

THE OFFICIAL DREAMCAST MAGAZINE



Dreamcast

Dreamcast

ISSUE 12 • OCTOBER 2000 • £4.99 www.dreamcastmag.co.uk

**EXCLUSIVE
DEMO DISC!
4 PLAYABLE
GAMES!**

THE WORLD EXCLUSIVE REVIEW!

METROPOLIS STREET RACER

READ THE REVIEW, PLAY THE GAME!



IF YOUR COVER DISC IS MISSING
PLEASE CONSULT YOUR NEWSAGENT

ALSO REVIEWED...

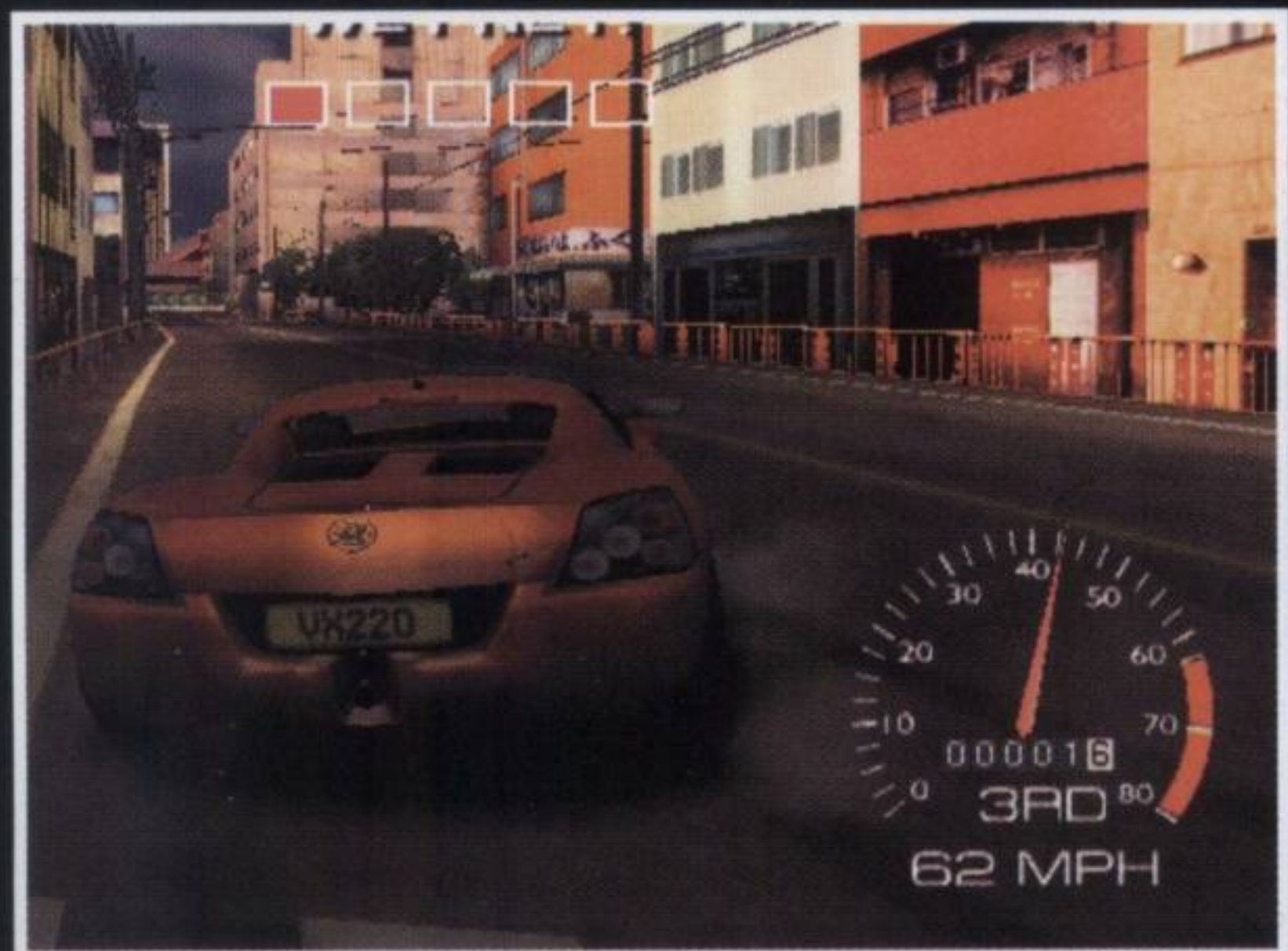
VIRTUA TENNIS, WWF ROYAL RUMBLE,
RAILROAD TYCOON II, VIRTUA ATHLETE,
SOUTH PARK RALLY AND MANY MORE!

ISSUE #12 £4.99 (OVERSEAS £5.99)
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EXCLUSIVE: DREAMKEY 2.0 • NEW DREAMCAST PERIPHERALS • SEGA'S BOSS SPEAKS OUT

WHAT'S ON THIS MONTH'S COVER DISC

FOUR AWESOME PLAYABLE DEMOS!

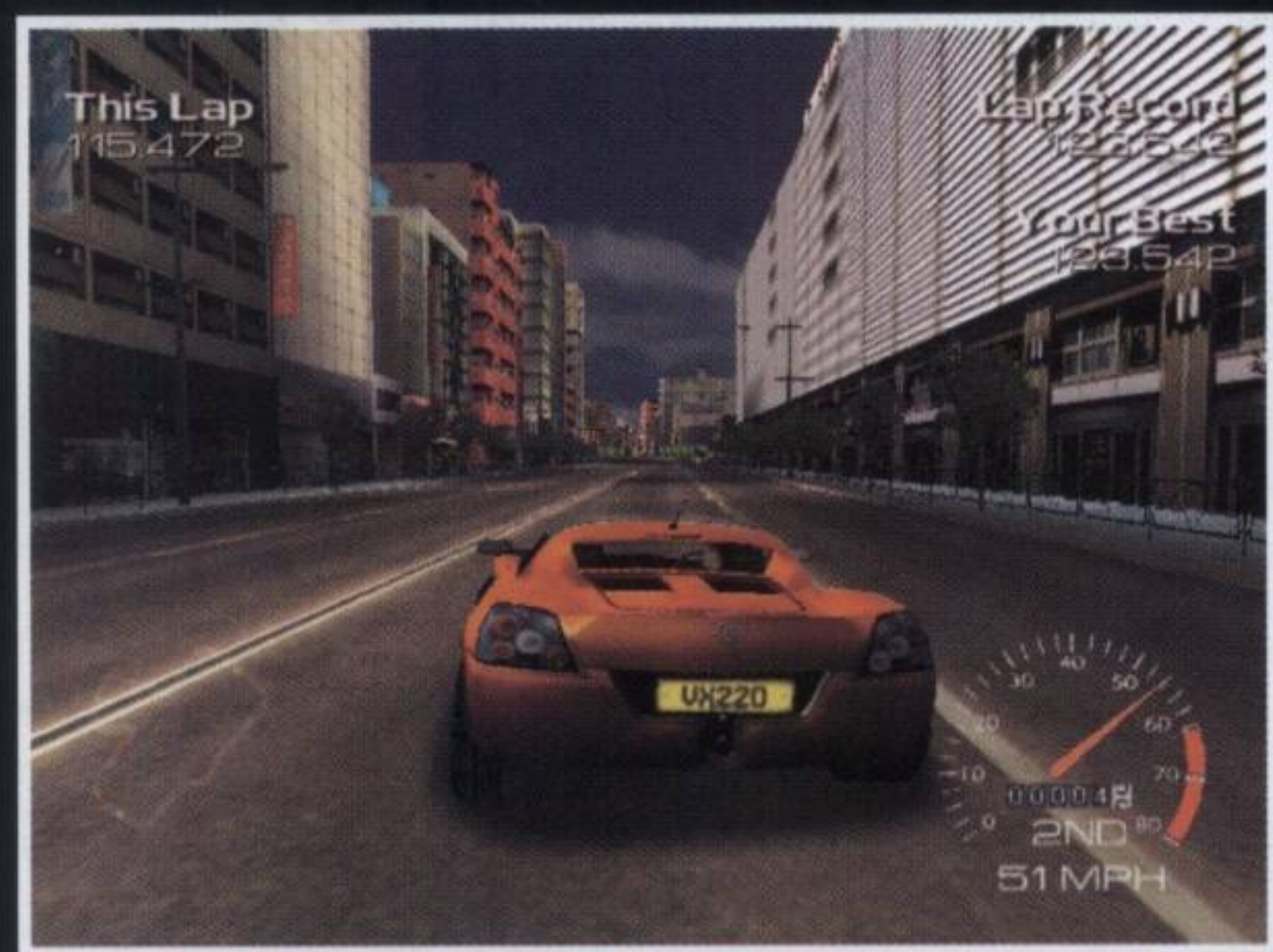


METROPOLIS STREET RACER

EXCLUSIVE PLAYABLE DEMO

At last! Yes, one of the most eagerly-awaited games on Dreamcast is here, and you can try it for yourself by taking the nippy Vauxhall VX220 around a Japan-based circuit in Time Attack mode.

Metropolis Street Racer rewards good driving, so get round those corners smoothly, eh? Check out our world-exclusive review starting on page 8. Good luck with the demo and remember: style is everything.

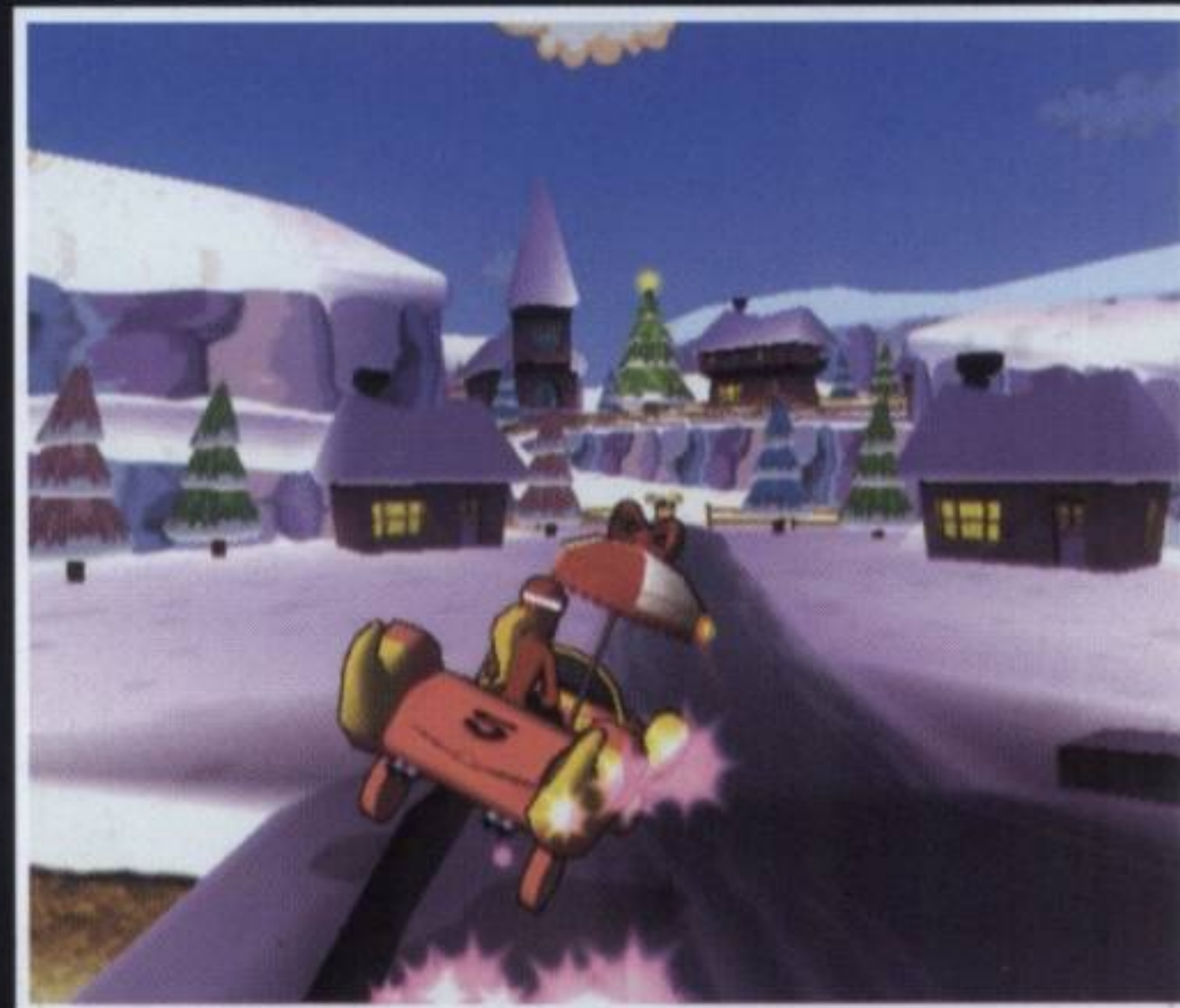


SPACE CHANNEL 5

EXCLUSIVE PLAYABLE DEMO

Guide the lovely Ulala through the first stage of the groundbreaking Japanese game that makes you get yo' funky groove thang on. You must match the dance movements of Morolians in order to defeat them. Follow the simple instructions, rescue hostages, shoot the groove-loving aliens and swing your pants to the fab music.

The full game, due out in October, will have a full set of increasingly difficult missions for your pink-haired, intergalactic TV reporter to overcome in her typical kitsch style. Watch out for a review next issue. Yeah baby!

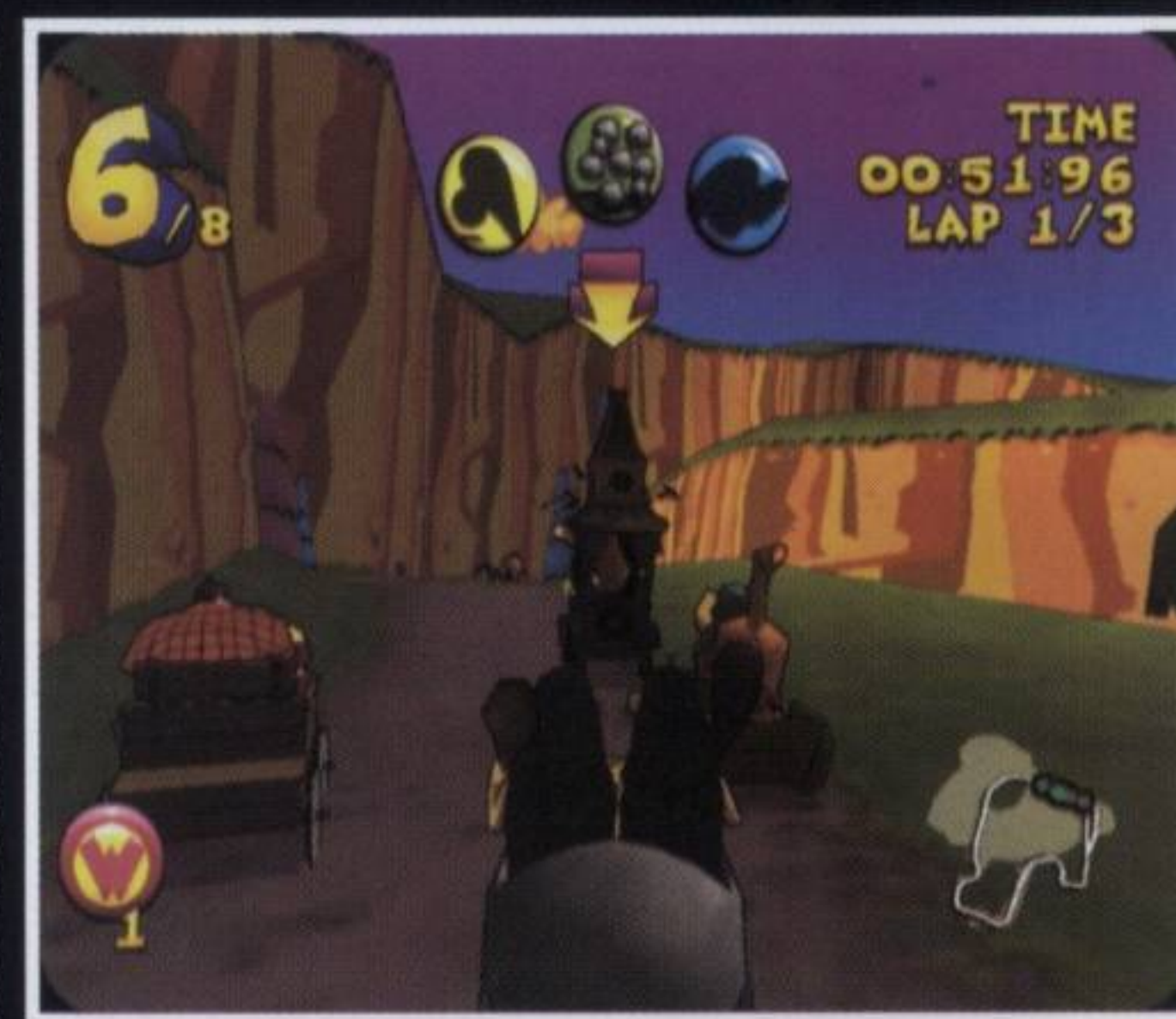


WACKY RACES

EXCLUSIVE PLAYABLE DEMO

Yes, the *Wacky Races* mob are back with an all-new demo, set in the Redwood Valley area. 1-4 players can compete in this demo, and you can choose to race as either Penelope Pitstop, The Anthill Mob, Rufus Ruffcut & Sawtooth or The Slag Bros. Check out the info screen for brief instructions.

Buy the full game, of course, and you can race as Dastardly and Muttley! (No, really!) All 11 original characters and vehicles are present from the classic cartoon series for your enjoyment, complete with their dazzling array of weaponry. *Wacky Races* (ODM #9, 7/10) is in stores now.

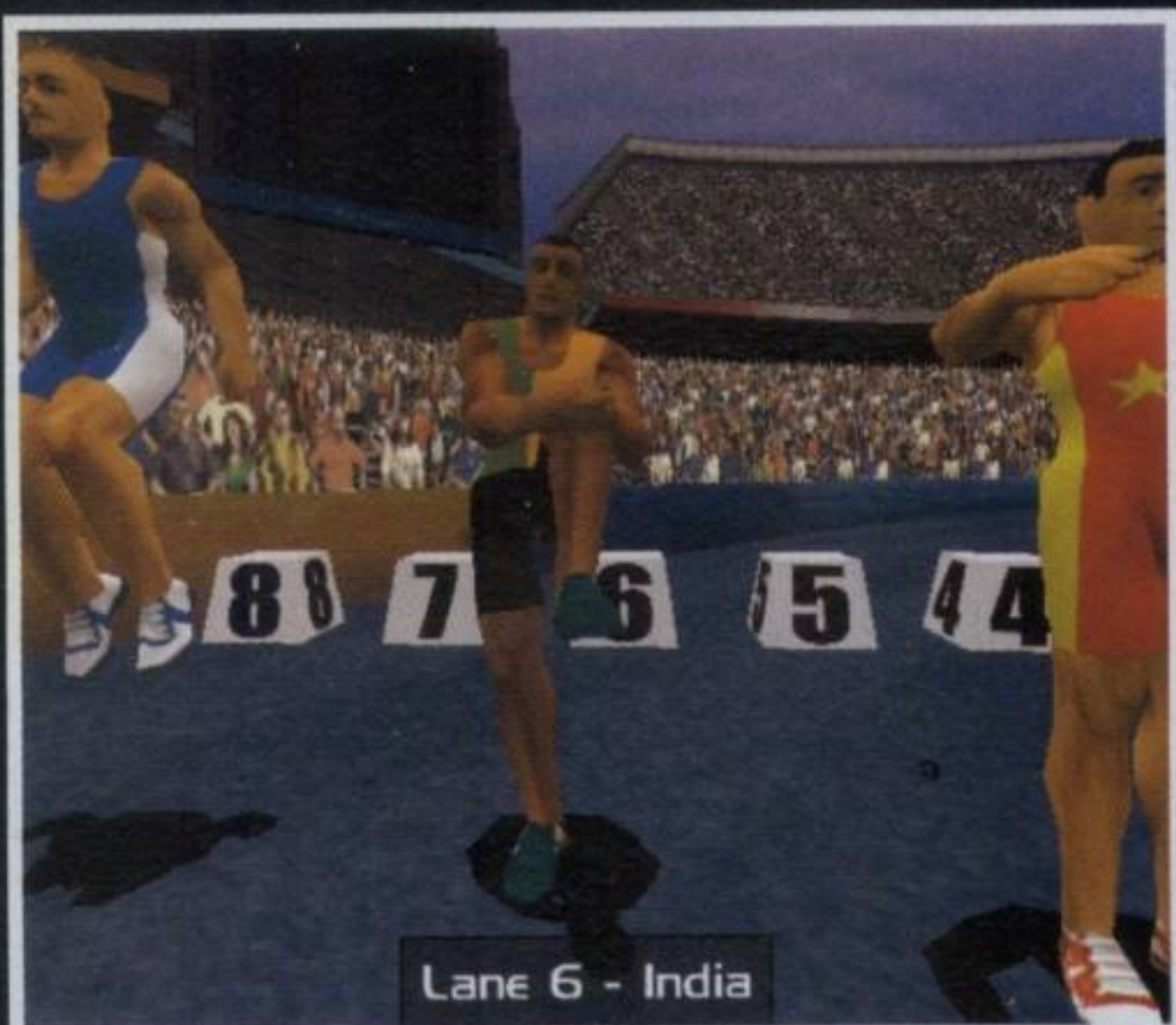


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If your demo disc is damaged or faulty and you're a subscriber, please return it to *Official Dreamcast Magazine*, CD Replacement, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ. We will endeavour to replace it as soon as possible. If you're not a subscriber, please request a replacement from your newsagent/point of purchase.



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



SYDNEY 2000

PLAYABLE DEMO AND MOVIE

Take a peek at some of the various sports on offer in the official videogame of the Olympics, and then why not try your hand at the 110 metre hurdles event?

It's simple enough. Right from the off, just press the two run buttons alternately as fast as you can, and when the time is right press one of the jump buttons to leap over the hurdles. Then stick your smouldering index finger under ice cold running water as the inevitable blister appears on its tip.

Still, this is the Olympics after all; no pain, no gain. *Sydney 2000* (ODM #11, 7/10) is in a store near you now.



F355 CHALLENGE

MOVIE

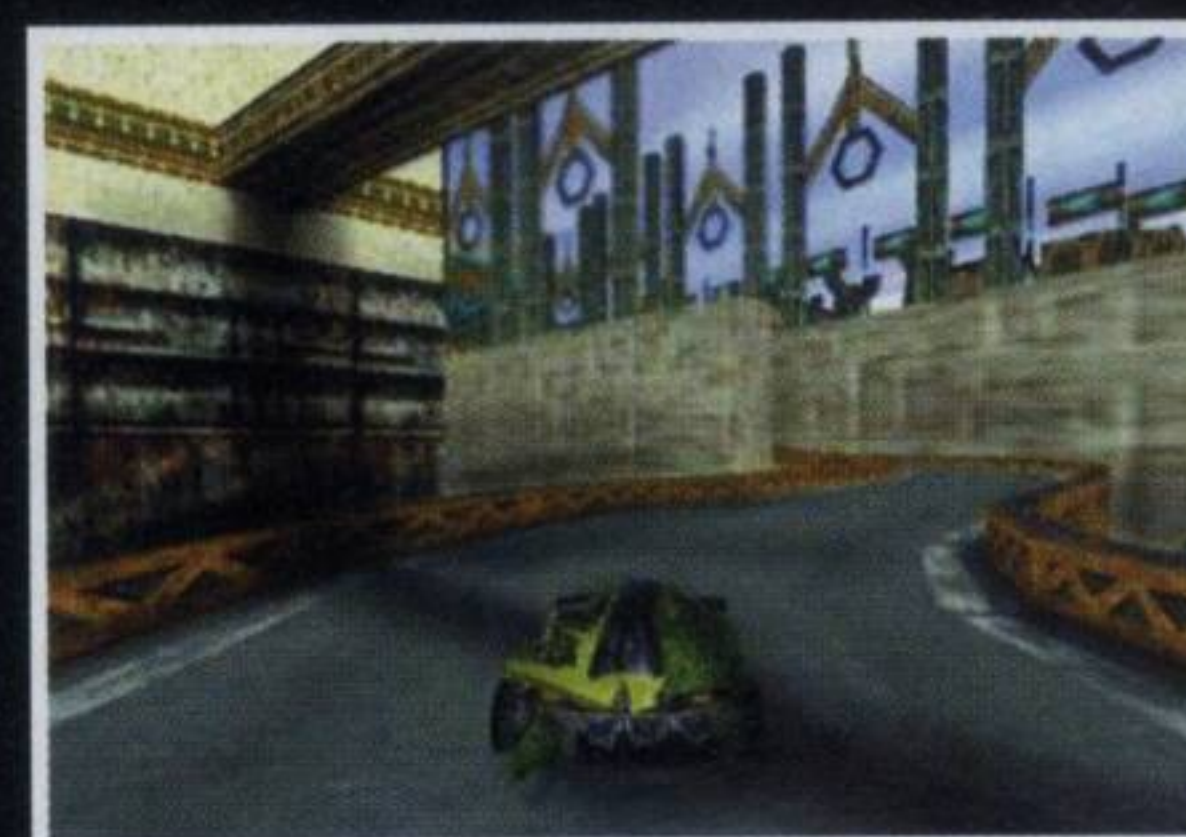
Yes, this is in-game footage, not some rendered intro. Yes, it does look unbelievably realistic. Yes, the split-screen mode does look fantastic. And yes, if everything goes to plan, you should be playing it within a couple of months. We hope to bring you a review next issue.



WWF ROYAL RUMBLE

MOVIE

Watch in awe as The Rock performs the Rock Bottom! Gasp in wonder as The Undertaker delights the crowd with the Tombstone Piledriver! Giggle as Rikishi pats his enormous buttocks! Finished laughing? Then turn to page 74 to read the review of the full game.



POD 2

MOVIE

Race around in futuristic cars, shooting each other with lasers and stuff! It's going to be an online game, you know? That's right, you'll be able to use said futuristic cars and lasers to blow up people from around the world. *Pod 2* should hit our shores some time in the autumn.

07.09.00

IT'S GO! GO! GO!



AH, I LOVE IT WHEN a plan comes together. Last month, in this very column, I promised that this issue of *Official Dreamcast Magazine* would be "very special indeed." And, well, you can judge for yourself whether it is or not, but we think it's a bit of a cracker.

For starters, we've got the world exclusive review of *Metropolis Street*

Racer. Yep, the driving game the world has been waiting for is finally here. Or, at least, very nearly here. As I write, developers Bizarre Creations are checking things over thoroughly and the game should finally hit stores on Friday 20 October.

Has it been worth the long, long wait? Does it live up to all the hype and high expectations? Well, you can get a rough idea of what the game is like by taking the Vauxhall VX220 – the car of the moment – for a spin around one of the trickier Tokyo-based circuits with our demo disc.

To really understand what *Metropolis Street Racer* is all about, though, you need to play the full game extensively, and that's exactly what our man Ed Lomas has been doing for the last week or so. Find out what he thinks of it in our special extended review starting on page 8.

Elsewhere in this issue we talk exclusively with Jean-François Cecillon, Sega Europe's Chief Executive Officer, plus we take a look at the re-designed Dreamarena and the soon-to-be-released Dreamkey 2.0 (see page 42). We also have exclusive details on several new Dreamcast peripherals (page 25).

This month's main reviews section includes the brilliant *Virtua Tennis* (page 66), *San Francisco Rush 2049* (page 72), *WWF Royal Rumble* (page 74), *Virtua Athlete 2K* (page 82) and many more games besides. A grand total of 12, in fact.

No doubt about it, it's a busy and exciting time for Dreamcast right now. Indeed, there's so much to report on, we've had to work loads of late nights and increase the size of the magazine to get it all in. We hope it's been worth it.

Now, if you'll excuse me, I've got to start packing. No, not for a well-earned holiday (no time for that, we've got the next issue to get on with), but for an office move. If you want to contact us for any reason, please take note of our new address below.

Take it easy,

Warren Chrismas
Editor

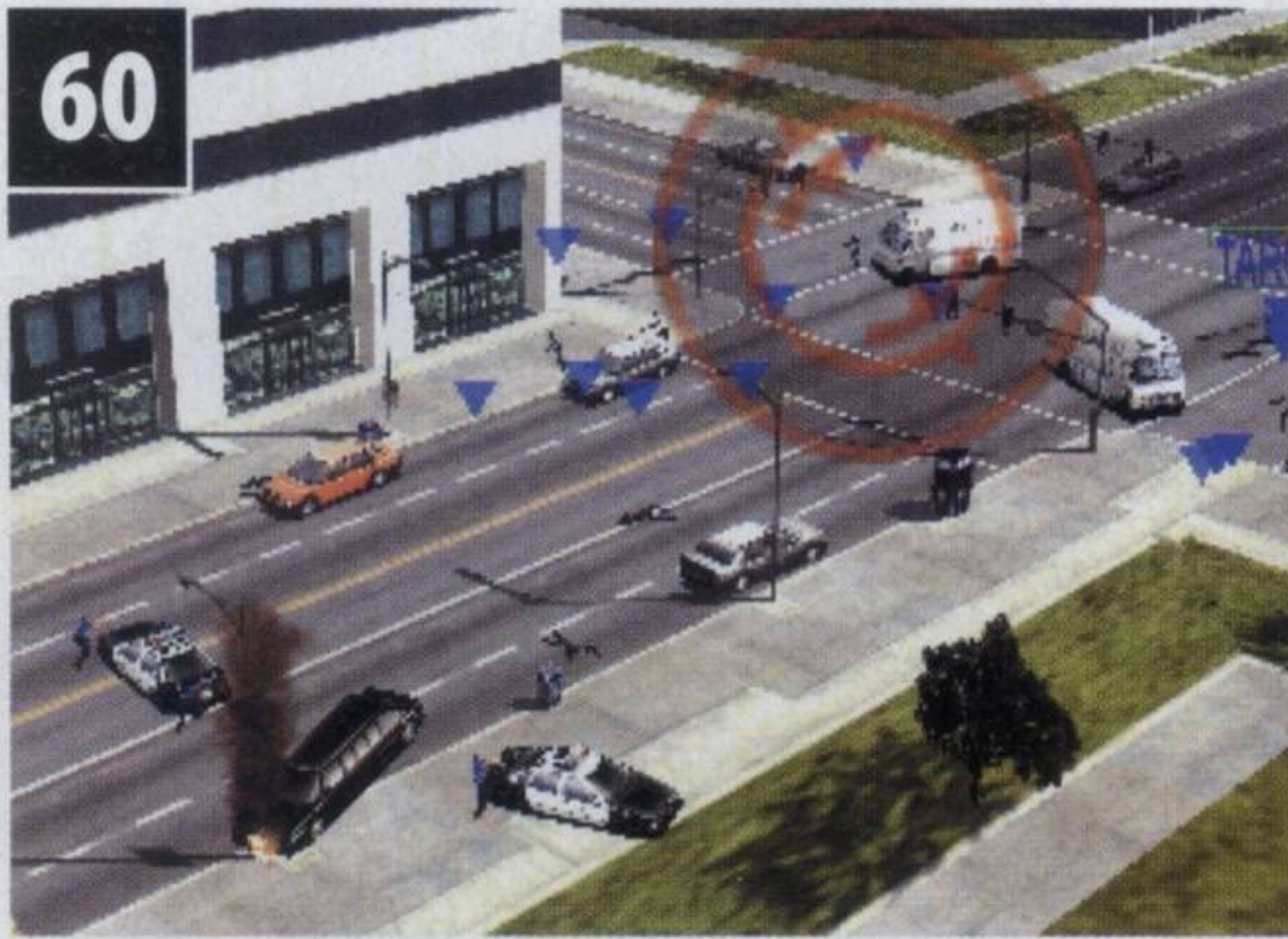
PS: SUBSCRIBE TO ODM AND YOU'LL GET THE MAGAZINE DELIVERED TO YOUR DOOR EACH MONTH, OFTEN DAYS BEFORE IT REACHES YOUR NEWSAGENT – AND YOU'LL SAVE SOME DOSH! TURN TO PAGE 50 FOR DETAILS.

WE'RE MOVING!

Our new address, effective immediately, is *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: when writing to (or, indeed, emailing) us, it is important that you address your message to the correct department of the magazine. Tips, for example, should be sent to Tips c/o the address above or tips@dreamcastmag.co.uk. You'll find details for the various departments in the relevant section of the magazine. Cheers.

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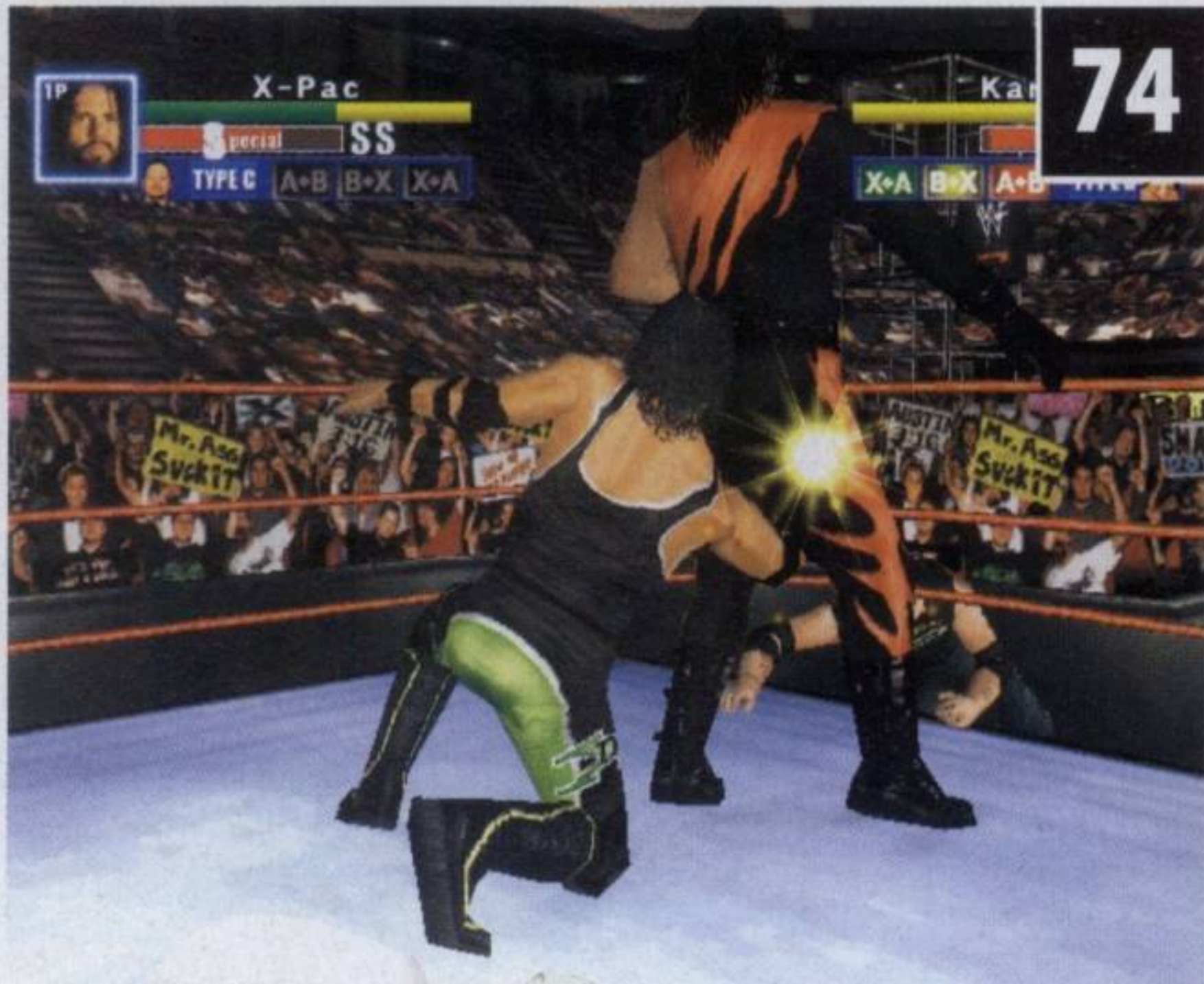
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60 **Silent Scope:** hide and shoot people from afar like a big coward.



08 **Metropolis Street Racer:** it's very nearly here! Our massive review feature should keep you going until it arrives.



74 **WWF Royal Rumble:** suck it!



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See how Konami's classic multi-sports game is shaping up for its Dreamcast debut

55 LOONY TUNES SPACE RACE

Sufferin' Suckertash, if it isn't another racing game based on a set of popular cartoon characters

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58 TOKYO HIGHWAY CHALLENGE 2

The boy racer simulator is back and this time it's looking absolutely gorgeous. Check it out for yourself.

59 WHO WANTS TO BE A MILLIONAIRE?

The popular game show comes to the home, um, without the chance to win any real money

60 SILENT SCOPE

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66 VIRTUA TENNIS

Could it be the greatest tennis game ever? Read about why *Virtua Tennis* deserves to sell by the bucket load

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Drive about in cars that have wings and cannons, oh, and it's set in the future



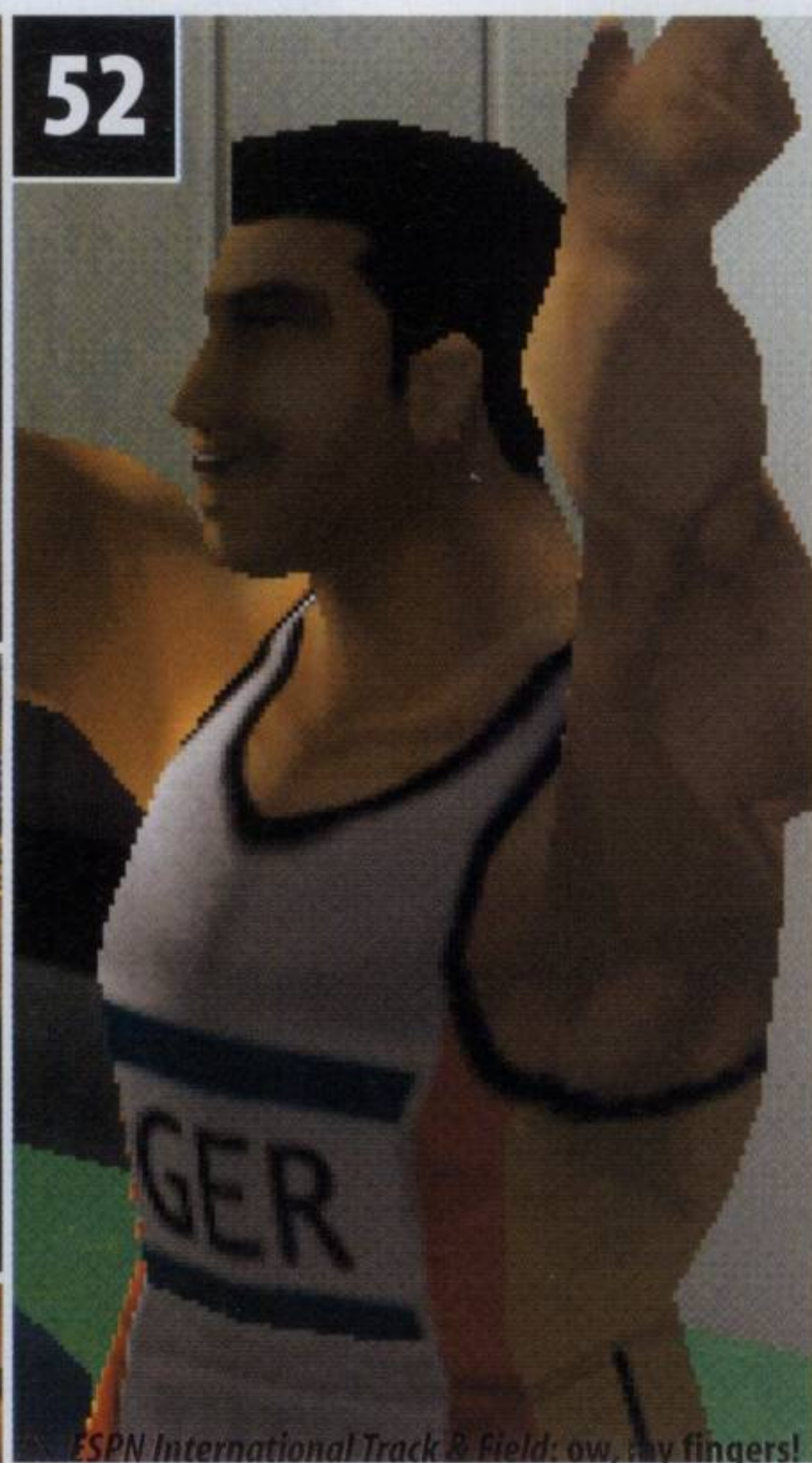
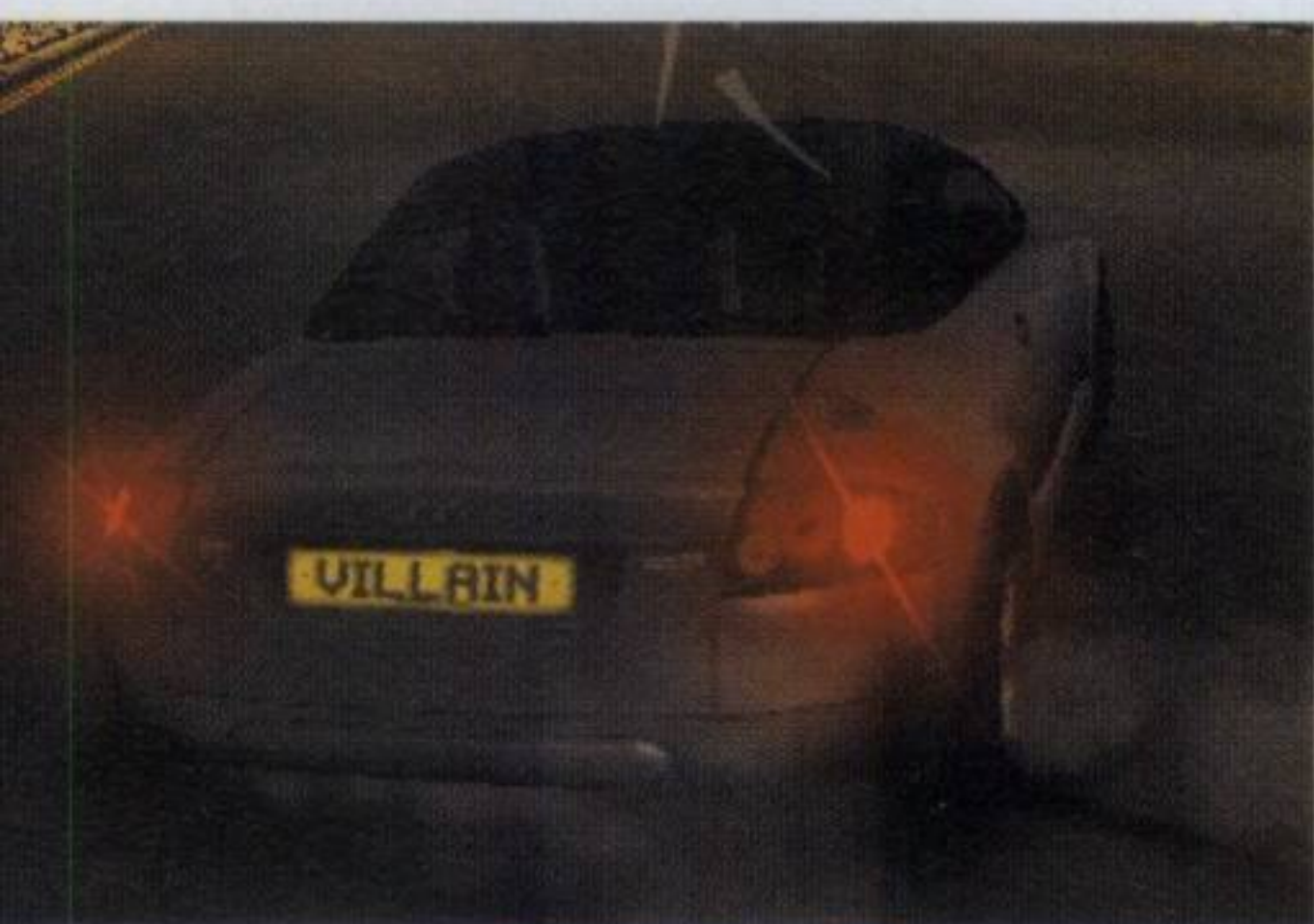
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△ Virtua Athlete 2K: mash those buttons.



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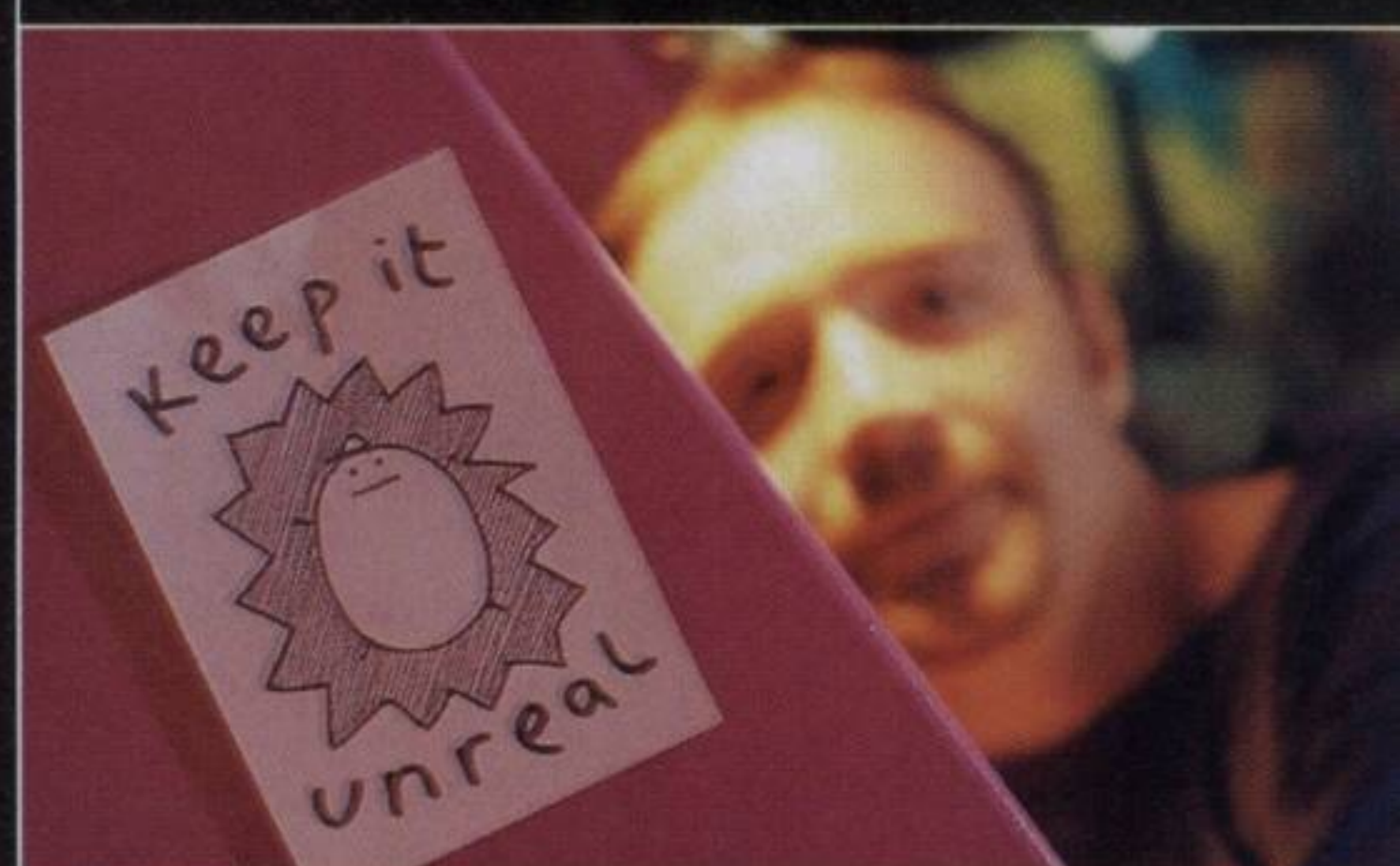
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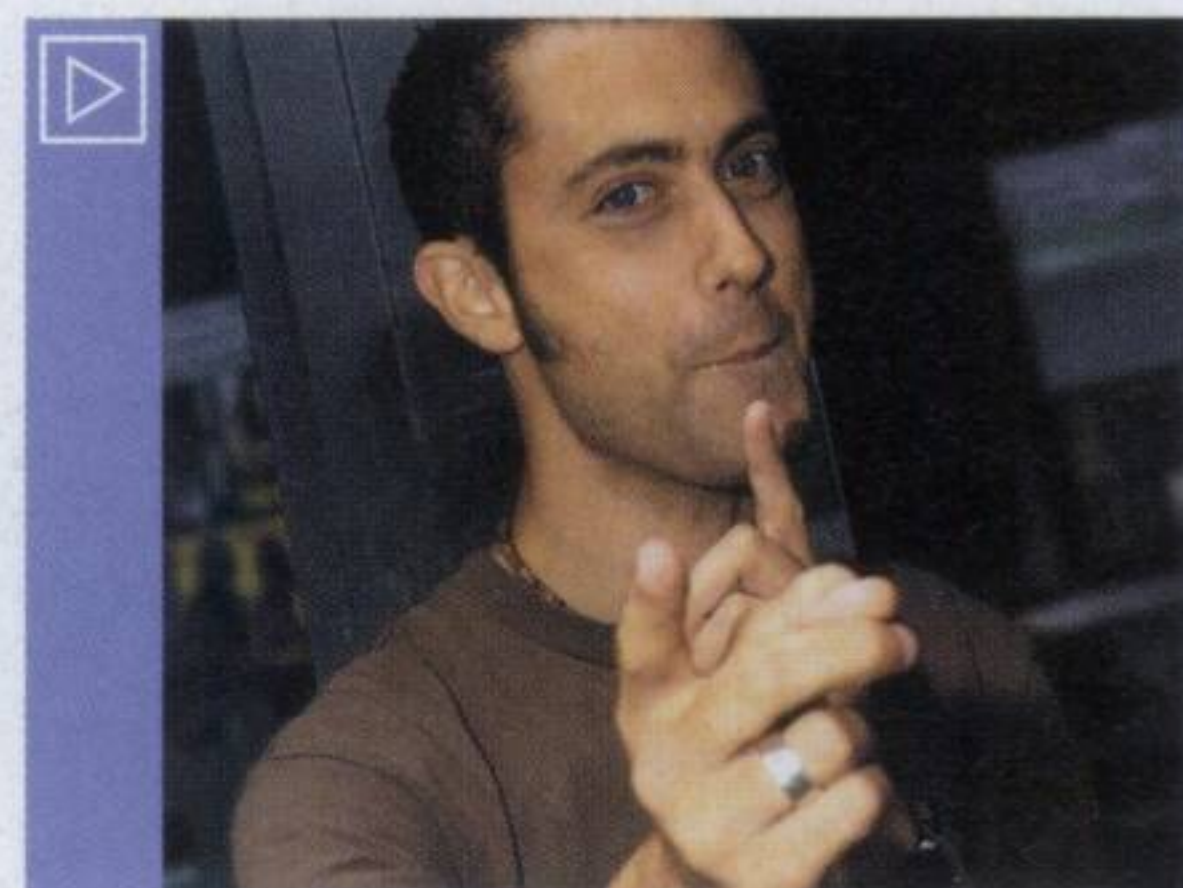
Air your thoughts and opinions about us, about Sega, and about Dreamcast

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Got a question about some aspect of the Dreamcast? Then ask the people who make it

WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO HELP MAKE *OFFICIAL DREAMCAST MAGAZINE*



▶ STEVE NEAVES

Steve has recently started on *ODM* as Art Editor, a position he held at men's mag *Later* where he won IPC's Designer Of The Year award two years in a row. He describes his job as "making the magazine look good so we can win more awards" but don't be fooled by the cool-looking exterior, he's actually a scaredy cat: "Due to a fear of sharks I couldn't complete the first level of *Ecco* so I had to ask a friend to get me past the Great White!"



▶ VANESSA HARDS

Having recently "escaped" the clutches of *Take A Break* magazine, Vanessa now finds herself in the Production Editor's hotseat on a mission to bring her beloved heavy metal to the office stereo. A love of kickboxing and a murky past as a firing range instructor should come in handy in her new job - "I have to chase the writers for their copy before sub-editing it to death" - and she is looking forward to seeing all the new games first.



▶ RICHIE SHOEMAKER

Online Editor of *PC Zone*, Richie has also been known to do the odd freelance console game review on the side, this month taking a look at *Railroad Tycoon II* and *Nightmare Creatures II*. He likes consoles because "you never have to worry about the games not running because you have the wrong graphics card". But he's still a big fan of PC games: "*Worms Armageddon* is great and I also like *Hidden & Dangerous*."



▶ CHRIS EDMONDSON

With us on a work placement, Chris is currently studying Computer Science but is looking to break into games journalism. Describing his role as "tips fag", this month he has turned his hand to a player guide for *Tony Hawk's Skateboarding* (*ODM* #10, 8/10) and running the Help! section. Chris fancies himself as a *Virtua Tennis* expert and there is little doubt that his precious "study time" goes some way to account for his confidence...

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

SEGA

SEGA CONSUMER LINE (GENERAL ENQUIRIES)
UK 0845 609 0090 [1]; EIRE 01560 925 555 [1]
SEGA INTERNET SUPPORT LINE
0906 654 4544 [2]

HINTS AND TIPS

SEGA HINTS AND TIPS LINE (SEGA GAMES ONLY)
0906 753 2222 [3]
ODM HINTS AND TIPS LINE (ALL DREAMCAST GAMES)
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01454 620070 / dreamcast@cisubs.co.uk
ODM BACK ISSUES (SEE PAGE 51)
01789 490215

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Dreamcast

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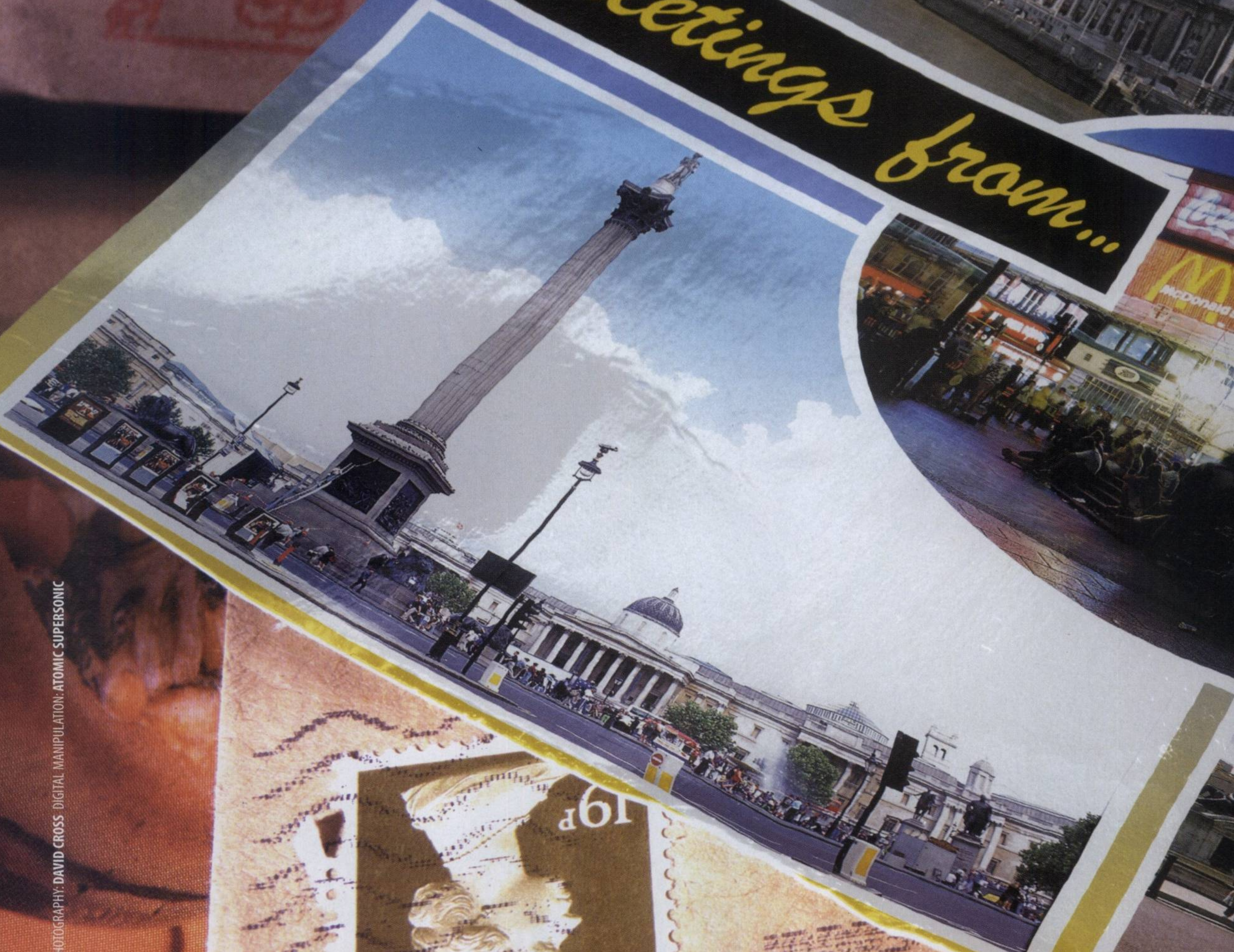


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...NOW GET READY TO RACE IN LONDON. THE

Welcome to...

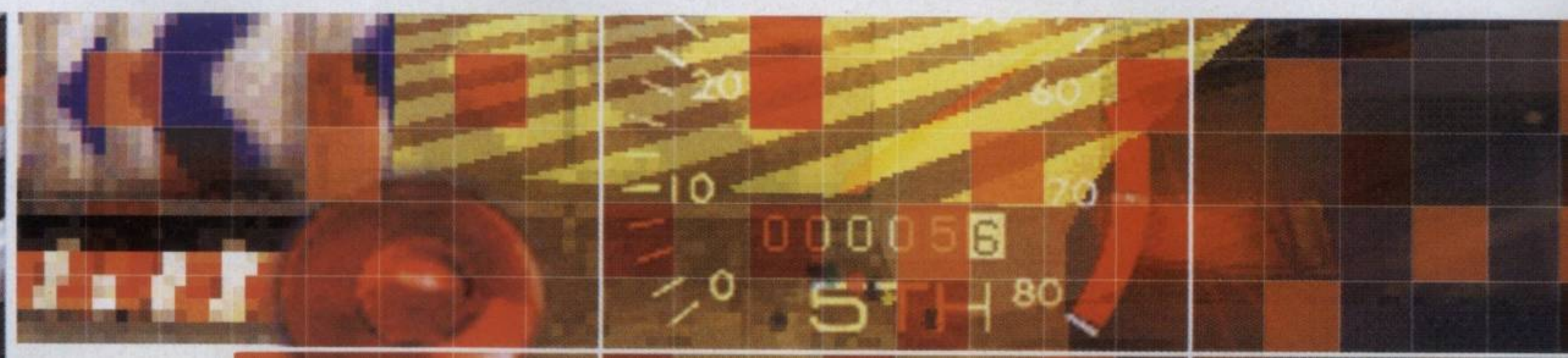
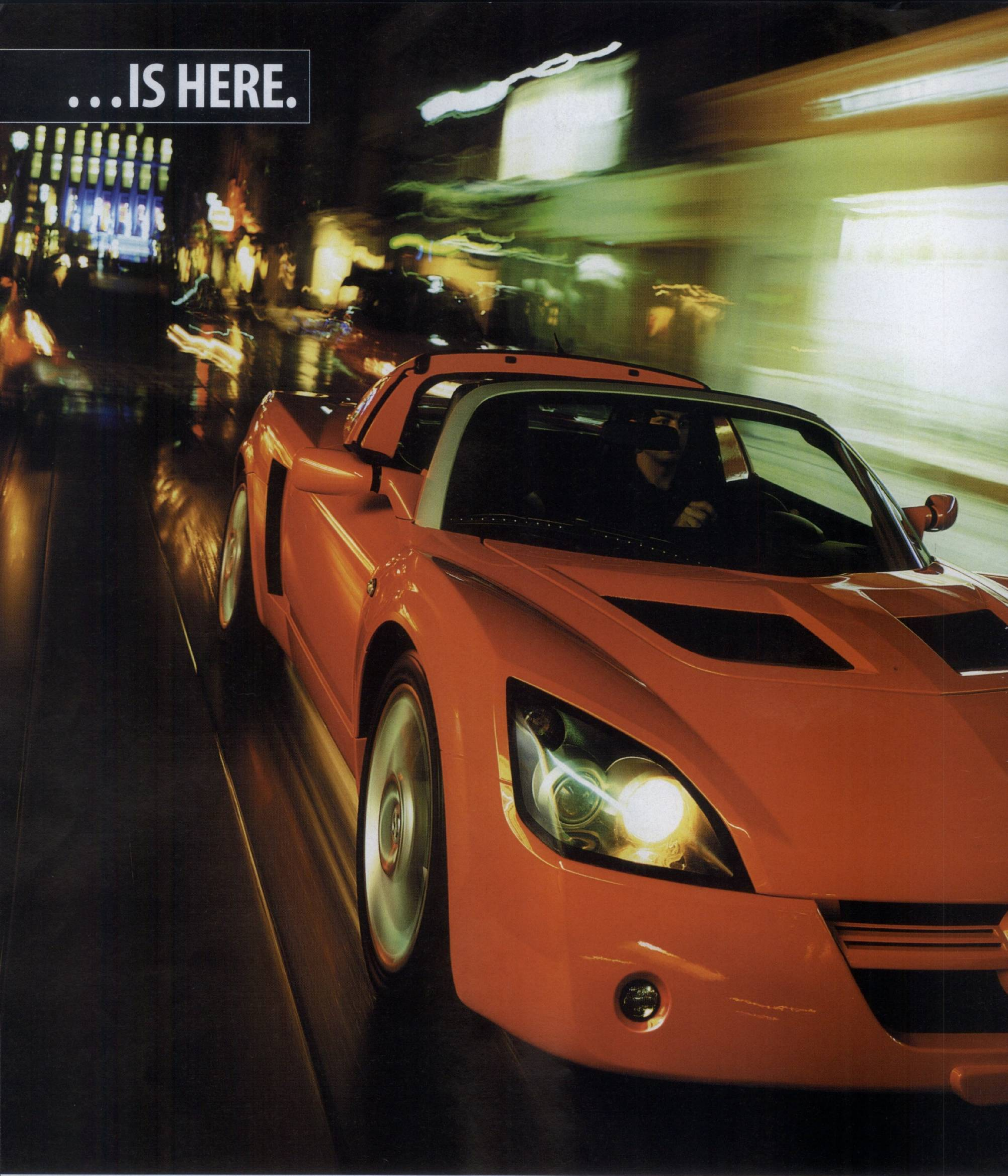


PHOTO: TIM KENT - DIGITAL MANIPULATION: ATOMIC SUPERSOONIC
ALL MSR SCREENSHOTS TAKEN DIRECTLY FROM THE GAME

WORLD'S MOST DETAILED DRIVING GAME...



...IS HERE.



METROPOLIS STREET RACER

GOOD THINGS COME TO THOSE WHO WAIT, OR SO THEY SAY. **ED LOMAS** QUEUED ALL YEAR IN HIS SLEEPING BAG TO BE FIRST IN LINE

D

RIVING GAMES HAVE BECOME a little predictable in their 20 years or so at the top of the videogame popularity Premiership: You pick a car, you race it around three laps of a circuit, and, if you do well enough, you move on to the next track. And it's great fun. Occasional slight variations include using pretend money to 'buy' cars instead of simply

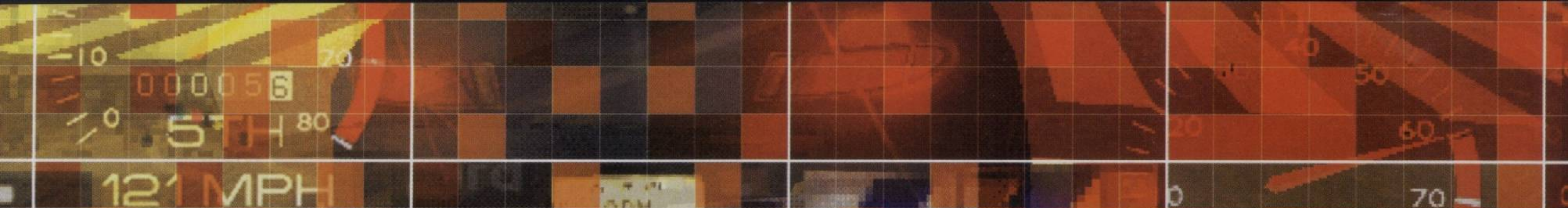
'picking' them, or maybe racing five laps instead of three. But basically, that's pretty much all there's ever been to racing games – that's all there ever can be to them, right?

Well, not entirely. It seems as though Liverpool-based Bizarre Creations have decided to completely disregard the rulebook, and create a driving game from scratch. One that's more than just a race to the finish line, more than a high-speed adrenalin rush, and much more than a *Pokémon*-style collect-a-car challenge. It may be hard to get your head around the fact right now, but after 20 years of gradual, almost unnoticeable evolution, they've created a brand new species of driving game in *Metropolis Street Racer*.

"But what's so different about it?" we hear you cry. As Sega themselves so eloquently explain: "It's not about how fast you are; it's about how you are fast!" ...

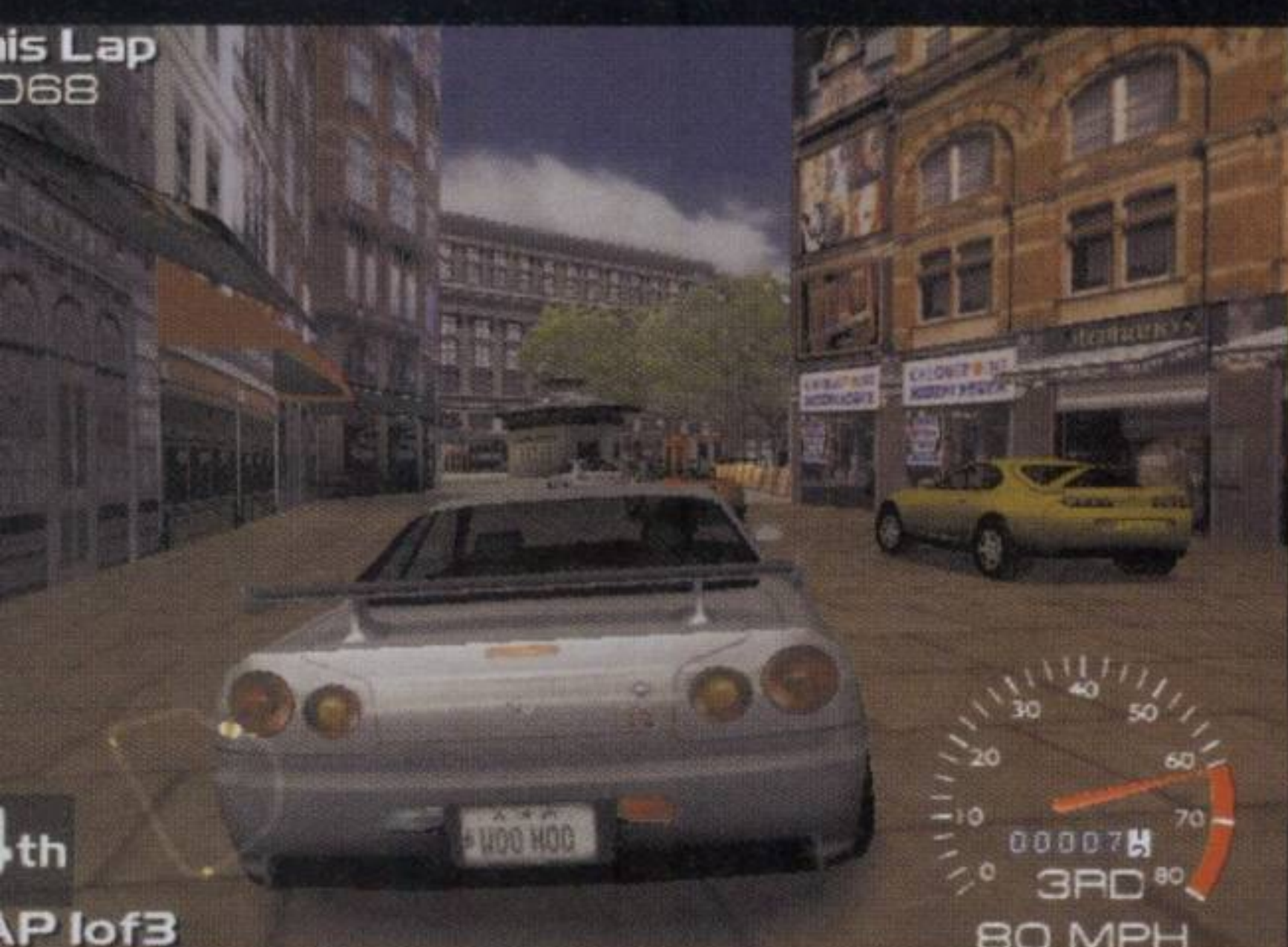


PRICE: £39.99
PUBLISHER: SEGA
DEVELOPER: BIZARRE CREATIONS



Tokyo.
Sakusa. 11.55pm

△ Before each race the camera pans slowly around different parts of the city. These bits look fantastic.



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AP lof3

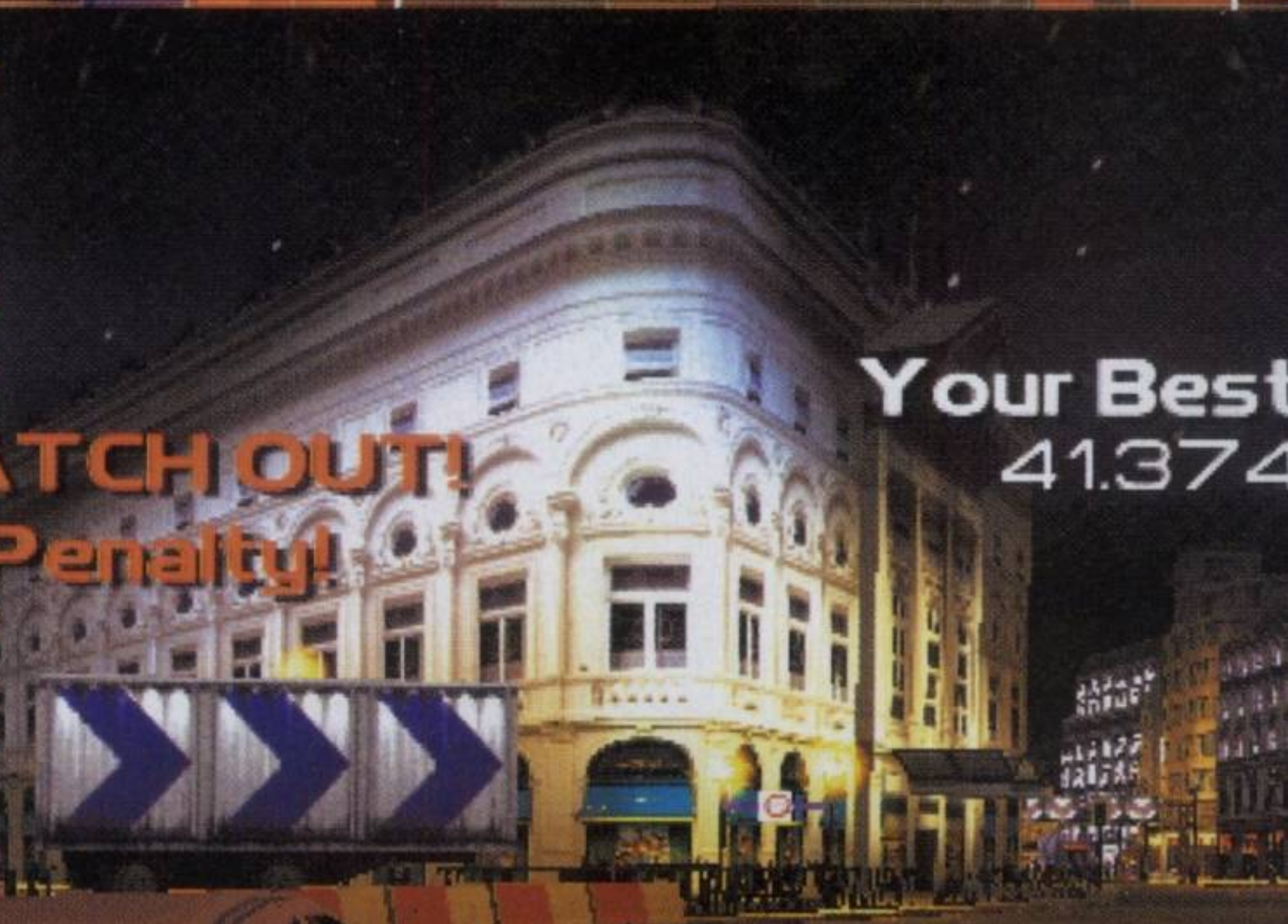
△ Get your finger ready on the handbrake – you're going to need it to make it through Leicester Square.



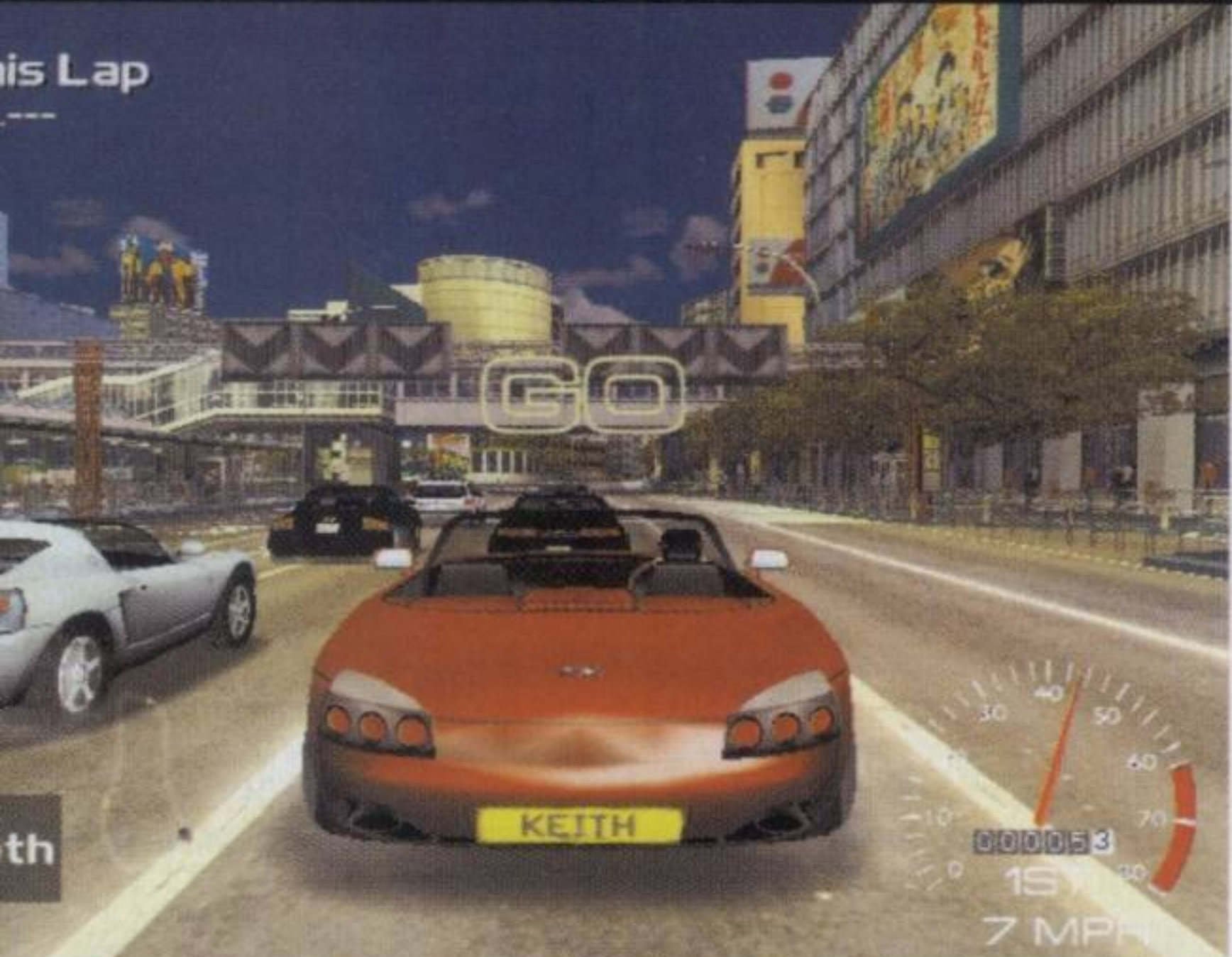
5th
LAP 5 of 5



△ London's famous Piccadilly Circus by night. All the shops, buildings and flashing neon advertisement signs look exactly like the real thing, as you'll know if you've ever been there before. Bet you've never raced around it like this before though.



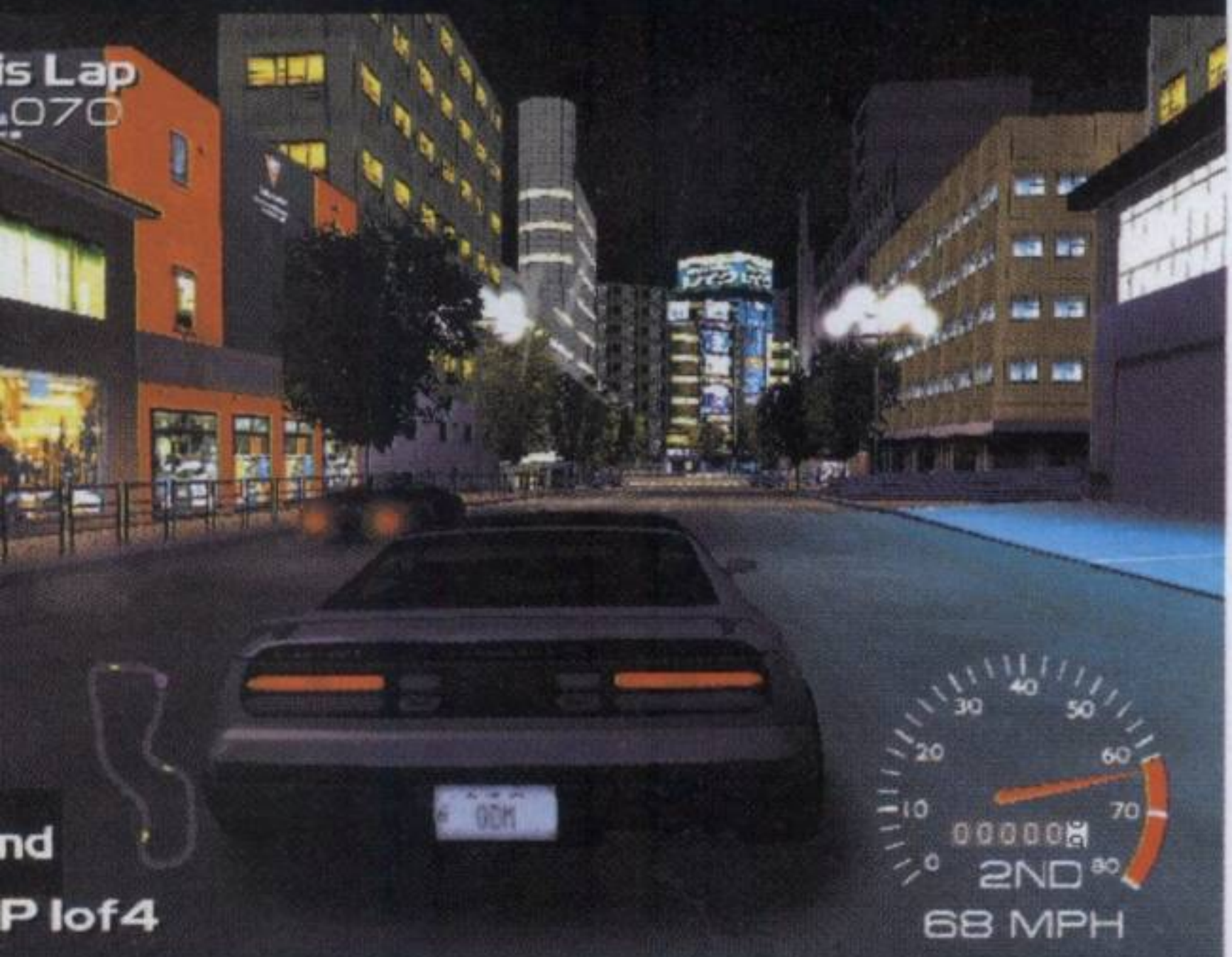
Your Best
41.374



is Lap

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△ Getting a good, clean start can be difficult, especially in those cars prone to wheelspin.



is Lap
070

nd
P lof4

△ Tokyo looks particularly beautiful by night.

"EVERY ROAD, EVERY BUILDING, EVEN EVERY PHONEBOX IS IN THE RIGHT PLACE"

▶ What on earth are they talking about? Well, the basic idea of *Metropolis Street Racer* is not necessarily to be the fastest driver in the world, but to be the *coolest*. The cooler you are, the more parts of the three cities in the game – London, Tokyo and San Francisco – become available to you, the more challenges open up, and the more cars you can drive. To prove your coolness, you have to earn 'kudos' by driving quickly, accurately, and stylishly at the same time. And although it's possible to get this kudos with a lucky bit of quality driving, having confidence in your own ability will mean you can earn even more. We'll explain how a bit later on.

But first things first. You've no doubt noticed the graphics, whether it be from looking at the screenshots or from playing the exclusive demo on this month's issue of *Official Dreamcast Magazine*. A bit special, aren't they? Shockingly accurate representations of three of the world's major cities which look more solid, and move more smoothly than anything ever seen before, as well as cars with every last detail of their real-life counterparts. But the most impressive thing about the scenery is that it's not simply trackside detail; a few buildings and trees plonked around the edge of the racecourse to give the impression of being in a city. Oh no, these are whole chunks of city mapped out

almost in their entirety – every road, every building, every railing, even every phonebox within each area is in the right place. And it's always there, too – none of it pops into view suddenly as we've come to accept in videogames, making the game world feel just as solid and believable as the real one.

If you've ever been to any of the places featured in the game (see the 'Rough Guide To The World' section on page 19) you'll recognise them immediately, right down to individual shops and restaurants, thanks to photographs of each real-life building being texture-mapped onto each virtual one. This photographic detail even goes far enough for you to be able to check out the special offers in each shop, or see what's on at the cinema. There are even multicoloured 'business cards' stuck all over the insides of London's famous red telephone boxes!

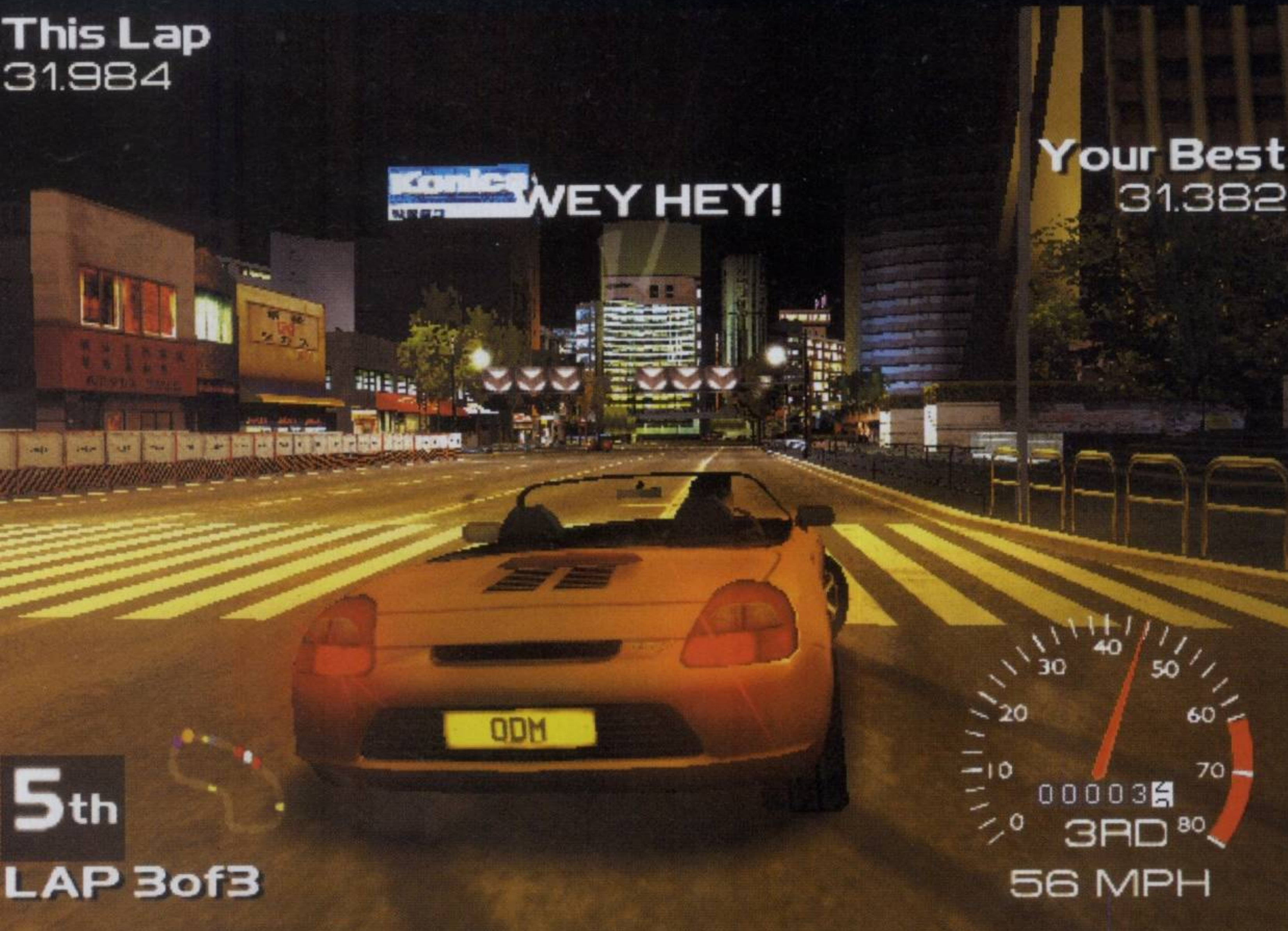
The overall effect of this technical and artistic detail is quite amazing, even to the point of fooling your mind into not being *too* impressed because it looks so much like the real thing. Same goes for the featured sports cars – any automobile buff will be able to recognise which model is which with no effort at all. Every last curve is in place, every badge, every spoiler. And the driver inside even bounces around as he steers the car, often one-handed as he changes through the

This Lap
50.619



△ San Francisco's trams have taken the day off, leaving you to race around the city to your heart's content!

This Lap
31.984



△ Colourful Tokyo's normally busy streets playing host to a high-speed, late-night sports car race.

gears while battling to control a powerslide.

But, while the intricate detail and massive scale of the graphics are enough to convince some people that *Metropolis Street Racer* is something very special, they're actually not the most impressive part of the game. This is where the unique structure comes in.

NOW, PAY ATTENTION...

The main, massive one-player part of the game – known as Street Racing – is divided into chapters, 25 in all. Every one of these chapters is made up of ten separate stages, each one providing you with a set challenge to complete. There are a number of different kinds of stages you'll encounter on your

way through the chapters: Hotlap, Timed Run, One-On-One, Street Race, Championship, Challenge, and occasionally a Special stage (see the 'All The World's A Stage' section on page 20 for more information on each). Each of these types of stage tests your racing skills in a different way. Now this is where it's going to start sounding complicated – but believe us, it's a whole lot simpler in practice than it is trying to explain it to someone.

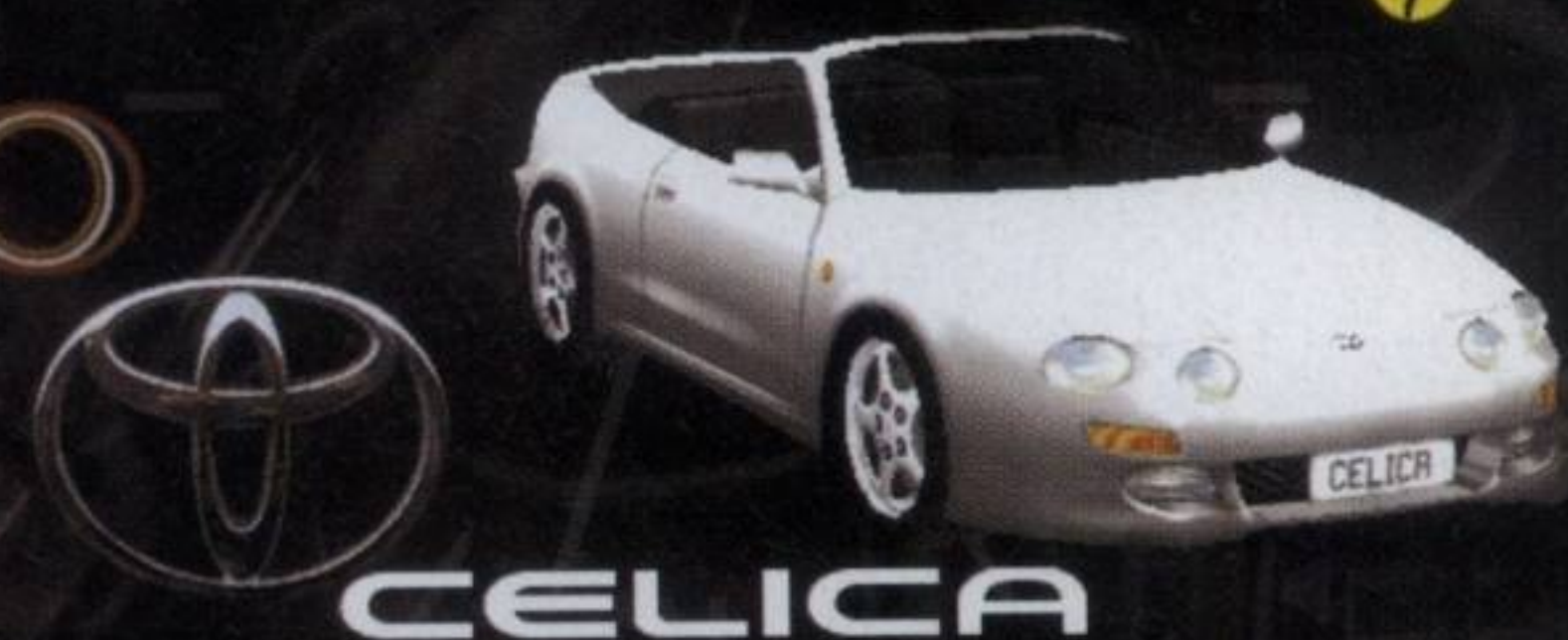
You start off with a kudos rating of 0.0. That's about as cool as the Bay City Rollers. Every time you attempt one of the 250 (yes, two hundred and fifty – twenty-five times ten) stages, your kudos is updated – complete a stage and, as well as

METROPOLIS STREET RACER

Model Select

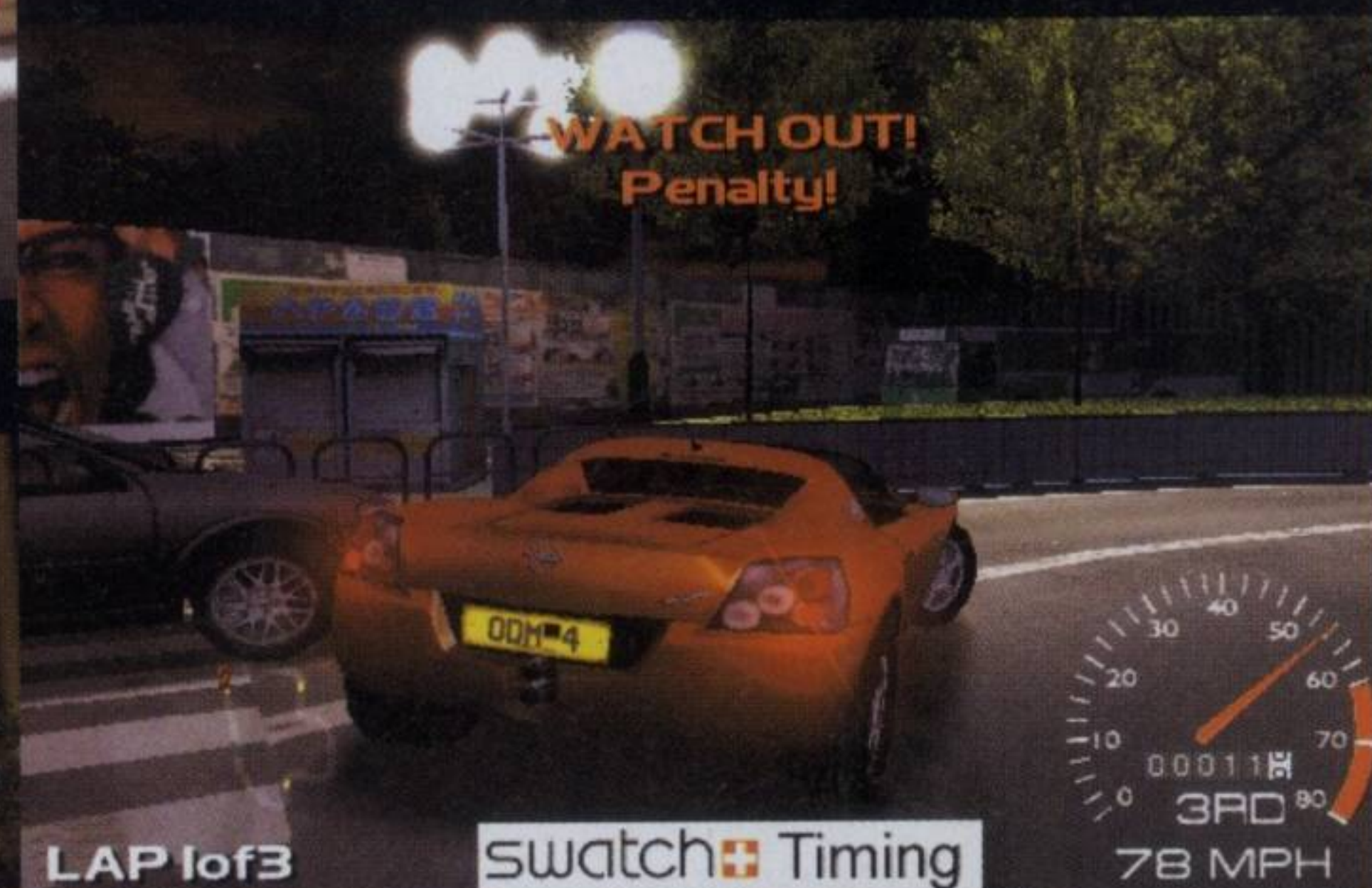
SAN FRANCISCO LONDON TOKYO

This car has a Car Performance Scale of 3.5.



CELICA

△ The Car Performance Scale, or CPS, of your car can affect the amount of kudos you earn for using it. Choose wisely...



△ It's only when you crash into things that you realise just how much detail there is in each city. Check out the fly posters here.

122.1

TT

CPF 3.3

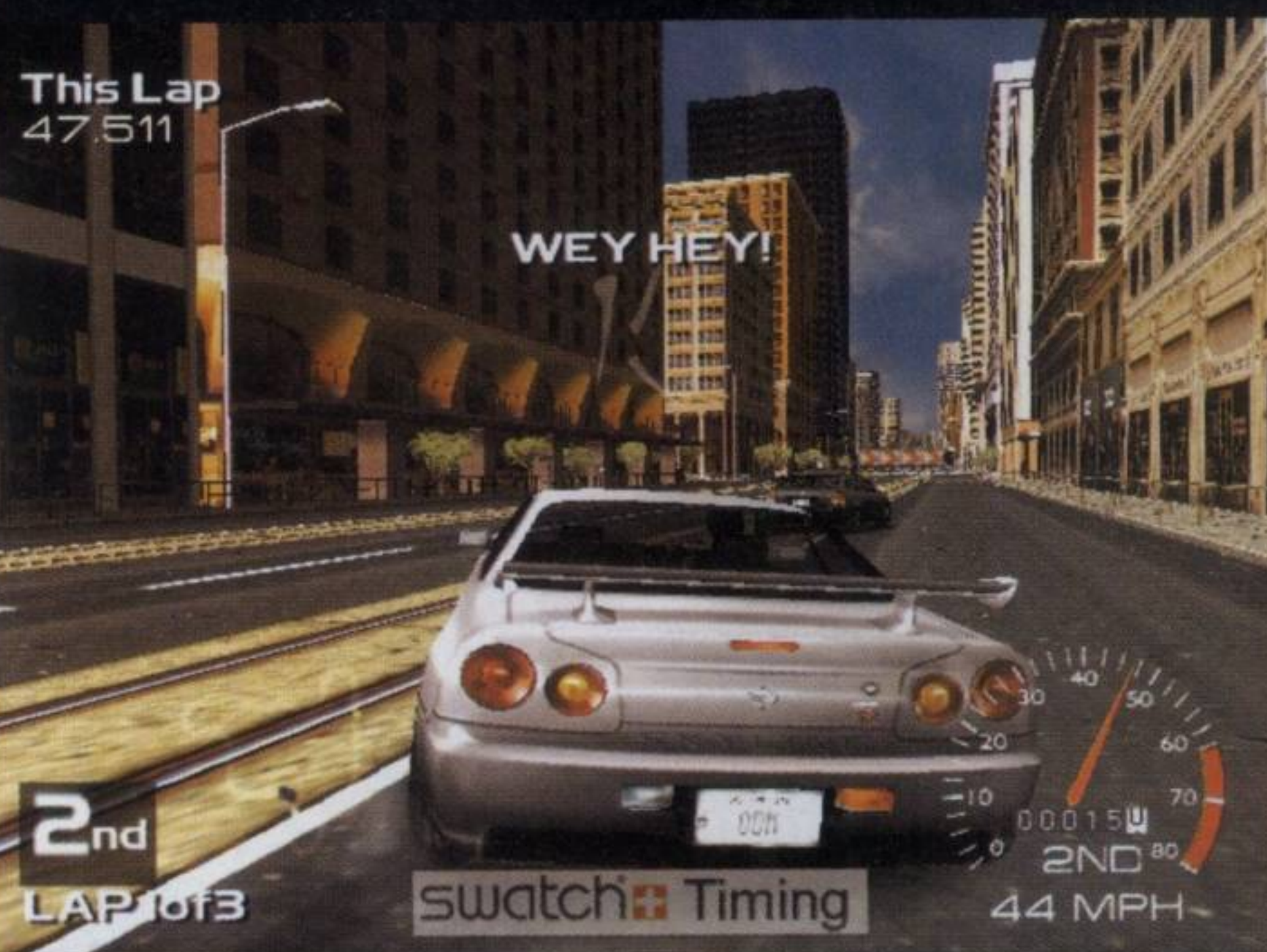


Race against the clock to gain kudos. The recorded time is your FASTEST of 5 laps. The time you have to beat is 20 secs.

PLAY JOKER
RACE
PRACTICE

△ Before each stage you get told what your target is, then have the chance to practise the circuit. We heartily recommend you do, too.

This Lap
47.511



△ A nice big power-slide. "Wey Hey!" says it all, really.

METROPOLIS STREET RACER



△ You can save TV-style replays of any race to a Visual Memory unit then watch them whenever you want.



△ The masses of excellent multi-player modes add to *Metropolis Street Racer's* already considerable lifespan.

904.1
UUUU

SAN FRANCISCO LONDON TOKYO

FINAL 656.0
U

△ In Street Racing mode you can use 'jokers' to double your kudos score on a stage, positive or negative.

▶ getting a lovely yellow tick to prove you've done it, you're given kudos depending on how well you completed it. For example, if your task is to get a lap time of less than 30 seconds, and you post a time of 29.999, you'll complete the stage and get a little bit of kudos as well. But if you manage to do a lap of, say, 24 seconds, you'll get a whole lot more kudos for your extra effort. If, however, you fail to beat the target time, you'll lose a valuable chunk of kudos for being so tragically uncool. Simple! And yes, your total *can* embarrassingly go into minus figures if you're bad enough.

But the way to really prove you're cool and maximise your kudos, is by confidently setting your own targets, and then beating them. For example, the game may tell you to complete three laps of a San Franciscan street circuit in under three minutes. But you know the course well, and are confident you could beat the time limit convincingly. What you can do is change the time limit to, say, two minutes and forty seconds, making the challenge tougher, and the kudos reward for completing it higher.

Now, while you can attempt any stage as many times as you want (and can go back and re-try any previous part of the game at any time), it's not your best-ever performance on each stage that counts towards your ongoing kudos total – it's always your *last* attempt. Another example: You completed a stage a week ago, and got a score of 88.5 kudos on it. But you've been practising the circuit over the last few days, and think you could do better now. You then attempt the stage again, mess up on the first corner, and finish with a pathetic 13.4 kudos. Your original 88.5 is wiped off your total and replaced with your 13.4 – an overall drop of 75.1 valuable kudos points. Doh! But, naturally, do better than before and your kudos total goes up accordingly.

Okay, so this is all sounding a little bit like an advanced mathematics lesson, but it's all so simple when you actually play. The point is that you need confidence in your ability before retrying a stage or setting yourself tougher targets. You're putting your hard-earned kudos at risk every time, adding an element of gambling to the proceedings. And while we all know gambling is evil, it's also very exciting, especially when you're 'betting' on yourself and not on some random nag chosen just because it's got a funny name.

But there is one more important factor in the way the game works out how much kudos you deserve – your driving style. Dramatically powersliding around corners like Starsky and Hutch will earn you extra, while bumping into barriers or knocking other cars out of your way will, unsurprisingly, lose you kudos. So, as you can hopefully



LAP 1 of 3

4:57.2



△ It's times like this when you need perfect control of your car – braking hard into a sharp turn at over 80mph with another driver doing the same only inches from you. Go for the handbrake!



SPEAK OUT

WE SPOKE TO **BRIAN WOODHOUSE**, PRODUCER OF *MSR* AT BIZARRE CREATIONS

WHAT'S THE BEST THING ABOUT THE GAME?

The kudos system – I like the fact that it's not just about getting around as fast as possible. I enjoy the fact that you get rewarded for stylish driving, so the fast 'pinball' driver doesn't always win, like in some racing games.

WHAT DREAMCAST GAMES ARE YOU CURRENTLY PLAYING?

Recently, I've really enjoyed *Tee Off*, believe it or not! Also, *Virtua Tennis* is doing the rounds a lot, but I'm getting a bit suspicious about how good some of the *MSR* programmers are becoming!

WHAT'S YOUR FAVOURITE DRIVING GAME EVER?

For my most memorable driving experience, *Out Run*.

DO YOU THINK VIDEOGAMES MAKE INTERESTING TELEVISION?

I think in terms of programmes dedicated to games, they are interesting – but are still portrayed as nerdy. That's a bit stupid nowadays, as games are actually a majority not a minority interest now.

WHAT'S YOUR EXCUSE FOR *METROPOLIS STREET RACER* BEING A WHOLE YEAR LATE, YOUNG MAN?

Seriously, we do apologise to everyone for its delay but it's really been a quality issue. We could see that the game had so much potential, and we've tried to maximise this by doing the best game we could in the time. We're doing something a bit different here – the game we want, and hope other people want to play. But getting the balance right and to the right quality takes time. We've worked non-stop for the last 18 months to minimise the delay, and hope you'll like the outcome.

"IT'S ENORMOUSLY SATISFYING TO SLIDE AROUND A BEND AT 60MPH"

▶ There doesn't seem to be any part of *MSR* that has been put together like a normal driving game. The graphics, the design, the handling, the scoring system – even the often-overlooked area of sound stands out as being completely remarkable. Each of the three cities has three individual radio stations from which to choose, each with their own DJs, style of music, and advertisements – annoyingly real ones for genuine products. The game even jumbles things up to keep them interesting, randomly mixing tunes and DJ comments with weather and traffic reports, even blending them together in different ways. And, when you drive through a tunnel, the signal really does weaken and turn into fuzzy white noise. Fantastic.

The radio is also a great help to the game's atmosphere, with excitable Japanese DJs introducing cheesy pop tunes while in Tokyo, a gravelly voiced American hosting a rock station in San Francisco, and a cheeky cockney chappie introducing us to the "saands of da undagraand!" in London. If you can't find a radio station to your liking in one of the cities, you can always create a CD playlist of your own from the 30+ original tunes available. Yes, a lot of them are mind-bogglingly annoying, but there's enough variation that everyone's bound to find at least a few they like. And you've just got to love Will Smith soundalike MC Momo rapping about cruising around in his BMW and picking up chicks.

MSR even kicks butt sound effect-wise, with engine noises so harsh and realistic they become an important part of the gameplay. Learning to listen to the little rumbles and whirrs your car makes means you can more accurately tell just how close to losing grip you really are. Practically all the spot effects are great as well – the electronic swooshing of windscreen wipers when it rains, the chiming of church bells on the hour, the rattle of gravel in your wheel arches as you race along park pathways, even the subtle (perhaps *too* subtle) whooshing of your engine sound reflecting off nearby buildings and trees. The car bumps and crunches are a little weak, but then again, you shouldn't really be hearing any of those anyway.

TIME, GENTLEMEN

Another fantastic touch is the way you're asked whereabouts in the world you are when you first turn the game on. This way, if your Dreamcast's internal clock is set properly, the game will know what time it currently is in each of the three cities, and will change their appearance accordingly. So if you're playing somewhere in the UK at 5pm and enter a race in Tokyo, it'll be 1am and, as a consequence, dark. Race in London first thing in the morning and there might be a light mist hanging around; or race in San Francisco at 8pm local time and find a bright red ▶

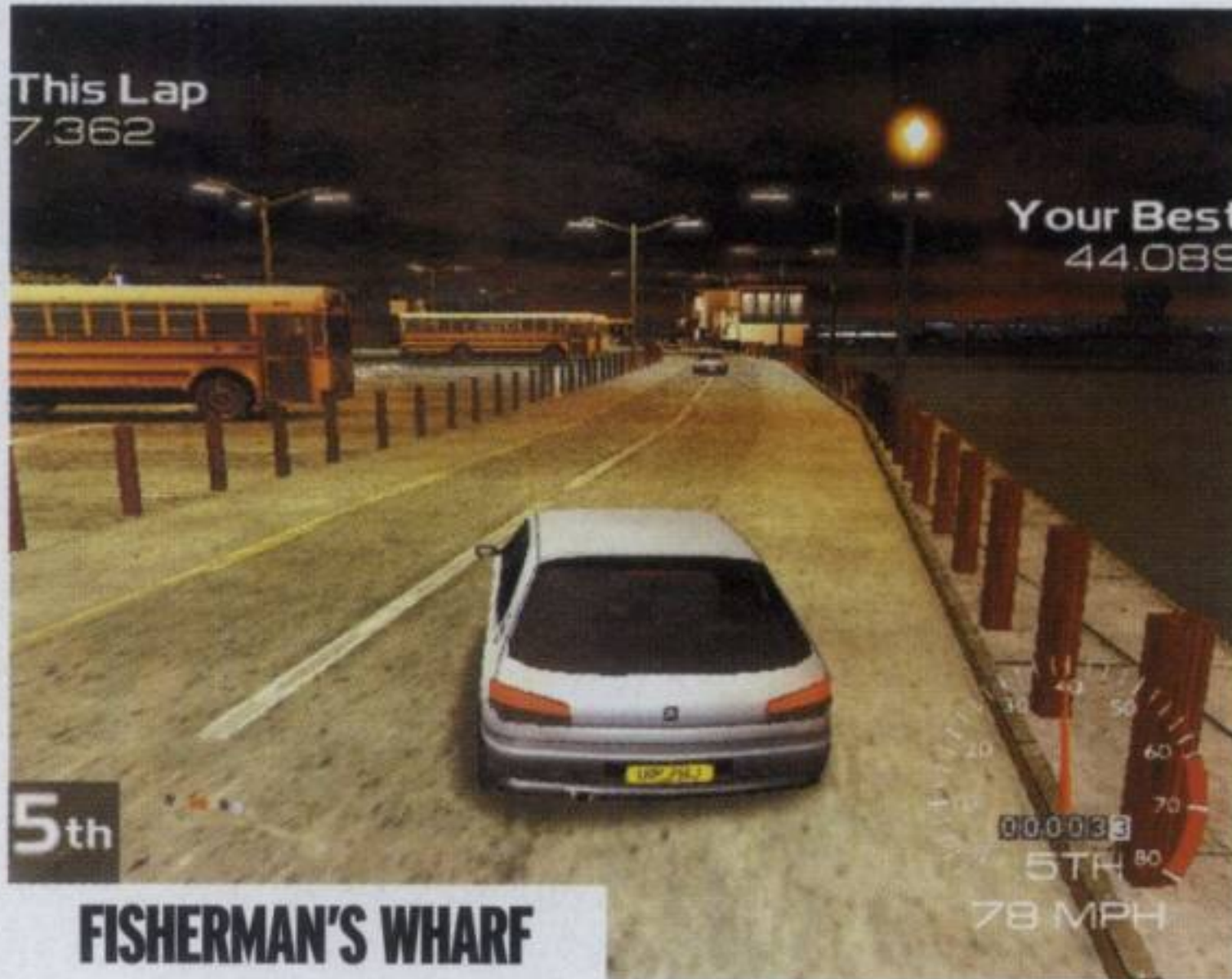
Your Best
49,094

5th

ROUGH GUIDE TO THE WORLD

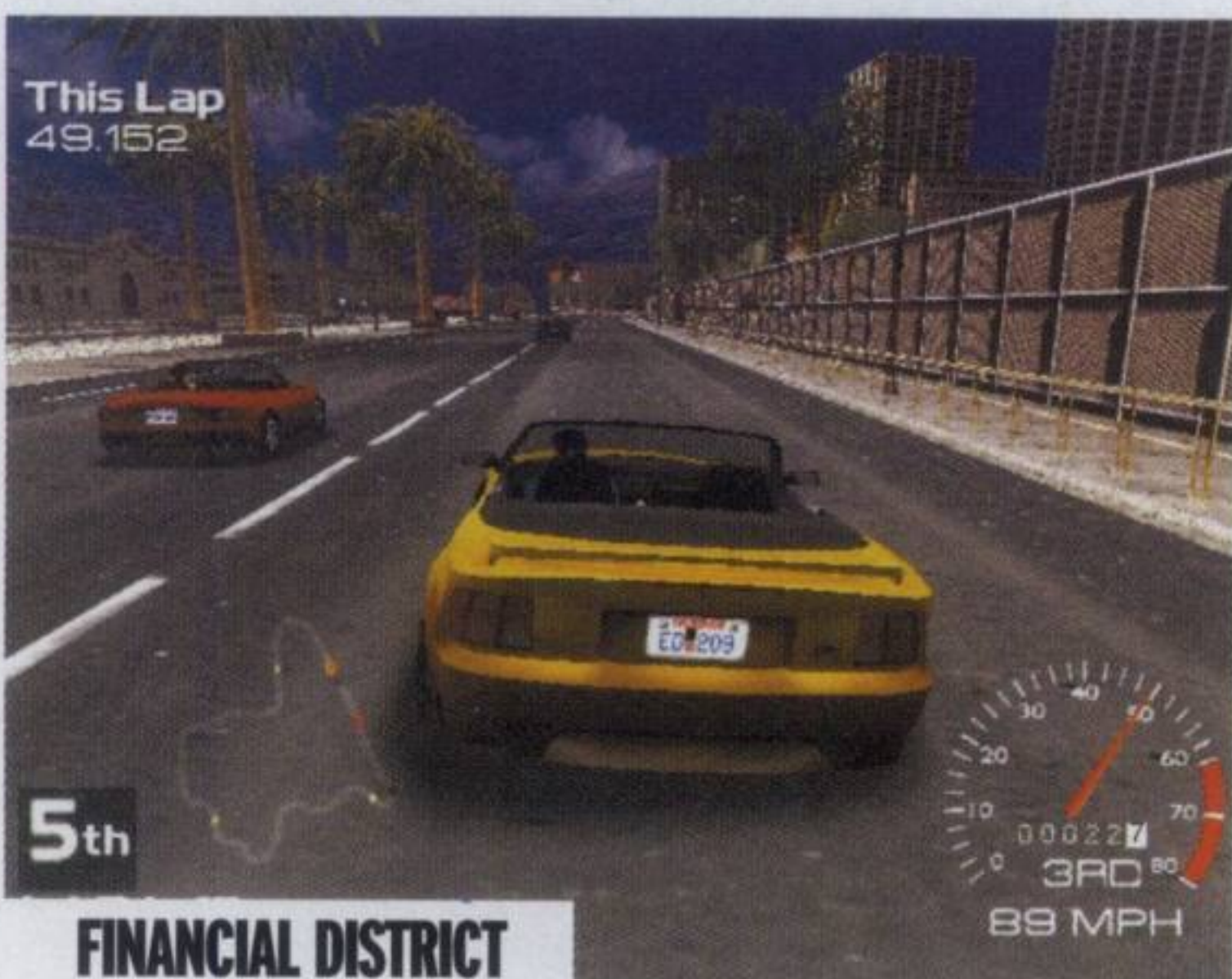
There are nine complete areas mapped out in *Metropolis Street Racer*, three from each of the three major cities featured. Each one of these areas is approximately two square miles, with every road and building within them mapped out completely, giving literally hundreds of possible circuit layouts. Here's a quick look at the different locations featured in the game.

SAN FRANCISCO, USA



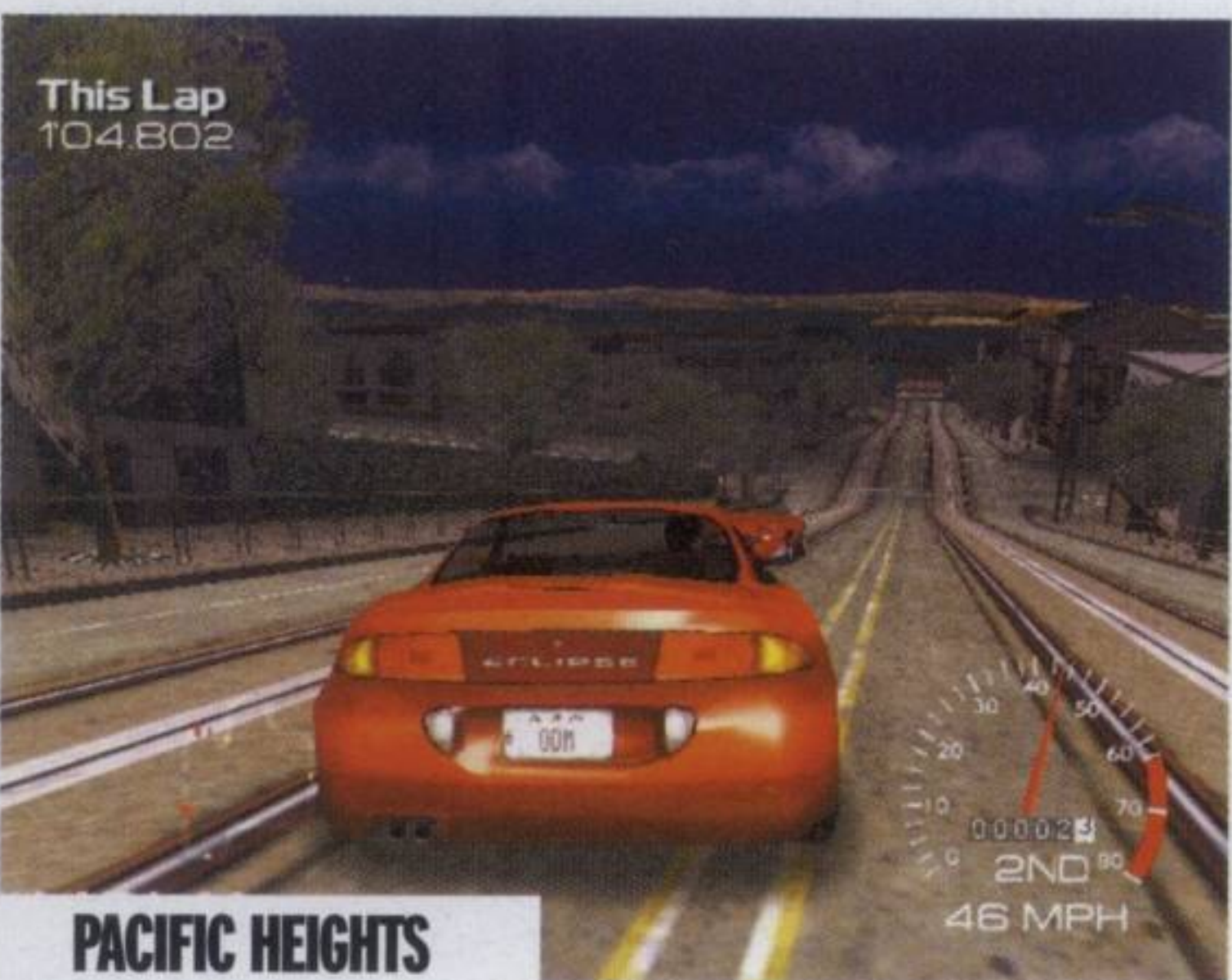
FISHERMAN'S WHARF

△ As well as covering the thin, twisty-turny roads around the wharf itself, this area also extends part-way up San Francisco's famous hills. Expect to have to do some serious braking when you come flying down them towards the ocean though.



FINANCIAL DISTRICT

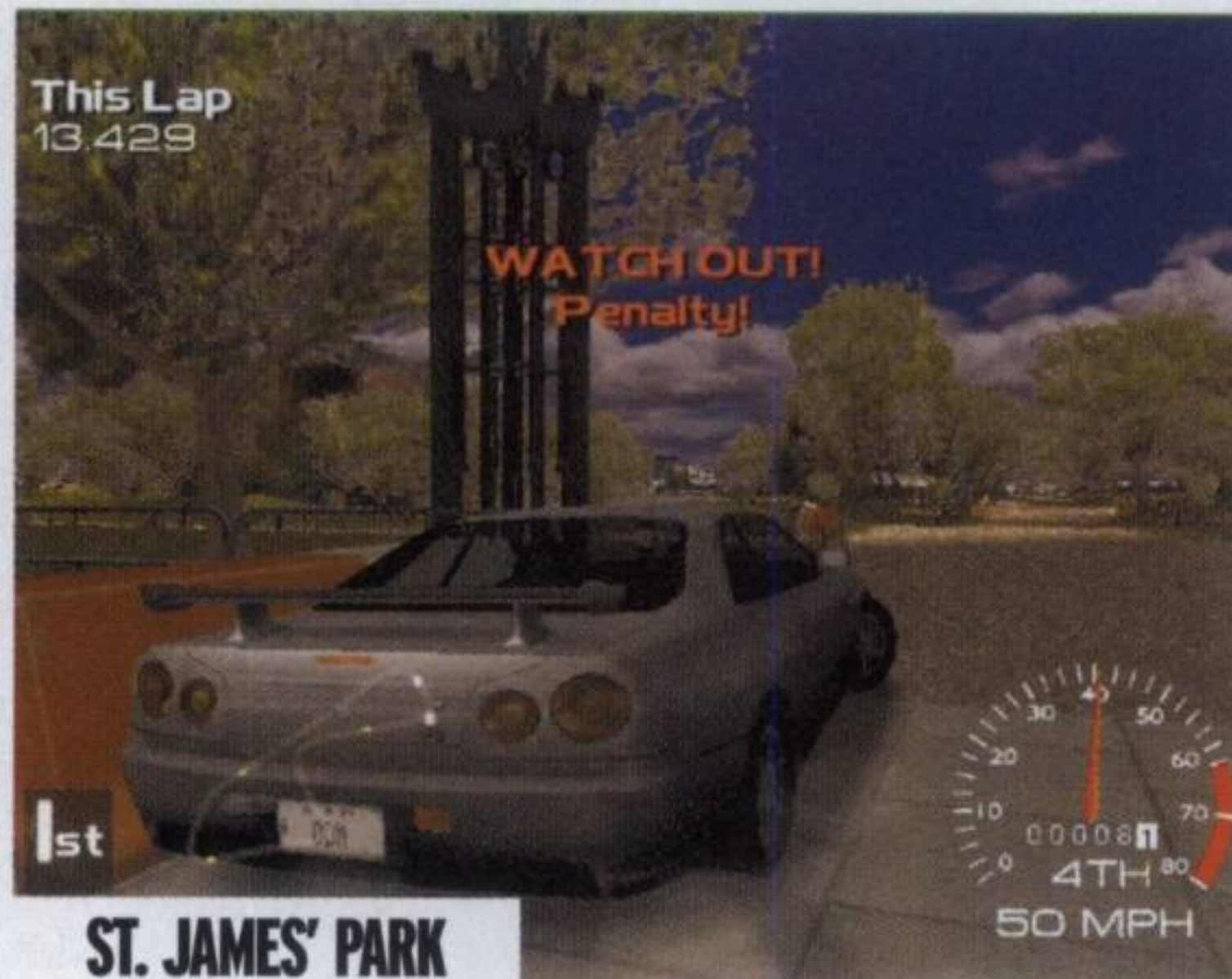
△ Featuring many of San Francisco's tallest and most famous buildings, this district is made up mostly of wide roads meeting each other at right-angles, leaving lots of room for dramatic power slides. The longer circuits enable you to reach high speeds, too.



PACIFIC HEIGHTS

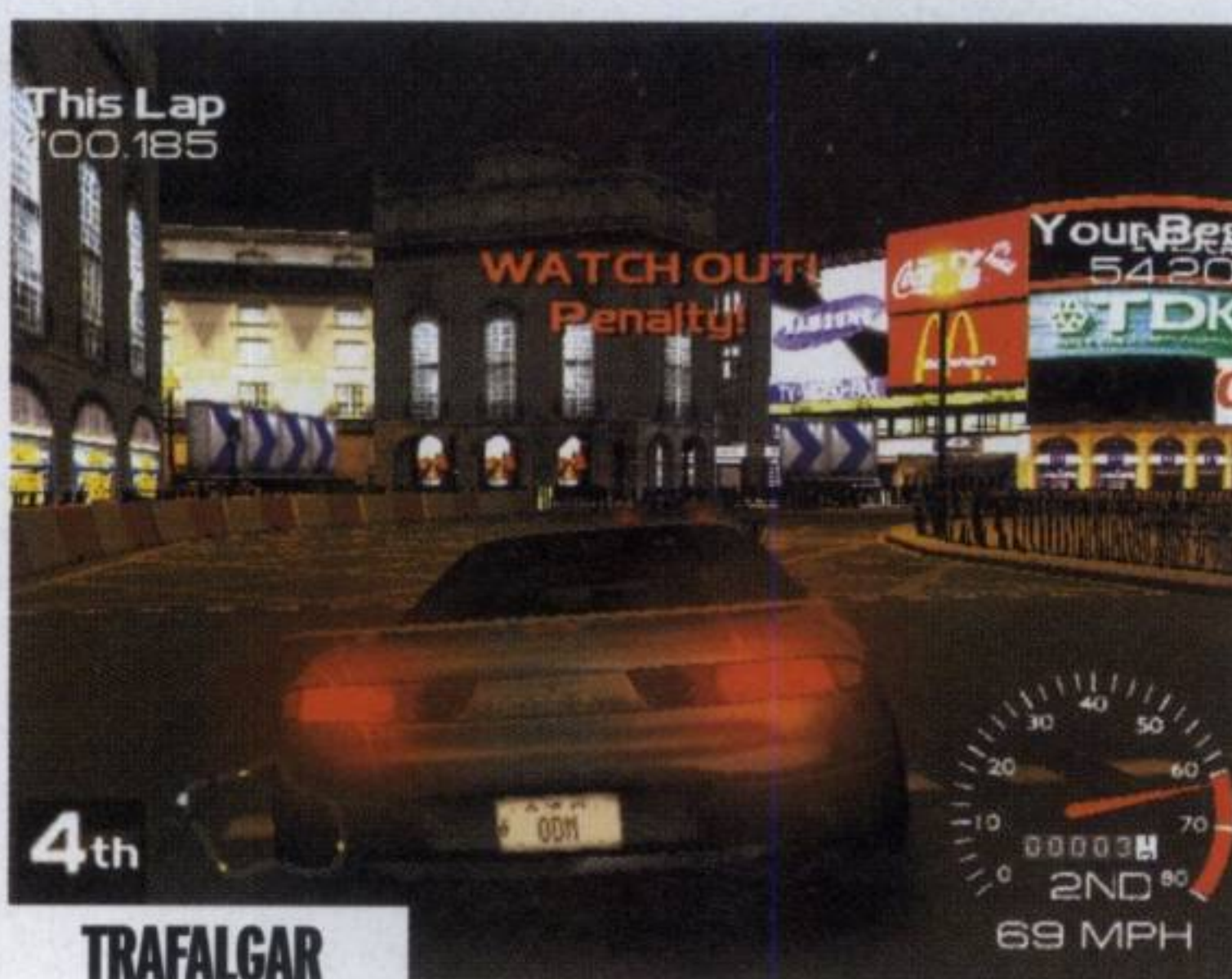
△ Comprising entirely of right-angle turns and steep hills, this is the part of San Francisco made famous in countless movie car chases. Lots of pretty little houses line the streets, just waiting to be crashed into when you mis-time your braking over the hills.

LONDON, ENGLAND



ST. JAMES' PARK

△ As well as including all of St. James' Park's lakeside pathways, this area takes in Buckingham Palace, The Mall (extreme speed heaven!), and Horse Guards. Circuits around here often mix high-speed sections with rally-style bits on the park's gravel paths.



TRAFALGAR

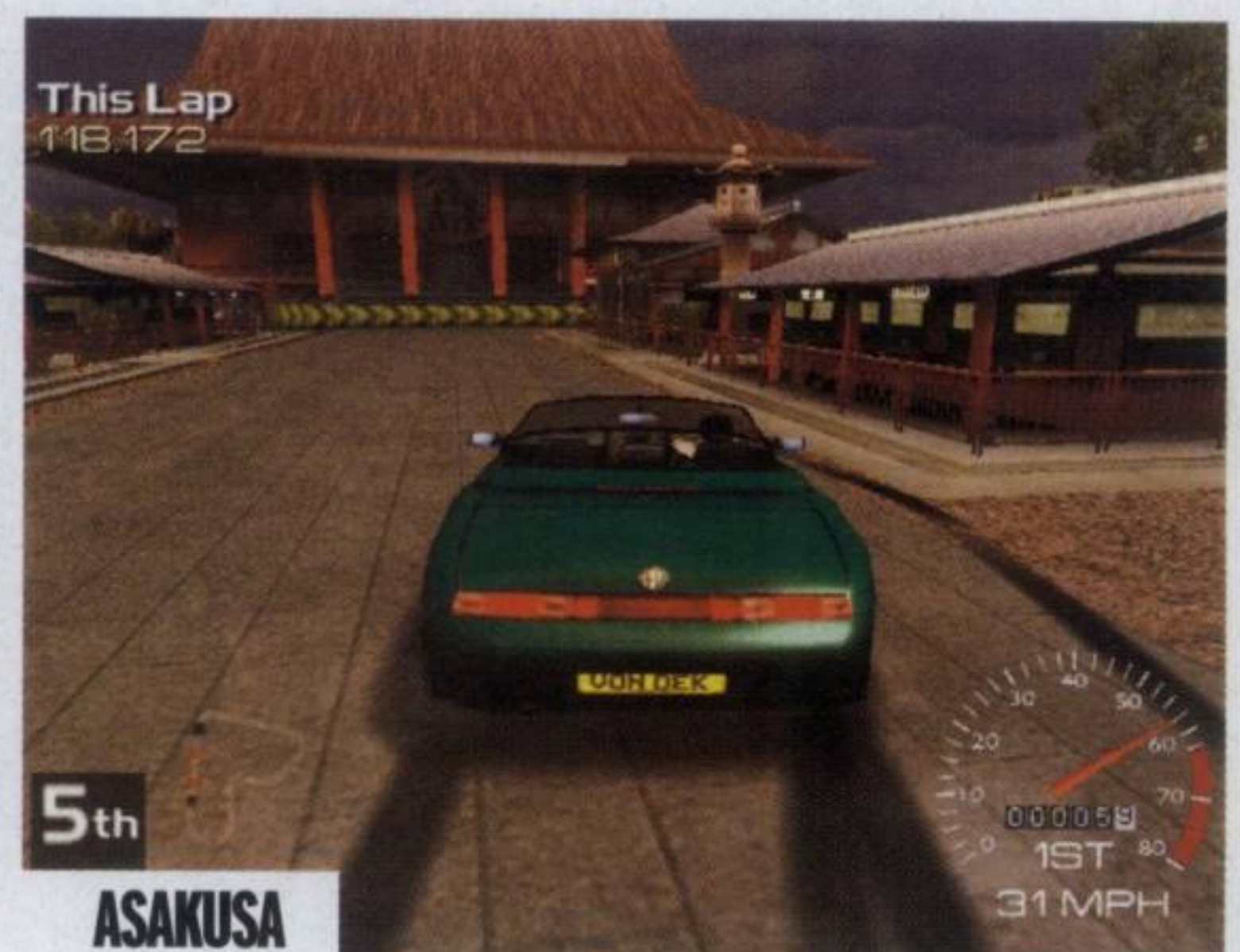
△ Covers London's tourist hotspots Leicester Square, Piccadilly Circus and Trafalgar Square, with everything in between, even reaching to the top end of The Queen's driveway – The Mall. Piccadilly Circus looks particularly cool at night with its neon signs, but the bumpy roads make driving at high speeds worrying.



WESTMINSTER

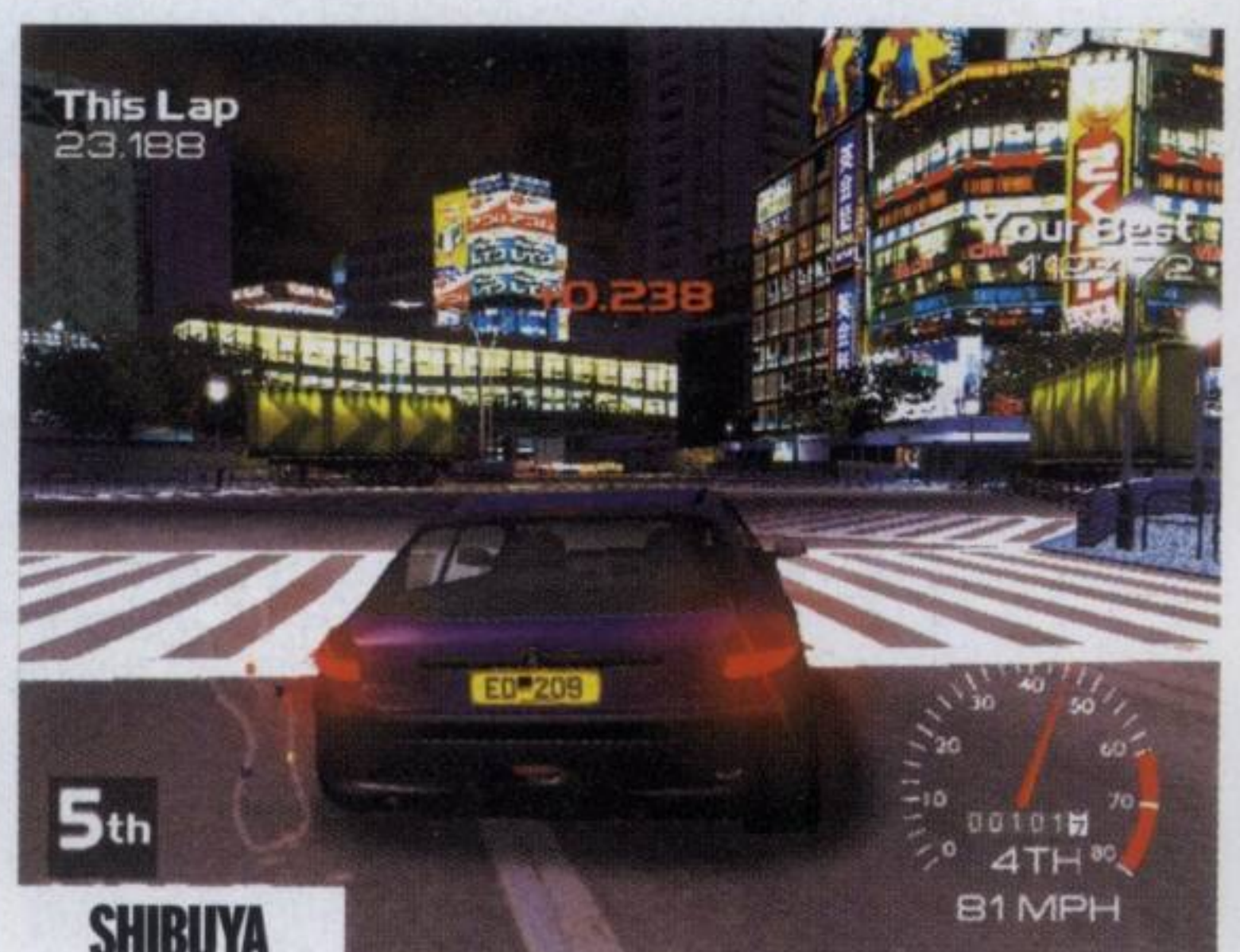
△ This is one of the biggest areas in the game, taking in the Houses Of Parliament, Westminster Abbey, two bridges across the Thames, then a whole chunk of Lambeth on the south bank. Very fast in places, but expect to have to use your handbrake around hairpins.

TOKYO, JAPAN



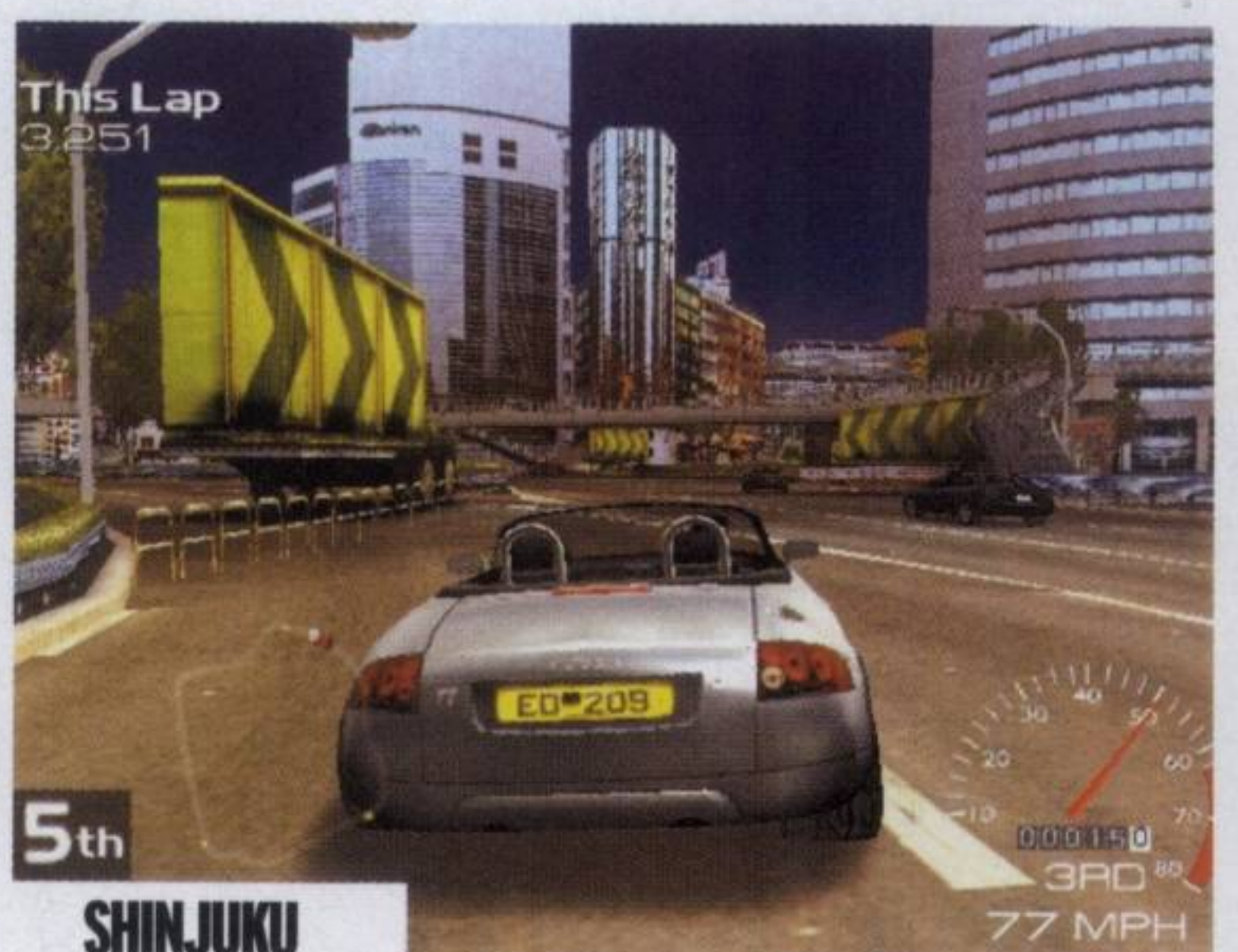
ASAKUSA

△ This part of Tokyo is away from the massive skyscrapers of the other two areas, and instead is filled with lots of little shops and houses, as well as a few traditional Japanese temples. Some very narrow roads and tight corners make this a tricky area to race in.



SHIBUYA

△ This trendy area is packed with flashing neon lights, and looks truly incredible by night. Most of the circuits take in the fast but bumpy dual carriageways running around the station in the centre of Shibuya, making this one of the most exciting areas to race in.

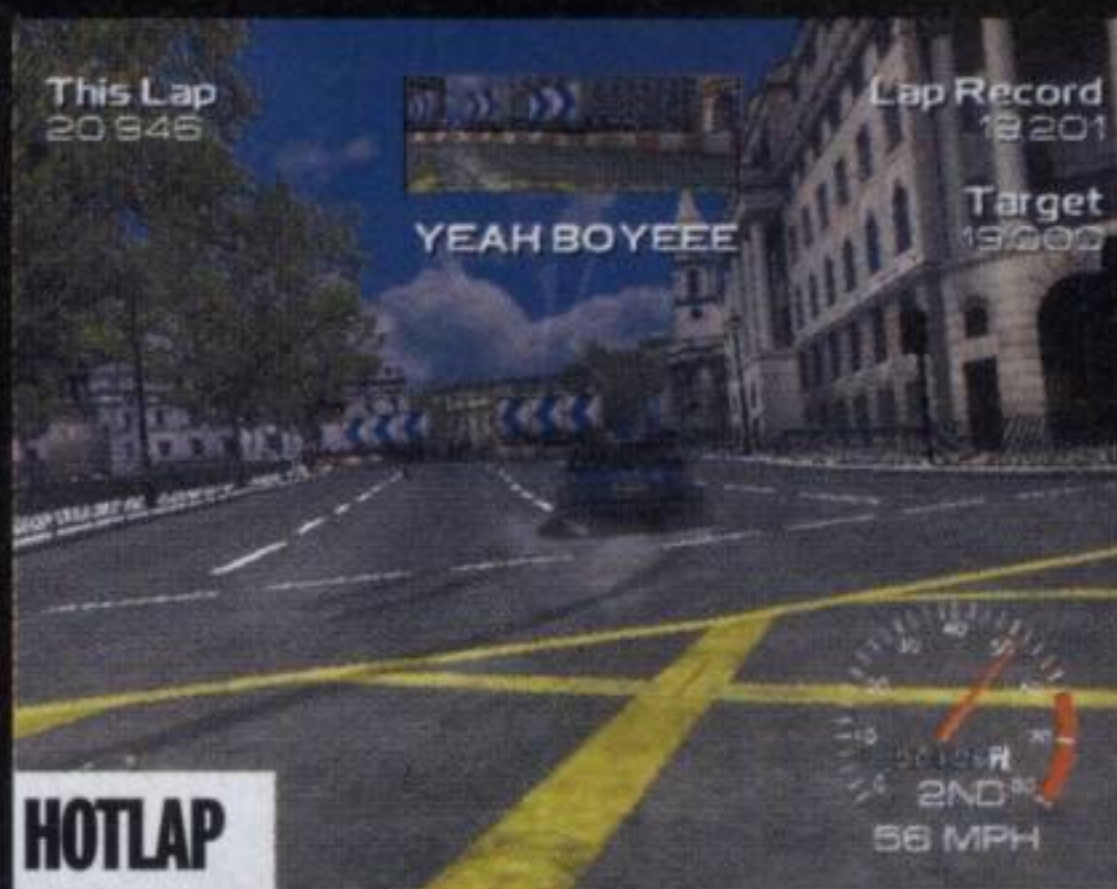


SHINJUKU

△ Full of incredible-looking skyscrapers, this is the business area of Tokyo. Most of the roads are fast and wide, but central reservation barriers make power sliding tricky, and tight sections such as the bus depot can easily catch you out if you're not concentrating.

ALL THE WORLD'S A STAGE

Every chapter in Street Racing mode is split into ten separate stages, with each one setting you a different kind of task to complete. Here's an example of the various kinds of stage you can expect to come across.



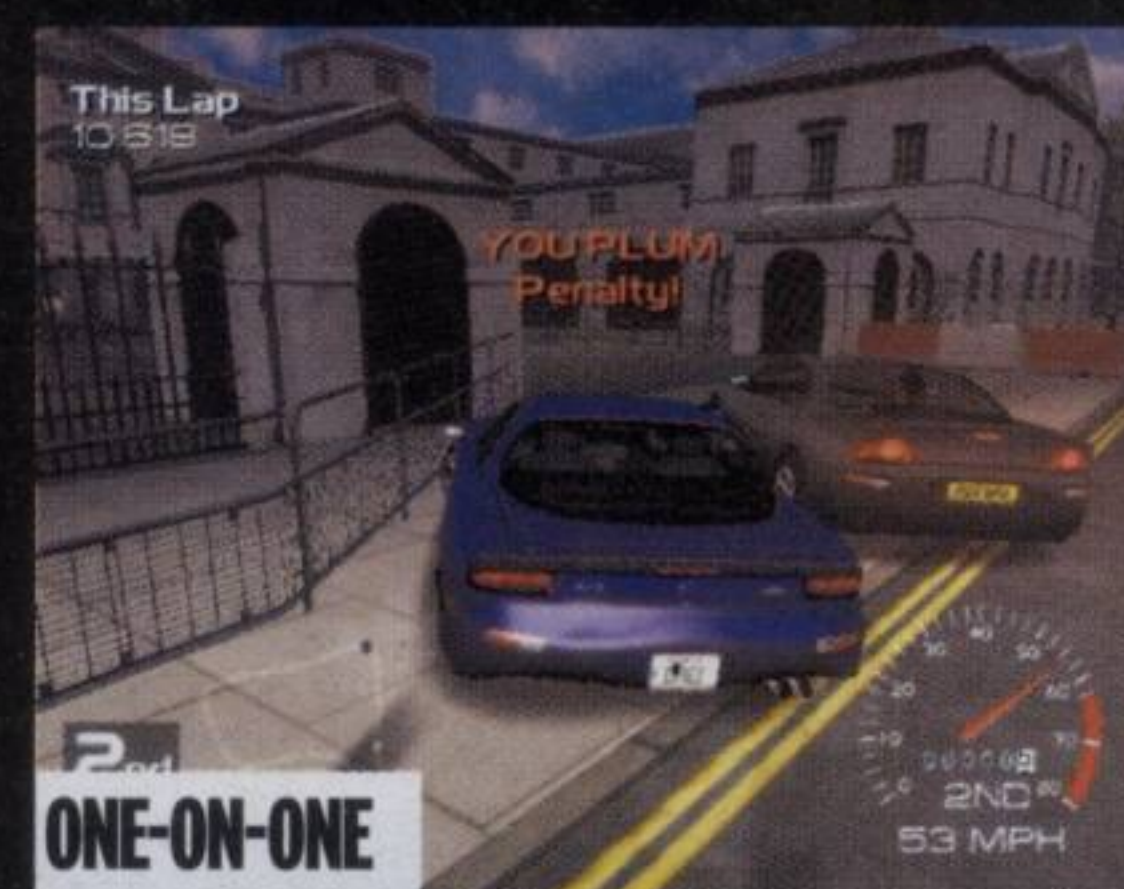
HOTLAP

You against the clock, trying to beat a target lap time. Things are made interesting with challenges, such as doing it in just one attempt, or trying get a good average time over a number of laps. You can alter the target time to try and earn more kudos.



TIMED RUN

Race against a ticking-down clock, often over three laps of a course. There are normally slower cars on the road as well, so your overtaking skills will also be tested. If you feel confident, you can make the time limit tighter before taking on the challenge.



ONE-ON-ONE

Simply you against another car in a one-on-one race to the finish line. Racing skill is important here, as is the amount of head start you choose to give the other driver. If you manage to win even after letting them go first, it's loadsa-kudos for you!



STREET RACE

These are full races against a complete grid line-up of other cars. Your choice of car is important, as winning with a less powerful machine will earn you bonus kudos. You can change your target finishing position before starting for even more kudos.



CHAMPIONSHIP

These are mini-championships made of a series of races over a number of courses. To finish well in championship stages, you need to consistently put in good performances. Like the street races, you can set your target finishing position for bonus kudos.



CHALLENGE

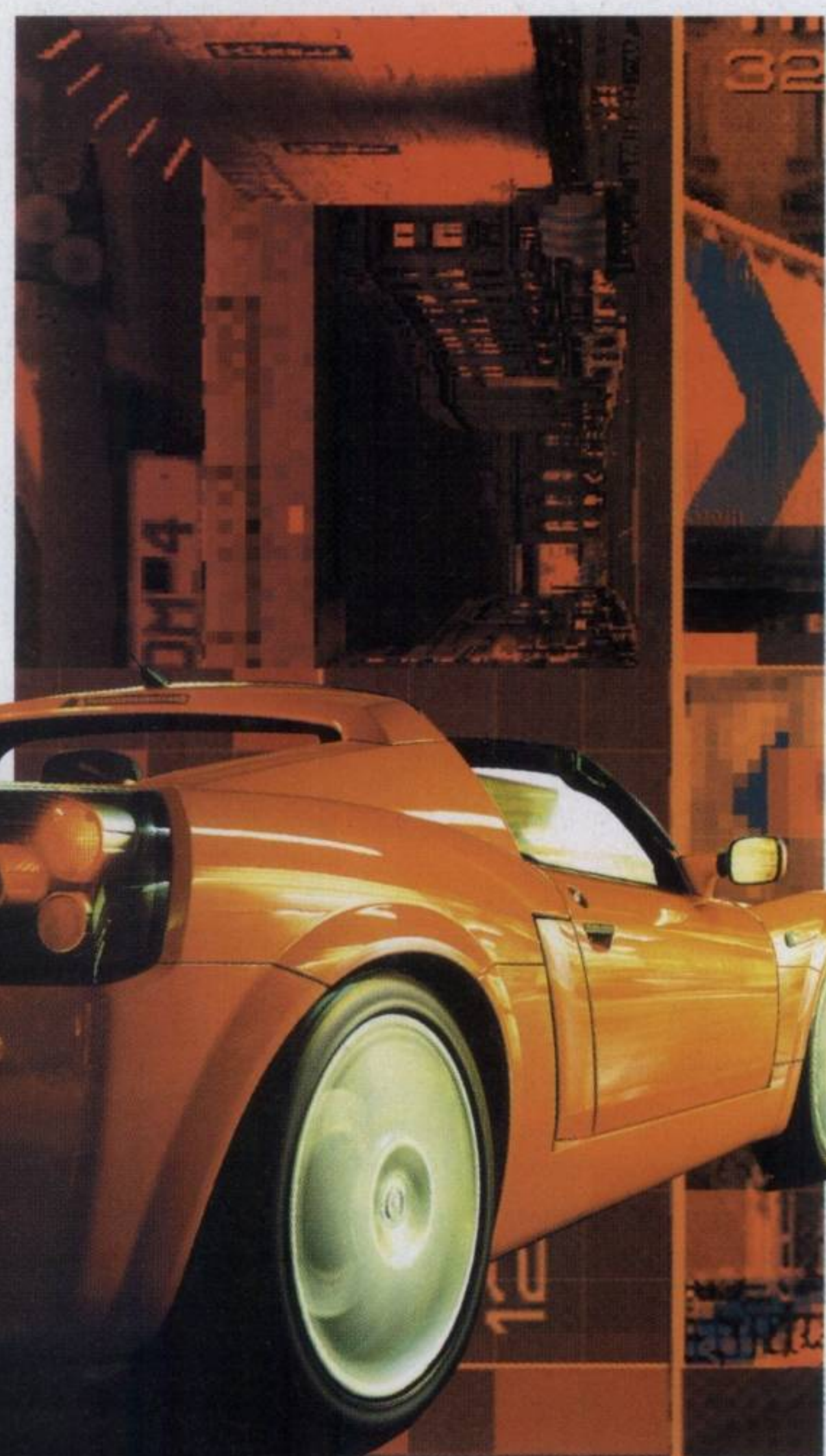
There are loads of different kinds of challenge stages, all designed to test your driving skills. Maybe you'll have to complete a cone slalom, or set a top speed on a track, or overtake a set number of cars in a time limit – it could be almost anything!



SPECIAL

Special stages appear occasionally and can only be entered if certain criteria are matched – using a certain make of car, or entering on a certain day for example. They're not essential to your progress, but are always worth lots of extra kudos!

"EVERY LAST BIT HAS BEEN LOVINGLY CRAFTED AND THEN FINE-TUNED ALMOST TO PERFECTION"



▶ sunset. All the clocks around each city also show the right time, with some even chiming just like they do in real life – hang around by Big Ben long enough and you'll hear the world-famous 'bongs'. This whole time of day thing isn't just for effect though. Some special races are only open for entry at certain times, and some courses are a whole lot easier to learn in the daylight. It's all very clever stuff, this.

The game's certainly no slacker when it comes to multiplayer, either. While the one-player Street Racing mode may well be the main part of *MSR*, there's plenty here for groups of up to eight people to get stuck into. As well as traditional single races, you can also set up complete knockout tournaments, divide into teams and battle against one another, play 'winner stays on' (with the Dreamcast keeping track of whose turn it is to stop fist-fights), or even play to see who's the coolest driver in a kudos championship. In these races it's not necessarily the first to cross the line who wins – it's who earns the most kudos through their driving skill, style and choice of car. Very cool indeed.

But how does it run? How jerky do the graphics get? How much of the graphical detail is missing when the screen is split in two? Well, amazingly enough, the answer is that there is practically no noticeable difference in car handling, frame rate, speed, or even detail from the one-player game. It's just as playable and incredible-looking as ever – another first for driving games, surely. Even only having half the screen each doesn't hinder the action at all, just so long as you leave it on 'horizontal' split so that you can judge your powerslides to perfection.

As if *Metropolis Street Racer* wasn't huge enough as a standalone game, it also has a number of online features to increase its already epic scope. Kudos – meaning 'respect' – is all well and good when you're getting it from your Dreamcast, but with the Kudos World Ranking league you can upload your total to the Internet and see how you stand in the worldwide league table. That means real kudos from real people, as long as you're good enough. You can even form teams with your friends, combining all your best scores from your individual VM save games to create an overall team rating which can then be entered into the kudos league. And you can download all the latest world record lap times for each of the 200+ circuits, or swap 'ghost lap' replays of best-ever performances. All of this online-ness just goes to add to *MSR*'s already near-limitless lifespan – it really is the rare kind of game you'll still be improving at in two years' time.

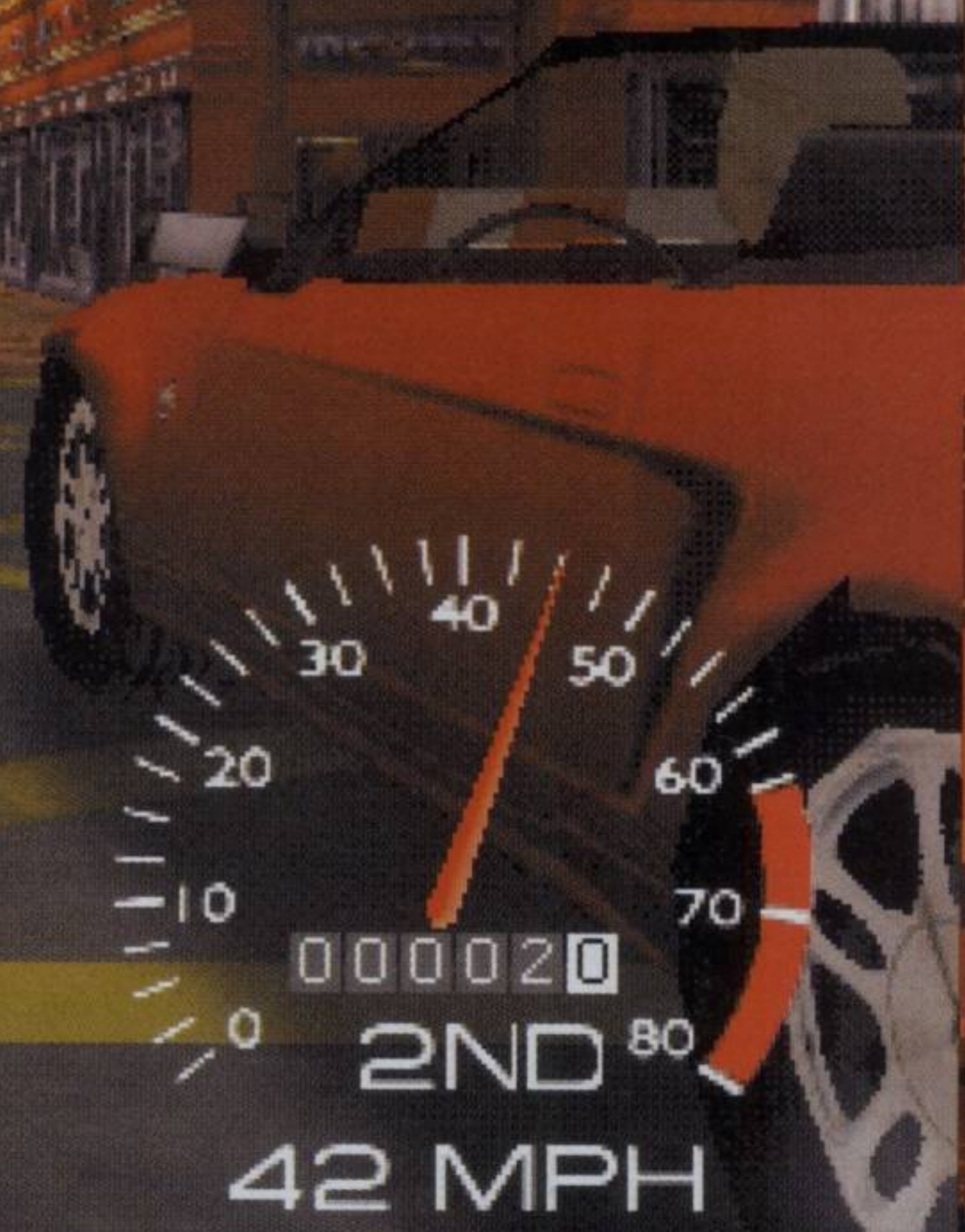
FINE-TUNED

So, as you should have figured out now you've made it this far, there's a lot to this game. A lot. And it's not just content for content's sake either – every last bit has been lovingly crafted and then fine-tuned almost to perfection, making *Metropolis Street Racer* feel very different from the majority of videogames around at the moment. In fact, it almost feels wrong to look at it in the normal way, where we all – as videogamers – end up judging whether something is worth buying on such basic criteria as: "Can I tell what the graphics are supposed to be? Can I actually steer the car? Is it at

This Lap
0.321

METROPOLIS STREET RACER

WATCH OUT!
Penalty!



4th
LAP 1 of 3

△ As with almost all driving games, *Metropolis Street Racer* is much more exhilarating if you play from the in-car view. The roar of the engine is far louder as well.

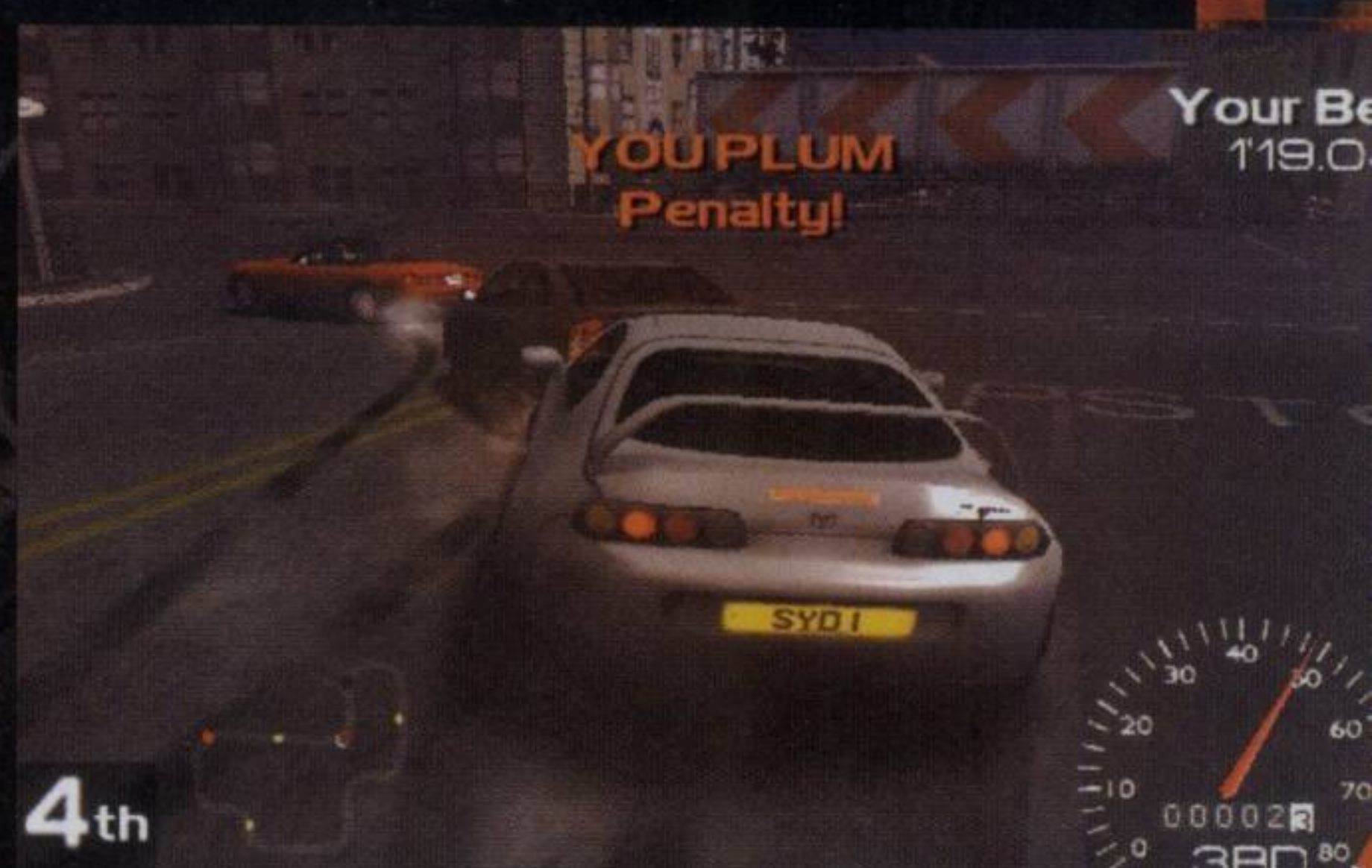


LAP 3 of 3

△ Bombing around San Francisco's financial district on a beautiful summer's night. What could be better?



△ After practicing until you're fantastic at a circuit, attempt a Hot Lap challenge and set your own target time.



△ The messages that appear when you either earn or lose kudos can be edited to say anything you want. Use your imagination!

least mildly entertaining? Will it take me more than a weekend to see it all?" *MSR* is so far removed from these piffling concerns it's unbelievable.

The one-player Street Racing mode is a proper driving *adventure*. Everyone can play through it at their own pace and in their own way – do you want to just complete all the challenges to get the most powerful cars, or do you want to use a weaker car to get maximum kudos, or go for all the lap records, or just plough your way through to the final stage as quickly as possible? It customises itself around you as you play, rather than leading you from start to finish by the hand. It's not an easy game, not by a long shot, but it's designed so that everyone is challenged right to the limit of their abilities. To succeed, you really do need to practice each course over and over until you know every kerb, every bump in the road, every braking point, and every overtaking point off by heart. If you've ever played a driving game and had your skills tested to the max before, you'll know just how thrilling it is crossing the finish line barely a bumper ahead of an opponent, or shaving a tenth of a second off a previously-

unbeatable lap time. *MSR* is like that all the way.

It takes a fair bit of commitment to get the most out of it. This is possibly *MSR's* only weakness – it's lacking a bit in the mid-range. There's the epic Street Racing adventure mode which will take months, if not years, for most people to work their way through; and then there's the one-off Quick Race and Time Attack modes. Nothing in between; no mini-championship 'Arcade mode' or anything like that for those not so into their driving games. Yes, we're being picky, but when showing the game off to friends (as you're guaranteed to do) they've either got to have a go at a couple of relatively-pointless single races, or embark upon the journey that is Street Racing. In which case you'll probably never get them out of your house.

But with spectacular looks and sounds, an ingeniously original design, seat-of-your-high-speed-pants handling, more than 250 genuinely thrilling circuits, obsessive attention to detail, masses of secrets, and lastability that's practically off the scale, how can you even think about *not* buying *Metropolis Street Racer*? Answer: You can't, so don't. ☹

VERDICT

A RACING GAME ON A SCALE NEVER SEEN BEFORE. INCREDIBLE STUFF



UPPERS

Kudos • Graphics • Handling • Sound • Circuits • Cars • The size of the damn thing!



DOWNERS

Maybe too intense for some wusses

IN ONE HOUR We'd unlocked the first eight stages of chapter one. Only 242 more to go.

WEBSITE
www.bizarrecreations.com
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

9

SUPERB

IT'S NOT HOW FAST YOU DRIVE...

IT'S HOW YOU



9/10 - OFFICIAL DREAMCAST MAGAZINE

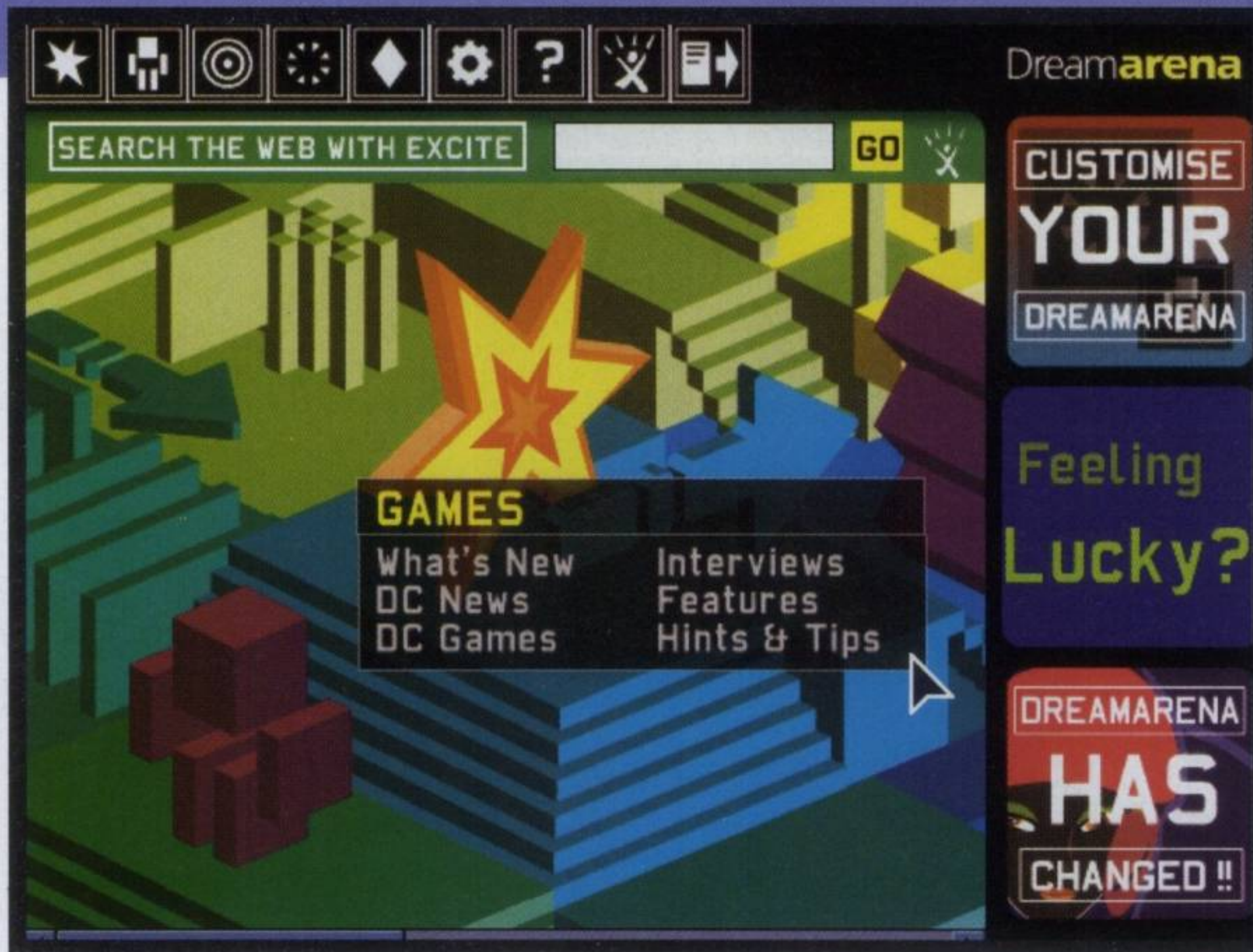
DRIVE FAST!



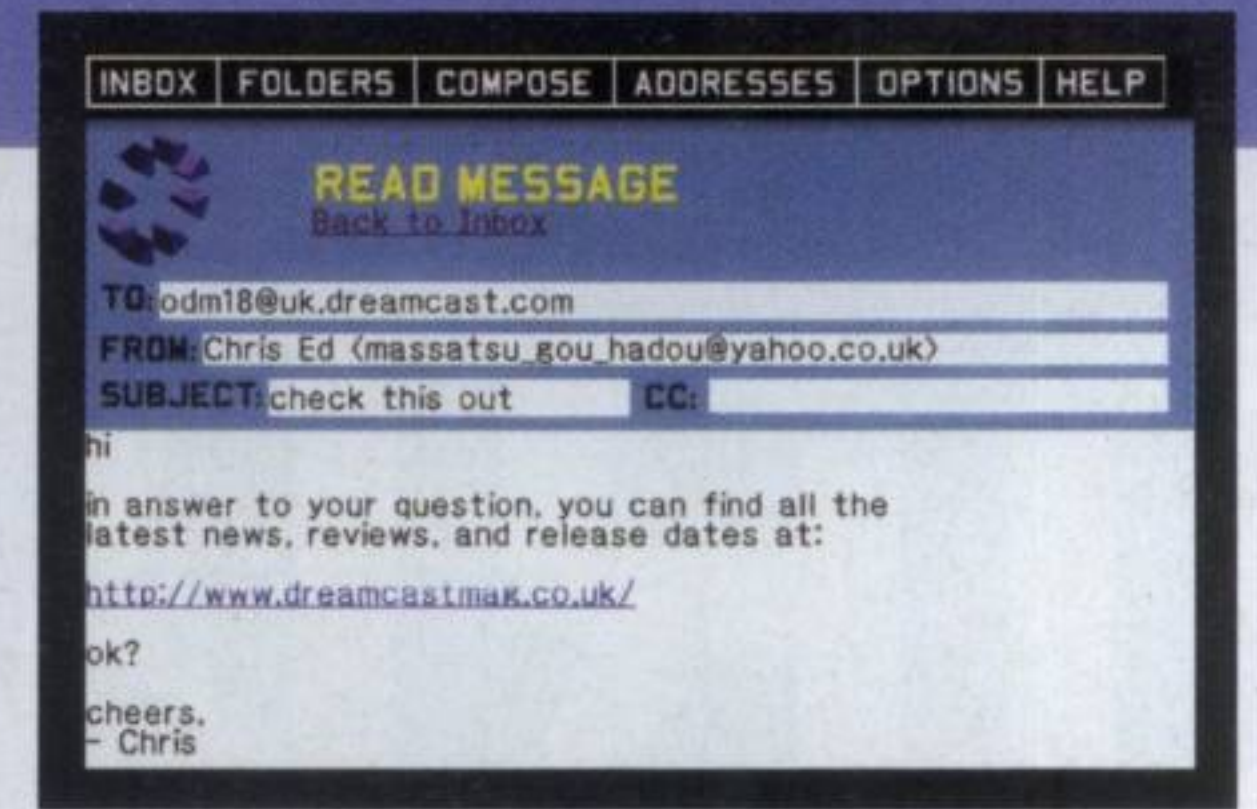
MSRTM
METROPOLIS STREET RACER



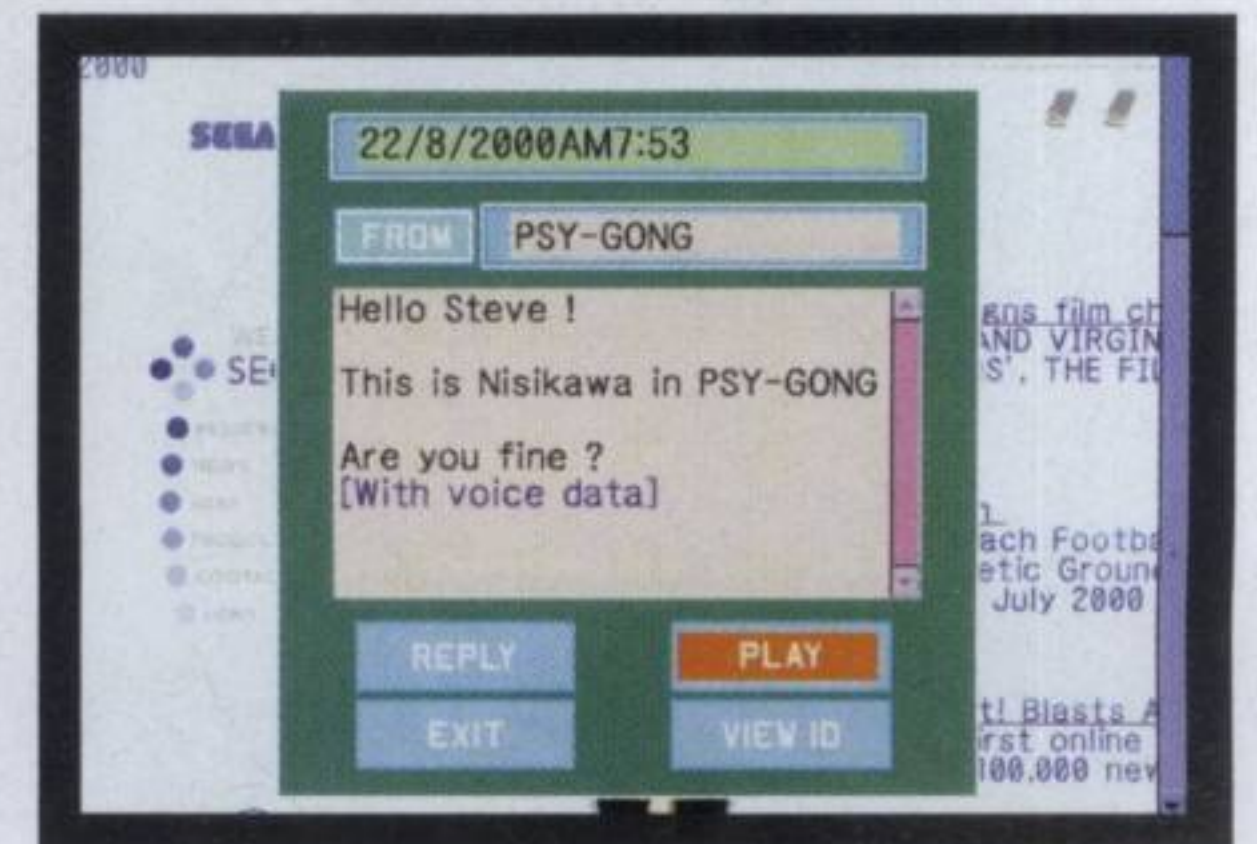
SEGA



△ The new Dreamarena features an abstract landscape. It's rather cool, we reckon.



△ Dreamarena has a brand new email system.



△ Dreamkey 2.0 includes a messenger service.

FRESH NEW LOOK FOR DREAMARENA

New Dreamarena portal now online • Dreamkey 2.0 due soon

SEGA EUROPE SUBSIDIARY Dreamarena Ltd have completely re-vamped their Dreamarena portal and are gearing up to release a brand new version of the Dreamkey, the Dreamcast web browser.

The redesigned portal, which went live on Monday 14 August, features a fun and colourful, abstract landscape split into distinct sections. "It was an ambitious thing to do," Luc Houselander, Dreamarena's Internet Design Manager, told us. "Basically what we've tried to do all the way through this redesign is try and get away from the feeling of a website and make it more geared towards users sitting at home on a sofa," he explains. "It's more of a TV experience and more compelling than

just being on the Internet. There's a lot more functionality here. People are going to find it a lot easier and nicer to use, I think."

The Dreamarena email system has also undergone radical changes and is now similar, both in terms of looks and functionality, to other web-based services such as Microsoft's Hotmail. Users can now create customised folders and create an address book, for example. You can also view attachments and save small files to a Visual Memory unit.

A date has yet to be set for the release of the new browser, Dreamkey 2.0, but we can reveal that it contains a number of new features including an instant messenger service called Dreamnote. This allows you to send and receive notes and, with the aid of the new Dreamcast Microphone (see right), voice messages.

Dreamkey 2.0 includes full support for the Dreamcast Mouse (see right) which, needless to say, makes navigation much easier. Other new features include a simplified registration process, a more compact on-screen keyboard, a reduced default font size (which radically improves the look of many text-heavy web pages), and a comprehensive online manual.

We hope to bring you details on how you can get hold of your own free copy of Dreamkey 2.0 in the next issue of *Official Dreamcast Magazine*, on sale Thursday 5 October. In the meantime, watch out for news updates on the ODM website (www.dreamcastmag.co.uk) and Dreamarena.

•You can find out more about the re-designed Dreamarena and the new version of Dreamkey, and get the latest on *Quake III Arena* in The Next Step feature, starting on page 42.

FILL YOUR SOCKETS!

Three new official add-ons are on the way

SEGA EUROPE HAVE UNVEILED three new Dreamcast peripherals – a mouse controller, a microphone and a new memory unit – all of which are expected to go on sale within a matter of weeks.

As we predicted in our July issue (*ODM* #9), the European version of the long-awaited mouse is a little larger than the Japanese model first shown at the E3 trade show in May. Fully compatible with Sega's new Dreamkey 2.0 browser and selected games such as the forthcoming *Quake III Arena*, the Dreamcast Mouse features three buttons (one is on the left-hand side) and a centre scroll wheel, similar to PC devices.

The Dreamcast Microphone, which plugs into one of the sockets in a Dreamcast joystick, will be essential for anyone wishing to make use of the Dreamnote voice

messaging feature in Dreamkey 2.0 (explained in full on page 48). Sega will be incorporating voice-over technology into online games in the future.

The third new peripheral, the 4x Memory unit, contains 512Kb memory (800 blocks) – four times that of a Visual Memory unit – but does not include an LCD screen. Unlike the original model it does not require batteries.

Exact details on the price and availability of the new devices were unavailable at the time of going to press, but it is thought that the mouse and microphone will be released in late October and, initially at least, only be available online via the Dreamarena shop. They're expected to cost around £18-£20 and £15-£18 respectively.

The 4x Memory unit should be in high-street stores at the end of October priced around £19.99. We'll bring you more details in the next issue of *ODM*.



▷ The Dreamcast Mouse and Mic, earlier today.



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

BRING IT ON!

Summer may be at an end, but from now until Christmas the Dreamcast action is getting extremely hot. Over the next few months we'll be getting our hands on the kind of games that made us rush out and buy the console in the first place. Games like *Shenmue*, *Jet Set Radio*, *Half-Life* and *Samba De Amigo*.

But best of all is the new price for the console which should mean we get to welcome lots more people to the Dreamcast party.

At the new lower price the Dreamcast will take its place on store shelves as an incredible machine at a very affordable price. It may only be £50 cheaper, but for some people a £149 price point becomes an impulse purchase rather than something they have planned for.

These are the people that Sega need to attract now. Those that are interested in the games scene but may have been keeping an eye on other consoles, seeing what they've got to offer when they arrive. When they see the line-up of games on Dreamcast this winter, what it can do online and the new lower price for the console, what's to stop them buying into Sega's vision?

For those of you who've been a Dreamcast adopter from early on, I want you to welcome these new parents with open arms. Because it's these people that Dreamcast needs right now to stay attractive to game developers. A bigger installed user-base means more sales for games.



▷ *Jet Set Radio*: a good reason to buy a DC.

It's simple economics, but if games publishers don't think they can make any money selling a Dreamcast game, they'll take it somewhere else.

Sadly over the course of the summer, when game sales are traditionally low, a few publishers have decided to cancel games that were in development for Dreamcast. Perhaps influenced in the decision when other games in their portfolio haven't sold as well as expected. It's difficult to point the finger as these people are trying to run a business they want to succeed.

Instead of dwelling on the issue, let's be optimistic. Let's hope that Sega have got it right, that a £149 price point will kick-start a buying frenzy for Dreamcast. In order for this to happen, you need to be the ground troops. You need to get out there and start telling people how fantastic the console is and how you're having such a great time playing the latest games.

Don't go hide under a bush when other people tell you about rival consoles being able to do so much more, or that they have an incredible game that wipes the floor with anything in the Dreamcast library. Right about now all Dreamcast owners should hold their heads high.

You made the right choice when you bought the console and the games that are about to be released in the coming months will prove it.

The word on the street is a very powerful thing and right about now the word on the street is "How much?"

THE PRICE IS RIGHT!

Dreamcast now officially available for less than £150

SEGA HAVE SET A NEW RECOMMENDED RETAIL PRICE for the Dreamcast of just £149 in the UK, with similar reductions in other European countries.

The official change follows price cuts by some high-street retailers during the summer, some of which are also bundling games with the console. Sega hopes that the new price will bring the console to a wider market.

"There are 'X' amount of core gamers in Europe; the early adopters," said Jean-François Cecillon, Chief Executive Officer of Sega Europe. "We have reached 80 or 90 per cent of them now and the market is screaming for a price reduction. We have to acknowledge these things and go with the market."

The new price will be effective from Friday 8 September – the same day that *Virtua Tennis* (reviewed on page 66) is released.

▷ They're almost giving them away!

£149
RRP



HEAR THIS!
OF BEST NEW MUSIC



UNDERWORLD
EVERYTHING, EVERYTHING

JBO
Probably the best live dance music act in the world have finally decided to release a compilation of performances, albeit with just eight tracks squeezed onto a single CD (there's a DVD coming soon). Favourites such as *Born Slippy NUXX*, *King Of Snake*, *Push Upstairs* and *Rez/Cowgirl* are included, all in fantastic extended form, with top sound quality and just the right amount of crowd noise to capture the atmosphere without getting on your tits. Amazing stuff. *EL*



VARIOUS
GU016 CAPE TOWN
BOXED

Dave Seaman (no, not *that* one) returns with a two-disc mix for the ever-reliable Global Underground series. While many of his DJ contemporaries have moved into the darker and dirtier side of progressive trance and house, Dave keeps it relatively light, fluffy and melodic. Some of the tracks, like the excellent Slacker remix of Breeder's *Tyrannic*, are a little over-familiar but rest assured this is a million miles apart from the numerous cheese-stuffed Ibiza cash-ins doing the rounds. *WC*



ANIMATED
TEMPTING FATE

DEVIANT
We didn't care much for this sonic assault of twisted breakbeats, techno and drum & bass the first time we heard it, but give it half a chance and it'll grab you by the throat and pull you into a long, dark alley. Even the track names (*Grab The Rope*, *Skelectro*, *Angst*, *Shiver*, *Death By Number* and so on) sound menacing. One thing is for sure, though – your mother won't like it. To be honest, we're not sure the artists' mothers would like it much either. Their loss, though. *WC*



△ Experience real-time battles against strange creatures.



△ The character on the left is able to use magic and healing spells.



△ Wouldn't like to be around when these creatures get hungry.

PHANTASTIC PHWOAR!

Exclusive new screenshots and details of Sonic Team's epic online role-playing game

SONIC TEAM HAVE REVEALED some stunning new images and more intriguing information on their adventure game *Phantasy Star Online*, due out later this year.

The online element of the game means you could be experiencing the adventure with people from around the globe in teams of up to four players. Some of the puzzles you can expect to be confronted by can only be solved with teamwork. Trading information and items will be another key component of the game.

The *Phantasy Star* world exists 24 hours a day and features towns where you will be able to meet other characters and save your game, and monsters to battle with in real-time. However, you don't need to go online to play. During an offline game, intelligent non-player characters will accompany you, assisting with fighting creatures and finding items. Sonic Team boast: "You'll be able to experience the feeling of togetherness even when playing alone."

Phantasy Star Online begins with a mysterious explosion on a planet called Raguol. Players are asked to discover what caused the explosion by the governor of the planet, but you are not the only team he has hired.

Sonic Team are no strangers to online games, having developed *ChuChu Rocket!* (ODM #9, 9/10), but *Phantasy Star Online* promises to be far more ambitious. It's the first network incarnation for the long-running series that has been wowing RPG fans since the days of the Sega Master System.

Despite rumours that the release of *Phantasy Star Online* could slip into next year, Sega Europe are confidently claiming that the game will be released on Friday 15 December. Of course, we'll bring you an extensive preview as soon as we get our hands on a playable version of the game.



△ Strangely reminiscent of the film *Starship Troopers*.

HAWK BOARDS PART DEUX



First shots and details of the DC sequel to *Tony Hawk's Skateboarding*

TONY HAWK IS SET TO grind, ollie and kickflip his way back to Dreamcast later this year in a follow-up to the highly-rated *Tony Hawk's Skateboarding* (ODM #10, 8/10).

The new game is expected to feature the same tight gameplay and clever course design that made the original such a hit, but with plenty of tweaks and improvements made to the gameplay and game options.

Chief among the new features is a skatepark editor which will allow you to build your own courses using a selection of obstacles such as ramps, rails, quarterpipes and pools, among others. While you won't be able to design locations as vast as the pre-built ones featured in the game, you should be able to build something just as fun.

Everything else in *Tony Hawk's Skateboarding 2* is expected to be bigger and better than the original,

with eight new levels (excluding secret parks) and new skaters set to be included, and even more tricks to learn and master. You'll also be able to alter the appearance of skaters or build new ones from scratch.

Publishers Activision have signed up a number of big bands to provide suitable hardcore music for the game. Among the groups confirmed are Rage Against The Machine, Fu

Manchu, Anthrax with Chuck D and Bad Religion.

Skateboarding fans will no doubt be pleased to learn that the sequel will allow you to pull off the spectacular full loop manoeuvre as seen in the intro sequence of the first game – if you're good enough.

Tony Hawk's Skateboarding 2 is set for release by Activision in November. Expect a preview soon.



△ Gnarly, radical and, indeed, bodacious.



△ Just seconds before a horrifying injury.

SONIC AND KNUCKLES SHUFFLE

Update on *Sonic Shuffle* – the party game which stars Sonic and his furry friends

IT'S THE SONIC ADVENTURE that plays like a board game! Details have emerged on *Sonic Shuffle*, the party game for up to four players which features Sonic and friends.

The action takes place across boards that are based around famous levels of previous *Sonic* games. Rather than battling Dr Robotnik, this time the cast are fighting a mysterious character called Void.

The number of spaces your character moves is

determined by drawing from a deck of cards, hence the shuffle part of the title. Landing on certain squares gives the characters power-ups or penalties and decides which mini-games are played.

Sonic Shuffle is being developed by members of the team that worked on Nintendo's *Mario Party*. It's due for release from Sega early next year. Watch out for more details and a preview soon.



△ The game is set to include story sections, with mini games to unlock and play, topped-off with some very funky-looking graphics.

GAMES NEWS



SPACE CHANNEL MTV

Ulala, the groovy star of *Space Channel 5*, will be making an appearance at the MTV Music Video Awards on September 7 to hand out the gong for the Best Dance Video award. Not quite appearing in the flesh, Ulala will present the award in her animated form – beat that Lara Croft! Look out for the ceremony live on MTV Europe and repeated on Channel 4 later in the year.

THE UNREAL WORLD

Unreal Tournament is heading to Dreamcast. The confirmation follows rumours of the game's announcement as reported in our August issue (ODM #10). Reports suggest the corridor shooter is already looking incredible although there is no further news on Dreamcast exclusive features. The game will contain online play and is scheduled for release early next year.

WAR THE MERRIER

A new *Star Wars* game in development for Dreamcast from the makers of *Vigilante 8: 2nd Offense* (ODM #3, 5/10). *Star Wars: Demolition* is a combat game featuring characters and vehicles from the original trilogy and *The Phantom Menace*. If you've always wanted to see Boba Fett take Slave 1 into battle against a Rancor beast – here's your opportunity. Expect more news soon.



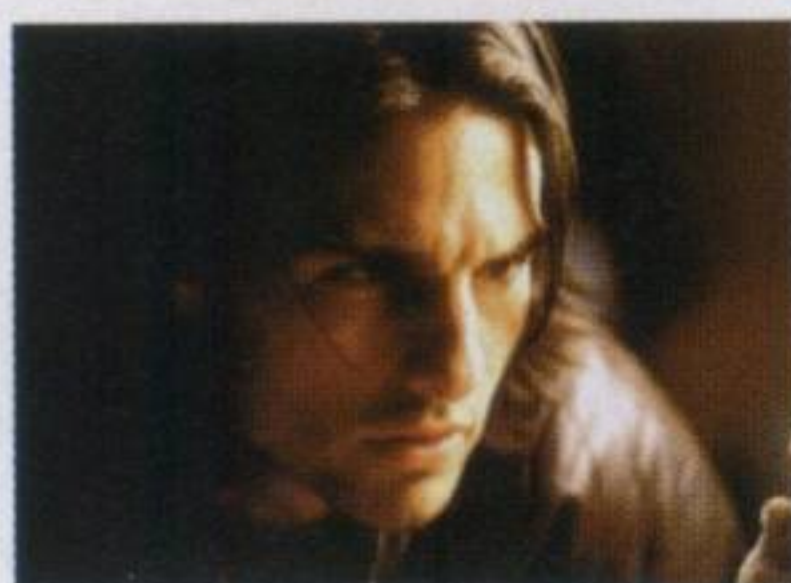
HOME COOKING

Just as we predicted, arcade hit *Sega Marine Fishing* (see ODM #11) is coming to Dreamcast. A number of home extras will be included to add longevity to the game including a Free Fishing mode. This will allow you to fish for over 200 special items. You'll then be able to place these items in a fish tank in Aquarium mode and watch the fish interact with them. *Sega Marine Fishing* is expected to reach Europe some time next spring.

FOOTBALL SHORTS

While Silicon Dreams are working on a follow-up to *Sega Worldwide Soccer* (see page 32), reports suggest that Sega are working on another football title, which is due sometime next year. Unsubstantiated rumours suggest that the development team includes former employees of Konami, the company behind the *International Superstar Soccer* series. More news as we get it.

WATCH THIS!
NEW MOVIES ON VHS



MAGNOLIA

OUT: SEPT 18 • CERT: 18 • TO RENT
Magnificent off-the-wall epic about a bunch of dysfunctional Californians. A dying TV exec, his cranky wife, a male nurse, an estranged son, a genius teenager, a former genius teenager, a doting cop, a cancer-ridden game-show host, his wife and their estranged druggie daughter. Their disparate lives irrevocably intertwine over a period of 24 hours. Splendid turns by the stellar cast – in particular Tom Cruise who, bearing his pearly white fangs, pulls off a career best as a sewer-mouthed, misogynistic cable-show host. **CE**



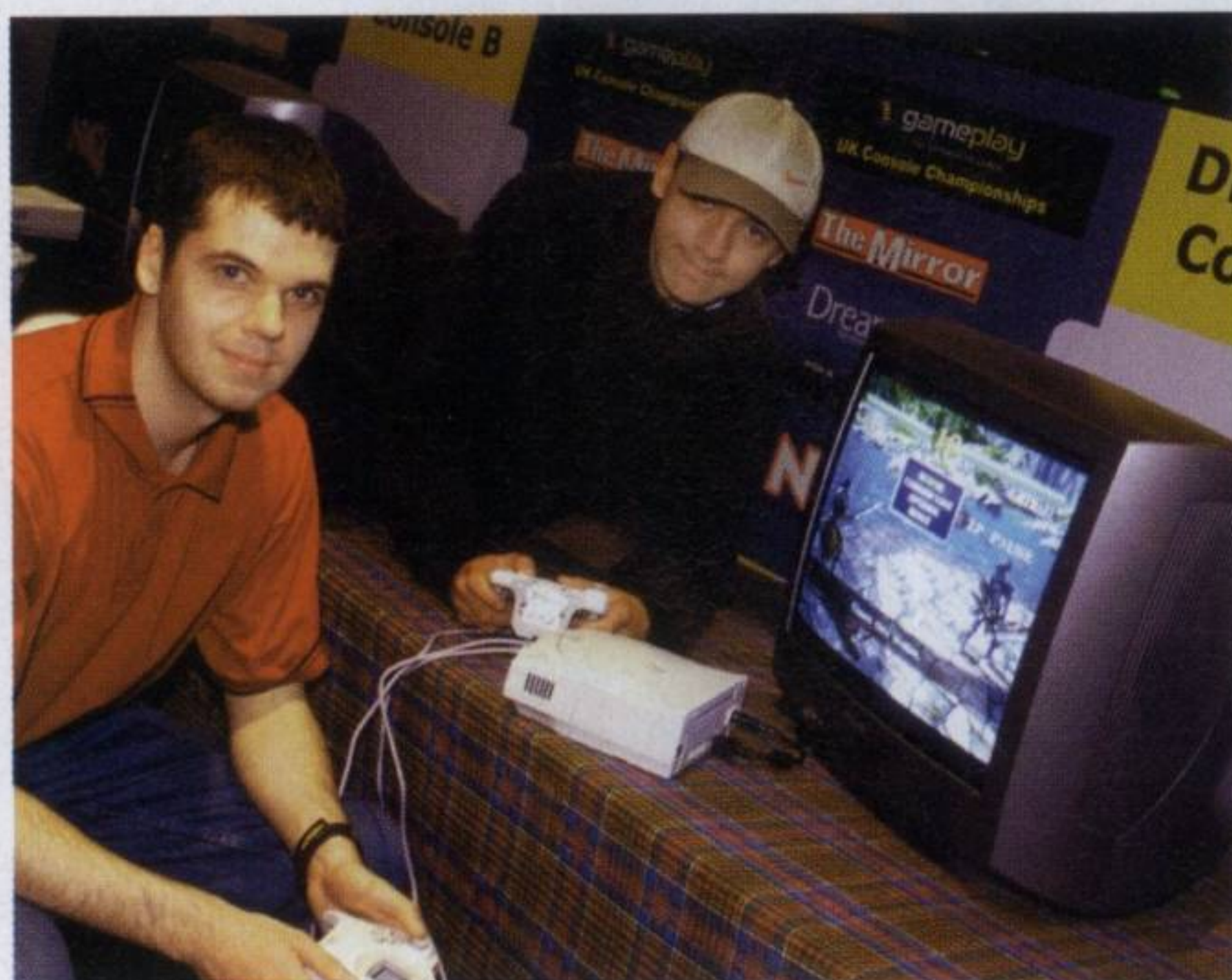
FAIL SAFE

OUT: SEPT 18 • CERT: PG • TO RENT
During the Cold War a US bomber is accidentally ordered to drop nukes on Moscow. Trained not to heed any communication after passing the 'fail safe' point, pilot Colonel O'Grady ploughs ahead with his mission to the growing consternation of the military bods back home. The President meanwhile engages in frantic phone calls to the Russians in a bid to avert disaster. George Clooney, Harvey Keitel, and Richard Dreyfuss head the cast in this nail-biter, originally broadcast live (in black and white) on American TV. **CE**



BEING JOHN MALKOVICH

OUT: SEPT 18 • CERT: 15 • TO RENT
John Cusack plays an unappreciated puppeteer who takes a job as a filing clerk in a peculiar half-sized office on the 7 1/2 floor of a skyscraper. Bored with his marriage to a frizzy-haired Cameron Diaz, he falls in love with co-worker Maxine, who rejects him. Things take a strange turn when he discovers a mini-door behind a filing cabinet, containing a portal to the brain of actor John Malkovich (playing himself). Will this discovery lead to success and love? Bizarre, original and brilliant. **AH**



△ A tartan tablecloth – it must be the Glasgow heat!



△ There have been similar scenes in Cardiff, Glasgow and Leeds.

IT'S THE FINAL COUNTDOWN

The action is heating up in the inaugural UK Console Championships. Are you going to the final?

THE QUEST TO FIND the best Dreamcast player in the country is well under way with the Welsh, Scottish and Northern England heats already providing plenty of action and drama.

As reported in previous issues, we've teamed up with Gameplay, The Playing Fields and the Mirror newspaper to find the country's best games player. The Dreamcast game chosen to find the champion is *Soul Calibur* (ODM #2, 10/10), considered by many as the best game available on the console.

So far, the UK Console Championship has rolled into Cardiff, Glasgow and Leeds

picking up six winners along the way. Next stop is London for the last regional heat on Saturday 9 September, and then the final itself on Saturday 23 September at the Live 2000 exhibition, Earls Court, London.

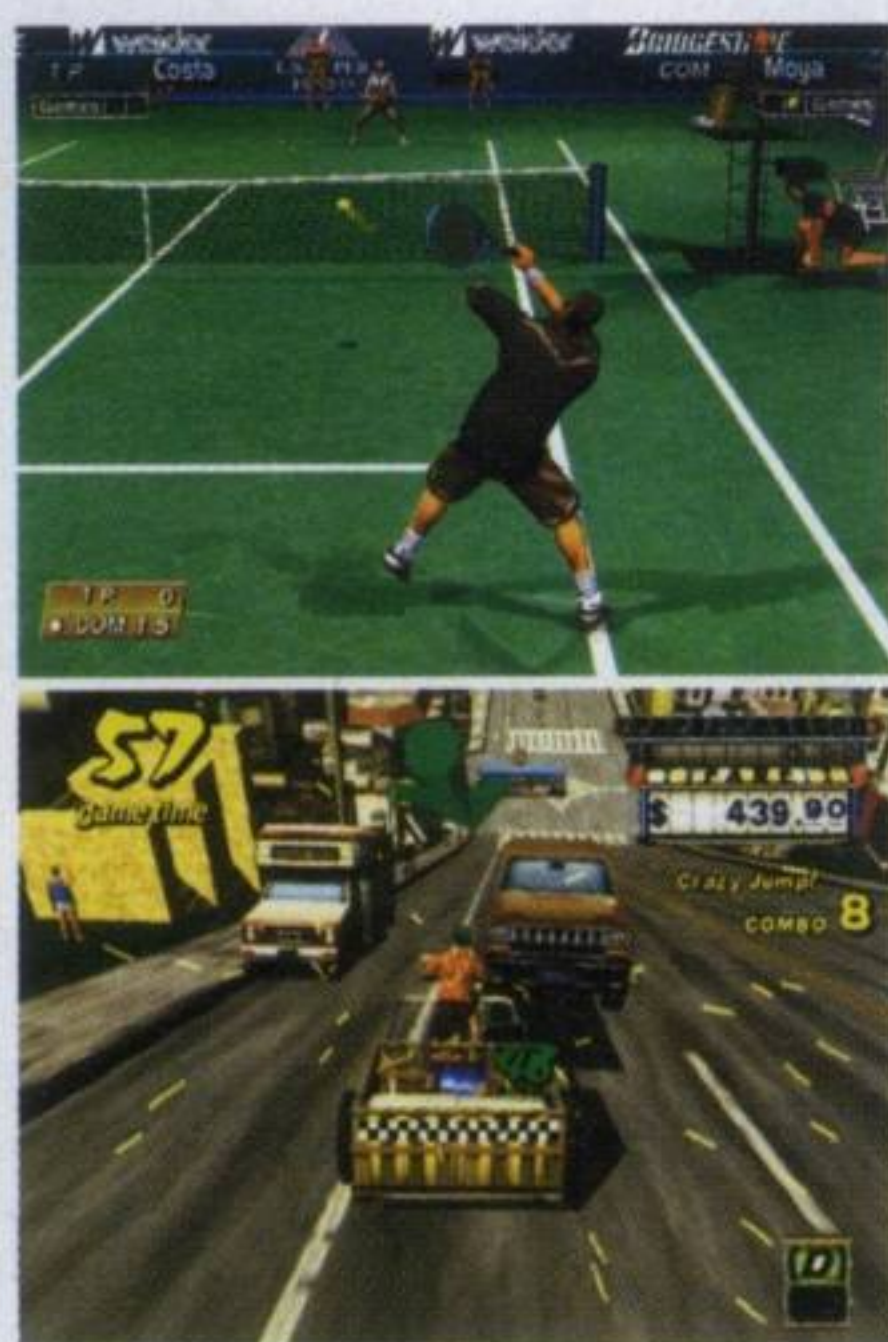
Competition has been fierce, with intense one-on-one bouts, using both league and knockout tournaments to find the two finalists from each heat. Some of the regional heats were inundated with entrants and places were quickly filled, causing some competitors from Northern Ireland and London to travel to Glasgow just so they could take part.

We caught up with Gavin Lau, 18, who came second in the Scottish heat and will be challenging for the crown at Live 2000. What are his tactics for success? "I use throws and move about a lot," Gavin told us. "When I get somebody down, I keep them down. I mainly use Mitsurugi and practice against my brothers and mates." Gavin is already £110 richer for entering the UKCC, but is setting his sights on a bigger prize. "I'm looking for revenge in the final, I feel

that I should have won the regional heat."

"The Scottish heat was closely fought," says Andy Mee of Gameplay. "The level of skill and lightning-fast reactions players exhibited was fantastic. The English and Welsh finalists will certainly have their work cut out to beat them."

It's too late to enter the competition now, but if you want to attend the final you'll find more information at www.ukconsolechamps.com.



△ Yes! Sequels are on the way.

MORE COINS PLEASE!

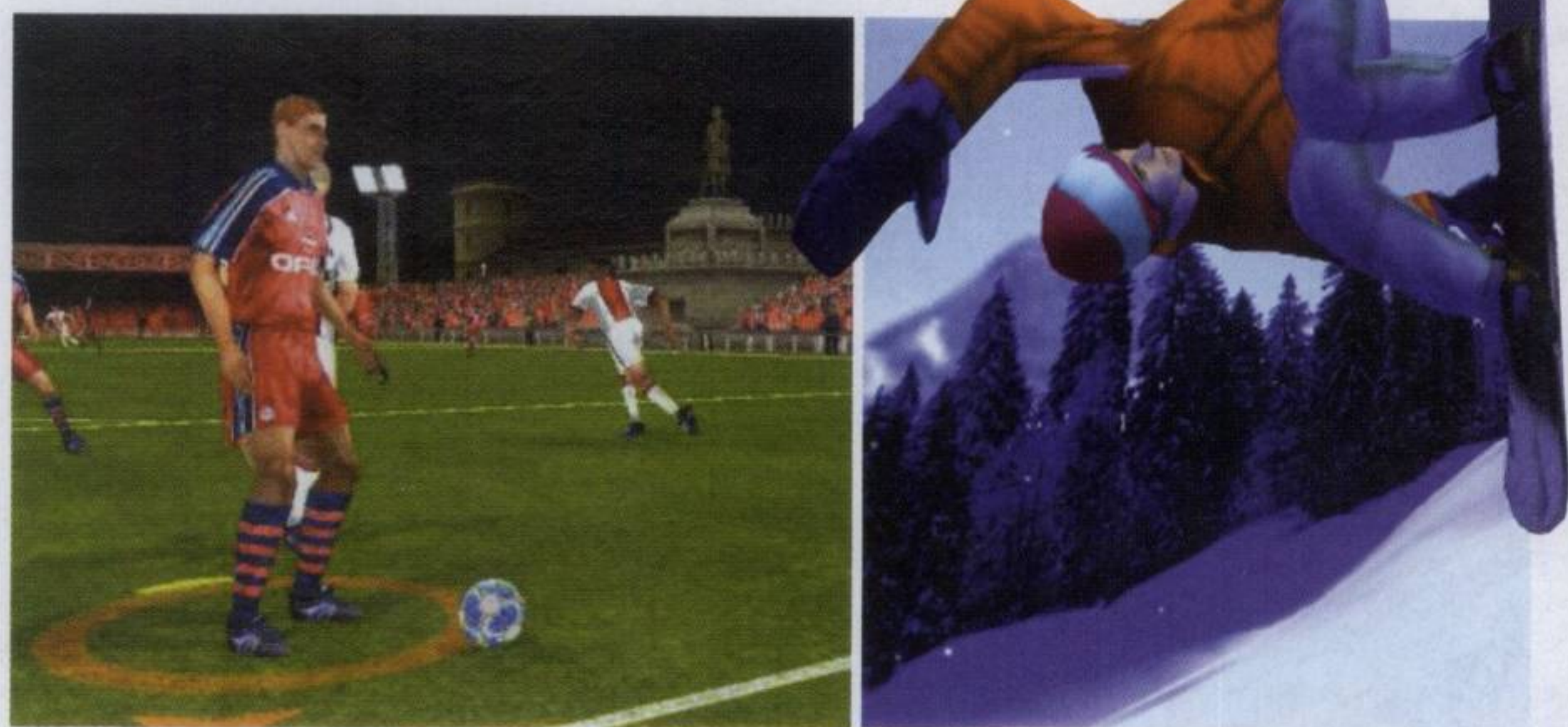
Sequels to *Crazy Taxi* and *Virtua Tennis* in the pipeline

SEGA OF JAPAN HAVE ANNOUNCED that follow-ups to both *Crazy Taxi* (ODM #5, 9/10) and *Virtua Tennis* (reviewed on page 66) are in development, with arcade and Dreamcast versions likely to surface next year.

While Sega arcade division Hit Maker have confirmed that they are working on the titles, very few hard facts on the sequels have emerged so far. *Virtua Tennis 2* will, however, almost certainly feature new faces, with many pundits predicting that it will include female players. An online option is also thought to be a strong possibility.

Hisao Oguchi, president of Hit Maker, has said that the *Crazy Taxi* sequel might not actually include taxis at all, although his lips are sealed at present. We'll bring you more details as we get them.





△ *UEFA 2001* and *Supreme Snowboarding*: not appearing on a Dreamcast near you soon.

SICK AS A PARROT

Infogrames pulls the plug on *UEFA 2001* and other Dreamcast projects

FRENCH PUBLISHER INFOGRAMES have cancelled the development of three Dreamcast titles, including *UEFA 2001* and *Supreme Snowboarding*.

UEFA 2001, previewed last issue, was a promising-looking sequel to *UEFA Striker* (ODM #1, 8/10). The other two games to be scrapped are *Supreme Snowboarding* and the space shooter *Independence Wars 2*, both conversions of PC titles. All three games were scheduled for release later this year.

This decision comes as quite a shock as Infogrames have been a strong third-party supporter of Dreamcast in the past, bringing such titles as *V-Rally 2 Expert Edition* (ODM #7, 7/10), *Wacky Races* (ODM #9, 7/10), *Silver* (ODM #10, 4/10) and *UEFA Striker* to the machine.

The company are quick to point out that the cancellation of games does not mark a swift exit from the Dreamcast market, rather a re-evaluation of their release strategy.

"We're certainly looking very carefully at any titles we plan to release on Sega's format," Matt Broughton, PR Manager of Infogrames told us. "As a company we will only survive if we make sensible decisions and continue to be profitable. Releasing games we don't believe will make a return for us simply doesn't make sense."

The company still plan to release *Looney Tunes: Space Race* (see page 55) and *Alone In the Dark* on Dreamcast before the end of the year. A conversion of the fab PC shoot 'em up *Unreal Tournament* is also on the way. See page 27 for details.



HAVE YOUR SAY...

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

THERE ARE DEFINITELY more than ten Dreamcast games in development somewhere in the world right now, 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, simply 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

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 Dreamcast releases.

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

This month's winner is Chris Potter from Worsley, Manchester. His top choice is *Hidden & Dangerous*, followed by *WWF Royal Rumble*, *Black & White*, *Shenmue* and *Phantasy Star Online*. Thanks Chris, your VM is in the post.

YOUR MOST WANTED

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



1 (M) SHENMUE (SEGA)

FIRST 38%
TOP 5 77%
ETA DEC

What do you need to know about this? It's been *numero uno* here for an eternity and will be in the shops from December. Not long after that you'll probably be demanding to play the planned sequels.



2 (2) METROPOLIS STREET RACER (SEGA)

FIRST 19%
TOP 5 61%
ETA OCT

It's on the cover, reviewed on page 8 and is in the shops real soon! The most eagerly awaited racing game ever has to be seen to be believed and played to be enjoyed. Driving around London will never be the same again.



3 (3) HALF-LIFE (HAVAS)

FIRST 14%
TOP 5 53%
ETA DEC

Already a certified PC hit, this first-person shooter is looking even better on DC thanks to improved visuals, extra modes and no need to mess around with 3D cards. The only question is whether it'll feature online play.



4 (9) VIRTUA TENNIS (SEGA)

FIRST 5%
TOP 5 25%
ETA SEP

Huge climber on the MWC (that's Most Wanted Chart, abbreviation fans), thanks in part to the playable demo on the cover disc last issue. If you like the demo, you'll love the full game, which is reviewed on page 66.



5 (NE) BLACK & WHITE (SEGA)

FIRST 6%
TOP 5 25%
ETA 2001

The Dreamcast version of this god sim is taking a backseat to the development of the PC game. As such we won't see it until early 2001. Not to worry, just put it down as something else to look forward to in the New Year.



6 (4) PHANTASY STAR ONLINE (SEGA)

FIRST 1%
TOP 5 24%
ETA DEC

Pencilled in by Sega for a pre-Christmas release, but anyone eagerly awaiting this adventure game would be well advised to expect it sometime in 2001 instead due to the mammoth size and ambition of the project.



7 (5) SONIC ADVENTURE 2 (SEGA)

FIRST 3%
TOP 5 28%
ETA 2001

The second Dreamcast Sonic outing is going to be one of Sega's biggest games for next spring. Little is known about the sequel although there are hints that it'll be darker and a lot bigger than the original.



8 (6) QUAKE III ARENA (SEGA)

FIRST 3%
TOP 5 21%
ETA NOV

One word - deathmatch. Or is it two words? Either way, it's going to be in vogue this winter, one-player, multiplayer, online - they're all catered for in *Quake III Arena*, and it's looking very good. See page 49 for the latest details.



9 (NB) F355 CHALLENGE (ACCLAIM)

FIRST 2%
TOP 5 14%
ETA OCT

Described by many as more of a simulation than a racing game, but how many of those people have taken a real Ferrari F355 out for a spin? Whatever, this title features both realistic handling and true-to-life world circuits.



10 (RE) HIDDEN & DANGEROUS (TAKE 2)

FIRST 1%
TOP 5 16%
ETA OCT

A World War II game that's got plenty of you excited. Combining heart-pounding action and strategy, you command four men on missions deep behind enemy lines. Expect to see a review of the finished game next month.

TBC = to be confirmed

FIRST	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



MEN IN BLACK - LIMITED EDITION

OUT NOW • CERT: PG • £24.99
This two-disc package has more extras than any other DVD to date. In addition to watching agents J and K protecting Earth from the scum of the universe, you can completely deconstruct the final battle between J and Edgar Bug. Paste layers of animation onto three different characters and have a go at editing three of your own scenes. And then there's the 1000 photos, the full-length visual commentary, the story-boards, the documentary... CE



THE FILTH AND THE FURY

OUT: SEPT 18 • CERT: 15 • £19.99
"We managed to offend all the people we were fed up with," says anti-star and front man John Lydon (aka Johnny Rotten) in this documentary about the Sex Pistols – the band that single-handedly changed the face of Britain in the late '70s. Director Julien Temple interweaves recent interviews with the ex-band members and never-seen-before archive footage creating not only an excellent music film, but also an important document of British political, social and cultural history. CE



THREE KINGS

OUT: SEPT 18 • CERT: 15 • £19.99
It's the end of the Gulf War and while the celebrations are in full swing, soldiers George Clooney, Mark Wahlberg and Ice Cube decide to hunt down some of Saddam's hidden gold – but inadvertently get mixed up in a bid to rescue captured Iraqi civilians. A beautifully shot, highly stylised film that comes with over an hour of extras – including a video journal by Director David O'Russell and three behind-the-scenes mini-features. CE



△ Draw on the screen and the fish will respond.



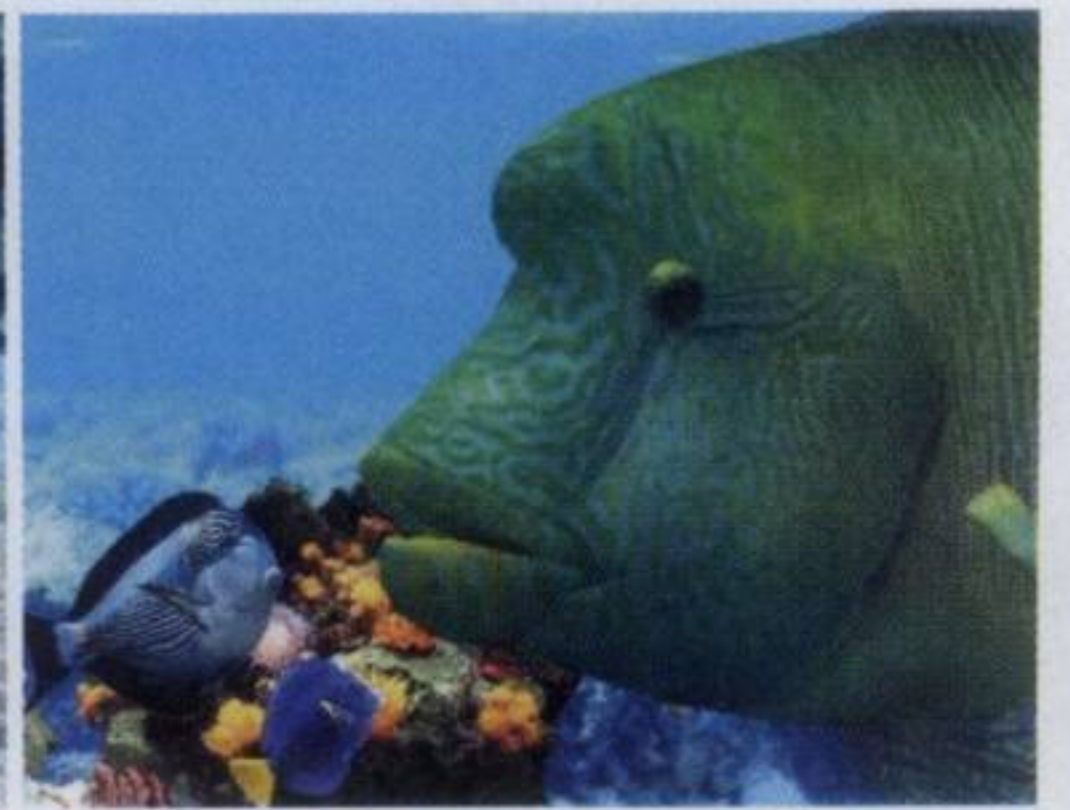
△ Witness the birth of a virtual seahorse.



△ They like to do unexpected things like dancing!



△ Other creatures aren't quite as friendly.



△ Some of the games result in big surprises.

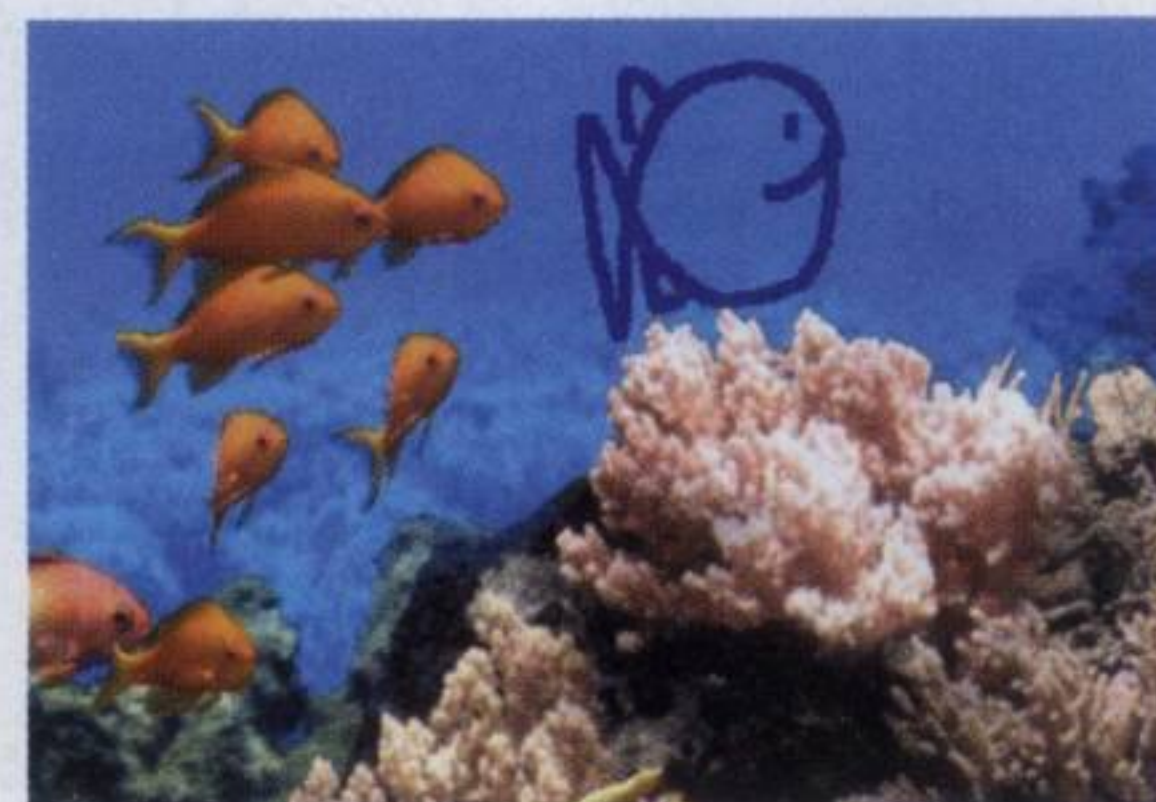
THE AGE OF AQUARIUMS

What is it with Sega and aquatic creatures at the moment, eh? **ALEX HUHTALA** explores

'TOUCH THE SCREEN', *Fish Life* tells you. It may look like an ordinary monitor running an aquarium-style screen saver, and until you touch the screen, that's all it is. But make contact with *Fish Life* and you'll realise how it's unlike anything you have encountered from Sega before.

More an interactive experience than a game, *Fish Life* is one of those bizarre inventions that you see on TV shows like *Tomorrow's World*, where, according to the presenters, they'll be in everybody's home by the year 2010. But *Fish Life* is here now, or in Japan at least.

So what exactly is it? A virtual aquarium is a simple way of describing it. Incredibly detailed and lifelike fish inhabit a realistic environment, but there's more than just some pretty graphics to look at. Sega themselves have labelled *Fish Life* as 'interior décor,' suggesting maybe it is just pretty graphics; but they also have a more flamboyant description: 'healing art.'



△ Aw, doesn't it look pretty? Well it did until we started finger-painting on the screen.

ARCADE TEST

Before we accuse the company of going all lah-di-dah, Sega save face by describing the concept behind healing art as a hi-tech solution to beating stress; creating a calming ambience that can be felt wherever it's displayed. Having not played the game while wanting to punch a wall, it is difficult to test whether it works, but it's certainly very nice to look at.

The game is revolutionary due to the control method, ie how you 'communicate' with the fish. The fish swim happily about, until you touch the screen. Tap it, and you can feed the fish, change their colour, make them disappear, grow, and so on. Trace the shape of a fish with your finger and your drawing takes on a life of its own.

Sega have designed several versions of *Fish Life* to suit a variety of tastes. The different modes not only contain different games, but also change the species of fish to suit your mood. After all, you can only take brightly coloured tropical fish for so long; after a while you may want to experiment with something a bit more dangerous, like a school of piranhas.

The only blot on the horizon for anyone eager to experience *Fish Life* is

whether or not it will come to the UK. Currently, no arcade operators in the country have invested in the product; hardly surprising as the game doesn't use a cabinet but a simple monitor, and has no coin slot to begin play as the game is constantly running. Basically, it would look out of place in an arcade.

"It's a very Japanese game," explains Erin Gilby of Sega Amusements Europe. "They're used to fish tank televisions and buying CDs of birdsong and other ambient noises; the game shares similarities with both." So why has *Fish Life* failed to lure the arcade operators? "I don't think Sega designed it to be commercial. It's not something that produces revenue. The idea is to use *Fish Life* in places that you wouldn't normally associate with games; perhaps waiting in a queue for a ride at Alton Towers, or the bank, or an airport lounge. It relieves people's boredom."

So next time you're visiting the arcades, spare a thought for the fate of *Fish Life*; because until the high street banks invest in some Sega healing art, it's back to staring at real fish tanks and scrubbing algae.

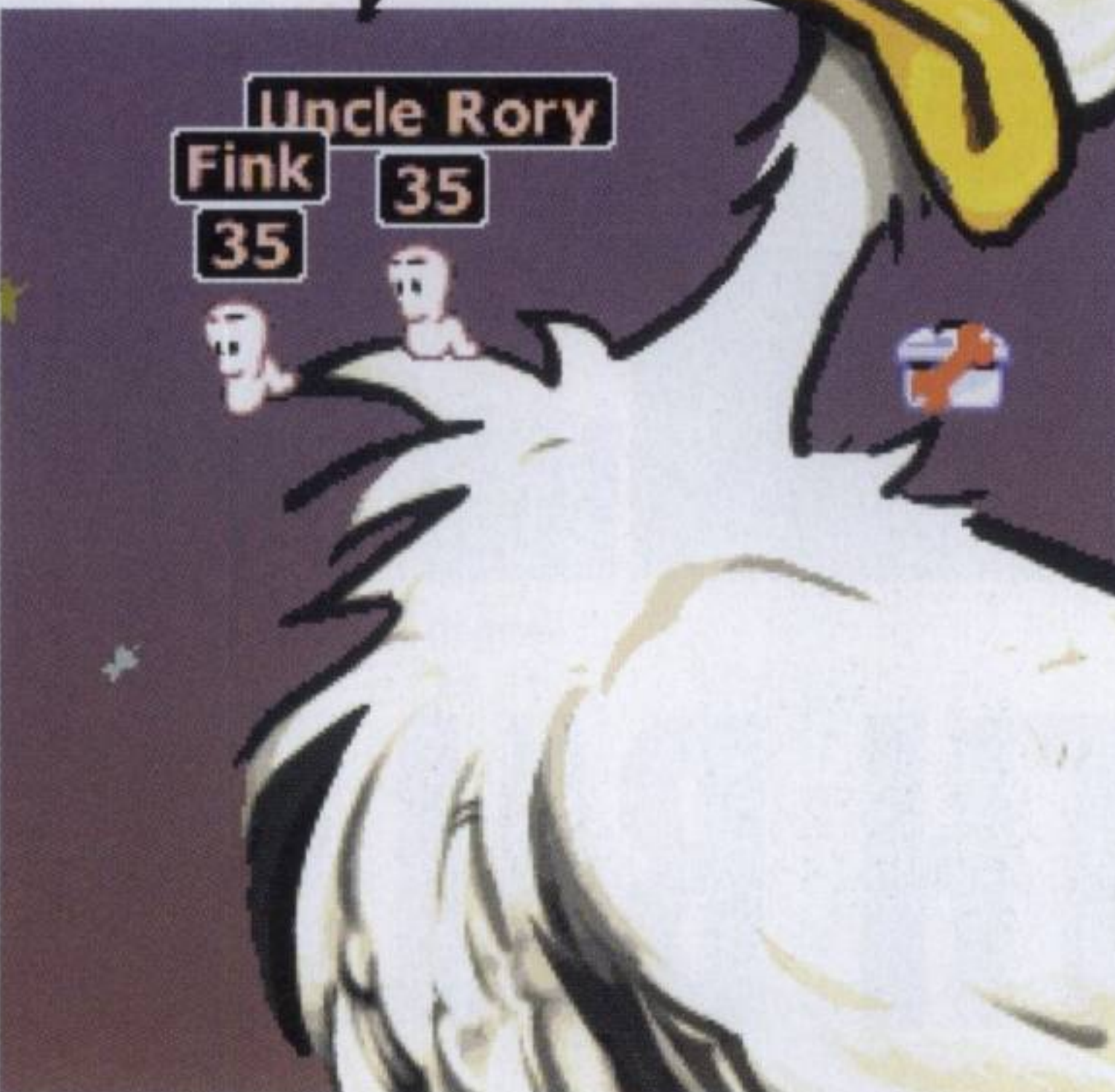
FISH LIFE

DEVELOPER: SEGA
FORMAT: CUSTOM PROTOTYPE
COST: N/A
AVAILABILITY: CURRENTLY JAPAN ONLY
DUE ON DC: POSSIBLE, BUT NOT LIKELY

GAMES NEWS

WORMS! THEY DID IT AGAIN

Team 17 lift the lid on their upcoming *Worms World Party*



△ It may look like the previous *Worms* games but *Worms World Party* should offer far more – like a giant chicken for starters!

WE'VE NABBED THE FIRST shots and new details on *Worms World Party*, the sequel to *Worms Armageddon* (ODM #3, 8/10), which will boast online play and allow you to battle up to six players at a time, competing from anywhere in the world.

You'll be able to chat with other players, form clans (teams), and even customise gravestones and flags in the game so opponents remember who you are. And with *Worms* relying on turn-based gameplay, there should be no time delays during online play.

The developers of *Worms Armageddon* have spent a long time looking at previous *Worms* games for inspiration for the new game. "It was very evident that there was so much more we could do with the multiplayer game modes," says Martyn Brown, Development Director at Team 17. "If truth be told, we'd just scratched the surface."

As a result *Worms World Party* will feature new multiplayer game modes that include both co-operative and confrontational missions, playable either online or with friends gathered around a single console. The new features don't end there. The game should also contain a staggering 400 different game styles, including Fortress, boss levels, Night Fight and Super Rope games, VM sub-games and online ranking.

"The Dreamcast version will, we believe, set the standard for quality online gameplay on the console," adds Brown. "Technology is catching up with our vision of people all over the earth playing *Worms* together."

Worms World Party will be published by Virgin Interactive and is expected to be released before Christmas. Watch out for a full preview in ODM within a couple of months.



GO FOR A SLASH

Smile Bit, the developers of *Jet Set Radio*, are working on a new online strategy game called *Hundred Swords*. Four players can compete against each other, each controlling armies of up to 400 characters. Like *Alien Front* (see ODM #9), the game is set for both Dreamcast and the arcade, with the latter version using a new Sega technology that connects arcades together via fibre optic cable. There's no news of a UK release yet, but expect more details soon.

PLAY NOW, PAY LATER

Sega are planning to launch a new deferred payment system in Japan called @barai. The plan is to sell the first few chapters of Dreamcast games at a cheap price, with customers paying extra to unlock the full game, if they decide they want it. The system uses electronic money transactions to buy the game, eliminating any potential piracy. The service is due to begin in Japan in October. There's no news yet on whether the system, or anything similar, will come to the UK.



ALL ABOARD

Ever wanted to surf something other than the Net? You'll soon be able to on DC with *Championship Surfer* from Mattel. The game is said to be the surfing equivalent of *Tony Hawk's Skateboarding* (ODM #10, 8/10). True to real life, you'll need plenty of practice before you manage to get the surfer standing upright on the board; but once you do there are over 50 different tricks to perform. The game is scheduled for release early next year.

BUY! BUY! BUY!

Visitors to *Official Dreamcast Magazine's* website (www.dreamcastmag.co.uk) can read about Dreamcast games and then buy them with just a couple of mouse clicks (well, and a credit card), thanks to a new partnership with giant online retailer Gameplay. The ODM website also contains a new game release date section, which is updated on a daily basis.

COLOUR ME GOOD

Stop the press! Contradicting Sega's own statement on page 137 (hey, keep up!), news has just reached us that coloured Dreamcast controllers are coming to the UK after all. Available in transparent blue, green, orange and yellow, the pads can only be bought from Dreamshop on Dreamarena, or from the official Dreamcast website (www.dreamcast-europe.com). They cost £19.99 each (plus £2.50 p+p) and should be on sale as you read this. Be quick though – the colour pads are only available in limited quantities.

CODIES CALL QUILTS

Codemasters ditch the DC, taking Colin McRae Rally with them

IN A SHOCK MOVE, Brit-based developers Codemasters have withdrawn their support for Dreamcast, scrapping the DC version of the highly anticipated driving simulation *Colin McRae Rally 2.0* in the process.

The company issued a single statement, refusing to add further comments: "Following careful consideration, including consultation

with external parties, any further development on the Dreamcast version of *Colin McRae Rally 2.0* and any future projects on the aforementioned platform has ceased. We continue to optimise resources by focusing teams on appropriate platforms."

Colin McRae Rally 2.0 was the only Dreamcast title officially announced by Codemasters.



△ Despite looking this good, *Colin McRae Rally 2.0* won't be coming to your Dreamcast. It's not fair!



△ Only the keeper to beat, but what a keeper!



△ Women and football together, mmm.



△ "Hey, I can see myself on the telly!"



△ Blokes are still available.

GIRLS WITH BALLS

Sega Worldwide Soccer returns to Dreamcast, now with women!

THE THIRD DREAMCAST incarnation of *Sega Worldwide Soccer* is set for release this winter, boasting a number of new features that should make it a big improvement over the most recent *Euro Edition* (ODM #8, 7/10).

The most obvious change is the inclusion of women players which have been added to appeal to female gamers, particularly in the American market where women's soccer is big business. There will not be a marked difference in strength and weakness

between the two sexes, so women will be able to compete with the men on an equal footing.

Sega Worldwide Soccer 2001 will feature photo-realistic players that boast facial expressions and improved animation thanks to new player 'skeletons' that include more bones than previous models and a new animation blending system that allows the player to move, perform turns and bend more realistically. A total of 200,000 frames of motion capture have been recorded to provide data for the player movement.

A different development team to *Euro Edition* is working on the new game, as Steve Archer, producer of *SWWS 2001* explains: "We got not only a longer development period, but also a few extra hands after the completion of *Euro Edition*. We have retained all that was positive in *Euro Edition*, whilst also implementing extra features and a number of completely new ideas."

But will the goalkeepers be tougher to beat in this game? "Yes we have improved them, but it is difficult to get them 'just right' so they appeal to all. There are some players that like goal-fests or poor keepers, and then there are those that like the keepers to present a greater challenge when it comes to trying to slot away that half chance."

Sega Worldwide Soccer 2001 is scheduled for release by Sega in December. We'll bring you a full preview nearer the time.



BACK AGAIN

Lara Croft to return to DC sooner than you'd think

THE ADVENTURES OF Lara Croft are set to continue on Dreamcast this winter, with the release of *Tomb Raider Chronicles* from Core Design.

The plot of the new game will not, however, follow on from *Tomb Raider: The Last Revelation* (ODM #6, 7/10). Indeed, it leaves the cliff-hanger ending of her most recent adventure unresolved. Instead, the game uses flashbacks of friends and allies to tell earlier stories of Lara and the adventures she shared with fellow explorers such as Jean-Paul and Pierre.

◁ *The Last Revelation* offered thrills but many felt it didn't push the DC far enough.

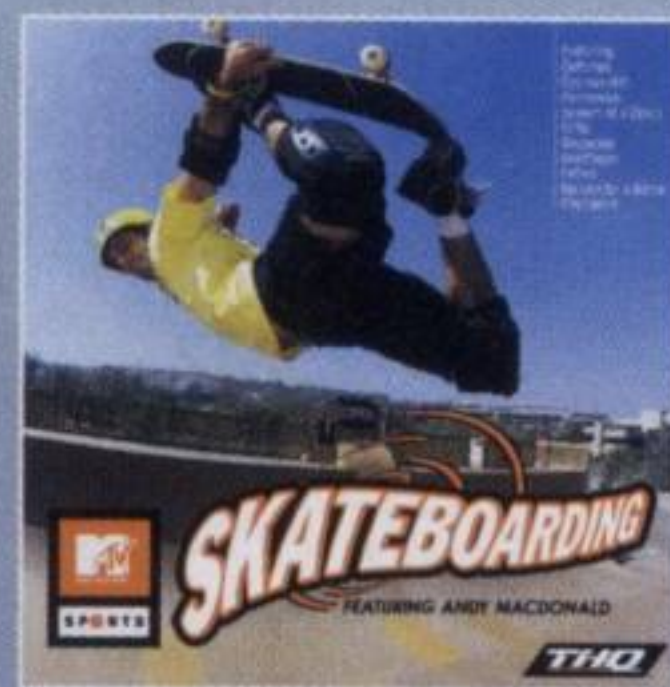
The action will take place in several different locations. One level is known to be based in Ireland, for example, and another is set on a German U-Boat.

Eidos Interactive plan to release *Tomb Raider Chronicles* in November. We'll bring you the first screenshots in next month's ODM.

beyond sport



FEATURING ANDY MACDONALD



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RELEASE DATES SEPTEMBER/OCT 2000

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



△ *Virtua Tennis*: you must, repeat must, buy this game!

SEPTEMBER 8

Bangai-O (Virgin)
Giga Wing (Virgin)
Toy Story 2 (Activision)
Virtua Tennis (Sega)

SEPTEMBER 15

Deep Fighter (Ubi Soft)
Formula 1 World Grand Prix II (Konami)
Hidden & Dangerous (Take 2)
International Track & Field (Konami)
Nightmare Creatures II (Konami)
Railroad Tycoon II (Take 2)
Tokyo Highway Challenge 2 (Crave)

SEPTEMBER 22

Gunbird 2 (Virgin)
Power Stone 2 (Eidos)
San Francisco Rush 2049 (Midway)
Street Fighter Alpha 3 (Virgin)
WWF Royal Rumble (THQ)

SEPTEMBER 29

Rainbow Six (Take 2)
Who Wants To Be A Millionaire? (Eidos)

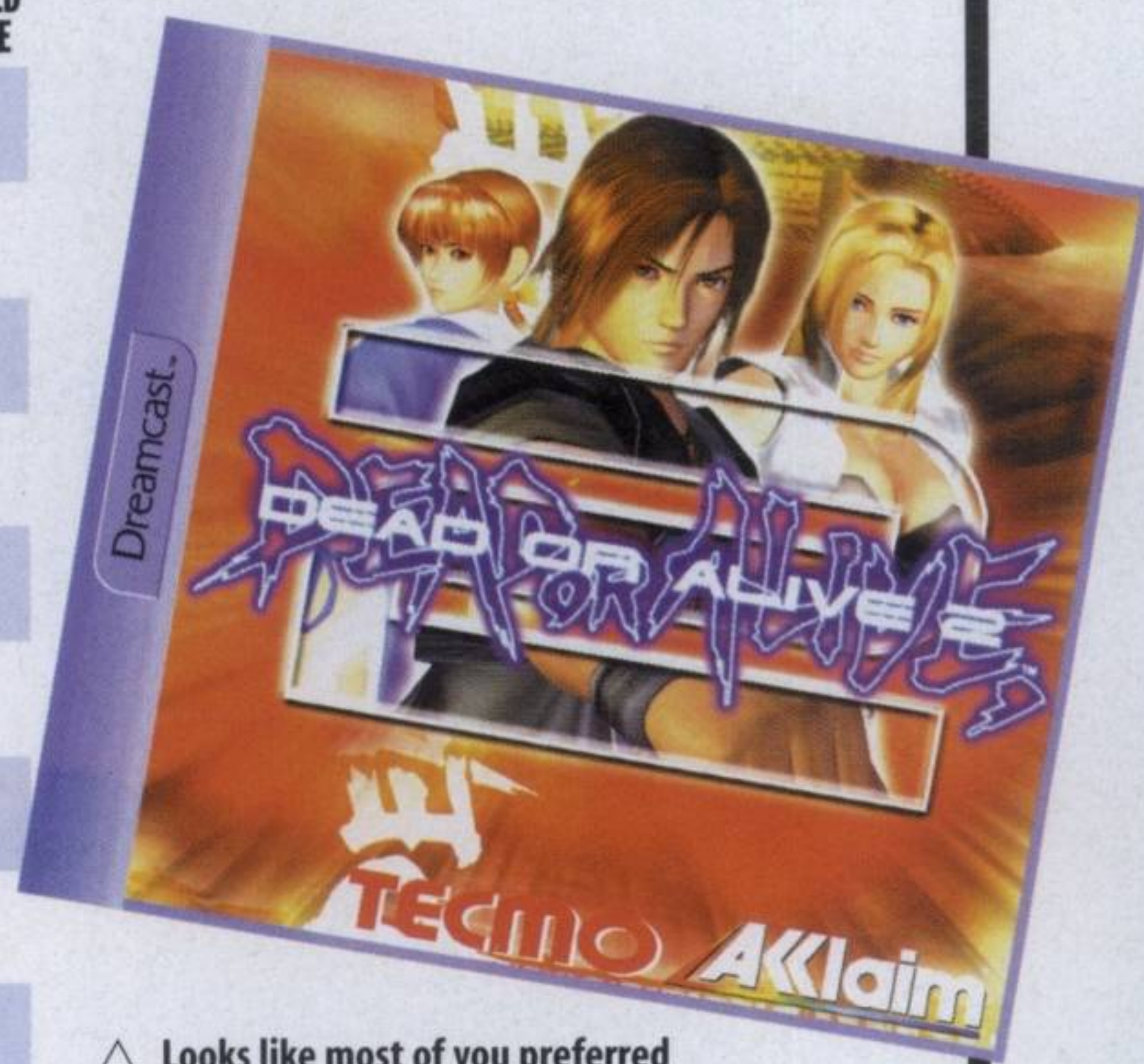
OCTOBER

Heroes Of Might And Magic III (Ubi Soft)
Motor Madness (Virgin)
Space Channel 5 (Sega)
Star Wars: Jedi Power Battles (LucasArts)
Vanishing Point (Acclaim)
European Super League (Virgin)
Sega Extreme Sports (Sega)
Time Stalkers (Sega)
Urban Chaos (Eidos)
Metropolis Street Racer (Sega)
Sno-Cross Championship (Crave)
Ultimate Fighting Championship (Crave)
Le Mans 24 Hours (Infogrames)
F1 Racing Championship (Ubi Soft)
F355 Challenge (Acclaim)
Silent Scope (Konami)
Street Fighter III: 3rd Strike (Virgin)

THE HMV TOP TEN

The ultimate guide to what's hot in the world of Dreamcast games on the streets of Great Britain

POS	LM	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(-)	DEAD OR ALIVE 2	ACCLAIM	8/10	11
2	(6)	UEFA STRIKER	INFOGRAMES	8/10	1
3	(-)	MARVEL VS CAPCOM 2	VIRGIN	7/10	10
4	(-)	GRAND THEFT AUTO 2	TAKE 2	7/10	8
5	(-)	STAR WARS EPISODE I: RACER	ACTIVISION	6/10	11
6	(4)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
7	(9)	FIGHTING FORCE 2	EIDOS	3/10	4
8	(3)	TONY HAWK'S SKATEBOARDING	CRAVE	8/10	10
9	(9)	CRAZY TAXI	SEGA	9/10	5
10	(1)	WACKY RACES	INFOGRAMES	7/10	9



△ Looks like most of you preferred to stay indoors with big-breasted beauties during the summer.

THE ChartTrack TOP TWENTY

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(1)	DEAD OR ALIVE 2	ACCLAIM	8/10	11
2	(3)	GRAND THEFT AUTO 2	TAKE 2	7/10	8
3	(2)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
4	(4)	TONY HAWK'S SKATEBOARDING	CRAVE	8/10	10
5	(14)	SEGA BASS FISHING	SEGA	7/10	1
6	(7)	CRAZY TAXI	SEGA	9/10	5
7	(6)	MARVEL VS CAPCOM 2	VIRGIN	7/10	10
8	(8)	WACKY RACES	INFOGRAMES	7/10	9
9	(11)	ECCO THE DOLPHIN: DOTF	SEGA	9/10	9
10	(5)	STAR WARS EPISODE I: RACER	ACTIVISION	6/10	11
11	(9)	RAYMAN 2: THE GREAT ESCAPE	UBI SOFT	8/10	6
12	(10)	V-RALLY 2: EXPERT EDITION	INFOGRAMES	7/10	7
13	(12)	FUR FIGHTERS	ACCLAIM	7/10	9
14	(13)	UEFA STRIKER	INFOGRAMES	8/10	1
15	(RE)	TEE OFF	ACCLAIM	7/10	3
16	(15)	WWF ATTITUDE	ACCLAIM	3/10	2
17	(16)	TOMB RAIDER: THE LAST REVELATION	EIDOS	7/10	6
18	(RE)	RESIDENT EVIL 2	VIRGIN	7/10	4
19	(18)	SHADOWMAN	ACCLAIM	6/10	3
20	(17)	NHL 2K	SEGA	7/10	9

UK sales for week ending 12th August 2000. Compiled by Chart Track © ELSPA 2000



△ *Dead Or Alive 2*: beauty and brawn.

CHART ANALYSIS

AND SO, PREDICTABLY, *Dead Or Alive 2* flies off the shelves that it took so long to hit. It's 'done the gaming double' and reached the top spot in both Chart Track's Top 20 and HMV's Top 10 and deservedly so. *Code: Veronica* continues to do well, which is further proof that most Dreamcast owners have a degree of gaming taste, although why is *WWF Attitude* still in the Chart Track Top 20? In any case the spankingly gorgeous *WWF Royal Rumble* should be out during late September, so there's no need for *Attitude* to ever sully the fabulously erotic Chart Track again.

As Columbo would famously say, "and just one last thing..." if *Virtua Tennis* isn't top of the charts next month we are going to very, very displeased. So get buying!

DRINK THIS!
ESSENTIAL TEAS



YORKSHIRE TEA

TAYLORS • £2.20
Yorkshire's sprawling acres of tea plantations are famous for their quality brews and now, thanks to Taylors of Harrogate, there's a special formula for shandy-drinking southern wusses. Specially formulated for hard water, the new tea means everyone can enjoy tea like it used to be. *DT*



DRAWSTRING BAGS

TETLEYS • £1.05
In the absence of any discernible flavour, Tetleys place their faith in trying to re-invent the wheel, or in this case the tea bag. We've had round, soft-pack (why?) and now drawstring. Handy for squeezing every last ounce of caffeine out of the bag and for people too lazy to use a pot. *Slackers. DT*



ENGLISH BREAKFAST

TWININGS • £ 1.70
For the well-bred among you, Twinings embody the very essence of tea and what it means to be English. Twinings haven't yet threatened to confiscate tea from buyers who don't use a cup and saucer, but you'd better make sure that pinkie is well extended when you take that first sip. Anything less just wouldn't do. *DT*

TOYS FOR BOYS AND GIRLS

A foul-mouthed bean bag, the latest in Tupperware computers, and excessively violent robots are among this month's technological trailblazers



THE MESSAGE BAG

Currently topping the ratings of 'most annoying gadget' in the ODM office; this innocuous-looking bean bag is actually a sharp-tongued little pest ready and willing to do your dirty work for you in the blink of an eye. Simply record your message and leave the orange terror where you know the recipient will be, and their presence will cause it to repeat verbatim your message while you retire to a safe distance. Of course, it does have its more benign uses; need to remember something important for school or work? Record yourself a message, leave the little fella by the door, and he'll make sure you get a reminder. The less charitable could of course use it to bellow things like "Hey, fat-ass!" and leave it next to the fridge, but we're above that sort of thing.

Price: £15
Contact: iwantoneofthose.com
Tel: 0870 241 1066 / www.iwantoneofthose.com

APPLE POWER MAC G4 CUBE

With the iMac, Apple demonstrated that computers needn't necessarily be soulless grey boxes, and that they still have what it takes to succeed outside of their traditional publishing industry niche. The workhorse desktop units also underwent an iMac-style redesign, but in a radical move Apple have managed to shrink their super-powerful G4 Power Mac into a beautiful 8-inch cube suspended in a perspex case. Unbelievably, the G4 Cube matches its big brother pound for pound (the Apple website has all the numbers) in the power stakes, and will be available with matching speakers, keyboard and redesigned mouse. Lovely.

Price: TBC
Contact: Apple
Tel: 0800 783 4846 / www.apple.com





ROBOT WARS REPLICAS

Against the odds, *Robot Wars* has evolved from nerdy schedule filler for garden-shed inventors and engineering students, into an inexplicably popular gladitorial contest. While the competitors themselves spend many hours locked away in their workshops, with only the carcasses of washing machines, power tools and posters of Phillipa Forrester to keep them company; you'll soon be able to own radio-controlled replicas of the fearsome 'house robots' that rip apart the hapless competition with such glee. The exact features of the replicas are currently being kept under wraps, but we managed to acquire some exclusive spy shots of the prototypes and they're shaping up well.

Price: £49.95 (available December)

Contact: Logistix Kids Retail

Websites: www.logistix.co.uk/robotwars-stockists or www.robotwars.co.uk

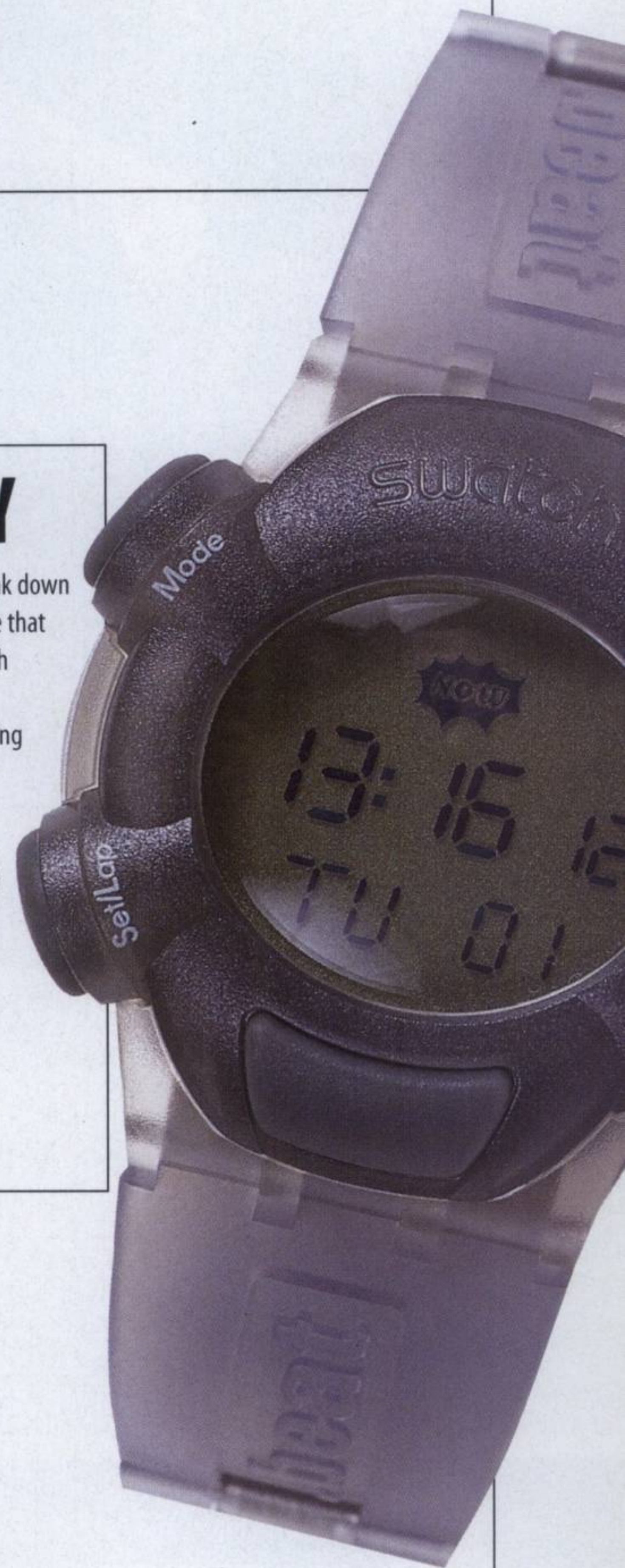
SWATCH .BEAT JELLY

A couple of years back, in an interesting attempt to "break down geographical borders" and create a universal unit of time that applies whichever time zone you happen to be in, Swatch launched their .Beat range of watches. By dividing the conventional 24-hour clock into 1000 'beats' (0 beats being midnight in old money at Swatch's hometown of Biel, Switzerland), Swatch hope that internet friends around the world will have a common unit of time to base their communication around. The idea has appealed to Sonic Team and it will be used as the unit of time in *Phantasy Star Online*, as and when it appears. The latest range of watches has been created alongside the new Rowntrees Jelly snack in a range of translucent colours.

Price: £45

Contact: Swatch

Tel: 02380 646800 / www.swatch.com



SONIC ACTION FIGURES

Hitting the shops soon is this range of very nice little figures from *Sonic Adventure* (ODM #0, 9/10) to decorate the top of your computer and mantelpiece, or to recreate your favourite moments from the game. There's a choice of Sonic himself or his compadres Tails and Knuckles, and each come in a presentation box complete with display stand and single solitary ring. The figures are actually really nicely made and detailed, and the ideal gift for that Sonic obsessive in your life. For the real hardcore fan there's even an 11-inch 'deluxe boxed figure' to finish off the collection...

Price: £8.99

Contact: Bandai UK

Tel: 01489 790944 / www.bandai.co.uk

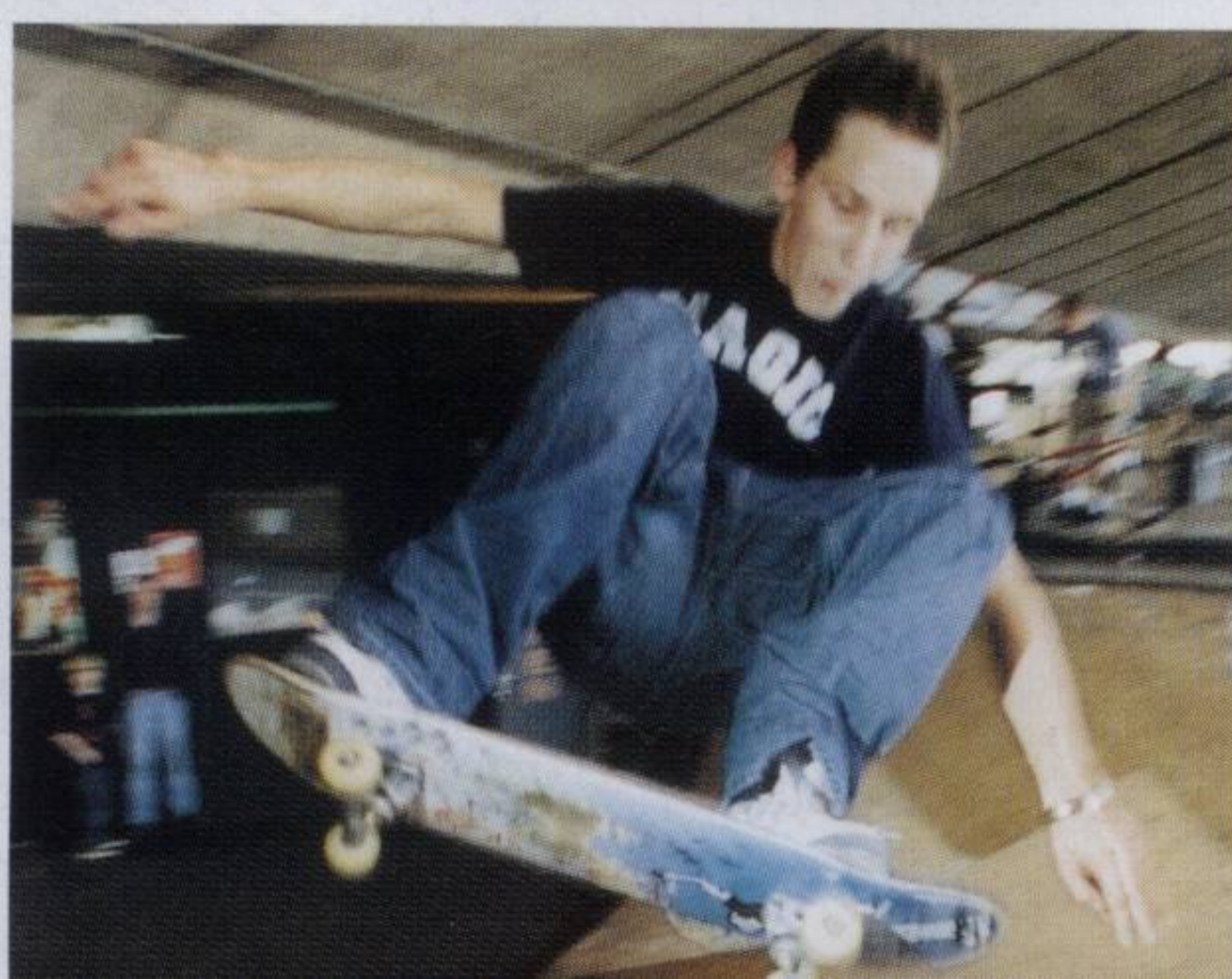
PHOTOGRAPHY: DAN TRENT

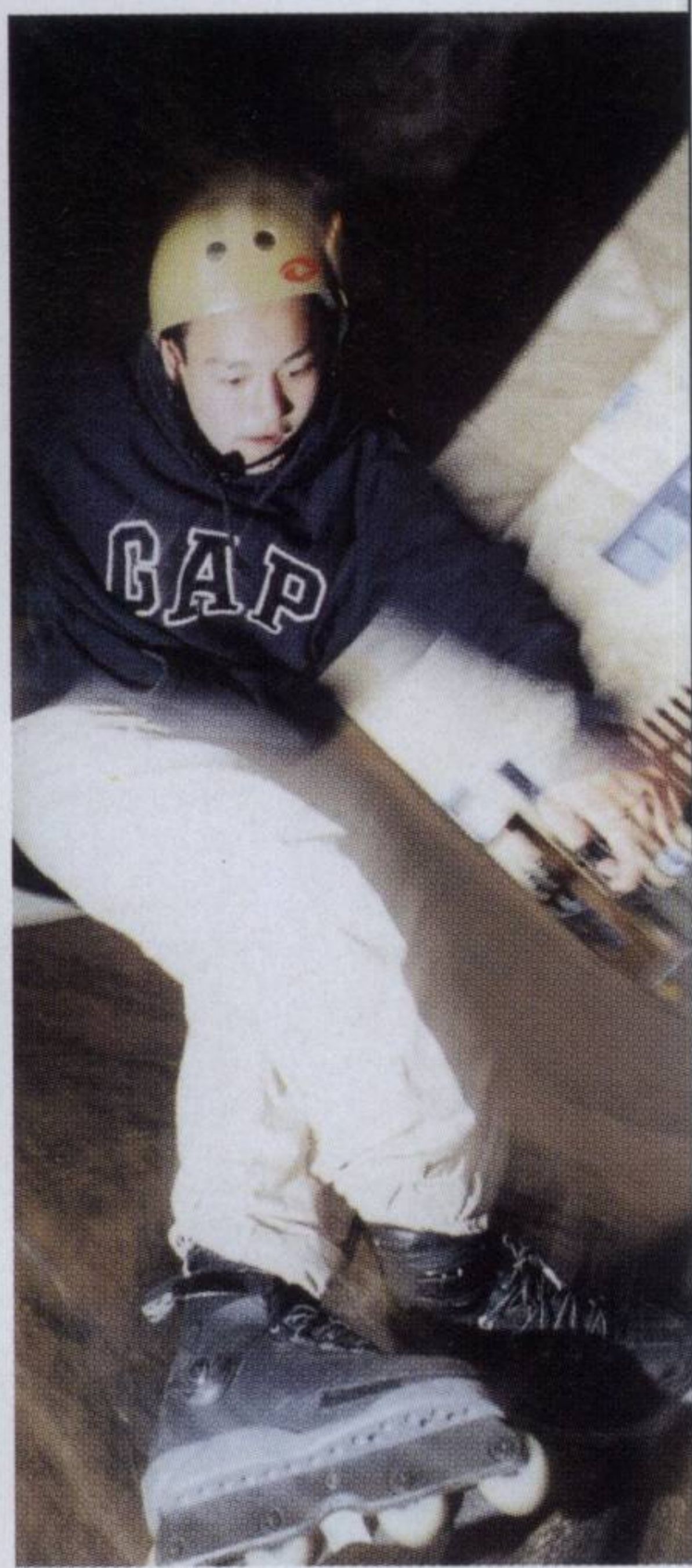
VOX POPS JET SET RADIO



OUR RADIO ROCKS!

Jet Set Radio is one of the most stunning games coming to Dreamcast, and when we got our hands on a copy we couldn't wait to show it off. **DAN TRENT** gets his skates on





△ *Jet Set Radio*: due out in November.

WHILE THE POLICE in this country don't exactly chase skaters with riot gear and helicopter gunships like the rozzers in *Jet Set Radio* (previewed last issue), anyone who has ever skated will know they are still keen to move on anyone they catch skating the city streets. All the more reason then to head down to a purpose-built skatepark, where the only laws you have to worry about are the laws of physics, and the jumps are ready-made for your enjoyment.

Meanwhile Gardens in London's Notting Hill is one such place. Recently restored from years of neglect, the park is one of many opening around the country and, while small, enables you to practice those all important moves in relative safety. We took our trusty 'son of pod' along to see what people make of *Jet Set Radio*, and let them strut their stuff for our cameras.

• *Meanwhile Gardens* can be found just off Elkstone Road in London's Notting Hill; nearest tube is Westbourne Park. It's open all year round and is free to use for everyone.



△ **PETE, 24, GRAPHIC DESIGNER**

BIKE, BLADES OR BOARD?

Board.

WORST SLAM?

Broken ankle jumping down steps.

WHAT DID YOU THINK OF THE GAME?

Good graphics; not a pure skating game but I like the missions.

EVER HAD TO RUN AWAY FROM THE POLICE?

No.



△ **GARY, 26, INSTALLS FIREPLACES**

BIKE, BLADES OR BOARD?

Blades. I did bikes when I was younger, but I like my blades.

WORST SLAM?

I bust my lip on a half-pipe.

WHAT DID YOU THINK OF THE GAME?

Excellent. The graphics and the moves are great.

EVER HAD TO RUN AWAY FROM THE POLICE?

I got chased by security guards.



△ **CHRIS, 13, AT SCHOOL**

BIKE, BLADES OR BOARD?

Blades.

WORST SLAM?

Haven't had a bad one yet.

WHAT DID YOU THINK OF THE GAME?

Great, really different. I like the mad tricks and running from the police.

EVER HAD TO RUN AWAY FROM THE POLICE?

No!



△ **DUNCAN, 14, AT SCHOOL**

BIKE, BLADES OR BOARD?

Bike; I broke my blades.

WORST SLAM?

I broke my leg trying to drop in to a half-pipe on my blades.

WHAT DID YOU THINK OF THE GAME?

I thought it was very good, I like the tricks.

EVER HAD TO RUN AWAY FROM THE POLICE?

Never!



△ **STUART, 14, AT SCHOOL**

BIKE, BLADES OR BOARD?

Board; blades are boring!

WORST SLAM?

I did a shove-it and the board hit me in the eye.

WHAT DID YOU THINK OF THE GAME?

It's a wicked game, I like doing the graffiti!

EVER HAD TO RUN AWAY FROM THE POLICE?

Yeah, I got away though!



△ **PAUL, 27, IT ENGINEER**

BIKE, BLADES OR BOARD?

All three! I've just got into blades though.

WORST SLAM?

I concussed myself on a board.

WHAT DID YOU THINK OF THE GAME?

It looks really nice - do you want my wife to translate it for you?! Very original.

EVER HAD TO RUN AWAY FROM THE POLICE?

Eerrrrrrrr...classified...



△ **KEVIN, 15, AT SCHOOL**

BIKE, BLADES OR BOARD?

Bike.

WORST SLAM?

I did a 360 and my bike broke.

WHAT DID YOU THINK OF THE GAME?

It's quite good. Rollerbladers could try and copy the moves.

EVER HAD TO RUN AWAY FROM THE POLICE?

No.



△ **MC. X, AT LARGE**

WHAT DID YOU THINK OF THE GAME?

Graffiti artist, roller bladin', street ridin', performance stunt rider.

Preposterous really, if you think about it. Have you ever seen such things? Hmm. The stunts they do in this game are unlikely and preposterous. It is impossible to jump off buildings and land on your feet without breaking your kneecaps.

ER, THANKS.

Yo yo, busy bee and buzzy pop / bopping through the street with their skills and they rock / with the graffiti that knocks on your door and screams "Hello Ma, I'm gonna give you some graffiti waaaaaarrghhhh!" / it hurts the ladies but they still scream / and you still play the games every day, see / 'cos you don't go outside 'cos it's raining down / and then you have to throw down your skills on the computer ground / jumping off staircases and sky roofs / you've got the skills but have you got the proof? / if your wheels break this game will get you through / the youth of your life... peace.

ER, THANKS. BYE.



PHOTOGRAPHY: DAN TRENT



SCRUFF AT THE TOP

HE'S OBSESSED WITH FISH AND HIS MUSIC FEATURES IN *SEGA EXTREME SPORTS*... DAN TRENT MEETS MR SCRUFF

THE DEVIL IS IN THE DETAIL as they say, and never is this more true than when it comes to creating a top-flight game. Music has always been a keen component of a classic game in Japan. Visit a music store over there and you'll find hundreds of game soundtracks filling the racks of music stores.

Here in Europe, though, it's a little different. PlayStation title *WipeOut* achieved notoriety with its soundtrack of banging tunes from the likes of The Chemical Brothers and Leftfield but, as revealed in the Big Debate on game music in our July issue (*ODM* #9), until very recently, the choice of tunes was often left until the very end of the game's development.

Things have changed, however, and when it came to sourcing the music for *Sega Extreme Sports* (previewed last issue), Norwegian developers Innerloop turned to cutting edge record label Ninja Tunes, home of Mr Scruff among others.

Describing his style as "cheeky", Mr Scruff (aka Andy) has a fan base as broad as his own musical tastes. Keeping the dance floors buzzing is his way of spreading his musical gospel, and with over 10,000 records in his collection he has quite a task ahead of him.

"People seem to forget that you can dance to music rather than just rhythm," he says. "I'm not there to give some sort of big history lesson or anything, but you can play things that people haven't heard and put it into a context that they recognise. For instance, if there's a new house tune about that samples an old disco hit or something, I'll dig out the tune that it was sampled from."

Digging out obscure disco hits might smack of trainspotter tendencies, but Scruff is savvy enough to realise that making people smile is the number one priority. Hence the distinctive cartoons that cover his flyers and the songs about fish.

Actually, what *is* it with the fish? "The first one was called *Sea Mammal*, and it was my first single. After I released it I found a load more samples that I wanted to use, so I thought 'Hang on, why don't I do another one?' After that it just kind of carried on and I've got so much raw material now that I can explore all areas of aquatic life..." Plenty more fish tunes in the sea then, but no word as yet to a deal with *Sega Marine Fishing*...

Demands on Scruff's talents for DJing, drawings and radio appearances mean there's little time to seek out any other projects along the lines of *Sega Extreme Sports*, not that he's having any trouble attracting the big fish.

"I'm wary of the drawings getting out of hand and turning into some sort of *Pokémon* craze!" he jokes. "People say 'Oh you should do greeting cards' and Nike asked me to do a watch, but I don't feel like I have a bond with all that. I'd prefer to do little cartoons for magazines every now and then."

One of the tunes featured in the game, called *Do You Hear?*, has also found its way into a Volvo commercial, something that brings out Scruff's parental side. "It's nice to get the exposure and I'm happy to let the tunes go on their own little journeys!"

You might think that agreeing to contribute to the soundtrack of an action-oriented game like *Sega Extreme Sports* must reflect a keen interest in such adrenalin-packed activities, but Scruff finds the image amusing. "I used to do hillwalking, but it wasn't very extreme! I get my kicks from music." Fair enough.

• Mr Scruff's album *Keep It Unreal*, which features some of the tracks used in *Sega Extreme Sports*, is out now on Ninja Tunes. He has regular DJ slots at Fabric (London), Planet K (Manchester) and Concorde (Brighton).

"I'M NOT THERE TO GIVE A HISTORY LESSON"



PHOTO: JOHN MILLAR

IT'S ALL CHANGE FOR DREAMCAST. **WARREN CHRISTMAS** TALKS TO SEGA EUROPE'S CHIEF EXECUTIVE OFFICER ABOUT NEW DEVELOPMENTS AND TAKES A LOOK AT THE RE-DESIGNED DREAMARENA AND NEW INTERNET BROWSER

THE NEXT STEP

W

ITH DREAMCAST'S first birthday fast approaching, a new price set for the console, a redesigned Dreamarena now live and online, and much more happening besides, we figured it was the perfect time to catch up with Jean-François Cecillon, Sega Europe's charismatic CEO. On

the agenda: the future of Dreamarena, the prospect of subscription-based Internet access, *Quake III Arena* and more besides, but first...

If there's one subject that has dominated *ODM's* mailbag during the past year, it's Sega's advertising strategy. Sega Europe have spent significant amounts of money on promotion, including advertisements on television, in cinemas and on billboards, and various sponsorship deals.

But much of this has focused on promoting Dreamcast as a brand without specifically extolling the many virtues of the console and, in the case of most of the adverts, without showing any game footage. So what exactly is Sega's branding strategy all about?

"We need six hours for this," says Cecillon, less than half-jokingly. "This is the most complex thing you could ask somebody. The brand is the reflection, very often, of a vision. 'What was Dreamcast supposed to do?' and 'What is Dreamcast doing today?'"

"If you go back to a year ago [when the advertising began] Dreamcast was the best machine ever produced in the world. The best machine, not only in graphics quality, speed or playability, but the best machine because it was not *just* a game machine. It was putting you into an environment which takes the gamers – whether they are hardcore gamers or the more casual gamers – into the Internet world. ▶

▶ "I'm just trying to position the machine as the best games machine, as agreed by those gamers, and then for everybody else to say, 'You managed to implement email and games and stuff, with a modem, with a browser for a very good price, well done.'"

Put simply, the advertising was – and still is – designed to bring the Dreamcast to the attention of a wider audience than just committed gamers.

SUMMER OFFENSIVE

Sega's big advertising campaign this summer was timed to coincide with the arrival of *ChuChu Rocket!* which – somewhat belatedly, many would say – became Dreamcast's first online game.

"We always said from the beginning [that] online gaming is not going to be [ready] at day one," says Cecillon. "Online gaming was for Spring 2000, not before. For one simple reason – no games console ever delivered Internet [before]. We postponed the launch date last year by three weeks just to fine-tune this function. It works. So we were right to postpone by three weeks.

"At the time [of the launch of the console] it was not possible to implement online gaming in Europe. So what we tried to do, is to implement it with a degree of security. The games need to be right, the servers need to be right, the network solutions need to be right. It's a hell of a job. Never before has a console done that.

"I'm not trying to say it's a huge achievement. I'm just trying to say when we launched *ChuChu Rocket!* we also launched a very big pan-European [advertising] campaign. It was Euro 2000, and so it was linked to the big event of the time. But when we did this campaign and [gave away] *ChuChu Rocket!* it was two campaigns simultaneously. Just to tell people 'You've been waiting for the first online game, now it's on the marketplace'. To tell you 'Online gaming is a reality.'"

"WE HAVE A GREAT AMOUNT OF PEOPLE USING DREAMARENA WHICH IS VERY POSITIVE"

– JF CECILLON, CEO, SEGA EUROPE

But was the campaign obvious enough, when it didn't mention *ChuChu Rocket!*, let alone show it? "When you go on television, is it just to say, 'Well I'm going to show *ChuChu Rocket!* – this is the first online game'. Is this really what online gaming is about? Online gaming is not about a [single] game. It's about a function, an attitude and activity. It's about fun, it's about interactivity. It's about playing against people you don't know. It's about challenge, about competition, about pleasure, it's about all that. You can only suggest those feelings and those elements you have in yourself by generating a reaction against – or in favour of – those commercials."

In other words, the adverts were, again, designed to build the brand – to promote Dreamcast as a name

and to make the public associate it with online gaming.

Sega have also spent millions specifically targeting football fans by sponsoring the shirts of four high-profile teams (Arsenal, Saint-Etienne, Sampdoria and, more recently, reigning Spanish champions Deportivo De La Coruna), co-sponsoring an amateur five-a-side football tournament (see news, *ODM #4*), and hosting a beach football tournament in London (see news, *ODM #11*).

Much of this will have helped get Dreamcast's name known but, given the fact that really good football games help sell consoles, isn't it a little odd that there isn't a killer football game available on Dreamcast to attract die-hard footie fans?

"Yet," is the short reply from Cecillon. As in "Not


yet". As in "There's a big, big football game in development at Sega but I can't tell you any more right now." Watch this space.

ONLINE AND BEYOND

Internally, the biggest change at Sega Europe over the past year has been the creation of a new subsidiary company, Dreamarena Ltd, which is entirely focused on developing online activities – the Internet portal, online gaming and so on.

"Dreamarena [Ltd] is a very small company today," explains Cecillon, Chairman of the new company. "We have less than 20 people but we are putting some very strong executives [in place], one by one."





"RUSHING FOR THE PRINCIPLE OF KEEPING A DATE IS NOT IN MY NATURE"

– JF CECILLON, CEO, SEGA EUROPE

community knowledge programme, where we try to segment our registrations into... different populations, if you like. This then, in turn, will help us to gain some advertising revenues. Dreamarena might become an e-commerce site if we think it is the right place for it, and if it's the right move Sega Europe should be making in the future."

Of course the one thing that would virtually guarantee an increase in traffic on Dreamarena would be the introduction of flat rate, subscription-based dial-up charges. That is to say, a one-off monthly payment for unlimited time online instead of the system currently in place where users pay for each minute they are online at local call rate.

Rest assured, Sega Europe are looking into it. Indeed, some of you will have been involved in Sega's phone research over the past couple of months as they've been assessing Dreamcast owners' online habits.

It may be a while before a subscription-based service is an option available to Dreamcast owners, however. While an increasing number of Internet Service Providers now offer flat-rate services to PC and Mac owners, UK-based companies have found it relatively difficult to set up such services this year. Dreamarena Ltd has the added complication of having to work, not just with British Telecom, but several different telecommunication companies across Europe.

"When you work with telcos you have to take into account their logic in terms of their market needs. So for the moment we are forcing heavy discussions. When is there likely to be an announcement? When a deal is made. Of course, this is something we are very, very keen to do."

QUAKE SHAKE

The other factor that will increase traffic on the network is the online gaming. While *ChuChu Rocket!* is undoubtedly a classy, addictive, and immensely enjoyable title, it is still 'just' a puzzle title and perhaps not the kind of fast-action, whizzy game many Dreamcast owners really want to play online. Also, the lag (time delay) intentionally built into *ChuChu Rocket!* to ensure that all players compete on an even keel, has lead many gamers to believe that the network won't be able to handle fast-action online games.

Given this, many see *Quake III Arena* as vitally important to the future of Dreamcast. "I would not

disagree with this," says Cecillon. Is he confident that it will be released this side of Christmas? "Very confident. It will happen." (You can find out the latest news on *Quake III Arena* on page 49).

Talking of release dates, what's happening with Dreameye, the smart-looking video conferencing camera, which was unveiled at the Millia show in Cannes (see news, ODM #6)?

"We're not going to put Dreameye out in September or October, as planned. Bit of a delay here," we're told. "But we are going to demonstrate the online gaming with a microphone [to journalists] this week. I played it this morning with the other directors – it's fantastic. The Dreamcast Microphone is going to go out now before Dreameye.

"Rushing just for the principle of keeping a date is not in my nature because then you disappoint thousands of people. I think the best way is when I am sure the technology is right and works in Europe, it's out. The technology and the network solutions are the base now of a lot of our decisions. If it doesn't work [satisfactorily], we won't put it out. Better to have people complain that it is late, than it doesn't work."

Dreameye is a still little way off then, but elsewhere there's plenty of news for Dreamcast owners to get excited about. With a new price, a great line-up of games coming this autumn, big changes in the online side and announcements coming out of Sega almost by the day, it's as if Dreamcast is at the beginning of a new phase of development. Would Cecillon agree?

"Oh yeah, absolutely," he says. "And there will be more..."



While still clearly in its infancy, there's only one possible conclusion you can draw from the creation of this new, distinct company – Sega sees the online side of the business as vitally important in the long-term. Cecillon seems happy with the portal's success so far.

"As of today, we have passed 300,000 registrations on Dreamarena in Europe and we did that without publicity," he says. "More than half of them are active or very active users. So we have a great amount of people coming back all the time and using Dreamarena and using our online services, which is very positive."

The re-designed portal (see page 46) undoubtedly makes Dreamarena a nicer place for users to 'be' but, behind the scenes, the company is also working on providing a wealth of content to attract new and regular visitors... and money.

"We are formalising deals in the areas of film, music and sports, to beef-up content," says Cecillon. "We have started a very vast data mining and

DREAMARENA

SEGA EUROPE'S ONLINE PORTAL HAS UNDERGONE A MAJOR MAKEOVER – AND IT'S JUST THE START

IF YOU'VE TAKEN YOUR Dreamcast online since mid-August (and if not, why not?), you will have noticed that the flat, rudimentary – and, in truth, rather uninspiring – Dreamarena of old has gone. In its place is a re-designed Dreamarena which uses a colourful, abstract landscape. It's very, very smart.

To find out more about the redesign we caught up with Luc Houselander, Dreamarena's Internet Design Manager, who, in one capacity or another, has been involved with the portal since day one.

"Basically what we've tried to do all the way through this redesign is try and get away from the feeling of a website and make it more geared towards users sitting at home on a sofa," he explains. "It's more of a TV experience and more compelling than just being on the Internet.

There's a lot more functionality here. People are going to find it a lot easier and nicer to use, I think.

"It was an ambitious thing to do, with a large amount of graphics," he adds. "It's taken a long time getting it right. The reason it looks kinda naive and blocky is because we've tried very hard to make it look simple, with simple lines.

"One of the things we were asked to do, when we came to consider re-designing the site, was to make everything on the site accessible with one click. We didn't want to just list the features with pull-down menus or anything like that. We liked the idea of having a map with a list of the links you go to – the different places that Dreamarena has."

The result is a side-scrolling virtual landscape, split into key areas such as the Nerve Centre (news, chat

rooms and so on), the Vortex (promotions and games), Dreamshop, Email and Help, which simply begs the user to explore the site's content.

But what if you want to get to a specific section quickly? Well, the design team have thought of that. In the top-left corner of the screen is a row of ten short-cut links which will take you to a given area of the site with a single press of a button. What's more, you can define the links yourself via a customisation menu (and the icons will be just as you left them the next time you log on).

"The idea is that, as more sections come online – as, say, chat rooms and messageboards get more specific – you'll be able to quick link into the portions that really interest you," explains Houselander. It's a good system and one which is likely to prove invaluable as the site expands with greater content over the coming months.

EXPANSION

Dreamarena has been designed with expansion in mind. In future, areas will be set aside for special interest groups, for example. "The way Dreamarena is moving, communities of users are going to be grouped together into little hubs and they'll want their own homepages and own news, chat rooms and messageboards, and their own activities going on," says Houselander.

THE BIG PICTURE



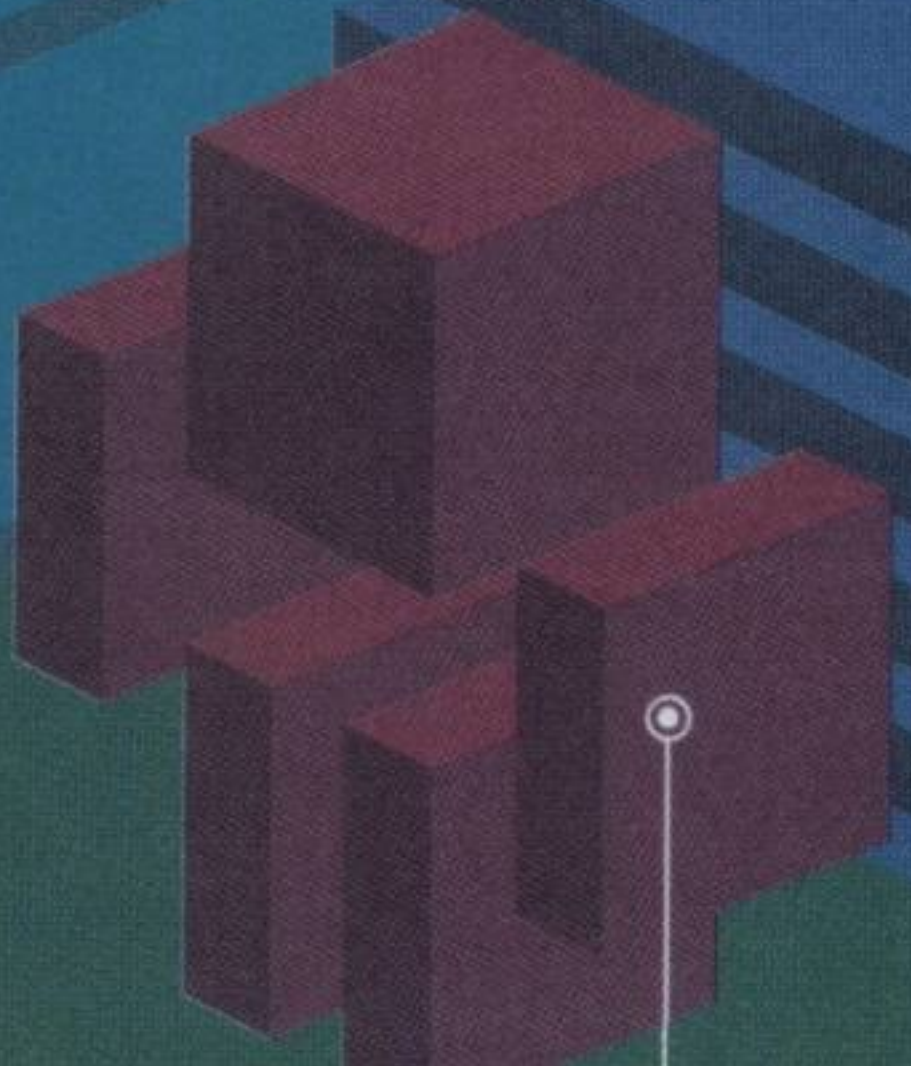
GAMES

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NERVE CENTRE

CHAT WITH FELLOW DREAMCAST USERS IN REAL TIME, OR LEAVE MESSAGES ON THE MESSAGEBOARDS.



△ Dreamarena's Vortex area. Expect this to grow rapidly.



△ The Dreamarena chat pages are extremely popular.

There will also be much richer content. A database of film reviews and cinema listings called Dreamscreen, the result of a deal with Virgin Net, is scheduled to go live within a few weeks, and similar deals with other companies will see the introduction of sport and music-oriented news, reviews and information. "We'd like to get as many of these as

possible to create a knowledge base for people to use," says Houselander. "It'll be a good reason to go online."

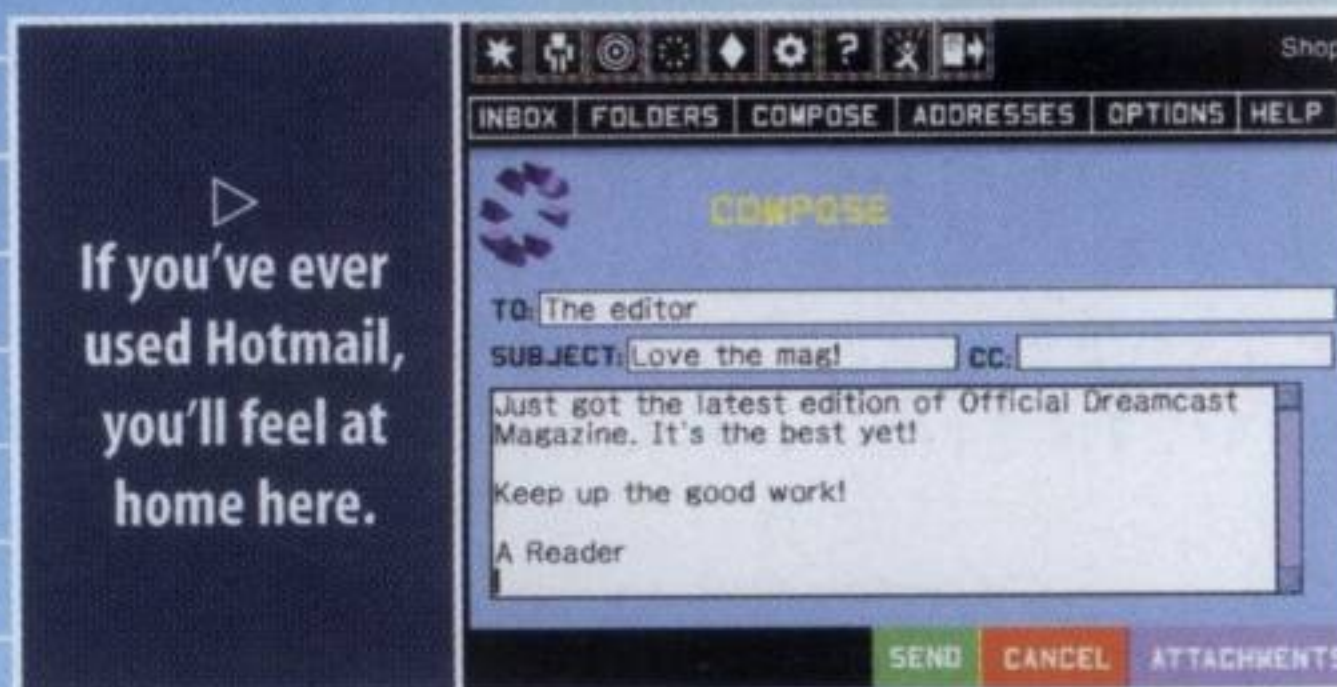
Some of the 'light' games, playable on the site, have proved popular with, for example, the Sliding Puzzle attracting over 10,000 players a week and this is another area which will be expanded, both in the number of titles available and their scope.

"We're looking into different ideas for the kind of games that we can do online," admits Houselander. "They'll possibly be management games such as fantasy football, and others hooking up with stocks and shares websites. We're looking at the technology we have already in place – what the browser can do, what its strengths and weaknesses are, the set-up on the backend of the site. We're going to be looking at that and seeing what possibilities it throws up in the future. There's going to be a lot more of these games, with a different twist to the kind of games that we've [already] got here and they should be quite interesting.

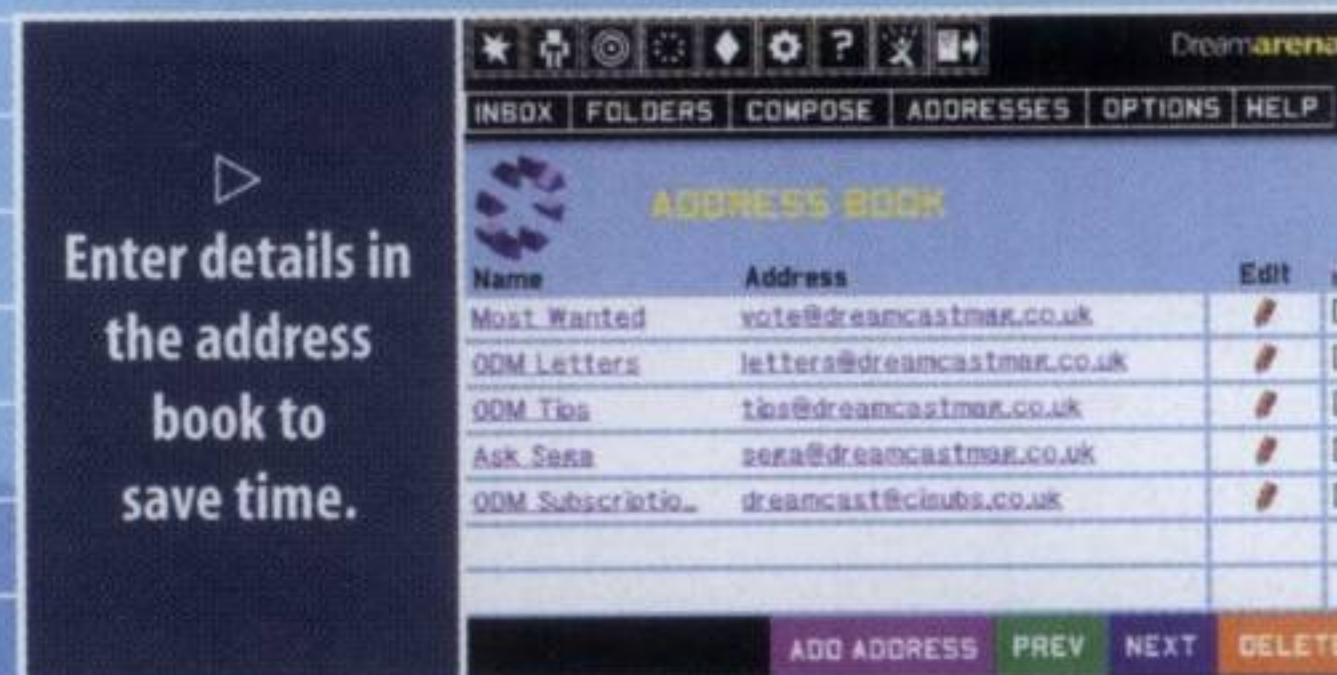
The new games could potentially be linked to promotions and prizes too. "One of the ideas we've got for the future is a loyalty scheme called Dreampoints," says Houselander. "So one of the driving factors of playing the games in the Vortex will be to collect these points which you can then use as money to buy peripherals, games or whatever else we're selling from the Dreamshop." Sounds good to us. ▶

YOU HAVE NEW MAIL!

Regular Dreamarena email users will have been pleased to find that the system has undergone a major refit. It's cleaner in design, simpler to use and includes a number of new features.



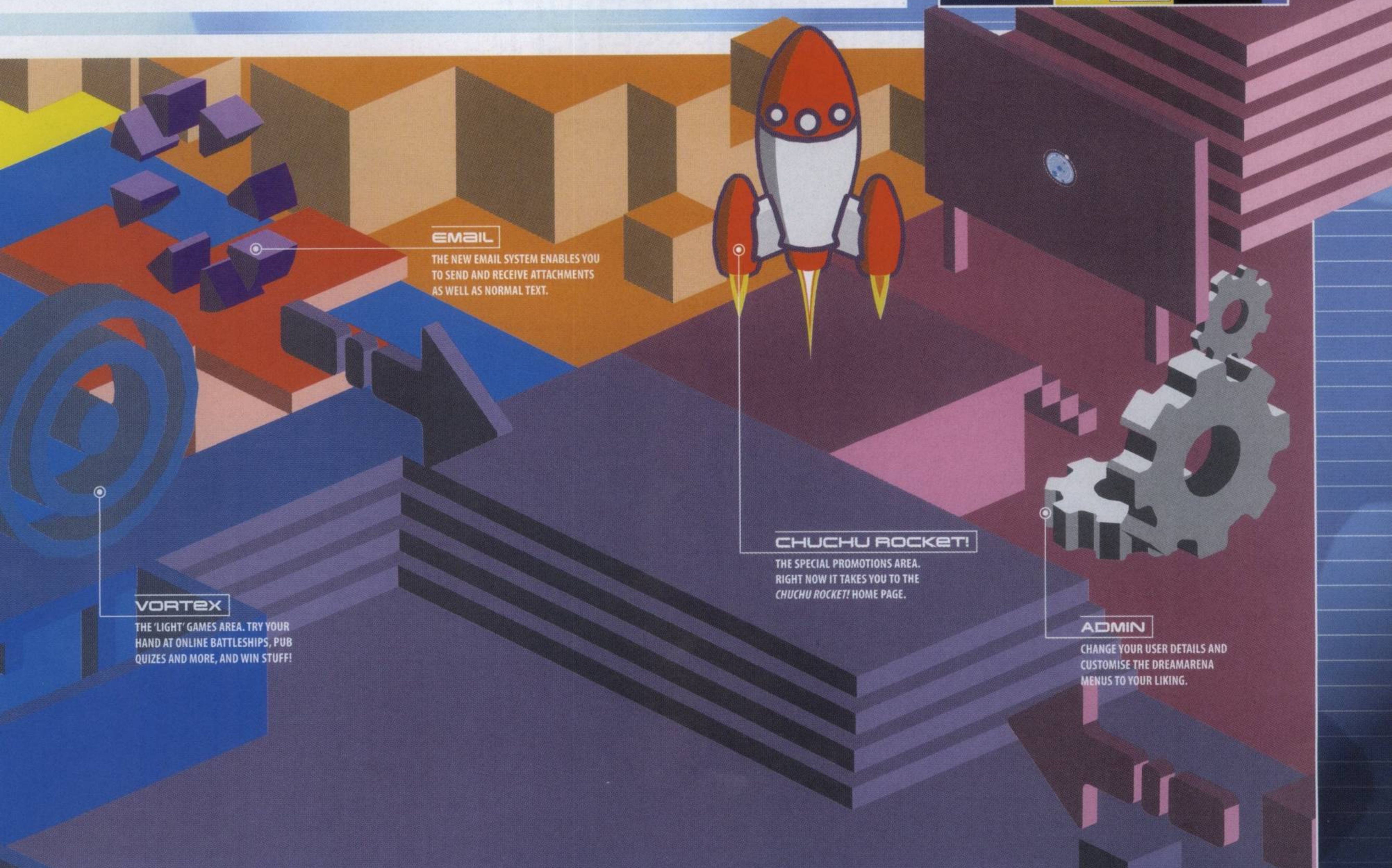
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EMAIL

THE NEW EMAIL SYSTEM ENABLES YOU TO SEND AND RECEIVE ATTACHMENTS AS WELL AS NORMAL TEXT.

VORTEX

THE 'LIGHT' GAMES AREA. TRY YOUR HAND AT ONLINE BATTLESHIPS, PUB QUIZES AND MORE, AND WIN STUFF!

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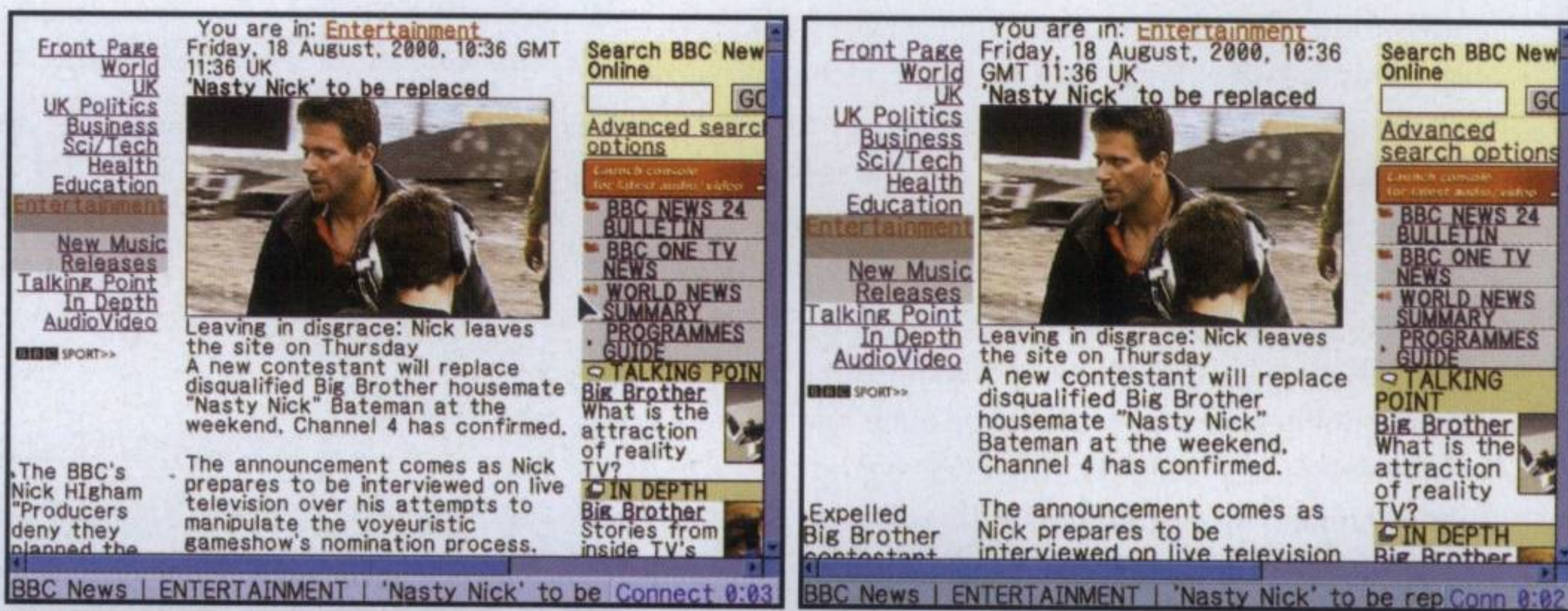
THE SPECIAL PROMOTIONS AREA. RIGHT NOW IT TAKES YOU TO THE CHUCHU ROCKET! HOME PAGE.

ADMIN

CHANGE YOUR USER DETAILS AND CUSTOMISE THE DREAMARENA MENUS TO YOUR LIKING.

DREAMKEY 2.0

THE NEW DREAMCAST BROWSER IS ALMOST HERE. SO WHAT'S CHANGED SINCE THE ORIGINAL?



△ The reduced font size of Dreamkey 2.0 means you'll see more text on some websites. A good thing.

Internet. Yes, *any* website on the Internet, not just the Dreamarena portal. You'll be able to call up a list of names and biographies (users can leave details about their age, sex, location, interests and so on), and can start sending messages simply by selecting a name.

This innovative system is a brilliant way of bringing Dreamcast owners together. If, for example, you're keen to talk to fans of Capcom's 2D beat 'em ups, you'll be able to log on to the Japanese developer's website, see if any other Dreamcast owners are looking at the same pages, and then strike up a conversation. Want to stay anonymous to protect your privacy? Then you can simply turn off the Dreamnote feature in the browser.

Initially, you'll only be able to talk to other Dreamcast owners in Europe, but long term you should be able to strike up conversations around the world. "This version [of Dreamnote] uses the same engine as they use in Japan," says Wombwell. "We've localised a lot of the stuff and integrated it into Dreamarena in Europe. But we're actually ahead of America in terms of development."

"THE BIGGEST NEW FEATURE IS THE INSTANT MESSENGER SERVICE CALLED DREAMNOTE"

- STEVE WOMBWELL, DREAMARENA LTD.

IT'S BEEN NEARLY A YEAR since the Dreamcast and its web browser were launched in Europe. Aside from one minor revision (version 1.5 added support for users in Ireland), we haven't seen any updates to Dreamkey. Until now. Yes, Sega Europe are about to release the new, all-singing, all-dancing Dreamkey 2.0.

So what's changed since the original? "The biggest new feature is the instant messenger service called Dreamnote," explains Steve Wombwell, Network Producer at Dreamarena Ltd. "This allows users to send text messages, much like mobile phones, but also to record and send voice messages with the Dreamcast Microphone. With the re-design of Dreamarena, all the services will be stitched together and the user will be given a good reason to use it. It's a great communication tool for the Dreamcast community."

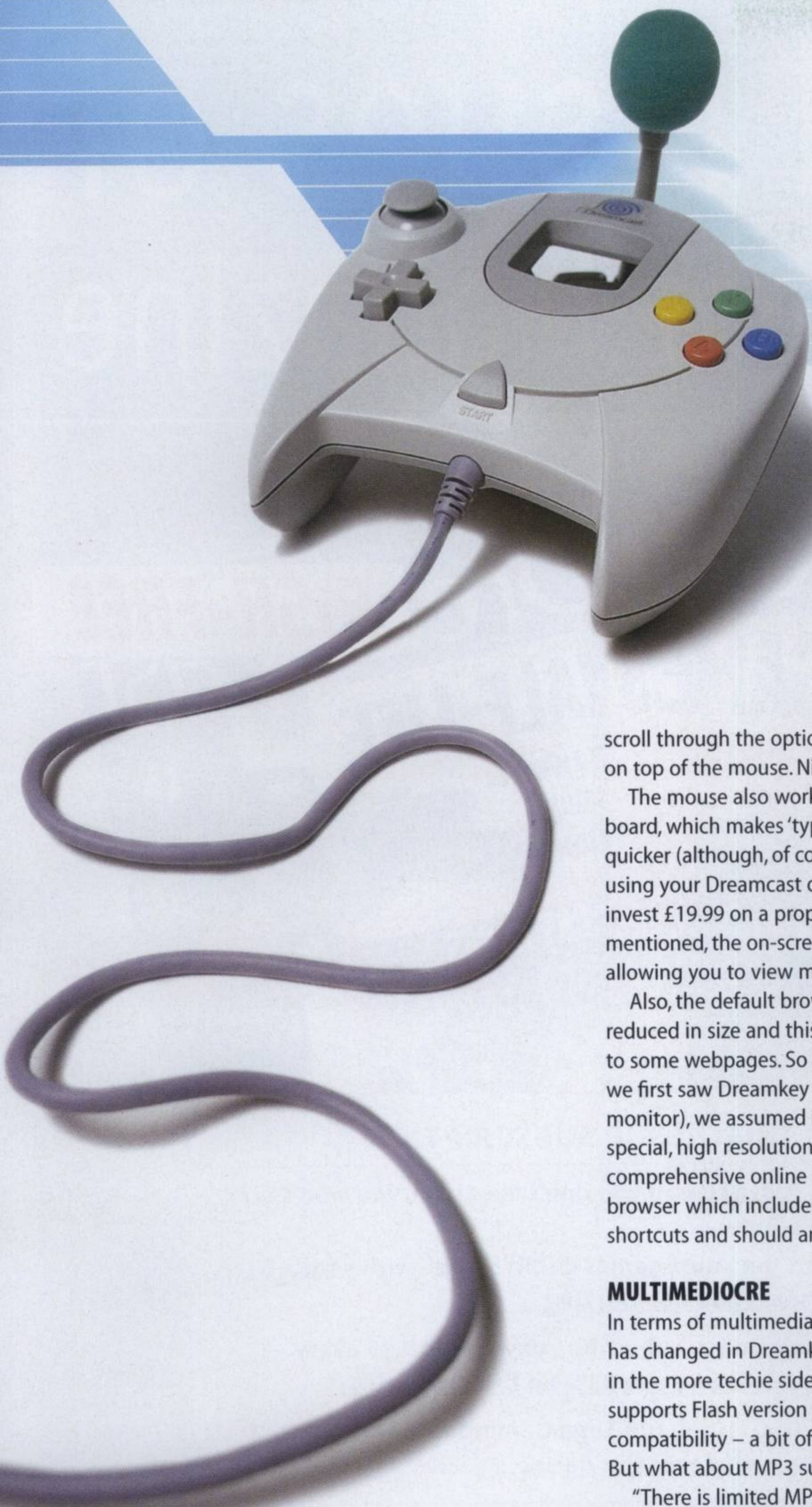
With Dreamnote you're able to 'page' Dreamcast-owning friends, the names of which you can store in what's called a Buddy List, and send unlimited text messages. Alternatively, by using the Dreamcast Microphone (see page 25), you can send up to 15 voice messages (per session online), each lasting up to ten seconds. If the intended recipient is busy surfing around Dreamarena or the web, icons in the top-right corner of the browser notify the user there's an incoming message. With a single

button-press, a pop-up window appears with the message details. It's a simple yet very effective system.

Another cool feature supported by Dreamkey 2.0 is the URL Locator. It won't be active until a few months after the browser is released, but when the system goes live it will enable you see the names of other Dreamcast owners who are online and viewing the same site as you on the

▷ The Dreamcast Mouse. You'll want one.





◁ The Dreamcast Microphone. It's good to talk.

scroll through the options using the finger wheel on top of the mouse. Nice.

The mouse also works on the on-screen keyboard, which makes 'typing' with it much, much quicker (although, of course, if you're serious about using your Dreamcast online you really should invest £19.99 on a proper keyboard). As previously mentioned, the on-screen keyboard is now smaller, allowing you to view more of a page as you type.

Also, the default browser font has been reduced in size and this makes quite a difference to some webpages. So much so, in fact, that when we first saw Dreamkey 2.0 in action (on a monitor), we assumed it was running at some special, high resolution. For the record, there's a comprehensive online manual built into the browser which includes all joystick and keyboard shortcuts and should answer any queries you have.

MULTIMEDIA

In terms of multimedia support, relatively little has changed in Dreamkey 2.0. For those interested in the more techie side of things, it still only supports Flash version 3 and has limited Javascript compatibility – a bit of a disappointment, in truth. But what about MP3 support?

"There is limited MP3 support with Dreamkey 2.0 but we feel that it needs more investigation," says Wombwell. "You can download MP3 files and play them but, due to the memory [constraints] of the Dreamcast, these aren't going to be very large files. The problem is that the files are too big and users have nowhere to store them. There will be storage system for Dreamcast long term but it's still a while off."

Overall, then, not too much to write home about on the multimedia side of the browser, although as Wombwell is keen to point out, "Dreamkey development is an on-going process."

One question remains, then. When and how can you get hold of Dreamkey 2.0? At the time of going to press, details hadn't been confirmed; although we can tell you that it will be distributed free to all Dreamcast owners and should be available soon. For information on how you can get hold of it, watch out for news on our website (www.dreamcastmag.co.uk) and Dreamarena. We will, of course, give you an update next issue. ☺

OH AND...

So what else is new? "Dreamkey 2.0 has an easier registration process," explains Wombwell, "and a newly designed software keyboard which will allow people using, say, chat rooms or message boards to see more of the screen while they're typing. We also now have mouse support."

In terms of usability, the biggest change is unquestionably this long-awaited support for the Dreamcast Mouse (see page 25 for details). As you might expect, it makes using the Dreamcast online much more akin to browsing with a PC or a Mac. It makes it easier to scroll around pages and to hit links, and quicker to select options.

You can, for example, call up Dreamkey's side menus (usually activated by pressing the L or R shoulder buttons on a joystick), by simply moving the mouse to the relevant side of the screen and pressing the left mouse button. You can then

QUAKE III ARENA

IT'S THE BIG TEST FOR SEGA'S ONLINE NETWORK AND WE'VE TAKEN A SNEAK PEAK AT IT

THE FIRST THING TO MENTION about the Dreamcast version of the classic PC first-person perspective shooter is that, remarkably, it's all there. In fact, not only are all the maps from the PC version in place, there are Dreamcast-exclusive levels too. To get these working as smoothly as possible on the console, the original textures have been compressed, but they look very close to the original.

Online and, indeed, in split-screen mode, the game will support four players at a time (somewhat fewer than we were expecting). Good performance online will demand short ping times – that is, the time it takes for an instruction to be sent from the console to the game server and back again.

"Id Software have said the ping limit that we can go to before it becomes unplayable is 350ms," explains Jose Aller, European producer of the game. "The average time we've been getting on this [pre-alpha] version is about 200ms."

We played the early version of the game Aller is referring to against competitors in France, Germany and Spain and didn't find the lag to be too bad, although the time delay did take a while to get used to.

However, Sega are hard at work improving the network performance and it's far too early to gauge how the finished version will perform. "The testing is currently using the public Internet and not the private network that Dreamarena provides," says Ryusuke Ito, Network Manager of Sega Europe. "It should play a lot smoother through Dreamarena."

Sega plan on setting up local servers dedicated to the game in each major European territory. As reported in our July issue (*ODM* #9), it will be possible to go online and challenge PC users, but you can stick to playing on Dreamcast-only servers if you desire.

Aller is keen to point out what he thinks will make *Quake III Arena* such a great experience on the console. "All Dreamcasts have the same specs, so the game will be more about skill rather than who has the most advanced hardware." We'll see when the game is released on Friday 8 December.

• WATCH OUT FOR AN EXTENSIVE AND EXCLUSIVE REPORT ON THE PERFORMANCE OF *QUAKE III ARENA* ONLINE AND THE FUTURE OF ONLINE GAMES ON DREAMCAST IN THE NOVEMBER ISSUE OF *OFFICIAL DREAMCAST MAGAZINE*, ON SALE THURSDAY 5 OCTOBER.



△ *Quake III Arena*: we've played it online. You can real soon.

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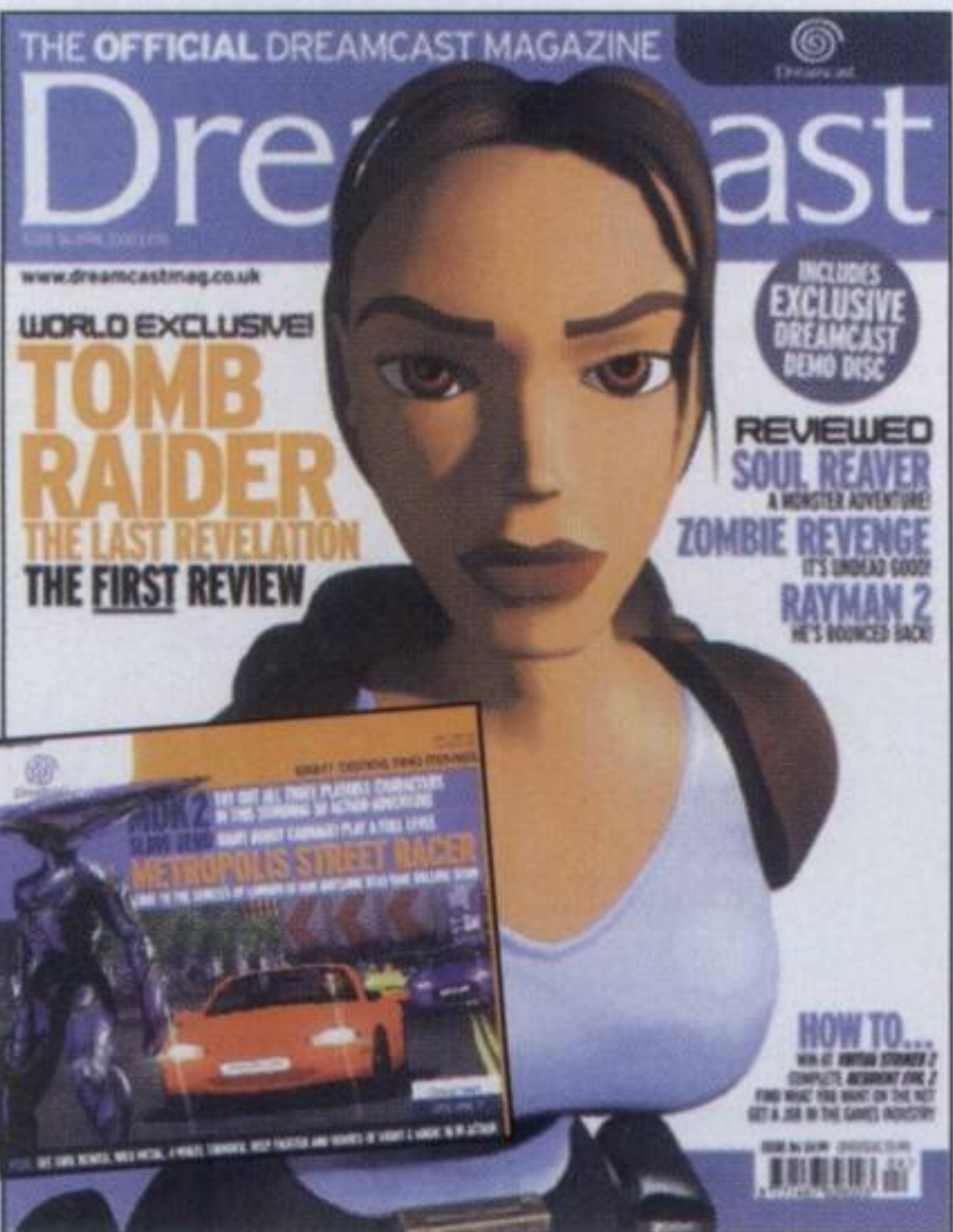
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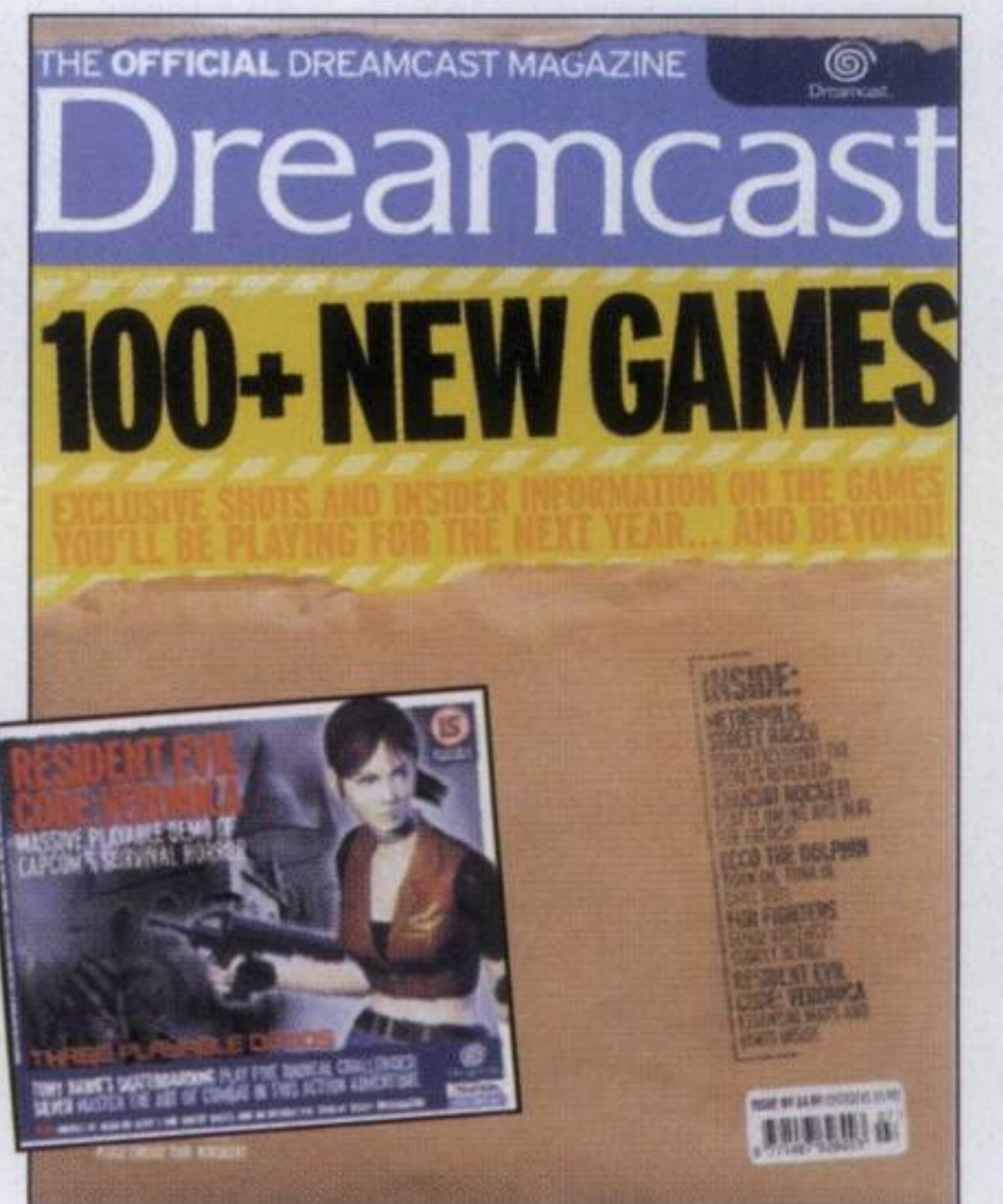
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ESPN INTERNATIONAL TRACK & FIELD

The game that eats control pads like sweets returns. **STEVE FULLJAMES** has the starter's pistol



THE LOWDOWN

DUE OUT: OCTOBER
PUBLISHER: KONAMI
DEVELOPER: KONAMI

WHAT'S THE BIG DEAL?

- *Track & Field* games are always great
- Loads of events
- Detailed, smoothly animated athletes
- Will be excellent with four players

FOR MOST OF US, RUNNING for the bus is about as stressful as it gets. The blind dash across three lanes of speeding traffic is worth it for that last seat on the top deck of the 38, but it's not going to win you any medals unless your boss has a serious thing about punctuality. For your average professional athlete, however, the thrill of just running very quickly in a straight line is what it's all about. That flat-footed stumble you laughably call running isn't going to cut it though – these boys and girls train for years to get so good.

Of course, thanks to the perennial cheater's way out that is the videogame, even the most unhealthy among you can grab golds from the comfort of your own armchair. Make a mockery of our dedicated sports men and women by sitting indoors on a gorgeous summer's day and pressing buttons like an automaton. You're unlikely to appear on *Sports Personality of the Year* as a result, but it's the taking part that counts, right? Especially when you win.

Dreamcast is suffering from a glut of athletics games at the moment; with the official Olympics tie-in, *Sydney 2000*

(ODM #11, 7/10) off to a flying start and Sega's own *Virtua Athlete 2K* (see page 82) not far behind. Another one would be a bit too much, you might think. But *Track & Field* has always been the Linford Christie of the simulated sports world, ever since the days of the arcade original back in the early 1980s. Now the primitive stick-figure graphics have been replaced with 3D shininess, and it's time for *ESPN International Track & Field* to battle it out for that top space on the winner's podium.

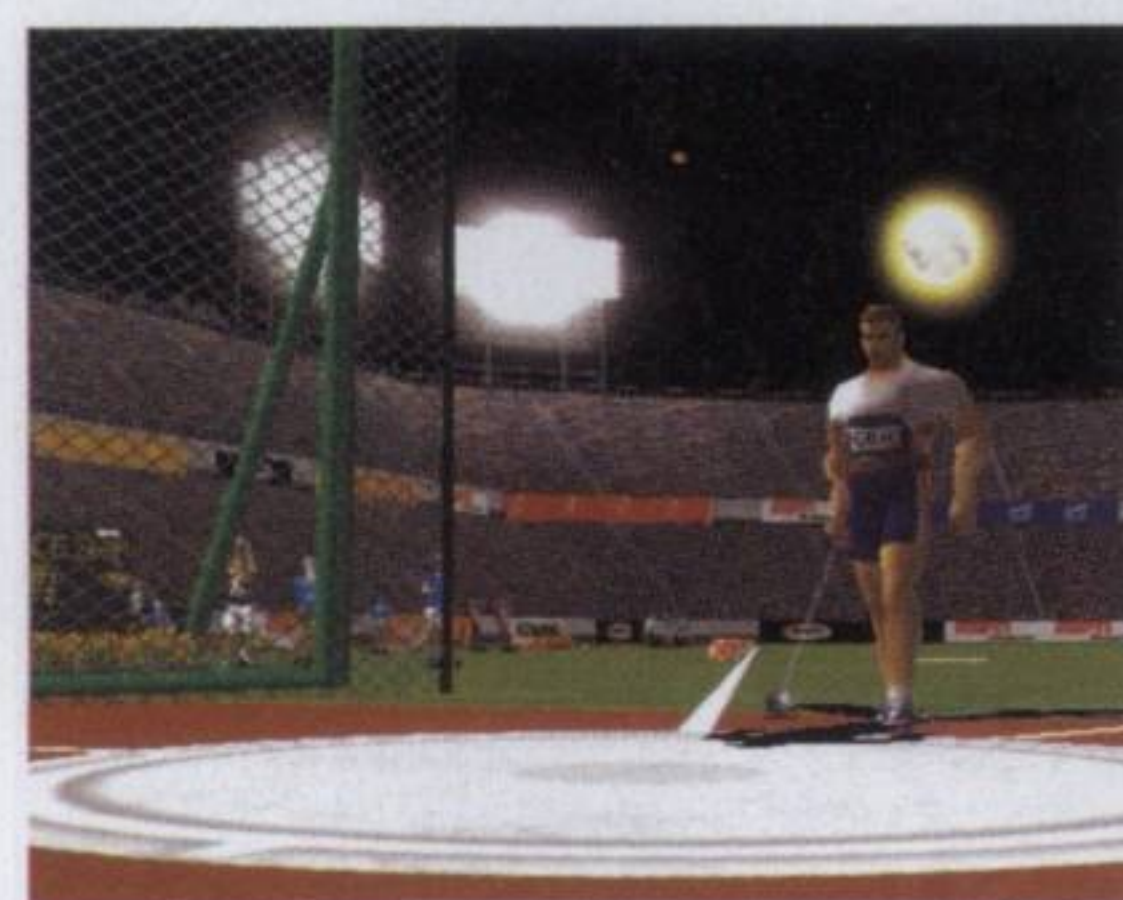
The first *Track & Field* was largely responsible for the creation of the phrase now generically used to describe ham-fisted play – 'button-bashing'. It was a game that left literally thousands of broken arcade cabinets in its wake as players struggled to hammer the controls fast enough to make their little guys run about at world-record pace. It's going to be equally hard on Dreamcast pads, as the same old button-bashing antics are the order of the day once again. If you didn't snap a trigger button playing *Crazy Taxi* (ODM #5, 9/10), now is the time to fear for your console.

TWO-FINGER SALUTE

There's a whole industry dedicated to developing new button-bashing techniques for athletics games. Okay, maybe not an industry, but there are at least three distinct methods to try out. In all cases you'll be punishing the X and B buttons on your Dreamcast controller. Either use two fingers on the same hand, one placed slightly higher than the other so it hits the button later when you mash them into the pad. Or try one finger from each hand, pressing alternately. Or, using the sleeve of your



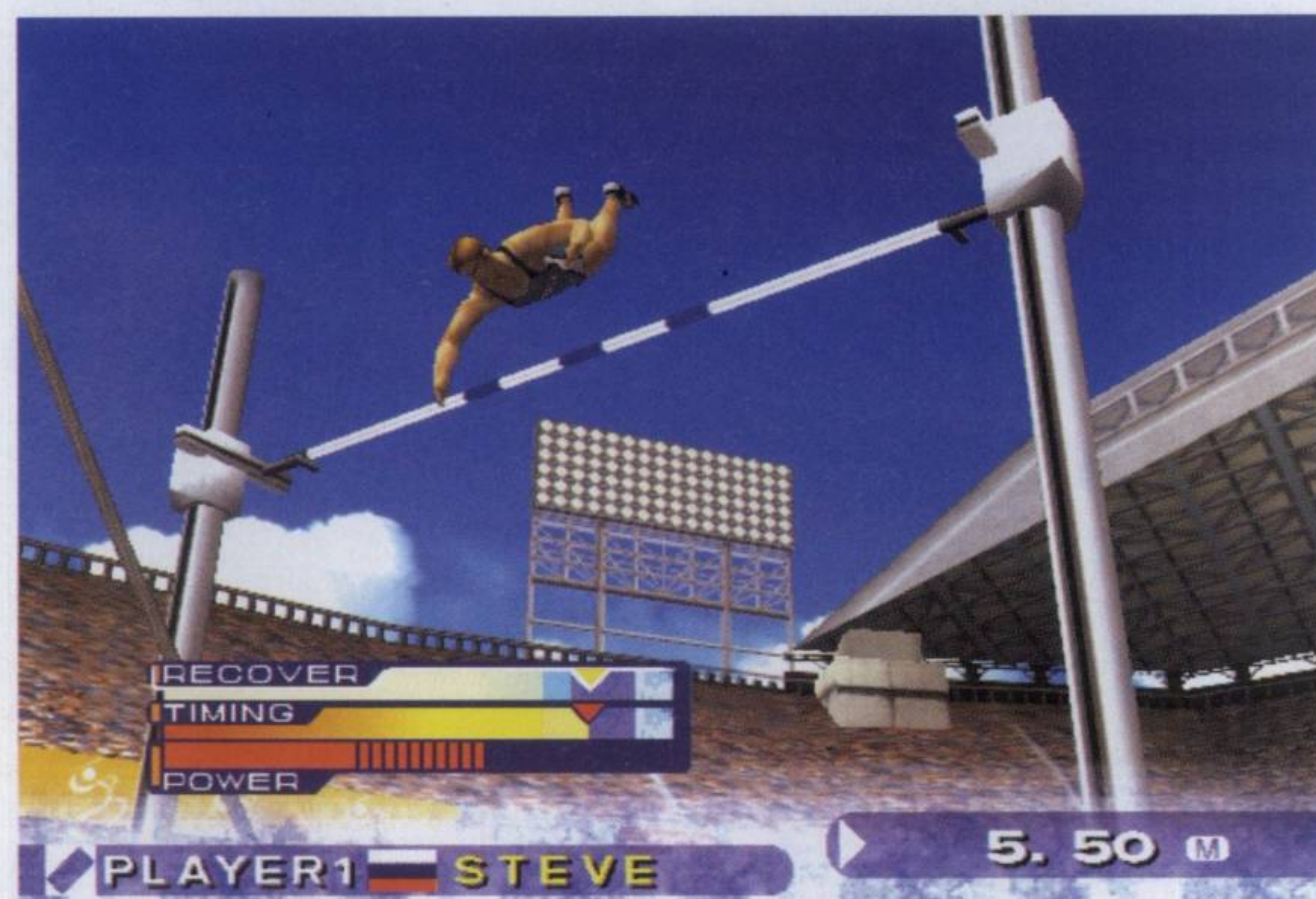
△ Too late, he realised they'd replaced the sand with yellow concrete.



△ He decided to take his pet ball for a walk.



△ You'll break that if you're not careful.



△ You're supposed to jump over it, not try to karate chop the thing in half.

"HAS ALWAYS BEEN THE
 LINFORD CHRISTIE OF THE
 SIMULATED SPORTS WORLD"



△ Player 1 has a fair bit of catching up to do if he doesn't want to end up in last place...



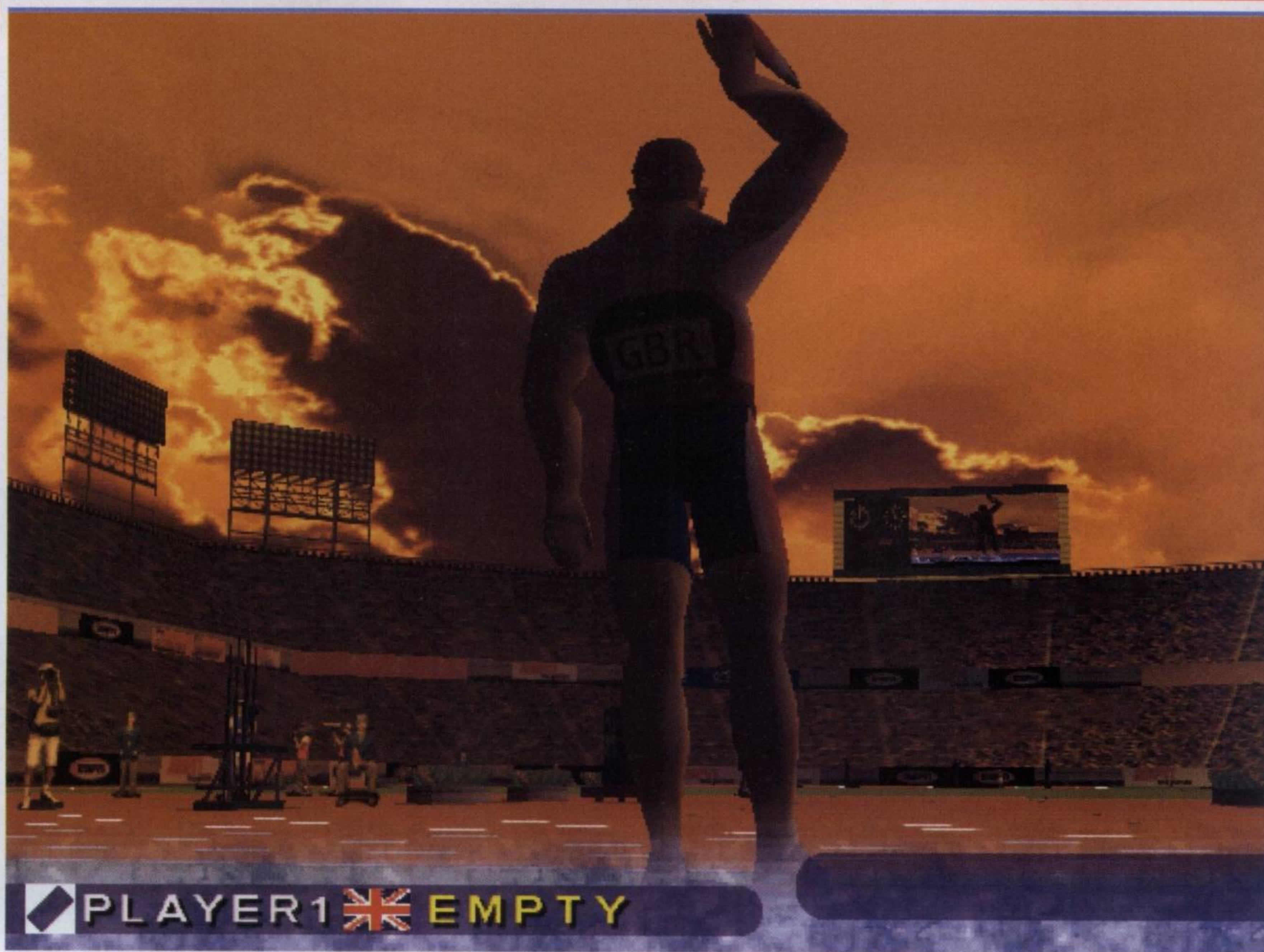
△ ...sadly, the lazy git can't be arsed.

shirt, rub a finger back and forth across both action buttons. Like the real thing, you're bound to find one of these techniques suits you best. Some events also make use of the triggers and the analog stick.

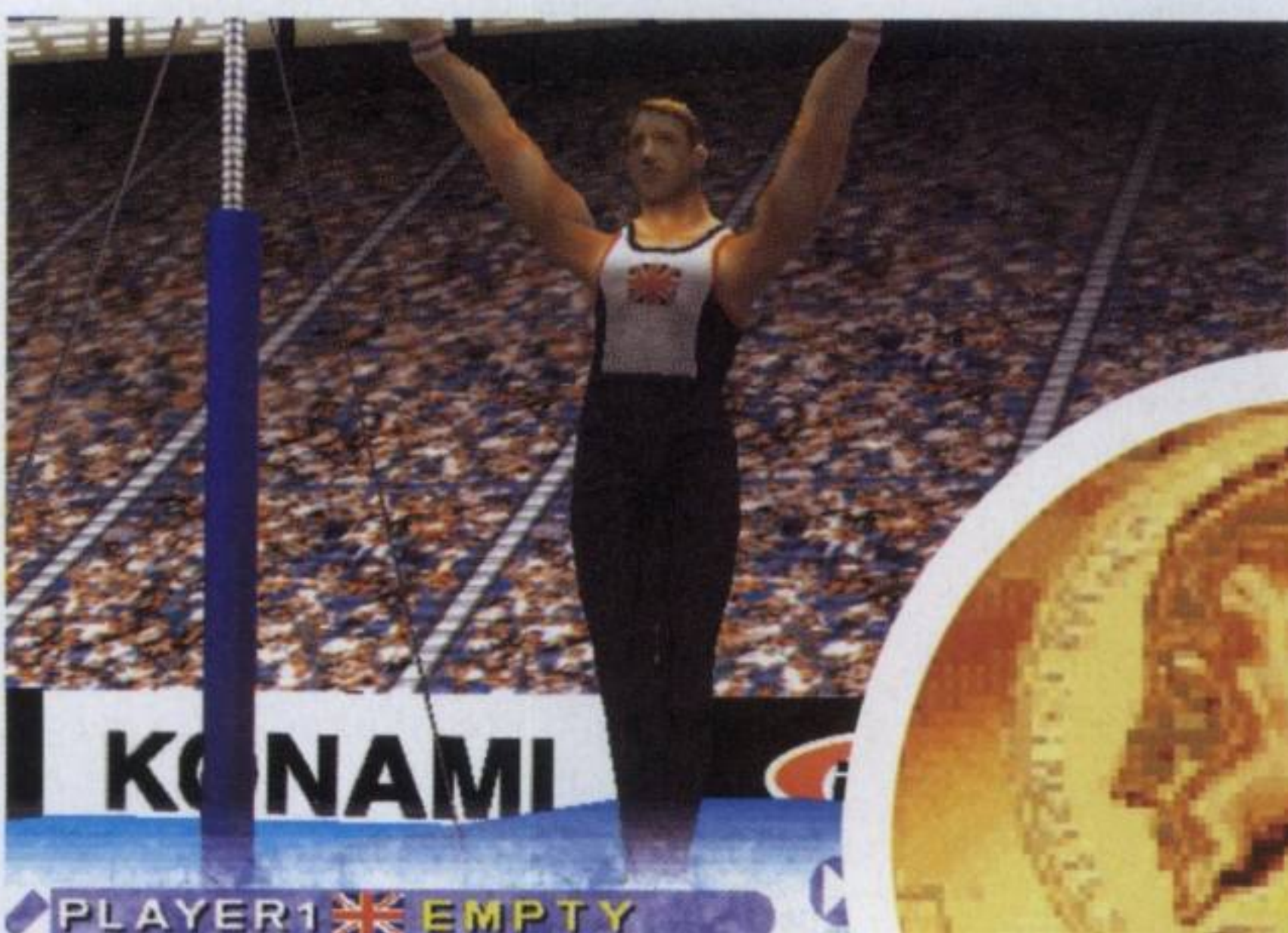
The simplest events are on the running track. For the 100m dash you just pound those buttons alternately as fast as your fingers will allow. It's not as easy as it looks though, because rhythm is as important as speed. Slightly tougher is the 110m hurdles, which requires use of a trigger button to leap the obstacles in your path. These are also the only events where everyone plays together – the rest are turn based.

Moving onto the field, things start to get a little trickier. The long jump and javelin require you to power up a run, then use a trigger to set the angle of the jump or throw. If you're too slow to react, you might overshoot and foul, wasting one of your three attempts at the event. The pole vault adds the extra complication of hitting the trigger twice – once to let go of the pole at full stretch, the other to pull your guy's legs over the bar. The hammer throw is harder still. You must stop a rapidly swinging dot on a tiny target, and then set the throw angle. You'll be spooning it into the safety cage the first few goes, mark our words.

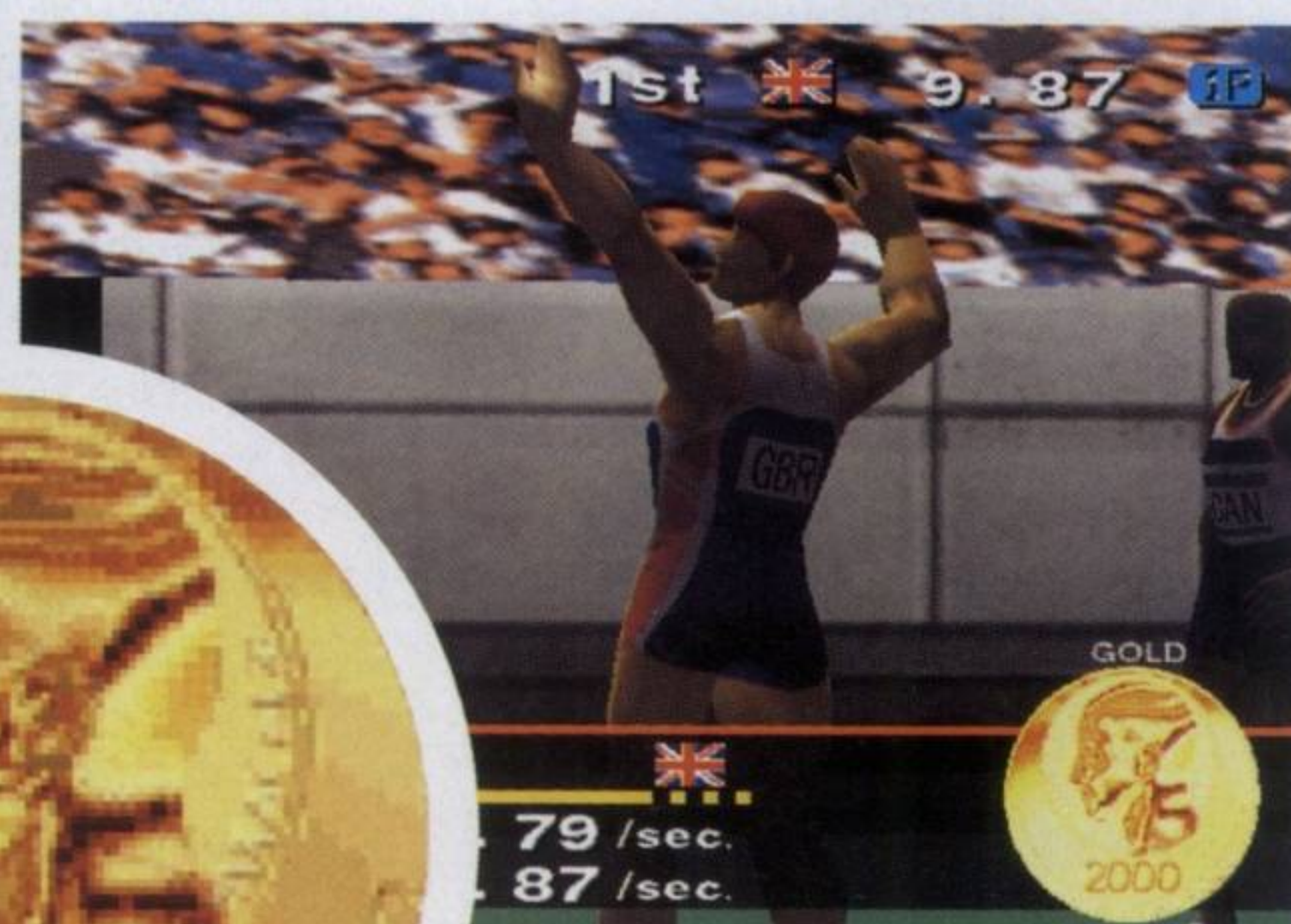
The hardest events of all take place in the gymnasium. Weightlifting, a discipline clearly designed to inflict back



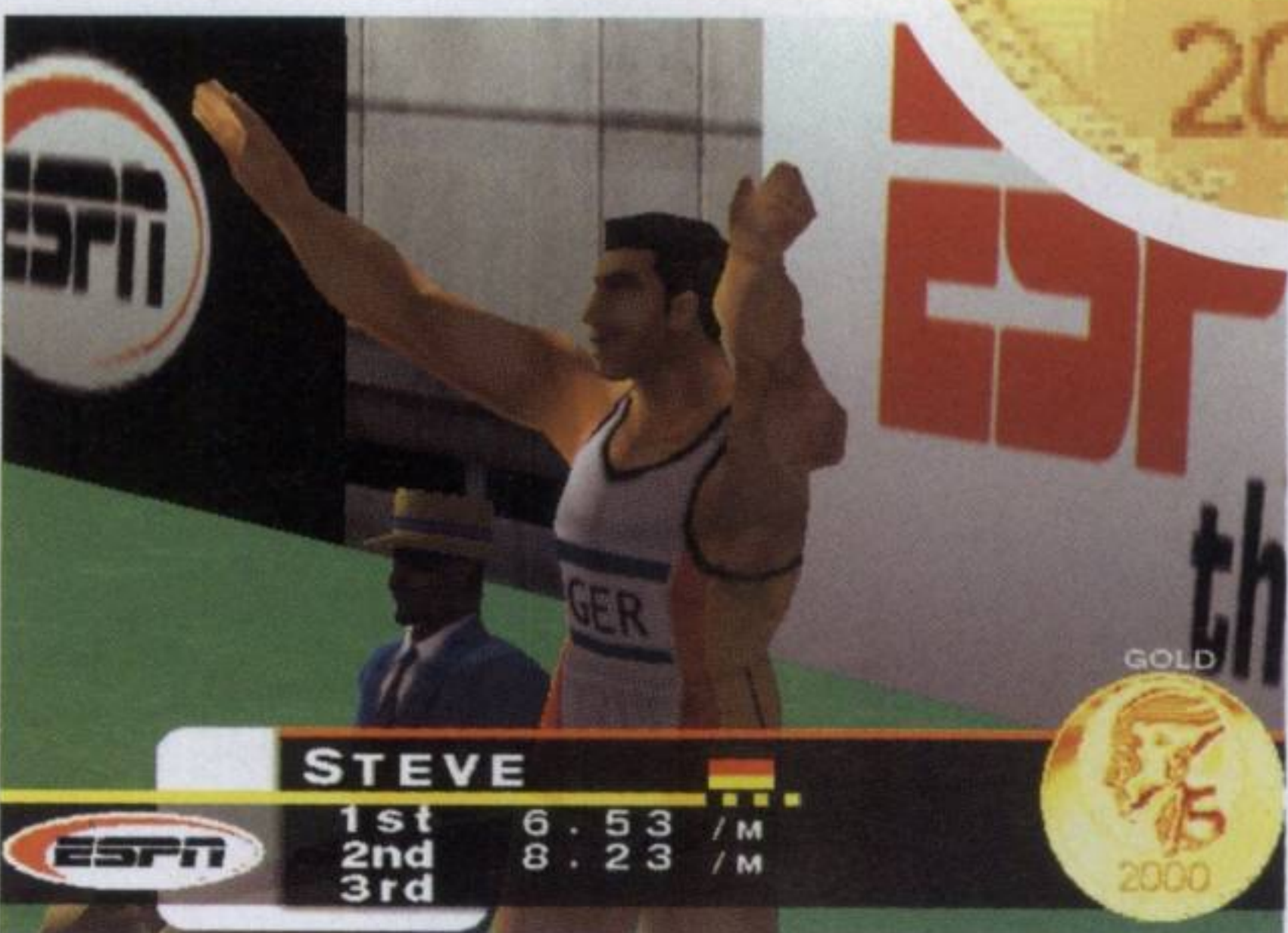
△ Player 1 waggles his long pointy thing in the face of a particularly dramatic sunset.



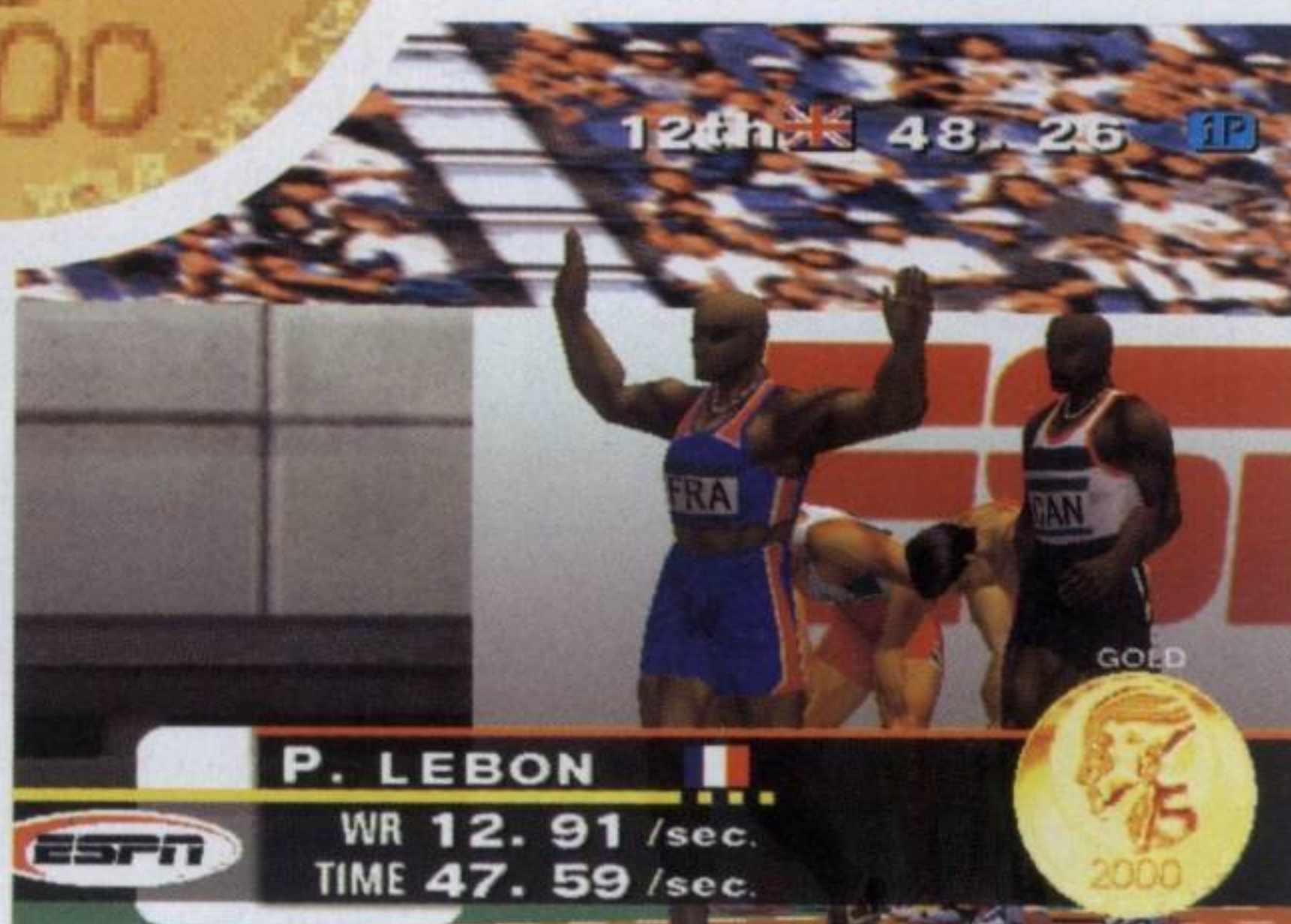
△ Britain win something? Surely not.



△ "The heat is on, the time is right..."



△ Astonishment as the Germans scrape yet another fluke victory.



△ Proof that it's not just football the French are great at.

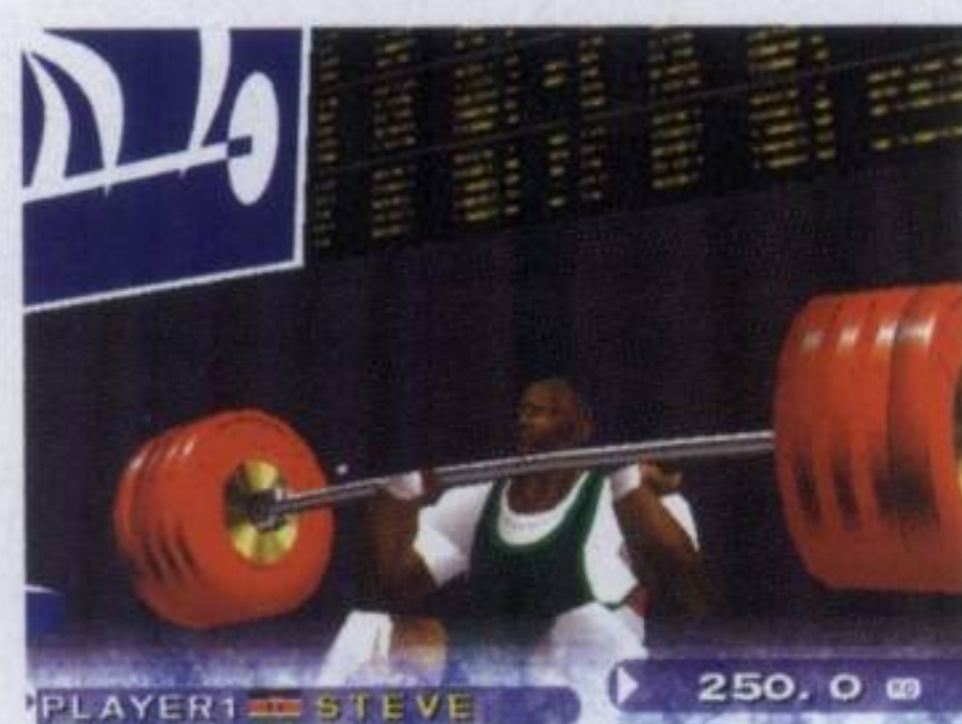
"THE ANIMATION OF THE COMPETITORS IS LOOKING EXCELLENT"

THUNDER THIGHS

Weightlifting is one of the hardest events to master in *ESPN International Track & Field* because there are multiple parts to the technique to get right before you can snatch a medal. And it gets harder as you go along.



△ Bash those buttons to build up power for the 'clean' lift.



△ Hit the trigger to lift at the right time.



△ More button-bashing for the second 'jerk' lift.



△ Another accurate trigger press to get the weight right up.



△ And hold for three seconds. But watch your stamina.



△ A Tutorial mode explains the basics.



△ It seems you need to bash two buttons.

pain on fat people, is probably the toughest to get right (see Thunder Thighs boxout for more details). There's also the horizontal bar, the flouncy gymnastics event dominated by diminutive Russian schoolgirls. Here you have to select moves with the trigger and then press out *Space Channel 5*-style combos on the analog pad before the timer runs out.

REPETITIVE STRAIN INJURY

If you do well, there's also the promise of hidden events to unlock. We won't spoil the surprises at this early stage, but if you know your athletics you can probably guess the kind of thing that's to be found. Odds on one of the bonus



△ Not an event for those who don't look good in tight pants.

WORLD RECORD



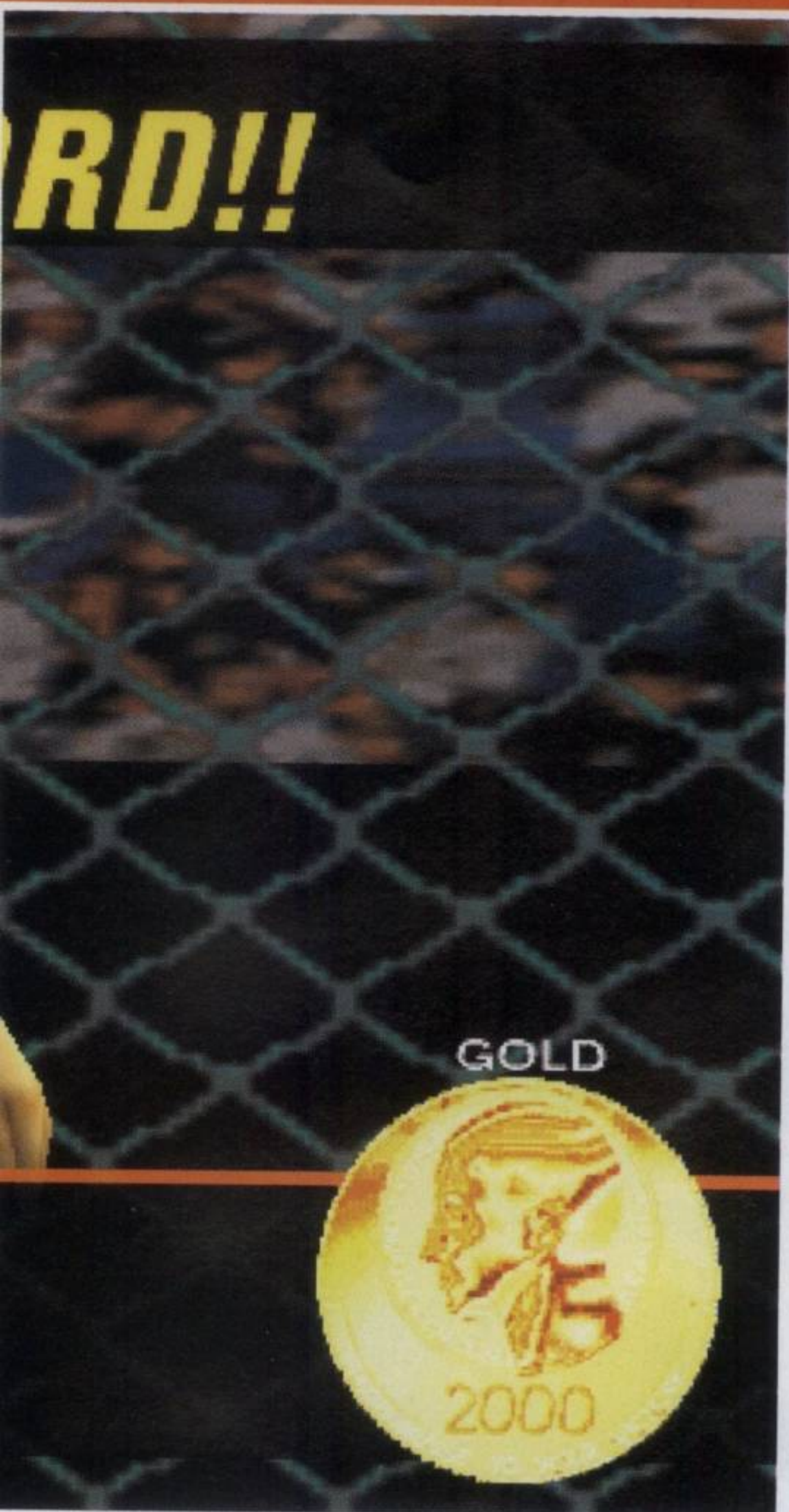
△ The competitors look suitably smug whenever they break a world record.

activities being rollerblade laser paintball or golf-cart polo are slim to none. All the events can be played one at a time in Trial mode, or sequentially in the three-day Championship event. Up to four players can try to cripple their fingers at once, which will give you and your mates something to reminisce about when you're arthritis stricken in the old people's home.

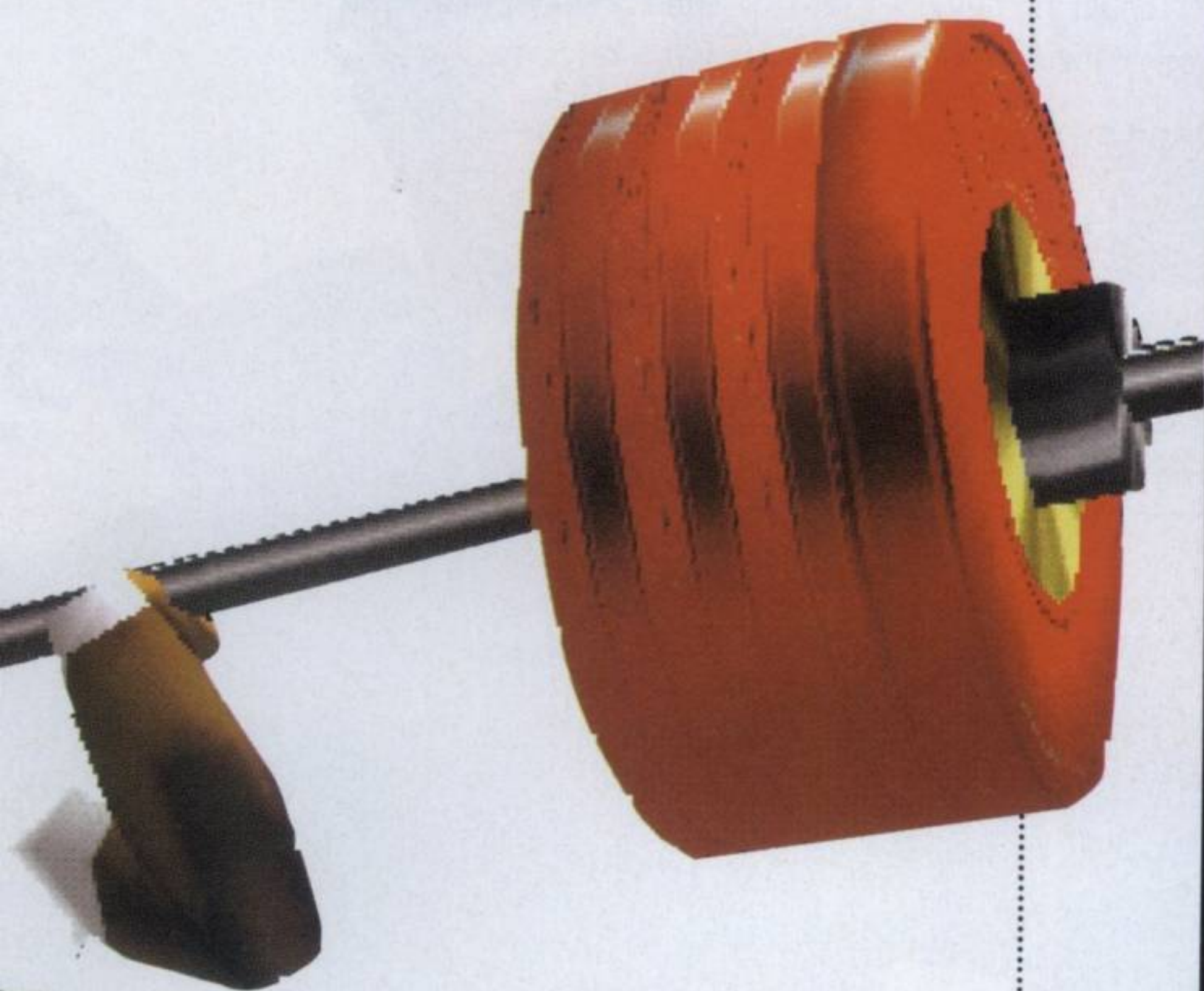
The animation of the competitors is looking excellent, with loads of little touches like the weightlifting guys dusting their hands with chalk as they begin or the javelin thrower testing the

weight of his big pointy stick. They react to their own performance too, grinning like idiots when they smash yet another world record or scowling as their third attempt at the pole vault ends in complete embarrassment.

Dreamcast owners aren't exactly starved of athletics games at the moment, so it's going to be tricky working out which is the best one to go for. *Sydney 2000* benefits from the easy recognition the branding brings, while *Virtua Athlete 2K* offers a more instant arcade style of play. Meanwhile, the *Track & Field* series has always had a reputation for high quality, and fiendishly addictive gameplay, and we're hoping this millennial update will deliver the same kind of experience. Check out the review in a few issues' time to discover which is the game most likely to lead you to debilitating digit injury. Hey, it beats going outside and exercising... ☹



"IF YOU DO WELL THERE ARE HIDDEN EVENTS TO UNLOCK"



LOONEY TUNES: SPACE RACE

A selection of Warner Brothers' finest take their differences on to the spacetrack. **ED LOMAS** is along for the ride

THE LOWDOWN

DUE OUT: **OCTOBER**
 PUBLISHER: **INFOGRAVES**
 DEVELOPER: **MELBOURNE HOUSE**

DREAMCAST IS DEFINITELY THE PLACE TO BE if you appreciate your cartoons. As well as *Wacky Races* (ODM #9, 7/10), and both *Walt Disney World Quest: MRT* and *South Park Rally* this issue (reviewed on pages 84 and 86, respectively), we're soon going to be treated to *Looney Tunes: Space Race*. While it is another cartoon racing game, the big difference this time is that rather than racing in go-karts as you might expect, everyone zooms around on personalised rockets, making the game play more like *WipeOut* than *Super Mario Kart*.

Graphically, *Space Race* is already looking excellent. Bugs Bunny, Daffy Duck, Wile E. Coyote, and all the rest look as you'd hope them to in 3D, while the various planets you get to race around have just the right feel to them. Masses of sound samples should help the atmosphere as well, especially with



△ Expect plenty of hilarious cartoon slapstick moments.

a stuttering Foghorn Leghorn popping up every now and then to comment on particularly nasty injuries inflicted by the various ACME weapons available to the racers. Our early playtest was favourable as well, with bizarre circuit design, fast and smooth handling, and plenty of laughs.

Looney Tunes: Space Race is due for release in October, so we'll be putting the finished game through its paces in time for the next issue of ODM. Until then: that's all, folks! ☺



△ Daffy Duck burns through one of the many surreal levels in *Looney Tunes: Space Race*.

URBAN CHAOS

Take to the streets and deal out some law and order the hard way! **DAN TRENT** reports from the scene

THE LOWDOWN

DUE OUT: OCTOBER
PUBLISHER: EIDOS
DEVELOPER: MUCKY FOOT

WHAT'S THE BIG DEAL?

- Huge, sprawling levels open for exploration
- Leaves the decisions up to you
- Multi-levelled storyline
- Guns. Lots of guns

IN A GAMING WORLD full of titles where you get to play on the wrong side of the law, it makes a refreshing change to find one where your job is to uphold justice and order. And pose about in a tight-fitting uniform with a socially acceptable reason for keeping a pair of handcuffs close to hand. But if you were under the

impression that being a cop is all handing out speeding tickets and walking the beat then think again; as you might have guessed from the title, in the world of *Urban Chaos* things are a whole lot tougher for the police.

The first title from Mucky Foot Productions, a collective of ex-Bullfrog employees, *Urban Chaos* has already been released to great critical acclaim on PC and PlayStation, and now it is the turn of the trusty Dreamcast. After eight months of hard work it's nearly ready, so we met up with director Fin McGechie to get the lowdown on this interesting title. To begin with we asked him to describe exactly what it's all about: "The main premise of

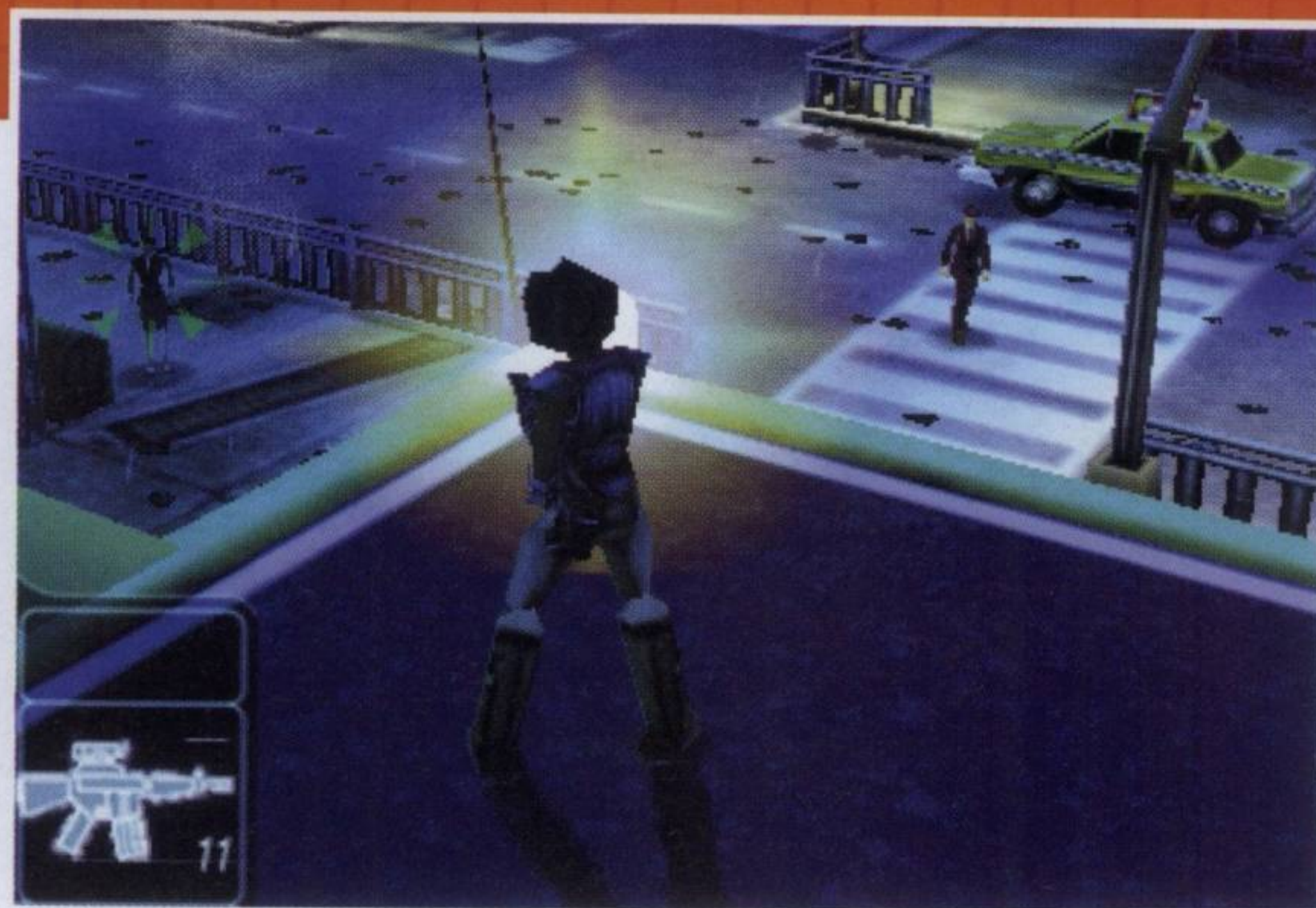


△ The moody environments can be brightened by blowing up cars.





△ As a cop, you'll be expected to find clues and solve crimes, but events reveal a bigger picture...



△ Climb up fire escapes and onto roofs for a better view of things.

the game is that you play a female cop called D'arci in the final run up to the millennium in 1999. There's an underground cult that has been building up to the point where they can resurrect the king of evil and, to put it very simply, you've got to stop them." It sounds simple but there's much more to *Urban Chaos* than meets the eye.

The game is bursting with ideas and ambition, and incorporates a number of styles of play. As Fin explains: "It does act like a platformer but we've tried to include a bit more thinking in it." But don't go imagining this is some yawn-inducing strategy game, the emphasis remains on enforcing the law by whatever means necessary and the action is non-stop. As well as the various gangs of thugs roaming the city, there are the more other-worldly cult members preparing for the arrival of the aforementioned king of evil. Plenty to keep you busy then.

At the start you will know very little about what is going on, and as Fin puts it, "You learn as D'arci learns." He continues, "Initially it's a bit daunting because the levels are

"DESIGNED TO BE AS OPEN AS POSSIBLE"

huge, but there's another character, an ex-cop called Roker, who's there to help and advise. He's different from D'arci because whereas she can arrest people and will fire warning shots, he just doesn't bother because he knows what's going on. He's in on the big picture whereas she's worried about her career."

FREEDOM OF THE CITY

While there is this well-structured and involving storyline underlying the whole thing, the game is designed to be as open as possible and will encourage you to play the way you want to play, something Fin is particularly enthusiastic about: "We've tried to create as free an environment as possible so you can drive around, and if you want to go on adventures you can." He continues, "You can complete a level fairly quickly if you want to, but there's

always something else kicking off that you might have to deal with." He gives an example from the first level where "you get a call from a fellow officer who's had his car stolen and you can choose whether or not to help him."

Racing through the game might well get you to the end but you'd miss the point. With twenty-six separate missions to complete you are going to have your work cut out even if you are just aiming to complete the game, never mind the fact that there's plenty of incentive to just mooch about.

"We want the character to advance to a certain level," says Fin, "and there are hidden things lying about that will boost your strength and your stamina so if you want to spend ten minutes picking these things up it will make your life a bit easier later on." They've even added a couple of missions where

you get to play as the bad guys. "People wanted to play as the thugs too so there's a couple of missions like that where you can go round and shoot people, nick cars and all that," he admits. "It makes sense because the first time you play the game, that's all you'll do anyway because it's fun!"

The team have paid a lot of attention to the gameplay, and in particular the fighting, as Fin details: "We've tried to have it so you get attacked by four or five people at a time but the fighting remains quite intuitive. It's not like *Tekken* or something where you have to learn loads of moves but is more about tactics. If you get attacked by a group of guys and one has a gun and the others baseball bats, then obviously you need to deal with the gunman first and it goes on from there."

The game certainly seems to have lost nothing in the translation: "It's basically equivalent to a high-end PC but better!" claims Fin and should be a welcome addition to an already excellent line-up of games coming your way this autumn. Look out for a full review next issue. ☺



△ A Virtua Cop-style aiming box helps you select and hit your target.

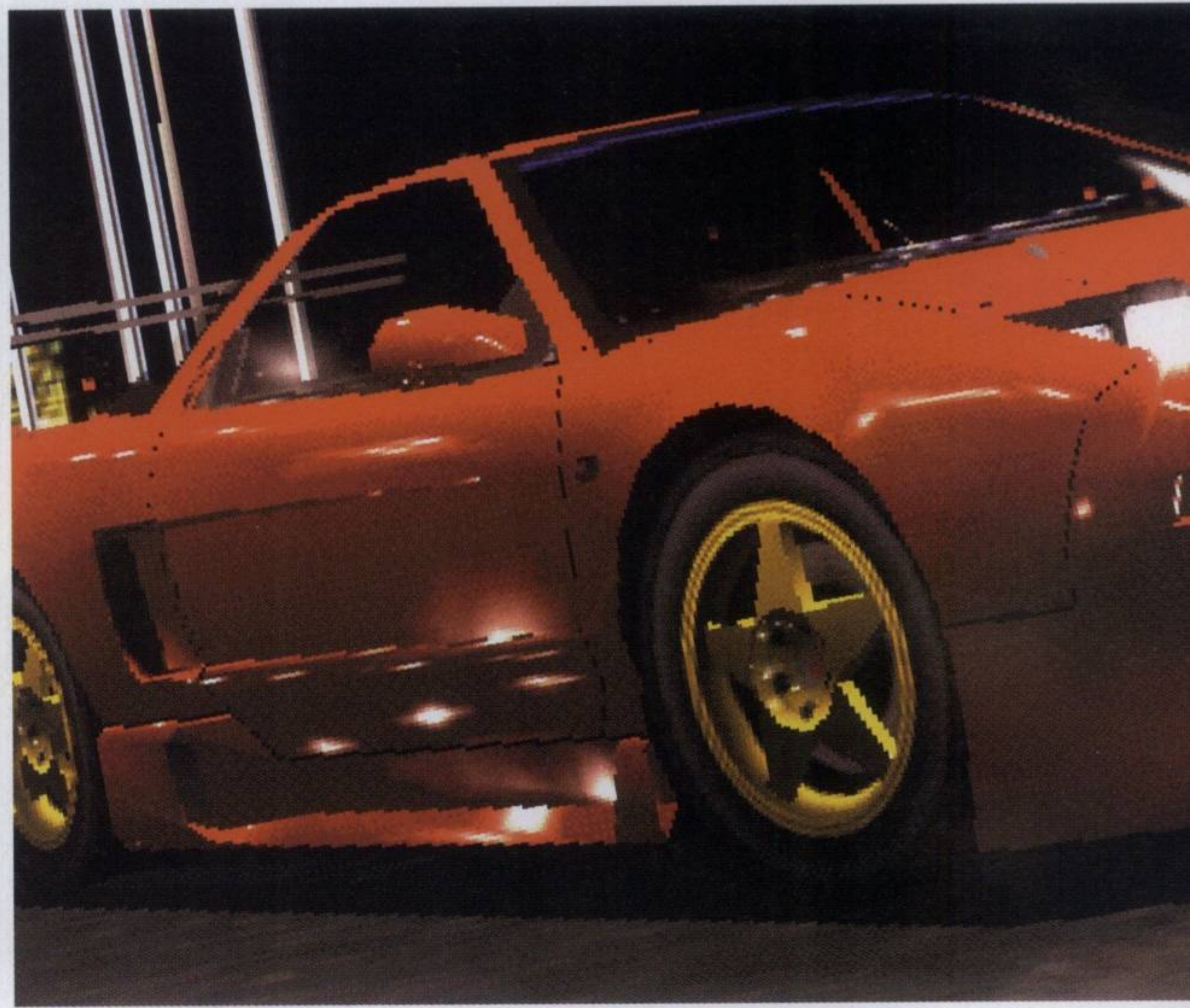


△ Learning to beat off multiple attackers will be an important skill to master.

TOKYO HIGHWAY CHALLENGE 2



△ Pity the poor sod racing this monster in that pick-up truck.



△ The cars are looking even better and can be modified with extra body kits.

TOKYO HIGHWAY CHALLENGE 2

The first game looked great but wasn't so hot to drive. **DAN TRENT** checks out the sequel to see if it's ditched its L-plates

THE LOWDOWN

DUE OUT: NOVEMBER
PUBLISHER: CRAVE
DEVELOPER: GENKI

WHAT'S THE BIG DEAL?

- Update of novel driving sim
- Loads more track to race
- Gorgeous graphics
- Improved handling

TOKYO HIGHWAY CHALLENGE (ODM #1, 5/10) was a great-looking game, hampered by stodgy handling and a single track that was too short and uninspiring. For the sequel, developers Genki have created a game that could give *Metropolis Street Racer* (reviewed on page 8) a run for its money, or so they hope.

The basic idea of challenging rival gangs to race around Toyko's highways for money remains, but to find out what changes have been made for the sequel we talked with director Tomo Kimura and lead programmer Shigeo Koyama.

"Using the experiences we had on the last game we tried to enhance and extend the game system," explained Koyama, "and almost every line of code was rewritten."

The biggest change is the hugely extended track. "We are proud that we have been able to achieve a long 180km course while also increasing the polygon count on the screen by four times and keeping the same frame rate as the last game," he added.

"Things are certainly looking good in the early version we've played and the development team are justly proud of



△ Cars can be resprayed in many nice shades.



△ A basic-looking car in need of some work.

their achievements in the graphics department.

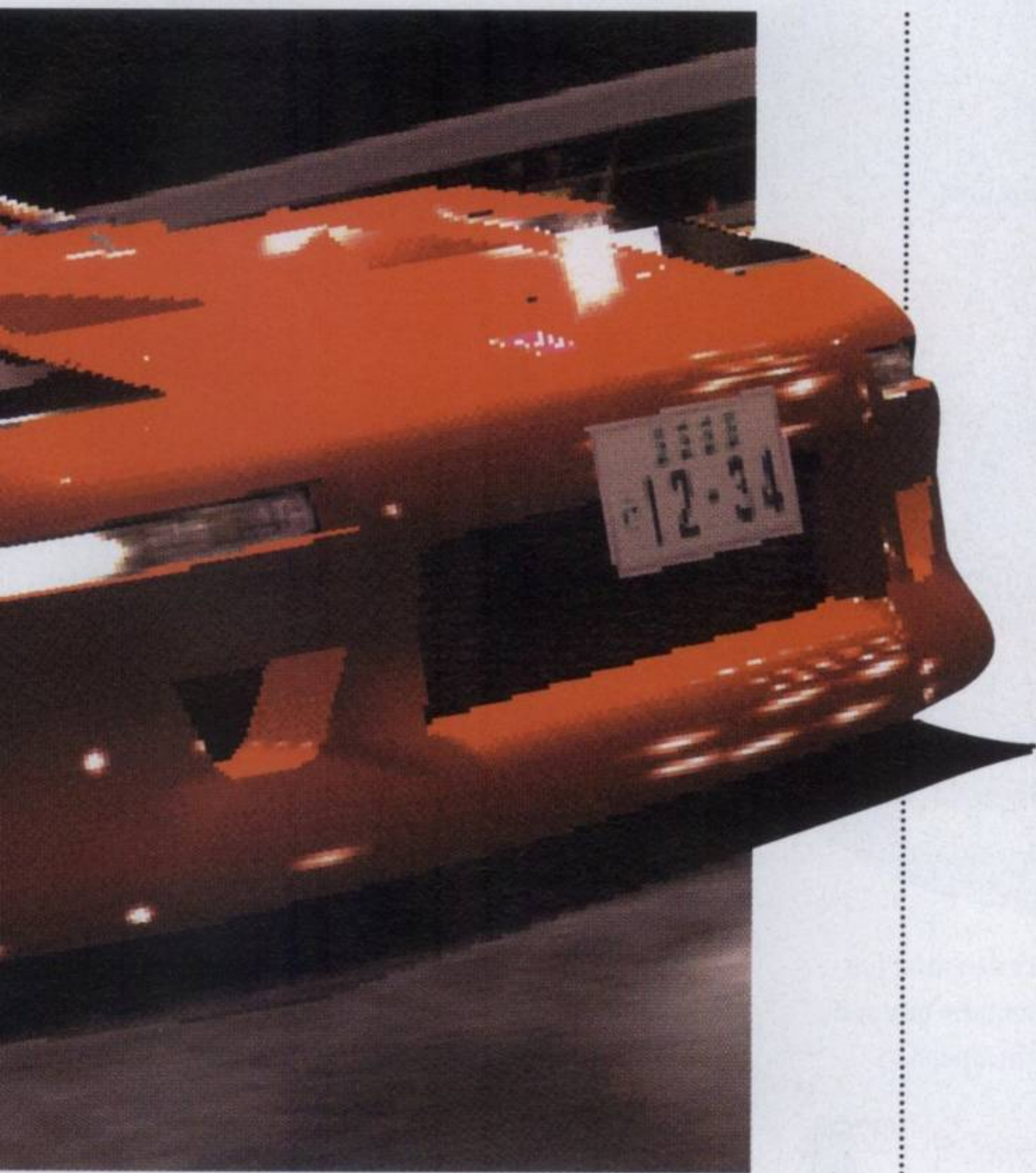
"It's thanks to the skill of our designers," says Koyama. "They put effort into the tyres, brake disks and pads and even the instrument panels. The reflections and lighting are also key to making the models look good."

The now *de rigueur* car set-up system has been expanded over the original game, and the number of cars available has been increased, although in the continued absence of expensive licensing they have to wear a strangely concocted series of letters and numbers as names. Car buffs will have no trouble recognising their favourites, though.

ON THE LIMIT

For many, the handling was one of the big bugbears of the first game but, rest assured, this has been worked on for *Tokyo Highway Challenge 2*. "We've certainly improved it since last time," says Koyama, and we're inclined to agree after playing an early version.

Challenges are still won or lost through a life gauge which depletes energy from your opponent while you



"YOU CAN EXPECT TO FIND MUCH TOUGHER OPPOSITION"

are ahead and saps yours while you are behind, but you can expect much tougher opposition thanks to modifications made to the artificial intelligence of the rivals.

"The opponents' cars move just like human players," explains game director Kimura, "and they learn tricks to help handle the corners more realistically."

Koyama agrees. "They move like real players," he tells us, "but that also makes the enemies a little weaker than last time too because they make mistakes."

Sadly, the extra track length and increased graphical detail comes at the expense of a two-player option but there are hopes to include online features such as the ability to download ghost drivers and car stickers via Dreamarena.

Tokyo Highway Challenge 2 is due out in November, so watch out for a review in a couple of months.

WHO WANTS TO BE A MILLIONAIRE?

Silly question really, but unfortunately the only money involved is virtual. **DAN TRENT** asks to phone a friend before giving his final answer

THE LOWDOWN

DUE OUT: SEPTEMBER
PUBLISHER: EIDOS
DEVELOPER: HOTHOUSE CREATIONS

THIS IS ONE GAME that should require absolutely no introduction. Doing exactly what it says on the tin, *Who Wants To Be A Millionaire?* will be a straight Dreamcast version of the hit TV show. Sadly there won't be a cash dispenser peripheral to dish out your winnings but, hey, we thought we'd take a look anyway...

Free money notwithstanding, a great deal of effort has gone into making the game as close to the real show as possible. Apparently the display you see on-screen is exactly the same as the one the real contestants have before them and the infamous lifelines will all be present and correct, including 'Phone A Friend'. Your 'friends' will be part of the huge catalogue of pre-recorded voices although the majority of this is taken up by the



△ Will you be leaving the chair £1 million richer? No, but hey – it's the taking part that counts.

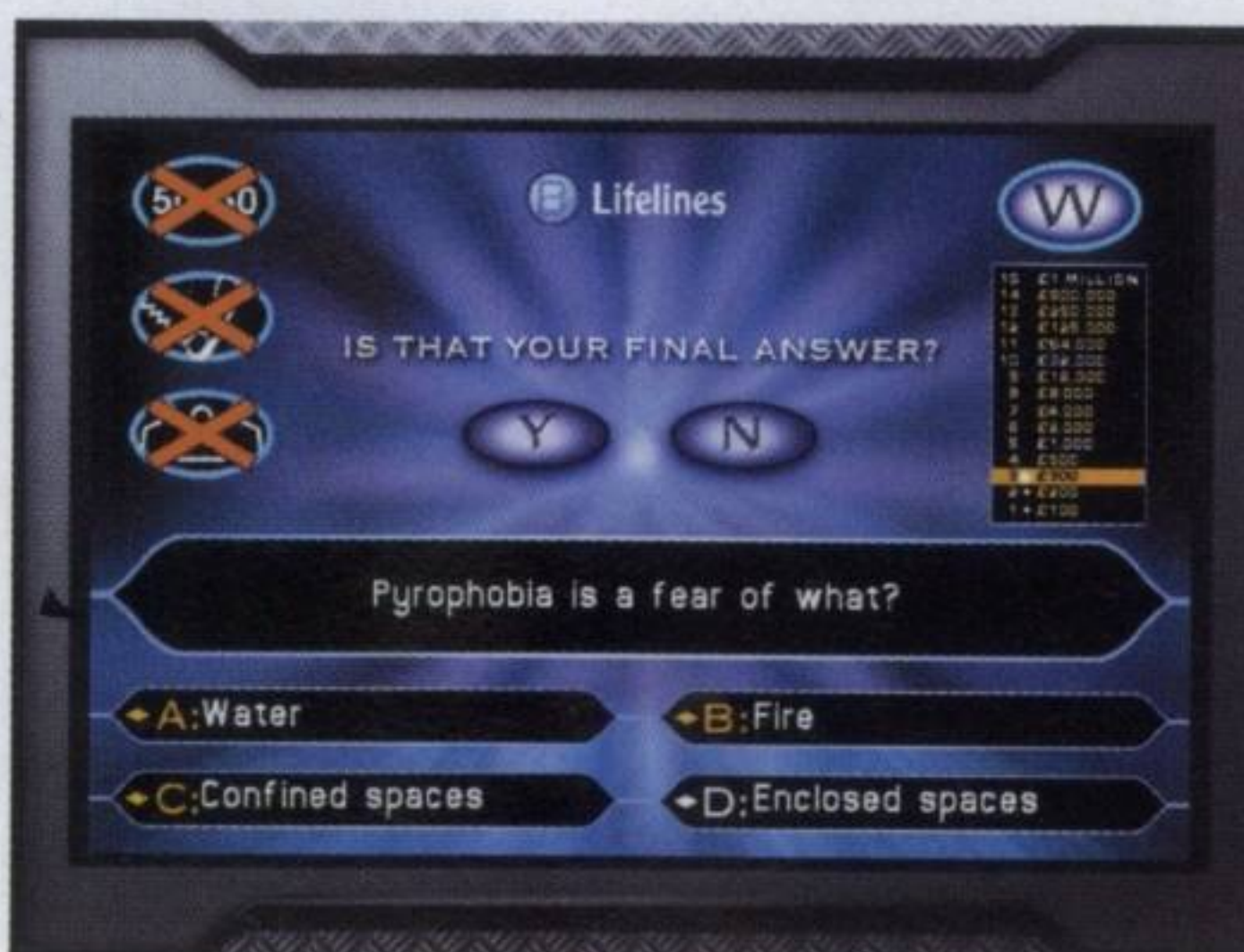
mentioned Tarrant's commentary and, yes, he will be asking you if that's your final answer.

Expect a variety of different modes of play to complement the TV show's one-player format; up to four players will be able to take part in a head-to-head contest or a more co-operative team game as well as a 'fastest finger' mode that mirrors the opening of the gameshow to decide who plays and who spectates.

With over a thousand questions, there'll be plenty to test your knowledge and the game has been designed to prevent any from being repeated until it has been through all the questions first. *Who Wants To Be A Millionaire?* is expected to sell for around £20 when it hits the shops in September, so could offer good value for money. Be sure to read our review in next month's *ODM* for more details.



△ On your last lifeline already? Dear, oh dear...



△ Expect our Chris to be on your case if you dither.



△ First to get the answers in order will be in the hot seat.

TOP GUN



△ You've got an entire city to assassinate in the first stage, but you should probably just stick to taking out the bad guys.



△ Bloody hell, the President's daughter has been kidnapped *again*. Shoot the guy and don't shoot her, or go for the driver.



△ Don't hang around too long or you might find yourself the target of a sniper's bullet.



△ Yeah, yeah, get up and run away like a coward. You're not cool enough for black.

SILENT SCOPE

If you don't have the body or the temperament to be a commando, pick people off from the safety of a hotel window instead. **STEVE OWEN** examines the scope of Konami's latest game

THE LOWDOWN

DUE OUT: NOVEMBER
PUBLISHER: KONAMI
DEVELOPER: KONAMI

WHAT'S THE BIG DEAL?

- The massive arcade hit at home
- Huge, detailed cities that you can zoom in on
- Head shots, body shots, and, um, groin hits
- Bikini-clad ladies apparently give you more life

YOU KNOW YOU'VE SEEN IT. Chances are you've played it, because it's deeply thrilling when you first see Konami's *Silent Scope* in the arcades. The huge black rifle, complete with zooming eye-sight calls to you like a siren. It seems custom-fit to the hollow of your shoulder, its oil-damped mounting ensuring absolute precision as you pick your target. Glance over at the main screen for a distant overview of the area, approximately position your aim, and then zero in on a terrorist's particular body part. A silent squeeze of the trigger and it's all over. For him at any rate. Yep, *Silent Scope* has all the ingredients to



△ Get some practice in at the shooting range and take out a few watermelons.

turn you from school swot to LA SWAT.

Of course, because of the arcade game's rather nifty rifle add-on, a Dreamcast version was never a certainty. Should it use the light gun? Or a crude zoom-in representation on the VM? Perhaps a special link-up cable would let you drag a portable telly near your larger model for the second view? Perhaps you shouldn't bother at all?

Fortunately, Yasushi Kawasaki, the director of *Silent Scope* on Dreamcast, and his team *have* bothered, and are currently putting the finishing touches to the game.

"We thought of switching the entire screen from the overview to just the scope," admits Kawasaki, who we met up with recently for an early look at the game. "We thought of having the scope screen fixed in the corner of the TV screen. We even thought of recreating the arcade rifle, however it was clear that this would be too expensive. It was so difficult to transfer the ability of the arcade game, which has two video cards, onto the Dreamcast. We even thought about giving up on this conversion.



Scorpion
LIFE 3/5

△ God knows what the Secret Service were up to when they managed to let the President and his family get kidnapped. The berks.

"In the end we decided that if we made sure that the game was enjoyable with the standard controller then more people would be able to enjoy the game." But how will *Silent Scope's* arcade regulars take to the new system? "I am sure that the fans of the arcade game will be able to enjoy this version as. As not all racing games require racing peripherals, this game should be able to convey the spirit of *Silent Scope* with the standard control pad."

Fortunately, although it takes some time to get used to it, Konami's solution works, and has to be the best compromise. The zoom-in scope will float over the top of the screen like a giant magnifying glass, but it will be possible to remove it at any point by simply holding down the left trigger of the controller. With the

▷ After shooting Scorpion, you're rewarded with a hammed-up fall from the tower's roof.

"LEARNING TO ACHIEVE HEAD SHOTS WILL BE ESSENTIAL"



analog stick or digital pad you are able to move your crosshairs around the screen, yet they move considerably quicker when you aren't looking through the scope. Align the crosshairs over the body part of a particular arsehole, zoom in, and your sniper's bullet will tear him a well, a new arsehole.

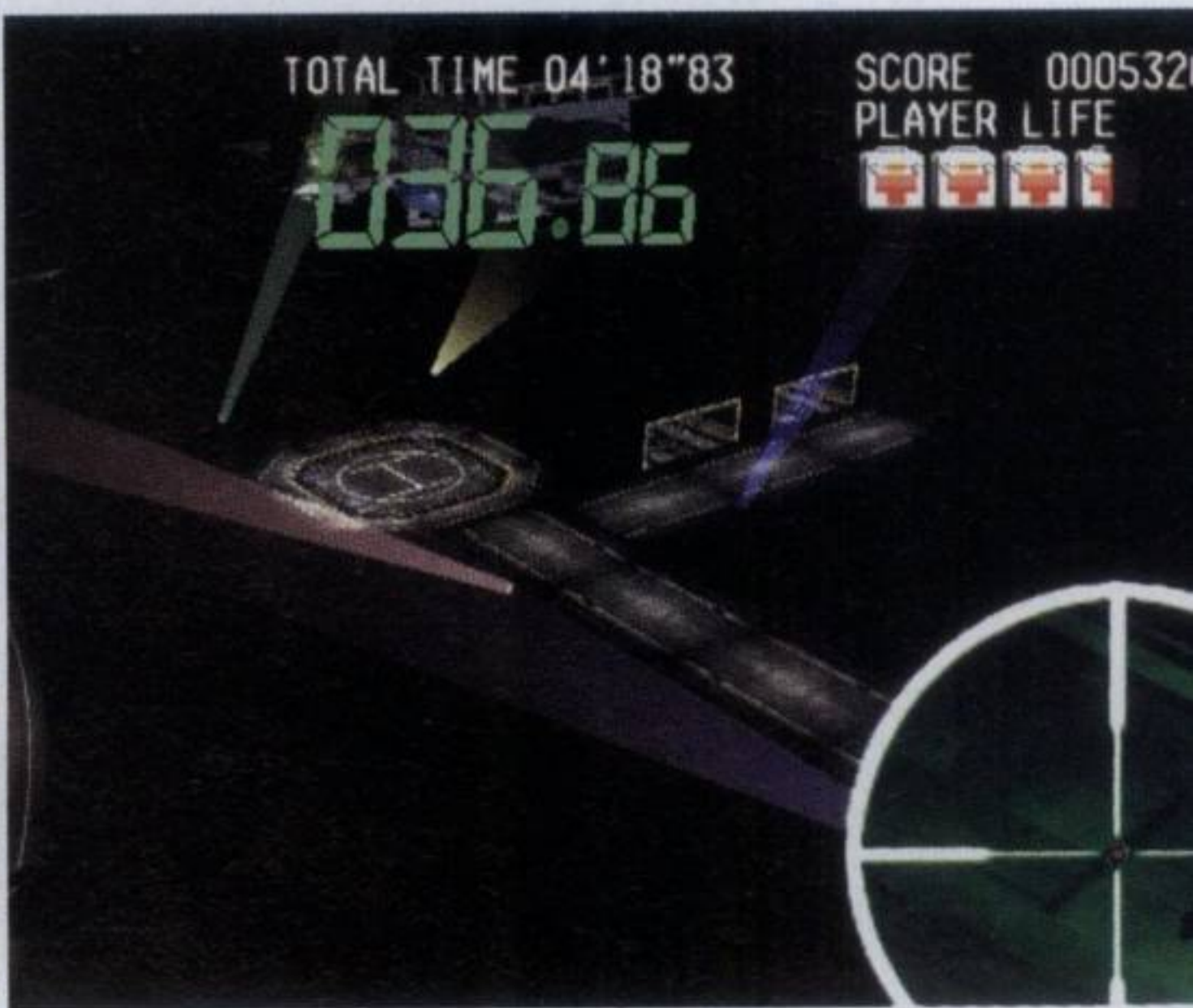
The importance of the zoom scope can't be over-emphasised. Most soldiers can be killed with one bullet, although you will get more points as your aim gets nearer their essential body parts. Each time you fire, a third window pops up showing where you hit them. Head shots



△ From your vantage point across the street, look through the hotel windows for your quarries.



△ Confusion reigns if you take out the power supply, but it means the house is dark once you get inside.

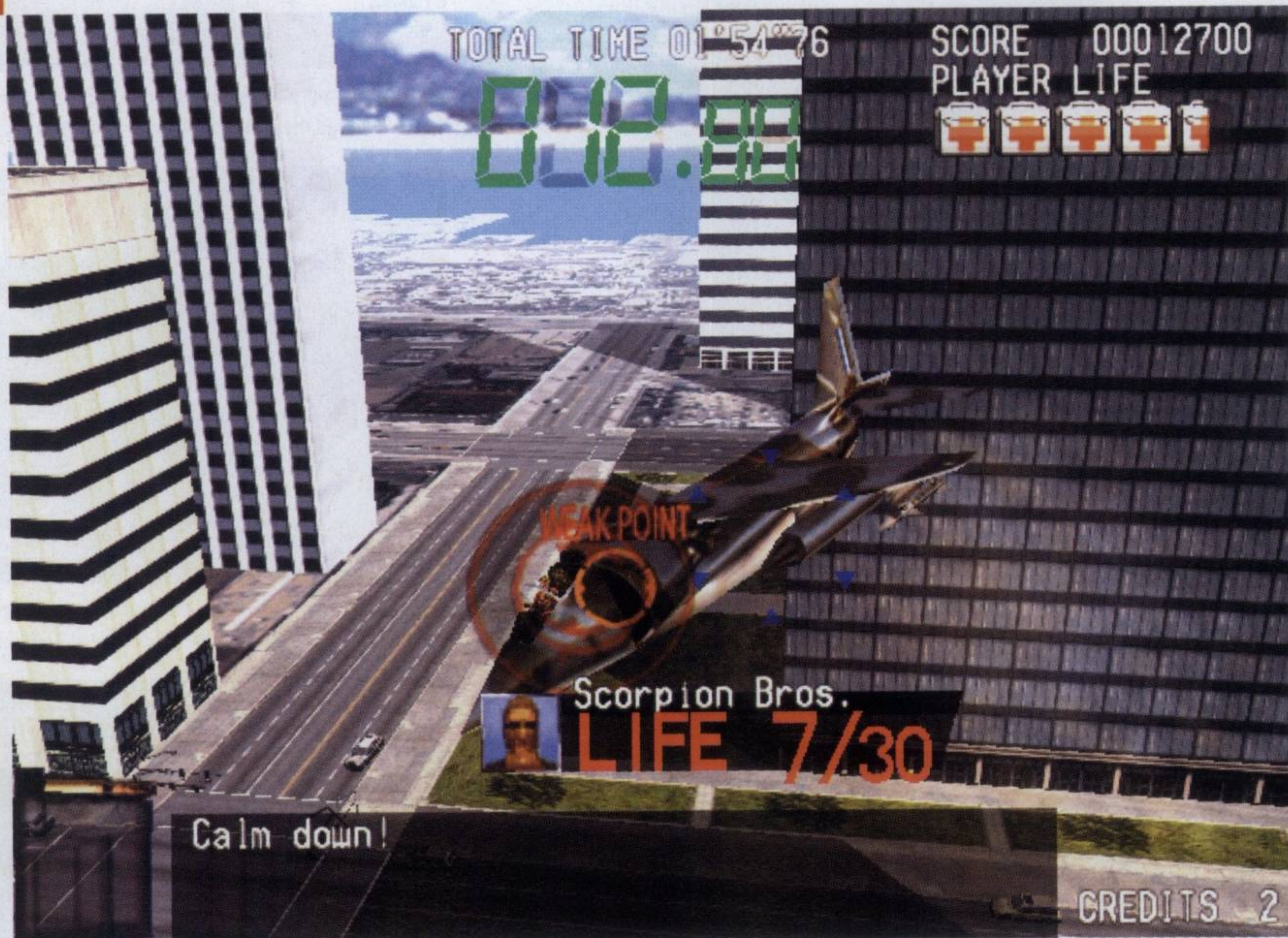


△ If the searchlights spot you, you're done for.

are worth most, but there are other bonuses to be found, such as killing more than one soldier with a single bullet and simply spotting attractive women through your scope. Learning to achieve head shots will be essential to conquering the game, as boss characters have life bars, which are reduced much quicker when your aim is true.

Designed just like the arcade game, *Silent Scope* on Dreamcast will have a Story mode and Time Trial (almost the same as the Story mode, but with unlimited lives and very limited time). As you progress through the story – which is the usual bump about saving the world from terrorists – there will be opportunities to decide your next route through the game, which vary greatly in terms of difficulty. In terms of depth it lies somewhere between the story in Namco's *Time Crisis* and a small puddle, and, although it will be extremely tough to complete, console owners might find it a little short. It is, after all, a direct port of the arcade game. Indeed, the Dreamcast game is remarkably similar to its arcade counterpart, including its ▷

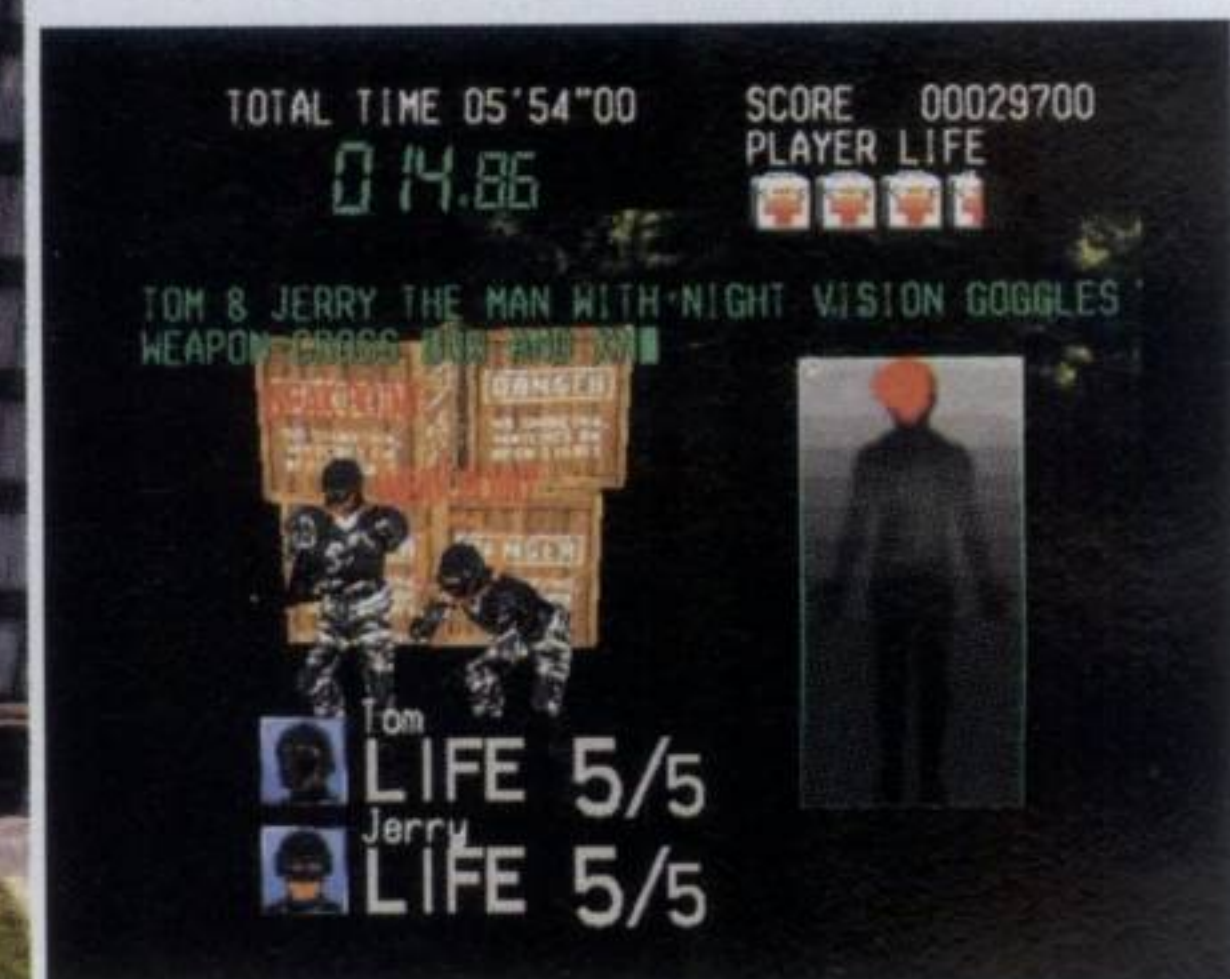
TRU LIES



△ In true *True Lies* style, kill the huge, foreign idiot who reckons he can pilot a Harrier and shoot you down.



△ One of the hardest challenges is trying to kill a terrorist without killing any of the American football players. Of course, if you accidentally got them in the head no one would notice.



△ Believe us, these guys are considerably more violent than the other Tom and Jerry.



△ Spotting a bikini-clad babe through your sights rewards you with an extra life.

"IT'S GOING TO BE A TOUGH GAME"

Sometimes you have to compensate for movement by tracking and firing ahead of your target so that they move *into* the line of fire. Fortunately, to help you get some practice in, Kawasaki has included a collection of exclusive shooting ranges.

"During the development process, one of the things that I got into the most was the Shooting Range, so we added more. There's nine new ranges on Dreamcast."

Unfortunately the version we were playing only had the arcade shooting ranges in place, so we've yet to see the fruits of the team's additional labours. But what we have seen is the opportunity to practise against circular targets, paper body targets, watermelons, moving cardboard images of innocent people and terrorists, and even a swimsuit model holding an apple. And shooting all of them in record

time should convince you that the game can work with a Dreamcast joystick.

We asked Kawasaki if he could recommend any other controllers for *Silent Scope*. He had, after all, already demonstrated his fine taste by claiming he was a big fan of the mag.

"I think you should try it with the maracas from *Samba De Amigo*. Position your rifle by posing with the maracas, and then just shout 'Amigo!' or 'Fire!'"

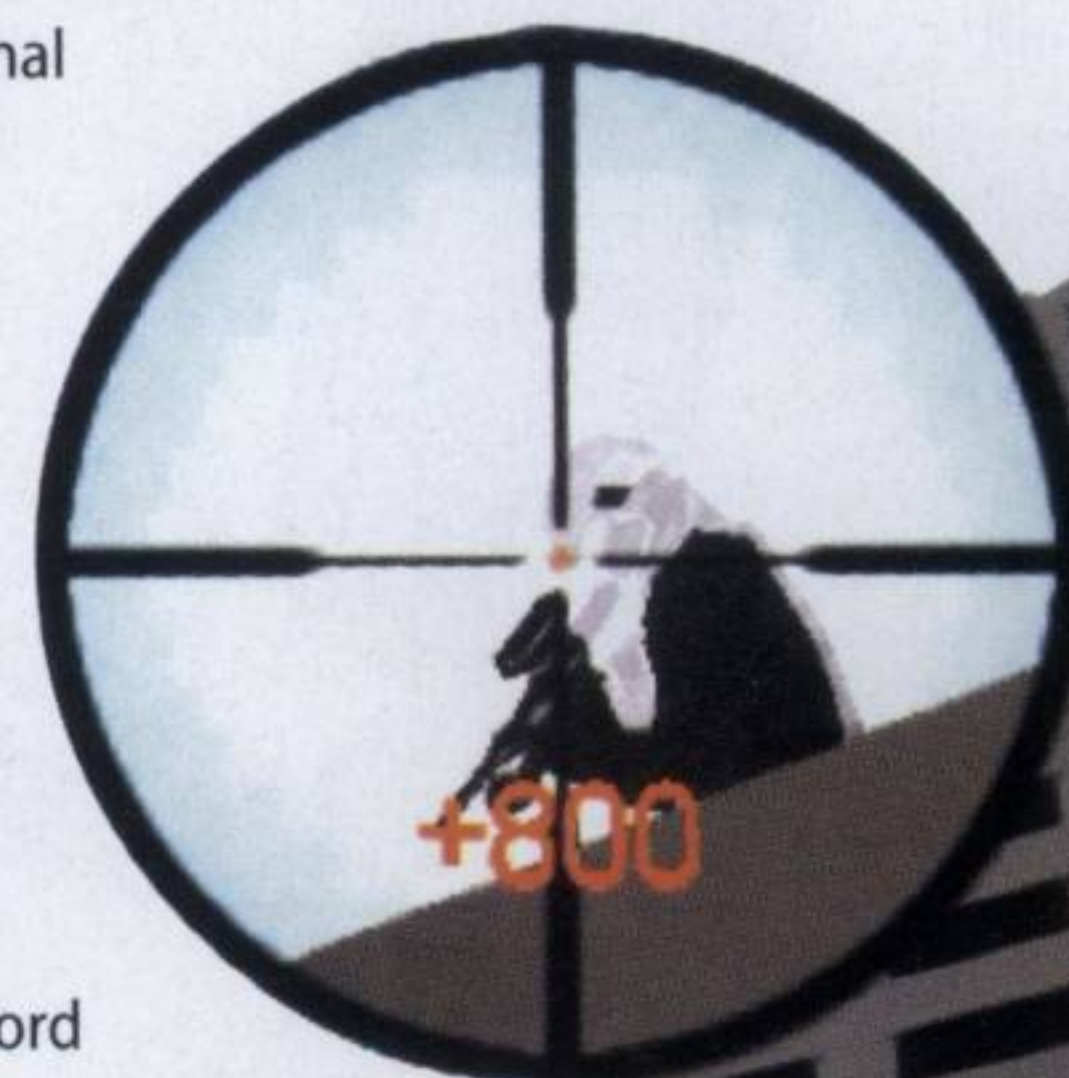
Er, right. ☹

gorgeous and highly detailed graphics. "We used the graphic data straight from the arcade game," confirms Kawasaki. "We had to make a couple of minor adjustments because the colours are slightly different [between the Dreamcast and original arcade board], but that was it. We are so impressed with the ability of the Dreamcast!"

Fortunately, the game has plenty of variety. From the opening stages where you are dispatching terrorists on the tops of skyscrapers (watching them fall to their doom is always amusing), to taking

out leaders while they pilot jet aircraft, you can also shoot drivers as they speed along a highway, unsuspecting terrorists through hotel windows, parachute into an enemy base while avoiding searchlights, sneak along a pitch black road using a night-sight (using other soldiers' laser designators to help you spot them), and culminating in a claustrophobic walk through the corridors of a country house.

It's going to be a tough game, particularly when every bullet has to count, and the target is always moving.



▷ Better body shots=more points. It seems as if shooting off his nose is worth 800.

It's as close as you want to get to the real thing.

Dreamcast

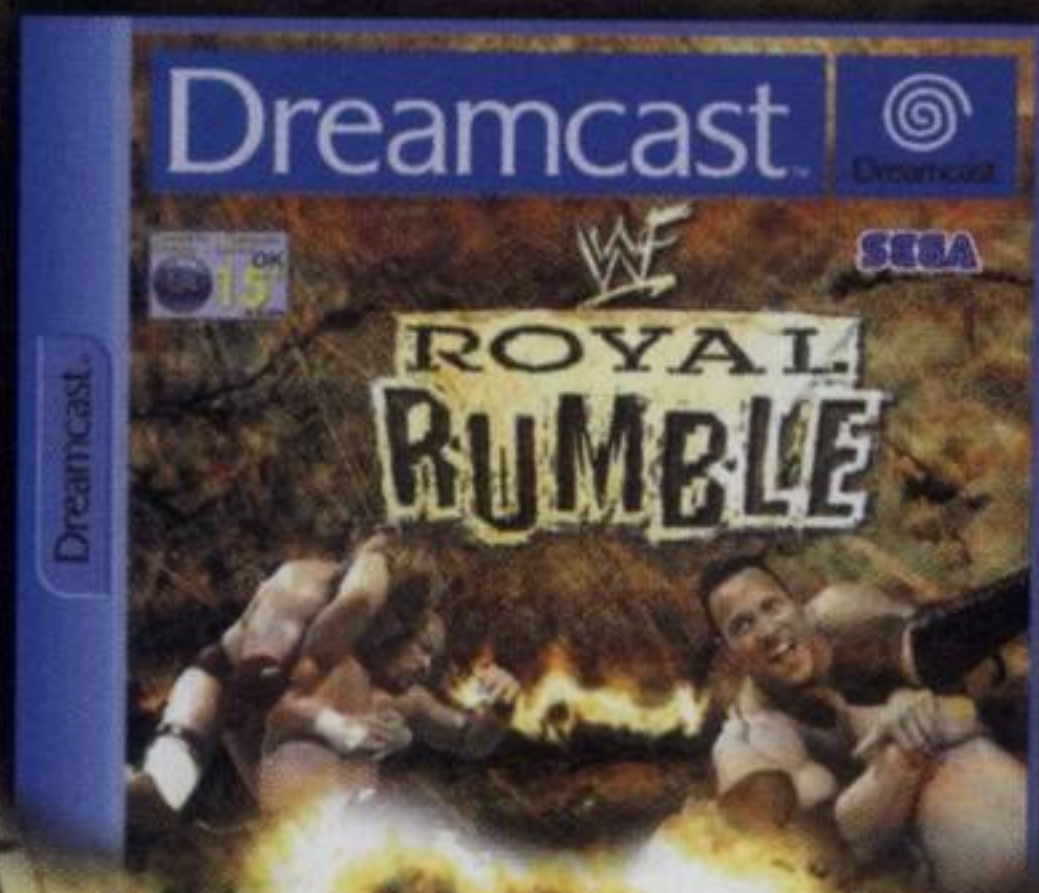
91%

"this really is as good as it gets"

**computer and video
Games**

5/5

"another must have game"



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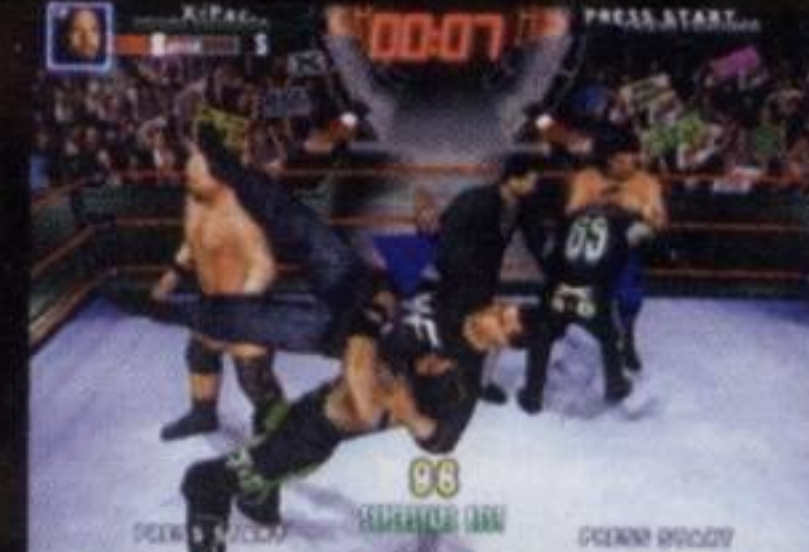
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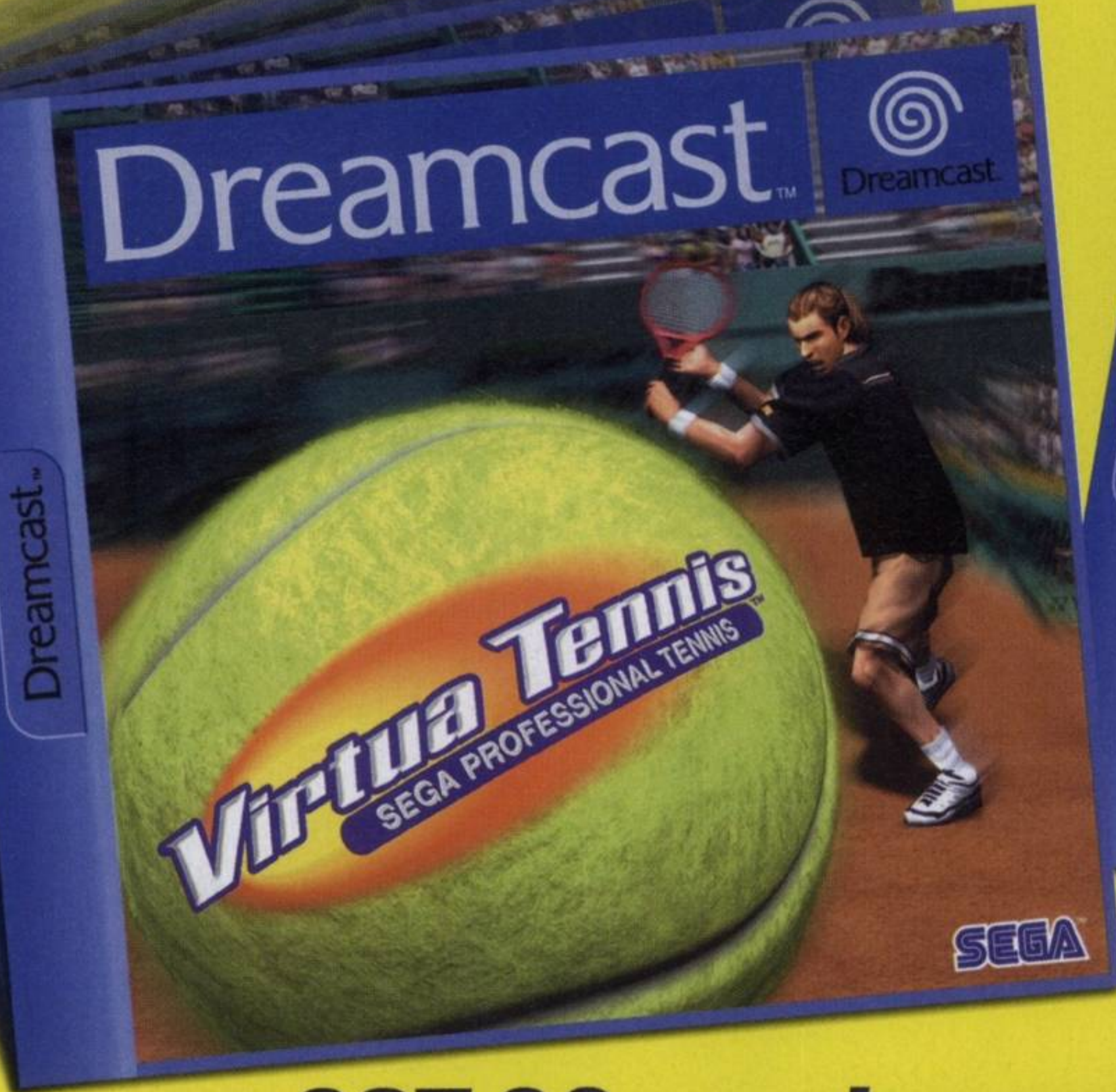
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RE-VIEWS

TENNIS: THE DISMALLY BORING SPORT THAT HAS SLOWLY BECOME MORE AND MORE BORING IS ABOUT TO BE REVIVED



SOME VIDEOGAMES are so good they aren't confined to the TV screen. They get under everyone's skin, into their veins, their very minds. Everyday life becomes affected by something that isn't real. This month, Dreamcast receives one such 'game' – its name is *Virtua Tennis*.

We've been lucky enough to have our review copy in the ODM office for more than two months now, and have had plenty of time to observe the effect it has on people (ourselves included), right from the very first "just a quick go". It's so predictable; like watching a Public Information film, you know the terrible fate that awaits the innocent victim the moment you see them pick up the joypad.

It's so easy to play that *everyone* enjoys their first game. Everyone pulls off at least one shot that makes them feel really clever. Everyone says "Wow!" at the graphics at least once. Everyone finishes their first game with a smile on their face, win or lose. Guaranteed.

Before long comes the second level of appreciation. Topspin and backspin. Learning to listen to the sound the ball makes as it hits the racquet. Spotting clouds casting shadows as they pass slowly overhead. Choosing a favourite player for a better reason than liking his hat.

With most videogames, this is as far as anyone ever gets – it's as far as anyone *can* get. But *Virtua Tennis* goes deeper still: certain types of shot are declared 'cheesy' and banned, with punishment of physical violence for anyone who dares use them. Matches grow from being two games long to being 'best of nine sets'. Players have 'lucky' costumes collected through days of non-stop solo championship play. Nonsensical mis-quotes from action movies, once screamed in mid-rally excitement, are thrown backwards and forwards almost as quickly as the ball, much to the confusion of spectators not in with the in-joke.

And that's not to mention the gambling – not necessarily for money, mind you. Washing-up, food,

pints of beer, cups of tea, magazine advertising pagination; all are fair currency in the seedy world of hardcore *Virtua Tennis* gambling. The worst-affected players have even been known to put their very name on the line in a bid to prove their prowess ("Best of five, loser spends an entire week known as 'Cacko Panton', okay?"). It's gone so far in many places of work within the games industry that it has been banned entirely by companies worried that *Virtua Tennis* will hamper development of their own titles.

Now, it's finally being let loose on the rest of the world. You lucky, lucky, unlucky people...

Keep the peace,
Ed Lomas, Reviews Editor

REVIEWED THIS ISSUE...

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METROPOLIS STREET RACER (SEGA)	8
NIGHTMARE CREATURES II (KONAMI)	92
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ODM RATINGS

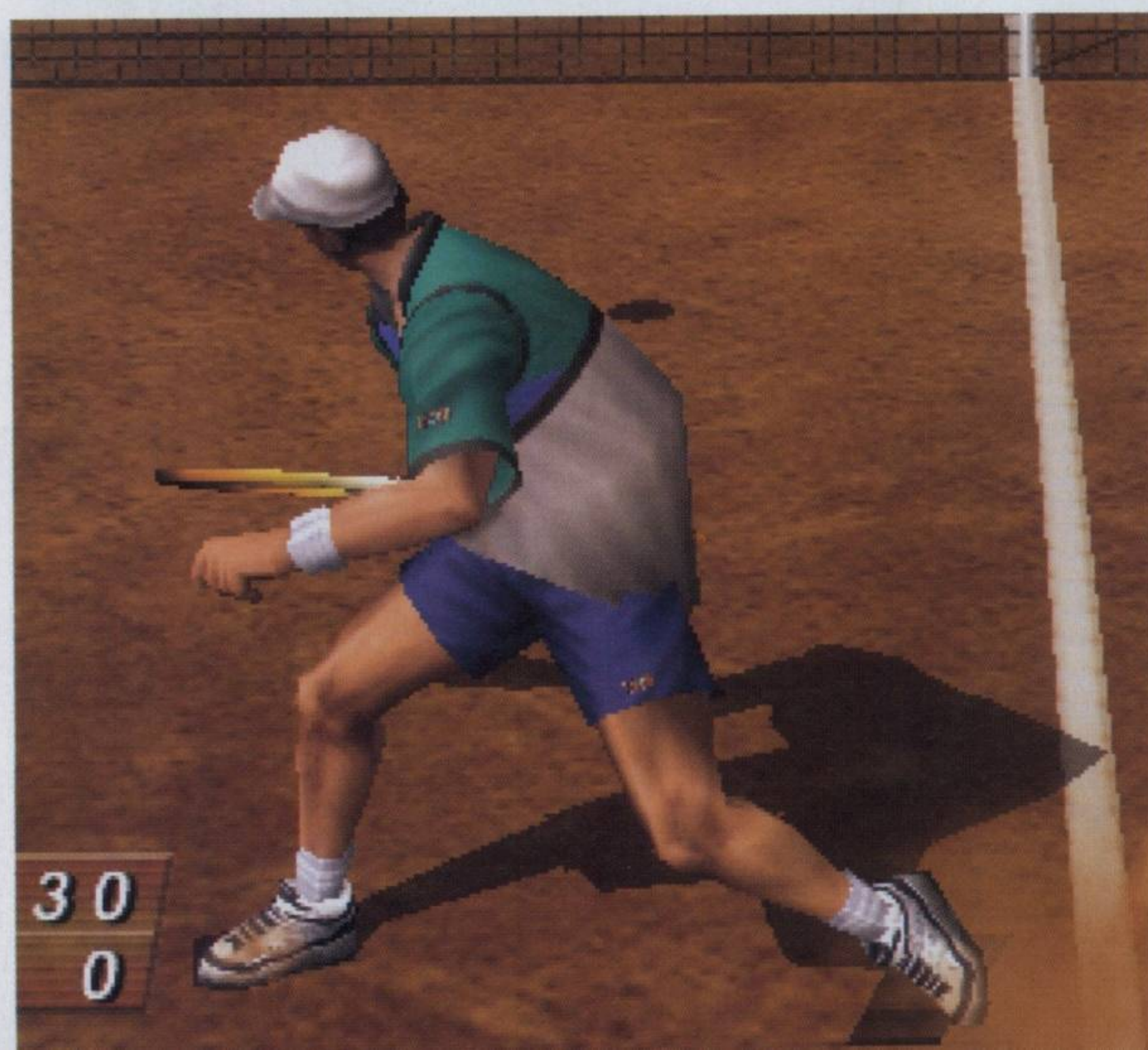
A guide to *Official Dreamcast Magazine's* stringent scoring system. If we say a game is no good, then it ain't worth buying. If it is, it is. Simple, really

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 LEYTON ORIENT. 1 NOT WORTH THE PLASTIC IT'S PRESSED ON!





VIRTUA TENNIS





"Whad'ya mean it's even better than the arcade game? You cannot be serious!"

STEVE OWEN is the one making the racket

BRITISH SPORT IN 2000 can be summed up in two words: abject failure. Failure at football (either to qualify or win against any team with an average age under 30), a couple of wins against out-of-form cricket teams, absolutely nothing at golf, and another Wimbledon of Henman-mania followed by premature disappointment. If we weren't so British, so stiff upper-lipped, it really would bring us down.

But we're good at videogames. Good at making them and good at playing them. While we might not be able to compete on the world stage at real sports, we can certainly 'kick arse' in virtual terms. A small consolation, perhaps, but a consolation nevertheless.

Thankfully, with the astonishing, wonderful *Virtua Tennis*, there's every chance that Tim Henman will be World Number One before autumn sets in. It's great



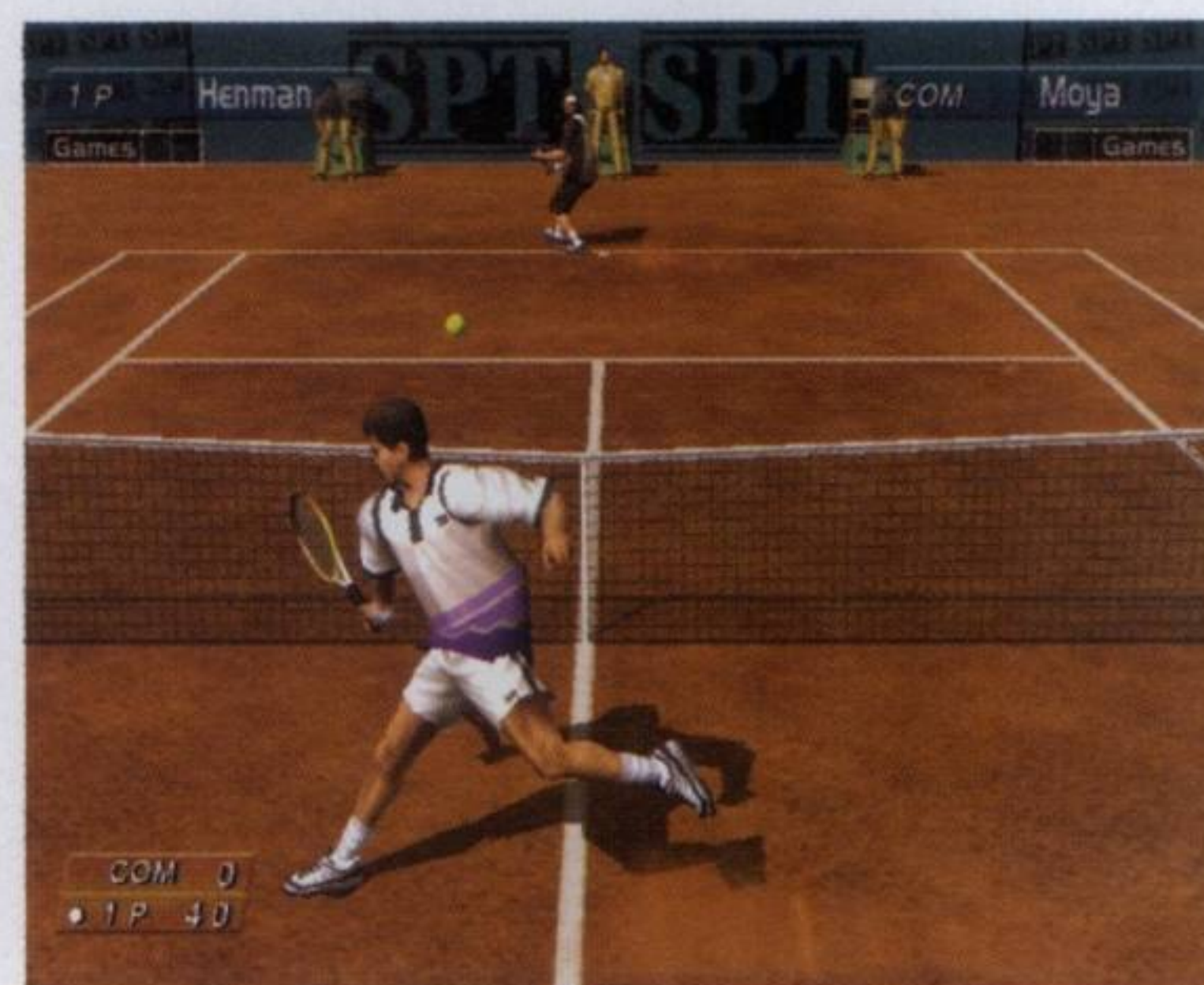
REVIEWS VIRTUA TENNIS



△ Jim Courier's got his trademark cap on. Well, you would if you were ginger, wouldn't you?



△ Haas... compose your own rhyming slang as you see fit.



△ At last Henman can win something worth winning – if you control him that is.

▷ enough at the arcades. Swish, beautifully animated, simple to pick up, shockingly hard to beat. But the real surprise is that on your humble Dreamcast, *Virtua Tennis* is better still. Lots better, in fact. And that makes it a hundred times better than any other home tennis game. It is so good that we are gradually inviting each of our friends round in turn, convincing them one after another that now is most definitely the time to buy a Dreamcast.

STRINGS ATTACHED

Of course *Virtua Tennis* is a direct port of the arcade version; as super-slick as its big brother, and as tough to beat. You select to play as one of eight top current players (none of the *really* big players are there, but you can be Henman, Kafelnikov, Pioline or Philippoussis), and progress through a series of tournaments of rapidly increasing difficulty. For speed, it's just the best of three games, but Deuce is played. At the arcade it was possible to get a good game for your pound.

Naturally you can also get a mate to join in; either against you at singles, alongside you at doubles against two computer-controlled characters, or each of you playing with a computer character. And you can select your own rules (up to a maximum of one set with tie-break) and playing surface. You need to master each one – grass, hard, clay and carpet – to gradually climb your way from 270th to become the World's Number One tennis player.

In singles or doubles matches, the artificial intelligence of the computer players is exemplary. Each character has the prerequisite speciality – big server, great at volleys, a master of the backhand, a fast runner, or a good all-rounder – but as the competition progresses you start to find that they make fewer mistakes, return

"IT'S EXCITING, FUNNY AND EXHAUSTING"

the ball quicker, or have an uncanny knack of returning everything you knock at them, while leaving you sprinting from one corner of the court to another.

In doubles it sometimes seems as if your console wants to play against itself, as two computer opponents endlessly knock the ball to one another, leaving you to stick your racket in occasionally just to break up the tea party. But this is just about the only fault in an otherwise excellent and exceptionally tough-to-beat artificial intelligence playing at its very best. If you have no friends to hand then *Virtua Tennis* is still one of the best games you can play.

But, naturally, it all gets so much better when you get three or four people together at once. When there are four of you playing doubles it's even better than we suspect you're already imagining it is. It's exciting, funny and exhausting all at the same time. You establish tactics, adopt a style, twist your tactics to combat those of your opponents, and attempt to unravel their defence. It is just astonishing how much fun this game can be.

RACQUET ABUSE

The key behind *Virtua Tennis's* wondrousness is the deliciously straightforward yet multi-faceted control system (see the 'Just One Button' box). In its simplest



SPEAK OUT

WE HAD A WORD WITH THE EUROPEAN PRODUCT MANAGER AT SEGA, MR MAT QUAECK

WHAT'S THE BEST THING ABOUT THE GAME?

The detail, the smoothness and the sheer speed at which everything moves about the screen. Although precision is an art to master, it's so easy to play, which is what makes it so addictive from the start.

WHICH DC GAMES ARE YOU PLAYING AT THE MOMENT?

I've just completed *Resident Evil Code: Veronica* and am currently seeking counselling. It'll be a while before I go back to leading a normal life again.

DO YOU THINK VIDEOGAMES MAKE INTERESTING TELEVISION?

With the advancement of computer technology allowing us to enter virtual worlds like never before, the TV is rapidly becoming the portal for newer, more interactive human emotions. I think that makes it interesting!

WHEN WILL A BRITISH PLAYER NEXT WIN WIMBLEDON?

When they invent tennis racquets 4ft long and 10ft wide, or introduce a 'two against one' mode.

"SIMPLE TO PICK UP, SHOCKINGLY HARD TO BEAT" VIRTUA TENNIS



△ Dive, but you may not get across court for the return shot.



△ Tell your computer partner to hang around the baseline or net.



△ You get to take on these two old timers, Master and King. They take some beating.



△ Scuff marks on the ground, dirt on their shoes... every element of the game is replete with detail.

form, returning a shot is merely a choice between lobbing your opponent (hitting the ball high to land at the back of the court), or just hitting it normally. As such, chances are you will use just one standard shot time and time again. And yet, despite this simplicity, you slowly begin to realise that it's possible to put the ball almost anywhere on the court you desire; your options limited only by how good a shot your opponent played before you.

Hitting the ball is a complex combination of body position, the timing of pressing and releasing the button and the movement of the joystick in that time. The analog stick (or d-pad) obviously runs your player around the court, until you press the button to begin your racquet's backswing. If you've positioned yourself well and pressed the button early then a good backswing will apply more direction and more power than if you just stab at the button. But if the ball is hit at you then there's no room to apply backswing, and you'll probably end up scuffing your shot into the net or out of play.

Adding a bit of direction on the stick indicates that the ball needs to go in that direction, but whether this is possible all depends on the swing of the racquet. You need to remember that it is when you make contact with the ball that most affects its direction, so joystick movements only translate into subtle wrist angles, which may or may not add to the returned shot. Certainly a perfectly timed hit can be greatly influenced by the direction of the stick.

Then you can also apply top and backspin. Applying any kind of spin makes it easier to fluff your shot if the timing isn't spot on, or can take off some of the power. A topspin shot sees the ball skimming off the ground,

adding pace after the bounce and keeping the ball low, making a decent return shot harder. Adding backspin takes all the pace off the ball, and is great for catching out someone on the baseline by killing the ball the moment it passes into their half of the court.

Perhaps that's all been a little boring, technical or just intimidating, but it's important to realise quite how much you can do with *Virtua Tennis* and just two buttons. It's this incredible level of detail that makes this such a wonderful, enjoyable and compelling game. It's something that you really can master – like a real sport. At the same time, anyone can return the ball within a couple of minutes of playing the game. Only expert players really need to get to know the intricacies of the game if they want to beat the best players.

NEW BALLS

One of the best ways to learn these subtle shots is to use the excellent World Circuit option, exclusive to the Dreamcast version (see 'Getting Noticed'). It unlocks 10 locations, 18 players and 28 different outfits, the majority of which aren't in the arcade game, while forcing you to become a better tennis player as it becomes steadily more and more difficult. The training games are superbly designed – mini-games in their own right – and give you the first real chance to see what a difference body position makes to your shots.

But if you haven't guessed from these five pages already, *Virtua Tennis's* greatest achievement is the stunning graphics. The animation is perfect, the translation of your movements and shots astonishing. Each player seems alive, celebrating or cursing a shot, while successfully pulling off something clever is made all the more satisfying by the visual realism. Try hitting a ▷

JUST ONE BUTTON

Virtua Tennis's glorious design means that you can play just about any shot to any place on the court with just one button and the joystick. (But we'd like to point out that a second button is used to lob a player standing by the net.)



△ Smash a lobbed or badly struck ball by just getting underneath it and pressing the A button as though pressing the doorbell of someone you don't like.



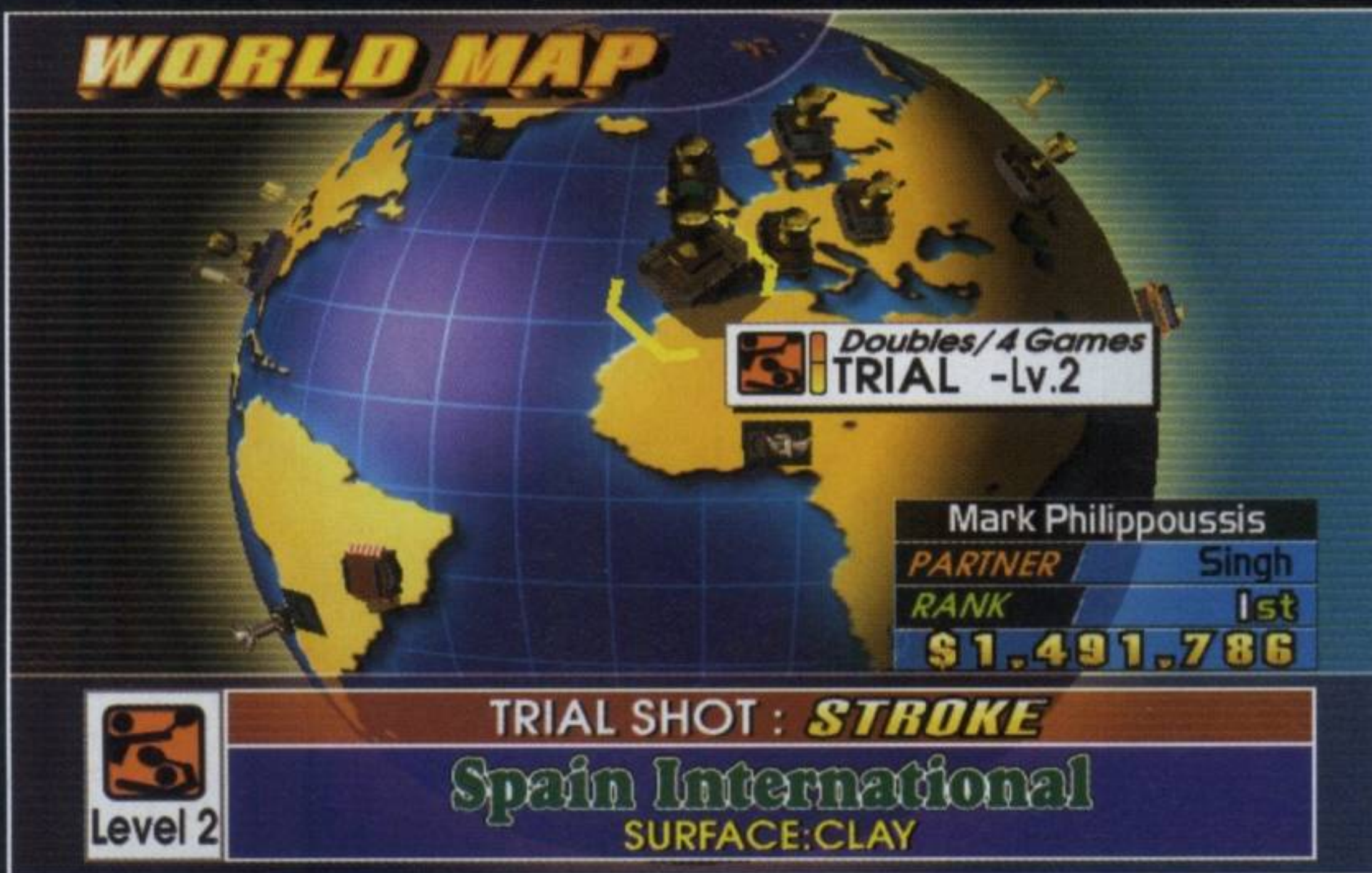
△ A standard forehand simply involves placing yourself to the left of the ball, pressing and holding A to backswing, and releasing to create a strong foreswing.



△ As you might imagine, a backhand is pretty much identical, except that you stand to the right of the ball. Use the joystick to apply direction.



△ The fastest shots have topspin, achieved by pushing forwards with the joystick. Backspin creates a dropshot, which falls like a lead weight once it clears the net.



GETTING NOTICED

Virtua Tennis at the arcade lets you simply step into the shoes of Jim Courier or Tim Henman and play against some of the best players in the world. But in the Dreamcast version you have to prove your worth in the World Circuit. Simple matches can be played, and you can take part in some bizarre training sessions. Success unlocks locations around the world and rewards you with money.



▷ The most entertaining training mode involves serving as if you were playing Ten Pin Bowling. Like all other training modes, there are three levels of difficulty.



▷ These giant inflatable balls roll towards the net, but, with the power of your baseline shots, must be knocked beyond the end of the court.



▷ As your trainer knocks balls to you, lob them into the various bins at the back of the court. Every bin needs to receive a ball, making this the hardest task.



▷ This wall consists of eight rotating panels. Each has to be hit to clear the level, but don't waste time waiting for another ball to be played to you.



▷ The automatic serving machines need to be hit with a return to switch them off. But don't make contact with a red tennis ball, or one will turn on again.



▷ As your trainer plays tantalising balls into the air, smash them into the inflatable cubes. You need to knock them all clear of the court to pass.



▷ Your trainer serves just 29 balls at you, and they must be returned so that they land within the target. The closer to the centre they are, the more points you get.




▷ With the money you've earned on the circuit, you can unlock players, locations and clothing to be used in the arcade and exhibition matches.



"IT'S SOMETHING YOU REALLY CAN MASTER"

ball between your legs after running back after a lob, or diving to reach a passing shot. It's just breathtaking.

There was a risk that *Virtua Tennis* could have been a weak conversion of the excellent arcade game; a mistake Sega made at the birth of the Saturn. But *Virtua Tennis* on the Dreamcast is better than the arcade game in so many ways, providing so much more depth and enjoyment. It has the approachability, skill and precision of an arcade game, but the progression and reward of a home console game. Quite frankly, if you can't entice a few mates round to play this then they aren't mates worth knowing. 

PRICE: £39.99
PUBLISHER: SEGA
DEVELOPER: HIT MAKER

VERDICT

ONE OF THE BEST DC GAMES SO FAR, AND THE TOP SPORTS TITLE

UPPERS

Wonderfully subtle control system • Gorgeous graphics • Brilliant multi-player options • Just the right level of difficulty

DOWNERS

Computer sometimes plays itself • No female players • Can't dive forwards for balls

IN ONE HOUR We'd unlocked our second shop and spent some dosh

WEBSITE www.dreamcast-europe.com

MAX PLAYERS 4

VIDEO MODES Full-screen 60Hz option, VGA compatible

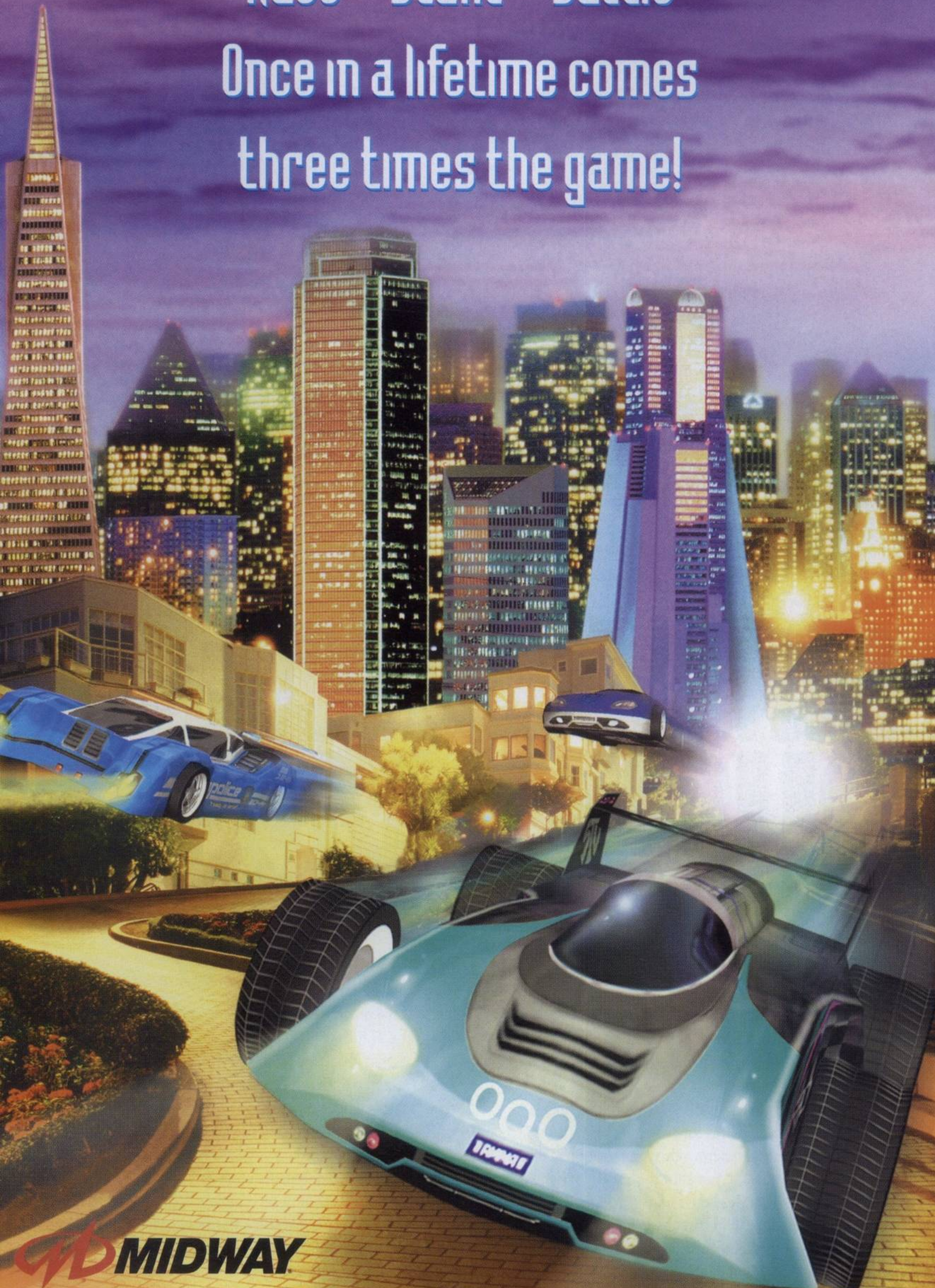
ODM RATING OUT OF 10

9

SUPERB

SAN FRANCISCO RUSH 2049

Race • Stunt • Battle
 Once in a lifetime comes
 three times the game!



22 September

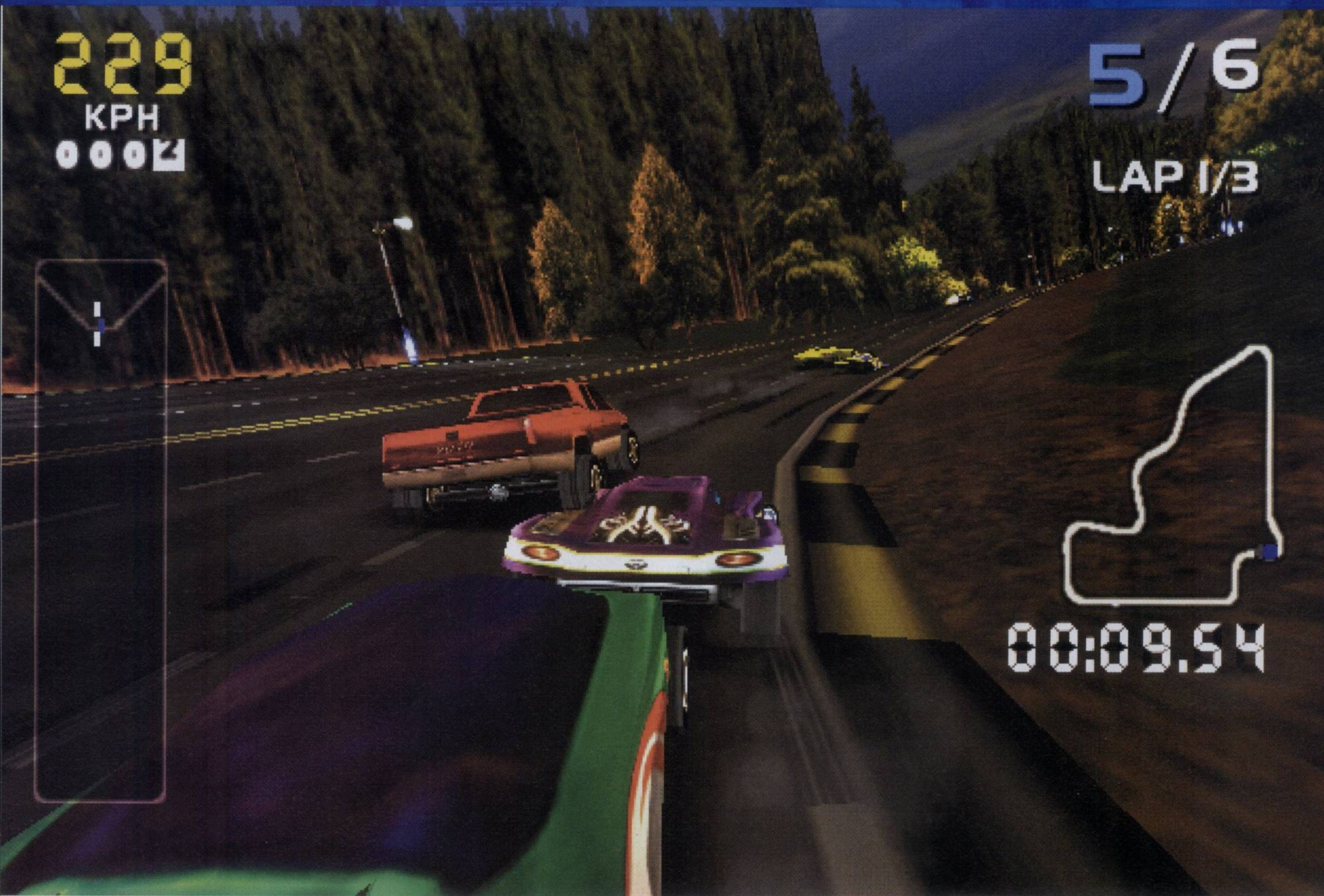


Coming Soon!

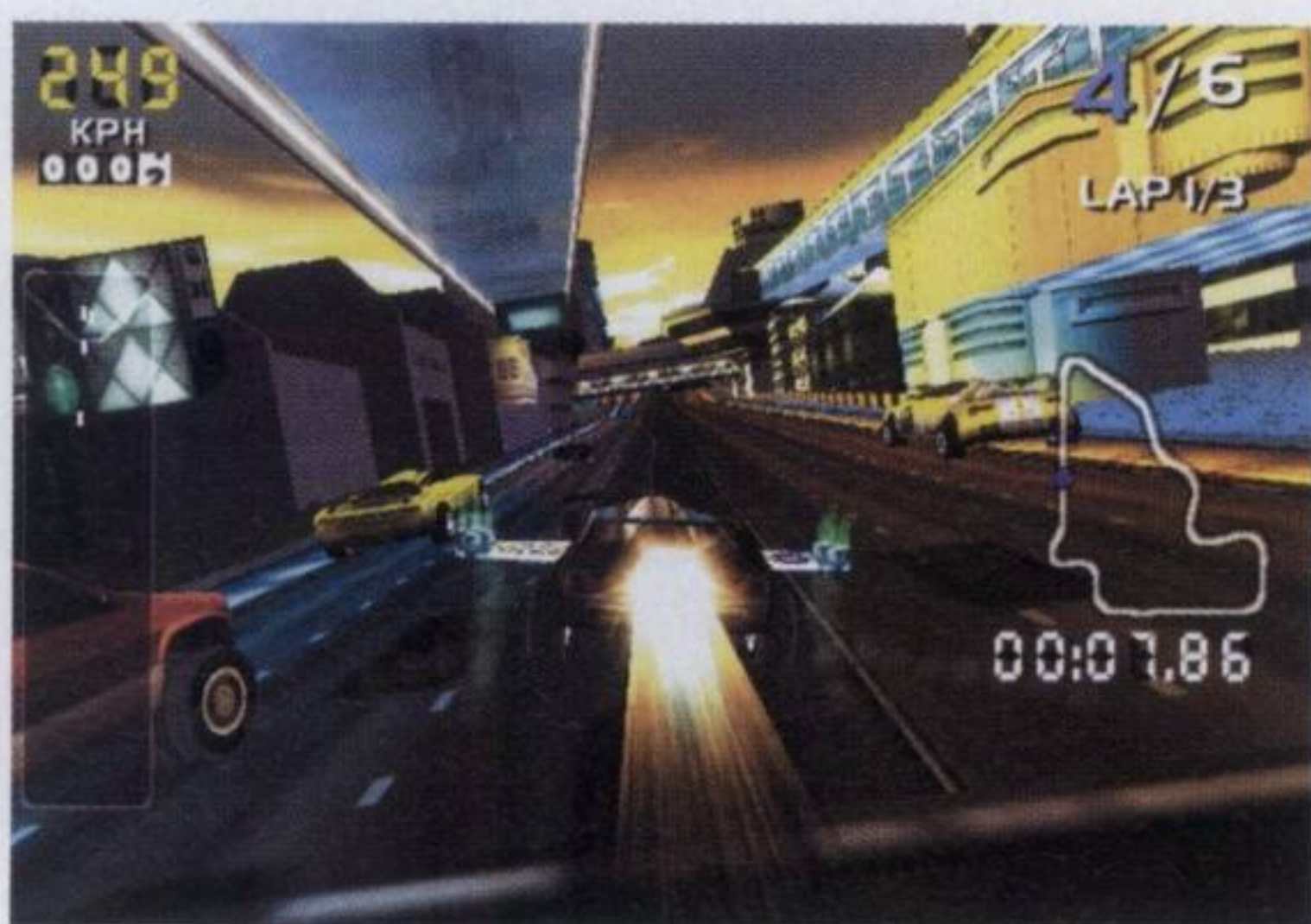


Coming Soon!





△ It may be the year 2049, but it's good to see there are still a few trees left on the planet.



△ Insane jumps are still a prominent feature of this series.



△ *Rush 2049*: The bizarre (and terrible) Obstacle mode.

SAN FRANCISCO RUSH 2049



The time for futuristic racing is upon us, now with wings and a giddy **DAVE WOODS** at the controls

CELEBRITIES ARE FOND OF POINTING out that, despite the millions in the bank, the villas across Europe and the fawning servants, life isn't easy. Well, balls to that. They should play at being mediocre once in a while. Take football: if you play in a so-so Premiership team like Leicester or Coventry, you're told to work harder to try to get a result against teams from the top four or five. It's commonly called the 110 per cent theory, but it's still not usually enough – quality always wins through in the end. As the pundits like to point out, the league table never lies at the end of the season. So it's possible to feel a bit

sorry for *San Francisco Rush 2049*. It may not be the best racing game in the world but it's got a few 110 per cent extras that drag it past mid-table security.

As the latest in Midway's *Rush* series, it builds on the brief of fast cars and big jumps by taking everything to a futuristic San Francisco, complete with gliding rocket cars and looping shortcuts. If you've played either of the arcade or console predecessors you'll know what sort of thing we're talking about here: brainless racing with little use for a brake pedal, but some amazingly spectacular leaps of faith. It's not without its problems in this



△ Spread your wings... and end up in a ball of flames.

△ Lack of speed is certainly not a problem with this game.



SPEAK OUT

METRO MUSTAFA, PRODUCER OF *SF RUSH 2049* AT MIDWAY, RAPPED WITH OUR BAD SELVES

WHAT'S THE BEST THING ABOUT THE GAME?

Racing, Battle mode, Stunt mode, they're all just too good! I can't choose one over another!

WHICH DC GAMES ARE YOU PLAYING AT THE MOMENT?

Virtua Tennis, F355 Challenge and Street Fighter Alpha 3.

WHAT ARE YOUR FAVOURITE DRIVING GAMES OF ALL TIME?

Rush, Spy Hunter and Out Run.

DO YOU THINK VIDEOGAMES MAKE INTERESTING TELEVISION?

I've both reviewed and challenged on TV enough to know that it's interesting. The only thing that sucks is when you get uneducated 'gamers' reviewing titles or people challenging that are rubbish at the games.

WHAT DO YOU THINK YOU'LL BE DOING IN THE YEAR 2049?

Wondering what the next level of gaming will entail while peering down on the Earth from the moon...

department, in that you can never really let rip without smashing into a building and exploding, but it's still exhilarating nonetheless.

Just to make things harder, some of these huge take-off points are deliberately placed near fast corners, which makes it harder to approach them head-on. Jump at an angle and your chances of landing safely are miniscule, but thankfully, whatever happens, your car is miraculously rebuilt and teleported to roughly where it left the track. This is good, but a few opponents we managed to take out actually reappeared ahead of us on the track – and that's just taking the rise.

A FLYING DELORIAN?

In the main single-player mode you have to move through circuits, unlocking more tracks and cars as you go. Standard stuff, although the addition of extra-hard stunt shortcuts, wings (yes, wings – you can employ these daft accessories every time you leave the ground

and invariably steer or spin your car into a flaming heap), and conveyor belts that either speed you up or drag you backwards, add a unique flavour to proceedings.

Aside from that there's not all that much to write home about. The fact that you can sail through trees, traffic signals and even the odd tram as long as you don't approach it head-on points more to lazy programming than deliberate design, and the fact that braking isn't required unless you get nervous shows you the level of expertise it's going to take to master the controls. (It's a good job really, as the braking system is the most extreme we've ever witnessed. Tap at them and you'll literally swing until you're facing in increments of 45 degrees from where you started.)

But *San Francisco Rush 2049* is no slouch. There's no online play option, but the cool Internet Ghost mode (download other players off the Net and race against them) is a very welcome addition nonetheless. And, as a straight arcade racer, it's certainly fast enough and pretty enough, with a decent frame rate, but appallingly bad explosions, to fool you into thinking that you're having enormous amounts of fun.

Thankfully, Midway realised that its baby was never going to join the elite ranks without a couple of nifty tricks under the bonnet. So, in addition to the standard tracks (with backward and mirror modes), there are stunt arenas where you can fly over ramps and obstacles, collecting tokens and using the ridiculous wings feature to pirouette and glide yourself into oblivion. It works as a distraction for a few hours, until you realise that you're a bit bored of smashing, crashing and bursting into flames. Which is what happens. Even the stupidest stuntman in the world wouldn't volunteer to get behind these wheels, not even if you told him the leading lady was interested but needed proof of mettle before bedroom arrangements could be finalised.

Much better is the Battle option, where you can take on your mates (up to four, split-screen) in arenas packed with high explosives. Every vehicle is fitted with a peashooter, and you can also pick up homing missiles, bouncing bombs, Gatling guns and something we've dubbed 'Nuclear War' that kills without prejudice.



It's crude but effective, and a guaranteed hit for late-night sessions. It's also in these arenas that the extreme braking system finally makes sense. Most driving/shooting games usually trip up by making the cars impossible to manoeuvre quickly. But hit the brakes in *2049* and you can easily spin round to face the car behind that's trying to ram missiles up your exhaust pipe.

Overall, *San Francisco Rush 2049* certainly offers enough for the asking price to consider giving it a run for its money. There are better racing games, and there are better multiplayer fragfests (or there will be soon), but there's no other game that offers both, and if cars with wings, gargantuan jumps and big guns bring a smile to your face you should jog down to the shops and buy a copy of this game. Oh, and on the way nip to the bookies and stick a tenner on Coventry to win the Premiership. ☺

PRICE: £39.99
PUBLISHER: MIDWAY
DEVELOPER: MIDWAY

VERDICT

NO CLASSIC BUT AN ENTERTAINING ARCADE MIX



UPPERS

All-out arcade action • Internet Ghost mode • Decent graphics and smooth frame rate



DOWNERS

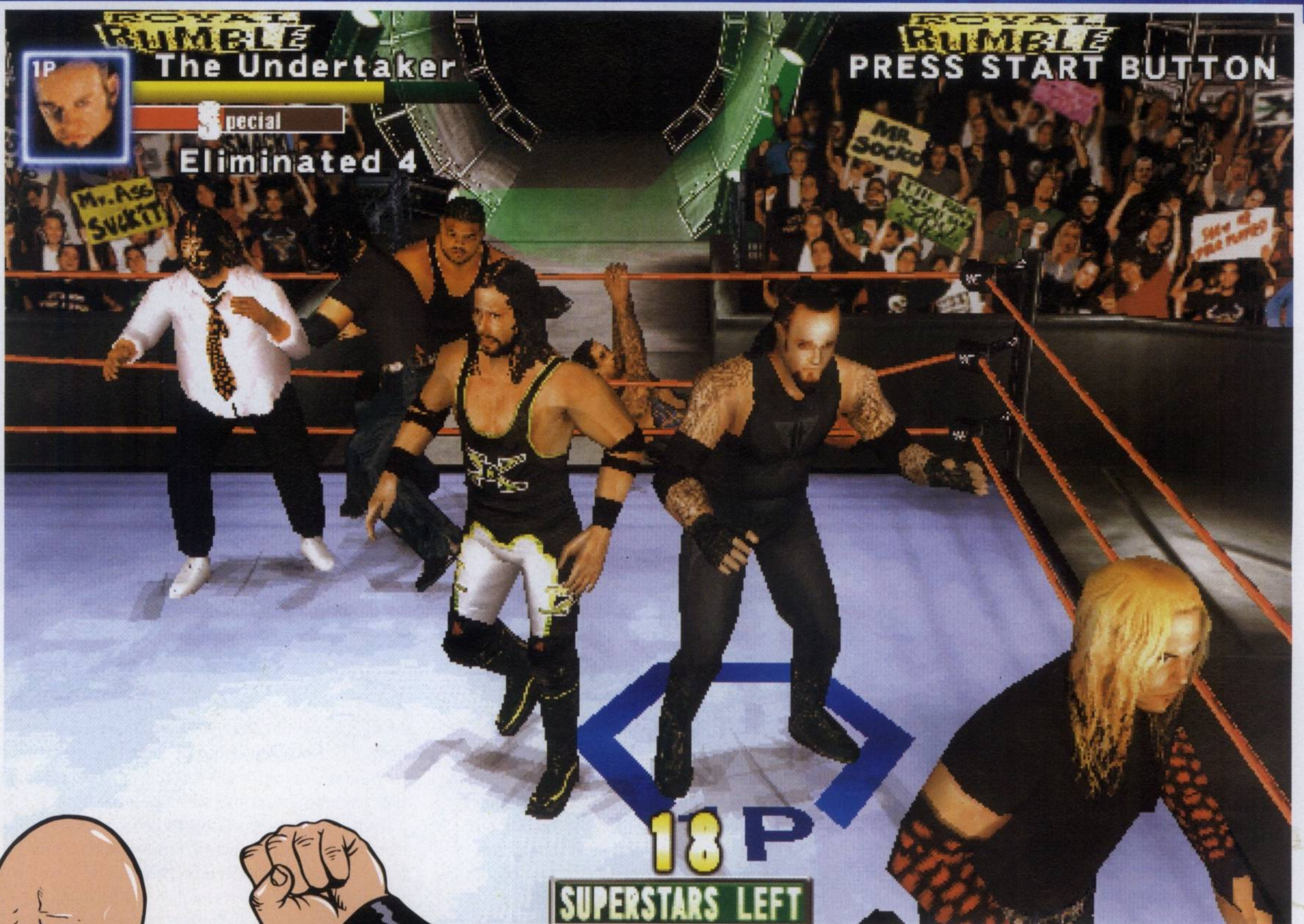
No longevity • Flawed racing model • Obstacles you can drive straight through

IN ONE HOUR We unlocked the Intermediate circuit
WEBSITE www.midway.com
CHECK OUT The film *Bullitt* and see how the pros do it
MAX PLAYERS 4
VIDEO MODES VGA compatible

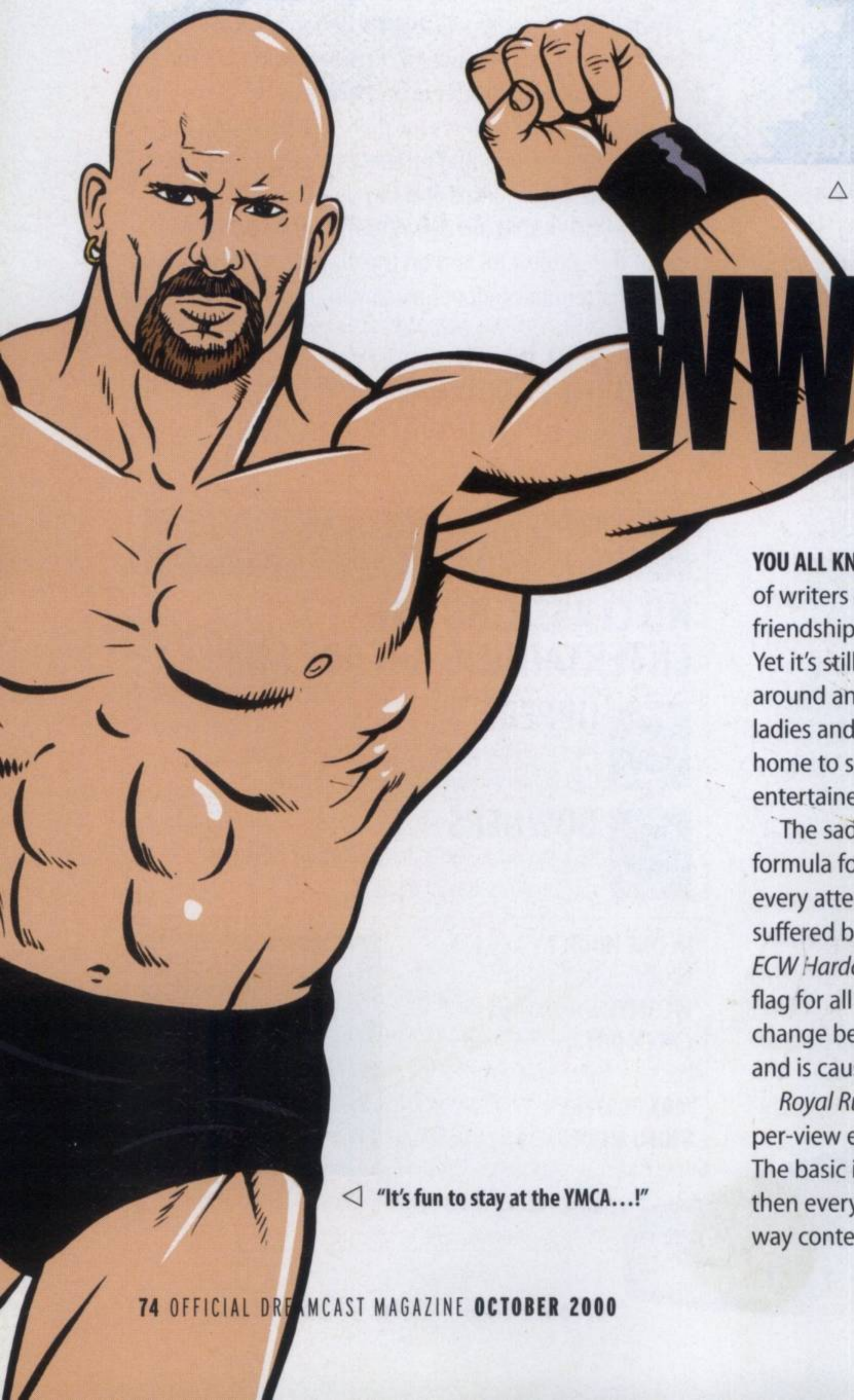
ODM RATING OUT OF 10

7

6000



△ With up to nine players in the ring at any one time, *Royal Rumble* is certainly the most chaotic WWF game yet.



◁ "It's fun to stay at the YMCA...!"

WWF ROYAL RUMBLE

Finally, a decent WWF game? **STEVE KEY** says "Just bring it"

YOU ALL KNOW IT'S SCRIPTED. You know that there's a team of writers coming up with all of the storylines, rivalries, friendships and the odd wedding if you're really lucky. Yet it's still one of the most entertaining pantomimes around and it draws millions of viewers every week. This, ladies and gentlemen, is the World Wrestling Federation; home to some of the oiliest, silicone-enhanced entertainers on the planet.

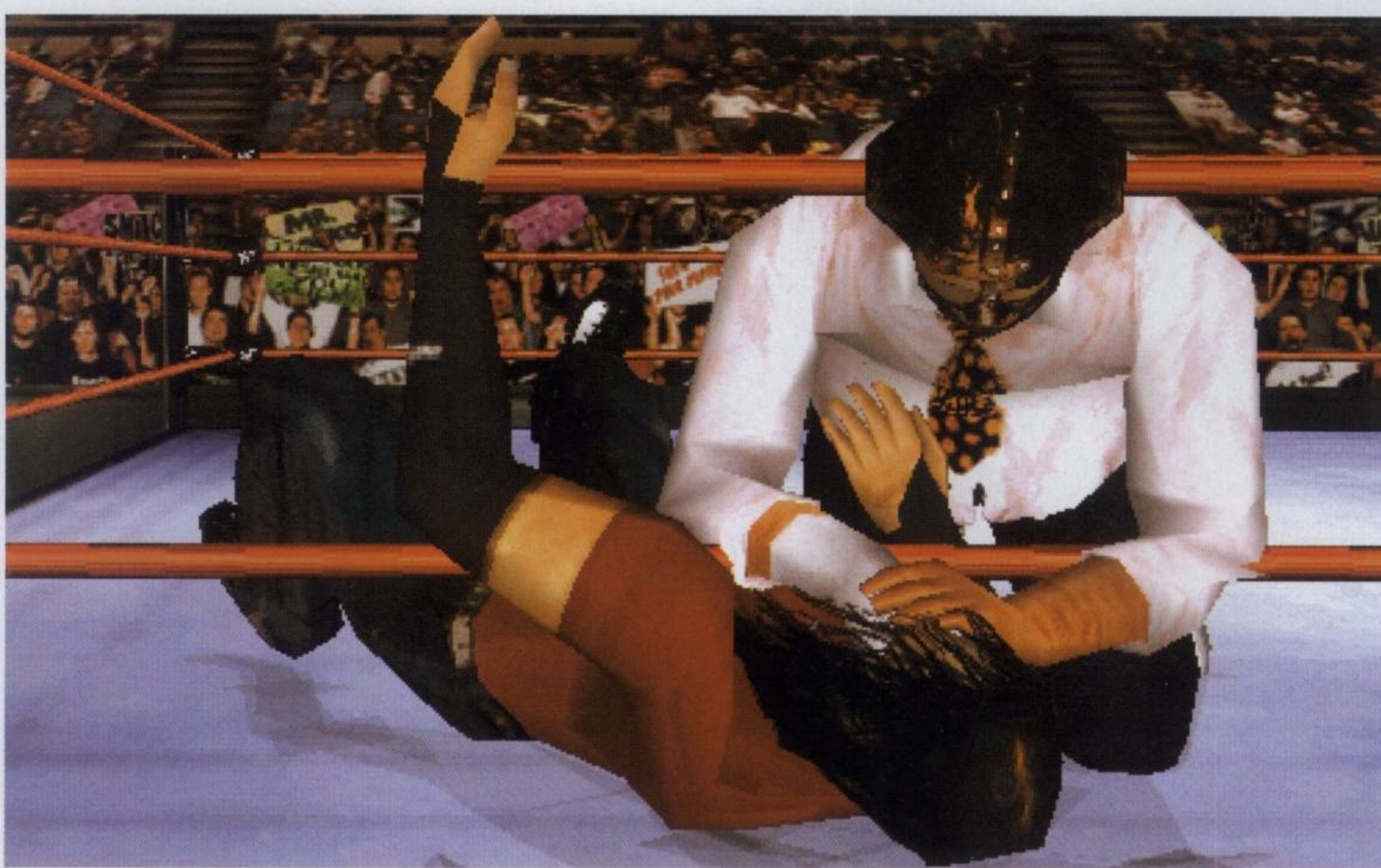
The sad thing is that even with this ready-made formula for making a decent wrestling game, almost every attempt has been awful. The Dreamcast has suffered badly, with *WWF Attitude* (ODM #2, 3/10) and *ECW Hardcore Revolution* (ODM #7, 3/10) flying a limp flag for all things wrestling. This, thankfully, is about to change because *WWF Royal Rumble* has crash-landed and is causing chaos.

Royal Rumble gets its name from one of the big pay-per-view events that the WWF now hold once a month. The basic idea is that one wrestler starts in the ring and then every minute or so a new fighter arrives. The only way contenders can be eliminated from this tournament

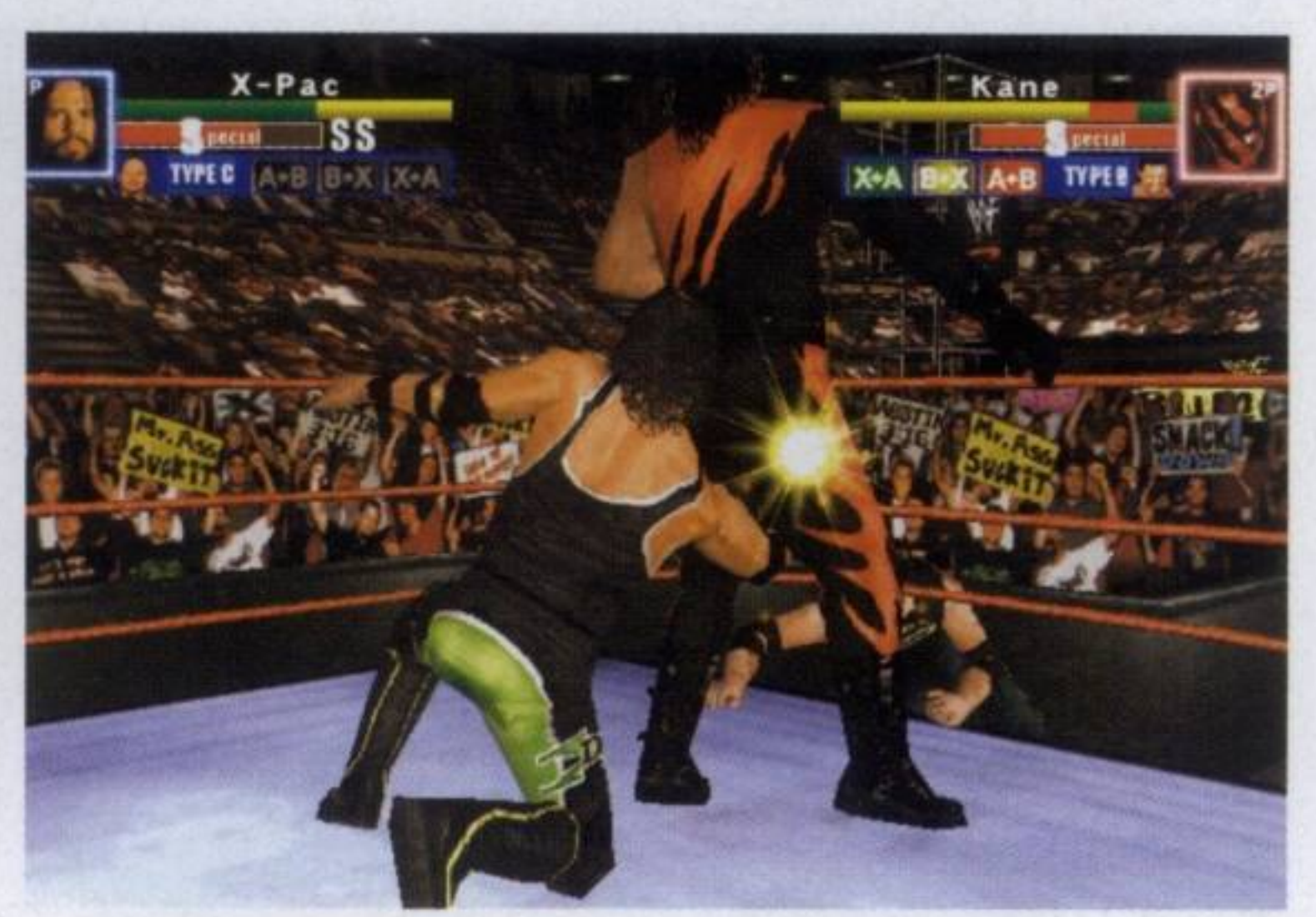
is by being thrown over the top rope and their feet touching the floor. A total of 30 wrestlers come and go until there is only one man standing. As you can imagine, this results in some chaotic scenes as the ring fills up with more and more people. The Dreamcast version of events is no different as a total of nine wrestlers can be in the ring at any one time. Now this does get a little frustrating as you can be having a perfectly normal and polite one-on-one in the corner with someone and then the next thing you know, a group of four have butted their way in and it's a free for all. However, once you realise this is all part of the fun and games, then the qualities of *Royal Rumble* really start to shine through.

NINE-WAY ACTION

Four human players have to be competing if you're to get the most from this game. The *Royal Rumble* itself and the *Versus* mode let you all compete against one another. Each of the human-controlled players selects one wrestler as their main man and then picks from the



△ Mankind's finishing move is the Mandible Claw – he stuffs a rancid old sock into the mouth of his foe.



△ Road Dogg distracts Kane and X-Pac delivers a low blow!

"YOU'LL OFTEN FIND YOURSELF LAUGHING AS YOU PLAY"



△ Your team-mates can come into the ring to help you out.



△ Matt Hardy twats the Rock with a frying pan. Only in the WWE.



△ Slabs of meat and frozen fish swing through this freezer.

remaining 20 to decide who their partner is. Depending on whom you choose will then alter the team moves that you can select. You have a choice of three sets of three moves apiece and these show how your partner will help you. Sometimes they'll lob huge items aimed at your enemies in the ring, other times they'll come in and double-team the helpless victim.

These moves are executed by simply pushing any two buttons together (only three are used anyway) at specific points during the match. They are very funny moves to watch, especially when Mick Foley comes running in clutching a huge dustbin and uses it on D'Lo Brown's head. Nothing against D'Lo you understand, but that twitchy neck thing needs sorting out. You'll often find yourself laughing at *WWF Royal Rumble* as you play, simply because it contains so many real-life references. Whether it's The Rock giving it the People's Eyebrow or Rikishi slapping that big ol' butt, this is a funny game.

The true-to-life snippets don't stop there either. Each wrestler has their theme music and pose after a match is won and even their own style of entrance into the ring (check out Edge sliding under the bottom rope and crawling into the ring for a good example). The moves, however, are a key point for all wrestling games, because the first thing you do is head straight for your favourite character and see exactly what they can do. In terms of standard moves, most of the wrestlers have something to distinguish them from others. For yet



SPEAK OUT

MICHAEL PATTISON, THQ'S INTERNATIONAL BRAND MANAGER OF WWF, SPEAKS

WHAT'S THE BEST THING ABOUT THE GAME?
The total carnage of having nine superstars smacking you around the ring.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
Virtua Tennis and *Dead or Alive 2*.

WHAT'S YOUR FAVOURITE DRIVING GAME OF ALL TIME?
It has to be *Colin McRae Rally 2.0*.

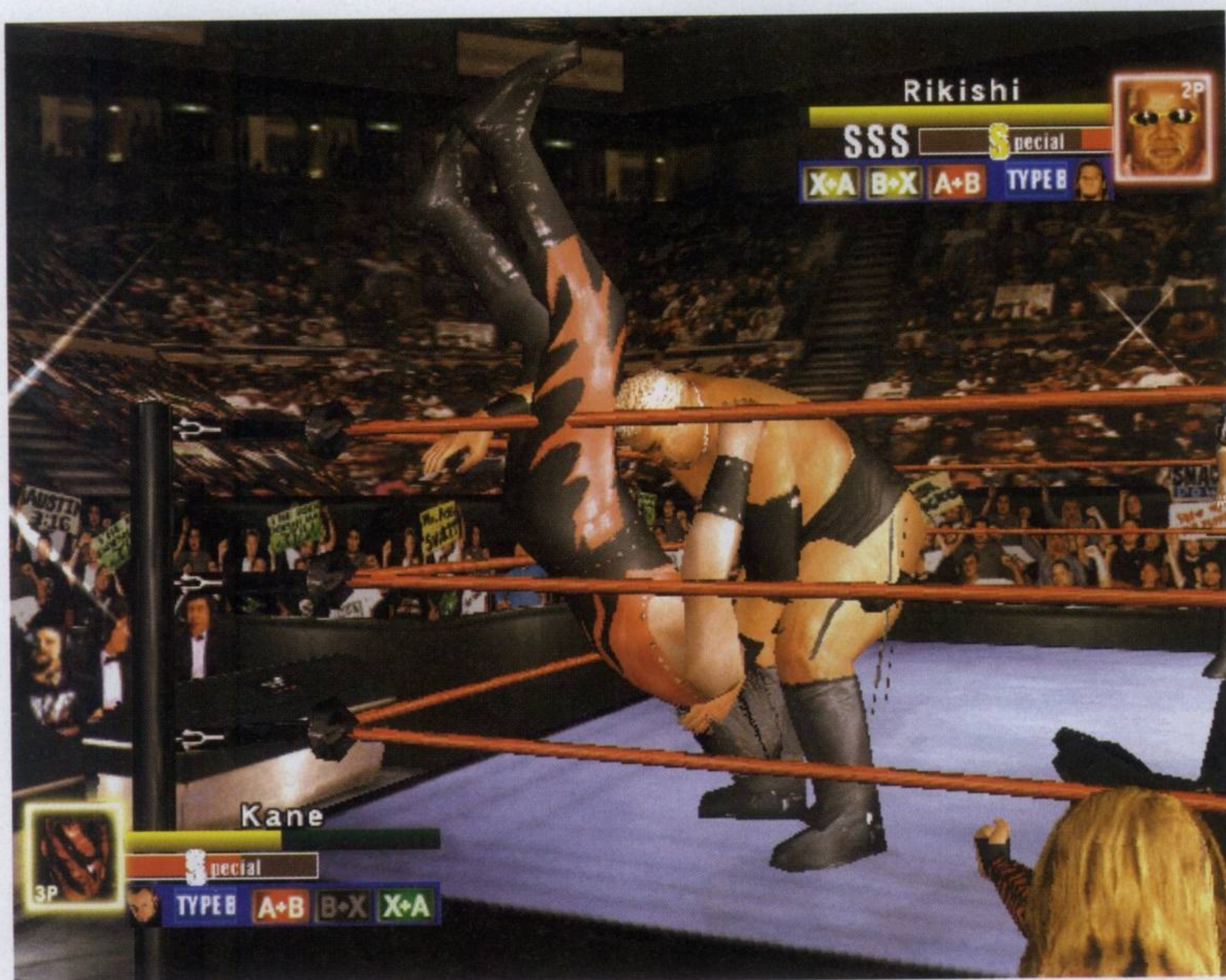
DO YOU THINK VIDEOGAMES MAKE INTERESTING TELEVISION?
I've been known to watch other people play a game of *ISS Pro Evolution* and the closer games get to actual movie quality who knows, people may actually pay to watch a game being played live. Certainly beats watching *The Bill* every night.

WHO, IN YOUR OPINION, IS THE GREATEST WWF WRESTLER OF ALL TIME?
It has to be Rikishi... you can't compete with an arse that size.

more examples see X-Pac's spinning heel kick or The Rock laying the smackdown (he even looks at his hand for the final hit!). Each character does have their signature move though, and these are excellent. In order to perform one you need to have three full special bar meters, which you top up by attacking your opponents, and then hit the R shoulder button. This makes the wrestler grab his opponent with a slight motion blur – any contact will start the finishing move.

Some characters have more than one signature move and in most cases the second depends on the location of either you or the opponent. To perform the People's Elbow, as opposed to the Rock Bottom, you have to be standing at the head of a floored wrestler before hitting R. This then makes The Rock peel off his elbow pad and throw it into the crowd before running, bouncing off the ropes and landing the elbow in the chest. If you use a finishing move when the other wrestler has a small amount of life left, then this results in an automatic KO and you win the match.

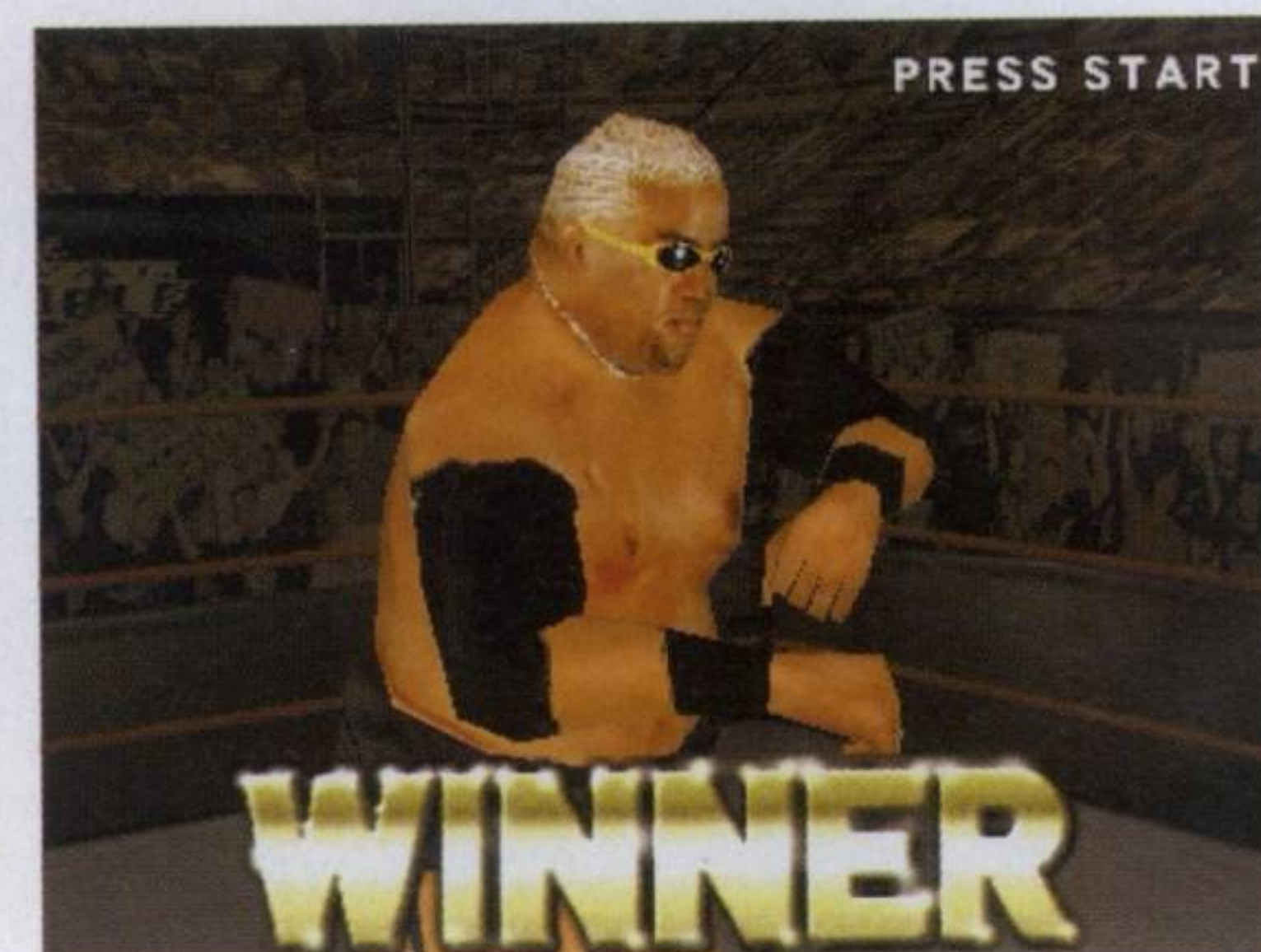
Each full special bar can be used in a couple of different ways to break up the style of your play. Having no life left means that you'll never be able to kick out of a pin. To do it normally, you have to wiggle the joypad as quickly as you can so the light blue energy bar on your life meter fills up twice. The more energy your wrestler has when he is pinned, the more chance you have of kicking out. So trying to get that shoulder up with no life



△ The view switches to a side camera on certain moves, giving you a glimpse of Jerry Lawler and JR at the commentary table.



△ "This week I have mostly been eating... winnets."



△ Sadly, there's no Too Cool to shake a leg with Rikishi.

"AN ALL-ACTION ARCADE GAME THAT IS FINE FOR QUICK THRILLS AND GETTING MATES AROUND"

▷ is impossible, but pressing R with at least one full energy bar gives you a guaranteed kick out no matter what. You can try using the standard attacks simultaneously with R to give instant power moves.

GET THE ROCK OUTTA HERE

The characters you can pick from are a strange mixture of the most popular wrestlers and some lesser fighters from the WWF. Obviously these include The Rock, Y2J, Stone Cold, The Undertaker, Triple H and Kane, but having the likes of Tazz, The Godfather (without his hos) and D'Lo Brown seems a little bit strange. Pairing up real-life tag teams like the Hardy Boys or Road Dogg and X-Pac offers alternative double-team moves like breaking up a pin but other than that, there's not really a great deal of difference in who you pair the wrestlers up with.

At various points during exhibition matches and Vs mode bouts, fighters will regularly run into the ring to interfere with what's going on. This again is quite funny, as there's no specific rivalries so they just pick on whoever is nearest. But if the two wrestlers in the ring are locked in a grapple or are in mid move, they'll just stand at the sides or jog around for a few seconds before running back out again. This also feels like a wasted opportunity because it would have been brilliant if some kind of alliances had been formed and new teams created. Or even if it meant you could all have a massive bundle outside the ring, but sadly it's impossible to leave the ring unless you've been eliminated in the Royal Rumble. Another strange addition occurs once a set time

limit has elapsed in a fight and nobody has scored a KO or a pinfall. The arena goes dark, and you're half expecting Kane or Y2J to come strolling out through a huge explosion – but no. Instead the wrestlers stand around looking bemused before being transported to a new, completely random location.

This soon becomes more than a tad annoying, especially if you are only a matter of a few hits away from victory. You can end up anywhere – in a laundry room, backstage or even in a kitchen that is strewn with weapons (one of which – strangely enough – is a banana you can pick up and throw at people). A cage match also appears but this again seems like a missed opportunity because you can't climb out of the ring to throw your opponent into the steel bars.

There's no doubting that *WWF Royal Rumble* is the best wrestling game on Dreamcast by a mile. It looks excellent, the moves are spot-on and the humorous subtleties that make the WWF so entertaining have been captured superbly. But it still feels like there's something missing. This is purely an all-action, arcade-type game that is fine for quick thrills and getting mates around for some good multiplayer-style laughs.

However, certain little details put a small dent into the proceedings. Not being able to leave the ring and continue fighting outside is a shame. Royal Rumbles feature 30 wrestlers but there's only 21 available in the game, so some reappear. And there's no Tag Team mode, which would have been an excellent inclusion and maybe even added a few variations on the matches. But,

all that aside, it's still top fun and easily the best wrestling game on Dreamcast to date. 🎮

PRICE: £39.99
DEVELOPER: YUKES/SEGA
PUBLISHER: THQ

VERDICT

THE BEST WRESTLING GAME ON DC, BUT FAR FROM PERFECT



UPPERS

Recognisable wrestlers • Real signature moves and attacks • Nine wrestlers on-screen • Four-player mode



DOWNERS

A little limited in single-player mode • Only two secret characters • Doesn't make the most of the WWF licence

IN ONE HOUR We finished the Royal Rumble with The Rock
WEBSITE www.thq.com
CHECK OUT www.wwf.com for the official site
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

7

GOOD

...4 MORE!



POWER STONE 2™ IS EVERYTHING YOU WANT FROM A SEQUEL - MORE CHARACTERS, ENHANCED GAMEPLAY, ENDLESS STOCKPILES OF WEAPONS, DAZZLING GRAPHICS AND A FANTASTIC NEW FOUR PLAYER OPTION.

FOUR PLAYERS = FOUR TIMES THE FUN!

"CAN GAMEPLAY GET ANY BETTER THAN THIS? POWER STONE 2 IS QUITE SIMPLY AN AWESOME GAME."

Dreamcast **92%**

CAPCOM

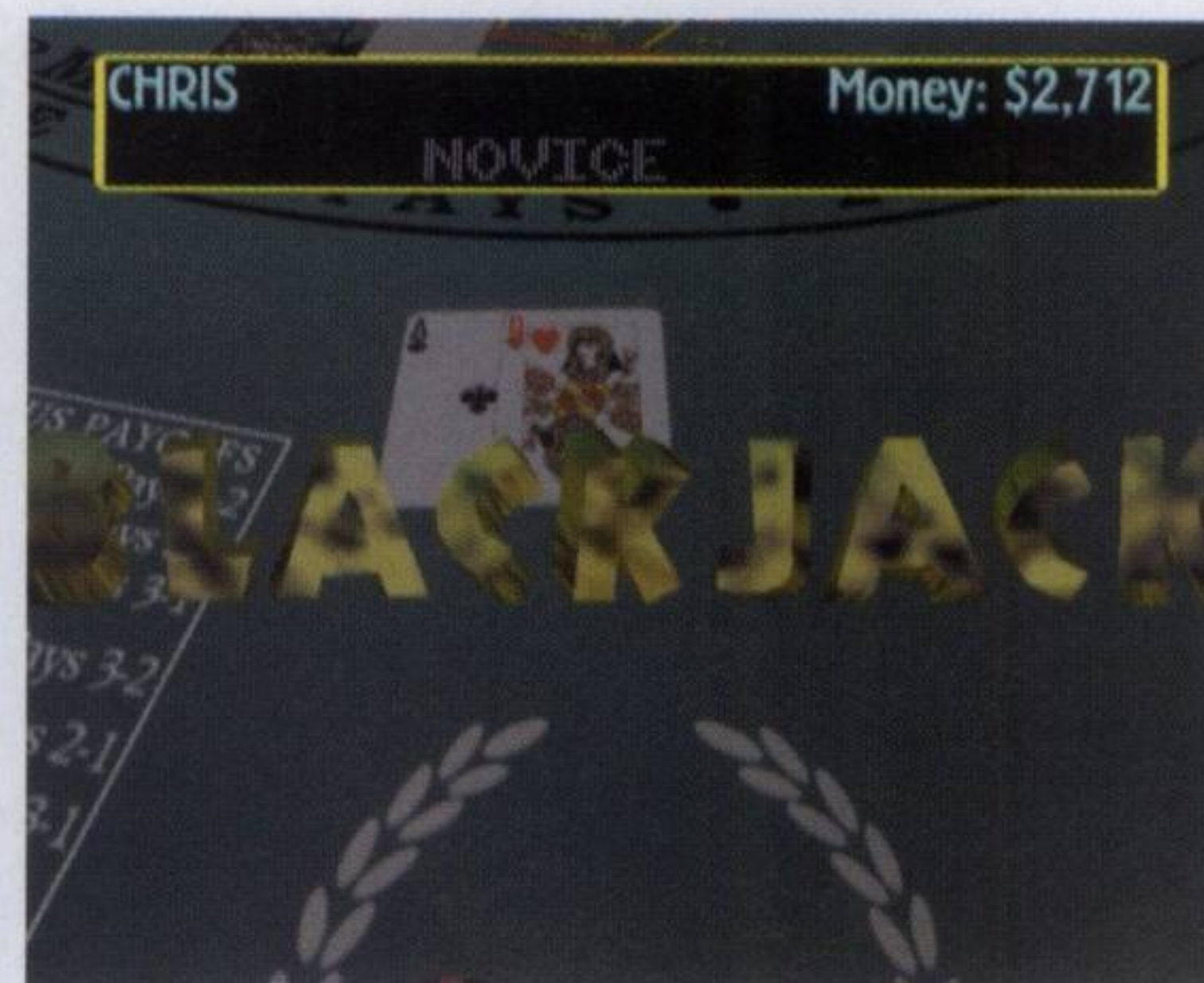
Dreamcast

EIDOS
INTERACTIVE
www.eidos.com

ALEX Money: \$2,311

Split bet - 31,32 - Pays 8:1

△ All I wanted to do was bet, not go on a fly-by of the table.



△ Blackjack – that’s good right? In your face dealer!



△ What? Press A and you can really do that?

CAESARS PALACE 2000

Doubling-down, snake eyes and royal flushes – ALEX HUHTALA takes his virtual paycheck and learns when to raise and when to fold

GAMBLING IS SOMETHING TO DO when the odds are stacked against you but you want a shot at glory. A turn of a card, a roll of a dice; they’re all that separate you from being able to live another day or becoming flat broke. But gambling in a videogame – is there any point? After all, virtual money is no match for the real thing. If you can’t handle the idea of gambling for nothing other than pride, then turn the page now; there’s nothing else to read here.

Caesars Palace 2000 boasts a wide variety of gambling games: cards, Craps, Roulette, fruit machines – they’re all here. Blackjack, Mini Baccarat, Pai-Gow Poker, Red-Dog, Spanish 21, Video Poker, Video Keno and a variety of slot machines. All you have to do is visit the cashier, get a wad of cash and hit the tables or machines where you think you’ll clean up. The goal is to make as much money as possible without going bust in the process.

AND THAT’S IT...

Well, not quite. The trick of making a good gambling game is making sure everything is correct. What’s the point of playing if you always win or always lose? If you’ve seen the movie *Casino* you’ll know the trick is to keep you playing, because in the end the house always wins. But videogame gambling is different – the trick is to seem real, have accurate odds and not appear fixed.

Unfortunately this is something *Caesars Palace 2000* fails to do. Bet all your money on a single number on the roulette table and chances are, the number that comes up will be the next one on the wheel. Exciting – yes, but realistic – no! The same “It’s fixed” feeling happens when playing Blackjack, Pai-Gow Poker, or any of the other games on offer. The dealer will find a way to beat your unbeatable hand all too often, and will also shuffle the cards after a few hands even though you’re supposed to be playing with four decks. If there’s one tip to learn from playing this game – it’s never raise your bet once the dealer has shuffled the deck.

Another irritation is the speed – everything happens far too slowly. It takes an age to play a hand; not good when you can only gamble with small amounts of money when you start playing. Then there are the tables that feature unnecessary 3D camera pans and sweeps in an attempt to make the action seem more exciting. Normally you just see your current hand on screen, but when the view changes to show something else it feels as though you’re upside down on a rollercoaster going through corkscrew twists and turns.

Caesars Palace 2000 isn’t necessarily a bad casino game; in fact, casino-wise it’s okay. It’s just that game-wise there’s practically nothing to it. There are a number of ways it could have been improved – online play is a

no-brainer, as is VM support that would allow you to play simple games on the move. Otherwise, some kind of story – maybe having to win money to pay off the mob, or something along those lines. Until a gambling game like that comes along, you’re better off buying a deck of cards or going to Las Vegas and playing with some real money.

PRICE: £39.99
PUBLISHER: INTERPLAY
DEVELOPER: RUNECRAFT

VERDICT

MILDLY AMUSING, BUT CERTAINLY NOT WORTH THE MONEY

UPPERS

Wide selection of games • Learn how to play Craps • If you lose, it’s not real money

DOWNERS

If you win, it’s not real money • Poor, vomit-inducing presentation • The house is cheating, but you can’t prove it

IN ONE HOUR So that’s how you play Pai-Gow Poker!
WEBSITE www.interplay.com
MAX PLAYERS 4
VIDEO MODES Bordered PAL, Full-screen 60Hz option

ODM RATING OUT OF 10

3

POOR

BACK...





△ Environmentalists need not apply; you can mess up the landscape as much as you like.

RAILROAD TYCOON II

If business brains use Virgin trains, where does that leave us poor gamers? **RICHIE SHOEMAKER** blows the whistle and finds out

**"INCREDIBLY
DIVERSE,
CONSIDERING
THE SUBJECT
MATTER"**

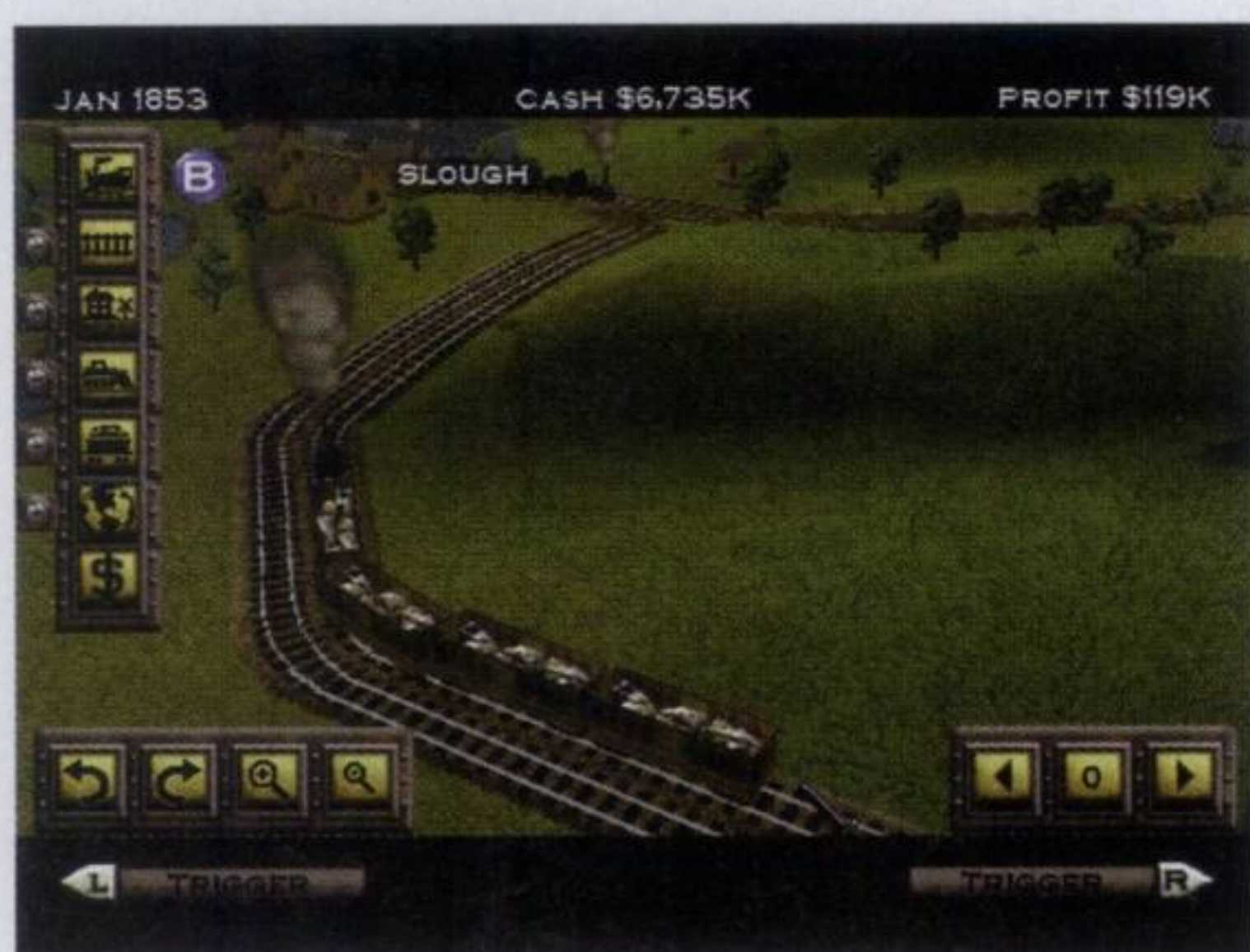
IF YOU'VE GOT THIS FAR into the review, then I reckon you are either a) one of those people who spends their weekends down Clapham Junction writing down the number of every locomotive that passes through, or b) bored, and have already browsed through this issue several times and read every word apart from what is to follow. Either way you will probably be thinking that *Railroad Tycoon II* is something you'll either love or hate, depending on whether the hobby of talking, spotting or riding trains is something that stokes your boiler. The fact is, however, that no matter what your attitude towards trains, *Railroad Tycoon II* is a game you can certainly learn to like.

As hinted at in the title, *Railroad Tycoon II* is about building, maintaining and making money out of railroads. In case you are wondering, it is also a sequel – not to any Dreamcast game, obviously, but to a PC game. The PC had its sequel last year, and before you start thinking that Dreamcast's *Railroad Tycoon II* is a straight conversion, let us inform you that *RTII* on PC was a thoroughly dry, isometric, 2D affair. Unlike the thoroughly modern Dreamcast version, you couldn't swoop across the landscape in full 3D, or zoom in on the dozens of locomotives chuffing across the plains. Like so

many Dreamcast titles culled from the PC's extensive back catalogue of games, it looks a hell of a lot better. Even so, you shouldn't start hurling abuse at your PC-owning chums just yet.

There are three ways to make money in *Railroad Tycoon II*: the most lucrative is to ferry people and cargo between two locations. Here, the simple law of supply and demand applies. Another is to be the first to connect one city by rail to another; in which case the city in question puts up a 'reward' for the first company to reach it. In between, you can make money by investing either in local businesses (farms, factories and production plants), or your competitor, or by issuing shares.

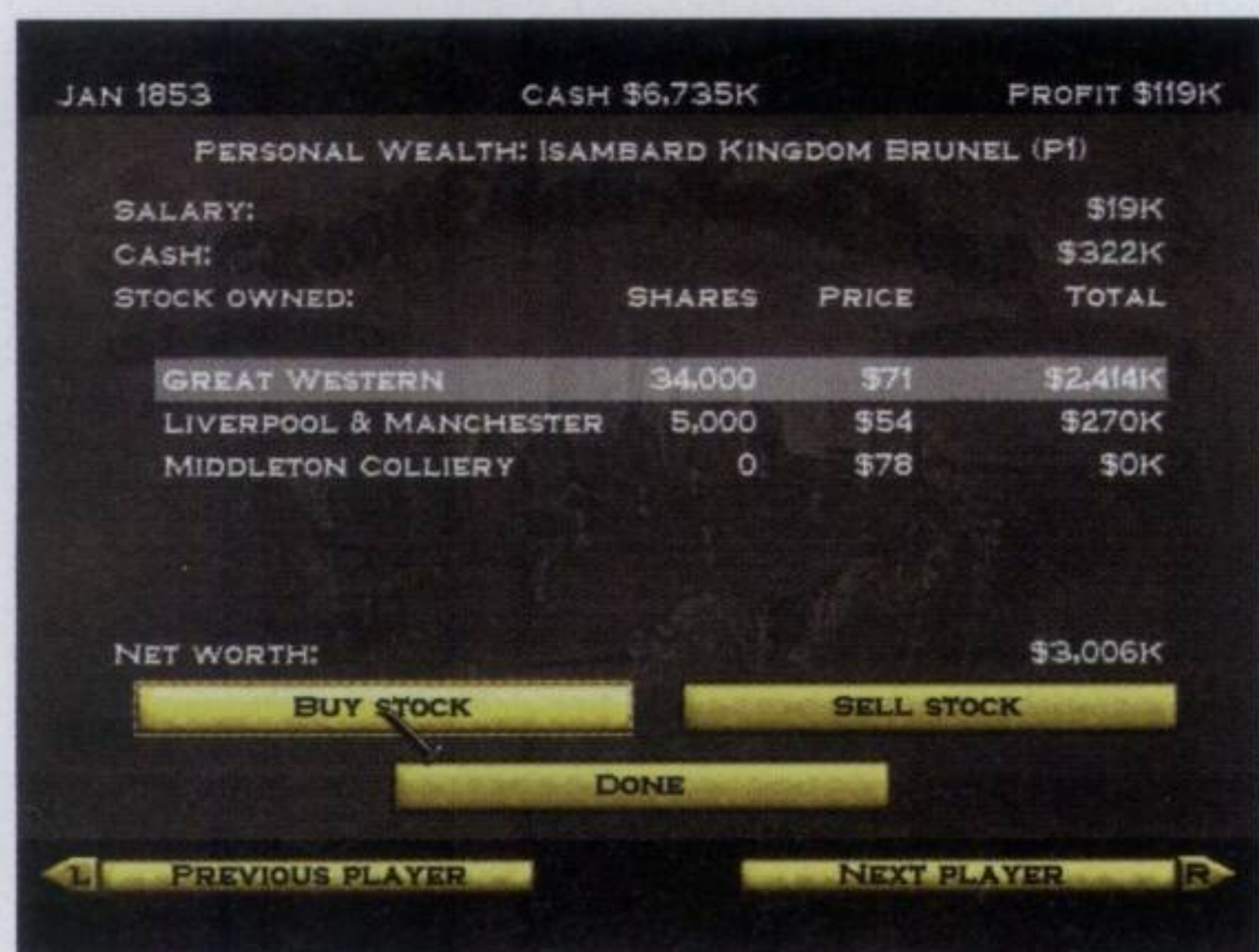
As well as a clutch of custom missions, the game includes four themed campaigns of six missions each. Strangely (although this is no bad thing) you can attempt the campaigns and their missions in any order. In some, the aim is to run the most profitable company by a certain year, in others it is to ferry a certain amount of cargo or bring together one city with another. For the warmongers among you, there are even a few wartime missions where you must keep supplies rolling to the front or fix up some stretch of track rendered useless by enemy bombing. It is to the developer's credit that what



△ Animal rights activists might have something to say about this.



△ Laying double tracks lessens the chance of congestion.



△ Juggle your personal fortune as well as that of your business.



△ News reports tell you the time is right to expand or consolidate.

could easily have been an endless stream of get-rich-quick missions ends up being incredibly diverse considering the subject matter.

In fact, diversity is something that manifests itself throughout the game. As each campaign is split into chronologically ordered missions, you soon find new trains and upgrades for your stations to increase profits. For instance, once manufacturing is established you find that products such as meat and coffee, once delivered 'raw,' have to be processed at canning plants. As a consequence you have to rethink what carriages you are going to link up with at which station. New trains, too, are constantly coming into service, and with breakdowns soon occurring among your ageing rolling stock, you soon have to fork out for newer and faster trains, until eventually electric trains take over.

CHOO-CHOO ROCKET

With a decent single-player game comes a very capable online game – Dreamcast's first fully playable online title since *ChuChu Rocket!*. Although there may be some of you loathe to cough up for what could become an expensive way to play, rest assured that online, against three other railroad barons, *Railroad Tycoon II* is immensely enjoyable. After picking a map, the online game is essentially a race to fill the coffers and link the most profitable towns, leaving your competitors to scrape a living from the least favourable routes. Although in the single-player you can change the speed of the game from 0 (paused) to 5 (1 month a second), in multiplayer games the speed is set by the host. Consequently, a slow game can set you back a pretty penny, and without a mouse, using the joypad to chat is slow and liable to lose you the game.

Using the joypad in single-player games is also a hit and miss affair. By using the two shoulder buttons it is

easy to quickly change the speed of the game or sweep across the map. However, actually selecting your stations and trains is tricky, and best attempted by switching to the icons on the left of the screen – either that or invest in a Dreamcast Mouse when they're released (see page 25 for details).

In terms of the graphics, it has to be said that the game doesn't really benefit at all from the new 3D perspective. With no compass telling you which way is north, you'll find it rare that you'll ever make use of the map rotate function, rendering it redundant for much of the time. As your network expands and the number of trains increases, it also becomes difficult to keep track of what goods you are transporting and what sources of income remain untapped. The computer players have no such problem and it is only by constantly pausing the game that you can keep up to speed. It would have been helpful if there was any way of telling what specifications each train had, but unless you know the difference between a GP9 and an E69, you're pretty much left in the dark.

The worst aspect of the game, however, is the music (thankfully you can switch it off), which is a turgid soundtrack of old blues riffs which at best will have you yawning, and at worst send you into a coma. Apart from the sound of trains and the odd hammer when you upgrade your stations, there isn't much else to listen to and the game could have benefited from a few more sound effects.

In the main, however, *Railroad Tycoon II* is a compelling game. With war, recession and new technology constantly popping up through the years, there is more than enough to keep you entertained. The music may want to make you switch off every couple of hours, but you will constantly find yourself coming back for more, maybe even dabbling in the odd high-speed



SPEAK OUT

ROD BARR, CEO OF TREMOR INTERACTIVE TAKES US ROUND THE TRACK AND BACK HOME IN TIME FOR TEA

WHAT'S THE BEST THING ABOUT THE GAME?

The graphics. *Railroad Tycoon II* for Dreamcast is totally 3D, unlike the original PC version, so you can fly all around these incredible environments, follow your trains as they speed through the countryside, and check out all the super-cool graphics. Also, the gameplay is awesome – it's the first strategy game for the Dreamcast.

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?

Crazy Taxi, and we're still hooked on *Soul Calibur*.

WHAT DO YOU READ OR LISTEN TO WHILE YOU'RE SITTING ON THE TRAIN?

We don't have trains in LA – everyone drives cars!

HAVE YOU EVER BEEN CAUGHT FARE-DODGING?

I've never been caught fare-dodging, but I did just get a \$100 speeding ticket from the Malibu police!

multiplayer game from time to time. Trainspotters will no doubt relish the chance to direct trains without having to invest in a Hornby set. For the rest of you eager to tax the old grey matter, there's certainly a varied challenge with 200 years of history to play through and money to make. Now aren't you glad you read this review? ☺

PRICE: £39.99
PUBLISHER: TAKE 2
DEVELOPER: TREMOR ENTERTAINMENT

VERDICT

AN ORIGINAL AND COMPELLING BUSINESS SIM THAT IS LET DOWN BY THE ODD LEAF ON THE LINE



UPPERS

Innovative level design and plenty of them • Requires some brains • Can be played online



DOWNERS

The 3D view isn't particularly helpful • Can get confusing • The music will send you insane

IN ONE HOUR We'd mastered the interface and completed two whole levels, whoo-hoo

WEBSITE www.godgames.com

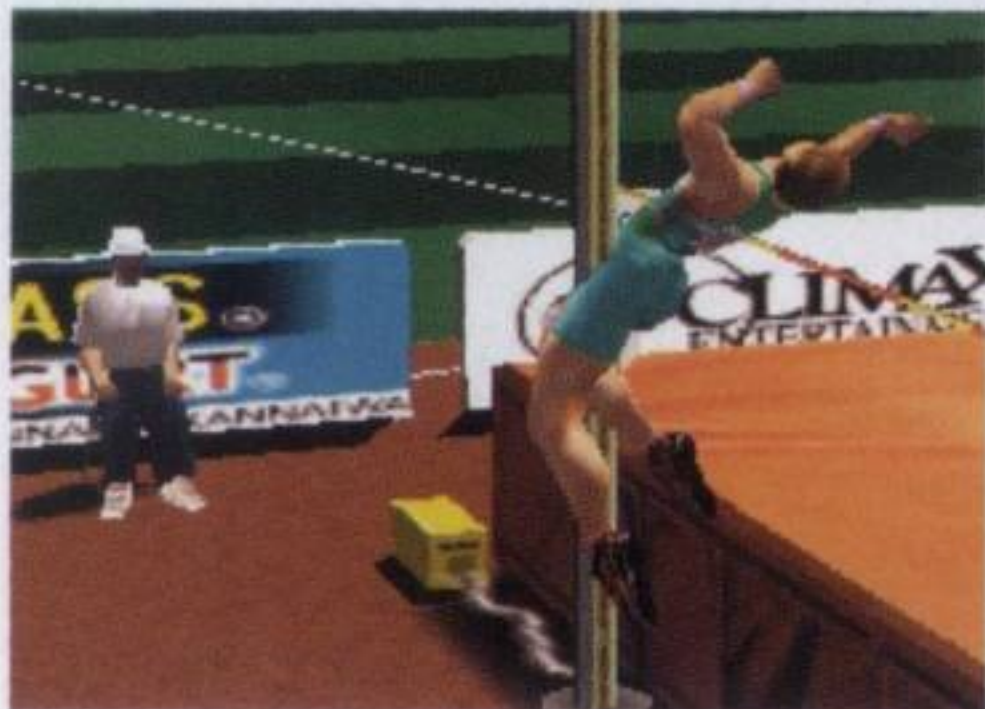
MAX PLAYERS 4

VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10



GOOD



△ Is that judge seated or is he a midget?



△ "I'm so good, I'll break my arm first and still get a new record."



△ The judge was surprised to see falling over had become an Olympic event.



△ Li Yun – the Chinese athlete equivalent of Edgar Davids.

VIRTUA ATHLETE 2K

Going for gold, but is it all a bit Henry Kelly? **ALEX HUHTALA** bulks up on steroids

ARE YOUR FINGERS READY FOR A WORKOUT? It's button-bashing time again, as Sega aim to entice athletics fans throughout the world with *Virtua Athlete 2K*, an arcade-style sports sim with seven different events to master.

Hot on the heels of *Sydney 2000* (ODM #11, 7/10) and out just before *International Track & Field* (see page 52) comes *Virtua Athlete 2K* – similar in gameplay and style to its two rivals, but sadly lacking the depth of *Sydney 2000* and the finesse of Konami's effort. It may be time for the Olympics, but is there room for three similar games to be released within weeks of each other?

SEVEN DWARVES

The aim of the game is to break records and earn medals, beating other athletes who are out to do the same. The line-up of events contains no shocks for anybody who is a fan of athletics games, with all the big events present. Featured are the 100 metre dash, long jump, shot put, high jump, 110 metre hurdles, javelin and 1500 metres.

Most events rely on button-bashing to build the pace of your athlete, with an action button used to lunge for the line in the 100 metre race, or to launch your athlete

into the air in the long jump. The high jump employs a fourth button to lift the legs of the athlete over the bar, while the shot put is the most relaxing of the lot as you press the action button to stop a fluctuating power bar, releasing it to set the angle of flight.

The control system is easy to learn, and as most of the events that involve something being launched (athlete included) rely on angles of 45 degrees, you'll soon be breaking the records. Here's where the Internet comes into play. You can upload your records and see how you rank, as well as download guest character data to try and beat. A nice touch, but it doesn't match thrashing your mates.

One area where the game fails to win plus points is the inclusion of a stamina bar on two short-distance events. The 100 metres and 110 metre hurdles, ideally, should feature frantic button-bashing with some

"WHERE IT DISAPPOINTS IS LONGEVITY"



SPEAK OUT

DAN LLEWELLYN, PRODUCER OF *VIRTUA ATHLETE 2K*, ANSWERS OUR QUESTIONS

WHAT'S THE BEST THING ABOUT THE GAME?

Finding how to improve your athlete attributes in order to beat records! The network ranking system that allows you to upload your results and download guest character data is also cool as it will give you thousands of potential participants.

WHICH DREAMCAST GAME (APART FROM YOUR OWN) ARE YOU PLAYING AT THE MOMENT?

Virtua Tennis! Need I say more?

WHAT'S YOUR FAVOURITE DRIVING GAME OF ALL TIME?

The original Sega Rally.

DO YOU THINK VIDEOGAMES MAKE INTERESTING TELEVISION?

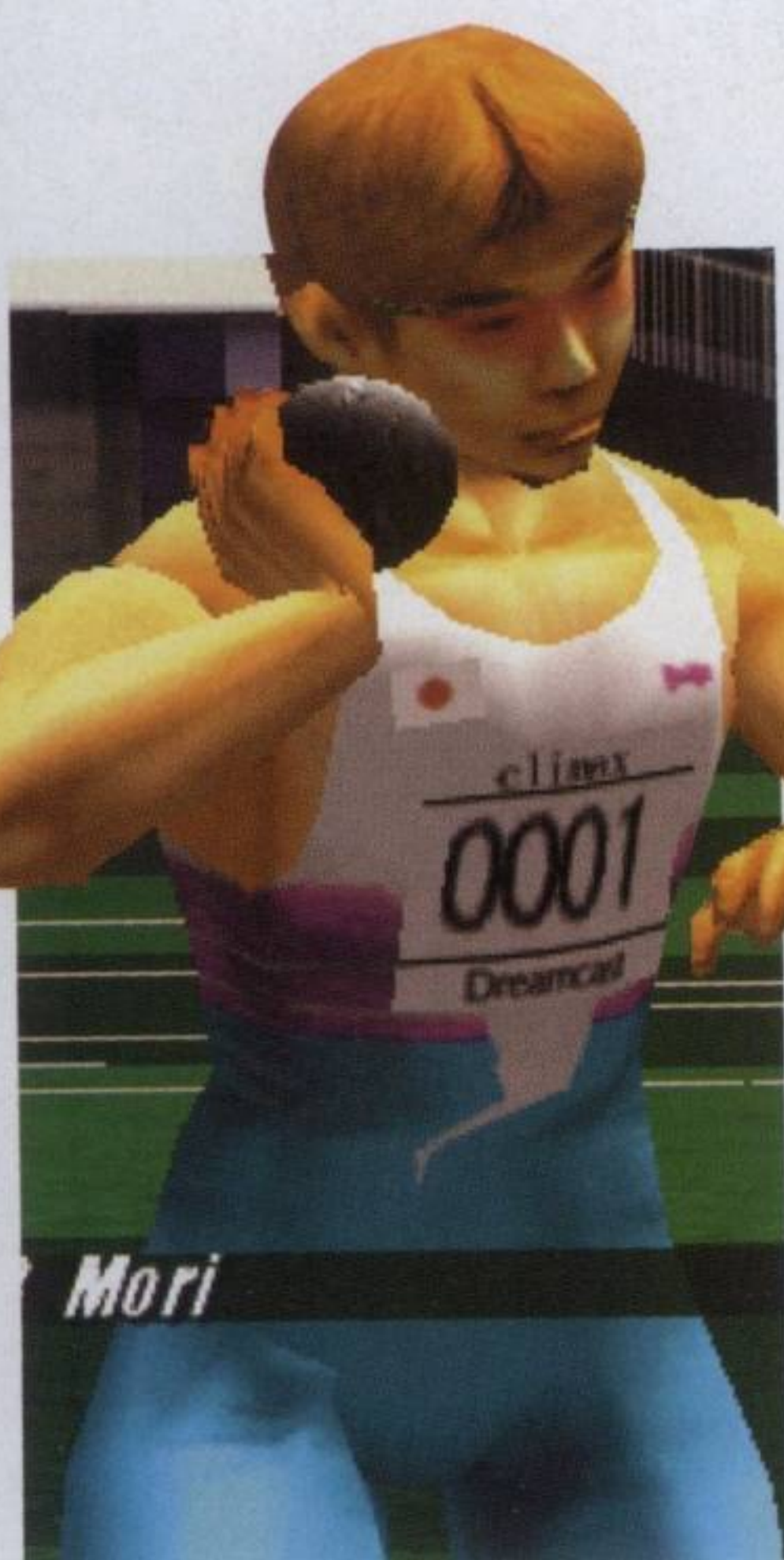
Well it depends on how well it's presented!

WHAT'S YOUR BEST TIME FOR THE 100M?

A sedate 9.61.



"THERE'S AN UNFINISHED FEEL ABOUT THE GAME" **VIRTUA ATHLETE 2K**



△ "Hey, I can hear the sea in this one."



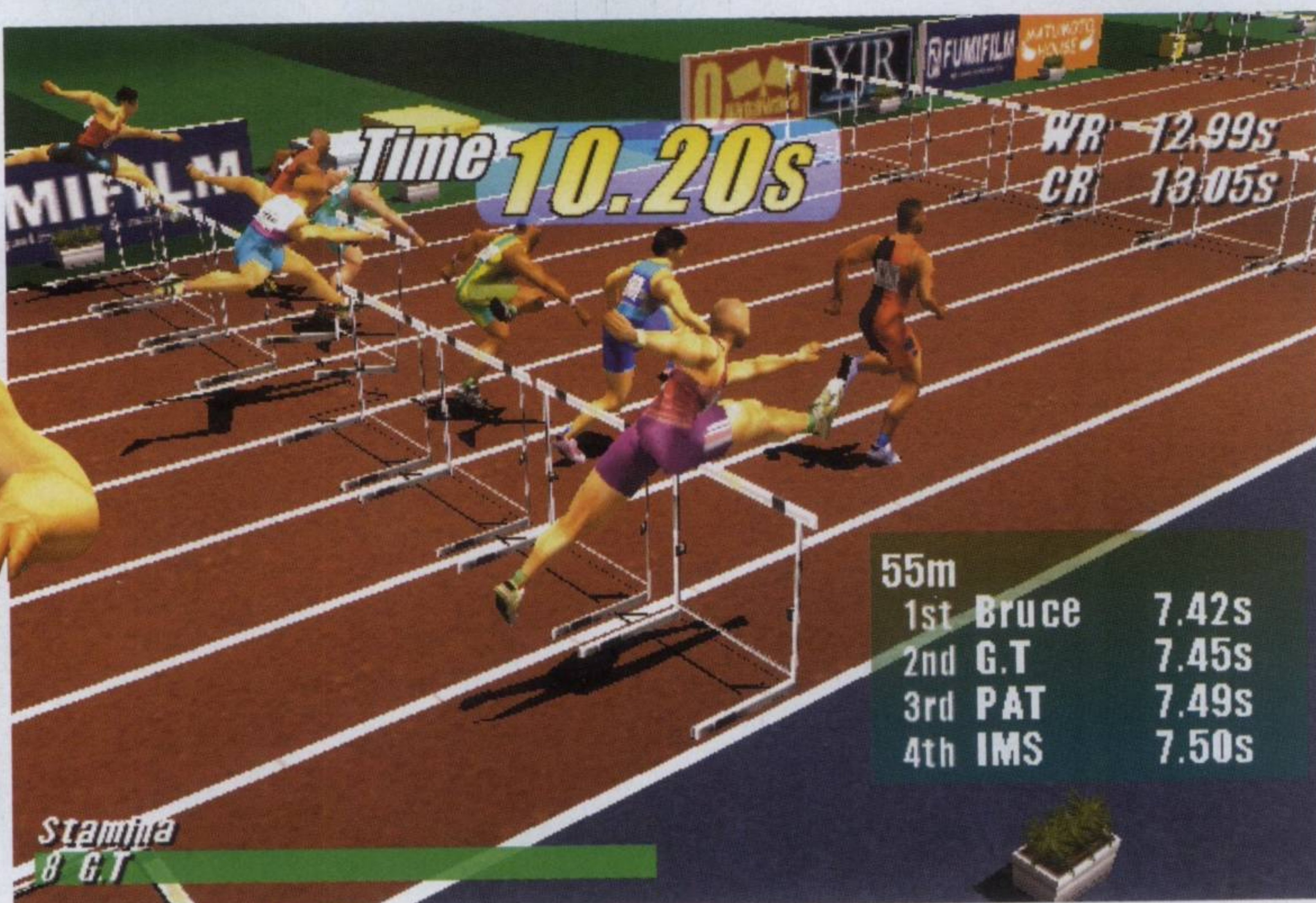
△ The chicken dance – another surprise new Olympic event.



△ Death by sandpit seemed to be the only solution.



△ 100 metre backward crawl – not a glamour event.



△ Bruce storms into the lead. Wonder if he's Australian, by any chance?

carefully timed jumps in the hurdles. In *Virtua Athlete 2K* the excitement is dampened due to a stamina bar denying you the ability to go flat out. If you attempt to hammer the buttons too quickly and the stamina bar reaches zero, then your athlete starts gasping for air and slows to a crawl. While some may say this adds a level of strategy, the truth is it takes away the fun.

The real stinker is the last event in the competition. The 1500 metre race is a real anticlimax, as it's impossible to do badly once you discover the bugs to help you finish first. The stamina bars are again present, but aren't as vital to success. To ensure victory, keep an eye on the fast runners behind your athlete and position yourself in front of them. Colliding with a faster opponent results in you being propelled along at a frightening pace while conserving your stamina. Tuck up behind another athlete and you get a similarly bizarre quirk, this time with some super-powerful slipstreaming. Bugs like this really shouldn't be present in a game.

AWAY YOU GO!

There's a similar level of disappointment with the graphics, which are good, but not spectacular. Apart from the athletes and stadiums, there's not much for the Dreamcast to worry about, so it's a shame the game doesn't look better. The athletes move convincingly thanks to the same motion-capture technique used in *Virtua Tennis* (see page 66), although the animators don't seem to have studied human anatomy too well – especially judging by the way the arses move.

Where the game really disappoints is longevity.

Having seven events is forgivable in an arcade, but in the home it's insulting, as is the eight minutes it takes to go through all the events. What is confusing is that Sega have already made a decent game along similar lines. Although four years old, *Athlete Kings* on the Saturn is superior to this in nearly every way, with ten events and competitors with real character.

There's an unfinished feel about *Virtua Athlete 2K*. Getting it ready before the Olympics was undoubtedly a

major factor in the game's development, but clues to a possible rush job are evident away from the game itself. A poor front end makes loading a previously saved character a hassle, and discovering you can compete at different levels of competition in Exhibition mode is a real shock. It wouldn't have been difficult to encompass both of these elements into a Season mode where you are entered into new competitions automatically as your performances improve. No such luck.

It may not be the worst sports game around, but with only seven events it's certainly one of the most disappointing. *Virtua Athlete 2K* is a wasted opportunity. *International Track & Field*, you'd better be good. ☹

PRICE: £39.99
PUBLISHER: SEGA
DEVELOPER: HITMAKER

VERDICT

SHORT ON LONGEVITY AND THRILLS

UPPERS

Four-player competitions add excitement • Post your records on the Net • Create your own athlete

DOWNERS

Only seven events • 1500 metres – an anticlimax • *Sydney 2000* and *International Track & Field*

IN ONE HOUR Managed to get full power on the shot put
WEBSITE www.sega-europe.com
MAX PLAYERS 4
VIDEO MODES Bordered PAL, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

4

BELOW AVERAGE



△ All the fun of traipsing round Disneyland with a gaggle of whining kids in tow is captured in this far-from-magical game.

WALT DISNEY WORLD QUEST MAGICAL RACING TOUR

"IT DOESN'T
TAKE LONG TO
RUMBLE IT AS
A ONE-TRICK
PONY"

Not everything in Walt's world is magical. **DAVE WOODS** is here to dish the dirt

PICTURE THE SCENE. You're in the middle of Disneyland, surrounded by hordes of obese Americans and their brattish offspring. The queues for the half-decent rides offer compelling evidence that the most excitement you're going to get all day is a quick spin in a magical teacup. Then it gets worse. A nearby tannoy politely informs you to get off the streets to make way for a procession of oversized idiots in oversized Disney costumes. If this sounds like your idea of a perfect day out then you'll probably love this game. If it sounds like hell on earth then you've got our permission to squizz through the rest of this review and then forget all about this sub-standard *Mario Kart* offering.

Let's run through the problems first, starting with the 'stirring' story of how Chip and Dale accidentally drop some acorns inside a magical machine, causing it to explode and scatter itself across the theme park. To piece it back together you've got to win races and collect

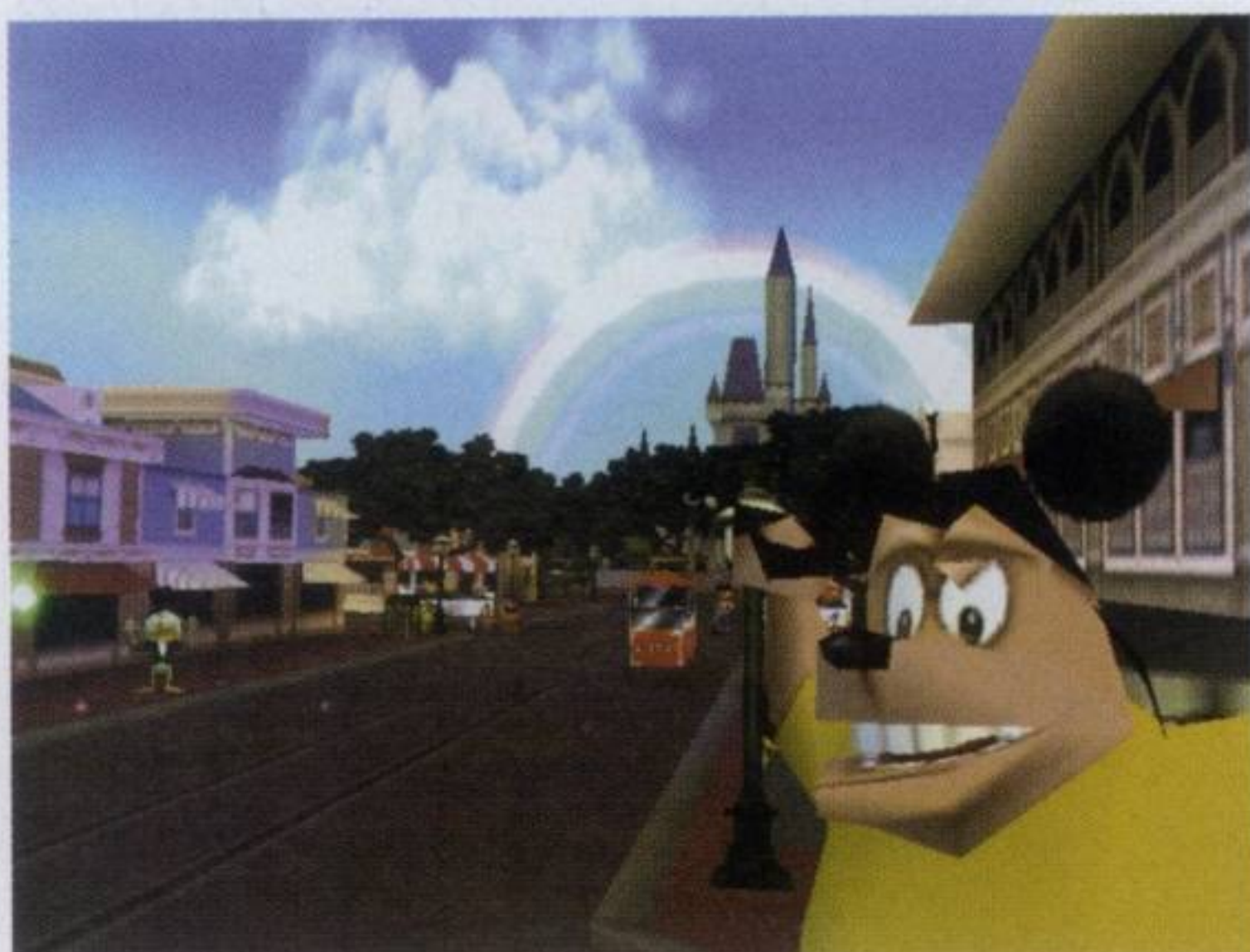
trophies. We can't see it being drawn out into a full-length animated epic somehow.

DONALD MUCK

And talking of animated epics, the one single thing you should expect from Disney is a stunning-looking game, but *WDWQ: MRT* doesn't provide the goods. It moves fast enough admittedly, but it looks like a three-year-old PlayStation game that the developers forgot to polish up before releasing. Dear old Walt would be turning in his grave if he hadn't been cremated (or cryogenically frozen, depending on what you believe).

And what you can't see from the static screenshots are the nasty graphical glitches that rear up every time an opponent gets too close to your rear end, or the strange and mysterious way your vehicle seems to be able to pass through a wide variety of solid obstacles.

Car handling is pretty responsive, but there's none of



△ A slightly less than convincing Mickey Mouse impersonator.



△ Big dinosaurs liven up the otherwise bland graphics.

the gleeful abandon you get with other games of this ilk. And power-sliding? Forget it. Just tap left and right at full speed and you should be able to whizz through half the tracks on offer. More serious problems emerge when you reach the levels where you have to collect trophies to progress. Levels where turning back on yourself is a necessary evil but rendered almost impossible to achieve because of the way your car is automatically turned in the wrong direction every time you hit a wall. Or at least that's how it feels.

FLOAT YOUR BOAT

Skip through the levels and you'll get to switch vehicles from snowmobiles to river launches. A nice touch, but one that would be a lot sweeter if the handling of the different vehicles was different. But it isn't. And when you get inside your motor boat you should be distressed to notice that you seem to be floating a few feet above the water. It's pretty poor stuff for a cutting-edge machine like Dreamcast.

"So what?" you might say. "The game's just for kids anyway, right?" Yes and no. Despite the childish licence, the game is suitable for ages across the board, and the amusing four-player split-screen action is worth considering if you're desperate for the *Mario Kart* experience. There are much better racing games on DC though, and if you want cartoon antics then *Wacky Races* (ODM #9, 7/10) is the one you should plump for.

And on the subject of multiplayer, this title also represents another missed opportunity in terms of Internet gaming. If you could race online, then the game's deficiencies could be overlooked and you could stick a couple of points onto the verdict at the end. It doesn't though, and although it's not alone in this failing, it's games like this that are crying out for serious worldwide action. Developers: try harder.



SPEAK OUT

WDWQ: MRT'S PRODUCER, PATRICK COWAN, SURVIVED HIS ODM INTERROGATION

WHAT'S THE BEST THING ABOUT THE GAME?

I think the tracks are fantastic. They really evoke the magic of Disney. We stayed true to the ride layout when designing the tracks and I'm sure that's something that'll click with folk that have visited the theme parks.

WHICH DREAMCAST GAMES (APART FROM YOUR OWN) ARE YOU PLAYING AT THE MOMENT?

Mostly *NBA 2K*. I had started off by playing a couple of guys in the test department here and it's safe to say I really sucked. My game has improved a lot though, and I haven't been beaten in the last two months.

WHAT'S YOUR FAVOURITE DRIVING GAME OF ALL TIME?

I'd have to say *Super Mario Kart*. For authenticity without removing the thrill of the ride, it has to be *Colin McRae Rally*. I also like *Crazy Taxi* a lot.

WHAT'S YOUR FAVOURITE DISNEY MOVIE?

Fantasia, without a doubt. The combination of Disney visuals set to the music of Bach, Beethoven and Tchaikovsky is amazing.

WDWQ: MRT is not terrible by any stretch of the imagination, and it's actually fun for the first few hours or for an after-hours razz round with your mates, but it doesn't take long to rumble it as a one-trick pony. It provides average racing, with below-average power-ups and visuals. In other words, the gaming equivalent of booking a two-week trip to Disneyland and leaving the kids at home. ☹

PRICE: £39.99
PUBLISHER: EIDOS
DEVELOPER: CRYSTAL DYNAMICS

VERDICT

DECIDEDLY AVERAGE RACING GAME WITH POOR VISUALS



UPPERS

All your favourite Disney characters are here • It's fast



DOWNERS

Poor graphics • Glitches • Unimaginative power-ups • No Internet options

IN ONE HOUR We recovered about 25% of the machine
WEBSITE www.eidos.com
CHECK OUT Some classic Disney cartoons instead
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

5

AVERAGE

WALKTHROUGH

POWER CRAZED

Any self-respecting *Mario Kart*-clone comes with its own set of power-ups. This measly set of five is the best that Walt could manage.



1 Don't they learn? Acorns caused all the hassle in the first place. Anyway, you can use these as guided missiles or shields.



2 Bit of a weird one this. You take control of a rocket that can hunt down and explode into opponents.



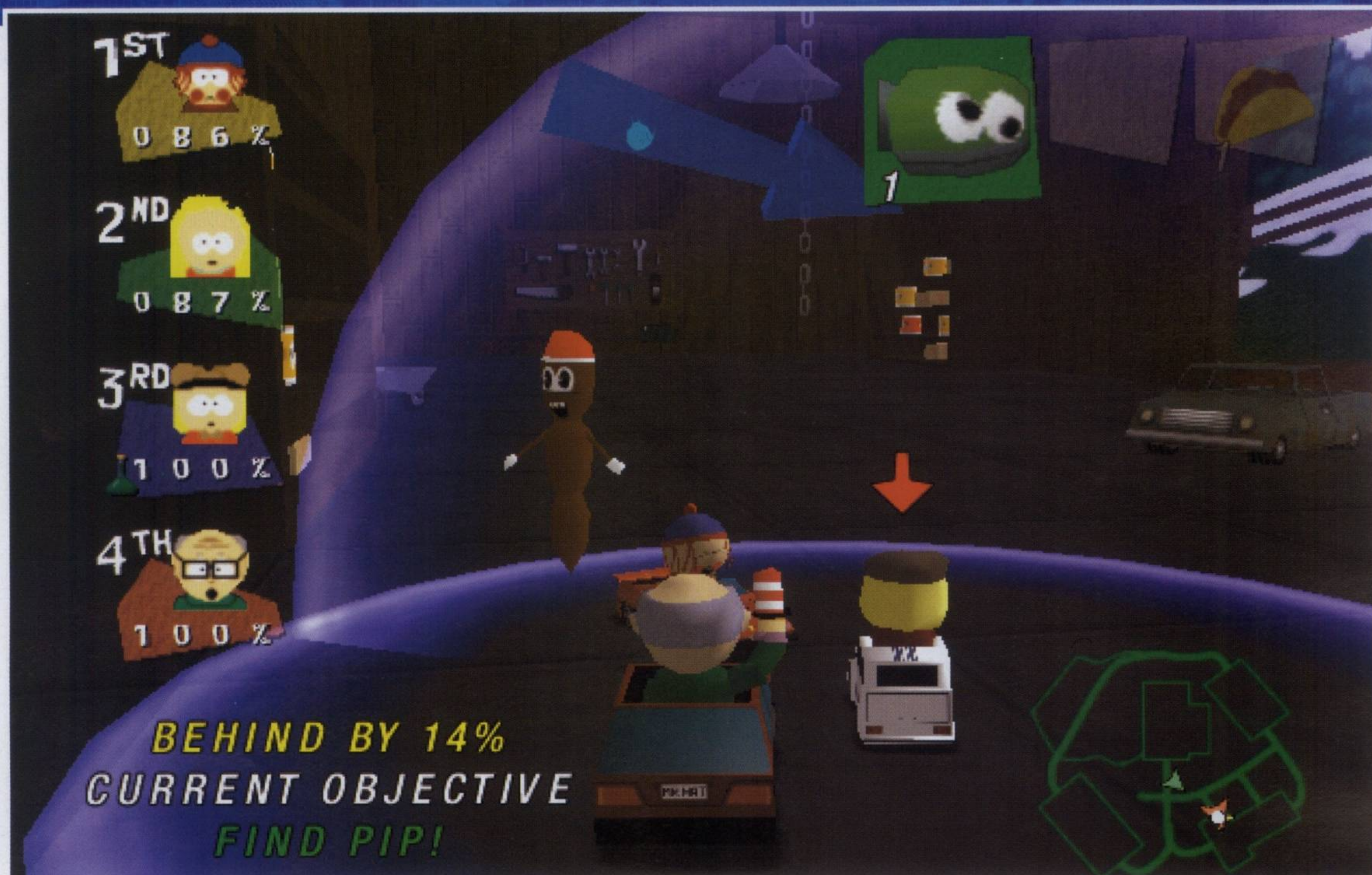
3 Turn everyone else into a frog. It slows them down and lets you whizz through straight into the lead.



4 Boost. It does what it says on the tin. Hit the button and enjoy the rush. It doesn't last that long though.



5 Get caught by this and your vehicle turns into an almost impossible-to-control spinning teacup. Typical.



△ Mr Garrison chases Pip, battling each other for the antidote to cure themselves of mad cow disease.

SOUTH PARK RALLY

The citizens of *South Park* kart-jack *Mario*, but **ALEX HUHTALA** isn't calling the cops

INSPIRED IDEA OR LAZY CONCEPT for a TV tie-in? Call it what you want, but the animated stars of *South Park* have hijacked a gaming great. The classic they've made off with is none other than *Super Mario Kart* (Nintendo's famous plumber in a simple yet addictive racing game), a milestone game that's inspired hundreds of mediocre homages over the years. As you probably know, none of the attempts to dethrone *Mario Kart* as king of the comical racer have come close.

So what chance do the foul-mouthed stars of *South Park* have, setting foot into such familiar territory? The answer, surprisingly, isn't as disastrous as you might expect; providing the *South Park* humour appeals to you.

But why are they in karts in the first place? It's a rather lame concept based around the different holiday seasons that Americans like to celebrate; such as Memorial Day, Independence Day, Thanksgiving and Big Gay Al's Big Gay Pink Lemonade Day – not one that's particularly well-known over here. Although never hinted at in the TV show, it appears that every holiday season the *South Park* clan commemorate the occasion with a kart race through the streets. Now you can join in the festivities.

Before you hit the roads, you choose a character. To begin with there's a basic selection featuring the main

stars of the show: Kyle, Stan, Kenny and Cartman, plus Chef, Officer Barbrady, Uncle Jimbo and Wendy. By playing through the Championship mode you can unlock further characters by winning races or completing other criteria. Strangely, these secret characters are named on the select screen but are silhouetted until you unlock them. Not exactly 'secret', are they then?

One thing all the drivers have in common are their large heads poking out the top of tiny vehicles. Although crude, at least it makes everybody easily recognisable – something that is important later in the game.

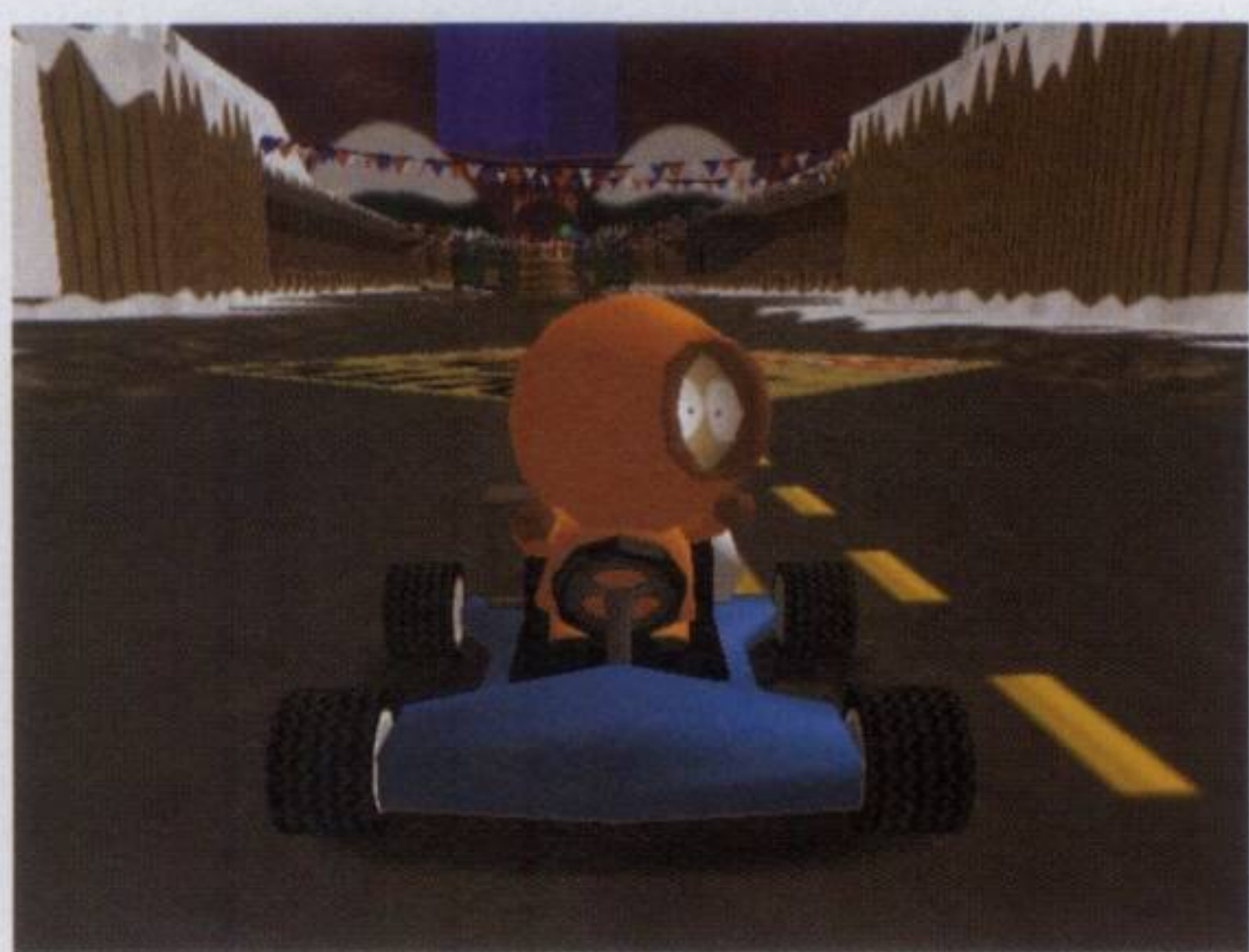
INFORMATION OVERLOAD

What separates *South Park Rally* from all the other karting wannabes is the structure. Rather than racing around circuits with the aim to be first across the finish line, the game earns respect due to the variety of challenges. These vary in design such as Cow Days, where you have to cure yourself of mad cow disease by holding on to an antidote for two minutes. The valuable vial changes hands when other drivers crash into you. Other equally chaotic challenges include shooting the other players with Cupid's arrow to commemorate Valentine's Day, collecting a set number of objects such as chickens, eggs

and turkeys, or taking a pair of underpants across the checkpoints before anyone steals them from you.

It's the nature of this gameplay that makes *South Park Rally* appealing but slightly flawed. The variety is great to keep interest in the championship high, but even with lengthy rules explained by a voiceover before each event starts, the different victory criteria can become confusing. Instead of being events that are simple to understand and play, the first few attempts at the early levels will result in massive confusion. Adding to the bafflement is an assortment of on-screen information including a map of the course, item icons and a directional arrow pointing towards the next objective. Unfortunately a poor instruction manual fails to indicate the purpose of this information; it's up to you to figure out how to use it.

Like most kart-style racers, *South Park Rally* features a long list of power-ups that are on hand to give you an advantage over your rivals. You gain the items by picking up coloured boxes; each can contain one of many items depending on the colour of box. All the traditional power-ups are featured, such as missiles, mines and oil slicks. However, each item is given a *South Park* makeover, so instead of a missile you fire Chocolate Salty Balls and Cheesy Poofs. Other weapons have bizarre abilities, such



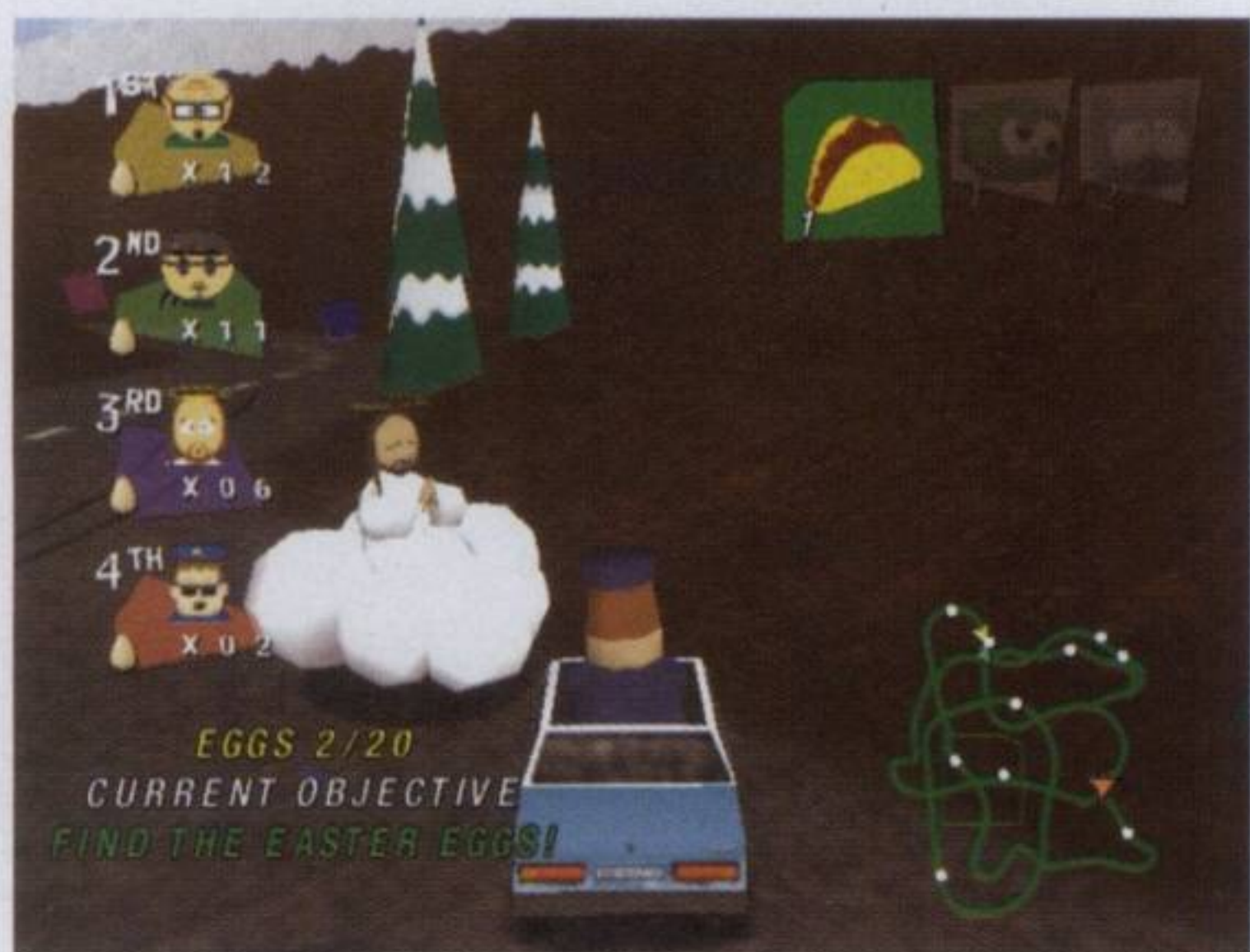
△ Mmpph mmmppphhhhhh!



△ Satan is furious – he's only got two asses left.



△ Kenny fights to save his asses.



△ Even a divinity can get pulled over for speeding.



△ Mad scientist Mephesto in his time-travelling DeLorean. Hmmm.



△ Hit the Spooky Vision power-up and Saddam obscures your view.



SPEAK OUT

DOUG YELLIN, ACCLAIM'S US PRODUCER OF *SOUTH PARK RALLY* HAD A CHINWAG WITH US

WHAT'S THE BEST THING ABOUT THE GAME?

It's a great fun kart game, but in a very different mould to the competition. The idea was to produce something as wildly bizarre as the *South Park* universe and head away from plain old racing.

WHICH CHARACTER IS YOUR FAVOURITE TO RACE AS AND WHY?

Big Gay Al and Chef always crack me up for the voice sampling.

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?

Virtua Tennis has been very popular here this week.

WHAT'S YOUR FAVOURITE DRIVING GAME OF ALL TIME?

Gran Turismo on the PlayStation.

DO YOU THINK VIDEOGAMES MAKE INTERESTING TELEVISION?

Of course, to me, but perhaps not the mainstream. You have to admit the fun in videogames is playing them, not hearing TV guys talking about them.

as Underwear Gnomes who track a target and steal their current power-ups before disappearing; or Sparky, another homing weapon, but in dog form. If he catches you you're held for valuable seconds in his powerful jaws.

But by far the most outrageous is the Herpes weapon, delivered by Frida the hooker. If you're the unfortunate victim of this weapon, your view of the race is impaired due to some disgusting looking growths on the screen.

Aside from the main Championship mode, there's a smaller competition that features normal 'first past the winning post' racing conditions. But to compete you first have to unlock the tracks in the main competition. You can also enjoy four-player fun in any of the modes you unlock in the main game, plus a special multiplayer mode entitled Ass Battle. Here, in another idea inspired by *Super Mario Kart*, you drive around a track collecting weapons with the aim to destroy the four asses that float around your friends' vehicles. The winner is the last person with an ass left intact. As you can tell, it's real highbrow stuff.

What the game isn't though, is a classic on the same plateau as the one it borrows so heavily from. If you're a fan of the TV show then there's a lot to like here; all the main characters are present, complete with lots of funny dialogue babbling away throughout each race. But if you've never seen an episode of *South Park*, or worse – hate it – then you're not going to be inclined to play it anyway. These people will probably think that the game looks basic, whereas fans of the show will claim it's supposed to look basic – it's part of the joke. What neither camp can deny though is the frustration when you first start to play. This is not only caused by the confusing challenges but also by the strict victory conditions where you must *always* finish first.

Get past the first few levels and it all starts to get slightly repetitive, and the challenges considerably

easier. The rival racers don't get any faster or smarter as in the best racing games, and after the initial confusion the game becomes easy to finish. Like most games of this type, the multiplayer aspect is the saving grace. It's a tough one to call as *South Park Rally* gets a lot of things right, but the faults will turn a lot of people off. It's enjoyable with a few big butts, or should that be butts? The only other thing that still bothers us is why did nobody think of calling it *Cartman Kart*? ☹

PRICE: £39.99
PUBLISHER: ACCLAIM
DEVELOPER: TANTALUS

VERDICT

COOL KARTING THAT NEEDED MORE POLISH

UPPERS

Strong humour that remains quite funny • Imaginative challenges • Lots of secrets to unlock

DOWNERS

Very confusing at first • Challenges become easier rather than tougher • Some levels look very basic

IN ONE HOUR After skipping the intro, we finally figured out what we had to do to win Rally Days #2
WEBSITE www.tantalus.com.au
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

6

PRETTY GOOD

"INSTEAD OF A MISSILE YOU FIRE CHOCOLATE SALTY BALLS"



△ Say hello to Super Magnetic Neo! That is if you can resist throwing up all over his super-cute features.

SUPER MAGNETIC NEO

You know what they say: opposites attract. A non-magnetic **PHILIPPA NORMAN** puts Neo's polar personality to the test

**"FRUSTRATING
GAMEPLAY
BENEATH ITS
CUTE LOOK"**

THE DREAMCAST ALREADY has its fair share of quality platformers, but the latest offering from Japanese developers Genki, *Super Magnetic Neo*, has a cunning surprise up its sleeve. Sonic is known for his blistering speed, Rayman for his rotating hair, and Neo? Well, Neo will be remembered for his amazing magnetic head. Or will he?

If you are partial to the odd platform game, then this is definitely one to be checking out, as it truly is an 'odd platform game'. You should be warned, however, that *Super Magnetic Neo* has the capacity to drive you stark raving bonkers with the ultra-frustrating gameplay hidden beneath its cute look.

Neo is a robot created by 'The Professor' as his contribution to the keeping of world peace. As well as having an unnaturally pert bottom, Neo has a handy magnetic head. Life would be simple for the happy couple and their tin pet PeeDee, if it wasn't for the villainous Pinki Gang. Evil baby Pinki and her unsavoury friends are out to upset the karma at Pao Pao Park – an amusement park that makes Alton Towers look like Trumpton. Neo has to use his magnetic powers to defeat the entire Pinki Gang and restore peace and tranquillity to Pao Pao.



◁ A trip to the dentist wouldn't go amiss for this dastardly villain.

"A CLASSY BUT TRICKY PLATFORMER" SUPER MAGNETIC NEO



△ Propel yourself to those hard-to-reach places.



△ Will it be barbecued Neo for tea tonight?



△ Neo must change the colour of his magnetic bounce to progress through the game's levels.

As far as gameplay is concerned, the idea is fairly easy to pick up and the logic behind the magnetic head thing is hardly quantum physics. It goes like this: the park has been rigged with magnetic contraptions, some blue and some red, representing positive and negative magnetic charges. By changing the polarity of your head, you can attract or repel yourself from these magnets, allowing Neo to hang from moving platforms, or propel himself high into the air. Jump onto a red block, push the red button and you'll fly through the air with the greatest of ease. But if you want to stick to a magnetic object, choose the opposite colour. Clever, eh?

In fending off your metallic foes, apply the same technique and you'll get a slightly more ingenious result. Attack your foe with an opposite polar blast, and you will trap them in a box (known as an Ener-Cube) which you can then lob around. Use the wrong polarity and nothing happens other than, more likely than not, you getting hit and dying instantly. If all of this sounds a little complex, you can always try the training stage first.

TECHNICOLOR NIGHTMARE

The world of *Super Magnetic Neo* is a very colourful one to say the least. Cool, clear graphics make for a zany, Technicolor landscape. You don't have the freedom to roam like you do in games such as *Rayman 2* (ODM #6, 8/10) or *Sonic Adventure* (ODM #0, 9/10) – the course is strictly linear, rather like many of the stages in PlayStation platformer *Crash Bandicoot*. Also like the

Crash Bandicoot games, Neo gets to try out bizarre modes of transport on certain levels – the bonkers camel-cycle being our favourite.

Various non-essential but still useful items on each level add to *Super Magnetic Neo's* replay value. One nice touch is that your VM will beep when you're in the vicinity of a hidden goodie, so you'll know where to concentrate if you're looking to find everything.

For those of us with the attention span of someone with a short attention span, *Super Magnetic Neo* might just prove a little bit frustrating. No, make that very frustrating. Tricky situations are fair enough but when you end up wanting to snap your joypad in half, you know things have gone a bit far.

On the surface, it appears to be a light-hearted platform game, but in truth it's pretty damn tricky. The most annoying thing is that although you have plenty of lives, your life expectancy is very short, especially the first time you reach a new section. There is very little margin for error – sure, you're returned to the last checkpoint each time you pop your clogs, but once you run out of lives (which seems to happen all too quickly), you have to continue and start all the way back at your home base. Aaaaargh!

But still, regardless of the frustration factor, *Super Magnetic Neo* is strangely compelling. The adventure itself is actually relatively short in length – it's the difficulty level and the hidden collectables that make it last a decent amount of time – the presentation is

impeccable, the sound effects and music are apt, and the general style of the game is fun, colourful and energetic. The magnetic malarkey is interestingly novel, and actually works well, but is the only aspect that sets it apart from any of Neo's fellow platform games. If you're chilled out enough to be able to handle the frustration, you'll find a classy but tricky platformer in *Super Magnetic Neo*. Otherwise, it's one to borrow instead. ☹

PRICE: £39.99
PUBLISHER: CRAVE
DEVELOPER: GENKI

VERDICT

PURE FRUSTRATION HIDDEN INSIDE A CUDDLY LITTLE GAME



UPPERS

Wacky characters • Sharp, colourful graphics • Funky music • Novel concept



DOWNERS

Incredibly frustrating at times • Relatively few levels • Linear level design

IN ONE HOUR Beaten the first boss

WEBSITE www.cravegames.com/games/neo/home.html

CHECK OUT The cool downloads on the aforementioned site

MAX PLAYERS 1

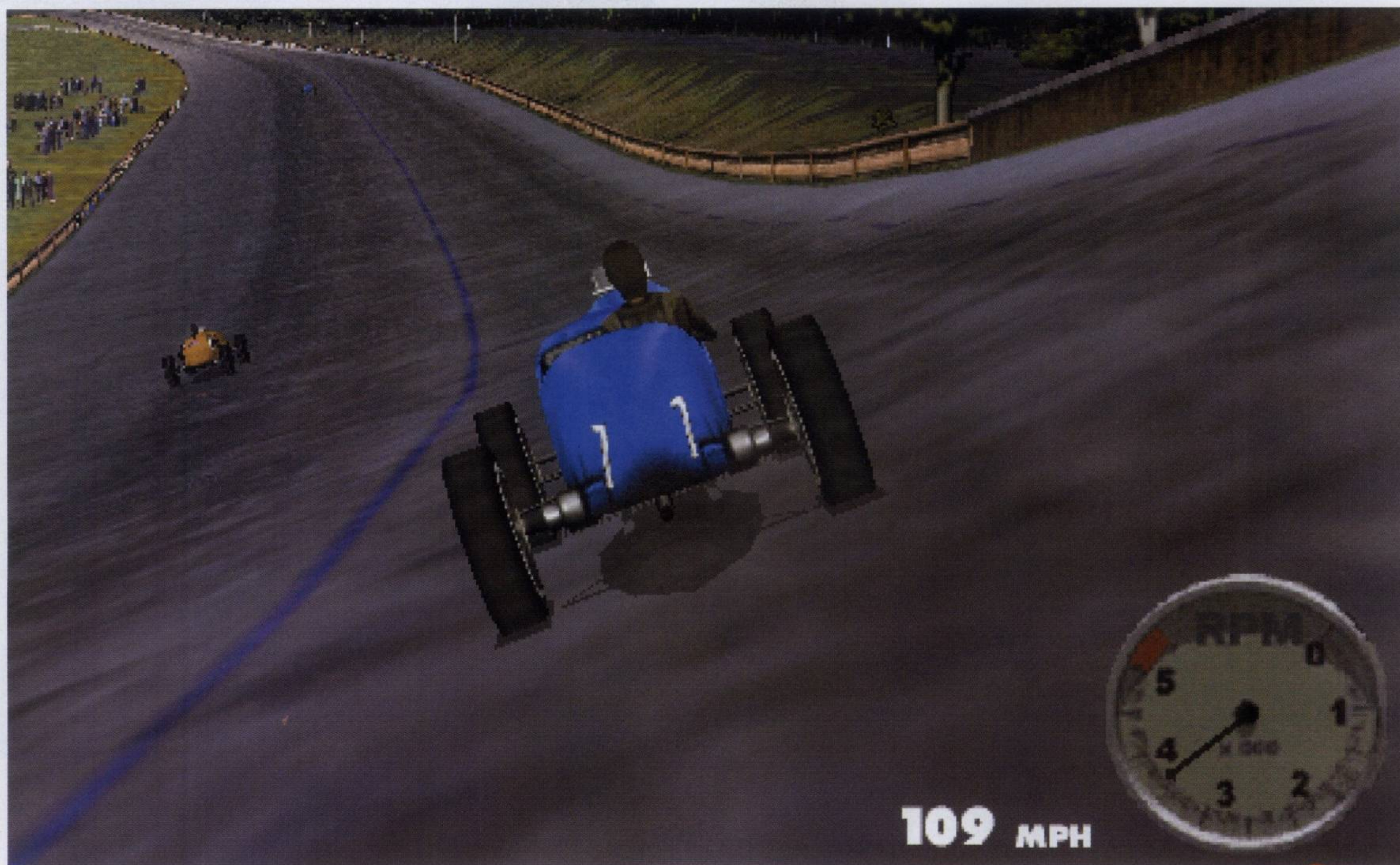
VIDEO MODES Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10

6

PRETTY GOOD

"YOU END UP WANTING TO SNAP YOUR JOYPAD IN HALF"



△ The trademark banking at Brooklands, no stranger to violent death.

SPIRIT OF SPEED 1937

Another moribund driving game for the Dreamcast; another weekend ruined for **STEVE HILL**

IT'S A SAFE BET that precisely none of this magazine's readers can remember the year 1937, so let's have a quick recap. Everything was actually in black and white, Europe had yet to be ravaged by Nazi oppressors, and flat caps were compulsory for adult males. In the nascent world of motor racing, extravagant facial hair was commonplace, decapitation was an occupational hazard, and spectators definitely attended at their own risk. As Beavis would have it: "This is from when people were stoopid."

So why base a racing game way back when? Then again, why not? It's certainly a welcome change from the bland futurism that often blights the genre. Indeed, a couple of years ago, a PC game by the name of *Grand Prix Legends* appeared, taking a similarly retro stance. Despite being an excellent – if impossibly difficult – affair, it sold like unproverbial cold cakes. *Spirit Of Speed 1937* also originates from the PC, and takes things back even further, to a time when racing cars were little more than engines on wheels, and safety procedures amounted to a random scattering of hay bales. A far cry from today's cosseted Grand Prix circuit, where having a rogue camshaft a millimetre too wide can lead to disqualification. However, progress isn't made without good reason, and in the same way that old football is rubbish, old motor racing is rubbish. Or is it?

CHARLESTON ATHLETIC

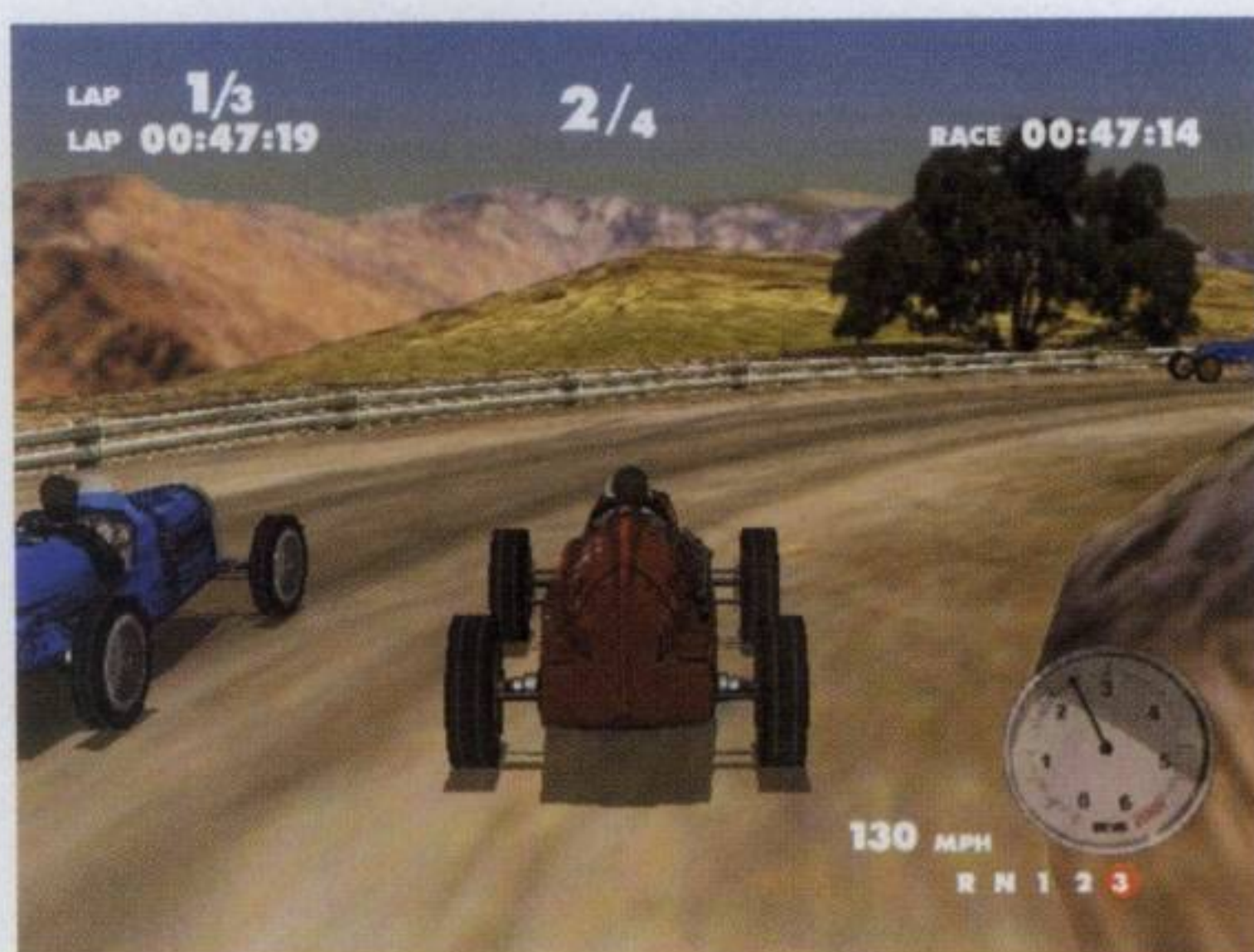
Some effort has been made to convey the atmosphere of the day; with a monochrome intro, old-school newspaper headlines, and menu music that may or may not be *The Charleston*. As for the cars of 1937; despite resembling the kind of contraption that the tedious old





LAP 1/3
LAP 02:07:61

"CAN ONLY LOOSELY BE DESCRIBED AS FUN" SPIRIT OF SPEED 1937



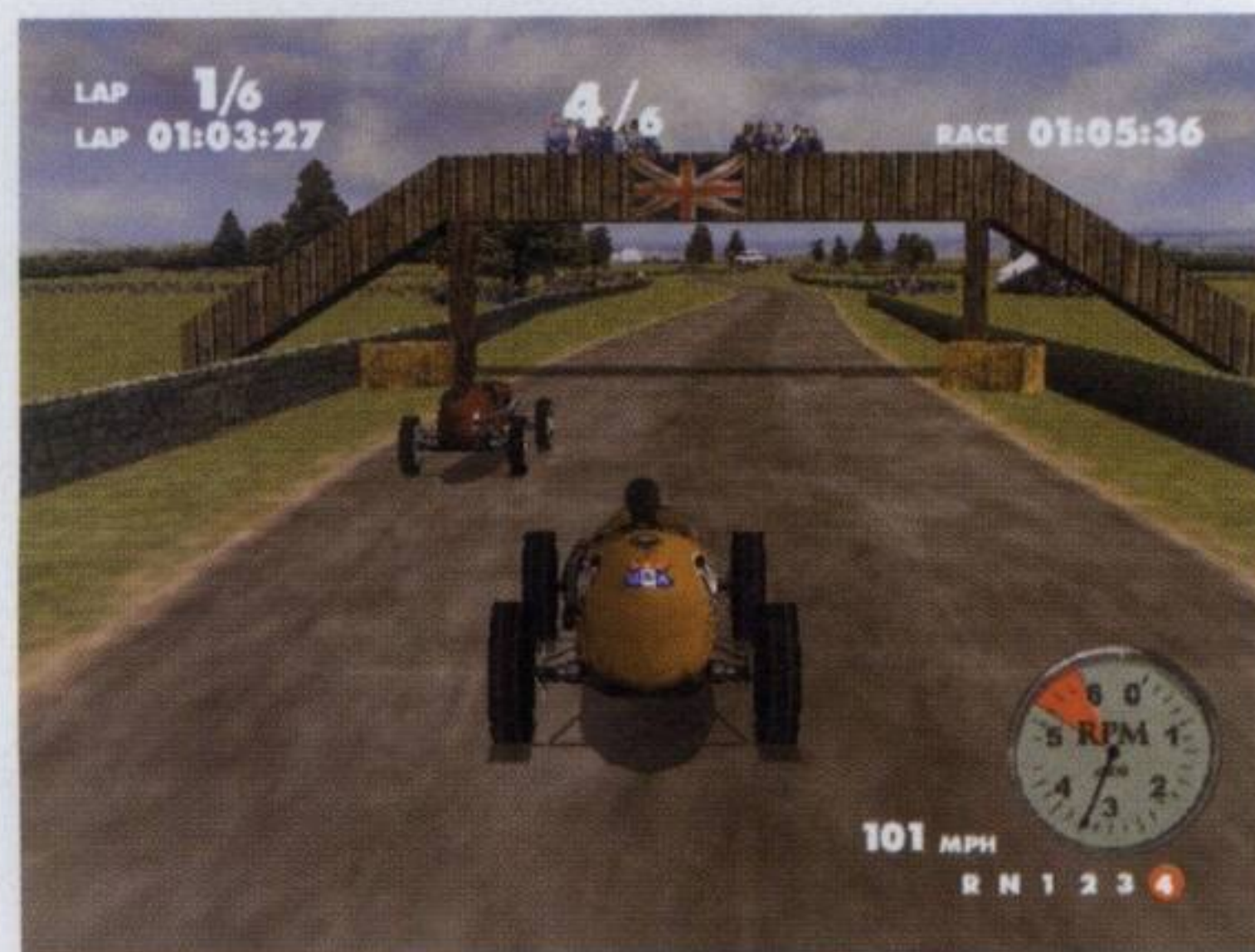
△ "Get out of the way."



△ Petrol, oil and tyre wear can be shown using a 'special' display.

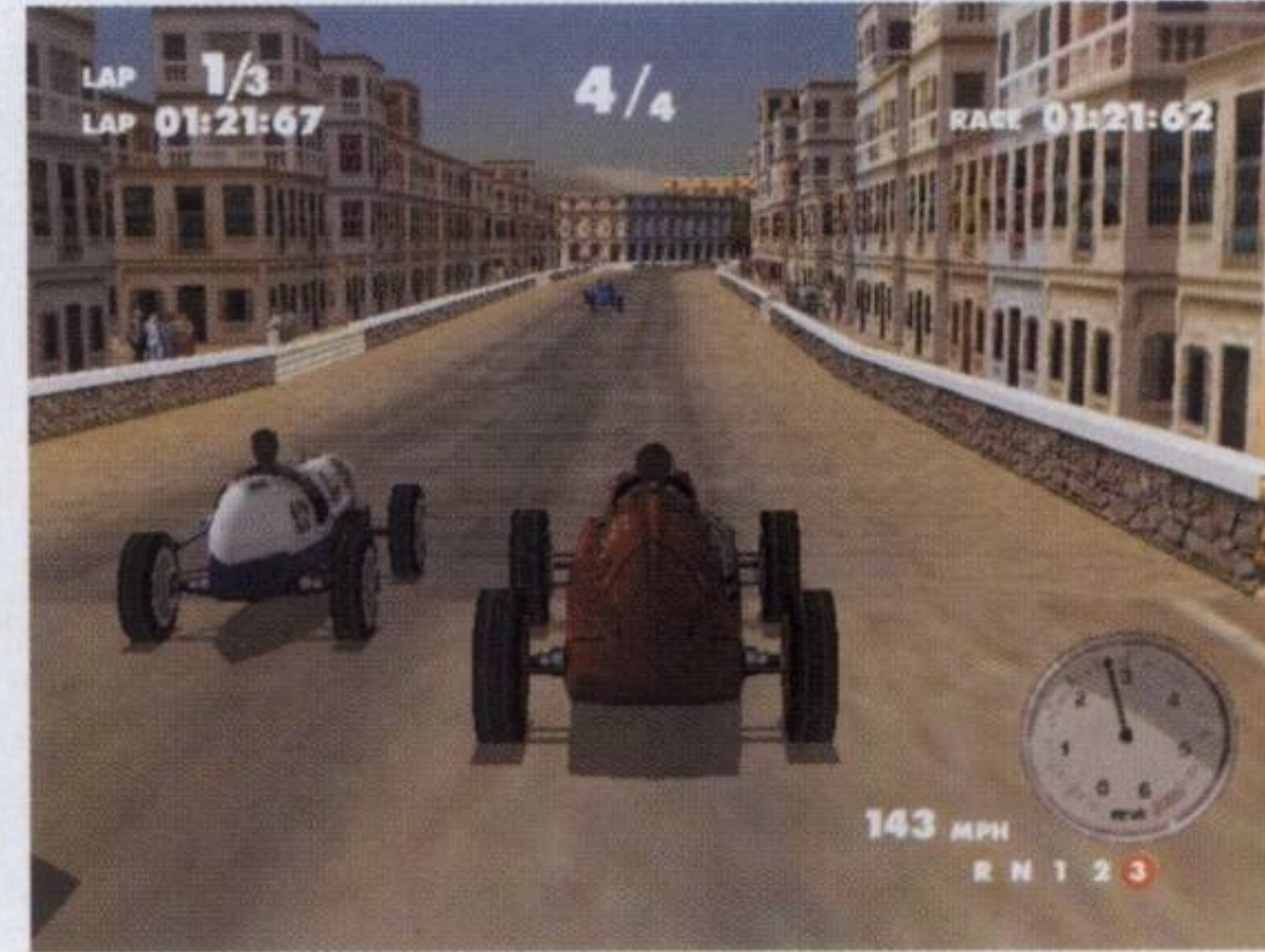


△ Add your own skid-mark joke.



△ For Those About To Rock – Castle Donington.

"SIGHTINGS OF
OTHER CARS
ARE SPORADIC
AT BEST"



△ Welcome to Tripoli. Be careful out there.

gimmers in *Last Of The Summer Wine* would use to descend a hillside (in the absence of a bathtub), they are actually quite powerful beasts. The fastest in this game, the Alfa Romeo Bimotore no less, is actually capable of over 200 mph; in theory a terrifying prospect, given the proximity of your arse cheeks to an erratic road surface. However, and quite ironically given the game's title, *Spirit Of Speed 1937* largely fails to capture that death-defying, seat-of-the-pants feel; instead providing little more than a passable simulation of a drive in the country. How so? Absurdly, the game is hampered by an unforgivably poor frame rate. It jerks like a two-dollar whore. Allied to PlayStation standard graphics, this is either an audacious attempt to recreate the cinematic feel of the era, or some utterly slack programming. No prizes for guessing which.

This isn't even the main problem. That dubious honour falls to the mystifying lack of entrants per race, with the championship contended by only five cars (some quick races or scenarios have only two). Given the huge difference in top speed between the cars, this inevitably leads to an extremely spread-out field. Barring the first corner mêlée, sightings of other cars are sporadic at best, and it's largely a solitary experience. *Mario Kart* this isn't. Given that many of the races clock in at over the half hour mark, it's a test of mental fortitude, particularly in the absence of commentary or generic 'modern rave dance' music that today's gamers are accustomed to.

CONCENTRATION STREET

Much like the real thing, concentration is paramount. Clipping the side of the track can lead to a costly spin, particularly in light of the poor acceleration of these

beasts. Tyre wear is also an issue in the longer races, and a careless driver can often find himself pulling into the pits every other lap. By far the most successful method is to drive extremely sensibly; a world away from the heroic acts of derring-do associated with the era. Cruising round, admiring the scenery, and timing your pit stops carefully should guarantee at least a share of the points; although choice of car is also a key issue, with some of them far better suited to particular tracks. In the game's favour, the cars do noticeably handle differently, and there is some kind of compensation system in play, with faster cars usually requiring more pit stops, for instance.

As for the tracks, they are fairly well-realised. Among those that the man in the street might be aware of are Monza, the Brooklands oval, and a pre-*Monsters Of Rock* Donington. They do provide something of a challenge, but it's more a test of how much your mind can take. There's always the nagging feeling that you could be doing something far more rewarding than staring into the middle distance of some murky graphics while pretending to drive a sixty-year-old car.

It may be vaguely authentic, but it can only loosely be described as fun. There is a hint of masochistic pleasure in crawling home with no front tyres to grab a solitary point, but there are far better things that you can do with your Dreamcast, not to mention your television. Clearly, *Spirit Of Speed 1937* is no match for ITV's inspired early afternoon re-runs of *Minder*, and at best only provides a stopgap between that and the start of *Countdown*. ☹

PRICE: £39.99
PUBLISHER: ACCLAIM
DEVELOPER: LJN



VERDICT

A WASTED OPPORTUNITY,
BLIGHTED BY SLOPPINESS

UPPERS

Original subject matter • Commendably gimmick-free • Fairly authentic feel

DOWNERS

Appalling frame rate • Limited number of competitors • Poor collision detection • Lengthy loading times

IN ONE HOUR Our wrists ached
WEBSITE www.acclaim.com/games/spiritofspeed
MAX PLAYERS 1
VIDEO MODES Full-screen 50Hz, 60Hz option, VGA compatible

ODM RATING OUT OF 10

3

POOR



△ Oops! I'm terribly sorry, it would appear I've just hacked your arm off old boy.



△ Best fetch the Germolene sharpish.



△ Flame-grilled ribs, anyone?



△ "...And for your blind date this evening, you chose number three. And that was Gertrude from London! Come in Gertrude!"

NIGHTMARE CREATURES II

This game will give you nightmares, reckons **RICHIE SHOEMAKER**. But for the right reasons?

IF *NIGHTMARE CREATURES II* is anything to go by, the good old days when you could safely leave your doors unlocked and walk the street unmolested were anything but. Set in London and Paris during the 1930s, the streets of *Nightmare Creatures II* are a dangerous place to be. Zombies wander the dark streets and any attempt to venture out at night runs the risk of a sudden and violent death. The difference between this game and reality is that you can arm yourself with an axe and happily relieve your assailants of their limbs without fear of arrest. Aren't videogames great?!

Well not this one. *Nightmare Creatures II* is billed by its developers as a 'gruesome 3D action-horror game', and gruesome it most certainly is, though not, we suspect, in the terms the developers intended. Essentially the game is a simple beat 'em up which has you moving in Lara Croft fashion through a series of linear levels characterised by a hue of ugly brown shades. The graphics are far from inspired with highly pixelated backdrops framing characters that wouldn't even impress PlayStation gamers.

For what is supposedly 'adult' entertainment, the gameplay is remarkably simplistic. In fact, it would be fair to say that a chimp could work out the game in minutes. Dispatching monsters is simply a case of blocking an attack then countering – ad infinitum until dead. Then you turn a corner and find more zombies, stick-like dogs or whatever, and do the same again. The moves at your disposal are comically similar and few in number, and

even when you find the odd spell or weapon, they rarely make things more interesting, only hasten your progress – which in this case is a good thing. After working out the best way to win each encounter, we found little use for the health packs scattered about. It was only when playing on the harder settings that we found any challenge, but even that followed the same routine.

In terms of its horror content, *Nightmare Creatures II* failed miserably again. How the developers could call it *Nightmare Creatures II* is beyond us. Only once did our heartbeats quicken, when a leaping yellow dog-like thing bounded out of a wardrobe – and that was more due to our lack of concentration than it being a stunning piece of design, borrowed, as such few set pieces are, from infinitely better games like *Resident Evil*. If you like to see blood however, *Nightmare Creatures II* has plenty. You hit something and the walls are soon awash with it; so bright red in contrast to the dull brown levels that it looks comical.

Nightmare Creatures II's good points are few. In fact, looking over our notes made after two days incessant play, we found only one: the animation when you swim underwater, which is hardly a reason to play the game, let alone shell out hard cash to buy it. The only ones who could get any enjoyment from this game are brain-dead nine-year-olds with parents dumb or rich enough to bow to their child's every wish. If you buy this you are a mug, it's as simple as that. ☹

PRICE: £39.99
DEVELOPER: KALISTO
PUBLISHER: KONAMI

VERDICT

FIVE-YEAR-OLD PLAYSTATION GAMES ARE BETTER THAN THIS



UPPERS

Quick loading times • Nice animation when you swim underwater • Um, that's it!



DOWNERS

Oversimplified combat • Dull graphics • Sparse sound • Too linear • No multiplayer

IN ONE HOUR We'd fallen asleep finishing the first level

WEBSITE www.kalisto.com

MAX PLAYERS 1

VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

2

RUBBISH

DEEP FIGHTER

DIVE INTO THE ACTION.....

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- ➔ 8 BOSSES TO DEFEAT.
- ➔ UP TO 50 MISSIONS AND SUB-MISSIONS.
- ➔ FMV CUT SCENES FEATURING REAL ACTORS IN MISSION BRIEFINGS TO ILLUSTRATE PLOT AND GAMEPLAY.
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DEVELOPED BY



PUBLISHED BY



REVIEWS ROUND-UP



UP FOR DISCUSSION

THE OFFICIAL DREAMCAST MAGAZINE TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR RECENT RELEASES. THIS MONTH...



▲ AEROWINGS 2: AIR STRIKE



▲ SYDNEY 2000



▲ DEAD OR ALIVE 2



▲ STAR WARS EPISODE I: RACER

PHOTOGRAPHY: TANYA CHALKIN





REVIEWS ROUND-UP DRINKING...

It is billed as the biggest club in the country and you drive right past it in *Metropolis Street Racer*. **DAN TRENT** and the rest of the team head for Home

NORMALLY YOU'VE GOT to be on the A-list to get in to the exclusive 6th floor bar in Home, but for one day only ODM's name was down, and we were going in. For the uninitiated, Home is the multi-floor clubbing complex which opened to much ado last summer in London's Leicester Square; the pedestrianised centre of the capital's theatre and cinema district, as featured in *Metropolis Street Racer*. This means when you play the game you'll all be drifting past (hopefully) or spinning into (probably) the superclub's distinctive front door.

Our entrance was much less dramatic, but there's always a thrill from waltzing into somewhere usually heavily guarded by a ring of steel. If you pay a visit to Home it's unlikely you'll be drinking in the VIP bar (and if you are, we want to be your mates), but there's still plenty of room to enjoy the wide variety of music on offer. So log on to the website or keep an eye on the listings for the latest information on who's behind the decks.

• Home (the club) is open 10pm - 3am Thursday, Friday and Saturday. For information phone 0900 1020107. The Viewbar is for members only, but Seven (the restaurant) opens daily for lunch midday - 3pm and 6pm - midnight (phone 020 7909 1177). Visit www.homecorp.com for more details. ▶

...& THINKING

▷ AEROWINGS 2: AIR STRIKE

(ODM #11, 6/10)

After the rather lifeless original, *AeroWings 2: Air Strike* has added new planes, missions, and, most crucially, missiles to the mix. With the flight sim genre typically more popular among PC gamers than console owners, is this enough to convert everyone from their racing games and beat 'em ups?

ED: I think it's crap.

WARREN: Tell us one good thing about it Dan, why did you give it 6/10?

DAN: I like it.

WARREN: I think there's definitely something a bit calming about it.

ED: What, it sends you to sleep?

WARREN: It does! What with that music and all.

ED: The music, the lack of any backgrounds or sensation of speed or anything like that.

WARREN: Strangely hypnotic though.

DAN: I don't know, it's not a bad game at its core...

ED: "Fundamentally a well-made and good-looking game" according to your review!

WARREN: Steady Ed! "When Ed Lomas attacks..."

DAN: But the counter side of what I said there, is that while this is true that doesn't necessarily mean it's an interesting or exciting game, and that is what I was trying to get across.

WARREN: You played the first one quite a bit didn't you Dan? I reckon that's why you liked it; it's better than the first one.

DAN: I'd stand by that. For a console flight sim it is well made, but there's not enough there to interest the

majority of people.

ED: Again though...

DAN: I know you don't like the way it looks.

ED: Right, I think it looks awful; really basic and boring.

ALEX: I don't like the way it sits between shooter and simulator. It's kind of part way between *Pilot Wings* [on the Nintendo 64] and a full-on flight simulator, but I don't think it would please either crowd really.

DAN: I would say though that consoles are not necessarily the right place for a flight sim anyway.

ED: Unless it's something more 'arcadey'. Dreamcast has got a keyboard if you need it and there are plenty of buttons on the pad. This thing about there being only one button to control the weapons is arse too.

DAN: But the thing is, it sets itself up as a proper simulator...

ED: Does it? I don't think it does.

DAN: But when you go through the training, the emphasis is very much on learning the way real air combat is structured and works, and it uses all the lingo and moves that they learn in real life. If you're into all that, then fine.

ALEX: But there's still not enough controls; it's like you're along for the ride.

DAN: True, and this is one of the problems I had with it. The first one let you control everything, and while it was only natural that weapons were going to crowd something out, they managed to do it with only one button, and it doesn't explain the rest of the controls being automated.

WARREN: Look back at old flight sims, such as *F29 Retaliator* on the Amiga. That had basic graphics but it felt like you were fighting in a proper campaign and, although it was a little bit anal, it was also a lot of fun. There's certainly no lack of power with the Dreamcast, so there's no reason why it couldn't have been more like that. It doesn't know what it wants to be, and because



"WHO WANTS TO SIT THERE LIKE A LEMON ON THEIR OWN HAMMERING AWAY AT THE BUTTONS?"

- DAN ON SYDNEY 2000

of this it won't please anyone.

DAN: That's the thing that's missing. The engine is in place for a really good game, all it needs is a bit of an involving storyline and you'd be away.

ED: You need to be dragged in by the atmosphere.

SYDNEY 2000

(ODM #11, 7/10)

The biggest sporting spectacle comes to the Dreamcast and revives button-bashing sprinting alongside more unusual sports such as kayaking and clay pigeon shooting. It's a massive game and should have more than enough to keep you busy long after the athletes have packed up their lycra and left Sydney behind.

WARREN: We love our sports games, don't we?

ED: It's like [Konami's] *International Track & Field*... but not quite as good.

WARREN: Trouble is, it's a simulation.

ED: No it's not.

WARREN: Well it's trying to be. I think they paid too much attention to camera angles and getting the grouting the right colour, and neglected speed and gameplay elements. The big difference between this and the best multi-sport game there has been, *International Track & Field* on PlayStation, is that that was really fast, whereas *Sydney 2000* is just a bit ploddy. Even the music is quite downbeat. There's just no sense of excitement.

ED: Yeah, I agree with that, but what would have been nice would have been to make it simpler and more arcadey or more like a real simulation. It seems just a little confused. There's loads in there and there's a lot to do. The one-player mode is the big thing, but in

multiplayer [mode] it isn't as snappy as it needs to be to make it fun for four people to play.

DAN: Saying that though, who wants to sit there like a lemon on their own hammering away at the buttons; surely the whole point of a game like this is that it should be fun to play as a multiplayer.

WARREN: I agree. I'm not sure these multi-sport games work as a one-player game.

ALEX: It's a bit too indulgent as a multiplayer, as by the nature of the events there are some you can only do as individuals and it takes too long to do them. Again, comparing it to [*International*] *Track & Field*, it's too long and drawn-out.

ED: Overall, it is good though.

DAN: I quite like the way it looks.

WARREN: Yeah, it is a well-presented game alright, but it's just too slow.

ED: That's why the one-player [mode] is good. Perhaps if you're up against another player who has trained an athlete up and everything, then good; but if you want a mad four-player thing, it just doesn't work that well.

DAN: The thing is, I don't necessarily see a large number of people going to the effort of playing that way. Personally I'd prefer something a little more instantaneous.

ALEX: There are too many moustaches as well. There are 100 metre runners with moustaches and swimmers with moustaches.

WARREN: Don't forget the Farmer Giles shooting guys too.

ALEX: Yeah, I don't think I've ever seen an athlete with a 'tache though.

DAN: Apart from the late '80s Eastern European female athletes!

WARREN: And Whitbread of course.

ED: I can't think of anyone who *really* had one.

DAN: Daley Thompson had a 'tache!
[conversation on moustaches goes on for 20 minutes]



"THE MUSIC, THE LACK OF ANY BACKGROUNDS OR SENSATION OF SPEED... IT SENDS YOU TO SLEEP"

- ED ON AEROWINGS 2





"THERE'S A LOT OF HYPE ABOUT IT, AND VISUALLY IT DELIVERS, BUT I'M NOT SURE IT QUITE LIVES UP TO IT"

— ALEX ON *DEAD OR ALIVE 2*

STAR WARS EPISODE I: RACER

(ODM #11, 6/10)

Based on the pod-racing scene from *The Phantom Menace*, this is the Dreamcast version of a game that has already had a solid showing on PC and Nintendo 64. Comparisons with PlayStation racer *Wipeout* aside, this is a super-quick racer with some great futuristic tracks; but a year on from the film it seems hard to get excited.

WARREN: This has got 'average' written all over it in big capital letters.

ED: Dave's review is fair enough though; he says it's fast, the tracks are well-designed and it's quite exciting.

WARREN: True, it does get more interesting.

ALEX: It does, but by then, er...

WARREN: You've started playing *Virtua Tennis*!

ALEX: By then you have the same problem I had trying to construct that sentence: you can't be bothered to finish it!

ED: It's definitely a one-player game because it's pretty rubbish in two-player.

WARREN: [adopting dweeby voice] "Strictly run-of-the-mill stuff for fans of the genre only!"

ALEX: Yeah, I'm a big fan of the overcrowded pod-racing genre...

WARREN: Come on though, this is just *Wipeout* without the cool ships, the cool music and the cool handling...

DAN: The tracks are too long — the laps take aaaages.

ED: It definitely looks like a Nintendo 64 game as well — there's not much detail in the backgrounds.

DAN: It's funny because I played the Nintendo version quite a bit when it came out, but I don't feel as motivated to play it now.

ED: I like the boost!

WARREN: Nah; that's just there to make up for the lack of weapons.

ED: No it isn't, it's based on pod-racing where there aren't any weapons.

WARREN: But it's well known that when the scene was created it was done with making a game out of it in mind from the start.

ED: So they should have had weapons?

WARREN: Yeah! Anyway I think LucasArts are losing it.

ED: Ah, but you're forgetting *Star Wars Super Bombad Racing* [a dodgy-looking *Star Wars* kart game unveiled at the E3 trade show]...

ALEX: It's like a watered down version of *Racer*. With big heads!

WARREN: We want *Star Wars* tennis!

ALEX: If you liked the movie... buy the video!

ED: The arcade game is better, isn't it?

DAN: Yeah, it's wicked! The way you control it with the two grips is much more in keeping with how the thing works.

ALEX: If *Episode I: Racer* had come out a year ago when the movie came out, it would have made a lot more sense.

[long pause]

ED: Uh, the Dreamcast wasn't out a year ago, so it wouldn't have been much use!

WARREN: [laughing] Bet you're glad you made that point, Alex!

ALEX: Yeah, you know what I meant.

ED: Oh, and it's got Greg-bloody-Proops in it again. He was in *Wacky Races* and if he's in another game I'll smash his face in!

DAN: Riiiiight...

DEAD OR ALIVE 2

(ODM #11, 8/10)

After a last minute postponement and much breathless anticipation, Tecmo's incredible-looking fighter is finally out. The delay has apparently been put to good use, and the game now has a full 60Hz mode and new arenas and costumes to further whet your appetite for destruction...

DAN: Speaking as someone who doesn't usually get on with fighting games that well — in other words I always get the crap kicked out of me — I actually think this is really good. I found it dead easy to get into and because it looks so good it inspires you to get into it. It lets anyone in; it's not like some of these 2D ones we've been looking at recently, where if you don't know the moves or characters you're scuppered.

WARREN: But... does anybody care now?

ED: Don't ask that. You ask that every time!

WARREN: [laughs] I'm joking!

ED: Enough people to put it constantly in the top ten Most Wanted lists time after time.

WARREN: But do you think those people expect it to be better than *Soul Calibur* [ODM #1, 10/10]?

ED: Some people will think it's better.

WARREN: Who?

ED: I don't know! Some guy called Fred. No seriously, there are people who will think it's better. Especially people who have played *Soul Calibur* to death and perhaps got a bit bored of it, but they are very similar. They are both very polished, very snappy and they've both got a lot to them.

WARREN: I especially like the multi-stage thing. It's pretty cool.

ALL: [nods of agreement]

ED: The style and the look of it are great.

DAN: I don't think you can underestimate the

importance of the way it looks though...

ED: It does look amazing.

DAN: Right, and that for a lot of people is more than enough. It'd make it a great game even if the gameplay were scrappy, which it ain't.

ED: I preferred the first one though.

ALEX: This one feels a bit 2D. I find it difficult to move around your opponent.

ED: The 'hold' button in the old game has now become the 'free' button in this one, which is not quite as instant, the way it all works. The counter moves were always very easy, but in *Dead Or Alive 2* they're easy but also very powerful. Before, they were easily balanced and you'd have lots of funny little slapping matches as everyone counters each other, but in this you get two counters and that's it — all over.

DAN: There are so many fighting games out there that cater for the hardcore; I quite like the fact that it is so accessible.

WARREN: I've gotta say that, overall, I prefer Capcom's 2D fighters...

ALL: [looks of surprise]

WARREN: ... Only joking. It's cool. I like it.

ALEX: It seems there's a lot of hype about it and visually it delivers, but overall I'm not sure it quite lives up to it.

WARREN: They are pushing the graphics — well, the big tits thing — very heavily. There are posters of the girls all over the [London] Underground.

ED: I think that's a bit unfortunate, because that just turns it into a bit of a gimmicky game that has some girls with big knockers in it. They'd be much better off trying to sell it as a great fighting game, that's easy to get into, and has loads of depth. But hey, that's marketing for you.

WARREN: The new features are worthwhile too; at least they actually did something with the delay and made it more of a solid game.

ED: It's definitely more polished than the version they were going to release originally. ☺

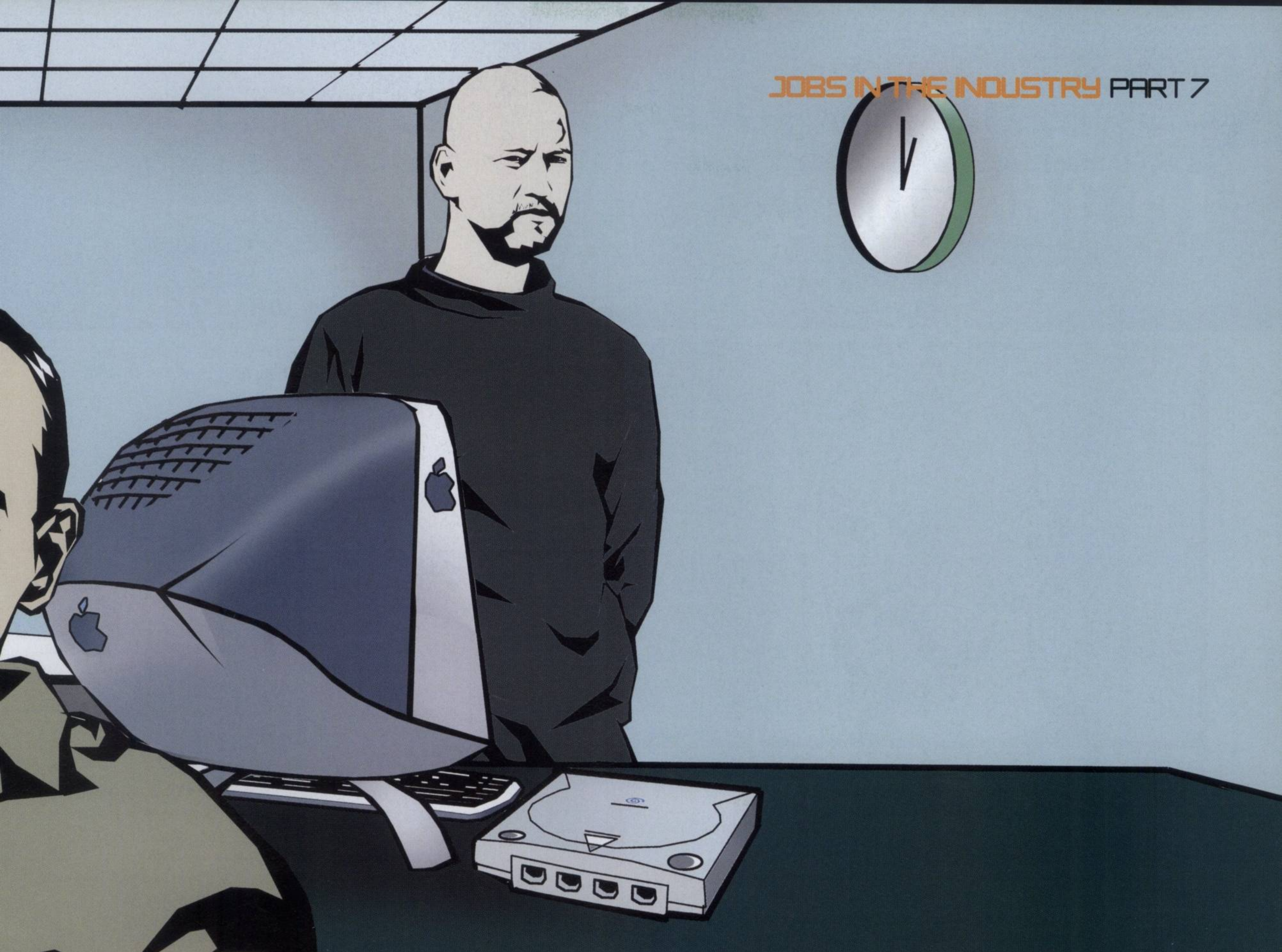


"COME ON, THIS IS JUST WIPEOUT WITHOUT THE COOL SHIPS, THE COOL MUSIC AND THE COOL HANDLING"

—WARREN ON *STAR WARS EPISODE I: RACER*







MANAGING DIRECTORS

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SALARY: The sky's the limit. Wanna be a millionaire? Here's your chance...

QUALIFICATIONS: Patience, superb communication skills, a talent for organisation and a belief in your ideas that is rock fugging solid.

THIS IS IT. The big one. The Goliath of all jobs. The managing director of a developer is usually the person who decides what game the company is going to be working on for the next two years, and it's the MD who'll get it in the neck if anything goes wrong. Like the rest of the business world, head honchos at game companies have your atypical MD responsibilities – negotiating contracts, deciding on company strategies, getting involved in company hires, holding board meetings, and keeping an eye on which direction the business is heading in.

As the game comes closer and closer to being finished, the MD will also need to tackle how the product can be utilised and exploited. For example; licensing, signing-up deals for third parties to do conversions, and so on. On top of all this, the MD will

most likely have specific skills such as programming, and will have a very hands-on approach to a game's production – whether it be lead coding the title or getting stuck into the game design itself.

All in all, being an MD is a hefty responsibility that will see your social life dry up into nothing and your waking hours constantly focused on the company. The upshot is the freedom to be the master of your own destiny and create the games you want to play. To make it, you must have infinite patience and boast an incredibly clear vision. Two years creating a game is a long time and you're expected to be the one who holds the company together through good and bad times, making sure that everyone is working towards the same goal. First rate communication skills are vital as well, and you must be able to manage people. And be fair.

Think you've got what it takes? Then ODM salutes you and wishes you the very best of luck. And a speedy recovery from your impending stomach ulcers...

I DO IT FOR A LIVING

We profile three managing directors, taking a brief look at what helped them land the gig, and which games they've had the most fun working on

Q&A

What it's like being an MD, straight from the horses' mouths.



MANAGING DIRECTOR 1

NAME: Mike Diskett

AGE: 31

BACKGROUND: Started programming at age 13 on the Commodore Vic 20. Did a computer science degree and then won a job at Bullfrog through a magazine competition. Programmed classic games there but moved on and set up his own software company, Mucky Foot, with Guy Simmons and Fin McGeachie. Their first release is *Urban Chaos*.

CAREER HIGHLIGHTS: *Syndicate* (Amiga conversion), *Theme Park* (Jaguar/Amiga conversions), *Syndicate Wars* (PC).



MANAGING DIRECTOR 2

NAME: Peter Molyneux

AGE: 41

BACKGROUND: Ran a gardening business at age 12. Eventually ended up as a programmer, and by 24 had his own company that morphed into Bullfrog. Sold it to Electronic Arts (making himself a shedload of cash) but, growing tired of too many meetings and too little game creation, he set up Lionhead; the company responsible for *Black & White*, out on PC this Christmas and on DC early next year.

CAREER HIGHLIGHTS: *Populous* (Amiga/Atari ST), *Magic Carpet* (PC), *Dungeon Keeper* (PC).



MANAGING DIRECTOR 3

NAME: Martyn Chudley

AGE: 31

BACKGROUND: Began creating games in his teens. Then contracted to Psygnosis as a freelancer. When PlayStation hit the scene, he started his company, Bizarre Creations, who are, of course, responsible for the fantastic *Metropolis Street Racer* (reviewed on page 8).

CAREER HIGHLIGHTS: *Killing Game Show* (Amiga), *Wiz 'n' Liz* (Mega Drive/Amiga), *Formula 1 & Formula 1 '97* (PC/PlayStation), *Fur Fighters* (Dreamcast).

WHAT DID YOU THINK IT WOULD BE LIKE BEING A MANAGING DIRECTOR, AND HOW DID IT TURN OUT?

MIKE: When we first started Mucky Foot, we intended to write computer games using only five people. We thought there would be no need for a managing director because we were going to manage ourselves. It came as quite a shock to have to take on the role of managing a whole company of 25 people! But I was team leader of twelve people at Bullfrog, so it was the next step on from that.

MARTYN: It wasn't something I actively pursued, or something that I had even thought about. It just happened because of my desire to keep working for myself rather than joining a company. It's actually harder work than the days when I was doing it all myself! As I'm still coding, not only do I have to manage my own work, but I also have to make sure everyone else is driving down the same street as well, so to speak.

WHAT DOES THE JOB ENTAIL ON A DAY-TO-DAY BASIS?

MIKE: It can be going through emails, examining CVs and sorting out any staff problems. Because it's not a big company, you don't have a personnel or admin department so you end up doing a bit of everything. From time to time, there will be a directors meeting where we discuss ongoing things about the company.

PETER: Well, if I look at my desk right now, there are three WAP game proposals for *Black & White* and there are a couple of contracts for some projects which we are undertaking with a fairly big third party. In my diary, I've got a couple of meetings to talk about the direction of the business over the next five years. I also have 89 emails to read! Generally speaking, I will do the business stuff during the day when I need to be around to speak to people and attend business meetings. Then during the evening, I will focus solely on the design and programming side of the game.

MARTYN: I have to keep tabs on what's going on with my project, and keep an overview of our other projects, as well as coding on the game. Generally, about a third of a 'normal' working day (10am-7pm) is spent in meetings, and another third talking to people in the teams. The final third is when I can get some serious coding done which I usually do well into the night.

WHAT ARE THE PROS OF BEING A MANAGING DIRECTOR?

MIKE: You have the freedom to make decisions on what you think the long term future of the company is, and what you think will be the best thing to be into in two years time.

PETER: The good side is when you walk into the office and you look round and think: "Jesus, I created this!" That's an amazing feeling.

MARTYN: Being able to develop the games you want to develop, and not having a boss or shareholders to force you into projects which you have no passion for.

CASE STUDY

The story behind Mucky Foot's very first release

Also being able to choose the direction of the company, and who you want to work with – it's about having a great bunch of people in the company who can help you turn the dreams into a reality.

AND THE CONS?

MIKE: The downside is that it takes you away from the creativity and just the pure pleasure of developing computer games. And you get lots of calls from people trying to sell you envelopes and insurance!

PETER: The cons are that the buck does stop with you. If something goes wrong, even it's nothing to do with you, it's still your fault! There's a lot of balls to throw up and catch and, in the end, you have to trust people to do a good job. But if they don't do a good job, it's your fault!. Also, if you're leading a company, you have to work harder than anyone else.

MARTYN: The hard work and not having a social life or much of a home life. You also have to cope with the stresses of many projects and many people, as well as your own day-to-day work stresses.

WHAT ADVICE WOULD YOU GIVE TO SOMEONE WHO WANTS TO MD THEIR OWN GAMES COMPANY?

MIKE: Make sure they've got at least five years experience working for someone else creating computer games. Get good games under your belt! The most important aspect is being able to go to a publisher and get a deal – you must be able to prove that your team is experienced and that they will get the job done.

PETER: My advice is that you've got to want this. You've got to want it for the right reasons and you've got to realise that if you want it enough, it will happen. It doesn't matter if you have a uni degree or if you have little or no experience, that's irrelevant – the fire that you have inside you will end up making the company work. Or not.

MARTYN: Make sure you've got a good management team behind you, as you can't do it by yourself. Make sure that you know a lot about the business (both in terms of publishing and developing) and learn from others' successes and mistakes.

WHAT KIND OF QUALIFICATIONS/SKILLS DO YOU NEED?

MARTYN: A determined and hard-working personality is more important than pieces of paper.

MIKE: Probably the biggest one is sanity! Being able to remain sane and calm and not have a temper where you just fly off the handle. Keep everything light-hearted and remain sane. Be the voice of reason!

PETER: If you do want to equip yourself with a qualification then an MBA is a pretty good one. It covers a lot of what it takes to make a company. As an MD, you have to be fully aware of marketing, personnel, financial aspects, contract negotiations, advertising – all those kinds of things. An MBA is probably the best for covering those things.

GAME: **URBAN CHAOS**
PUBLISHER: **EIDOS**
DEVELOPER: **MUCKY FOOT**

IT'S THE TOUGHEST TIME for any developer – that all important debut game. The one that the media, publishers and punters alike will judge your game design talents on. Cock it up and it'll bugger up your reputation for a long time, if not permanently.

For Mucky Foot's first game, *Urban Chaos* on the PC, Mike Diskett and his three fellow colleagues hired out a small office and put together a demo and design document for the title: "We worked on it for three months," says Mike. "Once we'd done a good demo and with the help of an agent, we went to all the publishers. At this point, we were all acting as MDs – whoever had the time would go and do the sales pitch to the publishers."

After seeing 15 publishers in all, Mucky Foot went with mega publisher Eidos. With the deal in place, Mike's MD duties kicked in proper: "I spent time finding staff and interviewing them. We were more fussy than most people because we knew we wanted to remain quite small; potential employees had to be able to do the job and fit into the family atmosphere here."

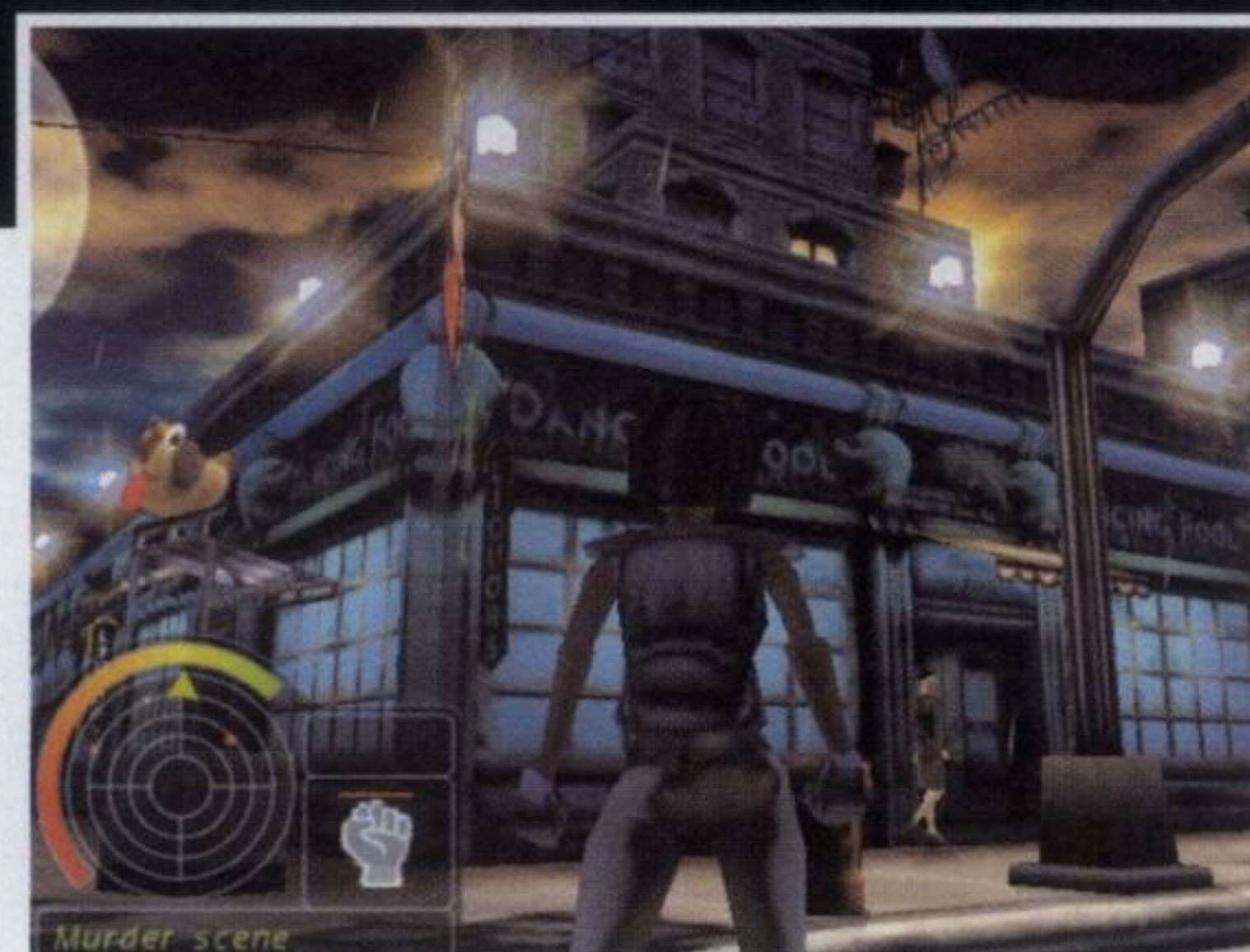
Mike was also heavily involved in the scheduling of the game, making sure that the game's development hit its 'milestones' as laid down by the publisher. These are quantifiable stages of a game's development: "I was managing the whole financial side," offers Mike, "and you'd have money coming in from the publisher to fund the game but that would depend on milestones being hit. If you hit the milestones, you were able to see what lump of money was going to come in on a particular day. There was a lot of projecting for cash and how much money we would have in the bank each month."

On top of this, Mike was programming as well, which meant balancing the MD responsibilities during the day with the coding at night – this involved regularly pulling shifts lasting 16 hours. Once the game was in the bag though on the PC, how did the DC version come about? "I made the decision that *Urban Chaos* was the perfect game to go over on to DC and we'd already started talking to Sega at that point. So we got a development kit off them and were able to start working straight away on the conversion."

To see if all their hard work over the last two plus years has paid off, you'll have to wait for *Urban Chaos* to touch down on the Dreamcast this autumn. In the meantime, you'll find a full preview on page 56. ☺

"URBAN CHAOS WAS THE PERFECT GAME TO GO OVER TO DC"

– MIKE DISKETT



△ *Urban Chaos*: Mucky Foot's first title is coming to Dreamcast soon.

FIRST CONTACT

Think you're ready to be a managing director? Then try the following recruitment agencies, of the many that are out there, for job listings. Remember: don't waste their time with frivolous phone calls.



AARDVARK SWIFT CONSULTING

www.ardswift.co.uk
01709 876 877



DATASCOPE RECRUITMENT

www.datascope.co.uk
020 7580 6018



OPM RESPONSE

www.opmresponse.co.uk
01206 544 044



PELICAN CONSULTANTS

www.pelican-consultants.com
020 8423 3400

• For details of university or college courses, talk to your career advisor or check out your local library for more information.

VERDICT

IF YOU HAVE BALLS OF BRASS AND AN INSATIABLE APPETITE TO SUCCEED, THEN THIS IS THE ULTIMATE CHALLENGE...



UPPERS

You do what you want, when you want – you are your own boss • The rewards can be huge • You choose the people you want to work with...



DOWNERS

It's a massive, life-consuming responsibility • You can kiss your social life gooooodbye • This is not a job for a shrinking violet...



△ Andras Csaszar, managing director of Appaloosa, does look like this – honest.

IN THE HOT SEAT WITH ANDRAS CSASZAR

APPALOOSA'S CAMERA SHY MANAGING DIRECTOR ANSWERS QUESTIONS ON *ECCO THE DOLPHIN* FROM YOU, THE READERS OF *OFFICIAL DREAMCAST MAGAZINE*



COMING UP: NEXT ISSUE WE'LL BE PRINTING THE ANSWERS TO THE QUESTIONS YOU PUT TO INFOGAMES' WACKY RACES DEVELOPMENT TEAM

BASED in Budapest, Hungary, Appaloosa are the development team behind the stunning underwater adventure *Ecco The Dolphin: Defender Of The Future* (ODM #9, 9/10). Since 1983, when they were formed under their original name of Novotrade, they have had more than 100 games published on just about every format out there. It is for Sega that they have developed many of their most notable titles, including the original *Ecco The Dolphin* games, Mega Drive's unique robot fighter *Cyborg Justice*, and 32X's hummingbird shooting game *Kolibri*, on top of classic conversions such as *Impossible Mission* and *California Games*.

Now employing over 100 people and working on much more than just videogames, Appaloosa is an ever-expanding company. Yet busy managing director Andras Csaszar kindly took time out to sit down and answer questions sent in by readers of *Official Dreamcast Magazine*.

WHAT'S THE PORPOISE?

Why did you decide to make a dolphin simulation? And are you planning on making a sequel?

Chris, via email

ANDRAS CSASZAR: *Ecco the Dolphin: Defender of The Future* is not exactly a simulation. I would rather call it an adventure game with many action elements and exploration. Although it is true that we wanted to create a lifelike player character, and we are happy to see the result. The friendly and energetic dolphin is much loved by the players of this game.

We are working with Sega on some interesting future projects, but it is only Sega who can comment on *Ecco* sequels.

CLAN DOLPHIN

Are you planning to include a multi-player option in any future *Ecco The Dolphin* games? And also, would it be possible to have Internet support?

Lewis Blakey, via email

AC: The Internet is so ubiquitous that today every new game currently in development must have an online component.

HARD AS NAILS

Why did you make *Ecco The Dolphin: Defender Of The Future* so difficult?

Anon, via email

AC: We didn't intend to make it hard. We wanted to provide deep gameplay and extensive playing fields. I think we would disappoint our players more if we created something that can be played from the beginning to end in a few hours.

I hope that as time goes by and more players get through the game, hints and help will become more available through websites and through the 'grapevine', so players will find more support.

MAPPING THE OCEAN

Did you have a lot of problems creating the vast 3D environments seen in *Ecco*?

Anthony Herschell, via email

AC: It wasn't difficult to build a large environment, but it took three or four full cycles of building, testing and discarding the results before we mastered the quality enough that we were happy with it. The goal was to create environments and sea creatures that would look like they just came out of a *National Geographic* underwater video documentary.

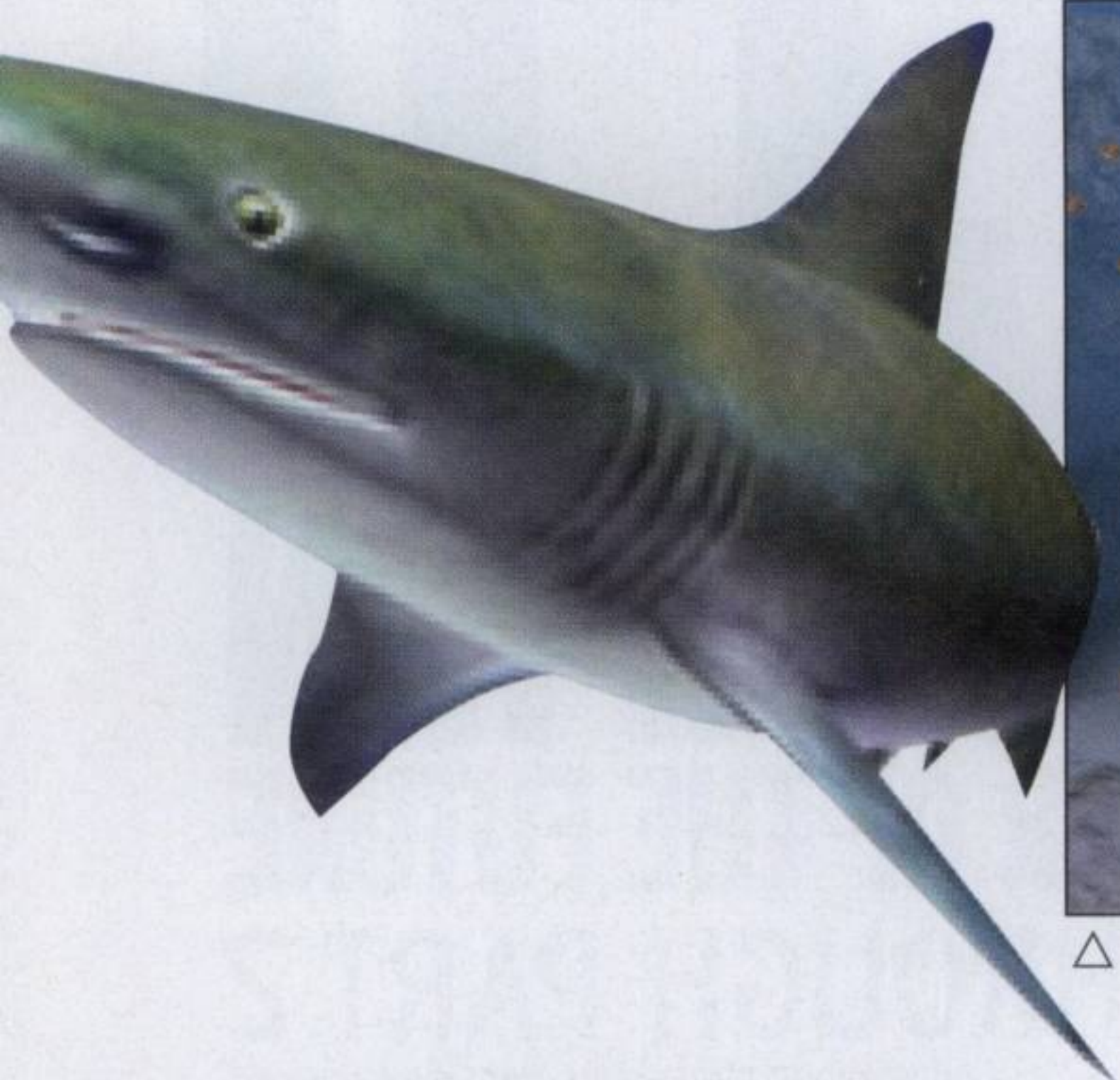
OLD-SCHOOL OF FISH

Were any of the *DOTF* team involved in developing the original Mega Drive *Ecco The Dolphin* games?

David Freeman, via email



△ Everyone's favourite dolphin, Ecco. He regularly gets hate mail from Flipper, you know.



△ It's easy to while away days just exploring the underwater world.



△ Hours of dolphin videos were studied to get Ecco so lifelike.

AC: Although the Genesis [Mega Drive] version of the *Ecco* game is about eight years old now, a few members of that development team are still with us, and one of the studio directors managing the Dreamcast team was the main driving force behind the old Sega Mega-CD version of *Ecco* many years ago.

FREE HOLIDAY

Have you ever been swimming with dolphins?

Jez Pilgrem, via email

AC: Some of us did, but unfortunately not all of us. Most of the participants of the *Ecco* development team grew up in Hungary, which is an interesting country but not exactly famous for its tropical sea shores!

STUPID QUESTION

How did you get Ecco's animation so lifelike? Did you motion-capture a dolphin?

Simon Rose, Berkshire

AC: The program developers invented a unique skeleton animation system after many attempts that took more than a year to develop. This animation system finally gave us the desired lifelike results. We did not motion-capture any dolphins, but there were dozens of hours of dolphin videos available for the development team.

FISHY DREAM

Did you enjoy working with the Dreamcast?

Chris McGaw, Hamilton

AC: The Dreamcast hardware platform is immensely powerful. This was our first game on Dreamcast, and despite its

seemingly breathtaking visual effects, I think we haven't even scratched surface when it comes to full use of the built-in features and functionality. We are looking forward to building upon these results in our future games.

IT WAS THIS LONG...

How long did *Ecco The Dolphin* take to make?

Andrew Tabor, Glasgow

AC: Gee, it certainly took longer than we thought it would. Let me just say that it was more than two years, and it took a very sizeable development team.

HUNGARY FOR LOVE

Can you teach me how to insult my friend in Hungarian please?

Rob Pereira, via email

AC: I would never do that, but here is a possible phrase in Hungarian and I also attach its English translation here: "A delfin az ember legjobb barátja a víz alatt." This means: "The dolphin is man's best friend underwater."

IDENTIFY YOURSELF

What does 'Appaloosa' mean, and why is your logo a horse?

Jane Holborn, via email

AC: Appaloosa is a beautiful breed of American horse. It nearly went extinct but was saved by the Nez Perce Indians.

WHOSE ECCO?

Was it your idea to bring *Ecco The Dolphin* to Dreamcast, or did Sega come to you and ask you to create a new game for them?

Stephen and Nick Minford, East London

AC: Sega's plan for Dreamcast included *Ecco* because it was a well-loved game on Genesis [Mega Drive]. Our team naturally was asked to build this game because of the first *Ecco* game.

WHAT HAVE YOU DONE?

Which games have you worked on before *Ecco The Dolphin*?

Moe Horton, via email

AC: The game development company that is now called Appaloosa Interactive has been operational for over 17 years and has created more than 100 computer and video game titles.

Some of the most memorable among them are *Ecco the Dolphin* on Genesis [Mega Drive], the *Busytown* games which are based on Richard Scarry's popular children's books, and we have also created many educational titles for the Sega Pico game platform among others.

BRIN ME SUNSHINE

I love the story in *Ecco The Dolphin: Defender Of The Future*. Which David Brin books have a similar theme?

Andre Dyson, via email

AC: David Brin is a very successful, popular writer and this is why we asked him to devise the underlying story for the Dreamcast version of *Ecco*. And we think that this project worked out very well. The story is a unique one that is not based on any of his earlier books. ☺



"ECCO TOOK MORE THAN TWO YEARS AND A HUGE DEVELOPMENT TEAM TO CREATE"



GOT ANY QUESTIONS FOR THE CREATORS OF VIRTUA TENNIS?

The newly-named Hit Maker have made one of the greatest sports games ever in *Virtua Tennis* (see page 66). Now you've had the chance to play it, your brain is no doubt itching to find out more. Well, here's your chance – we'll be putting your questions to the people behind the game and printing the answers in a future issue of *ODM*. Send anything you want us to ask on your behalf to questions@dreamcastmag.co.uk, or Hit Maker In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.



HINTS & TIPS



104 ECCO THE DOLPHIN
DEFENDER OF THE FUTURE
The second part in our guide to staying afloat

110 TONY HAWK'S
SKATEBOARDING
All the moves, tricks and cheats; the essential guide

117 CHALLENGES
Win a free game - this month, Virtua Tennis

118 HELP!
Your gaming questions answered

119 CHEATS
If at first you don't succeed... then cheat, of course!

ECCO

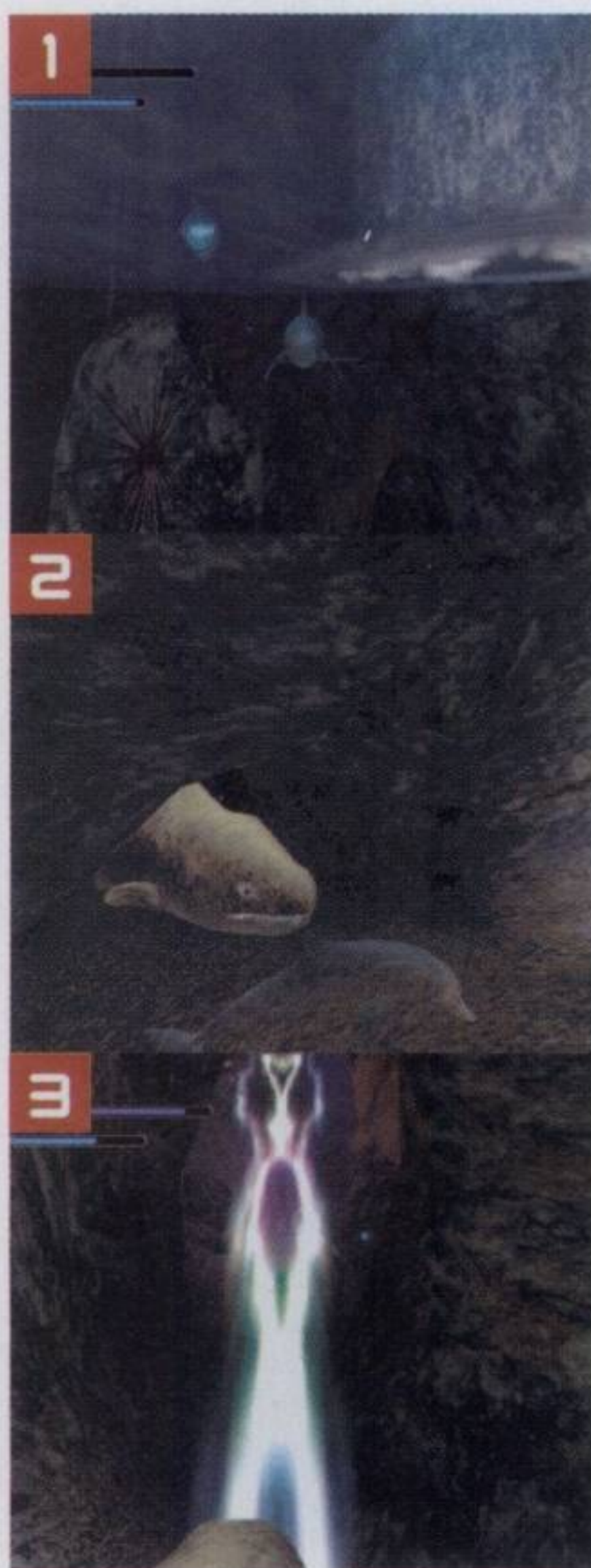
THE DOLPHIN

DEFENDER OF THE FUTURE

SWIMTHROUGH PART 2

YOU THOUGHT *ECCO* WAS TOUGH AT THE BEGINNING? WELL IT DOESN'T GET ANY EASIER. **STEVE KEY** IS YOUR GUIDE AS ECCO BIDS TO HALT THE FOE AND ITS EVIL PLANS





ROARING FORCES

- 1** Quickly swim to the stealth glyph and collect it so you can avoid all the sharks that are patrolling the area. Now head towards the small cave behind the tall pillar in the centre of this first room.
- 2** A huge eel will appear from inside the tunnel and start to chase you. Start swimming like a mad fish to avoid it.
- 3** You have to continually whack the charge button so you avoid all of the eel's electric blasts and don't get eaten. At the splits take the left, left again and then right. You should be able to make it through relatively unscathed.



- 4** Once you've made it through, you'll see a pattern on the wall. Talk to the glyph and it will tell you a riddle. To solve this simple puzzle, you need to charge into the two rocks poking out from the fish's mouths that have dolphins attached to them. Look at the picture for a clue.
- 5** A gap opens in the rocks above and you can go through. Grab some much needed air and talk to the glyph that is in front of the huge window-type-thing.
- 6** Swim forward and touch the light and you'll become sparkly. Now look out for the fish swimming around this room and bump into it. The sparkle will now morph you into the little fish and you can swim through the grill.

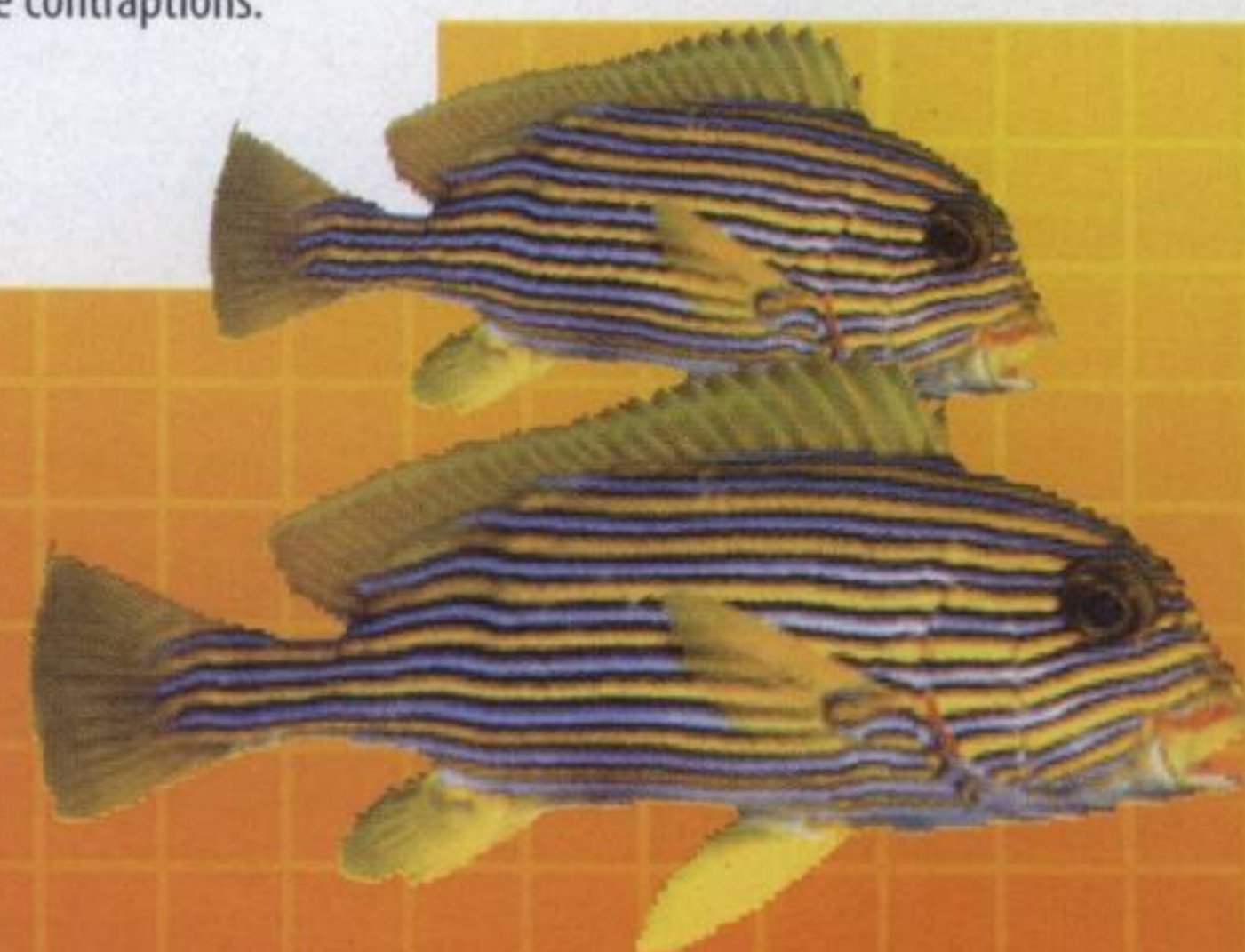


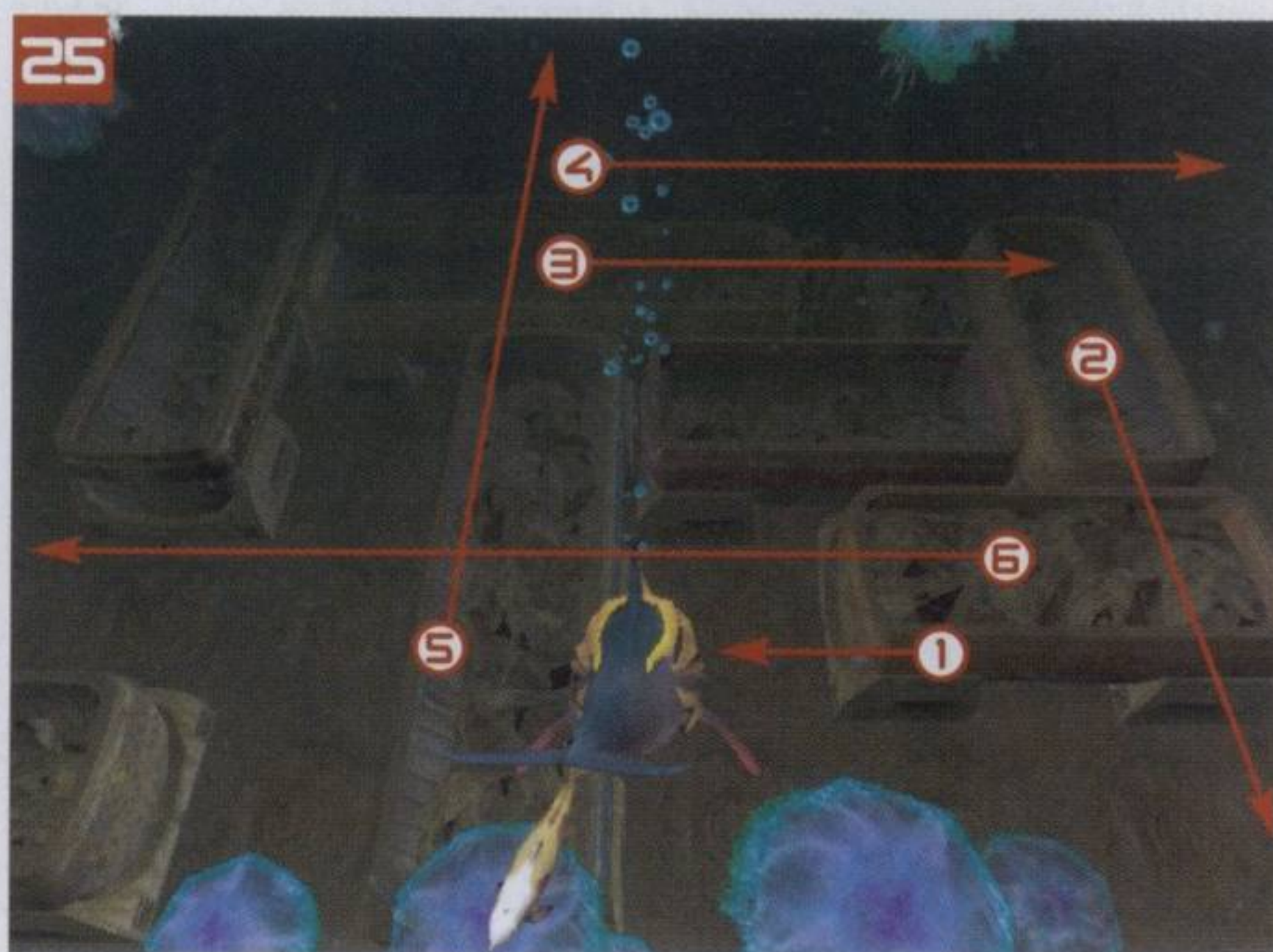
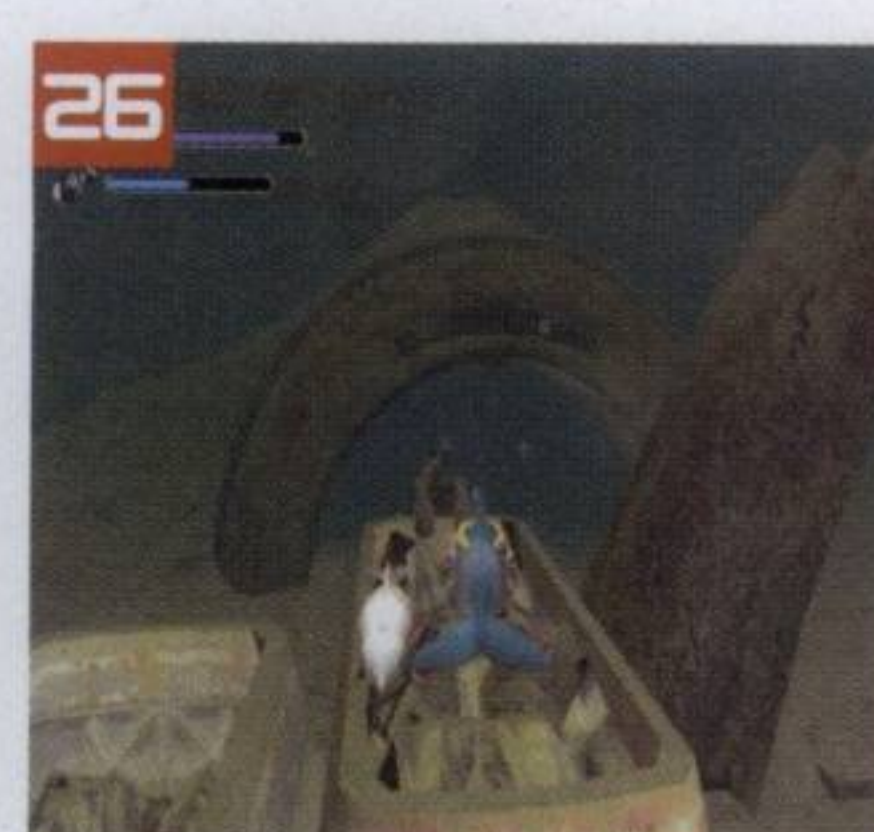
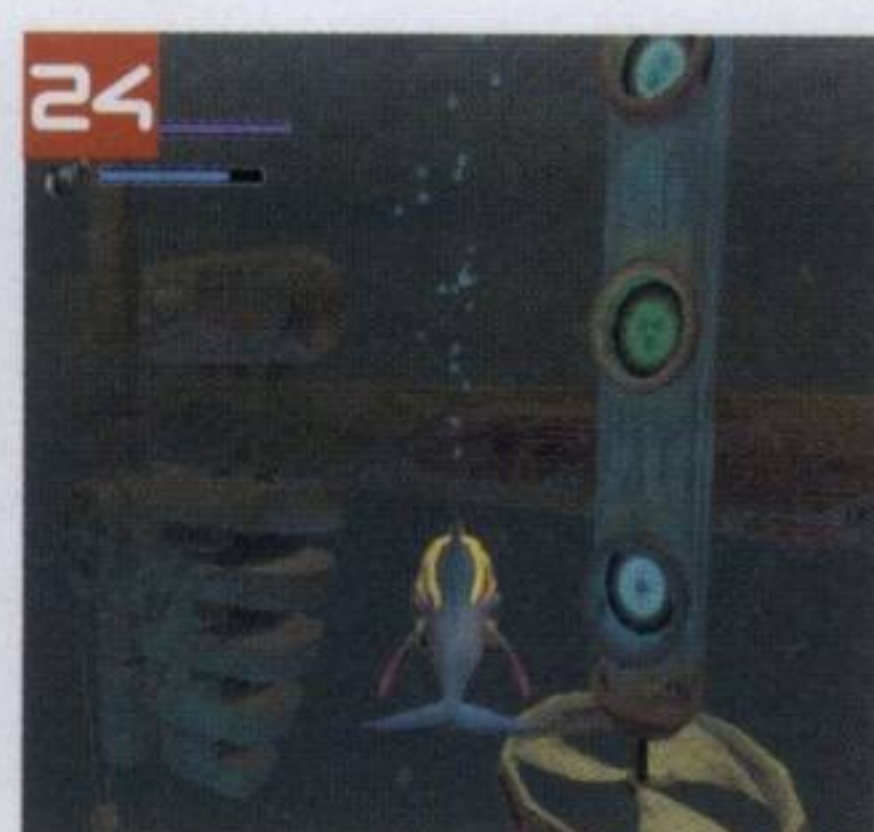
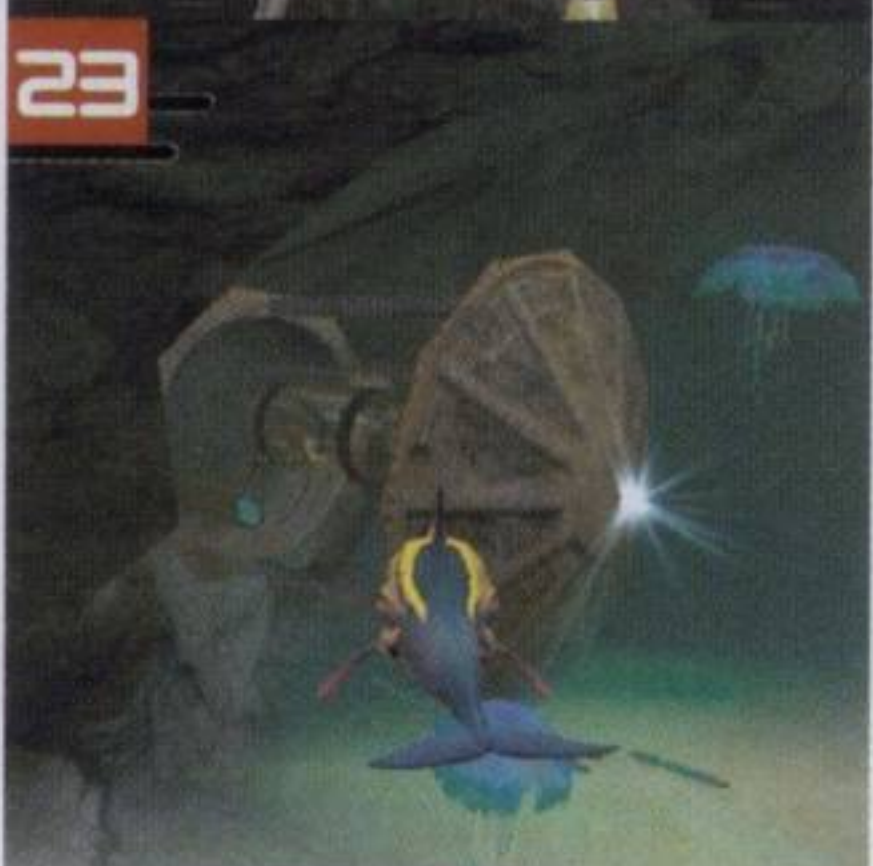
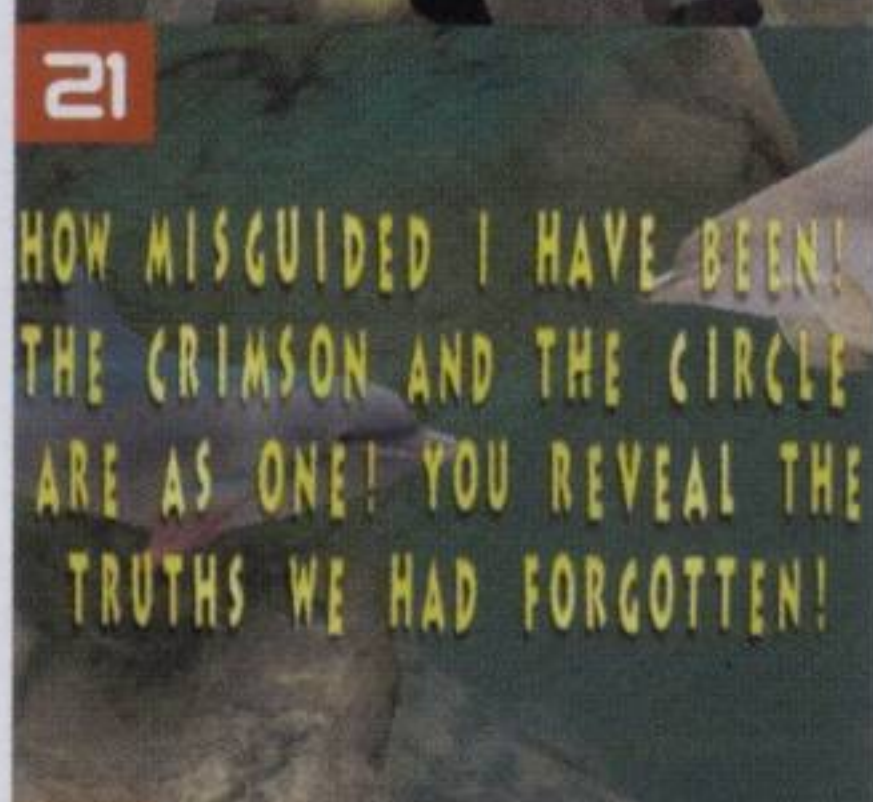
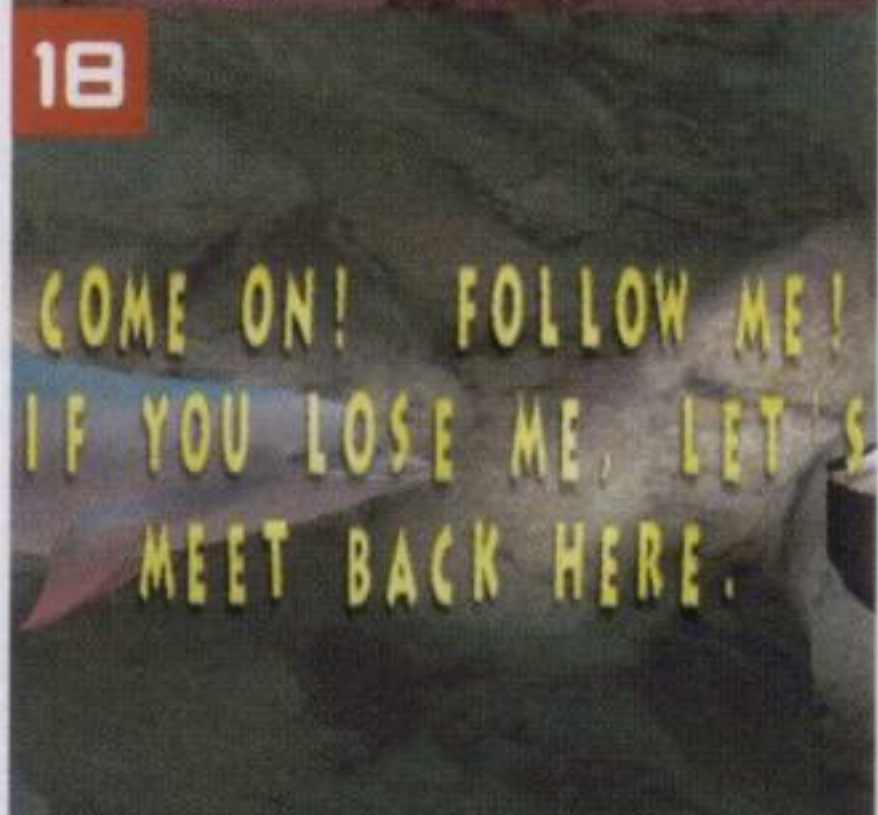
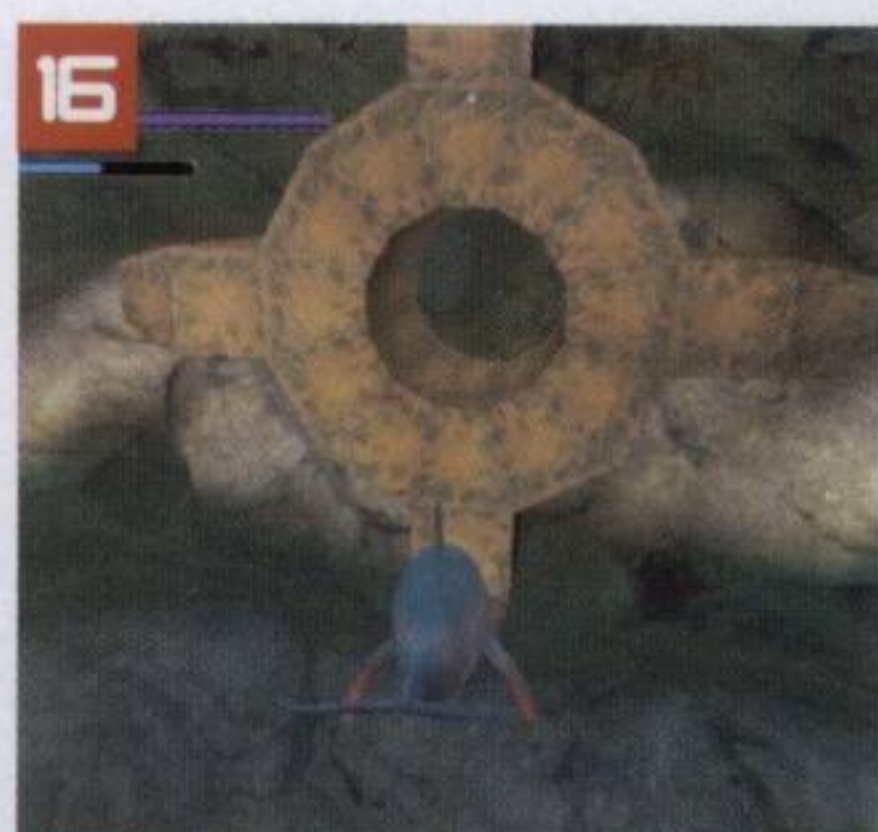
ATLANTIS LOST

- 7** Once through, you'll morph back into Ecco again. Now talk to the two dolphins and one of them will tell you to talk to the Guardian. Look for the purple tower in the middle of the room and talk to it.
- 8** Now you have to find the five gems to restore the Guardian's power. After you've found each one, make sure you take it back to the Guardian so it can light each of the hoops, so you can get access to the final one. One is hidden behind these rocks which you need the Power Of Sonar to break down.
- 9** One is at the bottom of the cavern, below the set of rings in the water. Push the boulder into the hole and follow it down to reach it.
- 10** Look for this rock formation. Face it in exactly the same way as the picture shows and then spin 180 degrees around so you have your tail towards it. Now swim and jump over into a small pool containing another gem.



- 11** The fourth is in a passageway littered with blue jellyfish. Once you've spotted the jellyfish, follow the path shown and at the back will be another group of jellyfish who are guarding the gem.
- 12** Now, before you can get the fifth, you need to jump through each of the four hoops that the Guardian made after you took a gem to it. This should be quite easy for you now.
- 13** Once you have leapt through all four, find this building and you should notice that the doors at the front are now opening and closing. Go inside and sonar the big dark object in the centre and it will light up. Now repeat this for the other three buildings containing these cage like contraptions.
- 14** Once that's done, swim into the main underground room and you will see these four balls; each one a representation of the cages you've just lit up. Sonar each one of them in turn, and you'll see an almost holographic image of some sea creatures.
- 15** The final part of this level is the toughest. Once you've looked at each ball, return outside and you'll find that the four rings underwater are now active. You have to use them to catapult yourself over the building to catch the final gem. Use the Power Of Vigor situated at the bottom of the crevice to give you a little more power. Keep your patience; you'll get there in the end.





SHRINE OF CONTROVERSY

16 After watching two great movies, you'll find yourself in a new, altered world. Swim down until you reach a glyph. Speak to that and look around the giant wheel turning in the centre. Look at the side of the level, about half way down, and you'll see one of these small holes.

17 You have to swim into the one *not* connected to another by a small pipe. It's also the one without a yellow dolphin swimming outside it. Swim all the way to the end and you'll find this section, with red dye squirting out. Swim through it to become one of the Crimson.

18 Swim back out and head towards the other two entrances mentioned before. Talk to the little guy swimming about outside and follow him through the tunnels.

19 Now you have to fight the leader of this group. It's easy to defeat as long as you avoid its red beam and manage to charge into it five times. There's a plume of water at the bottom too if you need air.

20 Swim back out and head up slightly. Now you need to find the building with the red glowing ball-type-thing in it. Above that will be a dolphin. Speak to it and it'll curse you for being one of the Red Fins. Now swim back down to the bottom and find this valve.

21 Turn the valve using your nose and swim back to the dolphin that was dissing you. Speak to it and it'll be your friend again and promise to help. Find the yellow dolphin by the entrance to the pipes seen before, and the Crimson dolphin by the building containing the Power Of Air. Get all three to follow you.

22 Take all three to the top of the level and to the main entrance of the temple. Once all three are outside, they'll sing at the door and open it for you. Go inside and swim through the harness waiting in the centre.

23 Now swim back down to the bottom of the level and find the stone door with the light that you couldn't move before. Sing into it and it'll open. If you sing into the ship that appears, it will also open. Swim inside and you're off to the next stage.

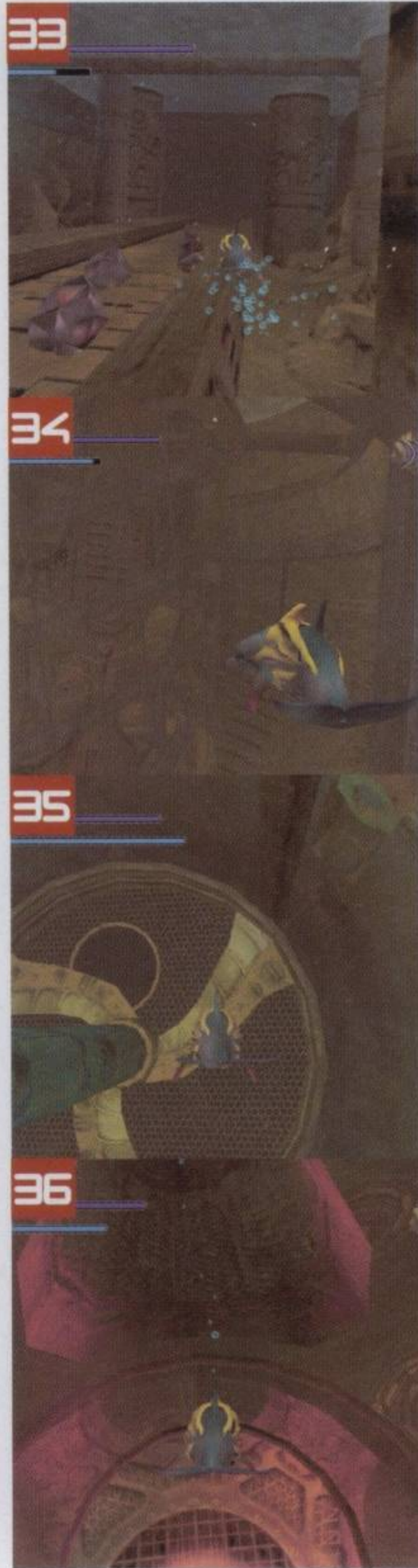
MASTER OF FORGOTTEN SKILLS

24 Swim to the top of the level until you see this floating device. You need to shoot the buttons in the right order (bottom, top, and middle) and the crane will whirr into action. It picks up a tractor and drops it on to the floor.

25 This is not a tough puzzle, but an extremely time-consuming one. Take a look at the screenshot above. Using the crane that's been dropped, you have to move the crates around so that the heaviest can be taken to the door that is just out of shot to the left. One burst from your sonar will move the crane in whichever direction you're facing, and another burst stops it. To move the crates, the machine has to clamp onto them at either end and then push or pull them to the required destination. Follow the annotations in order to perform this successfully.

26 The tractor will pull the crate through and the game will automatically load a sequence showing the crate being lifted onto a conveyor belt, and Ecco following it through to the next stage.





PROCESS THAT NEVER ENDS

27 Swim through the first tunnel until it opens out. Speak to the glyph next to you and grab some air. Now continue swimming and when you reach a fork in the path, take the right one (straight on). Talk to the moody dolphin and swim all the way to the end. To the left is a small hole which leads to a glass dome. Outside this dome is another dolphin. Talk to it.

28 The machinery starts up and the conveyor belt churns into action. To get past the teeth without getting hurt, you must swim into the glass domes and sonar these symbols on the floor. They will cause the teeth to rise for a short while so you can get underneath.

29 Once you get back out to the entrance of the tunnel, talk to the two dolphins waiting for you and they'll agree to help. Swim back to the crateful of rocks that you brought in and the three of you will push it along the tracks.

30 Rocks will now be on the conveyor belt. Use the switches again to raise the teeth, and once the rocks get to the very end of the conveyor belt, you can nip through as shown when a small chunk of rock goes through the teeth.

31 Using the penultimate set of switches, you'll open the second from last and the final door. This will take you through to this next section, where you have to push some of the rocks on to the spinning platform below.

32 This is one of the most glitched parts of the game yet. From what we could work out, you have to smash about 10-15 rocks under the crusher, for the floor to open so you can go on to the next level. If you double-tap your sonar and hold it down after the second tap, you'll be able to pick up individual rocks and move them. Once a rock is under the crusher but doesn't smash, you need to sonar the rock instead. Pick it up and move it through the floor. It sounds stupid, but that's exactly how we managed to exit this annoying level.

BLADES IN MOTION

33 Swim down through the hole and look behind you. You'll find a glyph and a Power of Vigor. Turn around and follow the rocks on the conveyor belt. You're going against the current so it's quite tough.

34 Look out for the Power of Sonar above the water. Grab it. Swim into the section at the end of the conveyor belt and use the Power of Sonar a fair few times on the cracked bit of glass to smash it.

35 Once inside, collect the Power of Air and swim down. You'll come to this section with the blades and the rotating hole. Dart through the hole avoiding the blades.

36 Once through five of the holes, you come to a less dangerous section. Collect the Power of Sonar and swim through the red hole. *Don't* swim all the way down, as the heat will hurt you. Sneak through and look for this mesh tunnel and you'll go through unscathed.

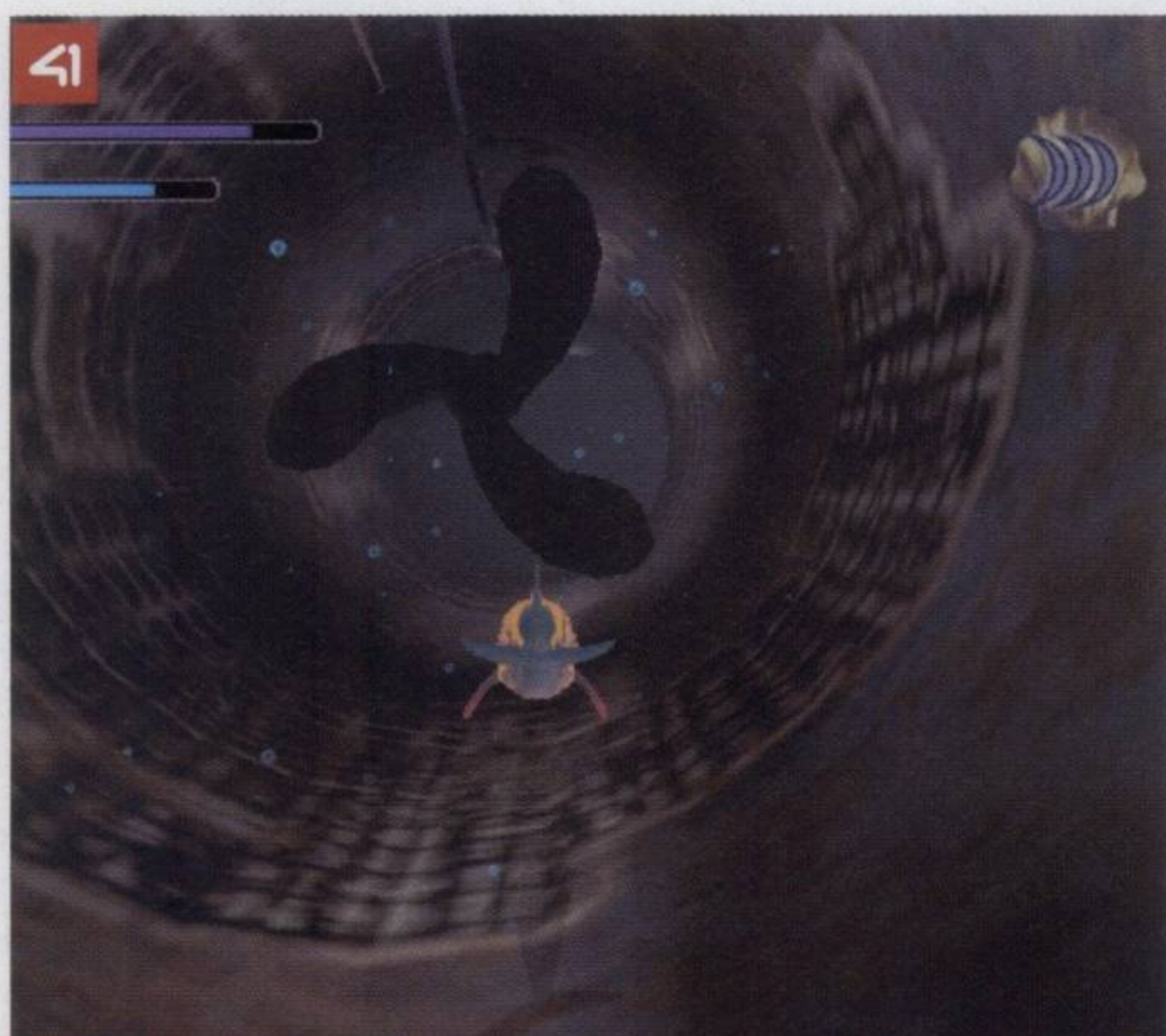
37 Look in the roof of the tunnel and you'll see a cracked pipe. Sonar it

and go through to find refills. Now go back into the pipe and sonar through the bottom. Swim forward and you'll come to a hole in the floor. Go through and touch the giant orb to see the boss.

38 This is quite easy. Wait on the floor by the rocks looking up at the pool. The boss will come darting out from the sides. You have to charge into the bit on its belly where the markings are different. Three hits is all it takes.

39 Swim through the hole it makes in the floor and follow the passage past the air vent. At the end you'll see a floating ball. Sonar it and it'll light up. Above and below this ball are two more, so light those up. Now go back along the tunnel, past the air vent and past a shoal of fish. Light all the balls around here too.

40 When you think you've lit all the balls, look to swim up and you'll find this opening. If you have illuminated them successfully, you can go through to the next stage. Don't worry if the balls don't stay lit, as long as they came on once, you'll be okay.



PERPETUAL FLUIDITY

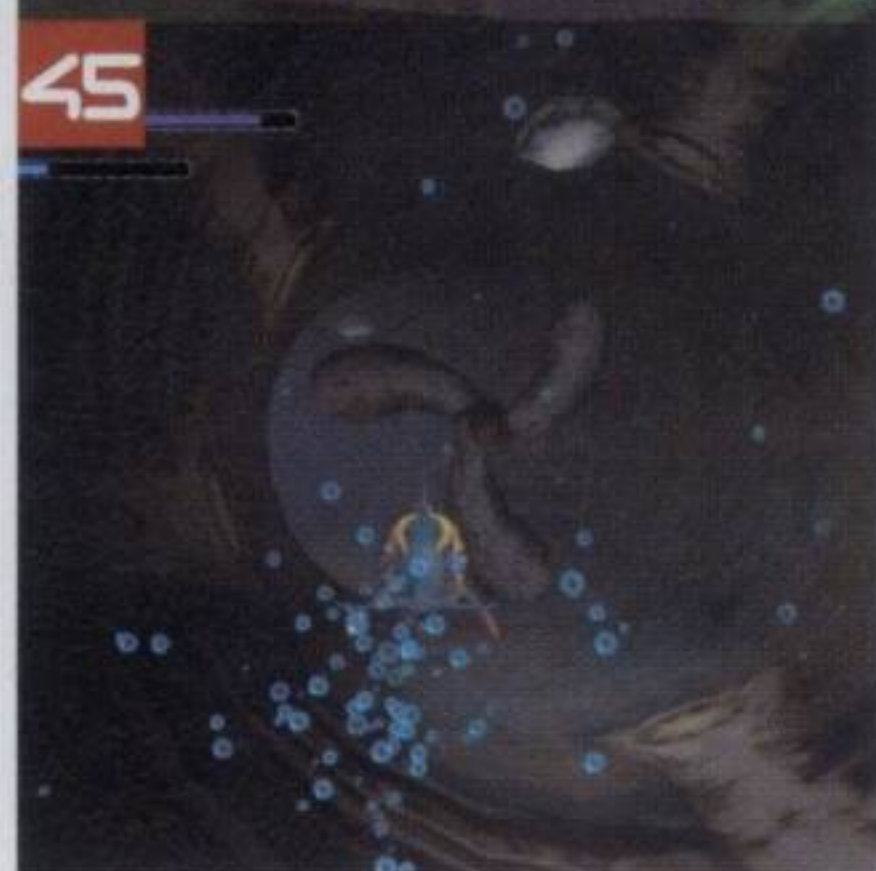
41 Swim forward and pick up the Power of Sonar. Use it to clear the passage directly in front of you of the red spiky things on the wall. Now keep swimming through the passage, avoiding the rotating blades of the fans.

42 Keep swimming and talk to the dolphin that is swimming around outside the pipe you are in. Now keep going, past a couple more blades, and into the room shown. If you swim through a red beam, the mines will explode; so carefully make your way through to the room opposite.

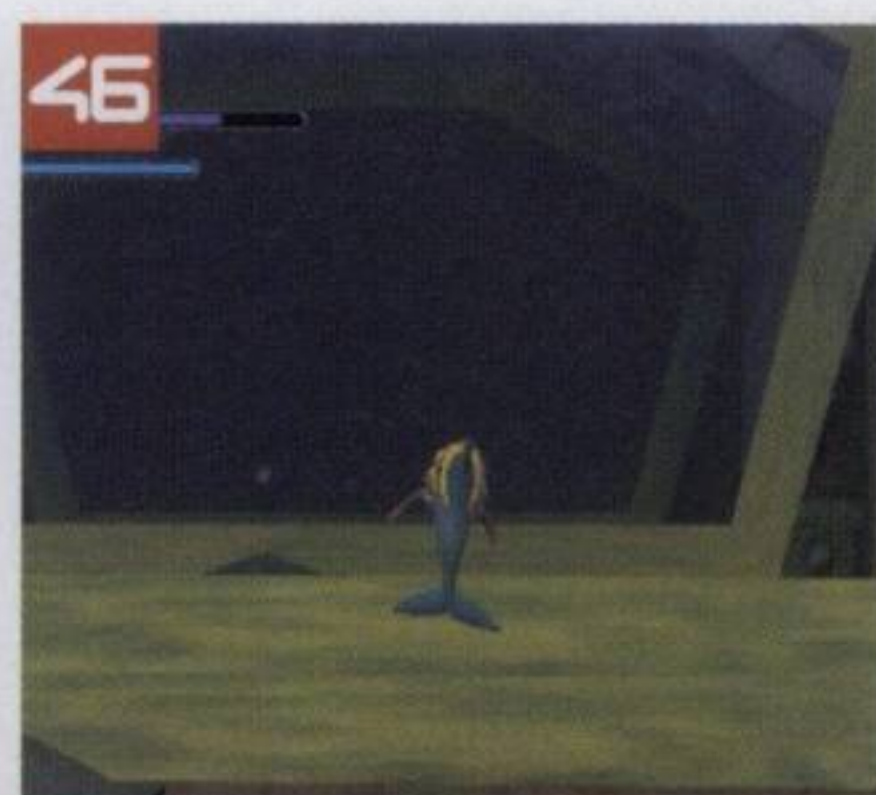
43 Go past another fan and then talk to the glyph. Directly in front of you when you emerge is a red switch that you need to sonar. Do this quickly as there is a nasty shark in here. That will open a door to the right leading to another tunnel. This leads to another room and another shark.

44 This is where it gets complicated. Take the left exit from where you entered this room and swim through to another room. Hit the switch here and swim through the only other open pipe to another adjoining room. As soon as you enter this room, swim down and through the pipe directly below you. Follow this pipe to the end; hit the switch in the room it leads to then swim *back* through the same pipe. Hit the switch here and there should be a new pipe open at the top of the water level. Go through.

45 Hit the switch in the next room, go through to the room opposite where you entered and hit yet another switch. Now swim back, avoiding the sharks into the previous room and hit the switch again (turning it off effectively). Swim back one more room and all the switches you have been hitting have caused the water



level to rise. At the top of this room is a new tunnel. Swim through and you'll end up back in a familiar room. From here, swim through the lowest tunnel there is and in the next room go through the hole and into the tunnel to your left. From here, pick up the Power of Sonar, hit the switch and destroy the rocks blocking the entrance. Go in and you'll get to the next level.



OBSCURE WAYS TO TERMINUS

46 This is actually a really short level if you get this right. From the start, swim forward, keeping an eye out for a tunnel on the left-hand side, just past the main building in front of you. It's the only one that doesn't have spikes surrounding it. Now let yourself go through and you'll come to a pool. Get out of the current and jump over the barrier in front of you.

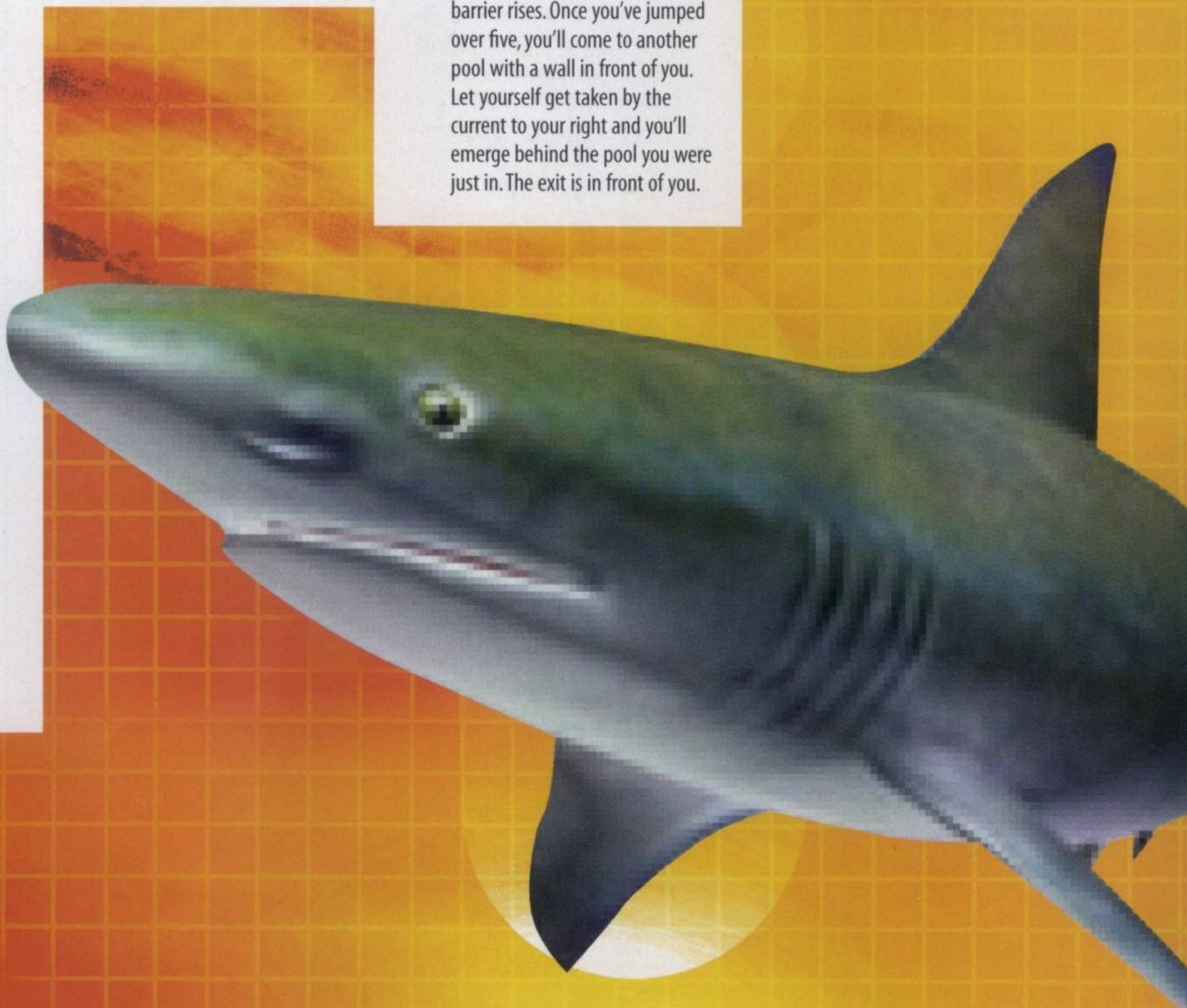
47 You'll notice some stars at the top of each barrier you come across. You have to keep jumping over these barriers, into the adjoining pools. Each time you do it correctly, the number of stars in the pattern engraved into each barrier rises. Once you've jumped over five, you'll come to another pool with a wall in front of you. Let yourself get taken by the current to your right and you'll emerge behind the pool you were just in. The exit is in front of you.



SLEEPING FORCES OF DOOM

48 This boss is really tough and could take you ages. Basically, you're in a rotating pod and a shield is in the centre. Four snake heads are around the outside and there are rocks spinning around the stage. You have to grab the rocks using your sonar and throw them at the shield. The snakes grab the rocks too, and they use them to regenerate the shield. There are air pods scattered around the bottom of the floor also. Once the one section of the shield is broken down, a blue light will come fizzing out, hitting one of the snake heads. After each snake is hit about four times, they die. You have to kill all four snake heads and destroy the shield that will open up to provide an exit to the next stage.

• *That's it for this month. Watch out for the third and final part of our guide in the next issue of ODM, on sale Thursday 5 October.*



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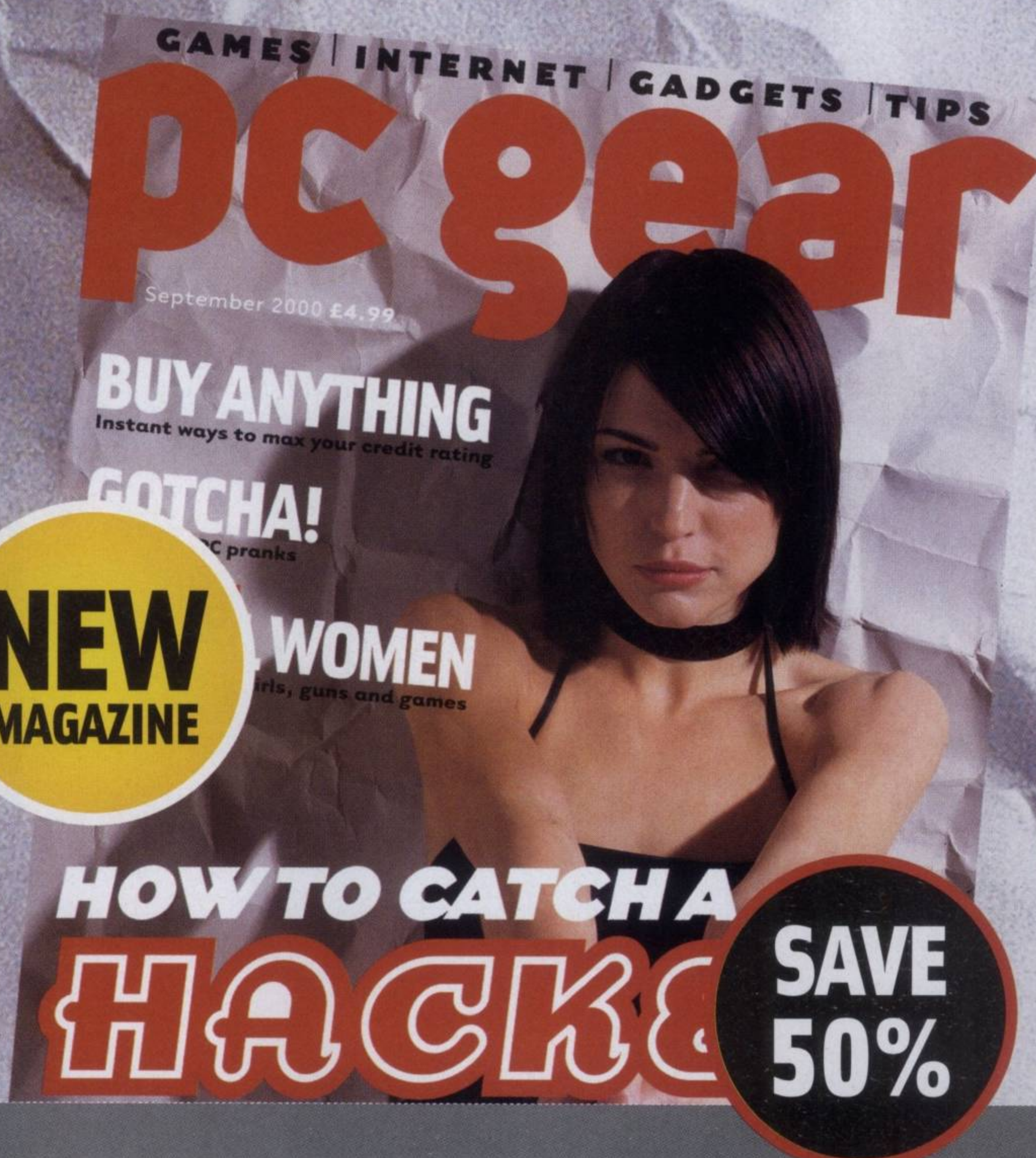
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TONY HAWK'S SKATEBOARDING

PLAYER GUIDE

LOOKING TO RACK UP SOME SERIOUS POINTS IN THIS AWESOME BOARDING GAME? HERE'S CHRIS EDMONDSON WITH A GUIDE TO THE SCORING SYSTEM, ALL THE SIGNATURE MOVES AND TRICKS... AND THE CHEATS!



BASIC MOVES AND POINTS

GRABS

COMMAND	MOVE	POINTS
U + B	Japan Air	367
D + B	Tail Grab	315
L + B	Method	315
R + B	Indy Nosebone	315
UL + B	Madonna	525
UR + B	Rocket Air	367
DL + B	Stalefish	315
DR + B	Benihana	420

Note: hold all grabs longer for more points

FLIPS

COMMAND	MOVE	POINTS
U + X	Shove It	250
D + X	Impossible	250
L + X	Kickflip	100
R + X	Heelflip	100
UL + X	Kickflip to Indy*	625
UR + X	Finger Flip*	600
UR + X	Hardflip	300
DL + X	Varial	800
DL + X	Sex Change	500
DR + X	Front Foot Impossible	600
DR + X	360 Flip	300

Note: * hold longer for more points

GRINDS & PLANTS

COMMAND	MOVE	POINTS
Y	Wall Ride	variable
U + Y	Nose Grind	variable
U + Y	Handplant	variable
N + Y	50-50 Grind	variable
D + Y	5-0 Grind	variable
UR + Y	Crooked Grind	variable
DL + Y	Smith Grind	variable

OLLIES

COMMAND	MOVE	POINTS
A	Ollie	0
L/R + A	180 Ollie	50 per 180
U + A	Nollie	200
U, U + A	Fastplant	250

SIGNATURE MOVES

To perform a signature move, the Special bar at the top of the screen must be flashing yellow. Key to trick types: T = Mid-air tricks, H = Handplants, G = Grinds.



TONY HAWK



540 Board Varial (T) L, L, X 2000



360 Flip to Mute (T) D, R, X 1500



Kickflip McTwist (T) R, R, B 4000



THE 900 (T) R, D, B 8000

BOB BURNQUIST



Backflip (T) U, D, B 4000



Burntwist (H) L, U+Y 5000



One Footed Smith (G) R, R, Y Varies

BUCKY LASEK



Fingerflip Airwalk (T) L, R, B 2000



Varial Heelflip Judo (T) D, U, X 2500



Kickflip McTwist (T) R, R, B 4000

KAREEM CAMPBELL



Frontflip (T) D, U, B 4000



Kickflip Underflip (T) L, R, X 1500



Casper Slide (G) U, D, Y Varies

RUNE GILFBERG



Kickflip McTwist (T) R, R, B 4000



Christ Air (T) L, R, B 1000



Front-Back Kickflip (T) U, D, X 1575

ELISSA STEAMER



Backflip (T) U, D, B 4000



Judo Madonna (T) L, D, B 1500



Primo Grind (G) L, L, Y Varies

GEOFF ROWLEY



Backflip (T) U, D, B 4000



Double Hardflip (T) R, D, X 1500



Darkslide (G) L, R, Y Varies

CHAD MUSKA



Frontflip (T) D, U, B 4000

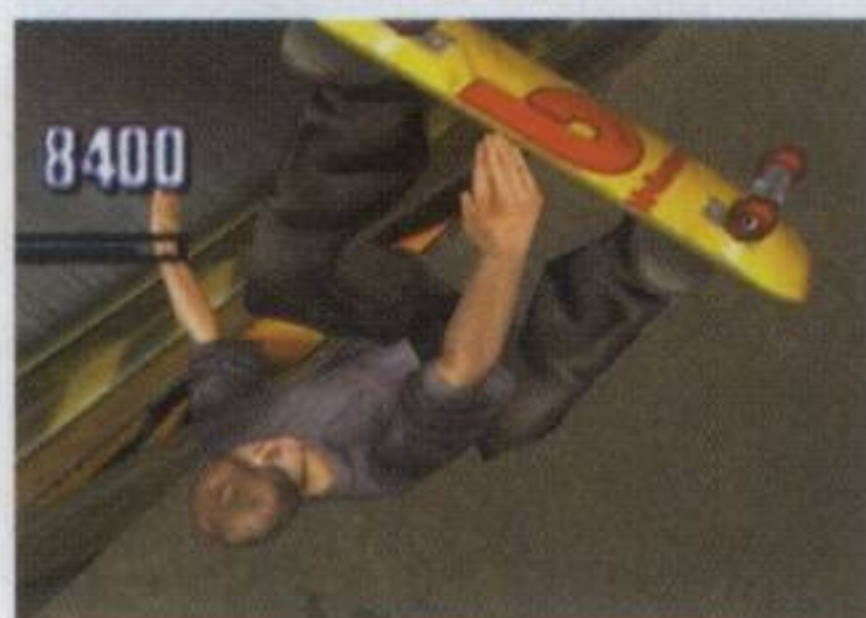


360 Shove It Rewind (T) R, R, X 1500



One Foot 5-0 Thumpin (G) R, D, Y Varies

ANDREW REYNOLDS



Backflip (T) U, D, B 4000



Triple Kickflip (T) L, L, X 1500



Heelflip to Bluntslide (T) D, D, Y Varies

JAMIE THOMAS



Frontflip (T) D, U, B 4000



540 Flip (T) L, D, X 1500



One Footed Nosegrind (G) U, U, Y Varies



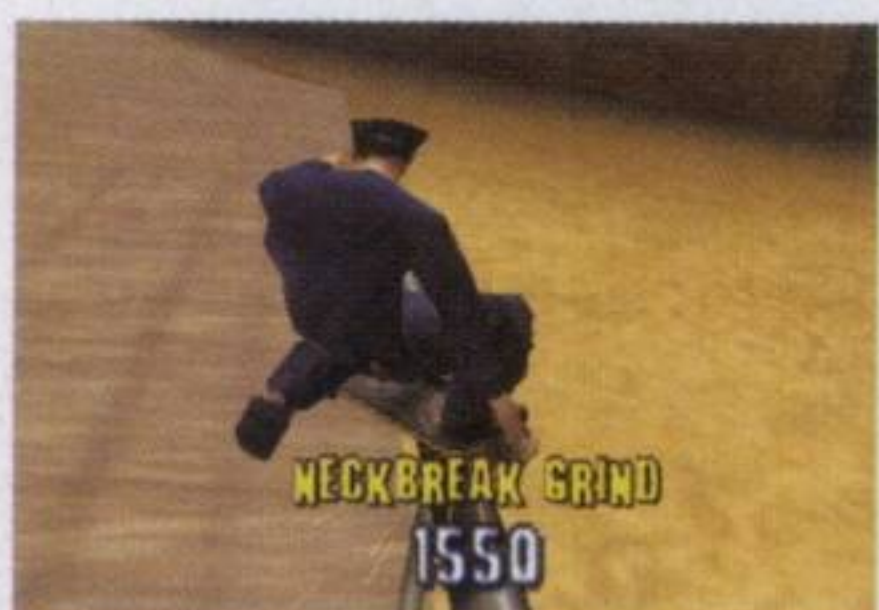
▷ OFFICER DICK



Yeehaw Frontflip (T) D, U, B 4000



Assume The Position (T) L, L, B 1575



Neckbreak Grind (G) L, R, Y Varies

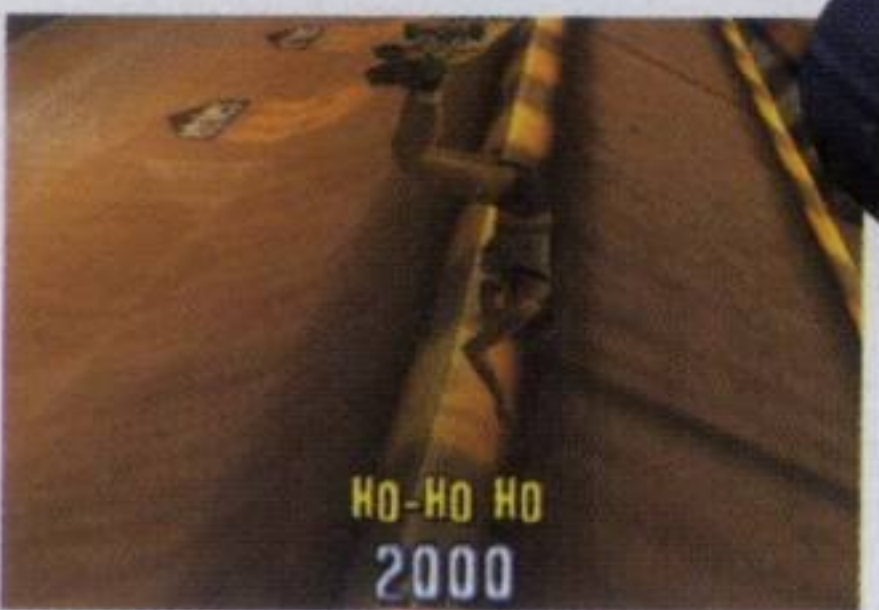
PRIVATE CARRERA



The Well Hardflip (T) R, L, X 5500



Somi Spin (T) L, D, B 5500



Ho-Ho Ho (H) L, U, Y 2000

POINT MODIFIERS

ROTATION

While catching some 'phat air', the left and right triggers can be used to spin your chosen skater. Not only does this allow you to look even cooler while performing your Benihahas and Indy Nosebones, it also serves as a score multiplier. The greater the degree of your rotation, the more your score is multiplied.

DEGREE OF TURN MULTIPLIER

180	1x
360	2x
540	3x
720	4x
900	5x
1080	6x

TRICK REPETITION

Every time you successively perform a trick in any one given session the amount of points you get for doing it is reduced. So although you might think that it would be great to continually do 720 Madonnas on the Miami Schoolyard's empty swimming pools, you won't get as high a score as you would if you tried to do every trick you could think of. Bear in mind that these 'negative multipliers' apply for an entire skate session, not just between 'bails'.

TIME DOING TRICK MULTIPLIER

1st	100%
2nd	75%
3rd	50%
4th	25%
5th and on...	10%

HIDDEN TAPE LOCATIONS



Warehouse



School



Mall



Downtown



Downhill Jam



Streets

CHEAT CODES

For any of the cheats, pause the game on any level, hold the left trigger, and then input the code. The text should shake to tell you that the cheat has worked. If it doesn't, then let go of the left trigger, then press it down once more and try again. Note that some codes will only work after other codes have been entered. In all instances, the game will have to be reset to revert it back to its normal, cheat-free mode.

SLOW MOTION MODE

X, Left, Up, X, Left



BIG HEAD MODE

X, B, Up, Left, Left

SKIP TO RESTART

This allows you to restart the level from a number of different locations. X, B, A, Up, Down

SPECIAL METER ALWAYS FULL

A, Y, B, Down, Up, Right

STATS AT 10

X, Y, Up, Down

STATS AT 13

A, X, X, Y, Up, Down

UNLOCK ALL THE LEVELS

Y, Right, Up, X, Y, Left, Up, X, Y

Note that although the stages still appear to be unselectable, you can choose them anyway.



UNLOCK EVERYTHING (INCLUDING OFFICER DICK)

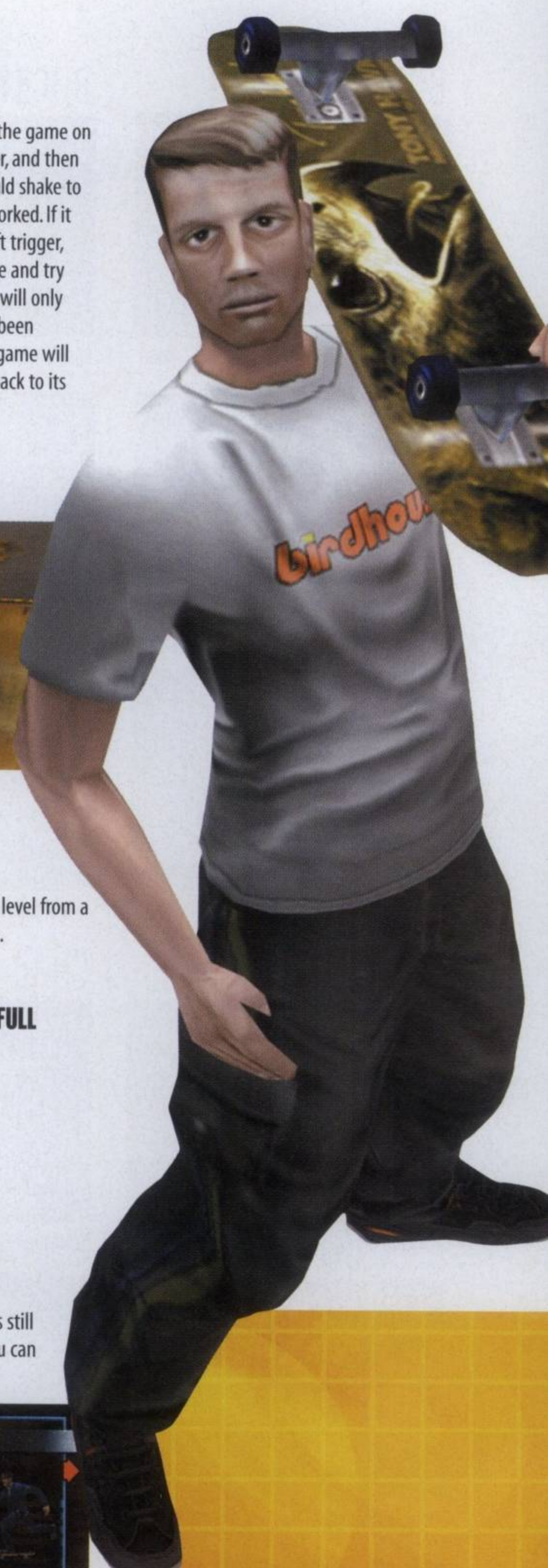
B, Right, Up, Down, B, Right, Up, X, Y



UNLOCK PRIVATE CARRERA

Y, Up, Y, Up, B, Up, Left, Y

This must be input after the one above. Once it's been entered successfully, quit the game from the menu and then go back into it. Private Carrera will have taken the place of Officer Dick.





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MR. POTATO HEAD

BUZZ

WOODY

HAMM

REX

BO PEEP

SLINKY DOG

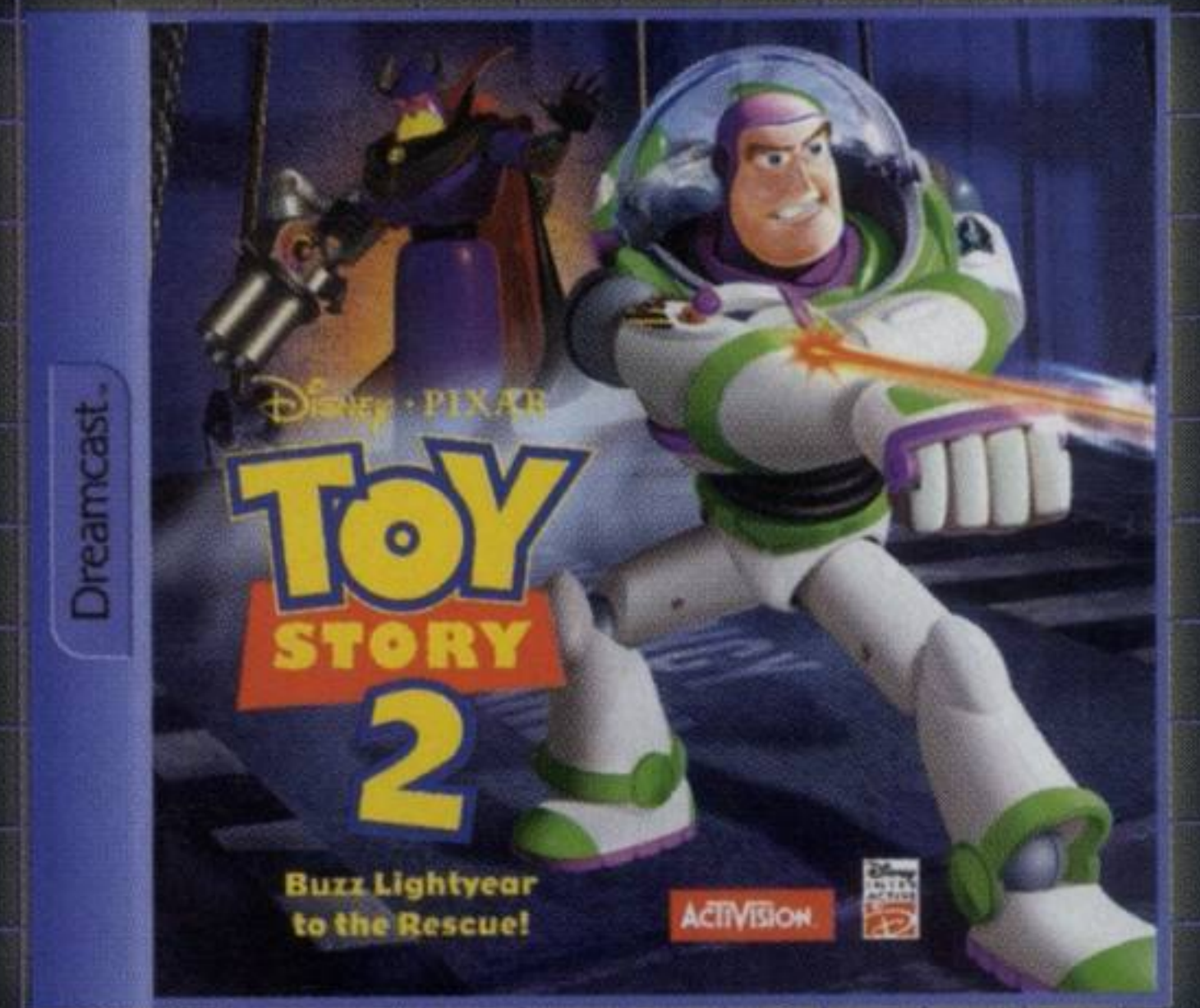
PROSPECTOR

BULLSEYE

JESSIE

ZURG

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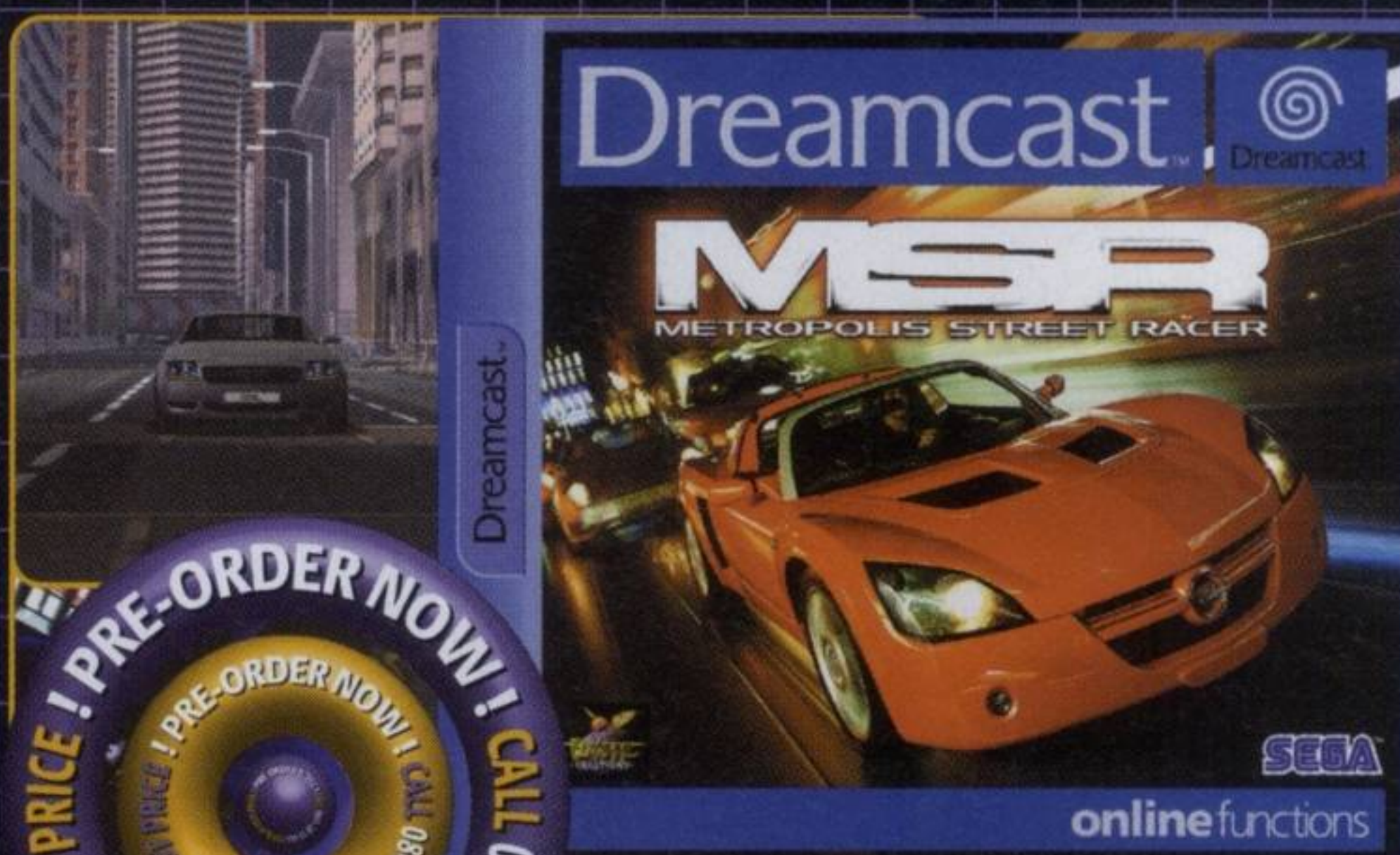
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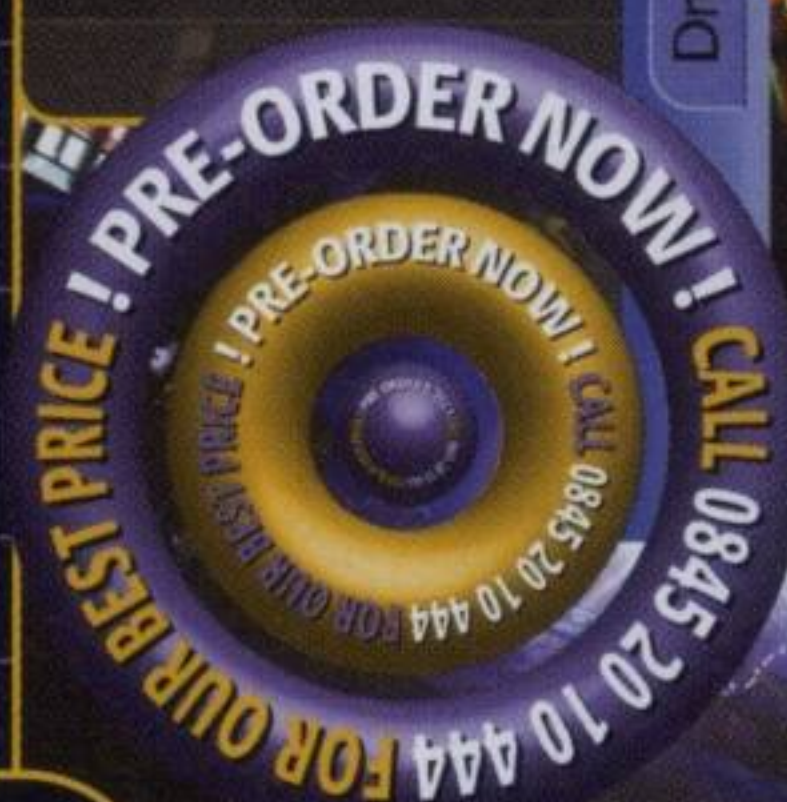
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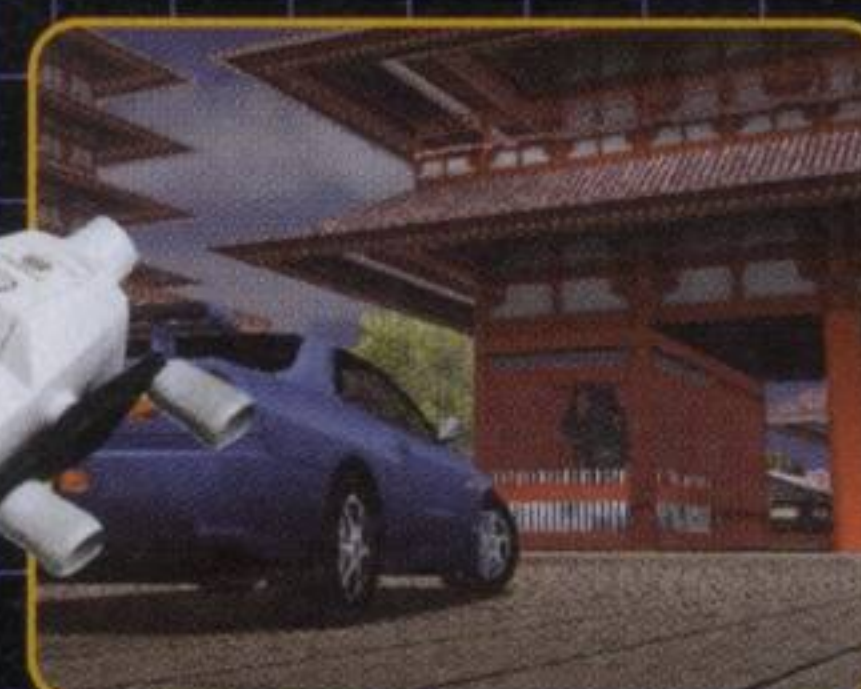


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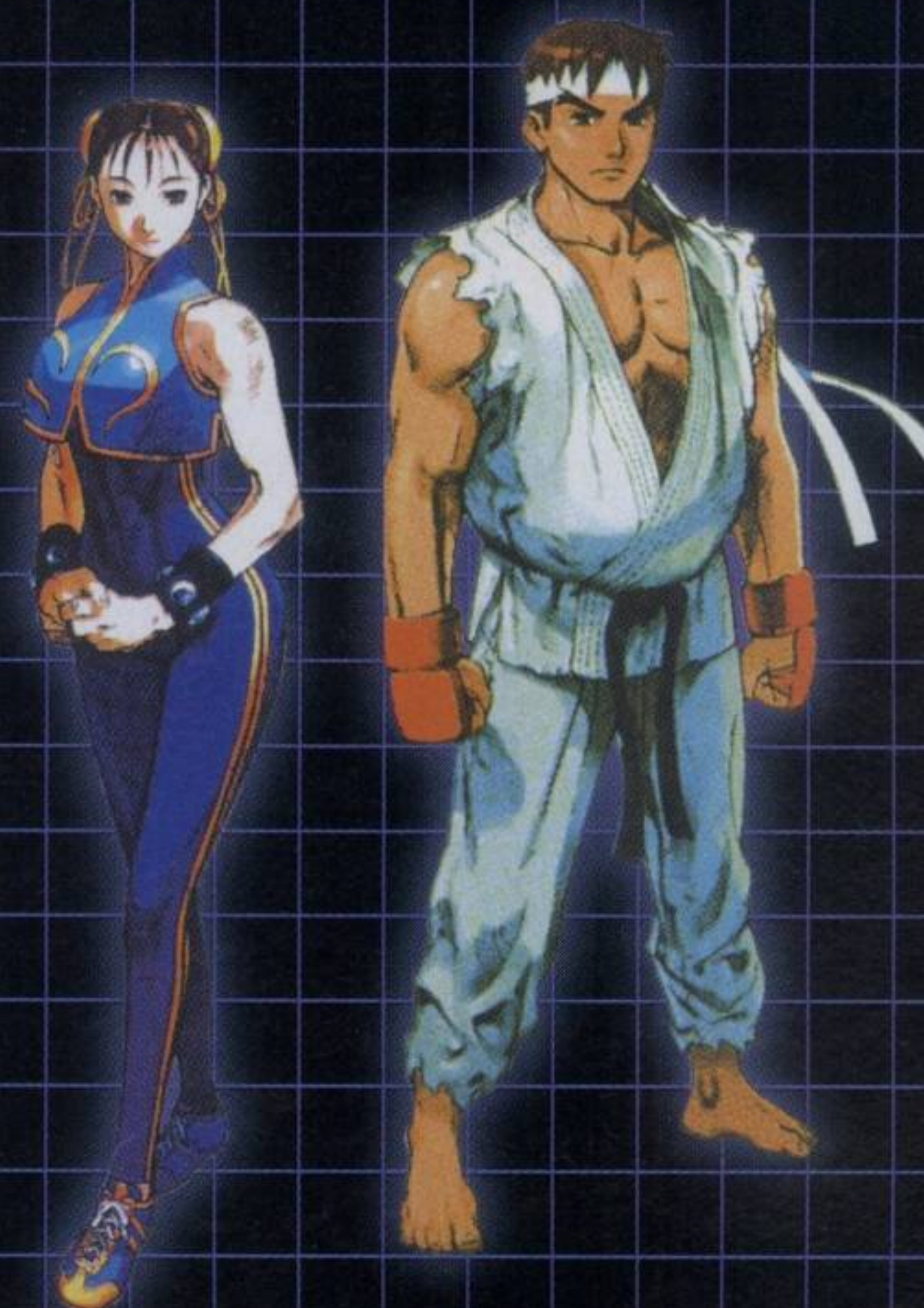
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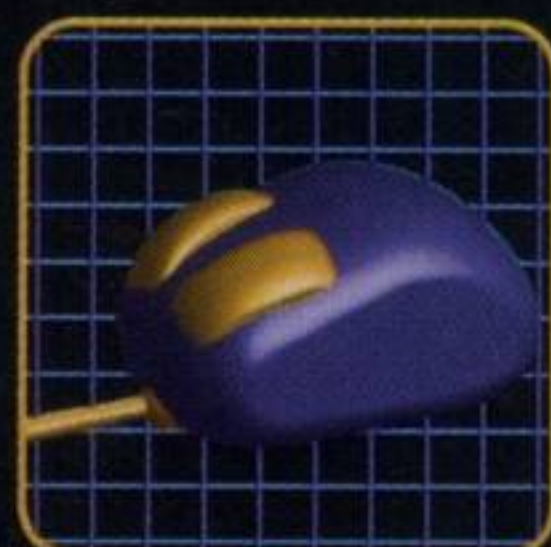
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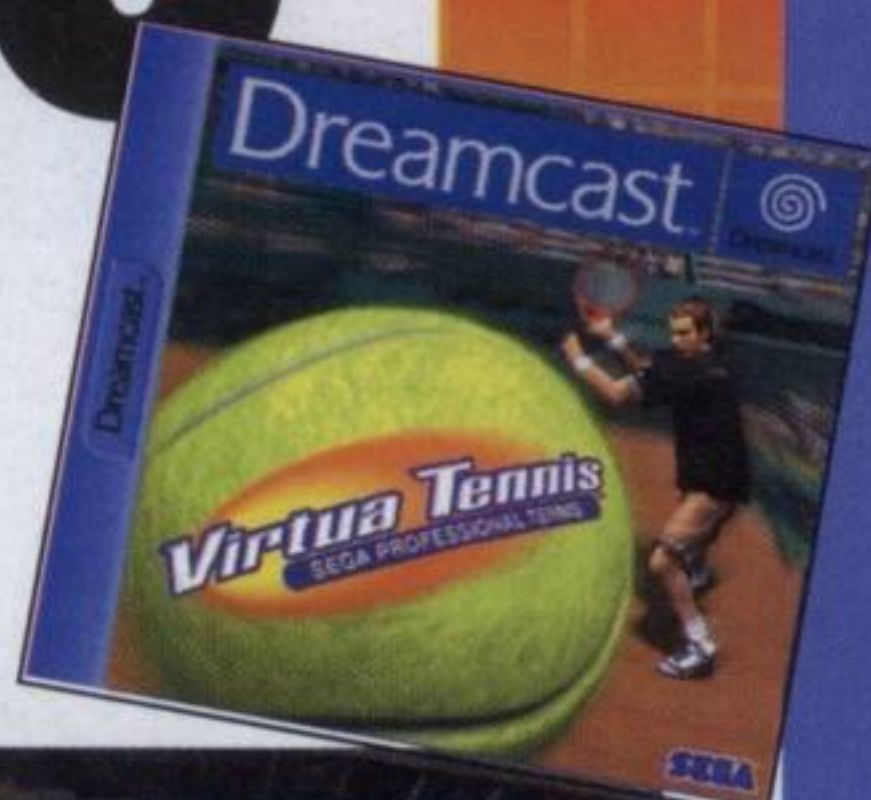
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CHALLENGES

WANT TO BE A VIDEOGAME LEGEND? THINK YOU'VE GOT WHAT IT TAKES TO COME TOP IN OUR CHALLENGES? THEN PROVE IT, AND WIN A GAME FOR YOUR TROUBLE

THIS MONTH

The winner of each of the challenges below will earn themselves a copy of the awesome *Virtua Tennis*, courtesy of Sega Europe.



△ Dastardly players will not stand a chance.



△ Ollie! Ollie! Ollie!... Oi! Oi! Oi!



△ Think you're hard enough?

WACKY RACES

Time Trial mode, fastest race time, Lumberjack Lake, any car

The first challenge this month is a good old fastest-time competition. Get round Lumberjack Lake (in the Redwood Valley section of the game) as fast as you can and send in a photo of your best time.

TONY HAWK'S SKATEBOARDING

Single Session mode, highest scoring trick, any level

Get the highest-scoring trick you can. The game tells you what your highest-scoring trick was at the end of your run, so there's no need to try to take a photo as the game is in motion. Turn to page 110 for hints.

DEAD OR ALIVE 2

Time Attack mode, fastest time, any character

Batter through Time Attack mode as fast as possible. Positioning and forethought will be crucial; hitting opponents off cliff-edges will cost you seconds, but hitting them into electrified walls will hurt more.

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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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RESULTS

Did you enter one of the challenges from our July issue (ODM #9)? Here's a list of the best entries for each of the challenges. Congratulations to the winners, who each win a copy of *MDK2*, courtesy of Virgin Interactive.

CRAZY TAXI

Crazy Box Mode, fastest time, Crazy Bowls level

1.	21"84	TENJINDER RANDHAWA, ESSEX
2.	22"29	ADAM BARKER, ESSEX
3.	22"42	STUART ACKERMAN, BUCKS
4.	22"69	SEAN MCLEISH, EAST LOTHIAN
5.	23"12	JOHN A. DUFFIN, FIFE
6.	23"37	PETER TWEEDIE, SURREY
7.	23"84	ANTHONY THOMKINSON, CHES
8.	24"17	J. A. GARROCH, BRISTOL
9.	24"94	MICHAEL SCOTT, BUCKS
10.	25"39	DEBBIE WOOD, ISLE OF SKYE

SEGA BASS FISHING

Biggest fish caught, any mode

1=	9979g	ALEX DODGE, ESSEX
1=	9979g	LUCAS DRAKE, KENT
3.	9893g	ANTHONY POYNTON, WEST MIDS
4.	9752g	JAMIE CASTON, CAMBRIDGE
5.	9724g	ADAM KETLEY, EAST SUSSEX
6.	9720g	CHARLIE DOWNES, SURREY
7.	9072g	TIM SMITH, STAFFS
8.	8350g	S. A. PAULE, LONDON
9.	8240g	GARETH PALMER, LEICS
10.	7995g	P. MOYNE, YORKS

SEGA RALLY 2

Muddy course 1, fastest lap time

1.	0'48"856	SHAUN LOCKER, NORTH'LAND
2.	0'49"319	STEVE DOVEY, HERTS
3.	0'51"457	ANTHONY THOMKINSON, CHES
4.	0'52"792	CHRIS HOLDEN, LANCS
5.	0'52"864	MICHAEL BALSON, NOTTS
6.	0'53"850	PHILIP BENNETT, LONDON
7.	0'55"839	S. EVANS, DENBIGHSHIRE
8.	0'56"254	CRAIG H. C. POND, LONDON
9.	0'56"793	C. L. PULLAR, NORFOLK
10.	0'57"051	ANTHONY ETHERINGTON, LANCS

HOW DO YOU ENTER?

Play the given game with your camera at the ready. When you get your score/time, quickly take a picture of the screen (it's a good idea to darken the room and turn the flash off). Now post your photo, along with your name and address to: Challenges, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Note: please do not email digital photographs or send in any videos or VM units to confirm your scores – they will not be returned and you will not be included in the competition. Also, *ODM* regrets that it can not return photos. The closing date for these challenges is Thursday 5 October.

• Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In the case of problems, please call Customer Services on 0870 800 6155 (UK); +44 870 800 6155 (Eire).

HELP!

CAN'T FINISH A LEVEL? STUMPED BY A PUZZLE? WELL WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY TO SOLVE YOUR GAMING PROBLEMS. CHRIS EDMONDSON ANSWERS YOUR QUERIES



△ *Soul Calibur*: don't mess with Ivy and her Summon Suffering move!

SOUL CALIBUR

Please, please could you give me some hints on how to do Ivy's Summon Suffering move in *Soul Calibur*? It's really hard.

Oliver Gaskell (11), Bolton

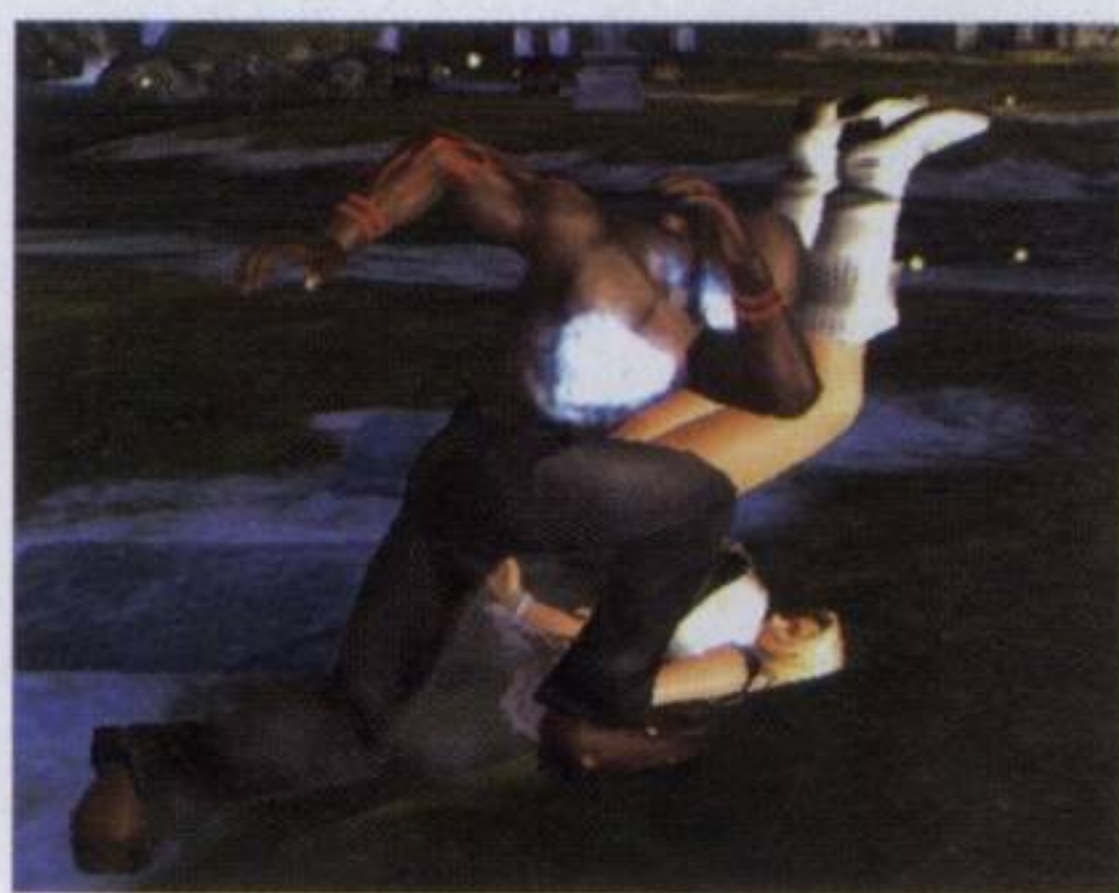
Summon Suffering is the most difficult move to successfully use in *Soul Calibur*, but once mastered it is also perhaps one of the most satisfying. Indeed, whole articles have been written about it.

At first, don't bother trying to be accurate. Just roll the stick clockwise (if you are facing right) about 3-4 times, and then press horizontal and vertical attack (A and B) together. This should give you a nice feel of the timing and range of the move.

In terms of using it mid-fight, always try to take your opponent by surprise by tagging it on to the end of other techniques; like her Embrace Of Lust (forward, forward, B+K). Do the Embrace, and while your onscreen counterpart is performing it, do the Summon Suffering motion.

If timed correctly, this should result in

your opponent being completely and utterly brutalized by the Ivy blade.



△ *Dead Or Alive 2*: Shadowman? Oooh scary!

DEAD OR ALIVE 2

How do I get Zack's Shadowman costume in *Dead Or Alive 2*?

Andrew Yorke, Leicestershire

First of all, go to the Story mode section in the options screen. Select Factory Settings (which turns all the options to their defaults), and then exit the options screen and start the Story mode.

Complete this once with Zack to get his

Teletubby costume (C3). Complete it with him once again and you get his Shadowman costume (C4). Note that while playing as Shadowman, you can make his chest and eyes glow by doing Zack's taunt (forward, back, forward F + P + K).



△ *Street Fighter III*: you – yes, you! – can be Gill.

STREET FIGHTER III: DOUBLE IMPACT

I was just wondering if you can play as Gill in *Street Fighter III*? If so, what are his special moves?

Micky Prodder, via email

To unlock Gill, you need to complete the game in Arcade mode on any difficulty level. You can use as many 'continues' as you want.

To select him, highlight Sean and press Up to highlight Akuma, and then Up again to select his royal red-and-blueness.

Gill's special moves are as follows:

Shoulder Tackle: Forward, Down, Down-Forward + P

Headbutt: Down, Down-back, Back + P

Knee Drop: Go clockwise from Forward to Back + K

Pyrokinesis: Go anti-clockwise from Back to Forward + P



△ *Zombie Revenge*: the secret door!

ZOMBIE REVENGE

I've heard you can get Dual Handguns in *Zombie Revenge*. How do you do this?

M. Stewart (11), via email

The Dual Handguns can be found on level 2 (the sewer stage). On the second screen (see screenshot above) there is a secret door that you can enter. Note that the door is initially covered in concrete, so shoot it down and

then enter it. Inside the room is a zombie and three crates. The crates contain two sets of Dual Handguns (one for each player), an Uzi, a shotgun, and a lot of bullets.

Once you've picked the guns up, press the shoot button to fire in a straight line, and press the punch button to fire in a 'V'.

THE NOMAD SOUL

I have recently bought *The Nomad Soul*, and need help. I've got to the strip club and talked to the woman. When she goes to get the piece of paper she found, she gets attacked. How do you get through the bolted door and into her room?

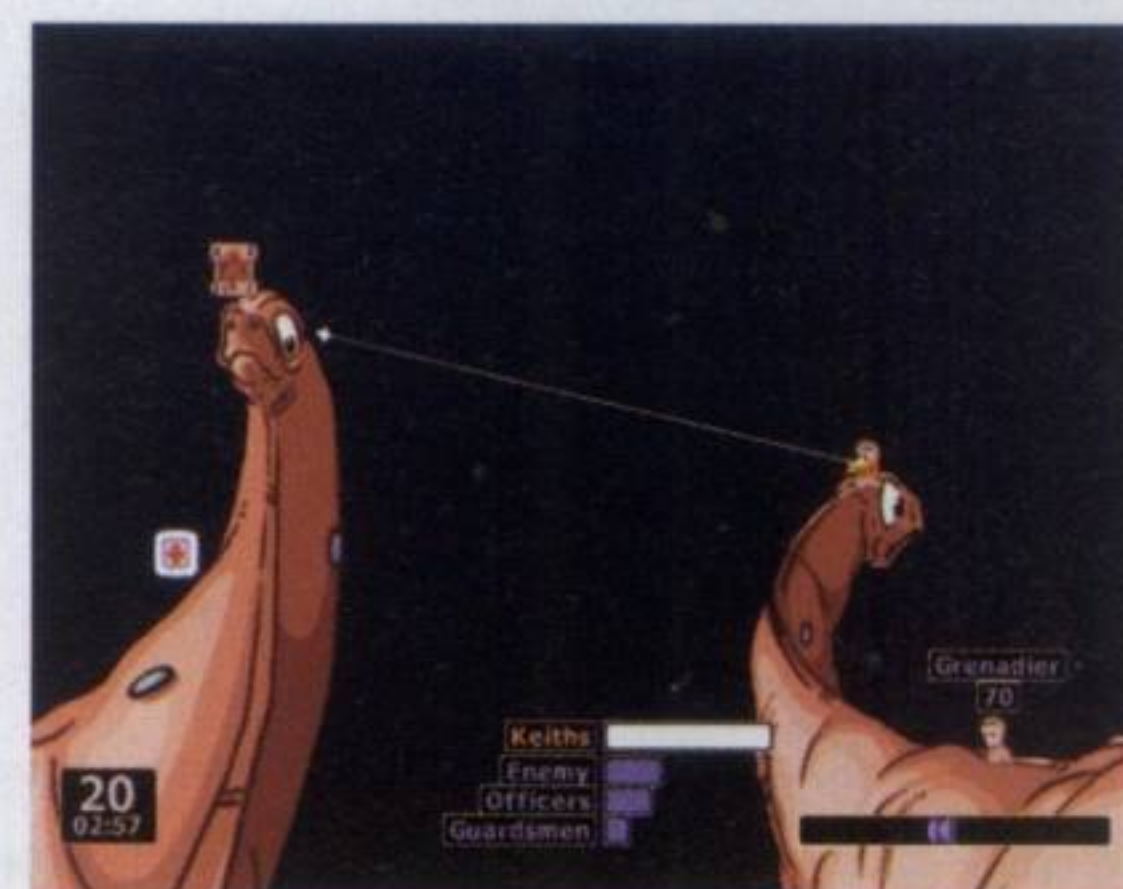
Tim Martins, via email

Nice and easy this one. Stand by the control box and use the Waver Gun to shoot the lock.

I'm having trouble with *The Nomad Soul*. I can't seem to find any Seteks (money). I would really appreciate it if you could tell me how to get some.

Nicolas Lysandrou, Essex

You can find 500 Seteks at the very start of the game. When you first enter Kay's apartment, you should see his desk on your left. Search it, and you'll receive 500 Seteks.



△ *Worms Armageddon*: stuck on level 10? Pah!

WORMS ARMAGEDDON

I am having a little trouble on Mission 10 – Jurassic Worm. I just cannot get to the little worm under the dino's belly. Please help me!

Alex Heron, Lincolnshire

Can you help me complete Mission 10? I can't get to the captain before the timer runs out!

Gareth Morgan, via email

There is a mole bomb in the crate on the head of the left-hand dinosaur. Get it, and use the ninja rope to get as close to the captain as you can. You should be able to get near enough to use the bomb on your first go.

Once the captain's den is open, run in and drop a mine. This should create a hole that conveniently drowns him.

NEED SOME HELP?

Then send your gaming problems to us at: Help!, ODM, Dennis Publishing, 30 Cleveland Street, London W1P 5FF, or 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 A LITTLE BIT MORE OUT OF IT? WITH TRICKS LIKE THESE UP YOUR SLEEVE YOU ARE GOING TO FIND GAMING A WHOLE LOT EASIER!



△ *Virtua Tennis*: you really should buy this.

VIRTUA TENNIS (DEMO) Play on different surfaces

Want to try playing on other surfaces in our demo from last month's coverdisc? Well here's how.

Enter Arcade mode as normal. When you get to the Player Select screen, press B to return to the main menu. Enter Arcade mode again and start the game as normal. You should now be playing on clay!

To play on a hard surface, simply return to the main menu twice before starting your game. To experience the green grass of Wimbledon, return to the main menu three times.

V-RALLY 2 Unlock everything

To get all the levels, all the cars and all the tracks, go to the Game Progress screen and press: Left Trigger, Right Trigger, Left, Right, Left, Right, Up, Down, Up, Down, A, A, Start.



△ *Wacky Races*: all the cheats you need.

WACKY RACES Various cheat codes

Input each of these codes in the Enter Cheat Code section of the Cheats screen

(no, really). In case you didn't know, you enter this by hitting the sign in the centre of the Course Select field. Also bear in mind that to activate each cheat you need to turn them on. You can do this from the Code Collection screen of the Cheats menu.

BARGAINBASEMENT – Unlocks all the abilities

WACKYGIVEAWAY – Unlocks all the tracks and challenges

WACKYSPOILERS – Unlocks all the vehicles

CRACKEDNAILS – Makes the game much more difficult

ECCO THE DOLPHIN Secret football game

The secret football game can be found on the Power Of Levitation level. In the room under the generator (where there's a dolphin swimming about who leads you to the resistance chief), there's a secret room. It shows up on your map, but you have to swim through a false wall to get into it.

Inside the secret room you'll find a stealth power. On the floor you'll see some yellow / red 'portholes'. Hit the one that's furthest away from the entrance and you'll be warped to a stadium.

Now you'll be pitted against another dolphin in a game of underwater football!



△ *SFA3*: fight – or play as – Shin Akuma!

STREET FIGHTER ALPHA 3

Fight Shin Akuma in Final Battle mode

Select your character and your ISM as normal, but when the game asks you to choose a speed setting, press all six

attack buttons at once. If done correctly, Akuma's portrait will appear instead of M. Bison's on the Versus screen, and you'll soon be fighting one-on-one with the stupidly hard boss.

Play as Shin Akuma

To use the powered-up version of the 'raging demon', simply highlight Akuma on the Select screen, hold Start, and press any button. Easy. As well as being quicker than normal Akuma, Shin Akuma performs double Air Fireballs and his Instant Hellish Death Strike moves forward at a ridiculous speed. Cheese!



△ *Dead Or Alive 2*: new pervy intro!

DEAD OR ALIVE 2 New Attract Sequence footage

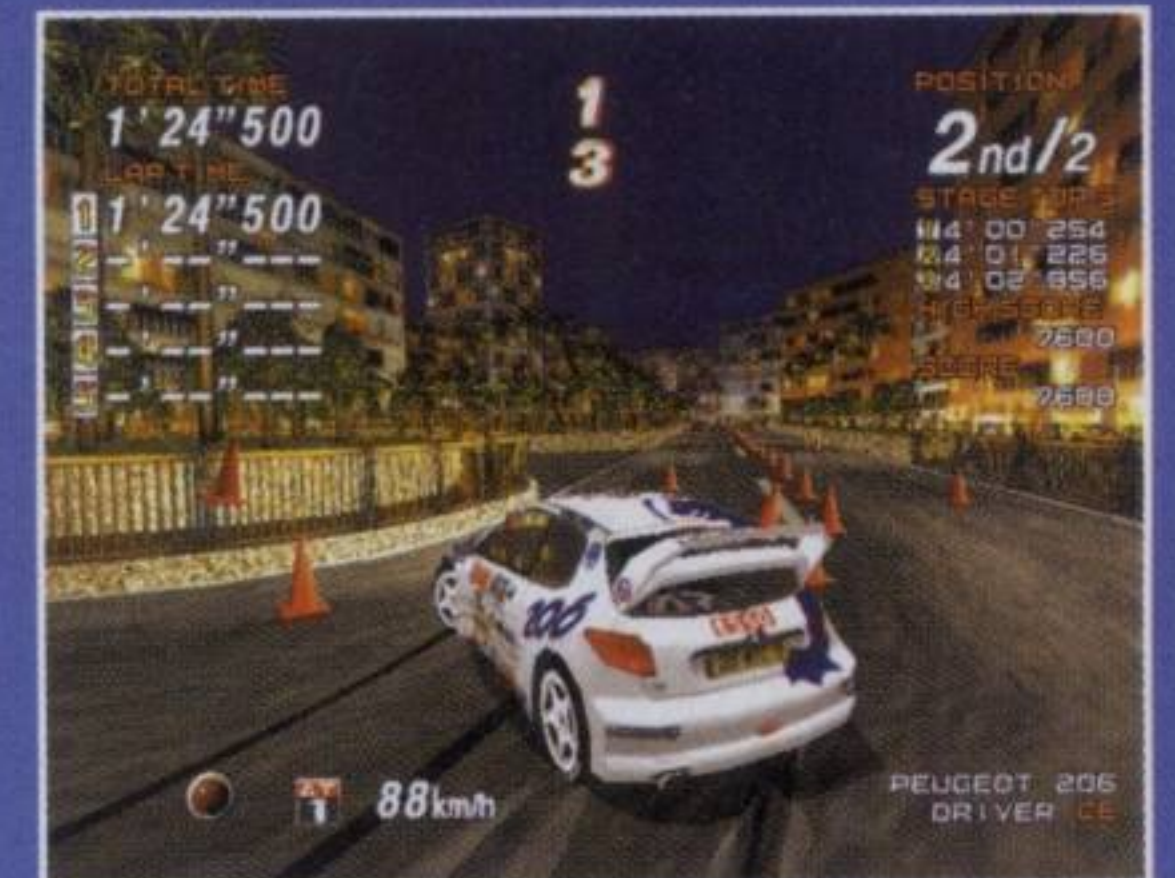
Go to the Game Settings screen and enter your age as 21. Now enter Survival mode and do well enough to be put on the score board. Enter your name as REALDEMO. Now save the game, and reset. The Attract Sequence (the bit at the start which shows a lot of cut scenes) will now have an extra clip, showing the Kasumi clone being 'born'.

FIGHTING FORCE 2 Level select

When the title screen appears (with 'Press Start' flashing), press Left, Up, X, Up, Right, Y. Some bizarre X, Y and Z coordinates should appear on the screen, and you'll find that when you start a new game you can begin on any level.

CLASSIC CHEATS

Some secrets for a couple of older games which you may have missed



△ *Sega Rally 2*: hey, it's the M25!

SEGA RALLY 2 Hidden cone challenge

From that main menu, select the Arcade mode and start a game in the Riviera race (it can be either Championship or Practice). Get round the course until the final bend; there should be two cones on the road. Knock both of them over. Now turn around and drive in the wrong direction.

You should find an opening to a new section of the track, and inside is the cone challenge. Regardless of the time on the clock in the normal race, the game gives you 29 seconds to knock down as many cones as possible.

SOUL CALIBUR Various

A number of features are hidden behind the pictures in the Art Gallery. The extra features (and the number of the picture that unlocks them) are as follows:

- New Features: 15, 39, 58, 70, 94, 167, 179, 224, 265
- Extra Stages: 21, 32, 36, 68, 79, 83, 104, 123, 130
- Theatres: 54, 137, 155, 177, 183, 189, 198, 207, 225, 229, 230, 233, 239, 251, 256, 263

The New Features secrets are a collection of extras that you get in a set order, no matter which pictures you uncover first. The order is:

- Unlock Character Profiles
- Xianghua's 3rd costume
- Sophitia's 3rd costume
- Maxi's 3rd costume
- Voldo's 3rd costume
- Unlock Extra Survival mode
- Unlock Opening Direction
- Unlock Weapon Select
- Unlock Metal mode

To select your weapon, press the Left Trigger on the Character Select screen. To turn your character into metal, hold Right Trigger.

KNOW SOME GOOD CHEATS?

We don't keep them all to yourself – send them in to help other gamers out and to show off your greatness. Send your tips and advice to: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively, email them to us at tips@dreamcastmag.co.uk. Thanks this issue to Will Jewsbury, Lorenzo Jodice, Andrew Gallienne, Thomas Donaghy, Secret Squirell, Bobby Zamora, Steven Sils, Jim Courier and the dozens of others who took the trouble of writing in. We're really sorry we don't have room to list everybody.

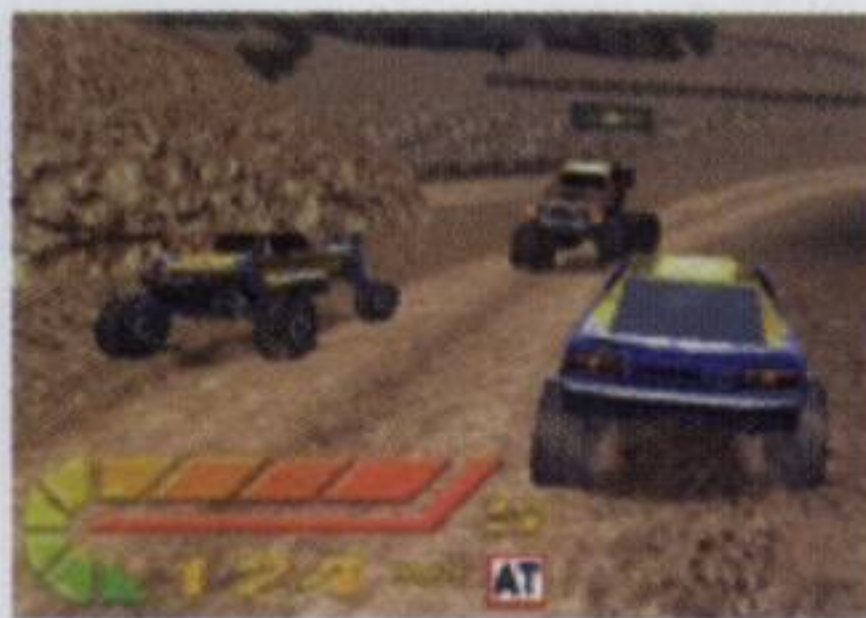
Dreamcast™ OWNER'S GUIDE

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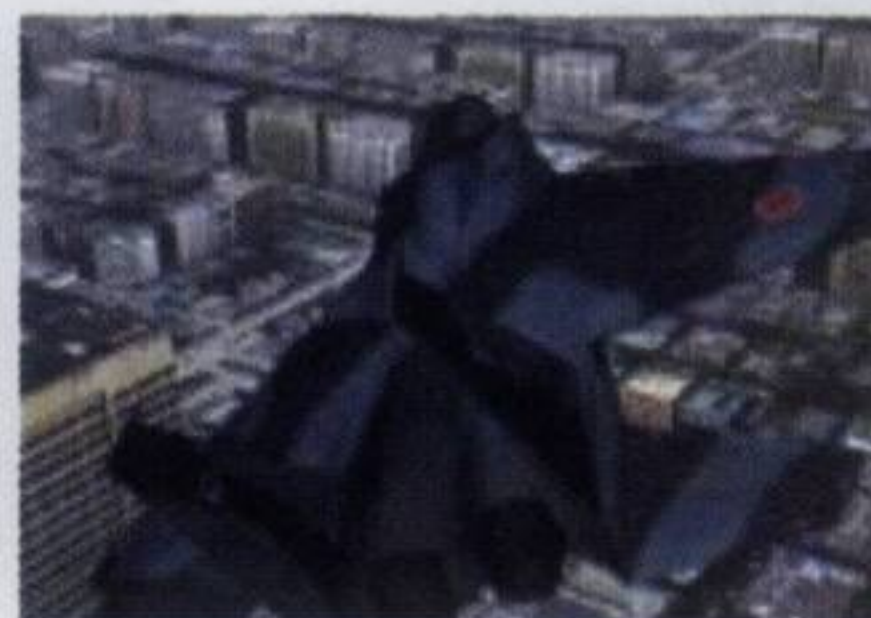


GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*



4 WHEEL THUNDER
MIDWAY • ISSUE #8 • 8/10
Race monster trucks and dune buggies around long outdoor courses and indoor arena tracks. Collect cash bonuses as you go to upgrade your mud plugger, and grab nitro boosts to help outrun the competition. Excellent handling, and great graphics with no pop-up make this one of the best DC racers so far.



AEROWINGS
CRAVE • ISSUE #1 • 6/10
Show off your aerobatics skills in *AeroWings*, a pacifist's flight sim that concentrates on how well you fly rather than what you shoot. Learning to fly in formation is unique for a videogame, and you can save replays of your best performances to VM. Pretty graphics, but sadly the gameplay is pretty vacant.



AEROWINGS 2: AIR STRIKE
CRI • ISSUE #11 • 6/10
The original *AeroWings* was a solid game, but lacked a crucial element: missiles. The sequel answers the criticism and delivers what the public wants but, while it looks great, the missions are still a little limiting. Flight sim fans will love it, but *AeroWings 2* will struggle to win over new fans. Almost there!



BLUE STINGER
ACTIVISION • ISSUE #0 • 7/10
Playing as Elliot Ballade or his sailor friend Dogs, you must rid a mysterious island of freaky mutants by shooting them in the face, solving the occasional puzzle along the way. Looks swanky, but dodgy controls, rubbish camera system and badly-paced story mean you're better off with *Code: Veronica*.



BUGGY HEAT
SEGA • ISSUE #2 • 4/10
Dreamcast's other off-road monster truck/dune buggy racer. Race around reasonably well-designed courses. Bonkers internal view features an inset look at your steering and gear changing antics. One of the first games with online features, but *4 Wheel Thunder* makes *Buggy Heat* redundant.



BUST-A-MOVE 4
ACCLAIM • ISSUE #9 • 7/10
Fiendishly simple: clear your quota of bubbles by firing ones of the same colour up the screen to group at least three together, making them disappear. Play in puzzle mode, against the computer or a friend. Looks basic, but the secret addictive ingredient is enough to make you play it non-stop for hours.



DEADLY SKIES
KONAMI • ISSUE #4 • 5/10
A violence-oriented flight sim that puts you at the controls of a number of exotic jet fighters. The twist is that you're out to earn money, and if you trash a plane you must pay for a new one. Fast moving, detailed graphics and simple controls, but a lack of imagination leaves the playing experience a little cold.



DEAD OR ALIVE 2
ACCLAIM • ISSUE #11 • 8/10
The eagerly awaited pretender to *Soul Calibur's* (*ODM* #2, 10/10) crown is finally here. Although graphically superior, it doesn't quite knock Namco's classic off its perch. Gameplay-wise it achieves a fine balance for both beginners and hardened beat 'em up fans. And it *does* look better on Dreamcast than PlayStation 2...



DEEP FIGHTER
UBI SOFT • ISSUE #10 • 6/10
A mission-based shoot 'em up set underwater. Your sub is heavily armed, and comes with a variety of appendages useful for manipulating important objects. The storyline keeps you involved, and patrolling the oceans makes for an original experience. Interesting ideas, but not very interesting execution.



CHUCHU ROCKET!
SEGA • ISSUE #9 • 9/10
The first online game for DC, and free to boot! Guide as many mice as you can into your rocket while avoiding the cats, playing either single-player puzzles, or against others locally or online. The simple graphics are not without charm – this is from the people behind *Sonic Adventure*. Online there's a delay between pressing a button and the corresponding action, which can irritate, but the strength of gameplay shines through. A bargain even if you had to pay for it.



DRAGONS BLOOD
VIRGIN • ISSUE #10 • 6/10
Another fantasy-themed action game, this time starring a chap with a really big sword who's out to decapitate as many monsters as possible. A little more wit than most games of this type – creatures you fight have personalities – but playing it is an unengaging experience. Not the greatest looker on Dreamcast.



DYNAMITE COP
SEGA • ISSUE #2 • 5/10
Kick, punch, throw, shoot and bludgeon your way through a terrorist-infested cruise liner with the aim of saving the President's daughter. Most of the scenery can be picked up and chucked or used as a weapon, and there are amusing set pieces. Just a shame it's slow, not very thrilling to play and over far too quickly.



ECW HARDCORE REVOLUTION
ACCLAIM • ISSUE #7 • 3/10
ECW isn't the most well-known of grappling leagues, and basing the game on the dodgy *WWF Attitude* engine wasn't too smart. As usual you can create your own mutant wrestlers, and there are tons of play options, but the controls are unresponsive and gameplay is pretty tedious. One to avoid.



EVOLUTION
UBI SOFT • ISSUE #3 • 8/10
One of the first role-playing games on Dreamcast. *Evolution* will keep genre fans happy as well as entertain novices, because it combines a great storyline with a simple, intuitive interface. Cutesy graphics, but the underlying challenge will keep anyone busy for a good while. Definitely recommended.



F1 WORLD GRAND PRIX FOR DC
SEGA • ISSUE #2 • 8/10
A serious driving sim with gorgeous graphics and all the features you can eat. Real drivers, real teams and real courses are all in, plus a solid split-screen option. And you can tinker with your car's settings. The only real downer is that it simulates the 1998 season, which is now no use to anyone. A sequel is due soon.



FIGHTING FORCE 2
EIDOS • ISSUE #4 • 3/10
You are hard-as-nails Hawk Mason, a one-man army out to save the world from the evil Nakamichi corporation. The action moves around the world, and there are plenty of guns and explosions, but the drab, 'tarted-up PlayStation' graphics and dull, linear gameplay make this one to leave on the shelf.



FUR FIGHTERS
ACCLAIM • ISSUE #9 • 7/10
Six cartoon killers set out to rescue their stolen children in this massive action adventure. Looks like a cute platform game, but plays like a rock-hard shoot 'em up. Intermittent puzzles keep you on your toes. Funny, nice to look at and easy to get into, but the puzzling and shooting don't quite fit together properly.



GAUNTLET LEGENDS
MIDWAY • ISSUE #10 • 4/10
A long-awaited 3D update for the top-down, dungeon-based classic. Up to four players can take on the evil hordes of Skorn, and there are head-stomping battles, massive dragon bosses and fairly shambolic graphics along the way. Repetitive and frustrating to play, and generally not worth your money.



GTA 2
TAKE TWO • ISSUE #8 • 7/10
Steal a car and cause trouble on the streets of an anonymous near-future city. You're free to do pretty much whatever you want as long as you carry out your missions, but most problems can be solved with extreme violence. Not as 'controversial' as the original, but worth a look for the sheer amount of car carnage.

VISUAL MEMORY

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 *Sonic Adventure* and *Tomb Raider: The Last Revelation* where you want to save your game position. The official Sega Visual Memory unit costs £19.99. See page 25 for details on the new model.

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 (eg 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 save data from several titles and/or a mini-game.

HOW MANY BLOCKS DOES EACH GAME USE?
It depends on the game, but here are some examples: *Crazy Taxi* (23 blocks), *Sega Rally 2* (20, plus 61 for high-score browser), *Sonic Adventure* (10 for save games plus 28 for Chao data), *Soul Calibur* (12 blocks), *Virtua Fighter 3tb* (12 blocks), *Vigilante 8* (5 blocks).

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. You can also order them online at www.chipsworld.co.uk. 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.

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 *Sonic Adventure*, *Trickstyle*, *Power Stone*, *Zombie Revenge* and *Tech Romancer*. *Sega Rally 2* also has a high-score browser, which is a game in theory but isn't actually very entertaining.

CAN I DOWNLOAD MINI-GAMES OFF THE NET?
Yes you can, although there aren't many about yet. Sega America have released an American football game (see www.sega.com), and Sega Europe are expected to release something similar in the future (er, hopefully). You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk

GAMES DIRECTORY



HYDRO THUNDER

MIDWAY • ISSUE #1 • 6/10

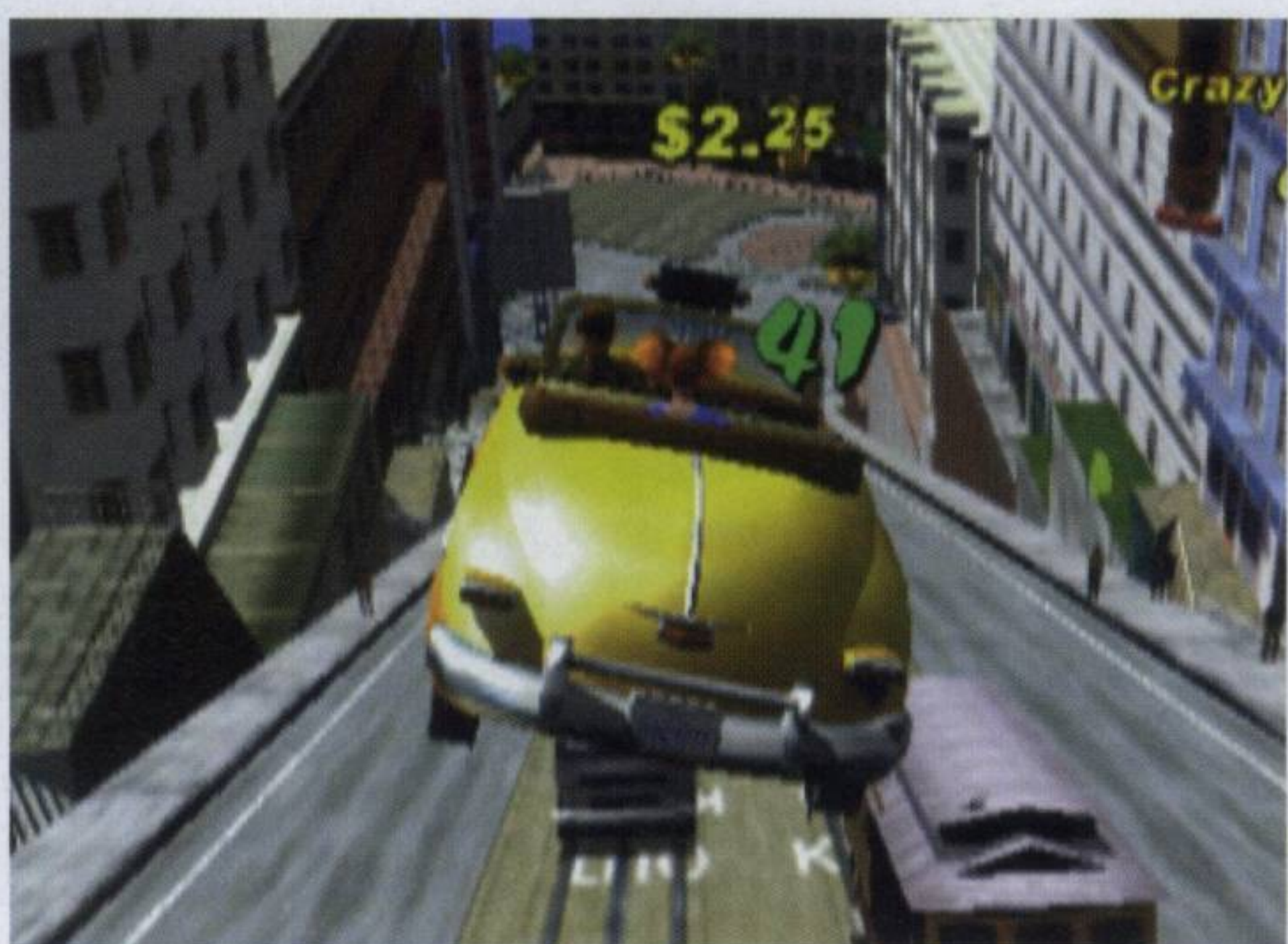
A refreshing change from conventional driving games. You race powerboats, so the action is fast and furious, and there are power-ups to collect and short cuts to discover. Has some nice touches, but the whole experience doesn't really come together as well as it could or should. Worth renting, at least.



INCOMING

RAGE • ISSUE #1 • 6/10

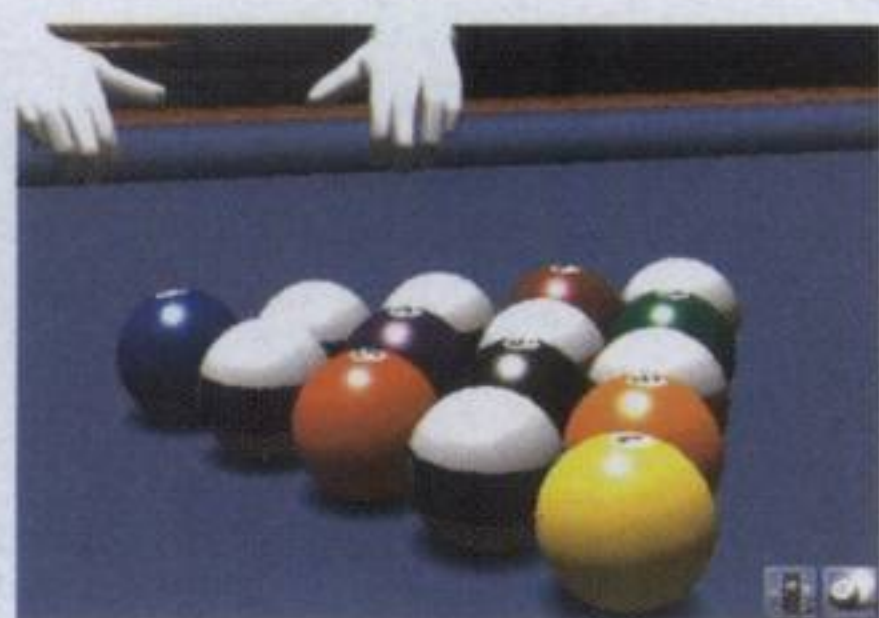
Gorgeous-looking shoot 'em up that boils the genre down to the basics: shoot the bad guys and try not to hit the good guys. Fighters and tanks are among the military hardware on offer. Gameplay soon becomes repetitive and uninvolved, despite the looks. Disengage your brain before you play.



CRAZY TAXI

SEGA • ISSUE #5 • 9/10

You're a cabbie in a virtual city, taking passengers where they want to go as fast as possible. Fares are graded by distance, and there are definite routes through the city to learn. There are clever gameplay bonuses based on scaring passengers and driving like a loon, and the DC version adds a whole extra city and challenges over the arcade original. A gorgeous-looking, classic Sega 'score attack' game. You'll never stop playing it.



JIMMY WHITE'S 2: CUEBALL

VIRGIN • ISSUE #1 • 7/10

You have a choice of snooker and various versions of pool, with darts and old arcade games thrown in as a bonus. It's well-designed and fun to play, with an intuitive interface and astoundingly realistic ball motion. Jimmy White is here in name only; the actual playing experience is fairly anonymous.



JO JO'S BIZARRE ADVENTURE

VIRGIN • ISSUE #7 • 5/10

Certainly one of the weirdest fighting games we've ever seen, and as Japanese as they come, registering way off the end of the 'crazy biscuits' scale. The flat fighting action is frenetic, and there are some fantastic attacks which need finger mangling combos to pull off. One for committed fighting game fans only.



LEGACY OF KAIN: SOUL REAVER

EIDOS • ISSUE #6 • 7/10

Playing as undead dude Raziel, you're faced with a massive quest through the physical and spiritual planes. Sharp graphics, cool special effects and some immense levels. The real-time shifting between dimensions is particularly nice. A lot to do, but the rewards are there as long as you have the patience.



MAKEN X

SEGA • ISSUE #11 • 5/10

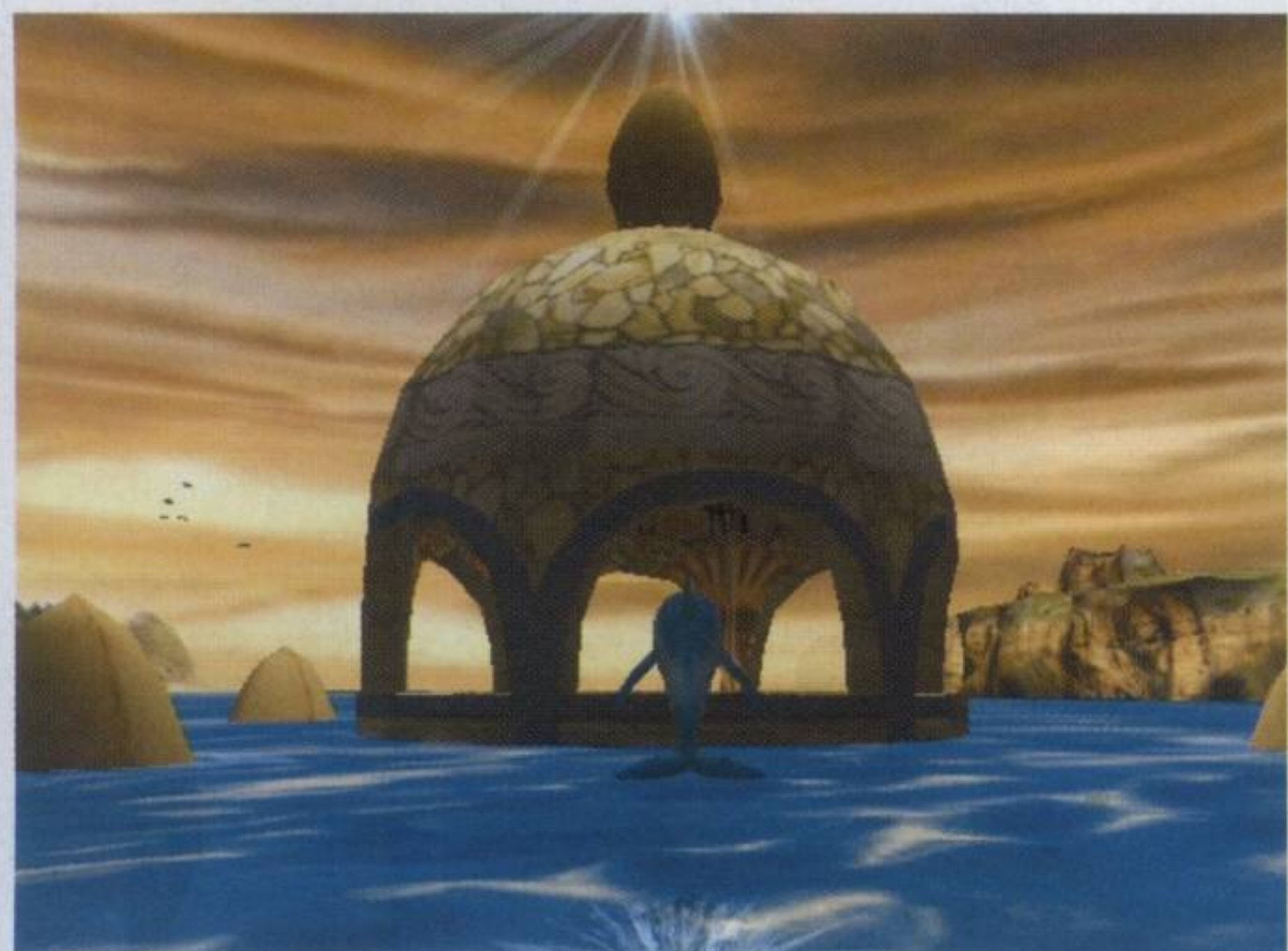
Formed around a suitably silly plot concerning an artificially created intelligence forming itself into a sword and possessing the mind of a young girl; *Maken X* could so nearly have used its ideas to good effect. Instead the crushingly dull-cut scenes and inflexible controls conspire to frustrate, not excite.



MARVEL VS CAPCOM

VIRGIN • ISSUE #2 • 5/10

It's games versus comics in a 2D tag team battle royale to the death. Loads of recognisable heroes, loads of flashy special moves, loads of cartoon carnage, frantic but easy-to-learn gameplay. What more could you ask for? It will have its fans, but it's redundant now that the sequel is out.



ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

SEGA • ISSUE #9 • 9/10

Underwater odyssey based on the exploits of a young dolphin out to save Earth. After learning your swimming skills in the chilled-out first area it's on to more than 20 levels of hardcore dolphin action. The plot tells of trouble with timelines, and it's up to Ecco to restore the true course of history. Looks amazing, sounds brilliant and plays like a dream, with loads of mind-bending puzzles. Possibly a bit too tranquil.



MARVEL VS CAPCOM 2

VIRGIN • ISSUE #10 • 7/10

Fifty-six Marvel and Capcom heroes face off in one of the most over-the-top fighting games ever. Special moves are easy, and screen-filling pyrotechnics are common. Familiar characters and smart backgrounds give *MVC 2* a bit of new-fangled gloss. Overwhelming to play at first, but fight fans will soon work it out.



MDK 2

VIRGIN • ISSUE #7 • 6/10

Inventive action adventure that combines shooting, role-playing and puzzle elements with three unique main characters. Looks great, and some of the locations are really, really strange. It's involving too, with loads of alien baddies to blast. A massive adventure, but the intense difficulty level can be off-putting.



HOUSE OF THE DEAD 2

SEGA • ISSUE #1 • 9/10

Grab your light-gun and take out the rampaging zombie hordes before they trash an entire city. The way you play affects your route through the game, so you need to keep your finger on the trigger and an eye on your ammo. Get a second gun for two-player games, or John Woo action on your own. Set in a beautifully realised Italian-style city, and with a thrill at every turn, this is a Dreamcast must-have, although replay value is limited.



MIDWAY'S GREATEST HITS VOL 1

MIDWAY • ISSUE #10 • 3/10

Loads of classic old games on one disc, the highlights here being *Defender*, *Joust!* and *Robotron*. The emulation is perfect, but the jarring colours and tiny pixels can make the action hard to make out. A wealth of archive material for retro fans, but this package was doing the rounds with the last generation of consoles.



MILLENNIUM SOLDIER: EXPENDABLE

RAGE • ISSUE #0 • 7/10

A mindless shoot 'em up inspired by crusty classics like *Commando* and *Ikari Warriors*. It's an old idea, but the graphics are suitably updated and the game is easy to pick up and play. But its simple nature is also its downfall, with nothing of substance here to keep you interested.



MONACO GRAND PRIX RACING SIMULATION

UBI SOFT • ISSUE #1 • 6/10

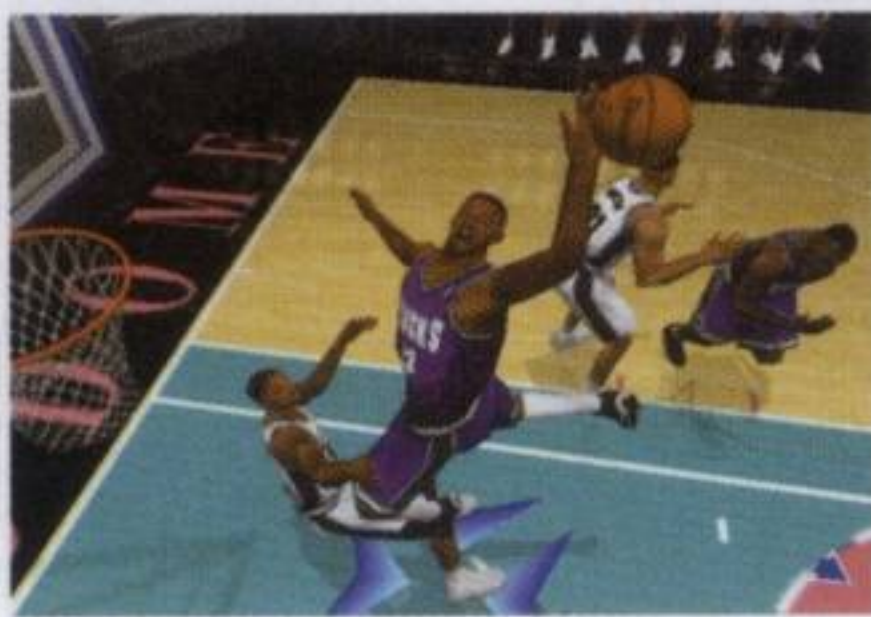
A reasonably accurate F1 simulation, hampered by the lack of an official licence – meaning no real driver or team names – and slightly basic graphics. That said, it plays well enough, and there are the usual car tuning options, but overall *F1 World Grand Prix* is a better option.



MORTAL KOMBAT GOLD

MIDWAY • ISSUE #1 • 5/10

The greatest hits of *Mortal Kombat*, with most characters from the series, with gallons of blood and guts. Despite being in 3D it looks a little shaky, and gameplay isn't a patch on more modern fighters. The *Mortal Kombat* games went a bit wrong some time ago, and this does nothing to repair their reputation.



NBA 2K

SEGA • ISSUE #5 • 8/10

One of the finest-looking sports games you'll ever see. More details and statistics than you'll ever need, but the game itself plays like a dream. Gorgeous graphics, and matches flow like the real thing. Basketball may have limited appeal in the UK, but *NBA 2K* is worth checking out to see how sports games should be done.



NBA SHOWTIME: NBA ON NBC

MIDWAY • ISSUE #2 • 6/10

The basketball counterpart to *NFL Blitz*. The real rule book is thrown out in favour of fast and furious gameplay, pared down to the bare minimum. Doesn't look as good as the superlative *NBA 2K*, but with three friends this is loads of fun. Long-term appeal is limited, but it's fun for the occasional spare ten minutes.



NFL BLITZ 2000

MIDWAY • ISSUE #1 • 7/10

American football, and not taken at all seriously. All the better for it too, because it has simpler rules, fewer players on the pitch, and ridiculous flaming ball power-ups. Violence is also acceptable without penalty. Originally an arcade game, so it is hampered by a lack of depth, but this is chaotic fun and great with four players.



NFL QUARTERBACK CLUB 2000

ACCLAIM • ISSUE #2 • 5/10

NFL Quarterback Club used to play a great game of Yank footie, but this first DC version has gone wrong somewhere. Graphics aren't great, and the control system is sluggish. Comprehensive stats and options, but who cares? Average football games don't sell, so what chance average American football games?



NHL 2K

SEGA • ISSUE #9 • 7/10

Finally out in the UK, *NHL 2K* follows in the footsteps of *NBA 2K*. And doesn't disappoint. It looks superb, and gameplay is smooth and fast-moving. Multiplayer modes are excellent, but not enough is done to attract new fans to the sport. Plus the goalies are impossible to beat! It will please hockey fans though.



PEN PEN

INFOGRAMES • ISSUE #2 • 6/10

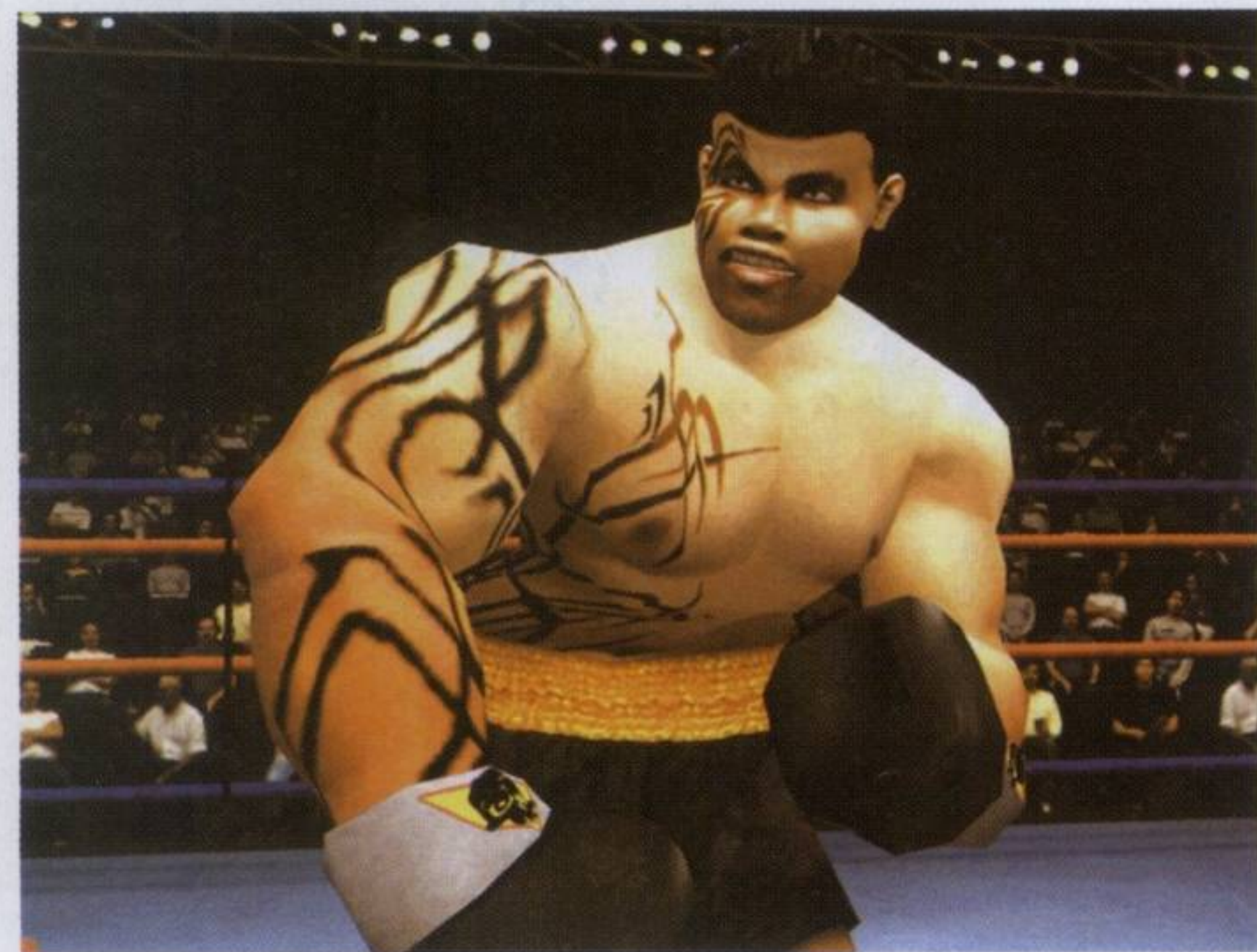
Cute, wacky penguin-based characters compete over a combination of running, swimming and tobogganing events. Easy on your own, but slightly more appealing with three others. Bonus items increase replay appeal very slightly, but it's slow to play and not very engaging. Possibly worth a go in four-player.



PLASMA SWORD: THE NIGHTMARE OF BILSTEIN

VIRGIN • ISSUE #11 • 4/10

Disappointing beat 'em up that will do nothing to entice either hardened fans or those new to the game. Overly simple combos, not enough characters and a lack of plot means it's hard to feel involved and, with the wealth of excellent fighting games available, it's hard to recommend.



READY 2 RUMBLE BOXING

MIDWAY • ISSUE #1 • 9/10

Most boxing games rely on realism, making them accurate but very dull. *R2R* takes the opposite approach; with cartoon boxers, OTT special moves, and the insane Rumble mode that will have your opponent bleeding on the canvas in seconds. Controls are fluid and there are no statistics to worry about – this game is all about hitting. Remarkably, this is a boxing game that's actually fun to play. It's still among the best multiplayer games around, and one of DC's highlights.

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 VERSION 2 OF DREAMKEY BE RELEASED?

Real soon. See our feature starting on page 42 for full details.

CAN I USE MY OWN INTERNET SERVICE PROVIDER (ISP) WITH DREAMCAST?

No.

HOW MUCH DOES IT COST TO USE MY DC ONLINE?

Calls are charged at nationwide local rate.

WHAT NUMBER DOES THE DC DIAL?

The number in the UK is 0845 757 6339.

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.

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.

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 DC IS SWITCHED OFF?

Yes! Your mail is stored on Sega's servers and isn't affected by what you're doing with your Dreamcast.

HOW CAN I PLAY GAMES AGAINST OTHERS ONLINE?

ChuChu Rocket! is currently the only Dreamcast game that can be played against others online. *Railroad Tycoon II* (reviewed on page 80) will be next. There are many more due to follow, including *Quake III Arena*, *Black & White* and *Phantasy Star Online*.

OKAY, SO WHICH GAMES CURRENTLY HAVE ONLINE FACILITIES?

Sonic Adventure (ranking table and chao nursery), *Buggy Heat* (ranking table and ghost opponent mode) and *Sega Rally 2* (ranking table) are among those with online facilities. Others, like *Rayman 2* and *Tomb Raider: The Last Revelation*, include bonuses which can be unlocked by going online.

ARE SEGA GOING TO RELEASE A FASTER MODEM?

Eventually, but nothing definite has been announced yet.

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 play on Sega's European gaming network.

I'M HAVING PROBLEMS WITH MY DC ONLINE. WHO CAN I CALL FOR HELP?

Call Sega's Internet Support Line on 09066 544544 (calls charged at 60p per minute. Seek permission of the person who pays the telephone bill before calling).

• *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*

GAMES DIRECTORY



POWER STONE

EIDOS • ISSUE #1 • 8/10

A lunatic fighting game with complete 3D freedom of movement. Appealing characters, insane combo attack, well-designed fighting arenas, and loads of weapons and other power-ups. *Power Stone* is colourful, fast, clever and great in two-player mode. A sequel is due out soon.



PSYCHIC FORCE 2012

ACCLAIM • ISSUE #2 • 7/10

An inventive 3D fighting game that takes place in mid-air, with massively powerful characters flinging psychic attacks at each other. Quality visuals, and the animé-style heroes have the obligatory big hair and enormous fireballs. Plenty of gameplay depth, but *Psychic Force 2012* has the whiff of the obscure about it.



RAYMAN 2: THE GREAT ESCAPE

UBI SOFT • ISSUE #6 • 8/10

Not the most endearing game character, but *Rayman 2* is nevertheless a classy platform adventure. Well thought out controls, excellent level design, some stunning set pieces, and even an entertaining plot. Possibly even more universally appealing than *Sonic* because the pace is calmer.



RED DOG

SEGA • ISSUE #5 • 5/10

A futuristic shoot 'em up that puts you at the controls of the titular Red Dog; a versatile and heavily-armed tank. Graphics are sharp and detailed, and the multiplayer options are great, especially with four people. On the downside, the high difficulty level can be frustrating, spoiling the overall experience.



RESIDENT EVIL 2

VIRGIN • ISSUE #4 • 7/10

Classic survival horror hits Dreamcast. Playing as Claire or Leon, it's up to you to rid Raccoon City of a zombie infestation. As well as the shooting, puzzles need to be solved, and limited ammo adds to the tense atmosphere. A straight port of the PlayStation version, so slightly pointless now that *RE: Code Veronica* is out.



RE-VOLT

ACCLAIM • ISSUE #3 • 7/10

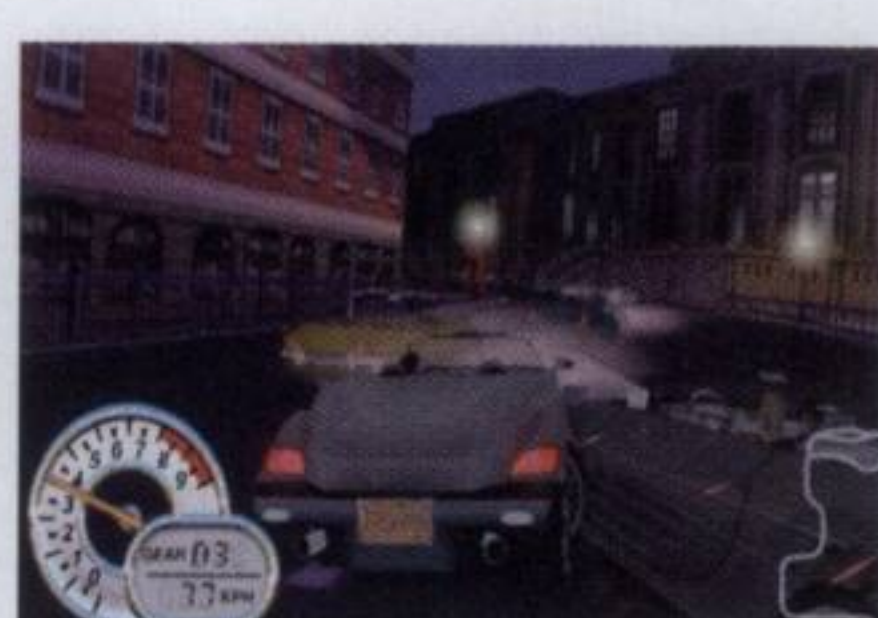
Race remote-controlled toy cars around larger-than-life locations. Crisp graphics, inventive tracks and fast, power-up grabbing gameplay mean you'll be impressed initially, but sadly a lack of depth means that the novelty soon wears off. Multiplayer modes are worth checking out, though.



RESIDENT EVIL CODE: VERONICA

EIDOS • ISSUE #8 • 9/10

A brand-new installment of the brilliant *Resident Evil* series, and available only on Dreamcast. Looks far better than any of the previous versions thanks to the gorgeous, fully 3D graphics and special effects. It's tough as well – you'll run out of ammo every five minutes – but the storyline, atmosphere and ultra-violence will keep you playing through the night – possibly from behind the sofa.



ROADSTERS

TITUS • ISSUE #11 • 3/10

Oh dear. With the number of quality driving titles about, *Roadsters* needed to be excellent if it were to stand a chance. Sadly the game is a stinker; barely adequate graphics, terrible handling and lame attempts to add a bit of quirkiness in the form of random environmental disasters. Avoid.



SEGA BASS FISHING

SEGA • ISSUE #1 • 7/10

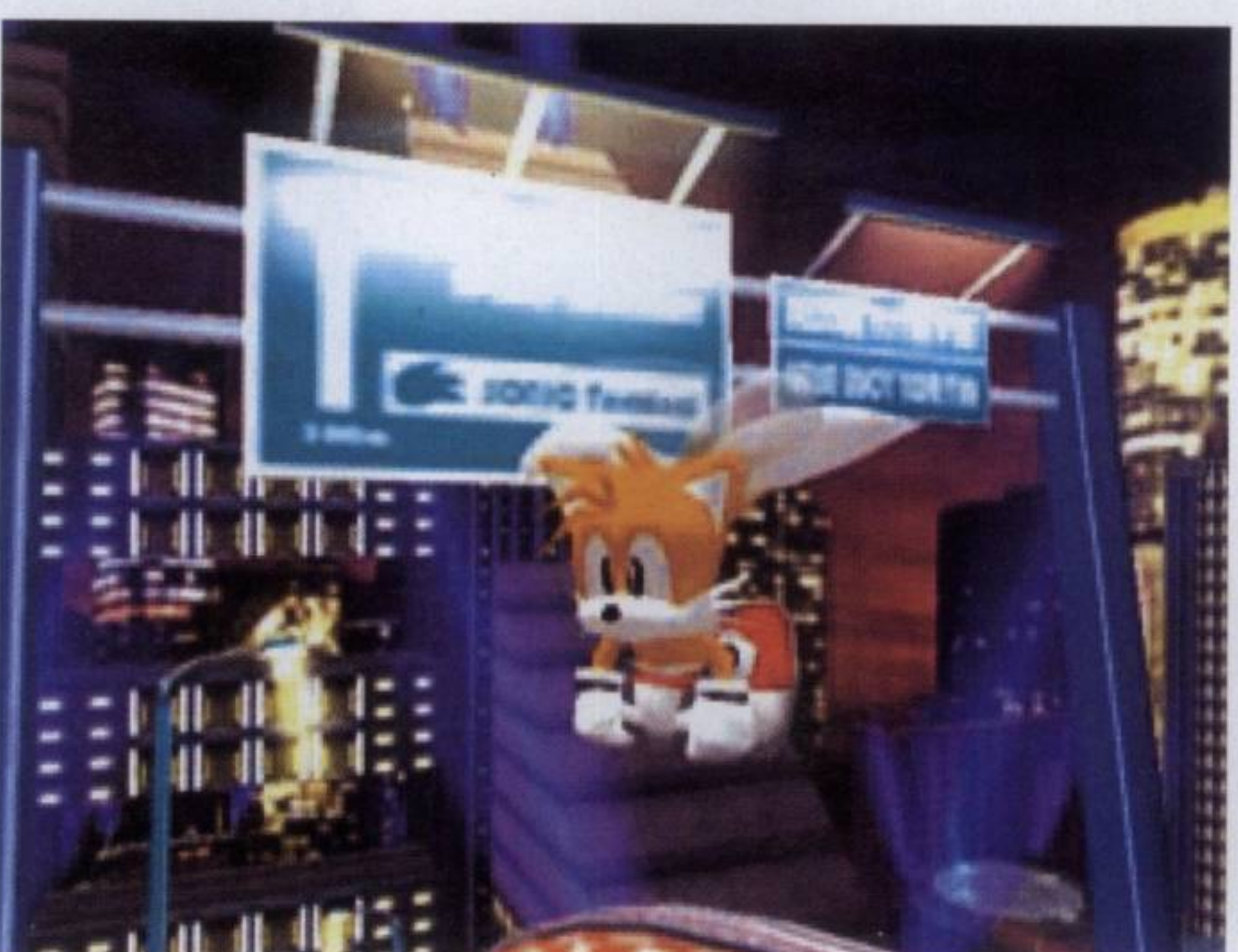
The kind of oddball but appealing game that Sega excel at. Fishing rod controller in hand, it's your job to catch the biggest fish you can find, within a strict time limit. Looks gorgeous, but you'll only get a couple of weeks of play before the attraction wears off. Still, it's the ultimate game to bring out at parties.



SEGA RALLY 2

SEGA • ISSUE #1 • 8/10

Sega Rally is an all-time arcade classic, and nearly all the magic is brought home in this DC conversion. More cars and tracks have been added, but the real appeal is the car handling, which is tuned to near-perfection on Dreamcast's analog pad. There's more depth in *V-Rally 2*, but this *SR2* comes top in terms of gameplay.



SONIC ADVENTURE

SEGA • ISSUE #0 • 9/10

One of the gaming world's most familiar characters returns in a stunning 3D adventure. A combination of jaw-dropping, incredibly fast set pieces and more laid back exploration sections. Six playable characters mean you get six different adventures of varying lengths, and there's a cool plotline to tie everything together. Occasionally dodgy camera angles, but this is an amazing experience that shouldn't be missed. *Sonic* in full effect shows what Dreamcast can do.



SEGA WORLDWIDE SOCCER 2000

SEGA • ISSUE #3 • 6/10

The best football game on the Sega Saturn gets its first Dreamcast outing. As you'd expect, the graphics are vastly improved, but gameplay is too slow, which in turn means there isn't much of an atmosphere. The potential is there, but we would advise you to go for the newer *Euro Edition* instead.



SEGA WWS EURO EDITION

SEGA • ISSUE #8 • 7/10

Sequel to Sega's own-brand football game. Much needed improvements have resulted in more detail and a faster pace. Player animation is now smoother, and their artificial intelligence has been upgraded too. As good as you're going to get for the time being, but still not the killer footie game Dreamcast needs.



SHADOWMAN

ACCLAIM • ISSUE #3 • 6/10

An adult-oriented 3D adventure converted from Nintendo 64, packed with gore, swearing and voodoo magic. Gameplay switches between the living world and the afterlife. Cool but freaky music and sound effects, and the storyline is good, but dull level design lets the side down badly.



SILVER

INFOGRAMES • ISSUE #10 • 4/10

A rare thing, this: a role-playing game developed in the UK. A mixture of detailed, pre-rendered locations and console-friendly controls make *Silver* easy to get into, but the spark that makes the best RPGs take over your life isn't there. An attempt at something a little different, but the results are boring.



SLAVE ZERO

INFOGRAMES • ISSUE #5 • 6/10

Take control of a 60-foot robot and stomp around a futuristic city, shooting stuff, blowing things up and trampling on innocent bystanders. Fifteen single-player levels and a four-player deathmatch mode mean there's plenty of meat here. Sadly a lot of slowdown and a high difficulty level spoil the party.



SOUL CALIBUR

SEGA • ISSUE #4 • 10/10

We gave *Soul Calibur* our first 'perfect' score for a very good reason: it's the best fighting game money can buy. Fantastic character design, silky-smooth animation and perfectly balanced gameplay. You can pick it up and play straightaway and do well, but there's also an ocean's worth of depth to get into. More moves and combos than you'll ever be able to learn, and if your mates are as good as you are you'll be playing it together forever. Don't even think about not owning this game.



SNOW SURFERS

INFOGRAMES • ISSUE #2 • 6/10

Choose a board and rider and leap off the top of a mountain. Courses look nice, but on the whole the graphics aren't great. Competent in terms of gameplay, but a bit slow, when breakneck speed is what the sport is all about. Dreamcast's only snowboarding game so far, but that isn't enough to make it worth buying.



SOUL FIGHTER

CRAVE • ISSUE 2 • 6/10

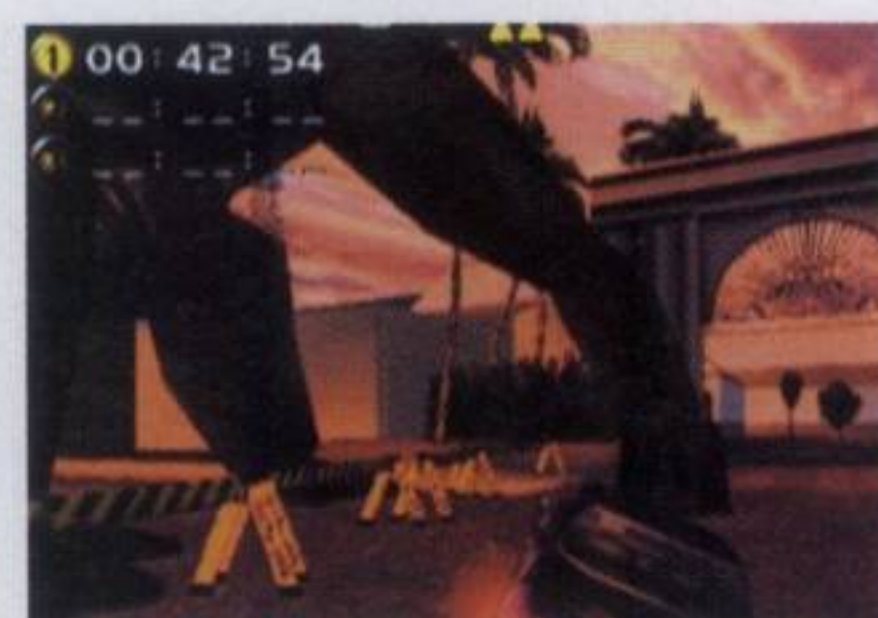
Fantasy fighting adventures are popular on Dreamcast. *Soul Fighter* also has adventure elements, and using attacking combos to build up magical power is a good idea. A worthy challenge, but the gameplay remains the same throughout. It's too easy to wander from area to area using the same few buttons to win.



SOUTH PARK: CHEF'S LUV SHACK

ACCLAIM • ISSUE #3 • 3/10

A quiz game for up to four players, featuring all the *South Park* kids and their mates. You play mini-games and answer questions. Success comes through a knowledge of useless trivia rather than having any particular skill. You either love or hate *South Park*, but everyone is going to hate this. The worst game on DC.



SPEED DEVILS

UBI SOFT • ISSUE #1 • 7/10

An offbeat racing game featuring police chases, speed traps and UFO invasions. A strong two-player mode, and always fun to play. Excellent funky music, and cars can be upgraded. Courses are massive – possibly even too big – but they're all full of detail and animated hazards. Fairly easy to complete though.



STAR WARS EPISODE I: RACER

ACTIVISION • ISSUE #11 • 6/10

A full year after the commotion and the PC and N64 versions, the Dreamcast gains the attention of the *Star Wars* marketing machine. Comparisons to *WipeOut* are not unfair and the game moves at a hell of a lick, but it's a little lacking in imaginative features and is unlikely to sustain interest over the long term.



STREET FIGHTER III: DOUBLE IMPACT

VIRGIN • ISSUE #8 • 7/10

Bringing two versions of the *Street Fighter III* arcade game together, *Double Impact* has well-animated characters, loads of moves to learn, and endless appeal if you can find a similarly-skilled mate. As technical as *SF* games get, but not as much fun as *SF Alpha 3*.



STREET FIGHTER ALPHA 3

VIRGIN • ISSUE #2 • 8/10

All your favourite *Street Fighter* characters in one place, in one of the best 2D fighting games ever. Cartoon looks are great, and there's an excellent World Tour mode to keep you busy. Gameplay is the same as it's ever been – tuned and balanced to perfection. You'll need arcade stick controllers to get the most out of it.



SUZUKI ALSTARE EXTREME RACING

UBI SOFT • ISSUE #2 • 7/10

A superbike racer, meaning high-speed two-wheel action, and with the endorsement of the Suzuki racing team. You also get varied, twisting courses and a good two-player option. It's very, very fast, but bikes aren't as appealing as cars, and there's some dodgy pop-up and collision detection problems.



SWORD OF THE BERSERK: GUTS' RAGE

EIDOS • ISSUE #10 • 5/10

More fantasy hacking and slashing. The main character, Guts, certainly gets a bit of a strop on as body parts fly everywhere. Good storyline, impressive graphics and lots of secrets to discover, but loads of cut-scenes mean play is fragmented and gets repetitive. Perhaps worth renting.

PERIPHERALS

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.

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.

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.

WHEN WILL THE DVD PLAYER BE COMING OUT FOR DREAMCAST?

Nothing official has been announced yet.

WHEN WILL THE ZIP DRIVE BE RELEASED?

Sega are working on one, but there are no details yet on when we're likely to see it in the UK.

WHAT'S A ZIP DRIVE?

It's a storage device which uses discs which can hold 100MB of data (ie approximately 700 times more than a VM).

ARE SEGA RELEASING A MICROPHONE, AND IF SO WHEN?

Yes. See page 25 for details.

WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT WEB PAGES?

It's extremely unlikely. For the record, there's a button marked 'Print' on the Dreamcast keyboard simply because it's based on a PC model.

ARE SEGA RELEASING A HARD DRIVE?

It's also unlikely. You won't need one as well as a Zip drive.

WHY CAN'T I FIND A DREAMCAST KEYBOARD?

There were supply problems, but keyboards are now readily available in stores and via Dreamarena.

WHAT'S ALL THIS I HEAR ABOUT A DC CAMERA?

Sega announced a camera add-on recently. You'll be able to use it to take pictures and take part in video chat on the Internet. Dreameye should be out in early 2001.

WHAT'S A VGA BOX?

It's an adaptor that enables you play DC games on a PC monitor, offering much improved picture quality. Sega haven't officially released VGA boxes in this country, but you 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 since only a tiny proportion of gamers have a VGA box. If support is included, then it should be seen as a bonus.

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 in time with the on-screen action. Expect to pay £14.99 for an official Sega one. It's compatible with virtually all games, and really good with *Crazy Taxi*, *Sega Rally 2*, *Soul Calibur*, *Hydro Thunder* and *Ready 2 Rumble Boxing*.

IS IT WORTH GETTING AN ARCADE STICK?

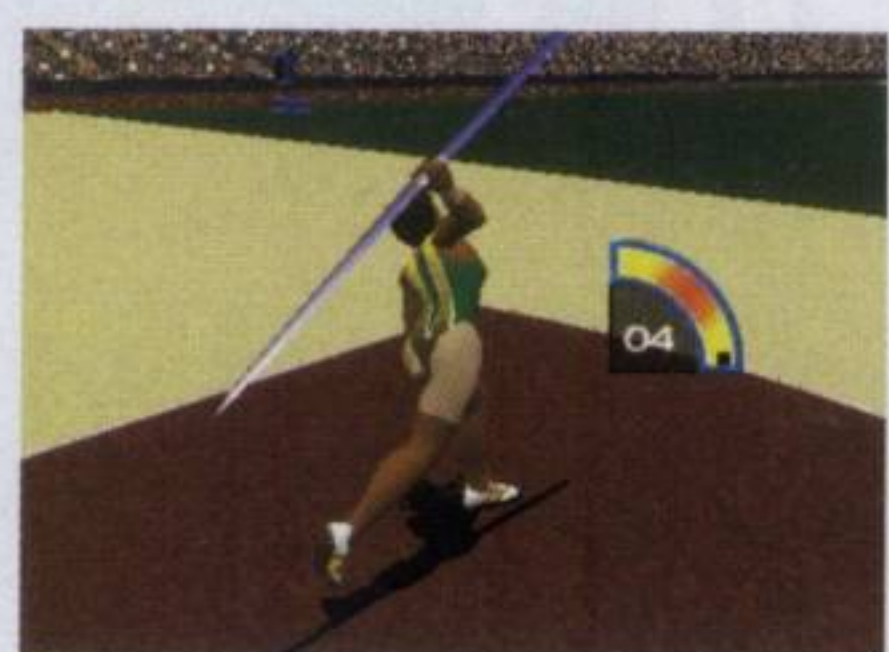
If you like fighting games, yes it is. They cost £34.99 and are practically indestructible, but aren't much use on racing or action games.

IS IT WORTH GETTING A STEERING WHEEL?

Only if you feel like splashing out – the official Sega model costs £44.99. Obviously you can only use them for driving games, and the standard DC pad gives you analog steering, acceleration and braking, so there's really no need.

• Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk

GAMES DIRECTORY



SYDNEY 2000

EIDOS • ISSUE #11 • 7/10

A huge and all encompassing game that competently tackles the world's biggest sporting spectacle and lets you act it all out in the privacy of your front room. There's a distinctive and consistent look to the game and the controls are straightforward – just bash those buttons. A great effort with a few flaws.



TOKYO HIGHWAY CHALLENGE

CRAVE • ISSUE #3 • 5/10

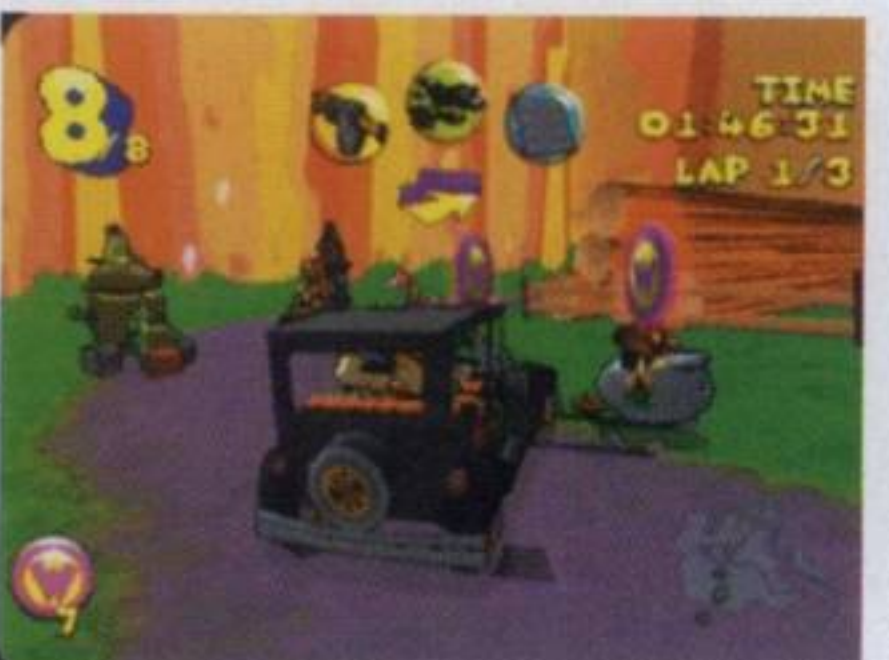
Racing for cash against other drivers on the highways of Tokyo. In fact, make that 'highway', because there's only one really long course. Great graphics, but the cars are all lookalikes rather than the real thing, and the lack of variety soon gets boring. May appeal to car nuts, but hardly a well-rounded racing experience.



UEFA STRIKER

INFOGRAMES • ISSUE #1 • 8/10

More realistic and accessible than *Virtua Striker* and more playable than *Sega WWS*. It's not the greatest-looking kickabout, but the official UEFA licence means it features loads of European teams and competitions. It doesn't do anything spectacular, but this is currently as good as football gets on DC.



WACKY RACES

INFOGRAMES • ISSUE #9 • 7/10

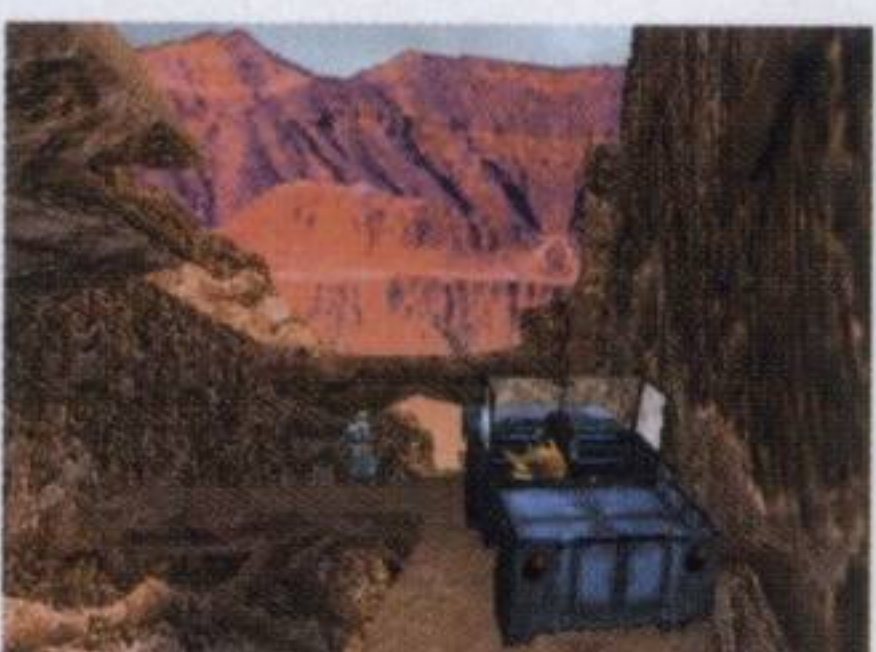
Dick Dastardly and the gang in a stunning-looking *Mario Kart*-style racer. Cars and characters are recreated well, and the power-ups are suitably insane. Four player split-screen is, as ever, the highlight. Far better production values than the cartoon ever had, but you'll get the feeling you've seen it all before.



TECH ROMANCER

VIRGIN • ISSUE #8 • 6/10

More manic fighting action from the creators of *Street Fighter* and *Power Stone*, this time with giant robots scrapping it out. The graphics are colourful and detailed, but the essential spark that makes Capcom's best games brilliant is missing, and after a weekend's play the attraction wears off.



TOMB RAIDER: TLR

EIDOS • ISSUE #6 • 7/10

Lara Croft arrives on Dreamcast for the fourth incarnation of her franchise. Set almost entirely in Egypt, *The Last Revelation* gets back to what makes *Tomb Raider* great: mind-bending puzzles, and loads of them. The best *Tomb Raider* game, but nothing new has been added for Dreamcast.



VIGILANTE 8: 2ND OFFENSE

ACTIVISION • ISSUE #3 • 5/10

The idea of cars with guns strapped on is very American, and *Vigilante 8* is even set in the Deep South. Varied locations, and all the vehicles have different handling characteristics and unique weapons. Motorised combat is fun for a while, but the game doesn't rank very high on the 'spectacular' scale.



WETRIX+

TAKE TWO • ISSUE #7 • 6/10

A puzzler in which you build up land into pools to collect water, then zap it with fireballs to score points. Ice cubes, bombs and reverse-building blocks eat away at your containers. Psychedelic looks hide a two-year-old Nintendo 64 game. Tries hard, but gameplay is just too monotonous.



TEE OFF

ACCLAIM • ISSUE #3 • 7/10

Golf games are generally pretty straightforward, so it's refreshing to see one that doesn't take itself seriously. *Tee Off* features exaggerated cartoon golfers, simple gameplay and attractive courses, with no statistics to weigh you down. Up to four players can take part, and the more the merrier.



TONY HAWK'S SKATEBOARDING

CRAVE • ISSUE #10 • 8/10

The sport's leading light, Tony Hawk, is now under your control. Excellent control system and genius level designs. As with the best score-attack-type games, you're always trying to beat your last best trick. Loads to do in the single-player levels, innovative split-screen options, but sadly fairly drab graphics.



VIRTUA FIGHTER 3TB

SEGA • ISSUE #1 • 7/10

The third incarnation of the original 3D fighting game hits DC. Some of the best beat 'em up gameplay you'll find, with characters you might actually care about. On the downside, the conversion from the arcades added hardly anything. Once an innovator, *VF3tb* now looks a little shabby next to *Soul Calibur* and *DOA 2*.



WORMS ARMAGEDDON

HASBRO • ISSUE #3 • 8/10

Basic 2D graphics hide one of the greatest multiplayer games ever created. Turn-based gameplay can be slow, but it ensures no-one gets overwhelmed by the action. Crammed with humour, and the graphics are crisp and well-animated despite their simplicity. The infamous 'one more go' factor is very strong.



THE NOMAD SOUL

EIDOS • ISSUE #7 • 5/10

A futuristic, alternate-dimension action game featuring David Bowie, *The Nomad Soul* is a huge adventure with plenty of shooting, fighting and puzzle solving. There are some interesting ideas here, but they don't work as well as they might. Obviously converted from a PC game to make a quick buck.



TOY COMMANDER

SEGA • ISSUE #1 • 8/10

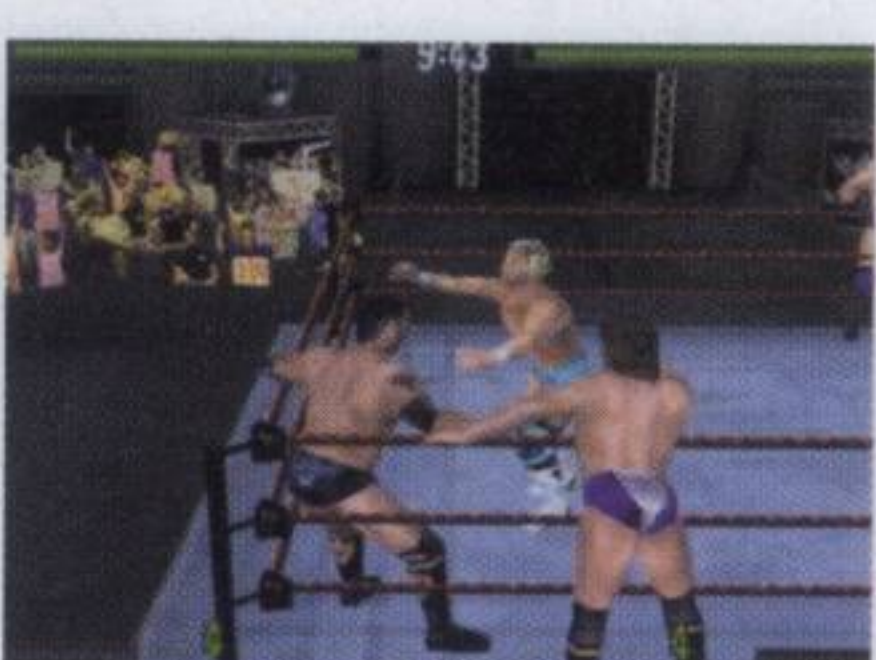
A tough, mission-based wargame which gives you control of toy tanks and planes rather than real military hardware. All the action takes place in a giant house, which gives rise to some inventive locations to discover and tasks to complete. A lot harder than the 'for kids' appearance might suggest.



VIRTUA STRIKER 2 (VER. 2000.1)

SEGA • ISSUE #4 • 7/10

Football, arcade style. National teams, Cup modes, rankings and tournaments, plus extra stuff to uncover. Graphics are excellent, as you'd expect from a Sega arcade game. As an arcade conversion it doesn't play like you'd expect it to, but it does have its charms. Take time to master the controls and you'll enjoy it.



WWF ATTITUDE

ACCLAIM • ISSUE #2 • 3/10

WWF is a licence to print money, so it's almost criminal that *Attitude* is so awful. Badly animated wrestlers don't respond to clunky controls, and gameplay is just uninspiring. Honestly, we don't hate wrestling; but we do hate bad wrestling games. Check out *WWF Royal Rumble* (page 74) instead.



TRICKSTYLE

ACCLAIM • ISSUE #1 • 7/10

Futuristic hoverboarding on the streets of London, New York and Tokyo. There are stunts to learn, in the style of snowboarding games, but you're also racing against other riders. Lovely graphics, and VM mini-games are an incentive to keep playing, but a lack of speed lets it down.



V-RALLY 2 EXPERT EDITION

INFOGRAMES • ISSUE #7 • 7/10

V-Rally 2 sent back to the garage for DC, resulting in the heavily reworked *Expert Edition*. Fast-moving, loads of courses and cars, nice graphics, multiplayer modes and so on, but slightly suspect handling spoils the experience – you feel like the car could tip over at any moment. Still, it has more substance than *Sega Rally 2*.



ZOMBIE REVENGE

SEGA • ISSUE 6 • 7/10

A *HOTD* spin-off, but ditches the sharp-shooting for a more wholesome fists-and-feet approach. Superb graphics, and with two players it's like an undead *Streets Of Rage*. Another arcade-perfect conversion, with DC extras such as VM mini-games to beef up your character before loading them back into the game.

FED UP WITH PAYING TOO MUCH FOR DREAMCAST?



...get all the best New Releases delivered to your door at launch (incl. Sydney 2K, Virtua Tennis, Hidden & Dangerous, F1 WGP2, MSR, Powerstone 2 and Ferrari 355) for £27.99 or less...other Dreamcast games start from £9.99 - all brand new and official - prices incl. VAT & 1st Class P&P



£27.99 each or any two for £55.48

CONSOLE BUNDLES

DREAMCAST CONSOLE (w/ FREE ChuChu Rocket) **£138.99**
 Many CONSOLE BUNDLES - all w/ FREE ChuChu Rocket - please call for the best prices incl.:
 CONSOLE + one of Powerstone, Marvel v Cap, F1 WldGP, HydroTh or Trickstyle **£148.99**
 CONSOLE + one of Soul Calibur, J White's, Virtua Striker2, Rayman2 or Shadowman **£156.99**
 CONSOLE + one of T HAWK'S Skb, V RALLY2, MvC2, WackyR, MDK2 or Furfighters **£162.99**

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- E** Ecco The Dolphin, ECW Hardcore Revolution, Elemental Gimmick Gear, Evolution 1 & 2
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- G** Gauntlet Legends, Generator Vol.1, Giant Gram Pro Wrestling 1&2, Giga Wing, Godzilla Generations, GTA 2
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- I** Incoming
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- L** Legacy Of Kain: Soul Reaver
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- N** NBA 2K, NBA Showtime, NFL 2K, NFL Blitz 2000, NFL Quarterback Club 2000, Nightmare Creatures 2
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- R** Racing Sim.: Monaco GP, Rayman 2, Ready to Rumble Boxing, Redline Racer, Resident Evil: Code Veronica
- Resident Evil 2, Re-Volt, Roadsters
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- T** Tech Romancer, Tee Off Golf, Test Drive 6, Time Stalkers, TNN Motorsports H'core Heat, Tokyo Extreme Racer, Tokyo High Way Challenge, Tomb Raider 4, Toukon Retsuden 4, Toy Commander, Toy Story 2, Trickstyle
- U** Uefa Striker
- V** Vigilante 8 Second Offence, Virtua Fighter 3TB, Virtua Striker 2
- W** Wacky Races, Wild Metal, Worms Armageddon, WWF Attitude
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READER REVIEWS

THE BIT OF THE MAG WHERE YOU TELL US WHAT YOU THINK OF GAMES. HAPPY WITH A PURCHASE? DISAPPOINTED THAT YOU'VE PICKED UP A DUD? THEN WRITE IN AND TELL US



△ *Dead Or Alive 2*: have a go, but only if you're 'ard enough.

DEAD OR ALIVE 2 REVIEWED: ODM #11, 8/10

WE SAID: "There's only so much of it you can take before the tedium sets in, but while the spark remains the game's considerable assets are ones that everyone can enjoy."

WHAT YOU THOUGHT

The graphics in *Dead Or Alive 2* are simply stunning – far superior to *Soul Calibur* [ODM #2, 10/10] and that really is saying something. The music probably isn't as good overall, but it's definitely higher quality than *Soul Calibur's* score (being pre-recorded rather than in-game synth).

But of course, it's the gameplay that really counts. In this respect they're completely different – *Soul Calibur* provides more of a tactical experience, but *Dead Or Alive 2* is much faster. It seems as if the latter hasn't got the same depth, although I've only just started playing it. With the Tag Team mode the potential is there. It's also much more difficult to win by button-bashing than in *Soul Calibur*, and that has to be a good thing.

On the whole, *Dead Or Alive 2* is definitely money well spent. Unless you're the sort of person who faints at the thought of beat 'em ups and has no interest whatsoever in beautifully rendered big girls with very fluid animation, I say go out and get it today.

James Chilcott, via email

I can't fault the visuals or the presentation, but I have a huge problem with the gameplay. It shares a fault with many of its brethren that dates back to *Mortal Kombat II* – the fighting system is unfairly biased to the computer.

I read the review and was thoroughly intrigued by the thought of being able to turn every attack back on the attacker, but I did not realise how much my beloved Dreamcast would be able to abuse this little feature.

I unleash a torrent of punches only to have them blocked and eventually get my arm broken in two. You will beat an opponent to a pulp, leaving them only a sliver of energy left, only to witness a startling recovery, leaving you with a kicked arse. I don't mind a bit of a challenge but if, after an hour of trying to beat the same opponent, I'm left screaming at my machine and risking an embolism...

To my mind a game should, first and foremost, be fun. To be honest, I'm not enjoying myself very much, which is a shame because it is obvious that a huge amount of care and attention has gone into creating a well-rounded and technically excellent game. But I really don't want to play it.

Programmers should realise that we are only human. I am not capable of predicting and responding to an attack in a split second, but in order to win you have to.

How is some ten-year-old supposed to

cope? I think I may go back to *Soul Calibur*. Namco got the balance just right.

Paul Conlon, via email

If you're having trouble beating *Dead Or Alive 2*, Paul, you should consider yourself lucky – it means you've got a challenge in front of you. And that, after all, is what games are about. Learn some good combos and master the blocking and throwing moves, and you'll be alright.



△ *Ecco The Dolphin*: a slippery little fellow.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE REVIEWED: ODM #9, 9/10

WE SAID: "Check *Ecco* out even if it doesn't look like your cup of tea, because it would be a crime to miss out on one of the most original and pleasant games on Dreamcast."

WHAT YOU THOUGHT

What a fantastic game! As much as I like blowing zombies to bits and smashing my way to the front of a race, *Ecco The Dolphin* has to be my favourite game on Dreamcast.

The environments are absolutely jaw-dropping. Computer games are just not meant to be this gorgeous. And the gameplay is fantastic too. There is a really simple control system and unlike games like *Code: Veronica* you don't have to be on the edge of your seat all the time.

This game is so relaxing and at the same time really challenging and you can never get bored of it. Even when I'm stuck and don't know what to do I still love it, as swimming around is such great fun.

Liam Brown, London

Lush graphics, amazing levels, jellyfish floating gracefully in the water, shoals of fish gliding along the sand, chunks of hair lying on the floor... this game is bloody impossible!

I have been playing games for up to ten

years or so now and I consider myself a hardcore gamer. Eager as I was to play the sequel to the brilliant Mega Drive version that had been heralded as a challenge, I rushed out and spent my £35 at the first opportunity. Currently, it's wasted.

Having done the first level in about 20 minutes, the second level is so difficult that, about five hours worth of puzzling later, I'm still on it now. You begin with absolutely no sense of direction or anything as to what the hell you're supposed to do.

Luke Collar, via email

Yep, there's one big problem with *Ecco The Dolphin* – it's just so darn hard at times. Hopefully our guide (see page 104 for part two) is helping. If not, do write in to our Help! section (see page 118) for more specific advice.



△ *Marvel Vs Capcom 2*: 2D? Yes. Good? Yes.

MARVEL VS CAPCOM 2 REVIEWED: ODM #10, 7/10

WE SAID: "It's going to have its ardent fans but for some Dreamcast gamers *Marvel Vs Capcom 2* will be a brief bit of confusing entertainment."

WHAT YOU THOUGHT

After playing *Street Fighter III: Double Impact* [ODM #8, 7/10] on Dreamcast a few months back I really thought that the 2D beat 'em ups had had their day. I mean, I really hated that game – it just didn't feel right at all.

I was really dubious about *Marvel Vs Capcom 2*, but after a mate had recommended it (he had the Japanese version), I thought I'd give it a go. Well, all I can say is that this is the most amazing fighting game I have ever played. It's just so fast – my eyes are still bleeding from playing it for God's sake!

Everything about the game is perfect, from the ludicrous special moves and character selection, to what I reckon is the best computer game music of all time. It's so cheesy, but it just feels right and fits



△ If you're a fan of Hanna-Barbera's cartoon creations, you may well enjoy the *Wacky Races* game.

the mood. You can really feel the characters connecting their attacks – it's pure genius.

Although it's only got one proper one-player mode, it doesn't matter – you'll be playing for months to get the entire 56 character line-up. There's no need for art galleries and ten-pin bowling here.

This game doesn't just prove that the 2D beat 'em up is still alive and kicking; it proves that Capcom still make the best fighting games on Earth – this game is more enjoyable and more accessible than *Soul Calibur*, *Dead or Alive 2* or *Tekken* will ever be.

Paul Lovell, via email

Um, you like it then, Paul? Seriously though, it's good to hear from readers who like *Marvel Vs Capcom 2* (and we've had a few). There's no doubt about it, many Dreamcast owners won't even give it a chance just because it's in 2D. Hopefully your letter will prompt more folks to give it a go.



△ *Wacky Races*: up there with *Crazy Taxi*?

WACKY RACES

REVIEWED: ODM #9, 7/10

WE SAID: "You'd be extremely cold-hearted not to be drawn in by the fun, and the enduring strength of the characters is testament to Hanna-Barbera's genius."

WHAT YOU THOUGHT

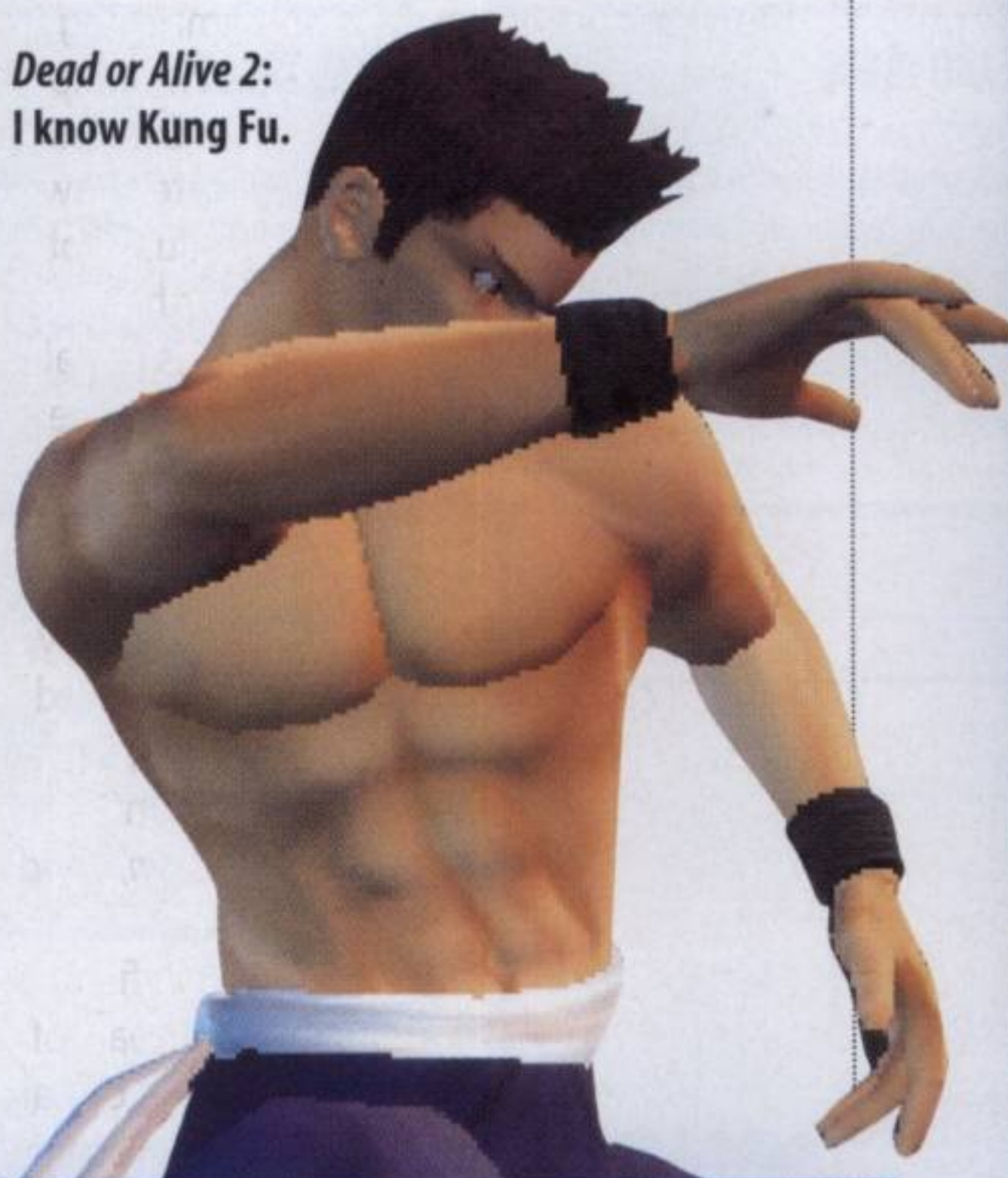
As a big fan of the cartoon I was highly anticipating the release of the *Wacky Races* game, and it definitely did not disappoint! I think the game is brilliant! The graphics and sound are perfectly translated for the game, and the gameplay is really fun too! There's loads of stuff to unlock in the one-player mode so it'll keep you playing for ages, and it's even more fun when you've got four of you all smashing each other off the track with all the weird and wacky weapons!

My games collection includes classics like *Crazy Taxi* [ODM #5, 9/10], *Soul Calibur* [ODM #2, 10/10] and *Resident Evil Code: Veronica* [ODM #8, 9/10], and I think that *Wacky Races* deserves to be up there with them. I think you were very harsh only giving this game seven out of ten – it deserves at least a nine!

Tim Moss, via email

We can tell you like it, Tim – you finished every sentence with an exclamation mark!

▷ *Dead or Alive 2*: I know Kung Fu.



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 *Toy Commander* and *Tomb Raider: The Last Revelation*, generally come out first here though. The fab-looking *Metropolis Street Racer* (see page 8) will be released in Europe first, too.

WHAT IS THE RRP (RECOMMENDED RETAIL PRICE) OF A DREAMCAST?

See page 25 for the latest news!

WHEN'S DREAMCAST 2 COMING OUT?

A little impatient, aren't we? The average lifespan of a console is five years, so there's a while to go yet.

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*, *Spawn* and *18 Wheeler American Pro Trucker* 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 that doesn't make your Dreamcast a PC.

WHEN IS SHENMUE COMING OUT IN THE UK?

Early December, according to Sega Europe's latest release schedule. *Shenmue* is a huge game, and the translation is taking a while. Naturally, we'll keep you posted on developments. Hey, we want to play it too!

WHEN IS FIFA SOCCER COMING OUT?

FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet.

WHEN IS...

Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please, please stop emailing us for information on release dates. Pretty please?

• *Have we missed something? If there's anything else you need to know (except release dates, please), email us at letters@dreamcastmag.co.uk*



WHAT DO YOU THINK ABOUT THE GAMES YOU'VE BOUGHT?

Send your comments (in under 200 words!) to Reader Reviews, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Or email us at letters@dreamcastmag.co.uk with the words 'Reader Reviews' and the name of your game in the subject line. We reserve the right to edit submissions before publication. Oh, and please do not send in reviews of reader reviews!

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It, um, sells cheap flights and car hire. Unlike many discount flight sites, they have no dodgy deals with Virgin or British Airways, as all carriers must pay to have their flights listed, so you can rest assured that you're getting the best deal available.



FOREIGN OFFICE

www.fco.gov.uk
If you're the kind of person who watches the news rather than *Holiday* in order to choose your summer destination, a quick look here should help you decide which essentials to pack. Top place not to go to this month is Afghanistan, where, if your plane isn't shot out of the sky, you risk kidnap, earthquakes and general terrorism. Potential travellers to France, meanwhile, are reminded that drunkenness is no excuse. If you have a big Kate Adie thing, we recommend Bognor at 3am.



CNN TRAVELLER

www.cnn.com/travel
Travel news with a business edge, providing essential information for the executive traveller, such as "Thai airlines take shark fin soup off menu". Also steps in where the AA are lacking, to provide driving directions to and from most of the globe.



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The continuing adventures of American Andy Graham, who is currently travelling around the world on the back of his website. Andy will trade accommodation or tickets for advertising space on his site, so take the opportunity to send him to the Galapagos. Or Afghanistan.



NATURISTS

www.naturist.com
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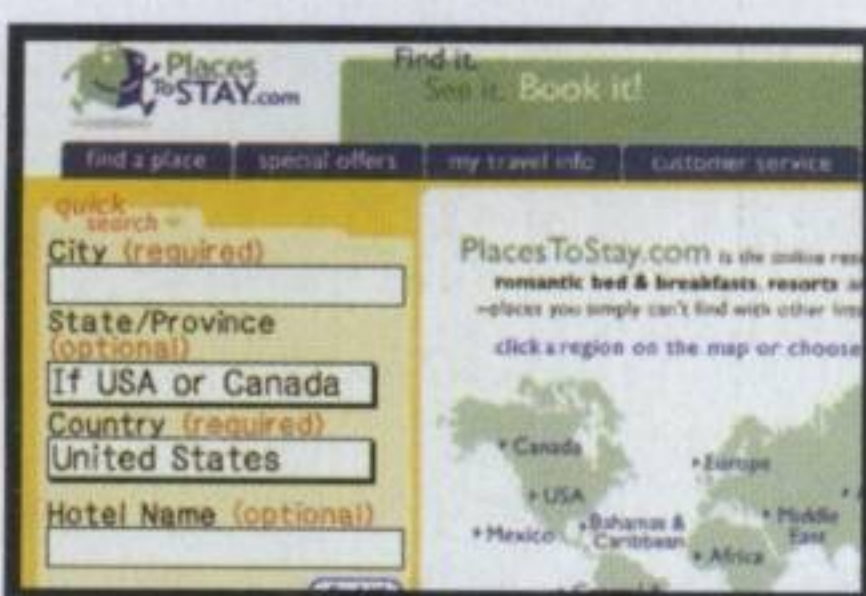
LANGUAGE GUIDE

www.travlang.com
Recent research shows that most travellers believe that foreign types speak the same language as us, just more s-l-o-w-l-y and louder. Research also shows that these same foreign types are likely to misdirect us when driving, enhance our meals with bodily fluids, and spend quality time thinking up most unflattering nicknames for us. You can avoid an international incident and repeated trips to primitive latrines by learning how to say that you'd like your bull's testicle well-done. Word the day: wife; or in Holoee, Bo. Selecta.



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1000 Tips 4 Trips

Travel Tips: How to Pack

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When packing first aid supplies (i.e., band-aids, Tylenol, etc.) be sure to store them separately from your colognes, soaps, shampoos, and other items that could spill and cause a mess. This will save you frustration, and in some cases - money. Justin Jones

TIPS 4 TRIPS

[www.tips4trips.com](#)
Picking up where the Foreign Office leaves off, this site includes categories on packing and travelling with pets and laptops. Tip of the day: "Pack necklaces in individual straws to prevent tangling." Obvious, really. Submit your own for maximum hilarity at the airport.

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UTravel.co.uk

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met.gov.org

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CHAT

Spastik: Who thinks ODM 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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Okay, so you've read the mag. Well that's just the half of it - our website is second to none.

ODM online is updated daily with the latest news from the world of Dreamcast. If it's happened or happening, then you can bet you'll find out about it here first.

As well as our ever-growing archive of definitive reviews, previews and features, there's also the chance to make new friends and swap hints and tips with thousands of other Dreamcast users in our Live Chat and Chat forums.

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DCTV

△ ED WOOD, 22
EDITOR OF *BITS ONLINE*

Started playing games on the Atari VCS and Spectrum. Got his job while 'running' for *Bits*' production house, Ideal World and writing game reviews for a kids' magazine.

△ LEE KIRTON, 23
PR EXECUTIVE AT INFOGRAMES

Looks after all the console stuff for Infogrames. Is working on new show *Bleeding Thumbs*, which will feature celebrity deathmatches using the Unreal Tournament engine.

△ STEVE KEEN, 31
PRODUCER OF TV SHOW *CYBERNET*

Has been making videogame TV shows for about eight years. Got started on *Bad Influence* and hasn't looked back since.

THE BIG DEBATE SETS, LINES & VIDEOGAMES

THERE ARE A FAIR FEW VIDEOGAME TV SHOWS OUT THERE HIDDEN IN THE TV SCHEDULES. BUT WHAT DO WE THINK OF THEM AND HOW WILL THEY EVOLVE? ODM GOT TOGETHER A BUNCH OF GAMEHEADS AND TV PRODUCERS TO FIND OUT

ODM: What do you make of the current crop of videogame TV shows?

STEPHEN: Unfortunately, they're pretty few and far between at the moment to be honest. They're buried in the TV schedules and really don't have any profile.

DAVID: Judging by all the videogame TV shows I've seen, the content is good but I don't see anything going on in these shows that isn't covered by magazines. The late night scheduling is also a problem – I don't really see much that I would stay up for! I'd like to see something a bit more hardcore. Something about skins and level design, and more coverage of the online scene as well.

LEE: I do enjoy watching the shows like *Bits* if I'm ever up that late. I do like to see what they think. I saw some *Max Payne* footage the other day on *Bits* and it was amazing! It was like

PHOTOGRAPHY: DAN TRENT



COLOR

● MENU

△ **OLLY QUINN, 24**
"WORKS AT SKY TV"

Has been playing games since the age of the Spectrum. TV-wise: applied for a job at Sky, "did a good interview and got accepted." Fair enough!

△ **DAVID SPRINGATE, 19**
CODER & PRODUCER

Playing games since the Atari 6800 and has owned every console since. Working closely with Sega Of America on Visual Memory stuff.

△ **STEPHEN GODFREY, 27**
ONLINE CONTENT MANAGER FOR BOL

Began playing games on the BBC Model B, then moved on to a 3DO. Has subsequently bought himself every console under the sun. Including the Dreamcast, naturally...

this Jon Woo-style gunfight that looked incredible on TV!

OLLY: Yeah, I think it comes down to what will appeal most on TV. There are certain types of games out there that maybe TV shouldn't touch, like the *Command & Conquer* games. They're 2D and have really small sprites so they're boring in TV presentation terms. For a TV show on virtual reality that I worked on last year, I featured *Metal Gear Solid* [classic Playstation stealth 'em up] because the game just looked so great for TV. The other game featured was *Driver* [a top cops 'n' robbers driving game]. That really worked because thankfully, once you've done a mission, you can then set your own camera angles, which is ideal for TV. If you take a very selective view of games and only show the ones which are really good for TV, then maybe game companies would actually learn that they need to make

them more interesting, and do things like replay modes and so on that will actually allow people to exploit it!

ED: If you only go with the good footage idea, where does that leave quality things like *Warioland 3* [a platformer] on Gameboy which is a great title?

OLLY: You could perhaps tackle a game like that through using comedy. At the end of the day though, it's just very hard to make watchable TV out of Gameboy graphics!

ODM: As punters, Stephen and David, what would you like to see more of in these shows?

STEPHEN: Gamers want to see the facts. They want to see what is going on in the industry. The ideal show should be slightly 'industry-oriented' and have a definitive, no-bullshit approach.

DAVID: I reckon games are

becoming more like movies. They have these really great effects and storylines like those featured in *Final Fantasy* [epic role-playing game on PlayStation] and *Metal Gear Solid*. I can see videogame TV shows reflecting this so they end up taking games apart – really analysing and criticising a game! I want a show where I can really learn something from it. I'd also like to see more 'specials'. I saw a show the other day that covered a *Quake III Arena* tournament in Scotland and that was superb.

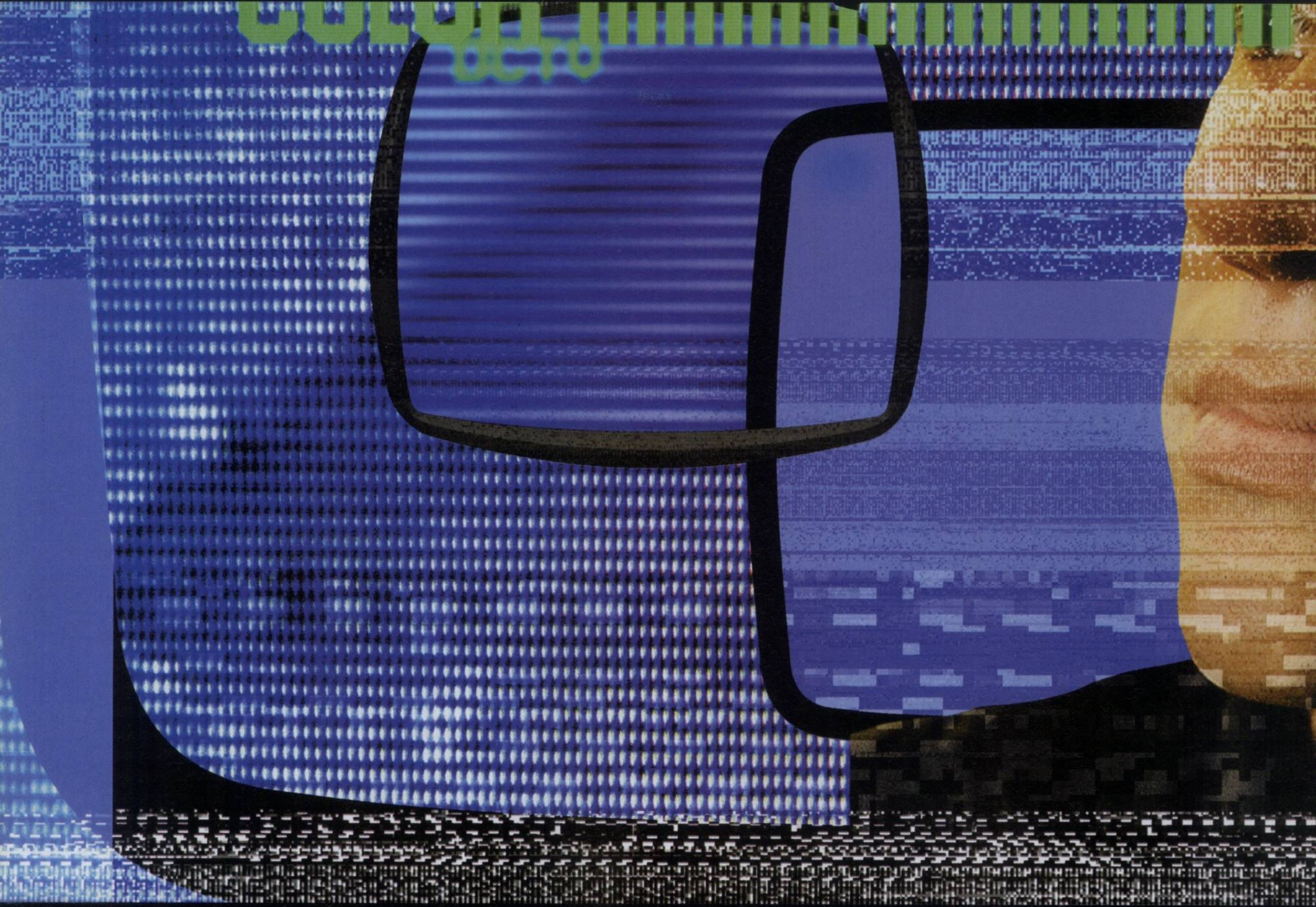
ED: With specials, at least they are focused on one thing – maybe that's the way forward.

ODM: What are the unique strengths and weaknesses of videogame TV shows?

STEVE: The strengths are that you can see the game, hear it and you can also see different stages of the game being played through. On

Cybernet, we go to great lengths to not just record the first level but to record all the way through the game. So the viewer can see lots of levels, different examples of the monsters they'll meet, and that kind of stuff. Also, we keep it very compact – our reviews are two minutes long if it's a really good game. In two minutes, you can get a really good overall view of a game. It's like magazines. Especially with kids, they don't want to read an eight page review because of their attention span – they just want to know how it plays, what it looks like and some examples of how it works.

ED: One of TV's weak areas is the sex and violence issue. It is actually quite tricky because most videogames are incredibly violent and when we started doing Channel 4's *T4*, we discovered this problem. We suddenly went: "Oh my God, two thirds of our



▷ games aren't suitable!" For example, with *Nightmare Creatures 2*, we recorded the gameplay footage and were in the edit. We then went: "This is far too violent for the morning time-slot," and had to pull it and put something else in its place. That's quite a tricky one if you're going to address the mainstream because you can't show it on TV!

DAVID: TV's weak point is that there are too many markets to cover. You've got, let's say, the girls' point of view that you have to cover; you've got the 'kids' playground' point of view; you've got the hardcore gamers POV; you've got the casual gamers to think about, and so on and so forth. It's just too vast! I understand that a TV show has got to reach as many people as possible. In reality though, I don't know if that's possible without squeezing far too much into a show but then not covering stuff in enough detail to please everybody.

ODM: So are producers being forced to create shows with blanket coverage?

"THE BROADCASTERS DON'T REGARD THE VIDEOGAME MARKET AS HAVING A WIDE ENOUGH AUDIENCE"

— STEVE KEEN

STEVE: Our show is basically the closest show on TV to a magazine. We are a games show. We're not a wide audience show because to be a really wide audience show like *Bad Influence*, you've got to have money. You've really got to spend a lot of money, go on film trips, have lots of time to edit, and lots of time to make really nice flashy presentations. None of us have that, whether it be our show or *Bits*. None of the shows have that kind of money because the broadcasters don't regard the videogame market as having a wide enough audience.

ODM: But games are purportedly a bigger market than movies and music put together. So why are broadcasters so scared?

STEVE: Because they don't understand the scene. A lot of the broadcasters are too old. They're just not hip to it. They really don't understand the phenomena. Also, what videogames have got going against them is that for a long time, the graphics have been shite compared to TV. They've been nowhere near broadcast quality, and that's what they are looking for.

LEE: Also, if you speak to the head of Channel 4 or BBC and mention games, they instantly think of some spotty kid sitting there with no friends. They don't understand that it's actually cool now.

STEVE: Ultimately, what are you going to do as a commissioning editor? Are you going to spend £60,000

a week on a videogame show or are you going to go and buy *Saved By The Bell* for \$500 from the US?!

OLLY: Some videogame companies are also pretty scared of TV. They feel that it can do them some disservice somehow.

LEE: They're very protective over their coverage sometimes.

STEPHEN: But how many games can stand up to TV though?

LEE: That's why they're scared! If they know they have a crap game, then they expect specialist magazines to give a game five out of 100! They know that the only people reading are gamers but as soon as you put it on telly, and somebody says that the game is the worst thing ever, you could

be talking to an audience of 200-300,000 people who never read specialist magazines! Suddenly, they're not going to buy the game and that's why game companies can be scared of the format.

ODM: So how do we reckon videogame TV shows will evolve over the next five / ten years?

STEPHEN: I think we will have the likes of a Sega or Sony game channel.

LEE: Yeah, with cable or Sky, you could have a games channel. A channel devoted to games which could feature all kinds of stuff, like technology.

STEPHEN: It could be like what MTV is to pop videos and music. There could be a gaming equivalent.

STEVE: I think there will be more interactive games shows where the public can get involved and interact from their own home.

ODM: The Beeb's *Bleeding Thumbs* is going to show deathmatches which is cool. But do you ever see a time when deathmatches are broadcast live

"WE NEED TO BRING THE WHOLE INDUSTRY TOGETHER A BIT MORE"

— LEE KIRTON

and will be as eagerly anticipated as, say, Euro 2000?

OLLY: Maybe if it was like British players against German players! I can see that happening. You'd have large finals where you find the best sixteen players in the UK and they then play against the best sixteen German players! People would get behind that because they're Brits, and the players are fighting the Germans.

STEPHEN: There is an underlying problem though. You watch sport because you can't do it very well yourself but the pros can. Whereas with a game, you can. It's like: "Why would I want to watch them do it when I know I can do it myself right here, right now?"

STEVE: Yeah, that's why I think it's all going to go interactive – people in their homes phoning up, getting

involved in a show and playing for money. It'll be more like a game show than a videogame TV show.

LEE: I think you're exactly right. Everyone could get involved in a massive game show, log on and then they're playing! But it's down to the technology – there isn't the technology to do that at the moment. But in ten years time, definitely.

STEVE: It could be a TV show that is a game. So, the public would pay a pound to interact with the show and the winner would win a million quid for being the deathmatch champ!

ODM: Any final thoughts before we retire to the pub?

STEVE: I think videogame TV shows are presenting a very difficult subject on telly in the best way they can. I wish they had more money and I

wish that more people who read magazines would support the TV shows out there, rather than saying: "They're all rubbish." If they actually supported and maybe even wrote to TV companies saying "we want more", that would really help and the budgets would be raised. I would also like to see the games press get behind a couple of TV shows and maybe say when they are on, or what stuff they've got coming up. At the end of the day, we'd get more people interested and we could all really build something up on TV.

LEE: We need to bring the whole industry together a bit more, instead of them fighting each other.

STEVE: Ultimately, we can't have enough videogame TV shows! I want the likes of *Bleeding Thumbs*, *Bits* and *Game Over* to all succeed! ☺

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

CONFUSION

I was in my local 'entertainment store' yesterday when, looking at the Dreamcast shelf, I saw a copy of *Star Wars Episode I: Racer*. Confused by this as you had not received a copy for review, I was also a little annoyed because I had this game pre-ordered and had yet to receive it.

Then, to my horror, I saw a copy of *Dead or Alive 2!* I checked to see if it was imported, but it wasn't. I asked how they could possibly have it on their shelves, and the clerk replied, almost hysterically: "Because it's out!"

How, I wonder, along with *Maken X*, did you not receive review copies of these games, or news of their early releases?

My good buddy said it made a welcome change to see Dreamcast games arriving early, but if no one is expecting their release who is going to buy them? I'm still dazed and confused at Sega's marketing ploys!

George Dixon, via email

We're frustrated by release dates changing too, but let's clear one thing up straight away – Sega's marketing department is not responsible for determining the release dates of games developed and published by other companies!

As for games appearing on shelves before we've had chance to review them, well Ed covered the reasons why this usually happens in his column last month (see page 61, *ODM* #11).

With regard to the games you mention, none were made available for review in time for our August issue (*ODM* #10), so we had to wait a month. Unfortunately, as you found, all three went on sale a few days before our September issue (*ODM* #11). There was nothing we could do about it.

Similarly, the issue you're holding went on sale just a day before *Virtua Tennis* was released

on Friday 8 September (although subscribers will have got the magazine several days earlier).

Why didn't we review it last month? Because only the American (NTSC) version of the game was available for review at the time of going to press. We opted to wait to review the European (PAL) version. Incidentally, if you want to keep track of release dates, you'll find an up-to-date list on our website (www.dreamcastmag.co.uk) in the Releases section.

SIZE MATTERS

I am writing to you about the length of your previews. I think that you are being too generous with games that offer little or no innovation on the Dreamcast front.

Half-Life in your August issue (*ODM* #10) is a good example. Okay, so it is considered by many (myself included) as being the best first-person shooter ever created, but *Half-Life* on Dreamcast is just a port-over. It doesn't matter if the graphics are overhauled – it will still be basically the same game underneath.

In the same issue you gave *Virtua Tennis* a four-page preview, but gave a mere two pages to what is going to be my favourite racing game ever – *F355 Challenge*.

I think that you should have given *Ferrari 355* at least a four-page preview, as it doesn't really explain much and I cannot find any info on the game on the Internet.

Ian Walker, via email

If you'd read the *Half-Life* preview, you'd know that it is *not* going to be "just a port-over". Also, why do you want to know more about *F355 Challenge*, Ian, when you've already decided that it's going to be your favourite racing game ever? Weird.

Whatever, there are many, many factors which determine the size of a preview or review in

ODM. In the case of *Half-Life*, we were able to run new, world-exclusive information and screenshots.

In contrast, while we had a very early Dreamcast version of *F355 Challenge*, there was little information available on what would be included in the final game. You will have noticed that we had an exclusive chat with the game's creator, Yu Suzuki, but even he was giving little away. Also, for technical reasons, we were unable to take good, hi-res screenshots. You can expect a full review in next month's *ODM*.

'AD ENOUGH?

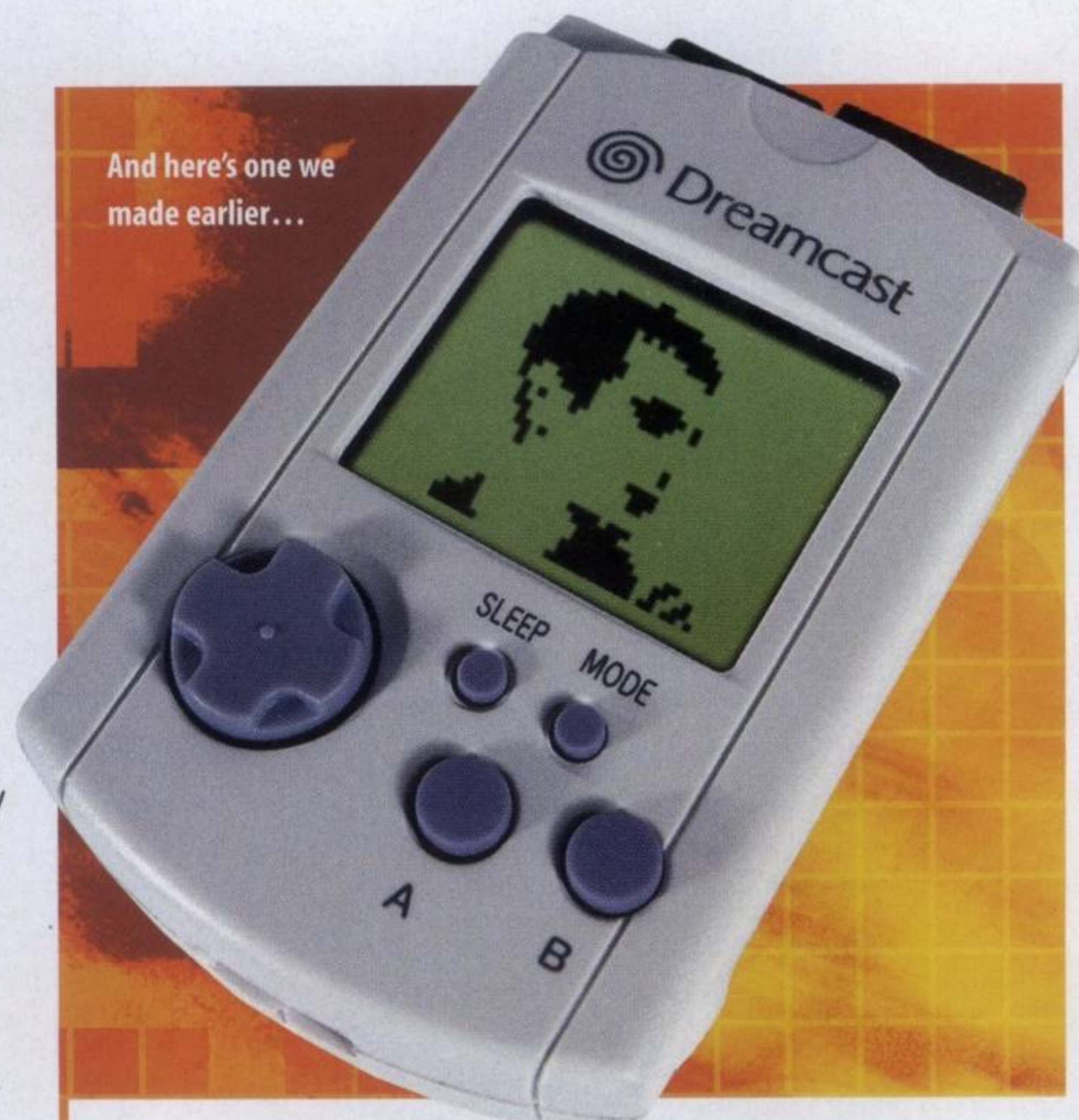
What is wrong with Sega Europe? I heard that they were going to have a new advertising campaign during Euro 2000. Great, I thought, it's about time the Dreamcast got some decent advertising – heck, any advertising.

Then I saw the adverts. To say that they were not what I was expecting is a bit of an understatement. Why, why, why is Sega Europe emphasising online gaming when the only online game is *ChuChu Rocket!* (not that the game, or the fact that it was being given away free, was actually mentioned), with the others not showing up before the end of the year?

Why were we given some meandering advert about online gaming, that didn't explain how to go about gaming online with the Dreamcast, how much a Dreamcast cost, or anything about the stunning collection of games already available?

I know online gaming is coming, but until it is here with a varied selection of online games, Sega should be playing up Dreamcast's other strength – its line-up of games with the best graphics any console available can offer, and gameplay to match.

With *Sega Worldwide Soccer Euro Edition*, *Resident Evil Code: Veronica* and *Ecco The Dolphin* all arriving around the Euro 2000 time slot, Sega wasted an



A SHORT FILM

I would just like to thank Sega for helping me get my Diploma for Art & Design at Ravensbourne College. What is this all about you might be asking yourself? Well, for my final exam piece we had to put on a gallery show and I wanted to show off a short animation that I had been working on.

The problem was that I either had to put it to videotape with about 40 other students, or run it off a computer which also would have been a pain to do. In the end I had a brainwave and reprogrammed my animation to run off my Dreamcast Visual Memory unit. All the teachers were gobsmacked by it and had never seen anything like it before, so thanks to Sega I had my own animation running off my VM for all to see. I ended up getting a Distinction for my animation. Thank you Sega!

Richard Mortlock, via email

How cool is that? Congratulations, Richard. Anyone else interested in creating animations for their Visual Memory units should check out www.booyaka.com/

opportunity to gain some profile for the DC. Advertising online gaming now is like receiving Christmas presents in August – premature!

Aidan Mirner, via email

We hear what you're saying, Aidan. Sega would argue that their summer campaign was simply about branding – that is, getting the Dreamcast name known.

As for advertising specific games, Sega did promote *Ecco The Dolphin* via ads in cinemas, and you can expect to see some serious promotion for *Metropolis Street Racer* and other games later in the year.

IT'S THE HAIR

Does anybody else think that Ed Lomas, the Reviews Editor, looks like a young Tom Cruise, like in the film *Legend*?

Julian Pietrzyk, Beckenham

No. (Believe it or not, this letter was actually emailed in; not

written in crayon and sent via Holloway Prison.)

VT ON VM?

I am a great fan of your magazine and was particularly delighted when you gave away a demo of *Virtua Tennis*. Thanks to you I've already pre-ordered it. I noticed that when you play the game, the match is shown on the Visual Memory unit. Couldn't Sega make a VM game just like it, since the two buttons and d-pad are perfect for the game?

It would be a nice idea as an extra and make better use of the VM, what do you think?

Vikas Ranganathan, Manchester

We agree entirely and were half expecting to get it as a bonus when we finished the World Circuit mode in the game. Sadly, that's not the case but we wouldn't rule out Sega doing something with it and offering it as a download sometime in the future. We'll keep you posted.



GOT SOMETHING INTERESTING TO SAY ABOUT DREAMCAST OR THIS 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: 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 letters before publication.

SHUT IT

Right I really need to get this off my chest. For months you have printed letters where all people do is moan about a game missing its release date, with some even blaming you for it.

Why can't these people just shut up? Usually delays mean that the game will be much improved, which means that we benefit from the delays – we don't lose out because of them.

Release dates are printed as a guide to stop people complaining that they don't know when a game comes out. They are not set in stone.

I mean, you would have thought that the feature you did on release dates [ODM #6] would have stopped the moaning?

Anoosh Falak Rafat, Hastings

Well, yes, we rather hoped it would, although we can certainly understand some readers' frustrations over delays.

We've all got to have a bit of patience sometimes, that's all. It's not as if there aren't any games to buy and play right now, eh?

USA FIRST?

Firstly, I just want to say it's great to have such an honest magazine with an 'official' label.

Also, congratulations on getting all the info to us first. I went to America for a few weeks and decided to buy their *Official Dreamcast Magazine* and was horrified to see that, despite getting games several months before us, their magazines were actually behind yours with their previews.

Another thing I noticed was that games over there were cheaper and there are a lot of games available over there which we have to wait for.

I feel most cheated when Sega and other publishers release games in the United States and then turn around to us and say that games haven't been finished and are being tweaked.

I'm sure there are other readers who feel equally cheated by this. When will games be launched simultaneously?

Michael Rogers, via email

Americans get a lot of things before us and Japan often gets stuff before it arrives in the States.

The gap between Dreamcast games being released in the States and over here isn't actually that big in the scheme of things. It's usually three or four months, but sometimes much less. We'll get *Shenmue* within a few weeks of its American release, for example (although, of course that particular game has been out in Japan since the end of last year).

There are several reasons for the delay and unlike, say, movies, it isn't about marketing. The main hold-up is because games have to be converted from NTSC to PAL. Also, in-game text and manuals have to be translated before a European release.

Of course, we usually get European-developed games before our American cousins, *Metropolis Street Racer* being a good example.

THE AFFLICTED

I have something to admit. I, and I'm sure many others, am suffering from 'premature completion' – an affliction which renders the sufferer immobile until the game they have recently purchased has been completed. It may take days, weeks, months or the better part of a year.

My case in point concerns *Resident Evil Code: Veronica*, *Soul Calibur*, *Sonic Adventure* and *Marvel Vs Capcom 2*. All four have spent unhealthy amounts of time in my Little White Wonderbox.

Damn you, Sega, for giving us such a fantastic piece of kit! No wait... what the hell am I saying? Give me more, Sega. FEED MY HABIT!!!

Dave Wilkinson, via email

You may (or may not!) want to buy *Ecco The Dolphin* then, Dave. That'll keep you busy for a while.

QUESTIONS, QUESTIONS

Hello. I like your mag and I stroke your lovely demos. Mmmm... I kiss you all!

Anyway, to business. Will the handling and style of *Metropolis Street Racer* be even remotely like *Tokyo Highway*? Hope not!

I don't yet have a team sport game. Is *NHL 2K* the best one? I don't like games to be too hard to get into.

The screenshots for *Hidden & Dangerous* looked a bit dodgy. Is this really going to be a top title? I love the idea of it, but I'm worried that it will be fiddly. I've got the same worry with *Silent Scope* – my fave arcade game.

I think your mag has fair reviews, except *Shadowman* which should have got loads more.

Tim Waudby, via email

You should find the answer to your question on *MSR* in the review starting on page 8. The best sports game? See *Virtua Tennis*, reviewed on page 66. *Silent Scope*? We preview it on page 60.

Hidden & Dangerous? It wasn't finished at the time of writing, but we'll have a full review in our next issue. See you back here on Thursday 5 October, okay? ☺

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

SHEN MUSIC

How many discs is *Shenmue* on? And how much will it cost? Will the *Shenmue* music CD be available to buy in the UK?

Ben Willcock, via email

SEGA: The actual game content will come on three discs. A fourth disc, *Shenmue Passport*, contains detailed character profiles (whenever you meet someone new, they are added to this section, so eventually you can build a gallery of all the characters in the game), a cinema gallery and a section which contains the main theme music.

It also enables you to connect directly to the *Shenmue* website where you can upload your *Shenmue* mini-game data on to the ranking board.

The cost has not been decided for Europe as of yet. The *Shenmue* music CD will be available in the UK, though it will not be sold commercially. We plan to include it in the initial batch of *Shenmue* titles to hit the stores, so keep your eyes peeled.

COMING?

Will you be converting your arcade games *Airline Pilots*, *The Lost World* and *Tokyo Bus Guide* to Dreamcast?

Mat, Wales

SEGA: There are no plans to release these titles in the near future.

SOLO PSO

I am just wondering if there is non-online play in *Phantasy Star Online* and will there be any multi-player options?

Lewis Blakey (13), via email

SEGA: The main *Phantasy Star Online* quest will be online gameplay only, though there will also be a single-player 'offline' quest. The online game will be the true multiplayer experience you are talking about, with an opportunity to interact with people thousands of miles away.



△ *PSO* will include a single-player quest.

COLOUR ME BAD

Will coloured controllers and Visual Memory units ever come out in the UK?

Rich, via email

SEGA: We do not have any plans to release these in Europe as of yet, but don't rule out an appearance in the future.

UNDER 18?

Why do you have to be 18 or over to enter most of the competitions featured on Dreamarena? I've only recently turned 17, and it's really annoying that I've got to wait a whole year before I can enter.

Phil B, via email

SEGA: Er... you don't, unless there are special circumstances. The prize for the MTV Lick Party competition, for example, was a trip to Dublin. This was for over 18s only, for legal reasons – the trip included time on licenced premises and free alcohol was made available.

BIGGER VM

Any chance of bringing out a cheaper memory card without a screen? I'm sick of having to pay £20 for one with a screen I never use.

Mike, via email

SEGA: We will shortly be releasing a memory unit without a screen, which has four times the usual capacity. It will cost around £19.99. [See page 25 for details]

EARLY DEMOS

If Sega provides *Official Dreamcast Magazine* with its cover discs, how come there are never any playable demos of the big games before they hit the shelves? If I'm undecided on a game, a playable demo can really help me make up my mind. I would be very grateful if you could include playable demos of *F355 Ferrari*, *Metropolis Street Racer*, *Jet Set Radio* and *Shenmue* in the near future.

Aidan Mirner, via email

SEGA: Of course we understand the importance of delivering demos at least one month before the release of the full game in the shops, and where possible we are doing this. However, sometimes the developer and/or publisher are under a lot of pressure to finish the game first and thus we cannot deliver a playable demo ahead of schedule. Where possible, we offer a movie as the next best thing. We are trying to rectify this problem and hopefully in the coming months you will notice improvements.



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 121.



YOU KNOW LIFE'S
CRAZY WHEN...

...YOU TURN A TOWER BLOCK INTO A GIGANTIC GAME OF TETRIS

We all know the puzzle game too well. But 26-year-old Yank Keith Dreibelbis, a recent graduate of a Rhode Island uni, dreamt up a rather unique spin on the ageing classic...

"THE TECH HOUSE is a theme house at Brown University for students interested in technology; one of the goals being to do projects. After playing too much *Tetris* one night about four years ago, I glanced up at the uni's Sciences Library which had some of its lights on. The front of the building looked like a game of *Tetris*!

"I joined Tech House in 1997, and they were looking for project proposals. I remembered the brief *Tetris* hallucination I'd had and brought it up at a meeting. People thought it was an interesting idea and wanted to do it. We weren't organised enough though, so nothing really happened for a couple of years.

"It wasn't until this last year that we finally started to think about it more seriously. Nik Lochmatow got permission to do the project as an art installation. One of the reasons we hadn't done it before was we figured that we were going to have to do it as a prank, and were afraid we'd get thrown out! The Tech House Project Manager, Soren Spies, then took charge and did a lot of the engineering work; he really held us together. Some 30-35 people worked on the project as well – it was a real team effort.

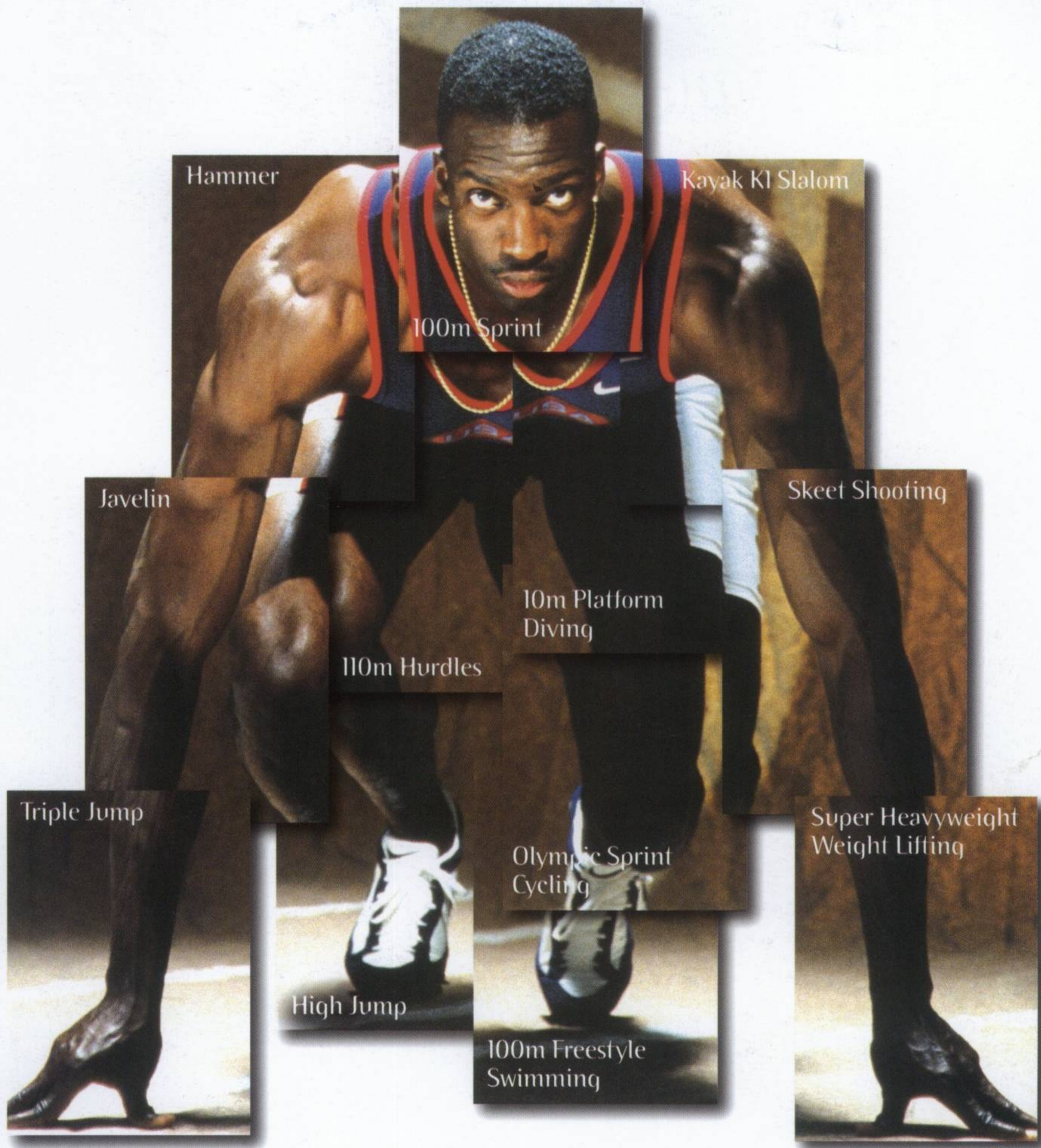
"We bought over 100 Christmas lights to put in the windows, and had to figure out how to control them. We wrote a program that got the computer to tell which lights to light up during the game. On one of the floors we had a computer that was hooked up to all of this and was running a version of *Tetris* which we had written. We also had a radio joypad so you could stand in front of the building and play the game. We'd spent weeks working on

the hardware in our house and thought we could just carry it all over and it'd work! We were dreadfully wrong. It took a week to get it running properly once all the hardware was in place!

"Finally, we managed to get it working and we had the game up for a week. We were inviting passers-by to have a go! It was a typical game of *Tetris* and it would gradually speed up as you went along. We had a CD of the *Tetris* music playing, and at one point we got a band to come along and play the music instead! They started to get the hang of it – when the *Tetris* board got really high, they would start to play the music faster!

"A lot of people were excited about it and it was fun to watch. It was also excellent watching people walk by, do a double take and ask: 'What's going on?' People who were drunk were like: 'That's the coolest thing I've ever seen!' There were some people who thought we had too much time on our hands! But we did learn things from our experience, and even the co-founder of Apple, Steve Wozniak, came to see it!"





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