOSRHUN
HUcast – RUUHANGBRT
RAmar – SOUDEGMKSG
RACat – MEIAUGHSYN
RACaseal – NUDNAFJOOH
FOMarl – DNEAOHUHEK
FOnewm – ASUEBHEBUI
FOnewearl – XSYGSSHEOH

RAINBOW SIX

MULTIPLE CHEATS

To get these cheats to work, simply start a new game and perform the actions as instructed. If you've done

it correctly a message should appear in the bottom left of the screen informing you whether the cheat is activated or deactivated.

BRAINS ON

Hold Up on the analogue stick, Down on the d-pad and Y

BIG HEAD

Hold Up on the analogue stick, Down on the d-pad and X

AVATAR GOD

Hold Up on the analogue stick, Down on the d-pad and A

VICTORY POSES

Hold Up on the analogue stick, Down on the d-pad and B

SIDE SCROLLER

Hold Down on the analogue stick, Down on the d-pad and Y

POLSKA

Hold Down on the analogue stick, Down on the d-pad and X

HEAVY BREATHING

Hold Down on the analogue stick, Down on the d-pad and A

RUDE

Hold Down on the analogue stick, Down on the d-pad and B

STUMPY

Hold Left on the analogue stick, Down on the d-pad and Y

MEGA HEAD

Hold Left on the analogue stick, Down on the d-pad and X

TEAM GOD MODE

Hold Left on the analogue stick, Down on the d-pad and A

CLODHOPPER

Hold Left on the analogue stick, Down on the d-pad and B

CHAMPIONSHIP SURFER

ICE SURFER

To unlock the hidden Ice Surfer, you need to finish the game on the Pro Difficulty setting.

ARMY MEN: SARGE'S HEROES

SECRET MOVIE

For a secret 'making of' movie, watch the credits and at the end there will be a code (SFFRMV) that will give you the option to watch the movie at the main menu. You can also play as a pink bunny by entering the code PNKBNN. To get all of the playable characters, enter BTTLN as the password and for a mini-mode enter the code DRVLLVSMM as well.



△ *Fighting Vipers 2*: work hard to cheat!

FIGHTING VIPERS 2 BONUS STAGE

In either the Arcade or Random mode, finish stage 7 in under 5.50 with at least half of your strength left or a Super KO.

UNLOCK B.M.

Again in Arcade or Random mode, defeat B.M. with a Super KO or an Armour Removal.

UNLOCK DEL SOL

Defeat Del Sol in Random mode. Carry on playing and complete the game. Del Sol will now randomly appear as Tokio's first opponent.

UNLOCK KUHN

This only works in Arcade mode. Get to Mahler and win with no more than 5.50 on the clock and at least half your strength or score a victory using a Super KO or Armour Removal. Then defeat Kuhn in the Bonus Stage.

In Arcade mode, get to and defeat Mahler in under 5m50s with at least half your strength or a Super K.O. (or Armour Removal), then defeat Kuhn in the Bonus Stage.

THE GRINCH MINI GAMES

There are four mini-games to unlock and each is done by destroying a certain number of gifts. Once you've hit the desired target, proceed to the top of Mount Crumpit and go through the corresponding door.

Spin 'n' Win	750 gifts
Pankamania	1,500 gifts
Copter Race Contest	2,500 gifts

BIKE RACE

The fourth mini-game is more complicated. Basically you have to destroy all 3,000 gifts and finish all of the tasks so that the game registers as 100 per cent complete. Now look behind the bookshelf in the workshop with the sleigh and you'll get the mini-game.

KNOW SOME GOOD CHEATS?

Well don't keep them all to yourself – send them in to help other gamers out and to show off your greatness. Send your Tips to: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively email them to us at tips@dreamcastmag.co.uk. Thanks to Steven Fowler, Andrew Burton, Tony Durant, Callum McDonald Wood, Toby Stephenson, Michael Pembroke, Douglas Haines, Trevor Wright, Phillip Mattheson, James Ashwood, Simon Sadleton and countless others we couldn't fit in. Sorry we can't name you all.

PHONE FOR HELP

Having trouble with a game and can't wait to see a reply in these pages? Then you need to check out...

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△ Flummoxed by *Phantasy Star Online*?



△ Terrible at *Tony Hawk's Pro Skater 2*?



△ Still stuck in *Shenmue*?

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CHALLENGES

THIS IS YOUR CHANCE TO IMMORTALISE YOURSELF ON THESE VERY PAGES. TOP ONE OF OUR CHALLENGES AND WIN A GAME IN THE PROCESS

THIS MONTH

Finish top in any of this month's challenges and win a game of your choice from Sega Europe! (Note: you must specify your choice of game made by Sega on your entry.)

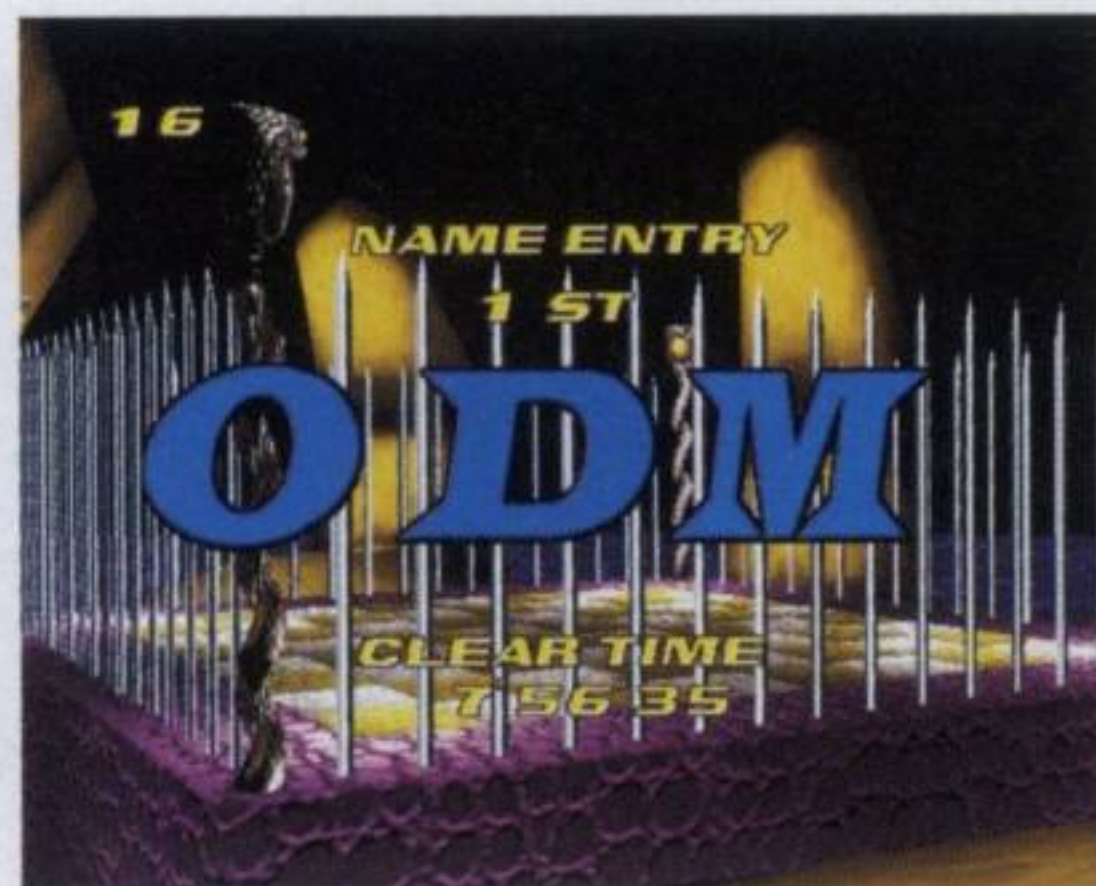


△ *Toy Racer*: two games for a fiver? It could be...

TOY RACER

Local game, Cup mode, five laps, any car, first track, fastest overall time

Just think, for five quid you'll not only get a copy of *Toy Racer*, but win this challenge and you'll also get another game as a prize. And you'll have donated money to charity. Excellent. Send a pic of this screen to us and wait to see if you've won!



△ *Fighting Vipers 2*: fight with a skateboard!

FIGHTING VIPERS 2

Arcade mode, easiest difficulty, any character, fast completion time

How quick are you at beating up other fighters? Choose your character, set the game to the easiest setting and then get punching! Take a snap of this screen and send it into us at the address below.



△ *Tony Hawk's 2* – a big points challenge for you.

TONY HAWK'S PRO SKATER 2

Career mode, as Tony, School II stage, highest total score for two minute run

The last *Tony Hawk's 2* challenge was one of the most popular we've run. This time, simply do as much as you can on the School II stage for two minutes. The highest total score at the end will win!

RESULTS

Did you enter a contest in our February issue (*ODM* #16)? Well here's a list of the top ten entries for each of the challenges in that issue. Congratulations to the winners, who each win a game of their choice from Sega Europe (or a game of our choice if a non-Sega title was selected – grrr!).

JET SET RADIO

Chapter one, Shibuya GG, play as Beat, highest score

1.	146,810	MICHAEL HARVEY, READING
2.	144,910	S. LOCKER, NORTHUMBERLAND
3.	128,580	CHRIS CHEETHAM, CARDIFF
4.	122,340	TOM HARVED, NEWPORT
5.	118,660	REBECCA LAWSON, LONDON
6.	110,450	AMANDA LAWRENCE, LEEDS
7.	103,290	N. DONALDSON, FARNBOROUGH
8.	102,280	LEE HOGSTON, NORTHANTS
9.	91,810	E. KEARNEY, HIGH WYCOMBE
10.	89,180	ANDY JACKSON, BATTERSEA

TONY HAWK'S PRO SKATER 2

Single session, play as Tony, any set of stats, Hanger level, highest score

1.	856,804,873	R. HERDSMAN, EAST YORKS.
2.	457,719,360	D. JEAVONS, WALTHAM CROSS
3.	30,827,252	R. MCGONIGLE, CO. DUBLIN
4.	15,034,396	S. CHARLES, SURREY
5.	14,594,333	TOM THACKERAY, READING
6.	10,076,470	DEAN CLARKE, ORPINGTON
7.	4,753,569	G. SHIPLEY, NOTTINGHAM
8.	4,266,137	JOSEPH LAND, HADLEIGH
9.	3,910,854	PAUL HOOLLES, KENT
10.	3,044,519	TERRY SYCAMORE, WARE



△ Judging by the number of entries we had, there's a hell of a lot of skaters out there!

HOW DO YOU ENTER?

Play the given game with your camera at the ready. When you get your score/time quickly take a picture (it's a good idea to darken the room and turn the flash off). Now post your photo along with your name and address and name of the game you'd like to win (you can choose any game published by Sega except *Samba De Amigo*), to: Challenges, Official Dreamcast Magazine, Dennis Publishing, 30 Cleveland Street, London, W1P 5FF. Note: please do not send digital photographs, print outs of digital photos, videos or VM units to confirm your scores – they will not be returned to you and you will not be included in the competition. *ODM* regrets that it cannot return photos. The closing date for these competitions is Friday 11 May.

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3705 Shaggy - it wasnt me	- Ricky Martin with Christine Aguilera	0395 thong song
3670 Whole Again - Atomic Kitten	3723 Piano Loco - DJ Luck and MC Neat	1515 realslimshady
3721 Clint Eastwood - The Gorillaz	3725 X - Xzibit	0294 changes
3690 Teenage Dirtbag - Wheatus	3698 Here with me - Dido	0132 simpsons
3690 Im Like A Bird - Nelly Furtado	3716 Paradise - Kaci	0268 angels
3707 Always Come Back To Your Love	3726 He Loves U not - Dream	1579 the way I am
- Samantha Mumba	3697 American Dream - Jakatta	1516 charliesangel
3706 Ms Jackson - Outkast	3708 Feels So Good - Melanie B	3151 Starwars
3722 Shit On You - D12	3727 This Years Love - David Gray	0282 bittersweet symphony
3728 Think About Me	1576 who let the dog out	0283 blue
- Artful Dodger feat. Michelle	0374 sexbomb	0065 Halloween
3724 Jaded - Aerosmith	1585 Rock DJ-Robbie Williams	1501 music

Graphics

0461	0714	0716	0717	1717
1724	1725	0566	0570	0473
Gatecrasher	BLADE RUNNER	0626	0629	0659
1330	0669	0628	0599	0660
FRIENDS	WANT DREAM	0628	0599	0660
1379	0671	0595	0567	0661
my angel	THE WARD	0568	0569	0663
1370	0676	0584	0586	0664
UJEDI	007	0600	0604	0665
-VIP-	0681	0601	0591	0666
1326	0696	0601	0591	0666
- my boy-	JAIL WARR	0601	0591	0666
1367	0699	0601	0591	0666
MyGirl	AMERICAN PIE	0601	0591	0666
1328	0704	0601	0591	0666
XXX CLUB	0477	0832	0833	1235
1288	0477	0832	0833	1235
HOPE	0435	0819	0821	1236
1296	0435	0819	0821	1236
16 X GO	0474	0822	0823	1237
1300	0474	0822	0823	1237
Danger	s.s. GIB	0824	0825	1239
1308	0440	0824	0825	1239
TIME FOR PARTS	0448	0827	0831	1248
1325	0448	0827	0831	1248
BABY	0458	0838	0835	1244
1356	0458	0838	0835	1244
Power	WONT	0838	0835	1244

The following Nokia handsets can receive both tones and graphics: Nokia 3310, 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/3110, Nokia 51xx can only receive graphics. Sagem models are: MC930, MC930, MC936, MC939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC957, MC958, MC959, MC960, MC961, MC962, MC963, MC964, MC965, MC966, MC967, MC968, MC969, MC970, MC971, MC972, MC973, MC974, MC975, MC976, MC977, MC978, MC979, MC980, MC981, MC982, MC983, MC984, MC985, MC986, MC987, MC988, MC989, MC990, MC991, MC992, MC993, MC994, MC995, MC996, MC997, MC998, MC999. Motorola: T250, V90, V100, V998, Timeport 290 and V2288. This service is available to Nokia users on the Vodafone, Orange & Cellnet networks. Vodafone calls cost £1.50 per minute, Orange & Cellnet calls cost 60 per minute, maximum cost is £3.00. C.D.F. SERVICES, PO BOX 144, STOCKPORT SK4 3FT.

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GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN ODM

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
102 DALMATIANS: PUPPIES TO THE RESCUE	EIDOS	6	NO	50/VGA	16	5
Movie tie-in aimed firmly at the kids. Here you've got to rescue puppies that are hidden on each level. Mini-games, including crazy golf that six can play at once, add to the fun.						
4 WHEEL THUNDER	MIDWAY	2	NO	50/60/VGA	8	8
Race nitro-guzzling monster trucks around a variety of long and short tracks, improving your vehicle as you collect prize money. Good fun with strong multiplayer modes.						
4x4 EVOLUTION	TAKE 2	4	YES	50/60/VGA	16	6
Competent multiplayer off-road racer that works well online but suffers from weak course design and poor collision detection. Too dull for single-player sessions.						
ARMY MEN: SARGE'S HEROES	3DO	4	NO	50/60	16	3
Mission-based action starring the famous plastic toys. The main emphasis is on combat with a variety of weapons. Shame the graphics, sound and levels are all so mediocre.						
AEROWINGS	CRAVE	1	NO	50	1	6
Take to the skies in an aerobatic flight sim. There's no bullets, just the test of flying in formation... which is surprisingly rewarding as you can save replays to a VM.						
AEROWINGS 2: AIR STRIKE	CRAVE	2	NO	50	11	6
More aerobatic missions, now with the added attraction of weapons and two-player dogfights. Good if you like flight sims although the missions are a bit limited.						
AQUA GT	TAKE 2	2	NO	50/60	18	3
A buoyant affair as the world of powerboat racing tries hard to excite but fails by being too wet. Courses are too similar and the championship mode too easy, making it one to avoid.						
BANGAI-O	VIRGIN	1	NO	50/60	14	7
Action-packed 2D blaster with some very extravagant explosions. The '80s-style gameplay is simple and addictive, but lack of a two-player mode is a bummer.						
BLUE STINGER	ACTIVISION	1	NO	50	0	7
Save an island from a bunch of freaky mutants. Decent <i>Resident Evil</i> -inspired adventure thrills but a badly-paced story, poor controls and awkward camera positions let the side down.						
BUGGY HEAT	SEGA	2	*YES	50	2	4
Weak off-road racer starring dune buggies and trucks, although with slow speed and dull tracks. Downloading the driving style of other players to race against is a neat idea, though.						
BUST-A-MOVE 4	ACCLAIM	2	NO	50	9	7
Latest edition of the classic puzzler, boasting simple but extremely addictive multi-coloured bubble-bursting challenges. Easy to pick up – hard to put down.						
BUZZ LIGHTYEAR OF STAR COMMAND	ACTIVISION	1	NO	50/60/VGA	17	7
Typical platform game structure, with the star of <i>Toy Story</i> on a galaxy-wide quest to stop the evil Emperor Zurg. Good but a little too easy in places.						
CAESARS PALACE 2000	INTERPLAY	4	NO	50/60	12	3
Large but uninspiring collection of gambling games. Slow computer decisions and unnecessary animations make even a hand of blackjack drag on. The computer cheats too!						
CAPCOM Vs SNK	VIRGIN	2	NO	50/60/VGA	15	8
Years in the making superbout between the two biggest 2D fighting dojos. The action doesn't disappoint. Pity about the character sprite resolution, though.						
CHAMPIONSHIP SURFER	MATTEL	4	NO	50/VGA	18	2
Catch a wave with a surfing sim. Lots of tricks to master and plenty of modes of play – although beware, most of these are too similar and suffer from unplayable level design.						
CHICKEN RUN	EIDOS	1	NO	50/60/VGA	16	6
Fun film tie-in that borrows the sneaking around gameplay of <i>Metal Gear Solid</i> . The easy difficulty setting is a pain but the humour and mini-games add variety.						
CHUCHU ROCKET!	SEGA	4	YES	50/60/VGA	9	9
Frantic cat and mouse puzzle action. Easy to play and learn and with full online (although with a slight delay) features. Now only available with new Dreamcasts.						
CRAZY TAXI	SEGA	1	NO	50/60/VGA	5	9
As a cabbie driving through a virtual city you have to ferry people to their chosen destination before the timer reaches zero. A must-have arcade gem with a clever bonus system.						
DAVE MIRRA FREESTYLE BMX	ACCLAIM	2	NO	50/VGA	16	4
Perform BMX tricks in this <i>Tony Hawk</i> wannabe. There's good level design and loads of tricks to perform but overall it's too simple and almost impossible to fall off the bike.						
DEADLY SKIES	KONAMI	1	NO	50	4	5
Arcade-style air combat with you out to make money flying planes and there's a wide range of fighter planes to pick from. The action is fast and furious but soon gets repetitive.						
DEAD OR ALIVE 2	ACCLAIM	2	NO	50/60	11	8
Pretender to <i>Soul Calibur</i> 's crown that is better looking (if you can believe that) but doesn't feature as wide a range of fighters or moves. Interactive arenas are impressive.						
DEEP FIGHTER	UBI SOFT	1	NO	50/60/VGA	10	6
Inventive mission-based blaster set underwater in a mini-sub. Let down by slow action, caused in some part by the snail's pace and responsiveness of the sub.						
DINO CRISIS	VIRGIN	1	NO	50	15	6
Capcom survival horror on a remote island, with dinos instead of zombies. There's more strategy than the <i>Resident Evil</i> series but it still looks like a PlayStation game.						
DISNEY'S DINOSAUR	UBI SOFT	1	NO	50/60/VGA	15	5
Guide the dinosaurs to safety in this based-on-the-movie adventure. Switching between characters is clever, but there's not enough variety to keep you interested.						
DONALD DUCK: QUACK ATTACK	UBI SOFT	1	NO	50/60/VGA	16	7
Colourful cartoon platform adventure starring Disney's famous duck. Good use of the character and imaginative structure but could do with some more levels.						
DRAGONS BLOOD	VIRGIN	1	NO	50/60	10	6
Fantasy-themed hack 'n' slash affair where the creatures you fight have different personalities – this adds a degree of challenge but sadly every other aspect is mediocre.						
DUCATI WORLD	ACCLAIM	2	NO	50/60	18	4
Bug-ridden bike racer that bears a famous licence. Structurally sound, but technically poor with chronic pop-up and twitchy handling among other errors. Very fast, though.						
DYNAMITE COP	SEGA	2	NO	50/VGA	2	5
Kick, punch, throw and shoot your way past terrorists who've taken control of a cruise ship. Save the passengers in this arcade conversion. Trashy fun while it lasts, but far too short.						
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	SEGA	1	NO	50/60/VGA	9	9
Underwater epic based on the exploits of a young dolphin out to save Earth. Long-lasting challenge that features amazing sounds and graphics. Tom 'Dr Who' Baker narrates!						
ECW ANARCHY RULZ	ACCLAIM	4	NO	50/60	18	2
Tired attempt to recreate the high-risk hardcore style of wrestling made popular by ECW. Sadly, <i>Anarchy Rulz</i> captures none of the thrills and with flawed controls it's a dog to play.						
ECW Hardcore Revolution	ACCLAIM	4	NO	50	7	3
Successor to Acclaim's <i>WWF Attitude</i> , using the same poor game engine but substituting the WWF stars for ECW. Unresponsive controls kill any enjoyment.						

FAQ

FREQUENTLY ASKED QUESTIONS

VISUAL MEMORY



GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
EUROPEAN SUPER LEAGUE	VIRGIN	4	NO	50/VGA	17	7
Competent football sim with 16 of the best European clubs included. Let down by some dodgy artificial intelligence and poor refereeing.						
EVOLUTION	UBI SOFT	1	NO	50/60	3	8
Should keep fans of role-playing games happy, with a rewarding storyline and simple, intuitive controls. Looks cute but is quite challenging thanks in part to random elements.						
F1 RACING CHAMPIONSHIP	VIDEO SYSTEM	2	NO	50/60/VGA	17	6
Another attempt to bring the excitement of F1 to Dreamcast. The old driver/car statistics and twitchy, unrealistic handling of cars makes this an also ran.						
F1 WORLD GRAND PRIX FOR DC	SEGA	2	NO	50/60/VGA	2	8
Great driving sim with gorgeous graphics and plenty of features. Real drivers, teams and courses are on offer, plus a competent two-player split-screen mode.						
F1 WORLD GRAND PRIX II	KONAMI	2	NO	50/60/VGA	13	7
Superior sequel that offers improved handling and graphics, with plenty of behind-the-scenes enhancements and updated drivers and circuits of the 1999/00 season.						
F355 CHALLENGE	ACCLAIM	2	YES*	50/60/VGA	13	8
The most serious driving game ever. Essentially a simulator of the F355, with optional driver assists to give you a hand. Very, very challenging but stick with it and reap the rewards.						
FIGHTING FORCE 2	EIDOS	1	NO	50/60	4	3
Hawk Manson is a man on a mission in this weak port of a drab PlayStation title. Poor selection of fighting moves, lots of guns and explosions but it's just not fun.						
FIGHTING VIPERS 2	SEGA	2	NO	50/60/VGA	17	6
Long-lost coin-op resurfaces after years in the wilderness. A decent beat 'em up, but it should have appeared on DC long before <i>Soul Calibur</i> if it really wanted to impress.						
FUR FIGHTERS	ACCLAIM	4	NO	50/60/VGA	9	7
Cartoon animals carry handguns in this cute-looking adventure/shooter. Good multiplayer modes but the puzzling and shooting don't quite fit together properly.						
GAUNTLET LEGENDS	MIDWAY	4	NO	50/60/VGA	10	4
Eighties classic gets a 3D revamp, pity the gameplay hasn't been updated too. The result is a repetitive and frustrating hack 'n' slash adventure that never seems to get going.						
GIANT KILLERS	AAA GAMES	1	NO	50	18	7
Simple but competent football management game that becomes quite addictive. Pity the squads aren't up to date and the weekly routine can soon get repetitive.						
GIGA WING	VIRGIN	2	NO	50/60/VGA	14	3
Old-style 2D shooter with a nice deflector shield weapon but also big ugly sprites and too many moments of unavoidable death. Would have been average ten years ago.						
GRANDIA II	UBI SOFT	1	NO	50/VGA	18	8
Traditional role-player with an epic tale of good and evil and a band of adventurers who must save the day. Great spells and combat system, but the plot is a bit repetitive.						
GTA 2	TAKE 2	1	NO	50/60	8	7
Steal cars and cause chaos in a futuristic city where nearly anything goes, providing you follow the missions. Not as controversial or appealing as the original but still worth a look.						
GUNBIRD 2	CAPCOM	2	NO	50/60	17	6
Old skool, horizontally scrolling 2D shoot 'em up, proving they do make 'em like they used to. Except they're not quite as fun to play these days.						
HIDDEN & DANGEROUS	TAKE 2	1	NO	50/60	13	7
Control the SAS on covert ops into enemy territory during World War II. Equal parts strategy and action. Great missions but a pity about the fiddly controls and it's only single-player.						
HOUSE OF THE DEAD 2	SEGA	2	NO	50	1	9
Presently the only game to support the light-gun peripheral. <i>HOTD 2</i> is an arcade treat with hordes of zombies waiting to become your cannon fodder and a thrill at every turn.						
HYDRO THUNDER	MIDWAY	2	NO	50	1	6
Race extremely fast powerboats, making best use of the scattered power-ups and short cuts to finish first. Simple in looks and play. Fun, but no cigar.						
INCOMING	RAGE	1	NO	50/VGA	1	6
Mindless shoot 'em up where you face a relentless barrage of enemies, who attack you in a variety of vehicles. Fast-paced, with some gorgeous graphics but the action is too repetitive.						
INTERNATIONAL TRACK & FIELD	KONAMI	4	NO	50/60/VGA	13	8
Classic button-basher is updated for Dreamcast, featuring 12 sporting events ranging from the 100m sprint to clay pigeon shooting. Great fun in multiplayer. A little dull by yourself.						
JEREMY McGRATH SUPERCROSS 2000	ACCLAIM	2	NO	50/60/VGA	15	3
Simple motocross racer with no long-lasting appeal. Races can be close, but with dull graphics and unrealistic handling you probably won't stick around to find out.						
JET SET RADIO	SEGA	1	YES*	50/60/VGA	14	8
Perform tricks on your rollerblades and tag objects with graffiti, but look out for rival gangs and police. <i>JSR</i> is yet another stunning DC exclusive. If only it could be a little longer.						
JIMMY WHITE'S 2: CUEBALL	VIRGIN	2	NO	50/VGA	1	7
Realistic recreation of pool and snooker. Intuitive controls, great ball physics and to complete the pub atmosphere there's a bonus game of darts and a working jukebox too!						
JO JO'S BIZARRE ADVENTURE	VIRGIN	2	NO	50/60	7	5
Crazy anime-inspired 2D fighter from Capcom, providing frantic action. Appealing thanks to some incredible combos, but not on the same level as some of their other fighters.						
KAO THE KANGAROO	TITUS	1	NO	50/60/VGA	15	6
Platform game for younger players with good level design but nothing we haven't seen before. Kao's slow pace and a distinct lack of enemies makes the larger levels drag on.						
KISS PSYCHO CIRCUS	TAKE 2	1	NO	50/60/VGA	16	4
By-the-numbers first-person shooter that is based on the comic book of the same name. Large number of enemies can appear on screen but everything else is dull and repetitive.						
LEGACY OF KAIN: SOUL REAVER	EIDOS	1	NO	50/VGA	6	7
As the undead Raziel, you're faced with a massive quest through the physical and spiritual planes. Large adventure with big levels, plenty of puzzles to solve and enemies to battle.						
LE MANS 24 HOURS	INFOGRAMES	4	NO	50/60/VGA	14	8
Wide variety of circuits and cars means there is lots to come back for, but best of all is the ability to really race for 24 hours, saving your progress to VM whenever you make a pit stop.						
LOONEY TUNES: SPACE RACE	INFOGRAMES	4	NO	50/60/VGA	14	7
Take to the stars in an intergalactic space race that is a cartoon reprise of <i>WipEout</i> . Simple to play but the Acme weapons can easily frustrate as there's no way of avoiding them.						
MAGFORCE RACING	CRAVE	4	NO	60/VGA	14	3
Race magnetic vehicles that can stick to ceilings! Another futuristic racer that looks to <i>WipEout</i> for inspiration. Unfortunately this one forgets to borrow the good bits.						
MAKEN X	SEGA	1	NO	50/VGA	11	5
First-person slasher. You wield a large sword possessed by the mind of a young girl – yep, it's as bad as it sounds. Has a weak plot and confusing cut-scenes that drag on for hours.						
MARVEL VS CAPCOM	VIRGIN	4	NO	50/60	2	5
Heroes and villains from the coin-ops of Capcom's biggest hits and the pages of Marvel comics face-off in a 2D tag team battle royal. Good, but already dated when it arrived on DC.						
MARVEL VS CAPCOM 2	VIRGIN	2	NO	50/60/VGA	10	7
Another bout, with a bigger roster of fighters, enhanced pyrotechnic effects and some impressive 3D backgrounds. Overwhelming at first – but fans will soon be getting their kicks.						
METROPOLIS STREET RACER	SEGA	2	YES*	50/60/VGA	12	9
Stunningly recreated city streets, including London, are only the start. Fantastic handling, over 250 circuits and novel gameplay additions make <i>MSR</i> one of the best racers ever.						
MDK 2	VIRGIN	1	NO	50/60/VGA	7	6
Inventive action adventure combining shooting, role-playing and puzzle elements starring three unique characters. It's big too, with lots of aliens to battle.						
MIDWAY'S GREATEST HITS VOLUME 1	MIDWAY	2	NO	50	10	3
Retro coin-op compilation featuring <i>Defender</i> , <i>Robotron</i> and <i>Joust</i> . Considering the age and simplicity of the titles, you should get hundreds of golden oldies – not just six.						

WHAT'S A VM?

A VM (Visual Memory) is a memory card that plugs into your Dreamcast controller and enables you save game data. It's absolutely essential for titles like *Shenmue* and *Metropolis Street Racer* where you want to save your game position. The official Sega Visual Memory unit costs £19.99.

WHY DOES IT HAVE AN LCD SCREEN BUILT INTO IT?

To show additional information (hit ratios in *Ready 2 Rumble Boxing*, player data in *NBA 2K*, for example) when you're playing games. Also, when the VM is unplugged from a controller you can play mini-games (for example the Tamagotchi-style *Chao* game from *Sonic Adventure*). These are 'downloaded' via Dreamcast games or direct from the Net, and are stored in memory.

HOW MUCH INFORMATION DOES A VM HOLD?

128k, divided in 200 'blocks'. In other words, enough to store data from several different titles and/or a mini-game.

HOW MANY BLOCKS DOES EACH GAME USE?

It depends on the game, but here are some examples: *Shenmue* (80 blocks), *Metropolis Street Racer* (68), *Virtua Tennis* (2), *Rayman 2* (2 per save plus 2 for configuration).

WHY DOES MY DREAMCAST BEEP WHEN IT STARTS UP?

The beeping is your DC telling you that the VM unit's batteries have run out.

WHERE CAN I GET NEW BATTERIES FOR IT?

Try Tandy if there's one near you, or any similar electronic retailer. The model number is CR2032 and they cost about £4 for a pair.

WILL I LOSE MY SAVE GAMES IF THE VM'S BATTERIES RUN OUT?

No. You won't be able to play mini-games on it, but it will still work as a memory card.

ARE SEGA EUROPE STILL GOING TO RELEASE THE 4X MEMORY UNIT, PREVIOUSLY MENTIONED IN ODM?

No one is entirely sure. We'll keep you updated on this.

I'VE HEARD OF A VM ANIMATOR FOR PCS. WHERE CAN I GET ONE?

You can download the animator and loads of sample animations from Booyaka (www.booyaka.com) and Planetweb (<http://dreamcast.planetweb.com/community/vmu/>).

WHAT'S THE POINT OF VM ANIMATIONS?

There isn't a point as such – it's just a bit of fun. *Ghostface* (based on the movie *Scream 3*) is our favourite. Others well worth a look include *Star Wars: Episode II*, *Alien Encounter* and *The Great Battle*.

WHICH DC TITLES INCLUDE VM MINI-GAMES?

Try the likes of *Skies of Arcadia*, *Sonic Adventure*, *Trickstyle*, *Power Stone* and *Zombie Revenge*.

CAN I DOWNLOAD MINI-GAMES OFF THE NET?

Yes you can. You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

CAN I DOWNLOAD GAME SAVES OFF THE NET?

Yep. VMU Centre (www.vmucentre.co.uk) have a pretty good collection.

• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk



READERS' FIVES

NAME YOUR FAVOURITE GAMES



DEAN ELSON LONDON

- 1 SONIC ADVENTURE (SEGA)**
"Solid graphics, smooth controls and the master of all butt-kicking."
- 2 METROPOLIS STREET RACER (SEGA)**
"The closest you'll get to driving fast, doing what you want and no cops."
- 3 SOUL CALIBUR (SEGA)**
"Namco's god of fighting games. Kick-ass characters and easy combos."
- 4 VIRTUA TENNIS (SEGA)**
"The only chance you'll ever get to beating Henman's candy-ass."
- 5 SHENMUE (SEGA)**
"I find it easy to move but hard to master. It's a great game but I need help."

RICHARD BAMBER BIRMINGHAM

- 1 F355 CHALLENGE (ACCLAIM)**
"You must have something seriously wrong if you don't like this game."
- 2 SHENMUE (SEGA)**
"Amazing stuff, even though Ryo never eats or goes to the bog!"
- 3 MARVEL VS CAPCOM 2 (VIRGIN)**
"This is the sawn-off shotgun of fighting games."
- 4 SONIC ADVENTURE (SEGA)**
"A really polished and well designed romp."
- 5 SAMBA DE AMIGO (SEGA)**
"As mad as a lorry. Shame there's no classic Santana music in it, though!"

OWEN PENRIDGE DORSET

- 1 ULTIMATE FIGHTING CHAMPIONSHIP (UBI SOFT)**
"The strongest beat 'em up ever and much better than wrestling games."
- 2 QUAKE III ARENA (SEGA)**
"Proof DC online gaming works. Blows away all other console shooters."
- 3 CHUCHU ROCKET! (SEGA)**
"I still can't believe Sega gave one of their greatest games away for free."
- 4 SILENT SCOPE (KONAMI)**
"If you thought this wouldn't work outside of the arcades, you're wrong."
- 5 METROPOLIS STREET RACER (SEGA)**
"The cities look real. Gambling against your own skill is a stroke of genius."

! WANNA SHARE YOUR FAVES?

To see your fave games printed in *Official Dreamcast Magazine*, send an email to letters@dreamcastmag.co.uk with the subject heading 'Readers' Fives'. You must provide the following information: your name, your home town, a list of your five favourite Dreamcast games (only include games you've played please!) and a 10-20 word explanation of why you like each game. We'll choose three entries at random each month and print them in the magazine. Note: we reserve the right to edit contributions. Only emailed entries will be accepted.

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
MILLENNIUM SOLDIER: EXPENDABLE	RAGE	2	NO	50	0	7
Mindless shoot 'em up in the <i>Commando</i> and <i>Ikari Warriors</i> mould. Easy to pick up and play but too simple for a modern audience with little variety beyond the first few minutes.						
MOHO	TAKE 2	4	NO	50/60/VGA	15	3
Escape from a futuristic prison by winning gladiatorial-style challenges, but with balls instead of legs it's not easy... especially when it's as dull and boring as this.						
MONACO GRAND PRIX RACING SIMULATION	UBI SOFT	2	NO	50/VGA	1	6
Another F1 sim, this time without an official licence. Not bad in its day, but there's other racers, namely <i>F1 World Grand Prix II</i> , that do the same thing but better.						
MORTAL KOMBAT GOLD	MIDWAY	2	NO	50	1	5
The <i>Mortal Kombat</i> series felt dated many years ago, and <i>Gold</i> does nothing to challenge the tarnished reputation. It looks poor and it is poor. Not a patch on modern fighters.						
MR DRILLER	VIRGIN	1	NO	50/60/VGA	15	7
Colourful puzzle game with back-to-basics design. Drill beneath the earth, keeping an eye on the air as you go. Simple but very addictive with some great music.						
MTV SPORTS SKATEBOARDING	THQ	4	NO	50/VGA	15	5
Attempt to dethrone <i>Tony Hawk</i> that fails due to poor controls and some very frustrating collision detection. Good music and flatland tricks but not much else.						
NBA 2K	SEGA	4	NO	50/60/VGA	5	8
One of the best-looking sports sims ever. <i>NBA 2K</i> is fantastic, with real teams and players and matches flowing back and forth like the real thing. Where's the sequel Sega Europe?						
NBA SHOWTIME: NBA ON NBC	MIDWAY	4	NO	50/60	2	6
The NBA rule book is thrown out to create a fast-paced arcade-style game of basketball. Not so great on your own as it lacks longevity, but good fun in multiplayer.						
NIGHTMARE CREATURES II	KONAMI	1	NO	50/60/VGA	12	2
Poor controls and PlayStation-quality graphics make this game starring an axe-wielding maniac that attacks marauding zombies a real nightmare, for all the wrong reasons.						
NFL BLITZ 2000	MIDWAY	4	NO	50/60	1	7
American football with rules ripped out, fewer players and ridiculous power-ups. Providing you're not a diehard fan of the sport it's all the better for it and a blast in multiplayer.						
NFL QUARTERBACK CLUB 2000	ACCLAIM	4	NO	50	2	5
Average at best American football sim, mainly due to the clunky control system and the graphics don't do it any favours. Stats aplenty – but why would you want to read them?						
NHL 2K	SEGA	4	NO	50/VGA	9	7
Competent ice hockey sim with fast action and impressive graphics. Confusing menus and limited moves dent the atmosphere and there's no fanfare when you score.						
PEN PEN	INFOGRAMES	4	NO	50	2	6
A bizarre race through cartoon landscapes that involves running, swimming and tobogganing events. If only it was faster! Easy in single-player, multiplayer is more appealing.						
PHANTASY STAR ONLINE	SEGA	4	YES	50/60/VGA	17	9
World-spanning online adventure from Sonic Team, where you can team up with players from around the world, or play by yourself offline if you want.						
PLASMA SWORD: THE NIGHTMARE OF BILSTEIN	VIRGIN	2	NO	50/60/VGA	11	4
Disappointing Capcom 3D beat 'em up offering a handful of fighters with simplified moves that make combos too easy. Doesn't do anything new. The name's the best bit.						
POD 2	UBI SOFT	8	YES	50/60/VGA	16	5
Futuristic racer that suffers from confusing track design and poor power-ups creating a weak one-player mode. Ability to race online prevents it from being a complete wash-out.						
POWER STONE	EIDOS	2	NO	50/VGA	1	8
Lunatic fighting with complete 3D movement and interactive arenas. It's super-fast with a great cast and amazing combos. It's also better than the sequel.						
POWER STONE 2	EIDOS	4	NO	50/60/VGA	13	7
Adds new characters and multiplayer into the mix, but other 'improvements' including vehicles and more weapons detract from the fighting fun of the original.						
PROJECT JUSTICE	VIRGIN	2	NO	50/60/VGA	18	8
Capcom fighter that ditches their usual cast of brawlers and revisits the world of <i>Rival Schools</i> , as students battle it out with wonderful special moves to prove whose hardest.						
PSYCHIC FORCE 2012	ACCLAIM	2	NO	50	2	7
An inventive beat 'em up that takes place in mid-air, offering full 3D movement that allows for attacks from all sides. Competent rather than spectacular – for fight fans only.						
QUAKE III ARENA	SEGA	4	YES	50/60/VGA	15	9
The famous first-person shooter looks formidable on DC with furious multiplayer gunplay both online and off. If you're serious, get a mouse and keyboard.						
RAILROAD TYCOON II	TAKE 2	4	YES	50/60/VGA	12	7
Make money building railroads and hauling cargo in this absorbing strategy game that requires planning and plenty of business sense. Plenty of scenarios mean it's long lasting too.						
RAYMAN 2: THE GREAT ESCAPE	UBI SOFT	1	YES*	50/60/VGA	6	8
Impressive platform adventure with excellent controls, good level design and plenty of set pieces and variety to keep you interested throughout. There's also great multiplayer modes!						
READY 2 RUMBLE BOXING	MIDWAY	2	NO	50/60/VGA	1	9
Comedy boxer, with arcade-style play and a large cast of cartoon fighters. Fast-paced with OTT special moves, a great two-player title that makes the single-player mode look wimpy.						
READY 2 RUMBLE BOXING: ROUND 2	SEGA	2	NO	50/60/VGA	14	8
Greater roster of boxers and an expanded Championship mode make this a good purchase for fans that still enjoy the original. The computer fighters now pack plenty more punch.						
RECORD OF LODOSS WAR	SWING	1	NO	50/60/VGA	16	7
Stop the evil sorceress from taking over the land. Huge role-player with plenty of spells and weapons with real-time battles. Starts off slowly, but you'll soon be absorbed by the action.						
RED DOG	SEGA	4	NO	50/60/VGA	5	5
Futuristic shoot 'em up set behind the wheel of a heavily armed tank. Great multiplayer modes, but the main mission fails to captivate and the difficulty level is poorly balanced.						
RESIDENT EVIL 2	VIRGIN	1	NO	50/60	4	7
Explore the zombie-infested streets of Raccoon City. Simple conversion of the PlayStation/PC game that, despite the familiarity, still manages to provide plenty of thrills and shocks.						
RESIDENT EVIL CODE: VERONICA	EIDOS	1	NO	50/60	8	9
Real-time 3D graphics make this <i>Resident Evil</i> the best-looking and most ambitious in the series so far. Great for both longtime fans and newcomers and as scary as ever.						
RESIDENT EVIL 3: NEMESIS	VIRGIN	1	NO	50/60/VGA	16	8
Visually not on par with <i>Code: Veronica</i> (hardly surprising considering the PlayStation roots), but <i>Nemesis</i> is another excellent adventure starring the zombies and a terrifying villain.						
RE-VOLT	ACCLAIM	4	NO	50	3	7
Race remote-controlled cars around larger-than-life locations. Fast-moving with great tracks and visuals but the initial buzz wears off due to a lack of depth and polish.						
ROADSTERS	TITUS	4	NO	50	11	3
Basic graphics, terrible handling and some ill-thought random environmental disasters prove that not every racer can be as good as <i>MSR</i> . The Mr Bean of driving games.						
SAMBA DE AMIGO	SEGA	2	YES*	50/60/VGA	15	8
Shake maracas to match the on-screen instructions. Genius musical party game that'll put a smile on your face and a dance in your step. But at £100, it's only for the rich.						
SAN FRANCISCO RUSH 2049	MIDWAY	4	YES*	50/60/VGA	12	7
Ramps, loops and flying cars that possess rocket-like speed. This is loud, mindless racing fun featuring multiplayer battle modes and stunt arenas plus other surprises.						
SEGA BASS FISHING	SEGA	1	NO	50/VGA	1	7
Catch the biggest fish you can from a variety of tranquil settings. Sounds dull, but this is an arcade treat and with a dedicated fishing rod controller it's a scream.						
SEGA EXTREME SPORTS	SEGA	2	YES*	50/60/VGA	13	5
Adrenalin-packed racer, featuring a variety of extreme events including bungee jumping and quad bikes. Some events are weaker and the learning curve spoils the fun.						
SEGA GT	SEGA	2	NO	50/60/VGA	15	5
Track racing in souped-up road cars in this shameless imitation of <i>Gran Turismo</i> . Plenty of cars and courses but the handling is wrong and spoils any potential enjoyment.						

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
SEGA RALLY 2	SEGA	2	YES*	50/60/VGA	1	8
Offering more cars and tracks than the arcade original. This is an impressive conversion (despite frame-rate probs) with good handling from the analogue pad and plenty of longevity.						
SEGA WORLDWIDE SOCCER 2000	SEGA	4	NO	50	3	6
Sega's first football title for DC disappoints with a slow pace and an inability to win the ball without fouling your opponent. Plenty of options prevent a total wash out.						
SEGA WORLDWIDE SOCCER EURO EDITION	SEGA	4	NO	50/60/VGA	8	7
Another attempt, released on the back of Euro 2000, adds some much needed speed and greater detail than before. The computer is still too easy to beat, though.						
SHADOWMAN	ACCLAIM	1	NO	50/60/VGA	3	6
Inventive adult-oriented adventure packed with gore, swearing and voodoo magic. Good story and music but the dull level design lets the side down badly.						
SHENMUE	SEGA	1	YES*	50/60/VGA	14	10
Track down your father's killers in the most realistic game world ever created. An epic adventure that has to be played to be believed and is unlike anything you've played before.						
SILENT SCOPE	KONAMI	1	NO	50/60/VGA	14	7
As a sniper you must eliminate armed terrorists from a variety of locations, using a telescopic sight to zoom in and out of the distant action. Good but short arcade thrills.						
SILVER	INFOGRAMES	1	NO	50/60/VGA	10	4
A rare thing – an RPG developed in the UK. Detailed locations are appealing and <i>Silver</i> is easy to get into, but there's no spark to keep you playing and is too linear.						
SLAVE ZERO	INFOGRAMES	4	NO	50	5	6
Stomp around a futuristic city in a 60-foot robot. There's a vast amount of enemies waiting to be shot or squished, but the action never really gets going. Even multiplayer is dull.						
SNO CROSS CHAMPIONSHIP RACING	UBI SOFT	2	NO	50/60	16	4
With the ability to create your own tracks this could have been good, but poor controls, a far too slow two-player option and numerous graphical glitches spoil the proceedings.						
SNOW SURFERS	SEGA	2	NO	50	2	6
<i>Snow Surfers'</i> courses look great but they don't play that way. With poor characters and handling like a dog there's not enough speed to make hurtling down slopes exciting.						
SONIC ADVENTURE	SEGA	1	YES*	50/60/VGA	0	9
Sega's mascot returns in a jaw-dropping adventure, with some lightning-fast levels and plenty of exploration. Six playable characters mean you get six different adventures.						
SONIC SHUFFLE	SEGA	4	NO	50/VGA	18	6
Decent attempt to make a board game on a console, of course, Sonic's starring role helps. Mini-games add to the excitement, but there aren't enough for this to truly shine.						
SOUL CALIBUR	SEGA	2	NO	50/60/VGA	2	10
The best fighting game around, period. Boasting fantastic characters with stunning animation and moves. Not only gorgeous but features incredible depth too.						
SOUL FIGHTER	CRAVE	1	NO	50	2	6
Fantasy fighting adventure that calls on the same moves and special attacks to progress. Using combos to build magical attacks is good, but overall it's too easy and far too repetitive.						
SOUTH PARK: CHEF'S LUV SHACK	ACCLAIM	4	NO	50	3	3
TV-styled game show starring Cartman, Kenny et al, comprising mini-game challenges based on old Atari console favourites and useless trivia tests. One problem – it's not funny!						
SOUTH PARK RALLY	ACCLAIM	4	NO	50/60/VGA	12	6
The <i>South Park</i> gang fare better in this <i>Mario Kart</i> clone that offers a variety of racing challenges and strong multiplayer modes. This one's funny! Pity about the fluctuating difficulty.						
SPACE CHANNEL 5	SEGA	1	NO	50/60/VGA	13	8
Music and dance thrills. The watch and repeat gameplay sounds dull, but with sassy star Ulala trying to save the galaxy from aliens, you can't help but be won over. Short, though.						
SPAWN: IN THE DEMON'S HAND	EIDOS	4	NO	50	17	6
Third-person shooter that plays like a cross between <i>Quake III Arena</i> and <i>Power Stone</i> , but poor camera angles and other minor flaws dampen the enjoyment.						
SPEED DEVILS	UBI SOFT	2	NO	50	1	7
Quirky racer that offers long tracks featuring a range of bizarre events – including a UFO invasion, speed traps and police chases. Good two-player mode, but easy to complete.						
SPEED DEVILS ONLINE RACING	UBI SOFT	5	YES	50/60/VGA	17	6
Update of <i>Speed Devils</i> now with online racing and bonus tracks. Online works fine but the entire game is tainted with a control delay that affects handling.						
SPIRIT OF SPEED 1937	ACCLAIM	1	NO	50/60/VGA	12	3
Period-themed racer that offers basic motors and long uneventful circuits. Unique idea, but the execution, especially the poor frame-rate, is unforgivable.						
STARLANCER	UBI SOFT	4	YES	50/60/VGA	16	5
Mission-based intergalactic space shooter that can also be played online. Slick graphics and sound effects make it immediately exciting but the action soon becomes too repetitive.						
STAR WARS DEMOLITION	ACTIVISION	4	NO	50/60/VGA	17	4
The <i>Star Wars</i> saga takes a detour into Hicksville, with a demolition derby featuring vehicles from the famous franchise. Worse than Jar Jar Binks.						
STAR WARS EPISODE I: JEDI POWER BATTLES	ACTIVISION	2	NO	50/VGA	14	4
Take control of a Jedi Knight including Qui-Gon and Obi-Wan in a scrolling beat 'em up that uses Lightsabers instead of fists. Bad collision detection leads to frustrating moments.						
STAR WARS EPISODE I: RACER	ACTIVISION	2	NO	50/VGA	11	6
<i>WipeOut</i> -inspired racer that doesn't feature weapons, but moves at a hell of a pace. Exciting at first, but the courses and competitors are unimaginative and repetitive.						
STREET FIGHTER III: DOUBLE IMPACT	VIRGIN	2	NO	50/60/VGA	8	7
Two games for the price of one, comprising of the original <i>Street Fighter III</i> and the sequel <i>2nd Strike: Giant Attack</i> . Not as accessible as other Capcom fighters. One for true fans only.						
STREET FIGHTER III: 3RD STRIKE	VIRGIN	2	NO	50/60/VGA	14	8
Not so much a remould of the series, rather a super tune-up. The ability to choose your opponent before bouts is an enticing new feature. Plus the smash the car bonus stage is back!						
STREET FIGHTER ALPHA 3	VIRGIN	2	NO	50/60	2	8
Huge array of the <i>Street Fighter</i> cast assemble in one of the best 2D fighters ever. Great cartoon looks and the excellent World Tour mode will keep you busy for many a night.						
SUPER MAGNETIC NEO	CRAVE	1	NO	50/VGA	12	6
Imaginative platformer starring Neo, who propels himself through the colourful levels by using the polarity of his magnetic head. Frustrating gameplay spoils the fun.						
SUPER RUNABOUT	VIRGIN	1	NO	50/VGA	14	6
Mission-based racer with a wide choice of vehicles and the option to play as cops or hillbillies. The carnage you can cause as you race to the next goal is the best part.						
SURF ROCKET RACERS	UBI SOFT	2	NO	50/VGA	17	2
Terrible attempt to bring the thrills of jet ski racing to Dreamcast. Courses, controls and a water effect that resembles jelly, are all shockingly bad. Avoid.						
SUZUKI ALSTARE EXTREME RACING	UBI SOFT	2	NO	50	2	7
Very fast superbike racer endorsed by the Suzuki team. Nice variety of twisty circuits, but dodgy pop-up and collision detection mar the performance. Good two-player mode.						
SWORD OF THE BERSERK: GUT'S RAGE	EIDOS	1	NO	50/60/VGA	10	5
Hack 'n' slash and little else in this fantasy adventure. Initially enjoyable, but too many cut-scenes fragment the action which soon gets repetitive. Buy if you like gore!						
SYDNEY 2000	EIDOS	4	NO	50/VGA	11	7
Solid attempt to dethrone <i>International Track & Field</i> of the button-bashing athletics crown. Wide variety of events – but lacks the polish of Konami's similar title.						
TECH ROMANCER	VIRGIN	2	NO	50/60/VGA	8	6
More one-on-one fighting from Capcom, this time with giant robots taking centre stage. Lacks the finesse of other fighters and the 'giant' robots look tiny and wimpy.						
TEE OFF	ACCLAIM	4	NO	50/60	3	7
Cartoon-styled golf game that doesn't weigh you down with stats and unnecessary screen clutter. Things are kept simple and easy to follow and four can enjoy a round together.						
THE GRINCH	KONAMI	1	NO	50/VGA	17	4
Below par movie tie-in, that offers interesting platform gameplay but suffers from terrible graphics and a fluctuating difficulty level.						

FAQ

FREQUENTLY ASKED QUESTIONS

PERIPHERALS



I HAVE A 100HZ TELEVISION, AND THE DREAMCAST LIGHT-GUN DOESN'T WORK. WHY?

This is because the screen refreshes faster than the game, so the light-gun hits aren't registered properly. There's nothing you can do about this, we're afraid.

I'VE HEARD THAT THE SEGA LIGHT-GUN WON'T WORK WITH SONY SUPER TRINITRON TVS. IS THIS TRUE?

Turn off the Auto Picture facility of the television and you'll be okay.

DOES THE LIGHT-GUN WORK WITH GAMES OTHER THAN HOUSE OF THE DEAD 2?

Currently no, but more compatible games are expected soon including *Confidential Mission* (see page 46), *Gun Valkyrie* and *House of the Dead 3*.

WHY SHOULD I BOTHER WITH A SCART LEAD?

Simply because it will improve picture quality compared with using the RF cable (or 'TV lead') which is supplied with the DC. A fully wired RGB SCART cable is the best option, but check that your TV is compatible before shelling out.

WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT OUT WEB PAGES?

No. For the record, there's a button marked 'Print' on the Dreamcast keyboard simply because it's based on a PC model.

WHAT'S ALL THIS I HEAR ABOUT A DC CAMERA?

Sega announced a camera, called Dreameye, last year but it's highly unlikely that we'll see it released in Europe now.

WHAT'S A VGA BOX?

It's an adaptor that enables you play DC games on a PC monitor, offering improved picture quality. Sega haven't officially released their VGA box in Britain, but you'll find one if you look hard enough.

WHY DON'T ALL GAMES SUPPORT A VGA MODE?

Because it takes extra time for the developer to include support, and some don't think it's worth their while. If support is included, then it should be seen as a *bonus*. Look for a logo on the back of the box for compatibility or check out the Games Directory on these pages.

WHY HAVEN'T SEGA OFFICIALLY RELEASED THE VGA BOX IN THE UK?

We're not entirely sure but would guess that Sega Europe don't wish to confuse gamers by promoting a product which works with some games but not others.

WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?

It's an add-on that plugs into your controller and makes it vibrate. It's compatible with virtually all games. Expect to pay under £15 for an official Sega one.

WHY SHOULD I BUY A KEYBOARD AND MOUSE?

A Dreamcast Keyboard is pretty much essential if you're using your Dreamcast for regular emailing. Get a Dreamcast Mouse as well if you intend playing lots of *Quake III Arena*. Each costs less than £20.

WHY DOESN'T THE DREAMCAST MOUSE WORK WITH THE DREAMKEY BROWSER?

Because the browser was programmed before the Mouse became available. Unfortunately, you'll have to wait for the next version of Dreamkey for compatibility.

IS THE SEGA ARCADE STICK COMPATIBLE WITH ALL DC GAMES?

Yes, but with varying degree of usefulness. We'd only really recommend buying one if you're a die-hard fighting game fan (they're especially good with Capcom beat 'em ups).

IS IT WORTH GETTING A STEERING WHEEL?

Only if you feel like splashing out. Obviously you can only use them for driving games, and the standard DC pad gives you analogue steering, acceleration and braking, so there's really no need.

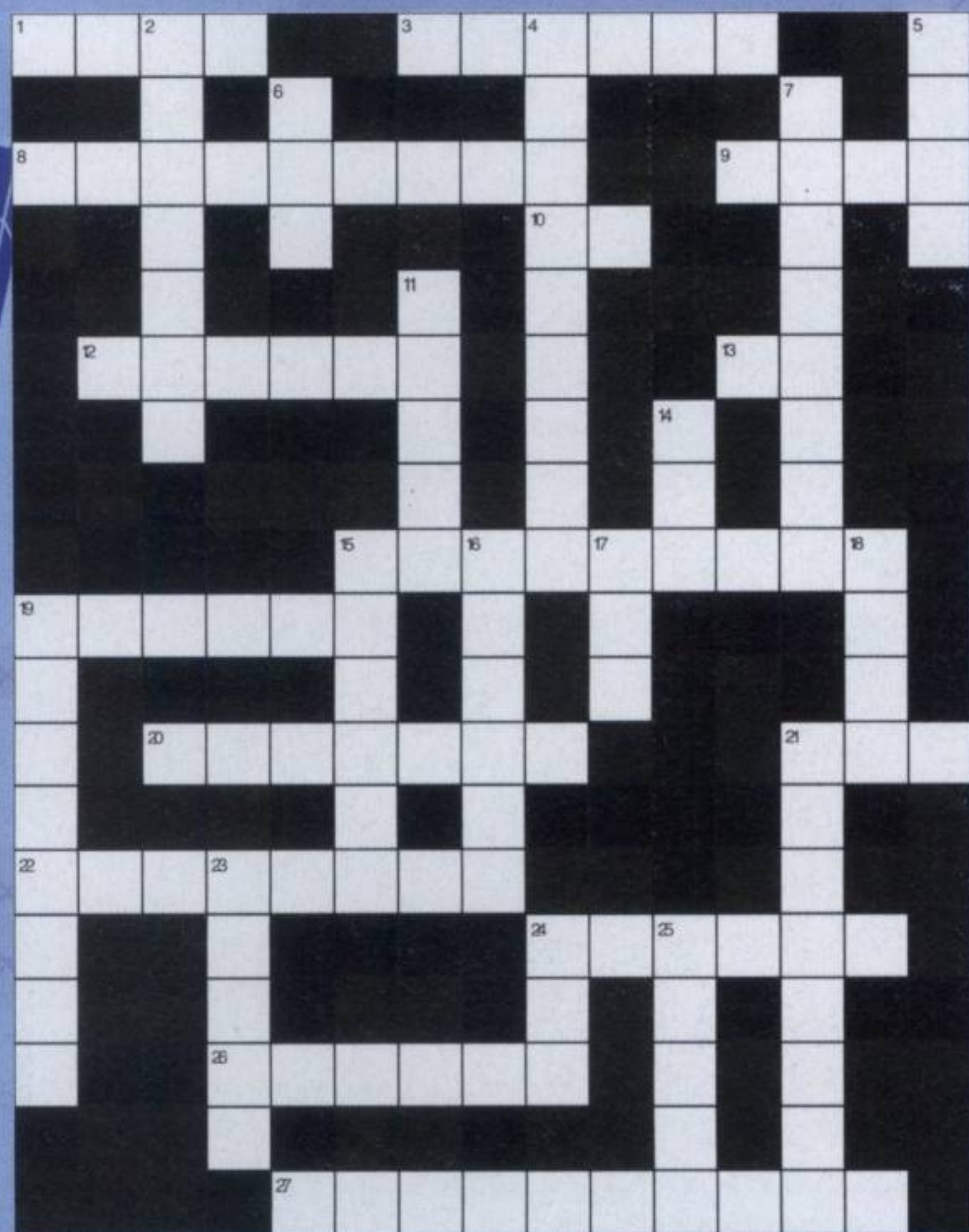
WHY DON'T ODM REVIEW PERIPHERALS?

We did a peripheral round-up in our December 2000 issue (*ODM* #14) and will look at add-ons again in the future.

• Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk

CROSSWORD

DON'T PHONE (OR WRITE!), IT'S JUST FOR FUN.



ACROSS

- 1 Pet in *Sonic Adventure*. (4)
- 3 *Virtua Fighter* Jeffrey's surname. (6)
- 8 The award a game gets if it scores 9/10 or more in *Official Dreamcast Magazine*. (9)
- 9 What Sega are fishing for. (4)
- 10 Short name for Dreamcast's save game unit. (2)
- 12 A mighty comics publisher, home to Spider-Man. (6)
- 13 The Driller's first name. (2)
- 15 Surname of *Resident Evil's* Jill and *Ready 2 Rumble Boxing's* Lulu (9)
- 19 Legendary motorbike manufacturer. (6)
- 20 Canine accomplice of Dick Dastardly. (7)
- 21 *Commander* or *Racer*? (3)
- 22 It's spawned a *Racer* and *Power Battles*. (4,4)
- 24 Home to the 2000 Olympics. (6)
- 26 Famous French 24 hour race. (2,4)
- 27 Last month's cover game. (10)

DOWN

- 2 Sega-sponsored football team. (7)
- 4 Extreme comic character published by 12 Across. (9)
- 5 They had a Psycho Circus and some crazy, crazy nights. (4)
- 6 Japanese fight producers that battled with Capcom. (3)
- 7 *Ultimate Fighting Championship's* H2O man. (8)
- 11 French-sounding star of *Space Channel 5*. (5)
- 14 Avoid this in *ChuChu Rocket!* (3)
- 15 *Athlete*, *Fighter* and *Striker*. (6)
- 16 Los Angeles-based NBA team. (6)
- 17 He has a magnet for his head. (3)
- 18 Dolphin. (4)
- 19 Hit Disney movie of last year. (8)
- 21 Famous Aha song covered in *Samba De Amigo*. (4,2,2)
- 23 *Sega* or *V-* (5)
- 24 They went behind enemy lines in *Hidden & Dangerous*. (3)
- 25 *Spawn* is in his hands. (5)

SOLUTION TO LAST MONTH'S CROSSWORD

ACROSS

5 Tom Clancy, 7 Mates, 9 *Sega Swirl*, 10 Frag, 11 *Toy Racer*, 14 Hazuki, 16 Capcom, 18 Kao, 21 Robotnik, 22 Kudos, 24 Start, 25 *Evil Dead*, 26 Dreamcast

DOWN

1 Elements, 2 Laser, 3 Yuji Naka, 4 Tails, 6 Meseta, 8 Tony Hawk, 12 Rayman, 13 *Roadsters*, 15 Inferno, 17 Christmas, 19 *Fighter*, 20 Thunder, 23 Sodom

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
THE NOMAD SOUL	EIDOS	1	NO	50/60/VGA	7	5
A huge futuristic adventure starring David Bowie. Plenty of shooting, fighting and puzzle solving but they don't work as well as you'd like. Alright if you like sprawling sci-fi.						
TIME STALKERS	SEGA	1	NO	50/60/VGA	13	4
Lame attempt at a role-playing adventure that is too short and linear, with no attachment felt towards any of the characters. Not a good ambassador for RPGs.						
TOKYO HIGHWAY CHALLENGE	CRAVE	2	NO	50	1	5
Race for cash against other drivers around the Tokyo equivalent of the M25. There's only one track and the cars don't offer enough variety. May appeal to car nuts.						
TOKYO HIGHWAY CHALLENGE 2	UBI SOFT	2	NO	50/VGA	15	5
Another set of illegal Tokyo street races with a few more options and improved graphics. Win money and customise your fictional car. Still too dull for mass appeal.						
TOM CLANCY'S RAINBOW SIX	SWING	1	NO	50	17	4
Control a counter-terrorist Special Forces unit in this strategic mission-based shooter. Poor enemy intelligence and below par graphics spoil proceedings.						
TOMB RAIDER: THE LAST REVELATION	EIDOS	1	YES*	50/60/VGA	6	7
Lara Croft's fourth adventure is set almost entirely in Egypt, getting back to what made the original game great: mind-bending puzzles, and lots of them.						
TOMB RAIDER CHRONICLES	EIDOS	1	NO	50/60/VGA	15	6
Fifth outing for Lara sees some new but unsurprising ideas and a good variety of levels, but the series is now looking very tired and the control system is still flawed.						
TONY HAWK'S SKATEBOARDING	CRAVE	2	NO	50/VGA	10	8
One of the best skateboarding games on the block, with a wide range of moves, sublime controls and memorable levels. Plenty of challenges to unlock and perfect.						
TONY HAWK'S PRO SKATER 2	ACTIVISION	2	NO	50/VGA	15	9
Bigger than the original, with wider range of challenges and tricks. Far better visually with expanded multiplayer modes and now you can design and save your own skate park.						
TOY COMMANDER	SEGA	4	NO	50/VGA	1	8
Mission-based war games with the action taking place in a house and re-enacted with a child and his toys. Much harder than it looks with imaginative use of the location.						
TOY RACER	SEGA	4	YES	50/60/VGA	17	6
Simple multiplayer racer from the makers of <i>Toy Commander</i> with courses set in the various rooms of a house. Benefits from being cheap (£4.99) and online compatible.						
TOY STORY 2	ACTIVISION	1	NO	50/60/VGA	16	4
Below average platform adventure based on the movie with Buzz Lightyear attempting to save Woody from his captor. Weak graphics and an awful control system ruin what's good.						
TRICKSTYLE	ACCLAIM	2	NO	50	1	7
Futuristic hoverboard racing on the streets of London, New York and Tokyo. There's tricks to learn, and VM mini-games but the action is too slow to keep you interested.						
UEFA DREAM SOCCER	SEGA	4	YES*	50/60/VGA	16	5
Third instalment of the <i>Sega Worldwide Soccer</i> series, now going by a new name and offering female players as well as the men, but it's too similar to the previous versions.						
UEFA STRIKER	INFOGRAMES	4	NO	50	1	8
It was the first football game on DC, and despite the simple looks, is still the best. It doesn't do anything spectacular, but it does it well and that's enough. Nice training mode too.						
ULTIMATE FIGHTING CHAMPIONSHIP	UBI SOFT	2	NO	50/60/VGA	13	9
Brutal beat 'em up featuring a wide range of fighting styles as real-life competitors fight within a steel cage. Good controls and impressive graphics make this a real hit.						
URBAN CHAOS	EIDOS	1	NO	50/VGA	13	6
As a street cop in this large adventure you'll get to drive cars, shoot criminals and engage in hand-to-hand combat. A strong story and plenty of variety, pity about the poor controls.						
VANISHING POINT	ACCLAIM	2	NO	50/60/VGA	17	7
Arcade-style racer with cleverly designed courses and some spectacular crashes – but no car damage. There's also a stunt mode if you like that sort of thing.						
VIGILANTE 8: 2ND OFFENSE	ACTIVISION	4	NO	50/60/VGA	3	5
Vehicular combat on the streets of the American Deep South, with cars sporting every sort of weapon imaginable. Fun for a while but average rather than spectacular.						
VIRTUA ATHLETE 2K	SEGA	4	YES*	50/60/VGA	12	4
Sega get stingy with this athletics sim as it only contains seven events. The addition of a stamina bar to the button-bashing is a big mistake and there are no extras to unlock.						
VIRTUA FIGHTER 3TB	SEGA	2	NO	50/VGA	1	7
Competent conversion of the arcade legend that offers some fine fighting action but hardly any home extras. Great back in its day but looks shabby compared to <i>Soul Calibur</i> .						
VIRTUA STRIKER 2 (VER. 2000.1)	SEGA	2	NO	50/60	4	7
At first it seems unplayable, but take time to master the controls and discover why this is the best arcade football game around with national teams and a great goal rating system.						
V-RALLY 2 EXPERT EDITION	INFOGRAMES	4	NO	50/60/VGA	7	7
Fast-moving racer, with loads of courses and cars. Suspect handling slightly spoils the experience, especially as it feels like the cars could tip over at any second, and they usually do.						
VIRTUA TENNIS	SEGA	4	NO	50/60/VGA	12	9
Best sports title on Dreamcast. Simple controls mean anyone can master the variety of shots in a matter of minutes and includes some of the best home modes around.						
WACKY RACES	INFOGRAMES	4	NO	50/60/VGA	9	7
Classic cartoon becomes a slick <i>Mario Kart</i> -style racer. The cars and characters of the show are captured perfectly and there are some fun split-screen multiplayer modes.						
WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR	EIDOS	4	NO	50/60/VGA	12	5
Nothing really magical about this <i>Mario Kart</i> clone set around the streets of Disneyland. Graphical glitches and boring power-ups spoil the proceedings. It's a small world after all!						
WETRIX+	TAKE 2	2	NO	50/60/VGA	7	6
Puzzler where you must raise and lower land to collect water, using fireballs to evaporate the pools and score points. Unfortunately it soon becomes monotonous.						
WHO WANTS TO BE A MILLIONAIRE?	EIDOS	4	NO	50/60/VGA	13	3
There's no cash prize for winning but this is surprisingly close to the hit TV quiz. The eventual repetition of questions and poor production values spoil the enjoyment.						
WILD METAL	TAKE 2	2	NO	50	6	5
Tank game with as much emphasis on strategy as blasting. Choose a tank and pit your wits against the enemy. Sparse, endless levels get in the way of potential action.						
WORMS ARMAGEDDON	HASBRO	4	NO	50/VGA	3	8
Basic 2D graphics hide one of the greatest multiplayer games created. With simple to understand battle to the death gameplay, it's very addictive with a wide variety of weapons.						
WORMS WORLD PARTY	VIRGIN	4	YES	50/60/VGA	15	8
The same as <i>Armageddon</i> , but now supports more than one controller and is playable online – or it will be. The release date has been put back to March.						
WWF ATTITUDE	ACCLAIM	4	NO	50	2	3
We don't hate wrestling but we hate bad wrestling games like this one, which has poorly animated wrestlers that don't respond to the controls. Not as fun as wrestling should be.						
WWF ROYAL RUMBLE	THQ	4	NO	50/60/VGA	12	7
Technically it's incredible – with up to nine versatile wrestlers on screen at once. The sparse roster of stars and modes are a disappointment as what you initially see is what you get.						
ZOMBIE REVENGE	SEGA	2	NO	50/VGA	6	7
Scrolling beat 'em up based on <i>HOTD2</i> . Competent arcade conversion with VM mini-games to beef up your character before loading them back into the game. Undead good.						

* Denotes limited online modes, such as high-score ranking, new items available to download etc.

DREAMARENA

WHAT'S HAPPENING WITH SEGA'S ONLINE PORTAL? **STEVE BRADLEY** REPORTS DIRECT FROM SEGA EUROPE'S LONDON HEADQUARTERS



△ The Dreamcast-only site, Dreamarena. It ain't going away!

TEMPORARILY TURNING A blind eye to the typical knee-jerk tabloidism that has surrounded the recent announcements regarding our beloved Dreamcast, we can confidently state that Dreamarena and its attendant services will be with you for quite some time yet.

Did you know that Dreamarena is available to access not only in the United Kingdom, but also the Republic of Ireland, France, Germany, Spain, Italy, Portugal, Holland, Sweden, Switzerland, Belgium, Finland and Austria? Clearly this involves a huge commitment on the part of Sega Europe, not only in financial terms, but also the infrastructure and the numerous deals with European telephone companies.

Sega are constantly looking for ways to improve Dreamarena



△ Sega's Web presence is set to expand over coming months.

(witness the new portal homepage, for example) and the UK now supports exclusive film, music and sport channels in conjunction with partners Virgin Net, Dotmusic and Sports.com respectively. Keep an eye out for more channels appearing on Dreamarena in the coming months.

Elsewhere, Sega Europe are currently refreshing the look, feel and content of the PC site, Dreamcast-Europe. Although Dreamcasts are no longer being produced, the Sega brand will get stronger and the aim is to provide more in-depth coverage of every Sega title, exclusive news from Japan and focus on what's happening at Sega Amusements, the brilliant coin-op arm from which many of Dreamcast's great games originate. Check out the site at www.dreamcast-europe.com.

QUAKE III CLANS

SEGA EUROPE HELP ORGANISE GROUP VIOLENCE!

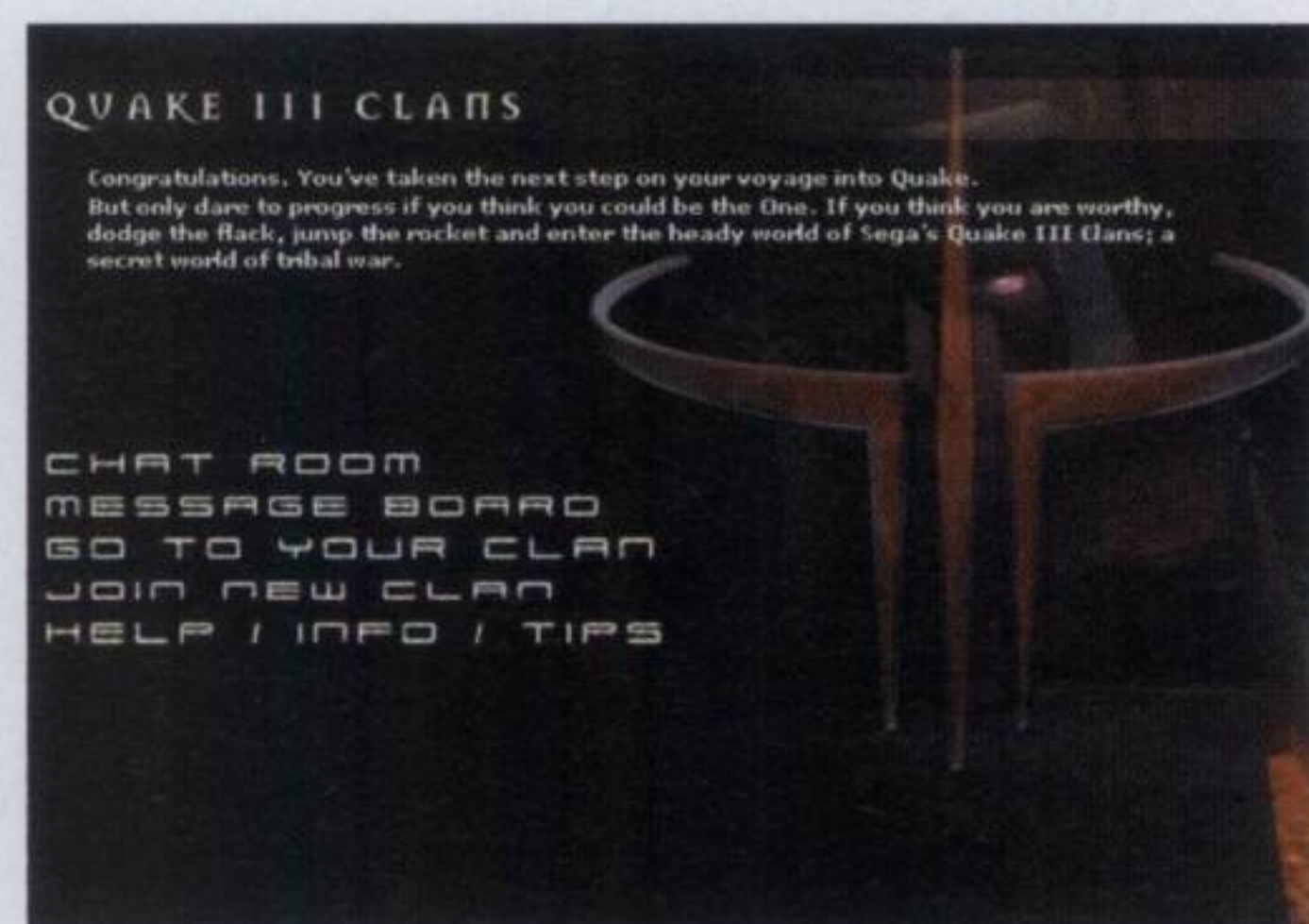
HEEDING THE CALL from many users to create a place just for *Quake* players where they can chat to one another and join groups, Sega developed support for Clans.

The good people who populate Dreamarena are making allies, forming clusters of like-minded *Quake* warriors and now have a ready-made home within the protective walls of Dreamarena. Here they can keep track of each other's whereabouts, whether in game, or just online. As long as they remain in Dreamarena, the Clan member can jump to another's location and organise online battles. They have their own private chatroom, and can form war allegiances under the banner of their chosen manifesto.

The number of Clans has grown fast and is still growing as the intense online battles continue to rage across Europe. As well as the

challenges of the game, there seems to be a growing competition to create the most awe-inspiring Clan name.

It's easy to form a Clan or to join an existing one. Simply go online to the *Quake* website through your *Quake III Arena* disc and follow the simple instructions. You have to register with Dreamarena, but once that is done the gothic world of *Quake* is opened to you forever. You can scan through the ever-swelling list of created Clans, with names ranging from the Ronin Independents (the largest) to Lemming Suicide Squad (stealthy). Meet up with people in-game, or in the dedicated *Quake III Arena* chatroom and lay a challenge at someone's door.



△ *Quake III* players need never feel lonely again!



FAQ

FREQUENTLY ASKED QUESTIONS

ONLINE

WHY CAN'T I PLAY .WAV FILES ON MY DREAMCAST?

You can, as long as they're embedded in Web pages. The Dreamkey browser can also play .au and .aiff sound files, and has partial support for Javascript as well as Macromedia Flash (version 3).

WHEN WILL A NEW VERSION OF DREAMKEY BE RELEASED?

Probably around Easter. Sega are adding improved Javascript and Flash support. Watch out for news on our website (www.dreamcastmag.co.uk) or Dreamarena.

CAN I USE MY OWN INTERNET SERVICE PROVIDER (ISP) WITH DREAMCAST?

Currently no, but see page 20.

HOW MUCH DOES IT COST TO USE MY DC ONLINE?

Calls are charged at nationwide local rates, so check with your phone operator. With BT standard charges are 1p/min at weekends, 1.49p/min during weekday evenings and 3.95p/min during peak hours but that's before any discounting.

CAN I ADD THE NUMBER TO MY BT FRIENDS & FAMILY LIST?

Yes. And if you nominate the number as your 'best friend' number you can get further discounts.

WHAT NUMBER DOES THE DC DIAL?

The number in the UK is 0845 757 6339.

WHY CAN'T I ACCESS CERTAIN WEBSITES?

Because Dreamkey has a built-in child lock to filter out 'inappropriate' content. Annoyingly, this also includes some legitimate sites like Hotmail. Over 18s can deactivate the filter by re-registering on Dreamarena (look for a check box at the bottom of the screen).

CAN I ACCESS NEWSGROUPS ON DREAMCAST?

Yes, via sites like www.remarq.com and www.deja.com which provide a Web interface for newsgroups. Sites like these aren't among the easiest to browse on DC, however.

WHICH NEWSGROUPS ARE WORTH LOOKING AT?

That depends on your personal tastes. For Dreamcast gaming, uk.games.video.dreamcast is a good place to start.

CAN I STILL RECEIVE EMAILS EVEN WHEN MY DREAMCAST IS SWITCHED OFF?

Yes! Your mail is stored on Sega's servers and isn't affected by what you're doing with your Dreamcast.

WHICH DREAMCAST GAMES ALLOW ME TO PLAY OTHERS ONLINE?

The big ones are *Phantasy Star Online* (ODM #17, 9/10), *Quake III Arena* (ODM #15, 9/10), and *ChuChu Rocket!* (ODM #9, 9/10).

OKAY, SO WHICH OTHER GAMES HAVE ONLINE FEATURES?

Metropolis Street Racer, *F355 Challenge* and *Sonic Adventure* are among those with online facilities. Others, like *Rayman 2*, include bonuses which can be unlocked by going online. Check out the Directory starting on page 102.

CAN I USE A US OR JAPANESE DC ONLINE IN THE UK?

Yes, but only to surf the Web. You won't be able to access the Dreamarena portal or gaming network.

I'M HAVING PROBLEMS WITH MY DC ONLINE. WHO CAN I CALL FOR HELP?

Call Sega's Internet Support Line. The number, along with several other useful contacts, is listed in the panel at the bottom of page 6.

• Have we missed something? If there's anything else you need to know about using the DC online, email us at letters@dreamcastmag.co.uk

20 GREATEST RECOMMENDATIONS



CHOOSING A NEW GAME CAN BE DIFFICULT WITH THE VAST ARRAY OF TITLES ON OFFER, SO WE'VE COMPILED A LIST OF THE 20 GREATEST GAMES CURRENTLY AVAILABLE. THEY COVER A WIDE RANGE OF STYLES AND OFFER SOMETHING FOR EVERYBODY. SO DON'T BUY A DUD, CHECK THE LIST FIRST!



CAPCOM Vs SNK

VIRGIN • ISSUE #15 • 8/10

A 2D super-bout that fans have long clamoured for. Essentially *Street Fighter Vs King of Fighters* with a few bonus characters thrown in, *Capcom Vs SNK* merges two very different styles of play into a very competent fighter, with a 'groove' system allowing you to choose between the two control styles. For each bout you must pick a team. Each character is assigned a rating of one to three – one for a weaker fighter, three for a boss. Your team can be made up of any number of them, as long as the points' value is four. The end result may not represent the purest form of either series, but it's great to play.



CRAZY TAXI

SEGA • ISSUE #5 • 9/10 • MOVIE#4

Get behind the wheel of a yellow cab and pick up customers, ensuring you drop them off at the correct destination in a bustling recreation of San Francisco. Drop them off within the time allowed to collect their cash. Then find another customer – but be quick! There's a host of excellent mini-games that will get you perfecting some of the special techniques that are buried beneath the surface of the main game. Essentially a score attack, this is an excellent conversion of the hit arcade game that manages to add a number of unique home features that'll make you play for much more than a few minutes.



ECCO THE DOLPHIN

SEGA • ISSUE #9 • 9/10 • GUIDE #11, 12, 13

Beautiful aquatic adventure starring a young dolphin out to save Earth. An enemy known as the Foe has shattered the Guardian, the source of the Earth's defences – it's up to Ecco to search for the pieces. Controlling Ecco is easy. Think of it like a flight sim – you can swim any way you like, roll, turn upside down and leap out of the water... you can even get Ecco to tailwalk. The action starts easy enough, but soon gets very, very tough, with sharks and octopuses causing Ecco trouble and levels set underground – dolphins need air, remember? This is a stunning and entertaining underwater odyssey.



F355 CHALLENGE

ACCLAIM • ISSUE #13 • 8/10 • MOVIE #12

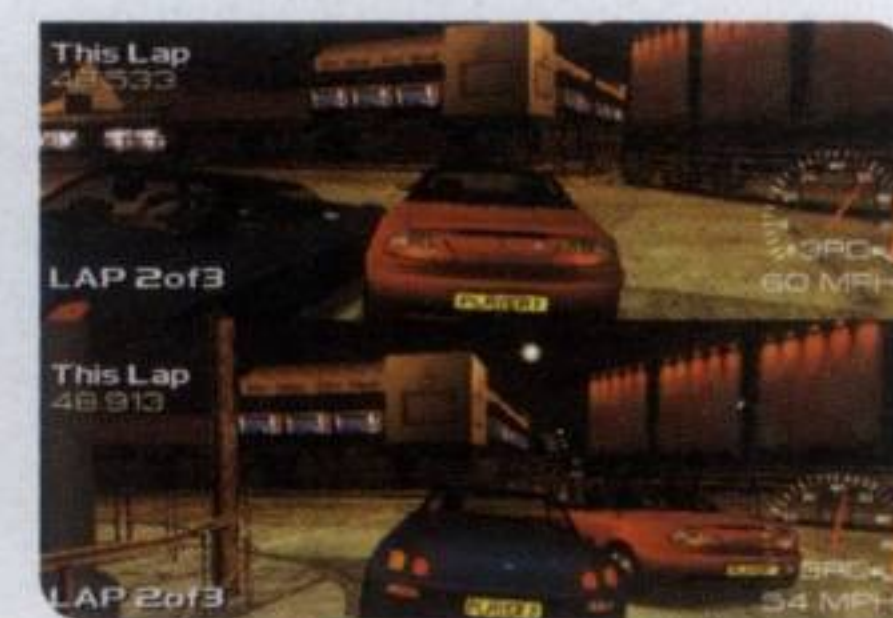
Like the *Challenge* part of the title coincidentally suggests, *F355's* adherence to realism and the laws of physics make it tough to master and has left the game with a love-it or loathe-it label. Playing *F355* is all about obsession. It'll take plenty of practice just to finish a race, let alone finish in the points, and as every car in the game is a Ferrari you've got to be in love with cars. Luckily, it's very easy to be obsessed about a Ferrari. It's a little short on extras, but the in-game detail and circuits are spectacular, and the handling is a triumph of software engineering. A purist's driving game, not for Sunday drivers.



JET SET RADIO

SEGA • ISSUE #14 • 8/10 • DEMO #14, 18

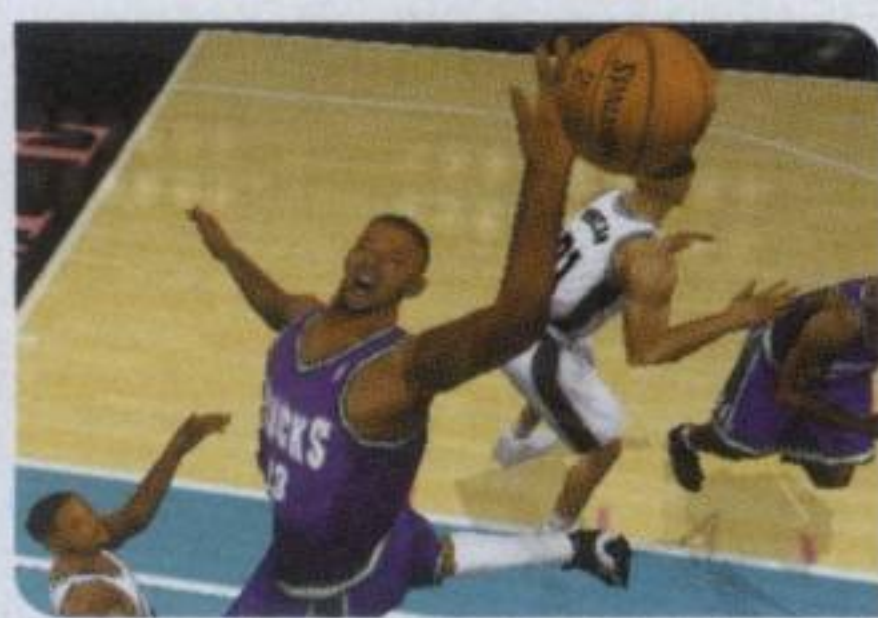
Employing a ground-breaking graphical technique that makes 3D characters look like flat cartoon drawings, *JSR* will guarantee a "wow" from anyone who sees it in action. Luckily, it plays as good as it looks. You're a rollerblader/graffiti artist who's out to tag every territory in the neighbourhood to show rival gangs who's the boss. Collect spray-cans, skate to the 'tagable' areas, then get spraying! But rival gangs and the police are out to stop you. Later levels get tougher, with the army called in and there's a greater reliance on tricks to reach new areas. With stunning looks, level design and music, you can't get fresher than this.



METROPOLIS STREET RACER

SEGA • ISSUE #12 • 9/10 • DEMO #12 • GUIDE #16, 17

The major appeal of *MSR* is the three ultra-realistic cities you get to drive around – San Francisco, London and Tokyo are all perfectly recreated. You get to race around the famous streets in the flashiest of motors without the hindrance of the usual heavy traffic. The structure of *MSR* is also unlike any other racer, rewarding you with kudos points for good driving. These points in turn unlock new circuits – there are more than 250 in total – and allow you to obtain faster cars. There's unique handling for each car that makes them very different to drive but all enjoyable. One of the most revolutionary racers ever.



NBA 2K

SEGA • ISSUE #5 • 8/10 • GUIDE #7

Basketball may not be as popular as football in the UK, but if you're after a decent sports game *NBA 2K* is a much wiser investment than any of the DC's footie titles. Gorgeous graphics and a good play-by-play commentary should help those unfamiliar with the sport's rules. Real teams, players and more statistics than you'll ever need add to the realism, with each match flowing back and forth just like the real thing. Loads of tournaments and options make it a title that offers an excellent recreation of the sport with plenty of longevity. Playing *NBA 2K* only raises one question: why can't we have a footie game this good?



PHANTASY STAR ONLINE

SEGA • ISSUE #17 • 9/10 • MOVIE #15 • GUIDE #18, #19

Planet-saving role-playing game from Sonic Team that avoids the usual clichés of RPGs by being set in the future, offering real-time battles and boasting the ability to team up with players from Europe, Japan and the USA for the price of a local phone call. You play an adventurer, paid to carry out missions on a strange planet inhabited by a vast array of creatures. There are more than 50 quests that can be played solo or, to really see what the game can do, online. A translator has been built into the game that enables you to communicate with anyone, no matter what their native tongue is. Fantastic!



POWER STONE

EIDOS • ISSUE #1 • 8/10 • GUIDE #1

A fast-paced fighting game that offers complete 3D freedom of movement and a level of interactive items previously unseen in the beat 'em up field. There are loads of weapons, ranging from bats to bazookas, but you can also make use of other objects in each room, such as chairs, lamp-posts etc. Throw them at your opponent or hide behind them for defence. The power stones of the title also appear during each bout – grab three and you can transform into a super-powerful being and launch a devastating special attack. A hugely entertaining fighter. We think the original is better than the OTT sequel.



QUAKE III ARENA

SEGA • ISSUE #15 • 9/10 • GUIDE #18

It may have been originally designed for PC, but the truth is *Quake III Arena* is far better suited to a console – specifically Dreamcast. This first-person shooter is fast and easy to understand, and quick reactions are essential. It's equally brilliant in single or multiplayer modes and you can also play it online. Single-player games play pretty much the same as multiplayer, due to the inclusion of 'bots' (computer-controlled adversaries that roam each level trying to hunt you down). The only disappointment is that to really appreciate it, you have to invest in the Dreamcast Mouse and Keyboard, especially if you're going to be battling online.



RAYMAN 2: THE GREAT ESCAPE

UBI SOFT • ISSUE #6 • 8/10 • DEMO #5, 7 • GUIDE #8, 9, 10

Platform thrills as Rayman tries to stop pirates terrorising his friends. Originality may not be its strong point, but when something plays as good as this you can't complain. It's also very tough, despite the simple opening levels to ease you into learning the controls. *Rayman* scores points for offering lots of variety – some levels see Rayman using rockets, spacecraft, and even a giant snake to water-ski. A great multiplayer bonus game is included. A simple yet extremely playable platformer, *Rayman 2* is cute, colourful and fun, and a supremely polished and well-constructed game.



RESIDENT EVIL CODE: VERONICA
EIDOS • ISSUE #8 • 9/10 • DEMO #9 •
GUIDE #9, 10, 11

The *RE* series continues in stunning fashion. It looks infinitely better than the original PlayStation titles, with true 3D characters and backgrounds and real-time cut-scenes. You control Chris and Claire Redfield, two survivors of previous *RE* games. As usual you're up against a zombie horde and a host of other hideous creatures. The only way to survive is to sensibly use the ammunition you find and solve puzzles to progress. This is a story-led adventure with plenty of shocks to keep you jumping and lots of secrets to discover to make you play again.



SAMBA DE AMIGO
SEGA • ISSUE #15 • 8/10

A bizarre 'rhythm action' title that has you standing in front of your TV shaking specially designed maraca controllers to correspond to the commands on screen. Essentially it's 'Simon Says' with famous Latin tunes to encourage you to get shaking, including some Ricky Martin hits and a very upbeat version of Aha's *Take On Me*. Despite an astronomical £100 price tag (due to the cost of manufacturing the sensor technology of the maracas), *Samba* is a winner. A guaranteed smash at any party, it will put a smile on anyone's face within five minutes of playing.



SHENMUE
SEGA • ISSUE #14 • 10/10 • MOVIE #14 •
GUIDE #16, 17

Shenmue really is in a class of its own. You play Ryo Hazuki, a Japanese teenager who is searching for the killer of his father. A mixture of many different game styles, the best way to describe *Shenmue* is that it's kinda like real life. You take over the life of Ryo completely, waking each day, going to work, to shops, talking to other characters. Luckily, Ryo's daily life isn't mundane. As he starts to mix with a criminal element, you'll get involved a bar fight among other treats. The most expensive game ever created. Play it and you'll see why it's money well spent.



SONIC ADVENTURE
SEGA • ISSUE #0 • 9/10 • DEMO #1

Sonic is back doing what he does best – racing at lightning-fast speed and collecting rings through some of the most fantastic levels ever seen in a platformer. But that's only half of it. Adventure stages see Sonic explore his world at a slower pace, searching for clues that will lead him to his arch nemesis – the evil Dr. Robotnik. There are also five other characters that you'll get to control, with their own quests that intertwine with each other thanks to a plot that ties everything neatly together. *Sonic Adventure* is a fun title with stunning set-pieces and a host of mini-games that make excellent use of a VM unit.



SOUL CALIBUR
SEGA • ISSUE #2 • 10/10 • MOVIE #2 •
GUIDE #3, 4, 5

This is still the best fighter on Dreamcast. Fights take place in small arenas, starring medieval heroes who batter each other with big swords and axes in best-of-three bouts. The characters appear large on screen, are incredibly realistic and animated superbly. Look closer and you can see that they breathe, wince, and smile! Best of all though, *Soul Calibur* plays far better than it looks. The Mission Battle mode adds longevity to play – you travel the world and fight battles where the rules are constantly changing. Doing this unlocks a host of cool secrets. You shouldn't rest until you've seen it all.



TONY HAWK'S PRO SKATER 2
ACTIVISION • ISSUE #15 • 9/10 • DEMO #14

A great example of how to turn a specialist sport into a game that everyone can enjoy. *Pro Skater 2* allows you to perform an array of stunning skateboard tricks in locations that encourage you to go crazy. Once you've learnt the basic controls you'll be addicted. Then you can practice tougher moves that score more points and successfully complete the ten tasks that are set on each level. It's a huge challenge to complete the game, with some tasks seemingly impossible at first. Working your way through reaps its own rewards, with new areas and abilities made available. You even create your own skater or design your own skate park. Nice.



ULTIMATE FIGHTING CHAMPIONSHIP
CRAVE • ISSUE #13 • 9/10 • DEMO #13, 16 •
GUIDE #15

Realistic fighters battle in no-holds-barred matches in a wire-enclosed ring. Based on the American TV sport, *UFC* is the most brutal beat 'em up on the market. It looks mean, plays mean and it definitely sounds mean. Fighting styles are fully represented – jujitsu, freestyle wrestling and submission fighting are just a few. There's 22 characters, more than 3,000 moves, 1,200 combos and a wealth of modes. It wouldn't mean squat if it wasn't fun to play, but despite being brutal *UFC* rewards technical mat skills. It all adds up to make the most complex unarmed combat title ever created.



VIRTUA TENNIS
SEGA • ISSUE #12 • 9/10 • DEMO #11, 17 •
GUIDE #13

Despite only using two buttons to select shots, *Virtua Tennis* isn't simple. Through a combination of positioning and timing, you can hit a much wider variety of shots than the standard and lob returns suggest. There are 20 computer opponents to challenge, including real players, who have different playing styles and characteristics. There's the straight-up Arcade mode or the more challenging World Circuit mode. *Virtua Tennis* is a fantastic multiplayer game. Play against an equally skilled friend to discover why, in the Best of the Best feature in *ODM* #16, the experts voted it number one.



WORMS WORLD PARTY
VIRGIN • ISSUE #15 • 8/10

Control a team of four worms and fight rival teams in a turn-based battle. There is a huge array of weapons available for you to mount your attacks, ranging from simple fists or handguns to bazookas and full-on air strikes. There are also some unusual weapons like skunks, exploding sheep and OAPs. *Worms* is simple on the surface, but dig deeper and there is a great depth to the gameplay. It's always been famous for being a great multiplayer experience but falling flat in single-player. The same problem is evident here, but now you can battle online, so you'll never have to play alone again – unless you really want to.

FAQ

FREQUENTLY ASKED QUESTIONS

MISCELLANEOUS



WHAT'S A GD-ROM?

A custom type of compact disc used for Dreamcast games. They hold up to 1Gb (1024Mb), which is more than a regular CD-ROM (650Mb)

WHY CAN'T I PLAY JAPANESE OR AMERICAN GAMES ON MY UK DREAMCAST?

Dreamcast games use something called 'territorial lock-out', a data track specific to the part of the world in which the game is supposed to be sold and played (ie Japan, Europe or America). This helps stop illegal imports of foreign goods.

WHY DO GAMES COME OUT IN JAPAN AND AMERICA MONTHS BEFORE THEY DO IN THE UK?

Because it takes time to convert them for our TV system (PAL) and to translate them into all the European languages. Games developed in Europe, like *Metropolis Street Racer* and *Ecco The Dolphin*, generally come out first here though.

WHAT IS THE RRP (RECOMMENDED RETAIL PRICE) OF A DREAMCAST?

It's recently been reduced to just £99.99 – an absolute bargain! Some retailers offer packages with games included, so shop around for the best deal.

WHY DO RELEASE DATES KEEP CHANGING?

Making games isn't an exact science, so it's often hard to tell how long it will take to finish them. Games are usually delayed to make them better though.

WHO'S NAOMI?

Naomi is Sega's latest arcade hardware and it's very similar in design to Dreamcast, so coin-op to DC conversions are easy to do. *Crazy Taxi*, *Dead Or Alive 2*, *Jambo! Safari*, *F355 Challenge* and *18 Wheeler American Pro Truck* are all Naomi games.

WILL ALL NAOMI GAMES COME TO DREAMCAST?

Not necessarily. Some arcade games don't work well as home conversions.

WHY CAN'T MY DC PLAY WINDOWS GAMES?

Because it isn't a PC. Some Dreamcast games use Microsoft's Windows CE technology, but it doesn't make your Dreamcast a PC.

WHEN IS SHENMUE II COMING OUT IN THE UK?

Early 2002. Probably.

WHEN IS...

Arrgh! If there's any major news on release dates we'll tell you in our news pages. Please don't waste your time by emailing or writing to us for information on release dates – you won't get a reply.

I DON'T LIVE IN BRITAIN. CAN I SUBSCRIBE TO ODM?

Sorry, no. Subscriptions to this magazine are only available to those living in the UK.

MY DREAMCAST IS BROKEN. WHAT SHOULD I DO?

Call the Sega Consumer Line. The number, along with several other useful contacts, is listed in the panel at the bottom of page 6.

• Have we missed something? If there's anything else you need to know (except release dates, please), email us at letters@dreamcastmag.co.uk



READER REVIEWS

THE BIT OF THE MAG WHERE YOU TELL US WHAT YOU THINK OF GAMES. HAPPY WITH A PURCHASE? PICKED UP A DUD? THEN DO WRITE IN – IN UNDER 250 WORDS! – AND TELL US



PHANTASY STAR ONLINE

REVIEWED: ODM #17, 9/10

WE SAID: "One day, all games will be like this. For now, you can be satisfied that you're playing one of the most innovative games around."

WHAT YOU THOUGHT

After the beautiful intro sequence, I could tell straight away that there was something very special about this game. After nearly crying at its beauty, I came to the task of having to create a character.

Being a fan of RPGs but also liking robots, I was spoiled for choice. I spent about an hour messing with the options trying to find my perfect character.

Then I was thrust on to Pioneer 2 to begin my quest. My first thought was to train offline to get myself up to a decent level, so I decided to take part in some of the offline missions. The early ones actually teach you various things about the game and are very helpful. In no time I was capturing many treasures,

helping various different people and getting paid for doing all of it.

Online mode is even better! What I found were many adventurers like myself all with the same agenda. It's then that you start to realise the grand scale of *PSO*. You really feel like one of the thousands of hired hunters brought on to Pioneer 2 to find out just what did happen on Pioneer 1.

So, if you like RPGs and you can afford the time and the phone bill, *PSO* is the perfect game.

PAUL STREET, VIA EMAIL

Phantasy Star Online has proved hugely popular with you lot but, for some unknown reason, we've had very few reader reviews of it. More please!

QUAKE III ARENA

REVIEWED: ODM #15, 9/10

WE SAID: "Whether it's online, split-screen or single-player, *Quake III Arena* is so fast, so good-looking and perfectly balanced that you'll pick up a controller and play for an hour without even noticing."

WHAT YOU THOUGHT

Being a veteran gamer and a fan of first-person shooters, I was delighted to hear that *Quake III Arena* was getting a Dreamcast release. For years I enjoyed titles such as *Doom*, *Duke Nukem 3D*, *Rise Of The Triad* and *Perfect Dark*.

However, none of these games come close to the excellence that is *Quake III Arena*. I mean, the single-player mode is pretty good, but online play is just awesome. It also helps to have a keyboard and mouse if you want to get the most out of it – definitely the best £80 I have spent in ages.

The first day I bought it I ended up playing for well over an hour online. I'm dreading my phone bill, but this is a small price to pay for such gaming excellence. I just had so much fun fragging complete strangers to pieces, that I didn't want to stop playing.

When it comes to first-person perspective shooters, Id Software are the best – I mean, they practically invented the genre.

G. GARDNER, LONDONDERRY, N. IRELAND

And that gets no argument from us.

△ *Phantasy Star Online*: what do you think?

UEFA DREAM SOCCER

REVIEWED: ODM #16, 5/10

WE SAID: "We were pretty tolerant when two *Worldwide* games appeared within a football season of each other, but it's becoming a joke now. And an unfunny one at that. The search for the definitive Dreamcast football game goes on..."

WHAT YOU THOUGHT

Correct me if I'm wrong, but isn't the idea of a sequel to be better than the game it succeeds? *UEFA Dream Soccer* is a complete contradiction to this idea.

For the first time in the Dreamcast's *SWWS* series, developers Silicon Dreams have an official UEFA licence to play with. So what do they do? Spell all player names phonetically (rather than all but those playing in England).

The commentary has deteriorated from the preceding games too. The commentary in *SWWS Euro Edition* was among the best I've heard, yet *UDS'* was sloppy with no player names. This, coupled with the fact that you can't have player names on-screen, means you have no idea which player you are in control of. This is a major annoyance.

League competition is also a joke. Not only does the ease of the game allow you to dominate even on World Class, you also only play 19 games in a season, meaning you only play each side once. And at the end of the season you don't even get to see your final league position!

Also, the menu system is terrible and difficult to use. And I won't even go into the intro sequence with Barry Vennison blabbering on about how great football is – it's shite! Graphics worse than *Euro Edition* round off a terrible game.

MICHAEL BENSON, VIA EMAIL

So you don't like it then, Michael?

MARVEL VS CAPCOM 2

REVIEWED: ODM #10, 7/10

WE SAID: "It's going to have its ardent fans but for some DC gamers *MVC2* will be a brief bit of confusing entertainment."

WHAT YOU THOUGHT

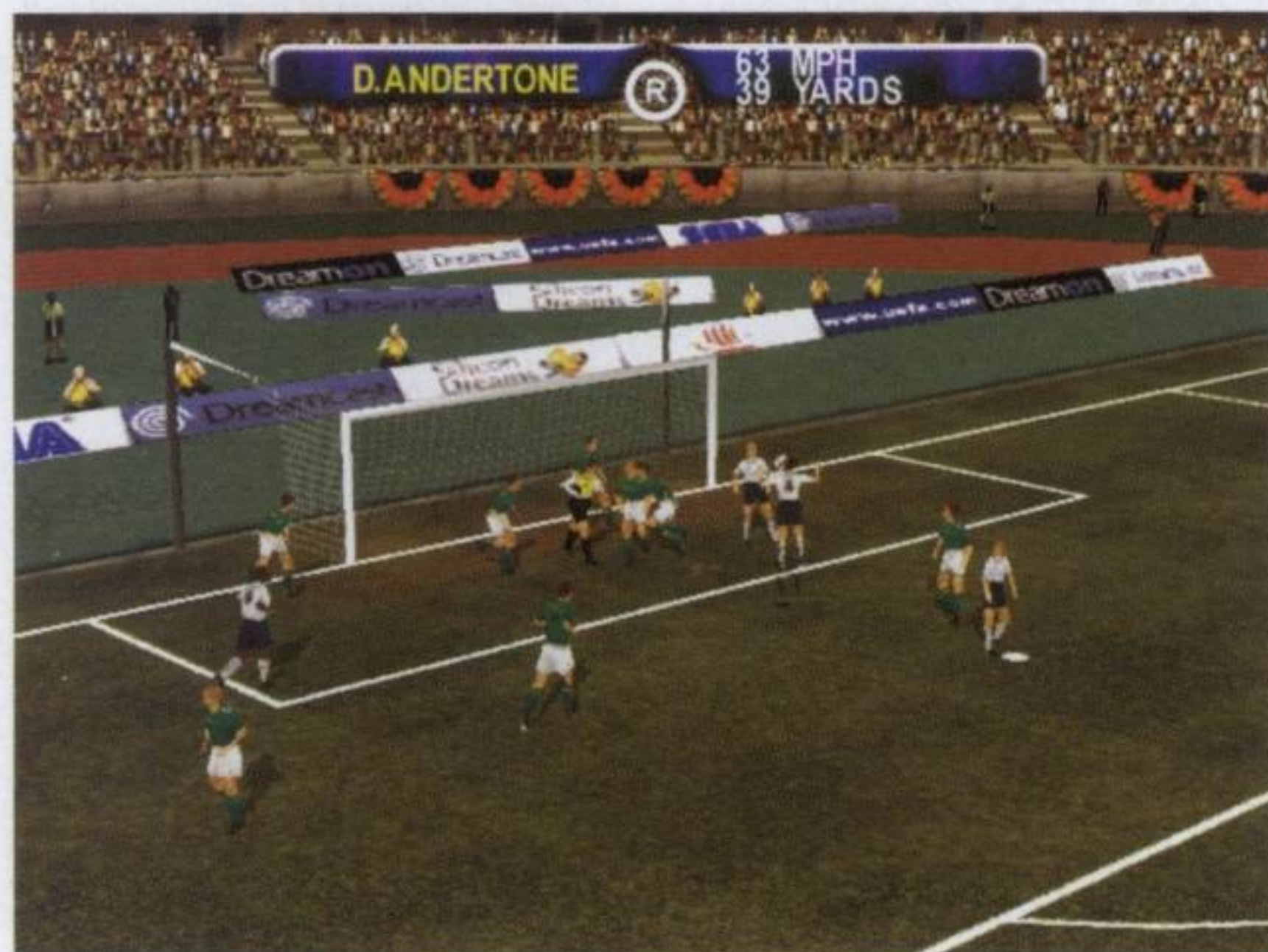
Back in the crazy days of the good ol' SNES and Mega Drive, few pleasures were quite as sweet as kicking the crap out of your mates in the hallowed arena of *Street Fighter 2*.

But in this age of overrated 3D gubbins, what's a nostalgia-hungry fight fan to do? Get *Marvel Vs Capcom 2*!

From the get-go you're offered a motley crew of Capcom regulars and fan-favourites straight from the pages of Marvel Comics, pitted together in a frenzied three-on-three tag-team extravaganza! Let's face it, I think we've all puzzled over that enigma as to who would win between Mega Man and



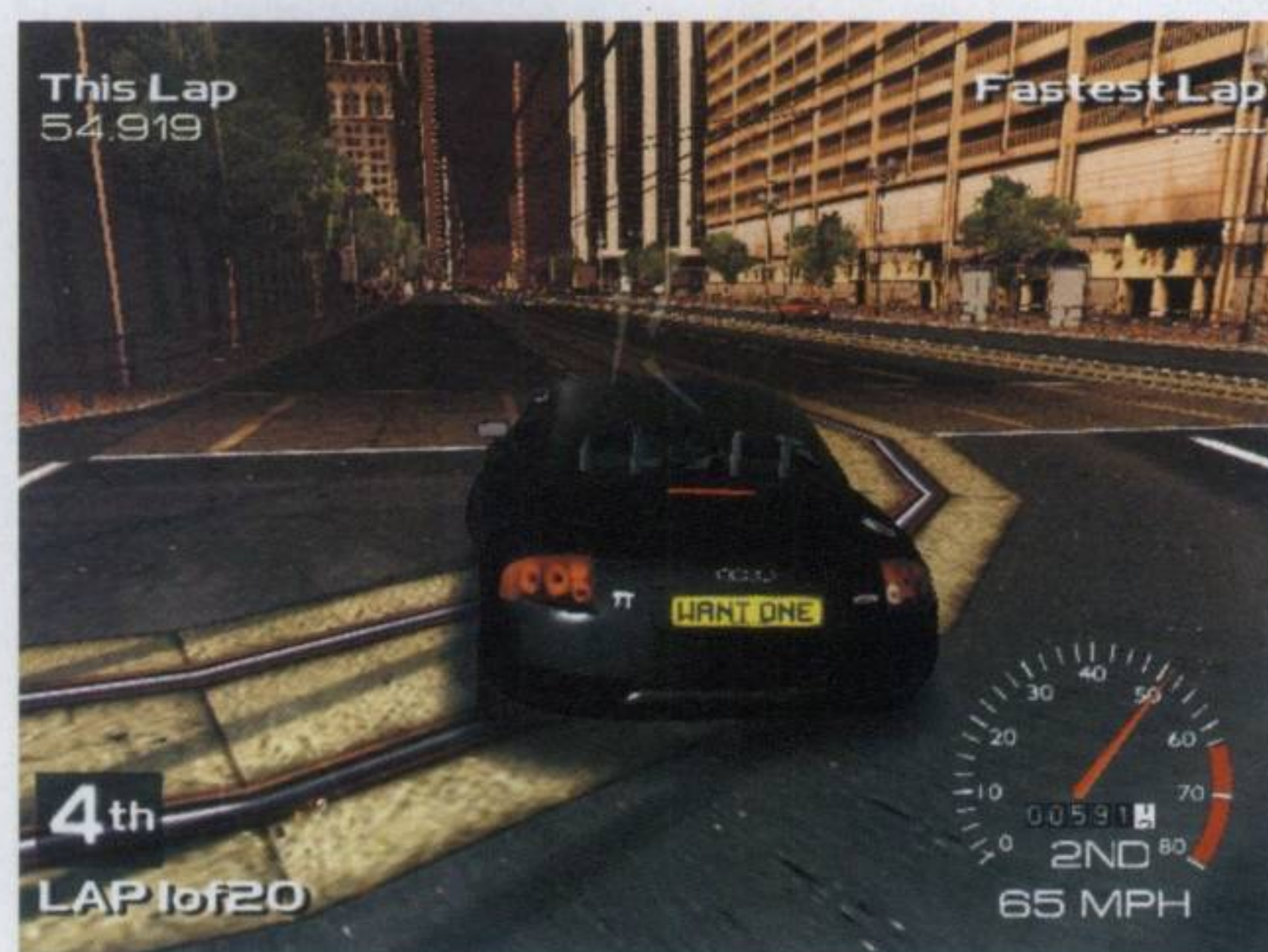
△ *Quake III Arena*: yes, Id Software rule.



△ *UEFA Dream Soccer*: you're not very good, you're not very good...

"GRIPES ASIDE,
MARVEL VS CAPCOM 2
IS AN ABSOLUTE
GODSEND FOR US
RETRO KIDS"

- PAUL BRYANS ON *MARVEL VS CAPCOM 2*



△ *Metropolis Street Racer*: painful handling!?!?

Doctor Doom at some stage. Be honest!

The game itself is a treat to behold. Watch in wonder as Spider-Man leaps 30 feet in the air, unleashes a tirade of blows then glides to the ground to unleash an amazing 30 hit hyper combo!

Numerous plays are rewarded with extra characters taking the total to a whopping 56, although I feel Capcom have opted for quantity over quality in some respects. For example, veterans will notice that some characters have been stripped of key moves. And a simple one-on-one option would have been welcome too, as the three-on-three action is a tad over-the-top.

Gripes aside, *MVC2* is an absolute godsend for us retro kids. 'Nuff said!

PAUL BRYANS, VIA EMAIL

Nice little review, Paul. Want a job, mate?

METROPOLIS STREET RACER

REVIEWED: *ODM* #12, 9/10

WE SAID: "With spectacular looks and sounds, an ingenious original design, seat-of-your-high-speed-pants handling... and lastibility that's practically off the scale, how can you even think about *not* buying *MSR*?"

WHAT YOU THOUGHT

250 circuits - I guess that's what made me go out and buy *MSR* after reading your review. It's a good thing I bought it second-hand and with an offer of exchanging games, as this is one of the most rubbish racers money can buy.

Firstly, there is some of the most painful handling ever. You turn a bend using the A button and go skidding off into some railings.

Secondly, racing in this game is dull. It's often 'get a fast lap', which in my mind is a crap thing about racers because there are no opponents and therefore it's not an interesting challenge. And when you do race against other cars, it's also dull because there are few opponents and no weapons, boosts, etc.

And finally, the kudos thing sucks. You gain them for turning corners perfectly and as I said, the cars handle poorly. You also have to do the boring races/time trials all over again because of the crappy kudos system. I think 'winning a race to unlock the next one' is better.

Overall this is a good game in detail but absolute rubbish in gameplay and therefore deserves 4/10. If you like *MSR*, I recommend you get a PlayStation 2. It has lots of dull racers like this one.

RALPH DE CORDOVA, VIA EMAIL

"Painful handling"?!? You *do* realise that the L trigger is the brake and A is a handbrake Ralph, don't you? Don't you?!

FAQ

FREQUENTLY ASKED QUESTIONS

FUTURE

HAVE SEGA REALLY STOPPED THE MANUFACTURE OF DREAMCASTS?

Yes, Sega production stopped at the end of March. However, there are as many as two million unsold Dreamcasts around the world, so they'll still be available in shops for a long time to come.

HOW LONG WILL GAMES BE RELEASED FOR DREAMCAST?

For quite some time yet - certainly well into 2002. It's impossible to know an exact number but we reckon there are at least 50 games which are still due to be released in Europe.

WILL THERE BE A SHORTAGE OF DREAMCAST PERIPHERALS?

There shouldn't be, no. Sega have large stockpiles around the world.

WILL I BE ABLE TO REPLACE A FAULTY DREAMCAST IN THE FUTURE?

Yes, Sega will, of course, always honour guarantees. If your console develops a fault, contact the Sega Consumer Line - the number is on page 6.

WHAT PLATFORMS ARE SEGA DEVELOPING FOR?

Sony PlayStation 2, Microsoft Xbox, Nintendo Game Cube, Nintendo Game Boy Advance, mobile phones... you name it, Sega are developing for it! It's all part of their plan to become the number one software developer in the world. However, it will be quite some time until we see original Sega games released on other home platforms before Dreamcast.

WHAT'S ALL THIS ABOUT A DC-COMPATIBLE SET-TOP BOX?

A British-based company, Pace Micro Technology, are developing a digital cable/satellite TV decoder which includes a hard disc-based personal video recorder (PVR) and 100 per cent compatibility with Dreamcast software. It doesn't, however, run existing titles (it doesn't have a CD tray). Instead, users will download games via broadband connection.

WHEN'S THE SET-TOP BOX COMING OUT AND HOW MUCH WILL IT COST?

No one knows the cost, or how games will be distributed/priced as Pace have yet to sign a deal with a satellite or cable operator. The set-top box is unlikely to be released until the middle of 2002.

WHAT'S GOING TO HAPPEN TO THE DREAMARENA PORTAL AND ONLINE GAMING?

According to Sega, Dreamarena will continue in its current form for the foreseeable future.

HOW LONG IS OFFICIAL DREAMCAST MAGAZINE GOING TO CONTINUE FOR?

We obviously can't say for sure but we hope to be around as long as games are still being released on Dreamcast.

• Have we missed something? If there's anything else you need to know about the future of Dreamcast, email us at letters@dreamcastmag.co.uk



WHAT DO YOU THINK ABOUT THE GAMES YOU'VE BOUGHT?

Send your comments (in under 250 words) to Reader Reviews, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively, email them to letters@dreamcastmag.co.uk with the words "Reader Reviews" and the game of the game you're commenting on in the subject line. Note: we reserve the right to edit submissions before publication. We will not consider any reviews longer than 250 words.

ACTIVITY WEBSITES

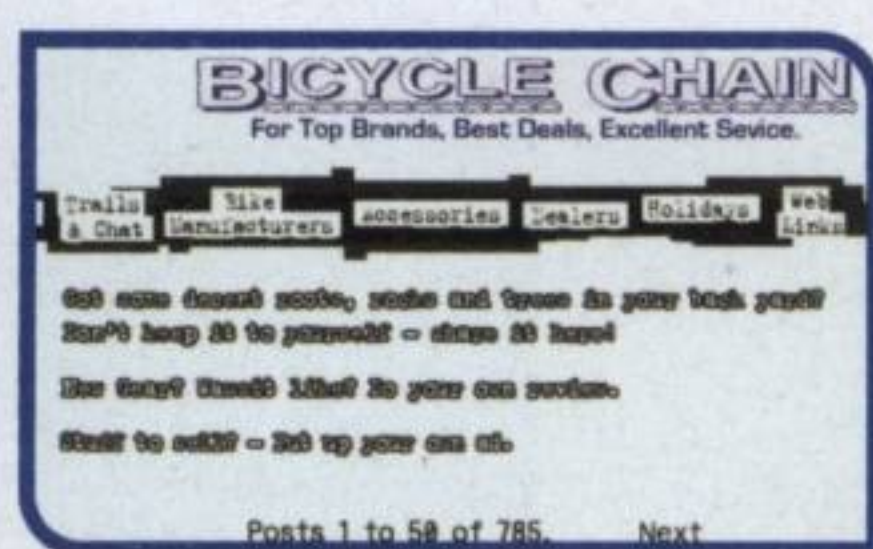
TURN OFF THE TELEVISION AND DO SOMETHING LESS BORING INSTEAD! POGGY KNOWS 27 WAYS TO FILL PUBLIC HOLIDAYS!



BBC EXPERIENCE

www.bbc.co.uk/experience/

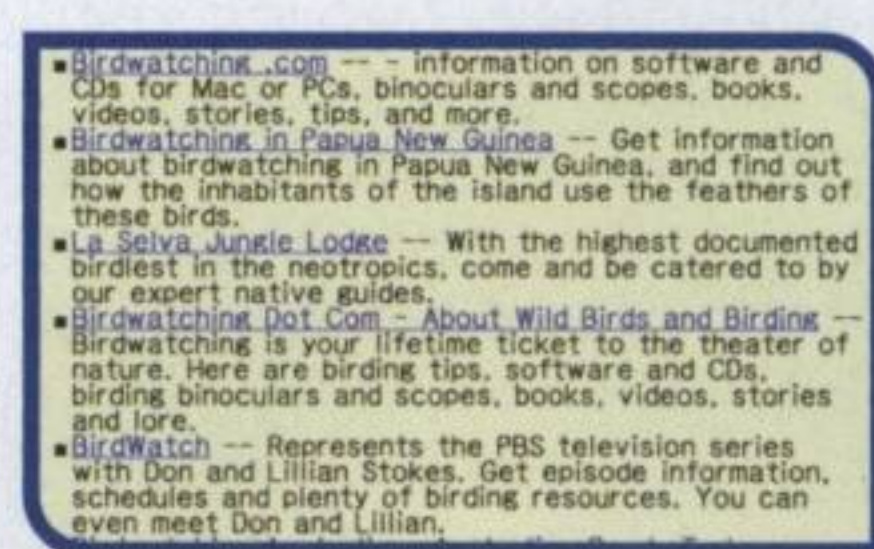
The chance to direct your own episode of *Eastenders* should never be turned down, although having a vacant set apart from Well 'Ard wouldn't do much for the ratings. Despite the licence fee, this attraction isn't free, but you can hire it for Xmas parties.



BIKING UK

www.bikinguk.net

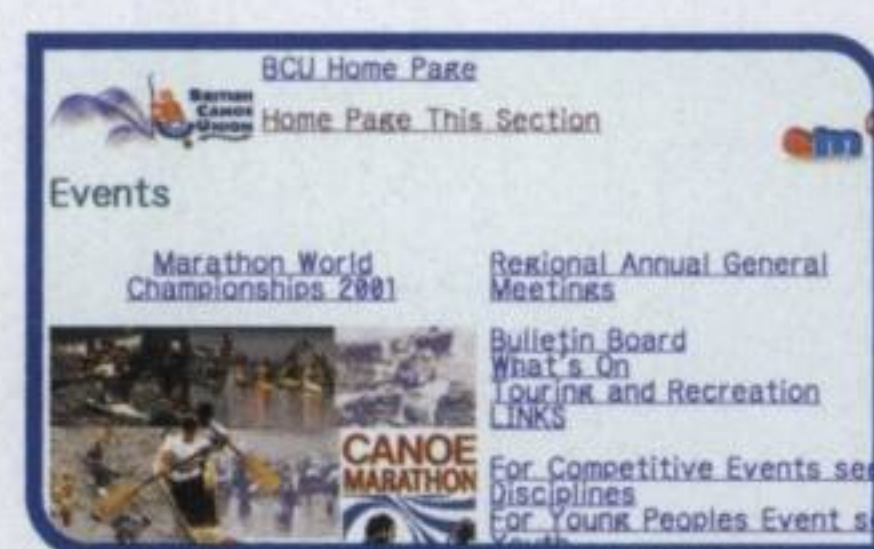
As anyone who lives in a major city can tell you, you don't need to throw yourself down a mountain on your bike to experience real danger. To be really convincing you do need to be covered in mud though, and this site will show you how.



BIRDWATCHERS

www.birdwatchers.net

Or 'twitchers', as they are otherwise known. Although neither really win out in the 'good hobby names' stakes, as both sound a bit sketchy. However, if you used to build dens as a child then this could well be the hobby for you.



BRITISH CANOE UNION

www.bcu.org.uk

Indulge all your *Deliverance* fantasies by skimming though the waterways of the UK looking for lost hillbilly colonies. Those not hacked into tiny pieces can then move on to navigating rapids and big underwater rocks. You got a *purdy* mouth, boy...



CLAY PIGEON SHOOTING ASSOCIATION

www.cpsa.co.uk

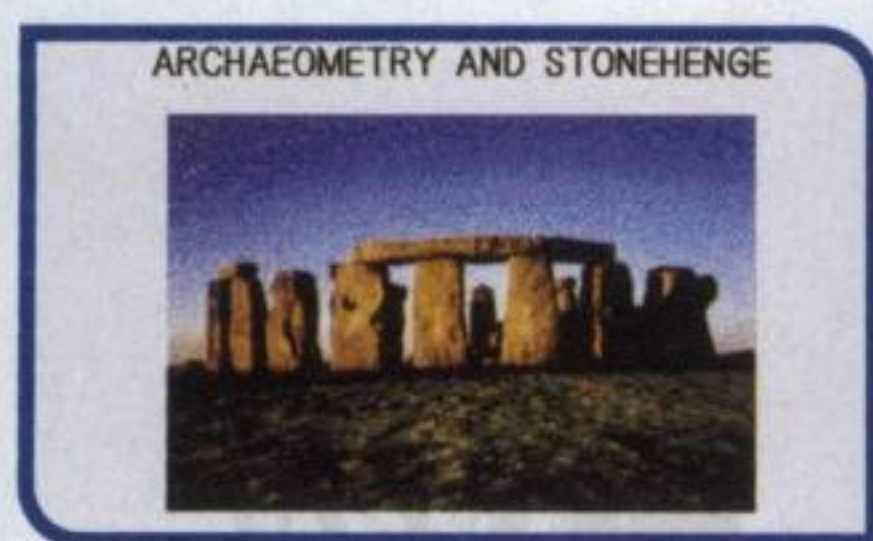
Hunting's not what it used to be, Sainsbury's on a Saturday notwithstanding. If you yearn to tramp the misty glens with a murderous gleam in your eye, outsmarting clay discs is one of the few options left. This site guides you to your nearest pottery death camp.



DAPOL

www.dapol.co.uk

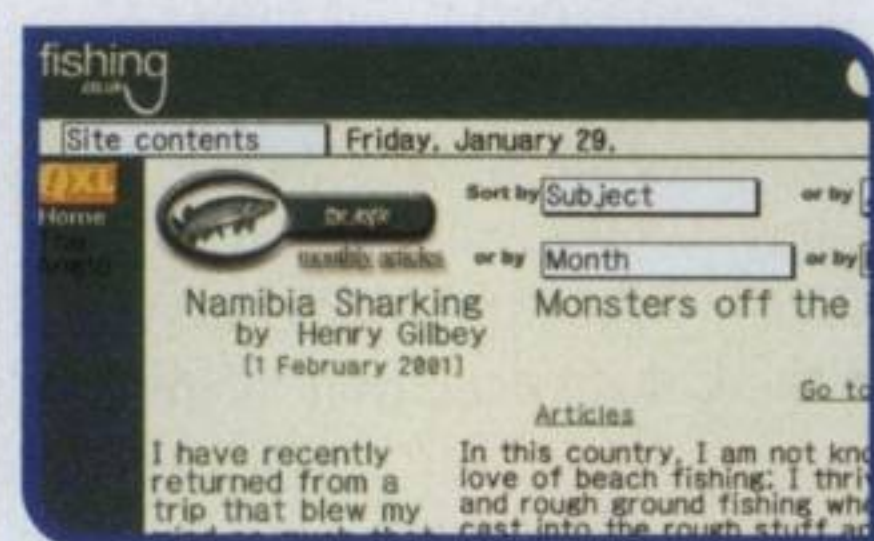
If you spent your formative years hiding behind the sofa from the Daleks, then your therapist will probably advise you to pay this attraction a quick visit. But wear yourself on the site first, and remember those folding steps for protection...



ENGLISH HERITAGE

www.eng-h.gov.uk

English Heritage is an odd institution, set up to protect spots of ground where Man has done peculiar things. Some of the most peculiar being carving naked people into hills, or growing concentric circles out of bushes. Fine family fun.



FISHING

www.fishing.co.uk

Fishing's not just about standing around waist-deep in freezing cold water thinking up lies to tell your friends. According to this site, there's philosophical ruminating and, in deep-sea fishing, actual danger from the likes of sharks and oil tankers.



FLAGSHIP PORTSMOUTH

www.flagship.org.uk

A trip to the docks isn't usually something your parents would encourage, although it's always educational. Visit the Royal Naval Museum and listen to sailors explaining how they used to paint the floors red to conceal the gore. Um, ahoy!



GONE TO THE DOGS

www.thedogs.co.uk

Tiny, tiny horses, chasing a rag round a ring. Another sport from the tombola of made-up sports, which naturally is huge fun. This site also tells you how to adopt one of the 9,000 dogs that drop out of the sport each year, for all your *Simpsons*-mimicking needs.



HIKING VACATIONS

www.hiking.vacationuk.com

Hiking, to my mind, is largely an above-normally strenuous stroll between pubs. Thankfully Hiking seems to be of a similar opinion, although there are some technical pages on footwear as a distraction from the pub guides, so beware.

Summer Comes to Southampton

Southampton's got a new park. The ramps are made by Freestyle, so they should be top quality and last well -- although the wording of the email telling me about this place was a bit ambiguous, and the park may only be open for the summer?

Temporary Park for Leeds

Mixed news from Yorkshire: here's one that definitely isn't supposed to last... The council have built a temporary park in Leeds. It's a ramp based park, with Mad Snoz and co responsible for the woodwork. That's the good news. The bad news is that it's only intended as a (school) summer holiday thing, and it's also in the kind of area where wooden structures are unlikely to last long. [Picture of Ben Smith at the new park courtesy of Simon Williams]

KNOWHERE

www.knowhere.co.uk/skindex.html

Your grandmother may have feared them in the '70s, and the *Red Hand Gang* was nothing to laugh at, but now skateboarders are almost socially acceptable. The Knowhere list has been renowned in skating circles since 1979 as *the* guide to the UK's skateable surfaces. Bournemouth, apparently, is the place to be. Something you don't normally realise until you're 80.

do something lastminute.com

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Adrenaline | Inspirational | Land | Out there | Wellbeing

Looking for a buzz beyond your morning coffee? Well it sounds like we have the perfect page for you. We have more than one way of getting your adrenaline pumping: from

LAST MINUTE

www.lastminute.com

They may be costly, and the browser may crash at the mere sniff of it, but if you have to do something at the aforementioned, then your other options are few. Expect more choice now their competition is growing. The adrenalin section has come on in, umm, leaps and bounds, and if you wuss out they can book you into one of the country's top restaurants at short notice.



NATIONAL CYCLE NETWORK

www.sustrans.org.uk

Thanks largely to Lottery grants, you can now cycle around the lovely British countryside, getting chased down country lanes by the occasional dog. Includes lengthy puncture-repair advice and guides to pubs you may wish to rest your weary posterior in.



NATIVES

www.natives.co.uk/dryski.htm

This site advertises jobs for seasonal workers (so expect your ski lesson to come with a cracking Knicker Bocker Glory) and also lists the country's top dry ski slopes, so that even if you can't get to the Alps, you can still twist an ankle or two.

Paintballing

Paintball is currently one of the fastest growing leisure activities in Europe. Its popularity is based upon its attraction to all ages and its ability to provide an armed combat sport with complete safety for participants.

Our site offers first class facilities, ladies and gents toilets, barbeque and dining area, natural combat zones along with purpose built scenarios.

Corporate
Team Parties

OAKER WOOD LEISURE

www.owlactivities.co.uk/paintballing.htm

The acceptable, if luridly coloured, face of blind aggression, paintballing is the ultimate in LSD warfare. Take your friends out into the woods and simulate murdering them with the aid of Owl Activities, who also offer quad bikes and karting.

PHD Skydiving

INTRO AFF DZ BPA INFO PICS LINKS

Course Locations

Click on one of the RED Areas to see more information.

PHD SKY DIVING

www.phdskydiving.co.uk

The clues here are 'sky' and 'diving' not, you will note, 'flying' or 'gentle drifting on to a cushion'. One of the most popular ways to raise money for charity, PhD guide you through the tricky task of falling out of a plane on to a choice of sites around the UK.

Rock Climbing

Vertical fun for those of you who may be interested in a little adrenaline to boost your sense of well being. Superb views and exhilarating, unsurpassed situations are ensuring rock climbing is now becoming very popular and a lot safer than most would think. This is due to the ever-advancing modern equipment standards. Climbing may be considered so safe you may even want to bring along your Granny!

Winter Climbing Skills
Rock Climbing Mountain Skills
Scrambling
Walking & Trekking
Navigation Skills
Caving Courses
Abseiling
Corporate Events

ROCK AND ICE

www.rockandice.co.uk

Spend your morning climbing up a rock, then sliding back down again. Or, sliding down the rock, then climbing back up again. Never has a hobby been so massively pointless, yet so satisfying. Top climbing/sliding rocks listed here.

Rollercoaster.co.uk
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Click Here for Great rates

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Search this site to find your perfect day out

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Looking for a day out full of fun and excitement? A visit of Britain's theme parks with all members of the family for the whole day. From mad white-knuckle monsters to sedate children's rides, you're certain of keeping everyone entertained.

- Alton Towers, Staffordshire, West Midlands
- American Adventure World, Derbys, West Midlands
- Blackpool Pleasure Beach, Lancashire, North West
- Camelot Theme Park, Lancashire

ROLLERCOASTER

www.rollercoaster.co.uk

This portal site should be all you need to find the perfect theme park, museum, safari park or gentle woodland stroll to fill your days off with vomit, fear or calming exercise. Search by area or region for all-round family fun. Informative and wide-ranging, if a little basic, although you can subscribe to their newsletter for all the latest offers and discounts.

Silverstone
www.silverstone-circuit.co.uk

GUIDE EVENTS LINKS NEWS DRIVING CENTRE

BRDC

Gifts From Silverstone.

If you're looking for some interesting or different gift ideas, look no further than Silverstone. From our range of quality merchandise to the excitement of driving a racing car, there is something for everyone.

How about taking to the track in a powerful Lotus Elise? Or kicking up dirt in a Peugeot 106GT Rally car? These experiences and many more are available.

SILVERSTONE

www.silverstone-circuit.co.uk

The glory days of Murray Walker are coming to an end, so get down to Silverstone quick while you can still remember how to do the voice. A wide range of activities are available, so read about the history then book a course in driving dead fast around hairpin bends, which is as much a life skill as a day out. And best of all, you have the whole road to yourself.

ROYAL YACHT BRITANNIA

History
The Royal Yacht
The Royal Yacht Britannia is one of the world's most famous ships. Launched at John Brown's Shipyard in Clydebank in 1953, the Royal Yacht proudly served Queen and country for forty-four years. During that time Britannia carried The Queen and The Royal Family on 100,000 sea-going days.

ROYAL YACHT BRITANNIA

www.royalyachtbritannia.co.uk

If there's one thing the British general public enjoy, it's seeing how the other half live... and paying for the privilege of doing so. Overcome your bitterness at the filthy Capitalist system by noting that a sea-going Skoda would lap it.

TANK DRIVING

We have been providing the most exciting and varied Military driving for almost a decade now. We have experienced friendly staff, dedicated sites and top quality equipment maintained to the highest standards.

TANK DRIVING

www.tank-driving.co.uk

If being crammed into an enormous, slow-moving tin box whilst cold mud is constantly thrown into your face is your idea of fun, then you are absolutely correct. The finest in countryside-chomping joy is available here.

Tate Modern

The Tate houses the national collections of British Art and of international modern art.

There are almost 25,000 works listed on this site, each with its own information page. To find particular artists and works you are interested in, try the new Search facility.

TATE MODERN

www.tate.org.uk

Free art for the masses, although all you arachnophobes out there may wish to come in by the side entrance to avoid the sculpture in the entrance hall. Until they fix the Millennium Bridge, admire some of the more famous works here.

UK Diving

Quality webinars for the Diver

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Places to Dive

These pages are in-depth articles from over the world about diving. These detail articles have been provided by Dive International Magazine. On some of the pages you can add comments to the dives and download the whole article in PDF format.

UK DIVING

www.ukdiving.co.uk

Although various environmental agencies will tell you that scooting around under water off the British coast is one of the most unsanitary things you can do, the world of bug-eyed fish and pirate-style wrecks more than compensates for the botulism.

VINOPOLIS

Fun Quiz

Where is wine thought to have originated?

Georgia
Spain
France
Wales

What was Henry VIII's favourite wine?

Italian
German

VINOPOLIS

www.vinopolis.co.uk

Wine is unique, save whisky, by being an alcohol you can actually make a hobby out of - hell, even take holidays on the back of - without earning the tag 'giant alcoholic'. And now there's a theme park. Bring on the Strongbow Adventure Playground!

Waterworld

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INFORMATION
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BACK HOME

the longest wildes t. uphilly

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CHAT

Spastik: Who thinks OUM is the best video games mag ever?
Goomba: i played rayman2 but i couldnt see his arms and legs so i didnt like it
Messatsu: i think that quality of ODM has gone up since Chris Ed joined
Goomba: who is chris ed?
Goomba: i read ODM
Messatsu: chris ed is quite frankly the God of Gaming
Messatsu: i read ODM too

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ED LOMAS, 23
REVIEWS EDITOR OF ODM

Got into gaming through the Mega Drive and began sending hints and tips to magazines. He landed a full-time job in publishing and hasn't looked back since.

RICHARD YOUNG, 30
FREELANCE MUSICIAN AND WRITER

Has subscribed to ODM for almost a year. Been playing games since "I got my first PlayStation on import". Admits that he also has a PlayStation 2... which he never uses.

STEPHEN AUGUSTYN, 30
PRODUCT DESIGNER

Stephen has read ODM since the first issue and been playing games long enough "to destroy my eyesight and social skills". Owns a number of consoles.

THE BIG DEBATE OFFICIAL DREAMCAST MAGAZINE

ODM THREW OPEN ITS DOORS AND INVITED READERS TO COME ALONG TO ITS HEADQUARTERS TO OFFER UP THEIR VIEWS AND OPINIONS ON THE MAGAZINE...



ODM: What do you make of Official Dreamcast Magazine's reviews?

RICHARD: They can be a little too brief sometimes, to be honest. I assume they are brief to make space for bigger reviews of bigger releases. Having said that though, it would be nice to know a bit more about the games which are seemingly brushed aside in the wake of the likes of *Metropolis Street Racer* [ODM #12, 9/10] and the other big releases.

DANNY: Well, I agree that some of the reviews are a bit brief for the smaller games, but some have got to be brief because the games are probably not worth playing in the first place! I think it would be quite a good idea to use the website a lot more so you could have the smaller games reviewed on there in more depth. And



JOE BROWN, 23
HOUSE RENOVATOR

Has been hooked on *ODM* since the first issue. A real games-head, he's been playing on consoles and computers since he was four years old.

DANNY EDGAR, 29
WORKS IN SALES AND MARKETING

Has been reading *ODM* since the first special edition. A regular contributor to the Big Debate series, he has been playing games "since the year dot". Refuses to buy a PS2.

WARREN CHRISMAS, 30
EDITOR OF *ODM*

Has written about games for a number of specialist and lifestyle magazines/newspapers. Warren has "owned just about every type of computer and console since 1982".

with regards to the actual reviews system, I think it is really fair. I have never been disappointed with the games I have bought on the strength of an *ODM* review.

JOE: Yeah, but I do think that there have been some games that have been overrated by *ODM*.

STEPHEN: Hmm, I agree with that. I would have to say that Ed got a bit 'fanboy-ish' over *Shenmue* [*ODM* #14, 10/10].

ED: I totally stand by the review. The rating system basically asks the questions: 'Should you play it?' and 'Should you buy it?' With *Shenmue*, yes, you should buy it because if you own a Dreamcast and don't experience *Shenmue* then there's something seriously wrong!

STEPHEN: But your review

structure says a game that scores ten out of ten is 'perfect' and I don't think *Shenmue* is perfect.

ED: It's not a perfect game, but it's something very, very special. You can never really have a 'perfect' game in the true sense of the word. But if you don't ever use ten, then it's pointless having it in there. You might as well just go up to nine.

STEPHEN: Okay, it's a spectacular game but I still don't personally feel that it deserved a ten out of ten.

JOE: I think *Shenmue's* score was totally justified. And at the end of the day, it all comes down to opinion anyway – it's simply a reviewer expressing his opinion.

WARREN: We've actually had some emails from people with

conspiracy theories, claiming that we only gave *Shenmue* ten out of ten because we had to give Sega a bit of a boost just before Christmas! But we are very serious about our ratings. The bottom line is that the rating is based on what the reviewer thinks. Ed really loved the game, played it for ages and was talking about it non-stop to anyone who would listen – and many

who wouldn't – for weeks on end. So it got ten out of ten. The review was simply saying that *Shenmue* is an essential purchase.

ODM: Warren, some people have said that the magazine needs to be more propaganda-driven. That you need to talk up even weak games more because you are the official magazine and you need

"YOU DON'T HAVE ENOUGH OF THE BIGGER GAMES ON THE COVER DISCS" – JO BROWN

PHOTOGRAPHY: DAN TRENT

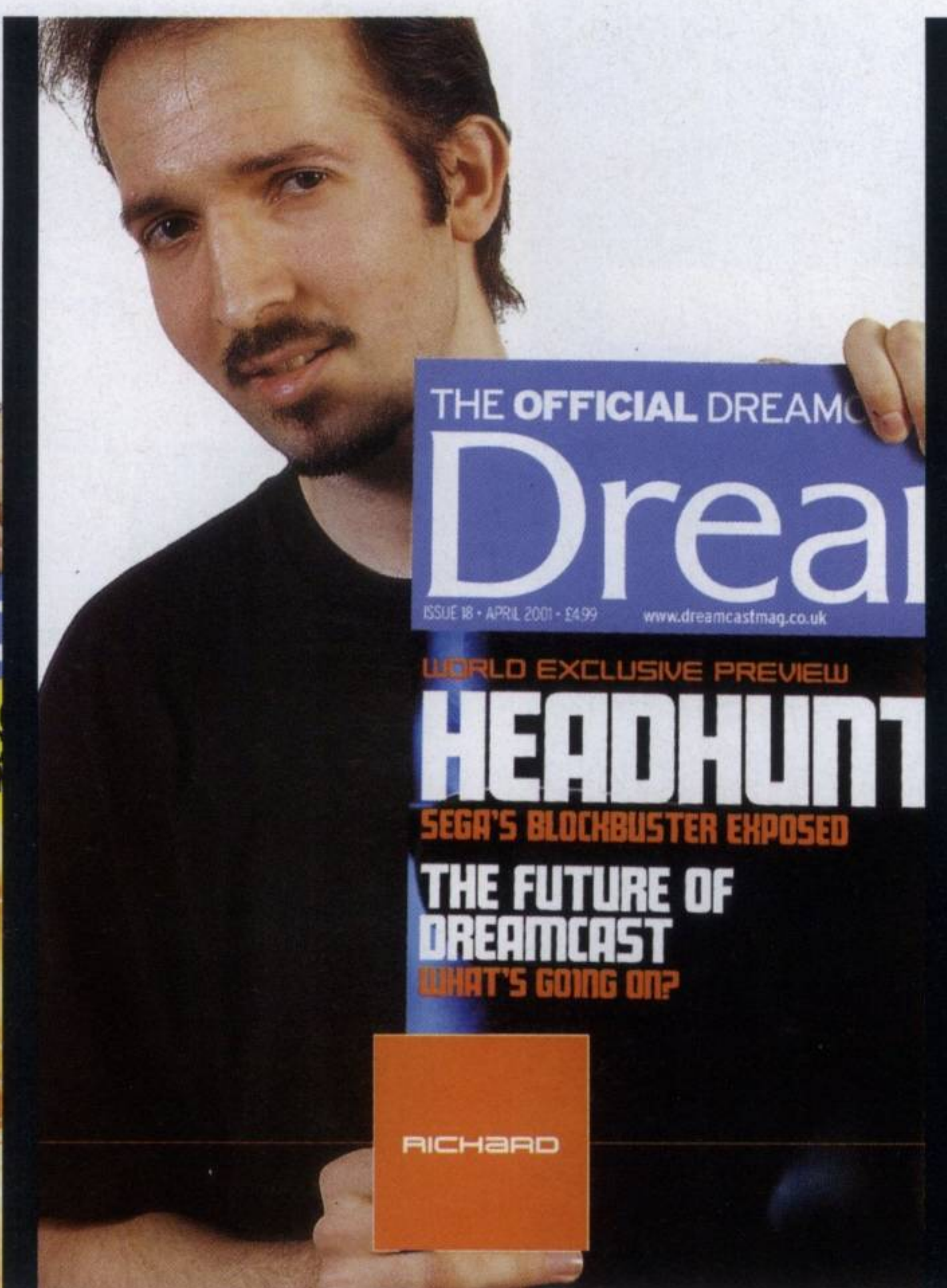


▶ **to get people really excited about owning a Dreamcast. Have you got any thoughts on that?**
WARREN: We wouldn't be serving anyone if we got people really excited about crap games – it would damage the [credibility of the] magazine in the long run and wouldn't do the Dreamcast any good either. If someone buys a selection of games that have been over-hyped but are actually rubbish, they are going to end up disappointed and may not buy the really good games.
 That's what the reviews system is about – it's separating the really good and must-have from the crap. There are a heck of a lot of poor Dreamcast games and we don't want people to buy them! Also, if we gave loads of games nine and ten marks, how would you separate the really good from the merely good?
STEPHEN: But have you ever said that a game looks poor in a preview? I can't recall seeing anything like that...

ED: With the magazine's previews, we try to let the games, and the people behind them, talk for themselves by explaining the idea behind the game – some of its most interesting-sounding features and so on – rather than knocking an unfinished product. We try not to *review* a game when we're previewing it.
WARREN: We could also never be accused of over-hyping games in previews. We have never come out with comments saying that a particular game is a must-have purchase in a preview. We actually neutralise a lot of the previews that come back from our writers. They can sometimes come back with copy raving about the game – and we're like, 'No, you have to tone it down, you can't say it's brilliant yet! You have to wait for the finished version.'
DANNY: How much time do you spend actually reviewing a game?
ED: Well it varies and really depends on the game in question, but we always review with plenty of time

dedicated to the games. We'd spend at least a couple of weeks looking at something like an RPG [role-playing game], for example. We were a month later than other magazines with *Grandia II* [ODM #18, 8/10] because we were given it a week before we needed to finish the magazine, and that simply wasn't long enough to play it properly. *Phantasy Star Online* [ODM #17, 9/10] was played for two months overall because we got that long before Christmas. We've got *Skies Of Arcadia* to review now [see page 68] and that's been played for over a month already.
ODM: What do you guys make of ODM's cover discs?
STEPHEN: They are a bit patchy to say the least! Some months you get loads of great demos and other months it's a bit of a déjà vu thing – *Virtua Tennis* [ODM #12, 9/10] again? Also, I don't like the game footage in blurry MPEG vision. Overall, the cover discs do vary from month to month and obviously it is going to be seasonal – like just before Christmas when there's loads of fantastic stuff coming out. After that, you hit a desert for a while. Being realistic though, one has to expect a certain amount of chaff in there!
RICHARD: I don't generally have too many complaints about the disc apart from the fact that some of the MPEG movies lookropy. Using screenshots would be just as adequate

"I HAVE NEVER BEEN DISAPPOINTED WITH THE GAMES I HAVE BOUGHT ON THE STRENGTH OF AN ODM REVIEW" – DANNY EDGAR



"IT WOULD BE NICE TO HAVE MORE ABOUT WHAT'S GOING ON IN JAPAN" – RICHARD YOUNG

to show what a game is going to look like. The one thing that I think is missing is the fact that there are a lot of amazing games that have been out for quite a while, which people who are new to Dreamcast wouldn't necessarily know about. I was thinking why not have a little vintage section for those games?

JOE: In general, I think the cover discs are alright, but in my opinion you don't have enough of the bigger games featured. The video footage is fine by me – you can see the game moving – but I like to play demos, not just watch them! I know you had *Metropolis Street Racer* and stuff like that, but what about *Quake III Arena* [ODM #15, 9/10]?

WARREN: As you know, Sega Europe put together the disc so we are entirely at Sega's mercy. Before Christmas there were lots of big releases, so we had a couple of discs where there were four or five demos. Then after Christmas, it got poor again. The argument that there should be

older demos on there, well, it's what we have done in a way. Unfortunately, maybe we should have played down the fact that we were running old demos. The old ones are put on there precisely because there are a lot of new Dreamcast owners who haven't seen those demos before.

As regards to not having demos of some of the really big games, that is definitely a valid point. What often happens, especially with Japanese developers, is that when they finish a game, the team disbands. By the time Sega's marketing people say 'Hang on! We could really do with you knocking up a demo', the programmers have all gone their separate ways and there is nobody there to actually physically produce a demo.

ODM: Is there anything that you feel the magazine lacks?

RICHARD: I think it would be nice to have a little bit more information about what is happening in America or Japan. A lot of games come out in the United States before

they do here, and it would be nice to try and see which ones we should be keeping an eye out for.

WARREN: We did play around with the idea of having an American and Japanese column in the news section, but it didn't really make much sense. Every game that we knew was going to come over from America or Japan would be covered in the news section of the mag anyway. And the games that weren't going to come over [from Japan] were normally so downright obscure that it just didn't make sense to give them a mention in the magazine.

DANNY: I think one area you could definitely improve upon greatly is your website. The great thing about the Internet is the ability to have news updated constantly. But it still took a whole two days for you guys to put up the big news about Sega ceasing the production of Dreamcast consoles. Why was this?

WARREN: Well, I wrote a Q&A to answer people's questions a few days after the news broke. The reason we didn't do anything before that though, was because there was so much confusion. Until we had a clear vision of what was happening, we weren't prepared to put our necks on the line on our website and say one thing which might turn out to be crap the next day. People respect our opinions and news, and we don't want to tell them one thing and then have to

retract it a day later. There were game sites that put up some complete and utter rubbish that week and we don't want to get involved in that kind of journalism.

RICHARD: Is ODM going to get involved with the set-top box that we've heard about?

WARREN: There probably won't be many Dreamcast games being released by the time the Pace set-top box comes out. We're talking the middle of next year for its release – it's that far down the road. We had the technology demonstrated to us recently and the technology is there but there are a lot of questions that still need to be answered.

It's not really aimed at [current] Dreamcast owners – it's aimed at people who buy a set-top box as a TV decoder and they probably wouldn't be interested in a Dreamcast games magazine.

ODM: So the big question is what is going to happen to the magazine in the future?

WARREN: We know that there will still be games coming out for the Dreamcast console over a year from now. We have a long list of what's coming up and we look forward to unveiling them and covering them over the coming months. So, to answer the question, we hope to continue producing the magazine as long as games are being released on Dreamcast in the UK.

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D012 Issue #12 • £5.99 • October 2000

Player guides: Ecco, Tony Hawk's Skateboarding
Playable demos: Metropolis Street Racer, Space Channel 5, Wacky Races, Sydney 2000
Reviews: MSR, South Park Rally, Virtua Tennis...



D000 Issue #0 • £5.99 • Special issue 1999

Preview video: Introduction to the DC world
Features: The future of consoles, Inside your DC
Reviews: Incoming, Millennium Soldier: Expendable, Sega Rally 2, Sonic Adventure.



D001 Issue #1 • £5.99 • November 1999

Player guides: Power Stone, Virtua Fighter
Playable demos: Sonic Adventure, Millennium Soldier: Expendable
Reviews: House Of The Dead 2, Power Stone...



D006 Issue #6 • £5.99 • April 2000

Player guides: Resident Evil 2, Virtua Striker 2
Playable demos: MDK 2, Slave Zero
Reviews: Legacy Of Kain: Soul Reaver, Rayman 2, Tomb Raider: The Last Revelation...



D007 Issue #7 • £5.99 • May 2000

Player guides: NBA 2K, Resident Evil 2, Tomb Raider: The Last Revelation
Playable demos: Rayman 2, Legacy Of Kain
Reviews: MDK 2, Nomad Soul, V-Rally 2...



D013 Issue #13 • £5.99 • November 2000

Player guides: Ecco The Dolphin, Virtua Tennis
Playable demos: UFC, San Francisco Rush 2049, Sydney 2000, Tokyo Highway Challenge 2...
Reviews: F355, Space Channel 5, UFC...



D014 Issue #14 • £5.99 • December 2000

Player guide: Dead Or Alive 2
Playable demos: Jet Set Radio, Tony Hawk's Pro Skater 2, Silent Scope, UEFA Dream Soccer...
Reviews: JSR, Le Mans 24 Hours, Shenmue...



D002 Issue #2 • £5.99 • December 1999

Player guides: *House Of The Dead 2*, *Ready 2 Rumble Boxing*
 Playable demos: *Dynamite Cop*, *Buggy Heat*.
 Reviews: *Soul Calibur*, *Street Fighter Alpha 3*...



D003 Issue #3 • £5.99 • January 2000

Player guides: *Soul Calibur*, *Sega Bass Fishing*
 Playable demos: *F1 World Grand Prix*, *Suzuki Alstare Extreme Racing*, *Toy Commander*...
 Reviews: *Shadow Man*, *Worms Armageddon*...



D004 Issue #4 • £5.99 • February 2000

Player guides: *Soul Calibur*, *UEFA Striker*, *Evolution*
 Playable demos: *Re-Volt*, *Sega WW Soccer 2000*
 Reviews: *Resident Evil 2*, *Virtua Striker 2*...



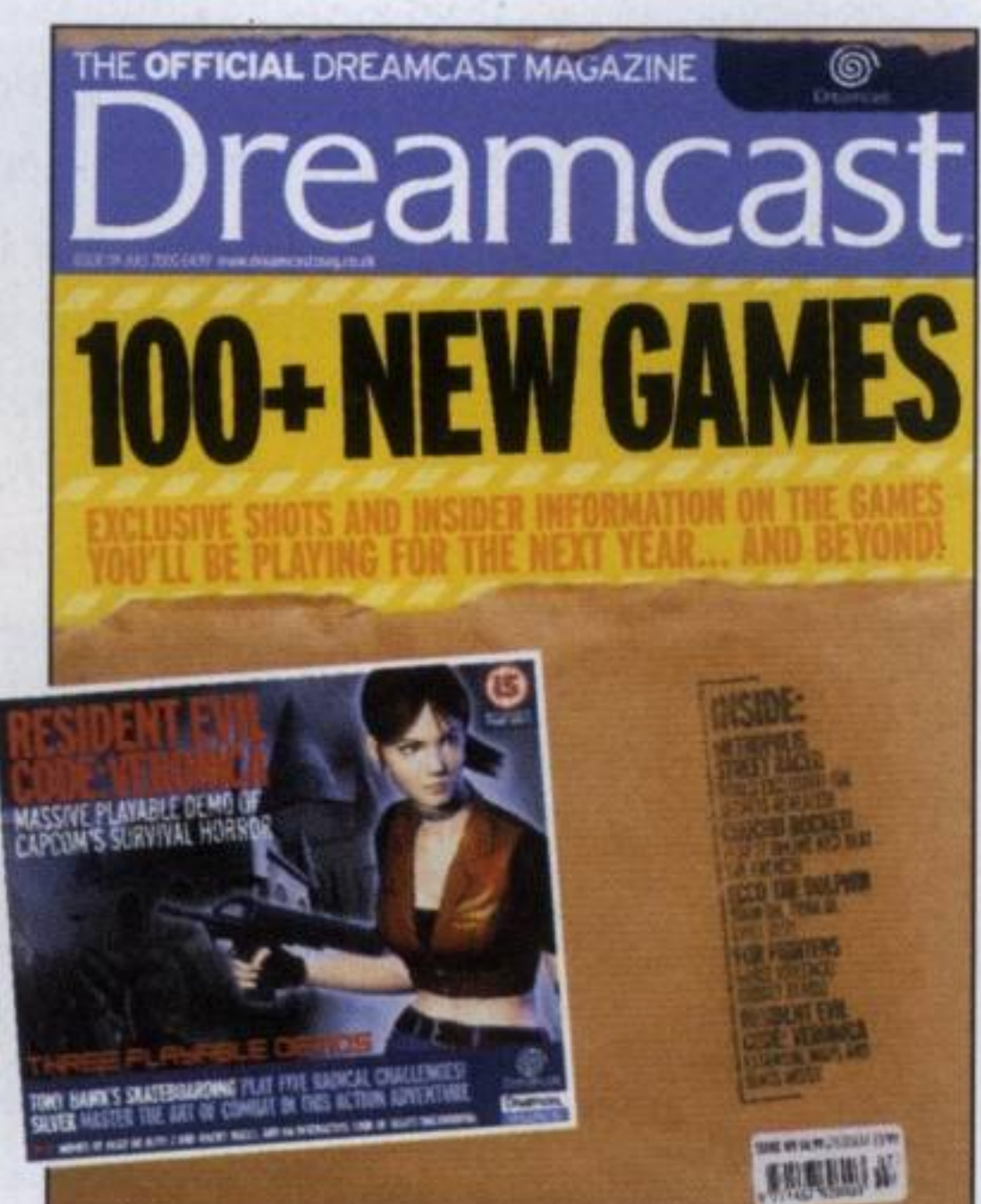
D005 Issue #5 • £5.99 • March 2000

Player guides: *Soul Calibur*, *Shadow Man*, *Worms Armageddon*
 Playable demos: *SF Alpha 3*, *Rayman 2*...
 Reviews: *Crazy Taxi*, *NBA 2K*, *Red Dog*...



D008 Issue #8 • £5.99 • June 2000

Player guides: *Tomb Raider: TLR*, *Rayman 2*
 Playable demos: *Fur Fighters*, *4 Wheel Thunder*, *Sega WWS: Euro Edition*, *V-Rally 2*
 Reviews: *Code: Veronica*, *Street Fighter III: DI*...



D009 Issue #9 • £5.99 • July 2000

Player guides: *RE Code: Veronica*, *Rayman 2*
 Playable demos: *Resident Evil Code: Veronica*, *Tony Hawk's Skateboarding*, *Silver*
 Reviews: *ChuChu Rocket!*, *Ecco The Dolphin*...



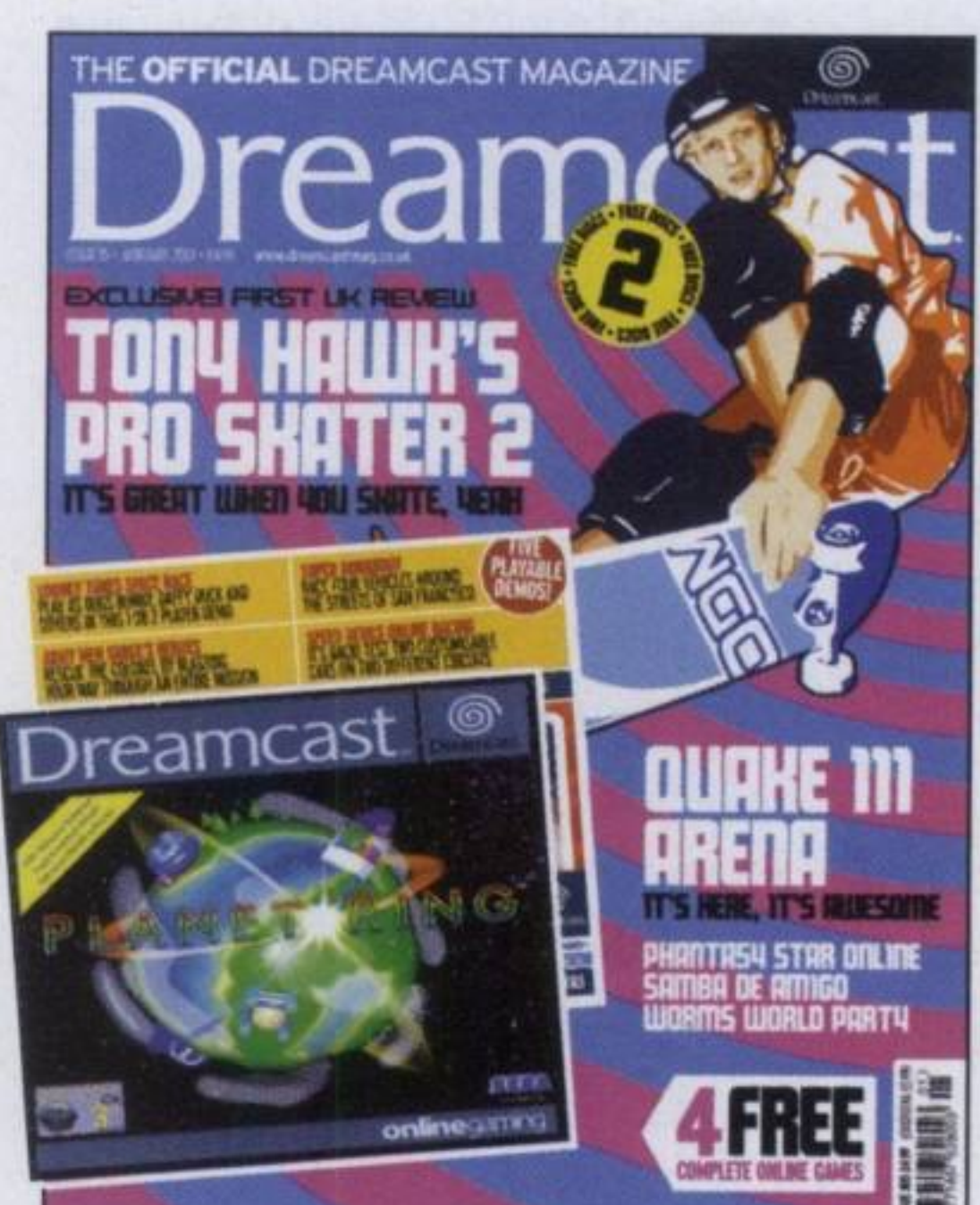
D010 Issue #10 • £5.99 • August 2000

Player guides: *Code: Veronica*, *ChuChu*, *Rayman 2*
 Playable demos: *Super Magnetic Neo*, *Wacky Races*, *Toy Commander*
 Reviews: *Marvel Vs Capcom 2*, *Tony Hawk's*...



D011 Issue #11 • £5.99 • September 2000

Player guides: *Ecco The Dolphin*, *Code: Veronica*
 Playable demos: *F1 World Grand Prix II*, *Gauntlet Legends*, *Virtua Tennis*
 Reviews: *Dead Or Alive 2*, *Sydney 2000*...



D0015 Issue #15 • £5.99 • January 2001

Player guides: *Dead Or Alive 2*, *UFC*
 Playable demos: *Looney Tunes: Space Race*, *Super Runabout*, *Speed Devils Online Racing*...
 Reviews: *Tony Hawk's Pro Skater 2*, *Quake III*...



D016 Issue #16 • £5.99 • February 2001

Player guides: *Shemue*, *Metropolis Street Racer*
 Playable demos: *Donald Duck: Quack Attack*, *Kiss Psycho Circus*, *Stupid Invaders*, *UFC*...
 Reviews: *Resident Evil 3: Nemesis*, *Starlancer*...



D017 Issue #17 • £5.99 • March 2001

Player guides: *Shemue*, *Metropolis Street Racer*
 Playable demos: *Sega Extreme Sports*, *Ducati World Superbikes*, *Virtua Tennis*... plus complete game: *Sega Swirl*
 Reviews: *Phantasy Star Online*, *Spawn ITDH*...



D018 Issue #18 • £5.99 • April 2001

Player guides: *Phantasy Star Online*, *Quake III*
 Playable demos: *European Super League*, *Giant Killers*, *Jet Set Radio*
 Reviews: *Grandia II*, *Giant Killers*, *Sonic Shuffle*...

LETTERS

Got some thoughts on Dreamcast, Sega or your magazine? Well don't keep them to yourself – share them with us and, if your letter is interesting,

thousands of other readers (see below for contact details). Editor Warren Christmas responds to this month's best letters

DISAPPOINTED

I am very disappointed with the response of other *ODM* readers towards Sega and their plans to stop production of DC. I understand I am one of the very few DC owners who have also had the fortune of owning a Sega Saturn, and I also read the old official mag for that console [er, what makes you think that? – ed].

But the few who were part of that small society realise the satisfaction of owning a console that is truly entertaining and amazingly unique... it's not just about being the kid with the coolest console in the playground! I didn't buy my Dreamcast to be popular – I'm 17 for God's sakes!

The way I see it, Sega didn't "not advertise enough" and "lose a war with Sony". It's more that they're catering for the open-minded part of the population, supplying them with amazing games, and telling the rest of the world to f-off!

of Dreamcast production, I will leave that subject alone.

The biggest betrayal to me is not Sega's decision to stop producing the Dreamcast (after all no company can continue to support a loss-making product indefinitely), but Sega's decision to start producing games for other companies.

I understand that Sega want to make as much money as possible, but to me it is still a truly huge betrayal to all their loyal fans. I have owned every Sega system made (apart from the awful 32X Mega Drive add-on – I'm not *that* committed!) and although they may not have been overly successful, they have always had the better games in my opinion.

Now it appears Sega is porting some of its best old games on to the PlayStation. This is like giving all its fans the finger. Do Sega only care about money? So what if *Crazy Taxi* is very old – why should PlayStation

another Sega console. The chances of Sega producing a console in the future are slim to say the least.

RIGHT?

I think that Sega were right to pull out [of the hardware market] when they did – they pulled out while they were still on top.

The Dreamcast is the first console in history to be pulled whilst still state of the art. Anyone who has seen them knows that, at this time, Dreamcast games look just as good as PS2 titles and that the best games available today are on the Sega machine.

Seeing your favourite console or computer die a long and painful death is much worse than publishers making the switch to more powerful machines saying that Dreamcast can't run the games and so on.

Just because Sega are not making the Dreamcast any more does not mean that the lifespan of the Dreamcast is necessarily short – the lifespan is dependent on each and every user. If one continues playing with Dreamcast, then it is not dead.

I play *Soul Calibur* (*ODM* #2, 10/10), which is now an old game, with my son and every time I do I cannot believe the quality of the graphics.

I'm gonna get an Xbox so it would be really nice if Microsoft made it run Dreamcast games – it would definitely help Xbox sales. Would the Xbox need a dedicated Dreamcast chipset to run Windows CE games?

AR CIANTAR, VIA EMAIL

Probably, but very few Dreamcast games use Windows CE and, despite the tedious Internet rumours to the contrary, there's zero chance of Microsoft making the Xbox Dreamcast-compatible.



LITTLE TREASURES

This is to all you fickle gits on last month's letters page (*ODM* #18). You own a magnificent piece of gaming history. You have a fantastic range of titles past and future to choose from. Yet you're moaning about having to sell up to buy a PlayStation 2. Relax and smell the roses – we have a year before we risk running out of new titles for our little white splendour.

By then there will be many options open to us. Stop panicking and for God's sake don't sell. Do you care nothing for the fact that, if you sell, you'll never be able to play these works of art in years to come?

Keep it and think of how good it will feel when you can still take Ulala for a spin in ten years time, just to see if you've still got it. Sell and all you'll have is fading memories. Do you throw away your old videos and DVDs because new films come out with better special effects?

Videogames are art, to be treasured for years to come. Why do you think the British Film Institute is building a collection of vintage videogames? Because people like you throw them away for the next thing that comes along and they are lost to the world forever. It is your duty to prevent this from happening to Dreamcast. For the sake of future generations, keep it, treasure it and most of all enjoy it.

JAKE DOVEY, LONDON

Wise words, Jake. As we said last month, we never understand why people sell off their consoles and games.

"DON'T SELL YOUR DREAMCASTS – YOU WILL MISS OUT ON THE BEST GAMES STILL TO COME"

– ANDY HUBBARD, BILLERICAY

I really hope all you sad people who are writing in and complaining don't go and sell your DCs, as you will miss out on some of the best games that are still to come.

ANDY HUBBARD, BILLERICAY

Right on, brother.

CONFUSION

First of all, may I congratulate you on producing a fantastic mag – it manages to be both funny and informative at the same time. Now, to the point of this letter. As you have obviously been inundated with about a thousand letters complaining about the halting

owners get to play it? I just can't believe it.

I, for one, will never buy another Sega console again. Even though I still consider them to be the best games designers in the world, they have utterly destroyed any faith I had in them.

CRAIG ANDERSON, COVENTRY

So let's get this right: you understand why Sega are halting Dreamcast production, but you don't think they should make games for other platforms? Er, okay.

And that's a pretty idle threat about never buying

CONCERNED

I am a Dreamcast owner with 29 top titles and I consider myself a diehard gamer. I am extremely concerned about the future of GD-ROM production for my little box of tricks.

Dreamcast hardware will cease production to be replaced by the Dreamcast set-top box which will not play GD-ROMs, so for all Sega's experience in developing top quality games, will there be any available to play on the Dreamcast GD-ROM in the future?

PlayStation 2 will get Sega's top titles well into the future – *Crazy Taxi* (*ODM* #5, 9/10), for example, with an extra city thrown in no doubt. *Virtua Fighter 4* is to be launched on the PlayStation 2, which is really pissing me off. *Sakura Taisen* – a top title – is in development in Japan for PS2 without mention of a European Dreamcast release. Talk about sleeping with the enemy.

Are Dreamcast owners, who have spent their hard-earned cash on the console and games (I've personally spent just under a grand and a half), to be palmed off with Sega's top titles months after PlayStation 2 releases, until we stop getting GD-ROMs altogether?

I love my Dreamcast but I'm starting to think that eventually there aren't going to be any GD-ROMs left to buy... Bye for now, from an extremely pissed off Dreamcast owner.

ALLAN BERNARD, VIA EMAIL

Firstly, the PlayStation 2 version of *Crazy Taxi* has exactly the same features as the year-old Dreamcast game. Also, as we've previously mentioned in *ODM*, it will be ages and ages (probably well into next year) before Sega release brand new, original titles on home systems other than Dreamcast.

GOT SOMETHING INTERESTING TO SAY ON DREAMCAST, SEGA OR YOUR MAGAZINE?

Email us at letters@dreamcastmag.co.uk or send a letter to Mailbox, *ODM*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: you must tell us your full name and, preferably, your home town. All letters and emails sent to us are read by all the *ODM* team. While we respond when we can, we simply do not have the time to send personal replies to everyone. Sorry! Also, we reserve the right to edit, spell check and add punctuation to letters before publication.

As for there "eventually" being no Dreamcast GD-ROMs left to buy... well okay, yes, you've got Sega with that one!

SHAKE DOWN

After reading the reviews of *Samba De Amigo* (ODM #15, 8/10) I knew I had to own it, but £100 seemed very pricey. But after searching the Net for quite some time, I found the amazingly fun game with maracas for the bargain price of £69.99 at www.eliteplay.com! I feel it's your duty to let people know so everyone can enjoy this great game!

PAUL FURLEY, VIA EMAIL

Yeah okay, but if Elite Play want another plug in *Official Dreamcast Magazine* they can pay for an advert like everyone else. We should point out that other (online) retailers offer a discount on the game too.

Also, we've had emails from readers struggling to find the *Samba De Amigo* package with maracas. This is not really a surprise – they were produced in very small numbers in Europe. If anyone wants one – and, let's face it, they're sure to become one of the most collectable Dreamcast items in years to come – you'd better get moving.

ORIGINAL

I've just this week bought a Dreamcast and have to ask: why didn't I do it sooner? [Er, you tell us – ed.] It's a great machine.

I've been playing computer games since the days of the Dragon 32 [there were games on the Dragon 32? – ed] and I've seen stuff come and go. It saddens me, however, to see a machine like the Dreamcast bite the dust and I'm not so sure that Sega's decision to concentrate on games is a good idea.

Most people will acknowledge that Sega make exciting, innovative software and are always pushing the boundaries of gameplay further and further. But it seems to me that these qualities are not enough in the land of the rising PlayStation.

For example, on the PS there is *ISS Pro Evolution* – an excellent game, I'm sure you'll agree – but did it sell in huge amounts? Did it f***! But Electronic Arts' *FIFA* has sold huge amounts even though it's crap!

Dreamcast has had its day as a machine and PS2 is now the daddy. No doubt we'll all benefit from good software across all platforms from Sega, but for how long?

I hope Sega live forever but I'm not so sure they will. Quality and innovation do not guarantee success. Sony seem to have got by without these and look how successful PS and PS2 are!

DAVID MAYNE, BRIDGEND, SOUTH WALES

Your point about innovative software not selling is valid to a degree but many people would argue that the video-games industry is crying out for new ideas.

Hopefully Sega will, in the future, find a balance between innovation and mass-market appeal. Go Sega!

SATISFACTION

Firstly, thanks for re-releasing the *Virtua Tennis* demo [Dreamon 18, ODM #17] as I didn't buy ODM until issue 12. And the feature on the making of *Metropolis Street Racer* was really interesting!

I am writing in response to Andy Martin's 'joke' email on the subject of cheat codes. I feel that games like *GoldenEye* on N64, and *MSR* (ODM #12, 9/10) and *Tony Hawk's Pro Skater 2* (ODM #15, 9/10) on Dreamcast, have the right idea because you have to earn the extra modes (well, unless you enter even more cheats to get them!), and this gives an extra challenge and incentive to the games.

The one drawback of this is that even though I have gained several of the cheats for *THPS2* through completion, I am still reluctant to use some of them because they mess up the high-score table by setting impossibly high values!

I don't understand why people go on the Internet to find all the codes for a game before they've even bought it. They're simply wasting their own money – they'll have no satisfaction from beating it through their own skill.

NICHOLAS ROLLINS, VIA EMAIL

Cheats can be fun/useful when you've got bored with a game or if you end up getting totally stuck (and that's why we print some every issue).

But we agree with you Nicholas – if they're used inappropriately they can take all the enjoyment out of a game.

OH DEAR

Phantasy Star Online (ODM #17, 9/10) is the best game ever but is there a cheat for unlimited items, to gain levels or something else that will make the game easier?

OLLIE, VIA EMAIL

Arrrgh!

ASK SEGA

Every month we give you the chance to talk directly to Sega. Send us your questions (contact details below) and we'll put them to the people behind the world's greatest console

TAKING THE MIC

Will Sega be releasing the microphone to buy on its own without *Planet Ring* because I already have *Planet Ring* and really want to buy the microphone?

TOM BOSWELL, VIA EMAIL

SEGA: The microphone comes with a FREE copy of *Planet Ring*. You can't buy the mic on its own, so feel free to pass your second copy on to a friend who stupidly missed the free giveaway on ODM #15!

SHENMORE?

Are you going to release any more *Shenmue* games on the Dreamcast after *Shenmue II* or are you going to publish the rest of the series on other consoles?

MAHONY, VIA EMAIL

SEGA: It depends on whether or not the story actually finishes with *Shenmue II*. The story may well have run its course and there be no need for a third game. We'll have to see wait and see what Yu Suzuki has planned...

CORRUPT?

I was trying to play *PSO* over the Net and couldn't log on. I waited for 20 minutes but when I tried again it said: "This file cannot be used to play the game." I was really disappointed since I'd worked quite hard on my force. Is there a way to get it working? I want to see poor li'l Mr Biggles!

'DIPPYDODO', VIA EMAIL

SEGA: Try again now, it might have been a server problem. If it still doesn't work you may have to contact the Sega consumer line. [The number, as always, is on page 6 – ed.]

DOG ATE IT

I was just wondering where you could purchase a Dreamkey Internet browser disc, as mine has broken. Also, how much do they cost?

JOE CHITTOCK, VIA EMAIL

SEGA: Call the Sega consumer line [see page 6 – ed] for help with this.

SAY WHAT?

I heard that *Shenmue II* will not be a translated game. Instead, it will be in Japanese and have English subtitles. Is this true?

DANNY SOLOMON, VIA EMAIL

SEGA: Again, this is yet to be decided.

FUNNY BREAK

I've had my Dreamcast over a year now and it's so great. However, every now and again it makes a funny noise and goes back to the options

screen. My guarantee has run out so what do you suggest I do?

SAM WHEATLEY, VIA EMAIL

SEGA: Give the Sega consumer line [page 6! – ed] a call – they will be able to advise on what to do.

CHU LATE!

I have just got myself a Dreamcast but no *ChuChu Rocket!* The shop said that once I have registered with you I will be sent one free of charge. Is this true?

JASON WILKINS, VIA EMAIL

SEGA: Unfortunately not. This online offer finished in November last year.

LONG LIFE

I am wondering why *Half-Life* has now just been delayed till May 2001? At first I was really excited about it but now I'm just getting bored. First it was supposed to be released in November, then it was delayed till January, then February and now it has gone right back to May! What is going on?

JOHN HINCHCLIFFE, YORK

SEGA: Sorry, you'll have to ask the game's publisher, Havas Interactive, for an explanation. [See page 27 for details – ed.]

SHENMUSIC

I'm in love with the *Shenmue* theme music! Is it possible to find a musical script for the theme tune? It's rockin'!!!

BEN WILLIAMS, VIA EMAIL

SEGA: The musical score is available for purchase on import if you can track it down!

NUMBER'S UP

I'm having trouble with *Phantasy Star Online*. My Serial Number has an 'O' character in it. What character you ask – an 'oh' or a 'nought'? That's the problem: I don't know!

When I first entered it, I used a nought. Then the Dreamcast said "Saving Serial Number to hardware" or something like that. Now, it works okay, except when I try to go online. It connects fine, then when it's done it gives me a message saying invalid Serial Number and/or access key.

I tried typing it out again with an 'oh' instead of a 'O', but it won't even accept it before it connects! Help!

KRIS BRUNET, VIA EMAIL

SEGA: Give the consumer line [page 6!! – ed] a call if you have any problems with access codes. They'll ask you a few questions about the game and then instruct you how to go online with new codes.

GOT SOMETHING YOU WANT TO ASK SEGA?

Email your queries to us at sega@dreamcastmag.co.uk or send a letter to Ask Sega, ODM, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: each month we chose the best of the queries, pass them on to Sega Europe and print their responses. Before writing please check that your queries haven't been answered in our FAQs starting on page 103.

YOU
KNOW LIFE'S
SWEET WHEN...

YOUR DREAMCAST HELPS YOU WIN A BRAND NEW SPORTS CAR

Meet 26-year-old night-shift worker Carl Watson. He won a Vauxhall VX220 on Dreamarena. Yeah, we hate him too!

"I WAS BROWSING ROUND Dreamarena and the *Metropolis Street Racer* [quiz] competition caught my eye. You had to answer three questions a week and you earned kilometres for every correct answer. Also, the quicker you answered the questions, the fewer kilometres you lost. Every now and again, you could gamble the whole lot on one question. So I answered all the questions every week, and then gambled everything I had whenever I could!

"The competition lasted over three months and there were about 70 questions in all, including the gambling ones. I was extremely nervous about gambling because you never knew what questions were going to come up – it was quite daunting sitting there in front of my Dreamcast with my heart beating away. After all, you only had 20 seconds to answer – if you didn't answer, you got it wrong. Each question was worth 240km if you got it right. For every second you took to answer, you would lose so many kilometres. I averaged 180-220km per question. You could then see how you were doing by checking out the leaderboard at six every evening.

"The questions themselves ranged from the very easy to the ridiculously hard. All the questions were multiple-choice and you had three choices. With a couple of them I did have to guess – like the question about which three months of the year the sumo tournaments are held in Japan. I gambled it all but got through.

"Some of the gambling opportunities were at silly times, and you had to make sure you were in. Thankfully, I've got a very understanding boss called Russ Hamer. I told him I was in with a chance of winning a car and on two occasions, he let me out of work and even let me go home for an hour once.

"I was confident about winning at the end of the day – I knew that if I didn't get any answers wrong, I would be okay. There was someone behind me who was just within striking distance – if I didn't answer and they gambled everything they had, then they would have ended up just in front of me. I finished with 82.5 million kilometres and the nearest competitor finished with 46.5 million. Bear in mind that if I had gambled and got it wrong, my score would have gone

straight down to zero. The last couple of weeks were nerve-racking to say the least!

"I'm living with my grandma at the moment and she didn't believe me when I told her that I had won the car until she saw my name on the leaderboard the following evening. My boss didn't believe that I had won either until I asked Sega to send through a confirmation letter which arrived six days later. I took it into work and showed it to everyone. That soon convinced them!

"Doing the competition landed me with a £250 phone bill! It was a worthwhile investment though. It's a hundredfold increase in value – a £250 investment for a £25,000 sports car. The car itself, the VX220, is being made in March and I should get it in April. I first saw it in a newspaper a couple of years ago when it was a concept car. I thought it was gorgeous but I never thought I would actually own one. There is a sting in the tail though – the insurance. I'm only 26, so to insure it I'll have to pay in the region of £2,500 a year. I've been ringing all the insurance companies and have basically been laughed at..."



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Four x Four Evolution
Evolution
ECW Hardcore Revolution
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Evolution 2
ESPN Int. Track & Field
Episode One: Racer
Expendable
F - 06
Fur Fighters
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G - 07
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H - 08
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I - 09
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J - 10
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K - 11
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King of the Fighters 99
L - 12
Legacy of Kain: Soul Reaver
Last Revelation
Loony Tunes Space Race
M - 13
Metropolis Street Racer
MDK 2
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Mortal Kombat Gold
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Maken X
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N - 14
Nomad Soul
Nemesis (Resident Evil 3)
NFL Q'terback Club 2000
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NBA 2K
NBA Showtime
NBA 2K1
O - 15
Omikron: The Nomad Soul
P - 16
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Psychic Force 2012
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Pen Pen Trilcelon
Puppies to the Rescue
Puyo Puyo
Q - 17
Quake 3
R - 18
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Resident Evil 2
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Rush 2049 (San Francisco)
S - 19
Shenmue
Sonic Adventure | Super Runabout
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Sega GT
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Street Fighter 3 W Impact
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T - 20
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