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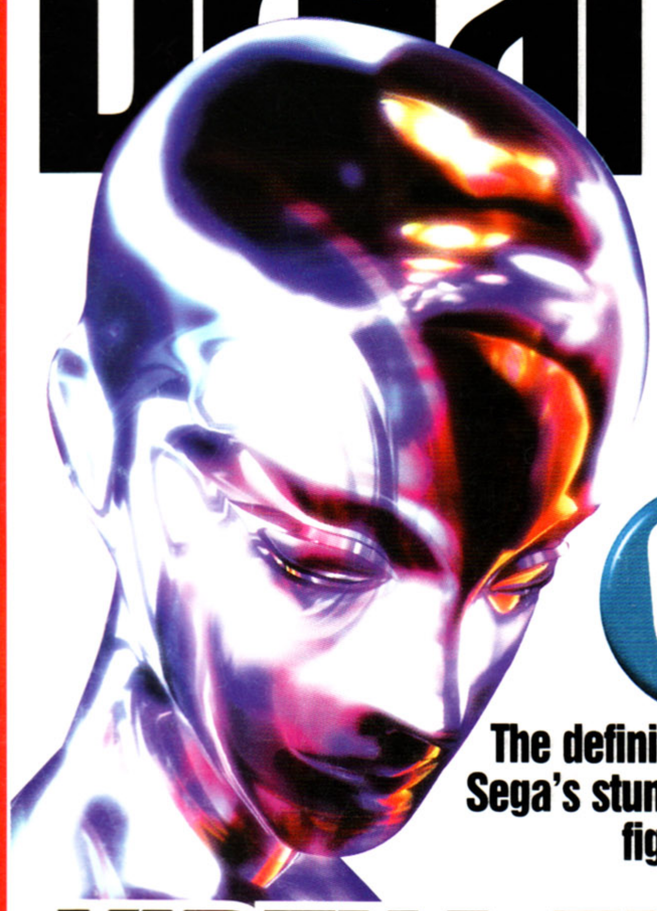

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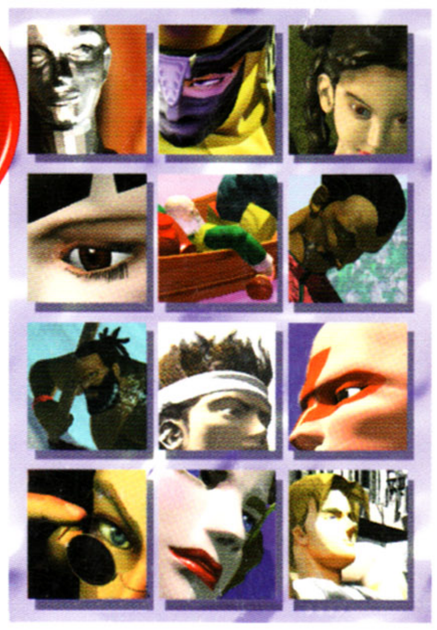

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Why don't we play together?

ISSUE 02

What's three weeks between friends? You might have noticed something missing from the shelves of your local console shop on 23 September. Dreamcast. It wasn't there – in fact, it wasn't anywhere! At the very last minute Sega decided to delay the launch of the console until 14 October. Normally we wouldn't mind one bit – it would give us more time to fine tune the launch issue of the magazine, but to tell us on the day the magazine goes to the printers! That's just not sporting!

So, all the release dates in the last issue of DREAMCAST MAGAZINE were wrong. We appologise, but there was nothing we could do! Of course, all the reviews are still right though, and you won't find better buyer recommendations than in these pages. The great thing about the console being delayed it that there are now even more games available on launch day!

This issue you'll find reviews for big games *Soul Calibur*, *Red Dog*, *Toy Commander*, *TrickStyle* and *Buggy Heat* plus In Development features on the amazing *ShadowMan* and two great South Park games: *South Park Rally* and *Chef's Luv Shack*. On the features front we take a closer look at the way Sega have chosen to market Dreamcast around the world and scare ourselves stupid by checking out the gruesome zombie games coming to a Dreamcast near you very soon!

There's also a new section this issue: Interact. Now that you can get yourself hooked up to the Internet with a Dreamcast, we hope you'll want to contribute to DREAMCAST MAGAZINE – and maybe win yourself a prize at the same time! Interact starts over on page 75 and here you'll find letters, high scores, tips and reviews of all the latest import games from Japan.

Enjoy.

Nick Roberts

ISSUE THREE LAUNCHING IN THE UK ON 25 NOVEMBER

>Brought to you by the makers of Dreamcast Solutions

contents

>www.dreamcast.net

version 02

Welcome to your dreams

FEATURES

Revenge of the Undead

29 **Halloween is upon us so we're taking a closer look at the zombie games lined up for Dreamcast.** Be warned – these pages aren't for the faint hearted!

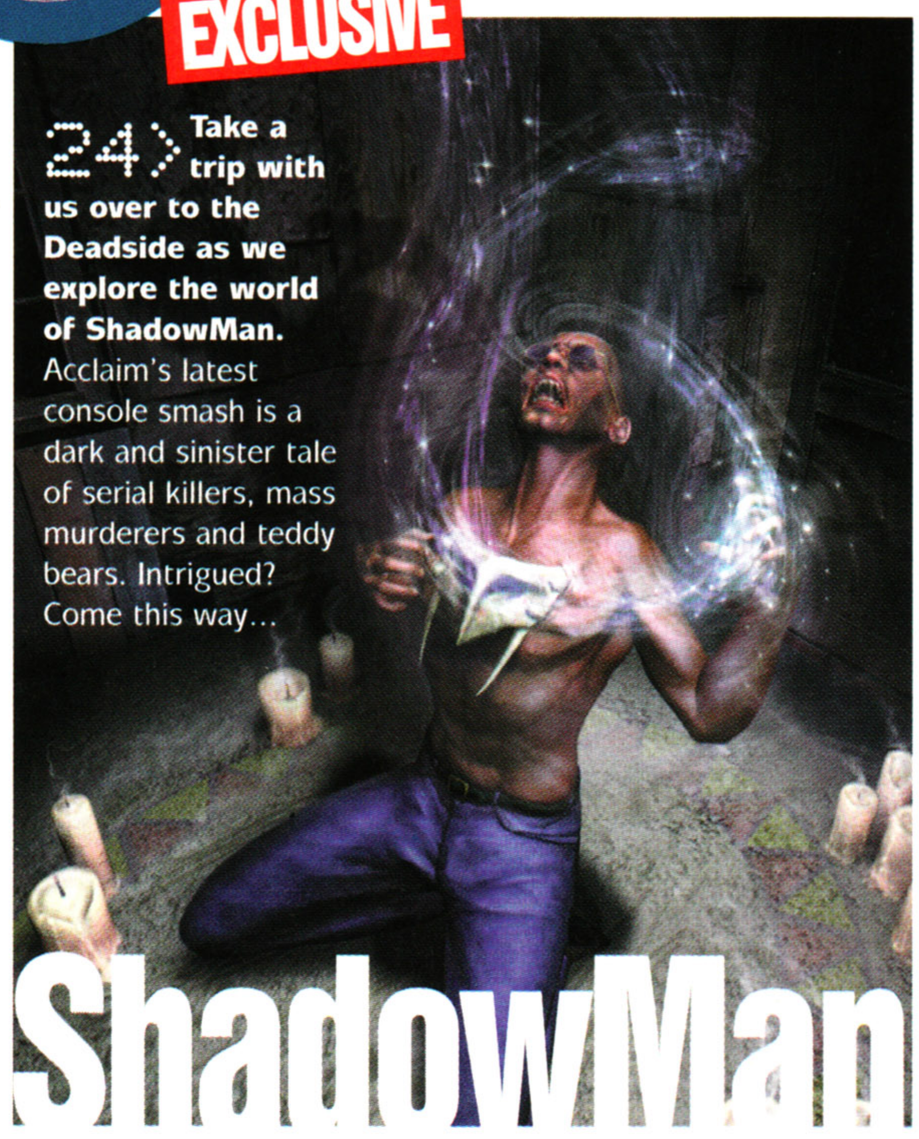
It's Thinking

13 **Dreamcast launches on 14 October** so this is the perfect opportunity to take a look at the different ways Sega has chosen to market its console around the world.

Kojak: Crime in the City

18 **This hot new French hip-hop house band are about to break into the UK charts.** Dreamcast has already got in on the act by sponsoring their debut gig in London this month – we were there!

EXCLUSIVE



ShadowMan

24 **Take a trip with us over to the Deadside as we explore the world of ShadowMan.** Acclaim's latest console smash is a dark and sinister tale of serial killers, mass murderers and teddy bears. Intrigued? Come this way...

Soul Calibur

54 **We sang the praises of *Soul Calibur* in our In Development feature last issue – and now we've got a finished copy we can confirm that this is the beat-'em-up to end them all.** Fighting game fans rejoice, you will never need another game!

WIN!

Dream Wheels, Dream Pads & Dream Blasters Courtesy of Mad Catz

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

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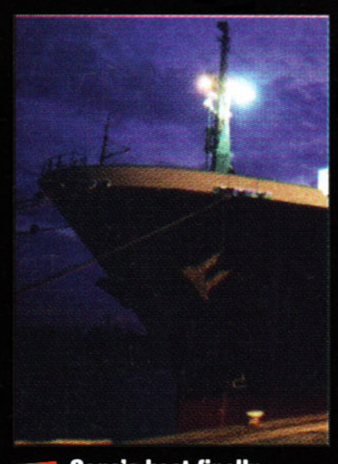

06 Our news reporters around the globe have been busy keeping their ears to the ground for the latest Dreamcast rumours and stories. Plus we take our regular look at PC games hopefully coming to Dreamcast soon.

06 Sega were in a party mood this month!

08 LucasArts is working on a new Sega arcade game.

09 Sega's boat finally comes in!

AT A GLANCE red hot GAMES

>We have got some fantastic Dreamcast titles for you this month. Jump to the one you're interested in...

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latest games previewed

If you're looking for the latest information on the hot games lined up for Dreamcast release then look no further than Forecast. Exciting news this issue about *Planet of the Apes*, *Super Cross 2000*, *Carrier* and a rather bizarre game called *Stupid Invaders*!

WIN!

Suzuki Alstare Extreme Racing watches and copies of Ubi Soft's Speed Devils!

08

interact

>www.dreamcast.net

We want your input! You can help to make DREAMCAST MAGAZINE the leading unofficial Dreamcast read by interacting with us, and sending in your letters, reviews, scores – in fact, anything that is Dreamcast related. It will all get rounded up and put into our new regular section – Interact.

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the games

>www.dreamcast.net

Guide to Dreamcast gaming

IN DEVELOPMENT

All the games that are currently in development for Dreamcast are covered in our special 'In Development' features. We track down the developers, grill them on their creation and make sure we get a splattering of exclusive screenshots!

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If a game is available to buy – we'll have the definitive review! We don't simply rely on the opinion of one reviewer either – we have a team of expert gamesplayers and each review has a second opinion.

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FORECAST

There are so many games scheduled for Dreamcast release that are just waiting in the wings. In Forecast we bring you new screenshots of them all, and tell you exactly when you'll be able to buy them in the shops.

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Coming soon to a Dreamcast near you...

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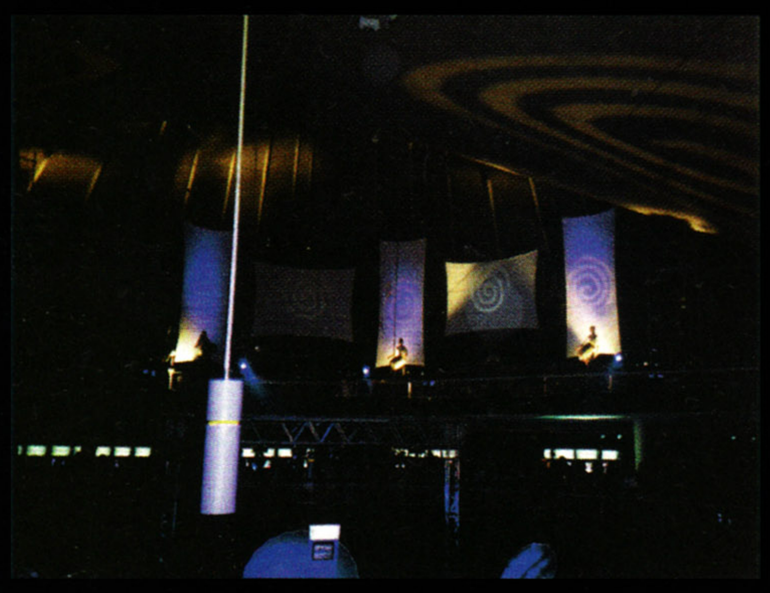
DREAMCAST LAUNCH PARTY



When Prince was writing his song 1999, he obviously had a premonition of Sega's launch party for the Dreamcast. Held at the Commonwealth Institute in Kensington on Sunday 5 September, Sega turned what is normally an art gallery and exhibition hall into what can only be described as 'The Dreamcast has landed!'

The event was preceded by a press conference where CEO of Sega Europe JF Cecillon and President of Sega Enterprises in Japan Shoichiro Irimajiri gave rousing speeches to rally the troops into action. When things really got into party mode there were all kinds of bizarre sights to be seen. Futuristic stilt walkers roamed the dance floor, Mini Me from the *Austin Powers 2* movie was there, along with 'rent-a-celebrity' Joanne Guest. Sega was also supporting Great Ormond Street Children's Hospital by asking people to have their heads shaved for £10! A tenuous link with its barbers ad campaign!

It was non-stop music, beer and games 'til late in the night. The Dreamcast pods must have been red hot by the end!

Che

our charts >

Dreamcast magazine

top five

Still no official Dreamcast charts around – this issue goes to press before the release of the console! Instead, here's what we've been playing most in the DREAMCAST MAGAZINE office...

1	SHADOWMAN
2	SOUL CALIBUR
3	SPEED DEVILS
4	TOY COMMANDER
5	READY 2 RUMBLE BOXING

DM Most Wanted

1	SHENMUE
2	CRAZY TAXI
3	THEME PARK WORLD
4	RESIDENT EVIL: CODE VERONICA
5	QUAKE III

st. the rumour mill

Konami Cans Castlevania?

DREAMCAST MAGAZINE decided to investigate Konami Europe's apparent reticence regarding the Dreamcast, and probed its inside source on what the company had on its release schedule for Sega's 128-bit wonder machine. Whilst our 'mole in the know' did confirm that Konami Europe was currently considering launching flight sim *Air Force Delta* in January or February 2000, we were mortified to hear that *Castlevania Resurrection* had been dumped! Surely not?

Are You Ready 2 Rumble Again?

Midway is considering adapting the formula for its tongue-in-*cheek* *Ready 2 Rumble Boxing* for different sport genres. The first game planned is thought to be a foray into the already crowded wrestling market.

It is also believed that some of the characters from *Ready 2 Rumble Boxing* will make a return appearance – we certainly hope that Midway will bring back Tank Thrasher, the light-footed 19th Century Brit, Big Willy Johnson, and the sultry Lulu Valentine! She's our favourite.

Our videogames website, Total Games Network, voted *Ready 2 Rumble Boxing* as its Dreamcast Game Of The Show at ECTS in September, as its mix of boxing action and slapstick humour proved to be a heavyweight winner.

ck the Date!

LAUNCH DELAYED TO 14 OCTOBER

You may have noticed a few wrong dates in last month's DREAMCAST MAGAZINE. Just as we were going to press, Sega Europe decided to put the launch of Dreamcast back three weeks to 14 October! We managed to get the correct date in the news, but it was sadly too late for the many review release dates.

The good news is that everything is now back on track, and Sega has taken delivery of a colossal consignment of Dreamcasts, and even sent us a picture of them arriving at Southampton dock!

The reason for the delay? Officially Sega won't say, but the rumour is that the delay lies with British Telecom, who is providing the Dreamcast's on-line service. The only quote in Sega Europe's press release came from the company's CEO, JF Cecillon, "Dreamcast involves the most advanced technology ever incorporated into a games console. Our free Internet access is an industry first and BT has been key in its creation across Europe."

This delay is a serious loss of face for Sega Europe, particularly as Dreamcast launched on time in the US, and it will not help the company's reputation amongst publishers and retailers.

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

Dreamcast world news network

Around the World

Keeping you bang up to date with Dreamcast happenings in Japan and the USA, here's our regular trip Around the World...

USA

Born in the USA

Sega's Dreamcast was launched on 9 September in the US, and it was even more successful than anticipated by Sega. The company notched up an impressive $97 million in sales during the console's first 24 hours on the shelves, and in light of this, Sega is re-evaluating its previous sales forecasts, "Original projections were to sell a million consoles by the end of the year and 1.5 million by 31 March 2000," said Sega America's vice president of sales Chris Gilbert.

"We're very happy," said Sega's Charles Bellfield. When asked what he thought about the threat that Sony and Nintendo's future consoles might have on the Dreamcast, he replied: "We've got a good 12-15 month head start."

Although the demand for the console has certainly warranted it, there were no reports of major stock shortages, although Toys R Us did initially sell out of the console by 1pm on 9 September.

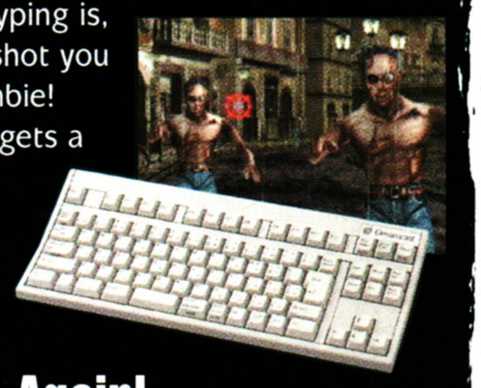
Stalling Software

Unfortunately there was one problem with the US launch of Dreamcast – some software didn't load! Activision's *Blue Stinger* was the major culprit, but the company has set up a hotline for people to call and get a new copy! In all, 19 games were released with the console, with many titles we haven't had over here as yet: *AeroWings*, *Airforce Delta*, *Blue Stinger*, *Cart: Flag To Flag*, *Millennium Soldier: Expendable*, *The House Of The Dead 2*, *Hydro Thunder*, *Mortal Kombat Gold*, *NFL Blitz 2000*, *Pen Pen Trilcelon*, *Power Stone*, *Ready 2 Rumble Boxing*, *Sega Sports NFL 2K*, *Sonic Adventure*, *Soul Calibur*, *Tokyo Extreme Racer*, *TrickStyle* and *TNN Motorsports HardCore Heat*. Quite a line up!

JAPAN

The Keyboard of the Dead!

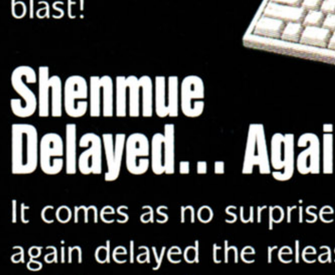
One of the strangest games announced at the Tokyo Game Show in September was *The Typing of the Dead: Keyboard Masters* from Sega itself. This is basically *The House of the Dead 2*, but with a keyboard instead of a joypad or gun! The game has been made to encourage kids to learn to type, but of course it will help Sega sell more Dreamcast keyboards too! It works by asking the player to type words when they encounter zombies in the game. The quicker you type, and the more accurate your typing is, the better the shot you take at the zombie! Let's hope this gets a UK release – it sounds like a blast!

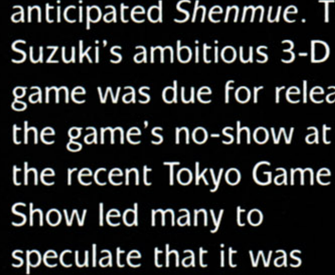


Shenmue Delayed... Again!

It comes as no surprise, but Sega Japan has again delayed the release of its eagerly-anticipated *Shenmue*. The first part of Yu Suzuki's ambitious 3-D interactive adventure game was due for release on 28 October, but the game's no-show at the recent Tokyo Game Show led many to speculate that it was far from completion.

Sega's official announcement of the delay implied that it is still working on a way to include all of the non-player characters within the game, something which *Shenmue* has become famous for. It could be that Sega has been overly-ambitious with this title, and the new Spring 2000 release date could mean that it is seriously overshadowed by the 4 March release of PlayStation 2!





Battle Of The Demo Discs

With Sega of America and Sega Europe having both released demo CDs of Dreamcast software, we thought it was about time we put these demos through their paces and compared the two.

Sega of America

Title: *Generator Volume One*
Playable demos: *Sonic Adventure, Sega Bass Fishing, Champ Car Racing: Flag To Flag, The House Of The Dead 2, Ready 2 Rumble, Monaco Grand Prix, Power Stone.*
Movies: *NFL 2K, NBA 2K, Hydro Thunder, NFL Blitz 2000.*
Design: Big clunky industrial dial that loudly turns and grinds when you select a game's logo.
Comment: Playable demos outweigh movies – a top design interface!

Sega Europe

Title: *DreamOn Volume One*
Playable demos: *Toy Commander, Incoming, TrickStyle, Ready 2 Rumble, Monaco Grand Prix.*
Movies: *Virtua Fighter 3tb, Red Dog, Tokyo Highway Challenge, Power Stone, UEFA Striker, Snow Surfer, Sonic Adventure, Sega Rally 2.*
Design: The flowery name fits in with the wet design of the demo interface. Oval-shaped logo, bubbles float in the air.
Comment: More movies than demos – the interface is instantly forgettable.

Whilst more games are represented on Sega Europe's DreamOn – 14 compared to Generator's 11 – the fact that more are playable on Sega of America's effort drastically swings the comparison in Generator's favour. At the end of the day, no matter how good the movies may be, the first thing you want to do with your new console is play games on it. So, it is obvious that the disc with the most playable demos on it is going to win.

It is also curious to note that Sega Europe has not included any playable demos of its own titles on DreamOn – like *Sonic Adventure*, *Virtua Fighter 3tb or Sega Rally 2*. In comparison, the majority of the demo material on Sega of America's Generator is first-party generated.

Unfortunately, neither disc included a movie of *Shenmue*, the one game that is guaranteed to make cynical gamers' jaws drop – a missed opportunity for Sega there!

The rumour mill

Zombie Revenge

> Sega's *Zombie Revenge* surprise that the 3-D shoo

Currently scheduled to a game is sure to be a big c features for the home cons

Speed Devils Games To Give Aw

Ubi Soft has been so happy with its coverage in Dreamcast Magazine that it'd like to give away copies of the latest racing extravaganza *Speed Devils* to our readers. You can pick yourself up a copy by answering this question...

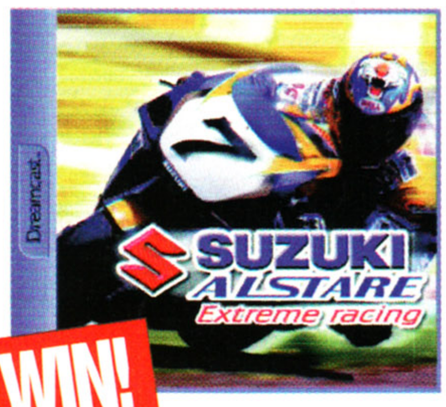
QUESTION:
Who does the devil fall in love with in the new South Park movie?

In Time For Halloween

...as slowly begun to appear in arcade halls across the globe, and it comes as no ...t-'em-up is going to be converted to the Dreamcast.
...ppear during October in Japan – in time for Halloween, then? – the Naomi-developed ...mmercial hit. It is encouraging to hear that Sega is adding a number of additional ...ole version, including new weapons, original gaming modes, and special items.

EB's Dreamcast@Midnight

> Demand has been so high for Dreamcast that Electronics Boutique had to open their doors at Midnight on 13 October to let punters get their sweaty hands on the console. EB's promotion went under the pretty self-explanatory banner of Dreamcast@Midnight, and strengthened the hype surrounding the launch of the console. The high street retailer claims that the pre-release demand for the Dreamcast has broken its previous records, which will no doubt be encouraging news for Sega Europe.



WIN!

Suzuki Alstare Extreme Racing Watches

The kind people at Ubi Soft have given us 25 really impressive *Suzuki Alstare Extreme Racing* watches to give away to lucky DREAMCAST MAGAZINE readers. All you've got to do to win one is answer the following easy question...

QUESTION:
Name the limbless goon character from Infogrames.

Send your answer on a bizarre postcard to us at this address: **Suzuki Competition, DREAMCAST MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. You should make sure your entry reaches us no later than 30 November.

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

Dreamcast Solutions COMP!

...ay!

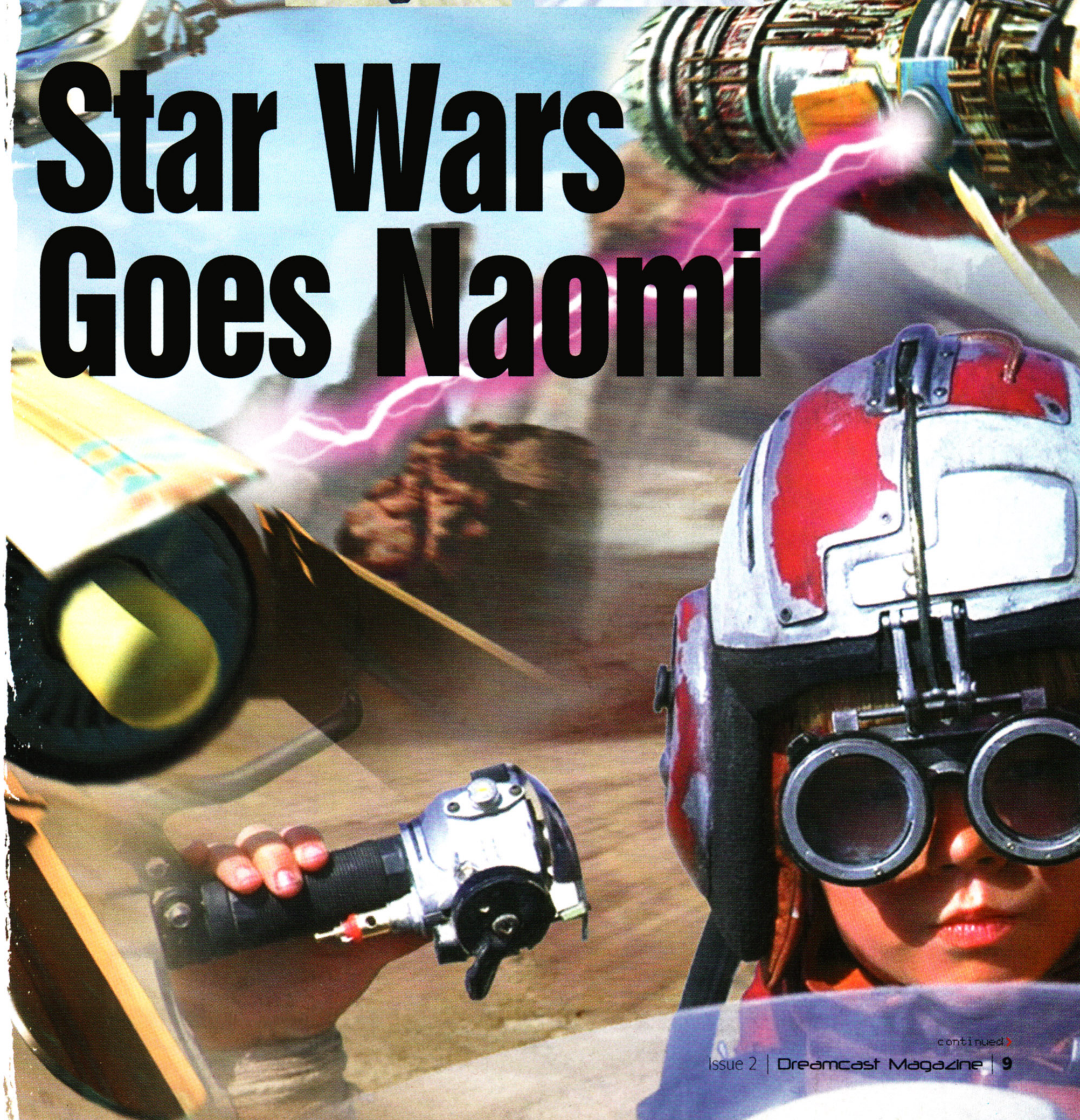
Send your answer on a postcard to us at this address: **Speed Devils Competition, DREAMCAST MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** You should make sure your entry reaches us no later than 30 November.

Sega and LucasArts recently announced they were working together on a new Star Wars arcade machine. It's a sit down racing simulation based on the pod race from *Star Wars: Episode One*, similar to *Star Wars Racer* on the Nintendo 64 and PC.

This is no direct port from other systems though – LucasArts is working on a new improved racing game that runs on a modified version of Sega's Naomi arcade technology. Those of you in the know will already be aware that Naomi is a Dreamcast with more RAM, so a home version of the arcade game is already on the cards from LucasArts.

Sega and Lucas have worked together before, on the Star Wars Trilogy arcade machine, but with the new game being worked on for Dreamcast, a conversion of *Star Wars Trilogy* for the home seems unlikely. Never mind, we'll soon be feeling the Force on Dreamcast!

Star Wars Goes Naomi



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Ubi Soft Signs New Racing License

> In an announcement that is sure to make non-French gamers go "eh?" Ubi Soft has signed up the license to produce a racing game based upon the forthcoming French movie, *Taxi 2*. The original film was a big hit in France, the game of the sequel releases on 5 April 2000!

continued >

Dreamcast solutions COMP!

Mad Catz Gets Its Claws into Dreamcast

Top peripheral manufacturer Mad Catz has been busy creating a new range of joypads, guns and steering wheels for Dreamcast and it's ready to share its inventions with the rest of the world. It has three main products ready for shipment with the console on 14 October.

The Dream Blaster gun follows a similar design to Sega's own gun and is of course perfect for use with games like *The House of the Dead 2*. It has a socket on the back for a VM unit or Vibration Pack to be inserted and a good grip for all us would-be zombie slayers. The Dream Blaster will retail for £24.99.

For £19.99 you'll be able to get your hands on the Dream Pad. Now this is one cool piece of kit, and bizarrely it comes with six buttons instead of the usual four that the normal Dreamcast pad has. These extra buttons are to help you out in fighting games – you can program them to do whatever you want!

Driving fans will be happy to learn that Mad Catz has used its expertise in creating top quality steering wheels for PCs and consoles to come up with the definitive wheel for Dreamcast. The Dream Wheel has a great gear stick and vibration built in, the buttons are displayed in strategic places on the wheel itself and it even comes with foot pedals! You can pick up one of these for a mere £34.99. We'll review all this kit in-depth in a feature next issue.

Kit Out Your Dreamcast

DREAMCAST MAGAZINE and Mad Catz have got together to make sure our readers have the best kit available for their new Dreamcast. We've got boxes full of Dream Pads, Dream Blasters and Dream Wheels to give away to the lucky readers who can answer this question...

QUESTION:

Name the mad cat who lived in a trashcan and had a friend called Officer Dibble!

Send your answer on a postcard to: **Mad Catz Competition, *Dreamcast Magazine*, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.** Once again, you should make sure your entry reaches us no later than 30 November.

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

PC Games Heading For Dreamcast

PC DC

> There's no doubting that one of Sega's trump cards in the console wars is the fact that the Dreamcast runs a PC operating system. Games can be converted in a matter of weeks! In the second instalment of our regular column, PCDC, we present a look at what's being converted from PC to Dreamcast, and throw in some wishful thinking too!

QUAKE III: ARENA

Guilty Parties >
id Software/Activision

What's it all about? >
The third instalment in the legendary id Software first-person shoot-'em-up franchise embraces the multiplayer genre more than the previous *Quake* duo. As its name suggests, *QIII* is concerned with adrenaline-packed arena-based action, where players duke it out with computer-controlled opponents. However, the real big deal about the *Quake* series is that it incorporates Net play, so you can frag merry hell out of fellow on-line gamers.

When's it coming? > Hard to say, as it has still to be definitely confirmed. Apparently initial talks between Sega and id broke down when Sega refused to sign id's non-disclosure agreement. Don't panic though, as Sega would be a tad stupid not to get this essential showcase for its lauded Net gaming option on the shelves.

The Bottom Line >
Big guns and Net multiplayer equals big fun!

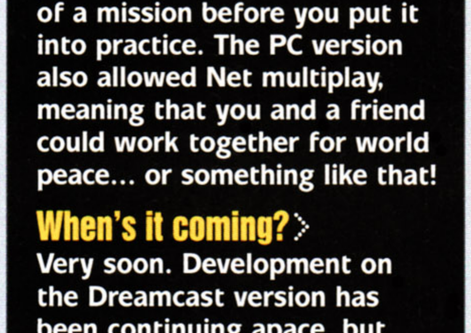
RAINBOW SIX

Guilty Parties >
Jaleco/Take 2 Interactive

What's it all about? >
New kinds of terrorism need new kinds of counter-terrorists. Enter the Rainbow Six, a crack squad of specialists, trained to deal with all kinds of real world terrorist situations. Played from a first-person perspective, you are given control of the Rainbow Six, and can choose which members to use for each mission, what tactics and weapons are required, and plan out all the minute details of a mission before you put it into practice. The PC version also allowed Net multiplay, meaning that you and a friend could work together for world peace... or something like that!

When's it coming? >
Very soon. Development on the Dreamcast version has been continuing apace, but news on its progress has been scant of late, following Sega of America's announcement that it has delayed its Net gaming service.

The Bottom Line >
A thinking man's *Quake*.



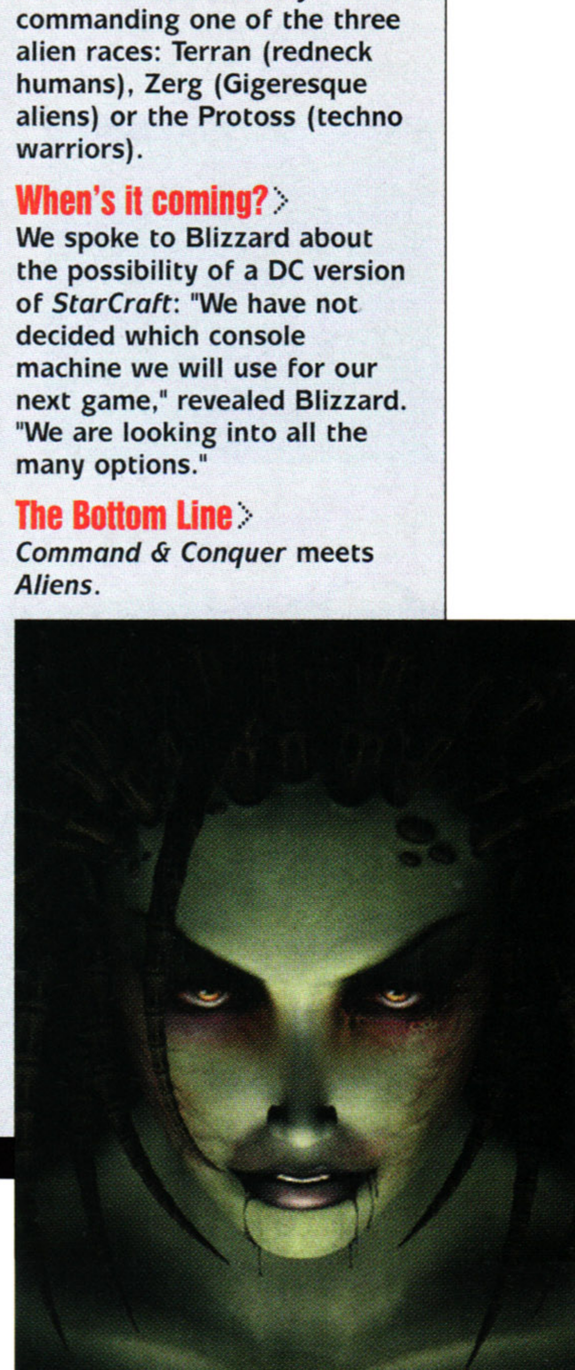
STARCRAFT

Guilty Parties >
Blizzard Entertainment

What's it all about? >
Opinions are split amongst the gaming fraternity over which is the greatest real-time strategy series: *Command & Conquer* or *StarCraft*. Personally, we prefer *StarCraft*, and there haven't been many games that have kept us in the office for so long after work. This is down to *StarCraft*'s excellent multiplayer Net option, meaning that up to eight players can duke it out over hostile alien worlds by commanding one of the three alien races: Terran (redneck humans), Zerg (Gigeresque aliens) or the Protoss (techno warriors).

When's it coming? >
We spoke to Blizzard about the possibility of a DC version of *StarCraft*: "We have not decided which console machine we will use for our next game," revealed Blizzard. "We are looking into all the many options."

The Bottom Line >
Command & Conquer meets *Aliens*.



burn rubber.

American arcade racing
in true hot-rod spirit

COMING SOON

Cutting edge racing simulation game

COMING SOON

The official racing game
of the Suzuki Alstare Team

COMING SOON

live the dream.

RACE STARTS OCT '99

Dreamcast

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Ubi Soft
ENTERTAINMENT

It's Thinking...

With Dreamcast about to launch in the UK on 14 October, receiving a price drop in Japan and selling like wildfire in the USA, we thought we'd take a closer look at the different ways Sega have chosen to market the console around the world...

Marketing the Dreamcast was never going to be an easy task for Sega. After failing abysmally with the Saturn due to a high level of arrogance, and a machine that was tricky to program, they have the unfortunate position of being the underdog to the all-powerful Sony and its sidekick Nintendo. The once mighty company can definitely create some breathtaking games, but they are a little lost when it comes to hardware. Their only real success has been the Mega Drive, and that was longer ago than we care to remember. Now they have a chance to start over, to finally get the formula right and turn Dreamcast into the mass market success it deserves to be – and this could be their last chance!

infoburst

Extra information

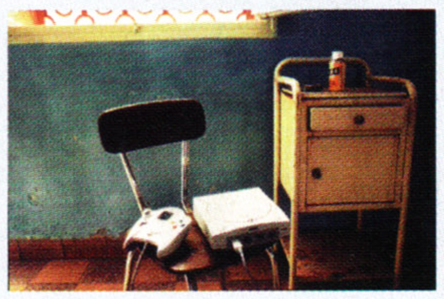
Sega's brilliant game creation abilities go back a long way, right back to the arcades of the early eighties where they created and distributed their own coin-op game machines. This is where their name came from, SEGA is actually an acronym of SErvice and GAmes!

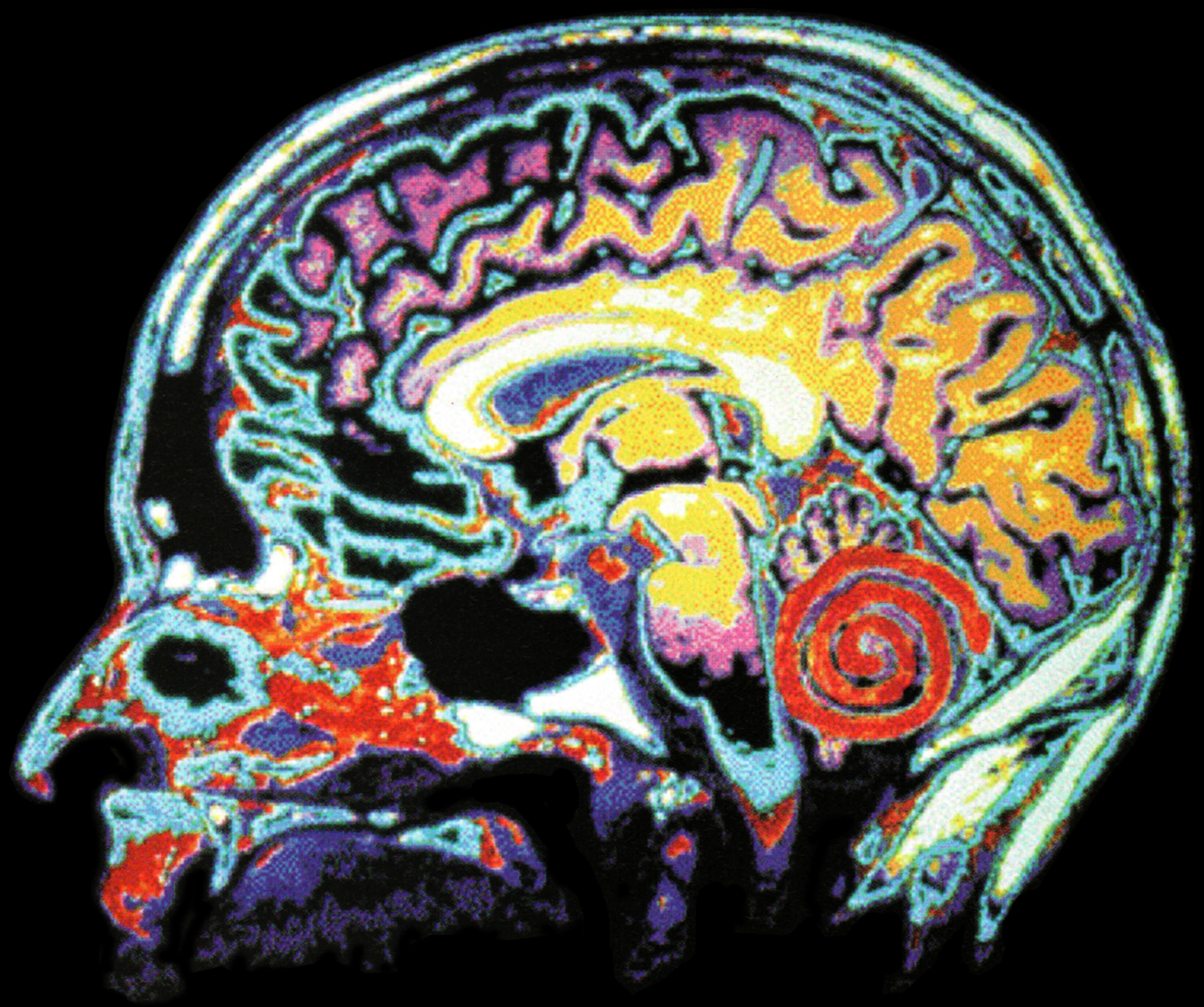
Europe

Sega's marketing campaign in Europe is unique. Maybe it's something to do with the CEO of Sega Europe being French, or maybe they think we're more sophisticated this side of the Atlantic. Out go the futuristic teaser ads that the Americans have enjoyed, in comes the sweaty barbers!

BARBERS

The first ad to appear in the UK was a pure stroke of genius. Not for the content, but for the fact that it ran before *Star Wars: Episode One* at cinemas around the country. Sega wanted to push home the fact that Dreamcast is capable of on-line gaming, and chose to do this by showing four barbers in a Foreign Legion barbers shop, freeze framing on each barber with the words 'Player 1', 'Player 2', 'Player 3' and 'Player 4'.





Powerful Imagery

Working in conjunction with an impressive TV ad campaign, Sega of America have been running magazine advertising and giving away thousands of postcards, posters and pins (that's badges to you and me) using four images based on the Dreamcast spiral. At E3 back in May you couldn't move for this Dreamcast paraphernalia and the image that looks like the Incredible Hulk with spirals for eyes dominated the Los Angeles skyline as it hung from the roof of the LA Convention Center throughout the show.

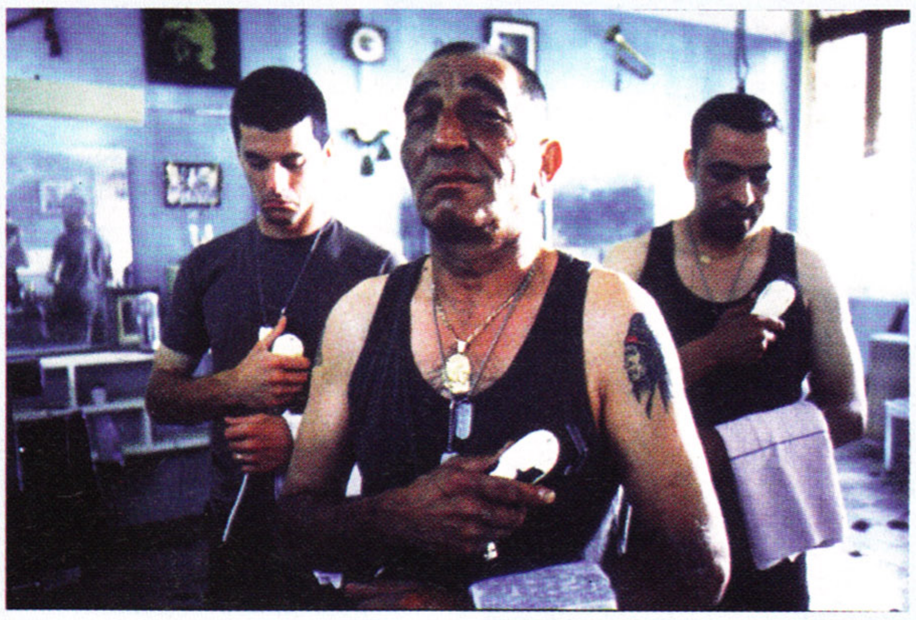
Each barber has a soldier and a shaver, and they compete for first place. The end of the ad has a voice over that claims, "We all play games, why don't we play together?" with the slogan, 'Up to 6 billion players'.

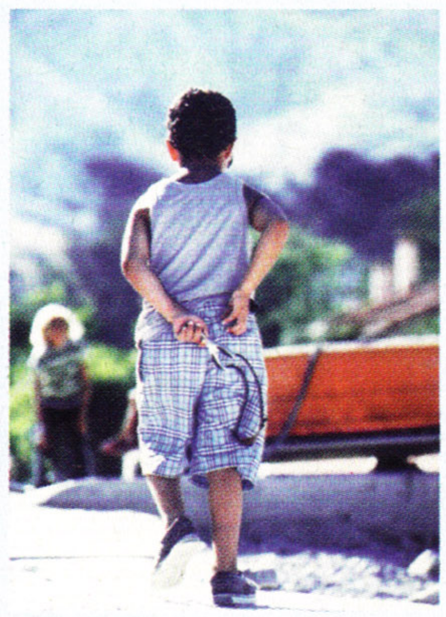
The ad itself is quite eye catching, and significantly different to any videogame company ad that has come before it. In our opinion the only thing that lets it down is the rather weedy voice over, allegedly from Malcolm McLaren of all people, that spoils any effect the hard-hitting visuals could have had.

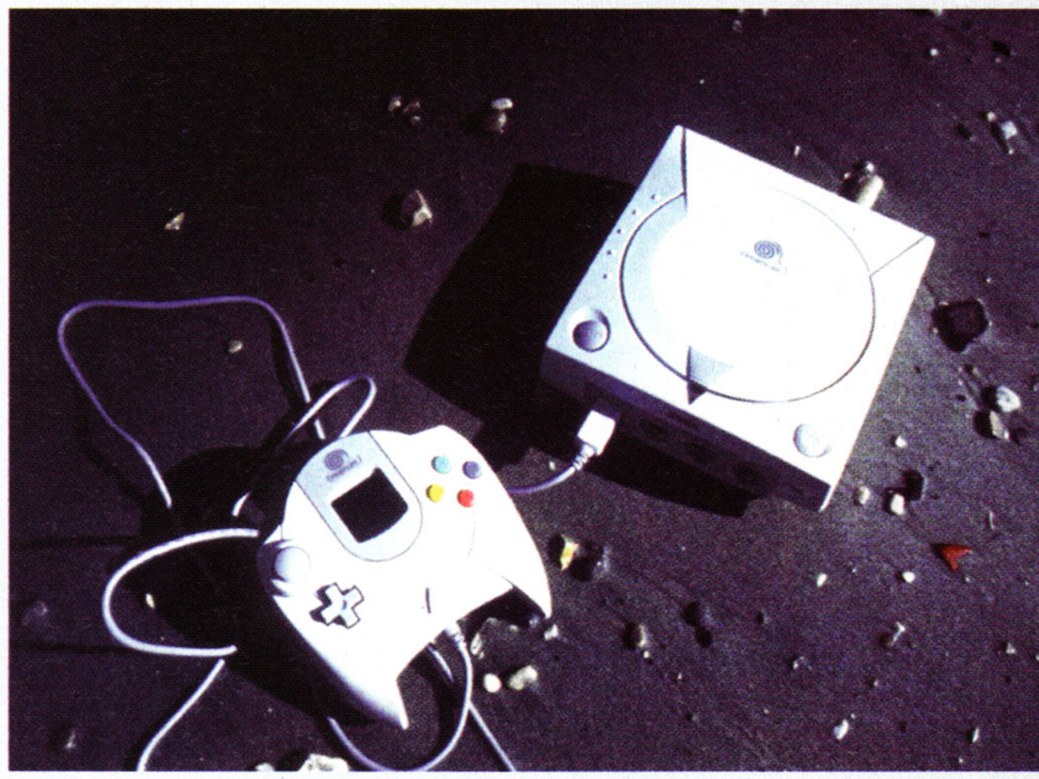
BUOY

Continuing the 'players' theme, the second ad from Sega Europe depicts a bunch of kids on some European shoreline throwing stones at a buoy out at sea. Again the picture is freeze framed on each boy with their player number underneath them, then they start their contest. None of them manage to hit the buoy, but a lone kid with a slingshot, who they've been ignoring up to now, comes along and hits it first time! Again, the slogan "We all play games, why don't we play together?" hits to finish the ad.

This, and the barber's shop ad, show that Sega are serious about pushing home the idea that Dreamcast is a collective experience, and not a console to be played with alone in the bedroom. The two ads are certainly impressive, and although a stronger voice for the final voice-over would have helped, we at Dreamcast Magazine think that Sega have got off to a strong start. All they need now is to follow up with a few ads showing the great games on offer too!







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USA

The Americans have without a doubt got the best Dreamcast ad campaign in the world! Sega started out by running teaser ads on MTV with the slogan 'it's thinking', to whet the gaming public's appetite, then hit home with a bunch of TV ads that are nothing short of brilliant!

These new TV ads take key characters from the launch software line-up and animate them to create three short cartoons, two of which are game specific: *Sonic Adventure* and *NFL 2K*. Here's a look at these amazing pieces of TV history...

OPENING DAY

> A young gamesplayer peers inside his new Dreamcast and finds a host of characters all having a party! Afro Thunder from *Ready 2 Rumble* is chatting up Sarah Bryant from *Virtua Fighter 3tb*, Sonic is rushing around the place making a nuisance of himself and Tails is having an argument with basketball player Brian Grant of the Blazers.

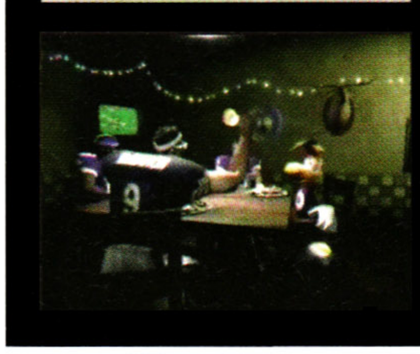
[1] A zombie from The House of the Dead 2 wants to get in on the action! [2] Hey baby? Like my shorts? [3] A young lad in his bedroom... the exact image Sega Europe want to avoid!

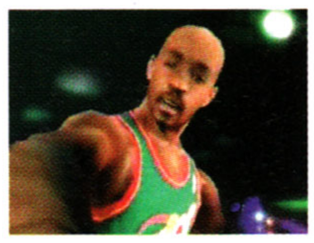
DAY DREAM

> In this ad, the party is still raging inside the Dreamcast, and Sonic's on the DJ decks mixing up a tune. He then goes into a day dream, thinking he's whizzing around the tracks in *Sonic Adventure* and is only brought back to his senses when a basketball player gives him a shake!

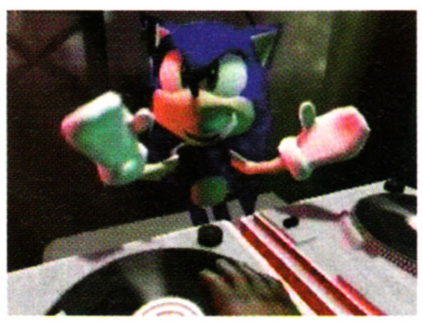
OLD DAYS

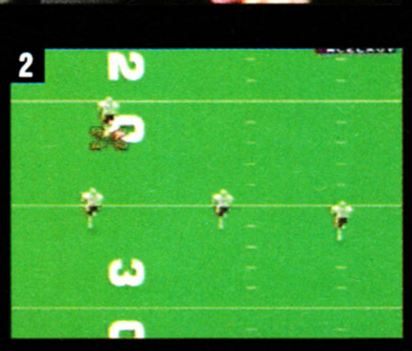
> Probably the greatest ad of them all, this one actually sends up the old Genesis games Sega made (that's Mega Drive to us Brits)! An American Football player is sat around a table with Rayman and a few other players, and has had too much tequila to drink. He's shouting his mouth off, saying that the young Dreamcast players of today have never had it so good!





[1] DJ Sonic mixes up a dance track for the Dreamcast party goers! [2] Who'd have thought it – Dr Robotnik letting his hair down!





[1] A potato on a fork makes a very effective weapon! [2] An NFL game from the olden days. [3] Jeffry and Shun-Di from Virtua Fighter have to carry the guy away before he makes a fool of himself!

THE MTV GENERATION

> Sega launched their US Dreamcast marketing campaign with a set of three highly stylistic and eye catching ads. These adds ran exclusively on MTV and really got the country excited for the greatest console the world has ever known!

Anxiety

"Watch this... I can play... I can beat this thing."
"Don't think out loud, it might hear you."
"It's thinking."
9.9.99

> This was the first ad to screen and it set up Dreamcast as a living, thinking machine, almost something to be scared of. Very futuristic with great visual effects the ad is only a few seconds long, but gets the message across that Dreamcast is not an ordinary games console.

Claustrophobia

"You know it's alive."
"Worse. It knows it's alive."
"It's thinking."
9.9.99

> Continuing the theme, the next ad shows a guy playing a game, battling hard to try to conquer Dreamcast. Again the idea that Dreamcast is thinking for itself and you're not in control is pushed home. The ad ends, as they all do, with the launch date of Dreamcast in the US – a date which they managed to keep!

REM

"Outsmarting it..."
"Will only make it snap."
"It's thinking."
9.9.99

> The final ad of the three series that whetted Americans' appetites for Dreamcast concentrates on eye imagery, always a way of grabbing an audience's attention. This ad warns not to outsmart Dreamcast as you will make it snap, fuelling curiosity in anyone who has ever played a videogame!

continued >

Japan

Sega of Japan launched the Dreamcast in November 1998, almost a full year before the European launch, and it was seen as a roaring success. To further boost the sales activity of the console they recently dropped the price down to ¥19,900 – that's about £112 to you and me.

To go along with this new drop in price, Sega have chosen to market the console by demoting their Senior Executive Managing Editor, Hidekazu Yukawa! In a tongue-in-cheek ad they make out that Mr Yukawa has been demoted as a direct result of poor sales, and he pleads for consumers to go out and buy a Dreamcast at the new price point. An interesting approach, I think you'll agree!

1

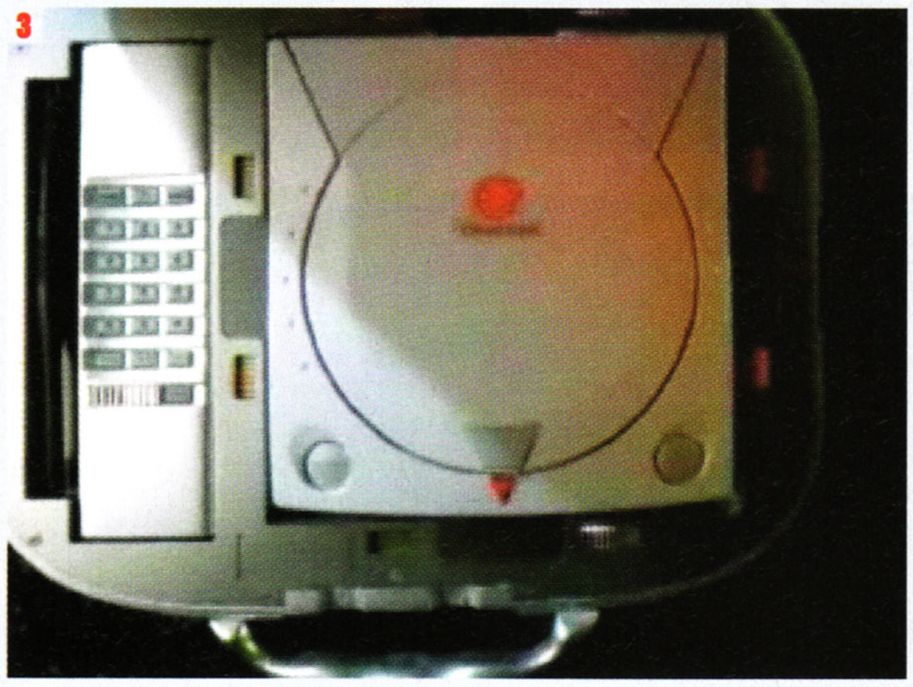
2

APOCALYPSE

Originally aired in Japan, but now running the US too, the Apocalypse Dreamcast ad brings a more human approach but continues the futuristic, Blade Runner-esque theme of the MTV ads with a story of a woman thief out to steal a prototype Dreamcast from a secret lab.

This ad is set in what looks like a future-Tokyo and all the speech is subtitled, but this doesn't stop it being a masterpiece of hard sell. The thief tinkers with a computer before setting off with her loot, her meddling blocking radar and causing a jet to crash! Then she grabs a bike, only to crash it into a police car! Ending with a scene where you can see characters from every Dreamcast launch game all animated together as a crowd, if you don't want to buy a Dreamcast after seeing it, you must already be dead!

3



5

[1] A futuristic lab hides a prototype Dreamcast. [2] She may be beautiful, but she's a sneaky thief! [3] This is the loot – a Japanese Dreamcast in a shiny metal box! [4] Landing on the bonnet of a police car, it could all be over for the thief! [5] The ad ends with Sonic and his pals having a party!

4

POWER STONE™

to feel the power is to play the game

"Massively addictive, cleverly realised and simply ***beautiful*** to look at, Capcom`s ***Power Stone*** is truly a jewel in the Dreamcast`s crown." **Edge 9/10***

"***Power Stone*** is probably the closest any game on a home system has come to the ***coin-op quality*** that videogames have always strived for." **Arcade 6/6***

CAPCOM®

Dreamcast.

www.eidos.com

EIDOS INTERACTIVE

* Import/NTSC version reviewed.

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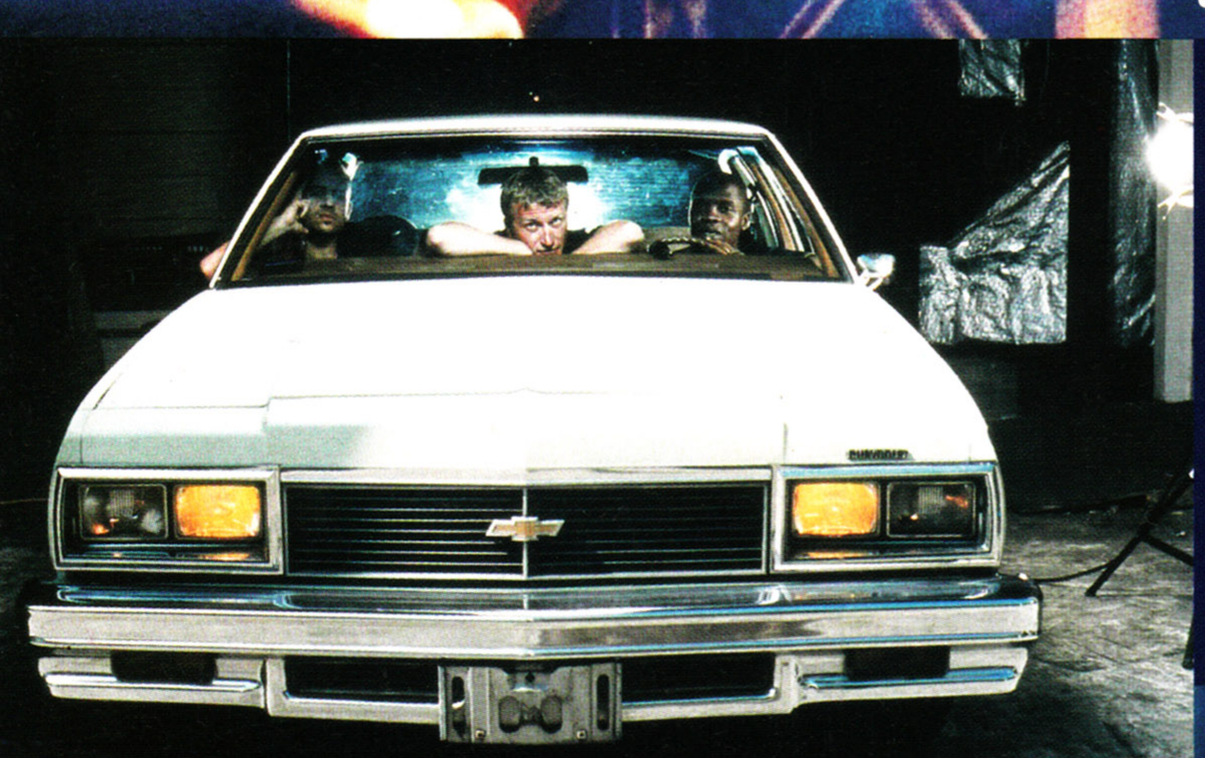
Kojak: Crime in the C

And the missing Dreamcast p

After the slightly over-hyped official Dreamcast launch party, Sega had the chance to redeem themselves by jumping on the band wagon of France's new Dance sensation Kojak as they launched their much anticipated new album *Crime in the City.*



Kojak Who?

So who exactly are Kojak? Well, they're the latest hope in France's recent musical revolution. A new style of funky hip-hop house has hit the country and DJ Vas, Jayhme and DJ Greg will be heading our way very soon.

City
ods!

NEW SINGLE

KOJAK'S CAN'T STOP IT

is out 18 October on Polydor Records.

DREAMCAST MAGAZINE hotfooted it down to Kings Cross's ultra cool Scala club for an '8 'til 5 non stop drink-a-thon' where we were promised exclusive DJ sets, a very special performance by the band and, more importantly, hours of Dreamcast action by Sega, who had sponsored the event.

By the time we entered the Scala we had already seen Kojak's very pimpish White Lincoln Continental sporting the now familiar Dreamcast swirl, and were expecting to be bombarded by a mass of promotional material and pod machines that would help while away the hours.

Sadly, something was amiss. While the music, setting and copious amounts of alcohol were excellent, the only sign that Sega were even remotely connected was Kojak's DJ Greg sporting an unusually trendy promotional *TrickStyle* t-shirt. The pods were missing and with them the games, so while others searched to no avail, we cornered hardcore gamers Kojak to find out about their music and gaming habits, and to see if they could shed any light on the missing pods.

DJ Greg, Kojak: "Chillin' out on the Dreamcasts would have been cool. When it comes to games Vas is the big Cheese, but I was looking forward to checking out *TrickStyle*, as I'm a huge snowboarder and the game looks awesome.

Other members of the band were looking forward to trying out the games too but it was still a pretty awesome night."

Richard Dawes, Polydor Records: "Obviously we were very disappointed with Sega and their lack of organisation. They've missed out on a great opportunity, and there's no doubt that tonight was one of this year's best launches. We're just sorry for the guests who were denied access to the machines, which are supposed to be great. Luckily, Kojak put on a brilliant show and kept their side of the deal."

● **Words and Photography Martin Klipp**

Return of th

With Halloween just around the corner, and zombies being a favourite of Dreamcast game designers, we thought we would pay tribute to the foul-smelling, ooze-dripping, teeth-rotting scum that they are, and take a look at the games that are dying to be released on Dreamcast!

Resident Evil: Code Veronica

Capcom's *Resident Evil* series is a legend in the videogame world. The eerie atmosphere created by the murky backdrops and spooky soundtrack are the perfect accompaniment to the hordes of zombies that will attack as you play. Dreamcast has its very own very of the game, *Code Veronica*, which takes the game engine to new heights with 3D polygon backgrounds instead of static backdrops. It should prove to be the best *Resident Evil* yet, and it's exclusive to Dreamcast, coming your way before Christmas!

Gore Rating: 5/5

1

2

3

4

5

[1] The zombies come thick and fast in Resident Evil: Code Veronica and the atmosphere is simply electric. [2] This Dreamcast exclusive addition to the series is the best yet. [3] If you get this close to a zombie in the game, you can forget reaching the end! [4] Face creams aren't all they're cracked up to be! [5] He needs a dentist!

Undead

Zombie Revenge

Recently launched in the arcades by Sega, *Zombie Revenge* follows a similar blood clotted vein to *Resident Evil*, but takes a more arcade-style gameplay approach. Instead of incorporating adventure elements, it's non-stop blasting as you fight your way through wave after wave of zombie scum. Because *Zombie Revenge* has been developed on the Naomi arcade technology, which is essentially a Dreamcast with more memory, we'll be getting a Dreamcast conversion of the game really soon.

Gore Rating: 2/5

ShadowMan

A finished version of Acclaim's dark and gloomy *ShadowMan* arrived at the DREAMCAST MAGAZINE offices as we were going to print, and it has to be said that it's the best version of the game available!

The game takes place in the Deadside, a devilish realm where all the serial killers and mass murderers go when they die. They're now attempting to escape, and as Mike LeRoi, aka the *ShadowMan*, it's your job to stop them from wreaking more havoc on Earth.

We'll have a full review of *ShadowMan* next issue, it's already looking like a highly promising title.

Gore Rating: 4/5

The House of the Dead 2

The first game to use the Dreamcast Gun and possibly the greatest zombie blasting game of all time, this is about to get its UK Dreamcast release. It scored an eye-popping 91% last issue, earning itself a DREAMCAST MAGAZINE ULTRA award.

Zombies lunge after you from the very first frame, and the undead not only come in various human forms, but there are mummified fish, frogs, worms and snakes!

Gore Rating: 4/5

the game

www.dream-cast.net

Guide to Dreamcast ga

Sega's decision to put the launch of Dreamcast back to 14 October had one good effect – it meant that there would be even more games at launch. They're all here for the taking...

ShadowMan

Take a trip to the Deadside with Acclaim's sinister and deeply disturbing conversion of this console hit.

24

SOFTOGRAPHY

What fine games has the developer worked on before?

ESSENTIAL INFO

Find out who the publisher and developer are, when it's out, how many players and what percentage complete the game is.

ESSENTIAL INFO

Everything you need to know – the publisher, developer, price, release date, genre and country of origin.

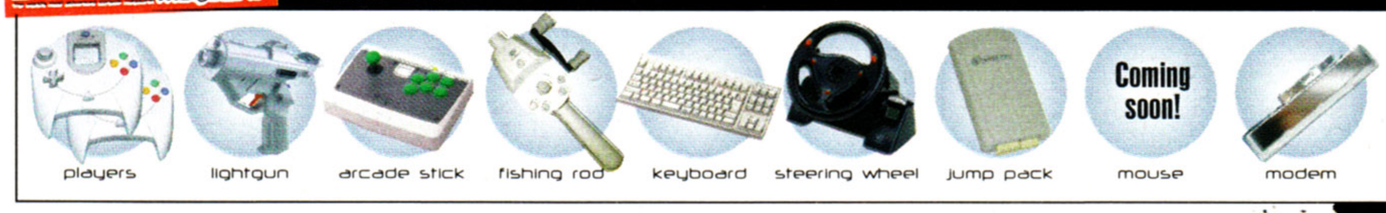
VM INFO

Sega's unique memory card and PDA has some unique features. They are all detailed in this special section, including information on any mini-games that can be downloaded into the VM unit.

Dreamcast Magazine ULTRA game

If a game scores over 90% then it gets awarded a DREAMCAST MAGAZINE ULTRA! Watch out for this logo on your game's packaging and in the ads – if it carries this logo it can't be half bad!

review icon guide > You can find out all the essential information about a game by checking out these icons.



COMPLETE GAME LIST

NEW TITLES CURRENTLY BEING DEVELOPED

in development

Future games in-depth

If you want up-to-date information on the games you're going to be playing a few months down the line, then you'll find it here. We talk to developers, steal exclusive screenshots and uncover secrets that you won't find elsewhere.

ShadowMan	24	MDK2	36
Worldwide Soccer	27	NBA 2000	38
Alone in the Dark 4	28	Evolution	39
WWF Attitude	29	South Park Rally	41
Deep Fighter	30	Chef's Luv Shack	42
Furballs	34	F1 World Grand Prix	44

EVERY NEW DREAMCAST GAME REVIEWED!

www.dream-cast.net

reviews

We've got another excellent batch of Dreamcast releases up for review this issue. The top ranking games just keep coming thick and fast, and you'll find all the information you need to make an informed purchase on these pages.

Red Dog	48	Suzuki Alstare	
Speed Devils	52	Extreme Racing	64
Soul Calibur	54	Buggy Heat	68
Toy Commander	58	Blue Stinger	72
TrickStyle	60	UEFA Striker	73
Pen Pen	66	Incoming	74

COMING SOON TO A DREAMCAST NEAR YOU

forecast

latest games previewed

You wouldn't believe the number of games coming up on Dreamcast next year! Unless you've already read our Forecast section this issue. There are some amazing titles here, the future is looking really bright for Dreamcast!

Dynamite Cop	92	Jeremy McGrath	
NFL Quarterback Club 2000	94	Super Cross 2000	92
Title Defense	94	Planet of the Apes	93
Maken X	92	Carrier	93
Gundam Side Story 0079	94	Felony Pursuit	96
Arcatera	96	Snow Surfers	94
Outcast	96	Stupid Invaders	94
Roadsters	96	Big Bang	96
Worms Armageddon	96	Fighting Force 2	96

in development

Future games in-depth

website | www.acclaim.com

ShadowMan

There's a storm coming of apocalyptical and paranormal proportions. The prophecies of the end days are true, and a new kind of horror needs a new kind of hero. Enter the ShadowMan...

Acclaim Entertainment has done rather well in adapting the concepts from its comic book division into successful videogame franchises. Beginning with *Turok: Dinosaur Hunter*, through the forthcoming *Armorines: Project SWARM*, to the multi-format *ShadowMan*. The latter has chalked up universal rave reviews on PlayStation, PC and Nintendo 64, and the good news for Dreamcast gamers is that this horrortastic 3D third-person action adventure is heading to the Dreamcast... so you'd best get ready for a nightmarish Christmas!

DREAMCAST MAGAZINE was invited up to deepest, darkest Knightsbridge back in August to be the first videogame magazine in the world to see the Dreamcast version of *ShadowMan* – and the good news is that this version is as stunning as the PC one! Although the build that DREAMCAST MAGAZINE took for a test drive was only three weeks into development, we were stunned by how much of the game has been converted (at least 60%). This confirmed how attractive it is for publishers to convert their PC titles onto Sega's next generation console. Acclaim confirmed that there will be no changes in gameplay from the PC (a case of if it ain't broke...), all the blood, gore and voodoo nastiness will remain intact for the Dreamcast. But for the uninitiated, what's *ShadowMan* all about?

softography

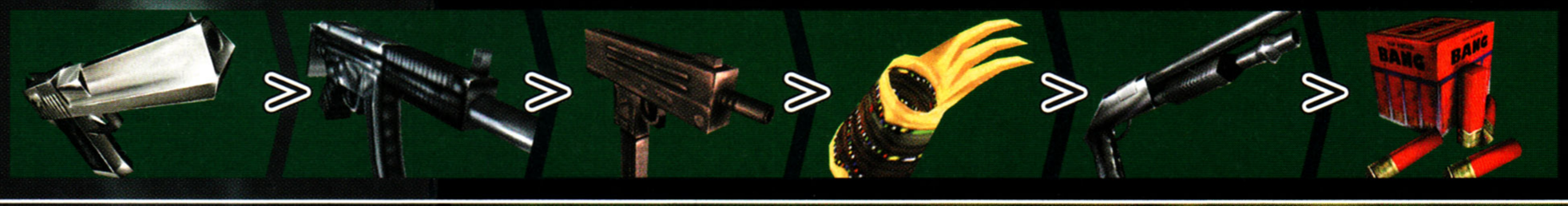
previous works

> Forsaken

acclaim

gameplay highlight

There's some serious weaponry on offer in *ShadowMan*!



"Dreamcast Magazine was invited up to deepest, darkest Knightsbridge to be the first videogame magazine in the world to see the Dreamcast version of ShadowMan..."

1

2

[1] "Fry, spawn of the devil! Fry like the southern-fried chicken drumstick you are!"
[2] Our man LeRoi upsets the RSPCA with his exploding dog party trick.

3

4

[3] Check out the gorgeous rendered sunset. it's just like being there!
[4] Here comes the self-proclaimed Lord Of Deadside. [5] It's dark. It's violent. It's fun! [6] Killing the dead in Deadside allows Mike to swallow their souls.

5

6

Not Your Average Superhero

As comic book superhero origins go, ShadowMan got a bit of a bum deal. Whilst Spider-Man was merely nibbled by a radioactive spider and Batman just worked out a lot and bought some unique gadgets to fight crime, poor old Mike LeRoi had to die before he could obtain superhero status. Oh, and he had a mask woven into his ribs by a voodoo priestess as well!

However, the one thing that ShadowMan has over his spandex-wearing superhero brethren is that, in the real world, he probably would scare the bejeezus out of any common-or-garden criminal. Let's face it, would you be intimidated by a guy dressed in a figure hugging red and blue costume with spider patterns on it? Now how would you feel if you were confronted in a dark alley by a gun-wielding undead hitman with a mask welded to his chest? Exactly. So, we've established that ShadowMan isn't your average superhero, and it looks like Acclaim's latest comic book license is shaping up to be not your average Dreamcast game.

The plot, which was developed by Acclaim Studios Teeside (the developer formerly known as Iguana), begins with the ShadowMan – otherwise known as the Lord of Deadside – learning from Nettie, a voodoo priestess, that the Apocalypse is coming.

continued

in development

future games in-depth

website | www.acclaim.com

continued>

HORROR HEROES

> The Apocalypse is coming, and the legion of the damned are on the march. However, the Ghostbusters have retired, Buffy's on holiday, and Mulder and Scully have gone AWOL... so who are you gonna call?

Mike LeRoi (aka ShadowMan)

Mike LeRoi had to die before he could become ShadowMan. This lethal hitman – and professor of English Literature – can travel from Liveside to Deadside through the use of his teddy bear, which opens a portal to the realm of the dead (no, really!)

Nettie

It's all her fault! This voodoo priestess press-ganged Mike LeRoi into becoming her ShadowMan after the previous role-holder ended up on a slab with a trumpet inserted where the sun doesn't shine.

Jaunty

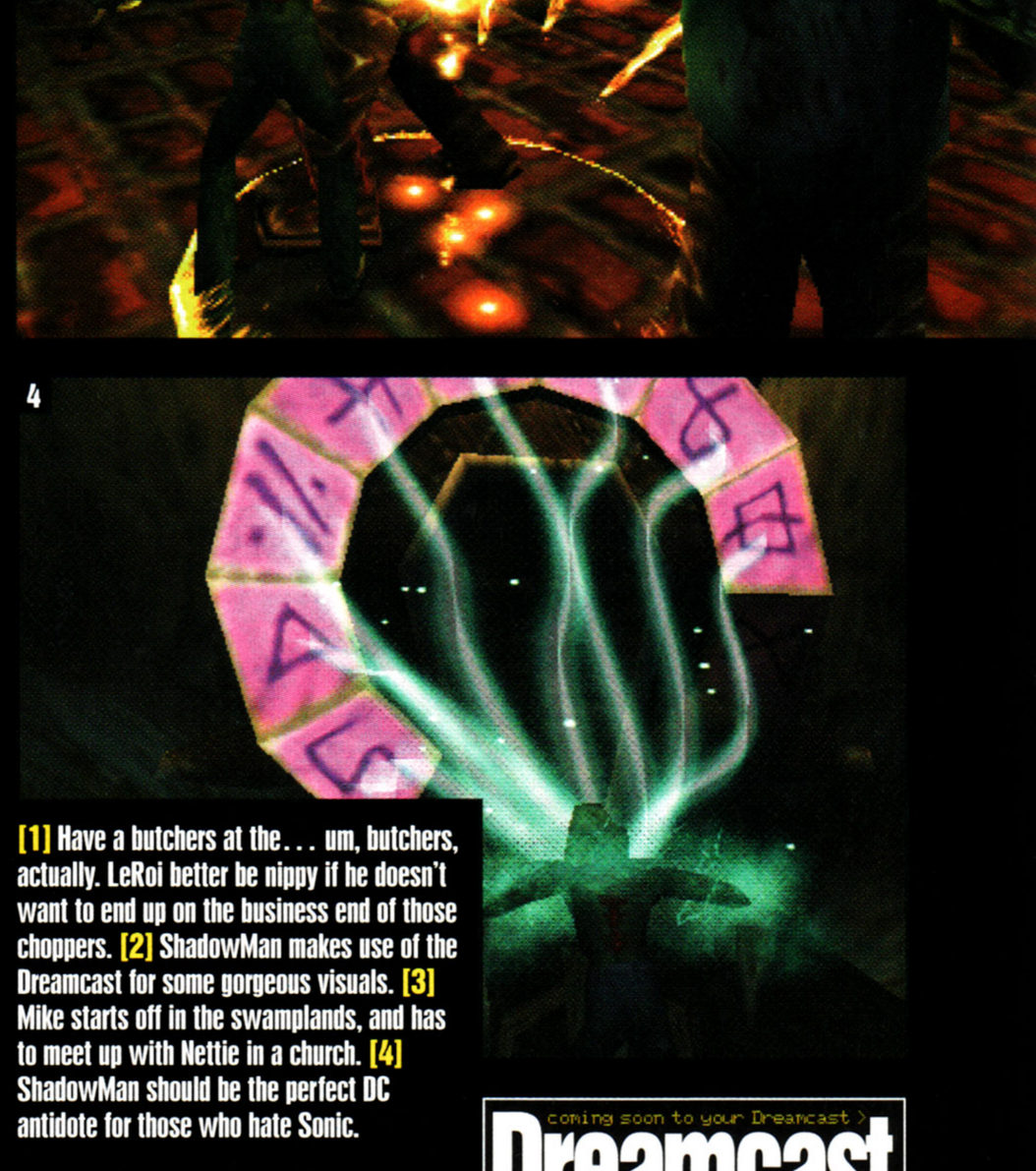
This skull on a snake's body is ShadowMan's 'Oirish' advisor on all things deceased. He speaks in a stereotypical Irish accent in the comics, so how this will translate to the Dreamcast could be interesting.

End Of Days

"It's basically about dead people," explains Acclaim Studios Teeside's Guy Miller. "Your hero's a dead guy, and all his enemies are dead too – dead serial killers. Mike's voodoo mask allows him to travel at will to Deadside, where he becomes ShadowMan.

"Nettie's had a dream about the Apocalypse – about a great, dark citadel, called the Asylum, that's appeared in Deadside, a cathedral to pain that's been built by all the legions of dead serial killers and bad people. It seems that these legions of dead baddies are trying to get across to our world – called Liveside – and bring about the Apocalypse. And only ShadowMan can stop them. Game on..."

Game on indeed. *ShadowMan* boasts an impressive 19 levels, which are accessed in a non-linear manner. Six of these levels are set in the 'real world', five of which represent the lairs of known serial killers (nice, family-orientated chaps like Jack The Ripper).



[1] Have a butchers at the... um, butchers, actually. LeRoi better be nippy if he doesn't want to end up on the business end of those choppers. **[2]** ShadowMan makes use of the Dreamcast for some gorgeous visuals. **[3]** Mike starts off in the swamplands, and has to meet up with Nettie in a church. **[4]** ShadowMan should be the perfect DC antidote for those who hate Sonic.

"The remaining 13 levels are situated in various locations in Deadside," says Miller, "inside the Asylum, in the Wastelands, and in the various Voodoo Temples."

Suffice to say, *ShadowMan* looks set to be the perfect companion title to the other forthcoming Dreamcast horror titles like *Resident Evil: Code Veronica* and *D2*. Acclaim Studios Teeside also hinted at the possibility of a follow-up to *ShadowMan* too, as Guy Miller elaborated:

"We have, in fact, included an anomaly in the game that hints at what we're planning to do in *ShadowMan 2*." Ooo, devious! Dreamcast Magazine will bring you a full review of *ShadowMan* next issue.

coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Nov

Publisher	Acclaim Entertainment
Developer	Acclaim Studios Teeside
Players	1
% complete	90%

summing up> The console and PC versions of *ShadowMan* were well received by the press and gamers alike, but it looks like the Dreamcast incarnation will be the best of the bunch.

Football. What a great game it is. Millions of people would obviously agree, that's why Silicon Dreams have really pushed the boat out in creating *Worldwide Soccer 2000*, for Dreamcast.

Worldwide Soccer 2000

Released through Sega, *Worldwide Soccer 2000* boasts an impressive control system that provides fluid movement, with instant player reaction. You actually get the moves when you press the button, not when your player decides he's ready. This system handles the two levels of control that can be chosen.

Both beginners and advanced players can select the style best suited to them. With beginners controls, expect straight forward shooting, passing and tackling. With the advanced set up, you can perform combination moves and deadly passing tactics.

Polygon Power!

Saying that the game is graphically sound is a bit of an understatement. With over two and a half thousand polygons per individual player (the most ever!) the teams look practically lifelike. Each stadium has been rendered superbly, with fully animated crowd movement and flags. All of the graphics are pushed around by a massive engine that burns off 50 frames a second, with no slow down.

Sound is usually an understated issue when it comes to football games. Not so in *Worldwide Soccer 2000*. Sampled, authentic crowd chants have been included, and ball noise and atmospherics are sharp and believable.

A special feature in the game is the dynamic weather. Unlike most football games, where the weather is just graphically different, in *Worldwide Soccer 2000* it actually affects the way the game is played.

Silicon Dreams' *Worldwide Soccer 2000* looks like the definitive football simulation on Dreamcast. It's one game that could have you forking out for those extra pads! We await its release with anticipation. Expect to see the exclusive, full review here first.

"Ball noise and atmospherics are sharp and believable!"

The Voices of Football

It wouldn't be a soccer game without the obligatory guest star commentary. Supplying the vocals this time round are none other than Peter Brackley and James Richardson, from Channel Four's *Football Italia*. Joining them is BBC Radio Five's Trevor Brooking.

[1] In these days of razor-sharp visuals, a good soccer game is a matter of good motion capturing, Worldwide Soccer 2000 has some of the best! [2] It's always worth covering the crown jewels!

coming soon to your Dreamcast

Dreamcast magazine

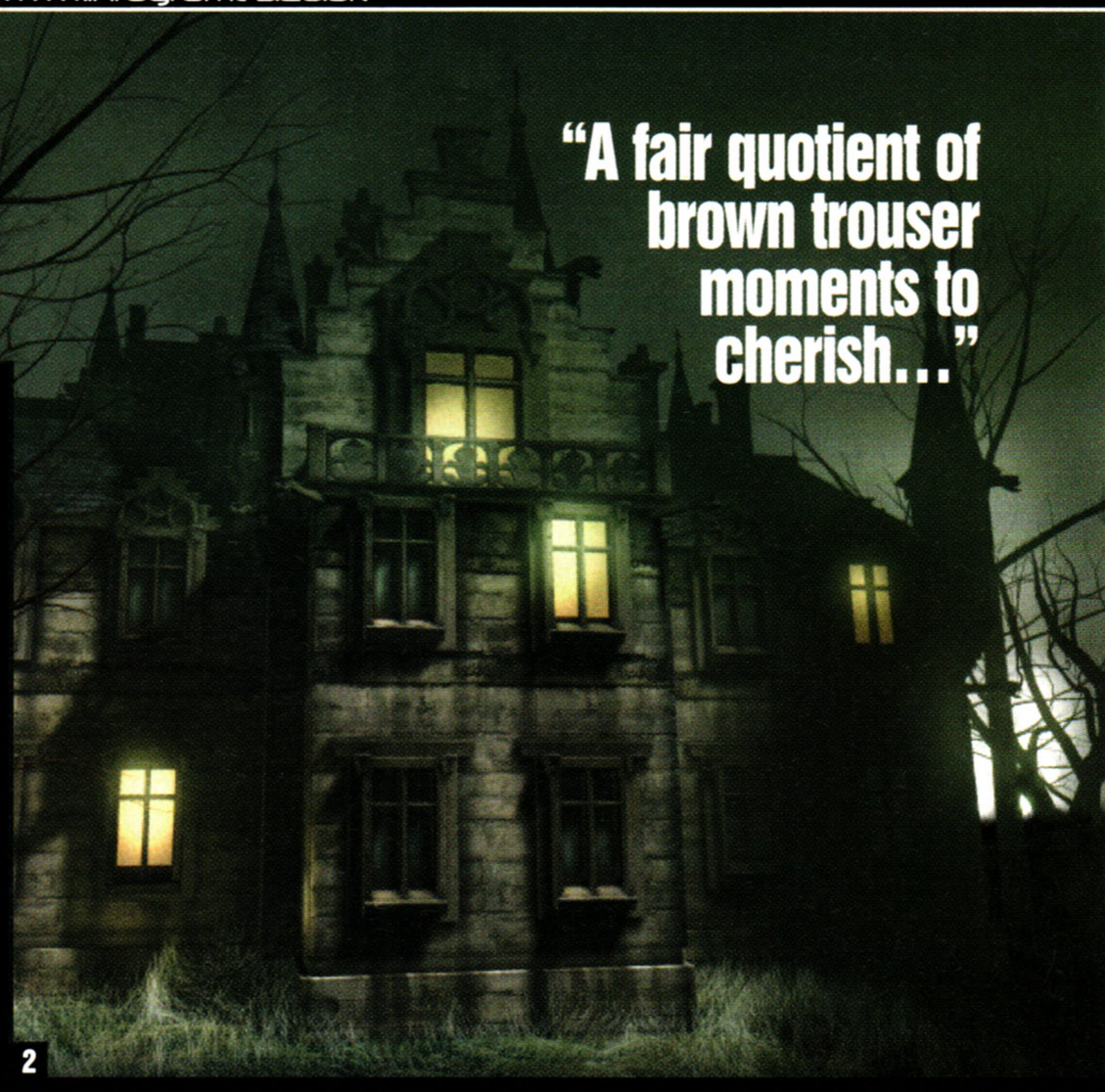
anticipation rating Nov

Publisher	Sega
Developer	Silicon Dreams
Players	1-4
% complete	90%

summing up> **One of the better looking soccer games in development at present.**

One of the most terrifying trilogies to grace our screens is being revived. *Alone in the Dark* scared the living daylights out of unsuspecting gamers nearly a decade ago. Now it's back and looks more terrifying than ever...

1



2

[1] Swing for your supper! Edward's been working-out since his last jaunt in a deserted ghost town. **[2]** Scary mansion for sale. One previous owner. Contact N Bates for a guided tour.

"A fair quotient of brown trouser moments to cherish..."

Alone In The Dark 4

Touted as the best 3D adventure of its time, *Alone in the Dark* opened up a whole new genre of action adventure previously unseen. With its stylish camera work and unmatched French polish it created a unique atmosphere and to be honest, scared the living daylights out of us.

The first game took place within the spooky confines of a Louisiana mansion, then the player was hurled into the Voodoo haven of Hell's Kitchen. The final, most accomplished game was played out in the deserted ghost town of Slaughter Gulch. Each featured the supernatural sleuthing antics of one Edward Carnby on a quest to rid the world of zombies, winged beasts and various other abominations.

Sinister Suspense

With two-and-a-half million copies of the trilogy sold worldwide, Infogrames certainly isn't resting on its laurels as DarkWorks, the Developer of *Alone in the Dark 4* intends to prove. As these screenshots depict, the mood looks darker than ever, although minute details of the plot are pretty thin on the ground as we write. What we can tell you is that *Alone 4* will be based on terror, not horror.

Reading between the lines this means that the gore count will be low, but there'll be a fair quotient of brown trouser moments to cherish.

"Fear will be built up thanks to a dark atmosphere, a heavy suspense, a compelling story and an incredibly immersive and terrifying environment," explains Antoine Villette of DarkWorks. "Light and darkness will be the foundation of gameplay." If Infogrames succeeds in resurrecting the silky animation, unbearable tension and strange camera angles that made the originals so appetizing, Dreamcast gamers are in for a treat.

3

softography

previous works>

> The Alone in the Dark series

Infogrames

4

5

[3] Eerie shadows and fingers of light will create an intense, spooky atmosphere. **[4]** Ridley Scott would be inspired by the beautiful use of light and dark in Alone In The Dark 4. **[5]** Welcome. Stay a while... stay forever!

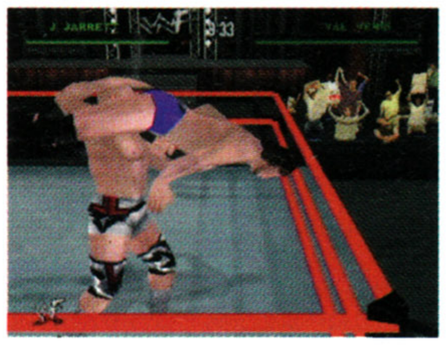
coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating 2000

Publisher	Infogrames
Developer	DarkWorks
Players	1
% complete	60%

summing up> The granddaddy of third-person fear-fests is back and it could blow Capcom's *Resident Evil: Code Veronica* into zombie porridge. Only time will tell.



[1] Altogether now... everybody say 'Ouch!' Three-On-One matches really aren't the fairest of fights... [2] Whatever this hits, it's bound to leave a mark! Pain is the object of the game here, folks.

Forget old ladies swinging handbags on a Saturday afternoon – this is the roughest, toughest wrestling we've ever seen!

WWF Attitude

Love it or hate it, there's no denying that wrestling sells. The fact that a bunch of sweaty men pretending to punch each other can pack out a 20,000 seat arena or keep people glued to the box at all hours of the morning might sound odd, but it works. It's no surprise then that of all the best selling sports videogames, wrestling games are up there with the big boys.

Gimma A Hell Yeah

And here comes another one. With the import market flooded with unrecognisable Japanese Wrestling Federation titles, Acclaim has brought out the big guns with a conversion of the hit PlayStation/N64 game, *WWF Attitude*. It's a flawless conversion of a highly successful fighting-fest with plenty of slaps, kicks and special moves besides.

As you'd expect from a next-generation title, Acclaim has pulled out all the stops to make *WWF Attitude* look gorgeous. Each wrestler has their own entrance style and music which is identical to their real-life personas. If you don't like that though, you can always make your own character who will act as you want them too with the Create-A-Wrestler feature .

Laying The Smack Down

Of course, this only adds to the already huge number of wrestlers in the game. With over 40 different 'sports-entertainers' to choose from, each with their own series of moves and special Finishers, it'll take a while to take every one to the pinnacle of their career. There are also loads of game modes – various Tag Team, War and Survivor matches along with modifiers like Hard-core weapons, Cage matches or Falls Count Anywhere mean that there are lots of different combinations. Add to this a thorough Career mode and the chance to create your own Pay-Per-View event and...well, it's pretty packed with features.

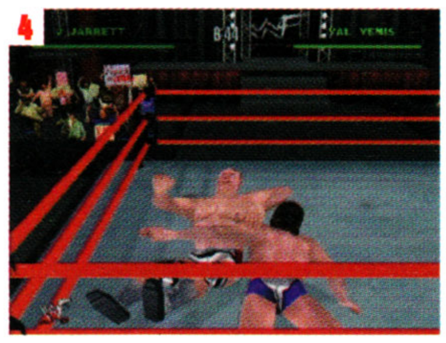
People with other versions of the game might be slightly dubious but this is certainly THE definitive wrestling title on any system. Even if you're only slightly curious, you might want to check this one out when it arrives.

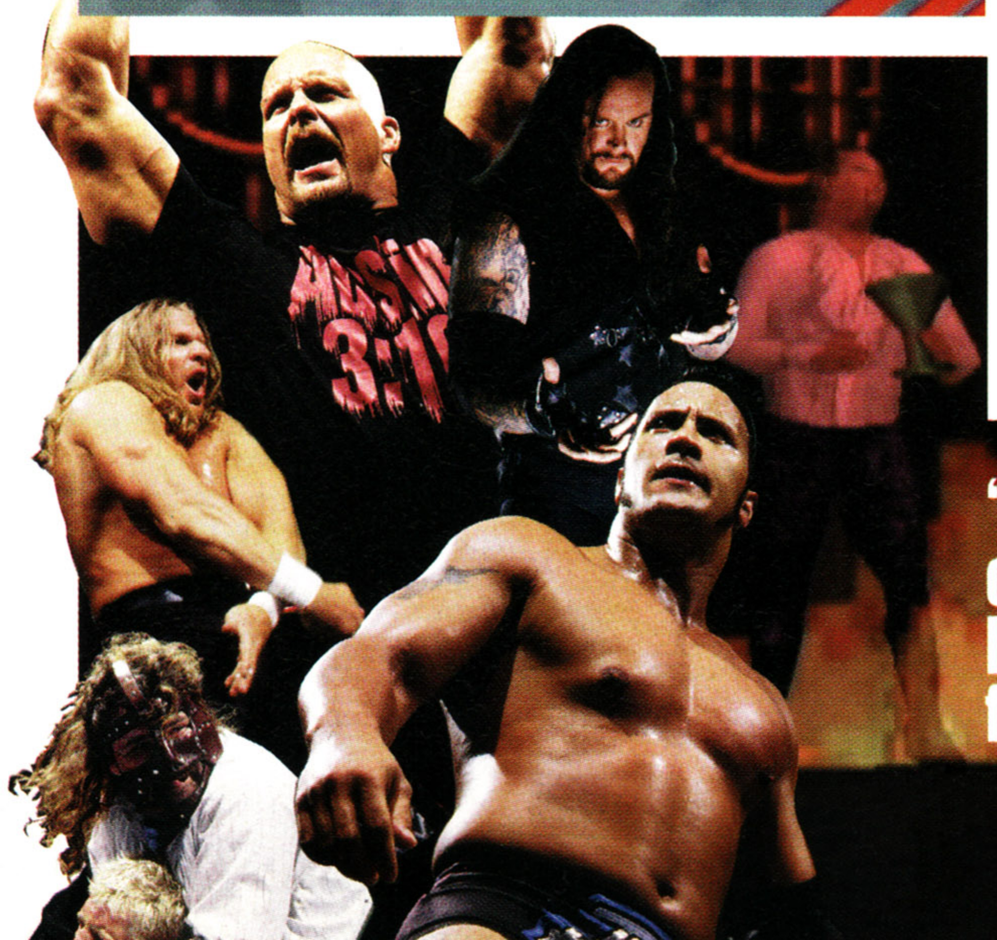
softography

previous works>

- Turok: Dinosaur Hunter
- Turok 2: Seeds Of Evil
- WWF Warzone
- Re-Volt
- TrickStyle
- ShadowMan

acclaim





"It's a flawless conversion of a highly successful fighting-fest!"

[3] Thankfully, the action isn't just confined to the ring. It can spill outside too where things can get really nasty! [4] As you can tell, all the wrestlers from the PSX/N64 version are here but in much greater detail. [5] If you want the ultimate scrap, try out a Royal Rumble – loads of men in the ring at once, punching each other silly!

It's A Slobberknocker!

> You've got to admit, these guys are big. And even though they're only acting, you certainly wouldn't want to get them angry!

Stone Cold Steve Austin

The main man in the WWF. He prefers to down a beer before knocking you out with the Stone Cold Stunner... how civilised.

The Rock

One in a long line of great wrestlers, he's the most electrifying man in sports entertainment today! Do you smell what The Rock is cookin'?

The Undertaker

Supposedly representing the 'Dark Side', The Undertaker actually comes from the north of England.

Triple H

Not a nice man. He's recently taken to attacking people with a sledgehammer and hurting them badly!

coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Oct

Publisher	Acclaim
Developer	Acclaim Sports
Players	1-4
% complete	70%

summing up> You people just can't get enough of the WWF! Well, that's what Acclaim think!

in development

Future games in-depth

website | www.ubisoft.co.uk

Coupling 3D dogfighting action, role-playing and quest elements, *Deep Fighter* is a genre-spanning epic in it's scope and ambition.

Deep Fig

The plot is extensive, so extensive that the game will come with a novella by a well known Sci-Fi author, with a full blown novel to follow.

You take on the role of a young pilot out of the 'academy' defending your people from extinction. You are part of an underground civilisation under threat from a collapsing landscape, pirates, sea-creatures and aliens, and your ultimate objective is to construct a giant mothership to transport your people safely off the planet. The game takes inspiration from numerous sources – *Starfox*, for the 3D dogfighting, *Indiana Jones*, for the exploration side and *Wing Commander* for the narrative aspect. The narrative will unfold via rendered sequences between levels (though not as long-winded as *Wing Commander*) and real-time cut-scenes during play.

Let Us Begin...

The first chapter of the game sees you taking on the day to day tasks of defending the base: repair and maintenance, interacting with the extensive flora and fauna, and exploration. As you progress through the ranks by completing missions, you are awarded medals and rank depending on performance. There are plenty of NPC (Non-Player Character) pilots in the game and you will interact with them during the course of the missions and, should you reach sufficient rank, you will be able to command them.

Also at your command will be drones and droids which you can strategically assign to ensure that the base runs smoothly and efficiently, and

"There are labyrinths fiendish puzzles for t

gameplay highlight

You don't have to shoot them, but maybe the fish just deserve it!

ghter

2

[1] Volcanoes, underwater or otherwise, are always a pain – keep away from the burning ash! [2] Deep Fighter has some great water effects, and couples these with state-of-the-art shoot-'em-up gameplay.

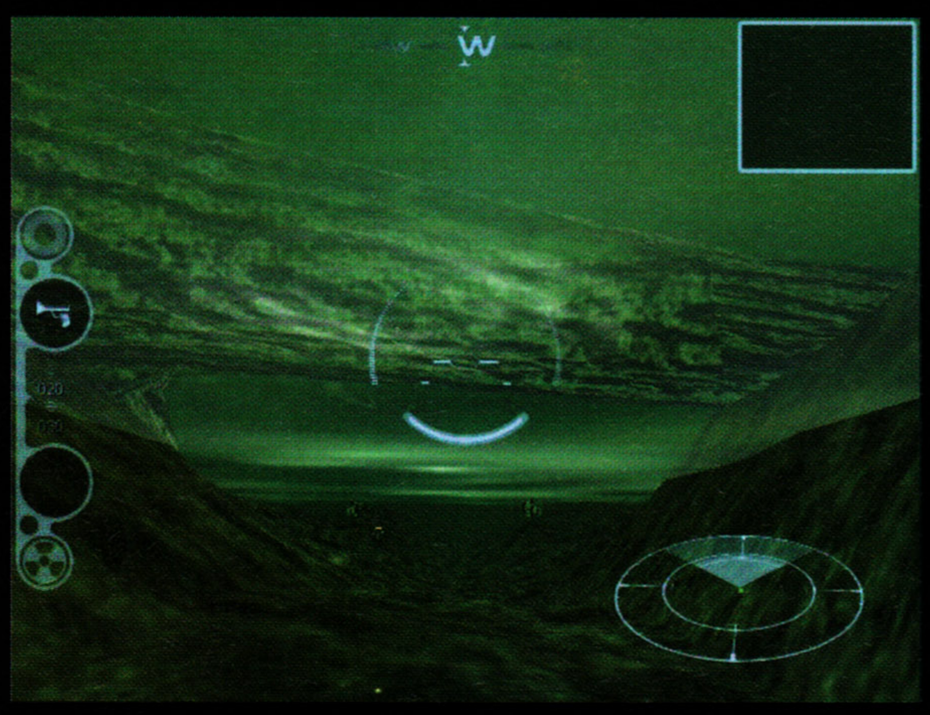
1

there are mobile turrets which can be commanded or even manually controlled, depending on rank, by you. This part of the game and the general control of the craft is reminiscent of *Battlezone*, and you also have the ability to command multiple formations of pilots in battle.

to explore and e player to solve!"

The middle 'chapter' of the game sees the action toned down and you taking on a more exploratory role. Here there are labyrinths to explore and fiendish puzzles for the player to solve. There are many types of vehicle available to you, each with their own strengths and weaknesses and special abilities.

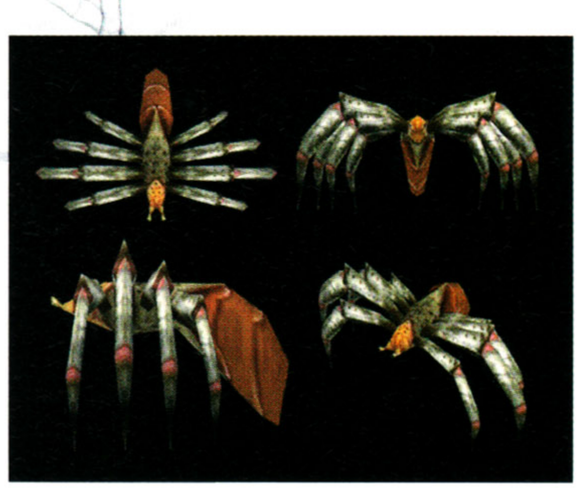
This chapter is practically a separate game in itself, *Tomb Raider* underwater.

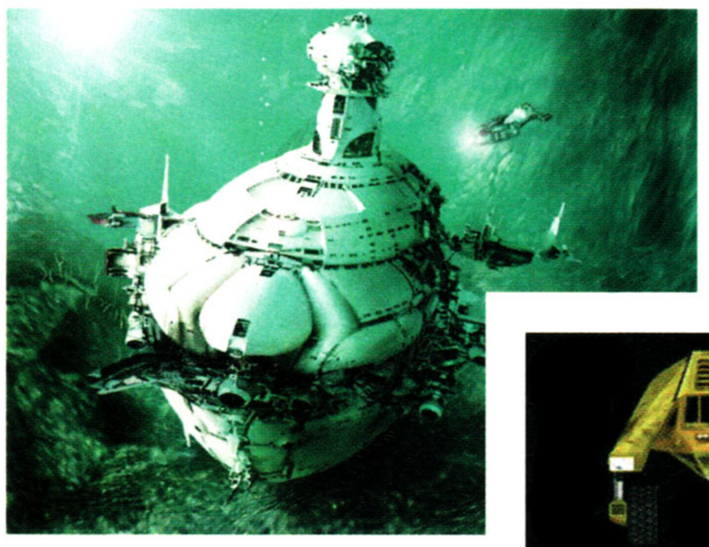


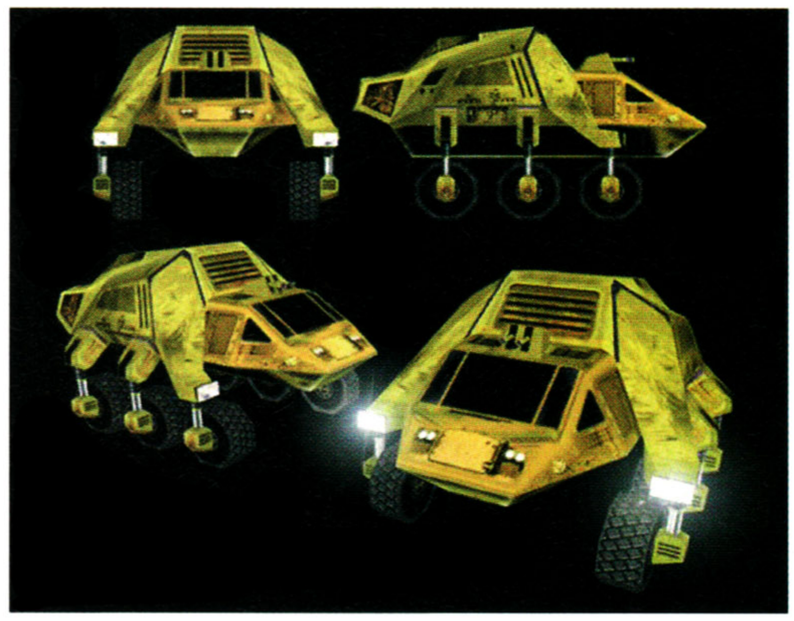
WORK IN PROGRESS

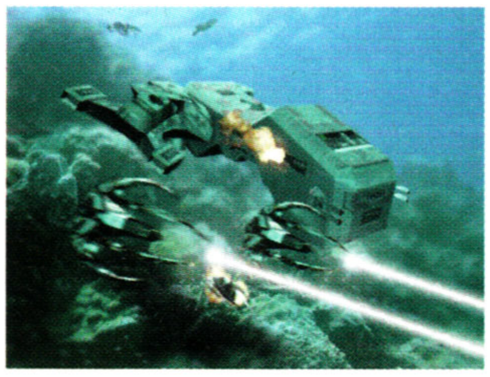
It All Starts Out As A Sketch

Criterion has been working on *Deep Fighter* for months now, and during the process of creating such a graphically impressive game, they've gone through various stages of preproduction sketches and renders. Here's a look at some of the hard work you don't normally get to see...









continued

in development

Future games in-depth

website | www.ubisoft.co.uk

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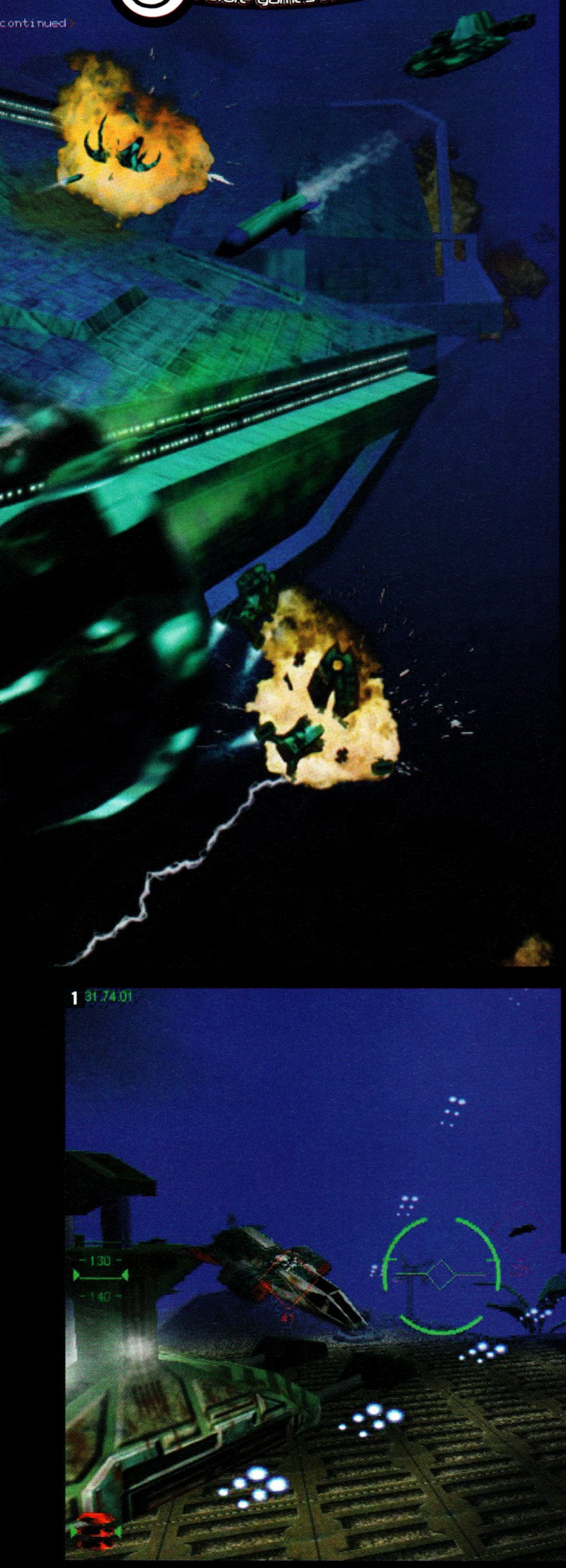

The submersibles are equipped with hooks and magnets for pushing and pulling and have detachable remote drones and the ability to sprout wheels and move out onto land. There are also huge bosses, similar to *Starfox*, for the player to take on. The game's structure is linear to begin with, in order to introduce the player to the world, but it becomes more freeform later on. In many ways, in fact, it is similar to a play, with separate 'acts' as the complex tale of intrigue and betrayal unfolds.

A Sight To Behold!

Made with Criterion's proprietary RenderWare™ Architecture, the game looks stunning. *Deep Fighter*'s technical data reads like a wish list of snazzy features. The lighting and special effects are spectacular – firing a flare into a dark cavern and watching it fly from your craft with a little trail of bubbles behind it as it illuminates the area sends chills down your spine. The environments are realistic and huge, including underwater cities, rain-forests, an abyss and others. They are also teeming with life and many species of fish, crab and other amphibians can be found roaming.

The game features a cinematic score and context sensitive music. It also utilises 3D surround and a plethora of post-processing sound filters to enhance the underwater feel. The AI is extensive and far reaching, from controlling creatures to creating personalities for the numerous NPCs. Each character will have their own strengths, weaknesses and fighting styles, and this also goes for some of the larger opponents. A variety of special effects, from volume fogging to full dynamic coloured lighting and particle effects are to be found here, though it's the tip of the iceberg. *Deep Fighter* uses a proprietary bones animation system to achieve smooth and dynamic creature animation.

The Dreamcast game is going to be virtually identical to the PC original, only with the addition of some great VMS games such as a virtual pet fish and some kind of resource builder. This looks set to be a 'Triple A' title and will finally give console owners a taste of the strategy genre that PC owners have enjoyed for a long while.

Eco Friendly

The game boasts a 'virtual ecosystem' – the sun and moon rise and fall and can be seen travelling across the sky. Light breaks the surface of the water and the water level rises and falls. In some cases this can help solve puzzles, but it also means some areas are inaccessible at certain times. The 'ecosystem' extends to the creatures too – every one has it's own prey and predator. Shoot too many fish and nastier creatures that are attracted to the blood will start appearing.

The world's physics are particularly realistic and this is tailored into many of the puzzles. You can stun the fish with tranquillisers, hook them with your grappling hook and drag them around, although they can often be much larger than your craft, so when they wake up they will start dragging you around instead. The physics have also been used to create one of the many multiplayer sub-games (no pun intended), Rock-ball, where two (or more) ships can play ball with some of the debris scattered around the ocean floor.

[1] The 3D dogfighting is a really addictive element of the game – you won't be able to put it down! [2] Nothing is safe from the laser gun – even vegetation! [3] Criterion, the developers, are known for their sub-games.

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Apr

Publisher	Ubi Soft
Developer	Criterion
Players	1-2
% complete	80%

summing up> **This is a game like nothing ever seen before – it should be breathtaking!**

its soul
destroying

SHADOW MAN™

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Dreamcast
NINTENDO64
PlayStation
PC CD-ROM

in development

Future games in-depth

website | www.furballs.com

Furballs

A ground-breaking, next-generation arcade shooter featuring cuddly cartoon characters in scenes of wanton, gun-toting violence. Cool!

softography

previous works>

- M-SR Racing [Dreamcast]
- Formula 1 '97/Championship Edition [PC/PS]
- Formula 1 [PC/PS]
- Wiz 'n' Liz [Mega Drive/Saturn/Amiga]
- Fatal Rewind [Mega Drive/Saturn]
- The Killing Game show [Amiga]
- Combat Crazy [Commodore 64]

bizarre creations

Taking a handful of adorably cuddlesome creatures and kitting them out with weapons may sound like every nursery school teacher's nightmare, but from a gaming point of view, it's ideal fodder for a romper-stomper shoot-'em-up. Developer Bizarre Creations, of *M-SR* fame, has been burning the midnight oil on *Furballs* for well over a year, and it looks as though it's going to knock the stuffing out of the shoot-'em-up genre with its visually stunning graphics and frantic blasting action.

Featuring pandas, dogs, cats, kangaroos, dragons and even a rockhopper penguin, *Furballs* is, erm, quite unique to say the very least. But there's no need to hide under the bed covers just yet, because the gameplay craftily does away with visceral images of exploding innards and flying limbs in favour of a visually resplendent technique, whereby the stuffing of each plugged enemy flies everywhere – you've gotta see this technique to believe it!

Let The Fur Fly!

At the recent ECTS show at Olympia in London, Acclaim was showcasing it's latest acquisition to a select few journos of which your correspondent was privy. From the moment you pick up your first handgun, the screen is awash with wonderful animations and colour. *Furballs* features amazing cartoony animation and characters which display unique character traits. The little critters are mischievous and trigger-happy to say the least.

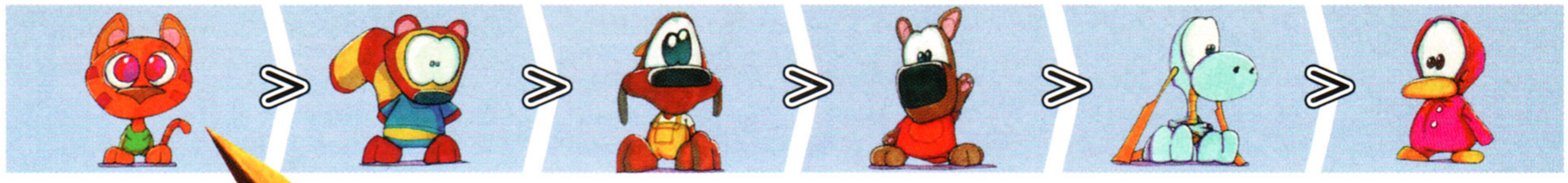
"Shoots from the hip first and asks questions later..."

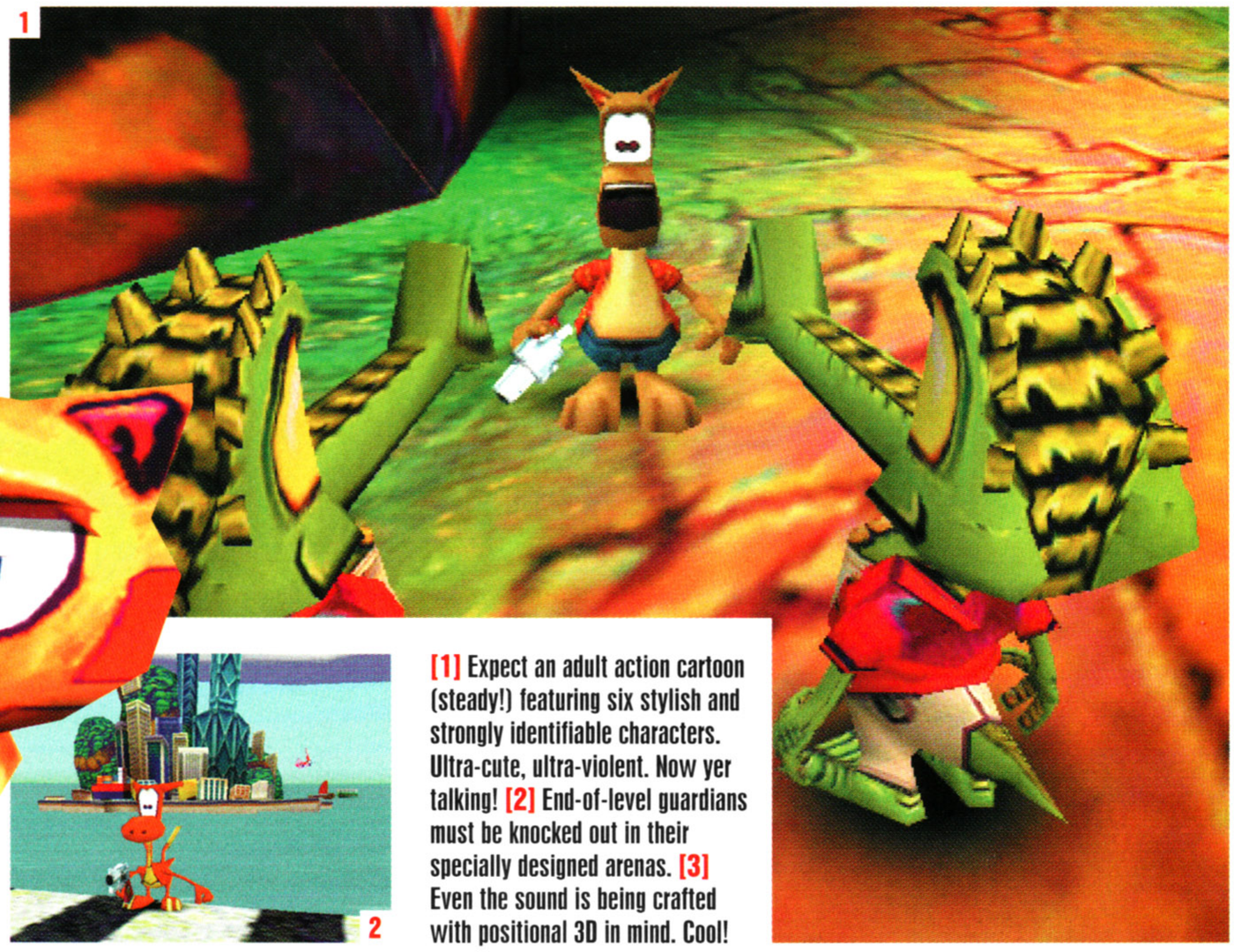
In the blink of an eyelid, the entire screen cascades into a super-smooth state of anarchy and mayhem – hundreds of objects, stuffing and special effects lighting up each gorgeous location. As the player progresses through this third-person perspective auctioneer the darkly humorous story unfurls before you – there'll be puzzles a-go-go and snappy cut-scenes aplenty to keep you in stitches (or bandages) for hours.

Furballs shoots from the hip first and asks questions later and is testament to Bizarre Creations approach to innovative gaming over the last decade. More news in the next issue.

gameplay highlight

Here's a look at the preproduction sketches for these cuddly characters!





[1] Expect an adult action cartoon (steady!) featuring six stylish and strongly identifiable characters. Ultra-cute, ultra-violent. Now yer talking! [2] End-of-level guardians must be knocked out in their specially designed arenas. [3] Even the sound is being crafted with positional 3D in mind. Cool!

ON THE CASTING COUCH WITH...

Bizarre Creations

› Here's the motley bunch responsible for the destructive animal-related tomfoolery and dark sarcasm. The game's been in development for over a year now... and it shows.

"*Furballs*' gameplay is quite unique," said a Bizarre Creations spokesman. "It's style can be summed up in one word: 'sarcasm'. It blends intense shooting action with challenging puzzles in a way which should appeal to the mischievous and even macabre nature in all of us."

"There are two main elements of the gameplay which prevent the game from being categorised into the neat slots that some publishers prefer," continues the Bizarre representative. "The first is the violence, action and skill of the third-person shoot-'em-up. The second is the deeper challenge and real-world complexity of the puzzles, which unravel the storyline as the player progresses." For an example of the dark humour we can expect from *Furballs*, we noticed that you can shoot a bear's head clean off, or lay dynamite traps for unsuspecting peacocks. So who is this wacky game aimed at then?

"*Furballs* is aimed at a teenage and adult audience. It may seem from first appearances that it's a cutesy little platformer, but nothing could be further from the truth. In the same way that South Park and other adult cartoons provide a shock factor in having a cute, cartoon character acting in an adult way, we're aiming to have *Furballs* provide a breath of fresh air in the area of cartoon games."

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Apr

Publisher	Acclaim
Developer	Bizarre Creations
Players	1
% complete	65%

summing up› An intriguing blend of gun-play and cuteness that introduces a much needed blast of originality to a genre that was beginning to look a bit stale.

in development

Future games in-depth

website | www.bioware.com

ON THE CASTING COUCH WITH...

BioWare

MDK2

Originally developed by top team Shiny Entertainment, *MDK* has moved on to its sequel, and this time Dreamcast gets in on the act. We interviewed developer BioWare to find out more!

Dreamcast Magazine: How long has *MDK2* been in development?
BioWare: We've been working on the core technology for *MDK2* for about one and a half years. We've been working on the game itself for roughly one year now.

DM: What is the plot behind *MDK2*?
BW: *MDK2* picks up where *MDK* left off. The story begins with Max and Kurt returning to the Jim Dandy, Dr. Hawkins' floating space monstrosity, shortly after the defeat of the Streamriding aliens of *MDK*. Unfortunately Kurt and Max don't have much time for relaxation as a second wave of Streamriding aliens pop into orbit and begin attacking the Earth. The aliens' motives are mysterious, their methods are blunt and their behaviour is deplorable!

With Earth again facing imminent destruction, Kurt is sent down from space to defeat the vile alien menace with his coil suit, ribbon chute and sniper scope. This time however he runs into a bit of a jam that requires more direct help from Max and the Doctor, and the big twist in the game is that the player controls not only Kurt but also Max the dog and Dr Hawkins. You can swap characters depending on the requirements of the level and situation – this should give *MDK2* plenty of depth.

A key feature of *MDK2* will be in-game movies that tell the story and flesh out the characters in the game. I'm sorry but I can't tell you the rest of the story as it would spoil the fun!

gameplay highlight

The ribbon chute is an ingenious way of breaking your fall.

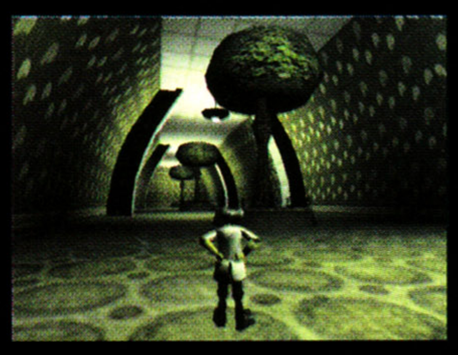
[1] Kurt, the hero of the game, uses this ingenious ribbon chute to break his fall, but how it works is beyond us! [2] The original MDK had a unique graphical style, which was half it's charm. MDK2 is set to continue that. [3] Packed with power-ups and secrets, this should be good!

DM: How similar is *MDK2* to the original game?

BW: We made a completely new 3D engine for the game, the BioWare Omen Engine, and thus we have slightly different technology to the original, but the core philosophy behind *MDK2* is the same as the original *MDK*. Fun and gameplay are our focus. Humour and wackiness exude from every crack – what other games can boast of containing characters such as a janitor in a deadly neoprene suit, a six-legged dog armed with uzis and a wacky professor? The bottom line is that you're going to be able to look at *MDK2* and immediately recognise it as the sequel to the original *MDK*.

DM: What are the influences behind *MDK2*?

BW: *MDK* is the strongest influence, without a doubt. It's the template from which we draw our vision. We have extreme respect for Shiny and the fellows from Planet Moon; I don't think we have to look anywhere else for inspiration.



DM: What gaming modes are available?

BW: Each character has a significantly different gameplay focus. Kurt's gameplay is going to be more stealthy than in *MDK* with plenty of opportunities for sniping and sneaking. Max is the consummate action hero – he'll be charging around with guns blazing. Dr Hawkins is something of a kooky professor and as such approaches things in a round about way – think puzzles and lots of explosions.

DM: What can you reveal about the weapons and levels?

BW: Each character has a unique set of weapons and powers – Kurt returns with the originals from *MDK* along with a cloaking power thanks to his new suit. Max is loaded out with every type of heavy weaponry imaginable – it's helpful to have four arms. Dr Hawkins has the ability to make even the most mundane household items deadly! Careful with that atomic toaster! The levels include Earth, space and beyond, so there's going to be quite a variety of locales for the characters to visit.

DM: How did you approach the project – what was your first consideration?

BW: Our first consideration was to keep the mood, humour and style of *MDK* as the foundation of the game. We are making a fun, entertaining and wacky game.

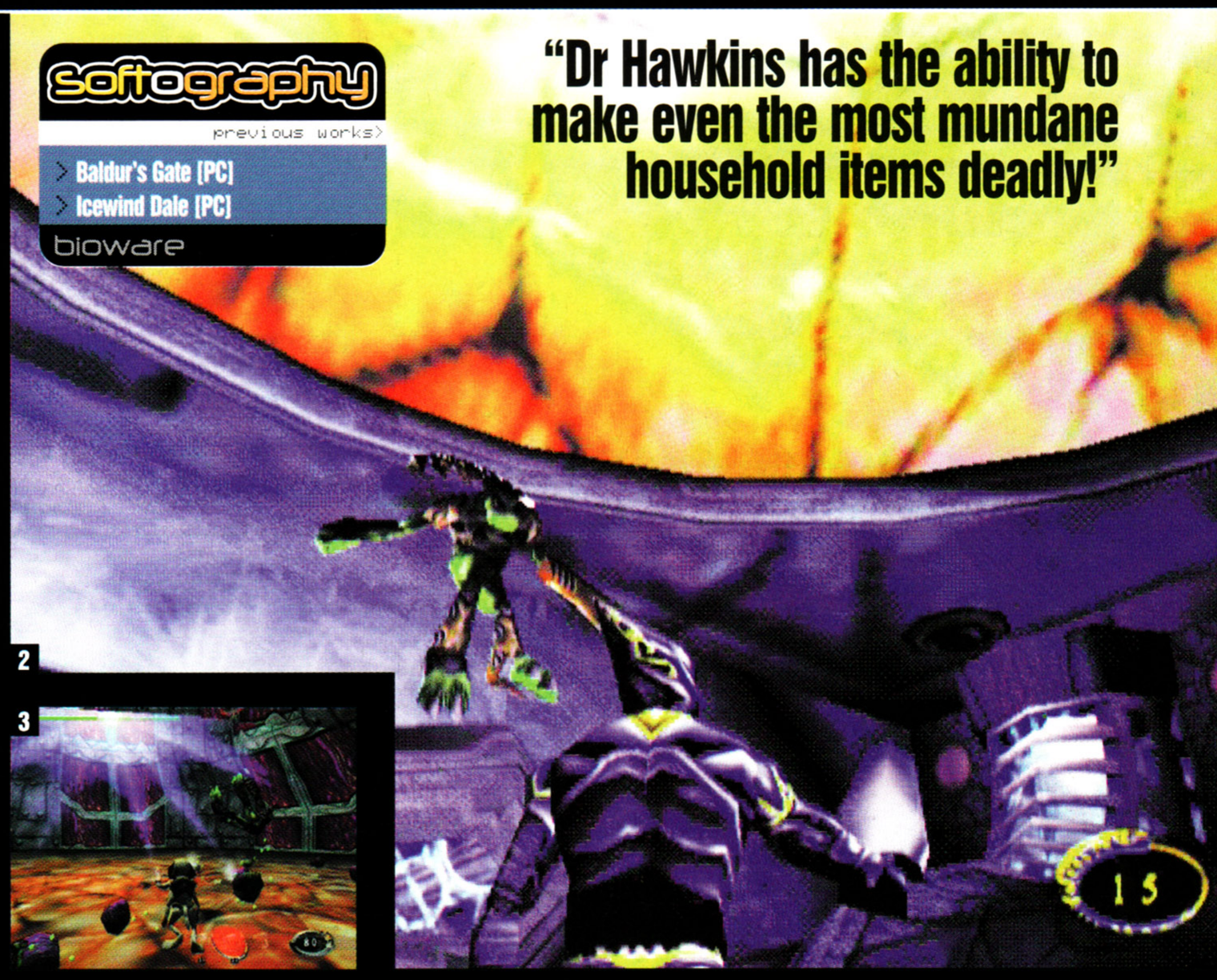
softography

previous works>

- Baldur's Gate [PC]
- Icewind Dale [PC]

bioware

"Dr Hawkins has the ability to make even the most mundane household items deadly!"



DM: What feature of *MDK2* are you particularly proud of and why?

BW: The characters – both the players and the enemies. They're so full of life!

DM: Are there any plans for a follow-up?

BW: We haven't really given it much thought at this time. We're staying focused on getting the game done and are going to consider follow-ups after the game is on store shelves.

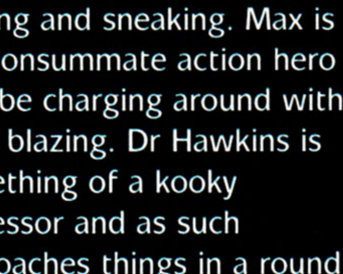
DM: What is the Dreamcast like to develop for?

BW: We've found it to be quite friendly to our development approach. Unquestionably it will have the most impressive games around when it is released. I've had the opportunity to play some Japanese imports and I've been nothing short of impressed and amazed with what I've seen. I think that it's a great system and Sega is extremely supportive.

DM: Finally, why do you think gamers should buy *MDK2* when it is released?

BW: I feel that *MDK2* is going to represent an awesome balance of fun, humour, great gameplay, story and action. It's going to be a well-crafted, wacky ride that no-one will want to miss.

The Original and Best Weapons!



> As in the first *MDK* game, Kurt will be using the famous ribbon chute to stop himself slamming into the ground, and the dual purpose chaingun and sniper rifle to pick off those pesky enemies. The bizarre weapons, the portable black hole, the world's most interesting bomb and the smallest nuclear bomb are back too! These tools and weapons worked wonders for the first game, so if it ain't broke, don't fix it!

coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating **Dec**

Publisher	Interplay
Developer	BioWare
Players	1-2
% complete	80%

summing up> **The original game was exactly that, original. The sequel has a lot to live up to!**

"Is it real, or is it Dreamcast?" That's how the basket ball game to kick off the next millennium is hyped and that's also the question you should be asking!

NBA 2000

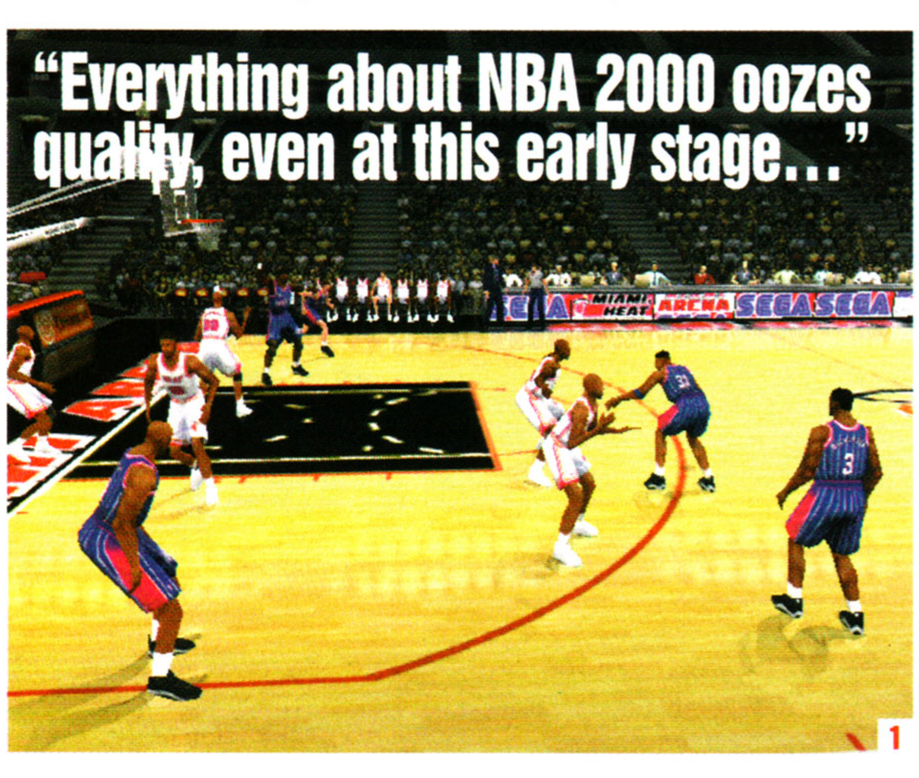
Featuring all the NBA teams in silken hi-res, *NBA 2000* (or *NBA 2K* as it's known in the US) will run at 60 frames-per-second and even feature real-time crowds who will give you a piece of their minds if you upset them or score too harshly against their team!

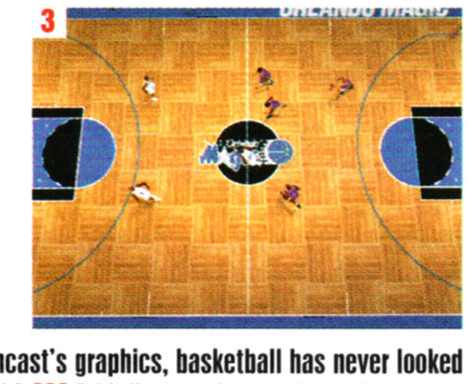
The players will be ultra-realistic with over 1,000 motion captures each to bring them to life. The developers have even included facial reactions, ranging from hatred to an expression that captures a player's surprise if they score a slam dunk with seconds remaining. Underneath their textured skin, the players also have bone structure, facial features and muscle tone, not to mention hairstyles specifically designed to match real NBA professionals!

Bounce Those Balls

When it comes down to actually bouncing those balls around, great emphasis has been placed on true collision detection. The physics modelling has made sure that the players act, and react, like real men. The bigger they are, the harder they'll fall, in other words! As well as the players being utterly real, there are also NBA coaches to contend with and even 29 stadiums that have been accurately modelled on real life NBA stadiums.

Everything about *NBA 2000* oozes quality, even at this early stage, so it's good to know that with a new Millennium comes an opportunity to have a renewed interest in the sport. Watch out NBA fans, the Dreamcast is about to blow you away!





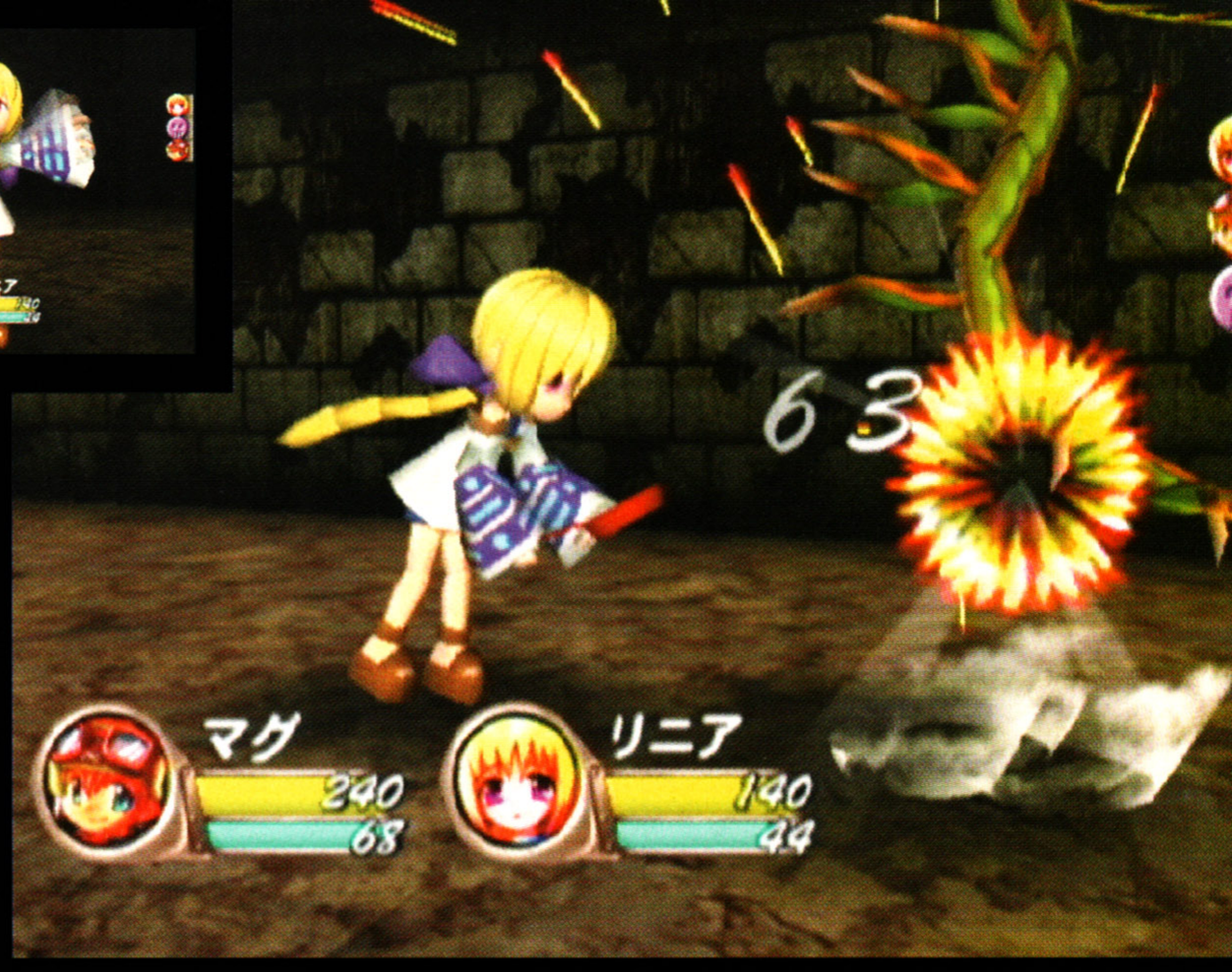
[1] With modern motion capture and Dreamcast's graphics, basketball has never looked so good! [2] Realistic faces, don't you think? [3] A bird's eye view of the action.

coming soon to your Dreamcast >

Dreamcast magazine anticipation rating Nov

Publisher	Sega
Developer	Sega Sports
Players	1-4
% complete	95%

summing up> **Basketball for the next generation? It certainly has the looks of a top class game – let's hope it plays well!**



Evolution

An RPG for the Dreamcast. Now, repeat that last sentence and consider just how good it sounds! An RPG for the Dreamcast, an RPG for the Dreamcast, an RPG...

Ever wonder what the best console in the world (at the moment) would do with, oh... say, a Role Playing Game? What would it do with the hundreds of interactive characters, spells, turn-based fights, grandiose scenery and epic storyline? It would turn them into something truly memorable and (here's where we've got the fingers crossed) pose a real threat to the omni-RPGs of the *Final Fantasy* series. *Evolution: the World Of Sacred Device* is the name folks, remember it, it may just become part of gaming history.

Heroes and Heroines

The premise is textbook RPG stuff. Mag, our unwitting hero, one day ventures too deep within some mysterious ruins and finds something that will change his life forever. Instead of locating the parents he was secretly looking for after their suspicious disappearances, he finds the 'Cybernetic-Frame', an ancient machine to fight enemies with which can hopefully be used to rescue the parents. Unfortunately for Mag, General Eugen Luitpold, the crown prince of the tyrannical Eighth Empire, has other ideas and wants to obtain the Cybernetic-Frame for his own means.

"This could be one of the mightiest contenders for Final Fantasy's crown!"

I Have The Power!

Utilising the Dreamcast's intense graphical capabilities, every moment of action or spell that is cast is portrayed perfectly. Mag and his travelling buddy Linear also have the opportunity to collect high-tech relics throughout their quest that they must harness or combine to put to the best use. The monsters are huge, the anticipation bigger, and if the strength of the Dreamcast is going to grow as much as we hope, then this could be one of the mightiest contenders for *Final Fantasy*'s crown yet. Stay tuned!

1

2

3

[1] It's not usually wise to chat up girls who stand on street corners, but in an RPG it's essential! [2] Fighting in Evolution is tackled in a similar way to the Final Fantasy games on PlayStation. [3] There are many cut scenes in the game, but they don't use FMV, these are real-time scenes that only Dreamcast is capable of!

coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Nov

Publisher	Ubi Soft
Developer	In-house
Players	1
% complete	90%

summing up> **Keep an eye on this, it could be the stunning RPG that fans are longing for!**

in development

Future games in-depth

website | www.acclaim.com

Goin' Down To Drea

South Park enters the next generation!

This Christmas, your Dreamcast will be invaded by the occupants of a redneck Colorado town. Batten down the hatches, South Park is coming to Dreamcast!

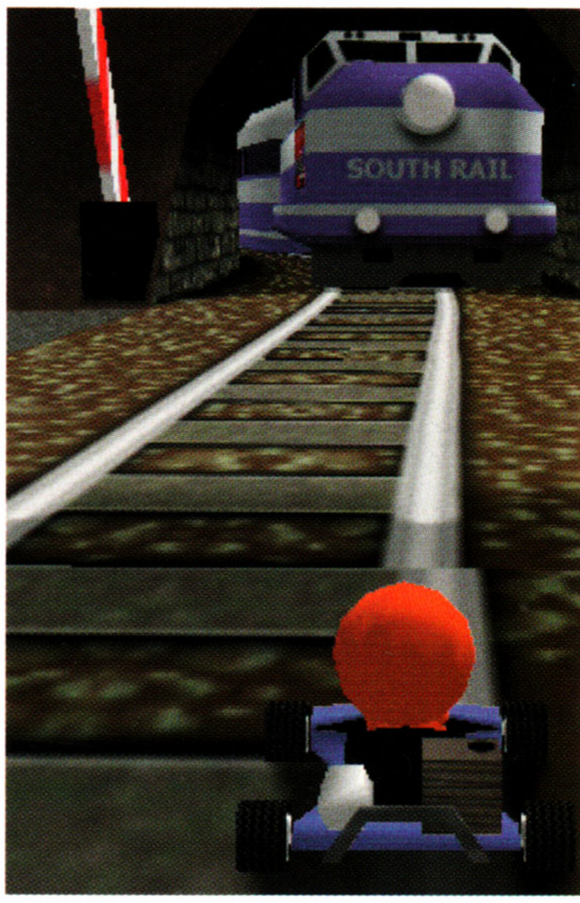
Who would have thought that a cartoon about a bunch of maladjusted, foul-mouthed kids would become such a worldwide hit? Love 'em or loathe 'em, the *South Park* brats have taken our TV screens by storm, before deluging us with a host of merchandise, a motion picture, and perhaps inevitably, a videogame.

The first *South Park* game was a bizarre first-person shoot-'em-up using Acclaim's *Turok 2* game engine. The game remained faithful to its roots, largely due to the fact that Acclaim Studios Austin worked in close relationship with Cartoon Central, the home of *South Park*. Inspired though the concept was – with its substitution of guns, rockets and knives for catapults, dart guns and suspicious yellow snowballs – the all important gameplay factor was found to be seriously lacking.

Turkey-Tastic!

There was too much wandering around killing crazed turkeys with snowballs (this is *South Park*, remember), and even the new audio dialogue for each major *South Park* character soon became tedious. As a result, the latter received mixed reviews in the press when it was released at the beginning of the year on Nintendo 64 and PC, but whilst Acclaim is currently converting the shoot-'em-up for the PlayStation, there are no plans for a souped-up Dreamcast version.

So does that mean that Sega's wonder machine will be *South Park*-less? No chance, as Acclaim has proudly declared that its next two *South Park* games – *South Park Rally* and *Chef's Luv Shack* – will be released for the Dreamcast by Christmas. In celebration of the fact that these two key games are heading for *the* console of choice, DREAMCAST MAGAZINE presents a preview of what obscene entertainment awaits you this holiday season.



softography

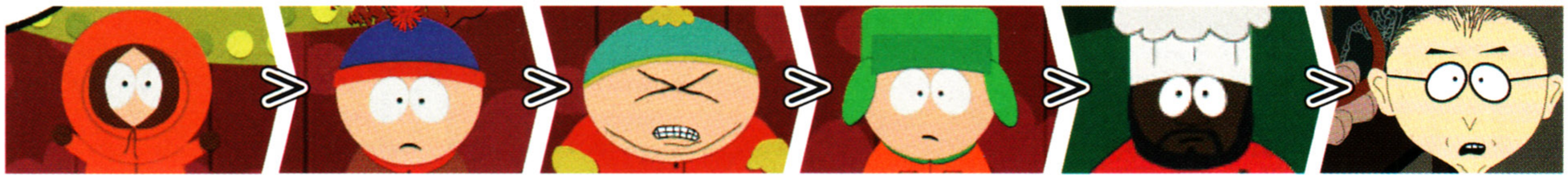
previous works>

- Turok: Dinosaur Hunter [N64]
- South Park [N64, PlayStation]

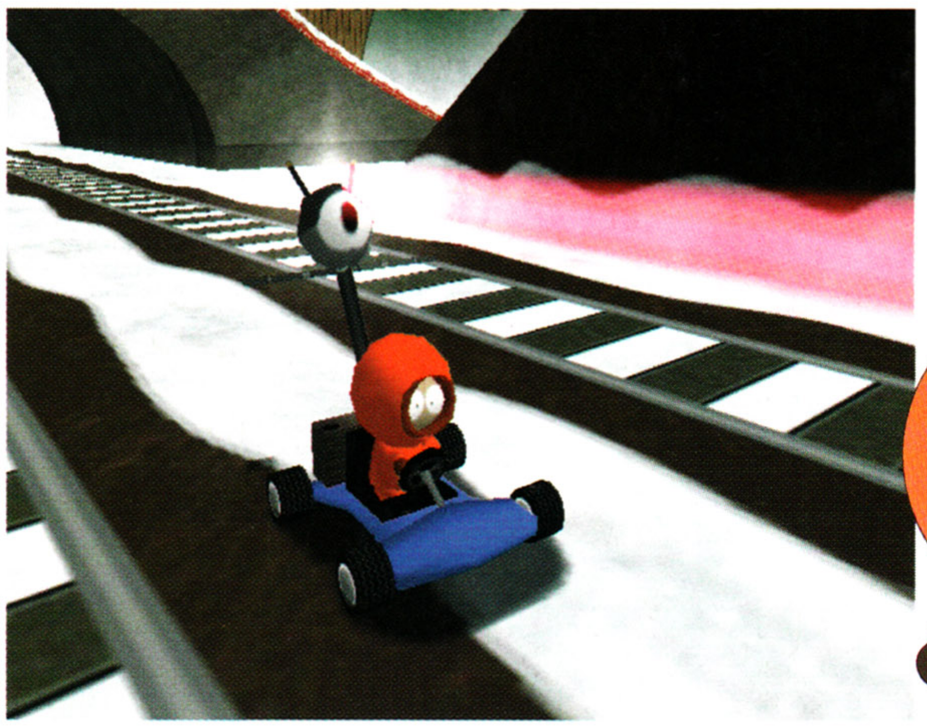
acclaim

gameplay highlight

You'll find all your favourite *South Park* characters in these cool games!



amcast!



ON THE CASTING COUCH WITH... The South Park kids!

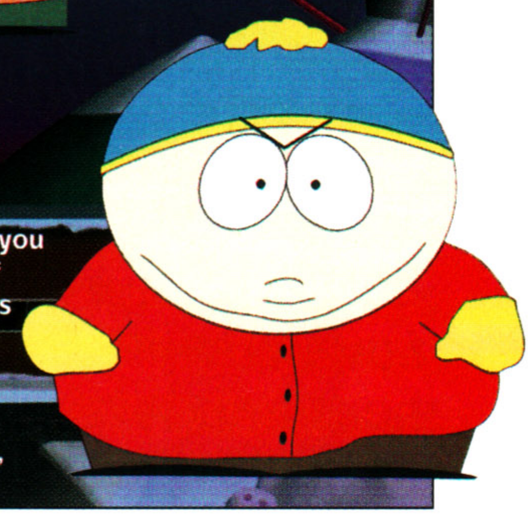
Courtesy of Acclaim, DREAMCAST MAGAZINE managed to gain an exclusive interview with the *South Park* kids. The foul-mouthed quartet waxed lyrical with us over copious amounts of Cheesy Poofs about their lives, loves and of course their favourite videogames.

Kyle

Favourite game: The House Of The Dead 2
Why?: "Guns. Zombies. Blood. Violence. Oh, and the fat bad dude that has the cloak on his head looks like Cartman."

Stan

Favourite game: Tomb Raider
Why?: "Hey, dude, what kind of dumbass question is that? You have seen the size of Lara Croft's hooters, right? By the way, do you know the nude raider cheat?"



Cartman

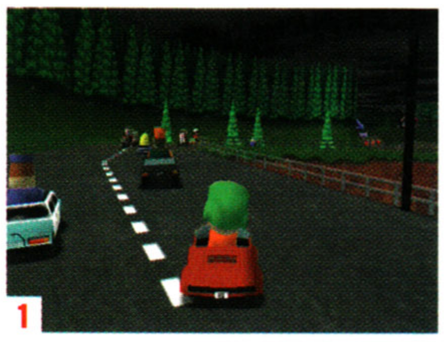
Favourite game: Pac-Man
Why?: "Because you get to eat lots of stuff... even if it's girlie fruit. Hey! Why can't they have Pac-Man eating Chocolate Chicken Pot Pie?"

Kenny

Favourite game: Mmmff umph
Why?: Mmff mmmff. Umff, mmum mmpppf.

South Park Rally

Keep off the roads, as the South Parkers have taken up rally driving. *Mario Kart* this ain't!



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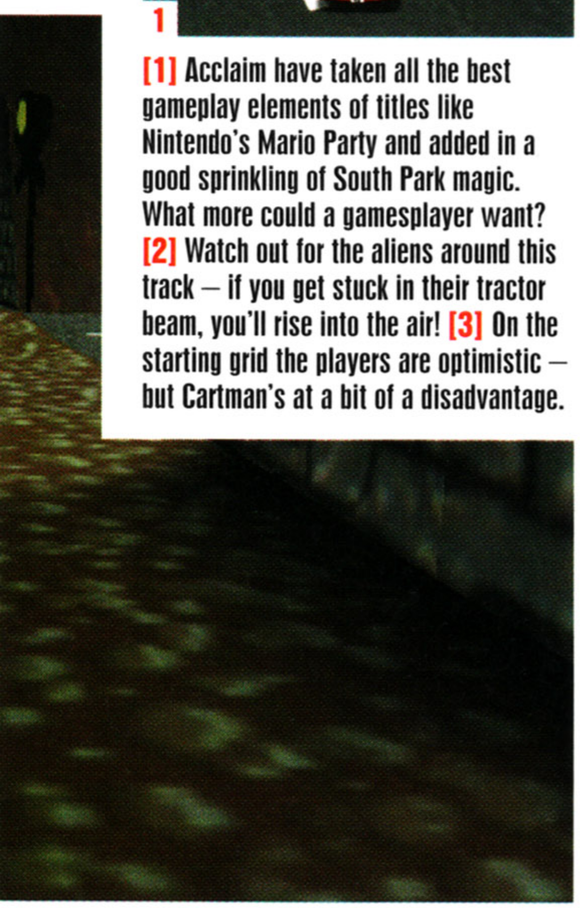
[1] Acclaim have taken all the best gameplay elements of titles like Nintendo's Mario Party and added in a good sprinkling of South Park magic. What more could a gamesplayer want? [2] Watch out for the aliens around this track – if you get stuck in their tractor beam, you'll rise into the air! [3] On the starting grid the players are optimistic – but Cartman's at a bit of a disadvantage.



The one kind of game Dreamcast has in abundance is racers. From the serious driving antics of *Sega Rally 2* and *Monaco Grand Prix* through to the off-the-wall thrills provided by *TrickStyle* and *Speed Devils*, the Dreamcast is at the cutting edge of the next generation racing genre. So what can Acclaim offer that will be that little bit different? How about *South Park Rally*?

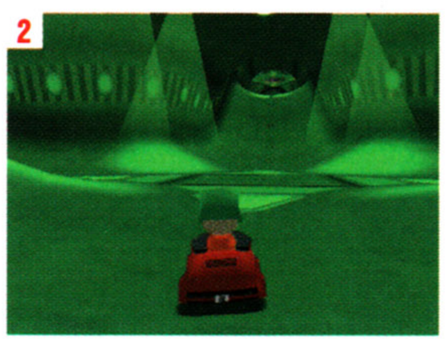
Imagine racing through the sights of everyone's favourite redneck, white bread town in a cart as one of the South Park residents? All the regulars are accounted for, including 'big boned' Eric Cartman, incoherent Kenny, camper than a row of tents Big Gay Al and 'M'kay' Mr Mackey. DREAMCAST MAGAZINE took the game for a spin at the ECTS videogame tradeshow in London during September, and was impressed with its speedy tongue-in-cheek antics.

Respect My Authoritah!

There are a variety of tracks to choose from, like South Park Forest, Big Gay Al's Animal Sanctuary and Downtown South Park, as well as different weather conditions – our personal favourite was the snow level, an element which appears to be a tradition amongst racing games. However, where *South Park Rally* really excels is in its multiplayer options.

There's the no-nonsense Head-To-Head option, the objective led Challenge mode and the friendship destroying Team mode. *South Park Rally* promises to be a great Dreamcast experience, stuffed full of little extras like hidden characters, daft gadgets and track shortcuts, as well as oodles of newly recorded dialogue from *South Park*'s creators, Matt Stone and Trey Parker.

"Where South Park Rally really excels is in its multiplayer options!"



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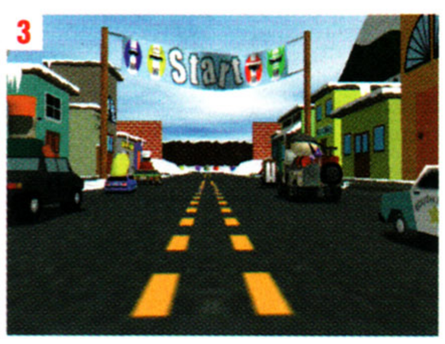

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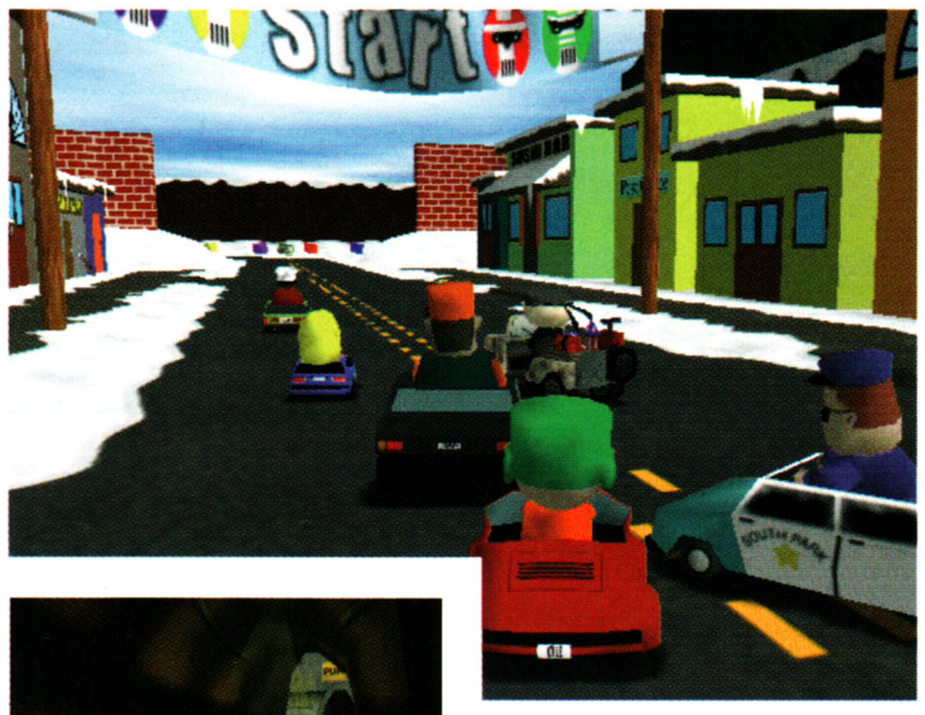

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Nov

Publisher	Acclaim
Developer	In-house
Players	1-4
% complete	90%

summing up> **A cool little racing game with added *South Park* goodness!**

continued>

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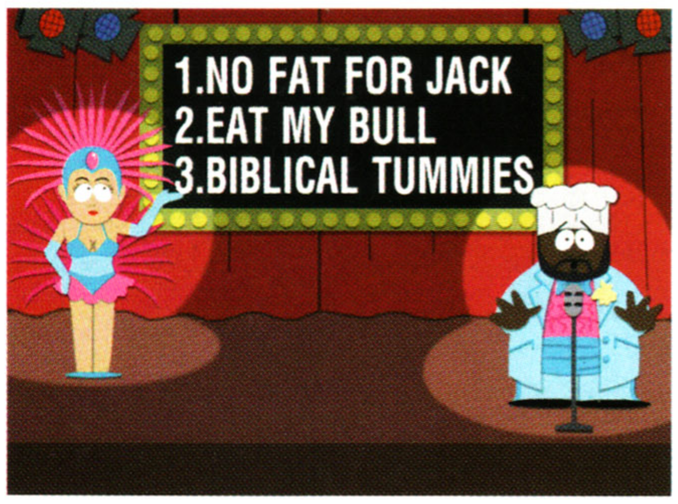
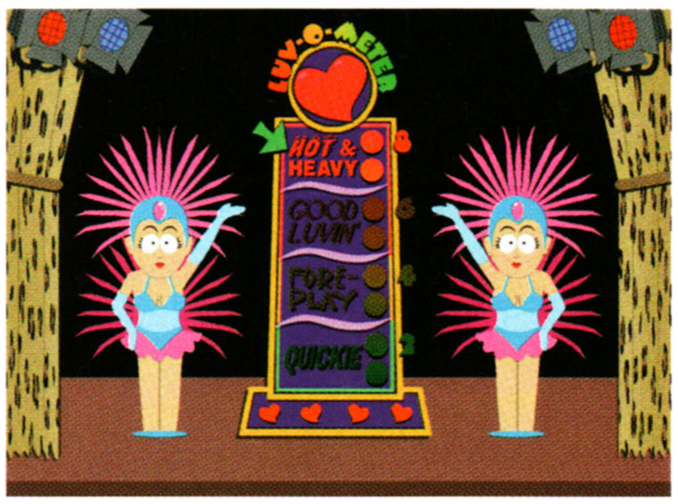
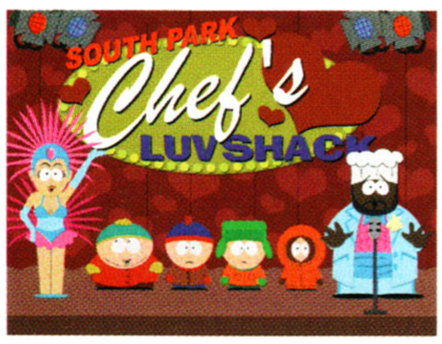




Chef's Luv Shack

Trivia buffs beware, *Chef's Luv Shack* is here and it looks like it will change the face of console party games forever!



"Engage in a battle of wits with a series of whacked-out trivia categories!"

The advent of multiplayer gaming has seen an increase in the amount of party-style games developed for home computers and consoles, the most popular examples of which are *You Don't Know Jack!* and *Mario Party*. Dreamcast owners and *South Park* fans will get a treat this Christmas when the console's first such party game is released.

Chef's Luv Shack is hosted by the titular gastronomic guru to schoolchildren everywhere, and the game is designed to look like the kind of tacky American quiz shows that seem to have become more prevalent on the UK television schedules. You and up to three friends can play as one of the *South Park* kids, and engage in a battle of wits with a series of whacked-out trivia categories.

Beeeefcake!!

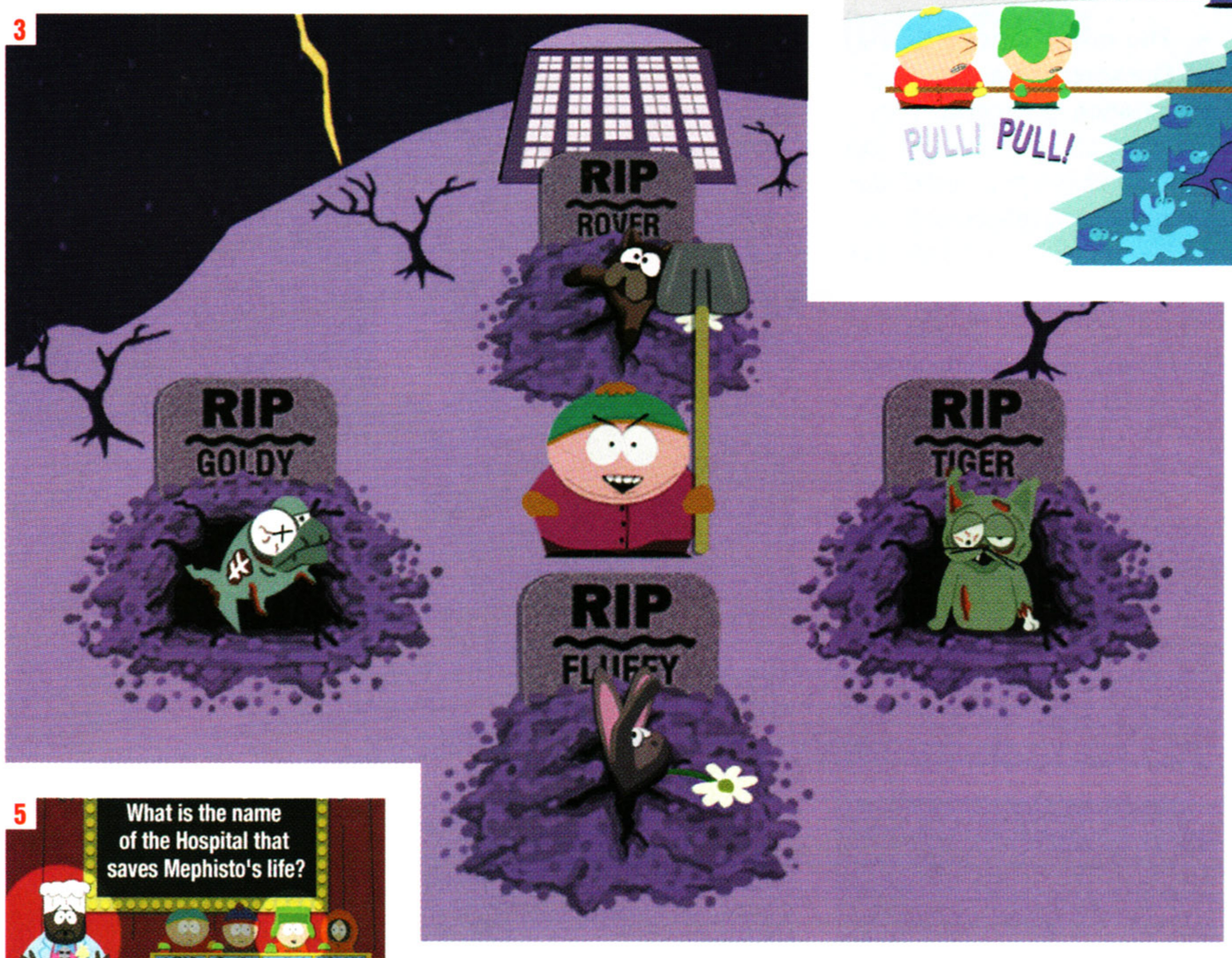
As well as quick-fire question rounds, there are also a number of mini-games to tackle, all of which are designed in the inimitable *South Park* style – Dreamcast Magazine's two favourites all revolved around Cartman. The first one required Cartman to wolf down the cans of Weight Gain 4000 that were lobbed at him... he can also bounce some of them off of his wide midriff for bonus points! The pie-eating contest was also great fun, and like most of the other mini-games in this package, requires rapid button-bashing to be the winner.

Acclaim's plan is to release *Chef's Luv Shack* at the same time as *South Park Rally*, but at a cheaper price as it's not the most complex game. Looks like the *South Park* dominance is set to continue this Christmas – kick ass!

1

[1] No surprises for guessing who won the pie-eating contest! Have you noticed the similarity between this mini-game and the 'blowing chunks' scene from Stand By Me?

2



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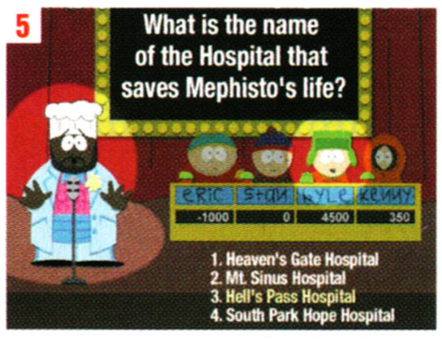


5

[2] "No children. This isn't what I had in mind when I said you should 'tug' to relieve your tension." [3] Cartman, a spade and four dead pets. Necrophilia may not be everyone's cup of tea. [4] "And here we have a four-assed monkey, m'kay?" [5] You'll have to have one hell of a memory to answer some of Chef's questions.

coming soon to your Dreamcast >

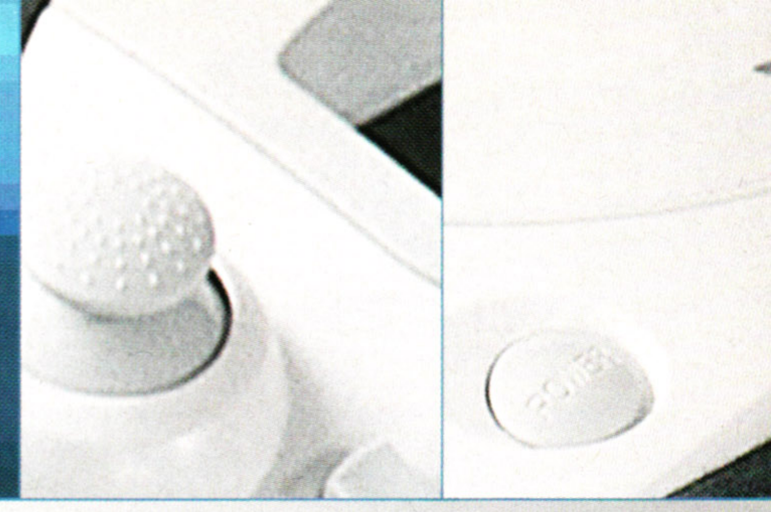
Dreamcast magazine

anticipation rating Nov

Publisher	Acclaim
Developer	In-house
Players	1-4
% complete	80%

summing up> At a cheaper price this should go down a storm!

Dreamcast™



Games Console Carry Bag

This heavily padded, reinforced, water resistant, *lockable Games Console Carry Bag will safely store the Dreamcast Console, two Dreamcast Controllers, all the leads and several games. It has a detatchable shoulder strap and a carry handle for ease of transportation and adjustable inner compartments.

***Padlock not included. (Console Controllers, Leads & Games not included.)**

£24.99

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in development

Future games in-depth

website | www.videosystem.co.uk

F1 World Grand Prix

Fast cars, beautiful women, exotic locations... and Murray Walker. We ambled over to the pit lanes at Video System to see what's under the bonnet of its official F1 racer.

softography

previous works>

> F1 World Grand Prix [various formats]

video system

During the last decade, Formula One has enjoyed the kind of trans-global resurgence usually reserved for football or the Olympics. Although deriders of the adrenaline-fuelled sport claim that a season is usually won or lost depending on which team/car the drivers sign up for (valid to a certain extent, when you consider the near total dominance of McLaren and Ferrari), videogame tie-ins are still very much in vogue.

"Fast, furious and the graphics are sharper than Ben Elton's rapier wit!"

gameplay highlight

You can choose from half-a-dozen different camera angles...

[1] On the long straights of the Monza circuit in Italy, overtaking is far easier than most other venues. Get into the rival's slip-stream and overtake. Easy or what? **[2]** CPU assisted brakes, acceleration and steering will ensure that arcade and simulation action are both catered for.

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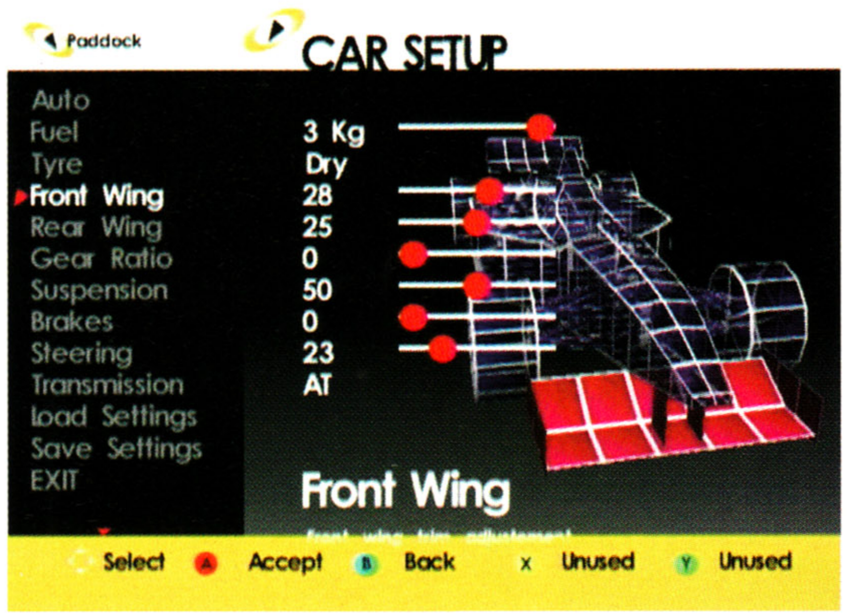
In The Pits

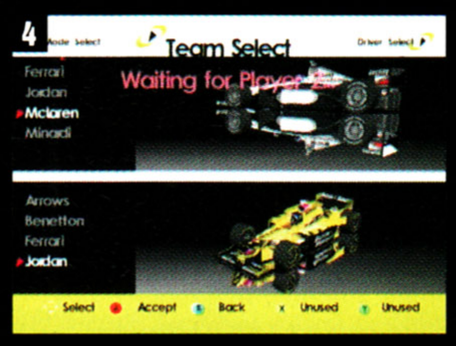


Before the race proper begins, you will be able to customise, tweak and virtually transform cars for the ride that you feel most comfortable with. Don't forget, each circuit puts different demands on the cars, so learn by trial and error.

[3] On the grid at Spa in Hungary. All of the cars will be visible on screen simultaneously. This should look spectacular in the finished version. **[4]** At any time in the race, players will be able to look behind to see how close an opponent is. Useful for blocking manoeuvres!

3

4



The Dreamcast version of *F1 World Grand Prix* was unveiled at the E3 show in Los Angeles, but since then a few more juicy titbits have filtered our way. The first thing we can tell you is that it's the first title to emerge from the UK appendage of Video System. Second, the level of detail, from the way players can tinker with car set-up to the realism out on the tracks, is breathtaking. Given the Dreamcast's awesome graphical capability, we expect nothing less of course, but everything you can possibly think of (apart from cars exploding into balls of fire – the powers that be at F1 deemed this sort of thing would be in bad taste) is in here.

Keep On Tracking

All 16 tracks have been meticulously simulated from footage of the real locations right down to the intricate pit lanes, gravel traps and chicanes. Don't expect any hidden tracks though – there aren't any in the real thing so why bother here? As they stand at the moment, the tracks are fairly sharp, which is encouraging at this early stage.

Wannabe world champs can choose from one of eleven teams and 27 different drivers, and whether you choose the burn rubber for the minnows of Minardi or gallop around each course in a scarlet Ferrari, the thrills and spills of Formula One come thick and fast.

F1 World Grand Prix will feature five modes of play: World Grand Prix, where you slug it out against CPU-controlled opponents in an attempt to win the Driver and Constructors championship; Exhibition, in which players can choose to race on any one of 16 courses; Time Trial, where you must beat the ghost racer to win; Two-player – obvious really, and using a vertical or horizontal split-screen and finally, a kind of story mode where players must finish off classic races of the past.

As it stands, *F1 World Grand Prix* is about halfway through development, but one thing is clearly apparent – it's fast, furious and the graphics are sharper than Ben Elton's rapier wit. The controls still need tweaking, but we've learned that this and many other car and set-up tweaks will make the final cut – an option to use Sega's wheel controller will be included too.

Until we get to play a more complete version, take a butchers at these promising screenshots and strap yourselves in a for a full review soon.

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Nov

Publisher	Sega
Developer	Video System
Players	1-2
% complete	60%

summing up> **Given its technical capabilities and the promised 60 frames-per-second fluidity, Dreamcast *F-1 World Grand Prix* should take pole position.**

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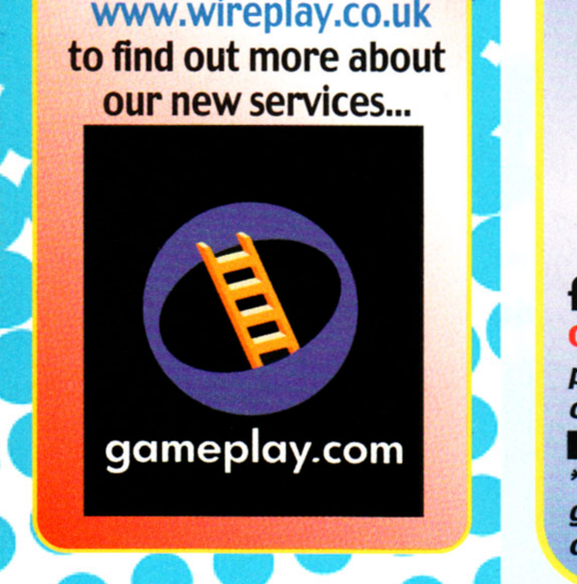

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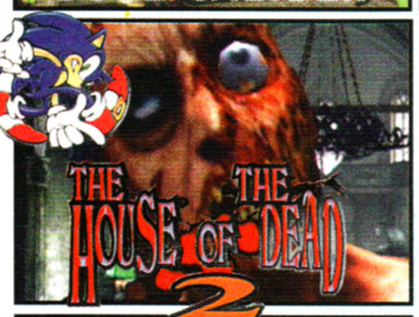

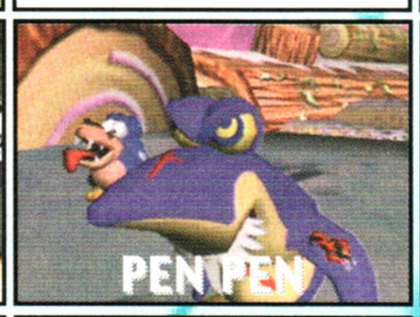

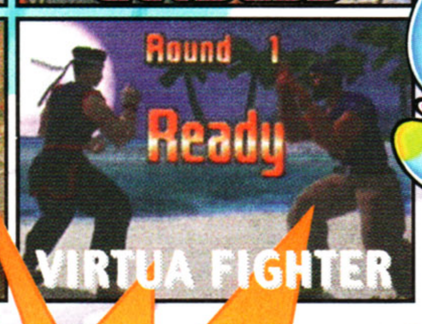

UK DREAMCAST GAMES

Due to the immense extra pleasure that you will get from your Dreamcast by playing games online, we strongly advise against buying imported games or machines. You can ONLY play online with a UK machine and UK games.

Expected for release on Dreamcast launch day:

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Blue Stinger	£32.99	r.r.p £39.99
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Incoming	£32.99	r.r.p £39.99
Jimmy White's 2: Cueball	£31.99	r.r.p £39.99
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Ready to Rumble	£32.99	r.r.p £39.99
Red Dog	£32.99	r.r.p £39.99
Sega Bass Fishing	£32.99	r.r.p £39.99
Sega Rally 2	£32.99	r.r.p £39.99
Sonic Adventure	£32.99	r.r.p £39.99
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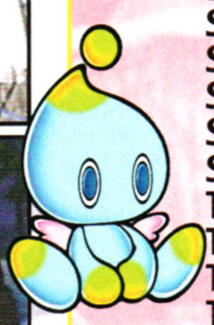

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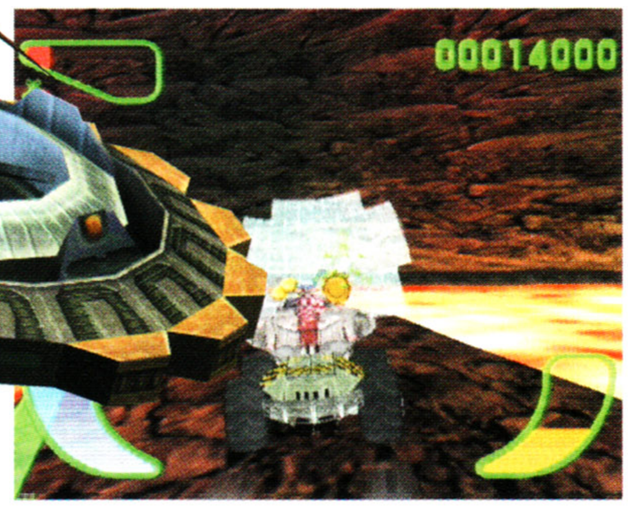
Red Dog

It's not red and there are no dogs in it, but this shoot-'em-up on wheels from Argonaut is one tough mutha!



"The best thing by far about Red Dog is the handling of your all-terrain assault vehicle!"

1

2

[1] Needless to say your vehicle isn't that hot – excuse the pun – on lava so make sure you keep to the path! **[2]** Destroying the enemy can be very satisfying, particularly when you see how they go out with a bang.

essential information >

Dreamcast magazine

Red Dog

Publisher	Sega
Developer	Argonaut
Origin	UK
Price	£39.99
Genre	Shoot-'em-up
Release	November

four players

arcade stick

vibration pack

race controller

modem

Visual Memory

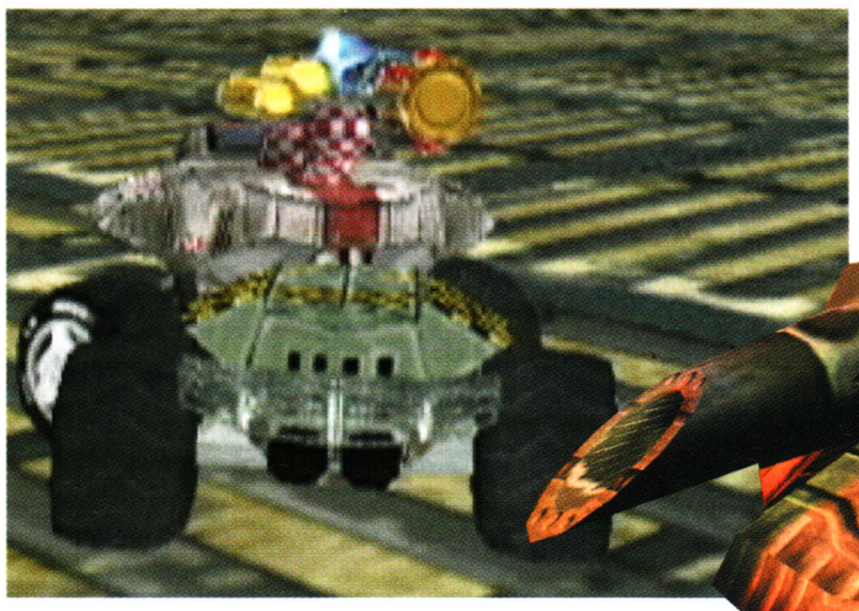
VM information

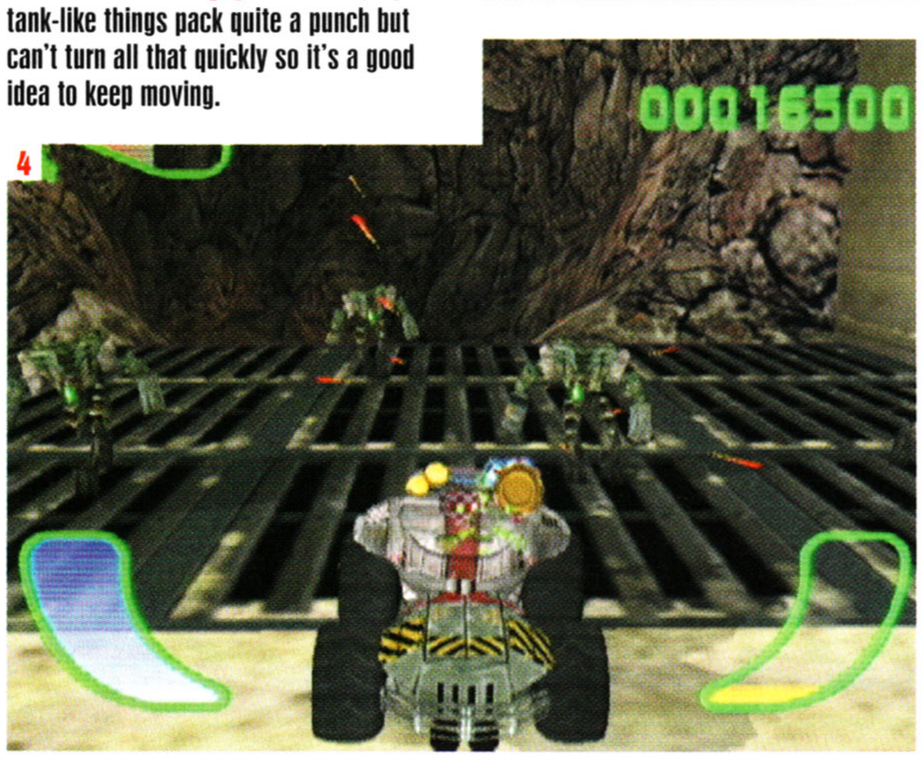
Save position	y
Logo during play	y
Mini game	n

awesome moment

In true *Aliens* style your ATV is brought in by dropship – game over man, game over!

[3] As you approach the first alien base a squadron of fighter craft blast off – try to hit them before they go because they'll be back later! **[4]** The alien foot-soldiers are beautifully animated and menacingly advance on you. Of course, you could just run them down... **[5]** The brown, squat tank-like things pack quite a punch but can't turn all that quickly so it's a good idea to keep moving.





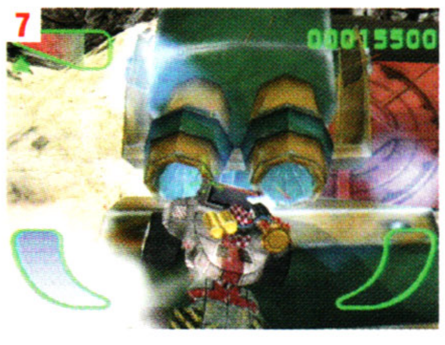
It's the future and some pesky aliens are causing havoc on a nearby planet. Fortunately you just happen to be the commander of a state-of-the-art Red Dog assault vehicle and so you're going to set things straight!

Red Dog is a shoot-'em-up that puts you in the driving seat of a vehicle that's best described as a cross between a beach buggy and a tank. With huge balloon tyres that pivot freely and a massive gun turret, this machine is a joy to drive and handles incredibly well. The over-the-top explosive action takes place under a thin veil of purpose provided by the 'mission objectives' you get at the start of each level but basically the aim is to destroy every other moving (and sometimes even non-moving) thing that you encounter.

Graphically this game can't really be faulted. Both the Red Dog assault vehicle and the alien hordes that you need to take on during each mission are beautifully designed and realistically animated. The alien foot-soldiers in particular run around extremely convincingly and can either be blasted or simply run down – the latter method being particularly satisfying.

Seeing Red

The only criticism of the aesthetics of the game would be that there is a little clipping at times – on the canyon level for instance, you can drive into the back of a lorry, only to have your vehicle pop out through what appears to be a solid wall. A pumping techno-track runs through each level and fits in well with the frenetic pace of the game, and the weapon sound effects are great.

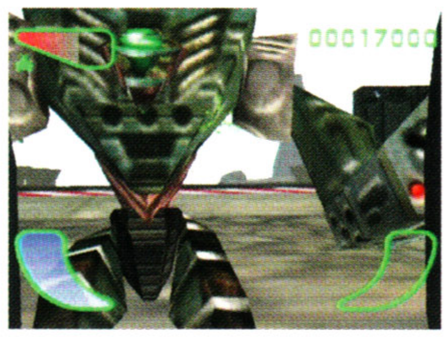


[6] Every so often you come across alien turrets. These range from fairly small to absolutely huge and you don't want to get this close to them! **[7]** Take out an alien tank and the only bits left after the explosion are the wheels.

2nd opinion

my view› Nick Roberts

› **Argnoaut is famous for its new technology games – it was the developer that brought 3D to the SNES with *Star Fox* and the Super-FX chip! It's done a great job on its first Dreamcast game now – *Red Dog* is excellent fun! It goes without saying that the graphics are top notch with realistic handling, lots of speed and some jaw-dropping visual effects, but it's the non-stop blasting gameplay that had me addicted. You never know what's going to be around the next corner as you trundle along, and it's this suspense that will keep you hooked. Another great Dreamcast release!**



The Opposition!

› The alien forces come at you in all manner of different forms. Here are the four types that you're most likely to encounter first...

TANKS

These big vehicles have heavy firepower but both move and fire fairly slowly. Keep on the go and pound 'em till they give up!

FOOT SOLDIERS

These guys attack in packs but aren't very heavily armoured which means you can drive straight at them and run them over!

SPIDERS

Although these aliens might look a little fragile they certainly aren't and they've a disturbing habit of attacking from all angles at once.

SCORPIONS

Similar to the spiders, these multi-legged monstrosities are fast moving and pack quite a sting in their tails. Take 'em out fast!

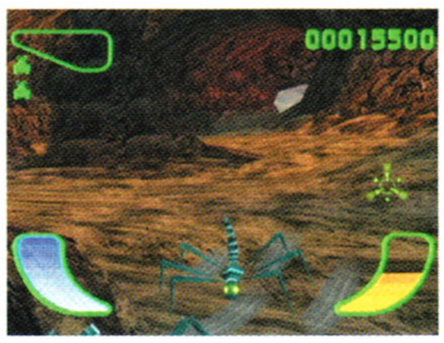
continued›

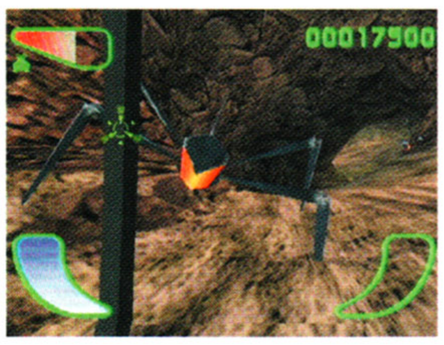
ontinued >

infoburst

Extra information>

- There's a wide range of versatile enemies coming at you in *Red Dog*!
- Argonaut has worked hard to give the game the most realistic physics possible.
- The four-player option allows for some top deathmatch action!





In all there are 15 huge one-player levels packed chock-a-block with all sorts of weird alien nastiness. In addition to the one-player mode, however, *Red Dog* also sports a rather spiffy multiplayer option where up to four people can duke it out in 20 different deathmatch arenas. As an added bonus, the modem allows you to download extra weapons from the Net onto the VM unit, and these can then be used in the multiplayer game, thus considerably increasing longevity.

"An immensely enjoyable blast-'em-up that sets the standard for Dreamcast games!"

1

Easy To Handle

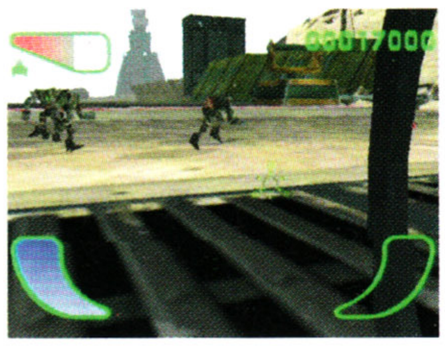
The best thing by far about *Red Dog* is the handling of your all-terrain assault vehicle. Whereas it would have been all too easy to make the handling complex and awkward, Argonaut has managed to arrange it so that even an idiot could drive this thing! The trigger buttons act as forward and reverse while steering is achieved through the analogue pad. The really clever bit however is that as well as controlling the steering the analogue pad also aims the turret on top of your ATV. Now although this might sound a little strange it works incredibly well and you find that you're in total control of your vehicle at all times – which is fortunate as with the plethora of irked aliens coming your way, you need to be!

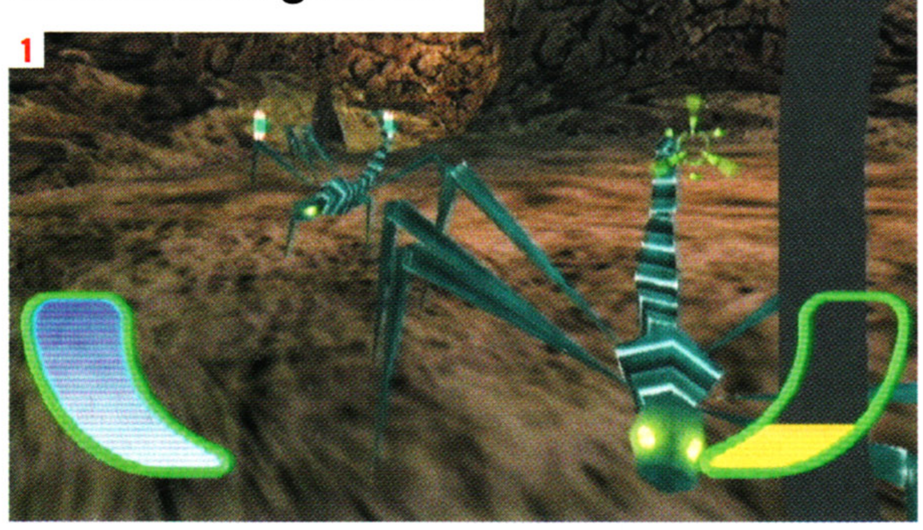
At the end of the day, *Red Dog* is a fairly mindless but immensely enjoyable blast-'em-up that sets the standard for Dreamcast games to come.

The physics engine in the game is very realistic and the variety of the enemies and the way they attack – from the ground, from the air, along the roofs of tunnels – ensures that you'll keep coming back for more.

As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is definitely a winner. Keep 'em coming!

Roy Kimber

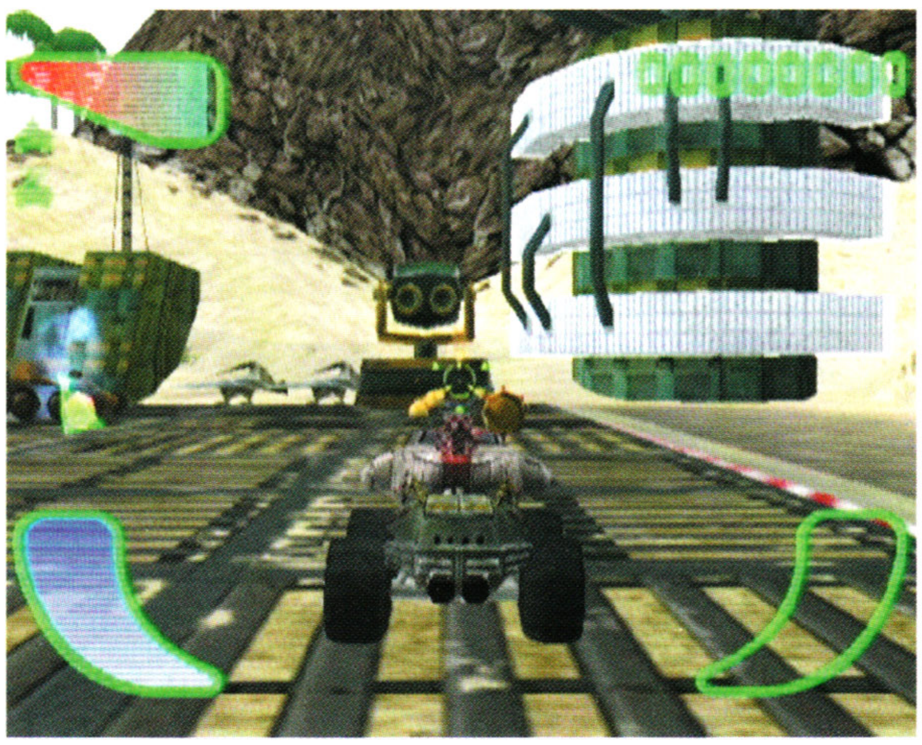




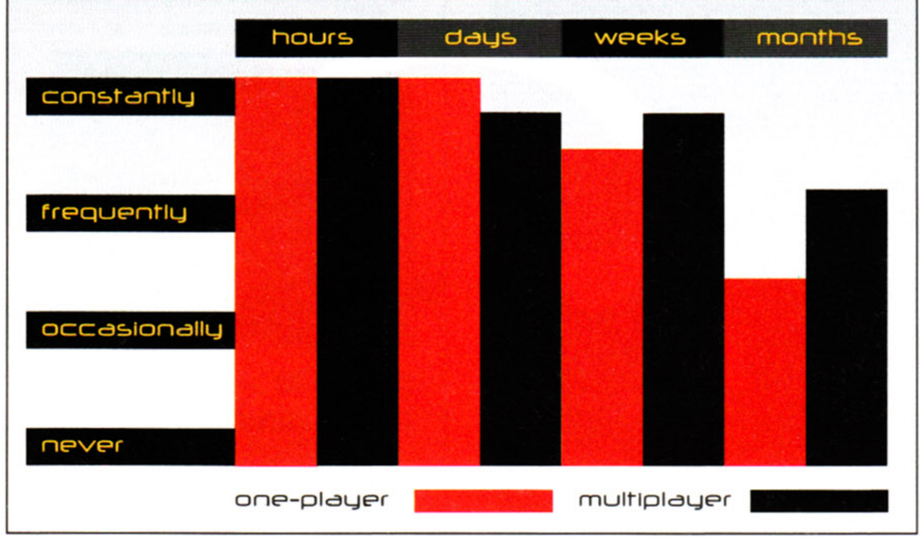
2

[1] The multi-legged enemies that you encounter in the tunnels come at you on any surface so you've got to keep an eye out. [2] As your vehicle has huge balloon tyres you can travel over surfaces and angles that other craft can't. [3] Watch out for those pesky spiders on the ceiling! You need to make good use of your turret in these sections.

3



Long term play>



summing up the game >

Dreamcast magazine opinion

DOGS	BITCHES
⊕ Superb handling on the vehicle	⊖ Restart level from scratch when you die
⊕ Excellent enemies with intelligent AI	⊖ Can get a little repetitive
⊕ Cool explosions	⊖ Not hugely original

VISUALS	90%
SOUNDS	84%
GAMEPLAY	80%
VALUE	82%

DM Rating 85%

summing up

> Certainly the best shoot-'em-up to hit the Dreamcast so far and hopefully a positive portent of things yet to come.

alternatively >

> Millennium Soldier: Expendable

> Incoming

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essential information >
Dreamcast magazine
Speed Devils

Publisher	Ubi Soft
Developer	In-house
Origin	France
Price	£39.99
Genre	Racing
Release	15 October

two players

arcade stick

race controller

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

Not so much a mini-game, but the VM unit does display a radar as you race along.

Speed Devils

Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!

Now we all know that gambling's bad. Yes, it may be legal, but it results in people losing their money, their partners and their homes... er, except the lucky few that win of course, but that doesn't make it right! Ubi Soft however is set to turn all Dreamcast owners into compulsive gamblers with its new racing game *Speed Devils*.

If you had to make comparisons, then *Speed Devils* is most like the *Need For Speed* games on the PlayStation and *Beetle Adventure Racing* on the N64. But it's a lot better. What it has in common with these games is the size and variety of the tracks. Each circuit that you race on is absolutely huge and packed with all sorts of crazy short-cuts, features and obstacles that turn this title from... well, from a great racing game into a *really* great racing game.

Dreamcast magazine ULTRA game

Crazy Track Antics

The tracks in *Speed Devils* aren't straightforward, oh no. With each lap that you take you encounter hazards such as rock falls, cranes, bulldozers, ramps, military vehicles, giant animatronic gorillas, alien spacecraft and tornadoes to name just a few. Each of these features can drastically affect the way the race runs. You might, for example, be running along quite happily in first place when suddenly a sign flashes a landslide warning and before you know it a positive avalanche of boulders has knocked your car for six!

When you first begin a game in Championship mode you are given the cheapest, most

[1] You've got to watch out for the UFO tractor beams – if they make contact with you they scoop you up and send you flying off course. [2] Take a turn through Hollywood and you'll find all sorts of strange obstacles, including an animatronic ape and this T-Rex!

"When you compare this to Sega Rally 2 there's just no contest, Speed Devils takes first place every time..."

infoburst
Extra information>

- Gorgeous cars with real-time damage.
- Huge highly detailed circuits.
- Themed audio tracks.
- All sorts of weird obstacles.

awesome moment

It's lap two on the Nevada track and one of the UFOs comes to grief.

[3] This is the car that your sponsor gives you when you first start a championship. What a generous bloke – not! [4] Once you've got a bit of cash it's wise to nip into the repair section of the garage and get your car back in full working order. [5] You've got to be careful on the rickety wooden bridges or you might find yourself plunging to your doom.

battered car you can imagine and thus your first race isn't necessarily the easiest because this car isn't exactly a performance model. So what you have to do is make a bit of money, because once you've earned some cash you can repair the damage, buy extra parts and also upgrade to a better model of car. Which brings us to the question: how do you get cash?

Money Makes the World Go Round!

Money is earned in a number of ways. The most obvious way to get some dosh is to win a race, but you also get cash bonuses for having the fastest lap time, the highest top speed and for 'busting' speed cameras – which basically involves driving so fast that when the cops try to clock you, your speed goes off the scale. The other way to make cash is through betting.

Now unfortunately in *Speed Devils* – as in life – you need money to make money. This means that you've got to earn some cash the hard way before you can start gambling. Once you've got a bit of cash behind you though the other racers in the game start making bets with you and – assuming that you win – the cash comes rolling in. The more cash you get, the better you can enhance your car and the bigger the wagers become.

Speed Devils is a superbly addictive game which really gets your adrenaline flowing. A variety of different options are available after each race and the fact that rather than just buying new cars each time you can also upgrade your old one, and can own up to three different cars at once, means that there's loads to do besides just the racing.

The two-player game is as good as the one-player as it still keeps all the special features on the tracks and there are a variety of different modes to try which considerably extend the longevity of the game. When you compare this to *Sega Rally 2*, there's just no contest, *Speed Devils* takes first place every time. So stop reading this and go out and buy it!

Roy Kimber

Bet You I Win!

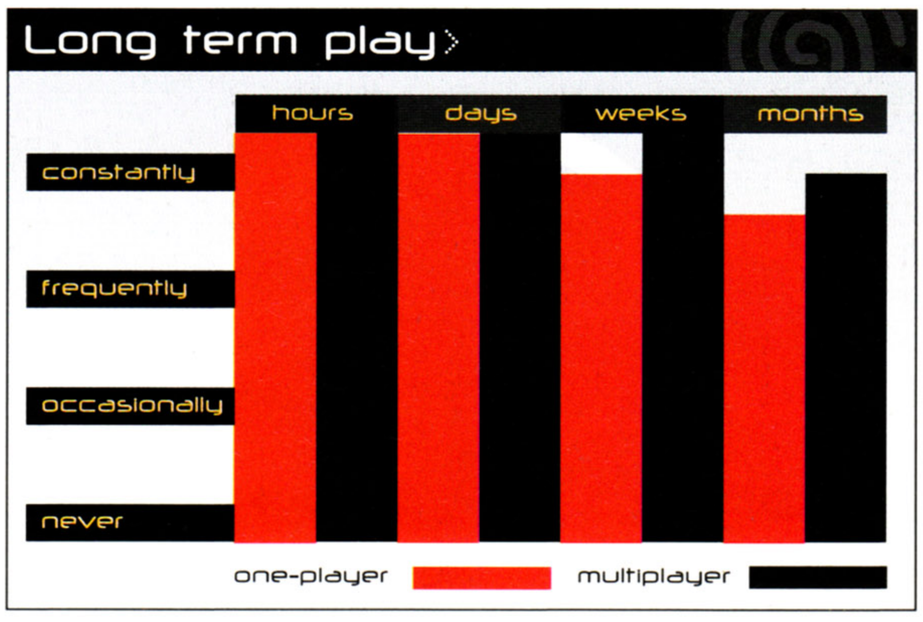
› Once you've raced a few times in Championship mode, and proved that you can actually tell the clutch from the brake pedal, the other characters in the game will make bets with you. These could be anything from simply getting the fastest lap time to busting a police radar on the highest level. The value of the bet usually reflects the difficulty of the wager. While you don't have to accept the bets, they're a good way of getting cash fast and raising your street cred. Are you hard enough?

2nd opinion

my view› Nick Roberts

› **Great game! That's about all I can say on the matter because I need another fix of the speedy action Ubi Soft have created here. Okay, a few more words. Ever since I played an early version of *Speed Devils* over in Paris with Ubi Soft I have been in love with the game. Everything is really well put together: the cars look great, the tracks are long and challenging and the animation as you race around is superb. Play back a lap on replay and you'll notice hundreds of things you missed when racing. All Dreamcast players should have this game!**

Long term play›



summing up ›

Dreamcast magazine opinion

ZIPPY	SLIPPY
⊕ Gorgeous graphics and presentation throughout	⊖ For multiplayer, it's two players or nothing
⊕ Nice car handling on all the vehicles	⊖ No Internet access features
⊕ The animated tracks are simply brilliant	⊖ This game could seriously ruin your social life!

VISUALS	93%
SOUNDS	88%
GAMEPLAY	94%
VALUE	95%

DM Rating 92%

summing up

› A superb racer which is more than a match for *Sega Rally 2*, this game is just the sort of thing the Dreamcast needs if it's to be a success!

alternatively ›

› Sega Rally 2

› Suzuki Alstare Racing

website | www.soulcalibur.com

Soul C

Namco is famous for its *Tekken* arcade and console series. The company is the undeniable king of the fighting game and now Namco has excelled itself with its first Dreamcast release. Could this be the best beat-'em-up ever?

***Soul Calibur has arrived... put simply, the beat-'em-up genre and Dreamcast will never be the same again.**

You know that *Soul Calibur* is that little bit special from the instant the introductory FMV sequence kicks off. Namco has an established reputation for its high quality FMV movies, and *Soul Calibur* is no exception. Each of the playable characters is featured in the introductory movie, either striking a pose for the camera or going through their respective martial arts motions. One of the stand-out moments of this movie is seeing the silhouette of one of the combatants, Mitsurugi,

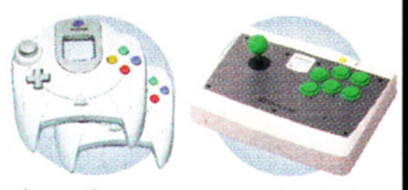
"The fighting mechanics are easy to pick up and play..."

essential information >

Dreamcast magazine

Soul Calibur

Publisher	Sega
Developer	Namco
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	November


two players

arcade stick

vibration pack

modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

awesome moment

Ivy delivers her special kind of poison, using a whip to deliver a nasty blow.

alibur

1

2

3

[1] The replays are incredibly detailed and can be viewed from multiple angles. **[2]** The characters are a selection of old and new school Namco! **[3]** The lighting effects on some of the moves are incredible... even better than the arcade! **[4]** Don't try to look up Sophitia's skirt, lads! **[5]** Mitsurugi wins again. Against a girlie. Typical.

4

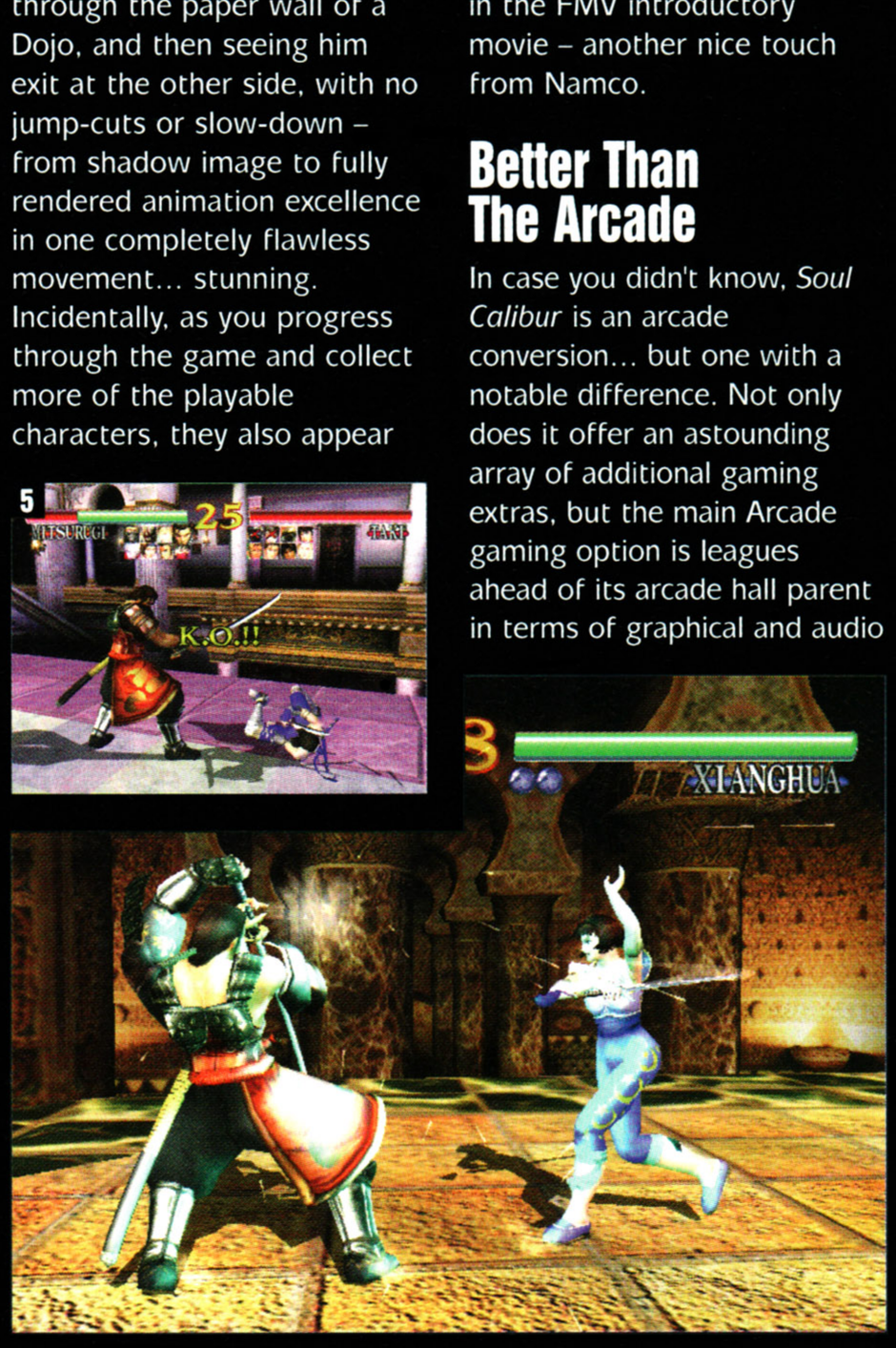
through the paper wall of a Dojo, and then seeing him exit at the other side, with no jump-cuts or slow-down – from shadow image to fully rendered animation excellence in one completely flawless movement... stunning. Incidentally, as you progress through the game and collect more of the playable characters, they also appear in the FMV introductory movie – another nice touch from Namco.

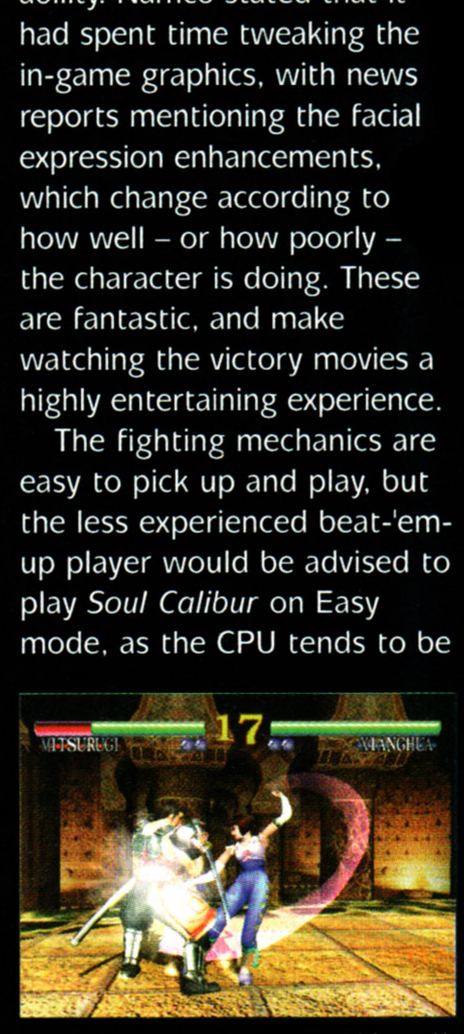
5

Better Than The Arcade

In case you didn't know, *Soul Calibur* is an arcade conversion... but one with a notable difference. Not only does it offer an astounding array of additional gaming extras, but the main Arcade gaming option is leagues ahead of its arcade hall parent in terms of graphical and audio ability. Namco stated that it had spent time tweaking the in-game graphics, with news reports mentioning the facial expression enhancements, which change according to how well – or how poorly – the character is doing. These are fantastic, and make watching the victory movies a highly entertaining experience.

The fighting mechanics are easy to pick up and play, but the less experienced beat-'em-up player would be advised to play *Soul Calibur* on Easy mode, as the CPU tends to be





Get Connected

> Namco is working on special downloadable extras for *Soul Calibur*, but it won't say what they are just yet. In the meantime, you can send a postcard if you go to **www.namco.com**.

continued>

website | www.soulcalibur.com

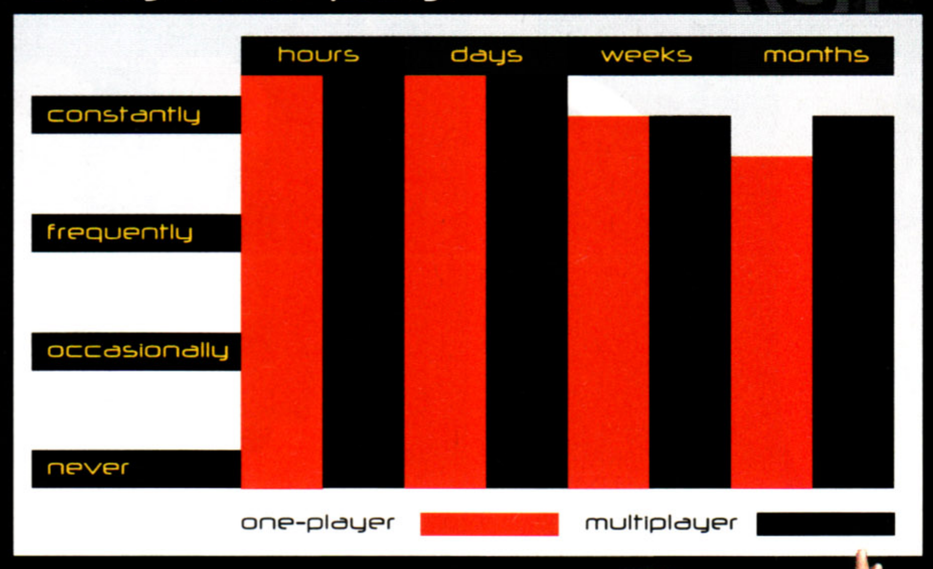
ontinued>

1

2

"Soul Calibur is the greatest beat-'em-up ever developed!"

Long term play>



3

[1] Kilik is the lead character now and to be honest, he's a bit tasty with his stick! [2] If you catch the opponent at the right time, they'll be thrown in the air ready for some major damage. [3] The game mechanics follow the original title, Soul Edge, pretty closely but with some fine tuning. [4] Don't mess with Astaroth... he's a monster! [5] It's looks like Mitsurugi has finally met his match!

4

5

2nd opinion

my view> Nick Roberts

> We've always known that *Soul Calibur* was going to be something special. Namco has been a bed partner of Sony and the PlayStation for so long that when it chose to break free and develop a game for the Dreamcast, you knew that it had something pretty amazing up its sleeves. Now that game has arrived, and it is nothing short of outstanding!

Namco has really beaten Sega at its own game, taking an arcade fighting game and converting it to Dreamcast. The advantage it had was that the arcade version of *Soul Calibur* was developed on hardware virtually identical to Dreamcast. Just think of the best elements of all the fighting games you've ever played and enjoyed, then double them, and you'll be getting pretty close to this masterpiece. It just can't be faulted!

a bit tasty on the blocking and attacking at Medium difficulty level... and don't even think about the Hard option unless you have the reactions of a cobra on speed!

Each character fights using their feet, fists and weapon – the latter includes swords, chains, spears, poles, axes and in the case of Seigfried, a bloody huge phallic monstrosity of a broadsword!

Unique Features

The missions become more interesting and challenging as further locations are opened up on the world map. For instance, in one arena, players have to defeat two consecutive opponents whilst wrestling with a strong wind which attempts to buffet both combatants out of the arena. Another example has the player poisoned, meaning that their health bar slowly deteriorates, which puts the emphasis on going for a quick win.

Namco has certainly learnt from its shoddy European conversion of *Tekken 3* on PlayStation. The PAL version of the game is virtually identical to its NTSC parent. Don't be under any doubt, *Soul Calibur* is the greatest beat-'em-up ever developed, and it will be a long time before anything comes close to touching it. Rejoice, the Dreamcast finally has its killer app, which can only be great news for gamers.

Stuart Taylor

summing up the game >

Dreamcast magazine opinion

SOLES	KIPPERS
⊕ Beautiful graphics, setting a new standard	⊖ The Arcade mode is quite short
⊕ Many extra features over the arcade version	⊖ You can perform amazing moves by pressing random buttons!
⊕ It's from Namco!	⊖ Too addictive!

VISUALS	96%
SOUNDS	92%
GAMEPLAY	94%
VALUE	93%

DM Rating 94%

summing up

> With *Virtua Fighter 3tb* already getting stale, *Soul Calibur* takes over as the best fighting game you'll ever play... until the next one!

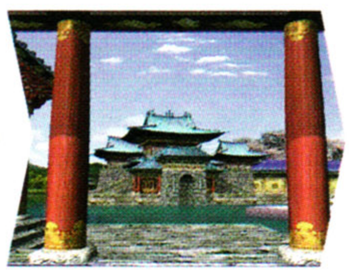
alternatively >

> Power Stone

> Virtua Fighter 3tb

STAGING A FIGHT

> Namco has crammed a high level of detail into the stages. If you're good you should find them all!



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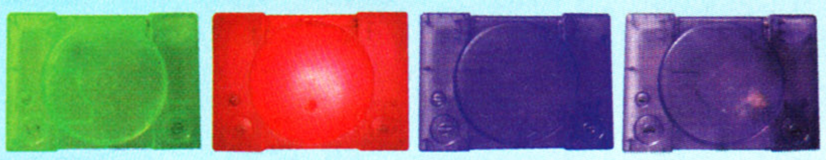

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Suzuki Alstare-Extreme Racing	Dragonus: Cult of the Wyrm
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Tom Clancy's Rainbow 6	Caesar's Palace 2000
Armada	NBA Showtime
Soul Fighter	Evolution
Speed Devils	Fighting Force 2000
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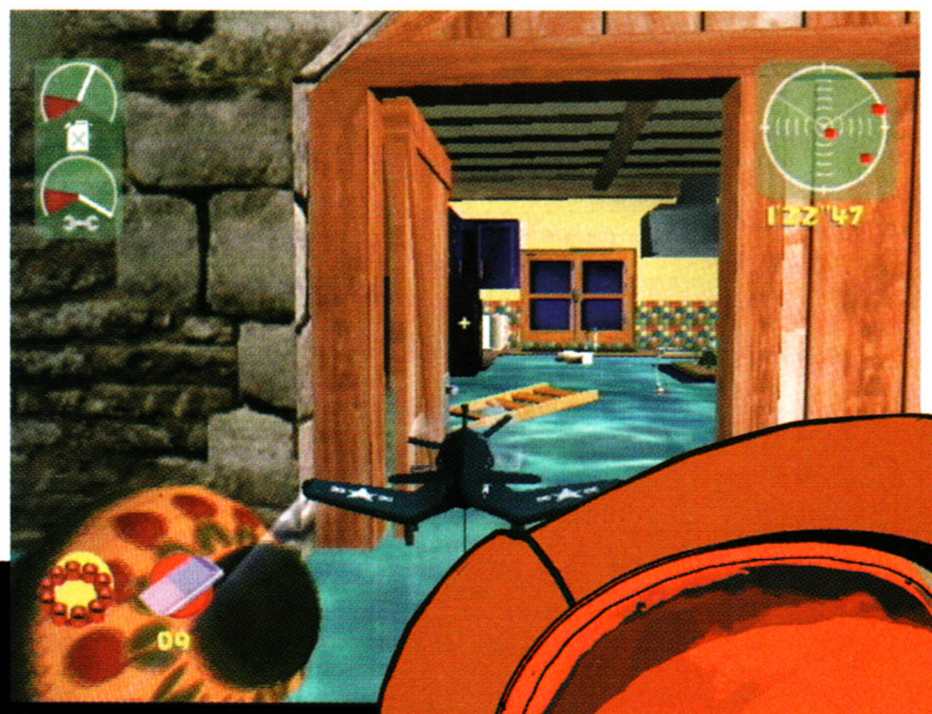
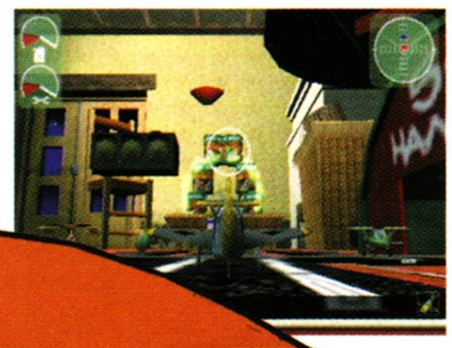
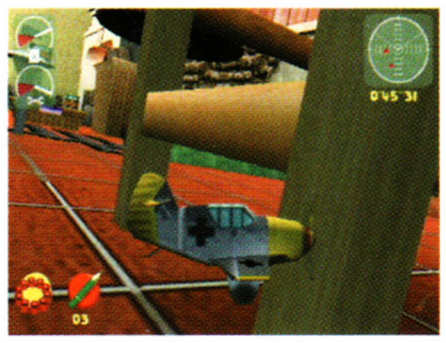
Toy Co

Vigilante toys fed up with being treated badly are ready to hit back. Sounds like one for the kids...

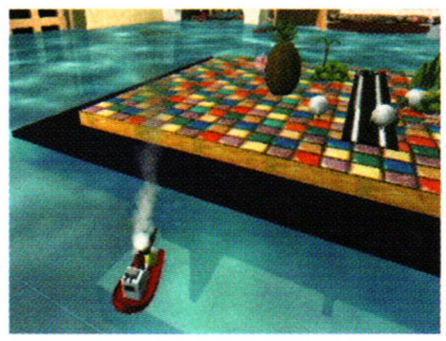






This rather inventive story from French developers No Cliché looks set to take the charts by storm. Taking a *Toy Story* theme, basically Hugolin Bear – the main boss of the game – and his mean recruits are rebelling against the toy community and former Chief, Guthy (the child who owns the toys) because he is tossing aside the more traditional playthings in favour of modern toys. Who didn't do that when they were young?

In order to get the rebels back on side, you act as Guthy trying to regain control of the toys by way of various missions that are set in different rooms of the family house. These environments are totally unique and free roaming and you'll find



"You are spurred on by the well-fitting soundtrack, particularly on the racing levels..."

essential information >
Dreamcast magazine
Toy Commander

Publisher	Sega
Developer	No Cliché
Origin	France
Price	£39.99
Genre	Strategy/ shoot-'em-up
Release	14 October

four players

arcade stick

vibration pack

Visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

infoburst

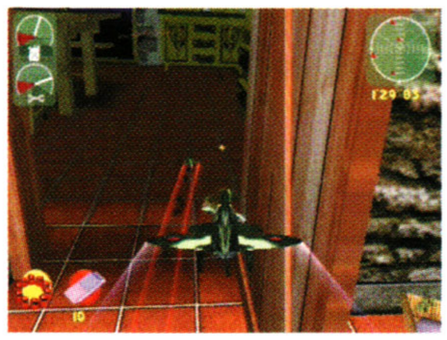
Extra information>

- *Toy Commander* is the first console game from new French developers No Cliché.
- The levels are a fully free-roaming environment – you can go anywhere!
- This is the first game to make use of the four joypad ports on the Dreamcast, so find yourself some friends, each with a joypad, and you can have a great multiplayer battle.

awesome moment

The game starts with Guthy playing with his toys, then his hands disappear!

mmander



power-ups and weapons in the strangest of places – in the lounge area, for example, you can fly up into the chimney in the plane for some much needed fuel when fighting the boss. Talking of power-ups, they are there in abundance, and once you've picked one up it will rematerialise in the same spot so that you can go back for it again and again.

It's a Toy's Story!

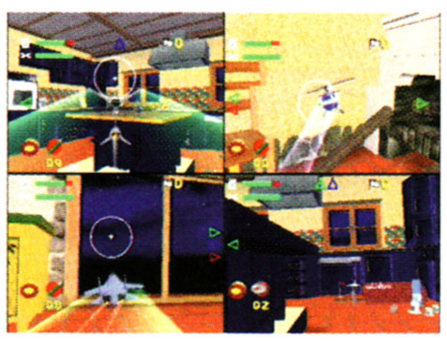
But what do you get to play with? There are 35 different toys which range from jeeps and cars to fighter planes and helicopters. Those to be used in a particular level are allocated at the start of the mission, and vehicles are able to pick up certain household items such as pens (for missiles) and erasers (for bombs) to use as weapons. Of all the toys, we found the

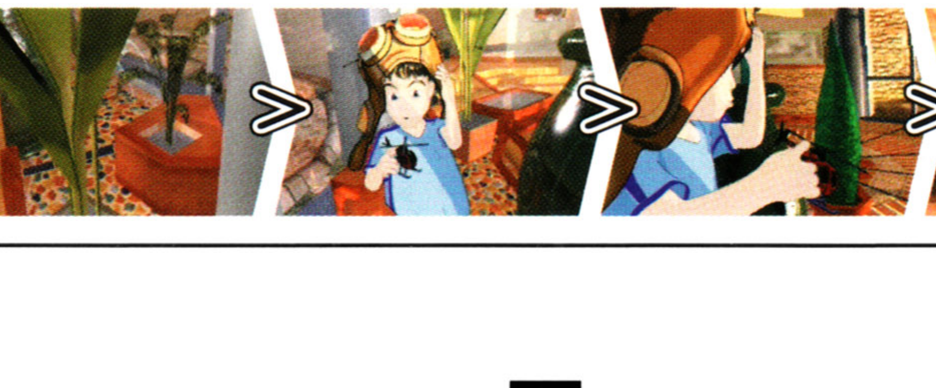
planes the most difficult to get the hang of, particularly in the racing games.

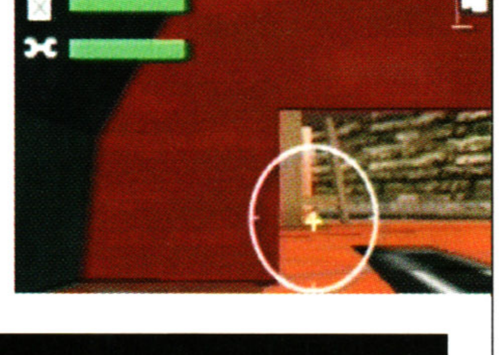
After all the missions have been completed you must fight the boss of the room. Once beaten he is yours and you can use him to fight Hugolin in the big boss battle at the end.

Hours of Fun Guaranteed

Although No Cliché has guaranteed 50 hours of gameplay, this could well increase as you find yourself trying to beat the mission times on certain hard levels. The puzzle elements will also keep you occupied on the clever yet beautifully designed levels,







[1] With four joypad ports as standard, Dreamcast is the King of multiplayer games. [2] This giant teddy bear is the big boss. Not very menacing is he? [3] No Cliché have created a cool cartoon style for the game. [4] If you can't stand the heat...

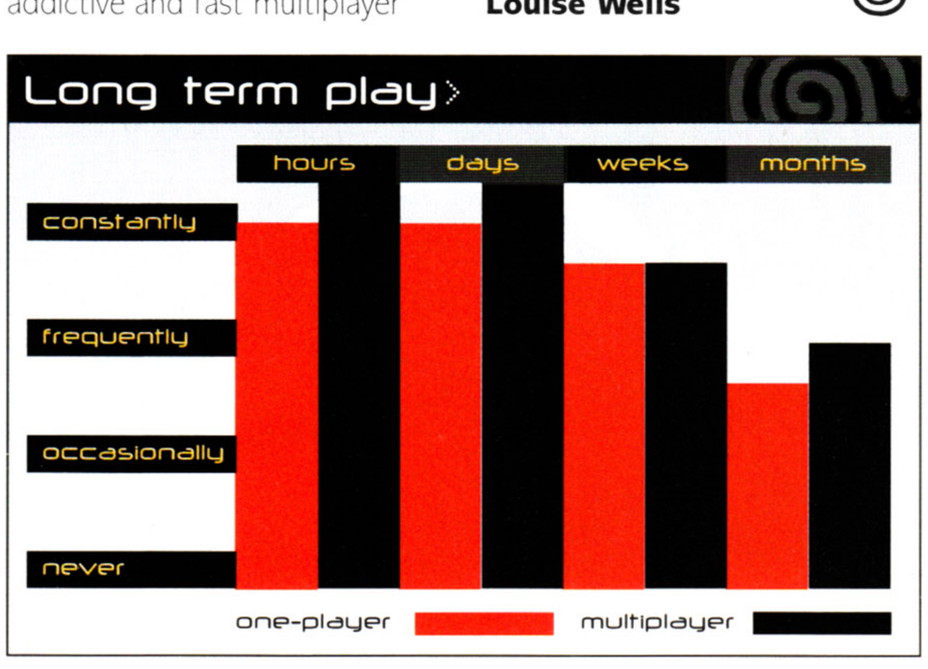
where you have to climb strategically designed ramps and move other objects out of the way to continue to the end, and are spurred on by the well-fitting soundtrack, particularly on the racing levels.

The game is a dream to play, with very little slowdown and a graphics engine which is solid, producing few glitches. Even changing through the multiple views as you view the big structures is virtually seamless. The smoothness of the game is particularly evident in the three addictive and fast multiplayer

games. Although not quite up to the Nintendo 64's *GoldenEye* standard of addictiveness, mainly due to the complicated surroundings, there is a lot of fun to be had, and No Cliché should be congratulated for being brave enough to incorporate a four-player mode!

Due out on the same day as the Dreamcast console, *Toy Commander* is going to be a big seller. And no, it's not just for the kids.

Louise Wells



2nd opinion

my view > Jem Roberts

> We've all used our imaginations and played with our toys, thinking they were real. Haven't you? Oh, it must just be me then. You no longer need your imagination though, it's all here to be played on Dreamcast! *Toy Commander* is a great example of the unique gameplay experiences available on Sega's new machine. It looks fantastic, has many unique elements and can't be found on any other console. If you own a Dreamcast, buy it. If you don't, but a Dreamcast while you're in the shops too!

Marvellous Missions

> In each of the eight rooms there are up to seven tasks and missions to complete before moving on to the next. The missions, which vary in difficulty and nature, take the form of...

Dexterity

Here you control several vehicles and have to manoeuvre objects as best you can in a set amount of time. For example, in the kitchen you need to fly a plane to find a tank and then use the tank to push eggs into water; you've also got to turn the gas on.

Racing

The Racing levels are somewhat strange as they are free roaming and at first it's pretty tough to work out where you're going. On about the third attempt, you should have grasped it.

Strategy

You control troops of plastic soldiers and armoured vehicles who have to take over the enemy, though you need your wits about you.

War

Similar to Strategy, but this time the missions include finding submarines in the bath, for instance, and then bombing them.

Dreamcast Magazine Opinion

summing up >

BIG TED

- ⊕ Great strategic gameplay
- ⊕ The play areas will grip your imagination
- ⊕ Fast and furious multiplayer game

LITTLE TED

- ⊖ Controls take some getting used to
- ⊖ Vehicles often difficult to control
- ⊖ Levels times can be tough to beat

VISUALS	90%
SOUNDS	85%
GAMEPLAY	88%
VALUE	86%

DM Rating 86%

summing up >

> This beautifully designed piece of gameplay will keep even hardened gamers occupied for hours on end.

alternatively >

> Millennium Soldier: Expendable

website | www.acclaim.com

TrickSt

Acclaim's futuristic racer was a shining light in the Dreamcast's launch firmament but can this hoverboarder sim cut it, or is it a case of all style and no substance?

Abandoning the standard clichés, *TrickStyle* introduces a new style of race, where the player is given the opportunity to take a hoverboard for a spin.

Previously the domain of comic books and motion pictures, the closest we've come to the hoverboard racing style in videogames before was in *Wipeout* on PlayStation, and – due to *TrickStyle*'s emphasis on stunts – *1080° Snowboarding* on Nintendo 64.

It's obvious that the game's developer, Criterion Studios, has put an emphasis squarely on the 'cool factor', which is inherent in the menu design, as well as the visual look of the nine playable characters and racing environments. In fact, in our humble opinion, *TrickStyle* is one of the coolest and most stylish looking racers ever – it even gives the likes of *Wipeout* a run for its money! However, looks only go so far, so how does it play?

"TrickStyle is one of the coolest and most stylish looking racers ever – it even gives Wipeout a run for its money!"

essential information > Dreamcast magazine

TrickStyle

Publisher	Acclaim Entertainment
Developer	Criterion Studios
Origin	UK
Price	£39.99
Genre	Racing
Release	15 October

two players

arcade stick

vibration pack

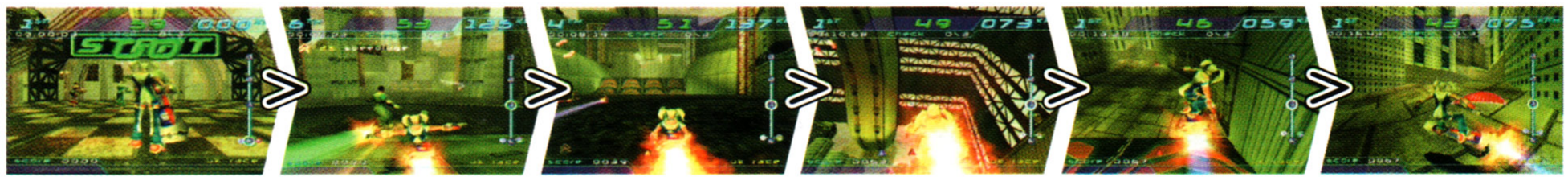
visual memory

VM information

Save position →	Y
Logo during play →	Y
Mini game →	N

awesome moment

You can pull off some thrilling stunts on these cool hoverboards!



tyle

[1] The Japanese tracks are the toughest on offer, so Brad and Mia have their work cut out. [2] King and Max duke it out in one of TrickStyle's two-player arenas. Looks like someone's going to go home in an ambulance!

Well, from the off, *TrickStyle* presents a mighty challenge that will test even the most ardent and experienced gamer (it certainly reduced many of our leading race experts to tears!)

Much has been made of Criterion's realistic physics engine, which is definitely a remarkable piece of game design. However, this also means that the hoverboard is incredibly tough to control, and even though in some cases you can see a hazard approaching, it can sometimes be tough to manoeuvre out of the way without losing speed. Realism in games can sometimes be a good thing, but is dangerous when it results in tear-your-hair-out frustration.

To say the game is not particularly forgiving would be an understatement, as the slightest of mistakes could cost you a race since the AI of your opponents appears to be tuned to the Nth degree. For instance, you're in the lead, going full throttle, when out of the blue comes a computer opponent who whizzes past with apparent little effort. This AI characteristic is known in the trade as CBC (Cheating-Bloody-Computer), and to its detriment, *TrickStyle* has it in spades.

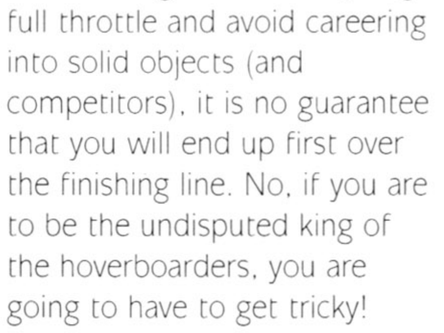
Tricks & Traps

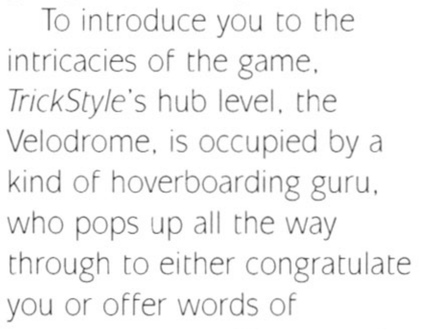
TrickStyle is a brave attempt to redefine the racing genre, and the Dreamcast is certainly a suitable platform for such a departure. The key factor in Criterion Studios' masterplan is to place an emphasis on tricks rather than just peddle-to-the-board racing. So, even if you go full throttle and avoid careering into solid objects (and competitors), it is no guarantee that you will end up first over the finishing line. No, if you are to be the undisputed king of the hoverboarders, you are going to have to get tricky!

To introduce you to the intricacies of the game, *TrickStyle*'s hub level, the Velodrome, is occupied by a kind of hoverboarding guru, who pops up all the way through to either congratulate you or offer words of encouragement. The guru also offers you a series of challenges, such as a head-to-head race with him through a set of hoops, or collecting a series of energy globes within a strict time limit. As well as breaking up the racing action, these challenges are essential if you are to successfully progress through to the later levels.

There are three environments, or arenas, in *TrickStyle*, each with five levels and a boss race which are accessed in the following order: UK, USA and Japan. The design of the levels is truly representative of a next

[3] Rose has the wind knocked out of her sails by an impatient, barrel-rolling opponent.



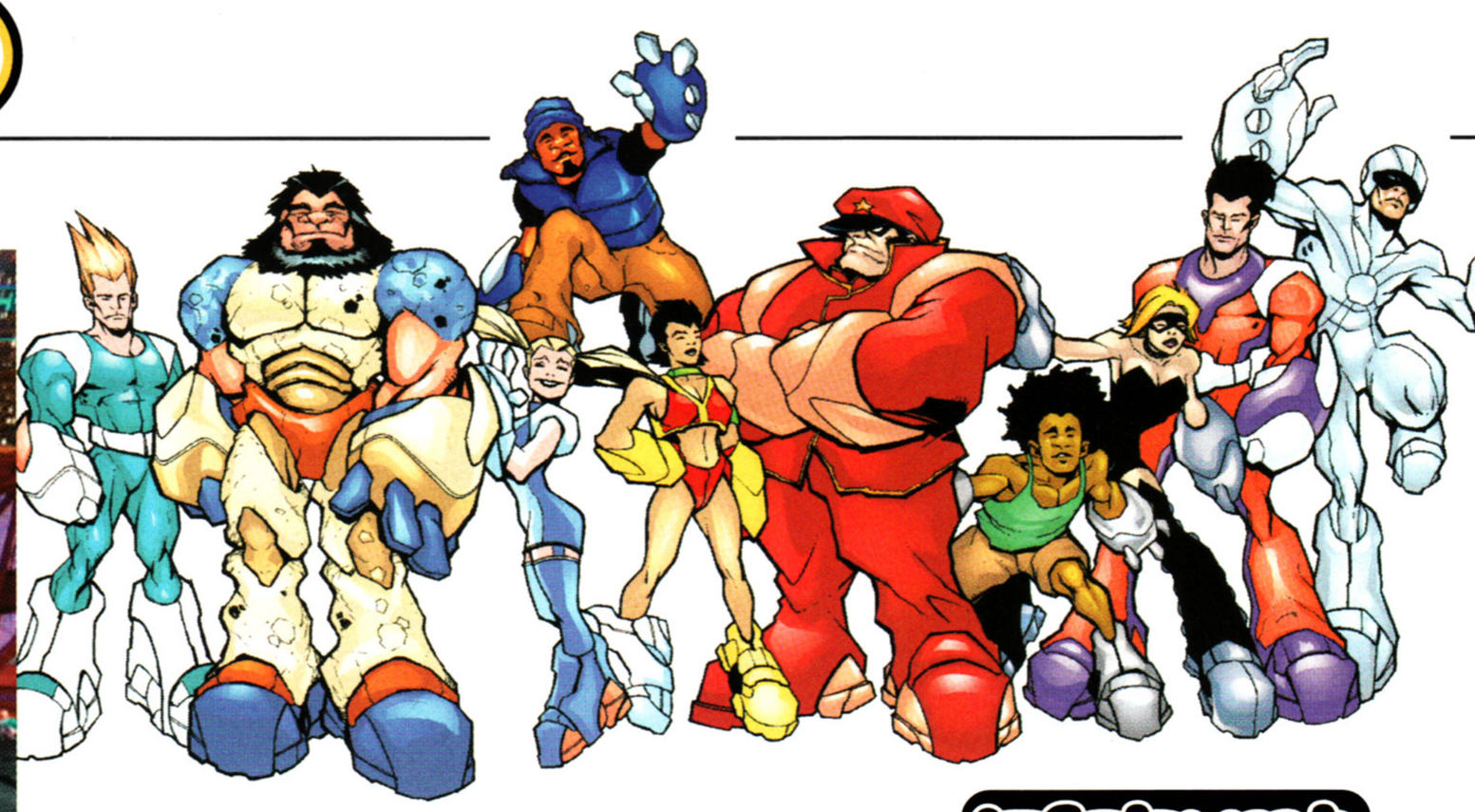


Movers & Shakers

There are four basic moves: jump (obvious, right?), luge (flat on your back speed-up move), 360° spin (speaks for itself), and barrel (on your belly offensive move). *TrickStyle*'s more advanced moves are learnt in the Velodrome, so it is definitely in your best interests to pay the guru a visit.

continued

continued>



generation title, with a large amount of background detail, glorious technicolour wizardry and cleverly hidden features and shortcuts. For instance, on the first UK race, devious players can barrel roll through Big Ben's clock face, taking a more direct route to the finish line. All of the tracks bear a cleverly thought out relationship to one another as well, meaning that where one track might end, another will begin. So even though you may find yourself whizzing by familiar locations from previous tracks, the designers have ensured that you won't feel cheated, as you'll race them from a different viewpoint. In fact, the level design is *TrickStyle*'s major strength, and DREAMCAST MAGAZINE takes its hat off to Criterion (devious buggers that they are). The boss race in each arena is a test designed to see how well you've mastered the trick elements of the game – and like the races themselves, they are incredibly difficult to master successfully.

All Style?

There were plans to incorporate an on-line gaming mode into *TrickStyle*, but due to the fact that Sega has had problems sorting out its Net capabilities, there is only the two player split-screen option available. Surprisingly, this is one of *TrickStyle*'s weakest features, with slowdown and restricted view being the two major stumbling blocks. Hopefully Acclaim will release some sort of patch or expansion pack when the Dreamcast finally goes on-line, so that expert Trickstylers can duke it out full screen over the Net.

Whilst *TrickStyle* is an admirable Dreamcast debut from Acclaim and Criterion, there are a number of factors that prevent it from being a truly great experience. Speed freaks will be disappointed as *TrickStyle* is not really a high adrenaline experience, but then the emphasis on tricks indicates that this could be a deliberate move on Criterion's part. There's also the disappointing multiplayer, and the game's very high difficulty level.

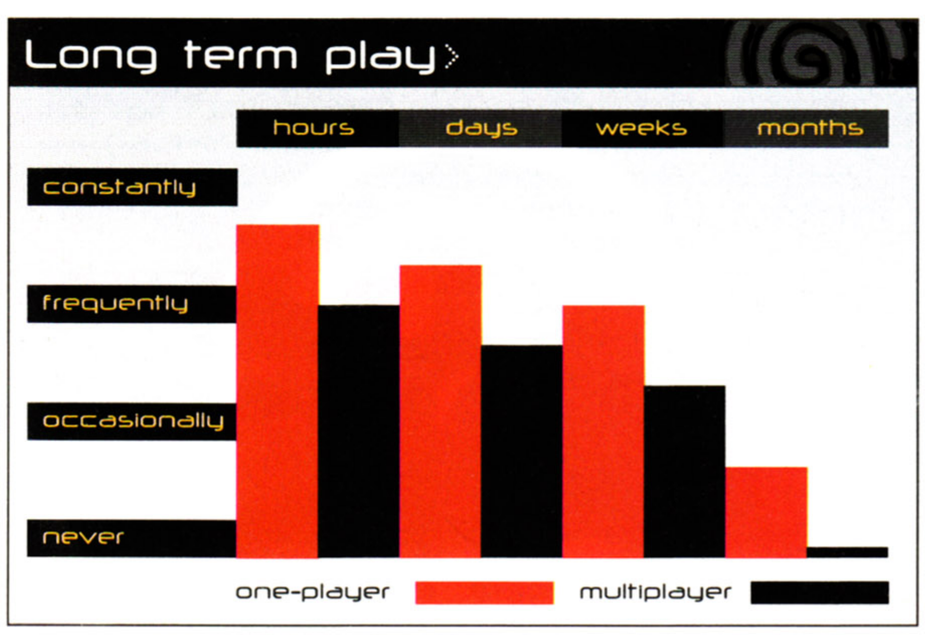
TrickStyle is a great visual and aural showcase for the Dreamcast, and is indicative of the console's future potential, but as a game it's good but not great. The fact that it was always intended to be a release title has perhaps resulted in *TrickStyle* being rushed out before some of its kinks were ironed out. However, if its Dreamcast debut is anything to go by, DREAMCAST MAGAZINE predicts great things from Criterion in the future.

Stuart Taylor

2nd opinion

my view> Nick Roberts

> I've really been looking forward to playing *TrickStyle*. It's one of the Dreamcast games that has been hyped up from the very start, but does it live up to all this pre-hype? Well graphically the game is spot on, the characters have perfectly fluid movement and everything is really well presented. The music too is top class with some really excellent dance tracks playing to keep you up to speed. But speed is the major problem. You just don't feel much of it as you play, and the loading time between levels and menu screens brings the whole experience grinding to a halt. A good looking game, but you'll need lots of patience!



infoburst

Extra information>

- Criterion Studios considers *TrickStyle* to be a stunt-based racing game, and not a racing game with stunts.
- The game was influenced by a *Judge Dredd* storyline from the 2000AD comic.
- Criterion Studios is also the team behind *Suzuki Alstare Racing* from Ubi Soft.
- There are already plans for a *TrickStyle 2*!

Dreamcast magazine opinion

summing up>

TRICKS

- ⊕ Stylish look and feel, very hi-tech!
- ⊕ Inventive and original track design
- ⊕ Nine unique racers to choose from

TRAPS

- ⊖ Tough to master control method
- ⊖ Infuriating AI, which is a tad fond of cheating!
- ⊖ No real feeling of speed during races

VISUALS	83%
SOUNDS	84%
GAMEPLAY	70%
VALUE	75%

DM Rating 79%

summing up>

> An impressive showcase for the Dreamcast, and a fun way of christening your console, but it's likely to end up collecting dust on your shelf after Christmas.

alternatively>

- Sega Rally 2
- Speed Devils

INSOMNIA

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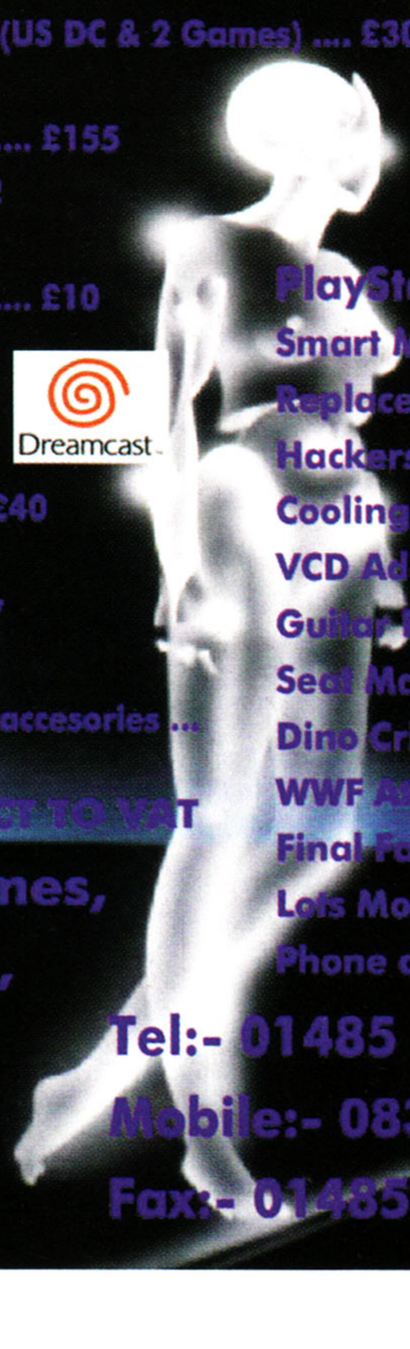

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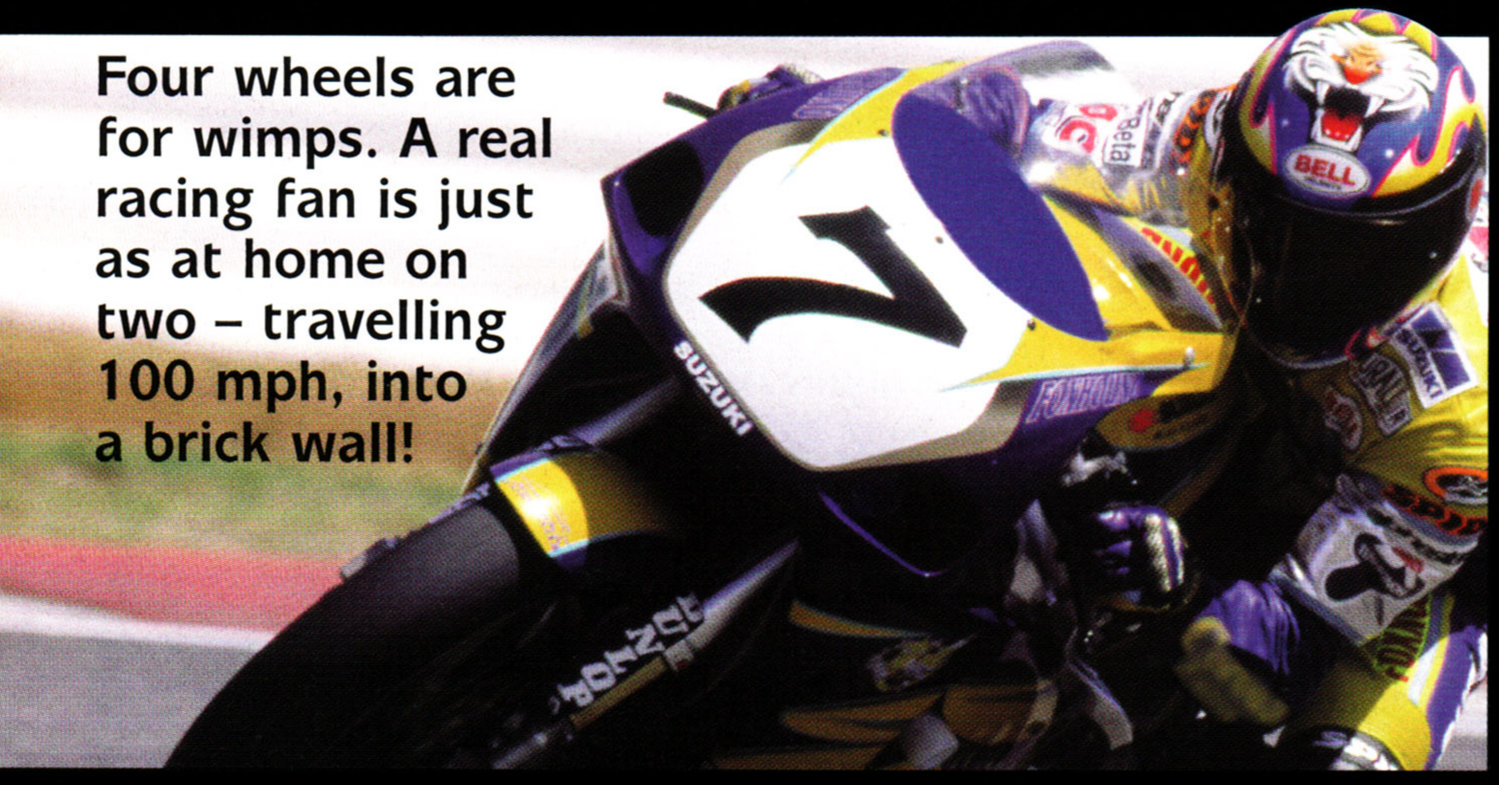
Suzuki Alstare Extre

Four wheels are for wimps. A real racing fan is just as at home on two – travelling 100 mph, into a brick wall!



essential information >

Dreamcast magazine

Suzuki Alstare Extreme Racing

Publisher	Ubi Soft
Developer	Criterion
Origin	UK
Price	£39.99
Genre	Racing
Release	15 October

two players

arcade stick

vibration pack

race controller

Visual Memory VM information

Save position	Y
Logo during play	Y
Mini-game	Y

Suzuki Alstare Extreme Racing fully supports the VM unit, enabling players to take their game data with them.

Criterion, the Guildford-based team responsible for the upcoming *TrickStyle*, returns with a re-vamped version of the Japanese Dreamcast title *Redline Racer*. After acquiring the license with Suzuki the whole game has been reworked for international release.

Suzuki Alstare Extreme Racing thrusts you into the exhilarating world of superbike racing. The setting is based around real bikes and riders from the Suzuki Alstare Team. You start off at the bottom of a league as an independent rider and have to compete in a series of championships in order to earn a place on the hallowed Suzuki Team. A series of increasingly powerful bikes become available to you from the GSX-R600 to the GSX-R750 Superbike. The team has been working closely with Suzuki to faithfully recreate the bikes from actual Suzuki technical data, 3-D models and videos. Members of the Suzuki Team such as Pierfrancesco Chili, Katsuaki Fujiwara and others will be featured in the game as rivals and competitors.

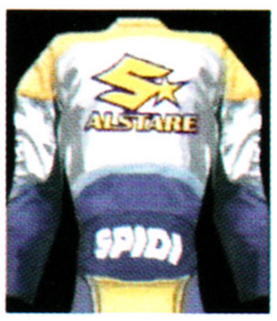
Total Control

The control system takes advantage of the Dreamcast's analogue controls and offers not only analogue steering but acceleration and braking as well. This system gives the game quite a natural feel as you ease up on the accelerator and gently lean into those bends. There are the standard modes of view: third-person at varying distances, and the purists 'inside' view which tilts dizzily as you take corners making you feel like a speeding bullet.

Suzuki offers 12 separate courses spanning seven different environments including mountains, canyons, beaches, industrial cities, countryside and of course, raceways. The courses are reversible, effectively doubling the number of tracks and ensuring the games longevity and challenge. Graphically Suzuki is a step ahead of other console racers, but the emphasis has been put on speed. This was the most important factor according to the game's designer, who said the intention was to create a 'pure racer'.

Take a Leathering

> Criterion has included lots of options for different leathers and bikes in the game, but you can't access many of them until you've won a few races. The leathers you have to choose from at the very start look a bit like this...



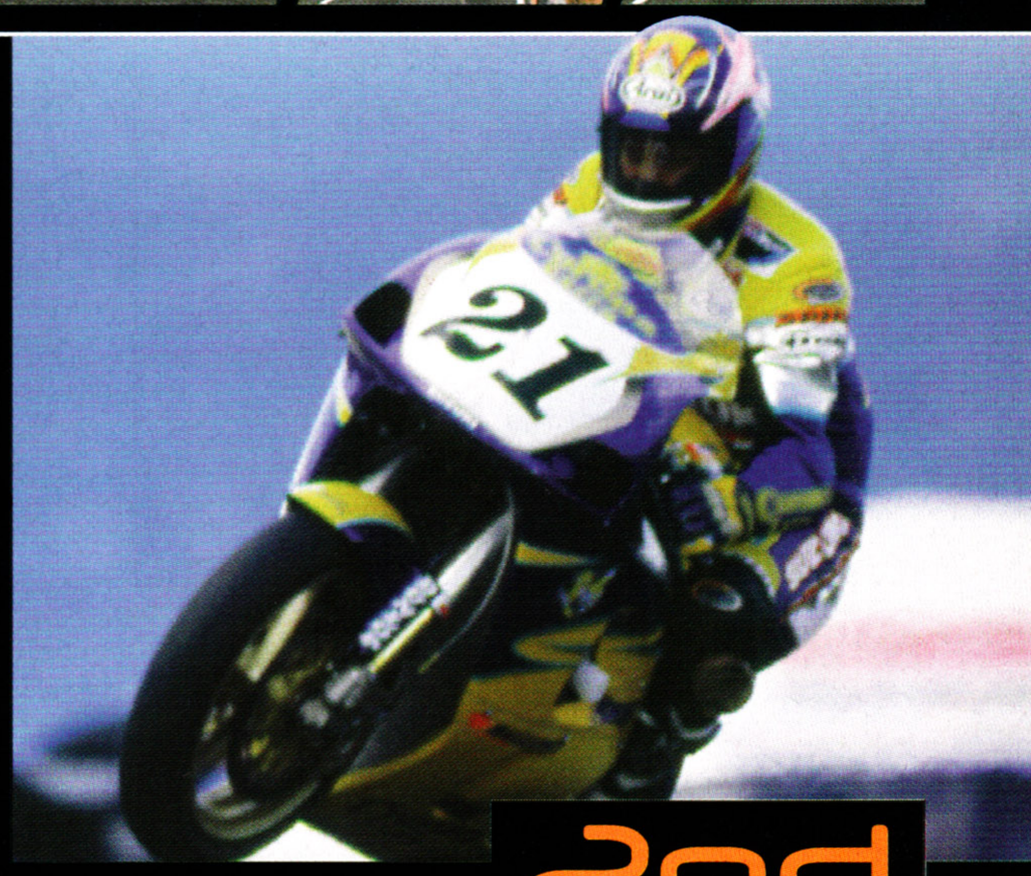
[1] This is Criterion – the team behind the game. They're not really a bunch of drips, it was raining! [2] The two-player mode works well, but the controls are tricky!

"Suzuki has plenty for the racing enthusiast, including an individual best times scoreboard for each lap!"

awesome moment

The Demo mode shows the player some unique views of the action!

eme Racing



Racing Rush

Typically you must race against seven opponents, but the number can be lowered if you wish. There are many features that can be customised as you progress through the game too. Bike settings such as power, steering and braking are all on sliding scales but are subject to a point system meaning that increasing one will incur penalties on the others.

Championships are typically three laps long and consist of a series of checkpoints; passing a checkpoint will extend your time and nitro booster. The booster provides a swift burst of speed and makes you wheelie – these can be controlled for fun but carelessness will result in a flip!

Suzuki has plenty for the racing enthusiast, including an individual best times scoreboard for each lap. It was also important to the team for people to be able to have a quick blast without having to become too involved. The game also has a two player split-screen mode so you can have a blast against your friends. A bar indicating the position of the two contestants separates the two halves of the screen so that onlookers can immediately see who is in the lead and by how far. In this mode the draw distance is considerably closer than the one-player mode, but the game still remains extremely playable and above all, fast.

Suzuki Alstare Extreme Racing looks set to be a great racing title and will set the standard for other Dreamcast racers of this genre.

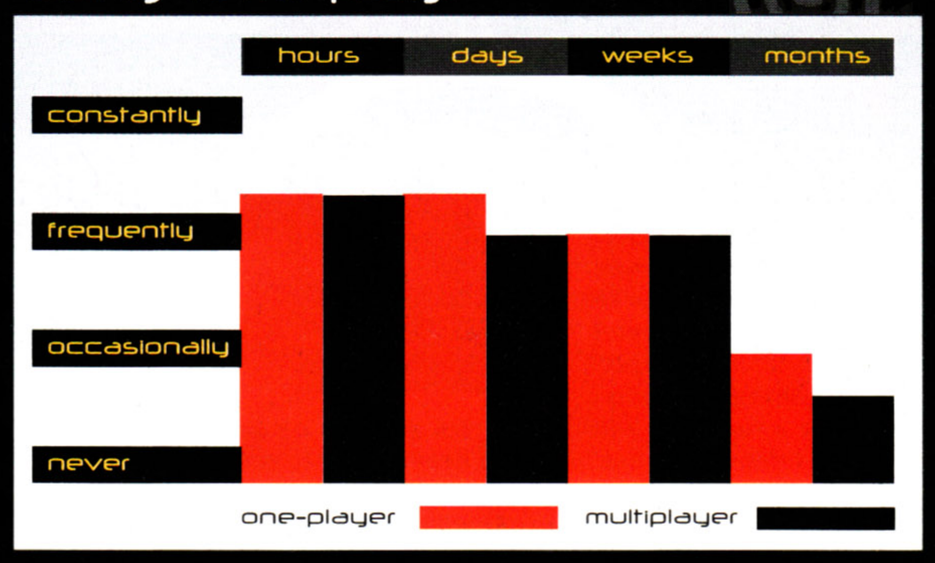
Snehal Noorani

infoburst

Extra information>

- This game was originally *Redline Racer* in Japan, but Criterion has stripped it down, added official Team Suzuki bikes and basically made it playable!
- The sound effects are actually captured directly from Suzuki bikes.
- All the bike graphics have been created from actual 3-D models of the originals.
- There are 3,000 polygons in one single bike!

Long term play>



2nd opinion

my view> Jem Roberts

> It has to be said that *Suzuki Alstare Extreme Racing* looks good. It should – it's a Dreamcast game. The landscapes are smooth and well detailed, there are hardly any glitches as your bike whizzes around the bends, and skies are photo realistic. All this isn't much good without realistic handling to match though, and this is where the game falls down. The bikes are tough to control, and tend to tip in wildly exaggerated movements, often sending you flying over the handlebars. If you can tame the beast, it might be worth persevering, but I recommend you play before you pay!

summing up the game >

Dreamcast magazine opinion

GRIP

- ⊕ Fast and furious gameplay
- ⊕ The graphics are silky smooth
- ⊕ Lots of tracks and bikes to uncover

SLIP

- ⊖ It's easy to come off your bike
- ⊖ The controls are a bit severe at times
- ⊖ Still feels very much a PC game

VISUALS	84%
SOUNDS	78%
GAMEPLAY	82%
VALUE	76%

DM Rating 81%

summing up

> Fast and slick with everything a Suzuki Alstare fan could ever want, but the controls could have been smoother.

alternatively >

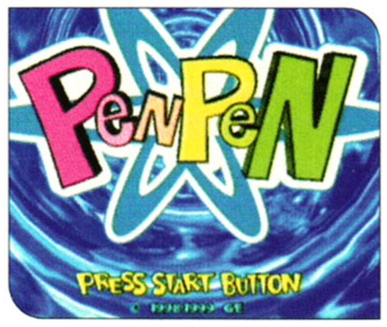
- Sega Rally 2
- Speed Devils

website | www.infogrames.com

Pen Pen

Never will you see this sort of madness again. Prepare for the strangest racing game of all time, and prepare to like it too!

essential information
Dreamcast magazine
Pen Pen



Publisher	Infogrames
Developer	GE Co. Ltd
Origin	Japan
Price	£39.99
Genre	Racing
Release	15 October

four players

arcade stick

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

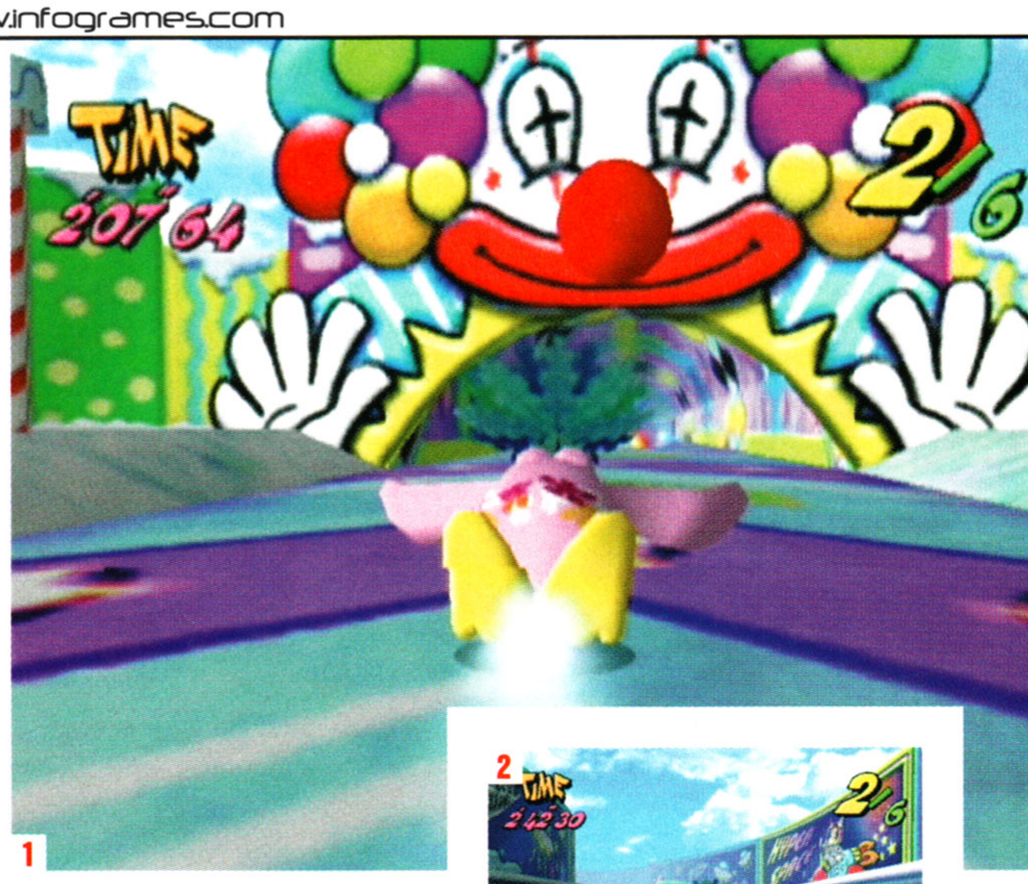
Well, what can we say? Where do you start when it comes to reviewing a game where a hippo dresses up in cabaret garb then dances the light fandango through a sand storm before diving on her belly and darting down a toboggan run into a pool of zombie infested slime? *Pen Pen* is the name and it's a name you should remember. Maybe even put it on your Christmas wish list.

On Your Marks...

Originally named *Pen Pen Triathlon* in Japan, it comes as a complete shock that the game ever managed to blag a PAL release. Will we Westerners understand a word of it? Will we heck!

Choosing from one of six initial racers, you then enter a contest that can only be described as resembling drug-induced psychedelic schizophrenia. A Benny Hill Appreciation Society sports day with special guests, The Banana Splits. The races consist of three skills, hence the Japanese title. You must waddle, swim and belly-slide your way around in your quest to cross the finishing line first, and each of the animal characters have specific strengths and weaknesses. You won't notice character flaws during the early stages of the game though because of the incredibly easy way in which races can be won. We must tell you now, this is an extremely kid friendly piece of software.

As races are won, so *Pen Pen* bursts open and then the true fun can be had. As a reward for diligence, dexterity and the ability to slap hippo bum and avoid killer rubber ducks, you are allowed pressies. These come in the form of flippers for extra speed underwater, pot-holing helmets for scaring off bats and other surreal items such as afro wigs and paper hats. They enhance performance but also add a greater degree of longevity to the game, which it is otherwise sadly lacking.



1

[1] Entering this tunnel, you could be in for a shock. The walls are lined with bouncing sides so try and stay in the middle! [2] The scenery is stunning but don't get too close!

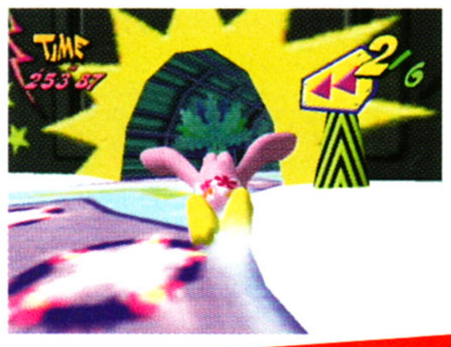
Get Set...

The time you do spend on the four courses will be addictive to the point of being stupefying. You will be taken aback by the thigh-tingling appearance and lush colours to such an extent you could pucker up and plant a wet one on them. The frame rate is blistering, despite much of the action requiring waddling not sprinting, the speed at which you move is wholly satisfying and the dynamics when it comes to snorkelling could put Jacques Cousteau to shame. When he was alive, of course – most things can put him to shame in the physical ability department these days.

Fighting is also a skill to be harnessed, although the outcome during a bit of on-track argy-bargy is entirely dependant on your strength, so it isn't recommended. When you manage to crack the secret of each track and find yourself stridently bounding home every time, you are then given the chance to race the world champion *Pen Pen*. His name is Hanamizu and he's got that whole 'nasal-catarrh-phlegm' problem going on that occasionally causes him to slip on his own snot. We told you it was weird.

Slide!

Unfortunately, despite being one of the Dreamcast's launch titles in Japan, the game suffers somewhat where longevity is concerned. It is too short to warrant that continual come-back appeal, and there are too few courses to hurtle around. It's a burst of pure,



WARDROBE RACERS!

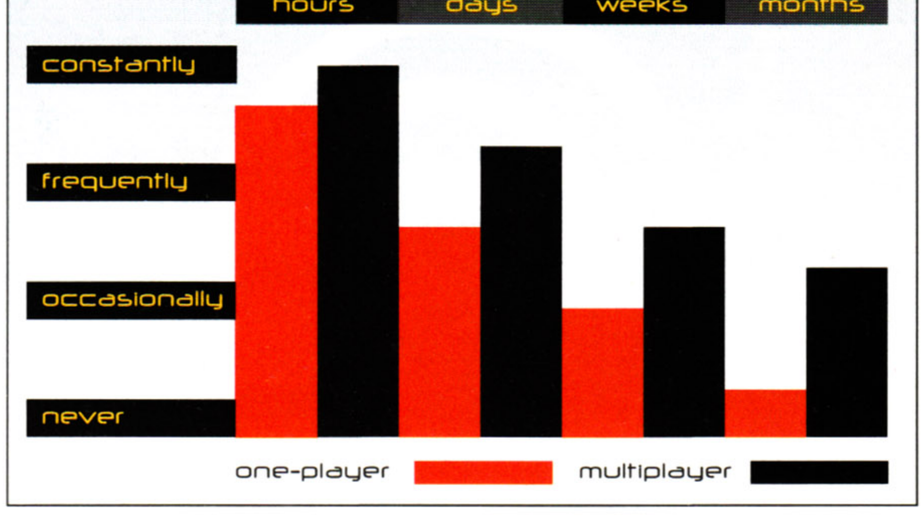
When you win a race you get awarded (of all things) a new piece of clothing. Whether you like wearing a pair of flippers or a feather boa, all of the rewards have their advantages and disadvantages. If you choose a rucksack with hiking pick you will be able to run up steep sides faster but you'll be heavier and it will slow you down. The same goes for flippers. They're excellent to swim with but just try running in the devils!

infoburst

Extra information

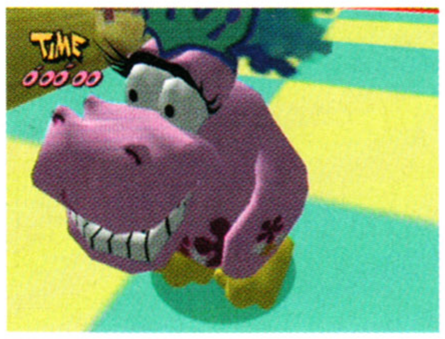
- The end-of-level bad guy cheats by wearing skis!
- This is the first 'waddle' racing game ever!
- Before starting a level the game gives you some interesting hints.
- We promise you'll never see anything like this again!

Long term play



awesome moment

Whatever you do, read the signs and watch for strange ripples in the water!



"The contest can only be described as a Benny Hill Appreciation Society sports day with special guests, The Banana Splits!"

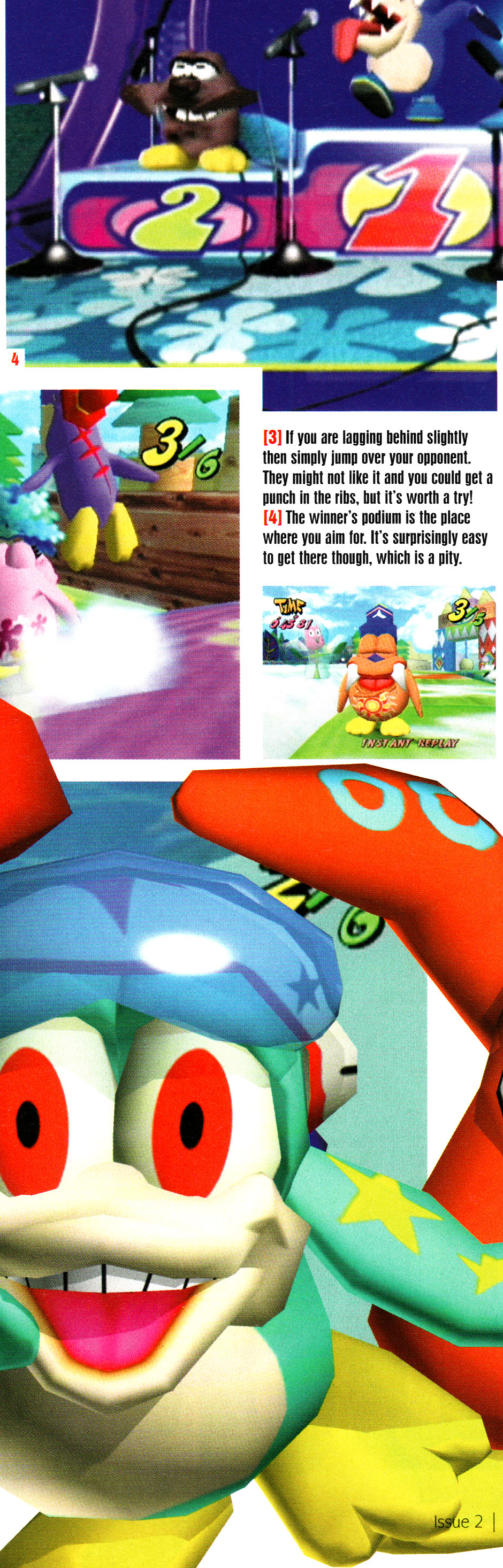
unadulterated waddling fun but after less than a week you could find it gathering dust, which is a pity. Still, consider this, you are unlikely ever to see anything as breath-taking and daft in all your game playing life, nor will you laugh as much with any other racing game. If you've got a few marbles loose then you'll absolutely love it!

Ben Lawrence

2nd opinion

my view > Nick Roberts

> Wild and wacky is the only way I can describe *Pen Pen*! This is the game that's been driving us all mad in the DREAMCAST MAGAZINE office for months now, ever since its Japanese release. It's not very tough, it's very silly indeed, but it's going to keep you coming back for more! The perfect party game for Christmas day, with the whole family gathered around the Dreamcast.



4

3

[3] If you are lagging behind slightly then simply jump over your opponent. They might not like it and you could get a punch in the ribs, but it's worth a try! [4] The winner's podium is the place where you aim for. It's surprisingly easy to get there though, which is a pity.

summing up the game >

Dreamcast magazine opinion

PEN TOP	PIG PEN
⊕ Utterly original	⊖ Over too quickly
⊕ Daft as a brush!	⊖ A touch too simple
⊕ Beautifully conceived	⊖ Not enough variety

VISUALS	90%
SOUNDS	78%
GAMEPLAY	86%
VALUE	85%

DM Rating 86%

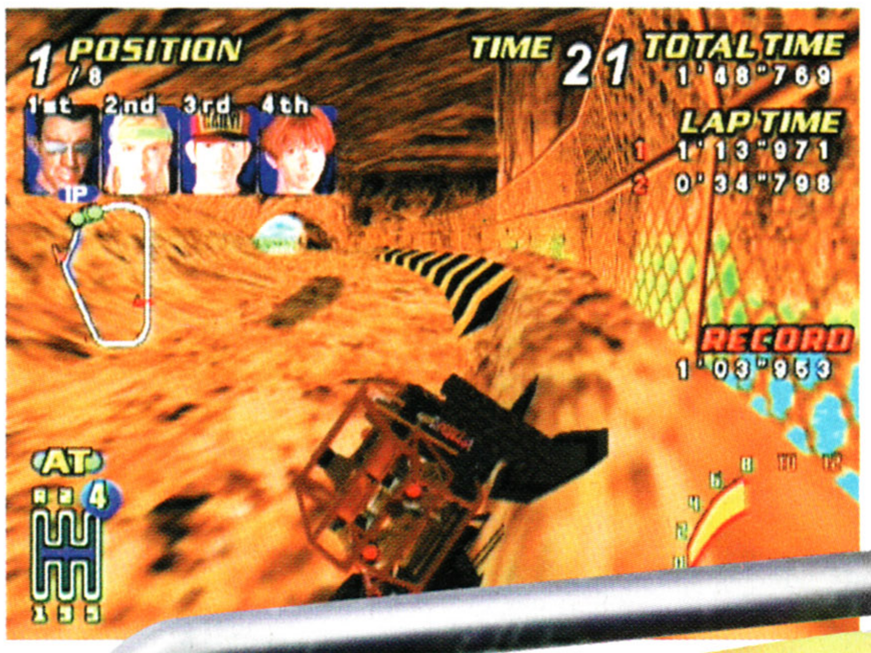
summing up

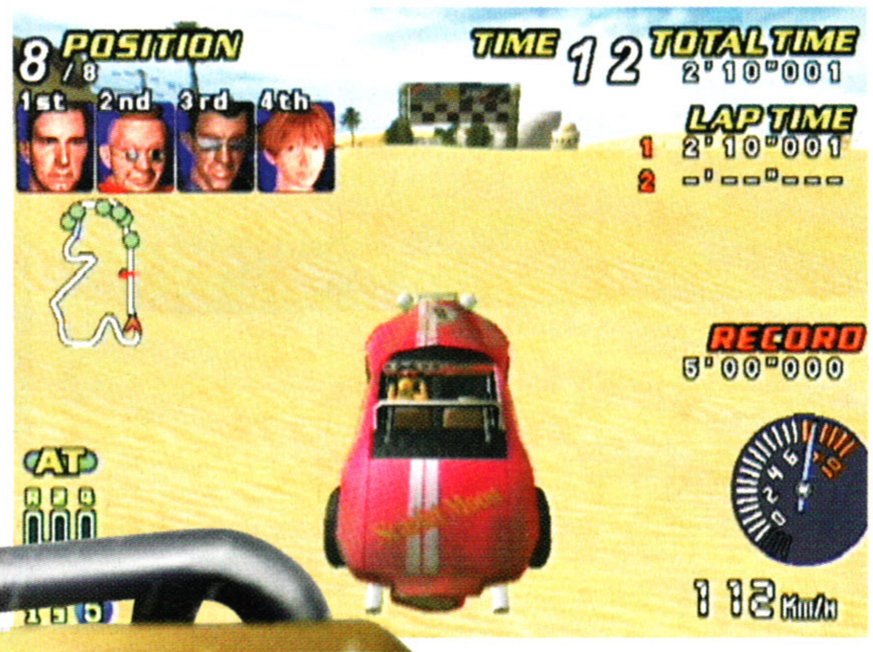
> It's for kids, but everyone will warm to it with such ridiculous characters to tinker with!

alternatively >

- Speed Devils
- Sega Rally 2

Are you ready for some bone-shaking, teeth-chattering action in this hot off-road racing extravaganza? Then feel the heat!





essential information >

Dreamcast magazine

Buggy Heat

Publisher	Sega
Developer	CRI
Origin	Japan
Price	£39.99
Genre	Racing
Release	15 October

two players

arcade stick

vibration pack

race controller

visual memory

VM information

Save position	Y
Logo during play	Y
Mini game	Y

Not so much a mini-game, but as you play you are treated to all the statistics of your buggy, just so you can keep an eye on them!

infoburst

Extra information>

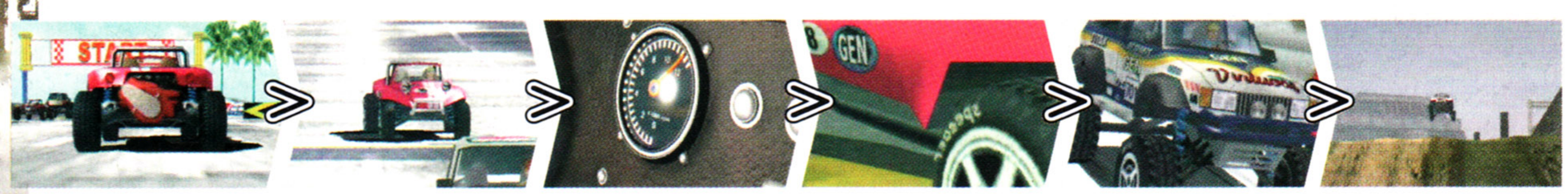
> **The Americans aren't getting *Buggy Heat*, they have the same game but it's called *TNN Motorsports Hardcore Heat*!**

> ***Buggy Heat* was one of the first games to ever appear on a Dreamcast demo CD. It was on *Dreamcast Magazine* in Japan – what a great name for a mag!**

Buggy He

awesome moment

The Replay option is the perfect way to fine tune your driving skills.



[1] At first you'll find the buggies hard to control on sand, but it comes with practice. [2] Underground, overground, buggying free! [3] Add snow and ice and you'll got a real roller coaster ride!

A different point of view

As you'd expect to find in a racing game, you're able to change the view of the vehicle at will!

REAR

The default setting that has become the norm. From this perspective you can check out what lies ahead of the tracks, see other buggies around you and control your car better.

DRIVER

This in cock-pit camera gives the driver's eye view of the road, although it is somewhat limited and you may find yourself getting bashed around from unexpected competitors.

FRONT

Here the camera is mounted on the bumper of your buggy, and we could only manage it for a short time before staring to feel queasy. Given the low positioning, your line of vision is very close to the ground, and the bumpy nature of the game means that motion sickness tends to set in very quickly – especially if the vibration pack is plugged in, the joypad never stops juddering!

MOTION

This is the view that sets Buggy Heat apart from other racing games. As mentioned before, in the replays you can see the driver change gear and steer. In this view, quarter of your screen is taken up by the cockpit view. Though you'll find it difficult to concentrate on the (partially obscured) road, it's fascinating to watch as he changes gear and turns the wheel. Well, for a few laps at least...

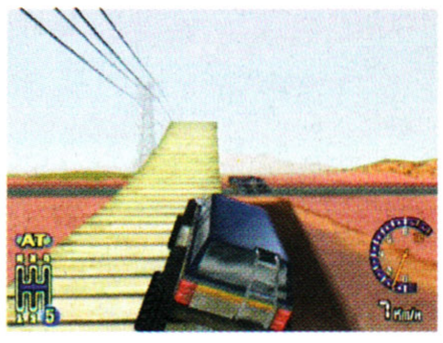
"You can see the driver changing gear and turning the wheel..."

eat

One of the first things that strikes you about the gameplay of *Buggy Heat* is that it's unlike any other racing game that has preceded. The main theme of the game centres around a sport which is becoming increasingly popular in the USA and Australia – dune buggy racing. As you would imagine, this makes for some mad puke-inducing races across all kinds of terrain – including sand, gravel, tarmac and even snow.

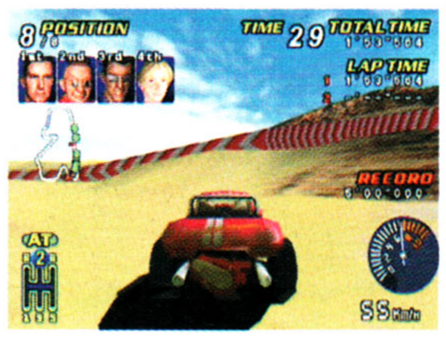
This can, however, cause great problems when trying to control your buggy. For instance, when you start to race, the grids are more often than not on tarmac or some other hard surface, but then suddenly you find yourself tyre-deep in sand. If you don't have your wits about you, this sudden change in terrafirma can cause you to spin 360° and be rammed senseless by the competition. This isn't always a problem, as you will sometimes end up pointing back in the right direction, but at times you will find yourself stuck up the side of the dune trying to turn back around whilst the opposing buggies have long since speeded over the horizon.

The response of the controls was an issue which was raised when pre-release preview tracks were played and it was hoped that some of the kinks would have been ironed out in the final version. Sadly, the vehicles are still tough to control. Although the makers were tying to interpret the true feeling of driving on sand, you'd think that your buggy would at least turn the wheel when you asked it to! As a result, tearing round the courses is only possible with hugely exaggerated wheel movements that need to be motioned well in advance of any upcoming turns.



Circling In The Sand

However, perseverance is the name of the game and if you practice for long enough, you learn to anticipate the odd sand dune that turns 90° on itself,



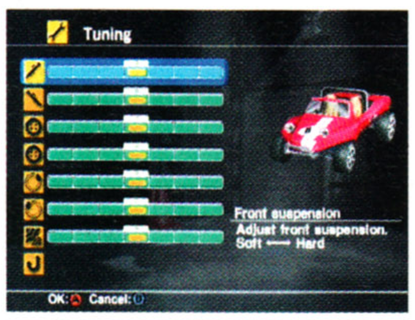
continued >

ontinued>

[1] In great racing game tradition, the tracks are split into checkpoints. If you don't reach them in time, it's Game Over! [2] If you've been used to PlayStation or Nintendo 64 graphics, you'll be amazed by the quality of Buggy Heat. [3] Alone in the desert!

Fine Tuning

Just before each race, when you've learned enough about the tracks to know what lies ahead, you're able to tune-up your car to take the terrain you'll be racing on. For instance, if racing on the snow of Russia you need to have a bit more grip on your tyres so that you don't skid around the bends and lose control on hills, then if you're in Egypt next – cor, the high flying life of a buggy driver – you're going to want a bit of braking power in order to win back control on the harder surfaces. Don't worry, you don't need to know about cars or mechanics (this reviewer certainly doesn't) – you'll soon get the gist of it.



without ending up facing the way you came. When mastered it truly is an engaging ride, even when you hit the sand dune at the wrong angle and see your buggy flip right over. Such mishaps look very impressive in the replay. The camera doesn't just stick to exterior shots of the vehicle either – it switches between rear, side and in-car shots where you can see the driver changing gear and turning the wheel accordingly.

Each buggy or pick-up truck (there are a couple, though they don't perform much better) comes with different attributes – weight, speed, handling – so you're able to learn the tracks with a vehicle you feel comfortable with before moving on to one that performs better but is more tricky to control.

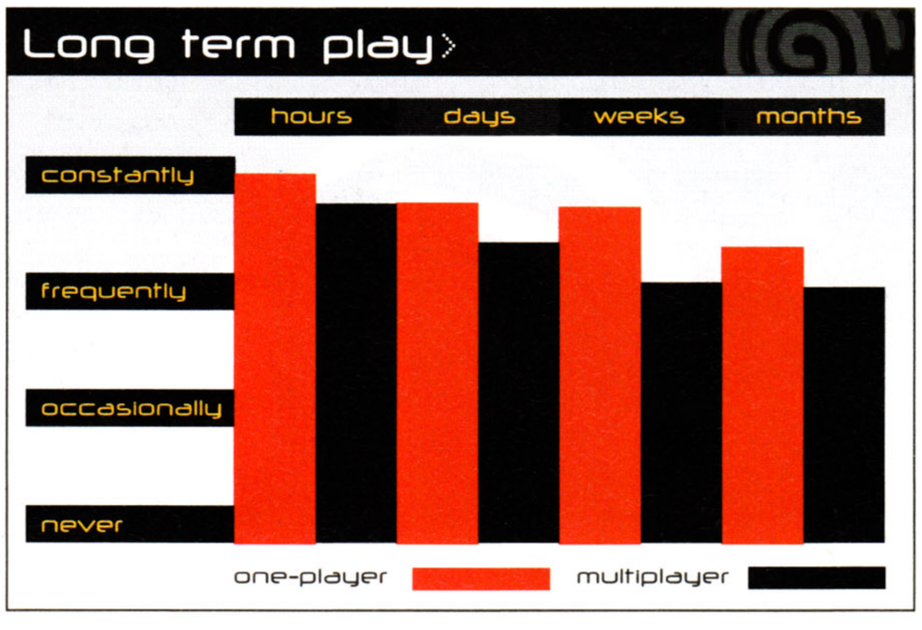
Country Roads

Buggy Heat's courses are set over various countries ranging from the USA through to sandy Egyptian deserts and the snowy areas of Russia. Each one brings a unique challenge to the game. Although each track is representative of its parent country, we have to thank the developers for not putting in any cheesy landmarks to send the message home. In France we are treated to an authentic, but fictional, chateau rather than the Eiffel Tower which would look rather out of place amongst sand and gravel, and in Egypt there's the odd token tomb and pyramid.

For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*. However, if you're the sort of person who wants to be a master driver immediately after ripping open the packaging, you're going to find that you've got a rough ride ahead of you.

Louise Wells

Long term play>



2nd opinion

my view> Nick Roberts

I remember playing *Buggy Heat* on a Japanese Dreamcast demo GD-ROM back in March, and thought that the handling was absolutely atrocious! Well, thankfully, they have managed to sort this out for the finished game. The buggies are still a handful to control, but this is to be expected when you're ploughing through sand dunes at high speed! There are plenty of neat touches to *Buggy Heat* that set it apart from other racing games – a viewpoint where you can see your driver's movements inside the car is excellent, the slick presentation can't be faulted and the tracks give terrain and layouts not found elsewhere. I found the whole thing really playable, and can't wait to get back to the Dreamcast for another few laps!

summing up the game>

Dreamcast magazine opinion

GRIPS

- Detailed hi-res graphics!
- The Motion mode is great fun
- The different modes of play

SLIPS

- Buggies are difficult to control
- Buggy upgrades too simplistic
- Unconvincing countries

VISUALS	75%
SOUNDS	76%
GAMEPLAY	72%
VALUE	79%

DM Rating 76%

summing up>

Only really recommended for hardcore gamers with perseverance.

alternatively>

- Speed Devils
- Sega Rally 2

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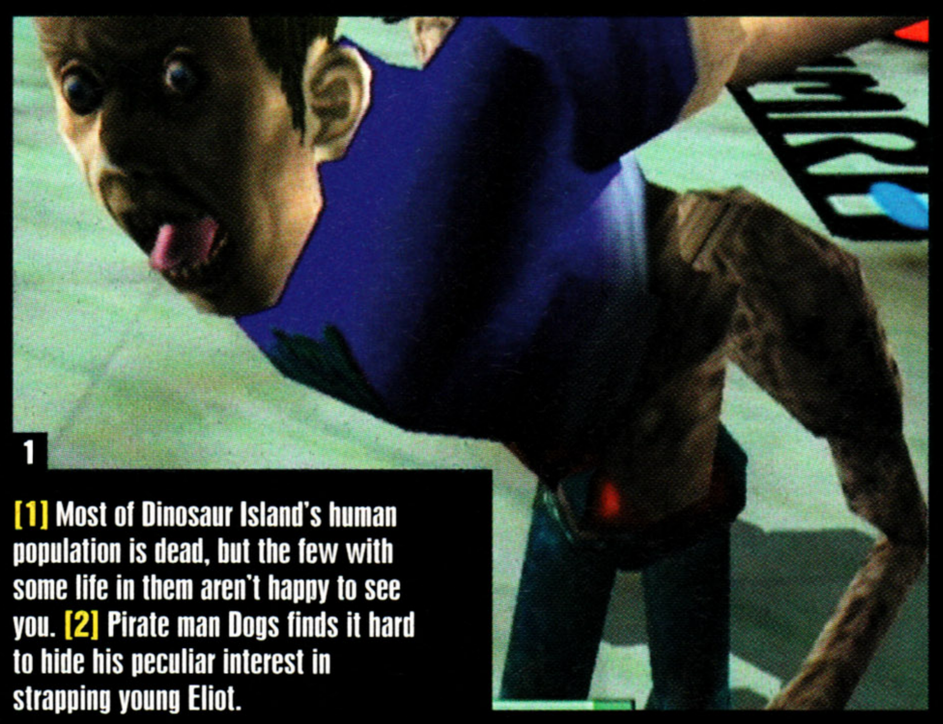
website | www.activision.com

Blue Stinger

Approaching a full year since the word got out about it, nobody has waited longer to play *Blue Stinger* than the UK's Dreamcast owners. One question – was it worth the wait?

***Blue Stinger*'s developer should really be known as Anti-Climax Graphics.** We're all now fully aware that, following months of speculation and positively mouth-watering screenshots, *Blue Stinger* was largely disappointing when it came out in Japan last March. Now that the UK version is here, you can't help feeling like a kid who knows months in advance his parents have got him the wrong present for Christmas.

Just in case you haven't read all about *Blue Stinger* (call yourself a Dreamcast fan?) think *Tomb Raider* mixed with *Resident Evil*, only without *Tomb Raider*'s epic scale and *Resident Evil*'s bone-chilling terror. There's no denying that a good job was done visually, from the spraying blood of Dinosaur Island's transformed inhabitants to the natural shapely curves of sniper babe Janine. Gameplay-wise there are some interesting parts too, such as being able to switch control from our hero, Eliot, to the other characters who join his cause, making use of their weapons and attributes to advance the game to the next stage.



1

[1] Most of Dinosaur Island's human population is dead, but the few with some life in them aren't happy to see you. [2] Pirate man Dogs finds it hard to hide his peculiar interest in strapping young Eliot.

Down the Pan

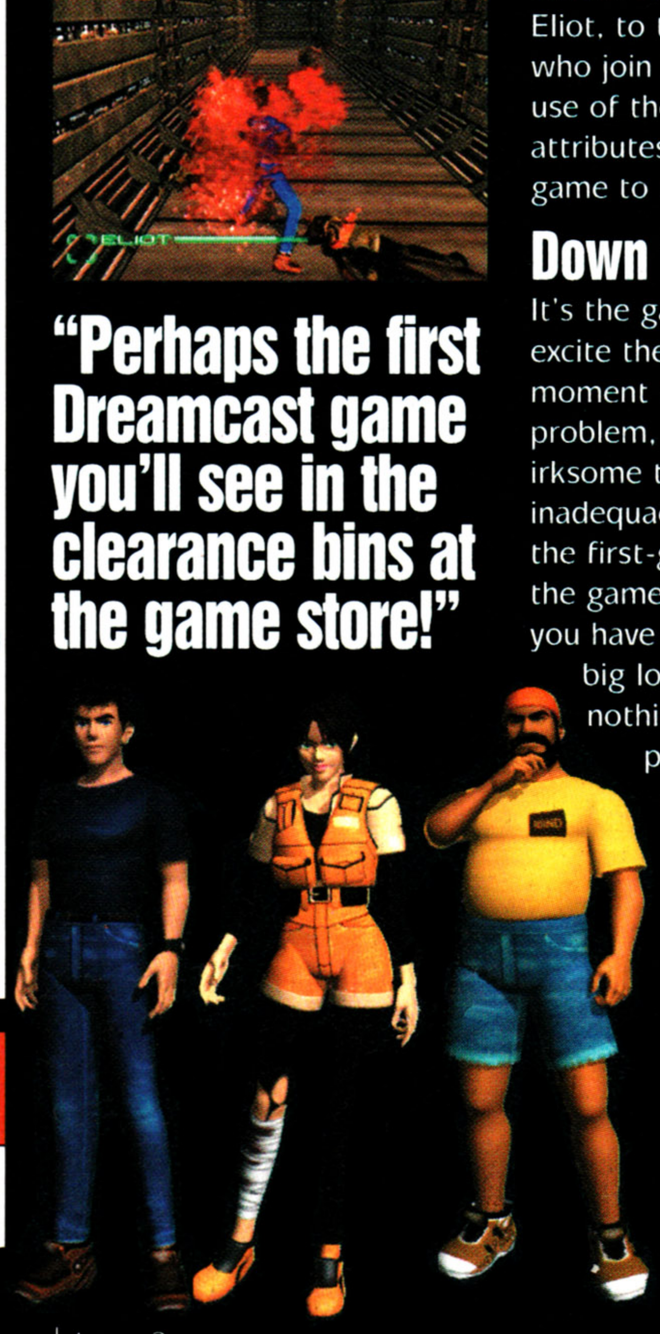
It's the game's failure to really excite the player at any moment that's its main problem, along with some irksome technical inadequacies that stem from the first-generation nature of the game engine. For too long you have to search through big locations where nothing's happening, picking up keys and watching cut-scenes until – oh my God – a weedy green tentacle wiggles through a hole in the ground. Yes, there are some giant boss monsters, but it's really not worth the trouble.

The slow pace is made worse by frequent fade-to-black incidents at doorways where everything pauses long enough for the next area to drop itself into the Dreamcast's RAM: a hugely effective way of shattering any atmosphere that may have built up. Passing through these areas you'll also notice that monsters you've killed are loaded in again along with the scenery, and objects such as crates are returned to their original positions. Irritatingly, as you can only save in certain areas, the chances are you'll go through the same cutscene over and over, but there's no way to skip past them!

All in all, not the best advertisement for Sega's neat new hardware and perhaps the first Dreamcast game you'll see in the clearance bins at the game store!

Graeme Nicholson

"Perhaps the first Dreamcast game you'll see in the clearance bins at the game store!"



SURVIVAL HORROR

> When you arrive on the island, the first signal that all is not well comes in the form of several crushed, broken and mutilated human bodies laying around, which you can inspect with the look-around view. Incredible detail, we think you'll agree!

2

essential information >

Dreamcast magazine

Blue Stinger

Publisher	Activision
Developer	Climax Graphics
Origin	Japan
Price	£39.99
Genre	Action/Adventure
Release	15 October

one players

arcade stick

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini game	N

summing up >

Dreamcast magazine

Opinion

STINGERS

- Smart characters and backgrounds
- Buckets of slime and blood
- Fun weapons to master along the way

STINKERS

- The game is just too darn slow!
- Loading breaks ruin any atmosphere
- Drainpipe jeans – who wears them?

VISUALS	84%
SOUNDS	80%
GAMEPLAY	45%
VALUE	40%

DM Rating 65%

summing up

> Grateful as we are for no discernible slow-down of the PAL version and a few intriguing elements, *Blue Stinger* has next-gen looks but shallow gameplay.

alternatively >

> Sonic Adventure

HAIRLESS WONDER!

We suspect that this will actually change in the final version that you play, but it still raised a few eyebrows when we clocked Chelsea's new striker in the game. Chris Sutton, a £10million summer signing from Blackburn has always sported a full head of hair, but, whether or not the stress of performing for such a big club has got to him, in this game he is completely bald. In fact, he looks not unlike Chelsea's previous number nine who, as we know, has gone on to bigger and better things!

UEFA Striker

Infogrames, rather surprisingly, has pipped Sega to the post with *UEFA Striker* emerging before the eagerly awaited *Virtua Striker 2*, so it's game on, as they say.

When a new console emerges from the ever-evolving catalyst of technology, the average football fan (albeit one that also likes games) will always flash a glance at how the new machine handles our beautiful game.

Developed by Rage, *UEFA Striker* is a descendent of the company's winning formula that engulfed the SNES before the likes of *Konami's International Superstar Soccer* hit the scene, and although much has changed in the visual department, a similar engine can still be found running the show today. *UEFA Striker* is fast, furious and unforgiving to the novice, but such is the compelling nature of what's on offer, you're destined not to stay a novice for much longer than it takes big Ron Atkinson to put his jewellery on.

For a game that has been developed in tandem with the PlayStation version, this debut Dreamcast soccer game is certainly a marvel to watch. The players are big, well animated and move with convincing grace, although at a velocity similar to light-speed. The sensation of walking out into the stadium is probably as close as you'll come to the real thing (and the crowds are particularly well defined), so it's a pity that the controls feel far too light to make you feel as though you're actually playing a proper game of footie. Apart from the immense speed factor, controlling them is often akin to skating around an ice rink – you know what you've got to do, and how to do it, but turning accurately and performing a task as simple as intercepting a ball is made frustratingly hard.

Deflated

Apart from the lavish presentation, realism is as much in evidence here as a certain Inter Milan striker who, unless our eyes deceived us, couldn't be arsed to turn out for club nor country! There are a great deal of other stars present though, some even look like the real thing, although Chelsea's Chris Sutton still bares an uncanny resemblance to their previous number nine, a certain Gianluca Vialli.

Whatever fine intricacies of the game are missing from *UEFA Striker*, it makes up for it in depth. There are plenty of competitions to enter (both with club and international sides) and a great training mode that allows you to fine-tune all aspects of the game so as to hopefully improve your performance on the pitch.

"Probably as close as you'll come to the real thing!"

As a football game, *UEFA Striker* is decent enough. It's very much from the old *FIFA* pick-up-and-play mould that is enough to satisfy the more casual player, but for die-hard enthusiasts, it all feels a bit too watered-down to get seriously engrossed in.

Ryan Butt

essential information >
Dreamcast magazine
UEFA Striker

Publisher	Infogrames
Developer	Rage
Origin	UK
Price	£39.99
Genre	Sports
Release	15 October

two players

arcade stick

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

[1] Soccer games have come a long way from the stick men and top down days of Sensible Soccer. **[2]** Rage's motion captured animation is really quite impressive. **[3]** A shot guide – useful!

summing up >
Dreamcast magazine
Opinion

KICKERS	THICKERS
⊕ Fine graphics with some nice motion	⊖ Controls feel too light
⊕ Plenty of depth	⊖ The action is perhaps a bit too fast
⊕ Fast and furious action	⊖ The goalies are super-human!

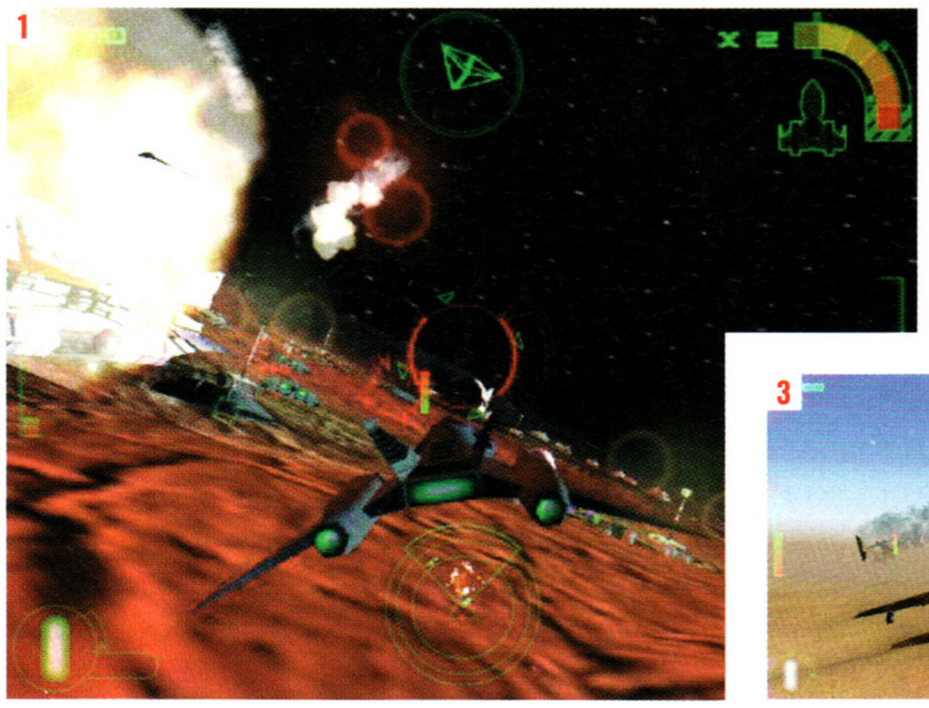
VISUALS	90%
SOUNDS	88%
GAMEPLAY	72%
VALUE	78%

DM Rating 82%

summing up

A decent enough football game, but we can't help but feel that there's better just around the corner!

alternatively >
Worldwide Soccer 2000



Incoming

Rage harks back to the 'good old days' of instant arcade action for its first Dreamcast title.

[1] It's not all tanks in this game – later on you get to battle it out in space ships too! [2] The explosions in the game are particularly impressive – just gaze in awe at the power of Dreamcast! [3] Lots of variety, but it's all a bit simplistic.

essential information >
Dreamcast magazine
Incoming

Publisher	Infogrames
Developer	Rage
Origin	UK
Price	£39.99
Genre	Shoot-'em-up
Release	15 October

two players

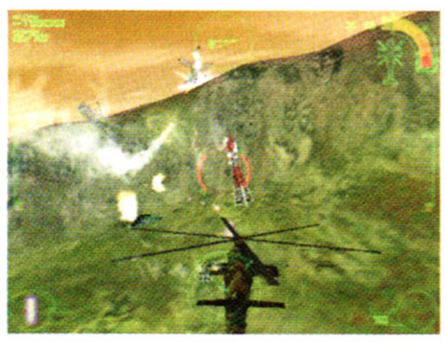
arcade stick

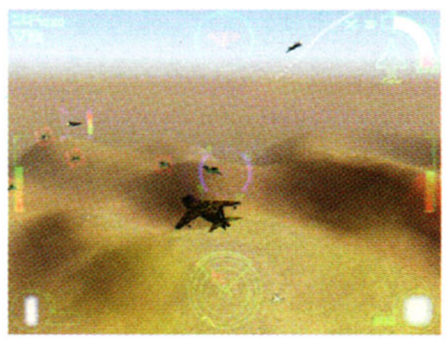
vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini game	N

Rage's *Incoming* has gone down an absolute storm in the bearded world of the PC fraternity. Some have claimed that it almost transforms the expensive piece of kit into an arcade machine, pushing those powerful 3D cards to the limit. And it must do, because *Incoming* is an unashamed 3D blaster – a glorified *Space Invaders* if you like, that plays with astounding levels of fluidity and graphical aplomb.





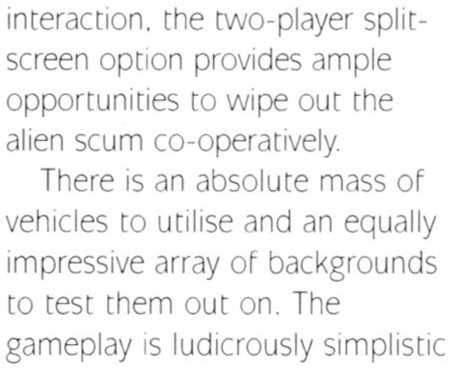
Pick up the controller and for a few hours you're whisked away into a totally believable world... excuse us, make that worlds... where seething waves of alien craft try to invade your bases. It's not just an arcade extravaganza, however – sitting snugly in the Options screen is a Campaign mode, too. Here the player is invited to complete multifarious objectives such as moving from waypoint to waypoint or protecting a particularly important outpost.

Reaction Times

At the end of the day it all boils down to how quickly you can react to the enemy hoards and the speed at which you hoover up the power-ups to destroy them. If you fancy a bit of human interaction, the two-player split-screen option provides ample opportunities to wipe out the alien scum co-operatively.

There is an absolute mass of vehicles to utilise and an equally impressive array of backgrounds to test them out on. The gameplay is ludicrously simplistic and yes, before long, it does become a bit samey and force you to yawn. But considering *Incoming* was one of the first titles to be released on Dreamcast in Japan, Sega could have done a lot worse. Stunning graphics, slick handling and a fair level of challenge, *Incoming* is a prime example of the kick arse power under the Dreamcast's lid.

Tom Sargent



summing up > Dreamcast magazine
Opinion

BLASTS	LASTS
⊕ Brilliant light sourcing and particle effects	⊖ Very much looks the PC game it was!
⊕ Lots of missions to tackle	⊖ Very simplistic Campaign Mode
⊕ Not bad for a first attempt!	⊖ An early game, so no Internet add-ons

VISUALS	90%
SOUNDS	88%
GAMEPLAY	80%
VALUE	73%

DM Rating 80%

summing up
> Graphically up there with the best of them, but lacking long-term appeal. Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically.

alternatively >
Millennium Soldier: Expendable

interact

Contents

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Thanks for all the mail we've received over the last month. Some of you have been very kind, and as for the others – we're sending the boys around!

77 High Scores
There's nothing wrong with a bit of healthy competition. You can show off your scores to the Dreamcast world on this page.

78 UK Update
Find out what we think of Sega's launch line-up of games after playing them for a month. You won't find a more honest review anywhere!

80 Import Scene
There are some amazing (and obscure) games available on Japanese import. In this new regular section we show you what we think of the best.

82 Net Ready
Everything you need to know about getting your Dreamcast linked up to the Internet, and a few of the best places to visit when you get on-line!

84 Dreamcast Solutions
Hints, tips and passwords to all the latest games in this small sampler from our sister magazine, *Dreamcast Solutions*.

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Do you like what you see? Well why not guarantee a regular fix of DREAMCAST MAGAZINE action by subscribing, taking advantage of our special offers!

Net Ready

82 Got your Dreamcast on the Net? If you have, you can check out the latest and greatest websites with a little helping hand from DREAMCAST MAGAZINE.

READER REVIEWS

> Have you ever wanted to see your name in print? Are you a budding Michael Crichton or Stephen King and long to write in a national magazine? Well this is your chance. We're inviting you to write your own review of a Dreamcast game. It can be any game you like, but should be no longer than 100 words, giving an overall percentage score. We'll print the best in the next issue and any printed will win the writer a brand new Dreamcast joypad!

Send your review to: **Reader Reviews, DREAMCAST MAGAZINE, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS** and include a photograph of yourself. If you've got your Dreamcast linked up to email, send it to **nickr@paragon.co.uk**.

Mailbox

It's time for you to have your say. The DREAMCAST MAGAZINE mailbox has been bulging with all your letters – keep them coming!

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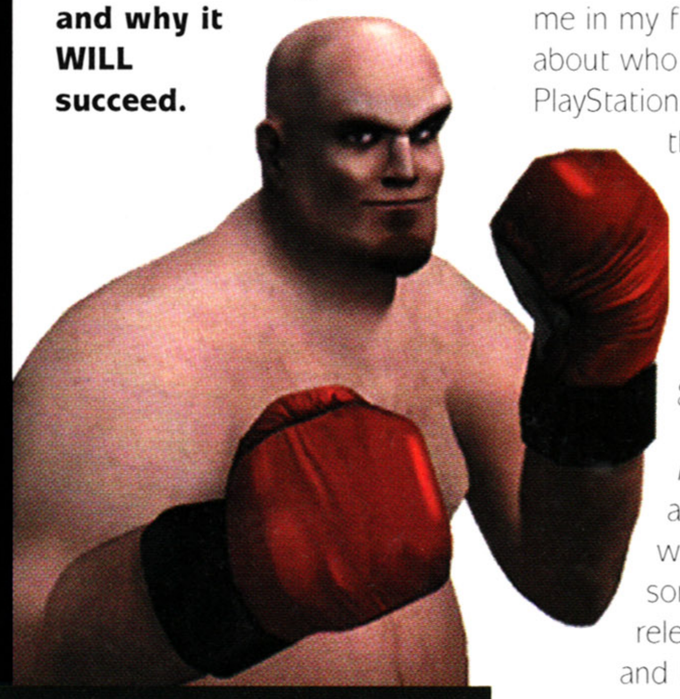
Fax: 01202 299955
Website: www.dream-cast.net

Dreamcast Will Succeed

> I recently picked up your magazine at my local newsagent and had to write in to let you know a few of my thoughts on this fantastic looking machine and why it WILL succeed.



Seeing how I'm 31 now, still playing videogames and being fortunate enough to own a PC, PlayStation and N64, I was intending to read the magazine just out of interest and then get back to playing on both my other consoles.

About an hour later cut to me in my front room thinking about who I can sell the PlayStation or N64 to! Since then I have had the opportunity to play a couple of games at demo booths in various stores and the difference in the graphics and frame rate for, say, *Ready 2 Rumble Boxing* is amazing. I have been waiting for this for some months to be released for the N64 and like many other software-starved owners, was really looking forward to it, but why should I spend £40 quid on a version with no FMV, massively inferior in-game graphics and, because of the usual restrictions of space, feeble sound?

On the other hand, you look at the Dreamcast's software line up for the first three months and other than certain exceptions it's bigger and better than Nintendo's releases for the last 12 months. Sega have obviously thought long and hard about the launch of Dreamcast and have remembered the golden rules which Nintendo have clearly forgotten.

1. Plenty of quality titles on release with, it appears, loads more on the way and the support of quality developers.
2. NO CARTRIDGES.
3. Internet support.
4. Top quality arcade conversions.
5. Excellent launch price.
6. Cool advertising.
7. Lots of software aimed at the more mature gamer.
8. Windows CE operating system enabling companies to convert some PC titles in a matter of weeks – an absolute masterstroke.

With the head start Sega have on both Nintendo's and Sony's nextgen machines, if they start as they mean to go on I'm sure Sega will be re-crowned kings of the castle!
Antony Grashion, via e-mail

DM: You've just reaffirmed exactly what we've been shouting about for months now Antony. Now it's time for you to convert all your PlayStation/N64/PC owning friends into buying a Dreamcast too!

Useless Dreamcasts?

> Just read your magazine (very good) and I am really looking forward to the launch of the console. However, I will probably hold out until Xmas to take advantage of some package deals. I do have a few questions though:

I have heard that the Dreamcast will be released with a GD-ROM drive, but after Xmas the console format will have changed, meaning that games will only work on the specific console and the early version Dreamcast will be useless. Is this true?

I read some news about the game *Shenmue* that it will have all sorts of added extras. For example, you can get a part-time job in the game as

Making Your Mind Up!

> My name is Lando, I have been interested in the Dreamcast for some time now and I have been seriously thinking about buying one for a good few weeks. Last night I bought DREAMCAST MAGAZINE and I must say that the magazine has made up my mind, I will be getting a Dreamcast for sure. I will have to wait until Christmas to get it though, seeing as I am just 15 so I haven't got £200 to spend!

There are still a few questions that are really bugging me about Dreamcast that I can't seem to find answers to and I wondered if perhaps you could help.

Firstly, how will gamers pay for the time they spend on the Internet playing games? Will they be charged by the minute in a similar way to PC users? Will there be any 0800 numbers to dial for DC users? I can't see people playing DC

a fork lift truck operator to earn extra money and can play Super Hang-on in a shop, plus you can collect toys from the plastic toy dispenser machine, which can then be ordered on-line. Is this true, or just a rumour?

And why has the Dreamcast release date been put further back to 14 October?

Thanks for your time.

Michael Burt, via e-mail

DM: I don't know where you've heard that from Michael, it sounds like utter rubbish to us.

Whoever told you might have been getting confused between Japanese, American and UK Dreamcasts. As with all consoles, any games from abroad won't work on your UK machine – but its only a matter of time before someone releases a widget that will make them work!

***Shenmue* is going to be packed with little extras, but sadly the game has just been put back to a Japanese release date of April 2000, so we'll have to wait a bit longer to find out exactly what they are.**

games on-line for long periods of time if they have to pay by the minute because that could get very expensive, especially with people getting carried away in games like *Sega Rally 2*!

My second question has more to do with DC mags than the console itself. Would you be able to say if DC mags are likely to have free covermounted demo discs or not? Gamers would benefit from free demo disks, as would DC mags and game developers alike.

Third and finally, could you give me a few words about *Shenmue* and *Buggy Heat*. How complete are they? When will they be available? Sorry, I just can't wait for the next issue!

I will be subscribing to DREAMCAST MAGAZINE as soon as I get my hands on a DC. Keep it up, please don't be one of those mags that start out really good and then crumble away into something rubbish. I have seen this with so many mags and it does my head in. You find a good mag, then after a few issues you have to find a whole new one because that one has just become a mag full of reviewers who have their heads stuffed so far up their arses that they will never see daylight again!

Lando, via email

DM: Hmm, some interesting questions there Lando! If you look over the page you'll find all kinds of information on using a Dreamcast with the Internet – users will pay by the minute and this charge will appear on their normal phone bill. We're actually looking into the possibility of covermounting our own demo CDs as I write, so keep your fingers crossed! As for *Shenmue* and *Buggy Heat* – you can see the racing game reviewed over on page 68 this issue, but sadly *Shenmue* has been delayed until April next year. We'll just have to sit tight and wait too!

high score heroes

Do you consider yourself an expert gamer? Have you achieved an unbelievably high score on a Dreamcast game? Well this section of the magazine is especially for you. Sega recently held a Get Bass competition at the Party in the Park where this guy from West Life was the winner. Can you beat him?

Time for all you big heads to show off...

Get Bass

Bryan	West Life	9,650
Klan	West Life	7,820
Mike Barson	Madness	7,009
Corolline	Corrs	5,600
DJ	Capital Radio	4,800
Jane	Another Level	3,690
Shane	Boyzone	3,642
Nicky	West Life	2,704

Sonic Adventure

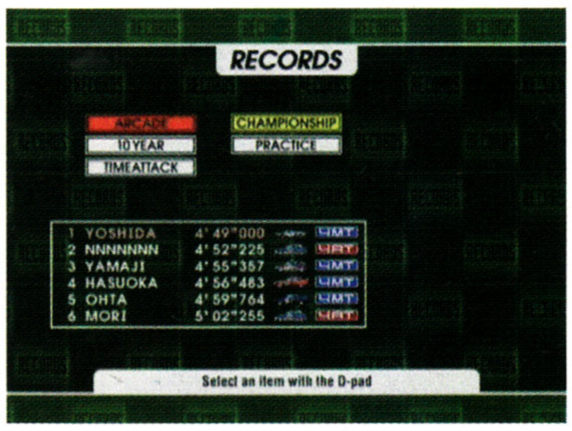
Finished with every character

Virtua Fighter 3tb

Rank	Name	Time	Character
1.	YU.	50' 00" 00	Sarah
2.	IZA	50' 05" 00	Jacky
3.	KAK	50' 10" 00	Wolf
4.	D.K	50' 15" 00	Lau
5.	MKA	50' 20" 00	Pai
6.	PS2	50' 25" 00	Aoi

Sega Rally 2 Arcade Mode

Rank	Character	Time
1.	Yoshida	4'49"000
2.	Nnn	4'52"225
3.	Yamaji	4'55"357
4.	Hasuoka	4'56"483
5.	Ohta	4'59"764
6.	Mori	5'02"265



How To Send In Your Scores

1 Play any Dreamcast game and get yourself a top score, hopefully better than the ones on this page.

2 Use a camera or video recorder to capture the evidence of your amazing feat!

3 Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST MAGAZINE!

The address is...
High Score Heroes
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

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

UK Software Update

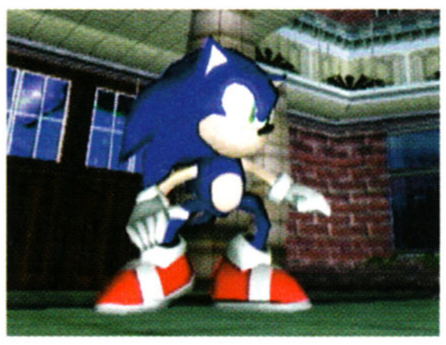
We reviewed the launch line-up in full last issue, but thought we'd update you on what we think after a month of play...

Every new console promises it will be the one which finally ensures European software is just as good as American and Japanese releases. With Sega's 128-bit powerhouse console, we finally hoped it was about to happen but Sega has been noticeably slow in supplying finished code. Now it's finally happened, we can see why.

As all hard-core gamers know, we Europeans enjoy a different (PAL) TV system from the NTSC system used in Japan and America. PAL has a higher resolution, but a slower frame update. As a consequence, if a game is simply ported from NTSC to PAL, it will be 17% slower and have black borders around the screen area. One of the most notorious examples of this is Namco's *Tekken* series for PlayStation, which even with *Tekken 3* was entirely unoptimised for PAL – and much worse than the NTSC version as a consequence. Other games, such as Psygnosis' *WipeOut* games are recoded for PAL and run full-screen, with no speed loss.

For Dreamcast, Sega has asked developers to include a 60Hz option as the majority of modern UK TVs will accept the faster, NTSC-speed frame update. So, problem solved?

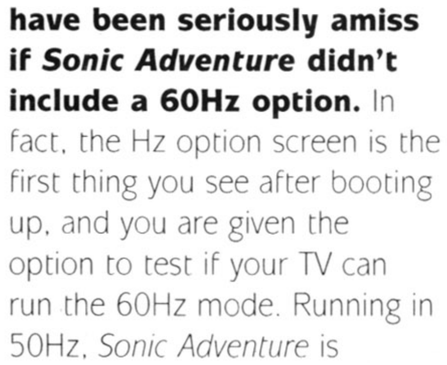
Sadly not. Of the initial launch software, some games entirely lack a 60Hz option, with black borders and a frame reduction as a result, while some games do support it but don't bother to make any effort optimising the 50Hz option for people with older TVs.



Sonic Adventure

Publisher	Sega
Developer	Sonic Team
Origin	Japan
Genre	Adventure

Considering that this is Sega's flagship launch title, something would have been seriously amiss if *Sonic Adventure* didn't include a 60Hz option. In fact, the Hz option screen is the first thing you see after booting up, and you are given the option to test if your TV can run the 60Hz mode. Running in 50Hz, *Sonic Adventure* is noticeably slower compared to its 60Hz cousin, and the black borders don't do the game any favours. The game itself is the same as the Japanese version, complete with the annoying unskippable FMV sequences, but it nonetheless remains an energetic visual showcase for the Dreamcast.



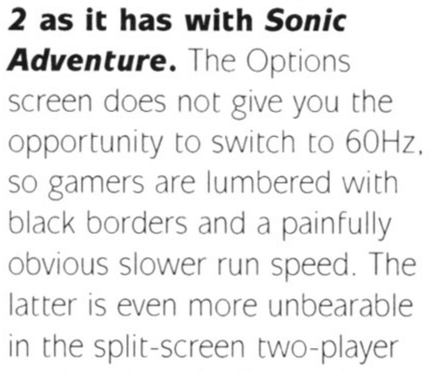
Overall 80%

Sega Rally 2

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Racing

Surprisingly, Sega has not shown the same commitment to *Sega Rally 2* as it has with *Sonic Adventure*. The Options screen does not give you the opportunity to switch to 60Hz, so gamers are lumbered with black borders and a painfully obvious slower run speed. The latter is even more unbearable in the split-screen two-player mode, where background pop-up smacks you in the face, particularly during the night-time levels.

After playing finished versions of *Speed Devils* and seeing what is just around the corner on Dreamcast, *Sega Rally 2* really deserves to drop a couple of percentage points.

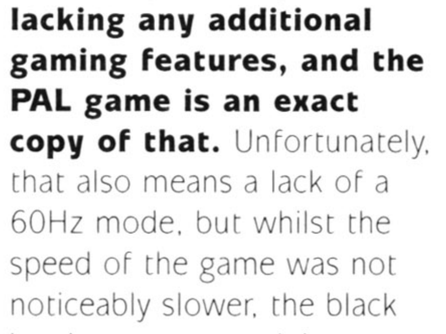


Overall 89%

Virtua Fighter 3tb

Publisher	Sega
Developer	AM#2
Origin	Japan
Genre	Beat-'em-up

The Japanese version of *VF3tb* was a distinctly skimpy affair, lacking any additional gaming features, and the PAL game is an exact copy of that. Unfortunately, that also means a lack of a 60Hz mode, but whilst the speed of the game was not noticeably slower, the black borders were certainly very evident. All of which means that *VF3tb* will only prove to be a stop-gap affair until the November release of the feature-laden, visually sumptuous *Soul Calibur* (and we can only pray that Namco incorporates a 60Hz mode, as the PAL conversion of *Tekken 3* was dire!).



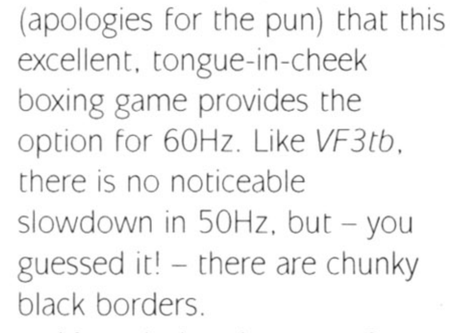
Overall 85%

Ready 2 Rumble

Publisher	Midway
Developer	In-house
Origin	USA
Genre	Beat-'em-up

Congratulations, Midway! European gamers will be pleased as punch (apologies for the pun) that this excellent, tongue-in-cheek boxing game provides the option for 60Hz. Like *VF3tb*, there is no noticeable slowdown in 50Hz, but – you guessed it! – there are chunky black borders.

After playing the game for another month, we really think that we underestimated it last issue. The Championship mode and general fun nature of the game have earned it a DREAMCAST MAGAZINE ULTRA Game award at last!



Overall 90%

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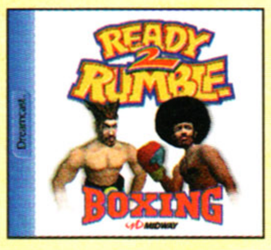

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Import Scene

We take a look at the fun, bizarre and sometimes downright rubbish games available on import from Japan.

Up until now we've avoided reviewing import Dreamcast software simply because you can't play any of the Japanese or American games on a UK machine. Sega have managed to tie up the Dreamcast's country code mechanics pretty tight, and the hackers haven't cracked it as of yet – but they're working on it!

As we were finishing off this issue of DREAMCAST MAGAZINE we heard rumour of a system that does allow you to play import games on a Dreamcast. It involves taking the top of your console, fiddling about with a screwdriver and sticking some tape inside – so obviously we're not going to condone it. This, plus the rumoured Universal Adapters that are almost ready to emerge onto the market, means it's probably time we brought you up-to-date on the Japanese software scene.

You'll find no prices on these reviews, because they vary from importer to importer. Shop around!

Street Fighter Zero 3

Publisher	Capcom
Developer	In-house
Origin	Japan
Genre	Fighting

Well, what can we say about this? It's *Street Fighter* (again), it's got more characters than you can shake a stick at... oh, and it's still good fun even if we've seen it all before.

There's lots here to keep you occupied, which is where other fighting games fall down (*King Of The Fighters*, anyone?) As well as Arcade mode, you've got the usual training/survival mix as well as a World Tour that adds a strategic element. There's even a network option available so playing against people miles away is now possible. If you're not tired of *Street Fighter* yet, this is one title you really should get hold of.

Dreamcast magazine MOST WANTED

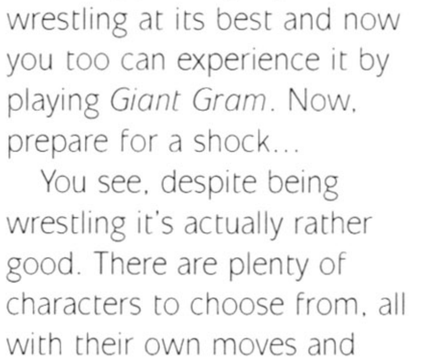
Overall 85%

Giant Gram All Japan Pro Wrestling 2

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Sports

Unless you're Japanese (or some kind of freak), you won't know anything about the AJPW. This is apparently Japanese wrestling at its best and now you too can experience it by playing *Giant Gram*. Now, prepare for a shock...

You see, despite being wrestling it's actually rather good. There are plenty of characters to choose from, all with their own moves and music as well as several tournaments and training modes. The graphics and sound are tasty and the wrestlers all act like the real thing – if you want a wrestling game, look no further than this.



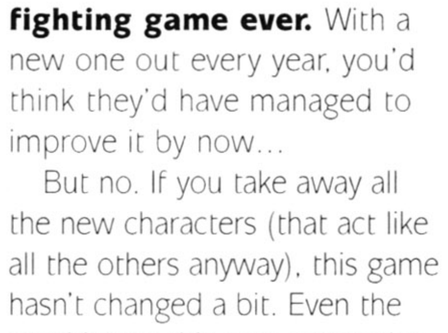
Overall 84%

King Of The Fighters Dream Match 1999

Publisher	SNK
Developer	In-house
Origin	Japan
Genre	Fighting

Talk about flogging a dead horse – apart from the *Street Fighter* series, *King Of The Fighters* has to be the most overused fighting game ever. With a new one out every year, you'd think they'd have managed to improve it by now...

But no. If you take away all the new characters (that act like all the others anyway), this game hasn't changed a bit. Even the graphics on this next-generation machine look tired and dated – we could have drawn better with a set of crayons. Believe us, this is the perfect example of a bad fighting game; we'd rather play *Mortal Kombat* over this, and that's saying something.



Overall 57%

Toukon Retsuden 4

Publisher Tomy
Developer Yuke's
Origin Japan
Genre Sports

one player · arcade stick · vibration pack

Pop N' Music 2

Publisher Konami
Developer In-house
Origin Japan
Genre Music

one player · arcade stick · keyboard

Climax Landers

Publisher Sega
Developer In-house
Origin Japan
Genre RPG

one player · arcade stick · vibration pack

Cool Borders – Burn!

Publisher Sega
Developer UEP Systems
Origin Japan
Genre Racing

one player · arcade stick · vibration pack

Espion-age-nts

Publisher NEC
Developer In-house
Origin Japan
Genre Spy Adventure

one player · arcade stick · vibration pack

This is another of those wrestling games that is never going to come out over here because, to be honest, nobody cares. Still, those of you into the Japanese wrestling scene might want to steer clear of this for the fact that... well, it stinks.

The controls are unresponsive and the graphics are really ugly. Watching the wrestlers move is like watching a very bad puppet show and all in all, it's boring. If you're desperate for a game like this, do yourself a favour and buy *Giant Gram* instead – you'll feel much better for it.

Overall 49%

The Japanese certainly like strange and bizarre games. If you took time to look at the number of titles released in Japan that never make it over here, you'd realise that. *Pop N' Music* was a bizarre game when it first came out – you basically had to press the right buttons at the right times. And now there's a sequel. Oh joy.

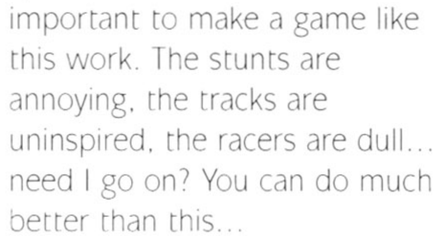
To be blunt, this is practically identical to the first game. It's all so similar, you'd be forgiven for not knowing this was a new game. It's still quite a laugh though so if you missed the original, have a look at this one.

Overall 73%

With every new console comes a flood of games that contain virtually no new ideas or interesting gameplay. These titles follow formulas set by other games and try to copy them with all their might, while also trying to be 'different'. It never works. *Climax Landers* appears to be one of those games.

It's a bog-standard RPG with the usual mix of dungeons, fighting strange monsters and building up levels that we've seen a dozen times before. Of course, being an import title means that it's off-limits to everyone but the Japanese – there's just too much text here to make it playable. Give it a miss until the US release...

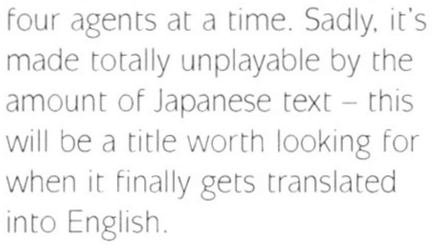
Overall 52%



You'd have thought that with a next-generation machine such as the Dreamcast, even well-known titles would have been transformed into new and exciting games. If this is the case, then how did *Cool Boarders Burn!* ever get released?

Basically, it's snowboarding. Not very exciting snowboarding at that – yes, the graphics are all rather lovely but it just doesn't have any feeling of speed or excitement that is so important to make a game like this work. The stunts are annoying, the tracks are uninspired, the racers are dull... need I go on? You can do much better than this...

Overall 44%



Set in the near future, *Espion-age-nts* puts you in charge of Blitzstrahl, the leading organisation in industrial espionage. Your goal is to take jobs from various clients and infiltrate buildings to complete your mission, be it retrieving information or blowing up valuable equipment.

It's an interesting game and looks rather impressive – for example, you can control up to four agents at a time. Sadly, it's made totally unplayable by the amount of Japanese text – this will be a title worth looking for when it finally gets translated into English.

Overall 73%

On your marks... get set... Net! In a new regular section of DREAMCAST MAGAZINE we guide you through the jungle of Dreamcast surfing.

Get Connected

When you take your shiny new Dreamcast out of the box, you'll be able to get it connected to the Internet straight away! The reason Sega has given for the three week delay in launching the console was that it had to get the on-line side sorted out. Well it's all done now. You plug your Dreamcast into the TV, and a cable into a normal phone socket then you're on the Net – with calls charged at a local rate and billed through your existing phone company.

Once you register your new console you will be given four free '@uk.dreamcast' email addresses and access to an exclusive area of the official Dreamcast website 'Dreamarena'. Here you will be able to chat, on-line shop, read up on lifestyle stuff and find out about the latest sports and entertainment happenings.

Sadly, it was recently reported at the Tokyo Game Show that Sega of America won't be supporting on-line gaming until at least the second half of 2000. We can only assume that Sega Europe will be forced to follow suit, meaning that its claims of 'up to 6 billion players' are a little over exaggerated – looks like it's going to be more like four players in *Toy Commander* or *Red Dog*.

The start of next year will however see the introduction of mini-games that can be played over the network. These will take the form of small puzzle, card and board games, it's just the exciting stuff like *Sega Rally 2* and *Virtua Fighter 3tb* that won't be playable over the Net – that's why many of the games have lost their Internet option menus for UK release.

Although the lack of multiplayer gaming over the Net is a bit of a blow, the Dreamcast is still the first console to allow users to access the Internet, send email and do all the things that PC users have taken for granted for so long. Sega has a marvellous machine, it just needs to work a bit harder on the infrastructure behind it!

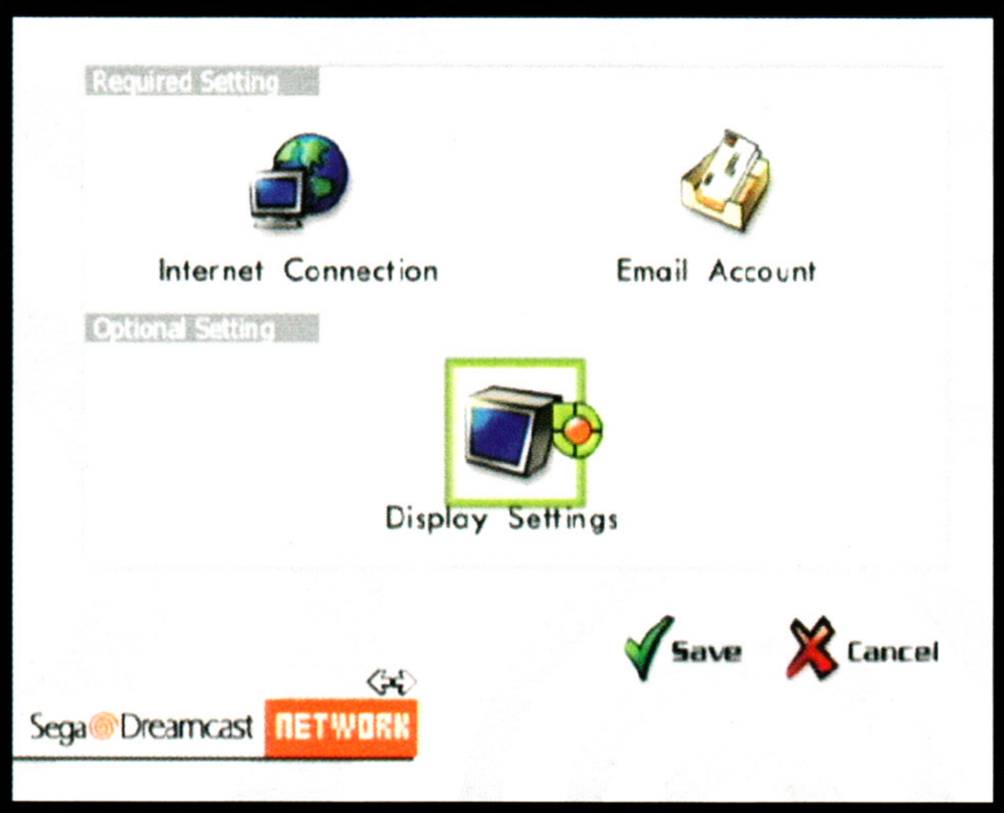
ZIP IT!

Another problem you will hit when you hook up your Dreamcast to the Net is that you won't be able to save anything you find! Sega is working on a solution though – it announced earlier in the year that a version of Iomega's popular peripheral, the Zip Drive, would be heading for the Dreamcast. The good news is that it should be on the shelves at the beginning of next year, and will allow gamers using the Dreamcast's Net facilities to save their email and websites, as well as game information, onto normal 100Mb Zip discs.

However, in keeping with the design style of the Dreamcast console, Iomega has changed the familiar blue colour scheme and look of its Zip Drive. The Dreamcast's Zip Drive sits comfortably underneath the console itself, and reminded us here at DREAMCAST MAGAZINE of the 64DD (which Nintendo Japan still intends to release at the end of the year).

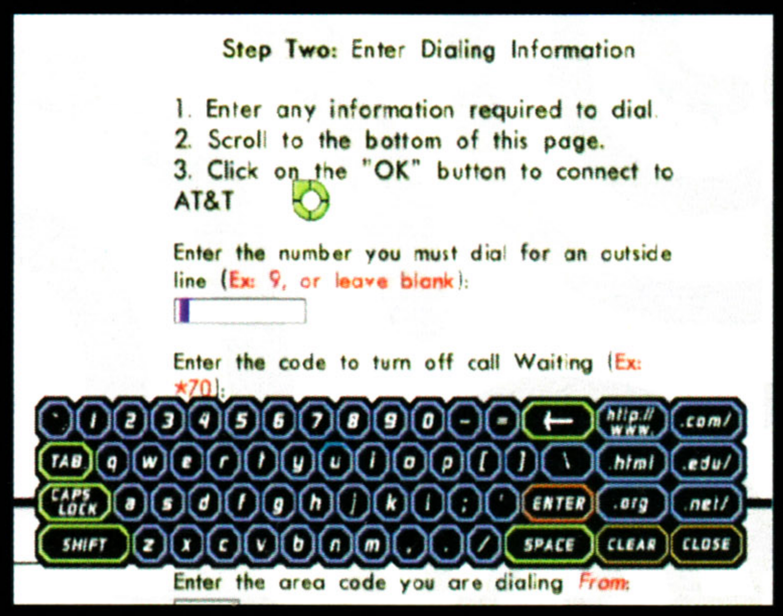
ON-LINE STATESIDE

With no UK Dreamcast Passport software available at the time of going to press, we thought we'd give you a brief look at how Sega of America have presented their browser software.



Everything is perfectly useable from the joypad with large buttons to click on.

SOA have done a deal to give users a free keyboard if they sign up.



Entering names and addresses is tough, unless you invest in a Dreamcast keyboard.

www.dream-cast.net

The perfect on-line compliment to DREAMCAST MAGAZINE, TGN (short for Total Games Network) is the essential website to visit if you are after the latest videogame news, previews, reviews and features.

TGN is updated every weekday evening, Monday to Friday, and also provides walkthroughs and solutions for your favourite games, as well as exclusive competitions to win copies of the latest software and related merchandise. You can get interactive on-line with TGN as well, by emailing DREAMCAST MAGAZINE contributor Stuart Taylor with your letters about virtually anything to do with videogames. There are stacks of regular features to keep coming back to as well, like TGN 'Game Of The Week' and the 'TGN Readers' Poll'. Also, you can email TGN with your review of your favourite (or least favourite) Dreamcast game. You never know, your review may even end up printed in a future issue of DREAMCAST MAGAZINE!

Get connected with Total Games Network and DREAMCAST MAGAZINE. Head on over to... **http://totalgames.net**, or email direct at **nickr@paragon.co.uk**

Net Ready

When you get your Dreamcast up and running on the Net, here are the places you should point your browser to first...

www.dreamcast-europe.com

Sega's own Dreamcast site, this place is created in Flash, meaning that it's packed with glorious graphics and animations about everything Dreamcast. Here you'll find previews, movie clips and screenshots of upcoming games along with a TV ad to watch, competitions to enter and an insiders look under the Dreamcast's lid. Great stuff!

5/5

Sega's great-looking Dreamcast site contains some excellent features for gamers.

www.dreamcast.net

This is an unofficial Dreamcast site run by the Gamers Alliance and it's regularly updated with lots of Dreamcast related news, previews, tips and cheats. Particular features of note include a Dreamcast chat area for linking up with similarly-minded gamers. Just make sure you've got a keyboard before logging on – the other chatters might get fed up of waiting for you to write back with a joypad!

4/5

www.sega-otaku.com

Another site that's regularly updated with news on Dreamcast, but this one has a bit more of a subdued look. In fact, it's quite boring. This doesn't mean the information it contains is boring though, as it's packed with all kinds of interesting titbits. You will find that many of the articles simply link you to other sites though, so you might have seen much of it before.

3/5

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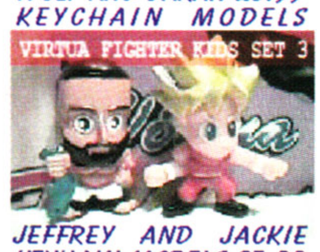

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Dreamcast solutions

>Here's a taste of what's to come from *Dreamcast Solutions*

Hints, tips, cheats and guides

If you want tips, cheats or complete solutions to all the best Dreamcast games then our sister magazine *Dreamcast Solutions* has them in abundance. Here's a taster of what's in the next issue...

Ready 2 Rumble Boxing

> Here are some last minute cheats for Midway's brilliant *Ready 2 Rumble Boxing*. We haven't had chance to check them yet, but thought you'd like to be the first to see them. Next issue we'll have a complete players' guide to the game.

Two Player Level Select

When playing in two player mode, press the **Left Shoulder** button for the two-tier arena and the **Right Shoulder** button for the Championship arena. If you press **Left** and **Right Shoulder** buttons together you'll get the gym!

Change the Cornerman's Voice

When you're on the Character Selection screen press the **X** button plus any direction on the D-pad to select different cornerman voices.

Outfit Change

There are different outfits for the boxers in the game. To access them press **X + Y** together when you select your character.

Hidden Leprechaun

You can play the game as a Leprechaun if you go to the Character Select screen and press **X + Left Shoulder + Right Shoulder** together.

Life Recover

When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover much faster.

Class Unlock Codes

There are different classes to unlock in the game, but you can do it by cheating too! To open up the Bronze Class input your gym name as 'Rumble Power'. Silver Class is unlocked by entering 'Rumble Bumble' and Gold Class by entering 'Mosma!' Enter 'Pod 5!' to unlock the final Champ Class – this also has the effect of uncovering all the hidden fighters.

Millennium Soldier: Expendable

› Here's a bunch of cool cheats for this mega-blast of a game! These must be entered on the first joypad while playing the game

Shield
Up, Down, Left, Right, X, Up, Down, Left, Right, Y

Level Skip
Y, Y, X, X, Left Shoulder, Right Shoulder, Down, Down, Up, Up

Grenades
Down, Down, Down, Down, Down, Up, Up, Up, Up, Right Shoulder

Lives
A, B, X, Y, Left Shoulder, Right Shoulder, Up, Down, Left, Right

Credits
A, B, Left, A, B, Right, B, A, Down, Right Shoulder

Easter Egg
Left Shoulder, Left, Right Shoulder, Right, X, X, Down, Down, Right Shoulder, Left Shoulder

Game Won
Left Shoulder, Right Shoulder, Left Shoulder, Right Shoulder, Left, Right, Left, Right, Y, X

Level Select
Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

continued›

Marvel Vs Capcom

Evil Zangief
Go to the character select screen and select Zangief but then do a half-circle backward movement on the D-pad and press quick kick. Zangief will turn into an evil version of himself.

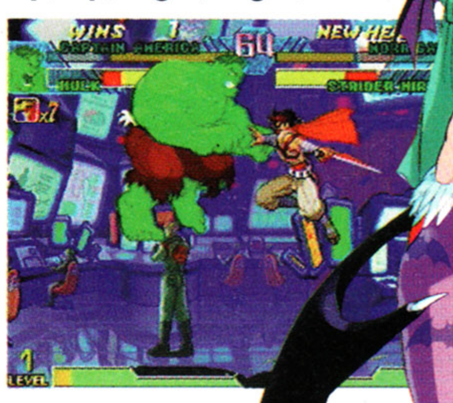
Gold War Machine
Again on the Character Select screen, go to Zangief then input: **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up.**

You should now have a golden War Machine above Zangief on the screen!

Hyper Venom
Similar to the Zangief codes, go to the Character Select screen, but this time put the cursor on Chun-Li and press: **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down.**

If you press the kick button you will now get ice blue venom, the punch button will give you blood red venom and pressing Up will give you Hyper Venom!

Lilith
Another secret character is available by selecting Zangief again, then pressing: **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down.**



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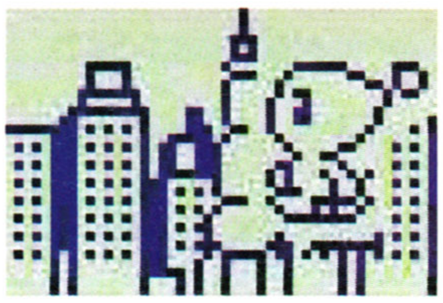
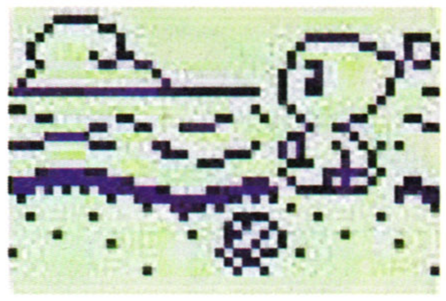



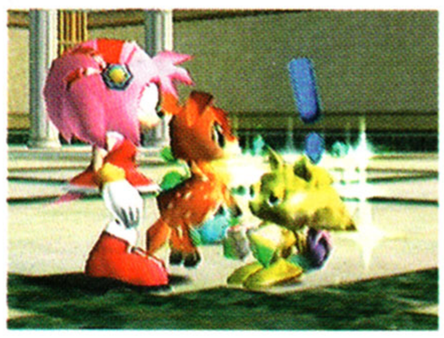
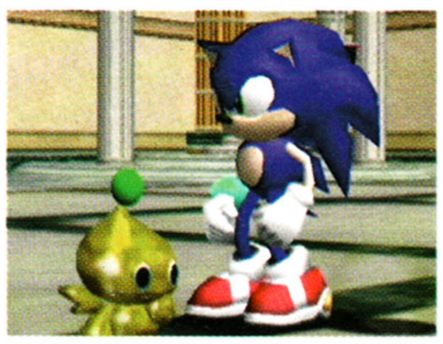
Sonic Adventure

Want a bit more fun from your VM unit? Try out this guide to playing with the Chao characters in Sonic...

One of the most interesting things about raising your Chao is that in order for it to thrive and be the best that it can be, you'll need to do more than just look after it in the Chao Gardens. There's also the chance to take your little friend for walks in the country, down to the pub or even to bed at night thanks to the wonders of the VM. By downloading your Chao into the VM unit, you can take it anywhere with you and lead it along on quests to build up its abilities, fight other Chao and even meet Sonic and his friends! The important thing to remember is that if you want a top-rating Chao, you'll need to do this kind of raising quite a bit. Are you ready for some handheld fun? Then follow us as we take you through the basic ins and outs of Chao raising, VM style...

Work, Rest And Play

Once you've placed the Chao in your VM, it's time to start them on their quest! The object of the game is to help your Chao develop its abilities as it makes its way along a route of quest stages – there are 15 in total to choose from but only five are used in each quest. We've given you a chart to show exactly what ability each stage requires your Chao to do – however, being proficient in that particular ability doesn't mean that the stage of the quest will end any sooner. Along some of the routes, he'll get to meet one of Sonic's friends or maybe even the blue wonder himself!

Be My Guide

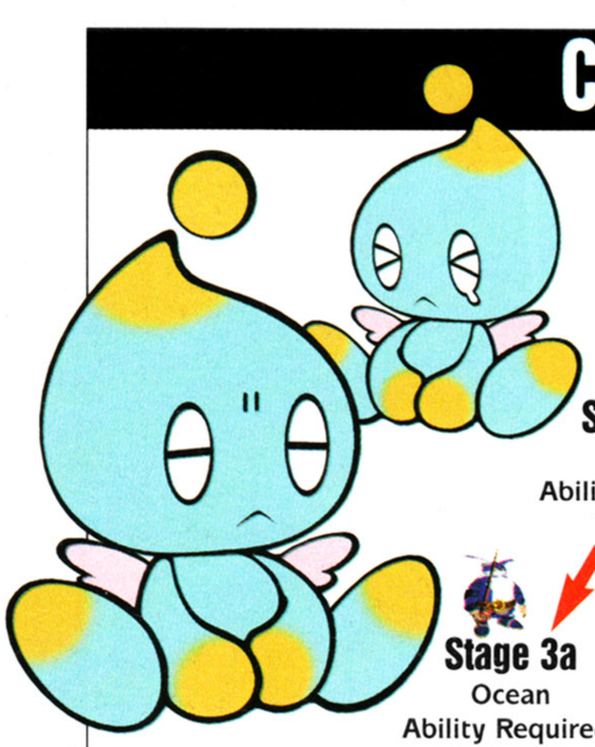
To start your Chao off on his quest, get your VM into Game mode by pressing the Mode button until an 'Ace of Spades' appears and then hit the **A** button. Once the title screen appears, press the **A** and **B** buttons together and you're off on the adventure of a lifetime (for the Chao, anyway). Most of the time, you can pretty much leave him to his own devices as he walks along but at certain points you'll need to help him out of a situation – a noise will tell you that you have to do something. Here's a guide to what might happen to your little buddy...

1 If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, he just needs a little encouragement to help him along. Press the **A** button to get him moving again.

2 If he finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!

3 A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past this, just press the **A** button until the message disappears.

Chao Quest Map



Stage 1
Plain
Ability Required: Walking

Stage 2a
Beach
Ability Required: Walking

Stage 2b
Forest
Ability Required: Walking

Stage 3a
Ocean
Ability Required: Swimming

Stage 3b
Cliffside
Ability Required: Climbing

Stage 3c
Desert
Ability Required: Flying

Stage 4a
City
Ability Required: Flying

Stage 4b
Desert
Ability Required: Walking

Stage 4c
Tree
Ability Required: Climbing

Stage 4d
Jungle
Ability Required: Walking

Stage 5a
Skyscraper
Ability Required: Climbing

Stage 5b
Ocean
Ability Required: Swimming

Stage 5c
Crystal City
Ability Required: Walking

Stage 5d
Swamp
Ability Required: Swimming

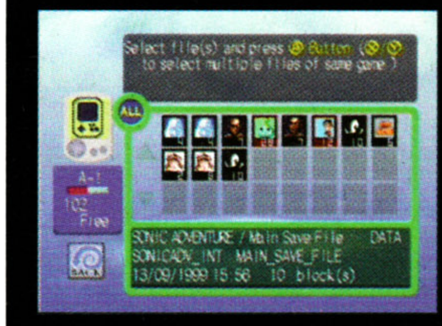
Stage 5e
Cave
Ability Required: Flying

PUT IT IN, TAKE IT OUT

The first thing you'll need to know is how to actually download your Chao into a VM. This is done through the Chao Gardens and if you follow these simple steps, you'll have a miniature version of the Chao in no time at all.

1 Make sure that you've got a VM inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chao onto the VM so you may have to delete some files to fit him in.

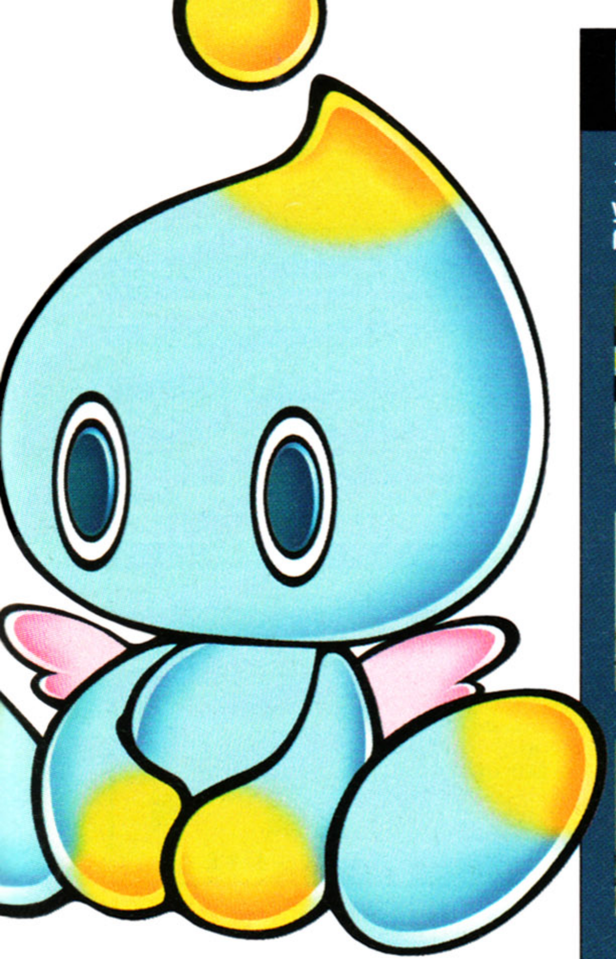
2 Choose the Chao you want to place inside the VM and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at the front. Now place your Chao down so that it sits on the small trapdoor in front of you.



3 A screen will come up with the list of VM units that you can place the Chao into – you will have a choice if more than one VM is inserted into any of the Dreamcast pads. Select the VM that you'd like to play with your Chao in and press the **A** button.

4 After a brief period, the Chao will disappear into the controller and reappear on your VM – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VM and play with your Chao to your heart's content!

5 Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear if any exist. Simply choose the Chao you want to remove and he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VM unit as it cannot be deleted by conventional means.



4 A picture of a Chao standing at a signpost means that they have reached the end of their current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice!

5 If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above that as well as their relevant energy – your Chao is always on the right. The Chao swinging his fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – the number of clear boxes goes up according to the strength of the your Chao (if he has a strength of 200 or more then there will be two clear boxes, 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box; get it and you'll score a hit but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one standing is the winner!

Fancy A Game Of Cards?

One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game in the Quest menu (brought up by pressing the **A** button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a couple of the fruits that look similar, you won't get confused between them. The less times you get it wrong, the better the prize you get but mess up three times and you won't get anything except one very disappointed Chao!

Fruit and Veg

> The main way to build up the abilities of your Chao is to feed them different kinds of fruit from the fruit machine!

Lemon
Ability Affected:
Swimming (+4pts)

Stipulations On Getting Fruit:
None

Plum
Ability Affected:
Flying (+4pts)

Stipulations On Getting Fruit:
None

Grape
Ability Affected:
Running (+4pts)

Stipulations On Getting Fruit:
None

Cherry
Ability Affected:
Strength (+4pts)

Stipulations On Getting Fruit:
None

Hastnut
Ability Affected:
Speeds you up through your current stage

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Starnut
Ability Affected:
Improves your punch power when fighting.

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Chaonut
Ability Affected:
All Abilities (+4pts)

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Lifenut
Ability Affected:
Recovers all Health Points

Stipulations On Getting Fruit:
A perfect round in the Fruit Matching game

Lazynut
Ability Affected:
Makes your Chao very unhappy

Stipulations On Getting Fruit:
Do something bad!

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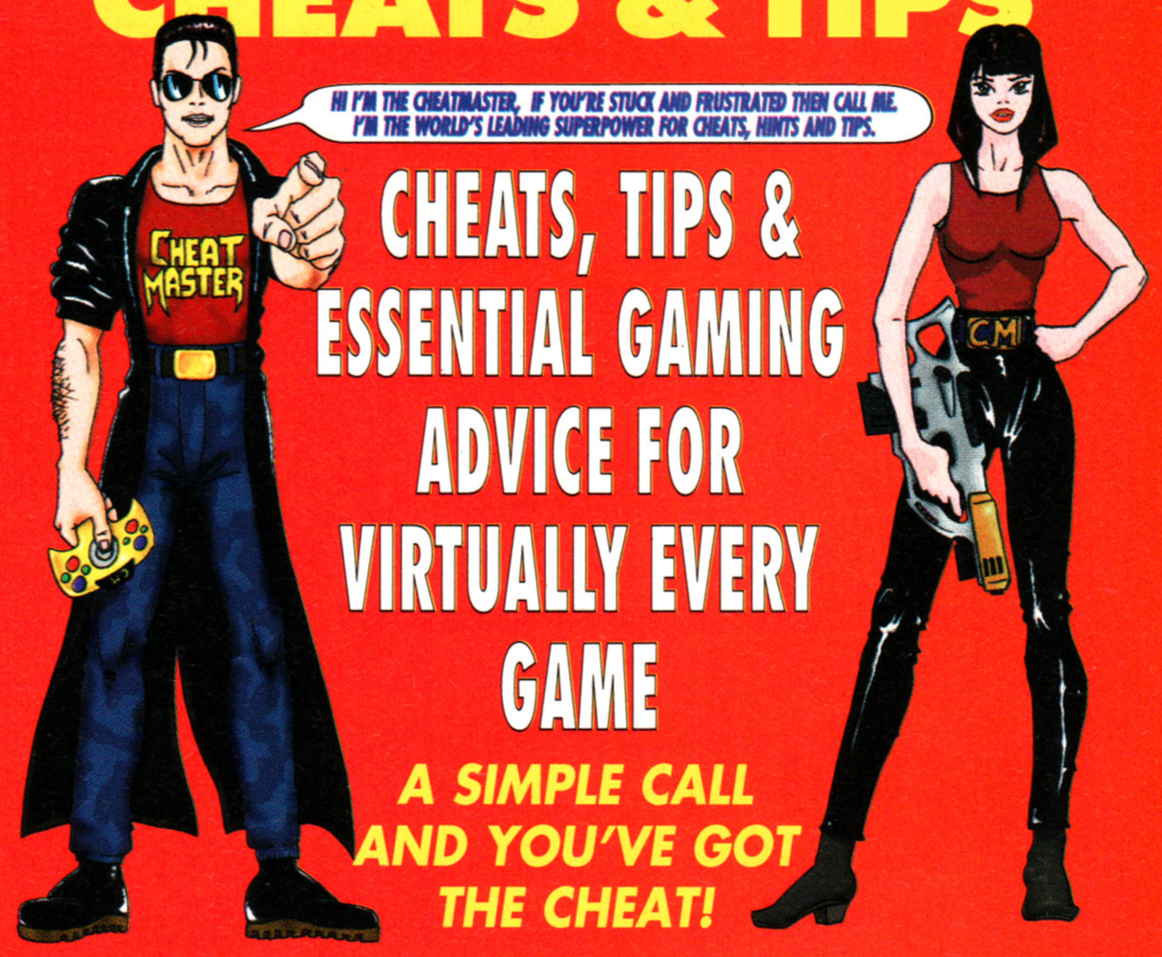

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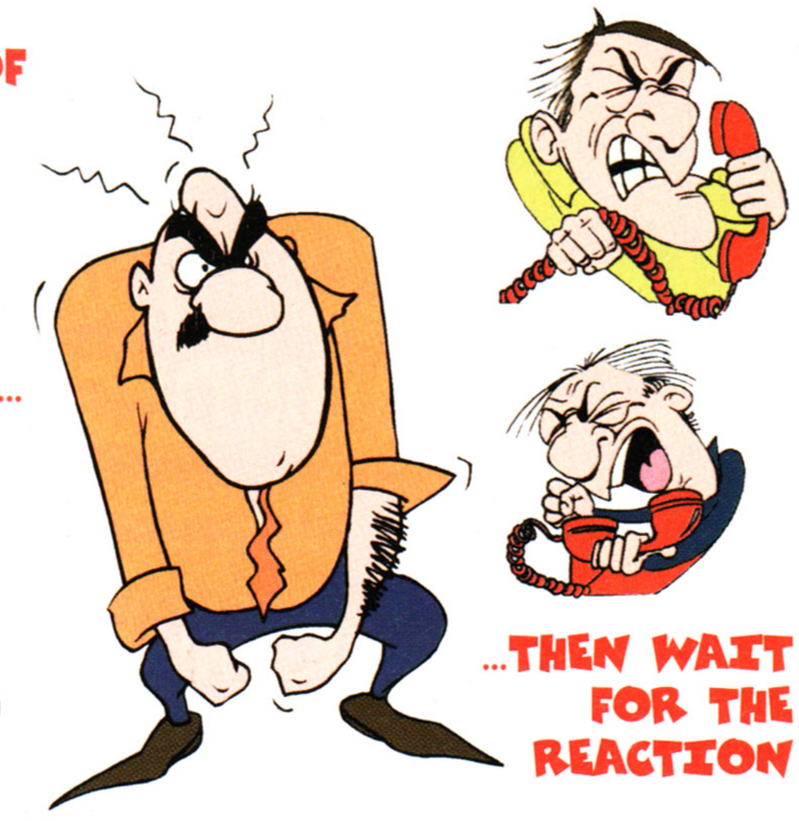

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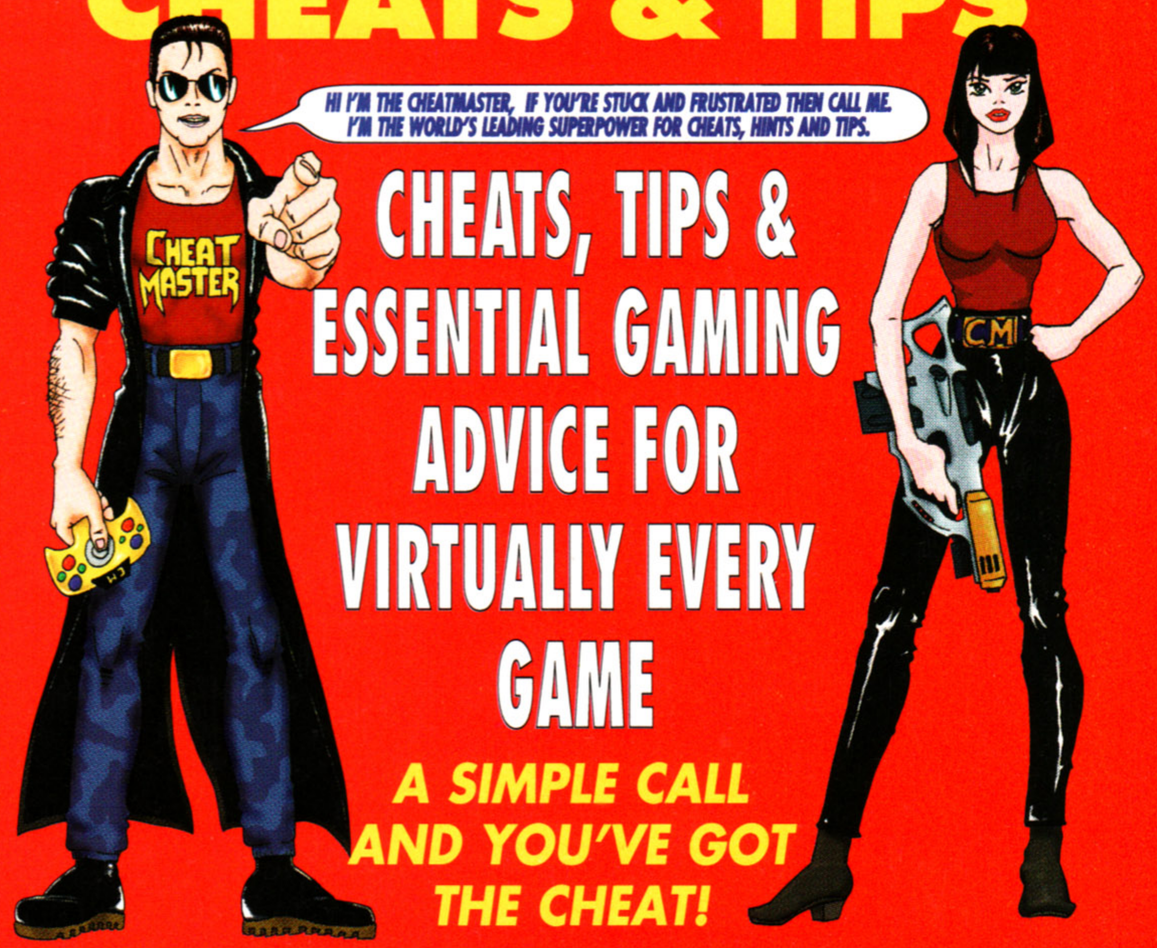

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test games previewed

ONES TO WATCH

Dynamite Cop

› Sega › October

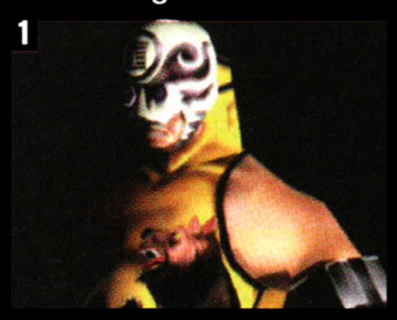
This game is out on launch day, but Sega have forgotten to send us a copy!

Maken X

› Atlus › December

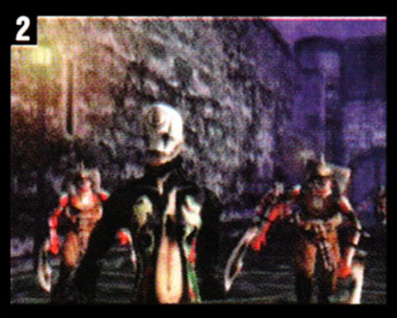
RPG experts Atlus make their first Dreamcast adventure game.

1



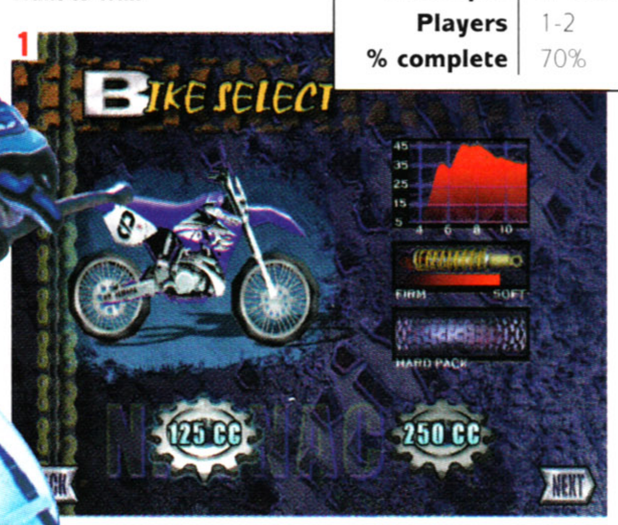
[1] Japanese company Atlus are well known for their role-playing games on the PlayStation and are very excited about their first Dreamcast project. [2] With visuals this good, Maken X should be great!

2



[1] The bikes in Super Cross 2000 come in various engine sizes and can be tuned to perfection. [2] This viewpoint isn't recommended if you want to win.

1



coming soon to your Dreamcast ›

Dreamcast magazine

information

Publisher	Acclaim
Developer	In-house
Players	1-2
% complete	70%

Dec

2

Jeremy Super Cr

"Jeremy McGrath himself where you can learn the

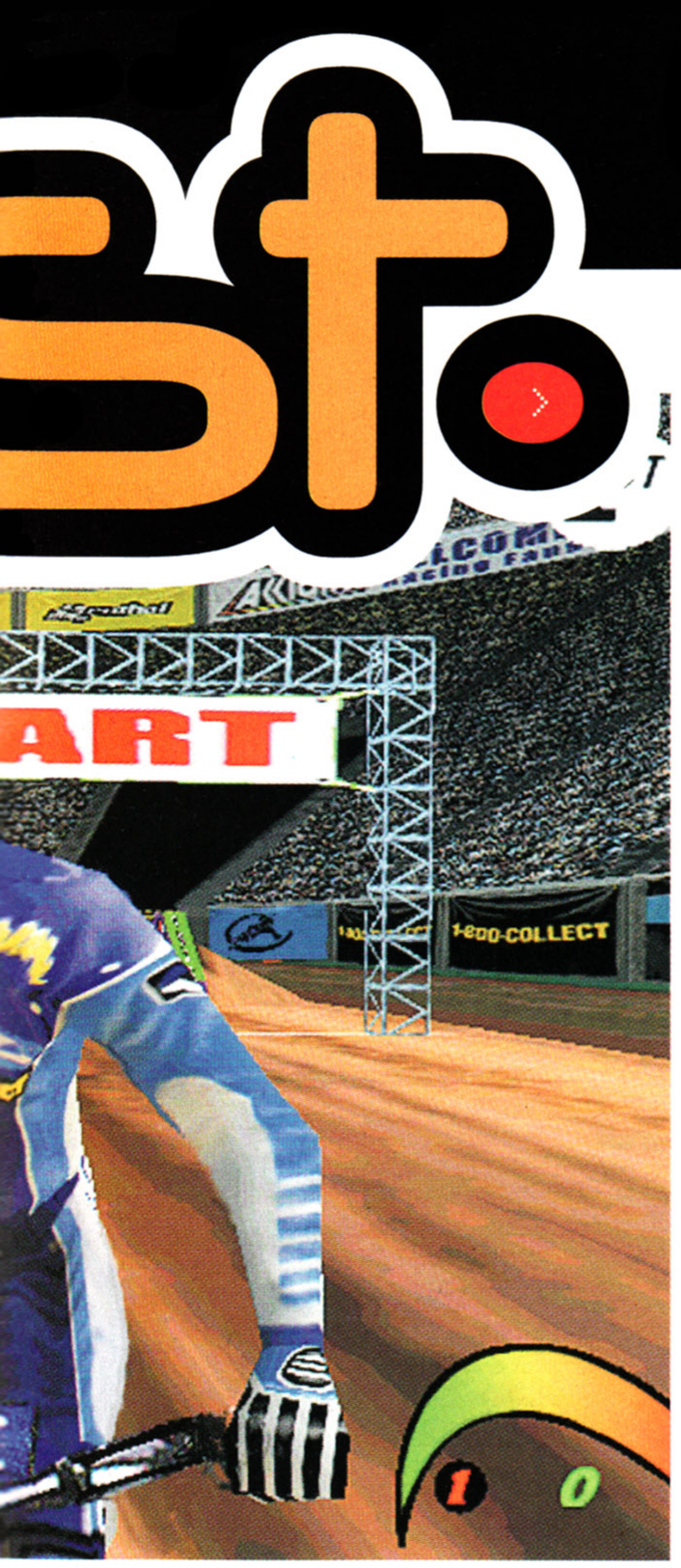
Acclaim's support for Dreamcast grows ever stronger with a conversion of a game that was originally only planned for PlayStation and Nintendo 64. It's endorsed by six-time supercross champion Jeremy McGrath, so predictably it's a bike racing game – *Super Cross 2000*!

[3] Acclaim's Dreamcast line-up grows ever stronger with the release of Super Cross 2000. The game is packed full of options. [4] Four players can race simultaneously with virtually no slow-down! [5] The graphics are bright and colourful, but retain a realistic feel.

3

4

5



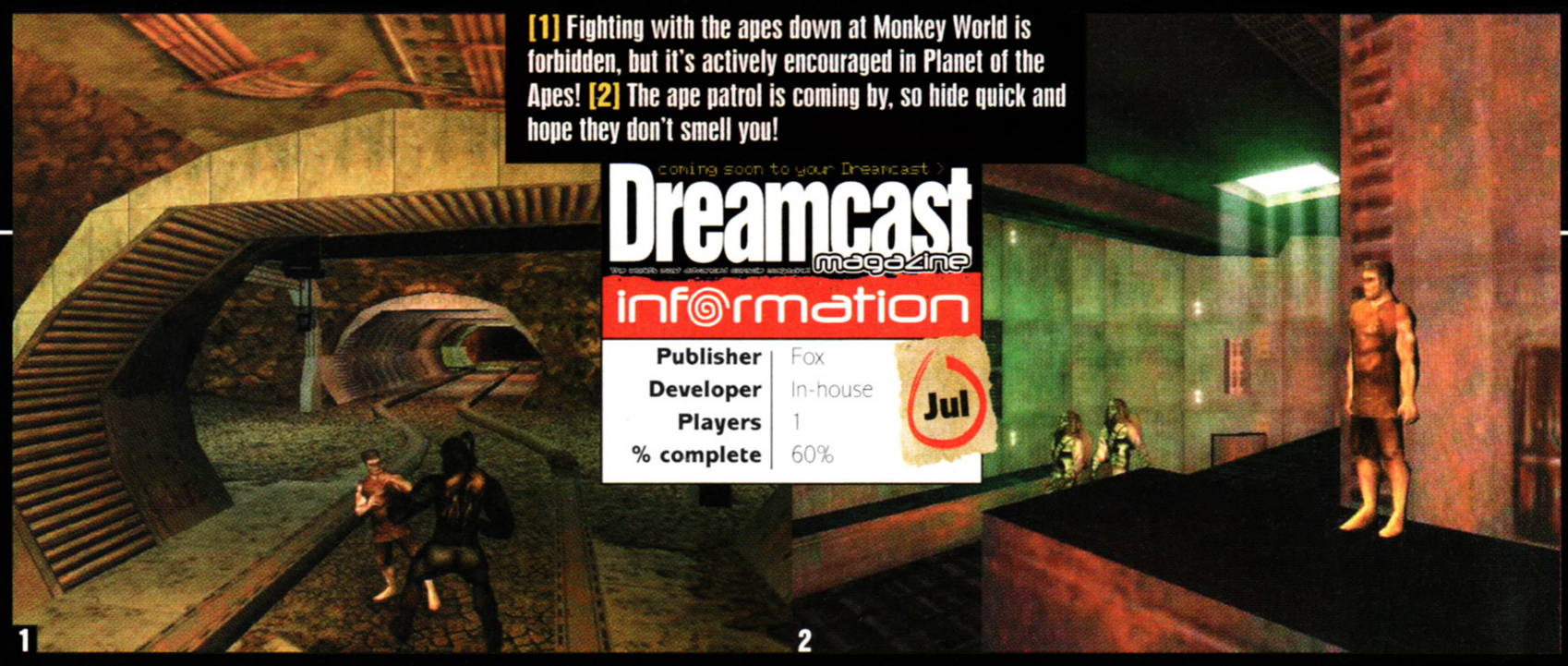
McGrath
ss 2000

even voiced a unique tutorial
ntials of supercross!"

You get to choose to race with 125cc or 250cc bikes through an entire championship with eight licensed tracks that fans of the sport will no doubt recognise: Glen Helen, Red Bud, Spring Creek, Motocross 338, Bud's Creek, Broome-Tioga, Steel City and Washougal. The great thing is that everything can be customised to suit your own personal taste. The bikes can have their mechanics tampered with, and logos emblazoned all over them. Tracks can be edited to create you own lumpy, bumpy nightmare versions and a customised series can be made in the 'Create-A-Championship' mode.

If all this weren't exciting enough, Jeremy McGrath himself has even voiced a unique tutorial where you can learn the essentials of supercross before taking to the tracks.

We'll have more exclusive screenshots on *Super Cross 2000* coming soon!



[1] Fighting with the apes down at Monkey World is forbidden, but it's actively encouraged in Planet of the Apes! **[2]** The ape patrol is coming by, so hide quick and hope they don't smell you!

coming soon to your Dreamcast

Dreamcast magazine

information

Publisher	Fox
Developer	In-house
Players	1
% complete	60%

Jul

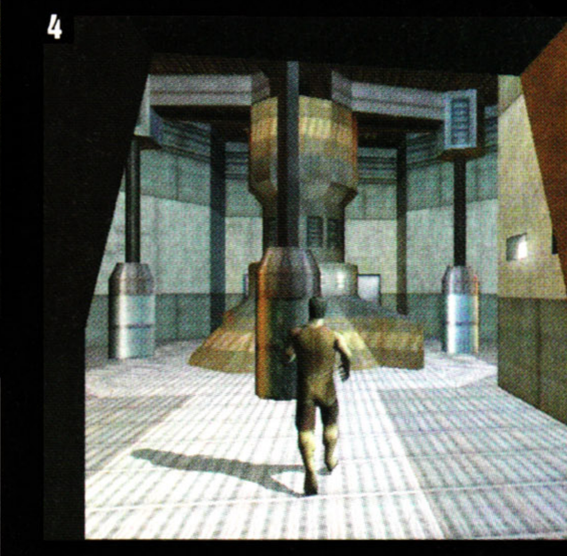
Planet of the Apes

Originally planned as a PC and PlayStation only game, Fox Interactive recently announced that *Planet of the Apes* is to be their first Dreamcast release, with *Croc 2* following closely behind. *Planet of the Apes* is probably best known for the 70s movies and TV series spin-off, or the original book by Pierre Boulle. Set one-thousand years into the future, apes have taken over the planet and the humans have become the hunted!

As Ulysses, the sole survivor of a horrific crash, you are left to wander around this bizarre land with an estimated 15 levels to explore and up to 70 sub-levels where puzzle solving and ape dodging are the order of the day! All the stars from the movie will make an appearance including ape doctors Zira, Zaius and Cornelius. Of course, if you're too young to remember the series these names will mean nothing to you. Having come face to face with these ape characters at the E3 show in LA this year though, you can take it from us that you'll be scared witless! More soon.

"You can take it from us that you'll be scared witless!"

[3] A church gives shelter and time to reflect on man's destruction of the Earth – or something. **[4]** Run, run! There's an ape right behind you!



Carrier

Jaleco's *Carrier* embraces the new Dreamcast technology to bring an exciting and original adventure to life. A new kind of lifeform had been discovered on a remote Pacific island and to study it more closely, scientists gave the go ahead to have it transported to a secure laboratory. The military jumped into action, and used the most advanced nuclear aircraft carrier called the 'Heimdall' to move this mysterious lifeform.

They picked up the cargo, and set off for the lab, but that's when things went wrong. The aircraft was hijacked and a 'Mayday' call was sent before the aircraft was lost from radar.

You have been chosen as one of the crack troops in a special force to be sent to find the Heimdall, find out what made the Captain lose contact with the scientists and discover the whereabouts of the unique lifeforce. A multi-part adventure game commences with some super-smooth visuals, a gripping storyline and great music and sound effects.

Carrier is looking promising, and appears to be a game that would have been tough to create for any system other than Dreamcast. It follows a similar look and feel to the PlayStation's *Metal Gear Solid* from Konami, but where that game could be completed in an evening, *Carrier* will give you a gruelling challenge! An In Development feature is coming soon!

"Carrier will give you a gruelling challenge!"

coming soon to your Dreamcast

Dreamcast magazine

information

Publisher	Jaleco
Developer	In-house
Players	1-2
% complete	80%

TBA

continued

ONES TO WATCH

NFL Quarterback Club 2000

> Acclaim > November

Always hot on the American sport front, Acclaim are busy working on this title.

Title Defense

> Climax > 2000

Could it knock *Ready 2 Rumble* off the top spot?

Gundam Side Story 0079

> Bandai > Spring

A mechanoid fighting game like no other.

1

coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	Sega
Developer	UEP
Players	1-2
% complete	95%

Dec

Snow Surfers

[1] Snowboarding has been done to death on other systems, now it seems it's Dreamcast's turn! [2] In a multiplayer game, you can split the screen in a variety of ways. [3] Snow Surfers puts the emphasis on tricks, not speed alone. [4] Nice lighting effects!

2

3

4

For some bizarre reason snowboarding games are one of the most popular with developers for Dreamcast – maybe it's because they can create the smoothest, most impressive graphics they've ever been able to with Sega's new technology. But then maybe it's simply because winter is approaching fast and we're all thinking about snow!

Snow Surfers from Sega is one of the best looking snowboarding efforts to arrive in the DREAMCAST MAGAZINE office so far. The characters are really well animated, moving realistically instead of in the clunky way many of these games animate. They control really well with the analogue stick too – a very smooth ride indeed!

With lots of variety in the tracks and characters, and a good assortment of snowboarding tricks to perform, *Snow Surfers* could lead the way for the influx of similar games coming your way over the next few months.

"Snow Surfers could lead the way for the influx of similar games!"

Stupid Invaders

coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	Ubi Soft
Developer	In-house
Players	1
% complete	50%

Mar

"You might quite literally laugh your head off!"

You have to wonder where some of these software developers get their ideas from. I mean, take a look at the screenshots of this new adventure from Ubi Soft, *Stupid Invaders*. These characters, called Gorgeous, Candy, Stereo, Etno and Bud look like a cross between vegetables and the creatures from the Dairylea Dunkers advert (you know the one we mean, where the one uses the other to dunk into his Dairylea!) Oh, suppose we've answered our own question!

The story goes like this: The nasty Dr. S is an avid collector of extra terrestrials, and likes nothing more than finding new obscene ways of mistreating his collection! He was overjoyed to stumble upon this new rabble, who dropped to Earth after an intergalactic picnic went wrong.

The game is a 3D adventure set over more than 500 lush backgrounds with thousands of frames of hilarious animation. It's the wicked sense of humour and slapstick fun that will make *Stupid Invaders* a success. You might quite literally laugh your head off! Scheduled for a Spring release, you don't have too long to wait to join in the fun.

[1] Dr S's telescope allows him to see very far away! [2] Meet the gang: Gorgeous, Candy, Stereo, Etno and Bud. [3] You can't take an argument seriously if you look like this! [4] Have you ever seen such a bizarre bunch of misfit videogame characters? [5] Pinky and the Brain had better watch out!

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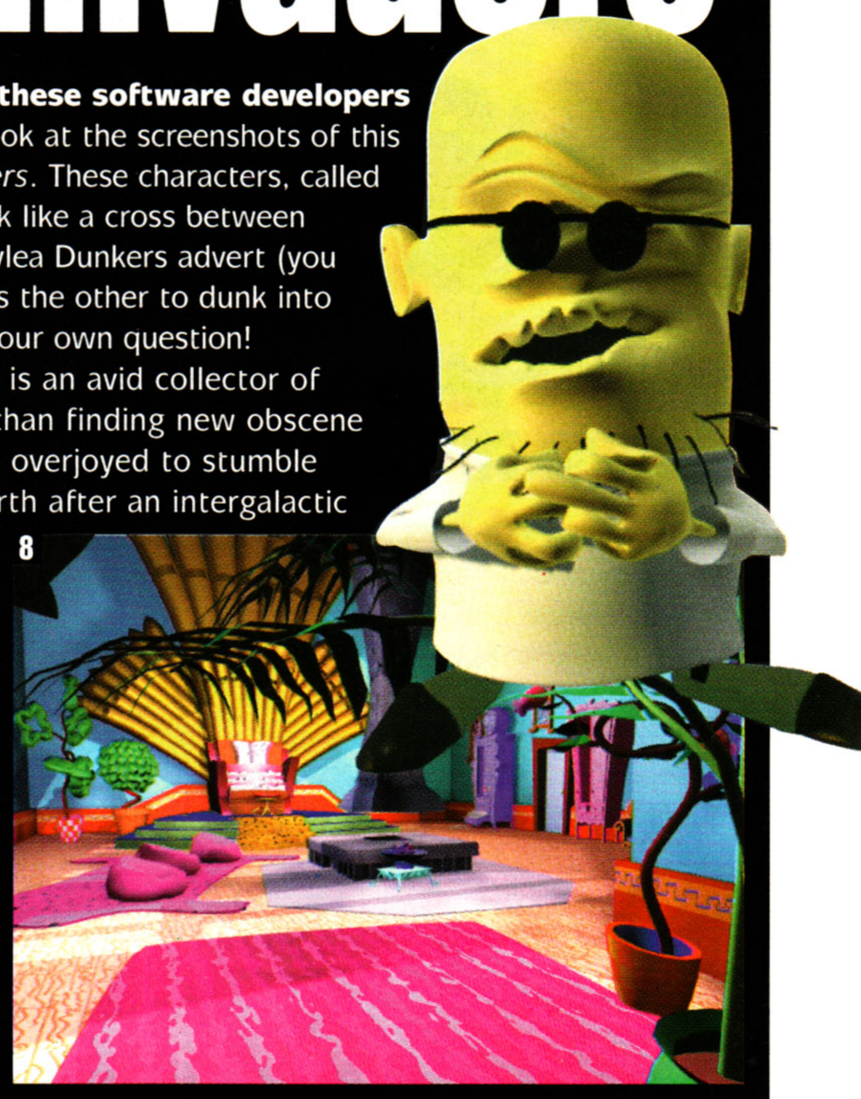

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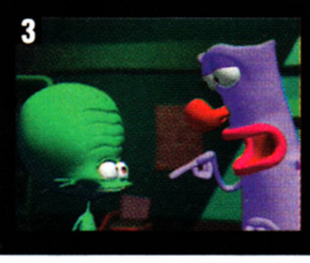
[6] You can expect a good dosage of toilet humour from Stupid Invaders – Ubi Soft are French after all! [7] This looks like some kind of goo machine, we think. [8] Nice pad the doc's got here!

2



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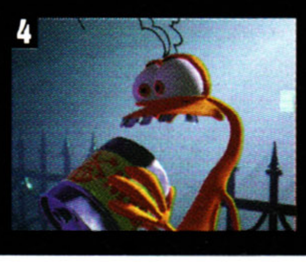

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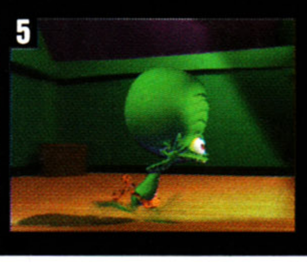

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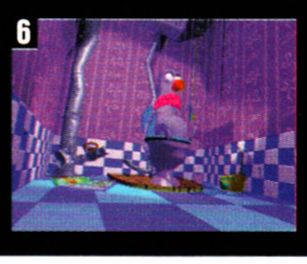

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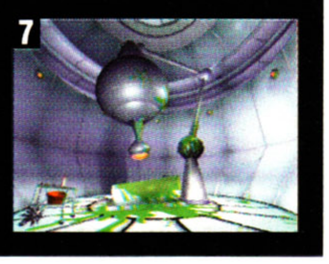

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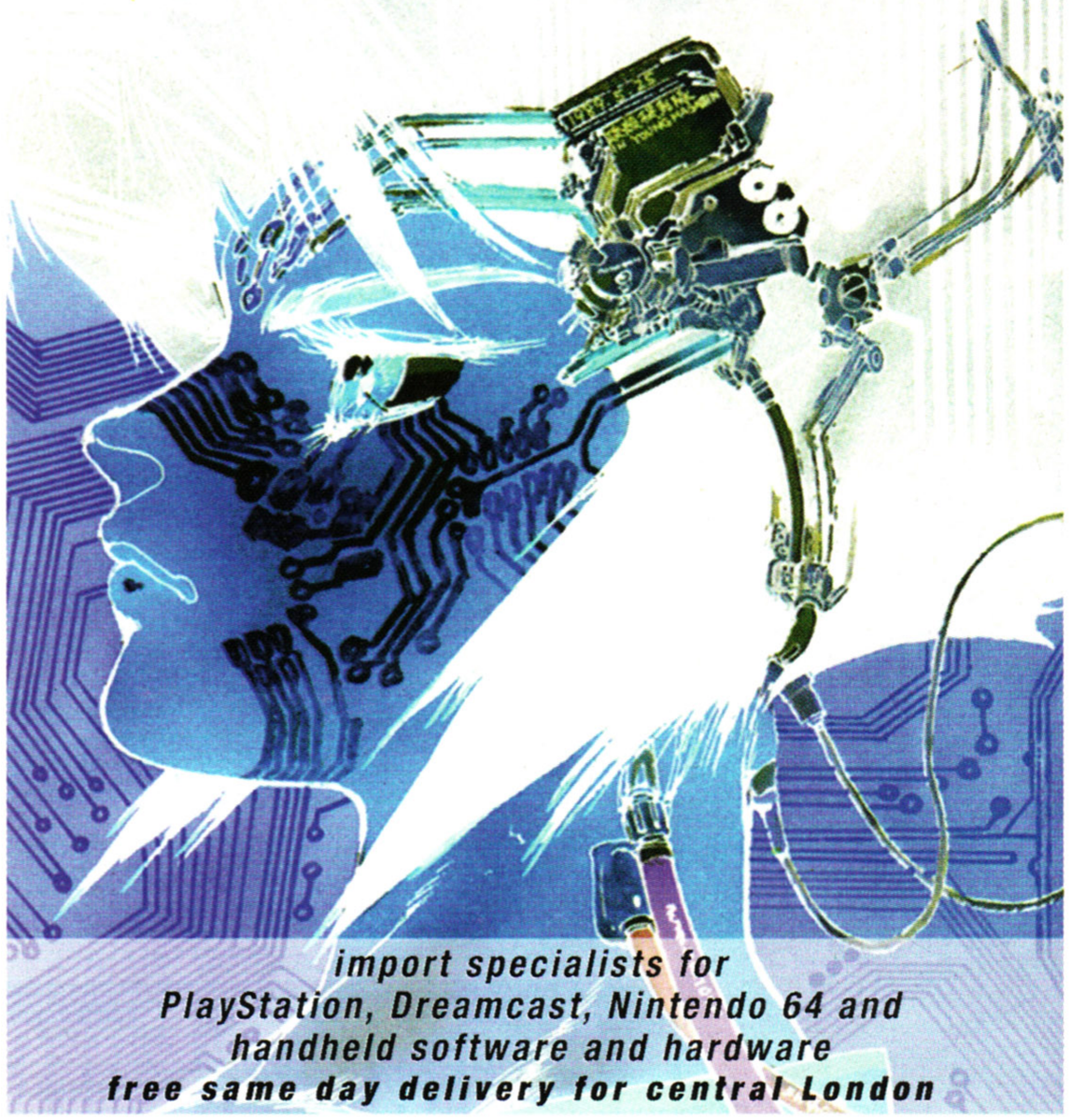

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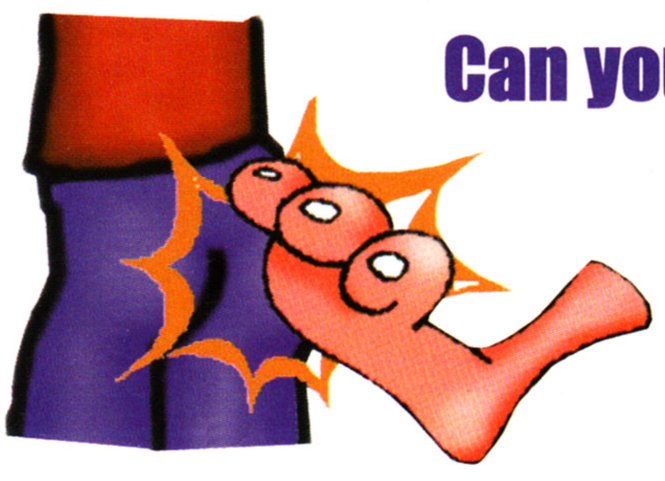

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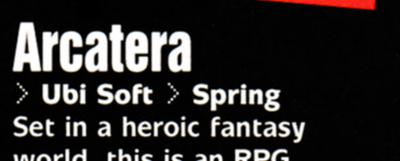
ONES TO WATCH

Arcatera
> Ubi Soft > Spring
Set in a heroic fantasy world, this is an RPG adventure with some stunning graphics.

Outcast
> Infogrames > April
A stunning PC game that will make an even better Dreamcast conversion!



Roadsters
> Titus > November
Racing into view, ready to take on *Speed Devils*, it's a Titus game!

Worms Armageddon
> Hasbro > November
What's small pink and wrinkly? Tune in next issue and find out!

Big Bang

[1] Lots of big, silvery looking space craft are to be found in Big Bang, the first Dreamcast release from Project 2 Interactive. [2] It looks like something out of Red Dwarf!

coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	Project 2 Interactive
Developer	In-house
Players	1
% complete	70%

2000

The trouble with the Dreamcast being so similar to a high-end PC is that you not only get the best conversions, but many which would have been better off staying in the sad, geeky world of PC CD-ROM! Not that Project 2 Interactive's *Big Bang* is a geeky game, we wouldn't possibly comment on the game in a preview, but it's certainly nothing original.

It's a shoot-'em-up with hi-res spacecraft, a confusing storyline of different alien races and battles and – it's one saving grace – a multiplayer feature! On the PC you can have multiplayer battles over the Internet, so let's hope that they keep this feature when they convert the game over to Dreamcast later in the year.

Fighting Force 2

coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	Eidos
Developer	Core Design
Players	1-2
% complete	70%

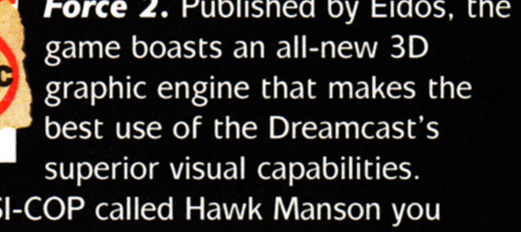
Dec

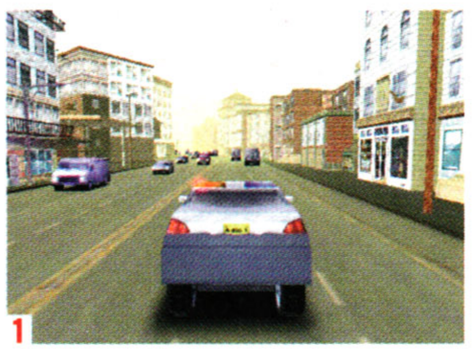
The people that brought Lara Croft to life on consoles, Core Design, have started work on their first Dreamcast title, *Fighting Force 2*. Published by Eidos, the game boasts an all-new 3D graphic engine that makes the best use of the Dreamcast's superior visual capabilities.

As an undercover SI-COP called Hawk Manson you must negotiate your way through a series of classified convert missions to seek out and destroy a new kind of prototype soldier. You're an expert at both hand-to-hand combat and weaponry so you've certainly got the tools to do the job: you can perform combo moves on enemies and there are 20 extra lethal weapons to pick up!

The game has the polish and professional touch that we've come to expect from Core Design and is varied enough to set it apart from the endless 3D adventure/ shoot-'em-ups that are on the Dreamcast release schedule. Look out for more on this great new game in a future issue!

"There are 20 extra lethal weapons to pick up!"





[1] The tables are turned in Felony Pursuit – you play the cops, not the robbers! [2] The cities are some of the most realistic ever seen in a videogame! [3] Foxtrot, bravo!

Felony Pursuit

coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	THQ
Developer	In-house
Players	1-2
% complete	70%

Dec

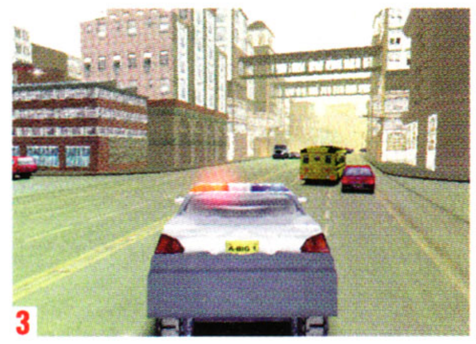
THQ are one of the companies that have so far kept quiet about any support for Dreamcast. Whenever asked about the new console they would only comment that they were 'playing the waiting game' while concentrating on their PlayStation and Nintendo 64 output.

Well things have changed! At ECTS (the European Computer Trade Show) in September THQ announced their first release for Dreamcast – and the decision to start a Dreamcast range is solely down to the console's ability to take PC games and enhance them with little effort needed from the developers.

So, *Felony Pursuit* is a PC game that takes its lead from *Driver* on the PlayStation. It's set in over 100 miles of urban city sprawl spread over five islands with 18 choices of vehicle and 38 missions to tackle. Criminals are out stealing cars and ramming shops and as a cop it's up to you to chase them, catch them and bang them up!

As you can see from these early shots of the Dreamcast game, it's looking like an amazing game engine. Whether the gameplay lives up to all this hype or not, you'll have to wait for an In Development feature in a future issue!

"It's looking like an amazing game engine!"



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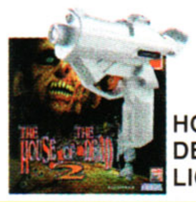

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Newsagent Information: DREAMCAST MAGAZINE is published by Paragon Publishing Ltd [**Tel:** 01202 299900 **Fax:** 01202 299955] **http://paragon.co.uk** and are available from your local wholesaler. DREAMCAST MAGAZINE and *Dreamcast Solutions* are distributed by Seymour [**Tel:** 01202 200232] and are fully SOR.

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Subscription rates (12 issues) **UK: £30.00 Europe: £35.00 Rest of World £46.00**

Printed by: **ET Heron & Co., The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex**

Distributed by: **Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD**
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Dreamcast Magazine
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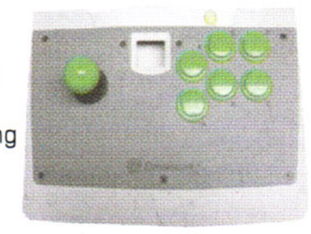

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