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May 2000 Issue 08

dreamcast MONTHLY

128-BIT TECHNOLOGY • ONLINE GAMING

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exclusive review

GTa2

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import review

DEAD OR ALIVE 2

Has DOA 2 got more front than Soul Calibur? See inside...



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DDY FROG, HANDING YOUNG FREDDIE

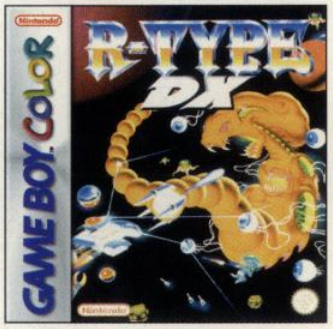
EVIL 2 ON DREAMCAST.

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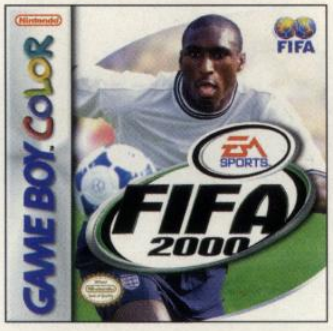
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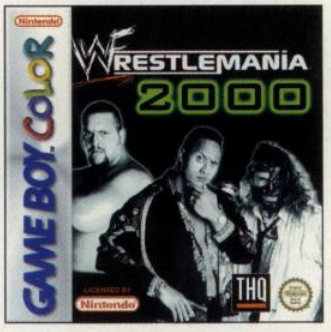












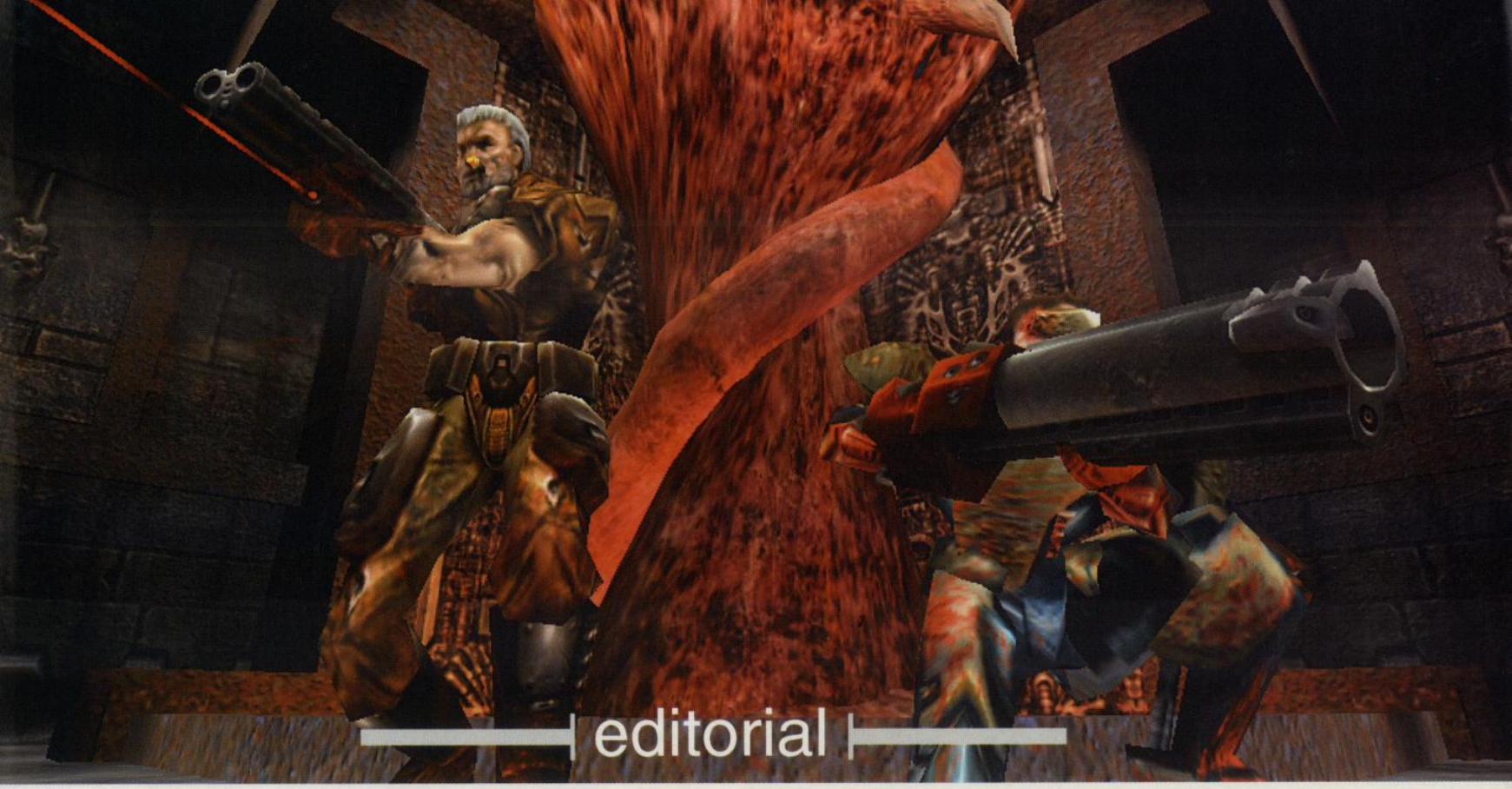
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editorial

Welcome to another jam-packed edition of Dreamcast Monthly! This month we've got all sorts of lovely Dreamcast stuff for you to enjoy, including our cover story, an exclusive first look at Tony Hawk's Skateboarding (Page 26). Our huge eight page feature has everything you need to know about the Dreamcast version of arguably the greatest skateboarding game ever made. And if you're well into phat air and goofy stances, you'll probably be interested to hear that we've spoken exclusively to Tony Hawk himself over on Page 100 – what a guy!

The exclusives don't end there though. Our Showcase on Page 18 is dedicated to the sequel of what is possibly the most talked about game of the last five years – Grand Theft Auto. Foul language, drug references and car theft are in no short supply, so if you want a piece of the action, you've gotta be 18 to play.

Even though that means more PC and PlayStation ports to add to the already ample collection. you won't hear us complaining. It's always great to see the Dreamcast attracting the world's biggest publishers and developers after a slightly dodgy post Christmas lull. But the latest news from the States is likely to do much more for us Dreamcast users than simply put a smile on our faces. Sega of America have finally announced that Quake III: Arena will be launched on the Dreamcast later on this year and we can barely stand the excitement. Better still is the news that legendary developers id Software will be overseeing the port and Sega will be at the helm, publishing the title. Activision are also involved in the project, as well as Raster Productions, who did the amazing job of porting Quake II to the N64, so hopes are high for a near perfect conversion of the world's biggest online game. If that's not enough to leave you weak at the knees, then maybe a whole host of specially designed maps exclusive to the Dreamcast will. You can expect the game to feature completely overhauled options and menu items, split screen support and the ability to play online against other DC and PC users over the Internet. Check out our feature on this exciting news next month when there's more to tell, but for now, why don't you make yourself comfortable and enjoy the magazine. Fancy a brew?



Russell Barnes
Editor Dreamcast Monthly





dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING

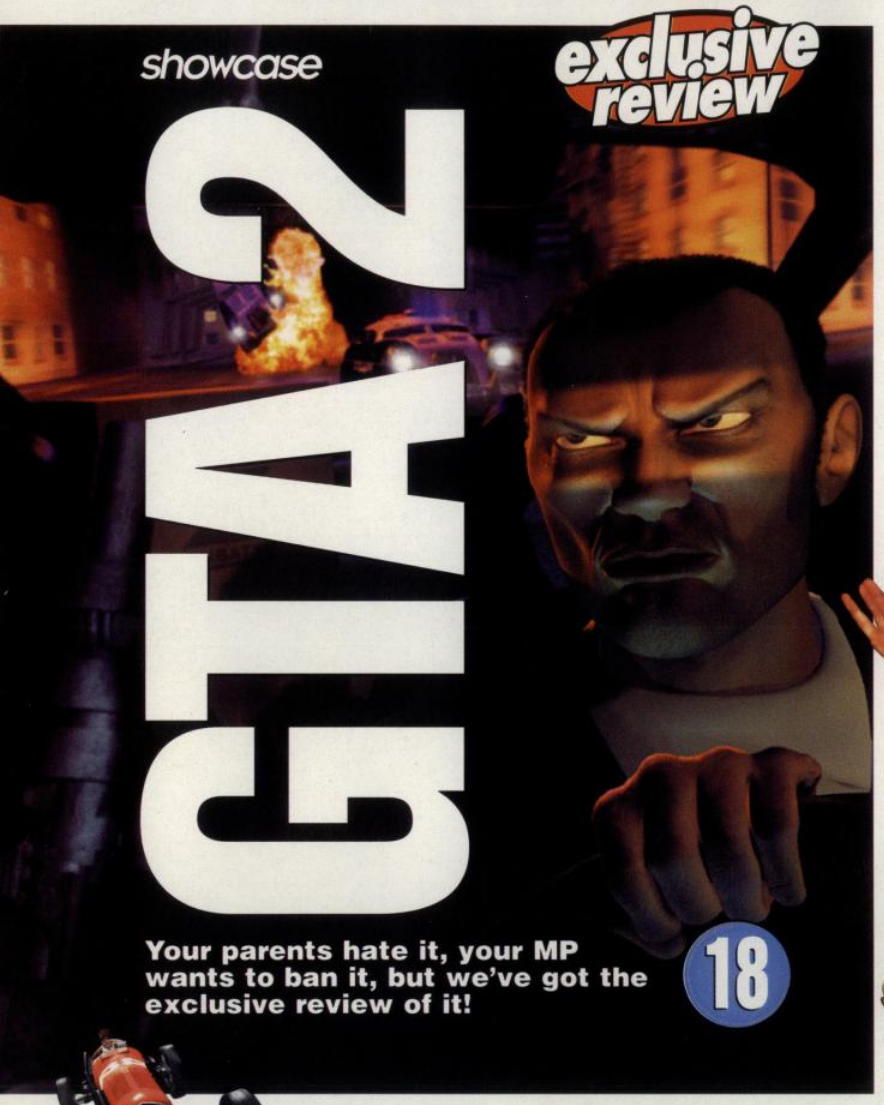
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Your parents hate it, your MP wants to ban it, but we've got the exclusive review of it!

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The hottest skating game in the world comes to Dreamcast. Check out our exclusive first look!

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WHY HALF-LIFE?



There's no shortage of PC to DC ports, so why's Half-Life causing such a stir? Find the answers right here.

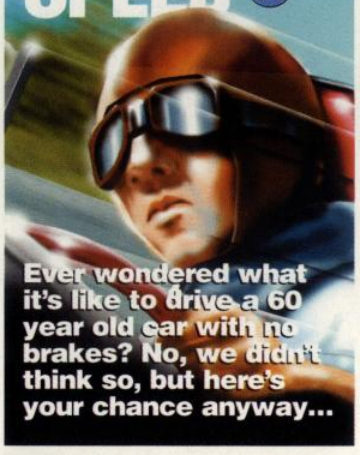
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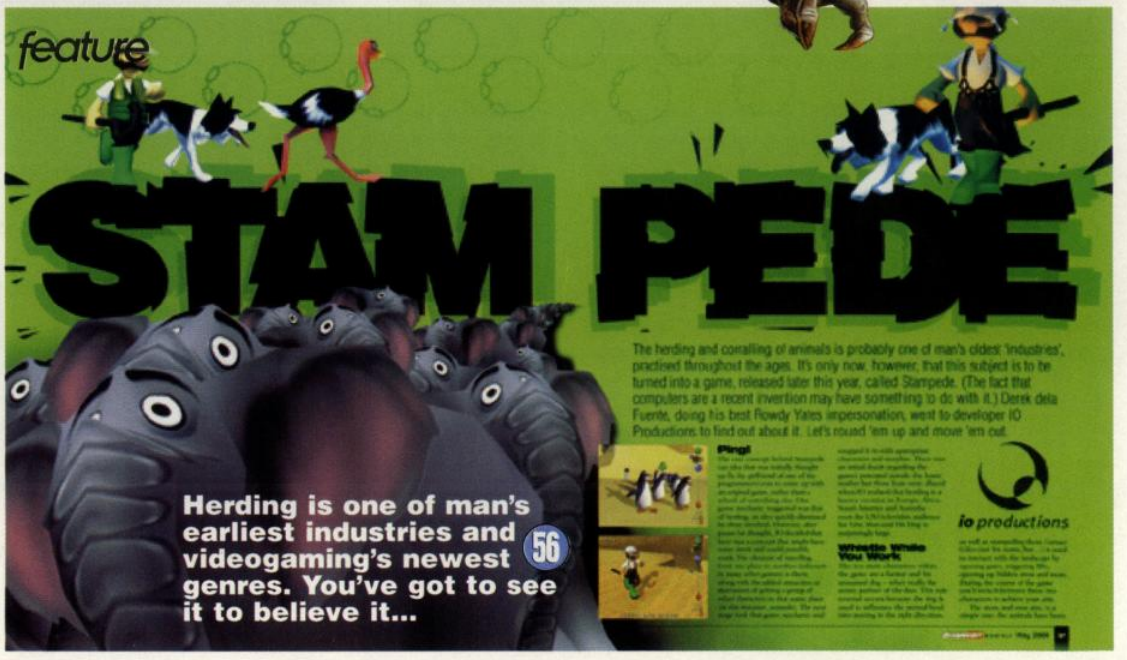
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Ever wondered what it's like to drive a 60 year old car with no brakes? No, we didn't think so, but here's your chance anyway...

feature

STAMPEDE



The herding and corralling of animals is probably one of man's oldest 'industries', practised throughout the ages. It's only now, however, that this subject is to be turned into a game, released later this year, called Stampede. (The fact that computers are a recent invention may have something to do with it.) Derek dela Fuente, doing his best Rowdy Yates impersonation, went to developer IO Productions to find out about it. Let's round 'em up and move 'em out.

io productions

Herding is one of man's earliest industries and videogaming's newest genres. You've got to see it to believe it...

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Tecmo would have you believe that DOA 2 wipes the floor with Soul Calibur. Find out the truth here. 82



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Another PC port and another action/adventure game – but we just can't get enough of it. Check out our first look and see what you think. 46

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TONY HAWK

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DCM LETTER OF THE MONTH

EXPLICIT LINKS

It's tricky to broach the subject of parental controls on Sega's Internet service without inadvertently sounding like some kind of porn fiend, but how on Earth do you turn them off? I've spent many hours fiddling with my set-up (easy tiger – Ed) but to no avail. I've been tearing my hair out for too long now, so please, please, please tell me how to get rid of those damn filters!

Dougal, e-mail



DCM: From the wording of your letter Dougal, it appears to us at DCM that you're just gagging to unzip the full potential of the Internet service Sega have kindly provided you. Well, we like readers with a little gumption and you've obviously got a bit of that, so we're going to tell you. Here's the crack:
Load the Dream Key disc and press the left trigger button to bring up the menu and go to options. From here, choose the Modem option and go to AT Set-up and choose to Delete Memory. Now when you choose to re-load the Dream Key disc you'll be met with two options: Register or Restore – choose Restore and enter your user name and password. Once your details appear on screen, look to the bottom and you'll see a box with a cross through called Enable Contents Filter. Click on the box to get rid of the cross and your parental control worries are over. Have fun...



WHEN CAN WE GET BASS?

It seems like months ago that DCM (and other Dreamcast magazines) reviewed the excellent looking Sega Bass Fishing, but it still hasn't surfaced in the shops! It's a great game in the arcade, and from what you guys say it's well worth buying on the Dreamcast too, but when can we expect to see it on sale? Will it come with the rod or will we have to buy that separately?

Marcus, Swindon

DCM: April the 14th is the official release date of Sega Bass Fishing so the chances are it's already out there waiting to be snapped up. We actually reviewed the game way back in issue 3 and it received a well deserved eight out of ten for being so damn novel and addictive. In our Millennium Countdown the issue after it placed at number 15. It's well worth a look, if only for being something radically different from the usual fare, and for the satisfaction of ending your game not with a high score, but with a bloody big fish!

PS2: EMPTY THREAT?

Here are just a few thoughts for DC owners feeling a little threatened by the impending launch of the PlayStation 2... Why worry? There's no doubt that Sega has its fare share of problems and hold-ups, but you've got to look at the bigger picture for the real answers. Sony's Japanese PS2 launch hasn't exactly been the roaring success many gamers and journalists predicted. Sure, they've got a fair load of sales under their belts but problems have been rearing their ugly heads since then and they haven't stopped coming. DVD and Memory Card conflicts, dodgy CD tray mechanisms and problems with backward compatibility are just the beginning of the problem – it's the software that I'm most concerned about. There's no denying most of it just isn't living up to the expectations set by developers and computer magazines! I'm saving up to buy a PS2 anyway (though I'm still keeping my Dreamcast) to experience the likes of Silent Hill 2 and Metal Gear Solid 2, but I have heard lots of things about Ridge Racer 5 being, at best, unfinished, showing pop-up and dodgy fogging effects. Tekken Tag is only going to play like Tekken 3 and Square's Type S racing game has less cars than originally promised, dodgy handling, glitches in the scenery (where your car can get stuck) and up to 40 second loading times! I know it's very early days (and I'm not one to judge something too early) but I can't help feeling a little disheartened. If this is best Japan's finest can come up with, it's enough to reduce an 'emotion engine' to tears!

DCM: Ho, ho (oh dear – Ed). A mighty fine jest there at the end, but seriously, you've raised some very good points that even the most biased PSX supporter can't really argue with. The majority of Sony's big titles are nothing more than re-hashes or sequels to games that they've already cashed in on over the past five years. There have been quite a few bad vibes going around the gaming world since the launch of PS2 and it's clear that Sony's console isn't quite the expected leap forward in technical or gameplay terms. Some of the early screenshots of DVD titles like Kessen have turned out to be nothing more than cut-sequences and people are grumbling about it – fair enough really. Perhaps Sony have gone too far with the hype and are going to have a lot of disappointed gamesplayers wanting to know if the 'Emotion Engine' is REALLY all it's cracked up to be.



MAKE ME QUAKE

I was wondering about the soon to be released 'Quake 3: Arena' (it rocks on the PC!) – will it be as good as or better than the original version? Please can you tell me who is producing it and more importantly, can the Dreamcast version better the amazing PC game engine?

Barry, London

DCM: It's being published by Activision on the Dreamcast and it's down for a release at some point at the end of the year. Few details are available right now but, if all goes to plan, we'll be bringing you loads of information in a feature next month, so it's just a case of sitting tight till then. One thing we can

dcm@quaynet.co.uk forum





NO DVD, WE'RE SEGA FANS

I am recently a proud owner of a Dreamcast but strongly disagree with Sega's recent ideas to market some add-ons. Haven't they learnt from the Mega-CD that cost Sega greatly in money, but more importantly in customer confidence? What are Sega doing? We are not PlayStation 2 – we don't need DVD. Let's face it, it's not going to be cheap is it? After already spending £195 on my Dreamcast, a 14 year-old boy like myself isn't going to be able to fork out another £100 on add-ons. Sega should be spending money on developing their Internet service and making new games instead of add-ons that probably won't sell.

Dhameer, West Yorks

DCM: We'd tend to agree with you Dhameer, Sega should be channelling most of their resources into creating the best Internet service in the world, while making the greatest games that utilise its potential. There's no doubt that an add-on DVD player would be an expensive bit of kit to buy, but its uses aren't limited to watching movies. Sega have to consider the excellent possibilities DVD offers as far as games are concerned too, and the much increased storage space would really come in handy for Meg-hungry games like Shenmue...

YOU CAN'T EXPECT EVERY GAME TO BE AS GOOD AS CRAZY TAXI



GUN DOWN THOSE DODGY DC GAMES!

In agreement with a letter printed in the April edition of DCM, I'd like to say there isn't much point in releasing games like Deadly Skies and Aero Wings which anybody with any sense isn't going to buy. Though there's no doubt there's an immediate need for some more decent titles to be released, I really don't think that Sega are in dire straights and the Dreamcast is failing. As long as Sega continues to produce excellent games like Crazy Taxi and House of the Dead 2, I will continue to be an avid fan of the console. Is there any chance of seeing any more gun games coming to the Dreamcast? House of the Dead 2 was a huge success for Sega and they'd be crazy to leave such a good peripheral with only one game to use it with.

Stephen, Reading

DCM: Nintendo chose the path of 'quality control' over releases on the N64 but look where it got them... However, it's true to say that though there are loads of games available on the PSX, only a very small percentage of them are actually any good. It's all a case of finding a happy medium and I think Sega are working at that. Though games like Deadly Skies don't appeal to the masses there is a niché there to be catered for and that's what that game is doing. There's no doubt that Sega will continue to release top titles, but you can't expect every game to be as good as Crazy Taxi – that's what makes such titles special. As far as gun games are concerned though, just check out Page 84 to see our import review of Virtua Cop 2...

tell you is that not only will you be able to play Quake 3: Arena online against other Dreamcast users, you'll also be able to kick ass on PC users too. I don't know about you lot, but we can't wait!

BARE FACED LIBERTY

What's up with Tomb Raider and Legacy of Kain? How come these games come fresh on the rubbish PlayStation and we get the same thing, bar a few more texture masks and higher resolution graphics? I think publishing these games is just a bare faced liberty. All the people who spent serious wedge on what they thought would be a competitor to the PS2 have been given PSX games! I bet no-one asked for these titles – can you have a word?

Alex, Guildford

DCM: Well we're not going to 'have a word', but I can see your point, as harsh as it is. It could be viewed as a bit of a cop-out to release re-hashed PSX games on the DC (actually they're re-hashes of the PC versions, but I ain't gonna argue), but it's an easy process that leaves everyone smiling. It's a quick and cheap process for developers, publishers get a good brand to bring to the Dreamcast and punters get to play some great games - everyone's happy.

A LITTLE BIT OF LOVIN'

Having just read issue 7 of your illustrious mag, I feel I have to respond to the letter of the month by Richard. You lot in the UK think you have it bad with no online gaming. Well here in Ireland, we haven't got our Irish version of Dream Key yet (a recent e-mail from Sega said late March or early April). But you know what, this doesn't bother me that much. As far as I am concerned, the Dreamcast is a games console first. After reading about the forthcoming DC release of Black and White, I was over the moon. I have loved Peter Molyneux's games since I first played Populous and this latest project of his looks to be his best yet. I've been drooling over the PC version for months but now I'm holding on for the DC version. And as for Crazy Taxi, anyone who hasn't bought this yet (if such a creature exists), buy it now. IT RULES!!!! It's just so addictive. The almighty Dreamcast looks to have no worries from the PS2 (with both its killer-apps being basically updates of PSX games). Looks like the future is bright for Sega!

David, Ireland

DCM: Respect to you David. I hope that's a lesson to all the people too caught up whining about online gaming and the PS2 to appreciate what they've already got. Good man.

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For your chance to be the proud owner of any game of your choice, simply write to us with your usual trials and tribulations – it couldn't be easier! Make sure your letter is sharp/intelligent/funny/sarcastic enough to be DCM's Letter of the Month and the game at the top of your wish list will be winging its way to you, courtesy of those lovely people at Gameplay.

Make sure you include your full name and address and the name of the game you would like to win, or you'll be kicking yourself for a week when you don't win. Don't just sit there – get writing!



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NewsCAST

bringing you the latest news and views from around the world







Go for a scenic stroll through green tropical forests – or not...







THE FINAL PHANTASY

Massive online role playing game coming to Dreamcast!

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Sega owners across the world should be united in their salivation over what is surely one of the most ambitious projects yet planned for the Dreamcast. We're talking about the latest in the Phantasy Star series, a line of role playing games that can be traced back to the late 1980s. However, despite appearing on MegaDrive and Saturn, only now is Phantasy Star set to make its debut on Dreamcast.

THE AIM IS TO CREATE A HUGE ONLINE GAMING WORLD, NOT UNLIKE THE PC-BASED ULTIMA ONLINE SERIES





And with what style! This is one of the games being worked on by those oh-so-talented folk of the Sonic Team, and the aim is to create a huge online gaming world, not unlike

MONKEY BUSINESS

Quality gaming to make you go ape?

The latest raid on the world of the movies has been made by Fox Interactive, as they look to their exhaustive back catalogue of films to help inspire their future gaming releases. The result is the classic Planet of the Apes, which will be heading for Dreamcast around Autumn time.

You'll play the sole survivor of a shuttle disaster that leaves you slap bang in the middle of a planet packed with the apes of the title, and it's your job to get out of there alive. Just another day at the safari park, in other words. However, if it's left you thinking that this is another all-out action spectacular, then think again. For in the style of quality PlayStation games such as Syphon Filter and Metal Gear Solid, you're going to need to utilise stealth and sneakiness alongside brawn. Oh, and there's a focus on having a good butchers around and a bit of puzzle solving while you're there.

Interestingly, Fox Interactive's products are partially distributed by Electronic Arts in the UK, who are the only major software publisher who don't support the Dreamcast. We'll wait and see how they approach this one.



the PC based Ultima Online series. However, what makes this even cooler is that the team are aiming for a simultaneous release all over the world, meaning that instead of just having to play against Europeans, for instance, this truly could be a global game. The immediate issue of language problems is also being worked on, with the programmers working on a series of symbols to enable swift and effective communication in the heat of the battle.

The main game itself will be set in the same gaming world as its predecessors, and is rumoured to kick off with a mysterious explosion that you're sent off to investigate. From then on you can expect to experience all the key elements that have made the series so successful, albeit spruced up significantly for the Dreamcast version.

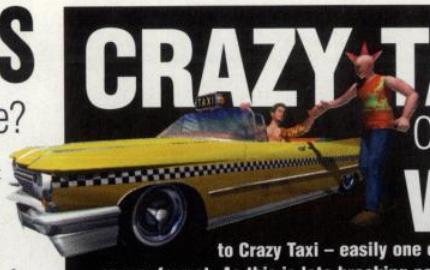


They have yet to learn the art of English conversation.

If you want to find out more about the Phantasy Star series, then check out the following internet page, which at last count had some 83 fan sites chock full of information: http://www.webring.org/cgi-bin/webring?ring=pstar&list. In the meantime, watch this space, and as soon as we find out more about a release date, you'll be able to find out about it here.

CRAZY TAXI 2!

Oh thank you, God!



Word has reached us from reliable sources that there will definitely be a sequel to Crazy Taxi – easily one of the games of the year so far, on any format. As this is late breaking news, we don't have any details on what we can expect from the sequel, but suffice to say this is fabulous news, and has inspired us to go back and earn some more crazy money. Only we're on deadline and we can't.



ONLINE GAMING IN MAY!

At bloody last!









It seems that Sega have finally got their act together and sorted out the long awaited online gaming feature for the Dreamcast that will allow you to play games against other humans online. It seems, too, that the guinea pig will be the upcoming puzzler that's taken Japan by storm, Chu Chu Rocket. Currently slated for a release on May 12th, the plan is that you'll be able to play it online from the day the game goes on sale, and if this turns out to be true (which we suspect it is), it'll bring an end to the most embarrassing chapter in the Dreamcast's history (hell, even Watchdog were on board at one point going on about how you couldn't play games online – like you could see Anne Robinson and a game of Soul Calibur!). Other upcoming titles on the online gaming roster? Quake 3 (natch), and the massive RPG Phantasy Star Online, detailed opposite.

STOP PRESS

AUSTIN POWERS

Remember the impending Austin Powers game that we told you about recently, but didn't yet know what kind of game to expect? It looks like Rockstar Games, the folks putting it together, have curiously opted to make a racing game out of it – we're guessing it's somewhere along the lines of South Park Rally. We've also discovered that this may not be the last Austin Powers game on the Dreamcast, with the licensing deal seemingly paving the way for more. We'll see...

ANYONE FOR TENNIS?

Okay, you can see the official Sega release date list elsewhere in these pages, but one that's not quite made it but is still definitely happening is Virtual Tennis, the company's attempt to put PlayStation Anna Kournikova fans rightly in their place.
It's due for release around July (which would be just as Wimbledon is drawing to a close), and we'll have some shots for you in a future issue...

THE FROG IS BACK

Despite the fact that most of them weren't much cop, Hasbro are adding to the portfolio of classic arcade titles that they released on other formats at the end of last year. And this time, we get to join in the fun as well. That's because they're looking at bringing Frogger 2 – their impending update of the ancient arcade hit – to Sega's piece of cutting edge technology. More news as we get it.

STOP PRESS

PROSPECTS

DEMOLITION RACER

The latest addition to the busy schedule of Infogrames is racing extravaganza Demolition Racer. Mind you, if it's anything like the not particularly impressive PC version, then it may be best if they save their efforts. Expect a release later in the year.

I-WAR 2

Independence War (or I-War as it was known on these shores) was a quality PC action strategy game based in space that didn't rack up the numbers, but certainly won its fair share of plaudits. Anyway, that hasn't stopped Infogrames from starting work on a sequel. It'll be out around Christmas, and we'll have more news later in the year.

MYSTERY RPG

Obviously pleased with the financial success of the fairly poor role playing game Evolution, Ubi Soft are now said to be interested in publishing a sequel. Here's a handy hint from us to them – make it better next time. Glad we could help.

DINOSAUR

Thanks to the folks at Ubi Soft and Disney, around Christmas we're going to be treated to a game based on the company's forthcoming animated feature, Dinosaur. The film itself is due to hit the inside of UK cinemas near the end of the year, and we'd guess that the game will tie in around the same time.

THE COMPETITION HOTS UP

A new console is about to enter the market...

Those who thought that the war of the consoles was a straight three-way fight had some serious reassessing to do in the middle of March, when Microsoft confirmed what is really the worst kept secret in gaming, that they too would be bringing out a console of their own.

Having dabbled in the area by providing part of the make-up of the Dreamcast, the company announced at a special launch that the X-Box will appear in 2001, which will put it head to head with the new console from Nintendo. The machine is being supported by several key players in the videogames industry, such as Konami, Ubi Soft and – what's this? – Electronic Arts. Renowned for their stringent assessing of any format before bringing any of their games out for it, the world's largest gaming company are now supporting PlayStation 2 and



X-Box from day one, with still no announcement of any Dreamcast support. The news isn't too bad though, as aside from Medal of Honor on PlayStation, the company haven't released a cracking game for ages.

Still, back to the subject in hand. The specifications for the machine certainly look impressive, and whilst Microsoft contributed to the makeup of the Dreamcast, rumours that Sega and Microsoft had struck some form of deal with regard to the new machine proved to be unfounded.

By the time the machine is released, both the Dreamcast and PlayStation 2 should have established themselves in the marketplace, leaving a straight head-to-head between X Box and Dolphin. With Nintendo only offering limited news on their new machine at present, we suspect that Microsoft may well have the upper hand.

The specs

600 MHz x86 compatible CPU Custom 3-D NVIDIA graphics processor
64 MB of RAM (unified memory architecture)
Custom 3-D audio processor
8GB hard drive
4X DVD drive with movie playback
Four game controller ports
Expansion port
Proprietary A/V connector
100 MBps Ethernet

THE RETURN OF THE PRINCE

Persian royalty on the Sega?

Whilst it hardly set the charts alight when it returned late last year, the PC version of Prince of Persia 3D (itself an update of a classic pair of platform games from the early 1990s) could be the latest to make the trip across from the PC to the DC. However, if internet rumour is to be believed (and we couldn't confirm this in time for going to press), we won't be getting the usual port across, instead a specific Dreamcast version of the game is being put together, which will offer a completely brand new adventure.

Again, further details are sketchy, as it appears that most companies are holding back their key release news for the forthcoming Electronic Entertainment Expo in America (due in May), where over 1,000 new titles are usually announced across the videogames industry. Expect an update on this story in the early Summer, but don't hang around waiting for a release just yet.



POD ROARS BACK

Classic racer jumps from PC to DC?

In the world of underrated racing games, Pod hasn't lived a very happy life. Originally released on the PC – claiming to be the first game to take advantage of the PC's MMX technology – people quickly rumbled that it was a fairly straightforward and blisteringly fast racer. What they forgot to find out is that it's actually a huge amount of fun, which is why we're hoping the rumours of a sequel are true. The game has yet to be formally announced, so we can't pinpoint a release date.

SHENMUE SEQUELS

More for your money?

As we still eagerly await the first instalment of the Shenmue saga – currently scheduled for the last quarter of the year, unfortunately – news has begun to leak out over the next chapters of what looks to be an epic set to make the likes of Final Fantasy weep.

Anyway, the latest rumours of the seven chapter game (the release at the end of the year features chapter one) seem to hint that Shenmue 2 will actually contain the next four chapters in the series. Based in Hong Kong, the game will feature new locations not featured in the first chapter (although we'd expect that as standard to be honest), and should improve still further on the already staggering graphical performance of the original.

If you're wondering what on earth Shenmue actually means, apparently you'll have to wait until the third game to find out. Drat.



LATEST UK RELEASE SCHEDULE

Direct from the mouth of Sega...

Sega have announced their latest schedule of games that they themselves will be publishing for the DC. Remember that this doesn't take into account new titles that are upcoming from third parties, which will significantly boost this line up still further...

Sega Bass Fishing (at bloody last)	14th April
Red Dog	21st April
ChuChu Rocket	12th May
Ecco the Dolphin	Late May/ Early June
Sega Worldwide Soccer Euro Edition	Late May/ Early June
Time Stalkers	9th June
Zombie Revenge	23rd June
Metropolis Street Racer	7th July
Space Channel 5	21st July
Maken X	25th August

ON YOUR MARKS

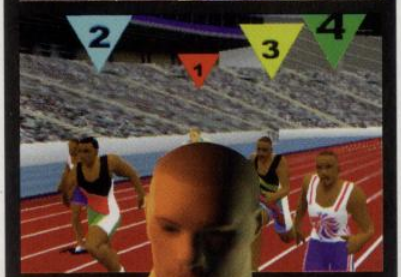
Go for gold with Eidos





The battle for the rights to do a game to tie in with this year's Olympics has been won – fortunately for us – by Eidos, which means we'll be seeing a title (probably called something like Sydney 2000) appearing on the Dreamcast. How much it'll borrow from Konami's stylish PlayStation button-basher International Track and Field 2 isn't known at this stage, and in all honesty there's not exactly been a long trail of successful Olympic licenses. Still, early word whispers at an August release date, so it won't be long before we find out how much cop it is...





NAMCO PUZZLE US

Where on earth is Ridge Racer or Tekken?

Namco have announced a new title for the Dreamcast, although to our disappointment it's not going to be a DC version of one of their more famous releases. In fact, it's going to be a puzzle game. Called Mr Driller. And you think we make this stuff up.

It's a not a DC exclusive though, and the game takes the form of a 2D puzzler, so we're hardly expecting it to exploit the DC to its full potential. Not to worry though; as games such as Wetrix have shown (with a hearty seven out of ten in the last issue), you don't have to look amazing to be a worthwhile game. Suffice to say, we hope Mr Driller is both a cool game and a financial success, because we want to play some of their other games too, without having to go and buy a PlayStation.

STUNG AGAIN!

It's blue! It stings! It could well be back!

Climax Entertainment, whose CV is slowly filling up with more and more Dreamcast titles, are rumoured to be returning to their first DC release, hopefully with the intention of doing the job a little better this time around. Those who bought Blue Stinger on launch day will no doubt have experienced the same mixture of elation and disappointment, as they quickly realised that whilst the game looked cool, it was no Resident Evil. However, we're expecting some form of confirmation of Blue Stinger 2 shortly, which will hopefully unlock the potential of the game and deliver us the atmospheric adventure we quite clearly deserve.



Let's hope the sequel's an improvement.

HERE COMES BUFFY

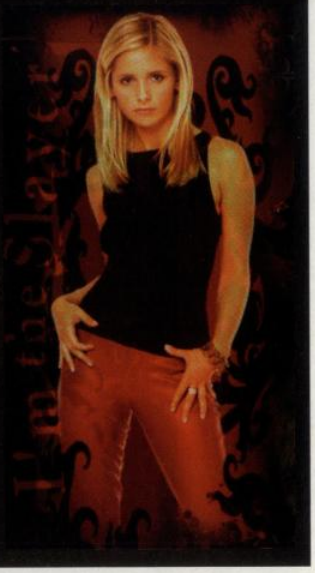
Watch out Lara, there's a new girl in town

Even as Tomb Raider: The Last Revelation refuses to leave our monitor screens, Fox Interactive are quietly preparing a rival to Ms Croft herself in the form of the most delectable vampire slayer in the business. Her name? Buffy. How much do we desire her? Totally.

The game of the series is due for release before Christmas, and Fox have confirmed that there will be a Dreamcast version (quite right too). It's going to draw influence heavily from the mega-hit TV show, with locations such as Buffy's very own home, the school, a cemetery and even the shops forming just some of the locations you can expect to see, and to add to this, expect appearances from other characters in the TV show.

The emphasis will be on a Tomb Raider style game, mixing the usual ingredients of action, adventure and a few puzzles too, with Buffy expected to utilise her impressive array of powers to send the baddies packing. We're expecting the action to be viewed from a third person perspective, and judging by the close working relationship the programmers are rumoured to be having with the TV show people, we're hoping that this is one that'll not only be faithful to the source material, but also a cracking game to boot. And let's face it – it should look absolutely fabulous on a Dreamcast...





JOYTECH PERIPHERALS ON SALE

The shortage of add-ons is officially over

Every month, our mailbag contains a letter from someone bemoaning the fact that they can't get their hands on a certain Dreamcast peripheral. Sometimes it's a light gun, sometimes it's a keyboard, but whatever it is, we can't help feeling that this has been one of the less well managed areas of the Dreamcast's launch.

Still, the third party peripherals are now starting to come in to break down the problem, and a catalogue from Joytech plopped through the door the other day, boasting an Enforcer Arcade Gun for £29.99, an advanced jolt pad for £17.99, memory cards (1MB for £12.99 or 4MB for £17.99), and finally a scart cable, an AV cable and controller extender cable for £7.99 apiece. If you want to find out more, feel free to hook onto the Joytech website at www.joytech.net





VIRTUAL PAMMY

Anderson Lee brings her assets to Dreamcast

The industrious Ubi Soft have signed another licensing deal which gives them the rights to produce games based on the Pamela Anderson Lee television series VIP. In the series, she plays Vallery Irons, a bodyguard of all people, which means we're going to get a game where you have to protect lots of people, we'd guess. So far, November has been pencilled in for the release.

POLE POSITION

Hasbro to release Grand Prix game on Dreamcast?

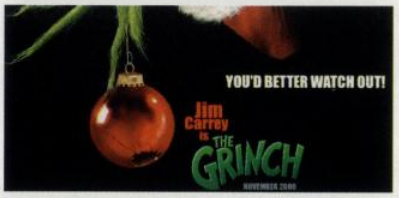
As PC owners eagerly look forward to Grand Prix 3 – easily one of the most awaited games of the year on the format – word is leaking out that Hasbro may well be converting some form of Grand Prix game to the Dreamcast. Rumour from the other side of the Atlantic suggests that the company are looking at an Autumn/Winter release, although we have our doubts that this one will be a straight port across.

Still, it's not Hasbro's first sign of support for the Dreamcast, with Worms Armageddon already under their belts, and Stunt Grand Prix and a new Alien Breed still on the schedules for later in the year. We'll keep you posted.

JIM CARREY ON DC?

Movie signed up for game

Thanks to a deal between Konami and Universal Pictures, this Christmas' live action remake of the classic tale The Grinch That Stole Christmas (with Jim Carrey in the title role) will be turned into a game, which will be appearing on the Dreamcast. Expect it around the time the film is released.



CASTLEVANIA ON HOLD

Bad news from Konami

According to reports from the States, one of Konami's more high profile entries into the Dreamcast market has been put on indefinite hold, with development resources being cited as the reason behind the brakes being applied.

Castlevania Resurrection was to have marked the first time the famous franchise had appeared on the DC, but at the time of going to press, the game's future was unclear. It's feasible it could just be a delay, with maybe a new programming team being brought in to finish off the code. Unfortunately, they could also simply axe the project. We'll let you know.

WILL EA BOND WITH DC?

Could 007 sort EA out?

Despite it not being particularly brilliant, Electronic Arts scored a major hit with Tomorrow Never Dies last Christmas, which along with FIFA 2000 gave plenty of EA executives a bonus and a half. So it was only natural that the company would licence the most recent Bond adventure, The World Is Not Enough, for a videogame conversion. They've approached it by licensing the engine that was used to run the immense Quake III Arena (heading for DC shortly), which instantly makes it ripe for a Dreamcast conversion.

Nobody at Electronic Arts would comment at all on the prospect of a DC Bond adventure, but if Quake III can make it across to the Sega, then we'd bet top dollar that a version of The World Is Not Enough ain't going to cause major headaches. Industry rumour suggests that the DC version does indeed exist – make sure you keep watching this space and we'll tell you as soon as there's movement.



global news

DREAMCAST SALES DROP

Sega's console is falling off the Japanese sales charts



It's not good news and we ain't gonna lie to you, but it looks as though things aren't going too well sales-wise for the DC over in Japan. According to the sales charts over there the PS2, PlayStation and Gameboy are dominating the top three spots in the run down. The game Hamster's Paradise has apparently beaten Biohazard Code: Veronica in sales for the week, although that's not quite fair, as it's only been out for a week so far, whereas Code Veronica's been out almost a month now.

But does this mean we should get downhearted? Well, Code: Veronica was the first Dreamcast title to reach the 500,000 mark – let's hope it's not the first and the last!

A GLIMPSE INTO THE FUTURE

Dreamcast becomes multifunctional





Fuji Television Network have announced that they'll be releasing a multi-function television set called Drivers 2000 Series CX-1 (a bit of a mouthful) in May, which features a built-in Dreamcast. The system has been developed jointly by CSK, Sega and Fuji. It will also feature a 14 inch CX-1 TV, the Dreamcast's digital camera, DreamEye, the DC keyboard and one controller. It's also possible to attach a Dreamcast modem to the TV set to get online, plus you can hook up the machine with a MIDI terminal.

NAPPLE WORLD

We don't make these up

Over on the other side of the world, Sega have unveiled limited details of one of their upcoming titles – a role-playing game going by the name of Napple Tale. And no, that ain't a typo, that's really its name.

Apparently the game is to have a girl as its central character (which should please our Claire no end), and aims to mix in a fair amount of action in with the adventuring. And our knowledge ends right there, unfortunately. When we find out more, we'll let you know.

BACK TO TOKYO

Crave serve us sequel to launch day game

You've got to hand credit to Crave Entertainment – they had a game out on launch day for the Dreamcast, which funnily enough is a game that's continued to do moderately well. Unfortunately, that game was the not overly wonderful Tokyo Highway Patrol, and yet according to American release lists, the company are going back to their uninspired racer and bringing out a sequel around the Autumn. We just hope that lessons have been duly learnt, and that the company can live up to their promise this time around.



COOL CARTOON CAPERS

Eidos announces release of Walt Disney World Quest

If you can't get enough of the likes of Jiminy Cricket, Chip and Dale or any other Disney character you care to mention, then you're in for a gaming treat, as Walt Disney World Quest: Magical Racing Tour is on its way to Dreamcast. It's a single or multiplayer racing adventure where you can race on tracks based on popular Walt Disney World attractions, such as Pirates of the Caribbean, Haunted Mansion and Space Mountain.

But it promises to be more than just simply racing: you have to recover the lost pieces of a fireworks machine to help make sure that the fireworks show goes on time. There's also fun vehicle mechanics like power-sliding and turbo jumps, and useful items for the player to collect, including different weapons and power-ups.

Word has it that it will hit the shelves sometime during June – look out for a preview next issue.



CHART WATCH

Want to know what the biggest sellers are on the Dreamcast? Want to know if anyone other than you bought a copy of Chef's Luv Shack (probably not)? Well have a browse through the following to see what's hot and what's not at the moment – courtesy of those fine folk at Chartrack.

1	TOMB RAIDER 4: TLR	Eidos Interactive
2	CRAZY TAXI	Sega
3	RAYMAN 2: THE GREAT ESCAPE	Ubi Soft
4	NBA 2000	Sega
5	LEGACY OF KAIN: SOUL REAVER	Eidos Interactive
6	TEE OFF	Acclaim
7	SOUL CALIBUR	Namco
8	WWF: ATTITUDE	Acclaim
9	SONIC ADVENTURE	Sega
10	ECW: HARDCORE REVOLUTION	Acclaim
11	HOUSE OF THE DEAD 2	Sega
12	VIRTUA STRIKER 2	Sega
13	POWER STONE	Eidos Interactive
14	DEADLY SKIES	Konami
15	UEFA STRIKER	Infogrames
16	JIMMY WHITE'S 2: CUEBALL	Virgin
17	SEGA RALLY 2	Sega
18	SPEED DEVILS	Ubi Soft
19	MORTAL KOMBAT GOLD	Midway
20	RE-VOLT	Acclaim

Chart compiled by Chartrack. © ELSPA

Well, it looks like Lara's done the business for Eidos and that's no surprise really, given TR: TLR' s sheer quality compared to any versions previously released on other formats. A few of the launch titles are still hanging on in the top 20 – seems like you just can't get enough of that blue hedgehog...

IS THIS THE ULTIMATE FOOTBALL GAME?

The long wait could be over...

The impending release of Sega Worldwide Soccer Euro 2000 edition may well mark the fourth soccer title on the Dreamcast, but unless it improves a lot over its predecessor, we're guessing it still won't be the classic that we're all waiting for. However, news from Japan suggests our saviour may not be a million miles away.

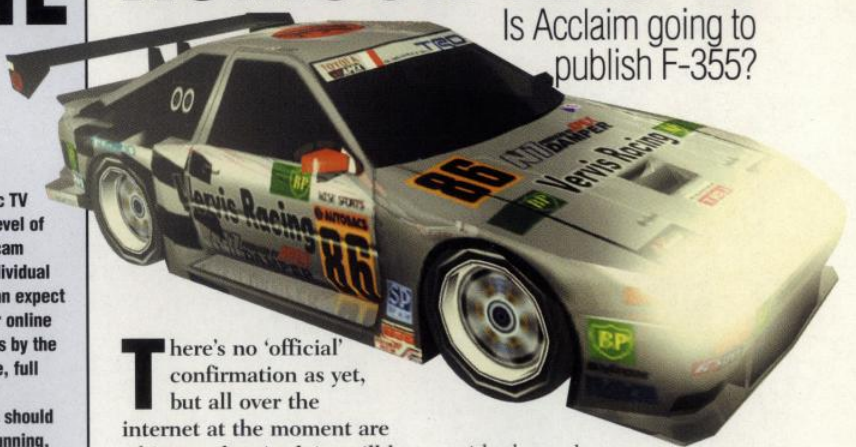
Due for release in Japan in the Summer, WW Soccer appears to mix the footie game with the God sim genre, as you literally take control of the entire management and control of your team. Your team's success will thus not only rest on your performance on the park, but also how well you teach your players, for instance, to dribble on the training park. It seems that the quality of your training will be assessed, and will have a direct effect come kick off time.

Potentially offering the most authentic TV style presentation of matches ever, the level of detail in-game can be seen via the mini-cam feature, which allows you to focus on individual players through the game. Also, you can expect this to be one of the most popular online games on the Dreamcast, as by the time it's released here, full online gaming capabilities should be up and running, meaning leagues and tournaments across the internet will be damn near essential. Check Page 52 for loads more info...



RUMOUR HAS IT

Is Acclaim going to publish F-355?



There's no 'official' confirmation as yet, but all over the internet at the moment are whispers that Acclaim will be publishing Sega's Ferrari F-355. Acclaim's already released Chef's Luv Shack and Quarterback Club and will apparently bring the title over here, due to their claim to the US console publishing rights to any title bearing the Ferrari license.

Sega have confirmed that they won't be publishing the title themselves but didn't let on who might be doing so.

The game itself has been a massive hit in the arcades because of its unique surround view, the race details print out and, of course, its sheer gaming quality. Maybe this will give Sega GT a run for its money – we'll have to wait and see.

DREAMCAST MP3 PLAYER SHOWCASED

All is revealed at the Tokyo Games Show

Last month Sega confirmed that MP3 music downloads will soon be possible via the Dreamcast. By using the brand new high capacity VMU, you'll soon be able to go online, download any MP3 you desire and listen to it to your heart's content.



The new gadget was on display at the Tokyo Games Show, where its sexy silver casing and headphones were on display for gamers and industry bods alike to drool over.

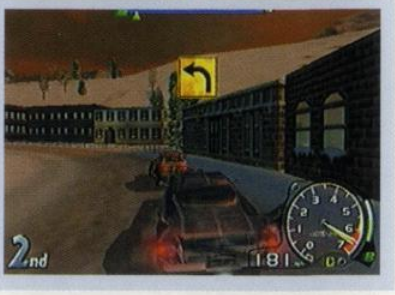
We've yet to hear any details about how much the gadget will cost and its memory capacity, but both should be pretty high, more info as we hear it.

GO ON, BE A DEVIL

Speed Devils sequel rumoured...







It's still in the top 20 of Chartrack and we reckon it's one of the best racers yet on the Dreamcast. So what does this mean? Could it really get any better than the first Ubi Soft title? More game modes maybe? Surely there can't be anything else to add to those, and the graphics, well – can't wait to see those. There's no official line from Ubi Soft as yet but there's a whisper going around that it could be released later on this year – here's hoping!

THE BLUE HEDGEHOG RETURNS

Sonic Adventure 2 to debut at E3...



Everybody's favourite blue, prickly mascot will be making an appearance at this year's Electronics Entertainment Expo. It will be the first showing of the follow up to Sega's groundbreaking launch title, which most say was one of the most critically acclaimed titles of last year.

Sonic Adventure lavishly demonstrated the abilities of Sega's new console and subsequently put a few unsure minds at rest. The title started a revolution for console gaming because of its sheer speed and depth of gameplay. If you care to go back in history you'll remember the happy days of the Sega Genesis, where Sonic again was one of the masterpieces available at launch. Critics moaned about how the camera twitched, so the Sonic Team watched out for the same problem with Sonic Adventure – though some would say not close enough, as some of the angles looked a bit dodgy at times.

The Expo's taking place at the beginning of May, so you can expect DCM to give you a full report on the sequel, plus loads of other info on up and coming titles.





SEGA GO TO TOWN

Peripherals galore at the Tokyo Show...

Sega's stand at the TGS was nothing short of massive. There were loads of games readily available to play and masses of peripherals to tinker with. One of these items was Sega's new ISDN adapter which allows faster connection to the Internet – even faster than a 56K modem. Also there was the Cellphone Internet Adapter, which lets you go online with your mobile phone by connecting the device to the serial port on the console. Then there's the LAN Adapter which allows for local area networking, though Sega still haven't announced the specifics about how this will be used. The DreamEye was also being demoed in various ways and finally there's the Swatch Access Adapter. This allows you to upload and download information between your Dreamcast and Swatch watch (if you've got one).

And, trying not to get your hopes up too much, Sega revealed their new machine. No, it wasn't the Dreamcast 2 – more like a fishtank simulator. So what's the point in that? Well, we can only guess it's for relaxation purposes. They're represented on a sharp LCD flatscreen monitor and if you touch it, the fish will do something spontaneous – or they'll just get scared. Wonder how many notes that'll cost then?





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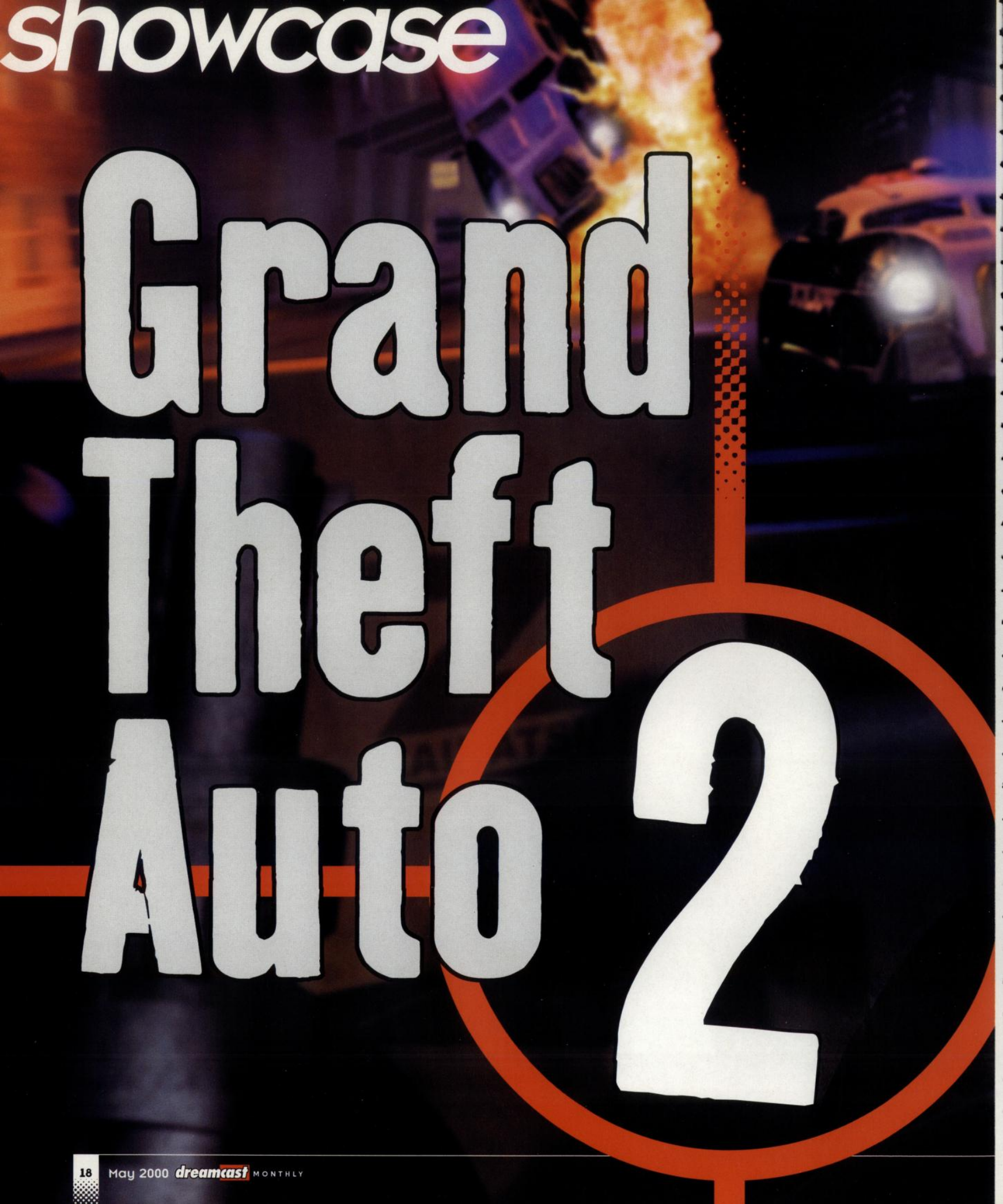
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Grand Theft Auto 2



Fast cars, big beats and ultra violence. It can only mean one thing – GTA is back...

Grand Theft Auto was one of the most unusual and controversial games to appear over the last five years. **Your overall** objective was to become public enemy number one by moving up the ranks of the criminal underworld. Complete freedom of movement through the game's **three huge cities** meant the choice of criminal activity was up to you. Players could **take jobs** as getaway drivers, kill off rival gangs of thugs or even drive a lorry-load of **explosives into a police station.** Everything you did increased your wanted level and made the cops try that bit harder to get you behind bars. Roadblocks appear all over the city **streets, with pigs** sporting machine guns. Maybe a new paint-job would've be wise, **jacking another car** and laying low for a while could be clever, or maybe taking as **many pigs** out as you could on your way down is your only option. After all, if you're going down, you may as well go **down in style...**

Of course, GTA's contemporary and 'realistic' urban setting and the ability for players to indulge their most anti-social **fantasies** caused masses of controversy in the national press. News At Ten devoted time to discuss the game's moral implications, while MPs across the country called for it to be banned. **The game attracted** immeasurable levels of **media attention,** even if it was for all the wrong reasons. Given that any **publicity** is good publicity, sales continued to soar months after its initial release, making **GTA one of the biggest** selling games of its time. Ironic really.

So GTA 2 is here. Bigger, faster and even more violent. Your parents hate it, your MP wants to **ban it,** but Dreamcast Monthly has got the exclusive review just for you...

showcase

Already know about GTA? Want to know what's so special about the sequel? **Well, you've come to the right place.**

Though the fundamental premise of the game is basically the same, there are hundreds of additions **and tweaks in the gameplay**, challenge and graphics that all stand to place GTA 2 head and shoulders above the original. The team that created the first game returned to do the business on the sequel, using all **the skills and knowledge** gathered through the development of the original. Here's a run down of some of the most important additions **GTA 2 has seen through its development...**



Blow the hell out of the crane before hot footin' it outta there!

Gang Bang

Though some gang action occurred in the original GTA, it was just implied through different mission objectives and story lines. GTA 2, however, boasts seven actual gangs that do their business in various areas of each city. All the gangs have their own business interests, characteristics and attitudes to each other and you as the player. Even if you leave the gangs well alone, they will still go about their daily business of kidnapping and drug peddling and the occasional gang scuffle will even break out. To make a name for yourself it's vital that you take work from these gangs, and your allegiance to the gangs can swing with your mood, but you've got to be careful – rub the wrong person up the wrong way and you'll be lined in chalk as soon as you set foot on their turf. Getting on side with a gang couldn't be easier though. Simply delivering stolen cars to their HQ will earn their respect (and business), but try gunning down opposing gang members or offering gifts of traitorous scum or weaponry to really show your allegiance. The best way to get in with the big boys is to stay loyal to a successful gang; the more respect you earn from the boss, the more rewarding your missions will be. It's even possible to build up a gang of your own. This is only possible after several missions have been successfully completed. A few heavies will be offered to help you with some of the trickier or more dangerous missions and they'll even offer you protection and hit anyone seen to be causing you trouble. Things can get a bit messy, however, especially when the person seen to be giving you trouble is a policeman out to arrest you...

"Beneath contempt"
Police Federation spokesman

GTA2

Pedestrian Panic

One thing that was slightly disappointing in the original GTA was the lack of pedestrian interaction and intelligence – pedestrians were only ever innocent bystanders. Things in GTA are a little different. If you walk around a city like London for long enough you're bound to come across the likes of muggers, psychos (normally making a mess, maybe spilling a bit of blood) and car thieves. There's no escaping them and that's exactly what DMA have implemented to give GTA 2 that edge of reality. Not only will these things be happening around you, they could also happen to you. Even assassins roam the streets, pursuing their next designated hit, and innocent people will sometimes put up a fight when you try and steel their car or mug them.



The Law

Though vigilant and hard-working, the police force in GTA weren't the sharpest tools in the box. Thanks to a great step forward in Artificial Intelligence, the police force in GTA 2 are smarter and harder to outrun than ever. They'll happily chase you on foot across roof-tops, through parks and down dark alleys, and work together to get their man. Whereas car chases in the original involved the bobby trying to ram the hell out of your car (and little else), up to five patrol cars can now hunt you down across highways and byways, using real police tactics like boxing you in or driving you off the road. As well as uniformed police officers, there are also three higher levels of enforcement, should they be required to bring you to justice. The FBI can be spotted driving around the city in black Sedans. They don't stop until they get their man, and they'll happily pump a shotgun shell into anyone who thinks otherwise. Next up is the SWAT team. Should your crimes warrant their presence, you'd better be ready for impenetrable road blocks (manned with machine guns) and the use of Stingers. They drive in large vans, big enough to hold six operatives. Don't even think about making your getaway on foot, or you'll be dead before your feet touch the pavement. The final level of protection for the city comes from the Military. They'll implement Martial Law and then proceed to blow your ass off the face of the planet using tanks, bazookas, tear gas and machine guns – basically whatever it takes to stop you.

"...makes 'Boyz in the Hood' look like an after-school Disney special"

CNN



Guns 'n' Ammo

There are a wide variety of weapons at your disposal in GTA 2, from bog-standard pistols and machine guns to tasers and hi-tech microwave guns. Now that the entire engine for the game runs in 3D, you can waste hours of your time standing on the top of flyovers, dropping grenades or Molotov cocktails at passing police cars and innocent road users. If that wears thin after a while, why not plant a land mine on the route of a city bus – maiming a bus-load of school kids is bound to work wonders for your street cred.



If that was indeed a cop car, it's well and truly busted now.

"We simply cannot allow children and young people to be given the idea that car crime and joyriding is in any way an acceptable or an enjoyable thing to do"

Lord Campbell of Croy

Verbal

One of the more amusing audio additions to GTA 2 comes in the form of a wide range of pedestrian comments aimed at the player as you travel around the city. Should you be on gang turf where you're respected and liked, you'll hear encouraging phrases like "Go get 'em buddy!", but should you stray onto rival gang turf, you're more likely to hear "Get the f***er!", before they start to spray bullets in your direction!

DMAudio

DMA are very proud of the work their audio department has done on GTA 2. They have used several new technologies in creating the audio side of the game that no other developer in the industry is using. A classic example of the amount of trouble they have gone to can be found in the sound effects used for each vehicle in the game. GTA used just one sound for each car used in the game, compared to the six different sounds for each vehicle used in GTA 2. Engine idling, revving, gear changes, tyre noise and two levels of wind resistance have been utilised, helping to create a realistic atmosphere and setting in the game. This level of detail is carried through all of the many different aspects of in-game sound, but none more so than the Police Crime Reporting System and the Radio Stations that play as you drive your cars through the streets. Instead of the music sounding like a CD playing over the top of the game's sound effects, it's been treated to actually sound like it's being played through a car stereo. Different radio stations are now physically located in different areas of the cities. Stations on gang turf tend to play hard-core gang tunes, but have a limited range, while commercial stations play over a wider area, but only play sickly-sweet pop music!

To create a more realistic illusion of actually being tracked by the police, the audio department has increased the detail used in the Police Crime Reporting System. Instead of simply stating the location and type of crime, as in the original, it can now include the type and colour of the vehicle that criminals were last seen in, as well as the direction they were last seen travelling in.



showcase

GTA2

SAVING YOUR PROGRESS TO YOUR VMU IS VITAL, BECAUSE THERE ARE SEVENTY FIVE MISSIONS SPREAD ACROSS THREE HUGE CITYSCAPES. IT DOESN'T TAKE UP MUCH SPACE, HOWEVER, SO DON'T GET YOUR KNICKERS IN A TWIST.

So you know what's new, and it all sounds great, but is it worth your cash, or is it just out to cause a stir? There's only one way to find out...

Peripherals

NOTHING OTHER THAN A TRUSTY JOYPAD AND A VMU ARE REQUIRED TO GET THE MOST OUT OF GTA 2. YOU MIGHT NEED SOME MATCHSTICKS TO KEEP YOUR EYES OPEN AT FOUR IN THE MORNING THOUGH!

ALTERNATIVELY...

THERE'S NOTHING OUT THERE QUITE LIKE GTA 2 RIGHT NOW, OR IN THE NEAR FUTURE, AND THAT'S PART OF THE REASON WHY THE GAME'S SO SPECIAL. IT'S ABOUT TIME THE DREAMCAST HAD AN ORIGINAL AND HIGH-QUALITY TITLE, AND GTA 2 FITS THE BILL PERFECTLY.



INITIALLY...

YOU KNOW A FEW THINGS ABOUT GTA2 BEFORE IT EVEN LOADS. ONE NATIONAL RAG RECENTLY MENTIONED IT IN ITS LATEST ANTI-VIOLENCE DRIVE, YOUR LOCAL MP IS LOOKING TO BOOST HIS STREET CRED BY BANNING IT, BUT MOST IMPORTANTLY, YOU PROBABLY ALREADY KNOW IT'S GOING TO BE A FUN GAME.

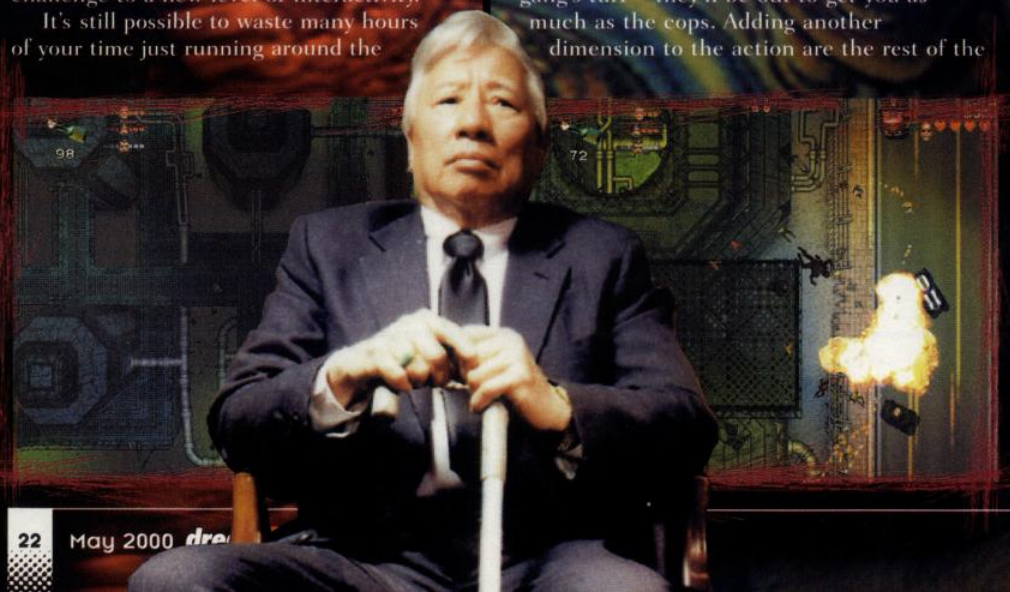


Fast cars, mindless violence, gutter humour and a great soundtrack

It might sound strange at first, but Grand Theft Auto 2 is actually the third release in the series and follows the 1969 London add-on disc that was released on the PlayStation and PC. Although each title follows the same basic premise of car theft, murder, unwarranted foul language and drug references, GTA 2 takes the gameplay and challenge to a new level of interactivity.

It's still possible to waste many hours of your time just running around the streets, nicking various makes and models of cars and drumming up interest from the local law enforcers, playing some chicken with on-coming cars, or driving through a bus stop at high speed, splatting half a dozen pedestrians in the process – it's really up to you. Once you've had enough of wrecking cars and generally joyriding your way around the city, you're going to want to start your criminal career and that's where one of the main advances in the game comes in.

Instead of wandering the streets, finding a phone box for you to get your next assignment, you first have to decide who it is you want to do business with. Each city (there are three in all) has three opposing gangs, all fighting for supremacy. Missions are dealt out by the gangs, but you've got to be careful when changing sides or stepping onto another gang's turf – they'll be out to get you as much as the cops. Adding another dimension to the action are the rest of the NPCs (non playable characters) who roam the city streets. If you get out of your car on a mission, there's a chance that it might be stolen by a pedestrian turned car-jacker. If you want to hunt them down and wreak revenge, it's up to you, but there are criminal activities going on all the time regardless of whether you're involved or not, giving GTA 2's cities the feeling of being truly alive.



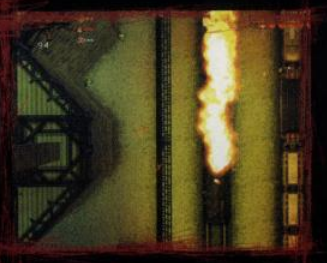
The setting of the game isn't modern day – hell, it isn't even set in a particular country. Instead DMA have opted to heighten the mood and atmosphere by modelling it on the apocalyptic visions of the future we all recognise from films made in the '70s and '80s. There is a certain amount of Gothem City (Batman) to be seen too, in the use of monstrous '50s cars and towering buildings bellowing smoke and steam. This is helped further by the use of clever particle effects that make screaming tyres more realistic and blood splatters more gruesome. Light sourcing effects on cars, weapons and explosions help to add depth to the proceedings too, steering GTA 2 away from the '8-bit' look of its predecessors.

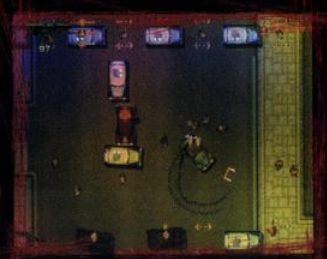
Size Matters

Each city you'll encounter is gigantic compared to those of GTA or London, so expect it to take much longer to become familiar with the layout. It's actually a good idea to take time out first of all to go for a

Publisher	Take 2 Interactive	**Developer**	DMA Design	**Origin**	UK	**Genre**	Action
Available	Out Now	**Players**	1	**Price**	£39.99	**Contact**	01753 854444







Now that's what you call a road block. Do some doughnuts and kill some pigs...

test drive around the various sections of each city, getting used to the lay of the land. It won't be long before you recognise the various districts controlled by different gangs as you go, and knowing where you are is vitally important if you want to stay alive when things start getting heavy.

To compliment the huge number of missions you have to complete (75 in all), there are also masses of sub-missions that you can do in-between the actual game missions. They range from running city-long races against rival gangs to seeing how many innocent people you can kill in the time limit provided. They might not be wholesome, but they add to the already huge challenge and vary the action perfectly.

Though the game is still relatively simple (steal car, kill, complete mission) it's easily one of the most addictive and challenging games you'll play this year. Just look at it like this: GTA 2 has all the required elements of any top game – fast cars, mindless violence, gutter humour and a great soundtrack by a top label. What more could anybody ask for? END







Check out that atmospheric light sourcing on the police car...

Tough Guys

Russian Mafia

Hard-core, Mother Russia lovin' pigs. These guys want to steal American cars and weaponry to ship back to Russia. They're well into car jacking, arms dealing, killing people and generally making a bloody mess on the sidewalk.



Zaibatsu

After exploiting a series of loopholes in government and socio-narcotic control, the Zaibatsu Corporation controls the supply of the legal play-drugs (Zoom Zoom as they're know in the game) that have contributed to the destabilisation of society. They're pulling strings behind the scenes and generally running the show.



Krishnas

These shaven-headed nutters like to kidnap and brainwash people from the streets, and work to rid the cities of weapons and cars by stealing them and having them destroyed. They don't like technology at all – got it?



Red Necks

These 'patriotic nationalists' terrorise city streets and generally make a bloody mess of anyone or anything that gets in their path. They hate everybody, including you and your mother. They're generally seen blowing things up on a regular basis.



Yakuza

Cool and calculated, the Yakuza have a finger in just about every pie there is. They're a very professional operation that deals in drugs, cars and weapons – and they're all snappy dressers.



Loonies

Their gang title says it all really. The Loonies are a disorganised, stupid, dangerous and pathetic bunch of nutters. They kill, pillage and maim, but they probably have a laugh while they're at it.

Scientists

Comparable to the Zaibatsu, the Scientists prefer to work covertly. They use high technology and are very James Bond in their exploits. They are trying to take over the city though, so watch your back, because they'd sooner spill your guts than let you foil their plans.

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VERDICT

Simply put, GTA 2 offers the kind of uncomplicated and addictive gameplay that keeps you from putting the control pad down well into the night – that's what games are all about.

9

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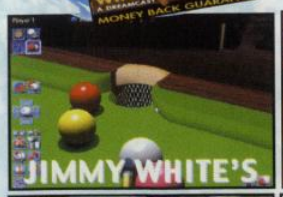
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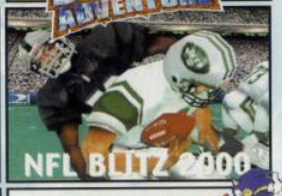
























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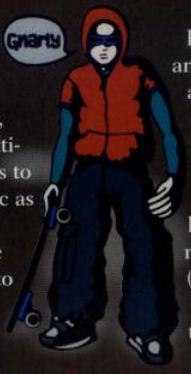
One of last year's biggest and best PSX games is on the way to the Dreamcast and we've been granted an exclusive first play. And it rocks. Find out more...



Tony Hawk's Skateboarding

■ Every move you could think of is graphically perfect, and satisfying!

If you're old enough to remember real roller-skates, Jive Bunny and The Fall Guy, you may have fond memories of the US Gold classic, California Games. This epic, multi-sport 8bit title was one of the first games to bring skateboarding into the home. Basic as it was, the half-pipe event in California Games managed to capture a small slice of the thrill that real skateboarding has to offer, and that was on an 8bit computer that loaded games on tape!



Fast forward a decade and the best part of another one, and we have the Dreamcast – a 128bit machine, jam-packed with dedicated gaming hardware, the most powerful games machine in the world. And now, like its 8bit uncles the Commodore 64 and ZX Spectrum, the Dreamcast has skateboarding on the menu – and Tony Hawk's Skateboarding (THS) is looking tasty.

Originally a PlayStation game, THS took the gaming world by the proverbial

No matter what level of skill you're at, Tony Hawk's is always – and I mean always – incredibly playable

Tony Hawk – skateboard king

Fans are not sure if he is more gymnast, acrobat or magician. The only thing certain about Tony Hawk is that he has reached near-mythic status as skateboarding's greatest deity. It's not just his physical prowess but his dazzling artistry that has left fans in slack-jawed awe ever since Hawk went pro and began defying gravity at age 14.

Much to the surprise of his father Frank, the local Little League president, Tony quit baseball at age 11 to pursue his true love – skateboarding. Ever since older brother Steve had given him his first Bahne fibreglass model some years before, Tony wanted to skate. The decision proved to be fortuitous. Skateboarding soon began to evolve from the favourite pastime of rebellious, tattooed teenagers to a respected alternative sport requiring talent, self-discipline and intense training. Today, top skaters can earn six-figure incomes.

Tony resides in California with his wife Erin and two sons, Riley and Spencer, and at 31, Tony proves he is still the best by consistently placing first or second at nearly every event he enters. Voted Best Vert Skater of '99 by Skateboarding Magazine, Hawk has garnered fiercely loyal fans the world over. He's perhaps best known for his 900° (a mid-air 360 degree somersault done two and a half times) which existed only in theory until Tony landed it live at last year's Summer X-Games and again at MTV's Sports and Music Festival. Tony is also a master at invention, with tricks including the Stale Fish, the Kickflip McTwist and the Varial 720 to his name.

In '92 Tony and skateboard champion Per Welinder formed Birdhouse Projects, Inc., a company devoted to producing the finest skateboards, clothes and equipment. With Tony's high profile, helped in part by his appearances in commercials or campaigns for such mainstream companies as Got Milk?, Mountain Dew, Coca-Cola (likes his drinks obviously), AT&T and Gatorade, Birdhouse has soared. Hawk's signature skateboards have become status symbols among skateboarders.

rding

storm last Summer, finding itself at the good end of the charts for months and also being voted by many (including this scribe) as the best game of the year. On the face of it though, the original Tony Hawk's Skateboarding wasn't much to look at. Unlike many PlayStation games, which usually favour style over content, THS offered an amazingly playable, exciting and highly addictive gaming experience, with no more than an average visual dressing. Don't get me wrong, THS has style, but the PlayStation isn't a powerful enough platform to transform that style into a nice clean line of eye candy. However, the Dreamcast is.



■ The phatter the air, the more cool tricks you can pull off.

Style & Content

And that, rather prematurely (and some might say disappointingly) sums the Dreamcast version of THS up. It is, in fact, identical in gameplay terms to the PlayStation version. The levels are identical, the skaters are identical, the tasks are identical and the tricks are identical – Christ, even the intro is identical. Developers Treyarch say, "In order to keep the physics as close as possible to the PlayStation version, we essentially emulated the PlayStation as far as the physics code went". So what's the point of the Dreamcast version then? Well, the Dreamcast doesn't need to trade off style over content. Which means







the skaters

There are ten skaters to choose from at the start of the game. The stats all look about equal though, so it's down to which skater you like the look of best. And it has to be said, the Dreamcast version of Tony Hawk's Skateboarding makes all the guys look totally cool.

Tony Hawk

Bio	
Age	31
Born	USA
Hometown	Carlsbad
Years Pro	16
Stance	Goofy
Height	6'2"
Starting Stats	
Ollie	3
Speed	7
Air	7
Balance	4



Kareem Campbell

Bio	
Age	25
Born	USA
Hometown	Los Angeles
Years Pro	6
Stance	Regular
Height	6'
Starting Stats	
Ollie	7
Speed	4
Air	4
Balance	6



Bob Burnquist

Bio	
Age	22
Born	Brazil
Hometown	Encinitas
Years Pro	7
Stance	Regular
Height	5'11"
Starting Stats	
Ollie	4
Speed	6
Air	6
Balance	4



Andrew Reynolds

Bio	
Age	20
Born	USA
Hometown	Huntington
Years Pro	3
Stance	Regular
Height	6'2"
Starting Stats	
Ollie	6
Speed	5
Air	3
Balance	7



Geoff Rowley

Bio	
Age	23
Born	UK
Hometown	Huntingdon
Years Pro	5
Stance	Regular
Height	5'8"
Starting Stats	
Ollie	7
Speed	5
Air	3
Balance	6



Rune Glifberg

Bio	
Age	25
Born	Denmark
Hometown	Costa Mesa
Years Pro	7
Stance	Regular
Height	5'11"
Starting Stats	
Ollie	4
Speed	7
Air	7
Balance	3



Bucky Lasek

Bio	
Age	26
Born	USA
Hometown	Carlsbad
Years Pro	9
Stance	Regular
Height	5'11"
Starting Stats	
Ollie	5
Speed	7
Air	6
Balance	3



Jamie Thomas

Bio	
Age	24
Born	USA
Hometown	Encinitas
Years Pro	6
Stance	Regular
Height	5'10"
Starting Stats	
Ollie	5
Speed	5
Air	4
Balance	7



Chad Muska

Bio	
Age	22
Born	USA
Hometown	Los Angeles
Years Pro	5
Stance	Regular
Height	5'10"
Starting Stats	
Ollie	6
Speed	4
Air	4
Balance	7



Elissa Steamer

Bio	
Age	Undisclosed
Born	USA
Hometown	Fort Myers
Years Pro	1
Stance	Regular
Height	5'4"
Starting Stats	
Ollie	6
Speed	4
Air	5
Balance	6



Everything your perfectly drawn ⏭ skater does now looks far, far better than the PlayStation version





Dreamcast THS now looks truly stunning. And if you've heard the adage 'if it ain't broke don't fix it', then you'll know why Treyarch and publishers Crave Entertainment decided not to tamper with that precious gameplay.

And what of the precious gameplay? Well, for a start, Neversoft (the designers behind the original PlayStation THS) have done a fantastic job in creating a game structure that always throws something new into the mix. Set over nine sprawling, urban settings, THS requires you to complete tasks in order to receive videotapes. These tapes then serve to unlock later levels and new skateboards. Simple stuff, you may think, but this method of play takes THS away from being a basic sports sim. The stock tasks are obtaining certain scores and finding the letters to make up the word S-K-A-T-E. There's also a hidden tape to find, plus specific tasks dedicated to every level. For instance, the School Yard level, set in Miami, requires you to grind across five picnic tables, and the Streets level in San Francisco asks you to smash up





"I can see my house from here!"

five police cars. There's a huge variety of tasks in the game, and the fact that you can leave particular tasks and play new levels, then go back when you're feeling a little more composed is not only a godsend to the player, but a game mechanic that helps THS be the perfect package it is.

Pro Skaters

At the start of play you have a choice of ten different skaters. All of the skaters on offer are real-life pros, so skateboarding fans are kept happy. Each skater has different stats but as you progress through the Career Mode, these stats increase as you gain access to better skateboards. There's a slew of different boards to get in the game, and each character has a different set with different (and mostly very cool) graphics – which is something the Dreamcast's graphical powers can utilise. You can now really recognise the different boards in the game, rather than just on the board selection screen.

The Career mode is the mainstay of THS but there are a few other different modes of play for you to try. The Free Skate session allows you to access any of the levels that you've previously unlocked and simply jam on them for as long as you like (all Career Mode levels are two minute sessions). This is handy for practising your moves and tricks, as well as for finding the best routes through the level for playing in Career Mode. By routes, I mean areas that you can utilise to link-up tricks and grinds which, when you get down to the nitty gritty, is exactly what THS is all about.

Tony Hawk's looks more polished than Mr. Miyage's car bonnet

Trick 'n Grind

Thankfully then, Treyarch have kept this whole area completely faithful to the PlayStation original, which was about as perfect as you can get, thanks to the perfect control system and ridiculous amount of tricks, moves and combos the game has. And everything your perfectly drawn skater does now looks far, far better than the PlayStation






Dreamcast
Acclaim
TECMO
DEAD OR ALIVE
ARE YOU HARD ENOUGH?
DEAD OR ALIVE 2
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skate speak

Every sub-culture has its own vocabulary and way of speaking. Skateboarding is no different. Here's a few examples with translations for the non-skaters out there:

Gnarly
Harsh

Rad
Very cool

Boned
Extend to the extreme – mostly grabs that involve sticking parts of your body into bizarre contortions

Slam
Fall off, otherwise known as a faceplant. Not good when sliding a rail higher then your inside leg measurement

Bail
Jump off cos you're a frigging coward!

Sick
Crazzeee manoeuvre

Bad
Good









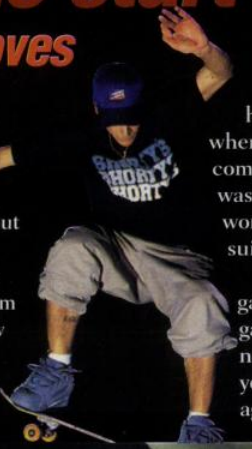
Tony Hawk's has got an almost perfect learning curve so even at the start you'll find yourself pulling off the big moves

version. Fears have been raised about the Dreamcast controller not being up to the job of controlling the huge range of movements in the game, but Treyarch put these to rest: "We've mapped the gameplay controls almost exactly from the PlayStation to the Dreamcast controller. The only issue was the shoulder buttons, since the PlayStation has two on each side whereas the Dreamcast only has one on each side". So what did they do? "We chose the natural solution: if you hold the button down, you 'spin fast', and if you tap the button you 'spin 180'." Simple. And it works, playing Tony Hawk's on the Dreamcast is a dream, with all of the tricks and moves at your finger tips – if you know what you're doing. Which, for Tony Hawk's virgins, may take some time.

Learning the tricks can be a drawn out process, due to the sheer amount of them, but also to the timing and dexterity skills you're going to need. However, THS has got an almost perfect learning curve, so even at the start you'll find yourself pulling off the big moves like the Handplant, Madonna and a ridiculous number of grabs and spins. You'll think you're good, but grasping single tricks is just the beginning; you then have to find the best places on a level to perform them for the highest points, and learn how to implement them in big-air trick link-ups. On a half-pipe or big ramp it's possible to link up to four tricks in one jump. This'll score you a massive amount of points but makes landing very hard. Your fingers will be working overtime too, to complete the button presses and d-pad movements involved in such a link-up move. Once you get to this level of skill the feeling of satisfaction is greater then any other game you'll play. You'll think you're pretty good again, but you're still only halfway there.

The opportunity to score a ridiculous amount of points presents itself in THS by linking up tricks and grinds to gain multiplier bonuses. To do this you need to find somewhere with a long grinding surface that you can trick along. Long grinds are hard though, as you physically have to balance your skater, but when you pull off a 150,000 score compared to the 6000 that you thought was amazing before, the effort will be worth it. And your mates will be suitably impressed.

The many levels to the control and gameplay make THS a very tough game, but whilst learning its many nuances you won't get frustrated, you won't want to slam your pad against the wall and you won't want









This stage requires you to get as many trick points as you can in two minutes – addictive isn't the word.

skater's delight

One of the biggest draws of Tony Hawk's Skateboarding is the superlative and downright gnarly level design. Every single area has been designed with the sickest tricks, phattest air and wickedest combos in mind. None of the levels here pale in comparison to the next. Okay, most of them have very different styles but as for the skating to be had, every single one offers more trick opportunities than Paul Daniels at a Magicians' Guild meeting. Check 'em out...



Warehouse – Woodland Hills

The first level is skater's heaven and an ideal introduction to the proceedings. the Warehouse setting offers one of the biggest and best half-pipes in the game and most of the outer wall is covered in 'vert' ramps, allowing you to get jiggy with your kick-flips and freak out with your grinds. There's some huge air to be had too, but like all of the levels on Tony Hawk's Skateboarding not everything is obvious. So if you want to fly high, you're going to have to work for it.



School – Miami

This level introduces you to the full-on, non-stop ride that is street skating. Starting on a roof of a building, you have a massive American school yard to call your own skatepark. And with tables to grind, empty swimming pools to jam in, and even access to a gymnasium (where you can smash the basketball backboard if you jump high enough) you won't find yourself getting bored at this school, even in maths. Watch out those who've played the PlayStation version though, because there are some new trees now that can really get in the way.



Mall – New York

To most, a shopping mall is a place to visit, spend money, notch up a credit card bill, watch the girls go by and go home with a new t-shirt. Not to skaters though – a shopping mall offers a world of opportunity to the four-wheel inclined and the New York shopping mall in Tony Hawk's is no different. There are escalators to ride, water features to grind over, lifts to jump and mall directories to smash. Sadly, not even the Dreamcast has the power to create a busy Saturday afternoon atmosphere, so there are no people to knock over, but the trick opportunities should keep you entertained enough anyway.



Skate Park – Chicago

The first competition area is a purpose designed indoor skate park, which means the tricks don't have to be searched for, they just flow. There's a massive half-pipe to attempt your big air and sick tricks on, plenty of rail-slide and grind areas (including a girder in the roof that can be reached via a jump!) and a 'U' shaped bowl area that takes some real pro-skating to score big on. If all this isn't enough though, sit back and watch the huge video-screen on the wall that blasts out rock videos. Cool.





Downtown – Minneapolis

The streets of Minneapolis offer some of the best variety of any of the levels in the game. There's a slew of purpose built ramps for small ollie and flip-tricks, plus a number of areas where you can score some big air and grind points. There's also another huge videoscreen, plus a roof-top garden, a car transporter to jump from and a purpose built skatepark on top of a high rise building. Getting up there's a problem but once you do, the view and trick opportunities are worth the effort. This level also gives you the chance to jump onto, and bounce off of moving taxis using the 'Car Plant' trick.



Downhill Jam – Phoenix

This course is (ahem), completely downhill, so it is obviously the fastest one in the game. Miss something though and it's a slow boring skate back up the hill which is why (more than for the rest of the levels) you have to learn this one off by heart. It takes place in the mountains in Phoenix on a sort of dam complex, so there's plenty of water pipes to grind on and a huge running half-pipe section directly on top of the dam, which can prove fatal if you fall off. One of the tasks here is to open steam valves, which looks rather nice when you get one. This also has the hardest to find hidden tape in the game. And we're not gonna tell you where it is – not for a few months, anyway.



Burnside – Portland

The second competition area is very tight, meaning the points opportunities come at you fick (sic) and fast. Plenty of points can be had in the large bowl area but the gnarliest time can be had in the mini bowl that's painted like an eyeball. There's also a massive wall around one side of the skatepark that can produce some truly wicked grinding sessions and a vert ramp that allows you (if you're sick enough) to land on a wall and grind off. Using this park to its maximum takes a lot of skill, but the results are worth it.



Streets – San Francisco

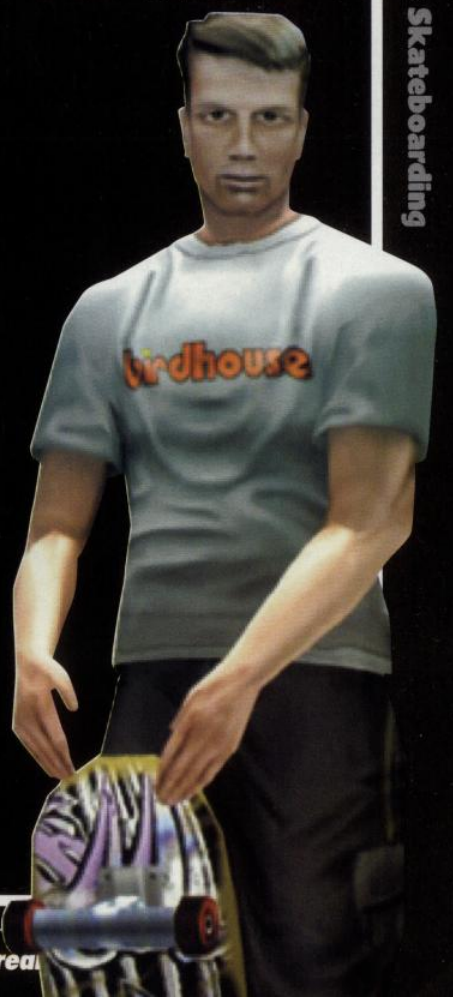
Anarchists will love this level. Why? Because one of the goals is to grind and destroy five cop cars. The San Fran streets offer a wealth of opportunities for grinds and link up tricks too. Check out the rails right near the start for some spectacular trickery and the downhill spiral grind really is something to see. Being San Francisco, there are also tram cars to dodge, as well as a load of hippies cruising around in flowered up camper vans. Stereotypes abound then, shame they didn't take it one step further and provide a section in the style of those old 1970s car chases over the massive hills that the city offers. Never mind, perhaps in Tony Hawk's 2?





Rosswell – New Mexico

The final competition is hard to open (it takes 26 tapes to unlock) but once there, you'll be skating on the weirdest course in the game. The main trick area is a collection of metal and wooden 'vert' ramps and rails to grind outside, but head into the hangars and things start to get weird. There's a couple of flying saucers and even an alien to witness, if you can take your eyes off the high speed action on the indoor bowls. Rosswell is a far out topping to Tony Hawk's truly delicious serving of tasty levels. Savour it, but most importantly, rip it up!



Q&A With Tryarch

Tony Hawk's Skateboarding

We caught up with the Dreamcast programming team behind Tony Hawk's Skateboarding and asked them, can you ollie? Plus lots of other stuff that you might find interesting...

DCM: First up, any skaters in the team? Who can ollie the highest in real life?

Tryarch: There's a few who have skated on the team. That perspective has helped a lot with the art side. None of us can really ollie worth a damn...except in the game.

DCM: You started with a complete (and superb) PSX game – did you have to wipe the slate clean and build it from scratch for the Dreamcast, or were you able to utilise any of the PSX programming?

Tryarch: We used significant portions of the PSX game. Our hats are off to Neversoft for making the game design and physics feel so good. Still, converting over to the Dreamcast was a lot of work. Thankfully, we have a staff that's very knowledgeable in Dreamcast and PlayStation, and that was a huge reason why it went so smoothly.

DCM: Did you have to make many changes to the PlayStation physics and handling engine to make it run smoothly on Dreamcast?

Tryarch: In order to keep the physics as close as possible to the PlayStation version, we essentially emulated the PlayStation as far as the physics code went. We made sure the functions we wrote on the Dreamcast behaved the same as the PlayStation functions we had to replace.

DCM: How have the graphical powers of the Dreamcast helped in programming this conversion? What does Dreamcast Tony Hawk's do visually that the PSX version doesn't?

Tryarch: It was certainly a plus that Dreamcast is a more powerful console than the PlayStation. It allowed us to do much more visually. All the textures in the game were replaced by high-resolution versions, most of which were re-done to reflect the original graphical design. You can read the logos, see the boards, trucks and wheels clearly, and even earrings. The skater model polygon count was increased three-fold; they even have thumbs now. Then there's the completely candy features that we can do on the Dreamcast and still maintain 30 fps, such as multiple-source dynamic lighting, realistic shadows, and having a farther clip plane.

DCM: The PSX version had decent enough skater animations, but surely the Dreamcast can improve on them. Any motion capture or advanced animation techniques used?

Tryarch: The existing animations were tuned to the gameplay so well that we didn't change the actual animations themselves, although we did add a few additional fall-down and end-of-run animations. The animations look better on the Dreamcast, though, because we've improved the skinning of the knees (giving the knees a rounder look), we used floating point math instead of integer (making it so the body parts and the trucks on the skateboard don't wiggle), and, of course, getting it up to 30 fps.

DCM: The Dreamcast and PlayStation controllers are very different from each other. What have you done to make the Dreamcast control method as intuitive and user friendly as the PSX version?

Tryarch: We've mapped the gameplay controls almost exactly from the PlayStation to the Dreamcast controller. The only issue was the shoulder buttons, since the PlayStation has two on each side, whereas the Dreamcast only has one on each side. So the question was how to map the two button functions, "spin fast" and "spin 180" onto one button. We chose the natural solution: if you hold the button down, you "spin fast", and if you tap the button, you "spin 180".

DCM: The PSX version has nine sprawling levels. It was rumoured that the Dreamcast version would have more. Is this the case? If not, why couldn't you expand on the original?

Tryarch: The original game design had a very strong sense of balance. The tape and medal system was a satisfying reward system. We had to respect that integrity of the game design. So, no new levels...sorry.

DCM: Everyone knows that Tony Hawk's Skateboarding is jam-packed with tricks. Have you managed to add any more, or different variations?

Tryarch: Once again it was an issue of preserving the integrity of the original game. We didn't add anything to the tricks, even the names and the special tricks are all still the same.

DCM: PSX Tony Hawk's has that X Factor, the certain 'je ne sais quois' that draws the player in. Have you managed to capture this on the Dreamcast version?

Tryarch: Certainly, the Career mode with the tapes and medals is extraordinarily satisfying. I've played every character over and over again. I try to get more and more points from all the transfers in the levels and trick combinations. I try to see on which levels I can get all five tapes in one two minute run. Then there's the big factor of just free skating in those enormous levels...admiring the scenery (of which you can see a lot more in Dreamcast version), watching the videos on the TVs in Minneapolis, seeing the hidden tape ramp from the "sun" room in San Francisco, or looking over the huge expanse of the Downhill Jam from the vantage point of the hidden tape area. There are just so many reasons why this game is cool.

DCM: Are you confident that PlayStation conversions are right for the Dreamcast market? After all, Eidos' Soul Reaver, amazing as it was, didn't exactly do the business.

Tryarch: That's a tough question. The Soul Reaver conversion was a beautiful one, so I don't really want to knock them at all. To our advantage, Tony Hawk isn't a story driven game, so most people will want to play it again, with finer looking graphics and sound. The Dreamcast version is coming out while there's still a lot of buzz about the PlayStation and now Nintendo versions, and the game appeals to a far wider audience.

DCM: What would you like to have included in Dreamcast Tony Hawk's Skateboarding that wasn't possible?

Tryarch: There were things we could have done, but this really goes back to the previous question. There's a huge call from the consumer for a Dreamcast version, so we wanted to get it out as soon as we could, without sacrificing the integrity and quality of the original.

DCM: Have you any plans for an original Dreamcast Tony Hawk's title or Tony Hawk's sequels on the Dreamcast? How can you improve over the original?

Tryarch: That's something you'll have to ask Activision and Neversoft about.

DCM: Anyone pulled off the 900°?

Tryarch: Yes. I believe you know him... Tony Hawk..





to trade your Dreamcast in for a handcraft kit. Why? Because no matter what level of skill you're at, THS is always – and I mean always – incredibly playable. And all this from the first playable code that any UK mag has seen. Of course, we've had a little help, because we're all big fans of the PlayStation version and as you can probably guess by now, the mechanics of the game are, um, identical.

Polished Perfection

So, Dreamcast THS is literally a graphical makeover. But what a difference it makes. Treyarch say: "It was certainly a plus that Dreamcast is a more powerful console than the PlayStation. It allowed us to do much more visually". The skaters now move much more smoothly and all of the PlayStation's pixellated textures have been completely re-drawn in high resolution, making THS look more polished than Mr. Miyage's car bonnet. The level of detail has also been greatly increased, as Treyarch described: "You can read the logos, see the boards, trucks and wheels clearly, and even earrings. The skater model polygon count was increased three-fold; they even have thumbs now". The game runs at 30fps (which some might call slow) and when you first start playing you may think it is too slow. But as your stats increase, so does the speed that you skate at and things soon become extremely hectic, so don't let the first impressions of speed put you off.

PlayStation ports for the Dreamcast are just starting to pick-up pace, but so far the results have been a little disappointing. Both Tomb Raider IV and Soul Reaver have been literally the same game with better graphics, and THS follows the same route. THS, however, is not a story-driven game, so a graphical overhaul is enough to make a direct port successful. The new graphics give the superb gameplay of THS the visual arena that it so richly deserves and so what if absolutely no game elements have been tweaked, altered or added. After all, if it ain't broke...

Written By Saul Trewern saul.trewern@quaynet.co.uk







Call an ambulance, it should be here by the time I hit the ground!

two player tony

Unfortunately, Tony Hawk's Skateboarding doesn't have a four-player mode, but the two-player games are still great fun and very addictive. There are three two-player games to choose from – here's the details:



Horse

The idea behind the Horse game is to perform one trick or combo at a time, and beat the other player. Every time you lose a round you're awarded a letter of the word Horse. The loser is the first person to get all the letters, and they are then rather rudely called a Horse. The good thing about this game though, is that you can change the word to anything you like, and no doubt it'll always be a swear word.



Graffiti

This is perhaps the most enjoyable of the two player games. It takes a split screen format and the idea is to do tricks on as many different parts of a level as you can within two minutes. Every time you trick on something it turns to your colour but the other person can still use it, and if they perform a better, higher scoring trick it then becomes their colour.



Trick Attack

Another split-screen game. The idea here is to simply score more points than the other player so you'll need quick hands and plenty of trick knowledge, because you'll need to mix your tricks up a bit if you want to score high. This is Tony Hawk's Skateboarding at its purest, because it simply requires you to be gnarly, bad, phat and sick in the trick department. Uh, cool.

The new graphics give the superb gameplay of Tony Hawk's the visual arena that it so richly deserves









see for yourself

Want proof of the graphical prowess of Dreamcast THS? Take a look at these PlayStation screenshots, then check out the Dreamcast ones. The difference can certainly be spotted.









Spirit Of Speed 1937

Yet another racing game, only this time one with a difference. Ever tried driving retro style? Thanks to Acclaim, you're about to...

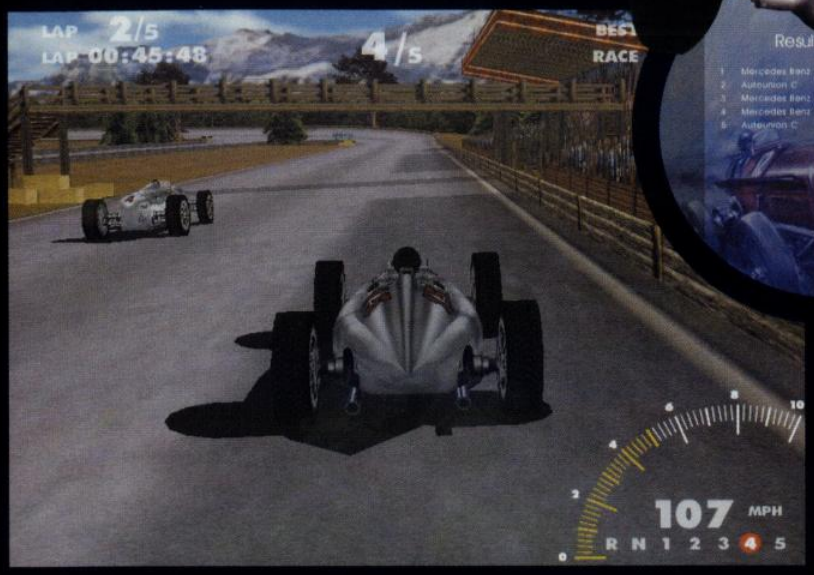


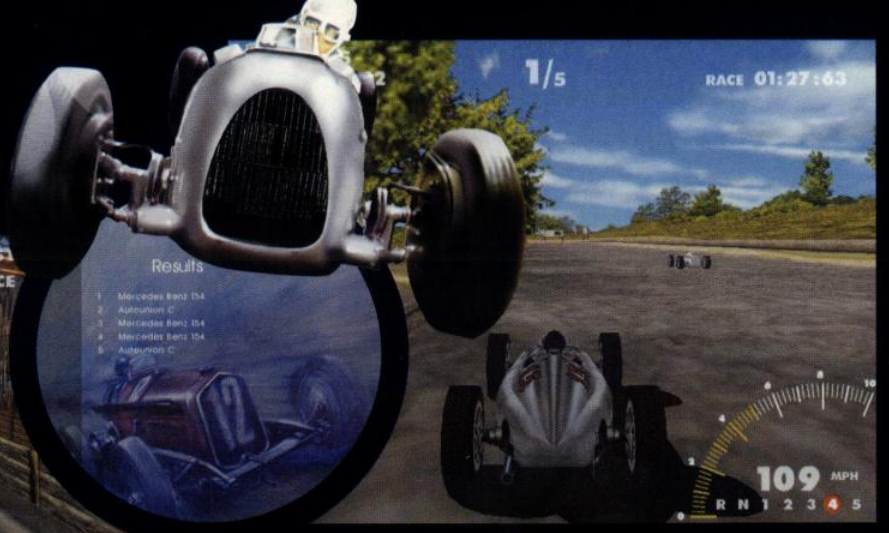
You're not a gamer if you don't use the cockpit view...

Have you ever wondered what it was like to drive the huge racing cars from the early days of motor sport? Imagine thundering around the steep banked circuits of Brooklands or Monza, clinging to a three-foot diameter steering wheel, on solid tyres less than six inches thick and with 24 litres of throbbing engine under the bonnet! As for brakes – what brakes? The challenge of driving the cars of the 1930s is almost incomparably different from, for example, Formula One cars of today. And yet the men and women who drove those cars are still considered some of the greatest pioneers and heroes of their time. Motor racing in the first decades of the century was mostly about the well to do enjoying a hobby, which for many became an obsession – an addiction to speed. Fortunes were won and lost, as well as many lives, in pursuit of the Spirit of Speed.

How many racing games do you think there are out there? No, I don't know either, but it's almost certain to be in three figures. Touring cars, F1 this, F1 that, bikes, tanks, four wheel,

Publisher	Acclaim	**Developer**	Broadsword Interactive
Released	Mid May 2000	**Genre**	Racing





trucks, go-karts and every other mode of transport you can imagine has been the subject of a game somewhere. One area, however, has been criminally neglected up until now: that of pre-Second World War racing.

Spirit of Speed is a game that redresses the balance by covering that time of innocence when men were men and everybody knew their neighbours. And it's coming out on Dreamcast at the end of May, through Acclaim.

It's developed by West Wales' only games company, Aberystwyth-based Broadsword Interactive – originally an offshoot of Broadsword Television Productions but now fully independent and run by David Rowe and John Jones-Steele. Although their involvement in various projects reads like a veritable who's who of computer games, this is the first original game from the team.

Old-Style Formula One

Remember that the only similarity between Formula One and pre-war racing begins and ends at the finishing line: the first to cross it is the winner. Apart from that, Spirit of Speed can't be compared to any of the multitude of F1 games around.

Set in the black and white year of 1937, the ideas for Spirit of Speed came about as a result of David Rowe travelling home one night. The image of a leather helmet, goggles and a scarf blowing in the wind, together with seeing Brooklands race circuit from a train window, gave him the impetus to investigate further: "There are many games that cover F1 and rallying that all do a splendid job, but this was an era that had never been exploited. We had the chance to do banked circuits and to recreate the danger and excitement of the time. It's dangerous now, but racing has become formulated and technical (some would say boring). Sat behind an aircraft engine on a chassis with a squeaky leather seat, these guys were real heroes racing on courage. I thought that was the basis for a good game".



WE'RE TRYING TO GET THE PLAYER TOTALLY INVOLVED IN THE PERIOD

Wartime Racing

The game itself involves nine tracks, playable in four different modes: Single Race, Arcade, Championship Season and 'Scenarios', which set tasks for you to beat certain combinations of opposition or to be placed in certain positions against superior opposition. You embark upon your career in the Decade Challenge as a novice driver with ambitions to make it to the top and earn the accolade of the public as a world-famous racing ace. You must first establish your driver credentials and status by qualifying for the International events. You do this by racing at your localised home track for prize money and by winning wagers against rivals. The more money you win, the better the choice of car made available to you. These cars are classed on performance bands, A, B, and C. After a modest qualifying period, the racing calendar for that year's series of races is published.













SPIRIT OF SPEED 1937

high hopes

"We very much want Spirit of Speed to appeal to all audiences. We feel we have levels of access to appeal to everyone, from the player who wants to race around the tracks to someone who wants to establish themselves by racing an entire season." – David Rowe.

SPIRIT OF SPEED 1937

a quick chat with broadsword

Why pick a pre-WWII setting?
"We wanted the 1930s because the style of driving is totally different. Whereas the racing genre is a crowded market, all the others are of a more modern style. Much as the early 20th Century adventurers were looked on as pioneers, so the drivers of these large 'cigars on wheels' were 'boy's own' heroes in their chosen field".

What cars are there and why use those particular ones?
"We included all the most popular cars of the time and we chose them from the statistics for races at the time. Alfa Romeo, Mercedes-Benz, Bugatti, Auto Union, are all well known".

Most of the cars can be found in museums or private collections. How did you replicate the feel of driving them?
"We had help from the Brooklands Society, Donnington Grand Prix Collection, Brooklands Museum and many other sources. We had videos of old footage loaned to us and worked from highly detailed metal models that we imported".

Most of the tracks don't exist any more. How did you replicate them?
"Research. Web searching, books, videos. Some do exist, some only in part, some only in reference".

Did you bring in any drivers from the time as 'consultants'?
"The Brooklands Society actually have members who own these cars and members who drove them at the time. They were a very useful source of knowledge".

Weather conditions would have played an enormous part in these races. Is this included?
"No, although car handling does vary according to the model of car and tyre wear, and amount of fuel consumed".

Most people would pick the quickest car and stick with that. How do you ensure each car has an equal chance of winning to keep player interest?
"By offering the challenge of the scenarios that will ask you, for example, to finish in the top four at the end of the season with a Bugatti. By picking easy, medium or difficult levels you can make this as much of a challenge as you can take".









The order is completely random and will differ each time the game is played.

Your opponents in the Decade Challenge will also have been developing their status at their local track and will come to the first race of the season with their choice of car. As you progress through each season, you may judge that a particular opponent is a good target for a wager in a head to head challenge, which is a good way to raise money but has its risks: you too could become the subject of a wager. As new tracks are built and as existing ones are modified, they become available for the racing season in the correct year.

These modes of play are the tried and trusted ones but it's the tracks and cars that will be unfamiliar to most players. Brooklands, in the UK, has concrete banking and is probably the most famous of all circuits; the Libyan track of Tripoli has a desert theme and Moorish architecture; Roosevelt and the only non-licensed track, Montana Raceway (a classic American oval with a sweeping S-bend) are from the USA, whilst Montelery in France is part cross-country. "We selected these tracks so there is a complete variety of challenges," Rowe comments. "Pau, in South West France, is included instead of Monaco, simply because we wanted somewhere different. Everyone has used Monaco." The Po circuit has an average



THERE ARE MANY GAMES THAT COVER F1 AND RALLYING THAT ALL DO A SPLENDID JOB, BUT THIS WAS AN ERA THAT HAD NEVER BEEN EXPLOITED

speed of 56mph, meaning you can belt along the straight but have to crawl around the hairpins, very much like Monaco in fact".

The German track Avus, which is the Autobahn route, is still being worked on. It's a course with two 45° brick hairpins joined by five mile straights. "After racing down one straight, the point has been made that the course is exactly that, so we've taken some liberties. We hope racing fans will understand why



SPIRIT OF SPEED REDRESSES THE BALANCE OF THE RACING GENRE BY COVERING THAT TIME OF INNOCENCE WHEN MEN WERE MEN AND EVERYBODY KNEW THEIR NEIGHBOURS

we're having to do this". To get the authenticity of the tracks, Broadsword spent many an hour feeding themselves with books, videos and anything else they could lay their hands on. The remaining two tracks are still to be decided at this moment in time but will probably be Donnington and Monza.

The Dark Ages

The cars, too, are all licensed. Because most of these vehicles are in private museums and are never allowed on the road, to get the best ones for the game two cars with two extremes of handling were used: the Mercedes 154, which was front heavy but handled really well and the Auto Union C (now part of the Volkswagen Audi Group) that was notoriously difficult to handle due to its heavy back engine. The other cars, including Bugatti, E.R.A., Bentley Blower and the mighty 24 litre Napier Railton, all fall between these extremes. "We have done our research as regards suspension, handling, etc, but we've also had to guess some of it. The Brooklands Society have helped us immensely", says Rowe. "The cars and the tracks, bar one, are all real but the drivers are fictitious, although any sequels to Spirit of Speed may include real people."

It's all very well having a racing game, but problems could arise in trying to convey the atmosphere of the era to the player. With F1 that problem doesn't exist, simply because we can all relate to something that's happening now: trying to immerse yourself in a period none of us remembers can prove difficult. David Rowe has an answer: "We are using art deco credits and introduction screens, along with a soundtrack that includes Glenn Miller. Each race is introduced with a period-style poster advertising the event and each race concludes with a period style newspaper proclaiming the result. We're trying to get the player totally involved in the period".

In The Pits

Spirit of Speed is being developed to be both neat and accessible. Pit stops are there for when fuel gets low or tyres begin to wear – by entering the pits those resources will be replenished. The game has a highly accurate physics engine that provides accurate collision detection and realistic handling. The accessibility is in the easy learning curve, where anyone will get true back end slide after pulling out of a wheel spin. The cars will also react to oil spills and surface variations. Damage does happen but the safety aspect was far from the minds of those early drivers: with no seat belts or escape lanes and lethal concrete walls, it was in their best interests to make sure they didn't crash.



There just aren't enough racers with banked tracks...



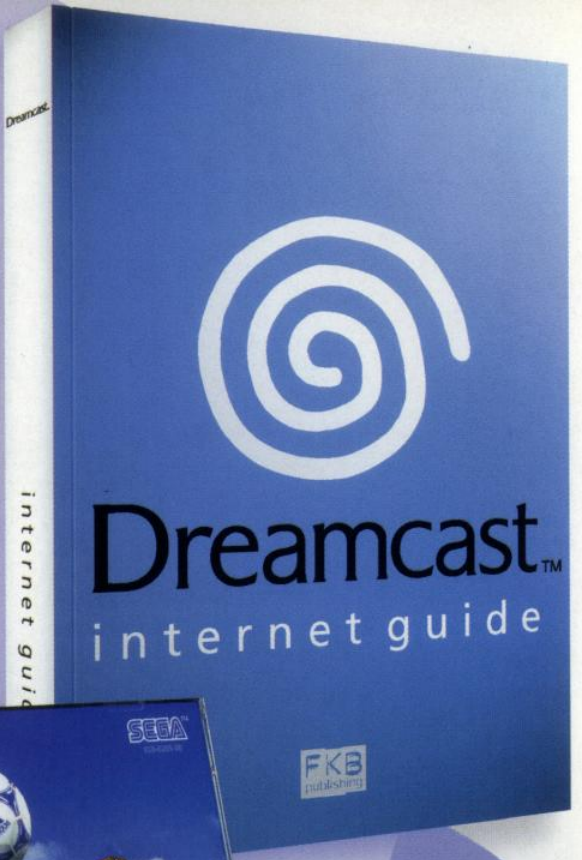




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Publisher	Ubi Soft	**Developer**	LSP
Released	Summer 2000	**Genre**	Adventure

The Road to El Dorado

Don't worry, this isn't a sitcom shot in Spain...

It's the classic spin-off. We've had Hercules the movie, then the game, and the same goes for Tarzan. And now here comes another – and the movie hasn't even hit the big screen yet.

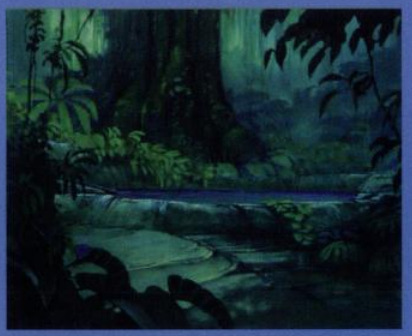
In The Road to El Dorado you follow two heroes, Miguel and Tulio, who are accompanied by their faithful companion, Alvito, as they venture on their epic journey. They start on their flight from sunny Spain carrying a strange map. They travel as stowaways in a conquistador ship that's heading for the New World, then begin a long trek through the jungle to arrive, at last, at the gates of El Dorado.

The majority of games derived from animated movies are platform based, but not this one. It's set to be a true adventure game, which features loads of action scenes (apparently this will appeal to younger gamers) and to enhance the gameplay, the characters' narrative has been designed around them, looking back at their adventure and exaggerating their particular parts in the story.

There's a definite shortage of information about the other features in the game, although we're sure more will be released closer to the time the movie appears over here. Let's hope we're onto a winner.



Take time out for a while for a spot of sunbathing...





THE MAJORITY OF GAMES DERIVED FROM ANIMATED MOVIES ARE PLATFORM BASED, BUT NOT THIS ONE



THE ROAD TO EL DORADO

the movie

The Road to El Dorado is the next animation movie from Dreamworks studios – it's a comedic tale of adventure and discovery. Tulio (voiced by Kevin Kline) and Miguel (voiced by Kenneth Branagh), a pair of two-bit Spanish con men, flee from an angry crowd – right into the brig of a ship bound for the New World. An ill-advised escape attempt is complicated by Alvito, a haughty war horse, and the three of them end up starving and stranded on alien shores. They accidentally stumble across El Dorado, the legendary City of Gold where they find themselves in the middle of what may just be the scam of a lifetime...

Publisher	Acclaim	**Developer**	eation
Released	June 2000	**Genre**	n



Fur Fighters



A cartoon-style, arcade inspired, furry, fun game - sounds good...







Bizarre Creations (BC) are well and truly on a roll – at present they're one of the most sought after developers. Metropolis has already had the undivided attention of all Dreamcast owners, marking it down as one of the best racing games for the Summer. Now the team is going for a double whammy, with the plaudits continuing for Fur Fighters, a polished and highly original arcade action game that will captivate both Dreamcast owners and PC fans alike with its looks, playability and uniqueness. Three of the team were on hand to talk us through the game: Jeff Lewis (Concept Artist), Mark Craig (Senior Programmer) and Brain Woodhouse (Producer).

Purrfect

Fur Fighters can ideally be described as a 'third-person cartoon-action-puzzle-adventure-shoot-'em-up' that combines the very best from nearly every game you may have played, but creates a unique game that plays as good as it looks. It has stylish and polished graphics, some of the finest animation and special effects displayed on screen and the right mix of challenging gameplay, with ever changing scenarios to keep interest high.

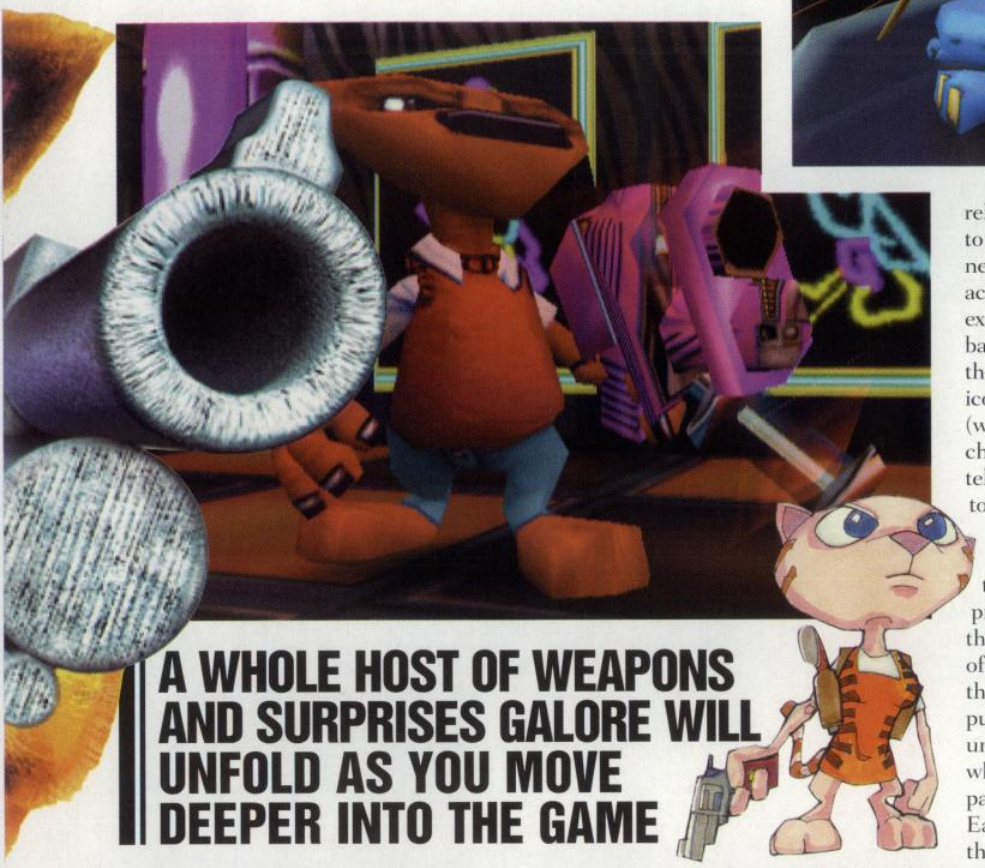
BC has blended puzzles, platforming, adventuring and shooting with a rich storyline. You could easily believe that taking the best bits from game genres is an easy option to creating instant appeal but, conversely, this is not the case. Fur Fighters has its own endearing qualities: it has well crafted, intuitive and challenging tasks, which are the hardest aspect to any game and its instant 'get in and play' feel should have all gamers wanting more.

The Original Idea

The idea for Fur Fighters came collectively from the whole team. The team was given an open canvas to create a game that they actually wanted to play, working on various elements that they all did best. Brian explained: "The graphic artist had a leaning towards cartoon graphics,

A UNIQUE GAME THAT PLAYS AS GOOD AS IT LOOKS









A WHOLE HOST OF WEAPONS AND SURPRISES GALORE WILL UNFOLD AS YOU MOVE DEEPER INTO THE GAME

whilst Mark, who works on AI, had some really inventive ideas that he wanted to work on, which led up to moving towards a shooter. Paul, our other programmer, was well into platform games and had ideas he believed would stretch that genre. It was combining a number of elements which culminated in Fur Fighters".

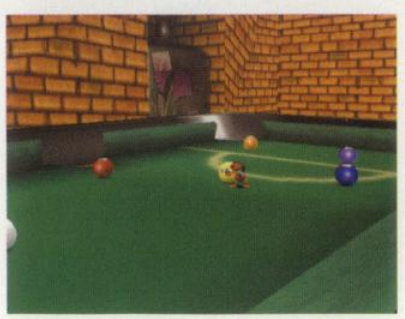
With the stakes now so high with new games, any cartoon game could be misinterpreted as being only for kids. Brian quickly clarified this point: "You only have to play the demo to see that it's for a mass audience and even looking at the game for a short period will justify this. The imagery for the game is very strong and the marketing will support this – it's aimed at gamers! There are a number of cartoony games out there, which are by no means for kids. Cartoons can be seen on two levels – you only have to look at The Simpsons to note that both older and younger fans get different things from the programme, and both find it captivating. We believe that Fur Fighters offers that same broad quality".

No one gets killed in Fur Fighters, nor is there blood and guts, but this doesn't lessen the game's impact, considering you have to shoot at other animals. BC has not gone this 'non-shock value route' to play safe but has considered what a mass audience want, placing the emphasis on creating good gameplay. People will be solely focusing on playing and enjoying the game, so it must offer excitement, fun, diversity in characters and innovative ideas – all of which the team has accomplished.

The Game

Fur Fighters stars the six remaining Fur Fighter villagers – Roofus, Juliette, Bungalow, Rico, Chang and Tweek (and their semi-functional teleport device) – who are on a quest to find their families, who have been kidnapped, and defeat General Viggo (the bad guy) for good!

Each Fur Fighter has a unique and easily recognisable skill, which he or she can use to gain access to areas that the other Fur Fighters cannot reach. The main idea is that when you assume the role of one of the six characters, you can only rescue their family members. However, you may find some of these relatives in places that are inaccessible to the character you're controlling. This necessitates changing roles, which is achieved by the use of the teleporter. For example, you may be the dog, with your baby on a ledge that you can't reach but the cat can. Find a teleporter with a cat icon, change roles, climb up to the ledge (which only the cat can do), then change back to the dog via the relevant teleporter to rescue the pup – it adds up to a co-ordinated rescue attempt.



The puzzles are packed with sarcastic humour and each is linked to the storyline, allowing the player to progress through the game and rescue the captured babies. The huge variety of puzzles ranges from simple switches, through to more complex multi-phase puzzles requiring more thought. Each uniquely themed Hub/World – of which there are six – is entered via a path from the Fur Fighter's Village. Each Hub contains the entrances to three levels and an end-of-level Guardian Arena. Hubs are only open to the player if he has defeated the end-of-level guardian from the previous Hub. The player starts the game by entering an unlocked Hub and, from there, chooses an accessible Level.

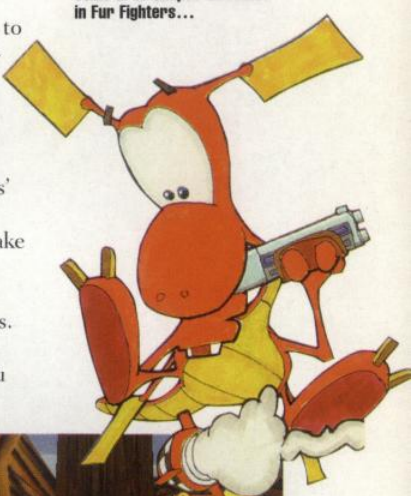
As well as rescuing the Fur Fighters' kidnapped children, players will be collecting tokens or goodies as they make their way through the myriad of ever-changing levels, fraught with hidden sections and strange and nasty enemies. There'll be a whole host of weapons, and surprises galore will unfold as you move deeper into the game.







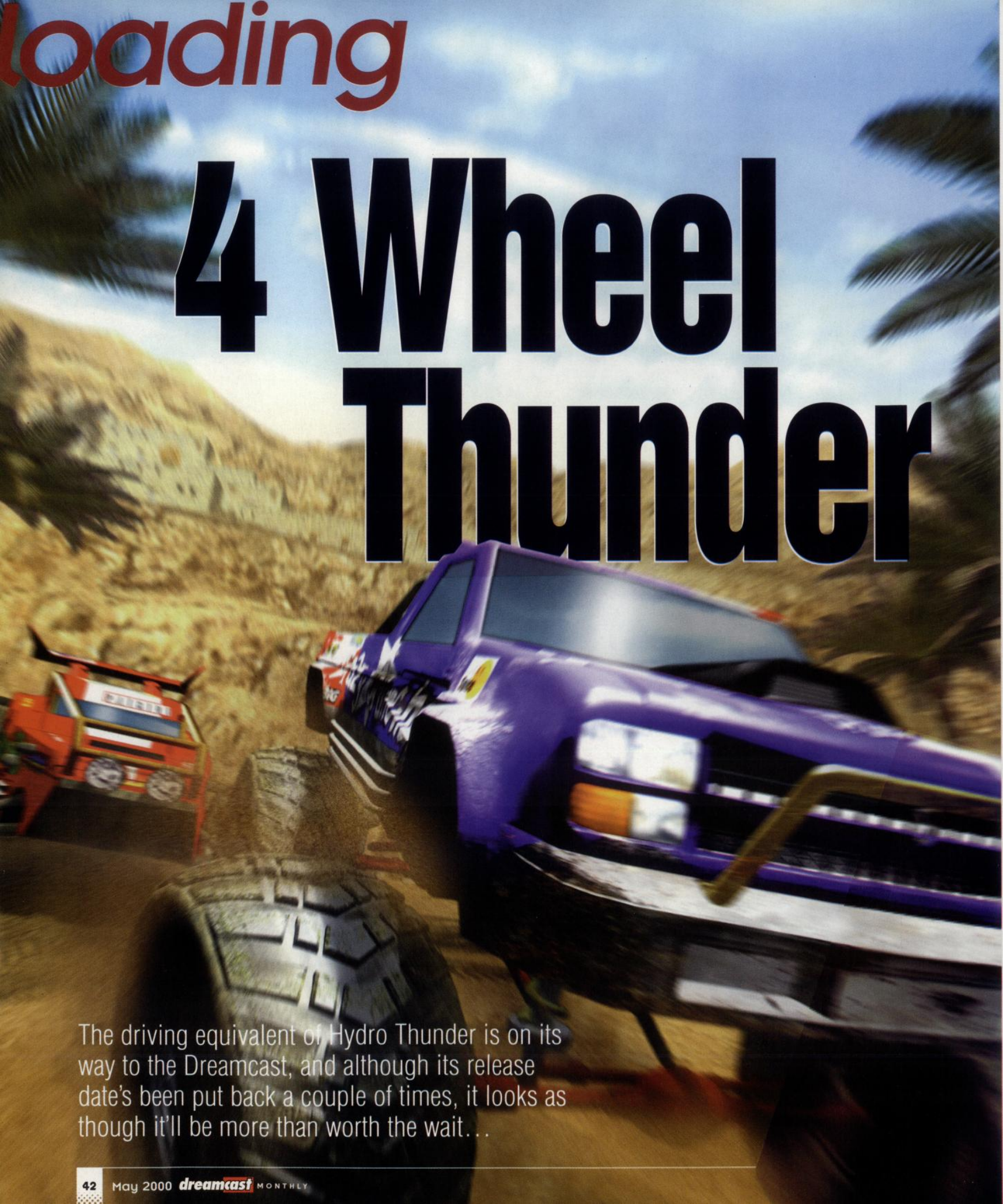
Weapons and power-ups come in all shapes and sizes in Fur Fighters...





How can something so cute offer such hard-core gameplay? It's gonna be fun finding out!

4 Wheel Thunder



The driving equivalent of Hydro Thunder is on its way to the Dreamcast, and although its release date's been put back a couple of times, it looks as though it'll be more than worth the wait...

Publisher	Midway	**Developer**	Kalisto
Released	June 2000	**Genre**	Driving



customise to capitalise

In Championship mode you have the option of customising your vehicle. Unfortunately, you only have one vehicle available at the start to race with. It's a Monster Truck and it just so happens to be the slowest out of the lot. You can only begin customising it once you've earned a certain amount of money; in this case $5500, and you've only got $500 in the bank. So, until you've won some races there's no chance of making your Monster Truck any quicker. In the Garage menu you're told the vehicle's statistics – grip, handling, thrust and speed – all of which can be improved the next time you have enough cash to start upgrading. Or you could just spend the money on another car.



It wasn't always the developers' intention to make this title part of what we'll now call the 'Thunder' series. Before Midway spotted the game's potential, 4 Wheel Thunder went by the name of XLeration but when the company made the decision to publish the game they went for a more fitting title. It was more of a rally driving title in its infancy, but that idea was canned in favour of a more extreme, off-road driving style.

And a good job it was too, as now we have what looks like a much more playable title, involving Monster Trucks, jeeps and quad bikes, all with some seriously smart independent four-wheel suspension. The vehicles were specifically based on models found at various US off-road shows, which adds to the smooth driving experience created by the excellent graphics and the physics engine, produced from scratch by Kalisto. Graphically, the engine's capable of 500,000 polygons at around 60 frames per second – impressive.

4 Wheel Thunder is more arcade orientated, rather than simulation-based like Colin McRae or V-Rally 2.

Kalisto wanted the game to focus on the driving sensation and fun gameplay, so when you speed over the numerous bumps and fly off ramps you'll almost feel it. The team took it upon themselves to play a lot of titles from the Thunder range to ensure that







WHEN YOU SPEED OVER THE NUMEROUS BUMPS AND FLY OFF RAMPS YOU'LL ALMOST FEEL IT









There are a multitude of 2 player modes on offer. Strangely, balloons appear quite often...

quickfire questions

Will 4 Wheel Thunder be playable online?

We have the ability to develop this for 4 Wheel Thunder but time delays on the Internet development kit have meant we can't implement this for our release deadline.

How many courses are you going to have in the game? Can you describe some of them?

There are 12 tracks in six real-world locations, using a mix of stunning long-range outdoor tracks and intense, high-pressure indoor arenas. The indoor tracks provide highly charged atmospheres, with packed crowds in small arenas. The outdoor tracks provide room to breathe, with panoramic views and exhilarating races through rugged terrains from all around the world. We want the game to offer the player a combination of beautiful graphics and dynamic driving challenges.

How would you describe the player view? How does the interface work?

There are three camera views that the player can choose during the race: two external cameras (follow cam) and a subjective view. As for the interface, we've developed something very ergonomic, in full 3D, and really it's really fast.

What cinematics and/or presentation style are you planning?

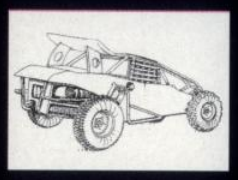
The game features an MPEG cinematic sequence at the beginning of the game that is currently in creation. During the race numerous real-time cinematics appear throughout the tracks.

What music and sound affects are there?

We're creating the music and sound in-house and we paid particular attention to both to provide a really good musical atmosphere. The sound tracks are "electro music oriented". The game will feature more than 15 original audio tracks.

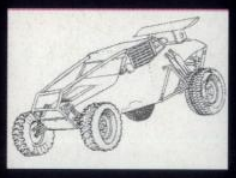




















4 Wheel Thunder was unique and to make sure, at the same time, that they didn't lose sight of the important elements the game really needed.

Arcade Antics

If you fancy some arcade action there are both indoor and outdoor tracks to try. You have to complete each of them in first place to progress to the next three courses. Taking part in outdoor races means you only have to do two laps of the exceedingly long tracks and you also have a time limit constraint. The tracks indoors are a lot shorter, though, so you have to race around them eight times.

In Championship mode you're awarded points depending on where you place in the race. However, if you run out of credits (which you can also pick up around the various tracks) then it's game over, so it's an idea to place at least third in each race. This is easier said than done, of course – it's probably not advisable to take part in the Championship if you're a diagnosed impatient driver.

Various weather conditions make driving either hazardous or rather pleasant – one race you could be dodging the rain clouds, next you could be needing sunglasses in the Wild West.

And the similarities to Hydro Thunder? There are only one or two really. Firstly there are those rather useful four and nine second boost power ups which are littered around the tracks – vitally important if you want to be able to complete the track before your time runs out. At the moment it seems to be going along the same route as Hydro Thunder, as in you haven't got a chance of winning unless

WE CAN ONLY HOPE IT LIVES UP TO OUR HIGH EXPECTATIONS







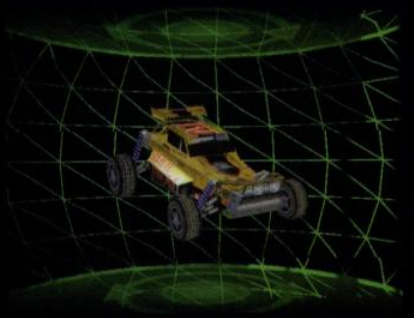


YOU'RE GOING TO BE TEARING YOUR HAIR OUT AFTER A WHILE AS IT CAN BE HARD TO BEAT THE CLOCK AND YOUR OPPONENTS

you use each and every boost. Another possibility to help you get around the track that little bit faster is to find the various shortcuts along the way, though they're not as obvious as those found in Hydro Thunder. On water-based tracks it's pretty likely there's a quicker route through, say, a waterfall, whereas in 4 Wheel Thunder you're likely to come across one by driving through a hedge or the like. Obviously, if you guess wrong, you'll end up facing in the wrong direction, trying desperately to reverse out of the situation while all those opponents you've passed overtake you – again! It's also extremely fast moving, which you might think would make you run into problems where steering's concerned, but that's not the case – it really is faultless.

We've only played the preview code so far, and it's already obvious that you're probably going to be tearing your hair out after a while, as it can be infuriatingly hard to beat both the clock and your opponents (it seems they've permanently got their boost gauge topped up to capacity) – but then that's another similarity with Hydro Thunder, and we could do with a challenge!

Well, 4 Wheel Thunder's original for the Dreamcast but as for whether it'll beat the playability of say, Sega Rally 2, we'll have to wait and see. (And if you're more interested in powerboat racing anyway, Promethian Designs is currently developing a title similar to Hydro Thunder, called Hydro Sprint, which sounds like it could be worth waiting for.) Anyway, it shouldn't be too long before we get our hands on a review copy – we can only hope that it will live up to our high expectations.





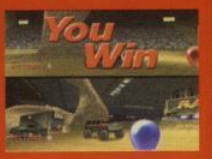




For extra realism Kalisto have included a lot of night-time driving.

multiplayer modes

There are some cool multiplayer possibilities in this title. You can either have a versus in- or outdoor arcade race, both take part in a Championship or choose from one of the special modes. Firstly there's Bomb; this involves one of you carrying a bomb from the start, then you basically chase each other round an arena, passing it between you before the clock stops ticking and one of you explodes. The Bomb Race mode is pretty much the same, only you're just racing around an indoor track. Then there's Balloon mode, which involves you both racing round an indoor track, collecting your designated colour of balloon until (again) the time runs out – the person who's collected the most wins. Finally there's Tag Mode. Pretty self explanatory this one; one of you must get to a trophy first and the longer you keep it, the more chance you have of winning. Your opponent has to try and tag you to get hold of the trophy.













Publisher Eidos Interactive | **Developer** Mucky Foot
Released Q4 2000 | **Genre** Action/Adventure

Urban Chaos

It's time to bring order to the chaotic...

URBAN CHAOS

tip from the top

Not that it would be biased to ask the opinion of one of the big-wigs from the developers or anything, but we wondered what Mike Diskett, Co-Project Leader, would say about Urban Chaos: "The Dreamcast is the perfect platform for Urban Chaos, we can retain every feature of the PC version, while the gameplay seems to be further enhanced. This could be the best version of Urban Chaos yet".

Urban Chaos puts you straight into the heart of a modern urban jungle, where something rather sinister is going on. You'll first be playing the role of a rookie cop called D'Arci Stern. She's an overworked police officer who has to regularly take on hordes of gang members and thugs single-handedly, with only her fists and a few bullets to do it with. However, it's up to her to save the city from utter disaster and solve a mystery of corruption and evil.

The basic storyline involves the Millennium, and a group of gangs called the Wild Cats who are intent on ruling the city for their own dark purposes. It's your job to take care of the thugs and muggers who are raging through the city and ultimately, reveal the bigger subplot. As you go through the game you meet up with a vigilante named Roper, who reveals clues to the true evil behind the Wildcats – you even get to control Roper later in the game.





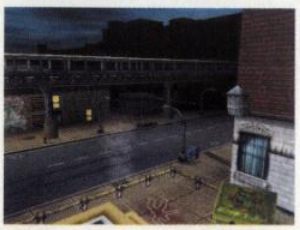
The reason why Urban Chaos was so popular on PC format was due to its pure speed. All of the levels are split into condensed pieces and last, on average, around fifteen minutes (as long as you don't spend all of your time looking for every single secret and enemy there is). Developers Muddy Foot constructed this title around city locations, sometimes giving the player different missions within an area, or throwing them into a fresh environment for a swift change of pace.

Just like real life, Urban Chaos thrives on throwing surprises at you. Each one of your new missions will give you a new objective, and then a spanner gets thrown into the works almost straight away, meaning you have to think on your feet.

Technically, Urban Chaos will use a ground breaking graphics engine which includes 3D volumetric fog, true wall-hugging shadows and atomic matter simulation for real-time physical modelling of object collisions – all of which provides the perfect playground for some fast action fighting, skilful acrobatics and total scenery interaction.

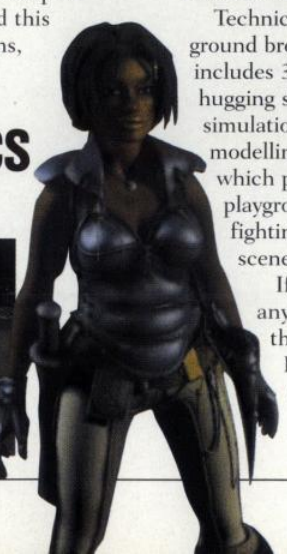
If these screenshots are anything to go by, as well as the review scores from the PC version, then Urban Chaos will undoubtedly do well for the Dreamcast – look out for a review soon.

THE PERFECT PLAYGROUND FOR SOME FAST ACTION FIGHTING, SKILFUL ACROBATICS AND TOTAL SCENERY INTERACTION









Publisher	Sega	**Developer**	Altus
Released	TBA	**Genre**	Action

Maken X

Will Sega have a sword in their side?

Apparently there have been some translation problems with Maken X, making the voice-overs a little dodgy. However, it looks as though this title will be able to hold its own despite its problems, thanks to its fast, unique gameplay. It's played from a first-person perspective and at first glance, looks like a first person shooter – you'll soon see that it's not.

The story revolves around a young woman called Kei Sagami who arrives at the Kanazawa research lab, which is run by her father. Kei's father and a team of scientists are attempting to reconstruct and awaken a particularly evil form of sword called the 'Maken', but things go horribly wrong. A strange creature forces his way into the lab, kills a few of the lab's personnel and kidnaps Kei's father. She then decides to complete her father's work by awakening the sword and then merging with it, then heads off in pursuit of the creature.







However you don't just control Kei through the game, it's best to think of yourself as playing the sword more than anyone else. Maken X features a 'Brain Jack System' where you take control of various characters. All the characters you Brain Jack differ in some area, such as their speed, attack strength or method of attack, and it's down to you to decide which character to use.

All of this certainly sounds promising and these screenshots are looking pretty impressive – more on Maken X in future issues.

THIS TITLE WILL BE ABLE TO HOLD ITS OWN THANKS TO ITS FAST, UNIQUE GAMEPLAY











Some would mistake Maken X for a first-person shooter but we assure you it's not.

Publisher	Interplay	**Developer**	Interplay
Released	May 2000	**Genre**	Gambling







Caesar's Palace 2000

A game for those with money to burn...



THIS GAMBLING TITLE IS THE FULL MONTY, AND WHAT BETTER PLACE TO GAMBLE THAN AT CAESAR'S PALACE?





Like puzzle games, most card games or compendiums of gambling products never quite hit the mark with discerning buyers. Although Caesar's Palace isn't going to set the world alight, what we have here is a really neat collection of fun casino games. It includes all the different games you could ever wish for on a CD, to give longevity and a really nice break from all the action, racing and strategy games around at the moment. You can play any of the games with your mates for five minutes or against the CPU for hours on end.

The Real McCoy

This gambling title is the full monty, and what better place to gamble than at Caesar's Palace? You're pulled into the 3D world and can even act shifty in the lobby before you try your luck and play one of the many games on offer. The dealers, we're told, even have their own personalities that'll make you come back for more. In fact, the game's designed so you'll think it's a role playing game

Try your luck at Blackjack, Roulette, Craps, Mini Baccarat, Slot Machines, Video Keno, Video Poker and Poker Challenge. If you've seen Caesar's Palace 2, you'll find this offers more, with added goodies such as Pai Gow Power, Red-Dog, and even Casino Wars. If you have a bad run of luck, you can borrow money from the casino cashier and get back into the games.

All of the games, from cards to slots to poker, offer a true challenge and you'll find that the AI has been set up to challenge both the novice and serious players.

The actual look of the game comes complete with a huge variety of customisable camera angles, so you can watch or take part in the action and experience it from many vantage points. You can even listen to conversations with the dealers in an attempt to learn more about the ins and outs of wheeler dealing.



(Yawn.) There's nothing more exciting than a bash on a one-armed bandit.

Publisher	Midway	**Developer**	TBA
Released	June 2000	**Genre**	RPG

Gauntlet Legends

The best in a long line of sequels?

Many of you will not remember the original Gauntlet, a coin op dazzler released by Atari in the early 80s. It was one of the few coin ops to be converted, throughout the ensuing 10 years, across every single computer and console format, and was massively successful. Since then we've had a number of sequels to the original game, and the latest incarnation – which also originated as a coin op game – will also mirror the monster arcade machine.



One to four players will be able to compete simultaneously in this medieval, third-person, slightly-side-on-perspective, 3D-action adventure game, where the 'RPG' is described as light. Players must advance through the 46 levels of the game (including mountain, pyramid, castle, underworld and dungeon stages), building up the experience and power of their chosen character as they explore the worlds, face hordes of monsters, search for treasure, avoid traps and use magic, whilst making their way from one world to the next. Players have six bosses to defeat, 13 Rune Stones to find, and six glass shards to retrieve, as they move through the highly detailed levels that open and must be conquered. The ultimate task of this quest involves ridding the seven kingdoms of evil hordes, then facing and defeating the lord of this scourge, Skorne, a powerful demon.

Gone are any cartoony looks, in come superior lighting effects, shadows, resolution, and performance capabilities to embellish the look and feel of the game and show off the merits of the DC.

EXPLORE THE WORLDS, FACE HORDES OF MONSTERS, SEARCH FOR TREASURE, AVOID TRAPS AND USE MAGIC WHILST MAKING YOUR WAY FROM ONE WORLD TO THE NEXT







Things have certainly changed since I last played Gauntlet on the Master System...





GAUNTLET LEGENDS

character building

The default characters starting at level one novice are: a Warrior, a Valkyrie, a Wizard and an Archer. Each character has various strengths and weaknesses, and there are five hidden characters to unlock. The game has many plus features, with loads of on-screen enemies, whilst gameplay is fast and simple to play, offering a real challenge and a totally immersive feel. Take a look at the screens. Tasty or what?

Publisher	Fox Interactive	**Developer**	Fox Interactive
Released	Q3 2000	**Genre**	Platform Adventure

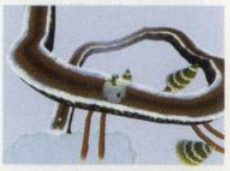
Croc 2

Not just another PSX conversion...









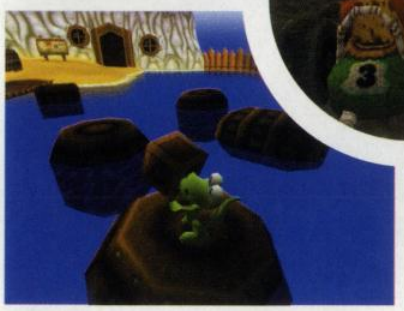
The different locations are well varied throughout the game.

CROC 2

the original

Croc first appeared on the PlayStation way back in 1997 and it went Platinum the year after. Some said that it was Sony's answer to Mario 64, but it was hardly surprising those comparisons were made – name a platformer which hasn't had the same said about it. There were 50 levels and, for the times, the graphics were above average (for the PSX). However, its downfall was the control. So, now we can only hope that everything is top-notch for the Dreamcast – if anyone can name one reason why it won't be, we'd like to know about it.







There were mixed reviews of this title when it came out on the PlayStation and PC, so it's kind of lucky that the Dreamcast version will be its own game.

This title promises to incorporate loads of original mini games in the final version, including Croc racing – let's not hope it will try and compete with the likes of Mario Kart 64.

The adventure entails you taking control of Croc and helping him search for his lost parents. The journey will consist of a massive 42 different levels and just from looking at these screenshots, you can no doubt tell that the graphics promise to be top-notch – better than the PC version's in fact.

The question is though, can it compete with such stunning games as Rayman 2 and Sonic Adventure? Competition is already fierce for cutesy platformers, so it'll be interesting to see how this one fares. Look out for more info in future issues.

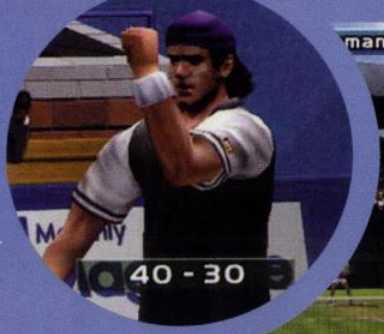


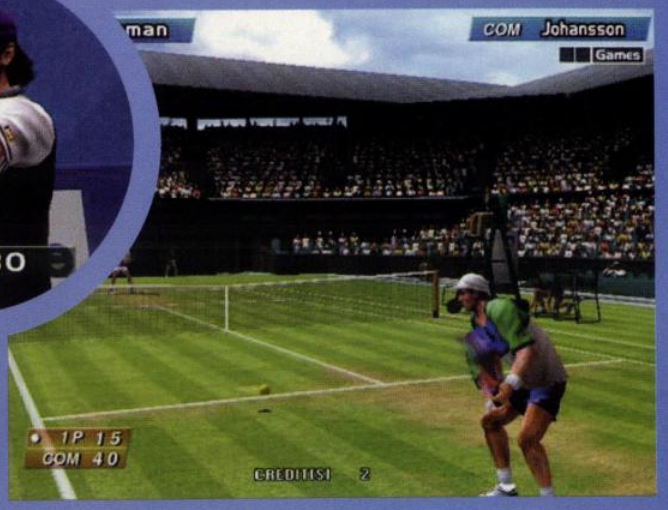
We could be wrong, but this back-pack wearing adventurer reminds us of someone...





COMPETITION IS FIERCE FOR CUTESY PLATFORMERS – IT'LL BE INTERESTING TO SEE HOW THIS ONE FARES





Publisher	Sega	Developer	Sega
Released	Summer	Genre	Sports sim

Virtua Tennis

Just in time for some strawberries and cream...

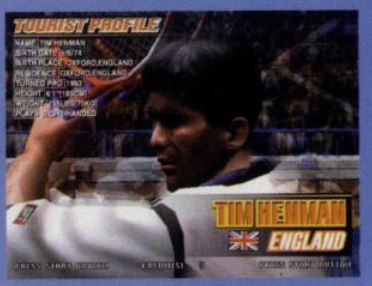
This game would be much more suitably titled 'Virtually Tennis' because as you can see from looking at these shots, it oozes realism, in every sense. It looks as if you could be watching Wimbledon or the US Open on television. From the extremely detailed players to well-animated line and net judges, Virtua Tennis certainly looks the part. And let's not forget to mention the sheer number of famous names you'll find, including Spain's Carlos Moya, France's Cedric Pioline, America's Jim Courier and of course, our own Tim Henman.

These pros have their rackets in the correct hands, they wear exactly the right style of clothing, they even have the exact same hair colour they should have.

But it's not just the cosmetic features that should make this title special; the game moves at 60 frames per second and everything runs smoothly and realistically with no sign of any slow down. We can't wait to get our hands on this little beauty – and just in time for Wimbledon too.

FROM EXTREMELY DETAILED PLAYERS TO WELL-ANIMATED LINE AND NET JUDGES, VIRTUA TENNIS LOOKS THE PART





Publisher	Virgin Interactive	Developer	Capcom
Released	Q3 2000	Genre	Beat-'em-up





Marvel Vs Capcom 2

The legend of the 2D fighter goes on...

So here's another one – and it doesn't seem that long ago since we were reviewing the first Dreamcast Marvel Vs Capcom. It is the most enjoyable of all the 2D fighters (well, only some of us have that opinion) but what can it possibly have to offer second time around? Well, as far as we know, not much else, other than a few more characters and some attractive backgrounds. Extra fighters will include Jill Valentine from Resident Evil 3, Dr Doom, Marrow, Hayato and a few others; bad news for Megaman followers though, he's been struck off the roster.

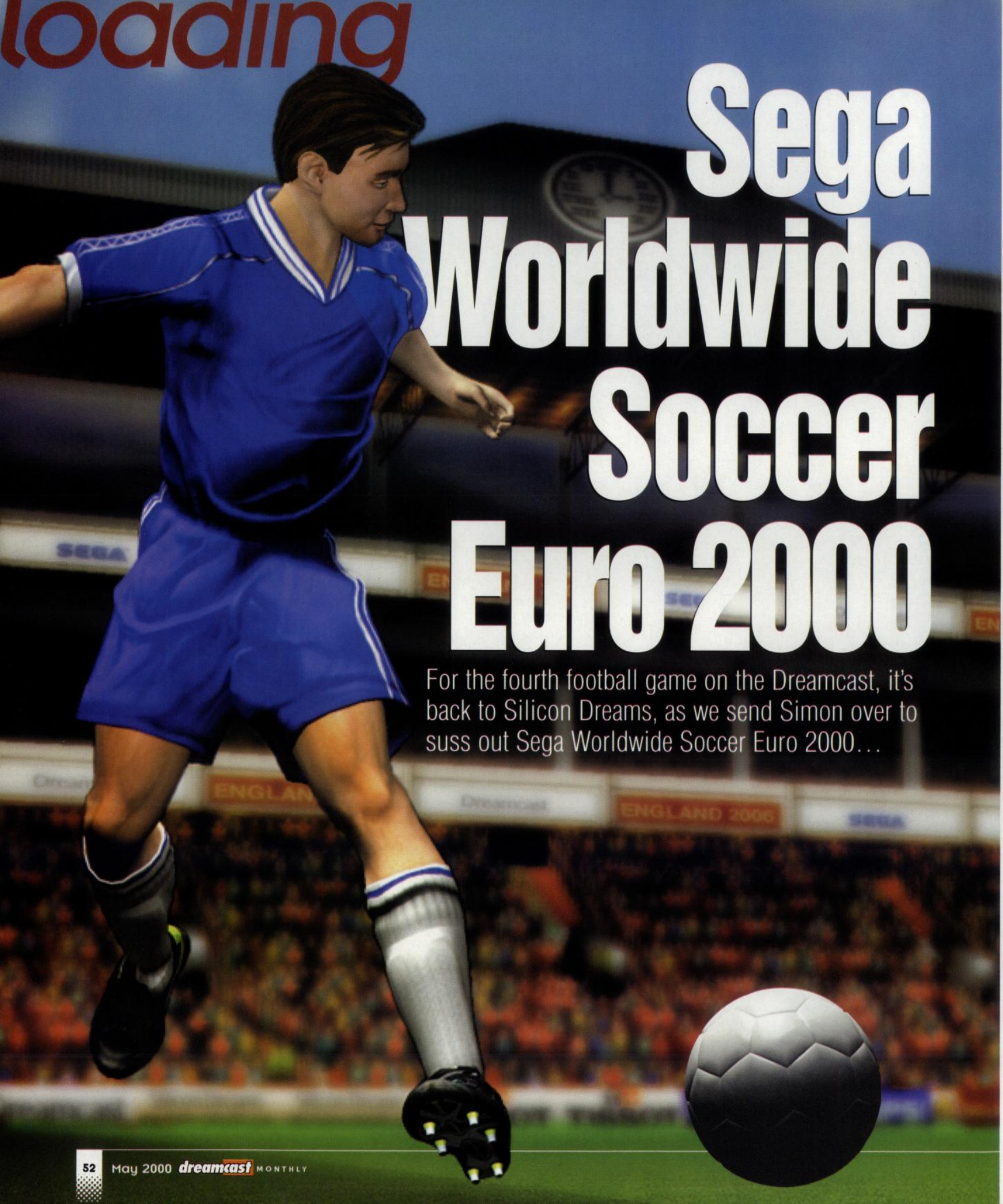
However, it's the speed of these 2D fighters that we all go for and Marvel Vs Capcom 2 promises to be more than intense where gameplay's concerned.

Word has it that to unlock all of the characters in the Japanese and US versions, players have to take their VMUs to an arcade and download them all. Thankfully this won't be the case for us, as we'll have all the exclusive arcade characters included for our forty quid. Now it's just a case of getting ourselves a review copy...





MARVEL VS CAPCOM 2 PROMISES TO BE MORE THAN INTENSE WHERE GAMEPLAY'S CONCERNED



Sega Worldwide Soccer Euro 2000

For the fourth football game on the Dreamcast, it's back to Silicon Dreams, as we send Simon over to suss out Sega Worldwide Soccer Euro 2000...

Publisher	Sega	**Developer**	Silicon Dreams
Released	Summer 2000	**Genre**	Football





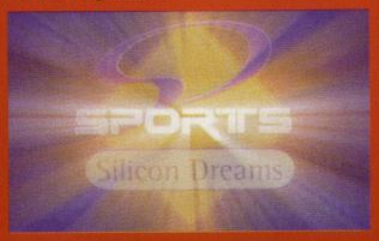


WORLDWIDE SOCCER EURO 2000

who are Silicon Dreams?

Originally an in-house development team at US Gold and subsequently Eidos, Silicon Dreams were bought out by renowned industry figure Geoff Brown to become part of Geoff Brown Holdings.

Since then, the company have worked on the two World League Soccer Games (the second of which was endorsed by a Mr M Owen) and UEFA Champions League. Also, they are currently putting the finishing touches to an update of the Champions League game, which is being published on PC and PlayStation.



At the time of going to press, we count three different Dreamcast footie games on the shop shelves. Bottom of the pile, the Watford of them if you like, is Sega's Virtua Striker, which picked up a measly four out of ten at the start of the year – a state of affairs confirmed by the debate in our monthly mailbag. Yet it's the other two that are more interesting. Both UEFA Striker and Sega Worldwide Soccer 2000 have their merits and pitfalls, yet both impressed us enough to score eight apiece.

But love the Dreamcast as we do, we can't help casting a jealous eye over to PlayStation owners. Frankly, ISS Pro Evolution from Konami is the best football game of all time as far as we're concerned, and we spend our days and nights hoping that the rumoured upcoming Dreamcast conversion is a reality. And yet whilst we've been busy doing that, Silicon Dreams have been busy listening to criticisms, coming up with new ideas and generally beavering away on an update to Sega Worldwide Soccer 2000 in a bid to woo our footballing loyalties back to the DC. Which is just about where we start to hit the point of the article.

A Word In Their Ear

Now Silicon Dreams are a friendly bunch of chaps, barely an hour's drive from sunny Birmingham, and when we met them before, they were putting the finishing touches to the first game. This time, we grabbed the ear of the game's producer, Matt Molloy, to find out how they were getting on with the new version, Sega Worldwide Soccer Euro 2000 Edition (which is a working title). But think about it – doesn't the name simply hint at a few changes in the stats? Are we simply getting a cosmetic update? Apparently not.

"There's a massive difference between WWS and the new Euro Edition", says the friendly Mr Molloy. "We now have over 50 new teams, obviously including all Euro qualifiers. We also have completely new player models and textures, new AI and logic – and now with over 10 new Euro style stadiums. I could go on…".

And do you know something? He does. "All of the teams in the game now have new kit designs and we now have six separate game modes. I mean, I really could go on…the front end has been revamped and we have new state of the art FMVs and a wide range of new kickin' tunes. And yes, I will go on…and of course all of the statistics will be brought up to date.

WE HAVE OVER 50 NEW TEAMS, NEW PLAYER MODELS, NEW AI AND LOGIC AND OVER 10 NEW EURO STADIUMS



Here's proof of just how up to date WWS Euro is. Dave's even sporting his new hair cut!

WORLDWIDE SOCCER EURO 2000

coming next from Silicon

Despite their footballing pedigree, Silicon Dreams' next project will leave the great game alone in favour of a drop of strategy. Originally entitled Warmonkeys, the new game is now entitled Dogs of War, and was recently snapped up by Take 2 Interactive. Release is tentatively scheduled for later on in the year, and with a bit of luck we'll be taking a closer look at it in a future issue.







So, in answer to your question – no, we are just not bringing the statistics up to date…". Cripes. Looks like we touched a nerve there.

And talking of touching nerves, even though we were fans of the original game, we're not blind to the mixed response it got from the public. "Yes, it was a bit of a mixed bag of opinions", Molloy concedes, "but with any new platform, it takes a short while for a developer to realise its potential and create a game that exploits the hardware's capabilities. The problem with producing a football game is similar to that of football itself – that is, so many people have so many different opinions on what they think is good. It's the nature of the game. Feedback, appraisal and criticism, all of these were taken onboard from both journos and end users alike – that's why we feel we have a real winner this time". Mind you, they said that last time as well.

Still, retrospect is a useful thing to have, and the Silicon Dreams gang have taken full advantage of the wealth of opinions and general hindsight when putting the new version together. Which leads us to the question – what were the highs and lows of the original game as far as they were concerned? "We were most pleased with the effort the team put in with the amount of time they had to develop WWS – they all gelled together and worked hard throughout the whole development period. On the other side of the coin, we were not too happy with the time scales we had to work with – more time would have allowed us to polish the title, resulting in a far superior game".

THIS TIME AROUND, THE GAME IS GOING TO HAVE A EURO 2000 FLAVOUR, HOPING TO CAPTURE THE HIGHS AND LOWS OF THE TOURNAMENT

The New Game

Anyway, enough of the past, on with the new. This time around, the game is going to have a Euro 2000 flavour, hoping to capture the highs and lows of the tournament, as England dramatically crash out on penalties, various continental players dive around to try and impress the ref, and Scotland's sitting at home and watching the whole thing on the box. Still, big tournaments should make for big games, and we're guessing that the teams and stadiums have been accurately recreated in the way that programmers like to tell us they have been. "We have implemented huge European style stadia for the Euro Edition", admits Molloy, "and obviously all of the teams that feature in the Euro 2000 competition are included. The







Attention to detail is incredible, you can even see the stud lay-out on the players' boots!



stadia are more like a representation of the actual thing – they undergo design changes throughout development to make them totally suitable for the game. The thing is, the countries where the tournament is being held are not renowned for a fantastically huge array of stadia, unlike say Italy or England. Therefore, what we have provided are stadia that will create a real championship feel that will add to the gaming experience. At the end of the day, the product will be judged in the main on its gameplay". In other words, they've used a bit of creative licence. Mind you, they did that with the first one as well, as amongst all the classy stadia you could play in, someone sneaked in Coventry City's home ground. "Yep, Coventry City's ground is in there for the Euro Edition. We all know nobody ever goes there, but one of our artists is a Coventry City season ticket holder – who was not given the job for the team he supports, that's for sure. But the only way you will be able to play at Coventry is when you win one of the competitions, which then unlocks all of the stadia from WWS 2000. You can unlock all of the stadia from 2000 when you win one of the competitions". So let's get this straight – we have to battle to win the tournament just so we can win a trip to Highfield Road? "Hey, it's not all bad though, you can load up a game against Coventry City in their home ground just to give them a sound thrashing in front of their own crowd". Fair point, well made.

Team-wise, as you'd expect (but don't always get), the teams will be bang up to date, taking into account transfers that take place right up to the moment the game gets sent off to the duplicators. Molloy concedes that by the time the thing hits the shelves, however, something is bound to be out of date, but that's more down to the fast moving life of football as opposed to the lethargy of the programming team in this particular case.

WE HAVE PROVIDED STADIA THAT WILL CREATE A CHAMPIONSHIP FEEL



Let those goal celebrations go on and on. You could really miff a mate with that in two player mode!

what's new this time round?

We asked Silicon Dreams to come up with their list of ways that the new game has improved over the original. And here it is...

- **Faster game play – speed of play has been increased, which gives the game a more fluid look and feel.**
- **New game modes – we have now created six specific football gaming modes**
- **New 'arcade' style player models – greater attention to detail has been paid to players' features, build and kits, right down to hair styles**
- **New and improved animations – extra motion capture and a great deal of time attributed to key framing animations all round**
- **Choreography system – for example, we have incorporated over 20 different goal celebrations**
- **Improved AI and logic – now players will always look at the ball during the game**
- **CPU team management – for example, if your team are 3-0 up, the CPU team will obviously have to come out and attack, hence their formation changes from defensive to all-out attack mode**



The Future

With regards to future support for the Dreamcast, the team seem quite impressed by the performance of Sega's baby thus far, with Molloy commenting that "the Dreamcast has done considerably well. At the end of the day, Sega have a lead on PSX 2 – so the ball is still in their court as to how successful they will be". And with that very thought in mind, what are the chances of us seeing a Sega Worldwide Soccer 2001 later in the year? "I think it is safe to say that we will continue to support the Dreamcast as a development house", the Silicon man comments, "However, the title of future products is still yet to be determined. At the end of the day, Silicon Dreams is renowned for its development of football games – so watch this space". Indeed.













feature



PEDE

The herding and corralling of animals is probably one of man's oldest 'industries', practised throughout the ages. It's only now, however, that this subject is to be turned into a game, released later this year, called Stampede. (The fact that computers are a recent invention may have something to do with it.) Derek dela Fuente, doing his best Rowdy Yates impersonation, went to developer IO Productions to find out about it. Let's round 'em up and move 'em out.





Ping!

The core concept behind Stampede (an idea that was initially thought up by the girlfriend of one of the programmers) was to come up with an original game, rather than a rehash of something else. One game mechanic suggested was that of herding, an idea quickly dismissed by those involved. However, after pause for thought, IO decided that here was a concept that might have some merit and could possibly work. The element of travelling from one place to another (inherent in many other games) is there, along with the added attraction or distraction of getting a group of other characters to that same place (in this instance, animals). The next stage took that game mechanic and wrapped it in with appropriate characters and storyline. There was an initial doubt regarding the game's potential outside the home market but those fears were allayed when IO realised that herding is a known vocation in Europe, Africa, South America and Australia – even the USA television audience for 'One Man and His Dog' is surprisingly large.

Whistle While You Work

The two main characters within the game are a farmer and his unnamed dog – who's really the senior partner of the duo. This role reversal occurs because the dog is used to influence the animal herd into moving in the right direction, as well as stampeding them. Farmer Giles (not his name, but…) is used to interact with the landscape by opening gates, triggering lifts, opening up hidden areas and more. During the course of the game you'll switch between these two characters to achieve your aim.

The story, and your aim, is a simple one: the animals have been

io productions







placed in an alien environment and it's the job of our straw-chewing farmer and his sheepdog to round them up, in order to return them to their natural habitat.

Think of herding and you'll visualise farmyard animals like sheep, horses and cattle. Stampede only uses the sheep from that major



Stampede, apart from having a comic look and feel to it, will be populated by decidedly comical creatures

category and they're used as an introduction. It could be said that the sheep, placed as they are in an environment everyone recognises (the countryside) act as the training mode of the game, which will allow the player to familiarise themselves with the controls and objectives, whilst setting the scene.

So, you're all wondering what the other environments are, and more importantly, what animals are involved. Although Stampede is not due for another eight months, the plan so far is to have five locations and five animal types. The first of these has been mentioned, whilst the others are intended to be a Pacific Island overrun by ostriches; the wild west trampled on by elephants; icy wastes with giraffes and lastly an Egyptian setting, complete with penguins. Hang on! Penguins? Elephants? What's going on? Yes, Stampede, apart from having a comic look and feel to it, will be populated by decidedly comical creatures. Oh, how we've all laughed at those black and white web-footed flightless sea birds as they jump from the water and slide and waddle their way across the ice. The ostrich too, although being the largest existing bird, can only run in an amusing manner. The giraffe (the camelopard) being the tallest of animals, is a vision of fun on its spindly legs. The elephant – the gargantuan of India and Africa – looks ungainly and cumbersome with its lumbering gait. Computer games aren't there to reflect real life; they're there to be enjoyed and be used as a means of escapism, hence the inclusion of these animals as opposed to those one would normally expect.

Despite the merits of the concept, a question asked early in development was how to make a herding game interesting. Well, by including elements of racing, strategy and puzzles, that's how. Stampede won't simply be about taking animals from A to B.

Racing

You'll have to deliver a certain number of animals to the objective within a time limit. Along the way, checkpoints will give you time bonuses depending on how many animals you have with you and how quickly you reach these checkpoints. At the very end of the game, the idea is to convert all the times to points. In effect, it's a race against the clock.

Strategy

This element arises when you have to decide whether to herd as many animals as possible to the destination, or take the bare minimum in a quicker time. You may find that a penguin has wandered from the group so the choice is to either let it go (and lose points) or chase after it, losing precious seconds. Losing a penguin when you're herding a fair amount won't really matter, but when you only have a single elephant spare, what do you do in the same situation?

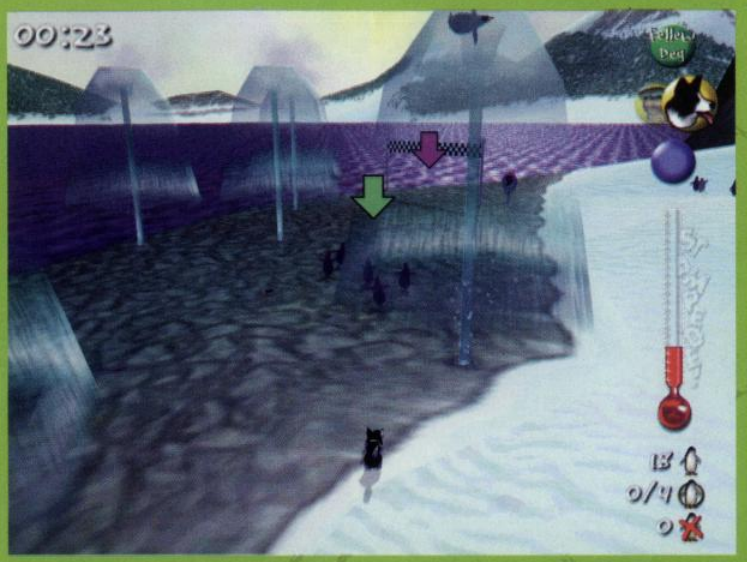
Puzzles

Rather than a 'dip the octopus in the custard to get the key' type of puzzler, you'll find Stampede is in the 'press the switch' category. One simple puzzle to be included is on the Pacific Island level: after herding the ostriches onto a rock, your route is blocked by the open



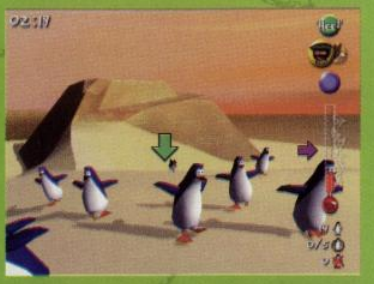


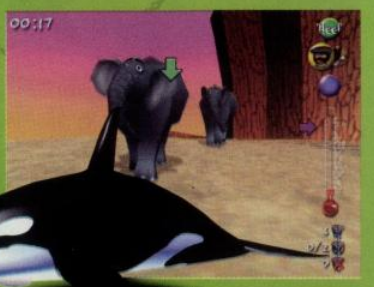
■ Watch the gauge on the right of your screen to find out when your animals will run amock...











if they have been partaking in less than legal substances.

I promised you an explanation of the stampeding aspect in the game, and here it is. The sheepdog, unlike the Basenji, can bark at the animals (with your assistance), causing them to get agitated and move faster. When the stampede bar gets to the top the herd can stampede. This may get them to run but it also means they're harder to control. Moreover, it makes them virtually unstoppable, although you can use this to your advantage in some instances. You'll have to learn to use your stampede ability wisely.

Worryingly, some of the IO productions team found themselves chasing sheep in order to find out how they behaved in certain situations

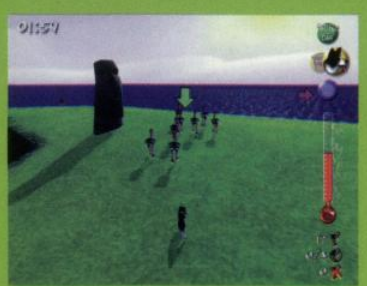
sea. Switch control to the farmer and he stands on a plate that lowers a giant hand, forming a bridge that allows you to cross.

When creating any work of art – and games development can be put in that category – it has to be researched beforehand, so how was this achieved? Worryingly, some of the IO productions team found themselves chasing sheep in order to find out how they behaved in certain situations. The Sheepdog Association assisted in explaining how a sheepdog works but no one was brought in (despite many offers) to give advice on the actual herding, simply because Stampede is a game, not a simulation. Some artistic licence has been taken with regards the actual herding, in that each level will have dangers attached to it. The ice level, for example, will have a small polar bear throwing icicles at the herd, whilst a larger one rolls snowballs at them. Geysers throw the animals in the air, separating them from the others, giving you a strategy dilemma. Each of the five levels will have dangers indigenous to the environment.

These level dangers will be joined by colour coded pick-ups that can take the form of either hindrance or assistance. Not only will the farmer and dog be able to catch time bonuses and speed abilities, but the herd will have theirs too. The list is far from complete, but at present, stampede (run for your life), springy legs (a case of acting like kangaroos), heartbeat (show affection to the farmer) and helium (blow up and float along) are some of the pick-ups that will get your herd acting as

Stampede has now been in development for over a year and is slated for a Christmas release. The 50 levels of Stampede cannot be pigeonholed into a particular genre, which is where IO believes its strength lies: its originality. The company can see their game appealing to a wide spectrum of people, especially those who don't buy that many games, because it's different to the standard fare already out there. This originality is also the reason why the game has remained hidden – until now.





team talk

Although Stampede is this team's first joint venture, the individual members do have a wealth of experience in game development. Lawnmower Man, Swiv, Giant Killers, Spirit of Speed 1937 and Carmaggedon are just a sample of the titles involving their talents.

This is what Managing Director, John Chasey had to say about Stampede: "We've designed a game that will captivate any games player and already we have heard there is a big groundswell of people talking about this game and only a few have seen it".



Written By Derek dela Fuente derek.fuente@quaynet.co.uk

competition

dreamcast MONTHLY

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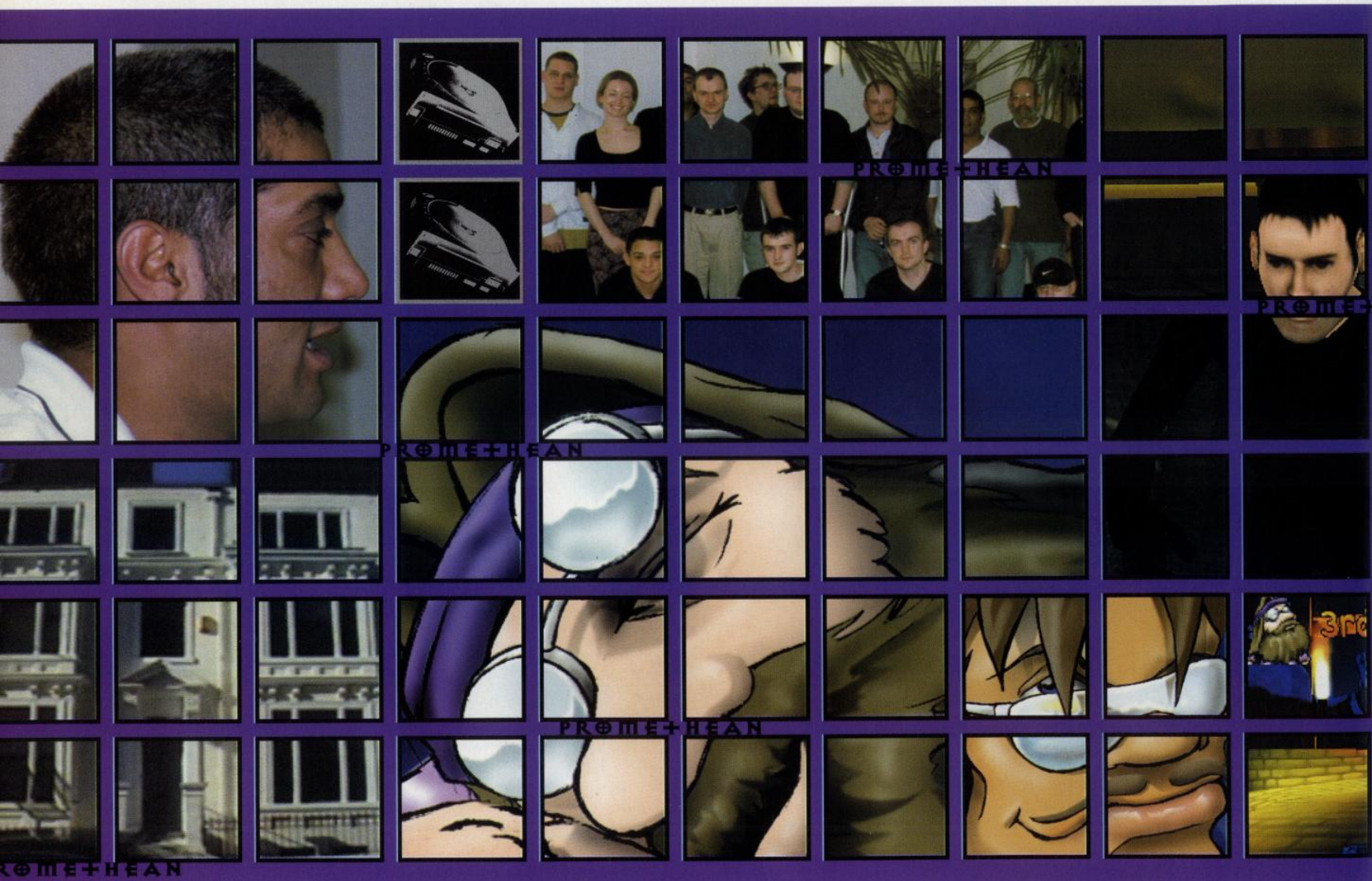


INTERACT™



Game

When **Norwich** is mentioned, you instantly think **'Sale of the Century'** and that they once had a **decent football** team. Derek dela Fuente found out there's **something special** brewing in what some might see as **a less** than glamourous part of the country.

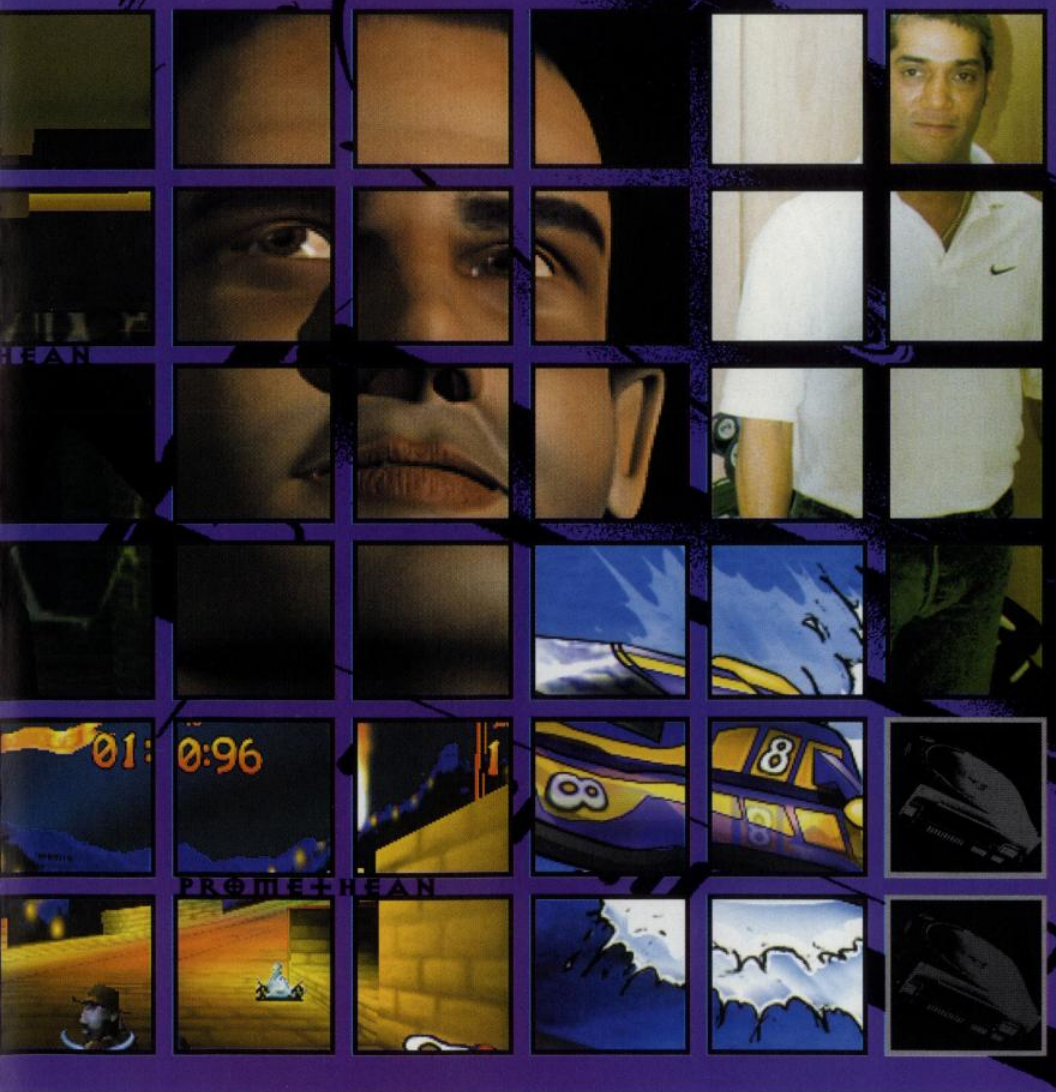


Game on

on

PROMETHEAN

DESIGNS



Rumour has it that Promethean are developing some hot titles... Now the fact is, most developers have got self-promotion down to a fine art, so our expectations were not great – who were these guys anyway? However, after delving a little deeper, we were impressed with the endless list of conversions they have done on major titles. Of course, the real glory comes from creating original games and at present the team is putting the final touches to four original titles, which are now their prime focus. First to be released, via Interplay, will be Renegade Racers, followed by Hydro Sprint and Picassio (more about the final game next issue).

Walking away from the office after seeing their titles, we were stunned, no, shocked at the quality of their products, their technical expertise and the originality of their games. You have been warned – here is a developer about to cause a mini shockwave on the gaming scene.





Renegade Racers – Released May 2000

Renegade Racers (RR) was made at the bequest of Interplay. The publisher was looking for a racing game with a bit of a difference and commissioned the team to come up with the goods on a number of platforms. The Dreamcast is the last version to be coded, with some little extra touches that will please all game fans. The Producer, John Ellerby, explained: "We got a two-page story outline from Interplay and from that we produced game and scenario outlines. Most of the way through, Interplay had a strong influence on the direction of the game and we used our expertise to ensure they got a game with character and above all, playability".

RR has touches of many games. It has the cutesy look and feel of Mario Kart, alongside the speed and physics of other racing games that we all love to play, but its main focus is that most of the game is on water. Promethean has written a number of titles on water, so their skill is second to none when it comes to creating the right look and feel in what is seen as a difficult environment. Most water-based games are slow, sluggish or unmanageable but RR suffers none of these problems. Although arcade focused, real physics and a bucket

modules

Promethean's work is module based, so in Picassio, for example, they can attach their boat module so you can add a boat sequence to the game. At present they're working on a number of these modules, so that within any game you can have sections that are full-blown sub-games, comparable to any single stand-alone game.



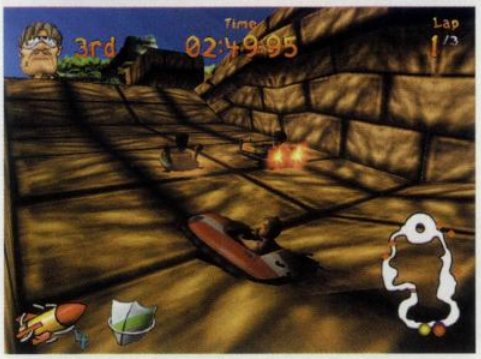
Though it's also out on the PC, RR isn't a direct port. Transparent water effects are just the beginning...

Game on













load of inventive ideas have gone into the making of the game to produce a very stylish product.

The Game

The setting to the game revolves around 12 characters, (six you can choose initially, whilst the other six are unlocked as you play), that have achieved a great deal of success and have come to a stage in their lives where they're looking for a new challenge. Collectively they call themselves Renegades. Buck Billionaire, an apt name for a man with his wealth, calls this motley crew of interesting and varied characters together to participate in a series of races to see who is the supreme Renegade by overcoming some of the trickiest and most inventive settings you could imagine.

As you would expect, this is a rebel rousing racing game and each character has their own attributes, along with weapons. Although the racing vehicles look different, it's the characters in them that give them differing handling. For instance, one character will make the vehicles faster but the handling will be difficult when cornering, making it necessary to slide into turns when you're racing around the track. The handling characteristics of each of the craft are really discernible, so testing them is great fun. Renegade Racers also has all the customary features, with multiple pick-ups that include some great weapons, shields and turbos. Thrills, spills and mayhem are not an understatement here!

There are three game modes: Quick Race, where one of two players can play head to head against each other; High Score Race, where you can select a course and go for a top score and have to pick up a number of items associated with the tracks, and Party Time, when up to eight players can race. Topping that, there are eight race modes, which in effect offer different objectives. Whatever option you choose, be prepared for some high octane action around some scenic courses that include dazzling graphical sets from America, England, Japan, Russia and Egypt – watch out for some familiar landmarks too.

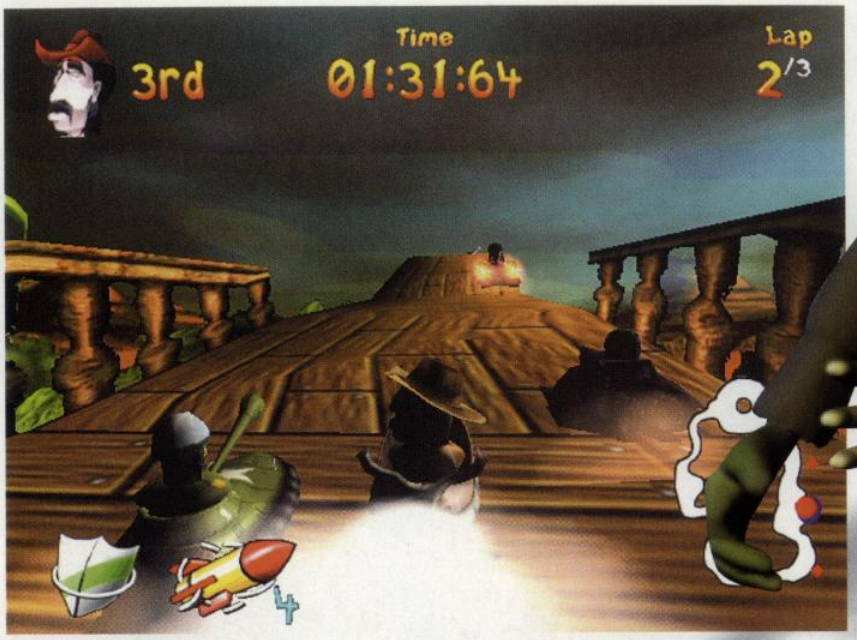
we used our expertise to ensure they got a game with character and above all, playability

If all this sounds like most other racing games, then you're correct but it's the extra little touches – the detailed 3D environments, the great use of lighting and all those special in game effects – that will keep you enthralled here.

Renegade Racers' mix of instant playability with a great learning curve is the hook to the game. Learning about the weapons and ensuring you don't run out of time is essential – you could pick up a number of mines and only have a limited time to place them, but the more mines you get the bigger the explosion.



Extra excitement comes from all angles, including the scenery. Better floor it...





New Ideas

John Ellerby again: "Racing games are top of the pile at present but we must ensure we are presenting new ideas. Adding in little mini games will ensure people will want to keep playing, not only to complete the challenge but also to see what new and interesting events may crop up later in the game. 'Drop Zone' is a game mode where you will fly off ramps, aim your craft at targets and get points, but it isn't always about getting the most points or finishing first, it depends on where in the game you are. It all becomes evident when you're playing but this little twist in the game offers something fresh".

Overview

RR is fun-on-water with an endearing look, with variety being top of the priority list.

Each location has a strong ambient feel and all the circuits are open, so you can move around in a vast area. Lots of games use the word 'arcade' loosely, but not RR – lots of skill is required and the challenges offered are tough, but ones you will want to master. It's all topped off with some great music, in-game interaction and cut scenes that give a unique cartoon-style look. RR is a game where you'll see something new each time you play.



Technical

The game, which is already released on the PC and PlayStation, has had some changes made for the Dreamcast version, with controls and lighting effects being the two that stand out. "Trying to push the Dreamcast was never a concern. We wanted to write a game that looked good and played well. The fact we've not had to cut any of the high end PC features down on the DC means we're throwing around lots of polygons and a lot is going on onscreen. There is a transparent water effect in the game and that was not included in the PC version. By the same token, this is not a straight port, as we've ensured Dreamcast owners are getting a racing game that has a look and feel unlike any other game on the machine".

Renegade Racers is fun-on-water with an endearing look, with variety being top of the priority list







Picassio –
Released first quarter 2001

Picassio is a game Promethean is putting a lot of time and effort into. Here we have a title that not only pushes technology, but also has a strong storyline and gameplay elements. Trying to achieve both is a tough task, but from what is already up and running, Picassio looks like an intriguing title.

There's a buzz going around the gaming community. Some have described the non-violent Picassio as Half-Life meets Golden Eye. Russell Ritchie, MD, explains: "We were not the people who gave it that tag but I'm not going to disagree. Yes, there is violence but there's also action. I would describe it as a 'sneak-'em-up'. The game's designed to make the player feel scared and apprehensive when they're walking down a corridor – believe me, it will happen. Picassio takes bits from many games, even Spy vs Spy, where they used to lay a trap and wait to destroy their prey".

Scene Setting

The story revolves around two business tycoons who are constantly boasting about their exquisite and outrageously valuable art collections. The men cannot agree whose is the most ostentatious, so they vow to out-do each other in obtaining the world's greatest collection of art objects. The player assumes the role of a contract cat burglar, who is commissioned by one of the tycoons to outsmart his rival by obtaining 12 of the most expensive pieces of art in the world. As well as having a central plot, each individual mission – all in different locations or buildings – has a plot of its own. The plot and sub-plots are crucial to Picassio, making the game more compelling and enticing the player to strive for success.

Picassio combines a lot of game genres to create a unique presentation. It's the very strong graphics, with lighting effects and detailed 3D environments, that quickly immerse you in the game. The character you assume is one of the largest, most fluidly animated forms you will have seen in a game, but it is the detail of the skin tone and facial expressions that gives the game its unbelievable ambience.

Inventive

As you're striving to achieve the same objective as your rival, you're scored on the deployment of your traps and how you deter, detract or attract people from or to specific areas, right down to the 'sneakability' of your character. A newspaper section will also appear throughout the game, giving the user valuable information, or telling the world about a painting that has been stolen. "The game is full of puzzles, an intriguing plot and lots of action and it's one where if I divulge too much of the scenario, it will spoil the game. I will say that there are lots of locations and there are so many twists, turns and 'red herrings' that the player will be constantly kept on their toes. When you think the game is finished or a task completed, you will find it has only just begun. The game is not linear and there are a few routes and ways to accomplish each task. We are trying to create a game that a large user base will enjoy on a number of formats and a 'cat burglar' game is one that many will accept. We know it is about a thief, but people don't see James Bond as a bad guy. The puzzles will not be cryptic and outrageous but ones that the player will be able to understand. There will always be the dilemma that if you have to find a key, how long do you search for it, with the danger of your adversary getting it before you? The ironic facet of this is that you can actually steal from the other cat burglar in the game! Immobilising your opponents is essential in achieving each mission".

Views To A Thrill

Picassio offers multi-viewpoint gaming, with limited but compelling interaction. When the player sees someone coming, by using the cameras he can deploy a trap he previously set in another room. New 3D sound routines also play a pivotal role in Picassio, because it allows the player to know when opponents are approaching. In addition to this, Picassio adds a digital sound indicator to the cat burglar's gadgets, as knowing where a sound is coming from can make or break the mission. Sound is crucial to the game for learning when best to run and when to sneak.



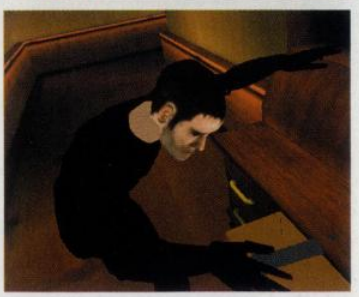
water engine

Having written seven games on water, Promethean are familiar with all the physics that occur when you place objects on this surface. They work on the principle of using real physics and then tapering them down so that gameplay is paramount. If you were to use real physics, then you would have an unplayable game. They adjust the motion that you would get riding a boat on water. In effect, it lessens the impact but still keeps the right motions and feel. Hydro Sprint is a case where Promethean worked to get a good balance of realism and arcade gaming without losing the feeling of moving on water – it's a fine balance. They have an engine that replicates water and this is invaluable to them. It has been worked on for a number of years and gives a real lead over other developers.

















Hydro Sprint –

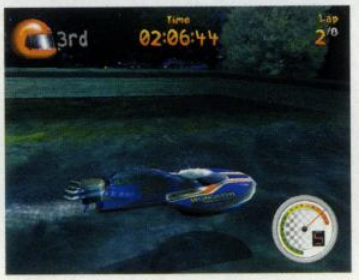
Released August 2000

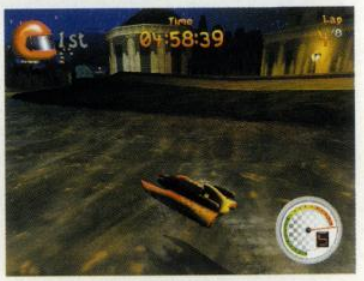
Hydro Sprint is, in the words of the team, "Grand Turismo on water!"

The objective from the start was to ensure that the game had the same variety, look, polish and appeal of GT. Hydro Sprint is already looking far better than the aforementioned car game, merely because on water you can add lots more variables and even have more power. You have an option to change the variables of the water, adding tidal effects and a strong current, which is more than you can do on tarmac. Okay, you can rough up a road surface but on water you can start to use real physics, and interact with scenery more within the game and even add objects as part of the experience. In effect you can create a more challenging game on water than on the road – but it's getting the gameplay and challenge right that's essential.

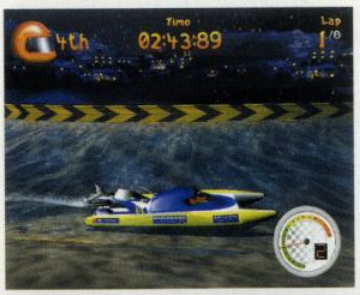
Moving On

Russell Ritchie, Promethean MD, commented: "Having written games such as Powerboat Racing, and a number of other titles, we see this as the first in a series of extreme racing games, using cutting edge routines, physics and AI. Up until recently even PCs didn't have the processing power to really cope with a game on water. Now, with high-end PCs, the Dreamcast and PlayStation 2, we can throw around loads of polygons, have lots of action on the screen, have endless special effects and the processor can cope. Previously you had a water game devoid of detail, landscapes, or people. With Hydro Sprint you have powerful boats, water with special lighting effects, people milling around the edges of the circuits and lots of background animation. With newer consoles you will see more and more water-based games. As of yet, I haven't seen any water-based game with realistic boats or water physics".





you have an option to change the variables of the water, adding tidal effects and a strong current









■ Promethean have good experience in water-based games, so we expect this to be something special.

What's It About?

Hydro Sprint is a hard-core pure racing game of progression. There are numerous circuits, and the AI makes the game harder but you'll get more powerful, faster boats. All the courses are essentially very different, with lots of variety, twists, turns, ramps and all number of other obstacles to manoeuvre around. Racing on water may seem boring but with the water spray, the other boats chopping up the water and the ever changing backdrops, the challenge is as good as any land-based racer and visually far more interesting.

Of course, there'll be multiple vehicle types available (ranging from jet skis to catamarans) but there will be an emphasis on powerboats. Then there are over 60 different races, culminating in the Ultimate World Championship. This may sound complex, but instant playability for gamers of all ages is one of Hydro Sprint's selling points, with levels of difficulty from beginner to expert. With a full 3D world to explore, with themed race environments from around the world, the experience is total.

Controls and camera views are well executed, and with around three months worth of development time to go, a few more extras will also be added.



Straight Talking With Russell Ritchie – MD.

What does Promethean do best?
"We're working on all formats and we have a very experienced team of people here. Working as a conversion company for such a long time and converting some of the biggest games around, we've always needed to be at the forefront of technology. A conversion company is the first to really understand new formats. We're at a stage where we understand what technology is about and the progression on the many formats that have appeared. We can now take for granted the technology side, so we can now focus on creating new games and ideas. We're geared to original ideas and concepts. Over the next year you'll see us expanding our team, which is currently 27 strong, to around 50."



What formats are you looking towards?
"All of them. We hope the Dreamcast will be able to compete with PlayStation 2, X Box and Dolphin. We're even working on Gameboy and, of course, the PC. The PC is the most diverse of all the platforms so we have a dedicated team. Our advanced development system allows us to share code. We have a system called GDK and this kit, which is modular based, ensures we can cross develop on all formats. This doesn't mean we'll port a game over and leave it as it is. We can move the basic code from, say, the PC to PlayStation or Dreamcast, then focus on the attributes of the machine and add the final touches from what the machine does best. GDK is a very powerful program, one that we have built on for many years working as a conversion company. It lets us concentrate on getting the best from all formats. It also allows us to code a game fast, without any loss in quality".

With so many exciting games coming from your company, why have you been so quiet for many years?
"Concentrating on conversion is always looked upon as a less glamourous form of development, whereas you really require more expertise than most. We've also kept a low profile until we had items to see. Anyone can talk about a good game but actually having code running, which is more than technology demos, proves we mean business. Picassio will soon change that and already we're being inundated with requests to see the game. This has been done via the grapevine, so we're building a reputation from items that people saw a long time ago. What we're now showing proves our pedigree".

What are your thoughts on the Dreamcast?
"It's a cool machine and Renegade Racers shows it off well. The game controls work well, the graphics are excellent and we have been able to maintain a high frame rate so the game is absolutely fluid. I know publishers and developers have a good list of titles until the end of the year and then we shall have to see".

What is the Promethean philosophy?
"We're always looking for new ideas to ensure a game works well on a format and it fits into the market. We believe we can compete with any other developer and we're focusing on having a nice selection of titles to please all gamers. Picassio is just the start of a series of games that will revolve around the first and third person adventure genre. Hydro Sprint will be forged as the water-based Gran Turismo. We shall continue to evolve and improve on our water technology and boat physics, as we have already made a name for ourselves in this area. We are also in the process of creating a totally new and radical game.

Most developers have a look and feel about their games but we're trying to ensure that this doesn't happen with ours – each game should have its own unique qualities. We are all hard-core gamers and so getting it right is important. We try to stay ahead. For instance, we're working with Intel and are the first to do things such as multi monitor support with Matrox. Coupled with some of the best lighting modules seen in the industry, it's real proof that we are going in the right direction."



we can take for granted the technology side, so we can focus on creating new games and ideas



PROMETHEAN DESIGNS



INFOGRAMES

Dreamcast

PC CD ROM

"... A GAME OF EPIC PROPORTIONS
...THE GRAPHICS ARE SUPERB..."
DREAMCAST MONTHLY 8/10

"...A TOP ARCADE TITLE,
WITH STORMING ACTION..."
PC GAMER 82%

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review contents



THE NOMAD SOUL

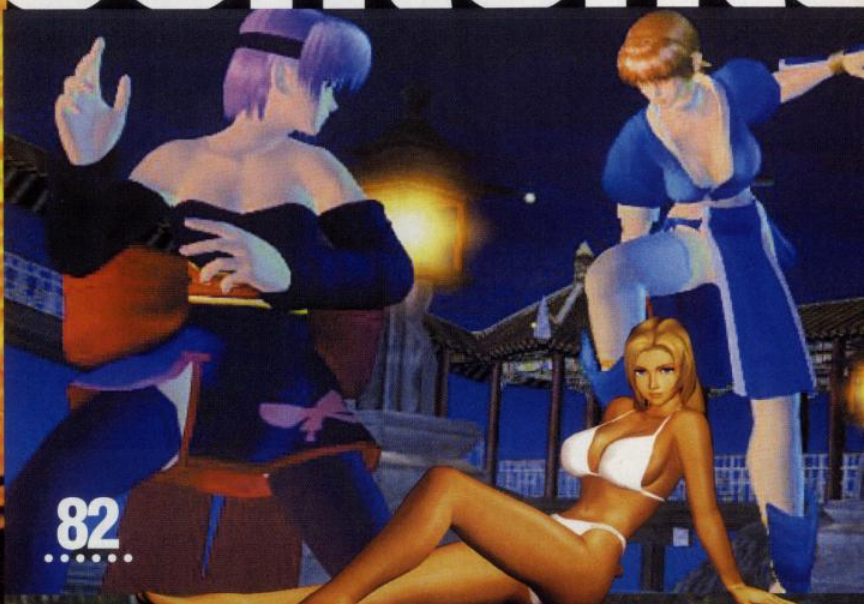
Big names, big budget and a huge adventure playing area for fans of the genre to really sink their teeth into. **72**



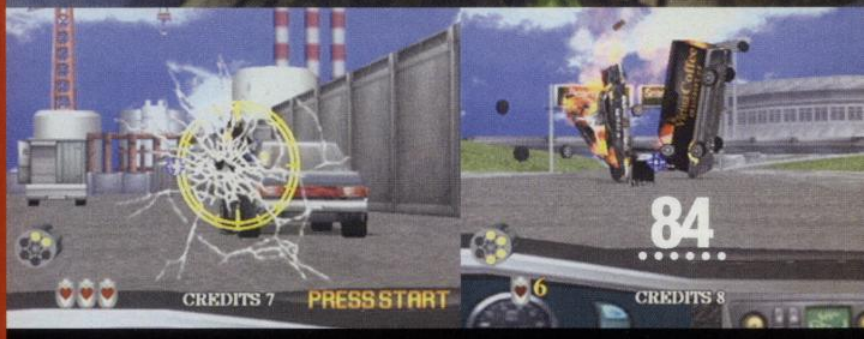


DEAD OR ALIVE 2

In a bid to topple the mother of all fighting games, Tecmo unleash Dead or Alive 2 – but has it got the legs? **82**







CARRIER

The latest horror/adventure title to come to the Dreamcast. Can it hold its own against Code: Veronica? **78**

VIRTUA COP 2

Finally, another game to make use of Sega's ultra accurate gun – but isn't Virtua Cop 2 a little old-hat? **84**

Peripherals

AS IS USUALLY THE CASE WITH GAMES OF THIS NATURE, ALL YOU NEED TO EXPLORE THE FUTURISTIC CITY OF OMIKRON IS YOUR TRUSTY JOYPAD AND VMU. MAKE SURE YOU'VE ENOUGH FREE BLOCKS THOUGH – CHECK THE VMU SECTION FOR MORE INFO...

COMING SOON...

Planet of the Apes

VERY LITTLE IS CURRENTLY KNOWN ABOUT FOX INTERACTIVE'S TRIBUTE TO WHAT IS ARGUABLY THE GREATEST SCIENCE FICTION SERIES THIS CENTURY, OTHER THAN IT WILL BE A THIRD-PERSON ADVENTURE GAME OF EPIC PROPORTIONS. WE SHOULD BE BRINGING YOU MORE IN THE COMING MONTHS, BUT WHY NOT BUY THE FILM BOX-SET WHILE YOU'RE WAITING?



A VMU IS OF COURSE ESSENTIAL FOR PROGRESSING THROUGH THE HUGE CITY OF OMIKRON. DUE TO THE NATURE OF THE GAME, YOU'LL FIND IT TAKES ABOUT 80 BLOCKS OF AVA... SPACE.

INITIALLY... THE CINEMATIC INTRODUCTION SEQUENCE IS ACCOMPANIED BY THE SOUNDS OF DAVID BOWIE AND REEVES GABRELS. THE CREDITS ROLL AS THE CITY OF OMIKRON IS INTRODUCED AND THE FEELING THAT YOU'RE PLAYING SOMETHING OF BLOCKBUSTER MOVIE PROPORTIONS REALLY HITS HOME.

THE NOMAD SOUL

Soul Reaver, Tomb Raider 4 and now The Nomad Soul – will the third of Eidos' illustrious series score them a well-earned hat-trick of the greatest action/adventure games of 2000?

THE NOMAD SOUL

Publisher	Eidos Interactive	**Developer**	Quantic Dream	**Origin**	UK	**Genre**	Action/Adventure
Available	Out Now	**Players**	1	**Price**	£39.99	**Contact**	0181 6363000

storyboard: the city of omikron

At this time, humanity is stagnating in a sort of lethargy. Having reached an advanced level of technology, people have begun to live mindlessly and to fall progressively into a state of opulent decadence. In Omikron, where the adventure takes place, the population was concerned only with living a good life, and thus turned a blind eye to the secret plot that was unfolding in the bowels of the city.

From the strange Legatee Angus Reshev, plenipotentiary of a totalitarian government, to Tolric Graem, High Priest of the mysterious religion of the Green Book, and Cliff Humboldt, chief of a private police force using every possible method to track the movements and activities of the citizens, everyone seems to be pursuing some obscure goal.

The Trusts play an essential role in the life of the city. Long standing rivals Tetra Inc. and Khonsu Ltd. are waging a merciless war against one another for a commercial monopoly, despite the fact that no one really knows who is behind them or what they stand for. They have become so strong that not even the law can touch them.

They are also in charge of organising retreats on the far planet of Euralys. Due to overpopulation, every individual over the age of 40 is required to leave Phaenon and go into retirement on Euralys. But who knows what really becomes of these people? Are they really on this paradise planet? And if so, why hasn't anyone ever heard from a friend or relative who has left?

While in the disturbing city of Omikron, people continue to live a good, worry-free life, underneath IX's palace, Astaroth, the Prince of Darkness, pursues his evil work. In order to continue gathering more and more souls, Thagout, the most malicious of all demons, was named general of the Infernal Legions. Soon his master will have recovered his former power...



When a game boasts three entirely different genres arranged together as one, it's always a worry that game designers and programmers are spreading themselves too thinly, and pushing the hardware too far, to create a half-decent representation of any of them. When the game in question also boasts big names like David Bowie, Iman and Reeves Gabrels (well, Reeves is big in the music world), you've also got to wonder if the developers and publishers have enough money left in the kitty to knock together a game at all.

IT SEEMS LIKE THERE IS NO END TO THE NOMAD SOUL'S QUEST FOR INNOVATION

It seems like there is no end to The Nomad Soul's quest for innovation and the use of huge genre cross-overs and a star-studded cast is just the beginning. Other amazing innovations include actual real-time facial motion capture routines (it looks even better than it sounds), a complete 'virtual album' written and performed by Bowie, Gabrels and Gail Ann Dorsey and the birth of a new twist on the adventure genre: Virtual Reincarnation.

In The Beginning

The Nomad Soul is set on the inhospitable planet of Phaenon. Incapable of supporting life, the planet has five huge cities, each beneath gigantic crystal domes. These futuristic cities house the entire population of Phaenon, including a demonic spirit known as Astaroth, who until recently has been lying trapped deep in the heart of the planet. To regain his full strength and conquer the world (and probably later the universe, as they do) he needs to collect the souls of humanoids – and that's where a link to a parallel universe (that's ours) comes in.

There's an endless supply of souls to be had from across the void and he devises a trick to fool people into venturing across the breach – and that's where you come in.

As the game opens you're met by Kay'l, an Omikron officer, who asks you to help his world by first transferring your soul into his body. The only advice he gives you as you cross the divide between the two worlds is to visit his apartment to begin your investigation. Before you even get the chance to ask 'what investigation?' your trip



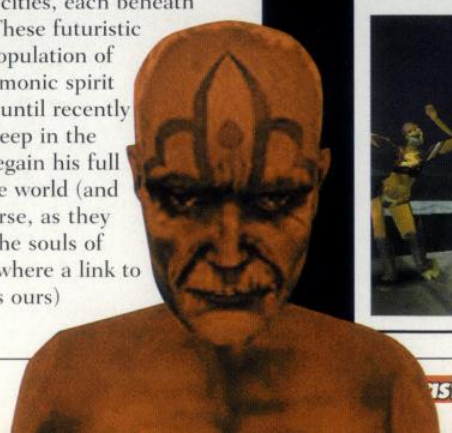


David Bowie make a special guest appearance...

virtual concert

As well as playing the part of the legendary 'Rider' Boz in The Nomad Soul, David Bowie also appears in the game as the lead singer of a band called The Dreamers. Leaving the game alone at the start screen will eventually prompt excerpts from their Virtual Album, which appears throughout the game proper. It's possible to pick up a flier early on in the game, advertising a gig they play in a bar in Omikron. Pay it a visit to see more – the sounds have a good groove and Bowie's dance moves are truly inspired (by Mick Jagger by all accounts!). It increases the edge of reality to see this through your adventure, as well as providing an excellent excursion.

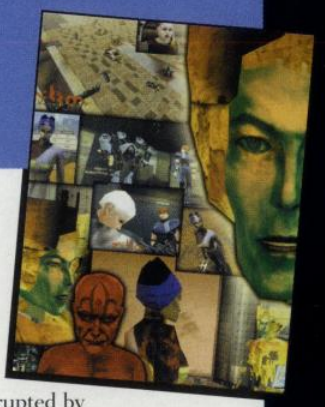




around omikron: jaunpur

Jaunpur is a residential area that houses the "middle-class" in a labyrinth of tiny streets surrounding the Yeshu Temple. Most buildings have no symmetry and they often take on bizarre shapes. The entire zone is built over ancient catacombs, and death, black magic and tenebrous powers are always lying just beneath the surface.





across the breach is complete. Next, your character is ravaged by some kind of demonic creature, who attempts to suck your soul through your face – before being rudely interrupted by an ED-209 style police robot, who later advises you to go home and recoup.

By now you may be wondering what the hell that was all about and, indeed, what the hell is going on, but it's all part of one of the most intricate, interesting and intelligent plots an adventure game could wish to provide. Now you have control of a stranger's body, on an alien planet, and it's entirely up to you what you do with it.

THERE'S NO NEED TO WANDER AIMLESSLY, HOPING AND PRAYING YOU'LL STUMBLE ACROSS YOUR NEXT CHALLENGE



You'll come into contact with a lot of weird-looking characters...

The back street you were attacked in leads out to the city proper and you soon realise you may have a few problems finding your feet, let alone your apartment. At this point a motion picture style introduction sequence kicks in, leading you on a fleeting tour of Omikron, accompanied by the sounds of Bowie and Co., while the credits role and the atmosphere increases in density to Blade Runner-like proportions. Once control has been regained and you take a look around the streets of Omikron for the first time, you realise how much time and effort has gone into the layout of the streets, the designs of the buildings, the futuristic craft sliding along the roads and the people milling around going about their daily

genre bending: fighting

There are few adventure games around that can boast an integrated 3D fighting engine. The Nomad Soul has one however, and for the best part it's damn good too. While visiting Kay'l's apartment for the first time you'll come across a virtual training centre tucked away though a back door. Boot it up and practise your fighting moves, combos and special attacks against a virtual opponent. Practising your fighting technique works to make you a more competent adversary but it also increases a number of values, including strength, agility, experience, resistance and even mana. Each character you control through the game has their own set of values that you can boost through training and fighting alike. Work hard and you'll kick ass – it's vital for progress through the game and you even get the chance to fight in an underworld fighting tournament for big bucks. It's not perfect, however (well it's not gonna be Soul Calibur is it?!) and controlling your moves and learning combos is tricky almost to the point of infuriation, but stick with it and you'll see it comes good in the end.







virtual reincarnation

Here is a brief run down of a few characters you control on your epic adventure as The Nomad Soul...



Kay'l

Profession

Investigating Agent for the Omikron Security Forces.

Skills

As a member of the Security Forces, Kay'l is very skilled at hand to hand combat and using standard issue weaponry. He has free access to the Security Centre and is authorised to carry arms.

Characteristics

Kay'l lives in Anekbah with his wife, Telis. He and his partner Den have an almost perfect arrest record.



Syao

Profession

Jewel Thief.

Skills

Syao is respected among thieves, is fast, discreet, intelligent and agile. She is classified "Most Wanted" by the Security Forces.

Characteristics

Syao lives amongst the rooftops of Anekbah and moves through the night like a cat through the shadows. Syao has no known allegiances. It is said she once managed to steal the fabled 'Jewel of Phaenon' from under the nose of Legatee Reshev himself!



Betsy

Profession

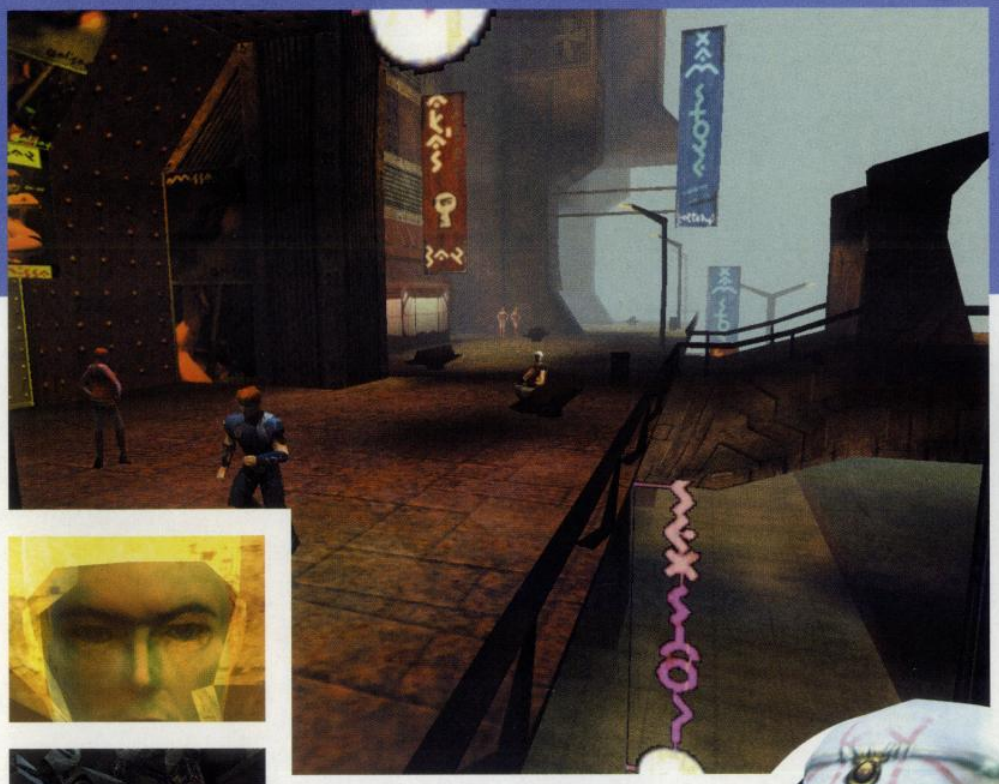
Journalist, The Omikron Guardian.

Skills

Betsy uses her high intelligence to good purpose, dealing with a hard-bargaining shopkeeper or managing a skilful seduction. She is quick-thinking, agile and flexible.

Characteristics

Adept at squeezing out of, and into, tight situations, Betsy is always to be found where the latest trouble is. Her nose for a good story and her exhaustive research make her extremely knowledgeable on many subjects.







AN EXCELLENT ADVENTURE THAT HAS FEW FAULTS

business, just as you're going about yours. That's one of the first really great things to hit you about The Nomad Soul – the game doesn't seem to revolve around the player, as if everything would be the same whether you were there or not. As huge, blimp-size craft slowly fly by overhead and signs lead to supermarkets and book stores, it's clear that the city of Omikron is not just an artist's impression of a futuristic city in a parallel universe, but a fully functioning virtual city, full of the sort of character and functionality you'd possibly expect from cities of the future.

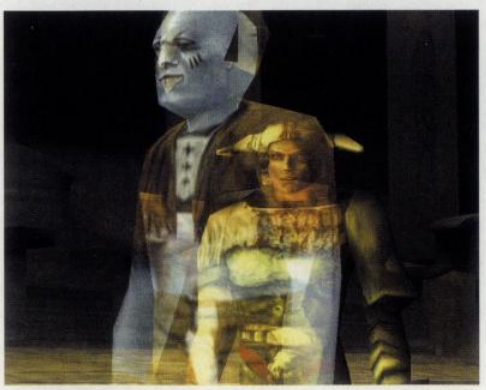
Sneaking Around

Unlike other action/adventure games like Tomb Raider, Soul Reaver and Shadow Man, there's no need to wander aimlessly, hoping and praying you'll stumble across your next challenge or cut-scene. The Nomad Soul is completely non-linear, yet your path is kept clear and focused, thanks to the tiny computer interface on your forearm, called the Sneak, and excellent plot development that keeps gameplay and story knitted tightly together throughout. The Sneak unit performs a wide range of tasks within the game world and provides you with information and clues that can help you progress. Its most common use, however, is for storing inventory items, like keys (to Kay'l's apartment for a start) or medical supplies. Items can be examined, used and even combined to create new items. A good example of this comes early in the game, when you must gain access to your superior's Police Badge so you can view classified papers out of your jurisdiction.

around omikron: qalisar

Qalisar is the self-styled red-light district of Omikron, rising from its lower class murk in an explosion of gaudy lights and questionable morality. The player may find himself here more than once, whether it's to follow up an investigation or just to satisfy the pure vicarious lure of his desires – dirty boy.





You can literally see straight through this guy!

storyboard: boz

Boz was the most famous pirate on the Multiplan. He knew the network by heart and got a sly pleasure from foiling IX's attempts to identify him. All those in Omikron who have touched a Multiplan terminal, even if only once, know who Boz is. His courage, freedom and audacity were always an example for all pirates, until one night when his world turned upside down...

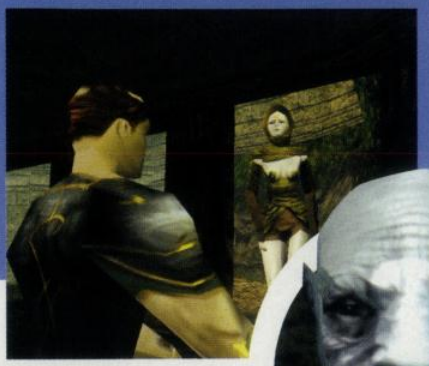
While Boz was working on his computer, destroying some business programs in the Trusts' computers, a demon broke into his apartment and leapt upon him. The struggle was short. The incubus played with Boz like a cat toys with a mouse before killing it. Boz fell to the ground. He who had never believed in demons before now felt his mouth opening in order for the demon to suck out the light of his soul. He knew that if he didn't act quickly, he would stay in hell forever.

As usual, pure luck gave him a final chance. A neighbour who had heard the struggle came to see what the noise was about. Just as he walked in the room, the demon turned to look, giving Boz time to move away. The demon jumped upon the neighbour and devoured his brain. When he had finished, he turned back to Boz's soul, now floating in a corner of the room. His battered body was lying in pieces on the floor. "I've only got one chance!" Boz realised. Before the demon had a chance to understand, Boz slipped into the terminal's Transmaterialization compartment and was sucked in by the network, or rather, into the network, where he has become Boz, the virtual being.

He can never come back. From that point on he could move around at will among the various stations of the network, in the printed circuits of terminals, between the lines of programming code. He got access to all information, all reports, all secrets. Distance and time no longer meant anything to him, he became "the Rider". Yet his life was not made any easier as a result. The demons would not give up trying to capture his soul and shortly thereafter, Astaroth unleashed virtual demons to hunt down Boz in the network. Then IX discovered a parasitic life form within its programs. IX created thousands of computer viruses to suppress Boz.

In spite of these enemies, the Rider is still there and continues to help the pirates and all those who would be free. He has become chief of the Awakened and runs a guerrilla army against the Trusts, the state and the demons. While awaiting victory he continues to spy on transmissions, to destroy codes and ruin programs, and to escape from those who want him dead.











Blast locks open to get through iron-clad doors...

Simply buy her a cup of Koil Tea, lace it with the sleeping drug you picked up from the Pharmacist moments earlier (you find a prescription for it back at the apartment) and watch her drop like a sack of spuds, leaving her office open for pilfering. Logical problem solving like this is adopted throughout the game, though many of the problems can be conquered in a number of different ways, but just like real life, logical thinking, an eye for subtle details and a good ear for gossip is all that's required.

Travelling around Omikron is made easier by the map that displays all the places of immediate interest to your investigation, but easier still thanks to Sliders, automated taxi-like crafts that zoom the streets. Calling the Slider just requires you to open the Sneak and 'call' a Slider by clicking on a destination taken from those available on the map screen. Simply stand by the side of the road, wait for it to arrive and hop in. The Slider will automatically zoom you to your requested destination as close to the entrance point as the roads allow – it's an excellent way to speed up your movements around the city, and an excellent amalgamation of today's way of life with a hint of tomorrow's technology.

There is more in the line of communication than use of the Sneak, however: talking to the



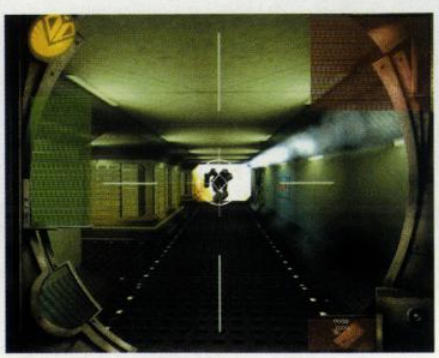


WHAT STARTS OUT AS AN EVERYDAY OMIKRON POLICE INVESTIGATION SLOWLY TURNS INTO A TREMENDOUS BATTLE OF GOOD VERSUS EVIL, ON A SCALE WHICH IS RARELY SEEN IN A COMPUTER GAME

THE NOMAD SOUL

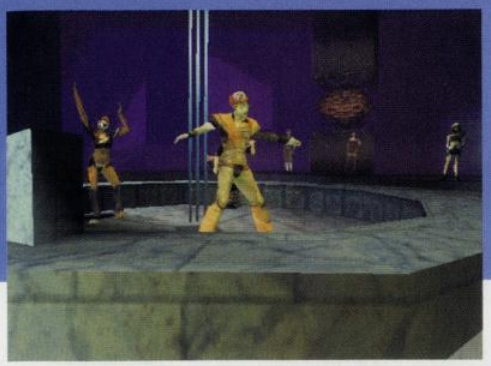
genre bending: shooting

Being a police officer in the troubled city of Omikron, you should know full well you're going to have to draw your weapon quite often on your travels. Instead of simply opting for the Tomb Raider third-person perspective, Quantic Dream have taken the tougher route of creating a first-person shooter especially for these sections. Although not up to the challenge that games like Quake and Half-Life offer, these sections certainly get the adrenaline pumping, and increase in depth and complexity as the game progresses.











THE NOMAD SOUL OFFERS A CLEAR-CUT CHALLENGE AND AN INSPIRED INSIGHT INTO A DARK AND FUTURISTIC WORLD

many NPCs (non-playable characters) is vital for progress and the multiple choice questions and answers you can give make all the difference. As a police officer, your line of questioning or the route you choose to take a conversation is paramount, as clues and information are deposited into a memory bank on your Sneak when relevant information becomes available to you. Voice acting is excellent throughout, as is the choice of responses and questions at your disposal. Again, logic and a good ear are essential to make your path clear, making The Nomad Soul a real hit for adventure fans in need of a more mature and sound challenge.

Of course, an adventure game of this nature wouldn't be worthwhile without the odd plot twist and surprise, but as with a good film, it would be such a shame to spoil the plot for Dreamcast owners who are going to buy The Nomad Soul, so I'll say little more than that what starts out as an everyday Omikron police investigation slowly turns into a tremendous battle of good versus evil, on a scale which is rarely seen in a computer game.

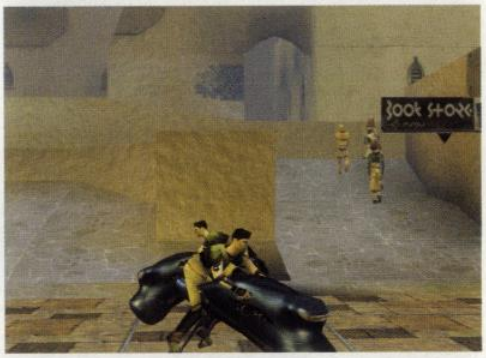
This is an excellent adventure that has few faults, but is let down slightly by an iffy fighting engine and underachieving shooting sections. Without them, though, the action wouldn't be so well-balanced and varied. When it's a case of six of one and half a dozen of the other, it's normally fair to give a title with trivial faults the benefit of the doubt and on this occasion, The Nomad Soul certainly deserves that. END

THE NOMAD SOUL

around omikron: lahoreh

Lahoreh is a magical and wondrous location, reserved for the well-heeled "jet-set" of Omikron. Vehicles traverse a shimmering lattice of Venice-like canals, and magnificent public buildings pierce the tranquil azure of the sky – lovely. Sounds a bit like Bournemouth, actually.









THE NOMAD SOUL

around omikron: anekbah

Anekbah is characterised by the frightening and oppressive high-rises of the Security Service that diligently survey the city. Enormous windmills turn slowly, generating energy by capturing the currents created from temperature fluctuations. It is here, amongst the dark streets and claustrophobic alleys, that you will begin your adventure.



dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

The Nomad Soul offers a clear-cut challenge and an inspired insight into a dark and futuristic world, with futuristic yet utilitarian technology and a functioning virtual community. Puzzles work logically through a well balanced adventure – solid building blocks for the next generation of adventure gaming.

8

Written By Russell Barnes russell.barnes@paynet.co.uk

On import

CARRIER

Peripherals

THE CONTROLS WILL FEEL FAMILIAR – THEY'RE PRETTY MUCH THE SAME AS RES EVIL'S, SO THEREFORE EQUALLY AS ANNOYING.

Publisher	Jaleco	**Developer**	Jaleco
Price	£55.99	**Genre**	Horror Adventure

THE VMU WORKS IN A SIMILAR WAY TO HOW IT DOES IN CODE VERONICA. WHILE YOU'RE PLAYING IT WILL SHOW YOUR HEART RATE ON ITS SCREEN. APART FROM THAT, ITS ONLY PURPOSE IS TO SAVE YOUR PROGRESS.

Wahey, yet another Resident Evil clone for us (as if we need any more). Surely it has more to offer to the genre? It's unlikely to meet the standards Code Veronica has now set...or is it?









INITIALLY... A CHEESY INTRODUCTION DIDN'T PUT ME IN A VERY OPEN MINDED MOOD – IT LASTED FOR WHAT SEEMED LIKE AN HOUR (REALISTICALLY MORE LIKE TEN MINUTES). YOU'RE GREETED BY THE ODD SPOOK FROM THE BEGINNING – AND HOW GROTESQUE THEY ARE. BIT OF A CONTROL PROBLEM AT THE MOMENT, THOUGH...

Another horror adventure game to add to the collection then... First we had the mediocre Blue Stinger, then Acclaim's Shadow Man, followed by the too good not to mention (even though it's only out on import at the moment) Code Veronica. And now there's Carrier, which is uncannily similar to the third Resident Evil instalment – in rather too many ways for my liking.

YET ANOTHER HORROR ADVENTURE GAME TO ADD TO THE COLLECTION

The story starts off with two SPARC agents, Jack Ingless and Jessifer, in a helicopter on their way to investigate weird goings-on on a seacraft carrier. They're unexpectedly shot down by the ship and crash land on the deck. Jack regains consciousness, only to find Jessifer missing and the rest of the deck deserted. Predictably, things take a turn for the worst, as just as Jack leaves to go and find medical supplies for the helicopter pilot, some kind of freakish mutant devours the chap before Jack can get close enough to rescue him.

This is where the introduction sequence ends and play starts. It's dark, raining and silently creepy and it's about time you found out what the devil's going on.



PORT SIDE ELEVATOR

Crummy Controls

As soon as you begin to move Jack, you can feel the similarities to Resident Evil's controls. You can use the analogue stick if you wish, but most of the time he doesn't move in even the general direction you're telling him to. So, resign yourself to the D-pad, pushing forward and a little to the left or right at the same time to make the job easier – it'll take you a while to get the hang of it. Also, like our heroine Claire Redfield, Jack will rotate on the spot for easy

COMING SOON...

The Nomad Soul

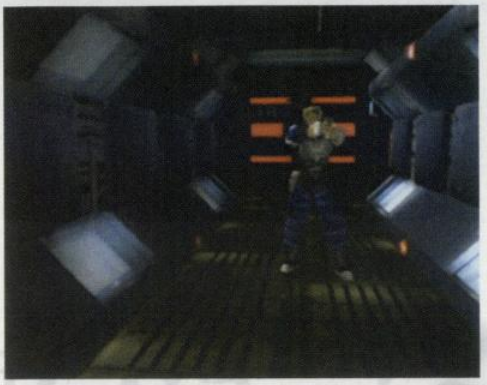


WE'VE REVIEWED IT ON IMPORT THIS ISSUE (SEE PAGE 70) AND IT'S ONLY A MATTER OF WEEKS BEFORE ITS RELEASE IN THE UK. THE NOMAD SOUL IS AN ACTION/ADVENTURE GAME WHERE YOU'RE THE MAIN CHARACTER INVESTIGATING YOUR OWN DISAPPEARANCE – SOUNDS STRANGE, BUT THE READ THE REVIEW AND YOU'LL UNDERSTAND. THE SOUNDTRACK WAS WRITTEN AND SUNG BY DAVID BOWIE AND HE EVEN MAKES A GUEST APPEARANCE. THIS IS ONE TO WATCH OUT FOR, FOR SURE.

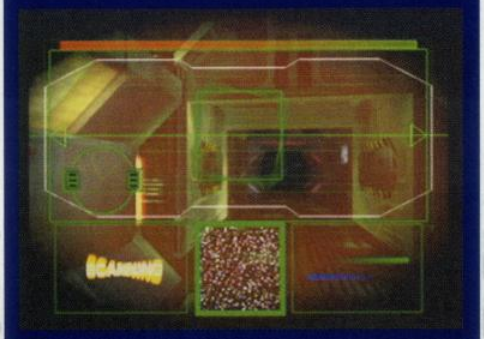


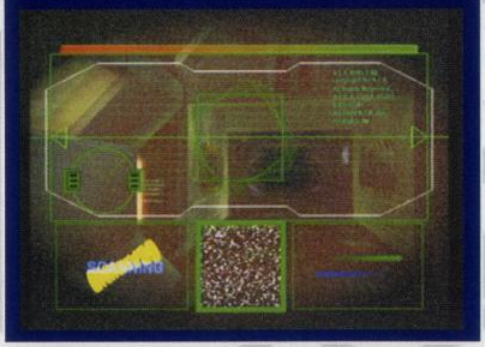
the terror scope

There is one interesting gameplay element in Carrier and that's the very useful BEM-T3 Scope. Basically, this contraption allows you to see in the dark and also enables you to see whether someone is infected with the deadly virus that's leaking all over the ship. You can also see through some walls with it. The scope proves extremely handy throughout the game. It switches to a first-person perspective and takes around three seconds to give a clear picture. Some of the spooks you come across are completely invisible to the naked eye, so the scope becomes your only means of spotting them before they find you.









shooting, if required. And while we're on the subject of shooting, the targeting system in Carrier is a trifle more user-friendly than that found in other titles in the same genre. When an enemy is closing in, you simply have to press the right trigger to get Jack to aim (sound familiar?). A white crosshair appears in front of the unfortunate mutant, then you simply shoot, and keep shooting until they stay flat on the ground surrounded by a pool of blood (gee, that also sounds freakishly familiar). If you opt to use the analogue stick, pushing forward will make Jack run, otherwise you'll need to press X at the same time.

Ship Wrecked

The entire game is pretty dark, and as you wander this way and that through the corridors, you'll come across some real freaks. A short way into the game you'll actually find out what happened to the crew of the ship. Basically, the carrier took on board a mysterious organism known as ARK. Soon after, a virus started spreading throughout the ship causing all the crew (well, almost all of them) to mutate into vile, dangerous monsters. Luckily for you, though, the odd one or two people are still left unaffected, and they'll give you hints on what to do or where to go next.

Mind you, none of the puzzles are that taxing in this game. Take, for instance, the first one you're given by your superior in the main security office. He's having problems trying to gain access to the security locking system and needs to override it – only he hasn't got the discs he needs, so he sends you off with orders to find them. This basically involves running around the ship like a headless chicken, shooting one monster after the next until you stumble across the discs. Navigating your way around is far from easy, as the map you have in your inventory isn't too easy to follow (but then I never was that good at geography).

Limited Resources

One of the things I found most infuriating when playing Carrier was the lack of crucial







NONE OF THE PUZZLES ARE THAT TAXING IN THE GAME

Search through the carnage in the pilot prep room to find extra life and bullets – look out for invisible mutants.

On import





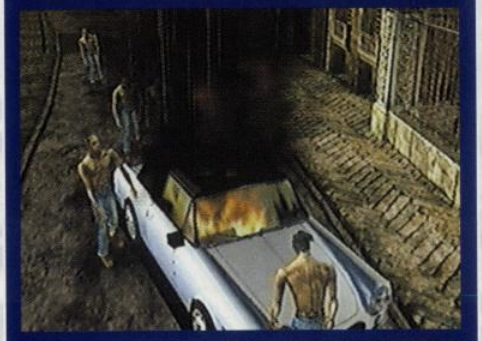


zombie fests

There's always been a fascination with flesh eating zombies and other such undead creatures in videogames, and the Dreamcast has already got its own back catalogue of them. Blue Stinger was the first, of course, although it just didn't have the same cinematic spine-chilling philosophy that Code Veronica made such good use of. Then there's The House of the Dead 2. It's not a horror adventure title, I know, but you must remember the first time you ever played it, when you had no idea what was going to jump out at you the next time you turned a corner... Nothing's quite as satisfying as a good gory shoot-'em-up, now is it? And let's not forget Zombie Revenge – part of The House of the Dead family of course, though it doesn't quite make the same grade as THOTD where gameplay's concerned. But bring 'em all on we say, it seems gamers just can't get enough – and the more spooky, gory and undead they are, the better!









pick-ups, namely health (which comes in the form of drinks) and bullets. There's nothing worse than running out of bullets, being injured by unavoidable mutants and then having no health drinks to be able to escape. Normally, you would find such items amongst corpses or in hidden corners somewhere. I lost count of how many times I had to start over because I had no way of healing my injuries. However, you are able to struggle with the various enemies and then push them onto the floor, so you can make a run for it (I'm not saying a word).

Graphically speaking, I would have to make use of the word 'fair' – not ideal, I know, but it's about the only way to describe them. The textures and screen resolution are pretty sharp but the animation of the characters leaves a lot to be desired. When Jack has a conversation with someone the lip sync is pretty dire, and that's avoiding the topics of the conversations themselves – I could go on to insult them, but let's just say they're quite cheesy. Some of the lighting effects are good – there's an instance where you're exploring the hull of the ship and you have to rely on the lightning to illuminate your hidden route – and some of the explosions are pretty cool too.

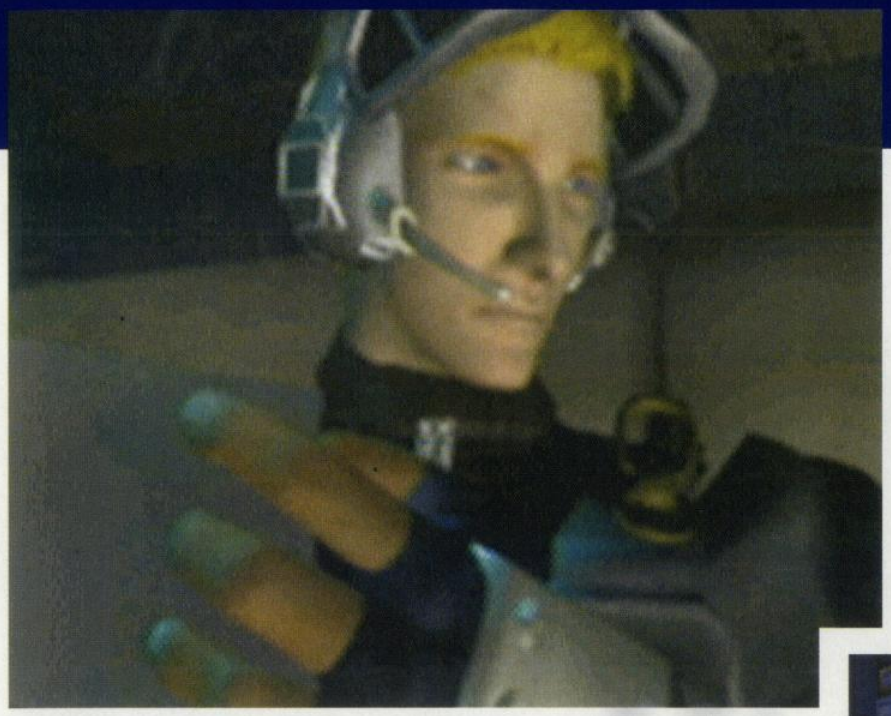






THERE ISN'T ANYTHING REALLY THAT GROUNDBREAKING ABOUT IT, IT'S JUST ANOTHER RESIDENT EVIL CLONE

This is a picture of Jack's brother who is somewhere on the carrier ship...









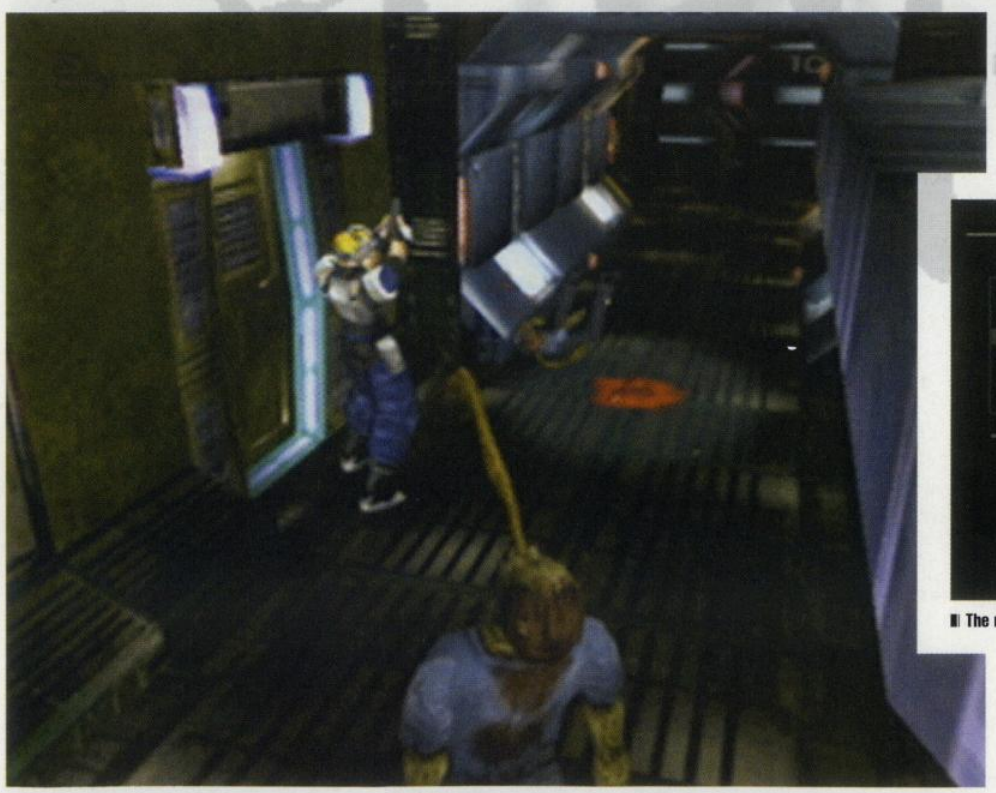
As for the camera angles, well they're not ideal for this kind of game really. The view flits from angle to angle quickly, and sometimes it doesn't end up in the most helpful of places – especially when you're trying to target a recently turned crew member.

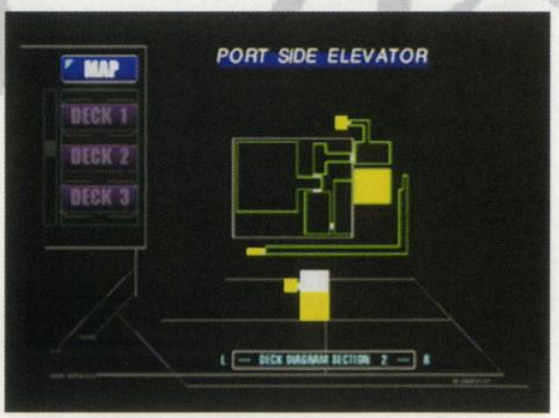
And In The Knapsack?

Press the Start button at any point and you can check out the contents of your inventory. You can take a closer look at important files you've collected (as research into what's going on), floppy discs and your map of each of the decks (there are six of them altogether). You can also equip yourself with different weaponry, though there aren't many exciting guns to choose from – although there is the odd bomb or two. You can also drink your health drinks through the items menu.

To add some extra longevity to the game, after you've completed Jack's scenario, you're given the opportunity to play as Jack's accomplice, Jessifer. Her adventure is only about half as long as Jack's, so you've probably got about 15 hour's worth of gaming to be completed – shouldn't pose too much of a problem.

So have I mentioned anything spectacular about this title yet? I didn't think so, and that's because there isn't anything really that groundbreaking about it – it's just another Resident Evil clone, though it really does pain me to say those words. The puzzles aren't exactly mind-bending, the storyline doesn't really develop into anything earth shattering and it just doesn't feel like you're taking part in an epic horror adventure – in fact, it really isn't that scary at all. I suppose if you're into zombie bashing and not much else, this'll be a treat, but don't boot it up expecting great things because you'll be a tad disappointed. END





The maps in this game are a tad hard to work out...

Written By Claire Webster claire.webster@quaynet.co.uk

On import

Peripherals

THE CHANCES ARE YOU'D BE MORE AT HOME WITH THE ARCADE STICK IF YOU LIKE YOUR FIGHTING GAMES.

DEAD OR ALIVE 2

Publisher	Tecmo	**Developer**	Tecmo
Price	£39.99	**Genre**	Beat-'em-up

It's got gorgeous graphics and top totty, but can it floor everybody's favourite fighter?

USE THE VMU TO SAVE YOUR OPTION SET-UPS FOR EACH OF THE GAME MODES IN DOA 2 AND TO STORE YOUR RANKINGS AND HIGH SCORES. THERE'S LITTLE MORE USE FOR IT THAN THAT, BUT IT ONLY TAKES UP A FEW BLOCKS OF SPACE AS A RESULT.

INITIALLY... DEAD OR ALIVE 2 IS HEAD AND SHOULDERS ABOVE THE COMPETITION. DETAIL IS SECOND TO NONE AND THE CHARACTERS ARE SOME OF THE BIGGEST YOU'LL SEE ON-SCREEN. HAVE THEY GONE TO TOO MUCH TROUBLE WITH THE GRAPHICS AT THE EXPENSE OF GAMEPLAY? THERE'S ONLY ONE WAY TO FIND OUT...









Eagerly anticipated' is a phrase that's been bandied around the videogames press so much over the years, it's been slowly losing its meaning, but every now and then a game appears on the horizon capable of redefining the phrase. Dead or Alive 2 is one such game and for several reasons, one of the more important being its challenge to Soul Calibur's accolade as the king of the beat-'em-up genre – and not simply in the graphical stakes. The second (some might say) most important factor on the anticipation-o-meter is the number of scantily clad girls in the game, showing their knickers and 'leaving their sports bras at home', if you know what I mean. Sex sells, and DOA 2 has more crass breast and booty bouncing than a Dr. Dre music video...

The question at the forefront of my mind as the US release approached was whether Tecmo were trading looks and lasses against substance and gameplay, as more images of girls in tiny swimsuits surfaced all over the net, without much more than a sniff about the different modes at your disposal. Everybody knew there was going to be a Tag-Team mode, thanks to the screenshots showing it in effect, but beyond that it's been something of a mystery.

It's a mystery no more. Instead, however, as far as game modes are concerned, it's more like a disappointment. There are the usual spread of modes – Story (arcade mode), Versus, Tag-Team, Team Battle, Time Attack and Survival – but nothing that can pretend to compete with Soul Calibur's Mission Battle, or even Street Fighter Alpha 3's World Tour Mode, for that matter. Most right-minded gamers would think it something of a prerequisite to offer a single-player mode with a long term challenge at least on a par with Namco's scrapping sensation, but DOA 2 seems to have neglected to include anything of the sort. Once you've played through each mode to receive the highest rank, the single-player challenge is effectively over, leaving nothing more than multiplayer challenges to keep you playing. Basically, what that means is that no additions have been made to the game since the arcade version – no new modes to open, nothing in the line of extras whatsoever, bar a selection of different costumes per character that are available at the Character Select screen.

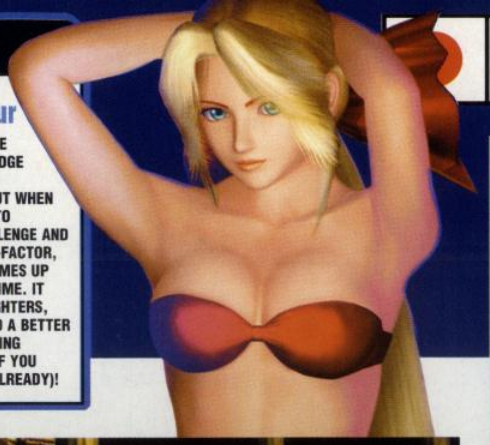
Moving away from the obvious lack of any long term challenge, DOA 2 offers the best visual effects and attention to detail of any game you're likely to see for the best part of this year. Characters are big and bold, while the backdrops to your fight aren't just the most detailed

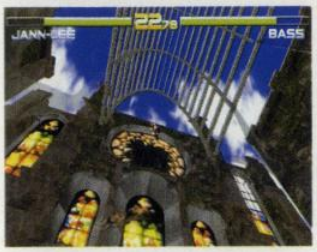
ALTERNATIVELY...



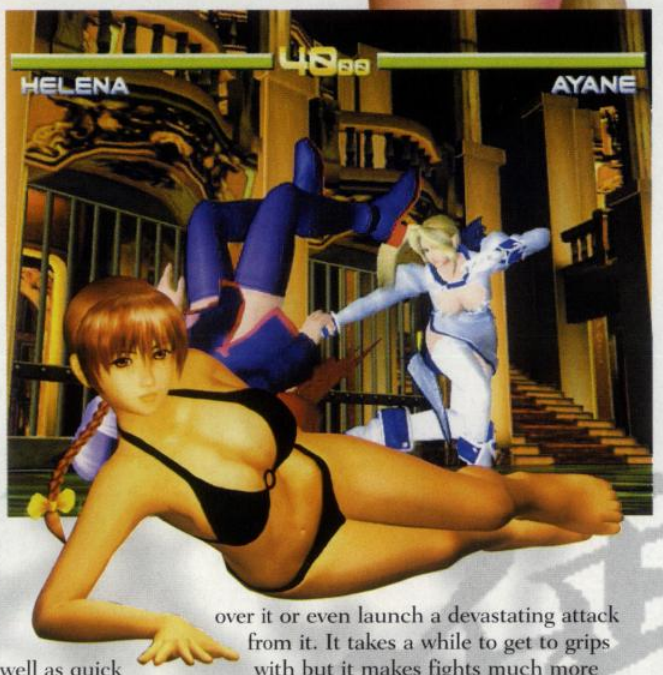
Soul Calibur

DOA 2 MIGHT HAVE THE GRAPHICAL EDGE OVER NAMCO'S MASTERPIECE, BUT WHEN IT COMES DOWN TO LONGEVITY, CHALLENGE AND ITS OVERALL FUN-FACTOR, SOUL CALIBUR COMES UP TRUMPS EVERY TIME. IT OFFERS MORE FIGHTERS, MORE MOVES AND A BETTER SPREAD OF FIGHTING STYLES. BUY IT (IF YOU HAVEN'T GOT IT ALREADY)!









ever, they're also fully interactive (check the scenery box for more details). Control of your fighters works in a similar vein to that of Virtua Fighter 3tb and is fluid, as well as quick to respond to your commands. Although you only have one punch and kick, directional presses and combinations provide a whole host of moves per character (over 100 each) and you don't need a trained eye to realise that the animation and meshing of moves surpass anything you'll have seen before. Blocking is taken care of by a button of its own and parrying and counter attacks are possible and very effective.

DOA 2 HAS MORE CRASS BREAST AND BOOTY BOUNCING THAN A DR. DRE MUSIC VIDEO

The final button left on the DC controller is assigned to throws, and throw combos are also possible, making them much more visually and tactically impressive than those in Soul Calibur. This also acts to stop one of my biggest fighting game bugbears – ping pong. With the majority of fighting games on the market (Soul Calibur included, to a certain degree) fights are made up of player one dishing out a combo, only for player two to dish one back at them. Play normally goes on like this until one fighter hits the floor. Dead or Alive 2's blocking and holding system acts to cut down the amount of toing and froing that's done by allowing you to catch an opponent's limb and push it away, trip them over it or even launch a devastating attack from it. It takes a while to get to grips with but it makes fights much more interesting and also more realistic – which is another area where it prevails over Soul Calibur.

Next issue will see our full UK version review of Tecmo's basher (it's due for release 28th April), but it's unlikely to have undergone any major changes from the US version we've been playing. It's a shame Tecmo neglected single players and traded the ease of the conversion for customer satisfaction, but if you're a big enough fighting fan to have read this review, you're probably going to buy it anyway... END



Just check out those lighting and water effects – truly groundbreaking.

sensational scenery

An area in which Dead or Alive 2 is clearly head and shoulders above the competition is with its remarkable 3D backdrops. Unlike Soul Calibur's pretty but empty scenery, stages in DOA 2 are all fully interactive and much bigger than you would first think. Players can smash opponents into walls and pillars and even incorporate the scenery into their special moves. Even more impressive than that, however, is your ability to punch, kick and throw your opponent through windows, fences and the like into a new area, where the fight continues. As you can see in this selection of screen shots, Gen-Fu starts his battle at the top of a waterfall, bashes his opponent off the edge, then jumps down after him to continue the pummelling at the bottom. Some stages have up to four of these huge layers, making DOA 2's stages the biggest and most beautiful in the world.









Written By Russell Barnes russell.barnes@quaynet.co.uk

On import

Peripherals

THE CONTROLS ARE SIMPLE ENOUGH IF YOU'RE USING THE PAD BUT THE ACTION'S A LOT QUICKER IF YOU USE THE LIGHT GUN.

VIRTUA COP 2

Publisher	Sega	**Developer**	AM2
Price	£40-£60	**Genre**	Shoot-'em-up

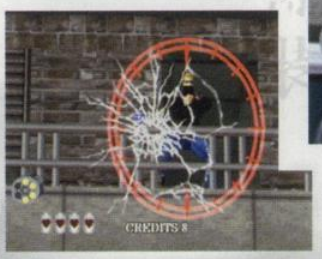
The classic arcade shoot-'em-up gets converted to the Dreamcast at last, but does it have anything extra special to offer?

THE VMU WILL SAVE THE RANKINGS TABLES BUT NOT MUCH ELSE. IT DOES DISPLAY A RATHER SPLENDID GAME LOGO IN THE SCREEN THOUGH – NO USE NOR ORNAMENT REALLY, FOLKS!



Shooting bad guys during high speed car chases isn't easy. Try shooting out the tyres...







INITIALLY... WHAT HAS SEGA DONE WITH ALL THE DIFFERENT GAME MODES WE WERE SO WISHING AND HOPING FOR? THIS IS EXACTLY THE SAME AS THE ARCADE GAME WE ALL KNOW AND LOVE – THAT'S OBVIOUS RIGHT FROM THE START. THE FACT IS THOUGH, I'M VERY DISAPPOINTED ALREADY...

Virtua Cop 2 has been around in the arcades for what seems like years now – actually it is years. It's a household name really, and like The House of the Dead, it is one of the most popular of all shoot-'em-up coin-ops.

When The House of the Dead 2 hit the shelves, gamers couldn't wait to dig deep in their pockets and part with some hard cash. Ever since, we've all been wondering whether Sega would have the sense to bring out Virtua Cop 2, but I suppose it's better late than never.

VIRTUA COP 2 JUST HASN'T GOT WHAT IT TAKES TO JUSTIFY PARTING WITH ANY AMOUNT OF CASH OVER SAY, 20 QUID

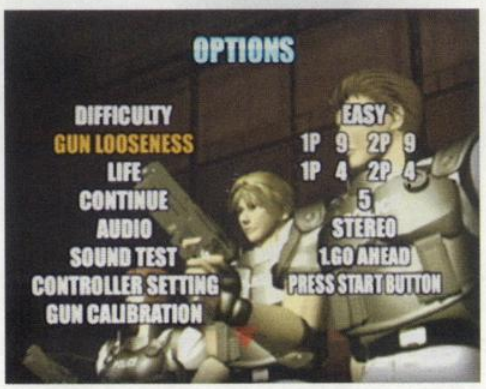


There have been many complaints circulating, saying that all the Dreamcast really has to offer is just a load of arcade conversions and no games which are that substantial. Of course, it's tempting for Sega to just port these arcade games straight over without any changes and hope to make a quick buck out of it with as little effort put in as possible.

Well, Crazy Taxi wasn't a straight arcade conversion; it had crazy missions and two arcade modes to offer to add some extra longevity to the game – we were all happy with that, weren't we. Then there was The House of the Dead 2, another classic shoot-'em-up, of course. This had extra game modes and an abundance of options to tinker with to add some extra minutes of play time – again, no complaints there. Zombie Revenge was a bit of a let down though, I think we'll all agree on that one.

Sadly, and I hate to be the bringer of bad news, folks, Virtua Cop 2 also just hasn't got what it takes to justify parting with any amount of cash over, say, 20 quid. True, it is an exemplary arcade conversion but only the odd one or two things have been added in the process.





Life As A Cop

All these well hidden extras can only be found in the options screen. Firstly, you can alter the difficulty setting to either easy, normal or hard.



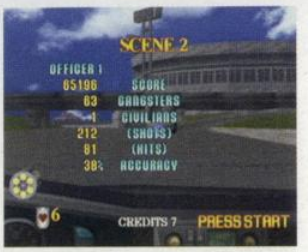
ALTERNATIVELY...



The House of the Dead 2

NOTHING – AND I MEAN NOTHING – IS GOING TO TOP THIS SHOOT-'EM-UP. ZOMBIE REVENGE TRIED AND FAILED MISERABLY. NOTHING CAN REPLACE GOOD OLD GORE AND ZOMBIES FOR GAMING ENTERTAINMENT AND THERE'S PLENTY OF IT IN THIS TITLE. THERE ARE EVEN EXTRA GAME MODES TO TACKLE, WHICH IS MORE THAN I CAN SAY FOR VIRTUA COP 2.





Though a port from the arcade, Sega have included new animations for the home version.

IT'S **AN EXEMPLARY** ARCADE **CONVERSION** **BUT** ONLY **THE ODD** ONE OR **TWO** THINGS **HAVE** BEEN **ADDED IN** THE PROCESS

You can alter how much life you have to up to nine, and the same goes with continues. If you want to play in true arcade style you can give yourself the equivalent of only a pound's worth of play, or you can do yourself a favour and have a fighting chance of completing it, with nine continues. There's also an auto reload option which comes in rather handy. I tried it both ways and I have to say that I completed the game first time with auto reload on, but I suppose it would be fair to say it's a bit of a cheat.

Just like in the arcades, you first have to choose to start at beginner, medium or expert level but as you complete each of the stages, you progress naturally onto the next level.

So, off into battle you go, taking out each and every bad guy highlighted by a target. At first these targets are a green colour but you have to make sure you blow them away before they turn red and subsequently shoot you. Action takes place in a handful of areas: out on the streets, on a boat, on a train, in a subway and then in what looks like a factory of some kind. There are two occasions where you get to choose which route you take by shooting one of two sign posts – a bit of a lightweight way around trying to make the game different each time you play. Some of the action takes place on the move, with you chasing the bad guys in your cop car through the city streets. A nice little touch, which I feel is worth a mention here, is that you can shoot the cars' wheels to make them spin off the road and crash – very satisfying.



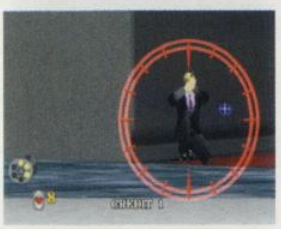
Take Them Out

At the end of each stage you've got your bog-standard boss. They're not exactly difficult to see off either. The first one is standing on a high ledge and persists in lobbing crates, barrels, vans and grenades at you, all of which you must shoot apart before they hit you. The second is comprised of around six men all wearing jetpacks, with them (again) throwing grenades your way. Shoot the grenades, and them in-between, and they'll all end up making a splash as they fall into the sea below them.

You can pick up alternative weapons along the way as well, such as an automatic, a machine gun or shotgun, but they only have a limited number of bullets.

To be honest, Virtua Cop 2 only took me about half an hour to complete on the easy difficulty setting, so I would say there's only about an hour's worth of gameplay to be had in total. Sega could have done so much more with this – how about a target practice mode or a mode where you can play the first Virtua Cop? It wouldn't take much, would it? It would undoubtedly be cheaper to go down to the arcades and complete the game, rather than forking out about 50 notes to play it for just a couple of days and then file it away in your bottom drawer, never to be seen again. What a disappointment. END







Written By Claire Webster claire.webster@quaynet.co.uk

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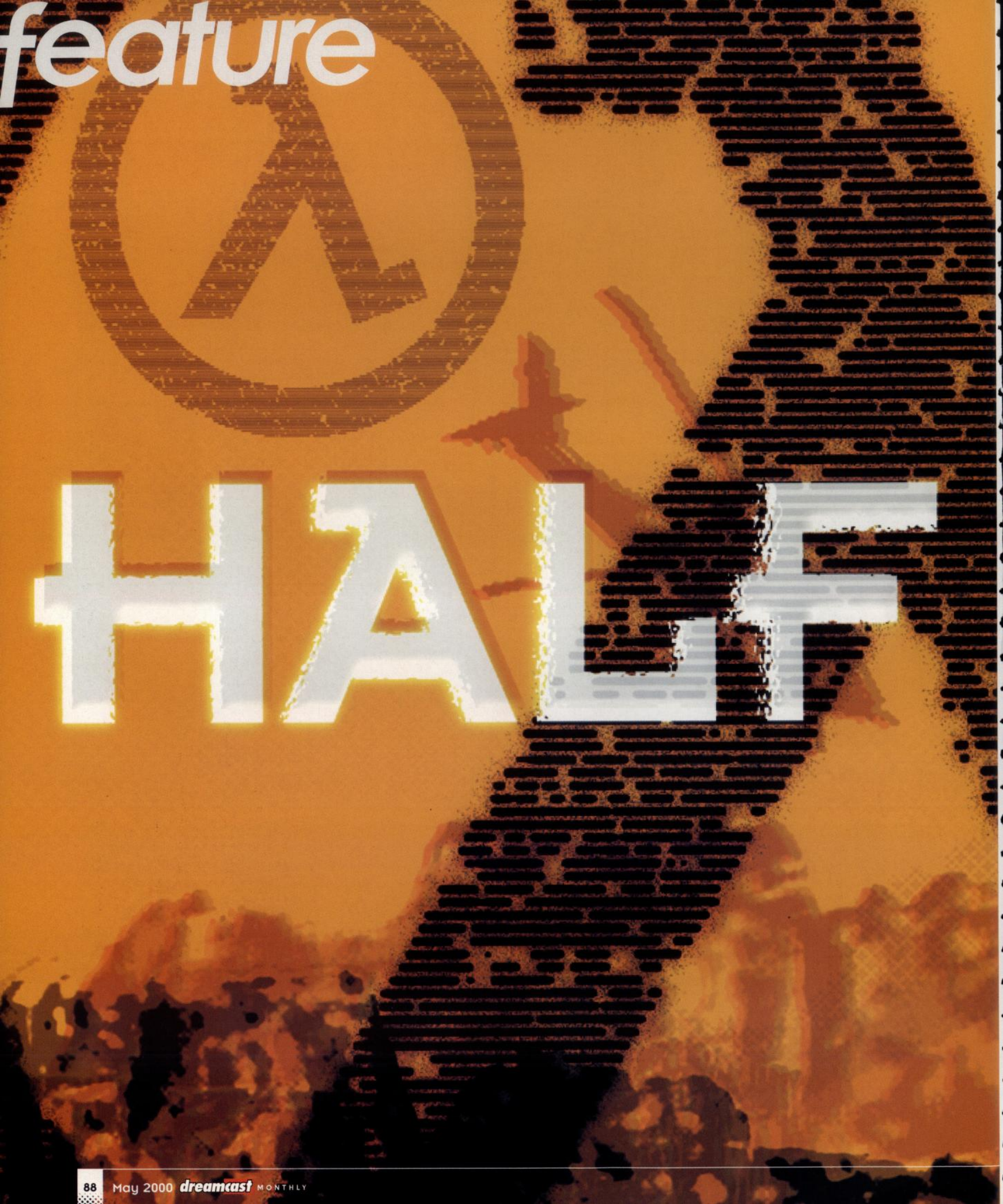
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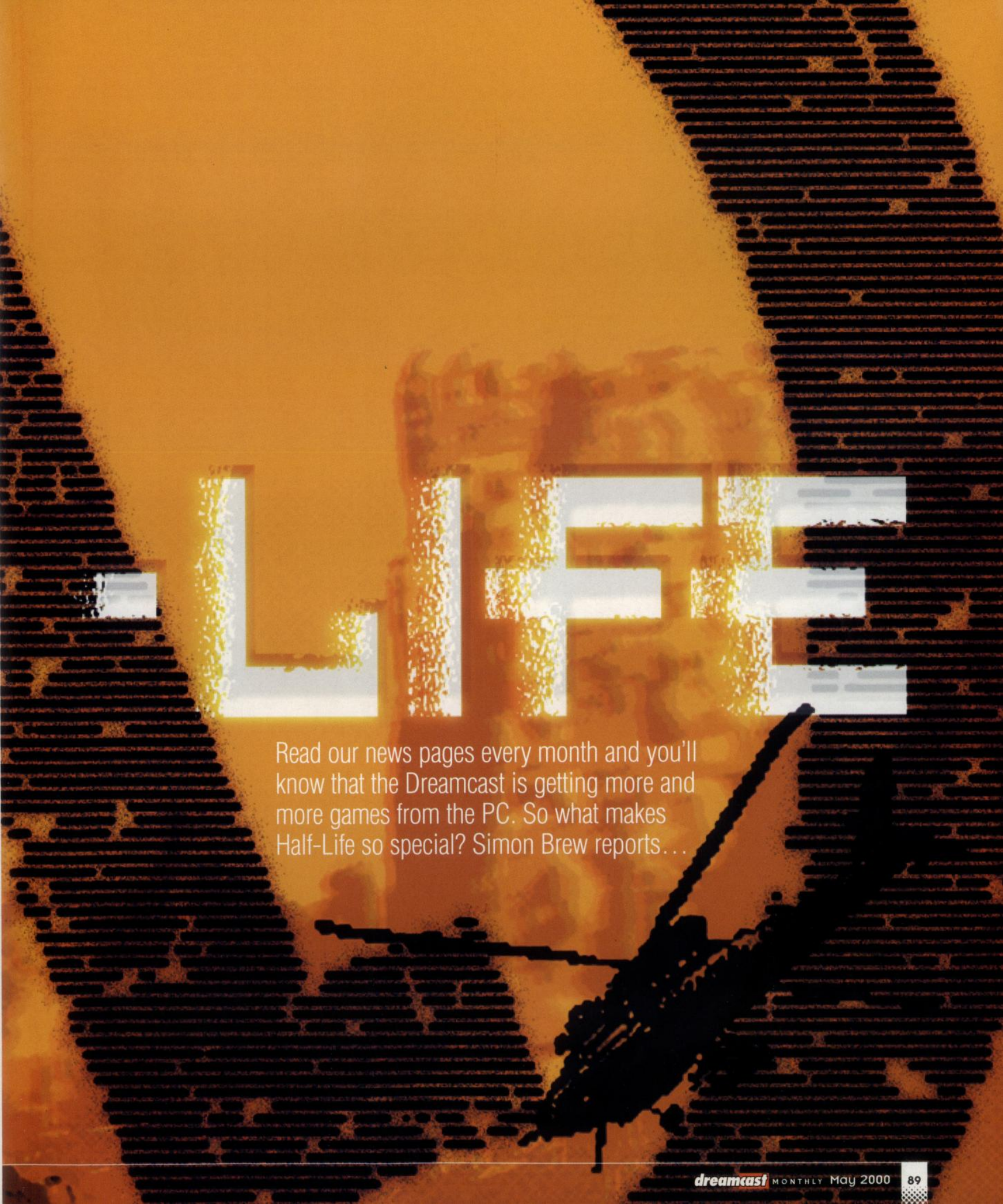
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HALF



Read our news pages every month and you'll know that the Dreamcast is getting more and more games from the PC. So what makes Half-Life so special? Simon Brew reports...







Why Half-Life Matters

Most of the time when we get wind of another PC conversion over to the Dreamcast, there's little reason for us to prick up our ears and get excited. That's not to say that we're opponents of such conversions, it's just – well, they're hardly Sonic or Soul Calibur are they?

Yet when we put together our 'Your Most Wanted' feature a few issues ago, we listed quite a few PC games that we were simply gagging to see on the Dreamcast. There was Quake 3, Tomb Raider, even FIFA – the games that at the time you were writing to us about, to find out if we'd ever see them on Dreamcast. But then there was also one we were looking forward to more than any of them, a game that nearly two years on from its original release on the PC is still as essential as ever. And that, ladies and gentlemen, was Half-Life, acclaimed by many as the best PC game of all time. With the announcement that we were definitely going to be seeing a DC version, we started to get excited. For this is something really very special indeed...

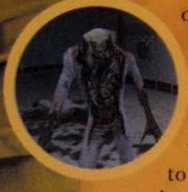
Where It Began

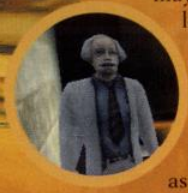
The game originally surfaced back in 1998, produced by Valve and published by Sierra. At

IT'S JUST ABOUT THEN THAT THE FIT HITS THE SHAN, AS CHAOS ERUPTS AROUND YOU AS YOUR EARS ARE FILLED WITH SCREAMS AND YOUR EYES WATCH AS TIME CRUMBLES IN FRONT OF YOU









first glance it was just the latest in a series of competitors to Quake II at the time. Games such as Daikatana and Duke Nukem Forever were on the slate (neither of which has yet been released), and both of those were attracting more attention. And yet it becomes immediately obvious when playing Half-Life that this is something far more intriguing and worthwhile than many of its so-called competitors.

The key reason for this is that, for once, you don't feel that the game is revolving around you, more that you are simply a part of the game world, and whether you're there or not, things will be going on and people will be having conversations. Walk up to someone in a corridor, and chances are they'll say hello. Hang around and they may get irritated and politely request you leave. When it comes to crisis point, hell, they'll want all the help they can get off you, and you'll need to be asking them a favour or two as well. That's because Half- Life actually boasts a tangible, worthwhile storyline, as opposed to the old notion of writing









the game and cobbling a plot around it. Quite the opposite in fact – the story underpins everything that's going on, and whilst it may not be the most original plot, it's carefully woven and you can't help but be sucked in.

What You Need To Know

The story kicks off in the depths of the Black Mesa Federal Research Facility, once a missile base but now the home of a secretive and highly confidential project. The reason for the secrecy? Because a group of smart arse scientists have discovered a portal that leads to another dimension, with some truly terrifying stuff on the other side.

As a young research associate (called Gordon, if you're interested), you draw the short straw and end up slap-bang in the middle of a test chamber, with limited knowledge yet a very important task to perform, as you must analyse a specimen unlike anything you've ever seen. The only problem is, it's just about then that the fit hits the shan, as chaos erupts around you as your ears are filled with screams and your eyes watch as time crumbles in front of you. And when the explosions grind to a halt, the research facility has become a very different place, as strange and not particularly friendly creatures cross the portal, packing out the corridors and attacking the scientists.

The mission then, it seems, is to get to the surface and tell the world exactly what's happening. That's hard enough by itself, and will require stealth and brawn to do. To add to the fun though, government officials are keen to hush things up, to the point where troops are sent in to the complex with the strict orders not to let anyone leave (and in the mission add-on pack for the PC, you quite literally swap sides and play one of those soldiers trying to keep things quiet). If only you'd taken that job at McDonald's instead, right?

THIS IS SOMETHING FAR MORE INTRIGUING AND WORTHWHILE THAN MANY OF ITS SO-CALLED COMPETITORS



Multiplayer

One of the highlights of the PC version of Half-Life was the fact that you could play the game over the Internet, instantly adding an extra element of smugness as you grease some pompous American across the sides of the wall. Or in our case, die very quickly at the hands of the ultra-experienced Stateside gamers (who don't have to pay phone charges, so they've got an unfair advantage). There's been no confirmation thus far on whether the DC version will offer an online option, but suffice to say, as soon as we know, we'll let you know...







Did You Know?

We're indebted to the official Half-Life website for this, so did you know that the team behind the original game had contributed their talents to some of this little lot?

Civilization	Magic: BattleMage
Countdown	Materia Prima Texture
DCK (Doom Construction Kit)	Library
Doom Special	Microsoft Excel
PlayStation Edition	Microsoft Windows
Doom 64	Microsoft Word
Double Dragon V	Muppets Inside
Dr. Floyd's Desktop Toys	Quake Command
Duke Nukem 3D	Rise of the Triad
F-15 Strike Eagle	Shadow Warrior
Final Doom	Wild 9's
Fling!	WorldCraft
Gunship 2000	Zork Nemesis







YOU DON'T FEEL THAT THE GAME IS REVOLVING AROUND YOU, MORE THAT YOU ARE SIMPLY A PART OF THE GAME WORLD



Into Action

It's a fairly intricate storyline that underpins Half-Life, and you'd quite rightly suspect that some expert work has gone in to keeping the narrative pumping along whilst keeping the action flowing too. Curiously, the game forsakes the need for the traditional cut scene, simply by doing the storytelling work as you go along. That doesn't mean you're spared the effects and cinematic visuals of a game of this style, just that instead of stopping the game to do all that, it happens whilst you're still playing. Likewise, those key conversations that we mentioned before happen as you walk around, and it's not just a matter of triggering a special scene when you approach the right area.

Back to the cinematics for a minute though, as they really do help make the game heart-pounding. For instance, it's not an uncommon occurrence for you to walk into a room and have various parts of it blow up around you, purely as a result of the unstable nature of the complex. Get too close and you could be in trouble, but generally you'll find yourself out of immediate reach – for not only is Half-Life an example of high quality gameplay, it's incredibly fair as well. Few things are more frustrating than the feeling that a game has cheated you in some way, yet in Half-Life if you make a mistake, it's predominantly your mistake, pure and simple. The learning

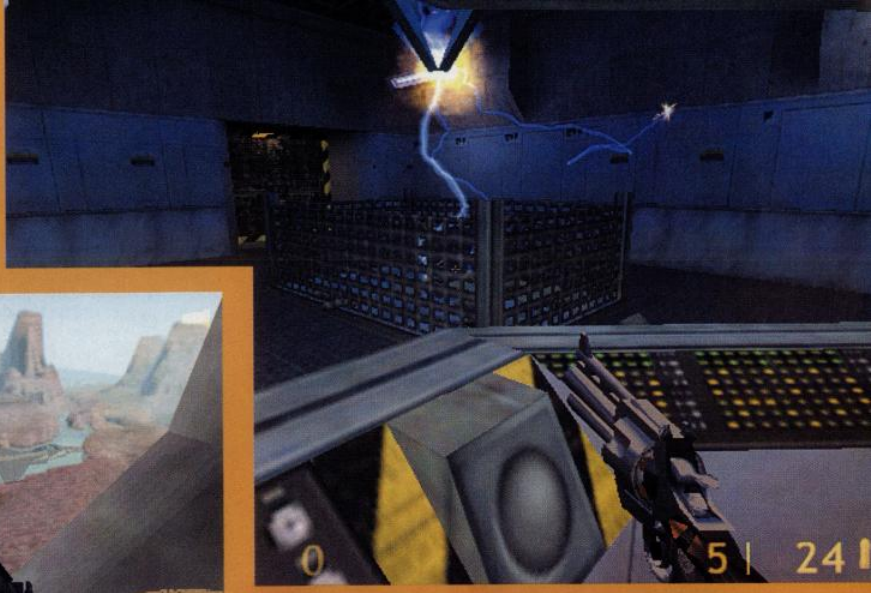


I don't think he's gonna stand much chance with just a crowbar...









curve too is exemplary, offering an optional training course to help you get to grips with the basic controls and manoeuvres you'll be expected to perform in order to succeed. There's not going to be an enormous amount to learn, although we're still intrigued about how the control system will carry across to the DC.

But perhaps the key thing that carries Half-Life above all of its competitors, past and present, is the sheer atmosphere. Few games can come even close to the style in which Half-Life sets its mood, continually







VERY FEW GAMES CAN PRETEND TO COME CLOSE TO THE STYLE IN WHICH HALF-LIFE SETS ITS MOOD

willing to pull the rug from under your feet and make you appreciate even more the surroundings in which you're placed. A lot of the credit for that has to go to the sound, which on the PC was able to place sounds into specific speakers to give you audio clues as to where the next threat was coming from. Nothing revolutionary there maybe, but still highly effective. The graphics, too, display elements of thought that help lift the game into a different class, with little details, like light switches sparking when you try and use them, through to those quality explosions and aliens who can appear out of nowhere and genuinely make you leap out of your seat (boasting quality artificial intelligence too, which makes the bastards even harder to kill).

And The Dreamcast?

And so, finally, we're left with the simple question of how the Dreamcast version of the game is going to work out. After all, it's okay having a classic PC game, but if the conversion is a clunker, then it's a waste of time anyway.

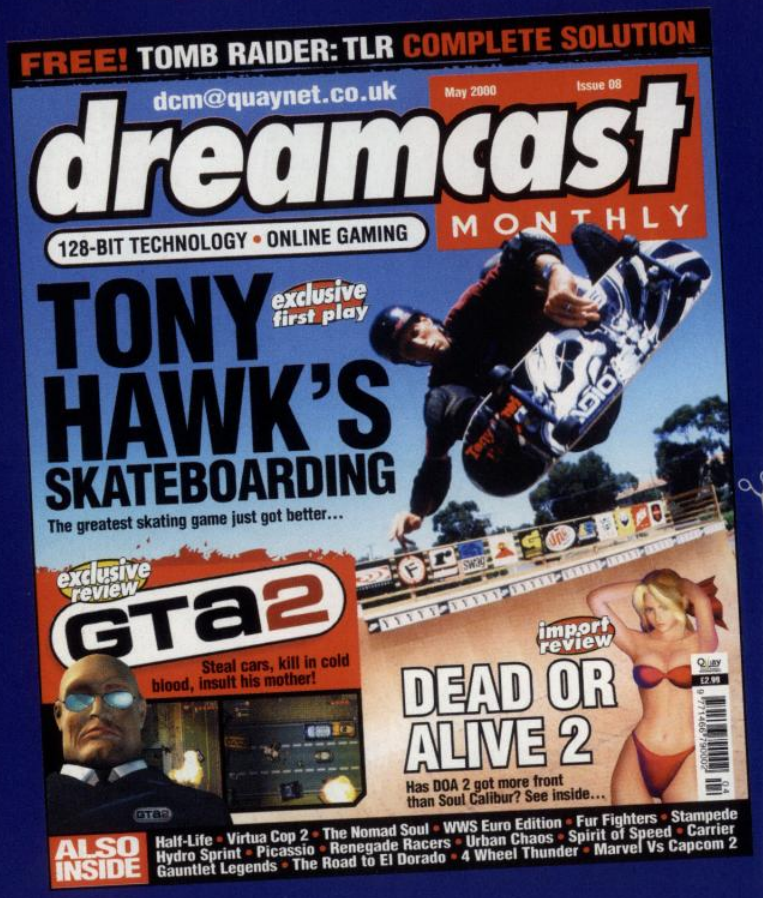
The job is in the hands of a Californian based team called Captivation Digital Technologies, and will have input from the original programmers too. Extra enhancements are promised for the Dreamcast version too, which is very welcome news, with the official press release promising that the game will be "even more extraordinary than the original PC version". To that end, they've seen fit to include a brand new single-player mission especially for the DC (with Gearbox Software handling the extra level – they were the team behind the official PC expansion pack), and we're expecting the multimedia aspects to be even better too, all of which leaves us very happy indeed.

The game is currently scheduled for release during the Summer, which puts it neatly in line to take advantage of the DC's multiplayer capabilities and online gaming facilities which, touch wood, should be up and running by then (although we haven't had official word on online gaming support). Bottom line? For once, ignore the fact that this is a PC port, and brace yourself for one of the best gaming experiences that the world has ever offered...



Written by Simon Brew simon.brew@quaynet.co.uk

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Showcase: UEFA Striker
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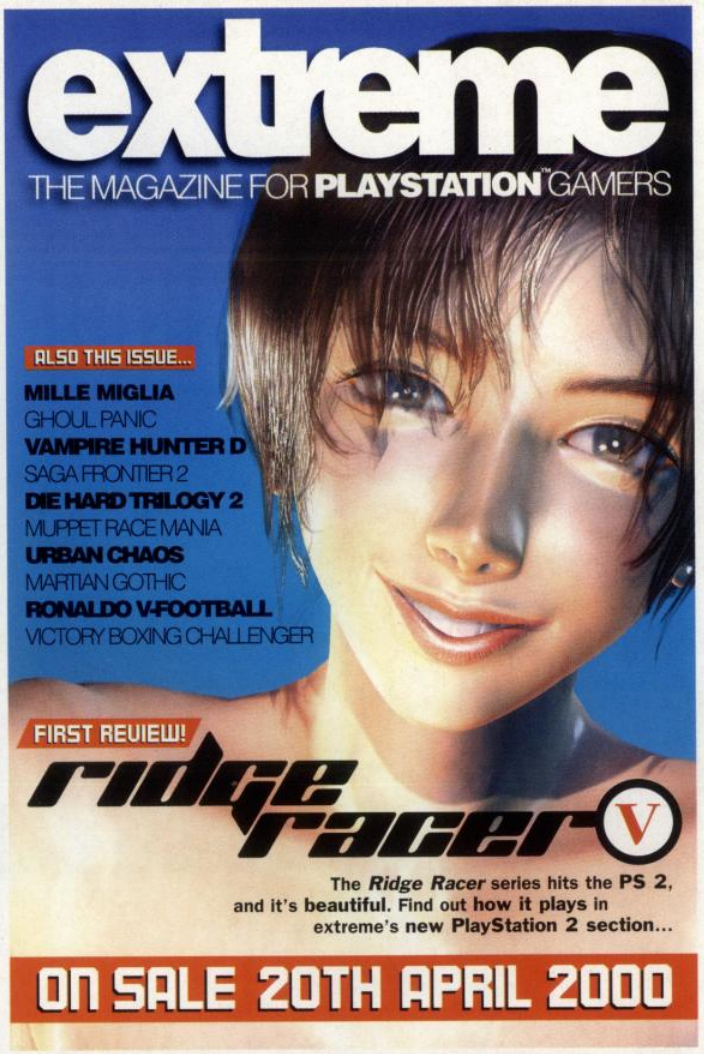
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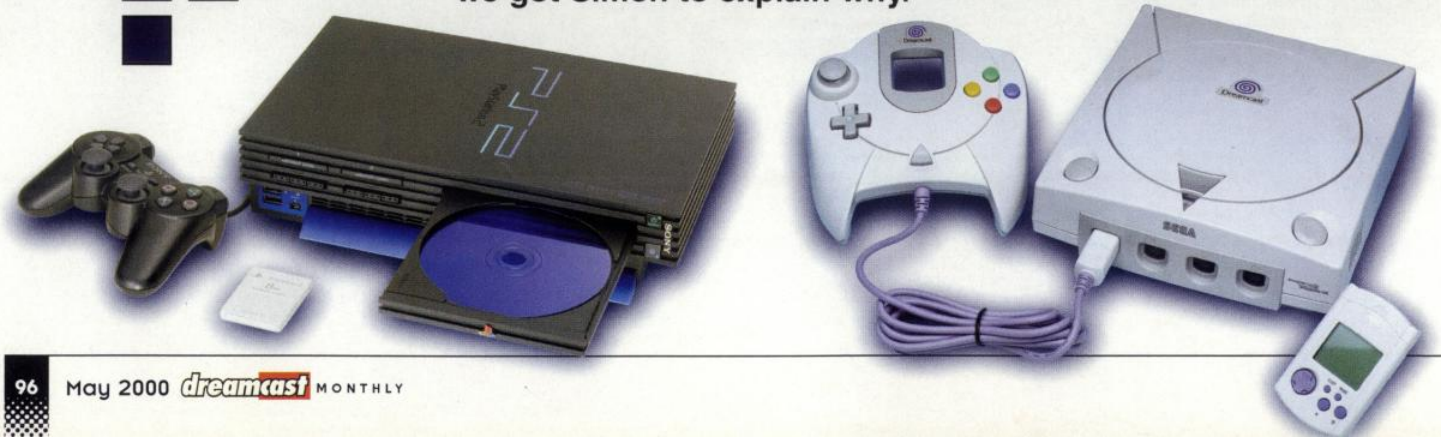


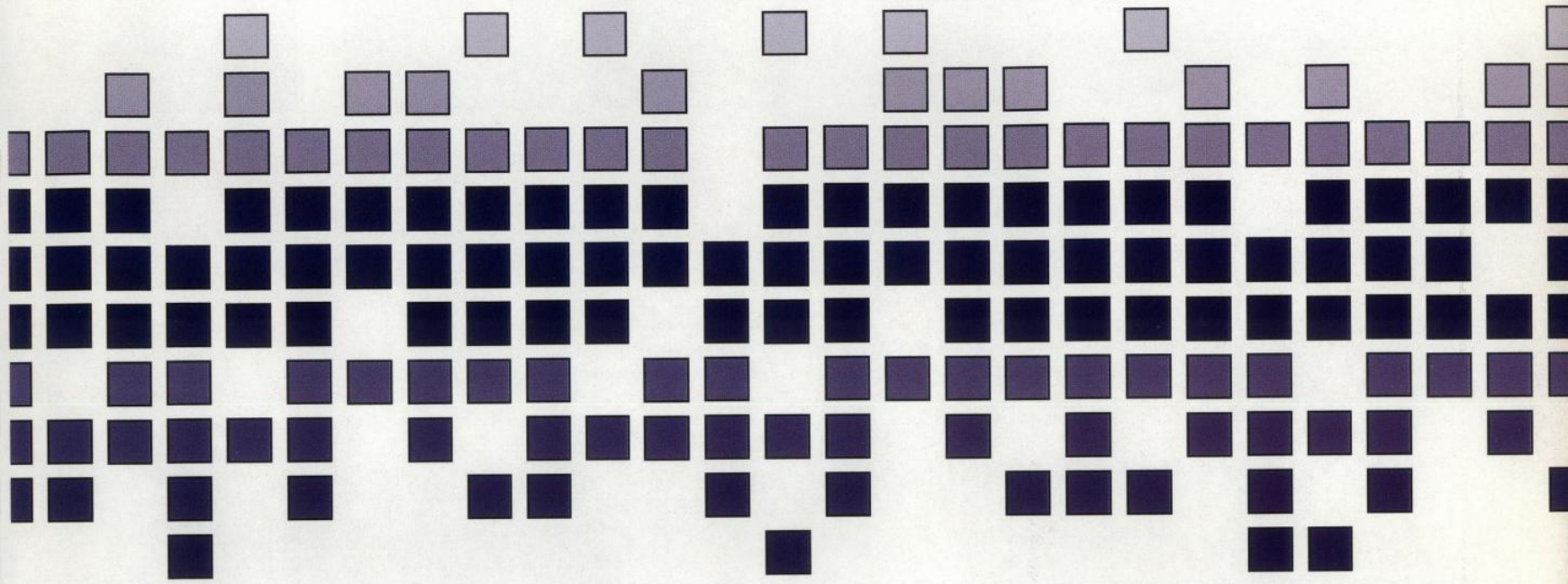




ALIVE AND KICKING

If you believe certain areas of the press, when the PlayStation 2 is launched the Dreamcast will crumble. Us? We don't think so. And we got Simon to explain why.





KING

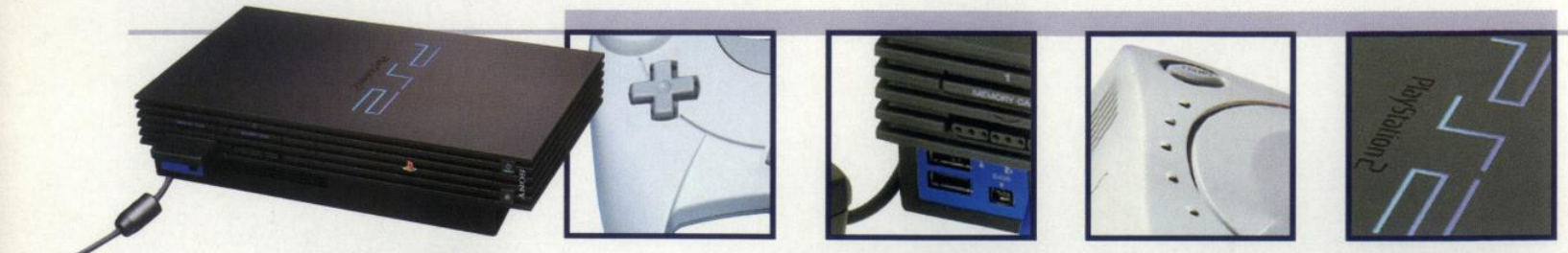
They say you can't argue with statistics, and with Japanese consumers snapping up 980,000 PlayStation 2s in the space of a single weekend, concerns are beginning to filter through that the Dreamcast's days may well be numbered. We don't agree. Appreciating we have an element of bias, when you consider the fact that our jobs depend on the survival of Sega's white hope, there's nonetheless a great deal to be positive about.

Face Facts First

Firstly though, the bare facts. It's basically going to take an act of God for the PlayStation 2 – even though it is the most physically ugly console known to man – not to have a record-breaking launch in the UK. Partly you can argue that it's sitting in the slipstream of the Dreamcast, in the same way that Dreamcast sat in the slipstream of the original PlayStation, but more fundamentally there simply isn't a stronger brand in gaming than the PlayStation. It'll have DVD built into it as well, giving it an instant head start on the Dreamcast. Or does it?

Sega have made little secret of the fact that they too have a DVD add-on in the works, which should finally see the light of day over the next couple of months (we do emphasise the 'should', however). Granted, an add-on isn't as good as one being built into the unit from day one, but we'll wager that the cost of a Dreamcast and DVD add-on still works out a good few notes cheaper than the PlayStation 2. Less significantly, the much vaunted claim that the PlayStation 2 would be able to play all PlayStation 1 games has turned out not to be entirely true. Older titles in the back catalogue will not be compatible with the new machine, which is sure to cause a small level of disappointment.

But this isn't a game of knocking the PlayStation 2 here, especially when the Dreamcast has so much going for it. Consider, for instance –





assuming the PlayStation 2 launches as predicted around the end of September/start of October – which particular title Sega will have up their sleeve to fight off the challenge: about the most eagerly awaited game of the year – Shenmue. We'd also have a bet that a small blue hedgehog will be returning to the DC for a second adventure around the same time. Then look at what it's initially up against; Gran Turismo 2000, Ridge Racer 5, Tekken Tag Tournament…spotting a theme here? It's a volley of major brands and sequels that appear at first glance to lack that genre-shifting magic that Shenmue has in spades. Perhaps the only other game that will make as many waves this year is Black and White from Lionhead Studios – and that's appearing on both PlayStation 2 and Dreamcast, so no one's missing out.

DC Only

Which brings us nicely on to the subject of exclusivity. The Nintendo 64 is a shining example of how to keep a console going off the back of a few games that you simply can't find on any other format. Witness the likes of Super Mario, Mario Kart 64, Perfect Dark, Goldeneye, Pokemon Stadium and Zelda. Now the Dreamcast, in theory, has the upper hand here, because in terms of raw performance it's a much faster beast than the aging 64. And it, too, has its fair share of exclusive titles. Examples? Aside from the aforementioned Shenmue and Sonic, what about the game of last year, Soul Calibur. Months after it first arrived, nothing has even hinted at threatening its crown in the fighting arena. Sure, Tekken Tag Tournament is likely to give it a good challenge, but what about Power Stone 2, flying in from Capcom over the Summer? We would mention Virtua Fighter 4, but after the middle of the road performance of its predecessor, we'll leave it in the back for the time being.

Part of the reason for the exclusivity of these titles is yet another factor in the plus column. Sega are the only major console manufacturer who are also actively involved in the production and manufacture of coin-ops. And because they've built the Dreamcast technology in close tandem with what their arcade people have been up to, it's a fairly straightforward process to port the code across for a Dreamcast version. This means that the format is virtually guaranteed a steady stream of quality, genuine arcade games that you're simply not going to be able to play elsewhere.



Sure, PC owners got a port of Sega Rally 2 at the end of last year, but that's pretty much all they're getting.

But won't other formats have exclusive titles too? They certainly will, although the majority of third party developers are likely to keep their feet in several camps – in the balance sheet driven world of mainstream software publishing, a conversion to another format is too cost effective not to do. Nonetheless, we accept that certain titles will never come our way, although as with Gran Turismo and Sega GT, you can bet that Sega will take on these people at their own game.

early rumours suggest that the PlayStation 2 will be hitting the shops at a price tag not leaving a great deal of change from £300

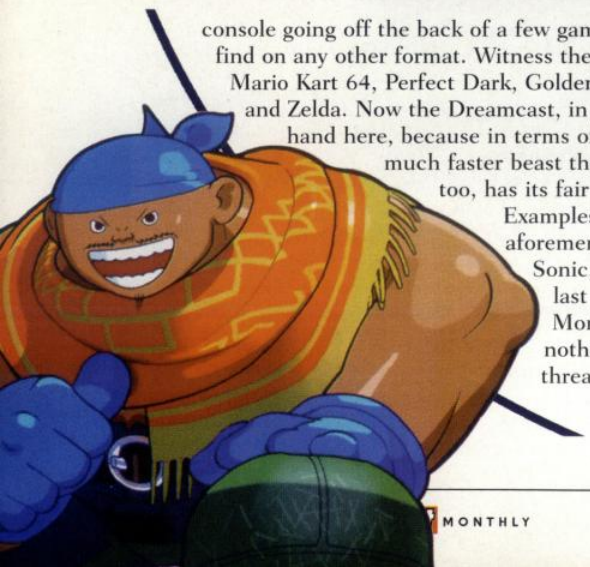












Arcade Action

Let's not forget that it's not just arcade machines that are increasingly easy to port across to Sega's magical white box either. Upon its launch, some industry pundits gleefully described the machine as an £800 PC in a £200 box. And the fact that it has those PC origins, and a version of the popular Windows operating system working inside, means that once again it's ripe to receive PC titles. We've already seen plenty of examples of PC titles heading Dreamcast-ward. Headline acts such as Quake III, Tomb Raider: The Last Revelation and Soul Reaver are the more prominent, but let's not forget the competent range of back catalogue releases, such as Wild Metal, Millennium Soldier and the forthcoming Railroad Tycoon 2. In the case of the latter, they ain't going to make the cover of many magazines, but they offer some strong entertainment and, crucially, help fill the shelves with decent Dreamcast games that leave the consumer with the perception that the machine is positively brimming with new releases. An important factor, as any Nintendo executive will unhappily remember.

ALIVE AND KICKING



Future Threats

Believe it or not, the world will continue to go on once the PlayStation 2 is released, with up to three new consoles due out within twelve months of the PS2's release. Two of them are from Nintendo, with their much talked about but rarely seen Nintendo Dolphin promising to build on the severe lessons learnt from the Nintendo 64. They'll also be bringing out an update to their phenomenally successful handheld, the Gameboy. It'll be called the Gameboy Advance, and unless mountains are moved, this one looks like a guaranteed success. Finally, and maybe more interestingly, software giants Microsoft (whose hand is in the inner workings of the Dreamcast too) are launching a console of their own, codenamed the X-Box. With its combination of Internet access, DVD playback facilities and powerful specs (it'll be the first games console with a hard drive in it), perhaps it's this unknown quantity that we should all be keeping our eye on. Still, we'd be surprised if Dreamcast 2 isn't brewing in some committee meeting somewhere – all of which means we should at least be seeing a few more groundbreaking games in the next few years...

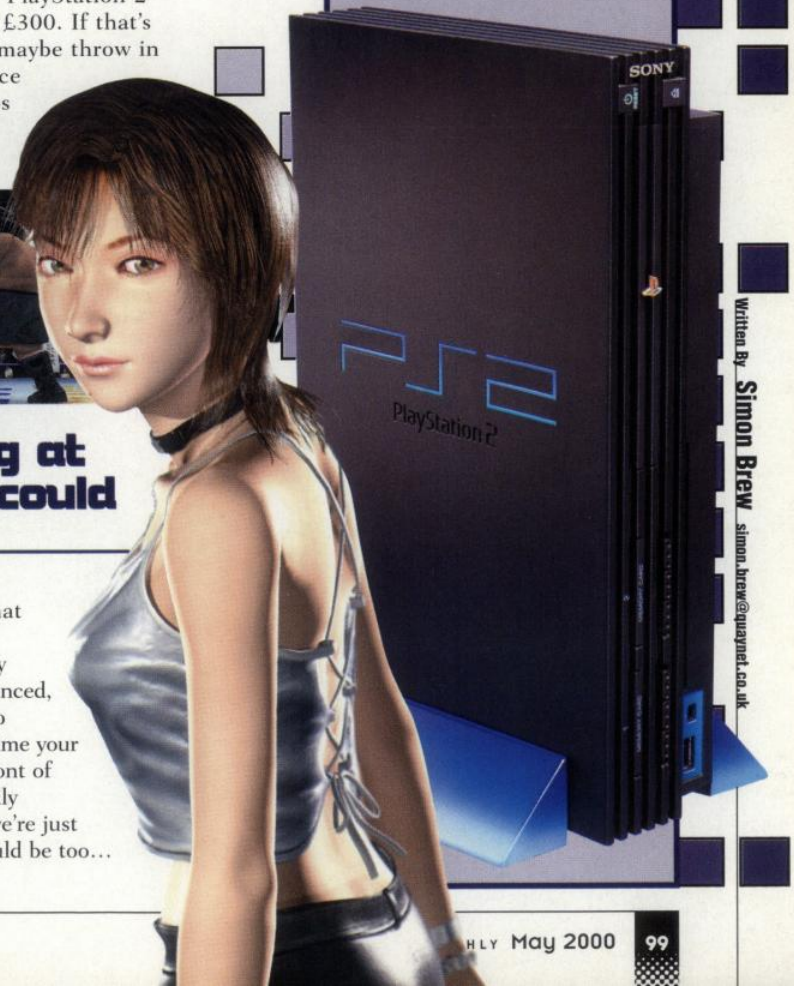
Christmas Time

Yet, even with all of these factors in place, the decision could still come down to something far more fundamental come Christmas time, when the majority of consoles fly off the shelves. And that mysterious factor? Hard earned cash. Early rumours suggest that the PlayStation 2 will be hitting the shops at a price tag not leaving a great deal of change from £300. If that's true, and Sega have the common sense to prune the Dreamcast price tag and maybe throw in a game or two as well, then the prospect of a Dreamcast selling at half the price of the PlayStation 2 could well make it irresistible for some. Ironically, perhaps the greatest threat could come in the form of the original PlayStation, which is undergoing some severe reworking, and is expected to go on sale in new









the prospect of a Dreamcast selling at half the price of the PlayStation 2 could well make it irresistible for some

casing and a new slim line incarnation around Christmas time, with a price that possibly inches below £50.

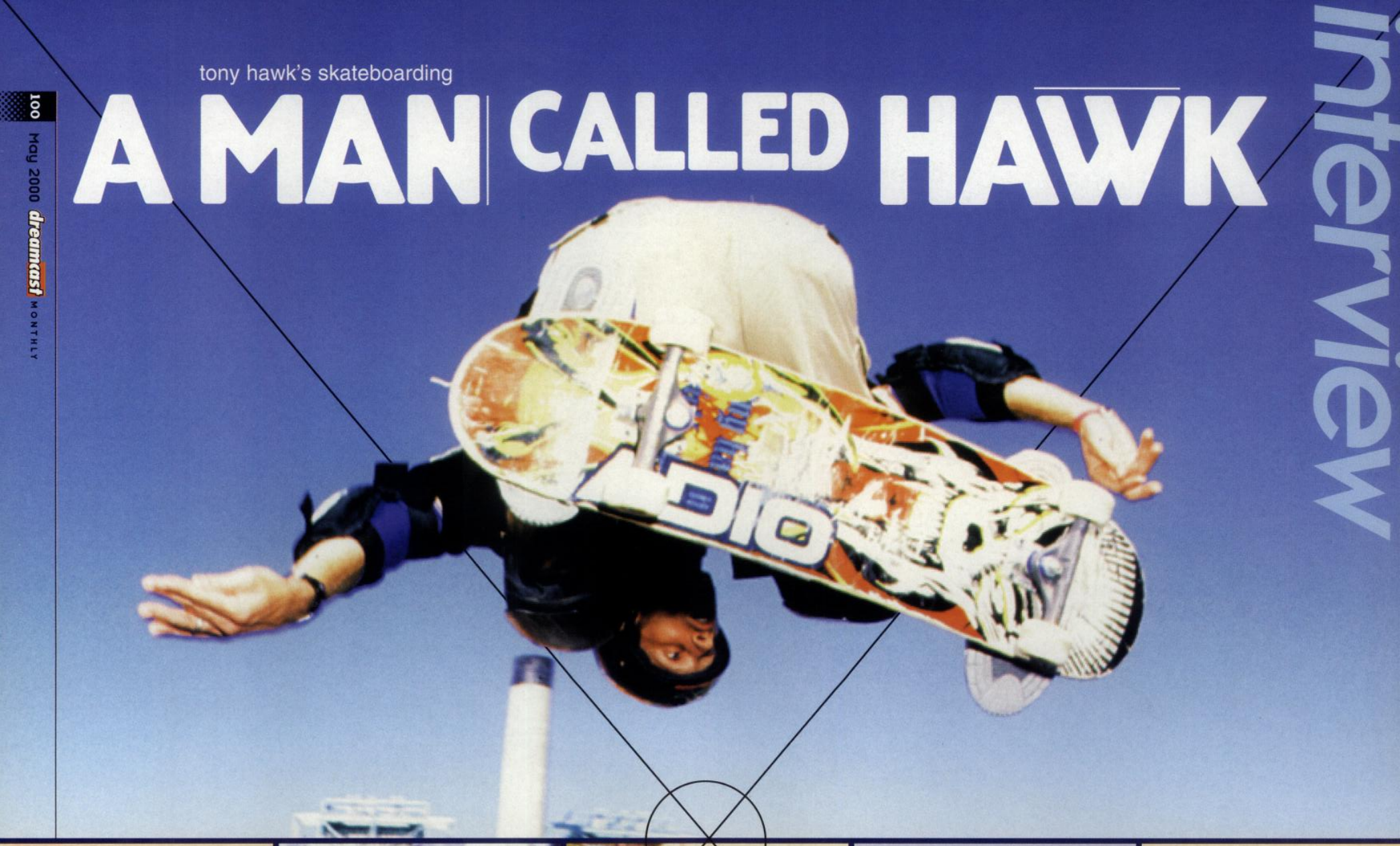
But still, considering there are so many people who seem to have been constantly writing the last will and testament of the Dreamcast almost from the day it was announced, it's to the credit of Sega that they've not only delivered a quality console, they've also managed to pull together an ever-expanding catalogue of titles to back it up. So next time your mate comes up to you and starts talking Dreamcast down, either sit him down in front of Crazy Taxi or tell him to sod off. Because whilst all those people out there are happily predicting the end of the Dreamcast as soon as the PlayStation 2 hits the shelves, we're just too busy enjoying ourselves playing games to notice. If they had any sense, they would be too...

Written By Simon Brew simon.brew@quaynet.co.uk

tony hawk's skateboarding

A MAN CALLED HAWK

interview



A MAN CALLED HAWK

tony hawk's skateboarding

Following our complete and exclusive look at Tony Hawk's Skateboarding on page 26 we thought, what better way to top it than an interview with the skateboarding legend himself. So, we hooked up with Tony and found out that as well as truly loving the game he patronises, he also adores Marble Madness on the Amiga. Find out more with Dreamcast Monthly's exclusive audience with Tony Hawk – skateboard king…

DCM: How long have you been skateboarding?

Tony: 21 years

DCM: Do you practise every day?

Tony: Almost, more like 4-5 days a week.

DCM: How long for?

Tony: At least two hours

DCM: You're probably the world's most famous skateboarder, is it a lot to live up to?

Tony: It can be. Even when I am trying to practise or have a relaxing session, people expect to see me doing the hardest stuff. There is always a pressure to perform.

DCM: Is the 900° you pulled off at the X Games last year the pinnacle? Got anything else up your sleeve?

Tony: I've always got new ideas. I will pursue new tricks, depending on the amount of effort I think they will take. I want to do a frontside 720°, but it's going to take a lot of commitment (and film).

DCM: Do you play games, or is your time spent on the street and ramp?

Tony: Yes, I've been playing games since I bought my first Amiga – Marble Madness ruled. I don't really have the free time to master games any more, but I like to see what's new.

DCM: What's your favourite game or favourite type of game? Do you chill to Tomb Raider or have it large on NFL Blitz?

Tony: I like racing games or easier adventures like Mario, Crash and Tomb Raider. (Easy? – Ed.)

DCM: Have you played many other skateboarding games? What do you think of them?

Tony: I've played all of them. I have a fondness for 720°. The newer games have been okay, but some are a bit outlandish in terms of the authenticity of the tricks. They also have limited control over the skaters' movements.

DCM: How did you feel when first approached to put your name to a videogame?

Tony: I was excited, but apprehensive. I wanted to make sure that I would have enough creative input to make it authentic.

DCM: Did you have much input into the game? Any consultation on tricks and movements e.t.c.?

Tony: Yes. I played it every step of the way and gave suggestions on what to add or keep.

I've been playing games since I bought my first Amiga – Marble Madness ruled!

DCM: Are you happy with Tony Hawk's Skateboarding on the PlayStation? Do you still play it?

Tony: It turned out much better than I had ever imagined. I travel with it and play it on my Powerbook all the time.

DCM: Have you played the Dreamcast version yet? What do you think?

Tony: Yes. It looks great – the textures are incredible, and the play is identical.

DCM: How do you feel about the exaggerated feel the game has? After all, real skaters can't get the sort of height they do in the game!

Tony: It enables us to do things we've only dreamed of with the combinations. If the heights were proportionate, the trick combos would be limiting and frustrating.

DCM: How real are the levels (not counting the alien malarkey of course)? Do they reflect the areas that real skaters like to skate on? Are they better?

Tony: The only level that is an exact replica is Burnside. The rest are made up of different elements of real places. Of course, some are made up to keep it challenging and creative. For instance, San Francisco has a number of real spots that people skate or have skated in the past. They are not all in the same area, the way they are presented in the game level.

DCM: Is there anything you would have liked to have seen in the game that isn't there?

Tony: I wanted to have a loop, but the gravity didn't feel right. We still have time to figure it out for the next one...

DCM: Skateboarding can be dangerous, do you think this might be why Tony Hawk's the videogame is so popular? It's cool, it's fun but with no broken wrists or concussion involved

Tony: It's the first time that a gaming experience actually feels like real skateboarding. People like learning the moves without having to put in the years of practise necessary. And no real blood splats from the head…

DCM: Are you going to top the 900 at the next X Games? Will they need to stick a 1080 move into Tony Hawk's 2?

Tony: I'm not planning on any more spins, but I have thought about variations. You'll have to wait to see the game for the new moves, but they will be entertaining.

DCM: What next for Tony Hawk?

Tony: Raising a family, skating, touring, commentating, writing, beta-testing and sleeping (hopefully).

Thanks for your time Tony. We're off to see if we can beat the office record of two inches for an ollie…









Written By Saul Trewern saul.trewern@quaynet.co.uk

cheat CODE CENTRAL

Get the most from your Dreamcast games with DCM's cheats, hints and codes...

RESIDENT EVIL: CODE VERONICA

Battle Mode
Successfully complete the game on any difficulty setting. Battle mode will automatically be saved to the VMU, becoming selectable at the main menu. Note: to play battle mode in first person view, pick up Alfred Ashford's sniper rifle once he drops it on Disc 2.





JIMMY WHITE'S 2: CUEBALL

Cheat Mode
Enter the snooker room and use Explore mode to view the stool. This should take you into a mouse hole. Look around to see the "Cheat Mode Activated" message. You can now play against all characters.



CHU CHU ROCKET

Sonic Adventure Chaos
Successfully complete each of the twenty-five challenge mode levels to transform the mice into Chaos from Sonic Adventure.

NiGHTS Angels
Successfully complete each of the twenty-five mania mode levels to transform the mice into angels from NiGHTS.

Hard Mode Puzzles
Successfully complete all puzzles in Normal mode.

Special Mode Puzzles
Successfully complete all puzzles in Hard mode.

Mania Mode Puzzles
Successfully complete all puzzles in Special mode.

ECW HARDCORE REVOLUTION



Wrestle as Joel Gertner
Win the Acclaim belt in Career mode.

Wrestle as Tommy Rich
Win the ECW World TV belt in Career mode.

Wrestle as Cyrus The Virus
Win the ECW World TV belt in Career mode.

Wrestle as Taz
Win the ECW World Heavyweight belt in Career mode.

Wrestle as Louie Spicolli
Win the ECW World Heavyweight belt in Career mode.

All Jobbers
Successfully defend the ECW World Heavyweight belt five times in Career mode.

Wrestle as Beulah McGillicutty
Win the ECW World Tag Team belt in Career mode.

Wrestle as The Sheik
Win the ECW World Tag Team belt in Career mode.

Wrestle as Judge Jeff Jones
Successfully complete Tournament mode with Mike Awesome.



HOUSE OF THE DEAD 2

Score Display
At the main menu, press ⇦(2), ⇨(3), ⇦, ⇨, Start on a standard controller or light gun D-pad. If you entered the code correctly, a "0" score will appear at the top left portion of the screen.

Rogan Costume
Begin a game in original mode and select the 2.0 Bullets and the Double Score items from the trunk. Rescue all civilians except for the second person on level 4. Complete the game and enter the bonus room at the end. A Rogan Costume and an Infinite Credits item will be in the room.

Infinite Super Ammunition
Successfully complete Training mode with a five red star rating on each stage. Infinite super ammunition that kills with one hit will be unlocked.

Infinite Continues in Original Mode
Successfully complete Training mode with all five red stars, then successfully complete Boss mode with all five red stars. Finally, get two stars in Fight All mode. Then the "Continue" option will change to "Free Play".

Bonus Options in Boss Mode
Successfully defeat and obtain a ranking for all bosses in Boss mode to unlock "Emperor" and "Fight All Bosses" options.

Play as Gary
Use a controller in port B to play as Gary instead of James in single player mode.

All Items in Original Mode (Japanese version)
Successfully complete Training mode on all five difficulty settings to receive all items in Original mode.

Bonus Room (Japanese version)
Successfully complete the game without any hostages being killed.

TEST DRIVE 6

All Cars
Enter "DFGY" as a name.

All Tracks
Enter "ERERTH" as a name.

All Quick Tracks
Enter "CVCVBM" as a name.

No Quick Tracks
Enter "OCVCVBM" as a name.

Short Tracks
Enter "QTFHYF" as a name.

$6,000,000
Enter "AKJGQ" as a name.

All Challenges
Enter "OPIOP" as a name.

No Challenges
Enter "OPOIOP" as a name.



Disable Checkpoints
Enter "FFOEMIT" as a name

Enable Checkpoints
Enter "NOEMIT" as a name.

Stop The Bomber Mode
Enter "RFGTR" as a name. Alternatively, catch all the speeders on the Paris, Rome, New York, Hong Kong and London tracks in cop chase mode

SOUTH PARK RALLY

Cheat Mode
Successfully complete Championship mode without using any tokens, to unlock all tracks, cars, skins, and other cheat options.

Cheat Sheet Option
Win the Rally Days 1 race without collecting any pick-ups.

Race as Bebe
Lose the Cowdays race without getting any health pick-ups.

Race as Big Gay Al
Win the Pink Lemonade race.

Race as Cartman Cop
Hit Chicken Lover five times with the salty balls in the Read A Book Day race.

Race as Damian
Win the New Year's race and be the only racer to touch the Millennium key.

Race as Death
Win the Halloween race after only dropping off four candies at a time.

Race as Grandpa
Win the Halloween race.

Race as Ike
Collect the hidden pick-up on top of the airplane in the Memorial Day race.

Race as Jesus
Win the Christmas race.

Race as Marvin
Win the Thanksgiving race without collecting any turkeys.

Race as Mephisto
Win Independence Day race.

Race as Mr. Garrison
Activate all four checkpoints on the Rally Days 2 race.

Race as Mr. Mackey
Win the Spring Cleaning race.

Race as Ned
Collect over twelve turbo pick-ups (caffeine, Terrence, Philip, etc.) in the Independence Day race.

Race as Pip
Only activate checkpoints one and four on the Rally Days 2 race.

Race as Satan
Win the New Year's race.

Race as Shelly
Collect the three hidden pick-ups in the Valentine's Day race. The first two are located at each tower. The third is found behind the Skater picture in the jungle.

Race as Terrence and Philip
Collect the four hidden pick-ups in the Christmas race.

Race as Tweak
Collect five caffeine pick-ups in the Spring Cleaning race.

Race as Visitor
Collect the hidden pick-up above checkpoint one and the pick-up that is between checkpoint four and the wood bridge in the Memorial Day race.



VIRTUA STRIKER 2: VERSION 2000.1

MVP Yuki Chan Team
Select Arcade mode, highlight "Yugoslavia" at the team selection screen, then press Start. Highlight "USA" and press Start. Highlight "Korea" and press Start. Highlight "Italy" and press Start. The MVP Yuki Chan team will now appear above Japan.

FC Sega Team
Select arcade mode, highlight "France" at the Team Selection screen, then press Start. Highlight "Chile" and press Start. Highlight "South Africa" and press Start. Highlight "England" and press Start. Highlight "Germany" and press Start. Highlight "Argentina" and press Start. The FC Sega team will now appear in the corner of the screen.

Bonus Stadiums
Select Match Play mode and choose both teams. Highlight the Sun Paragon, Arcadia Hill, Guild Fend, Crystal Ball, Central Square Garden, Triumph, or Harvest stadium, then hold Start and press A to unlock the first bonus stadium. Highlight the Diva Geo, Maestro Colosseum, or Saint Globe stadium, then hold Start and press A to unlock the second bonus stadium.

Play as Bean
Select Arcade mode and select FC Sega as the opposing team. Wait until there are only fifteen to thirty seconds remaining and then kick the ball off the field to stop the match. Go to change players and Bean will be available.

SEGA GT HOMOLOGATION SPECIAL

WSK Races
Complete each of the official races and event races to unlock the first ending sequence and WSK Races. The WSK Races are the Front Drive Car Cup, Rear Drive Car Cup and 4 Wheel.



EVOLUTION 2: DISTANT PROMISE

Bypass Dialogue
Before a move is made during a battle, press B.

Alternate Costumes
At the character selection screen, press X.

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IF YOU'RE STILL STUCK! CALL ME
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098019
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098158
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
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DCM directory

The complete run down **on every Dreamcast** game so far **reviewed** and rated...



on is to target this

AERO WINGS

Publisher: Crave Entertainment
Players: 1-2 • Reviewed: Issue 3
6

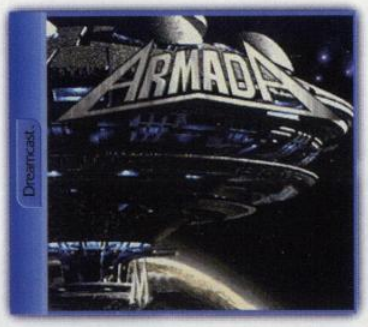
Being the first flight sim to grace the Dreamcast format, you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas, Crave opted for the 'bang it out in time for Chrimbo' approach leaving quality as a mere afterthought. Basic graphics, bog standard gameplay and a bastard challenge await Red Arrow fans everywhere, so unless you go to Farnborough every year, steer well clear.



ARMADA

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 5
7

Armada is a challenge and a half. You're thrown into the thick of the action from the start and it takes a while to get into the swing of things. Kill enemy ships to collect money to buy weapons, and become the best fighter pilot since Hans Solo graced the starry skies. Your eyes will have to be looked at after a few hours-worth of play, as the graphics and principles behind the game could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is – pity.



BLUE STINGER

Publisher: Crave Entertainment
Players: 1-2 • Reviewed: Issue 3
8

In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong character driven game with all the elements to make it a strong back catalogue title. Forgive the slightly dodgy control system and you've got a game to keep you going while you're waiting for Res Evil Code: Veronica.



BUGGY HEAT

Publisher: Sega
Players: 1-2 • Reviewed: Issue 3
5

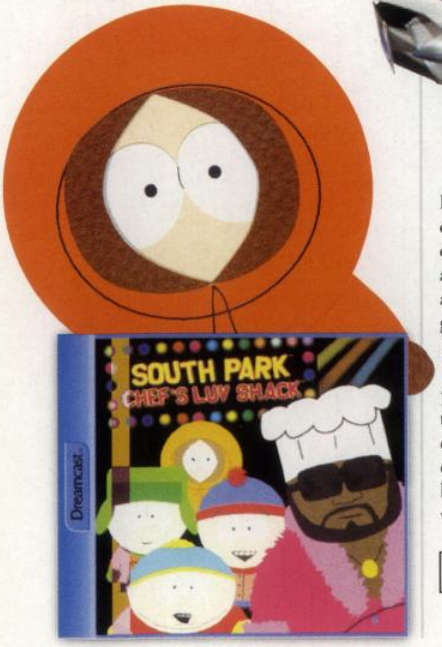
How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk. Graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think that Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.



CHEF'S LUV SHACK

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 3
6

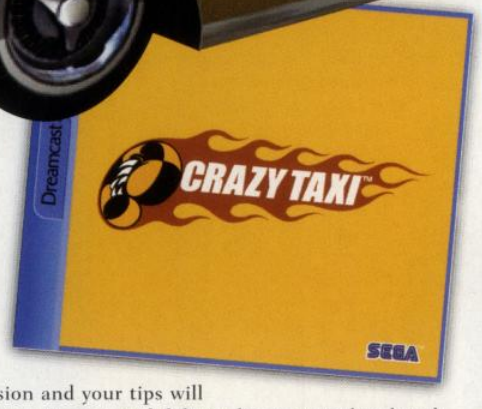
It contains all the voices of the crazy South Park crew, perfect cartoon animation and all the comedy touches that made the series the success it is. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence, it's a great way to end an evening down the pub (as long as you're a fan) and it is available at a slightly knocked down price. But that's your lot.



CRAZY TAXI

Publisher: Sega
Players: 1 • Reviewed: Issue 6
9





Possibly the best arcade conversion yet! Crazy Taxi doesn't just mirror the arcade version perfectly and have equally beautiful graphics, it also has added game modes for some extra longevity. Steer your cab round heavy traffic with haste and precision and your tips will come flying in. Deal with angry punters and deliver the vicar to the church on time and your name will be in the number one rankings spot before you know it. Pure unadulterated quality gaming, without question. Buy it or you won't be able to call yourself a Dreamcast gaming guru!

PURE UNADULTERATED QUALITY GAMING, WITHOUT QUESTION

DEADLY SKIES

Publisher: Konami
Players: 1 • Reviewed: Issue 6
5

Another flight sim is offered up and we're afraid to say it doesn't go anywhere no-one's been before. The graphics are dull (with the exception of the replays that is), the action takes place at almost a snail's pace and there are splendid features that were in the import version that have been carelessly taken out. The missions aren't exactly inspiring either. Maybe the aviation enthusiasts out there will be pleased with the wide range of jet fighters on offer but there's really nowt else to keep you occupied through the evenings. Stick with Incoming for now in the hope that some developer, somewhere, is working on a fast and furious sky battle which really gets the adrenaline pumping.



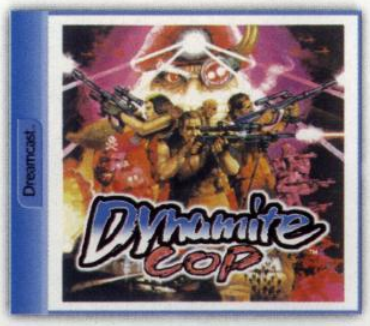


directory

DYNAMITE COP

Publisher Sega
Players: 1-2 • Reviewed: Issue 3 6

Another terrible embarrassment for Sega here and not enough in its defence to save it from various EB bargain bins around the country. Though there's an abundance of different moves and combos on offer there just aren't enough stages to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain – it's just not worth it.



ECW HARDCORE REVOLUTION

Publisher Acclaim
Players: 1-4 • Reviewed: Issue 7 7

It's good, but not great. Although it's streets ahead of the rushed-out PlayStation port WWF Attitude, it's still pretty obvious the game engine was written for a less powerful machine and tweaked. There are plenty of cool moves (400 altogether), and weapons that cause some serious physical pain, like cheese graters, shovels and ladders. You won't be disappointed if you buy it, but it won't be long before another Dreamcast grappler blows it clean out of the ring.

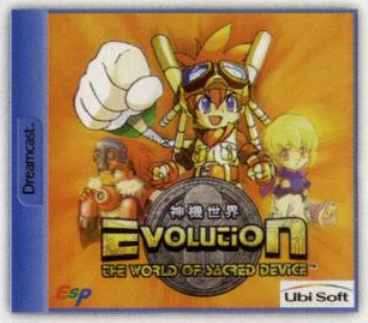




EVOLUTION

Publisher Ubi Soft
Players: 1 • Reviewed: Issue 5 4

Hmmmm, a bit of a disappointment, then. It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games such as Shenmue. Cartoon-style characters, turn-based battle scenes, monsters, minions and spell casting – classic. As long as you like that kinda thing. So, it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come.



F1 WORLD GP

Publisher Video Systems
Players: 1-2 • Reviewed: Issue 3 6



Video Systems have had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy traffic. Monaco GP doesn't have that problem, so why should this? The Dreamcast is capable of so much more.



FIGHTING FORCE 2

Publisher Eidos
Players: 1 • Reviewed: Issue 4 8

While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of macho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on your toes. Graphically speaking it offers some excellent locations for fisticuffs but is let down at times by bland opponents. It's not gonna win any awards, but it's got more than enough to keep fans of the genre happy until the likes of Soul Reaver hits the street.



HYDRO THUNDER

Publisher Midway
Players: 1-2 • Reviewed: Issue 3 7

With the Dreamcast already being over-run with various types of driving games, Midway had to come up with something different and there's no doubt they managed it with Hydro Thunder. Super speedboat racing, complimented with super cool graphics and sound FX, really gets things off on the right foot. But having only one game mode and frustrating gameplay kind of levels things out though. Moments of genius and hair tugging alike.



INCOMING

Publisher Infogrames
Players: 1-2 • Reviewed: Issue 1 8

Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. What it lacks in tactical depth it makes up for with arcade style action. Loners may find it a little repetitive, but split-screen mode works well and as a post-pub blast it's hard to beat. With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. A real must for flight sim fans.



JIMMY WHITE'S 2: CUEBALL

Publisher | Virgin Interactive
Players: 1-2 • Reviewed: Issue 3
8

Cueball's developers, Awesome, have almost lived up to their name with this splendid snooker simulation. Obviously it doesn't test the Dreamcast's powers, but the physics are spot on, and the graphics genre-leading. The game suffers a little without the aid of a mouse, but play still runs smoothly enough. As our only current sim, it's out on its own and endlessly entertaining, not unlike Jimmy himself.



MARVEL VS CAPCOM

Publisher | Virgin Interactive
Players: 1-2 • Reviewed: Issue 3
7

On a console well known for its leading 3D fighters, 2D battles on. And with more shine and variety than Street Fighter Alpha 3, MVC is perhaps the best of the bunch. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus. The controls can take some getting used to, but as 2Ds go, it's a bit of a Marvel (and a bit of a Capcom as well).



JO JO'S BIZARRE ADVENTURE

Publisher | Capcom
Players: 1-2 • Reviewed: Issue 7
7

Whilst Jo Jo's Bizarre Adventure is certainly based on the classic Street Fighter series in terms of both look and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions, where the fights actually have a purpose. You'll find yourself on an epic journey of discovery, during which a plethora of varied game styles are utilised. One minute you'll find yourself in a simple one on one bout against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.



MDK 2

Publisher | Interplay
Players: 1 • Reviewed: Issue 7
9

The first MDK title was good, but this one's better. Not only do you get to control the old hero Kurt, but also Max (remember him?) and the mad inventor Dr Hawkins. The graphics are (put simply) amazing and the environments you explore are massive.

All the weapons from the original are still there, as well as some new ones to get to grips with. This'll keep you amused for weeks, and then some. Definitely one of the Dreamcast's best adventure games yet.





LEGACY OF KAIN: SOUL REAVER

Publisher | Eidos
Players: 1 • Reviewed: Issue 6
9

Just from the intro sequence you can see this title is going to offer something special. The graphics and the chilling storyline and sound effects add to the gameplay and bring this title on a par with such DC titles as Shadow Man and Resident Evil. Expect loads of puzzles, some a little more challenging than others, and a constant plot movement that just pulls you in. Stop the praise now, it's sickening.



MILLENNIUM SOLDIER: EXPENDABLE

Publisher | Infogrames
Players: 1 • Reviewed: Issue 1
8

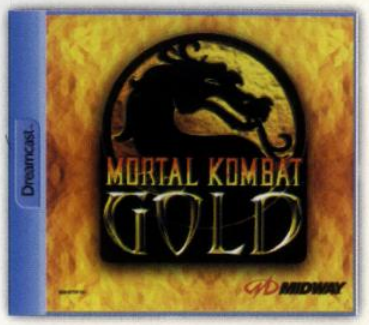
Expendable veers away from the current fashion of 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a much better game.



MORTAL KOMBAT GOLD

Publisher | Midway
Players: 1-2 • Reviewed: Now we have
4

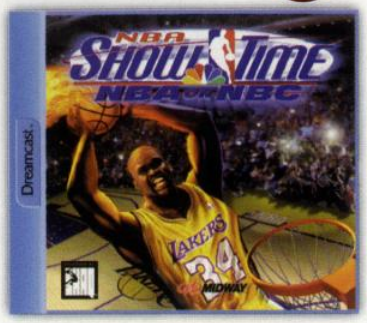
When DCM had to rank all the Dreamcast games of 1999, all war broke out. With Soul Calibur at hand, the number one placing was easy, but the lowest position, number forty-one, was a different matter. How do you decide which is the worst of two games with no redeeming features? Well, somehow MKG managed to fend off Psychic Force 2012, but all this means is that it's less exceptional at being crap. Even worse than the film.



directory

NBA SHOWTIME

Publisher | Midway
Players: 1-4 • Reviewed: Issue 4
4



As a direct port from the classic NBA Jam arcade series, there's plenty of simple button bashing fun, and a top-notch multiplayer mode. Unfortunately the game hasn't been sufficiently tweaked to suit the needs of the more demanding console player, especially when that console is the Dreamcast. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise there's just no pulse.

NFL BLITZ 2000

Publisher | Midway
Players: 1-4 • Reviewed: Issue 4
8

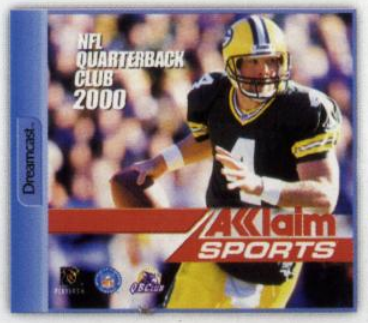
A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and Blitz 2000's bursting with it.



NFL QUARTERBACK

Publisher | Acclaim
Players: 1-4 • Reviewed: Issue 4
7

Where Blitz 2000 is a big dumb (but good) blocker, Quarterback is a more sophisticated, well, Quarterback. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look left a couple of inches, and save yourself a lot of hassle.



PEN PEN

Publisher | Infogrames
Players: 1-4 • Reviewed: Issue 3
7

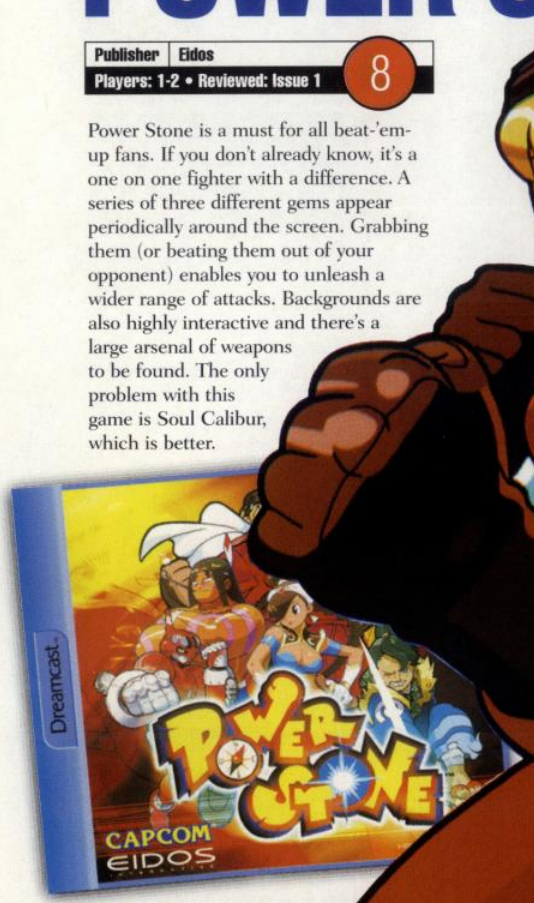
If mutated penguin racing is your game, this'll be right up your street. It's one of those weird concepts that just doesn't make sense outside of Japan. Anyway, just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to disclose their ownership to others. I don't know, maybe I just don't get it. Maybe there's a hidden message, like that song: Lucy in the Sky, with Diamonds...



POWER STONE

Publisher | Eidos
Players: 1-2 • Reviewed: Issue 1
8

Power Stone is a must for all beat-'em-up fans. If you don't already know, it's a one on one fighter with a difference. A series of three different gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash a wider range of attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found. The only problem with this game is Soul Calibur, which is better.



PSYCHIC FORCE 2012

Publisher | Acclaim
Players: 1-2 • Reviewed: Not worth it
4

Oh dear, Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A benchmark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Let's hope it retains that lowly title for many years to come.



RACING SIMULATION: MONACO GRAND PRIX

Publisher | Ubi Soft
Players: 1-2 • Reviewed: Issue 1
7

Isn't it frustrating how the Japanese get everything first? Well Monaco GP presents one of those rare occasions when we actually benefit from the delay. The once bland game received a vital face-lift before its UK launch, and now looks superb. The lack of a licence means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim.



RAYMAN 2

Publisher	Ubi Soft
Players: 1 • Reviewed: Issue 6	9

This may be some people's idea of a cutesy platformer but we say otherwise. What Sonic Adventure was lacking (which wasn't a lot), Rayman 2 more than makes up for. Stunning cartoon graphics and a Spyro-inspired soundtrack blend easily with the constantly evolving gameplay seen throughout. The characters themselves are distinguished perfectly through their distinct personalities, and the puzzles, tasks, bosses and sheer variety will keep you amused for weeks, possibly days (depending on how immersed you are). Don't miss out on the next generation of the 3D platform genre.



DON'T MISS **OUT ON THE** NEXT GENERATION OF **THE 3D PLATFORM** GENRE

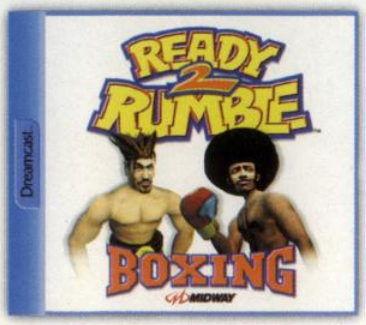




READY 2 RUMBLE

Publisher	Sega
Players: 1-2 • Reviewed: Issue 3	9

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, and for many good reasons. Each cartoon-like boxer is superbly animated and full of character, making competitive matches that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so go the distance down to the shops and you'll come back a winner.



SEGA BASS FISHING

Publisher	Sega
Players: 1 • Reviewed: Issue 3	9

128 bit technology, online gaming and, er, fishing. But not just any old fishing. This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and evening. Leave your wellies in the loft and give Sega Bass a go – I guarantee it'll reel you in.



RESIDENT EVIL 2

Publisher	Virgin Interactive
Players: 1 • Reviewed: Issue 5	7

It's had its day on the PlayStation and now, for some reason, Virgin have decided to keep the momentum going on the Dreamcast before we're treated to Code Veronica. There's probably no need to tell you that it will always have a special place in all of our hearts, but there's just nowt new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Get yourselves a copy if you've never before experienced what is 'Res Evil', otherwise bide your time folks – it'll be worth the wait.



SEGA RALLY 2

Publisher	Sega
Players: 1-2 • Reviewed: Issue 1	8

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.



RE-VOLT

Publisher	Acclaim
Players: 1-4 • Reviewed: Issue 4	8

Twenty toy cars have Re-Volted against their captors and made for a pretty creative racing game. The PlayStation version was at best unremarkable but 96 extra bits have made all the difference. There are 20 cars altogether and a wealth of weapons including water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt in a league of its own.



SEGA WORLDWIDE SOCCER 2000

Publisher	Sega
Players: 1-4 • Reviewed: Issue 4	8

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.





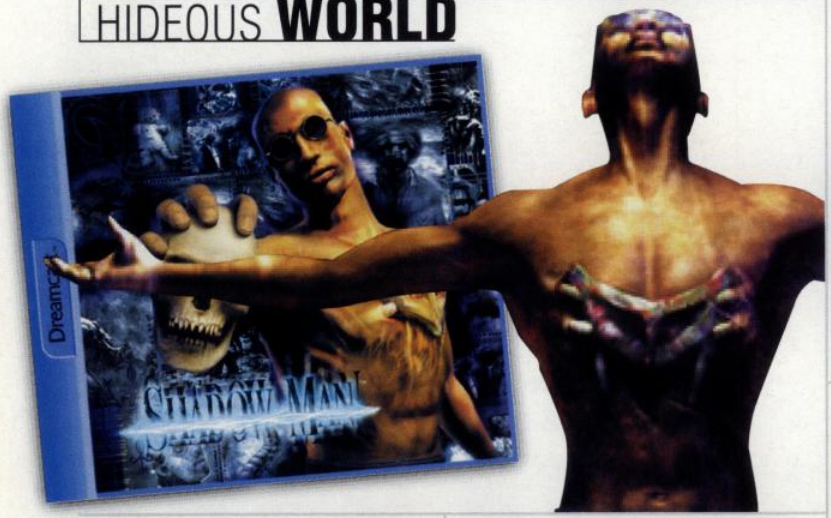
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SHADOW MAN

Publisher	Acclaim
Players: 1 • Reviewed: Issue 4	9

You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices, you can blast and flame your enemies and even look them up in secret FBI files. The character movement has been noticeably improved since earlier versions, with quicker responses and less slugging around. If you can handle an irritating camera and a big dose of trial and error, you'll quickly find yourself trapped in this wonderfully hideous world.

YOU'LL QUICKLY FIND YOURSELF TRAPPED IN THIS WONDERFULLY HIDEOUS WORLD



SLAVE ZERO

Publisher	Infogrames
Players: 1-4 • Reviewed: Issue 5	8

Infogrames are just pulling out those decent games right left and centre at the moment. Showcased in issue 5, Slave Zero is a feast for your eyes. You take control of a 60-foot biomechanical war machine to put an end to an evil dictator's cunning mission to take over the city of S1-9. Loads of destructive weaponry, 13 levels and graphics to salivate over – what more could we possibly want? Online playability perhaps? Four players can have a bash at Deathmatch mode, which will suffice. A worthy score for such an action-packed game.



SNOW SURFERS

Publisher	Sega
Players: 1-2 • Reviewed: Issue 2	6

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong, and the UK version has been renamed Snow Surfers. There are seven courses all together: pretty meagre compared to Cool Boarders 3's 36. On top of this the game's music and image is generally more 'acceptable' than 'cool'. Graphically it's top drawer, but there just isn't enough depth or playability to warrant the asking price.



SONIC ADVENTURE

Publisher	Sega
Players: 1 • Reviewed: Issue 1	9

Sega's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. You can also control a robot called E102 GAMMA, along with his laser guided weaponry. There are three massive adventure areas to explore: Station Square, Mystic Ruins and the Egg Carrier (Dr Robotnik's space ship). Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming.



SOUL CALIBUR

Publisher	Sega
Players: 1-2 • Reviewed: Issue 1	9

Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever. It laughs in the face of Virtual Fighter 3tb, allowing you to run in eight directions around the ring. If you haven't already got it, well, I don't know why we bother.



SOUL FIGHTER

Publisher	Mindscape
Players: 1 • Reviewed: Issue 3	8

After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge which goes some way make to making up for it. A great example of old school action polished up by your Dreamcast.



SPEED DEVILS

Publisher	Ubi Soft
Players: 1-2 • Reviewed: Issue 2	9

Speed Devils is an American muscle car racer with a twist. Your base in Championship Mode is the garage, from which you can purchase and upgrade up to three cars at a time. To progress through the game you'll need some cash, which can be earned in several ways including spending the most time in the lead, busting police radars, winning the race and winning bets set by your opponents. There are 12 cars, 13 tracks and a great multiplayer mode.



STREET FIGHTER ALPHA 3

Publisher: Virgin Interactive
Players: 1-2 • Reviewed: Issue 3
6

Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, aside from small graphical tweaks and a bundle of extra game modes. On the plus side there are hundreds of moves, but some are a little awkward to pull off. If you're a big fan of the genre and 2D doesn't bother you this will certainly keep you happy. Otherwise, leave well alone.



THE HOUSE OF THE DEAD 2

Publisher: Sega
Players: 1-2 • Reviewed: Issue 1
8

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. Take out the monsters and look after the innocent people to find the quickest route to the evil inventor, Goldman. Enemies range from face-sucking frogs to axe wielding zombies. It's annoying that you have to start the game from the beginning every time you lose, but it's still the sharpest shooter around.



STREET FIGHTER DOUBLE IMPACT

Publisher: Capcom
Players: 1-2 • Reviewed: Issue 7
7

If 2D fighting is your bag, there's no doubt that Capcom's latest scrapper is the cream of the crop, offering the best in graphics, character design, and gameplay mechanics to date. The only original characters left are Ryu and Ken (and a secret appearance by Gouki – surprise, surprise!). The only truly weak point of Street Fighter III is the lack of a serious long term challenge. World Tour Mode is sorely missed here, leaving nothing much more than Arcade and Versus modes. Great for Street Fighter fanatics, but there's just not enough for more casual players.



TOKYO HIGHWAY CHALLENGE

Publisher: Crave Entertainment
Players: 1-2 • Reviewed: Issue 3
6

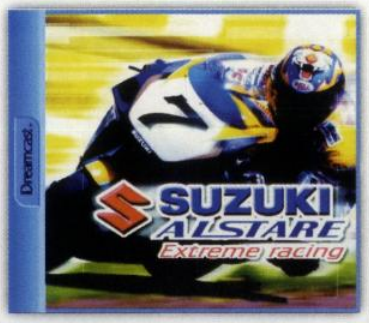
Pick one of 24 cars and race along Tokyo streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking any real depth.



SUZUKI ALSTARE

Publisher: Ubi Soft
Players: 1-2 • Reviewed: Issue 3
8

Speed Demon developers Criterion had one main objective here: to make the fastest, smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXRs, from the standard 600 to the insane superbike 750. The game manages to blend top drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is over-simplified, but the speed is totally pure.



TEE OFF

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 5
8

What a cool game. Whether you've just got back from the pub or you just want a quick round, this title is satisfyingly tasty enough for your gaming palette. It's very cartoon-style (not dissimilar to Everybody's Golf on the PlayStation) and the intro sequence screams Japanese from all crevices. It has loadsa game modes, nice-looking characters and if the backgrounds were a little less basic it would almost be worth a nine out of ten.

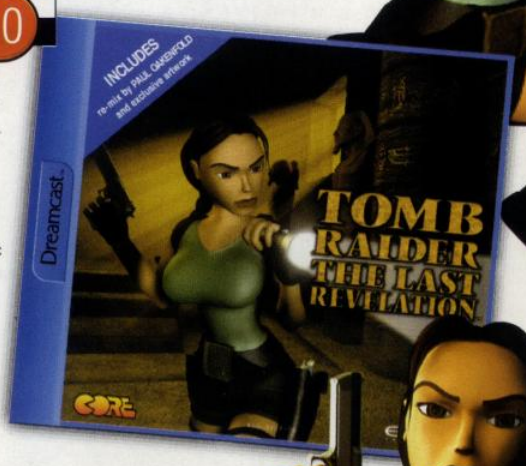
Four player is almost too competitive, so be careful not to lose your closest friends. Someone's going to have to go a long way to better this golf game.



TOMB RAIDER: THE LAST REVELATION

Publisher: Eidos Interactive
Players: 1 • Reviewed: Issue 7
10

The long and short of it is that Tomb Raider: The Last Revelation is a classic of our time and a game that is so involving that days can turn to nights and back again before you realise you've missed an entire night's kip. Tomb Raider: TLR offers Dreamcast fans the highest quality production values, the best presentation and greatest gameplay anyone could hope for. If you've ever had doubts in the Dreamcast's abilities, they sure as hell should be history by now!



TOMB **RAIDER:** THE LAST **REVELATION** IS **A** CLASSIC OF **OUR** TIME

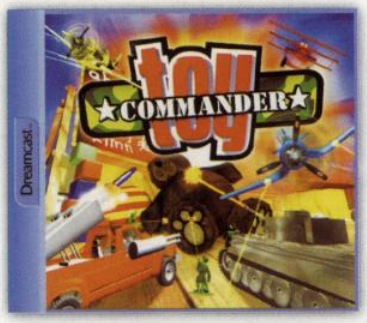
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TOY COMMANDER

Publisher	Sega
Players: 1-4 • Reviewed: Issue 2	9

Toy Commander surely rules the realm of original gaming concepts. You must lead your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting through to Tomb Raideresque progressive platforming and exploration. A splendid compound of everything you love about game.



TRICK STYLE

Publisher	Acclaim
Players: 1-2 • Reviewed: Issue 2	9

With their stunning Dreamcast debut, Criterion have lifted snowboarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of excellent courses spread over several different countries including the UK, USA and Japan. Graphically it's right up there with Sonic and a comprehensive two-player mode is the icing on the cake.





UEFA STRIKER

Publisher	Infogrames
Players: 1-4 • Reviewed: Issue 2	8

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms it can't better ISS Pro, and you might find the controls slightly awkward at first, but given a chance, Striker does have its moments. Some areas of play such as shooting have been made easier and the game flows well. But let's not sell it short. It's a great looking game that offers a quite deep yet still highly enjoyable sporting experience.



VIGILANTE 8: SECOND OFFENSE

Publisher	Activision
Players: 1-4 • Reviewed: Issue 5	6

It's just a whole lotta gun blasting, truck chasing drivel. No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer where up to four of you can slog it out – it's stress relief if nothing else and as Simon so rightly said: 'It lacks soul'. Graphics are good, there are lots of characters to choose from and a whole host of weapons for the taking, but it just ain't got what it takes to make the Dreamcast grade – sorry!



VIRTUA FIGHTER 3TB

Publisher	Sega
Players: 1-2 • Reviewed: Issue 1	7

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present, along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's pad also causes problems. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.



VIRTUA STRIKER 2: VERSION 2000.1

Publisher	Sega
Players: 1-2 • Reviewed: Issue 5	4

Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable game attached. It hasn't got a very pick-up-and-play philosophy, you just take thrashing after thrashing – learning curve? What learning curve? Looks good. Plays bad.

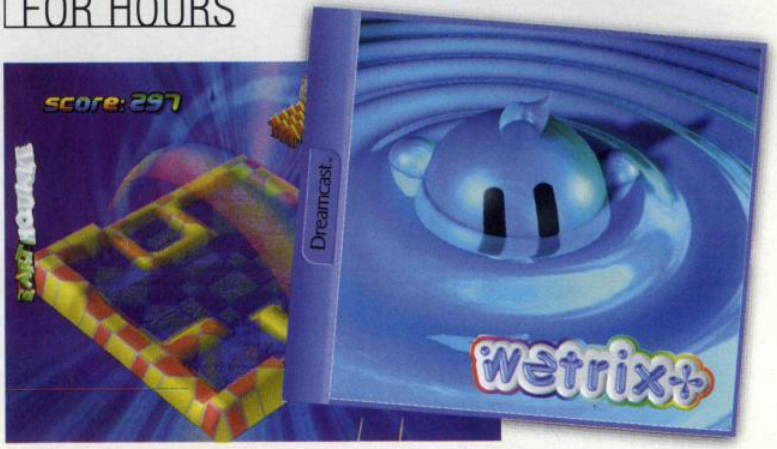


WETRIX+

Publisher	Take 2 Interactive
Players: 1-2 • Reviewed: Issue 7	7

This puzzling title could be described as an underwater Tetris. All you have to do is construct lakes on a platform to catch blobs of water and to prevent your flask from spilling over. There are obstacles to get over such as bombs and earthquakes, but for a true pro this shouldn't pose a problem. Have a bash at two player and you'll be entertained for hours. This is the best puzzle game for the Dreamcast yet – other than Tetris 4D, that is.

HAVE A BASH AT TWO PLAYER AND YOU'LL BE ENTERTAINED FOR HOURS





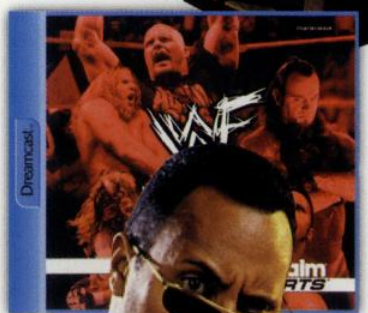
WILD METAL

Publisher	Take 2 Interactive
Players: 1-2 • Reviewed: Issue 6	8



Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the rest. Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and you choose from many uniquely designed battle tanks to take on the various enemies you encounter. The missions are challenging to say the least and after playing it for around...ooooh...ten minutes, you'll be hooked. It's the first real strategic title for the Dreamcast and Take 2 Interactive sure have done themselves and us rather proud.





WWF ATTITUDE

Publisher	Acclaim
Players: 1-2 • Reviewed: Issue 4	6

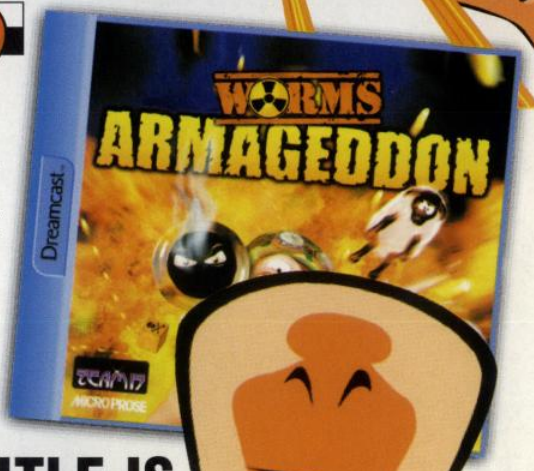
This should have been a wrestling revolution, but sadly it's far from it. All the faves are there, including Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Triple H, Mankind Kane, The Undertaker and even the late Owen Hart. You can also recreate most of the specialist match types of the WWF. Unfortunately Acclaim's licensing deal had almost expired and there was no time to improve the game during its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.





WORMS ARMAGEDDON

Publisher	Hasbro
Players: 1-4 • Reviewed: Issue 4	8



With more weapons, redesigned terrains and extra game modes this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there allowing you to name your own worms (Jarvis, Joe Brand, @?@*?! etc.), set a time limit on the completion of each move and, of course, choose your teams special weapon. Splendid.

THIS CLASSIC TITLE IS THE BEST ON THE DREAMCAST

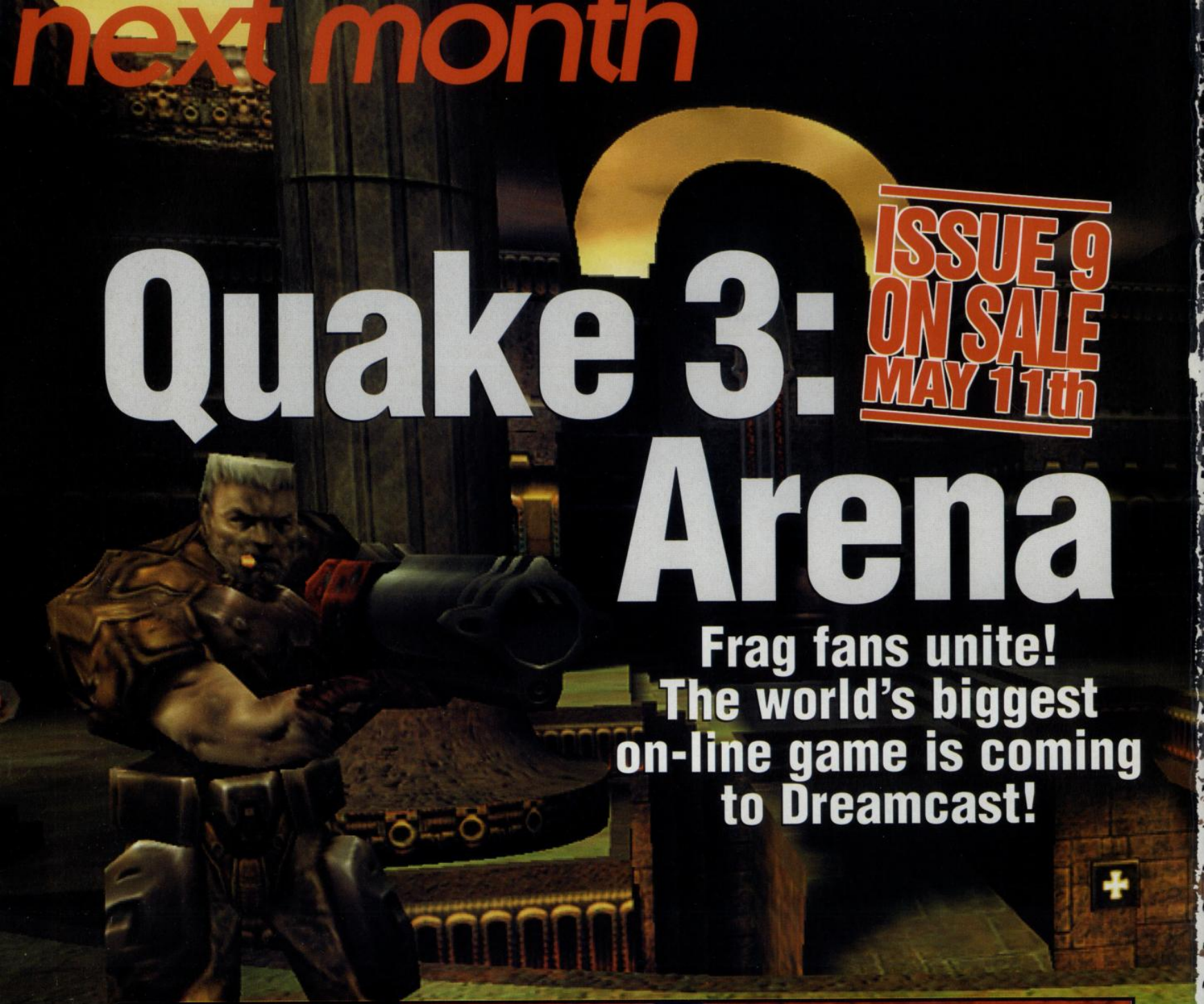
ZOMBIE REVENGE

Publisher	Sega
Players: 1-3 • Reviewed: Issue 6	7

The House of the Dead 2 was no doubt one of the most popular DC launch titles and Zombie Revenge is definitely of the same ilk. 'So why did it only get a seven out of ten then?' we hear you ask. Well, it's not quite as fast and furious as THOTD 2 for starters and although there's plenty of cool weapons for your characters to get hold of (the flame thrower being our particular favourite) it's just not the same without being able to use the lightgun. The one thing that will put this at the bottom of your 'DC games to buy' list is undoubtedly the fact that the gameplay is very short lived – so why would you want to pick it up and play it again?



next month



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