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August 2000 Issue 11

# dreamcast THLY

128-BIT TECHNOLOGY • ONLINE GAMING

dreamcast MONTHLY Issue 11 August 2000 128-BIT TECHNOLOGY • ONLINE GAMING

## ALONE IN THE DARK 4 exclusive

A new nightmare is coming...

## online PHANTASY STAR ONLINE

The jewel in the internet crown...

## COLIN MCRAE RALLY 2

The best of the best...

## OUTTRIGGER

Has Quake finally met its match?

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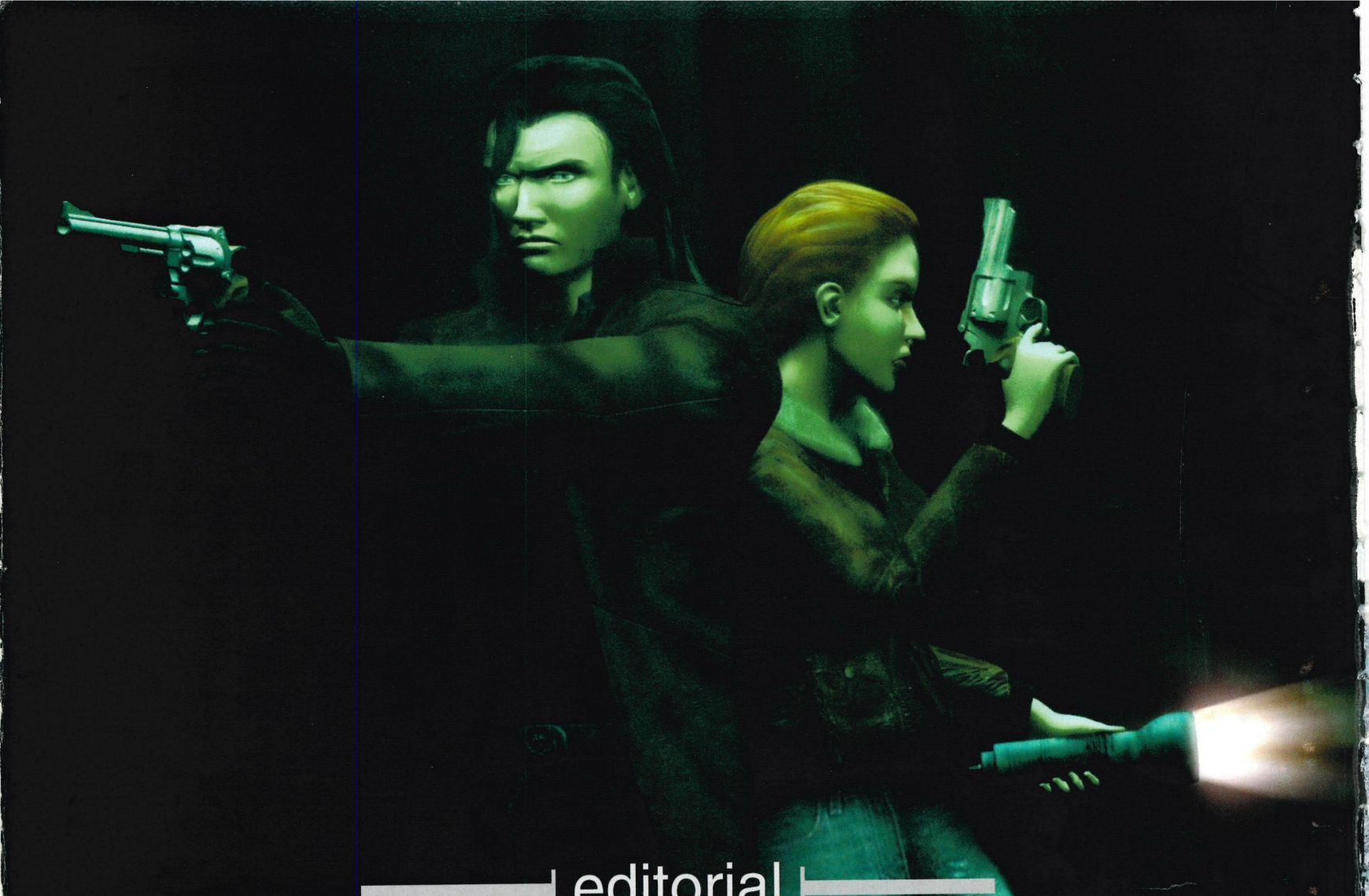
Sydney 2000 • Quark • Age of Empires 2 • Sonic Shuffle • Illbleed • Maken X • Le Mans 24 Hour • Moho Metropolis • Samba De Amigo • Urban Chaos • Time Stalkers • South Park Rally • Tony Hawk's Skateboarding Bust-a-Move 4 • Chase • San Fransisco Rush 2049 • Army Men: Sarge's Heroes • Ready 2 Rumble: Round 2

# BE A EUR WITH A F COPY OF CHUCHU



Now, for the first time ever, you can take on the rest of Europe, head to head and in real time, through your Dreamcast console. What's more you can do it for free with ChuChu Rocket!, Europe's first ever online console game. We're giving it away to anyone who buys a new Dreamcast, and to all existing Dreamcast owners who go on line through their consoles to Dreamarena, Dreamcast's exclusive website. And, once you've got your free ChuChu Rocket!, from June 9th you can enter the European ChuChu Challenge by visiting Dreamarena. Don't miss out, it's your chance to be the star of Europe.


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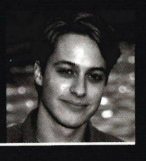


# editorial

It's been hotter than Anna Kournikova's sports bra in the DCM office this month, but we've soldiered on to bring you more top news, previews, reviews and features. Topping the bill is the game that everyone's talking about – Alone in the Dark: The New Nightmare. I had the pleasure of jetting off to see it in action at Darkworks, in the centre of Paris. Spending time with the developers and programmers was top of the list, closely followed by lashings and lashings of ginger beer out and about Gais Paris. For the end result, why not check out Page 18 for the start of our six-page extravaganza on the game, which could be toppling Code: Veronica from its throne in a matter of months...

In amongst all the other cool things going on this issue, I highly recommend you check out Phantasy Star Online (Page 36), Outtrigger (Page 44) and Metropolis Street Racer (Page 46). You probably don't need telling that both Phantasy Star Online and Metropolis Street Racer are going to be huge games for Sega, but you might not be aware of Outtrigger. It's Sega's answer to Quake, and it's being play-tested in thousands of America's top arcades as we speak. Using a tracker ball for free-look control, it's the first first-person shooter to make it big in the arcades. With definite online support for the Dreamcast version, it's one to keep a close eye on.

Enjoy,



Russell Barnes
Editor, Dreamcast Monthly

dreamcast MONTHLY
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# GOOD KNIGHT, SWEET DREAMS...









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INFOGRAMES

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- 75 ENEMY TYPES

SILVER



issue 11 August 2000

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Edward Carnby, the world-famous supernatural detective is back...

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AITD is coming to reclaim its survival horror crown...

Based on terror, not fear. AITD uses what you can't see to scare you. You can hear it, it's hidden near you in the shadows, you know it's there. True fear is a cumulative process, something sadly forgotten since the birth of this genre in France, 1991...




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## BLEEM!
400 graphically enhanced PlayStation games at your finger tips...




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## COLIN McRAE RALLY 2
V-Rally 2 was amazing; surely McRae can't be better, can it?




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## OUTTRIGGER
Quake III is gonna be huge, but could Sega's retort be bigger?



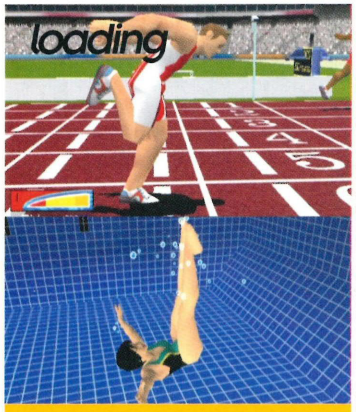
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## PHANTASY STAR ONLINE
The most eagerly-anticipated online game in the world...



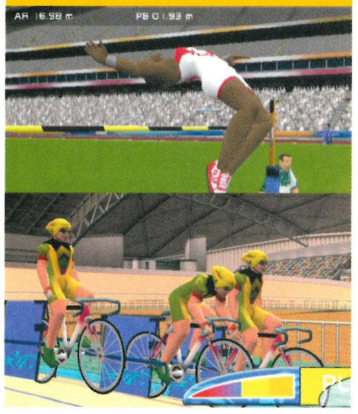



**The latest RPG from Sega. Big score or big pants? Find out here.**




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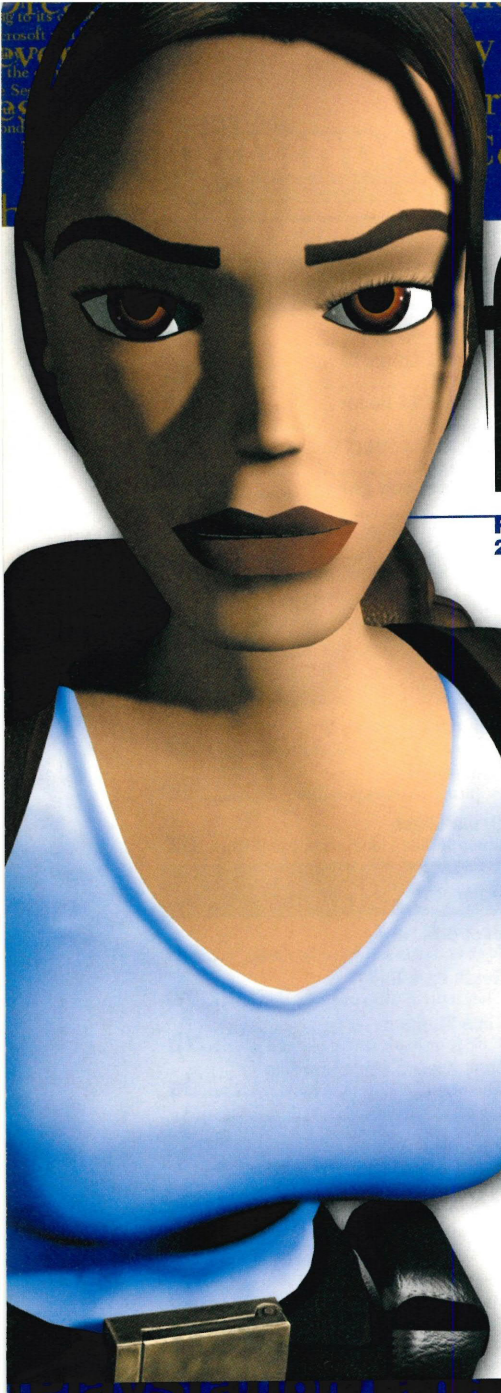
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## Fact or Fiction?

Gamers are a funny old bunch. Everyone wants their chosen console to be the most popular, and if anyone dares criticise it, they take it personally. In the PlayStation2 versus Dreamcast fight, there are only a few facts amongst the mountains of hype...

Fact 1 - The DC IS the faster, more powerful machine

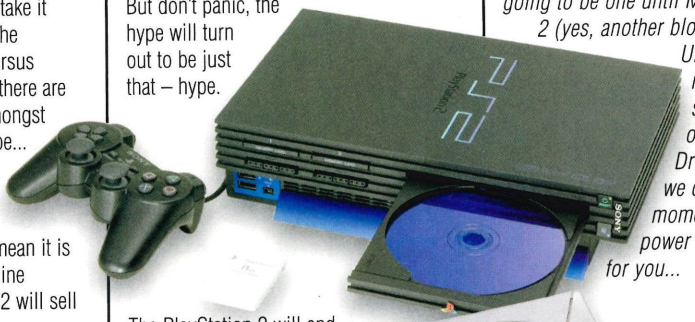
Fact 2 - This does not mean it is the better gaming machine

Fact 3 - The PlayStation2 will sell more than the Dreamcast

Fact 4 - This does not mean it is the better gaming machine

The main reason the DC's not selling at the moment (contrary to what a lot of people say), is not just because it's new and the games tend to be a bit cack (it took almost 18 months before a decent game came out for the original PS), it's mainly because people are scared that the PS2 might just be as good as the hype suggests. If it is, the DC will be deader than the Saturn.

But don't panic, the hype will turn out to be just that – hype.



The PlayStation 2 will end up the same as its predecessor, an average console with a lot more money being spent on its marketing than was ever spent on its development. In November we will be able to add a fifth fact to the above list – The DC is the better gaming machine.

**Steve, e-mail**

*DCM: Gamers are indeed a funny old bunch, but then football's a funny old game, isn't it? Your facts are well balanced. Technically the PS2 is the more powerful machine, but then your second fact makes up for that anyway. It always makes us feel a little better here at DCM when our readers are starting to realise that Sony's new machine has been hyped out of all proportion. There still isn't a game on the PS2 worth owning, and it doesn't look like there's going to be one until Metal Gear Solid 2 (yes, another bloody sequel). Unfortunately, this isn't going to stop the machine out-selling the Dreamcast as far as we can see at the moment, but that's the power of marketing for you...*



# Get it off your chest...

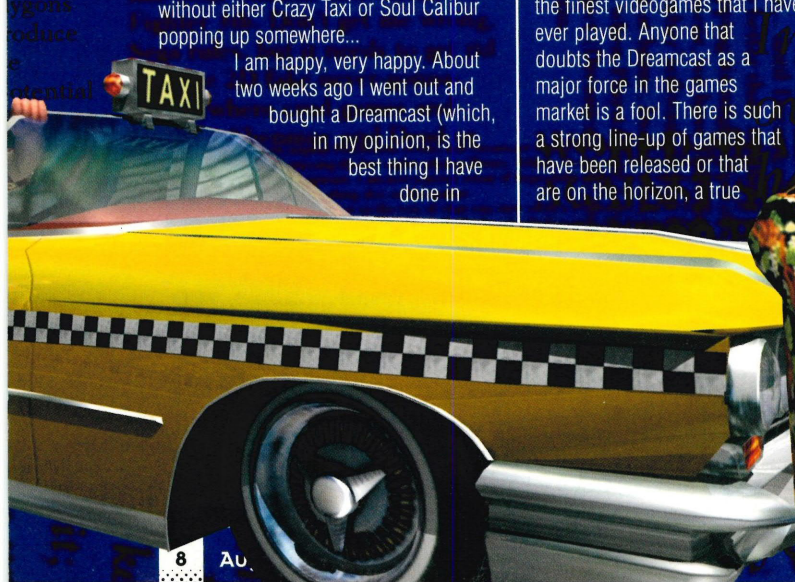
## A Satisfied Customer

Caption: We can scarcely go an issue without either Crazy Taxi or Soul Calibur popping up somewhere...

I am happy, very happy. About two weeks ago I went out and bought a Dreamcast (which, in my opinion, is the best thing I have done in ages). Wow. Why, oh why, didn't I get one sooner? I have Soul Calibur and Crazy Taxi at the moment, which are two of the finest videogames that I have ever played. Anyone that doubts the Dreamcast as a major force in the games market is a fool. There is such a strong line-up of games that have been released or that are on the horizon, a true lover of videogames would be mad not to own one. This is all coming from the mouth of someone who has been playing PlayStation games for the best part of five years, wishing there were more arcade and original games!

**Bob, e-mail**

*DCM: Just count your lucky stars you made it before you gave up on videogames altogether! Climb on the highest mountain, cross the deepest rivers, do whatever you can in your quest to convert the rest of the gamesplaying population in our great country before they too throw down their pads in disgust and disappointment. Sorry, stupid thing to say really, but you get the point.*

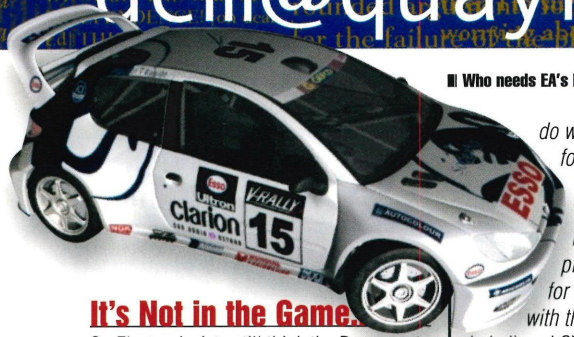



## Another Satisfied Customer

Previous to a recently-purchased Dreamcast, the last console I had was a Mattel Intellevision (1978-82). Remembering just how much I enjoyed Mattel's games back then, I decided to dust it off and see how it compared to the Dreamcast. I managed to dig up the machine and its cartridges from the back of the shed, and put it to the test.

After recovering from the initial shock of its full working condition, I was staggered at the crudeness of the graphics and gameplay. It seems amazing to me that it sold for around £200 in its day and was head-and-

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**Who needs EA's NFS when we've got V-Rally 2, eh?**

## It's Not in the Game...

So Electronic Arts still think the Dreamcast isn't worthy of its development time, and instead are going to concentrate on the PlayStation2. This, after the Dreamcast has been so successful in EA's homeland, as well as notching up respectable figures in both Japan and Europe. Well, you know what? I don't care. In my humble opinion, EA hasn't made any classic console games since the days of the ill-fated 3DO system. That machine's versions of Need For Speed, FIFA, Space Hulk and Road Rash were all classics, and far superior than their PlayStation and Saturn counterparts. And with the sheer mediocrity of the bi-annual FIFA updates on the PlayStation proving my point, I'd far rather be playing SWWS: Euro Edition, or V-Rally 2 compared to Need For (due to complete lack off) Speed from EA. I remember EA once proudly exclaiming EA IS 3DO/3DO IS EA in a marketing campaign. If EA continue to be stuck up their own arses and ignore fantastic machines like the Dreamcast, maybe their new cry could be EA IS DODO.

**Danny, e-mail**

*DCM: Ah, fond memories of Need for Speed on the 3DO are flooding back... If EA were going to change their stance on Dreamcast they would surely have done it by now, but as you so rightly point out, do we really need them? Need for Speed has gradually turned from an original, realistic racer on the 3DO into a rather large portion of ploppy on the PlayStation. As for FIFA, we're much better off with the fantastic ISS (come on baby!) and SWWS 2001 (yes, it's on the way). If PlayStation2 continues to disappoint at the same rate it's doing at the moment, EA might well end up with a large portion of egg on their faces, and well deserved it will be too...*

## It's Still Not in the Game...

I have noticed a trend among your letters – there are many complaining about EA not supporting the Dreamcast. I have been a proud owner of most of Sega's consoles, and have seen most of the crap EA has released as 'games' (especially those that were released on the Saturn). It's amazing how most casual gamers latch on to specific brands, staying loyal to the name regardless of the product's actual quality. It's a real shame EA aren't making games for the Dreamcast, even if it's only going to reduce the number of games in Sega's sparse back catalogue. With all that said, however, if Konami's fantastic International Superstar Soccer is indeed going to make a splash on the Dreamcast, we have no need to worry about the turdy quality of FIFA!

**Ben and co, e-mail**

*DCM: Brand loyalty has got publishers in deep doo-doo on several occasions, and EA's label is a prime example. Would it be fair to say that the gamers holding off for PlayStation2 are the same gamers that have got 23 different versions of FIFA collecting dust on the shelves of their dingy bedrooms? It's amazing that EA hasn't jumped on the Dreamcast band-wagon considering its internet readiness. If nothing else, you'd have thought John Madden would have left the old people's home for long enough to warble mindlessly over an online outing of American football. It's a funny old industry...*

## Give 'em a Pizza My Mind...

I wish to compare the PS2 to a pizza. The reason behind this is to me Sony's new console looks like a pizza box, plain and simple. Only when I open the PS2, I don't get a succulent piece of pizza; instead I have to insert a small shiny disc that's not half the fun (doesn't taste great either). If I want to share it with three other mates I have to fork out 30 quid for a Multi Tap as well as an extra 75 for the pads (sometimes I think Sony are just in it for a the money). Now, who can forget waking up the morning after a party and stumbling around the kitchen desperately hunting for anything half-edible, only to find the remains of last night's pizza? However, waking up to find a similarly-shaped PS2 disc ensures a lengthy trip to the dentist's. Finally, if I fancy a pizza, I simply reach in to my pocket to provide the payment. However, If I fancy a PS2, I have to drain my life savings of every last penny...

**Michael, e-mail**

*DCM: You've got to hand it to them; Sony are clever buggers. They let you use your old PlayStation pads with your shiny new console, but still make you fork out £35 for a four-year-old Multi Tap that never works when you most want it to. It would have cost them practically nothing to include another two ports on the front of the PlayStation, but instead they sting the people that hold them dear. If that's not the work of a blood-sucking vampire empire, we just don't know what is. Apart from that, your letter was clearly completely mental. Tsk, pizza. I ask you...*

**Mmm pizza, but it's nothing like a PS2...**



shoulders above the competition. With laughable graphics and non-existent gameplay, it all seems too pathetic in comparison to the Dreamcast. I can only hope all those moaners that complain about the Dreamcast in one way or another learn to appreciate how lucky they are that they weren't teens in the late Seventies!

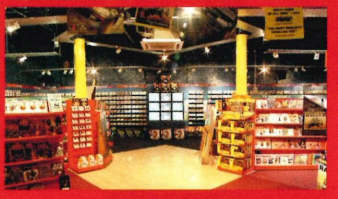
**P.Dunn, Kent**

*DCM: Thank you Mr Dunn ,for attempting to teach a lot of ungrateful people a very important lesson. The turn of this millennium is a great time for fans of interactive entertainment. Technology is moving faster than ever before, and games are continuing to push those limits and the limits of our own imaginations. There's always a small percentage of people consistently unhappy with standard of Sega's latest console (we're a nation of complainers after all), but we should all be laughing. It's bad enough having to wear bell-bottomed jeans, kipper ties and Jesus sandals. God only knows how we would've survived in the Seventies without our Dreamcasts.*




# WIN A GAME OF YOUR CHOICE EVERY MONTH...

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**It seems that all the beautiful summer weather we've been having has made you lot lazy. There wasn't a winner of letter of the month this month, so we're going to up the ante and throw in a six-month subscription to our lovely mag. For your chance to be the proud owner of the game of your choice, and a six month subscription, simply write to us with your usual trials and tribulations – it couldn't be easier! Letter of the Month winners receive the game at the top of their wish list, and it's sent to you courtesy of those lovely people at Gameplay, bless 'em.**
**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. Don't just sit there – get writing!**

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# NewsCAST

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## FANCY A GAME?

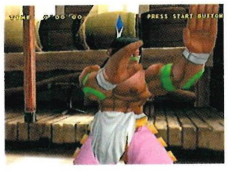
### Put your feet up for some old-fashioned fun

**Coming soon from Sierra is a bit of sedate fun in the form of Sierra Game Room. It's no threat to the likes of Shenmue, but could be ideal for a Sunday afternoon. Basically, it's a collection of small games, such as pinball, darts, pool, table hockey (easily the most violent sport in the entire civilised world) and shuffleboard. No formal word yet on a UK release, but the game should be finished by the end of this year...**

# AND THE PRICE CO

### But it isn't the work of Sega...





**The power of the High Street flexed its muscles to considerable effect in May, with major chains lopping over £50 off the price of a Sega Dreamcast console, and being rewarded in some cases with a quadrupling in sales.** The move, initiated by the likes of Dixons and Comet, allowed consumers to pick up a console with a game as well for just under 150 notes, a fairly hefty saving when you consider that the £200 original charge left you with just a demo disc to keep you entertained.

Predictably, the move has increased the pressure on Sega to formalise the price cut, instead of relying on the High Street to do their work. The PlayStation2 is virtually certain to cost £299 when it arrives at the end of October, and we have a good chance now of seeing Dreamcasts retailing for less than half that when the new Sony machine goes on sale. For the legions of watchers who have put off buying a Dreamcast so far because of the price, this is quite possibly the moment they've been waiting for.

However, the deals don't stop when it comes to the hardware. Major chains have been discounting some of the Dreamcast back catalogue, which has offered the tantalising prospect of picking up the likes of Power Stone and Trickstyle for under £20, and the former is a title no self-respecting DC owner should be without. Again, this has partly been seen as retailers filling in the gaps of the Sega strategy, which thus far lacks a Dreamcast equivalent of the Platinum £19.99 range that

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## DC EVIL DEAD

### Starring Bruce Campbell!

**Sam Raimi's over-the-top horror film (that just happened to spawn a couple of sequels) is coming to the Dreamcast courtesy of THQ, and early reports suggest no expense has been spared. Entitled Evil Dead: Hail to the King, the game is utilising a 40-strong choir in the audio department, and has enlisted the services of none other than Bruce Campbell (star of the film), who's recording new material too for inclusion. We're still quite a way off seeing a finished product, but that doesn't stop us getting a teensy-weensy bit excited about it. But we've calmed down now.**





## SO WHEN'S LARA BACK THEN?

### Ms Croft ain't going to be around for a while

**No sooner have we celebrated the arrival of Tomb Raider on the Dreamcast, bestowing upon it lavish praise whilst you lot ran out and bought it, we're faced with the proposition of having to wait a fair while for the next installment.**

**It's been well publicised that there ain't no new game for this Christmas, but the latest reports suggest we'll have to wait until Christmas 2001 to see the fifth of Lara's adventures. It's virtually certain to be appearing on the Dreamcast, though. Furthermore, it's still odds-on that the game will have a strong link to the film, which is set to star Angelina Jolie. Con Air's Simon West is behind the camera.**

# MES DOWN

has worked so successfully for Sony.

But whilst the boost to the Dreamcast is certainly appreciated, more questions are now being asked about Sega's policy. In the eyes of the gamer, once the console has dropped to £150, people will perceive that as its new value, and should the various promotions end and a £200 price point be reinstated, we're effectively back to Square One. Sega has been whispering about a price cut as part of their strategy for a while now, and there's been general frustration that they haven't acted earlier. However, now they've no-doubt seen the difference that 50 quid can make (and let's not forget that they're effectively chucking in a free game in the shape of Chu Chu Rocket), they can't help but support the initiative of retail stores. It's hardly likely that the High Street will knock the price back up unless they absolutely have to, so Sega have effectively been taken out of the decision-making process. If they've got any sense now, they'll formalise the price cut and spend a couple of bob promotion a machine that'll be half the price of its new rival...

# NEO GEO RETREAT

## SNK withdraw console from US market

**The rather excellent Neo Geo Pocket console, SNK's answer to the Nintendo Game Boy, has failed to take off in the way pundits would have liked, and it now looks like SNK will withdraw their presence from the American markets and take the machine off sale, prompting fears that a similar move may be happening over here.** The Neo Geo Pocket, you remember, is the one that has Sonic the Hedgehog on it, and boasts the capability to link up with the Dreamcast. Only as very few people seem to have gone out and bought one, that won't be happening too much. No official word yet on the UK situation, but things aren't looking too good.




# UNREAL!

## The king of first-person action is DC bound...

**We've hoped for it, wished for it and damn-well stamped our feet and cried until we got it, and now it appears the game of last year, Unreal Tournament, will definitely be heading to the Dreamcast. The jury's still out on whether it kicks Quake III's arse (for this lowly news hack there ain't no contest, but we suspect the boss may disagree), but the key thing is that both of these wonderful titles will be playable on a Sega. Epic won't be handling the coding in-house themselves, though, and they're looking for a third-party deal to get the project formally moving.**



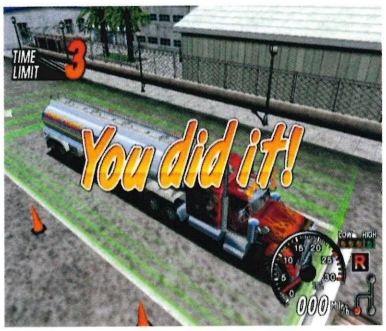




# START SPREADING THE NEWS

## We're crooning today...

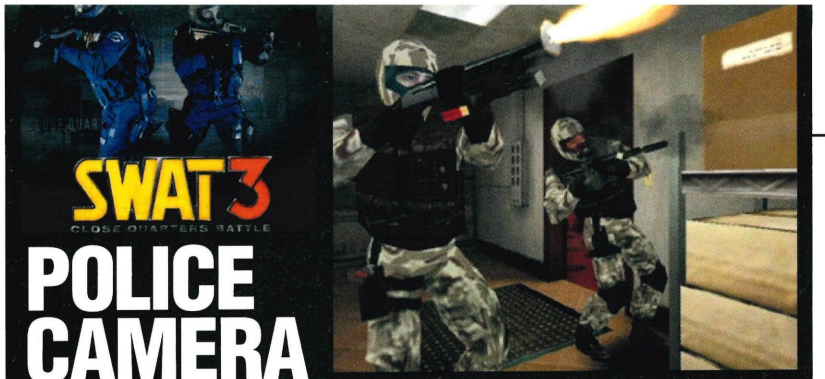
**Oh bloody hell.** Sega in Japan is apparently considering releasing a karaoke program for the Dreamcast, guaranteed to turn your 15-year-old sister into a Britney Spears wannabe, and the boss into some frightening cross between Elvis Presley and Liam Gallagher. They're currently researching whether people would be interested in such a GD-ROM, and quite frankly, we fear the worst. More news as we get it.




# TRUCK OFF!

## Lorry running late shocker

**Those expecting the arrival of 18-Wheeler American Pro Trucker from Sega are just going to have to swallow this extremely bitter pill – it's been delayed 'til next year. At least it gives you something to look forward to...**




# POLICE CAMERA ACTION

## Sierra's SWAT to make the jump?



**If you asked us to put our multi-format hats on for a minute and politely requested a list of the games of the year across all formats, a few familiar names spring to mind. On our beloved DC of course, there's Crazy Taxi, the PlayStation's ISS Pro Evolution and even the N64 perks up with Perfect Dark. Yet the hidden gem is on the PC, a game from Sierra by the name of SWAT 3. Don't panic if you haven't heard of SWATs 1 or 2, as they were both shit, frankly. And don't panic if you haven't heard of the third, because we're about to give you a quick run-down.**

**The game puts you in charge of a SWAT team charged with bringing dangerous situations to a satisfactory end. For instance, early on in the game, there's a sniper in a house, along with one hostage. You both have to plan and implement a strategy to neutralise the situation, leaving the hostage intact and in no further danger. The action side of things is heart-pounding, with a first-person perspective being used to crank up the tension to unbearable levels. In short, it's one of the few genuine surprises of the year, and we're chuffed it's coming to the Dreamcast. Even better news? It should be out before the end of the year...**

# JET SET RADIO

## It's only the game of the show!

**The upcoming, highly wonderful-looking Jet Set Radio has walked away with the prestigious honour of being the best game at the recent E3 show in Los Angeles. Considering the competition was a couple of thousand other titles across Nintendo, Playstation (1 & 2), PC and more, that ain't no mean feat. We look forward to the UK release...**







# PLAYSTATION 2

## We ain't got no satisfaction...

**Okay, so we all know the Playstation 2 shifted nearly a million units in its first week in Japan, and that the hype machine is well under way for its release over here and in the States. However, pundits are now predicting the machine may have a trickier ride than expected once the initial furore has died down. Quite simply, as DVD penetration is much stronger in the USA than the UK, the machine is going to have to live or die more on the strength of its games, and it's in this area that people have been disappointed. Think about it – the Dreamcast has plenty of exciting titles heading its way before Christmas, such as Shenmue, Black & White, Virtua Tennis and Jet Set Radio. The Playstation2? Sequels and brand extensions, leading many experts to point to the fact that, for true gamers, the Dreamcast is the place to be. You got views on this one? Address them to our Forum section...**



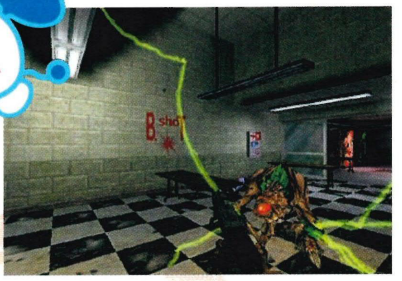


# CHU CHU CAMPAIGN KICKS ASS

## Free game boosts Sega...

**Sega's remarkably-generous giving away of Chu Chu Rocket absolutely gratis has been backed to the hilt by a big marketing campaign designed to push the online gaming capabilities of the Sega wonder. The television ads, for instance, ran through Euro 2000, and major in-store promotions have pushed the presence of the console with Chu Chu included. It's a bloody good game too, y'know...**



# HALF LIFE

## Sooner than we think?

**The news that Quake III isn't likely to see the light of day until October at the earliest is no-doubt causing concern for those eager to get online with their DC and blast away.** However, more positive news is that an official US date for the release of Half Life indicates that the game will be finished earlier than many people originally thought. Previewed in an earlier issue of DCM, Half Life is perhaps the best first-person action title on the PC, certainly for one player, and it's a hugely-exciting title to have on the Dreamcast. In the States it's out in the middle of September. Hopefully, the UK release will be close to that...

# JAPANESE SEAMEN

## But will he catch on over here?

**Over in Japan, where they had Code Veronica ages before us and still have Shenmue to play with, the title that seemed to win over their hearts was neither. It was in fact a little know title by the name of Seamen: The Forbidden Pet, the story of a creature that's half man, half fish, has shifted somewhere in the region of half a million copies. What's it all about? Try this for size...**

**You start with your Seaman, a load of dirty water and some eggs, and a bit of grub too. Soon your eggs hatch and turn into Seamen themselves, when you have to take care of them. You need to control elements such as oxygen, heat and food, whilst also nurturing them as if they were your own little ankle-biters. Oh, and the little bastards start to talk to you. The aim is simply to keep them alive and give them a decent life. How far the Seaman will evolve is a mystery at this stage – apparently if you play for long enough, it may be possible to watch them evolve into fully-fledged humans.**

**To add to the fun, the game comes bundled with a microphone to plug into your controller, so you can talk to your offspring and generally encourage them. Chances are you'll kill them dead quick, though. Oh, and Leonard Nimoy is rumoured to have been signed up for voicing duties on the English version too. The game is due for release in American around the end of Summer, and should make the UK schedules for later in the year.**



# MTV ON DC?

## Take 2 have been shopping

**The latest acquisition from the folks at Take 2 Interactive is the licence to develop titles based on MTV television shows, clearly including the quite wonderful Celebrity Deathmatch.** If you haven't seen it yet, you really need to.

The deal lasts for four years, and whilst formats haven't yet been discussed, Take 2 is a clear advocate of the Dreamcast format, and even as you read this is readying Hidden and Dangerous for release (having finally got Grand Theft Auto out of the door). Keep checking back for more news.

# ELECTRONIC ARTS

## The Debate Continues....

**It took Sega of America's Peter Moore to utter what's becoming a more and more widespread an opinion in the industry: "They would never admit it, but I'm sure they regret the decision now that the numbers are out". Moore, of course, refers to Electronic Arts continued snubbing of the Dreamcast console, which is starting to pick up sales significantly now price cuts have been introduced in America and the UK. The EA response from the States was typically bullish – "The dollar we spend on a Dreamcast is a dollar we don't have for our online PlayStation strategy."**

**However, industry insiders are apparently gradually more frustrated with the Playstation 2, which despite its technical majesty, has proven to be tricky to develop for. Furthermore, the general feeling is that until Metal Gear Solid 2 appears, the console will be backed only by good-but-not-spectacular sequels and brand extensions. Meanwhile, it appears that the Dreamcast is the place to be, with the likes of Shenmue, Jet Set Radio and the wonderful-looking Virtua Tennis all due for release before the end of the year. Even the Nintendo 64 has the stunning-looking Perfect Dark. Anyway, you know the address for the Forum section if you have views on this particular potato...**




# KONAMI TIE UP VIDEO SYSTEM

## New games under Konami label

**Video System, they who have brought us F1 World Grand Prix and have a sequel on the way, has done a deal with Konami which sees the latter publishing said sequel on the Dreamcast. It's pleasing too that Konami is adding extra resources to its Dreamcast line-up, which thus far has seen an unexciting flight game. Metal Gear Solid next, please?**







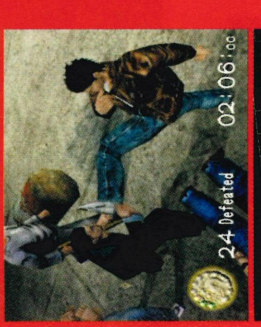

# LATEST RELEASE SCHEDULE FROM SEGA

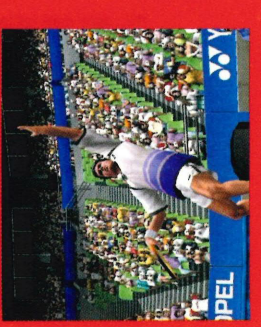
**And boy, are there some goodies on the way!**

**Sega has updated their schedule of games that they themselves will publish. Remember that this list doesn't include any third party software, yet marvel at the fact that it still looks rather cool. For us, there are plenty of highlights, but those particularly worth watching for are Shenmue, Virtua Tennis, Sega GT, MS-R and Black & White. The promising thing is that so many of the titles on the list display plenty of potential, and that this is just a small slice of the software we can look forward to before Christmas...**

| | |
|---|---|
| NHL2K | Out now |
| Maken X | Imminent |
| Time Stalkers | Imminent |
| MS-R | 15th September |
| Extreme Sports | Early October |
| Virtua Tennis | September |
| Space Channel 5 | tbc |
| Dee Dee Planet | tbc |
| Shenmue | tbc |
| Quake 3 | End Nov |
| Virtua Athlete | End Nov |
| Jet Set Radio | Q4 |
| Sega Worldwide Soccer 2001 | Q4 |
| Phantasy Star Online | Q4 |
| Black and White | Q4 |
| Sega GT | Q4 |



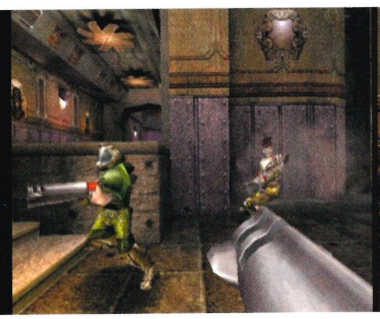


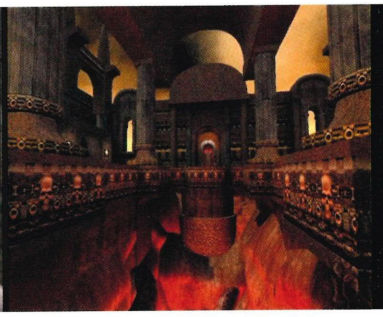



# QUAKING ALL OVER

## The original game starts off as a DC demo... but is there more?

**A company called Titanium Studios put together a demo of the original Quake for the Dreamcast on the proviso that it was never likely to reach the shops. However, said demo has attracted so much attention that the still admittedly-slim chances of a DC release has increased slightly. It'd be up to id Software to give Titanium the green light, though, and even then, given the age of the game (it's its fifth birthday next year), chances aren't high that a publisher would be interested.**







# NAME CHANGE

## A Jet by another title...

**The hugely-exciting-looking Jet Set Radio now looks set to bear the moniker Jet Grind Radio when it's released. No real word on why, but then we're so desperate to play the finished version that the name doesn't really bother us that much. Apathetic souls that we are...**

# SAMBA!

## Okay, YOU try explaining this one...!

**And yet another oddity emerges from the midst of Sega, and as usual there's enough to intrigue our cheap little minds.** How futile our resistance is becoming. Anyway, Samba de Amigo is the latest announcement from the Sonic team, and it's basically similar to the likes of Beatmania on the PlayStation, in that you need to react to the music on screen using the peripheral in front of you.



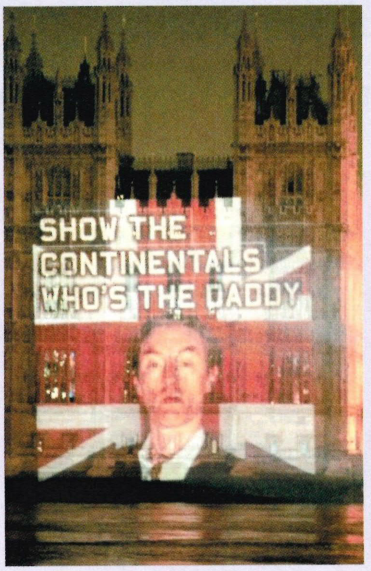
Only that peripheral could be a dance mat. Seriously. You may well end up dancing on a mat in front of your television in order to gain a bigger score. Anyway, full preview to follow. In the interim, here are some of the bright visuals that accompany the game!




# SEGA DO THE EURO

## Come and have a go...

**Anyone tuning into Euro 2000 all those weeks ago will no-doubt have been exposed to the latest cunning marketing programme to emerge from Sega HQ. Backed by the launch of Chu Chu Rocket and online gaming, the campaign pretty-much followed the theme of kicking the arses of players from other countries. Only not as subtle as that. They say a picture speaks a thousand words, so in this case feast your eyes on some of these visuals and we're sure you'll get the picture...**




# MILESTONE

## Unfortunately, it's for Nintendo

**What can we say? It pains us to praise Nintendo, but their Game Boy console has now passed 100 million sales worldwide. Yikes. There's only 60 million people living in this country...!**

# SEGA SIGN UP BLOCKBUSTER

## Rent for 99p!

**A new deal between Sega Europe and Blockbuster video has been inked, that places Dreamcast product for rent at Blockbuster's 671 UK stores. The machine will be specially promoted throughout August, with rentals starting at 99p. Just don't be tempted to rent something like Virtua Striker, okay?**

# DO THE SHUFFLE!

## Is this our answer to Mario Party?

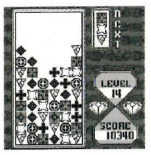


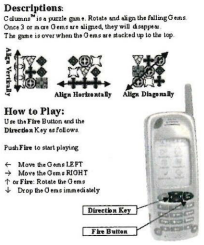
**It may have escaped your attention, but there are actually two new Sonic The Hedgehog games currently deep into development for the DC.** Sonic Adventure 2 is clearly the headline-grabber, but Sega are also taking a leaf out of Nintendo's book (and their own – who remembers Sonic Spinball on the Megadrive?), and moving the character across to other genres. Hence, Sonic Shuffle. At first glance it's kind of like a board game of sorts, bringing together a collection of multiplayer minigames in the hope that the sum of its parts equals something worthwhile. If you follow our drift. Anyway, we've got some pics, and here we lovingly print them for your perusal. We're kind like that.





## COLUMNS™




SEGA®

# ONLY A PHONE AWAY

## More info on the Motorola partnership

**Sega has now released details on the games they plan to release for the Motorola mobile phones in Spring 2001 in Japan, and the rest of the world sometime in 2002.** Ten million of the next-generation mobile units are expected to sell from the start, which would give Sega a huge market for these games. First comes Columns, a game you should know very well from the Sega Mega Drive version. It's a simple, fun puzzle game and you have to match three or more gemstones of the same design (no colour this time), horizontally, vertically, or diagonally, before the screen fills.

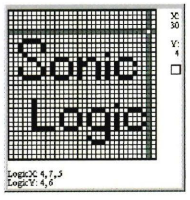
Then there's a title featuring our blue hedgehog friend, Sonic. Well, maybe not. What we do know is that this is a logic puzzle game where you have to plot co-ordinates in order to reveal a hidden picture.

The next game sees you collecting rings (Sonic Adventure style) while avoiding your on-screen enemy. Crank the turbo button for a timely boost to escape danger.

Another is a 'jump and collect' platform game in the Sonic tradition. Speed up, slow down, or jump, just make sure you grab as many rings as you can.

Oh well, only two years to go before this idea broaches our shores – hell, we'll be lucky if the idea's even considered!

## SONIC™ LOGIC




**Descriptions:**
Sonic™ Logic is popular puzzle game.
Refer to the hint numbers, and paint the cells to complete the hidden picture.
This application can be run on the lower spec model because there are no image files being used.

**How to Play:**
Use the **Direction Key** and **Ten Keys** as follows.

←, →, ↑, ↓ Move the cursor
1 Paint / Clear the cell (toggle)
2 Apply / remove x mark (toggle)




SEGA®

# TECHNOLOGY UPDATE!

## Yet more add-ons for the Dreamcast!

**So it's already got a modem ad a fishing rod, with a microphone imminent, as is the obligatory mouse. What next? Well, if plans from Sega of Japan bear fruition, a printer and scanner may not be too far down the road. And yes, you did read that right.**

**Several plans are afoot in the technology stakes (and read the import news for more on a Dreamcast hard drive). Firstly, Sega is about to launch a new broadband adapter for the DC in Japan, which plugs into the slot where your modem currently lives. The plan, then, reducing the techie talk down to the bottom line of it all, is that internet access will be oh-so-much quicker. Cable modem compatibility through this new adapter could mean that unmetered access will become the norm (as, realistically, it's heading that way on the PC over here), leaving just a monthly charge to get online access and then no more worries about online games of Chu Chu Rocket that make your phne bill spiral out of control. Phew.**

**And yes, as we said at the start, a printer and scanner are also part of the plans, although nothing concrete has been confirmed at this stage yet. What next we ask ourselves? Full airline simulation cockpits? An armoured tank to sit in? Or perhaps they'll start bundling the console with a nice comfy armchair with joypads built into the arms. Now that we would be pleased with...**

MIDWAY

# MS BUYING MIDWAY?

## But no one's admitting it...

**Bill Gates' Microsoft empire could be expanding further if rumours turn out to be true. The word is that Midway, they of Ready 2 Rumble and Gauntlet Legends fame, could be about to be bought up by Microsoft. As we went to press, the most Midway would admit to was that they would be developing for the X-Box. How a takeover would affect Midway's Dreamcast product we wait and see...**

# JACQUE'LL DO

## If you can't get the F1 licence...

**Chances are, if you're looking for a licence for a sporting game, the chequebook of Electronic Arts will have beaten you too it.** Hence, Ubi Soft have simply chosen to sign up a Formula 1 driver – Jacques Villeneuve – and stick him in the middle of their latest futuristic racing game. When released, a competition will be held to find 20 top racers to have an online race against the man himself. The game is called Virtual Velocity, and whilst it's not confirmed what formats it'll appear on, we reckon a DC version is a mere formality.

# CHART WATCH

**Well if you want to know what the biggest sellers are on the Dreamcast, you're in the right place. If you think you're the only bugger to actually buy a copy of Buggy Heat, why not peruse our up-to-the-minute chart to see what's hot and what's not? It's probably for the best...**

| | | |
|---|---|---|
| 1 | ECCO THE DOLPHIN | Sega |
| 2 | RESIDENT EVIL CODE: VERONICA | Eidos |
| 3 | V RALLY 2 | Infogrames |
| 4 | ZOMBIE REVENGE | Sega |
| 5 | CRAZY TAXI | Sega |
| 6 | MDK 2 | Virgin |
| 7 | 4 WHEEL THUNDER | Midway |
| 8 | WORLDWIDE SOCCER 2000 EURO EDITION | Sega |
| 9 | SEGA BASS FISHING | Sega |
| 10 | EVOLUTION: SACRED DEVICE | Ubi Soft |

**Chart compiled by Chartrack © ELSPA**

**Sega Bass Fishing has taken a bit of a dive from the top spot this month, but what better game to be replaced by? We knew Ecco was going to be doing big things, but that's what we're here for, right? It's good to see Res Evil right up there too, closely followed by the fantastic V-Rally 2. What a top three...**



## strictly rumour

# PRAISE THE LORD

## Will they ring a bell?

**Next year at cinemas we get the first part of perhaps the most anticipated new trilogy of films in ages, as the first of three Lord of the Rings films gets its release. Here's where it gets even more interesting, though. The film is being made by New Line Cinema, who have already licensed their popular Austin Powers character for videogames, and now it appears several publishers are investigating bringing the work of Mr Tolkien to consoles. Nothing certain at this stage, but you can be sure we'll let you know...**

# SONIC TEAM MOVES PLATFORM

## Sonic's creators dip their fingers in other pies

**According to Yuji Naka, Sonic Team may be publishing titles for the X-Box and Dolphin, but surprisingly not PS2.**

**Yuji Naka has revealed his opinions concerning development of games for platforms competing with Dreamcast now that Sonic Team is an independent studio. He said:**

**"My main focus is Dreamcast, but Sonic Team is separating from Sega, so anything is possible". When asked whether Sonic Team would develop games for next-generation consoles other than Dreamcast, Naka commented that the PS2 is not on the list.**

**With each former Sega development house now financially independent and reporting directly to parent company, CSK Enterprises, anything is possible. Nothing is imminent, but Sonic Team at least is considering developing for other consoles – it's mutiny, we tell you!**

## BELIEVE THE HYPE! Ubi Soft add yet another DC title

**The latest addition to Ubi Soft's already packed-to-bursting Dreamcast slate is the Zelda-like Hype: The Time Quest. The massive adventure game isn't currently due out until the first half of next year, but we'll bring you more details to whet your appetite in due course.**

# SEGA'S NEW AD CAMPAIGN

## And they're going all out this time

**After the old television ads went belly-up at the Dreamcast's UK launch in September last year, this time Sega has invested £5 million (approximately $8 million) into an all-new campaign to promote DreamArena throughout Europe.** The advertisements (much like the current US print ad for Chu Chu Rocket) play on competition between the different European countries. In the television ads, the French challenge the 'roast beefs' (that's supposed to be us Brits) with the Germans boasting about their strong economy.

Sega will also advertise in print, posters and on television. Created by Bartle Bogle Hegarty (you're joking right?), the television ads are due to be screened at the height of Euro 2000, during the half-time break of England's matches plus France vs. Holland, and during the televised highlights.

Sega UK Marketing Director Alison Turner said: "Online gaming is now here, and we intend to tell people about it. The creative route plays on the different nations' heritages in a fun way that will make European Dreamcasters challenge each other online".

In addition to the Chu Chu Rocket giveaway, the ads coincide with the release of Sega games, Zombie Revenge (June 9), Ecco the Dolphin (June 16), and NHL 2K (July 7).






# global news



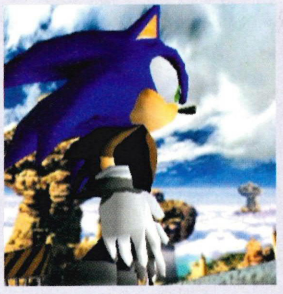
## THE DC GETS A HARD DRIVE!

### Downloadable games imminent?

**Not wanting to be outdone by Microsoft's X-Box console, Sega in Japan is working on a hard drive add on for the Dreamcast which will allow users to download new games direct off the Internet. Estimated time of arrival is April next year...**

## SONIC THE DEFECTOR

### Will the team move onto other formats?

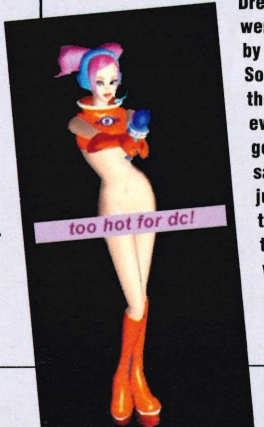


**Now Sonic the Hedgehog has already appeared on the ill-fated SNK Neo Geo Pocket, and the Sonic Team is seperating from Sega to become an independent entity (although they're still devleopers for the Dreamcast), the team is apparently considering developing for other formats. Whilst keen to rule out working on the Playstation2, it looks like the X-Box and Nintendo Dolphin are more likely targets. However, this is just heresay at this stage, and the chances of the Hedgehog himself going across to any other rival formats is precisely zip.**

## UNDERAGE SEX SURFING

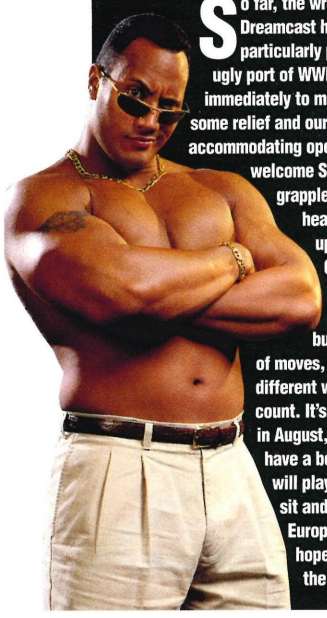
### Dreamcast console seized in porn bust...

**Two naughty high-school boys have been detained as a result of a continuing pornography investigation, according to a police spokesperson for Japan's Toyoma Prefecture, reports Core Magazine. Police believe the two youths bought and sold the porn by using their Dreamcasts and Internet access to trade the material. Along with pornography seized, the Dreamcast consoles were also taken by police. So, perish the thought, if you are even contemplating getting up to the same kind of trick, just take heed of this story and think twice. That's it, we're done with the parental speeches now, thanks.**



# GRAPPLE WITH THIS

## Sega to produce wrestler for the DC!



So far, the wrestler scene on the Dreamcast hasn't been a particularly pretty picture – the ugly port of WWF Attitude springs immediately to mind. So it's with some relief and our usual, accommodating open arms that we welcome Sega's attempt to grapple us into gaming heaven with the upcoming Giant Gram 2000. The game will, as you'd expect, be bursting with plenty of moves, as well as 31 different wrestlers at the last count. It's due out in Japan in August, when we should have a better idea how it will play. We'll just have to sit and wait for the European edition, hopefully due before the end of the year.



# IT'S A BLOCKBUSTER!

## Sonic wins US award.

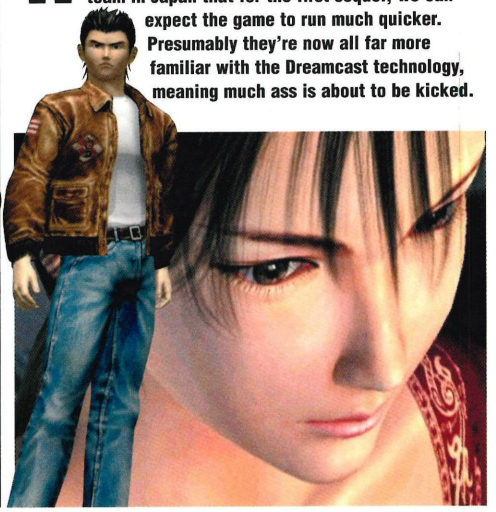



The Stateside Blockbuster (as in the video store) Awards has bestowed the title of Best Dreamcast Game on none other than Sonic Adventure. Obviously, we'd have to disagree, with our affections firmly in the camps of titles like Crazy Taxi and Soul Calibur. Hey Sonic, we love you and all, but we think this award may have been swung by cash in tills rather than the appreciation of real gamesplayers. Cynical old us.

# SHENMUE 2

## It'll be even quicker!

Whilst we still eagerly await the arrival of Shenmue in the Autumn, news has reached us from the team in Japan that for the first sequel, we can expect the game to run much quicker. Presumably they're now all far more familiar with the Dreamcast technology, meaning much ass is about to be kicked.



# MAKE THAT CALL

## Sega Europe about to announce 'DreamCall'

DreamCall, the Dreamcast's voice-over IP solution, is due for release soon. This means that not only will the service allow voice interaction in online games, but if you can handle the time delay, you'll have access to long-distance calls for the price of a local call to your ISP. The system uses a headset with a microphone that can be worn while you play without being a bother. Dream Dorobo, a simplistic tech demo, which may or may not be released as a game, was displayed at E3. The title, which basically translates to Dream Thief, sees players navigate a maze and escape capture based on the instructions of the team leader who guides the others with voice commands, as he can see an overhead map of the action. A simple concept, but fun nonetheless.

Sega are staying relatively quiet concerning this subject, but all we can say is that it may appear over here around Autumn. As for the price – well, your guess is as good as ours.

# IN WITH THE OLD

## More retro games added to the DreamLibrary

Japanese gamers are truly the lucky ones where Dreamcast titles are concerned due to the release of 16-bit titles for Dreamcast's DreamLibrary service. The following titles have been added to the already-impressive list, and many more are to come:

**PC Engine (Turbo Grafx 16) Games:**

Honey in the Sky
Cyber Cross
Metal Stalker
Time Cruise 2
Alien Crush
Double Ring
Burning Angel
Eternal City

**Mega Drive (Genesis) Games:**

Galaxy Force
G-LOC
Revenge of Shinobi
Alien Storm
Romance of the Three Kingdoms



But there's still no hint from SOE or SOA regarding the release of DreamLibrary in the American or European market. What a surprise!


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# ALONE IN THE DAR

Edward Carnby, the world-famous supernatural detective is back...

exclusive



THE NEW NIGHTMARE



# K

Based on terror, not fear, Alone In The Dark uses what you can't see to scare you. You can hear it, it's hidden near you in the shadows, you know it's there. True fear is a cumulative process, something sadly forgotten since the birth of this genre in France, 1991...

# feature

THOSE LOVELY FRENCH MIGHT BE MORE FAMOUS FOR EATING FROG'S LEGS THAN MAKING AWARD-WINNING VIDEOGAMES, BUT ALONE IN THE DARK GRABBED THE GAMING COMMUNITY BY THE SHORT-AND-CURLIES BACK IN '91, WITH A QUIRKY NEW TWIST ON THE ADVENTURE GENRE. THOUGH THE TERM 'SURVIVAL HORROR' WASN'T COINED UNTIL MUCH LATER (BY CAPCOM, UNSURPRISINGLY), INFOGRAMES HAD UNWITTINGLY STARTED A GAMING PHENOMENON THAT WOULD KEEP MILLIONS OF BLURRY-EYED, PILLOW-HUGGING PLAYERS ON THE EDGE OF THEIR SEATS WELL INTO THE NEW MILLENNIUM...





It's an interesting thought that Alone in the Dark is, in fact, the forefather of the Resident Evil series. Silent Hill, Dino Crisis and countless other spin-offs quickly followed, and in a kind of cute way, AITD is the grand-daddy of the Dreamcast's own Resident Evil Code: Veronica. But now Capcom has just about taken the genre to its apparent limits using every trick, every trap and copious amounts of cheap-shot scares, where does that leave Infogrames and their belated return to the genre they created? The answer to that is easy – in the capable hands of Darkworks, the secret behind The New Nightmare.

## THE TEAM WORKS



Antoine Villette (left) and Guillaume Gouraud

## STORYBOARD

**It's clear that successful horror adventure game has to comprise of a strong cast of characters, a brilliant graphical vision and classic gameplay, but without a storyline to match, you're left with a fantastically boring game. Darkworks is particularly proud of their yarn for this particular adventure; see what you think...**

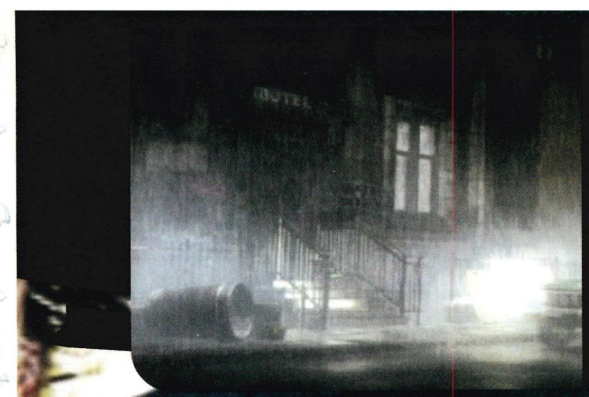
**Carnby's best friend, Charles Fiske, has been found dead off a mysterious island near the coast of Maine, Shadow Island. Carnby's investigation quickly leads him to Fred Johnson, who informs him of Fiske's search for the three ancient tablets which have the ability to unlock an incredible and dangerous power. Johnson pleads with Carnby to take the place of Fiske and reopen the investigation in order to recover the tablets. Carnby accepts the mission as his life's goal, to find and destroy the murderer of Fiske and avenge his death.**
**From his first steps on Shadow Island in the cold night of Winter, Carnby is immediately confronted by mysterious and evil creatures which seem utterly determined to stop his progress. Stricken with a terrible sense of anguish and paranoia, few remaining people on the island cross Carnby's path. Fear lurks around every corner, within every shadow. Encompassing the island rests a sombre mansion filled with endless traps and deep shadows. Each and every shadow could hide the deepest secret, or the worst nightmare. Who and what is hidden on this sombre island? Which invaluable secret is covered under its depths? When will Carnby end this horrible nightmare?**

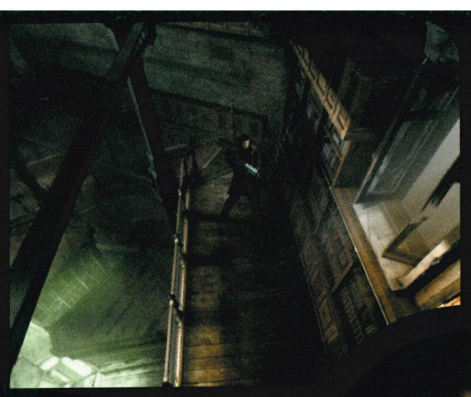
**There's only one way to find out...**

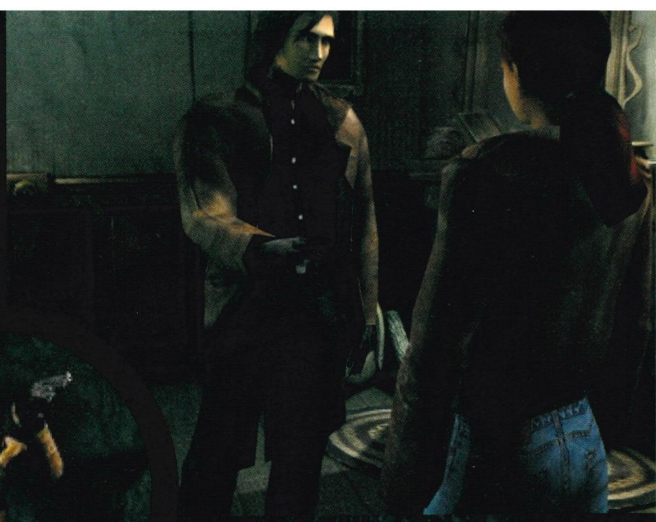
It would be easy to bang on about how many of the Darkworks team hail from world-renowned and creative development houses of the past, but to be honest is more about the incredible attention to detail all 45 members work to achieve in their Paris office. Before work started proper on the project, five of the core members, including Antoine Villette (co-founder and Screenplay Writer) and Guillaume Gouraud (co-founder and Creative Director) spent a vast amount of time and money researching every aspect of the genre. You see from the visual style of the game that countless classic books and films were inwardly digested for inspiration. Bram Stoker's Dracula and Mary Shelly's Frankenstein came top of the pile, closely followed by numerous French and other European horror and suspense writers. A new, slightly more timeless look was decided on for Carnby, and then work started on scenery and backdrops for his new adventure. Forget Computer Aided Design for now, we're talking about good, old-fashioned pencil and paper...

Between five and six hundred individually hand-drawn backgrounds and scenes were drafted and picked. They were slowly whittled down to 120 separate scenes, and the long process of transforming these static works of art into full 3D scenery and backgrounds began. Antoine commented, "An average scene takes about a week to hand-draw and four weeks for graphic designers to create on screen. Though the process was very time-consuming for all 120 in-game scenes, it was well worth the effort. We don't want the game to be fantastic in just appearance, but realistic as well

THE FLASH LIGHT COMES IN HANDY TO FEND OFF MARAUDING MONSTERS







# A VAST AMOUNT OF TIME AND MONEY WAS SPENT RESEARCHING THE GENRE

## DEADLY WEAPONS

**You can't make a survival horror game these days without incorporating some pretty fancy fire-power. Here's a brief run-down on the kind of weapons you encounter in Alone in the Dark's new nightmare...**

### The Disk-Launcher

**(Aline only)**

**The Disk-Launcher fires a disk covered with magnesium which, through its rapid spinning, becomes very bright. This projectile causes great damage and can ricochet off walls. Being a multi-purpose weapon, it can be used just as easily at close range as for long distances. The disk ricochets along walls, giving off a bright aura which injures all creatures it comes in contact with.**

### Laser Gun

**(Carnby only)**

**This weapon is one of the latest manufactured by Jeremy Morton. Basing his work on theoretical research into light by Dr Heinrich Strausmann in the '40s, Jeremy managed to make a primitive portable laser. This weapon discharges a very dangerous ray of coherent light for monsters in the realm of utmost darkness. This weapon offers the best compromise between power, range and energy consumption in the game.**

### The Photopulsor

**(Carnby only)**

**The most powerful weapon he has ever created, the Photopulsor is undoubtedly Jeremy Morton's crowning technical achievement. Appaled by the resistance of some of the monsters encountered, Jeremy decided to make an 'ultimate weapon. His work resulted in the Photopulsor, a heavy weapon that does not fire a projectile or emit a ray, but rather generates a flash of light similar to a nuclear flash (on a smaller scale). No need to aim the gun at the target, as the latter just has to be approximately in the firing line. Once triggered, the weapon charges for a few seconds then spits out its mighty power with incredible violence. For a few seconds, its user is himself blinded, but when he recovers his sight, he notices that all the creatures present in his field of vision have been destroyed or seriously injured. Though preferring the less energy-consuming Laser Gun, the Photopulsor remains the best testimony to Jeremy's inventive genius.**

### Plasma Torch

**(Carnby only)**

**The Plasma Torch was designed by Jeremy Morton after one of his encounters with several monsters. Taken by surprise by several of them lying in wait around a corner, Jeremy only just managed to escape. He then understood the need for a weapon suited to close combat and able to eliminate several monsters in a matter of seconds. The Plasma Torch is the result of his research. The weapon uses natural gas and, thanks to a rich oxygen device, burns at a high temperature, giving off an intense light. Its enormous consumption of gas makes it usable in only very precise situations.**

as fantastic. We had access to artists from other industries like comics, books and films. One of out artists worked on Star Wars". He later added that many of the game's puzzles and play mechanics were directly inspired by the black-and-white scenes made up by the artists, even though that wasn't their initial intention.

Because the emphasis of the game firmly revolves around the use of fantastic lighting effects, several differing backgrounds have to be drawn for every scene. One in near-darkness, one in light and one to depict the more intense light gained using the flashlight. Because some scenes are drawn from up to half a dozen different cinematic angles, the final scene count jumps up to 1200! Apart from being an impressive number, this caused big problems in practicality, and playtesting

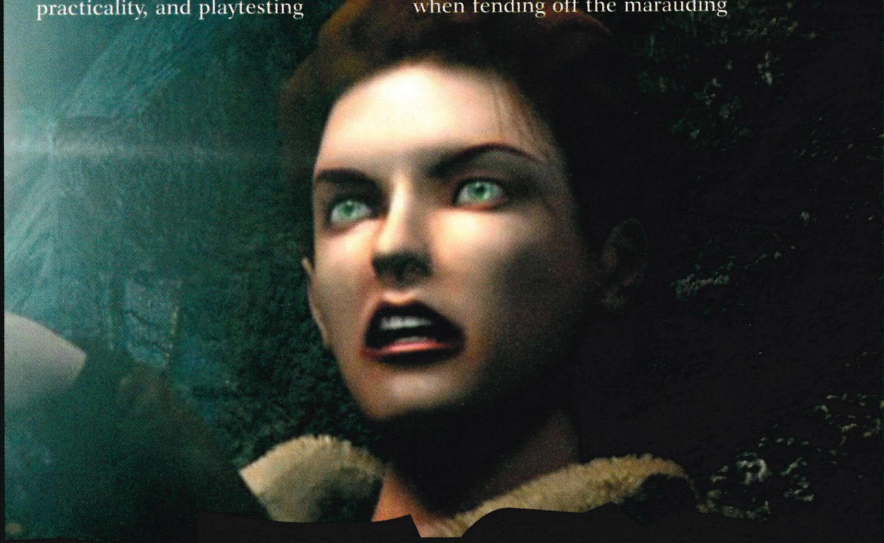


**You'll know exactly how it feels to be AITD...**

ground to a halt due to the sheer number-crunching going on. Within a few months this hurdle was thankfully cleared, and production continued in earnest, but not without the whole graphical engine nearly being binned in the process.

### Is that a torch in your pocket...

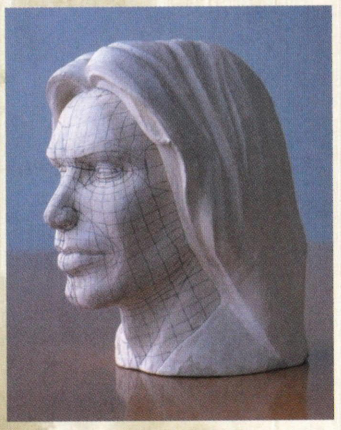
Both Edward and Aline (the game's two playable characters) use their flashlights to full effect as they make their way around Shadow Island. Barring not being able to see without them, the flashlight also comes in very handy when fending off the marauding



## EDWARD CARNBY

**Height: 1,84 m - 6' 1" • Weight: 78 kg - 156 lbs • Eyes: grey blue • Hair: brown Identifying marks: none • Date of birth: 29th of February, 1968 • Location of birth: Richmond, Virginia, USA • Last known address: White House Hotel 18 Norman Avenue, Gloucester, MA Room 17.**

**Carnby currently works for the agency founded in 1982 by Charles Fiske, a former member of the top-secret bureau 713. Fiske and Carnby are specialists in bizarre cases where the supernatural and paranormal play a predominant role. Carnby doesn't care about convincing unbelievers or raising consciousness about the unknown. He personally knows that the paranormal exists, and has made it his life's goal to destroy it. He works only with what's tangible, and possesses no para-psychological powers or abilities that would make him a supernatural being. His only special ability is to recognise evil upon first sight and take immediate appropriate action. Without being mystical, Carnby knows or feels that he has been chosen for some reason unbeknownst to himself. He jokes with jaded humour bordering on cynicism and to some, he appears cold, indifferent or even maniacal. But the few friends he has (including Charles Fiske) know he has great integrity and is incredibly loyal to his own goals and to his friends.**



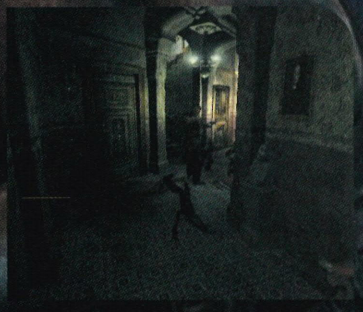
**Carnby's relationships with women are passionate, but the call of duty is stronger and his lady friends don't put up with his frequent disappearances and long periods of silence and bad moods.**



As the game progresses Carnby and Aline's relationship grows deeper. Bless 'em!



When Antoine doesn't have a fag in his hand, he's normally on his mobile...



monsters and creatures that inhabit the island. Because the basis of the entire game is in the opposition of light and dark, Darkworks knew that a very special control method for using the flashlight had to be adopted. In another huge step away from Resident Evil's well-used game structure, it's actually possible to free-look with your weapons and flashlight together, not only while standing still, but when walking, running and even going up and down stairs. It offers full 360° screen coverage using the highly-sensitive analogue stick and creates countless new gameplay situations and puzzle opportunities that you would never normally see in a game of this ilk. Not only does this make the game look 100 times more realistic than the competition, it also feels closer to life, and the initiative control method complements it perfectly.



### ARE YOU SITTING COMFORTABLY?

On the subject of the game's storyline (see Storyboard box), Anotoine was eager to comment. "The story plays a very important role. In AITD there are 200 dialogues, and with this there are very fine and clever ways to tell the story. It's a question of the distribution of the information, where it's put and how. It's important to take advantage of all the means possible. The puzzles you encounter aren't pen and paper puzzles (similar to those found in Monkey Island), they are analogical puzzles. You will solve puzzles without even knowing they're there". When questioned about non-playable characters (NPCs) in the game, Antoine continued, "There are about ten characters you encounter on your adventure, but there's contextual dialogue between you. You meet them in order for them to pass on clues".

**THEY'RE ANALOGICAL PUZZLES - YOU'LL SOLVE THEM WITHOUT EVEN REALISING THEY'RE THERE**



## IT'S POSSIBLE TO FREE-LOOK WITH YOUR WEAPON AND FLASH LIGHT



Though an inventory is there for Carnby and Aline, doing inventory tricks similar to those found in Res Evil is out. "You find more visual clues around the island. Looking at paintings or photos will reveal there's a radio somewhere on the island. The player then tries to find the radio, and contact the outside world for help."
As well as conversing with a number of NPCs trying to get off the island, you are also in radio contact with Aline, and your paths cross several times through the adventure. There's a love interest between Carnby and Aline, though their relationship is apparently quite a fiery one. Parallels between them and the X-Files' main stars were not deflected by Antoine. In fact, there are a fair few similarities to be seen between the hit sci-fi TV show and Darkworks' New Nightmare. "The X-Files was one of our sources of inspiration, but not just for its contents. The relationship between Mulder and Scully is an intriguing one, and that's something we've tried to capture for AITD".

### Monster Mash

Finally came the beasts, and what lovely beasts they are. Guillaume Gouraud (co-founder and Creative Director) is particularly proud of his team's critters. "When it came to designing the game's many beasts, we took the approach of, 'How would you least like to die?'. Once we came up with enough disgusting ways, we started creating beasts capable of the deed". It seems as much time spent creating these monsters and there was on any other part of the game's development. Guillaume continued, "Different beasts react to the player in different ways. Some are blind and only attracted by sound. Whatever it hears, it attacks, regardless of whether it's you, or another beast". Taking it a little further, Guillaume went on to talk about how enemies approach situations differently. Some choose to dive in, others wait patiently in the shadows for you to come within striking distance.

It's clear there's still work to be done (the Dreamcast version looks great, but is lacking sound and special lighting effects at the moment), though progress is moving swiftly. It's going to have to be very special to break Resident Evil Code: Veronica, but it's been rumoured that Capcom are to include similar flashlight technology in their next Res Evil escapade, and that speaks volumes in favour of AITD's New Nightmare...

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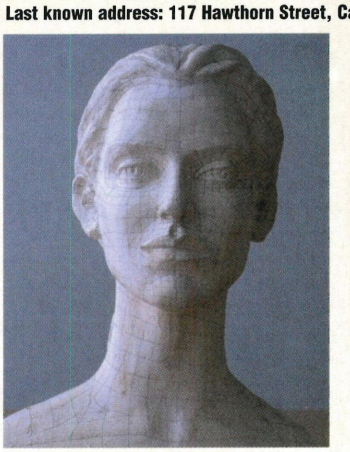




The mansion only accounts for 10 to 15% of the total game enviroment

## ALINE CEDRAC

**Height: 1,72 m • Weight: 54 kg • Eyes: green • Hair: sandy hair • Identifying marks: none**
**Date of birth: June 30, 1974 • Location of birth: Lexington, Boston, USA**
**Last known address: 117 Hawthorn Street, Cambridge, Massachusetts**



**Aline Cedrac was born June 30, 1974 in Lexington, a Boston suburb. She never knew her father, and her mother, Marie Cedrac, would never reveal his identity. A Frenchwoman, Marie returned to Europe in 1992 after quarrelling with Aline, her only child. Aline chose to stay in Boston to finish her anthropology studies. Marie died in a train crash in February 1993. Despite her search, Aline never found out who her father was. Aline turned out to be a brilliant student, earning her Ph.D. at age 24 thanks to her phenomenal memory, extraordinary intuition and above-average capacity for work. She is especially interested in the Indian tribe of the Abkanis. The recent discovery (attributed to Obed Morton) of an Abkani writing dating back several millennia revolutionised the small world of Indian anthropology, and Aline has received a Rockefeller Foundation grant to write a book about it.**
**Aline is a determined and passionate young woman whose difficult life has made her quite independent. Tough on herself and others, she is sometimes abrupt, and her relationships with men are perfunctory, her great beauty giving her a confidence bordering on a superiority complex. It's true, however, that Aline has not yet met a man worthy of her...**

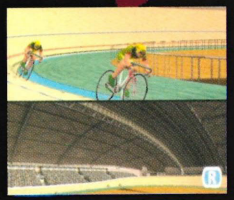
# Sydney 2000

## The biggest sporting jamboree of them all spins its way around the globe once more...

Yes, this September is when the finest athletes gather under the five-ringed flag of the XXVII Olympiad. And whaddya know, Eidos has signed a six-year licence with the IOC to bring you the official videogame of the Olympic Summer Games. Time to punish my pleading body in the pursuit of physical excellence and have a look at Sydney 2000...

The IOC granted the licence to Eidos on the understanding that this game represents the Olympic movement as a whole and doesn't highlight any particular sport; hence the inclusion of several events which aren't high profile. One other caveat was that individual athletes could not be featured in the game – something that isn't possible anyway, seeing as no one knows who's going to Sydney at the time of writing. Sydney 2000 showcases 12 of the 37 different sporting events, which both developer Attention to Detail and Eidos claim is the most comprehensive list for a multi-sports title. Those 12 events are; 100m Sprint, 110m Hurdles, Hammer, Javelin, Triple Jump, High Jump, 100m Freestyle Swimming, Skeet Shooting, 10m Platform Diving, Kayak K1 Slalom, Super Heavyweight Weight Lifting and finally, Sprint Cycling. Twelve events using a bit of button-bashing may not seem like much at first sight, but the plan is to make Sydney 2000 the complete game for both single and multiplier modes. Realising that sports games such as this leave a lot to be desired when it comes to solo play, this game will include four modes of play: Arcade, Olympic, Head-to-Head and Coaching.







Careful; don't do a Greg Louganis off the high board...

### Modes of Play

Arcade Mode is the traditional single or mutiplayer points-based mode. Up to four players compete in the final of each event, and gain points relative to their finishing time or distance. The player who gains the most points after 12 events is the winner. The events can be played in any order, with the two track finals played at once and the other ten events played alternately.

Olympic Mode is the one that will hopefully give Sydney 2000

| | | | |
|---|---|---|---|
| **Publisher** | Eidos | **Developer** | ATD |
| **Released** | July 2000 | **Genre** | Sport |

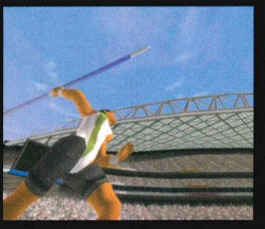



Bad technique is indicated by the runners' animations losing fluidity.







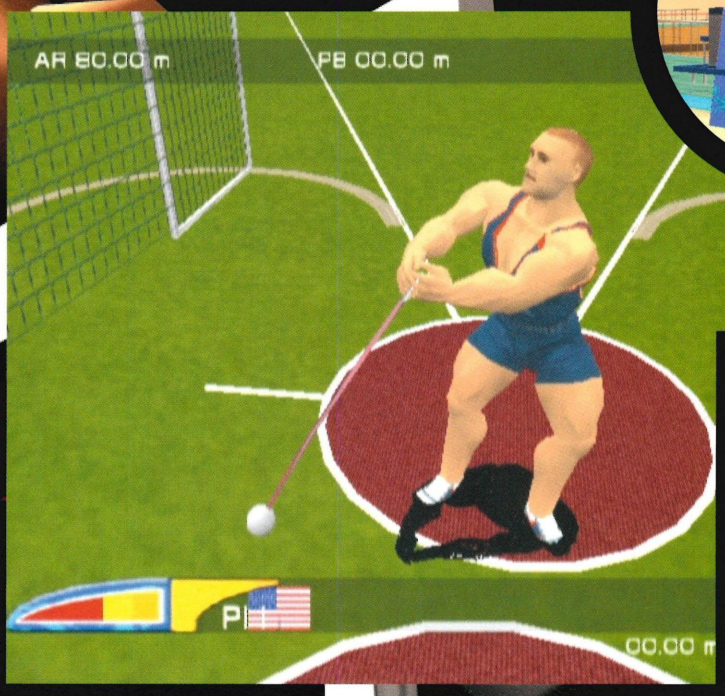



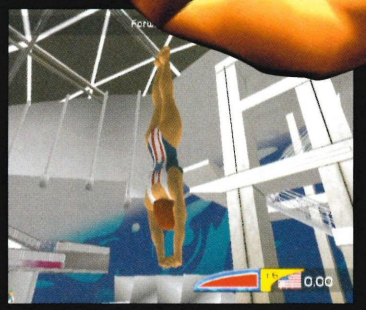
the longevity that others in the genre lack. Olympic Mode allows you to train a squad of 12 athletes in the 12 disciplines in an effort to win a dozen gold medals. As in the real thing, you have to attain a certain standard if you're to be selected to represent your country. Your athletes must compete in Open Trails, Invitations and Championships before flying off to Sydney. The fun doesn't end there, though, as you have to win through heats to progress to the final where you have the prospect of showing off the 'Big G' to all your mates.

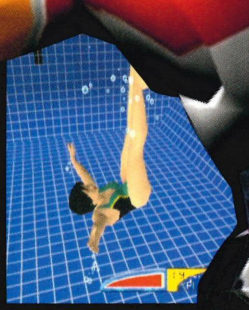
To be in with a chance of the gold medal, you have to enter the Virtual Gym to improve your athlete's physical build and mental application for improved performances. Stamina, strength, skill and morale can all be increased to 100% here. Each of the disciplines has three virtual gym tasks, although they aren't common to all events. There are 20 different ones altogether. Train here and you see your athletes change their physical appearance, then turn that training into potential by getting outside and practising. Next up is the Head-to-Head Mode. Save your athlete to your VMU and then compete against a friend. In this mode it may be that the athletes involved are at different levels of training, something that could make for an interesting contest.

Finally, Coaching Mode is where you get the opportunity to train your athlete in the actual event. Commentators give you some background to the event, and in terms of this commentary, each territory will have their own presenters. In the UK this means Steve Rider as anchorman and Paul Dickinson and Stuart Storey providing the action comments. Proper coaches for the events were drafted in to ensure everything is as it should be. In addition, each discipline has been motion-captured using an athlete who is one of the top in each field. Again, the individuals concerned have not been promoted within the game for the reasons already mentioned, and because it wouldn't reflect too well on Eidos if an athlete was found to be the subject of an investigation into less-than-legal substances.







Can you pull off a high dive and change your swimming costume at the same time?

# The Twelve `Events

Sydney 2000 TM ©

## 100m Sprint

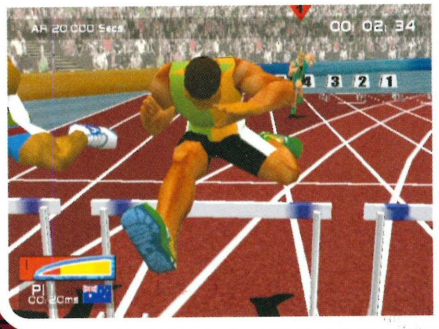
The fastest race and the most anticipated of all track events, the 100 metres finds you on the starting blocks with seven other runners. Cross the finishing line first and the gold is yours; break the existing world record and immortality beckons. That's if you make it through the heats to the final itself. Timing is paramount. Lead with the leg furthest back otherwise you stagger from the blocks. Remember to dip at the line.

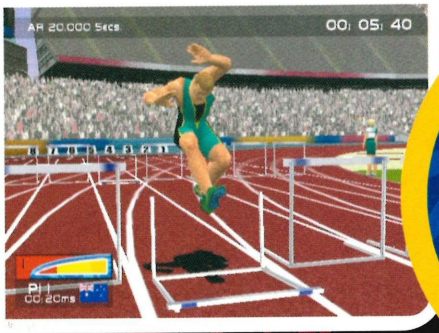




## 110m Hurdles

Similar to the sprint, the hurdles get you to break stride and jump over barriers. Whereas the sprint is a matter of co-ordination between buttons and legs, the hurdles have to be timed right if you're not to make a total fool of yourself. Hit one and all thoughts of winning go crashing; much like you, really.

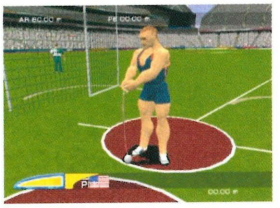




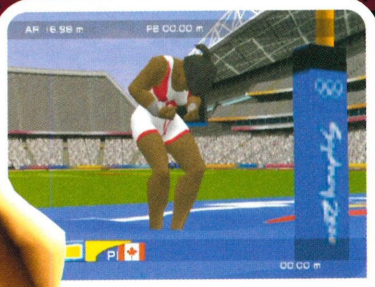
"ATLANTA HAD 197 COUNTRIES WITH MORE THAN 10,000 ATHLETES TAKING PART. SYDNEY 2000 WILL HAVE AT LEAST AS MANY, OF WHICH YOU PLAY ONE OF 32 NATIONS".
*Gary Moore, Producer*

## Hammer

Spin round on a circular area holding a steel ball attached to a wire, letting go when you reach the foot board facing the field. Timing is paramount if you're not to launch the ball into the surrounding protection netting. Three attempts to qualify for the final.

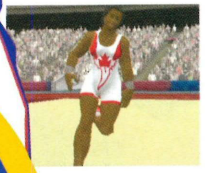




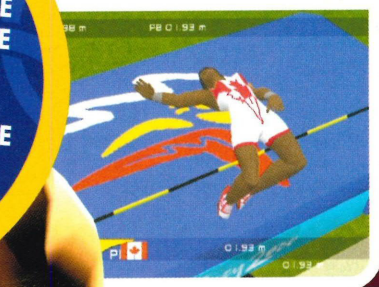


## High Jump

Exceedingly tall men attempt to jump over their own height where, again, timing is everything. Speed isn't as essential as the point of lift-off and the ability to back flip over the bar. Too late or too soon and hoots of derision fill your ears as you manage to jump under the bar.



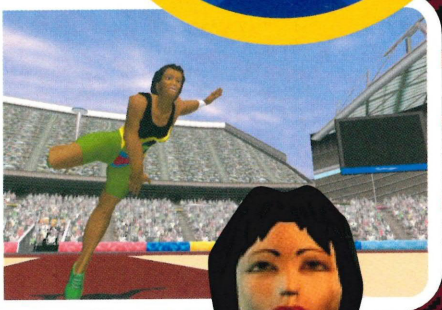
Although you don't have to attempt every height, three failures overall and you're out of the reckoning.

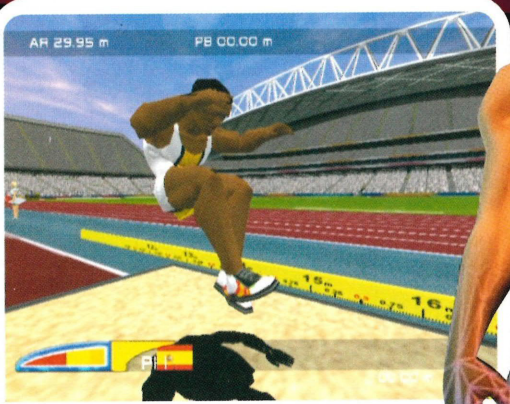


"THE IOC IS ONLY CONCERNED WITH HOW THE ATHLETES AND ARENAS ARE REPRESENTED. THE GAME SIDE IS SECONDARY TO THEM. THANKFULLY, THEY'VE BEEN MUCH MORE HELP THAN HINDRANCE".
*Gary Moore, Producer*

## Javelin

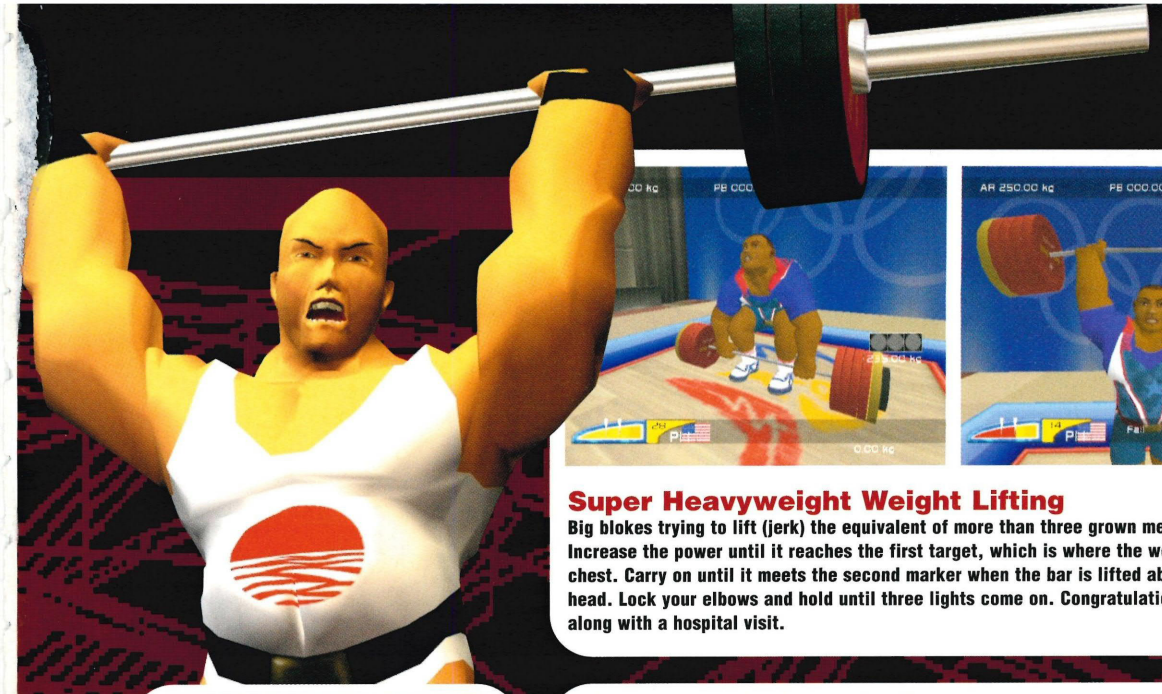
An event where the IOC change the characteristics of the equipment occasionally because the competitors throw it too far. In this discipline approach speed is important, as is the point of release. Wait too long and you end up crossing the white line, committing a foul. Release too early and your distance isn't going to be much to write home about.



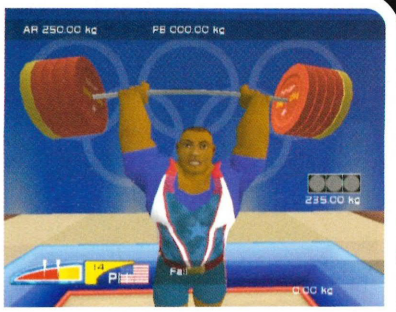


## Triple Jump

Approach speed is essential, as is timing when you reach the take-off board. A button press and release sets the angle of hop, another press for the step and one more to jump into the sand. Get all three angles correct and you do well, too much or too little and the judges won't even bother to measure the distance. Best of six attempts each wins.







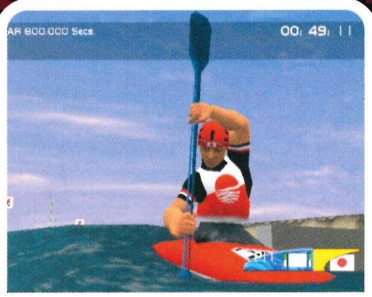
## Super Heavyweight Weight Lifting

Big blokes trying to lift (jerk) the equivalent of more than three grown men above their heads. Increase the power until it reaches the first target, which is where the weightlifter lifts to his chest. Carry on until it meets the second marker when the bar is lifted above the athlete's head. Lock your elbows and hold until three lights come on. Congratulations are now in order, along with a hospital visit.



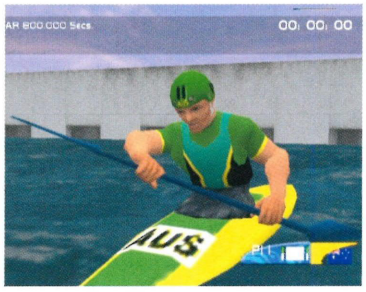

## Sprint Cycling

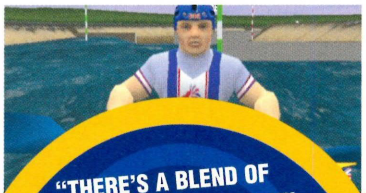
Three riders in each team race around three laps. The idea is to peel off at the high bends using them to build up speed as you rejoin the race. The two teams start on opposite sides of the track and the team that completes their laps in the fastest time is declared the winner. Unlike solo pursuit cycling, the race carries on even if you catch the other team.



## Kayak K1 Slalom

Paddle down a twisting, fast-flowing river, steering your Kayak through a number of gates on the way. Not only is this event time-based, but time penalties are added if you miss a gate or go through one the wrong way. These gates have to be negotiated either forwards or backwards, necessitating passing the gate and then rowing up-stream back through it.





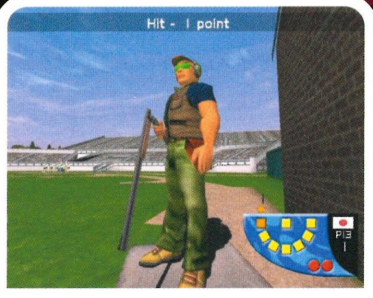
"THERE'S A BLEND OF TRADITIONAL EVENTS, FUN EVENTS AND NOVELTY EVENTS. THE WEIGHTLIFTING IS A GRAPHICAL SHOWPIECE WHERE ALL THE POLYGONS CAN BE PUT INTO THE ATHLETE AS IT'S ONLY HIM AND THE BAR THAT'S ON SCREEN". *Gary Moore, Producer.*

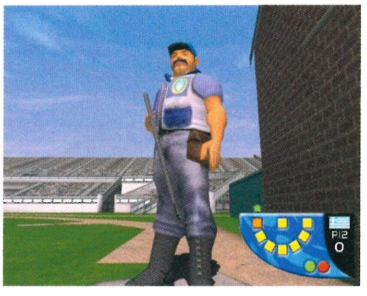



## 10m Platform Diving

This event takes place on a platform 30 feet up, and the idea is to execute chosen moves before entering the water as straight as possible, causing the merest of splashes. The seven judges award marks out of ten for dive execution, taking into account its difficulty rating. A simple somersault is lower ranked than a backward 11/2 somersault, 21/2 twist. Even with a belly flop entry, the latter could outscore the former simply for daredevil value. This event is also colour-coded, meaning the correct buttons have to be pressed when your diver reaches certain parts of the dive.

"THE AI IS GRADED TO MAKE A COUNTRY LIKE THE USA SLIGHTLY BETTER IN THE SPRINTS THAN THE UK. THAT DOESN'T MEAN IT'S BETTER TO PLAY AS THEM, BECAUSE THEY WON'T BE BEST IN ALL EVENTS. IT EVENS ITSELF OUT OVER THE WHOLE GAME". *Gary Moore, Producer.*



## Skeet Shooting

The player stands on a plate and attempts to shoot two skeet coming from opposite ends of the arena. He then moves on to the next plate and tries again. There are eight differently-positioned plates that have to be undertaken, meaning the skeet arrive at different angles. The trick in this event is to anticipate the arc of the skeet, something a visit to the virtual gym can assist you with.

## 100m Freestyle Swimming

Two lengths of the pool is all it takes. The coaching mode teaches you how to dive, swim (don't forget to come up for air), tumble at the turn and reach at the end. It isn't always the player who presses their buttons quickest who'll win, more the one who manages to anticipate the gun, get into a steady rhythm and turn at the right time.







# SYDNEY OLYMPICS

## ATD QUIZZED





This is the biggest licence from Attention to Detail, one of the UK's top development teams. With a game like this coming around only once every four years, Derek dela Fuente took time out to speak to MD Chris Gibbs amoung others at the company to give us an insight into the making of this game.

**What was the lead machine for the game and what was your goal?**
The vision for the game was to lead on high-end PC and Dreamcast as these platforms provide the highest graphic quality. To this end the 12 events were coded and tested first on the PC. However from the very start the game was designed and engineered for all 4 platforms: PC, PSX, DC and N64 and we had individual teams working on each platform. Also some of the more advanced technology, such as the water effects in the pool, were perfected on PSX first before carrying them over to the more powerful systems.

**Are there any fundamental differences between the formats, apart from the graphics, etc?**
No not really. Our remit was to make the game an authentic representation of events in Sydney and we carried all our ideas across onto each format. This has meant that we have pushed the PSX pretty hard to include features such as facial animation in the weightlifting and K1 Kayaking event, which is almost a game in its own right. Another interesting point is that we have had to tweak the 'button-bashing' record rate on each platform because the keys on a standard PC keyboard are easier to hit quickly than those on the PSX or Dreamcast controllers.

We are also pleased with our first attempt at dynamic facial animations. The weightlifter has 4 controlling 'bones' in his head for the jaw, cheeks and brow. This allows the code to make the weightlifter show expressions such as strain, exhilaration and despair, dependant on the player's progress. This is perhaps a taster for the next generation of games.

**Why have you gone for Motion Capturing when many developers say animation is better?**
I think the graceful animations in the game prove the point that if you want to mimic true human movement as accurately as possible you cannot beat MoCap. If you want to create fantastical animations then sure do them by hand, but MoCap delivers totally convincing results for human proportioned characters. Luckily we have our own in-house motion capture facility - a studio called AudioMotion in Banbury, which is the largest MoCap space in Europe. We have developed with them an excellent route from MoCap session through to in-game data, which took a while to perfect but now is very usable. We had 12 different MoCap shoots (1 per event), plus 2 further half-day sessions for Virtual Gym activities. The game makes great use of celebration moves, which were the ideas of the athletes themselves who did the sessions - these are the authentic moves they would do when winning a medal!

**THE DC MANAGES TO ACHIEVE THE MOST**



Chris Gibbs (Managing Director).

Nigel Collier and Steve Rider

# Sydney Olympics









## CONSISTENTLY HIGH FRAME RATE AND DOES LOOK VERY LOVELY!

**What was the DC like to code on? Are there any merits that make the machine stand out, or is it just a very good PC with different controls?**
The DC has been a pleasure to code for. It can be treated as a PC, but we have optimised the game to play to the DC's strengths. Personally speaking, I love the look that the DC graphic chips produce in terms of lighting model and colour richness. It's odd the way a hi-res PC set-up can make a graphic look clean and sharp, but the DC can make the same graphic look warmer and more alluring.

**What are the strong points in terms of advancing technology with the game?**
There are quite a few important advanced technologies developed for this game. Firstly, we have a powerful animation system that blends motion-captured moves together very smoothly. For example the high jump has many stages to it, which are captured separately and then blended together dynamically as the player controls the athlete. This creates some impressive TVesque shots and replays. The system goes one step further and supports something we call 'Good technique/Bad technique'. This is most obvious in the running events – if the player is not doing well, the animation system chooses to blend bad technique moves so that the head goes side to side, the knees don't lift, and the arms start to flail.

**The water rippling and refraction effects are cool in the pool.**
The Kayaking course uses a clever system of currents, whereby the kayak is affected directly by the water flow around it. This is quite a complex physical model, which makes for a very new type of challenge in the multi-sport genre.

**What aspects of the game are it's strongest selling points and do you feel you've moved the genre on in the process?**
We have moved the genre on significantly by introducing the concept of nurture, training and progression. The huge Olympic Mode gives the single player the depth and longevity of gameplay missing from this genre for too long. You take control of a squad of 12 Olympic hopefuls and must train them in a Virtual Gym to compete in pre-Olympic events before finally entering the Homebush Park Stadium and going for Gold. With 20 gym events this is a very rich area of gameplay and a complete first in the genre.

**Did you use generic graphics and tailor them to each machine?**
Yes – but we designed the characters with each platform in mind so that their style would translate across the different polygon counts. We established a style for all the athletes based on exaggerated heroism – we wanted the game characters to be true Olympians – almost larger than life, like Marvel comic heroes. At the same time they are human, so we put a lot of design thinking into the line and form and the pose of each athlete so they look proud, strong and heroic. The slightly angular result of this translates well even when poly counts are reduced.

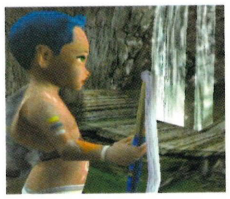
**Do any of the machines have a really slick frame rate?**
The DC manages to achieve the most consistently high frame rate and does look very lovely! Note that our PSX 100m, hurdles, freestyle, etc. feature the full eight athletes as per IOC rules, but ITF has only four athletes – yet we still achieve good frame rates. The polygon count for the athlete is pretty awesome with up to 5000 polygons per character in single athlete events.

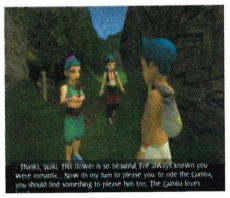
Written By Derek Dela Fuente derek.delafuente@quaynet.co.uk

| | | | |
|---|---|---|---|
| **Publisher** | TBA | **Developer** | Quantic Dream |
| **Released** | Q4 2000 | **Genre** | Action/Adventure |

# Quark

## From those who bought us the Nomad Soul comes another action/adventure title...







You'd feel embarrassed taking this dog walkies...

French developers seem to be coming up with some of the most interesting game ideas, and if the initial screens and imagery from Quark are anything to go by, this looks like something special. Quantic Dream may not be a name familiar to many, but with titles such as Omikron under their belt, (which was released last year by Eidos to much acclaim, and features input by David Bowie), the developer is not only technology-led but produces games of immense depth in both detail and original gaming concepts.



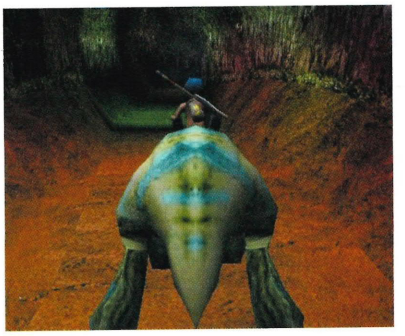




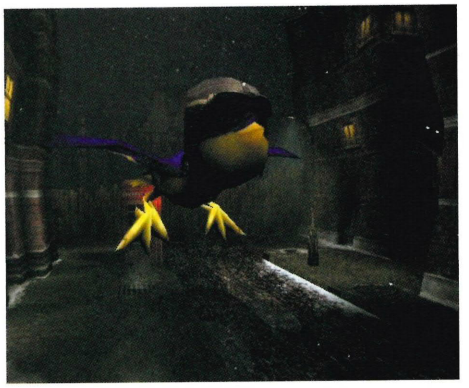
## THE GAME'S STORY IS A MIX OF SURREAL AND CLEVERLY-DEVISED CROSSOVER STORIES

### Two Worlds in One

Quark is billed as a 3D real-time action/adventure game that's planned for release near the end of the year, and is set in two parallel universes, a medieval world full of wonder, fantasy, miracles and spells and a realistic contemporary world. The central character, Waki, is a young adventurer who fights against the void, which is eating away his realm. With his motley group of animal friends, Waki sets out on an adventure that takes him through the vast, beautiful and ever-changing world of Quark. Set beside this world there's a parallel one, which places you in London. Here the experience of his sister, Una, a young orphan, is portrayed. She also has to unravel the mystery linked to the danger that threatens her universe.

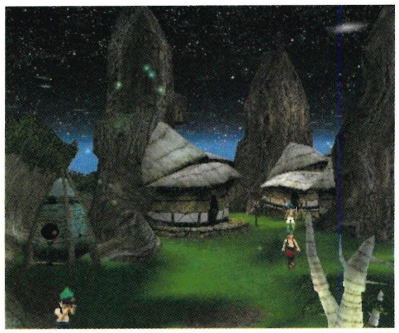






### The Characters

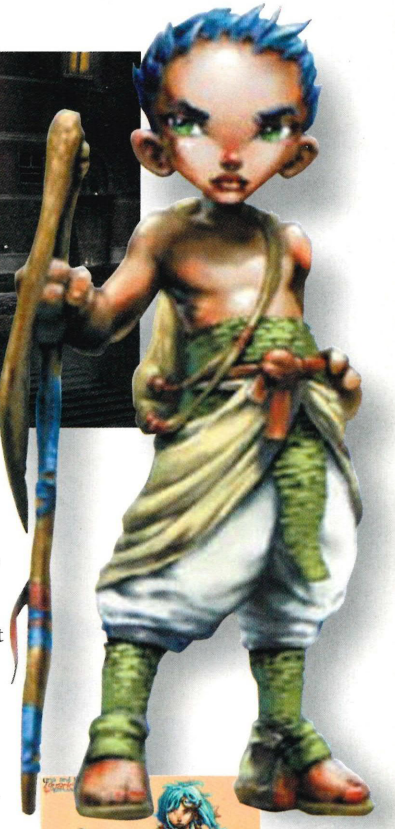
The game's story is a mix of surreal and cleverly-devised crossover stories. A group known as the Travellers are the only ones that know of the existence of other dimensions, and are capable of travelling from one to another. Both Waki and Una are themselves Travellers, but live on separate planes, and after being abandoned by their parents, grew up living separate lives. Waki lived with Quarks who are little beings in the Opal Valley. The head of the community, Fenji the master of the tribe, taught Waki the basics of combat and some magic tricks. Although the land is at peace, the enemy is building up a force and is moving towards the valley, so danger and disaster could be imminent. If nothing is done, the land could be over-ridden or even disappear into a void. Una, the second main character in the game, is a young, bright and fashionable young girl living











in today's London, but grew up in a poor and austere orphanage in a London suburb.

## Events

The story begins as a black hole is opening in the sky and threatening to swallow Earth. One premise is that Waki and Una will have to discover the mystery of their own origin and the history of their race. Their journey will lead them much farther than they could ever have imagined, facing terrifying creatures and forgotten gods. They will have to go to the gates of the anti-world to discover why all the universes are disappearing into the void. Their enemy is Sir John B. Konrad, a former Traveller who has devised a cunning plan to become the sole god of all the universes. With his armies of Krolls, evil creatures from another dimension, he has vowed to eliminate the last remaining Travellers: Waki and Una.

The two heroes will be helped in their voyage by a collection of animals with specific talents. You can control each one of these animals to execute specific actions. The really intriguing facet of the game is that neither the brother nor the sister know of each others true existence - only through dreams about each others events - so the player will take on the role of both characters, interact and take on their role when appropriate. If you find you're in a fix with one character you can change form which may change events of the other. Each will have their own set of tasks, which the animals will undertake. Una for instance has a bird, dog, and a monkey, while Waki has strange alien animals that are indigenous to Quark, all with their special powers

## Cutting Edge

Although the development team is keeping some of the game plans and ideas secret, the animals you work with have many powers and come in different forms, many of which give the game a really open look. Spells producing special effects and creatures of massive complexity give this game a broad technology focus for the developers to devise original and stunning events. Mixing fantasy with a fairytale world, along with RPG elements, makes for an exciting mix and complete freedom within the huge 3D worlds will be on offer.

Other strong selling points for the game are its non-linear scenarios and the action, which means the player can move, fight and have endless moves, with real-time combat being one of the central ingredients. Getting the right arcade feel is one essential factor for the team, as well as the story, which is the real focus of the game. Quantic Dream believes that, like a film, the game must ebb and flow. To move gaming on, the storyline is pivotal. Actions, like animation full-blown fighting and dialogue, must be balanced to get the user totally immersed.

The game's look is a mix of richly-rendered cartoon-style presentation that gives it an unbelievable strong ambience. More on what looks like an awesome title soon.



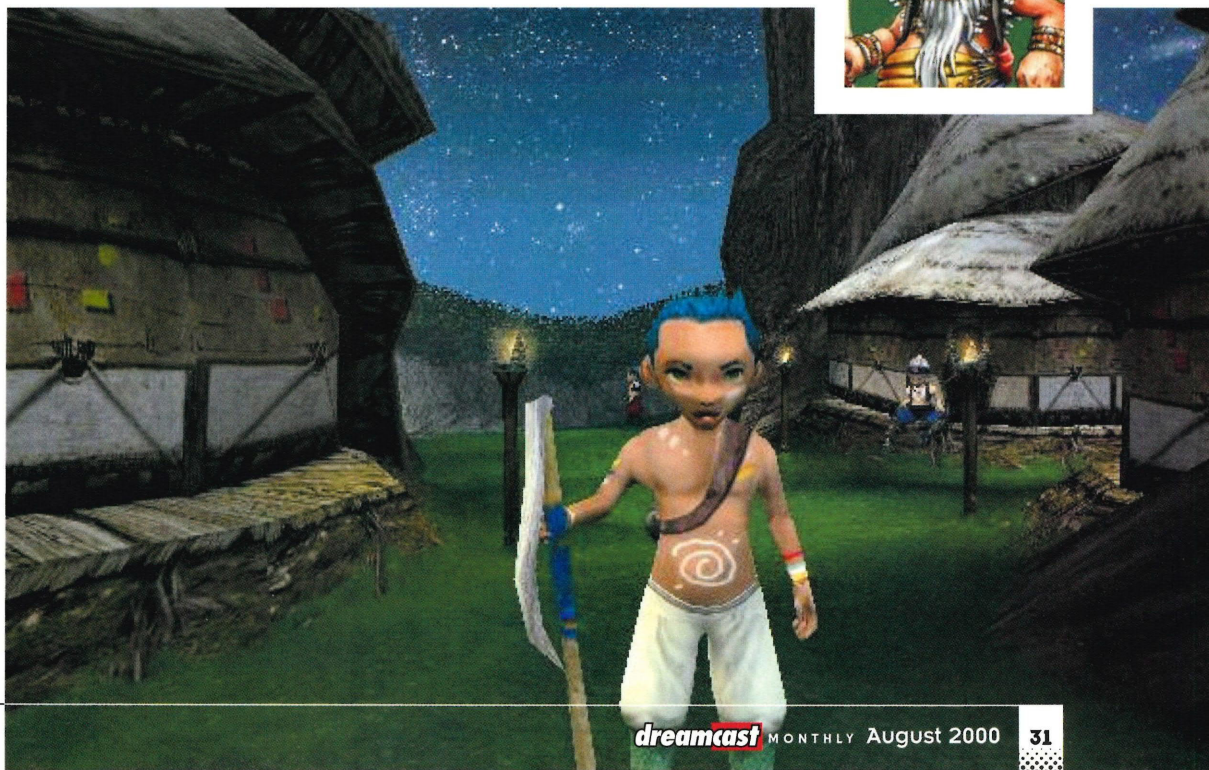

In Quark even the lollipop men are surreal







**THE STORY BEGINS AS A BLACK HOLE IS OPENING IN THE SKY AND THREATENING TO SWALLOW EARTH**



| | | | |
|---|---|---|---|
| **Publisher** | Konami | **Developer** | Microsoft |
| **Released** | Q4 2000 | **Genre** | Strategy |

# Age of Empires II: The Age of Kings








## Brainpower rules the waves...





Age of Empires was one of the best strategy games ever produced for the PC, and last October, the eagerly awaited follow-up was released to much critical acclaim. Bereft of decent strategy games, you'll be as pleased as punch to know that second installment is now coming to your favourite console courtesy of Konami.

In the original game, people tended to get fall into predictable ways of playing – they either played a defensive or an aggressive game, and never switched between the two. A favourite civilisation and favourite units were chosen which worked for the player, but the idea behind this game is to get that player to explore other options. To this end, a new game, Regicide, has been implemented where you have a king and a fixed number of units. The aim is to simply kill the other kings and, in doing so, win the game. Sounds easy, but this game type forces the player to be both aggressor and defender at the same time; you can't play one without the other if you want to win, which is the sole goal of the gamesplayer in the first instance.

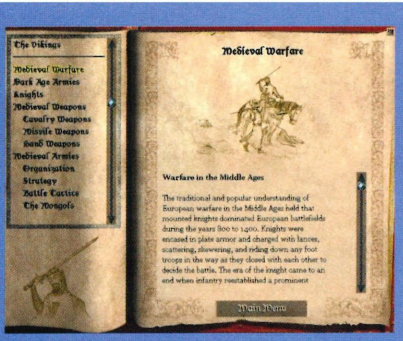
Age of Empires II takes the time period from the fall of Rome in AD 400 to the Middle Ages, AD 1410, when gunpowder was introduced. The game covers four ages: Dark Age, Feudal Age, Castle Age and Imperial Age, and you control one of 13 mighty civilisations, which you build into a powerful empire that strives to dominate others before they conquer you. These civilisations include The Franks, Britons (with their longbowmen), Japanese (and their Samurai), Vikings, Mongols, Byzantines, Celts and Saracens (complete with war elephants, of course), and each of these has their own unique attributes, buildings and technologies as well as a unique combat unit based on its historical counterpart.

**A GAME TO WHILE AWAY DARK EVENINGS, PROVING THERE IS LIFE BEYOND THE ARCADE GENRE**

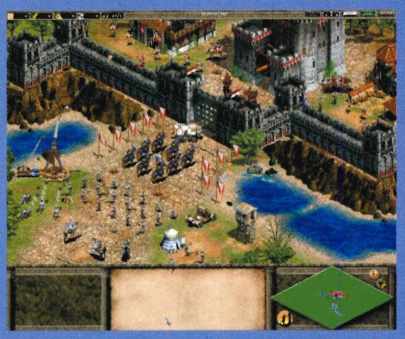


Who's the king of the castle? I could live there myself if I had the money...

# AGE of EMPIRES II










## Build, Build

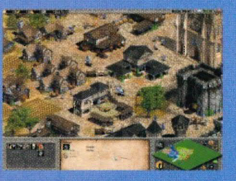
Players can improve the economy of their civilisation through trade and diplomacy. In addition to gathering resources, they can trade at their own market or use trading routes with their allies. A market-based economy gives new options for players to buy, sell, and speculate on resources.

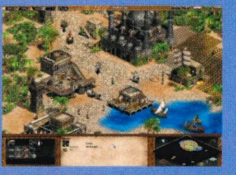
In contrast to the linear gameplay found in other real-time games, Age of Empires II allows you to choose one of several ways to achieve world domination and ultimate victory – domination of enemy civilisations, economic victory through accumulation of wealth or building and defending wonders of the world. The game itself has five modes of play, the aforementioned Regicide, along with Campaign, Random, Deathmatch and Custom. The Campaign Mode has four scenarios; Joan of Arc, Genghis Khan, Saladin and Frederick Barbarossa. Each of these has a number of paths that develop a storyline based around the characters, and you have to win each game before moving on to the next. There's also a fifth campaign game that introduces players to the game as a whole. The idea behind this is to continue the strategy from the first game, making it easy to get into. this is something you'll only be familiar with if you played Age of Empires, of course. Continuing that theme, William Wallace, Braveheart himself, is the campaign that takes you through the learning procedure, introducing some of the features along the way. Random Mode gives you a different game every time, from the 11 maps available. Deathmatch Mode has all players starting with a full complement of resources in a fight to the finish, whilst Custom Mode is where you create your own campaigns.

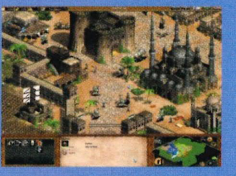
The graphics in this game take a step forward in the quest for realism. Not only are they to scale, but you can differentiate between male and female units. This, however, normally causes a problem when units move behind objects that are to scale: they disappear. They've managed to circumvent this issue, though; in Age of Empires II, any part of a unit hidden by another object has that hidden part depicted by an outline.

Age of Empires II will have numerous technological paths to help lead your chosen civilisation to greatness. From an economic path of farming and craftsmanship to a military route of siege and naval warfare, there's a technology tree that has more than 100 nodes, larger than one player could possibly complete in just one game. Because of this, it could well be the biggest game (in terms of sheer size) ever to hit the Dreamcast.

As good as games such as this may be, if they're not historically accurate, the knives will be out. Because of this, Microsoft enlisted the help of Bruce Shelley to make sure that there wasn't anything in the game that some spotty-faced oik could pick them up on. Everything depicted within the game is as it was, and has been transferred to Dreamcast with that accuracy still in place. Definitely one for historians...







This building was designed by a loony (probably Russell).

**ONE OF THE FIRST GAMES ON THE DC TO REALLY PLEASE STRATEGY FANS. IT'S DEEP, BUT A PURE CHALLENGE!**





Horrible mix of architectural styles, producing a monstrous carbuncle (shut up – Ed)...

| | | | |
|---|---|---|---|
| **Publisher** | Sega | **Developer** | Sega |
| **Released** | Autumn 2000 | **Genre** | Party game |

# Sonic Shuffle

## Ain't no party like an S-Club party... apparently



AKiMBO: KUNG FU HERO

## friends like these

**Joining the spiky blue fella in his interdimensional partying antics are Knuckles, Tails, Amy Rose and Big The Cat. There are other old faves from the Sonic series who make an appearance in Sonic Shuffle too, as well as some new characters as well (like Ray Ban-wearing all-round bad guy, Void).**

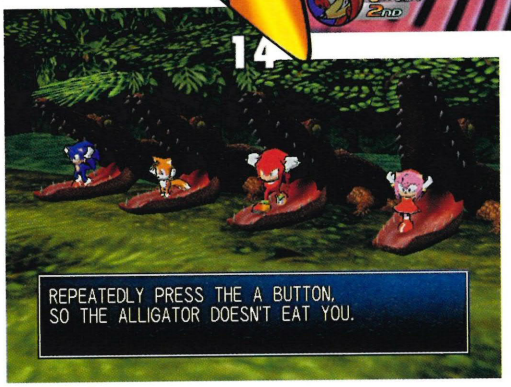








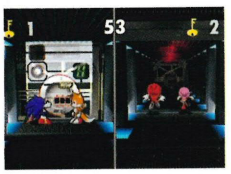













Look out for some keen two-player action with Tailz...

It's a tried-and-tested business plan; see what's popular, nick the idea, strip it down and adopt it for your own uses (and hopefully avoid any legal 'complications' in the process). As shocking as it may sound, not even Sega is above such blatant plagiarism, as it has chaffed Nintendo's Mario Party concept for the recently-announced Sonic Shuffle. Which, for the uninitiated, is ostensibly a collection of mini-games designed to be enjoyed with (ideally) three of your mates, stacks of corn chips and the odd pint or two of fizzy pop.

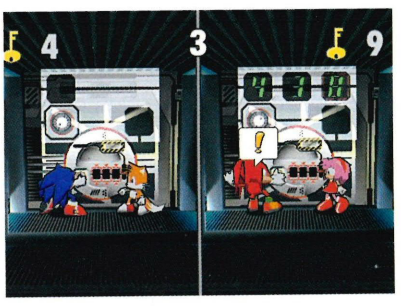
So why is it called 'Shuffle' and not 'Party', then? Well, apart from being a limp way of covering-up the fact that it's borrowing the party game idea wholesale from Nintendo, Sega claims that the chosen title refers to the fact that the game features playing cards. As in, you 'shuffle' the deck of cards to move across the digital game board. So it's a completely different type of game altogether, okay?

Sega is promising over 50 mini-games in total for you and your mates to get your teeth into. Some of which will require manic button bashing (so you'd best start saving for a replacement control pad), whilst others will be more involved affairs, like pegging it down a corridor, or opening doors with specific keys.

We played Sonic Shuffle at the recent E3 tradeshow in LA, and were impressed by the game's sheer lunacy. The good news for all 'Billy-no-mates' is that whilst you can play Shuffle on your tod, Sega is also promising that you can play the game online as well.

Sonic Shuffle should prove a definite winner with the younger Dreamcast gamer, but will probably still find a place in the cynical and blackened hearts of the more mature player too.

**SEGA IS PROMISING OVER 50 MINI GAMES IN TOTAL FOR YOU AND YOUR MATES TO GET YOUR TEETH INTO...**



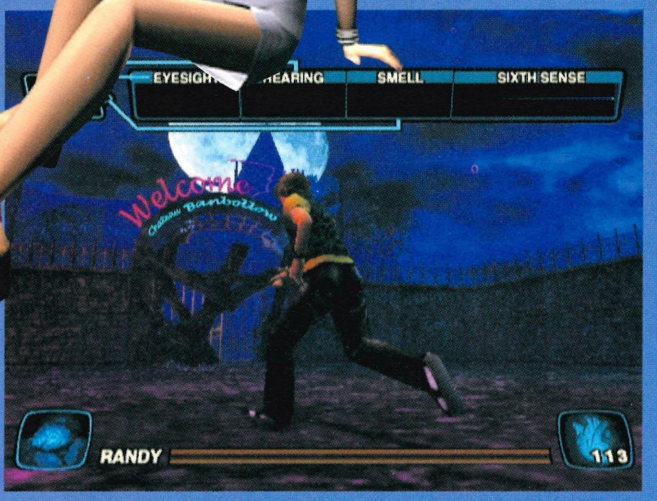
| | | | |
|---|---|---|---|
| **Publisher** | Sega | **Developer** | Climax Graphics |
| **Released** | Q1 2001 | **Genre** | Survival/Horror |

# Illbleed

## Wanna win a million? Easy, just complete this game...




There's definitely something out there – we're scared already.









**ILLUSTRATED ON-SCREEN 'SENSES' INCLUDE SIGHT, SOUND, SMELL AND EVEN ESP**

Okay, so that winning a million thing is not wholly accurate, but it's really not that far off. The ridiculously-named Illbleed is Climax Graphics' follow-up to their not-so-scary (but equally ridiculously-named) Blue Stinger. The aim of the game is to survive a stint in a trap-laden, monster-ridden house of horrors without being eaten, spattered across the walls or simply scared to death (and thanks to its brand-new approach to the genre, it can happen). Should you succeed in surviving a stay on the Illbleed estate, you take away a million dollars. So that's the incentive, but what of the game?

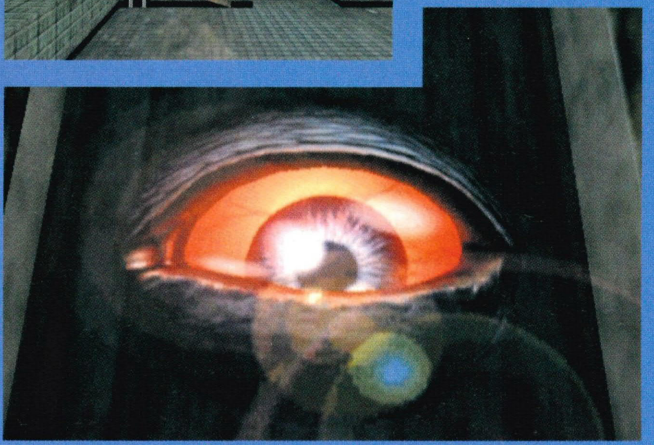
The most noticeable shift away from the average survival horror game comes from the illustrated on-screen 'senses' that include sight, sound, smell and even ESP (extra sensory perception)! In the bottom-right of the screen there are also two other percentage bars for 'shock' and 'faint away'. Apparently it's possible for your character to be so scared they faint and even die of shock! The more they're scared, the more their facial and movement animations change – even to the point where they're crawling around on all fours just trying to get the hell out!

Though very few other details were available before we went to press, it's clear that Illbleed is going to be a guaranteed fright-fest. There are said to be a minimum of 300 separate 'shock events' on each stage of the game, so you'd better get down to Marks & Spencers and reserve a few pairs of extra-thick brown pants – you never know...





"If I fart now, I might just be able to get him with my back draft..."



| | | | |
|---|---|---|---|
| **Publisher** | Sega | **Developer** | Sonic Team |
| **Released** | January 2001 | **Genre** | RPG |

# Phantasy Star Online

## How would you feel about sharing your Phantasies with complete strangers?





Calling Phantasy Star Online an 'ambitious project' becomes something of a criminal understatement once you look into some of the plans Sonic Team has for the game. Obviously the big draw, as far as the game's title goes, is in the Online aspects of this RPG. Sonic Team is promising that you and up to three players from around the world can team up to form an adventure party. That's right, regardless of language barriers, apparently Phantasy Star Online will be the first true global RPG on any platform. Another first for Dreamcast?

And this isn't the only way in which Sonic Team's Phantasy Star Online breaks from convention. You see, unlike the benchmark Final Fantasy RPG

**SONIC TEAM ARE ADOPTING THE KISS PRINCIPLE OF COMMUNICATION**



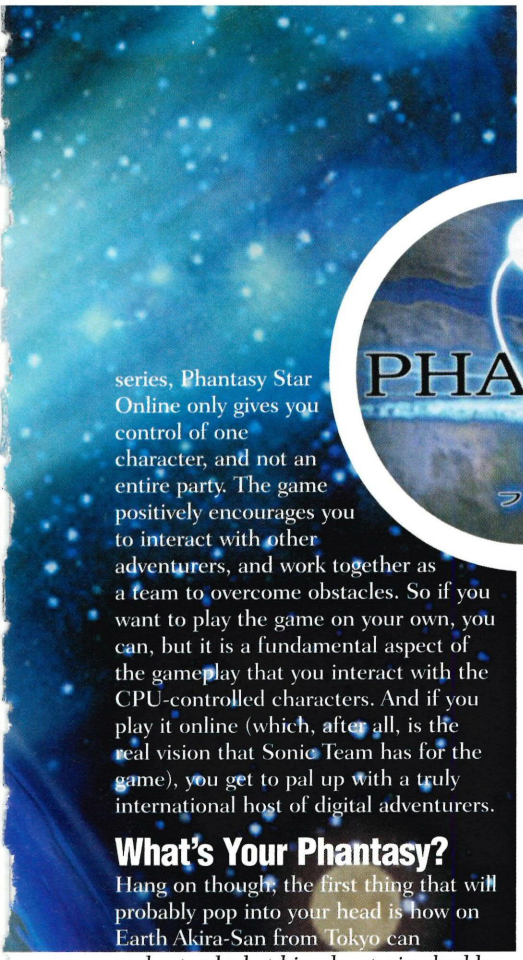
## dark forces

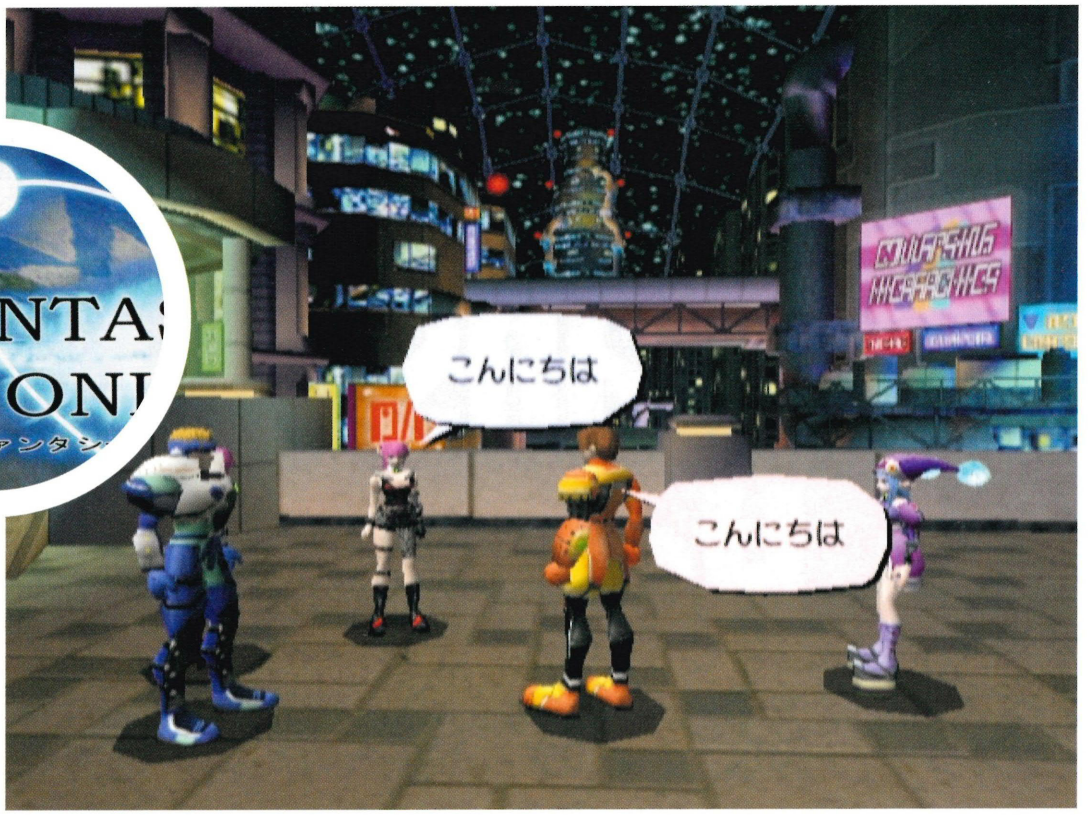



**Whilst the majority of gamers who pick up Phantasy Star Online are unlikely to have played the previous installments in the series (the last of which appeared on the Sega Mega Drive), Sonic Team has included a number of elements that prove a welcome nod and wink to long-term fans. For instance, PSO's main adversary, Dark Force, was a fixture from previous Phantasy Star games, and some critters and environments from the original series have been tarted up for Dreamcast as well. The good news for those who have never entered the Algol star system before is that they don't need to sift through car boot sales to track down the earlier titles. In the same way that Zelda: Ocarina Of Time on Nintendo 64 didn't require you to have played the previous RPGs in the series, Sonic Team is ensuring that Phantasy Star virgins will feel at home within the new Dreamcast rendition from the outset.**



If you can't beat 'em, bake 'em with a high-powered flame thrower...




series, Phantasy Star Online only gives you control of one character, and not an entire party. The game positively encourages you to interact with other adventurers, and work together as a team to overcome obstacles. So if you want to play the game on your own, you can, but it is a fundamental aspect of the gameplay that you interact with the CPU-controlled characters. And if you play it online (which, after all, is the real vision that Sonic Team has for the game), you get to pal up with a truly international host of digital adventurers.

## What's Your Phantasy?

Hang on though, the first thing that will probably pop into your head is how on Earth Akira-San from Tokyo can understand what his adventuring buddy John Smith from London is doing or saying. Well, before you go online with Phantasy Star, the game asks you to select a number of key phrases (like Hello, Stop, etc). When these are selected during an appropriate moment within the game, the player you are 'talking' to receives the phrase in their own language. Obviously, Sonic Team are adopting the KISS principle of communication (that is, Keep It Simple, Stupid). The enterprising developer has also included a universal icon system, which is essentially a collection of signs and symbols which mean the same thing no matter where in the world you are.

Okay, so that's the high-concept/high-tech aspect covered, now for the nitty-gritty. The obligatory backstory begins with the evolution and subsequent destruction of a planet in the Algol star system (the place where previous Phantasy Star games have taken place). Your mission is to find out why, and you're going to need to work as part of a four-man (or woman) team before any answers are forthcoming.

Considering the amount of potential players runs into the millions, Sonic Team allows you to create your own character from scratch. So you have your say over what skills and abilities your adventurer has, and even what the chap or chapess looks like. All being well, this should cut down on the chances of teaming up with a bunch of lookalikes during your first online excursion – which would be kind of embarrassing.

Combat is more akin to the arcade-style RPG, and is therefore not reliant upon a menu-driven system, which seems a wise move considering it has been designed to be played within an online environment (if you're paying for the phone bill, you want the control system to be fast and fluid, right?).

Another cool idea promised by Sonic Team is the way in which you can be brought back to the adventure after 'dying'. Basically, once you've shuffled off Phantasy Star's online coil, it's up to the other members of your party to bring you back to life. So remember, if you spent your time narking off your fellow adventurers, being an abject coward and generally being an all-round pain in the butt, they may well leave you to rot.

## Sonic Superstar

The ground-breaking communication system does raise a few important questions, like what if you want to continue an adventure with someone you've just met from America, for example? You've both just defeated a fire-breathing critter, but thanks to the wonders of international time differences, one of you has to turn in for the night. Can you track that particular player down via DreamArena at a later date, or will you have to make do with someone else who has reached a similar point within the game?

**THE PLAYER YOU'RE 'TALKING TO' WILL RECEIVE THE PHRASE IN THEIR OWN LANGUAGE**



Currently, all signs point to the latter, which is a mixed blessing. Because although each game will probably be different thanks to the ever-changing mix of players, there seems no way of preserving your potentially 'perfect' adventure party. Also, if Chu-Chu Rocket is anything to go by, it's more likely that UK Phantasy Star Online users will be limited to Europe as a pool for their adventuring party. But all of these points could be well addressed by the time Phantasy Star Online reaches its projected January 2001 worldwide launch date.

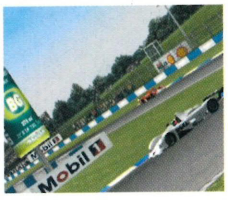


| | | | |
|---|---|---|---|
| **Publisher** | Infogrames | **Developer** | Infogrames |
| **Released** | October 2000 | **Genre** | Racing |

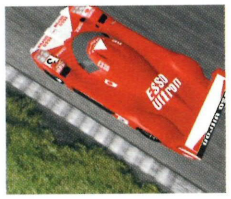
# Le Mans 24 Hours

## Infogrames' latest racer is more porno for petrol-heads...





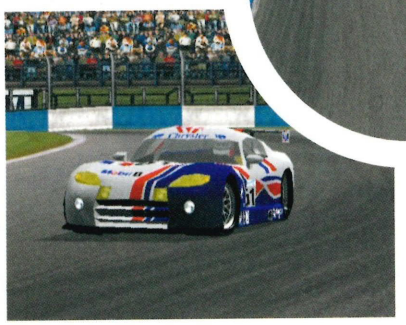


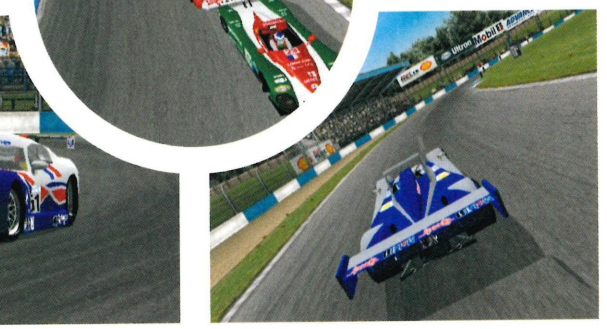


GT cars are based on regular road vehicles...

Following hot on the exhaust fumes of its barn-storming V-Rally 2, Infogrames has announced it intends to have Le Mans 24 Hours out of the garage in time for October. Fans of the legendary Le Mans 24-hour endurance race will be in petrol-head heaven with this exciting arcade-style racer, currently being developed in-house by Infogrames themselves.

The team is promising 40 officially-licensed motors, including such four-wheeled wet dreams like the BMW V12 LMR, Toyota GT-One, Chrysler Viper and the Nissan R390 GT1. Out of the 40 cars, 12 are placed in the GT class, with the remaining 28 belonging to the Prototypes classification. There are also four bonus cars waiting to be discovered by the more determined racer as well.



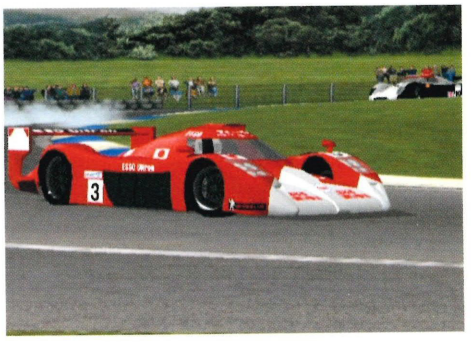


## 40 OFFICIALLY-LICENSED MOTORS, INCLUDING THE FOUR-WHEELED WET DREAM, THE BMW V12 LMR

There will be five different gaming modes provided, with the main one being Le Mans. This gives you the chance to compete in a digitally-realised rendition of the legendary 24 hour race, which, if you're insane enough, you can play through in real-time. The game will also include the genre-standard Championship, Time Trial, Multiplayer (with up to four players) and Quick Race modes as well.

Eleven tracks may not seem a lot, but they do include such classics as the Donnington Grand Prix, Suzuka National and the Catalunya Grand Prix. Also, the game features random weather conditions, which should add some variety to the mix as well.

Infogrames currently has its work cut out to meet the ambitious aim of having 40 cars racing on the same track at the same time. Granted, we have faith that the Dreamcast has the processing power to pull off a stunt like this, but to do it successfully cannot be an easy feat. Considering the latter alongside the fact that Infogrames is also promising each car will be constructed from 2,500 polygons, and you begin to see the true scale and scope of the Le Mans vision on Dreamcast.



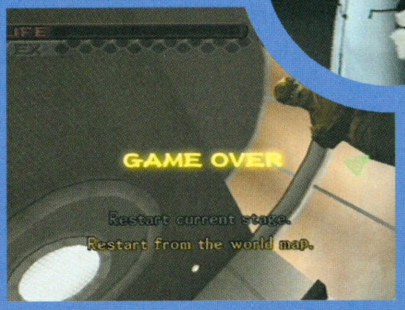
| | | | |
|---|---|---|---|
| **Publisher** | Sega | **Developer** | Atlus Software |
| **Released** | 7th July 2000 | **Genre** | Action/adventure |



## brainjacking

**There are apparently 24 characters within Maken X, who you meet in the 20 different locations from Atlus' virtual future world. Each of these stages has a main boss character for you to vanquish or 'brainjack'. The latter allows you to literally get inside your opponent's head – it's a similar system to that found in the Abe series of games from Oddworld, where you can take control of other characters. This element should add a unique twist to Atlus' blend of first-person hack 'n' slash action adventure.**




# Maken X




## Will Atlus' first-person title 'makeny' difference to the genre?

Credit where credit's due, Atlus is attempting something a little bit different with the first-person perspective genre. Rather than opting for the tired 'hit switch, kill bad guy, hit switch' method that's been plaguing the genre since its inception, Maken X is actually a first-person adventure game first and foremost. Also, the fact the player has a bloody great big sword at his disposal instead of a plasma rifle is another example of the differences between this title and the likes of Quake III Arena.

The plot of the game is pure sci-fi hokum, with the leader of China seeking to replace the United States as the world's premier superpower. The fact that he's called the Giant Sleeping Dragon has had no negative effect on his rise through China's political ranks, with no-one seemingly questioning the stability of anyone who would give themselves such an inflated title.

So whilst China and America are locked in a political struggle, scientists over in Japan have been working on a way to link the spiritual and physical worlds. The results of these experiments have been distilled in the Maken – a sword which has an artificial brain incorporated within it. This strange device has the paranormal ability of being able to separate evil thoughts from the mind. Well, I did say the story was hokey.

Following a terrorist attack upon the Japanese research lab, the Devil Sword is taken by Kei, a schoolgirl who now has the dubious honour of having half her brain taken over by the Maken. Can she save the world from evil? That's up to you...







## THE PLOT OF THE GAME IS PURE SCI-FI HOKUM






Reckon she needs a stronger hairspray to keep that wig in order...

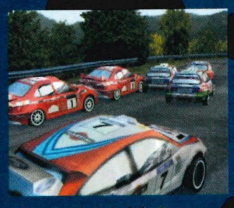
COLIN MCRAE RALLY 2

**Watch where you're going!**

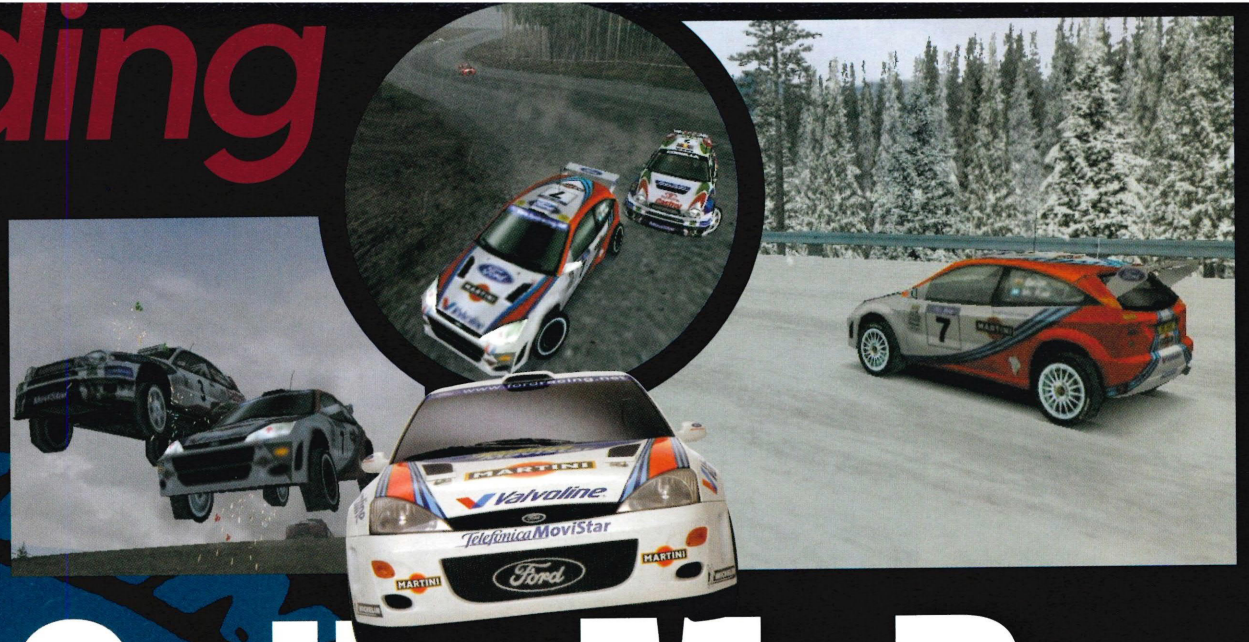
Former racing driver Stirling Moss' co-driver, one Derek Jenkins, is the man credited with inventing 'race notes'. This is when the co-driver calls out things such as, 'hard left 50 yards', or 'right downhill hairpin 100 yards'. Without this information, you may as well walk round the course.







■ Arcade Mode in full effect – pick your spot...




# Colin McRae

Colin McRae, one of the world's leading rally drivers, gets in gear and heads for Dreamcast.

| | | | |
|---|---|---|---|
| **Publisher** | Codemasters | **Developer** | Codemasters |
| **Released** | Christmas 2000 | **Genre** | Racing |






# Rally 2



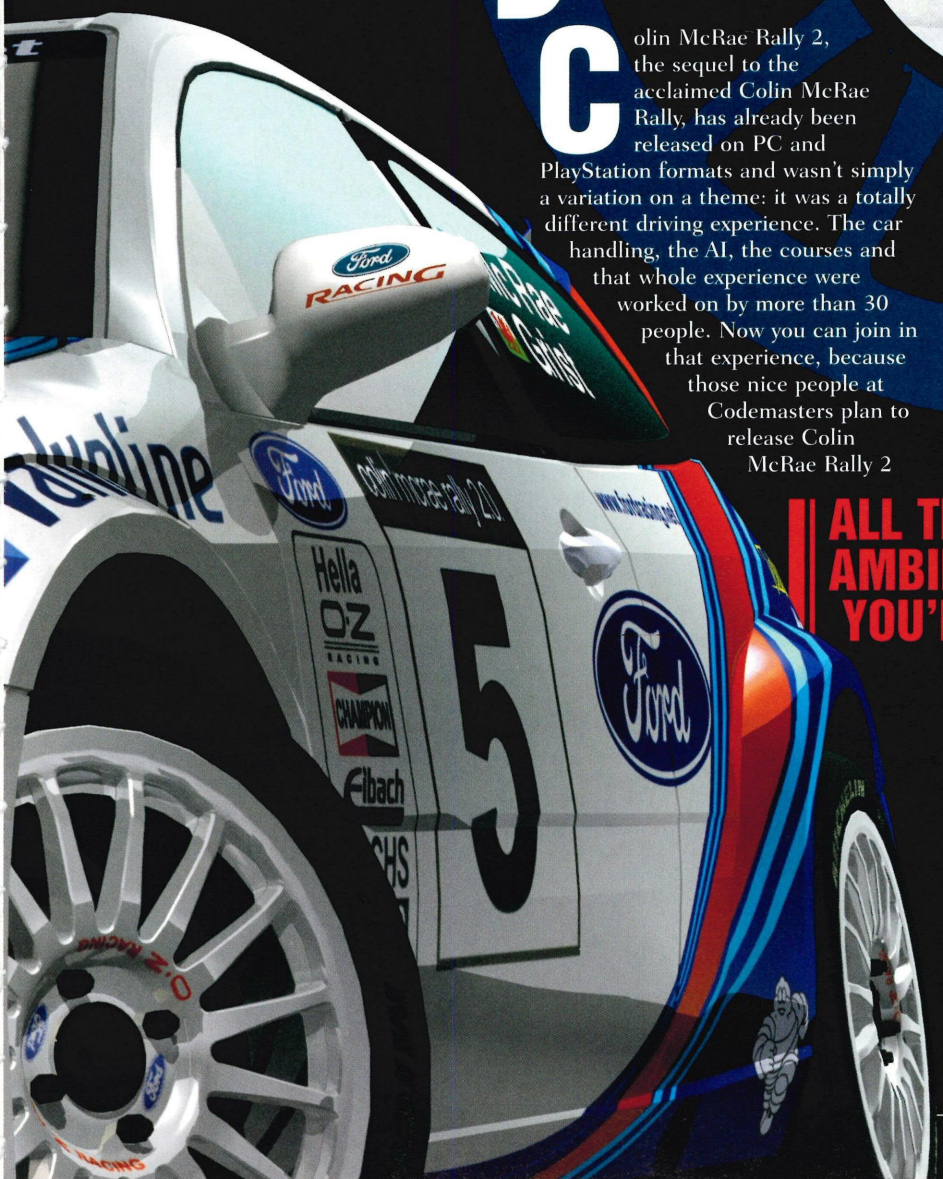
Colin McRae Rally 2, the sequel to the acclaimed Colin McRae Rally, has already been released on PC and PlayStation formats and wasn't simply a variation on a theme: it was a totally different driving experience. The car handling, the AI, the courses and that whole experience were worked on by more than 30 people. Now you can join in that experience, because those nice people at Codemasters plan to release Colin McRae Rally 2 on your favourite console in time to put it on your Christmas present list.

All the courses you will see are fictional and not based on any real-life tracks, mainly to ensure that gameplay is perfect. If the development team were to make the tracks real and true-to-life, gameplay will be lost. However, all the tracks look realistic and have a strong ambient feel of the country you're driving in.

Colin McRae Rally 2 offers players five dynamic camera angles from which to view the action, including the in-car driver's Head Cam view, which, with its constant jogging, simulates the more-than-often unforgiving road surface's effect on both you and your car. At present, Replay Mode is one area that has yet to be completed, although it will be cameraman-directed.

Unlike the real thing, there will be no rewards at the end of a rally, but you can fix your car at the end of each section. Rally driving is all about being the best, and the objective in this game is the same – to become the champion. Not an easy task for a whole season that

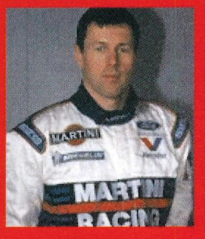
**ALL THE TRACKS HAVE A STRONG AMBIENT FEEL OF THE COUNTRY YOU'RE DRIVING IN**




## COLIN MCRAE RALLY 2

### Help us if you can

**Along with the strong branding of Colin McRae, it appears he has been heavily involved in the making of the game. He's sent the game as it's being developed, and sends back comments in note form about any particular feature of the game that he believes can be improved or ones that he's impressed with. Getting feedback regarding the mechanics of the cars and the way they drive has been invaluable to the team.**







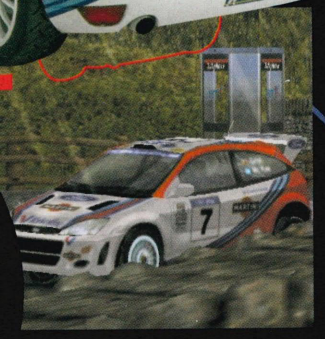
There's snow place like home – driving in Scotland...

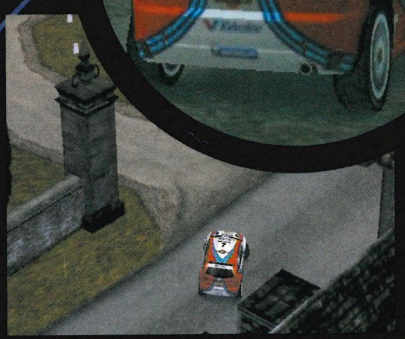












## CAR DAMAGE IS ANOTHER AREA WHERE THIS GAME SHINES

**COLIN MCRAE RALLY 2**

### It's raining again

**Weather conditions for all the countries are implemented, with rain, snow and fog all causing you problems. Because of the number of countries to drive through, each has its own weather options.**





takes you through eight different countries with a planned ten to 12 stages for each. Each country, encompassing the whole gamut of rallying nations, offers a fresh challenge as each has its own surface, climate and obstacles. Attention has also been paid to giving more objects per course than one would normally expect, so lights, fences and buildings pertinent to the particular country are on view to give it a stronger ambient look. When driving in Finland, for instance, you feel more of the country's culture via its strong visual appearance.

One interesting aspect of the game is your co-driver. He gives you instructions regarding the courses, and even criticises you if you crash. Information is given to help the driver. Nicky Grist, who is Colin's co-driver, has used his own terminology, believing this to be the only way to ensure the player knows what is required.




McRae's new Ford Focus looks good from the air...

Each circuit takes around six minutes to complete. Codemasters hasn't gone down the route of racing complete circuits in real-time (which would take about an hour each) or using ordinance survey maps. They've picked the best obstacles, look and surfaces for each course. The time to complete each circuit is just long enough to ensure the player never gets bored. The time, effort and expertise that has gone into this game is unsurpassed, and Codemasters believe this will pay the dividends they deserve.

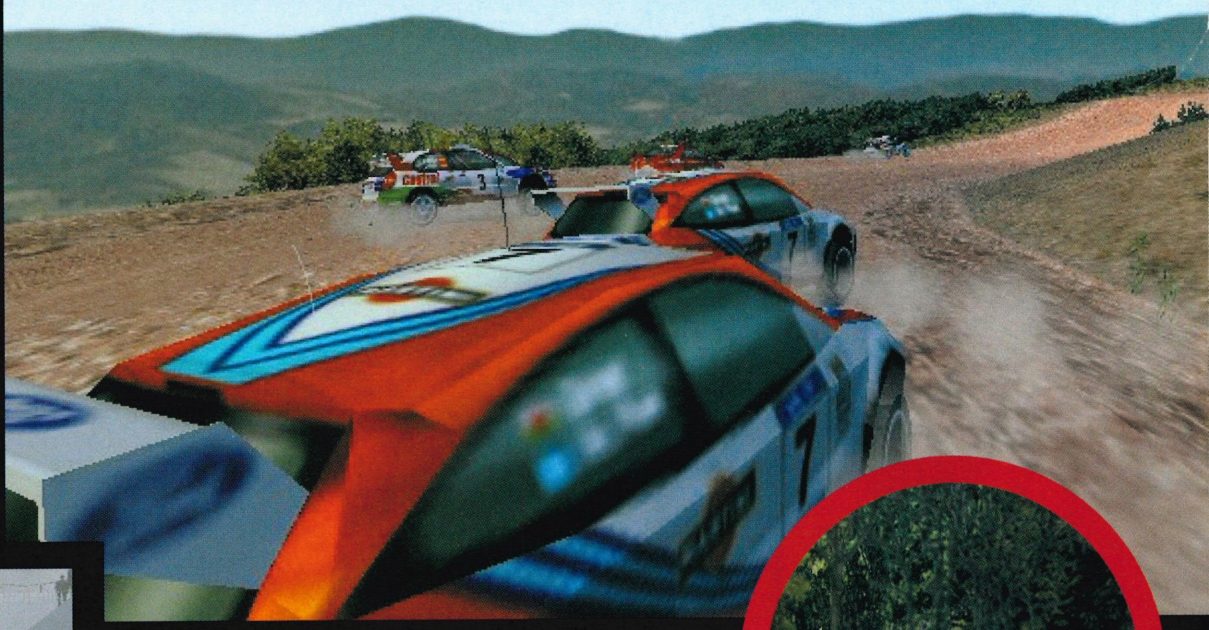
Many racing games, if they use licensed vehicles, don't have visual car damage simply because the manufacturers aren't too keen on their products getting bashed about. However, damage is one area where CMR 2 really shines. Any good racing game relies on how a car responds, the damage taken, etc. The car models are very sophisticated and all the cars have full detection points, so if you hit a wall, you see the car suffer accordingly. Roll a car and it subtly damages the roof. Bits now fall off, and the damage sustained has a proper effect on how the player drives, something that was

# THE FOUR-WHEEL INDEPENDENT SUSPENSION ENSURES PERFECT TRACTION











lacking in the first game. You can even lose a wheel – driving the car in this condition causes more damage, although it still moves as in real life.

The car's suspension works from all four wheels independently as opposed to just two in the first game, so when you move over objects or land from some clever manoeuvre, you not only feel the difference, but also see it. The four-wheeled independent suspension ensures proper wheel spin, giving perfect traction and sliding. You even see cars tilting when they move around a corner.

Working with a number of manufacturers ensures Codemasters get the right information, and Ford (McRae drives their Focus model) gave telemetry read-outs of the cars so it could be used in the coding of the game. These telemetry details ensure the physics of the cars is as true as you could ever get in a racing game. Members of the team travelled around the world, looking at tracks, talking to drivers and driving the cars. This not only gathers important information, like the many varied surfaces, but it ensures the look of the game is correct.

The design for the game and the engine, some 50% code, were ported from the original game. Storyboarding and ensuring all aspects of CMR 2 is ported in an authentic way is the primary goal of the team. Coding the game right and getting the AI has been one of the prime focuses for the team, and they've created a number of editors which can recreate the tracks. Although Artificial Intelligence is essential, it's the player's driving skills that are the primary slant, so no matter how good this AI is, if you're a poor driver then you're likely to have problems.

The game is all-encompassing, with loads of game modes. Rally offers a championship, where you can race in every country to claim top of the leaderboard. In Rally, the fastest time wins a single country rally. Single Stage is where you choose a rally and a stage, then race it for the best time. In Time Trial you set a state record, racing against the best-time ghost car. There's plenty more, with an Arcade Mode as well. The list goes on.

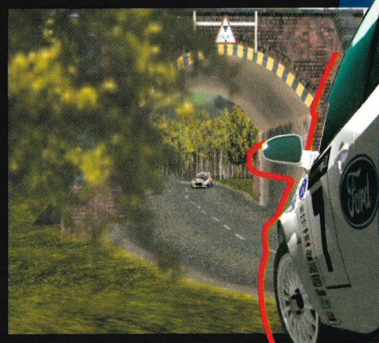
CMR2 is what many see as the definitive Rally game, and the fact that Codemasters are taking their time on the DC version means we shall get something a bit special, maybe even better tuned than the other console versions – Let's all hope so!

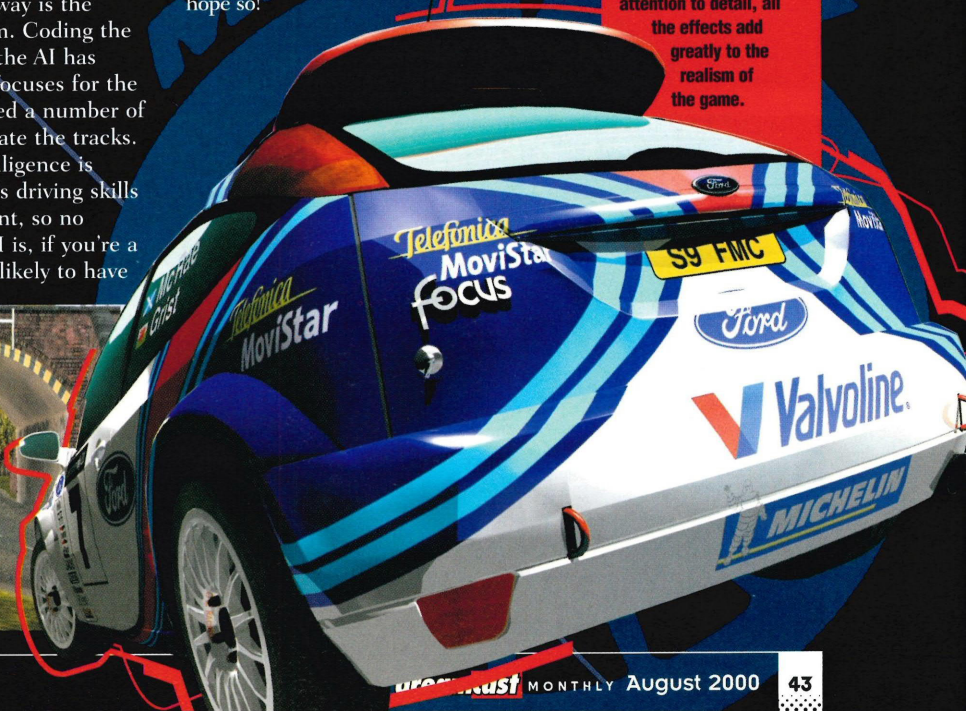
**COLIN MCRAE RALLY 2**

**Don't go breaking my car**

**Spoilers can crack, the back bumper can break off from one corner and drag along the ground, windscreens shatter. Created with close attention to detail, all the effects add greatly to the realism of the game.**








Caption Caption Caption Caption Caption Caption



**Publisher** Sega | **Developer** AM2
**Released** TBA | **Genre** First-person shoot-'em-up

# Outtrigger

## Nothing to do with whether Del Boy's mate is gay...

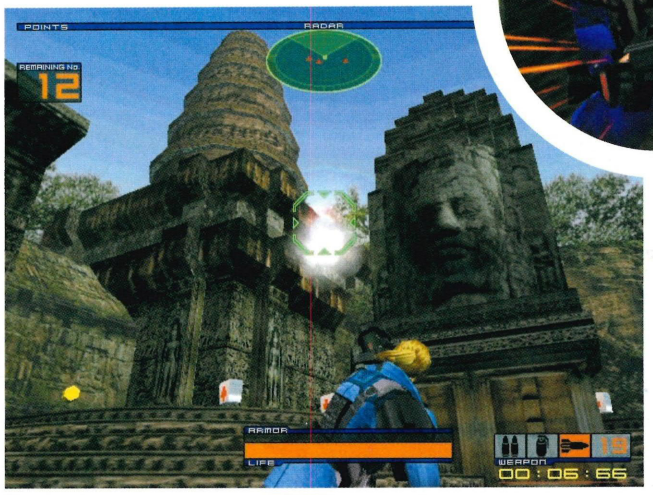











**Use your radar to locate the enemies, then blow the crap out of them...**

Whilst everyone at the recent E3 tradeshow was understandably raving about the first-person delights of Half-Life and Quake III Arena on Dreamcast, Sega had a genre entry of its own that was equally as impressive. Another arcade conversion from the terminally-busy AM2 division, Outtrigger is a frenetic action experience as worthy of attention as id Software and Valve's gloriously gory fragfests.

Strictly speaking, though, Outtrigger isn't solely a first-person shooter, as it also provides a third-person perspective mode as well. The plot of the game is centred around the exploits of a semi-futuristic anti-terrorist organisation called Interforce (aka, International Counter Terrorism Special Forces). Taking on the role of one of the main characters, it's up to you to bring peace and justice back to the civilised world. Oh, and this obviously involves you blowing the crap out of lots of bad guys, okay?

**A FRENETIC ACTION EXPERIENCE AS WORTHY OF ATTENTION AS iD'S OFFERING**

### Being Outed

Outtrigger's bread-and-butter single-player mode is a departure from the story-driven likes of Half-Life, and owes more to the score-target objectives in Unreal Tournament and Quake III Arena. For instance, in the version we played at E3, one mission required us to eliminate ten terrorists within a time limit. And considering how well the game played, we were only too happy to oblige.

The battle arenas themselves are cleverly-designed affairs, with such disparate locations as the Art Museum,






Water Sanctuary, Dark Castle and the Observatory. Sega is also promising some all-new levels above and beyond the arcade original's 12. Bless 'em.

Lovers of high-tech hardware are also well catered for in Outtrigger, as throughout the arenas is a multitude of conveniently placed anti-terrorist weaponry waiting to be picked up. Our current favourites were the flamethrower and guided missiles, but that's just us.

**THE BATTLE ARENAS ARE CLEVERLY-DESIGNED AFFAIRS**

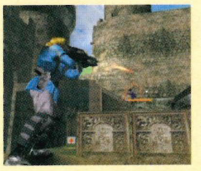


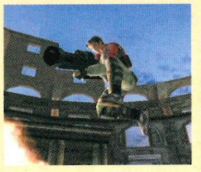
Devotees of the arcade version will be warmed to the bottom of their anti-terrorist toes that the Dreamcast rendition of Outtrigger is remarkably faithful to the original. The added bonus of the split-screen four-player mode should also appease those of us who are currently lizard-green with envy over the excellent Perfect Dark on the Nintendo 64. As with most of the best first-person shooters, Outtrigger is better played through a combination of keyboard and mouse – or as in this particular case, a control pad and Dreamcast mouse. It can still be played through the standard control pad alone, but when the action gets really hectic, you need to be able to move and shoot at the same time. Thankfully Sega is designing the home conversion of Outtrigger with mouse-compatibility in mind. Mark our words, Outtrigger is going to be a corker when it finally arrives on Dreamcast towards the end of the year.

OUTTRIGGER

## deed poll

**What's in a name? Well, quite a lot, at least as far as Outtrigger is concerned. There's nothing boring about our heroes' names in this game, as the characters have such exotic sobriquets as Jay Aragaki (who's English apparently), Alain Ciel, Talon Grant and Lina Miyagi.**





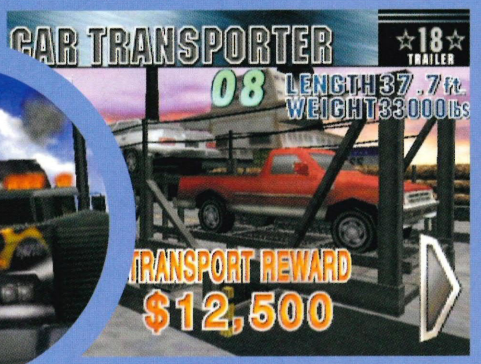
| Publisher | Sega | Developer | Sega |
|---|---|---|---|
| Released | Q4 2000 | Genre | Driving |

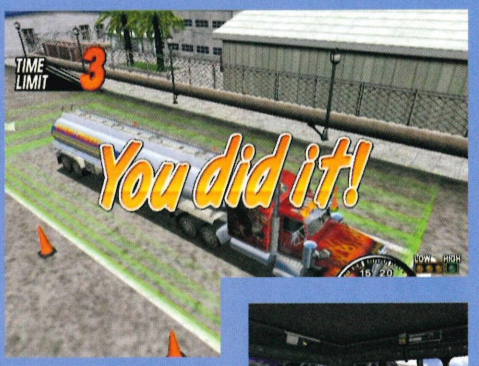
# 18-Wheeler American Pro Trucker

Sega's arcade conversions keep on truckin'...





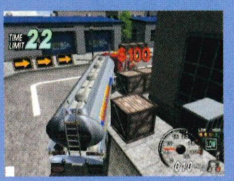




How do you follow Crazy Taxi? Chances are the last thing you'd think of is recreating the experience of being a cargo truck driver. It's just as well that Sega's AM2 division has done the hard work for you.

Already proving to be a big draw at Sega Parks up and down the country, the arcade version of 18-Wheeler American Pro Trucker is currently being converted for the Dreamcast. The gameplay mechanics are very similar to the Crazy one, but instead of picking up and dropping off fares, you need to successfully deliver cargo to its destination.

Getting in your way are rival truck drivers, as well as Sunday-driving civilians who don't have the same sense of urgency as you when it comes to putting their feet to the floor. As well as faithfully recreating the arcade game, Sega is promising the obligatory Dreamcast-only modes as well (like a variation on Crazy Taxi's Crazy Box challenges). Honk your horn if you're a redneck...





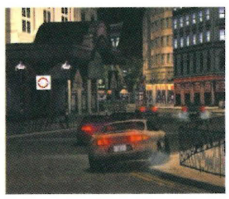

**HONK YOUR HORN IF YOU'RE A REDNECK...**

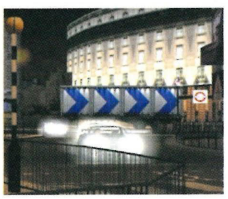
**Publisher** Sega | **Developer** Bizarre Creations
**Released** Summer | **Genre** Racing

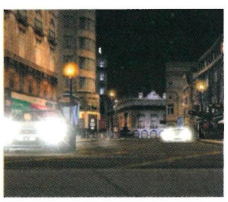
# Metropolis Street Racer

## So why has Bizarre Creations spent so long working on M-SR?









I'd rather be down the pub...

Bizarre Creations' much hyped M-SR has become something of a Dreamcast Holy Grail following the comparative disappointment of Sega GT: Homologation Special. Long-term Dreamcast gamers probably remember the Liverpool-based outfit was the first European developer to jump on board the Dreamcast tour bus.



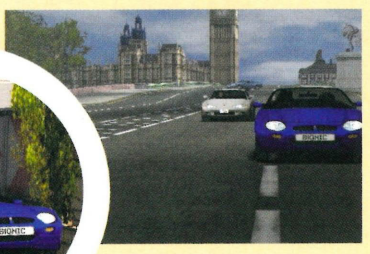
### THIS RACER IS BEING JUSTIFIABLY TOUTED AS A GRAN TURISMO BEATER

Even before the Japanese console launch in November 1998, we learned Bizarre Creations was busy beavering away on what would become Metropolis Street Racer. Originally intended to burn rubber alongside the European console launch last year, news from Sega on M-SR was scant, other than it looked and played fantastic.

The packed halls of Los Angeles' E3 videogame tradeshow is not the ideal venue for an in-depth look at a title as important as M-SR. So Sega Europe rather kindly loaned Dreamcast Monthly a copy of the preview code from the show, which has given us the opportunity to examine the game in more depth.

Acting more like a tease than a full-fledged preview, the E3 code nonetheless goes a long way in showing why Bizarre Creations has spent so long developing this game. They say that the devil is in the details, and with M-SR, the details certainly show why this racer is being touted, perhaps justifiably, as a Gran Turismo beater.





### Even Better Than...

"These cities will look and feel like the real thing", proclaimed Bizarre Creations on its website. Let's face it, calling a videogame 'realistic' has always been something of a joke. For instance, how many people do you know who look like a polygon-

**METROPOLIS STREET RACER**

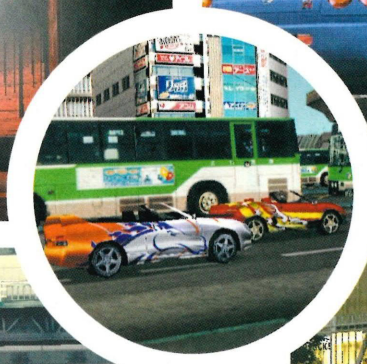
### driven by whom?

**Kudos to Bizarre as well for including a driver model in the vehicle too. It's become something of a genre tradition for videogame racing cars to be driven by phantom drivers, but M-SR flaunts convention in a bid for that all-elusive realism ticket. The driver character smoothly rotates the driving wheel in time with your movements, never looking stiff or contrived in the process.**
**Okay, so this may not be a big deal, but it certainly adds to M-SR's bulging quality factor.**

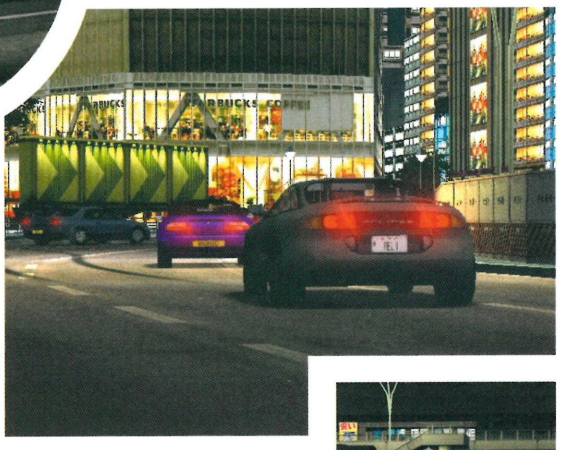




I'll have a 54, two 26's and a 38. All with rice and noodles...







constructed freak? Or when was the last time you saw a car slam into a wall doing 120mph, only to reverse and carry on racing unscathed? Yeah, we thought so...

However, the one thing the Dreamcast has amply proved is just how far console technology has evolved, and M-SR can justifiably lay claim to being one of the most realistic simulations on the market. To be honest, none of the Dreamcast Monthly team can attest to how realistic the San Francisco and Tokyo tracks on offer in the E3 demo are, but we've all been to London's Piccadilly Circus...

Hacking our motor around M-SR's virtual rendition of one of our nation's capital's most popular spots was a disturbing experience, as everything certainly looked real enough. It was even fun to watch someone else race, as spectators could have a laugh seeing the sights; "Wasn't that Tower Records you just went by?" We resisted the urge to pull over, hop out of the car, and see if we could do some shopping. Although maybe Bizarre Creations is working on that for the final version?

## ...The Real Thing?

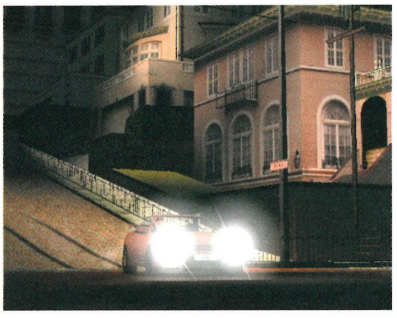
Sega GT never really captured that all-important illusion of speed which defines a quality videogame racer, but M-SR really does deliver the goods – particularly in the first-person 'in-car' mode. Control of the vehicle is very responsive, and only takes a short while to get used to (expect to be bouncing off the barriers during your first attempt, mind).

M-SR even gives you on-screen words of encouragement if you take a corner without banging into a wall or rival driver, and is just as keen at dishing out penalties for any accidental prangs. Compared to the aforementioned Sega GT and Sega Rally 2, M-SR's cars also look more substantial than the 'floating' motors in Sega's Dreamcast racers. The shadows and light cast over the car as it passes under bridges or streetlights helps to reassure players that the car is very much part of the environment it is racing in. The flare on the reverse lights are also a neat touch from Bizarre.

The wait for M-SR is almost over, and if the E3 demo was anything to go by, this little beauty has been well worth the wait. Dreamcast Monthly advises you to get stocked up on the Four-Star now.



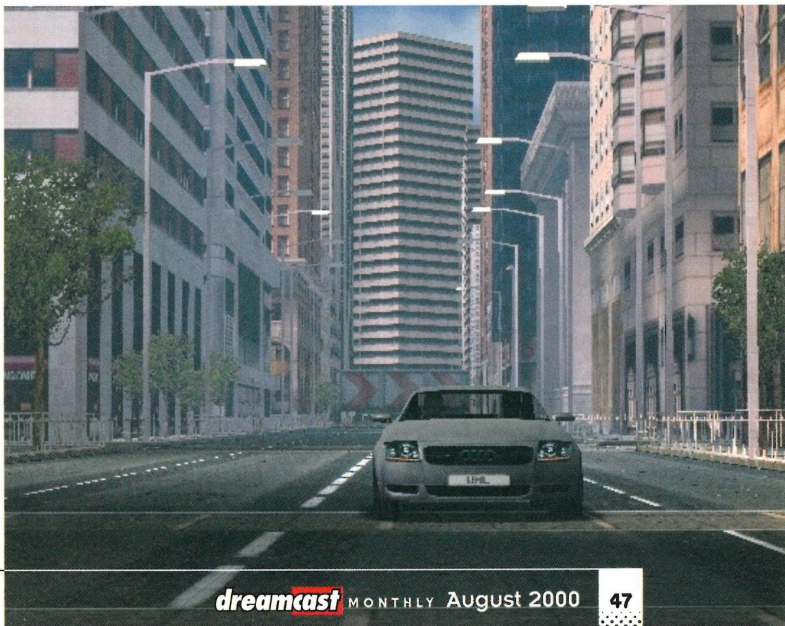






What a boring number plate – Merc indeed...

## THIS LITTLE BEAUTY HAS BEEN WELL WORTH THE WAIT



| | | | |
|---|---|---|---|
| **Publisher** | Crave | **Developer** | Genki |
| **Released** | 4th September 2000 | **Genre** | Racing |

# Tokyo Highway Challenge 2

## Can Crave make it work second time around?

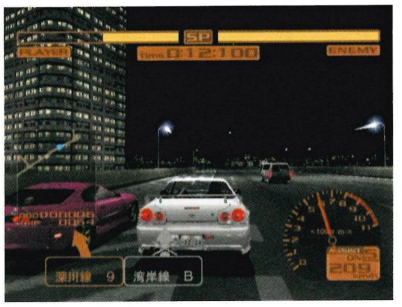
**TOKYO HIGHWAY CHALLENGE 2**

## spare parts

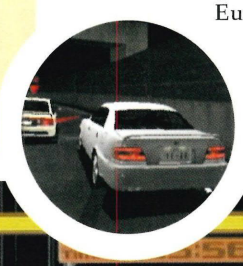
**65 cars.**
**125 parts.**
**Over 100 miles of road.**
**Interchanges and off-ramps lead to new courses.**
**Navigation cues show you how to get to different courses.**
**New test tracks.**
**Over 300 new opponents.**
**A fab array of difficulty settings.**

With so many racing games around it's becoming increasingly hard to spot the real gems amongst all the lemons that flood the console market. The list of 'car' titles is now beginning to outweigh all the other genres on the DC, but with polished graphics, realistic courses and wicked cars, Tokyo Highway Challenge 2 is looking good. With a change in name for the European market, this is the follow up to Tokyo Xtreme Racing and has a marked number of improvements that Genki hope will please one and all.

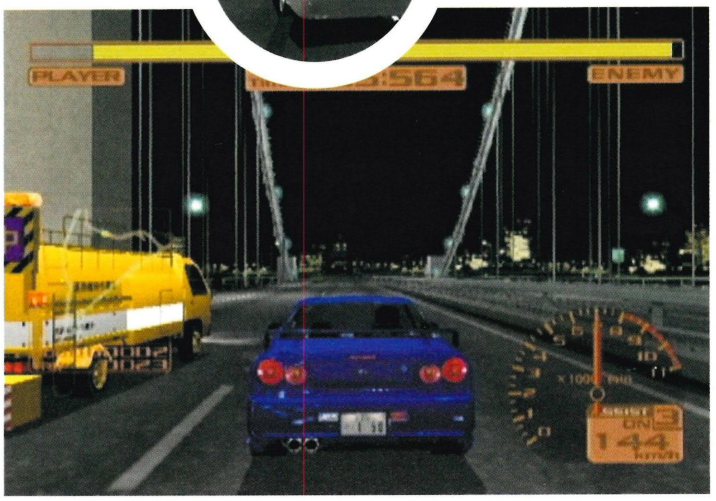
Tokyo Highway Challenge 2 (THC2) will offer improved car physics, faster screen update and better AI, making the challenge of the other drivers that much harder, and above all fuller gameplay, but that is what anyone would assume. THC2 also offers seven different play modes, including Quest, Quick, Free Run, Time Attack and Auto Cross. In the Quest Mode, the computer assigns the player a nickname based on his battle time, top speed, top cornering speed, number of collisions and enemy blocking ratio.

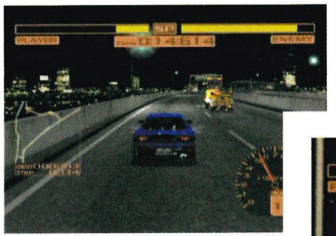


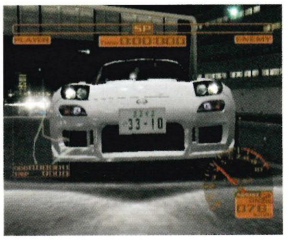
Race through the streets of Tokyo and throw down the challenge to any of the opposing drivers. Flash your lights and go hell for leather as you try to get some real distance between you and the player you've thrown down the challenge to. The novel focus of the game is that the power bar diminishes

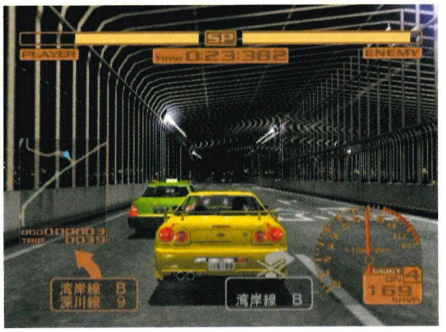


**EACH CAR HAS A FEAST OF UNIMAGINABLE MODIFICATIONS**



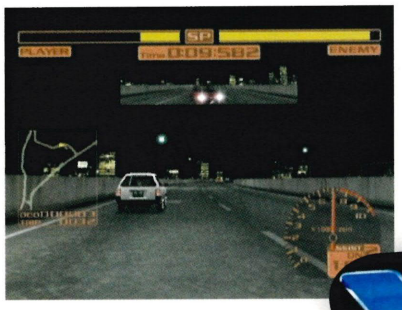







**The cars are such garish colours they look like Starbursts...**







# Tokyo Xtreme Racer 2

in their car as you pull away – reduce it to zero and you win.

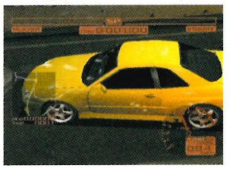
## Pixel Potentially Perfect

THC2 offers night and day racing within some finely-detailed streets and highways, with good attention to camera views and controls. Getting the right mix of speed, tuning up your car, a real challenge and learning curve appears to be just a few of the game's merits and improvements over the original game.

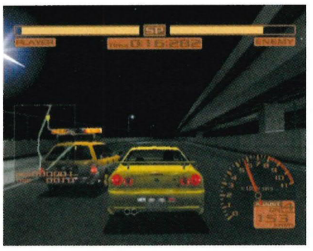
If you like souping up your car, then boy, is there lots of customising to be had, with menu screens to flick through and parts to grab. After each race you can mosey on over to a garage to choose from an endless list of parts and goodies to get exactly what you want to customise your car, improve your performance and really step on the gas!

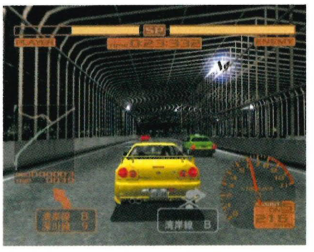


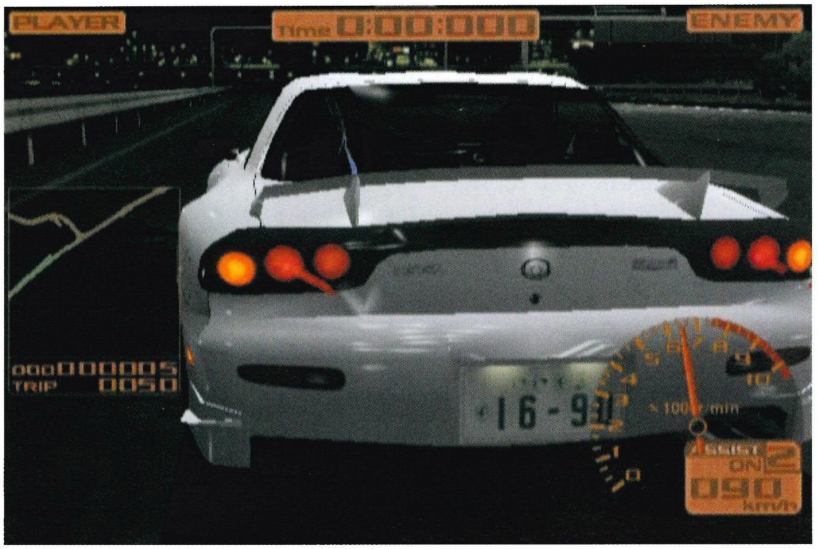
**THC2 IS TOTALLY INTUITIVE AND IS EASY TO PLAY, BUT A TOUGH CHALLENGE FROM THE BETA VERSION WE PLAYED**

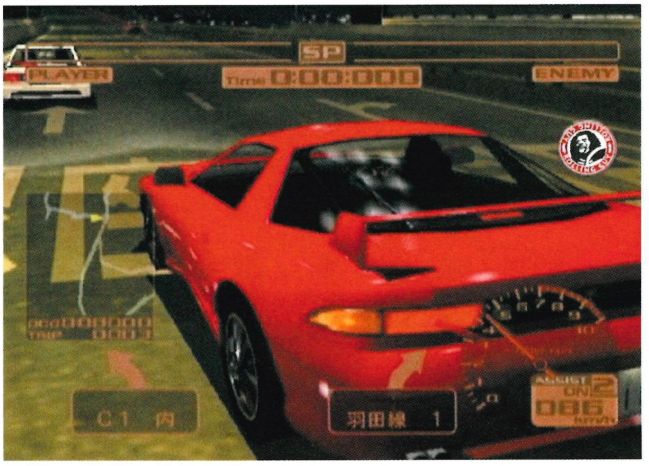


Quick – nick the stereo...









The cars are beautifully shiny, and have realistically transparent windows too...





| | | | |
|---|---|---|---|
| **Publisher** | Sega | **Developer** | Sonic Team |
| **Released** | Autumn 2000 | **Genre** | Music |



Oh no – colour overload! Where's my sunglasses?

# Samba De Amigo

## Sonic Team spanks its monkey to the samba beat

SAMBA DE AMIGO

### not living de vida loca...

**Whilst Sega has managed to get some recognisable ditties into Samba, the maraca-shaking delights of Ricky Martin will be absent from the home version of the game, even though they appeared in the arcade original. The wonders of record company greed, no doubt.**





Immediately following up Sonic Adventure with another game starring the spiky blue hedgehog would have been a no-brainer for the Sonic Team. However, those crazy bunch of developer bods have gone for a different tack instead. Enter this insanely-addictive home version of Sega's musical arcade hit, Samba De Amigo. The idea is simple; use the maracas peripheral to keep up with the musical beat enacted on screen by Samba the monkey. But actually doing it well is another thing altogether...



**THE WILDLY-COLOURED CARTOON GRAPHICS DEPICTING SAMBA AND HIS CHUMS ARE HILARIOUSLY DETAILED**



The Sonic team weave that monkey magic with this colourful creation...

The wildly-coloured cartoon graphics depicting Samba and his chums are hilariously detailed, and change according to how well or (more often than not) how badly you're doing maraca-wise. And it's not simply how well you shake your maracas to the beat, as occasionally you're asked to strike a pose displayed on screen. The sensors built into the maracas tell the Dreamcast how high you're holding them and in what position, so if you want to be the limberest Latin lover on the block, you have to get used to looking stupid.



Even the least acute musical ears will recognise some of the tunes on offer in Samba De Amigo. Classic and wholly-appropriate Latin grooves like La Bamba and the Macarena are sandwiched alongside esoteric picks like Tubthumping (you know; "I get knocked down, but I get up again").

The gameplay is as spicy as a jalapeno pepper, and proves to be as satisfying as a chicken fajita after closing time. As long as you don't mind looking like a prize twonk, Samba De Amigo is probably the most fun you can legally have with both hands.

# GAC

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# Urban Chaos

Urban Chaos has it all. Arcade gaming, strategy, looks and a diversity and uniqueness missing in many current games. Derek dela Fuente reports...

Mucky Foot, formed around two years ago, is a little special. Mucky Foot's current personnel all worked on Bullfrog games such as Syndicate Wars, Populous, Magic Carpet, Theme Park, Indestructible and more. Now, two years on, their creative expertise is coming to fruition.

Describing Urban Chaos is easy. It's a mission-and-level-based arcade game where you assume the role of D'arci Stern, a rookie female cop, roaming around the city where crime-fighting is a non-stop battle. Help and assistance is given throughout the game by Roper McIntyre, a mysterious soldier who appears when the going gets really tough. You move within a vibrant 3D world, facing and confronting some nasty characters and generally putting wrongs to right. The list of everyday unexpected incidents could well shock, but to a hardened cop, this is just a day in the life. However, in this case there are some incidents where you could come a cropper. This all might sound straightforward, but with so much going on and so much to do, the aim is to be focused on certain events whilst never





Hmm, grim old town – Looks like Leeds to us...

| Publisher | Eidos Interactive | Developer | Mucky Foot |
|---|---|---|---|
| Released | September 2000 | Genre | Adventure |



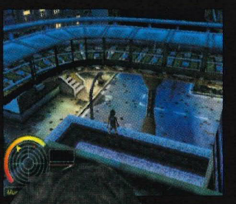

The explosion effects are extremely impressive – hope that's not your car!











avoiding your duty. Hey, you might see someone being mugged, but you're on your way to a road traffic accident; what do you do?

## And There's More

Now prioritising events could cause problems, so getting it right is only one of many predicaments you face. There's a sinister underlying story within Urban Chaos, along with many variables that mark this down as a game that not only offers intrigue and captivation in its arcade qualities, but is intertwined with elements (like hand-to-hand fighting, driving vehicles, interrogating, arrests) where skill, agility, thought and guile is required as the story unfolds. You could well play this as a sequence of exciting fighting, crime-busting, interactive actions and confrontations, but delve a little deeper and you see a game that has some excellent scripting, storyline and subtlety that gives it a totally new slant without ever becoming at all pretentious.

Mucky Foot's Fin McGechie explained, "We wanted to take a beat-em-up and evaluate it onto a new plane. We have moved away from the beat-'em-up aspect for we are recreating a city, a full working city, and looking to give the players as much freedom as possible. Use vehicles, hang-glide off buildings, there's a fire escape to run off and you can even kick people! This is a mix of genres to create a ground-breakingly ambitious game, and maybe even elevate it to a new genre. It is not a clever idea to go to this extreme. It is, in fact, the way it will be done, and that is where Mucky Foot believe we will win out. It is THE game people have always wanted to play. It is with great technology are we now getting to grips with being able to do so many things within a game".

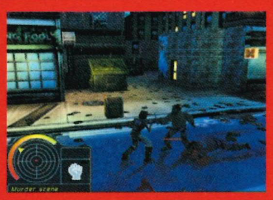
The background story to the game may be a bit clichéd in that the Millennium has arrived, but crime is rife and it has reached epidemic proportions. Keeping the city's citizens safe has become increasingly harder, but it's one that any Police Officer must undertake. There is something amiss, though, and throughout the game you find more than a few surprises in store.

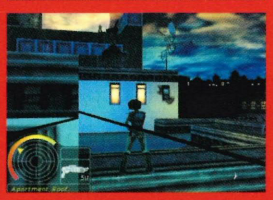
## Press Start to Play

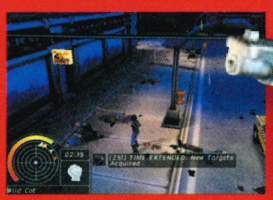
As the game loads, missions objectives are given to the player, and as you would assume at the start, some are easy to get you familiar with the controls and feel of the game. Missions take place in different parts of the city, each of which is meticulously detailed and teeming with action. Citizens, thugs, cops, and vehicles with people in all go about their business and create a convincing game environment. Controls for the DC version have been

Mucky Foot Productions Ltd

URBAN CHAOS







## it's got the looks

**Graphically the look is rich and full of special effects, and all the lighting variants pertinent to where you are have been implemented. The explosions, the neon lights reflecting on the sidewalks, the dark alleyways, the constant rain, shadows that follow the players as they move and the ever-changing weather conditions are seamlessly encased within the game. Leaves billowing across the pavements, the fog floating down on a cold morning, wet footprints on the pavements; nothing seems to have been missed. Over-the-top eye candy? No, just how it should be without being over-pretentious!**

## STOP A WOULD-BE JUMPER FROM TURNING HIMSELF INTO PAVEMENT PIZZA



URBAN CHAOS

## The Team

**Mucky Foot comes from the name of a tribe in an Asterix film – a North American one. "People will ask why we left Bullfrog", says a Mucky Foot spokesperson. "It was mainly because when we started it was a relatively small company, but at the end things were getting too big with everyone concentrating on different games. Mucky Foot will stay small at around 25 people and we will only work on two games at any one time."**



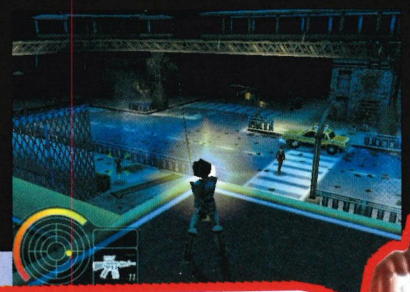


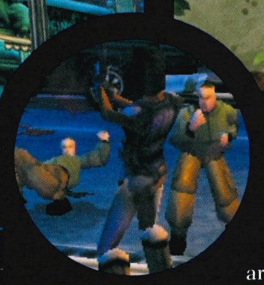






You put your left foot in, your left foot out...

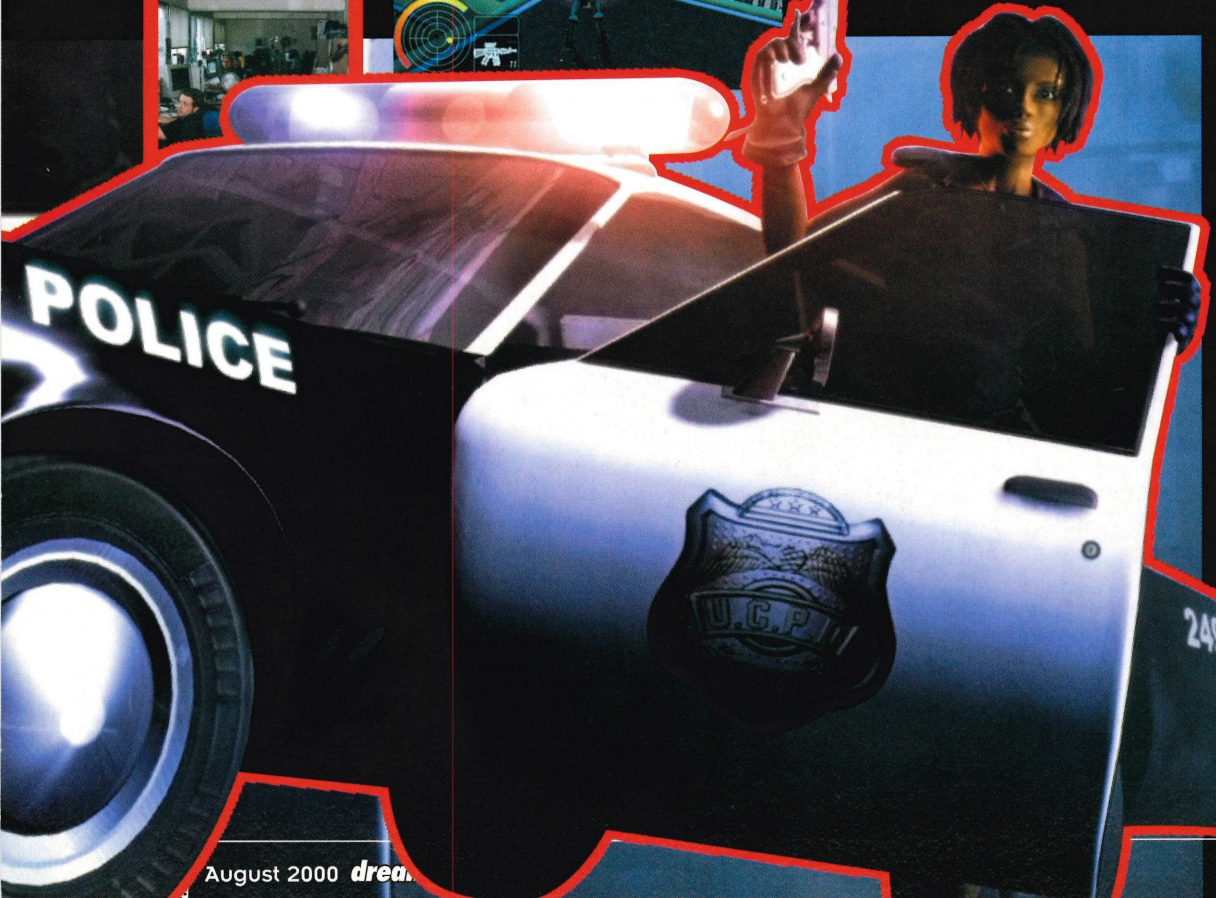




## GREAT DIALOGUE IS AN INTEGRAL PART OF THE GAME

worked on and are easy, intuitive and better than any other version around. With the ability to fight, run, crouch, crawl, scale up ladders and over fences, plus a myriad of great moves, it's nice to note these moves are not taken over or aided by the CPU. A slight miscalculation and you could easily fall to your death. Urban Chaos is not a game where a few punches will win a fight. It's an experience where skill and fast reactions are needed, but this is not a fighting game. On screen, a nice and unintrusive array of icons are displayed to give the player all the information required. Great dialogue is an integral part of the game, which also comes up as text, so throughout the whole game you are fully clued up with what's going on and what is expected. The Health Icon is shown beside the Navigation Map, and shows if you are wounded by going from yellow to red. Thankfully, there are pick-ups to be sought and nothing better than a medi-kit to revive your health. The Map displays your position and that of the villains, which is colour-coded so you know where you need to move. The hand icon presents the weapons you have at your disposal, so if you want to use a gun or weapon, you highlight it in the hand.

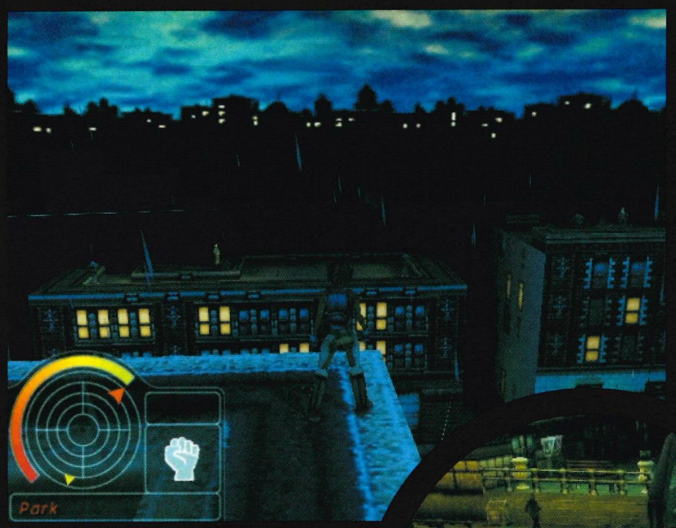
The start of missions, aside from the continual grades of training you have to complete in order to progress, are relatively simple – arrest a mugger, return an abandoned car, stop a would-be jumper from turning himself into pavement pizza, and so on. However, it all-too-soon gets much tougher, and puzzle-solving becomes a vital part of cracking levels. The really nifty aspect of the game is you just



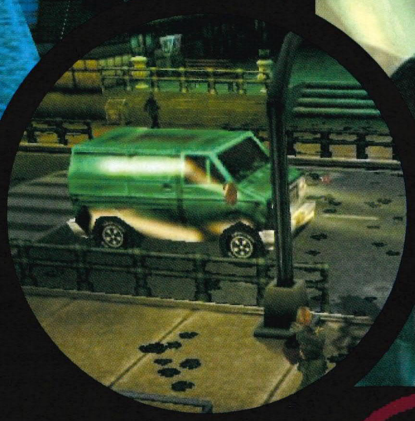









Tread carefully, or you're a pavement pizza...





## WE'VE TRIED TO GIVE THE PLAYERS AS MUCH FREEDOM OF MOVEMENT AS POSSIBLE

can't move in on a problem and solve it by brawn. If someone is on a rooftop wishing to splat themselves, you must slowly move up on them, ensuring they don't feel threatened, and you must talk them down. As well as moving on foot around the city, you also get to drive about it too. Spot a car, climb into the driver's seat and you have a cut-down game of Driver, and if you feel like it, you can knock over a few pedestrians. Do that too many times, though, and it will go on your record.

### Mean and Moody

Tom Forsyth and Karl Zielinksi, the main people behind the game, collectively gave their slant on the Urban Chaos. "We have tried to give the player as much freedom in movement and decision-making as possible, hence it is billed under the arcade adventure/beat-'em-up/shoot-'em-up/driving game genre. In effect, you can complete a level and get information about how many crimes were compiled and how many you solved, which means you can go back to a level and play it a different way. You can play the game aggressively, diligently, etc. We have tried to give the game an open feel. You're given orders to go arrest someone, find a car and lots of other tasks, but as the game unfolds, many new and bigger events will transpire, as does the story in a surprising way. Each level has five to six sub-missions, and generally you only need to solve half of them to finish, but if you explore you find more clues. The more people you talk to, the more info you get, but time is precious.

The levels are massive and free-roaming. We have tried to ensure the game has a vibrant feel, and you notice people getting on with their own daily lives in the background.

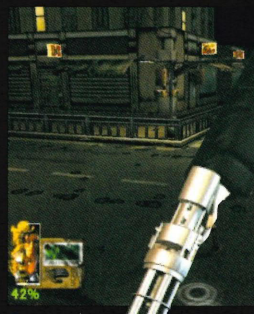
"Urban Chaos is a massive game with puzzles, lots of interaction, an ever-changing storyline and some superbly detailed locations. Just when the setting becomes familiar, a new level gives a different graphic set and objectives. This is a real cop's game. With so many variants, the surprise factor is always there.

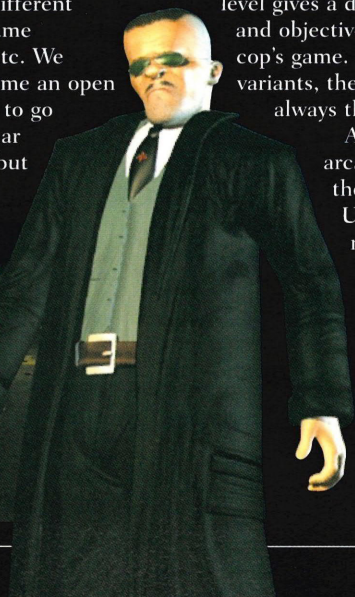
Although seen as an arcade game, plenty of thought has gone into Urban Chaos, so that mindless violence is never the order of the day. Instead look out for shoot-outs, vehicle chases, hand-to-hand fighting, interrogation, plus a lot, lot more."






Boring shot – good job he's on it..



| | | | |
|---|---|---|---|
| **Publisher** | Take 2 Interactive | **Developer** | Rockstar |
| **Released** | Q4 2000 | **Genre** | Beat-'em-up |

# I'VE GOT MY MOHO WORKING

Lost Toys isn't a developer you may have heard of before but you'll most certainly be familiar with some of the games they've been involved in over the years. The eight-strong team is comprised of a good selection of former Bullfrog employees, a company known for quality games. I caught up with both Glen Corpes and Jeremy Longley for a quick chat because they have a Dreamcast game in development.

lost toys
WWW.LOSTTOYS.COM



**Is it a millstone to be referred to as 'ex-Bullfrog'?**
Being a former part of Bullfrog is a good reputation to have. Anything that helps at the moment has to be a good thing. Ask me again in five years. If we're referred to as that after the first two games, it may get annoying.

**What were you responsible for there?**
Between us we worked on every Bullfrog game up to Populous 3.

**Do you worry that you'll be seen as another Bullfrog?**
The Bullfrog ethos was for strategy games, but the only connection with our ethos and theirs is in the making of good, playable games.



**Your first game is Moho. What's the concept behind it?**
You play one of five robots, a synthetic life-form that has been ingratiated into the society of a distant planet. These robots sometimes go astray, and it's unfortunate that you happen to have perpetrated some hideous crime and been incarcerated. As luck would have it, all those locked away are eventually transported to an arena to fight it out gladiator style for the amusement of the local populace. If you're successful, you progress to bigger arenas, eventually coming up against the ultimate challenge. Win and you gain your freedom.

**What do you have to do?**
The game itself is played across ten prisons, each with a number of levels. Your objective, apart from the obvious one of staying alive, is to complete a certain number from each prison. Each level is time-based, giving rise to additional elements within the overall game. There are seven different levels, although not all are available for each prison, whilst some crop up more than once. The first prison has four, the second prison five, and so on up to 13 for tenth prison. You won't have to complete all levels to go to the next prison though; you have to finish eight of the first nine to get to the third prison.

**What are these levels?**
Run the Gauntlet is where you get attacked by guards as you race to the end; Pursuit is when the land disappears beneath you; Last Man Rolling is the one who is the last one alive; King of the Hill is where you gain a hill and stay there; Tag has you collecting tokens as quickly as possible; Powerball gets you picking up balls thrown into the arena and throwing them at a large pole; Race does exactly what it suggests.

**The title Moho sounds like an acronym...**
It's an abbreviation for Mohorovicic Discontinuity, which is the geological term for where the mantle meets the Earth's crust. This bit is a semi-liquid state that also happens to be an integral part of the game environment. We have some cool technology with morphing landscapes and the way it affects the characters. The morphing landscapes tie in with how the mantle acts, hence the name.

**Expand on the fighting elements.**
Moho isn't attempting Tekken or Soul Calibur-style fighting sequences, so it's a simple punch, or slash if you have a weapon. The fighting and movement controls are straightforward: up, down, attack, block and brake. These last two use energy that can be replenished by finding health tiles. If you come up against a guard, you could fight him, but it may mean not completing the level in the given time. If you kill a guard, our technology is shown at its best. All characters move around on balls, and they explode if the 'rider' is killed. The exploding balls create a ripple effect on the landscape. By riding these waves, you can reach otherwise-inaccessible places.

**You mentioned weapons. Tell us more.**
There are two sorts of sword, a knife, a hammer and a cattle prod. You can find these or steal them from another character, and they can get them from you. You do, however, have a trick up your sleeve in the guise of a rage attack. Get hit too many times and you go into a frenzy, spinning round at high speed, knocking over everyone you touch.

**How do you get the physics correct? Do you roll a ball down a slope?**
It's more complex than that, but your character behaves exactly as you would expect. The tag levels include half-pipes building up speed to jump from place to place. In this scenario, the physics respond far better than a skateboard would.

Each level has the morphing effect incorporated, although it may not be noticeable. One level has you trying to evade cannonballs whilst the ground is constantly shifting, making things difficult for the player but being impressive at the same time.

**Any other innovative features?**
The texturing of landscapes. After carving out a landscape, the textures are airbrushed on so we don't have to put down sand, then grass, and then rock, leaving noticeable joins. It also saves a lot of time.

**Many games come with bonus levels. Is Moho any different?**
If a level is completed before the time reaches zero, you get a silver coin. Complete it in a special time and you get a gold coin. Collect enough gold coins and you get to play a bonus level. Although not an inherent part of the game, they do give your gladiator a chance for a rest before the next bout. One of the bonus levels is a game of golf, complete with transporters. If you manage to finish in a record time, you gain a Lost Toys coin. It plays no part in the game though.

**You mentioned five characters.**
Angel, an ex-government assassin; Lockdown, a nutter; Sophie, a military robot droid gone wrong; Apostle, a religious bloke and Ben, a mining droid that caused a huge cave-in. There's also a secret sixth robot.

**The game sounds ripe for multiplayer. Is it?**
There will be a two-player option included. Although both PlayStation and Dreamcast can support more, the screen would be too small if we had a four-player mode.

**How did you conceptualise Moho?**
We started the technology and physics and built a story around that. We had the concept for the Mohorovicic Discontinuity landscape and then thought about what kind of game could be based on it. The only storyboarding is in the introduction. It's designed as it is. The game came fairly easy after the technology and physics.

**Unfortunately, it's very difficult to convey what Moho is all about without screenshots, although we were allowed sketches and artwork. It isn't due until November, so watch out for a further in-depth look at Moho in a future issue.**




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

feature

# MIDWAY MOV



AFTER AN **INITIAL LAUNCH OF DREAMCAST TITLES,** MIDWAY CONTINUES UNABATED WITH SOME TASTY GAMES IN THE OFFING. WE TAKE A LOOK AT ITS **NEXT BATCH, INCLUDING** SOME AWESOME BOXING ACTION WITH READY 2 RUMBLE BOXING: ROUND 2, ARCADE RACING WITH SAN FRANCISCO RUSH 2049 AND SOME ACTION/STRATEGY **BATTLING WITH ARMY MEN:** SARGE'S HEROES. OUR RESIDENT ROVING REPORTER SPOKE DIRECTLY TO THE **INDIVIDUAL TEAMS** TO GET THE FULL LOW-DOWN LONG BEFORE ANY OF THE OTHER MAGS REALISED **WHAT THE HELL WAS GOING ON...**

# E TO THE TOP



# READY 2 RUMBLE

# BOXING: ROUND 2

NOVEMBER

## A real knockout sequel that pulls out all the punches...

After the success of Ready 2 Rumble comes the sequel, with more than a few surprises, notably a certain Michael Jackson as one of the guest fighters. The first game had it all; loads of characters, plenty of moves and a mix of cartoon and stylised graphics that heightened the arcade experience. Emmanuel Valdez, the lead artist, was around to give extra info.

The same team, along with some new members, has been assembled to develop Ready 2 Rumble Boxing: Round 2. The premise of the first game, in that the game's fun, is still the inspiration. It features comical fighters with lots of personality.

### New and Improved

The ten original boxers are being brought back, and have a whole new look, along with a revamp of all the animations to make them more responsive and smoother-looking. Improvements have also been made to the way the boxers look by adding more polygons, clothes and hair movement, and also smooth skin. Each boxer has a new set of combos and extra special moves. There are even more taunts. One of the biggest features that has been added to the game is two more sets of 'Rumble Flurries'. Each boxer can charge up their 'Rumble Meter' to three levels, each inflicting more damage than the previous ones, with the final 'Rumble Flurry' being a powerful knockout punch.

Asked why there are still so few good boxing games and why go for the cartoon look and not more realism, Emmanuel explained, "The first thing we established in the game was the look of the boxers. We wanted to create a hyper-realistic look in which we used textures captured from real people or objects, and mapped them on bodies with exaggerated features and proportions. It supplied us with the comical atmosphere that we were after. Boxing is a sweet science that's very hard to replicate in a videogame environment. There are not as many moves as in a fighting game, but there are many nuances that make the sport a very tight and unforgiving genre to tackle. A fighting game is probably one of the hardest games to make – when making a boxing game with a limited array of moves, it's a challenge to make it interesting and fun.

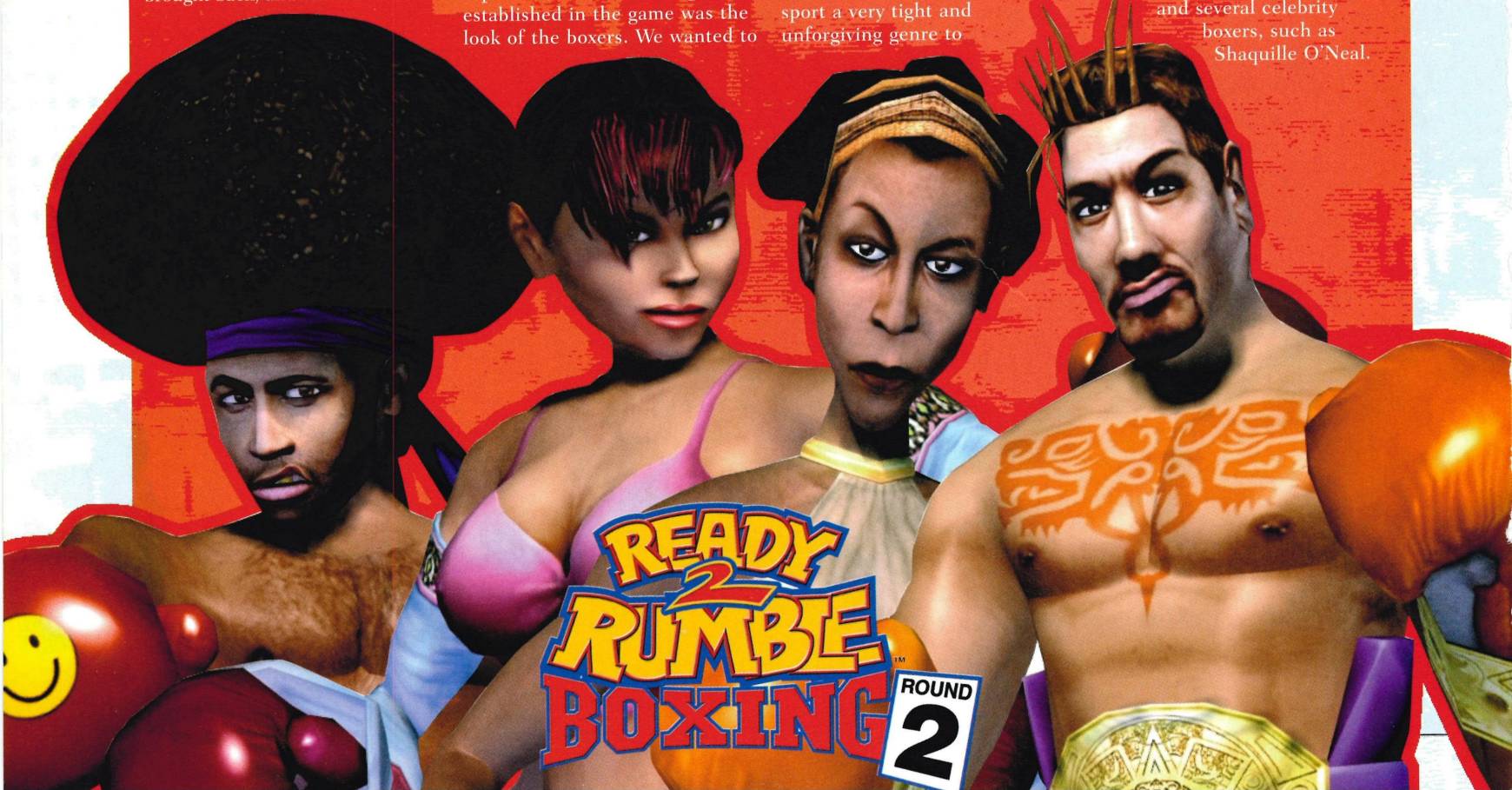
### The Viewing Public

**Each character has a new set of specials along with their original moves, and more are being added weekly. A whole host of new specs are being planned, and the views sound cool. These include new dynamic cameras that improve the visibility for each player, providing a more detailed view of the boxers, and simulating real-world cameras you find in boxing coverage.**

### Thriller

Michael Jackson in a boxing game? A keen gamesplayer, he is never one to turn down a good offer. Emmanuel sang about the main man. "Michael Jackson was kind enough to lend his image for textures, his voice for his boxer and a complete motion-capture session that included taunts, introductions, dance moves and even his own punches that he performed like a seasoned boxing veteran". But there are other neat boxers included, which are an odd but appealing assortment: Joey T (a Mafia hitman), Mama Tua (Salua's mother), Johnny Blood (Jimmy Blood's brother), and G.C. Thunder (Afro Thunder's cousin). There are other secret boxers and several celebrity boxers, such as Shaquille O'Neal.

MICHAEL JACKSON APPEARS AS A GUEST FIGHTER



# ARMY MEN: SARGE'S HEROES

NOVEMBER

## Look alive and get ready for Sarge's Heroes




Already a hit on the PlayStation, DC owners can soon take control of their own plastic army. We all, as kids, played with tiny toy soldiers. Now Midway bring them to life in an action/strategy game with a lot of style, and it works a treat.

The story in Army Men: Sarge's Heroes pits the evil tan army against the good green army. The tans outnumber the greens 50-1, with the greens fighting for their lives. Portals have been discovered that lead to an alternate world, which holds weapons of tremendous power. The tans have scattered Sarge's five commandos, and it's up to him to find them and take on the tan army. The adventure includes murderous firefights, heroic rescues and treachery.

### Toy Boy!

The game is full-to-bursting, and includes nine different characters with loads of personality, along with 'Plastosheen' lighting effects. First-of-its-kind highlighting gives soldiers an amazing plastic sheen. 'Plastic World' and 'Real World' environments where Sarge is life-size in the former and in the Real World he is only two inches tall. 14 missions with up to five separate objectives each equals hours and hours of gameplay. 13 weapons with spectacular effects including magnifying glasses, spray cans and skyrockets add a whole new dimension to warfare!

The team commented on the DC being a superior machine to the PSX in terms of graphics and processing speed. "With the extra processing power of the Dreamcast, we're making a number of enhancements to the game. The most noticeable change is in the character models themselves. More polygons have been added to the models, giving them a more rounded look. Terrain textures have a higher degree of detail, and also take advantage of the mip-mapping capabilities of the Dreamcast. The player can also see farther into the distance, as the Dreamcast is able to draw a larger number of terrain polygons. We are also improving the camera and controls to be as user-friendly as possible".

**WE ARE IMPROVING THE CAMERA AND CONTROLS, AIMING TO BE AS USER-FRIENDLY AS POSSIBLE**

### Transfer Request Granted

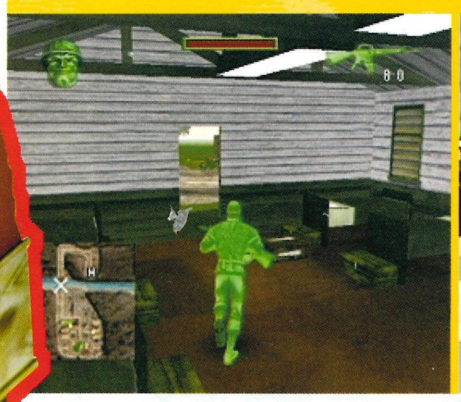
**The Dreamcast version of Army Men: Sarge's Heroes is based on programming code and art assets provided by 3DO. The game will basically follow previous versions of Army Men: Sarge's Heroes, with some enhancements made to accommodate the power of the Dreamcast.**





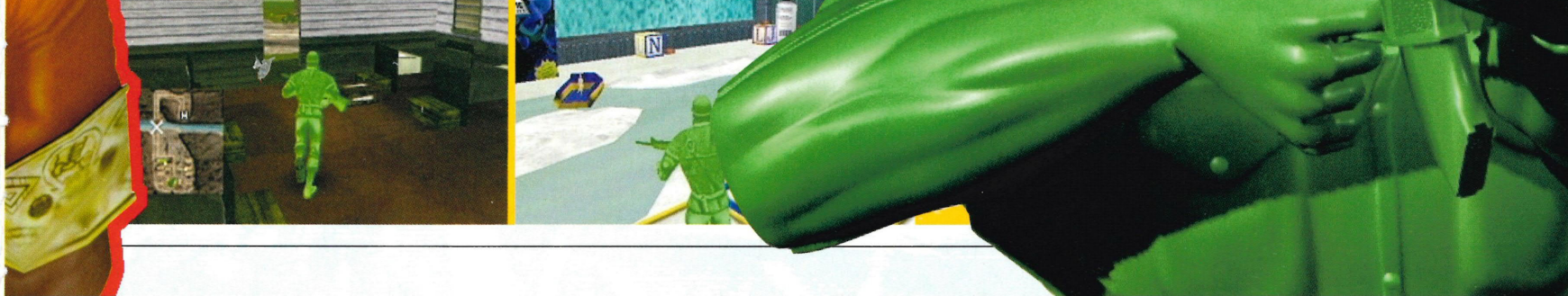
### Full Game Genre

**AM:SH is essentially an action/adventure title, but there are a number of objectives players must accomplish in order to complete each level. Therefore, a bit of strategy could definitely be considered part of the gameplay mechanic.**









# MIDWAY'S GREATEST ARCADE HITS VOL.2

SEPTEMBER

With Midway owning the licence deal as part of Atari/Williams, this original collection of retro games, which you could play in the arcade, are ported over to the Dreamcast...

## Here's What You Get...

Moon Patrol: Alien attacks, bottomless craters, land mines and boulders await you in his timeless classic. A real blaster from the past with plenty of appeal.

Spy Hunter: Take the seat of your very own hi-tech, hi-performance spy roadster as you fire off missiles, smoke screens and oil slicks to run the evil spies off the road.

Joust 2: The sequel to the record-setting arcade classic pits you against buzzards and vultures in an intense battle for survival.





## Mission Statement

**There will always be a desire to play the classic arcade games on which the industry was built. Obviously our biggest audience is males in their mid-twenties who played the originals in the arcade, but the nostalgia of these games can be enjoyed by everyone.**

Rampage: Play as one of three rampaging creatures as you punch, stomp and romp your way though cities in this monster arcade smash.

Rootbeer Tapper: Send frosty root beers to satisfy thirsty customers in this timeless arcade hit. Skill and hand to eye co-ordination required.

Satan's Hollow: Stop the swarming gargoyles and demons and move on to the valley where you face the Dark One himself in this arcade classic. A platforming game with a difference.

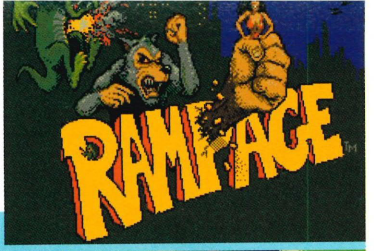
## New or Old?

One must ask the question, why not bring these game into the 21st century as opposed to leaving them in their original form? Midway explained, "Mostly for the sake of maintaining the integrity of the original arcade games. I think you'll find in almost every case, the original versions were the best".

It is apparent that there's a high probability that some of the retro games will be transformed and modernised (eg. Gauntlet Legends), and Midway are constantly looking at the masses of games in their back catalogue. There's plenty more to follow.

## Controls

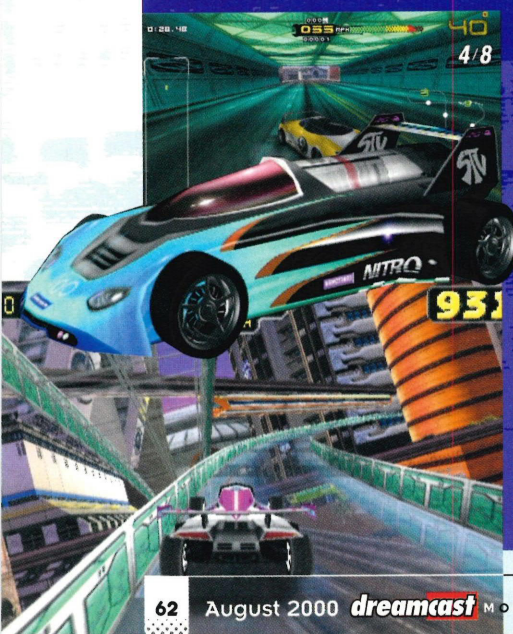
The controls, etc. will remain the same. Midway are using the original arcade code for the DC versions. Nothing has changed.





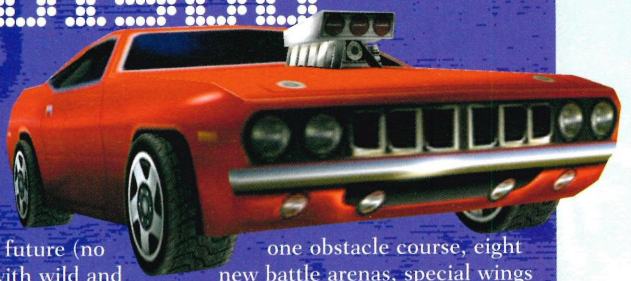

## Stunts and Shunts

**Stunt racing is a mode of play introduced in Rush 2049 where you can go into four stunt arenas. Players are awarded points based on tricks they perform while in the air (flips, spins) or on the ground (two wheels, wheelies). It's kind of like a skateboarding game with cars.**




# SAN FRANCISCO RUSH 2049

SEPTEMBER



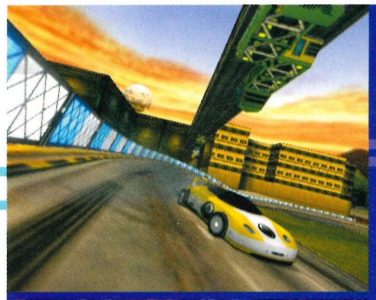
Futuristic racing, stunt action from the arcade makes its way to the DC.

Already a monster hit on the arcade machine, this three-in-one action-packed racing game allows you to race, battle and execute stunts. It's being masterfully coded by a team led by Ed Logg, an industry icon who worked on original titles such as Asteroids and Breakout. From seeing the game at the recent show in the States, this is looking even better than the original version, which was more than impressive anyway.

Rush 2049 takes the driver 49 years into the future (no shit – Sub Ed), with wild and frantic city landscapes to drive and battle around. The city is teeming with the effects of another Gold Rush, but this time it's 200 years after the original discoveries. Mining for gold deep beneath the city has resulted in layers of underground tunnels, where hidden gold coins can still be found by racers who dare to take these challenging short-cuts. The cityscapes have been loosely based on maps of the real thing to give a certain authentic feel. San Francisco Rush 2049 features six new race tracks, four stunt tracks, one obstacle course, eight new battle arenas, special wings to fly over the streets of SF and all-new secret short-cuts.

Converting an arcade game onto to DC with a team of 11, four programmers and seven artists, has been fairly straightforward but there have been subtle changes, as Ed explained. "Of course we try to be true to the arcade version of the game, but we want to add features to the home game which the arcade team didn't provide. If this had been our first conversion of the Rush franchise, we would probably have stayed very close to the original, but this being the third installment, we







## Weapons Galore

**The weapons are all impressive. There are nine weapons for Battle Mode, along with three power-ups:**

***Base weapon:*** **single shot weapon, fires as fast as you can pull the trigger.**

***Plasma cannon:*** **hard-hitting cannon, which shoots energy blasts.**

***Sonic Blaster:*** **sends out a spherical shockwave that penetrates walls.**

***Rocket launcher:*** **fast-flying rockets which hit hard, unguided.**

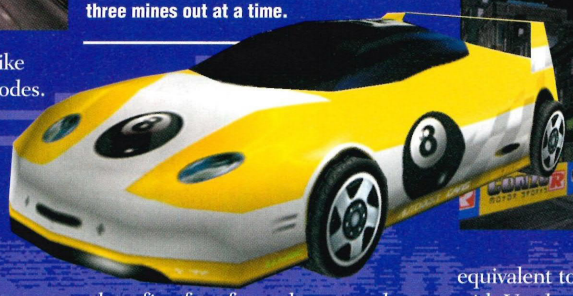
***Guided missile:*** **slow missile which can follow an opponent around a corner.**

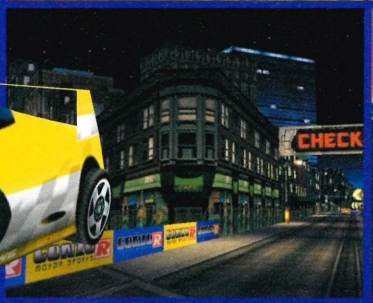
***Battering ram:*** **just ram another car and they explode.**

***Grenade launcher:*** **fires bouncy grenades, good for banking off walls.**

***Gattling Gun:*** **high rate of fire, will tear up an opponent.**

***Land mines:*** **each player is allowed to have three mines out at a time.**








wanted to add extra features like expanded Stunt and Battle Modes. As well as adding new tracks, new cars, new car parts (transmissions, engines, tires, etc) as well as the usual assortment of goodies only found on the Console version".

## New and Improved

Ed was eager to continue. "We have six race tracks (four from the arcade game and two new ones), four stunt tracks, eight battle arenas and one obstacle course. What makes the race tracks unique is several things. First, we have the tracks set at different times of the day, so the lighting is unique between the tracks. Also, the amount and type of short-cuts we have makes the tracks very different. A new feature we added is triggered short-cuts where the player must pass over a trigger to open up a short-cut. Each of the stunt and battle tracks also have their own feel. Some are tight, while others give the players plenty of room to manoeuvre".

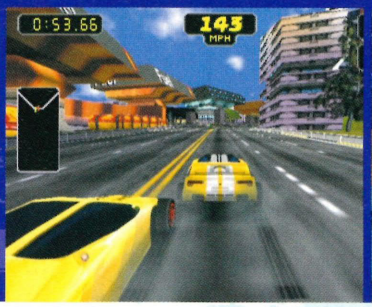
A nice array of views are on offer, which include Bumper, Driver, Close, Behind and Far-Behind. Now if you think the game is tough, you're right, but the team has added an adjustment mode to the game so the AI adjusts to the player's ability. While the controls are fairly standard for a racing game, wings have been added. The wings can be deployed when the car is more than five feet from the ground. They control the pitch and roll of the car whilst in the air, and can be used in Stunt Mode.

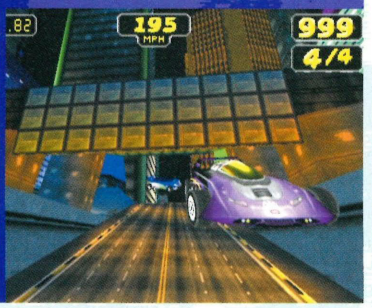
The cars you control are as diverse as you could ever hope for, all with varying attributes. As you race around the town, you soon find certain cars are better suited to some of the obstacles littered around. Moving ramps and triggers to open up short-cuts are but a few of the pleasant surprises in store. The cars won't show any signs of damage, but in Battle Mode the player has a damage meter which shows how close they are to blowing up.

**HERE ARE RACE TRACKS. FOUR STUNT TRACKS. EIGHT BATTLE ARENAS AND AN OBSTACLE COURSE**

## 'Eds' Technical Loggs': PCB Vs DC

"The arcade machine was proprietary Midway hardware – a 250 MHz Mips R7K with 32MB of main memory and 12 MB of texture memory. About the equivalent to a 300 MHz Pentium II with Voodoo II, good sound card and great sound system. Regarding Rush 2049 on the Dreamcast, I can transform about 1.5 M polys/sec using 100% of the CPU under the best of circumstances. However, numbers can vary based on the amount of textures, strips, clipping, lighting, and other parameters. Besides I cannot use 100% of the CPU because it is also used for the car models, as well as all the other game functions. Now the renderer is a different matter. The PVR chip in Dreamcast can handle that many opaque polys, but cannot deal with that many translucent polys. The PVR chip has other drawbacks that cannot compare to the 3Dfx chips used in the coin-op hardware. For example, it cannot deal with lots of polys in a small area. The Dreamcast has about 4+ MB of texture RAM available and 16 MB of main RAM. Up until very recently the coin-op hardware had much better performance. Faster processors, more texture RAM, more main RAM, more disk space, better audio. The more recently-announced consoles have the potential to out-perform most coin-op hardware".



# competition

dreamcast MONTHLY

128-BIT TECHNOLOGY • ONLINE GAMING

# tony hawk's gig-ana

**Forget your Dreamcast for five seconds and catch some REAL phat air thanks to those lovely people at Crave!**

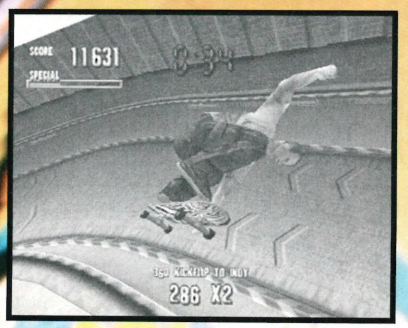
# For your chance to rip up the streets and rule the snow, just answer this question...

## What's the skateboarding slang for falling off your board? Is it:

**A**- Bail **B**- Fail **C**- Snail

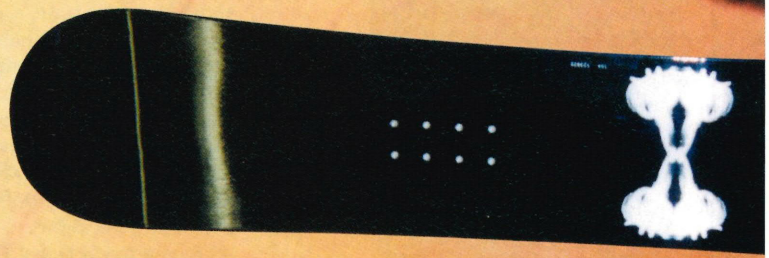
# Top brand skateboard and snowboard must be won!




## Send in your answers on a postcard by August the 30th to:

**Tony Hawk's Competition,
Dreamcast Monthly Magazine,
Quay Magazine Publishing,
22 Strand Street, Poole,
Dorset BH15 1SB**





## Terms and Conditions

Read the following carefully before you enter the competition.
By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Quay Magazine Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost in the post. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.

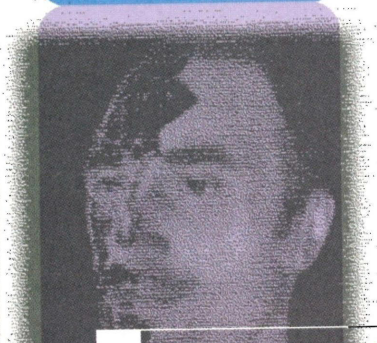
| | | | |
|---|---|---|---|
| **Publisher** | Digimask Ltd | **Developer** | Digimask Ltd |
| **Released** | Q4 2000 | **Genre** | Utility Programme |

# FACE TO FACE

## Hands up those of you who have never played a game or watched

# digimask





Hands up those of you who have never played a game or watched television and not thought about being a part of the on-screen action? As I thought, not many. Well, for those who answered positively, those far-away thoughts are about to be realised with Digimask.

The idea of placing recognisable faces into computer characters goes back to the misty-eyed times of the 48K Spectrum and Commodore 64 tape-based machines, when games such as Daley Thompson's Decathlon carried a digitised image of the athlete. OK, being told it was Thompson made you believe it was him, but it was as good as it could be at the time. A dozen or so years on and technology has improved in such drastic measures that the face on the screen can now be your own.

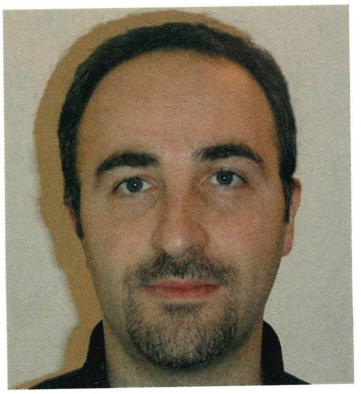
Digimask is the brainchild of Gary Bracey (who also happened to be part of Ocean Software, the company behind the aforementioned Daley Thompson game) and Keith Goss. After seeing a game demo for PlayStation2 early last year, Bracey realised what was missing from the gaming experience – the chance to play yourself. Obviously, others have come up with similar conclusions, but only now has technology advances made such a process possible.

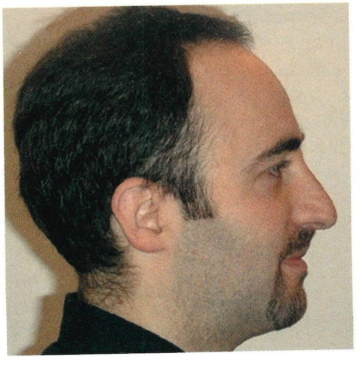
So what is Digimask? In easy-to-understand terms, it's a system that creates a 360°, fully-animatable 3D replica of your head from two photographs, front and profile. Your head can then be placed in any Digimask-compatible application on any platform with Internet capabilities. This means users of current systems such as PCs and of course Dreamcast can utilise Digimask, as will PlayStation2, Dolphin and X-Box machines when they become available.

So far so good, but how does it work? Without blinding you with techno-babble, and due to on-going patents I can't, the two photos (digital or scanned prints) are loaded into the Digimask program, which is free to acquire, incidentally. A few simple questions relating the user's height, weight, build and chest size have to be answered (all will be revealed later), and the whole thing is e-mailed to Digimask, who return with a personal signature. Once you have this signature, your Digimask can be used in any compatible application where the developers allowed. These 'compatible applications' are wide and varied.

### Entertainment Software

Digimask see this as the most obvious use for their system. At the moment there are four games in development in which registered users can use their own Digimasks. Due to non-disclosures and trade secrets, I can't tell you much, but suffice to say that one will be a racing game from Evolution and another an online sports title from HotGen. When the program launches around November, it will come packaged with a football-type game based on 'keepy uppy', where you have to see how many times you can head a football. Basic, perhaps, but as it's free, who cares? Sports titles are an obvious genre (watch yourself clear the Tavern roof at Lords or get a damned good





Digimask can take you from this...

hiding in the boxing ring), whilst those of an action nature in the mould of Quake would also be high on the list.

### Mobile Communications

The next generation of mobile phones won't have boring text messages; they'll have your face beaming from the display. Just make sure you don't dial a wrong number.

### Television and Video

Further down the line is the chance that you might even star in a music video or play a character in Xena, for instance. What about starring alongside whom you're talking to. Then again, maybe that's not such a good idea, finding out your new-found friend makes Jo Brand look like one of the girls from Steps.

**The idea of placing recognisable faces into computer characters goes back to the misty-eyed times of the 48K Spectrum**

### E-Commerce

You decide you need a new pair of sunglasses. Imagine being able to try on what you like without leaving the house. Because Digimask is an exact replica of your head, it will be akin to looking in a mirror, with the added advantage of being able to see whether your shades look cool from all angles. Substitute sunglasses with hats, wigs, jewellery, clothing or any fashion item, and you realise the endless advantages of Digimask. The company is currently talking to more than a dozen e-commerce businesses, with more to come, no doubt. With clothes, your head isn't much use without the rest of your body, which is why you have to supply measurement details. Those e-commerce companies who will use the system will be able to place mannequins on screen relative to your torso shape and size. Put your Digimask in the right position and you can decide whether that suit or dress will knock 'em dead or look like a sack of potatoes.

So far Digimask has registered about 250 people, the majority being female. Maybe they can see the possibilities in changing their appearance or have merely stumbled upon the web site. Whatever, Digimask has three skulls to make your mask from – male, female and child – giving the opportunity for anyone to register. To do this you have to have initial access to a PC to send your photos and details. Your Digimask will be returned around 90 minutes later with a pin number. Log on to the Digimask web site, input your pin and see yourself looking at you from the screen. Spooky!

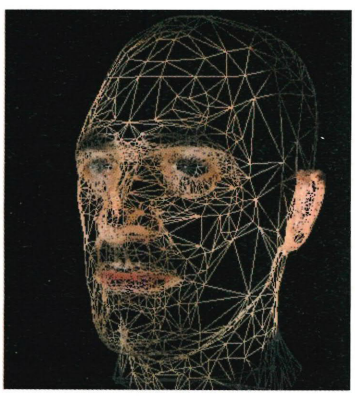
# FACE TO FACE

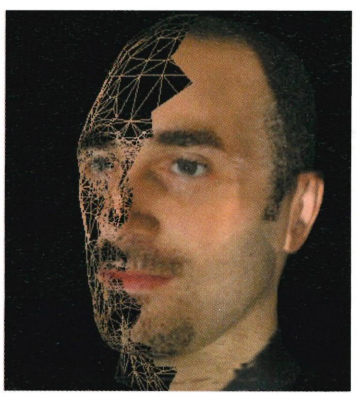
**television and not thought about being a part of the action onscreen?**

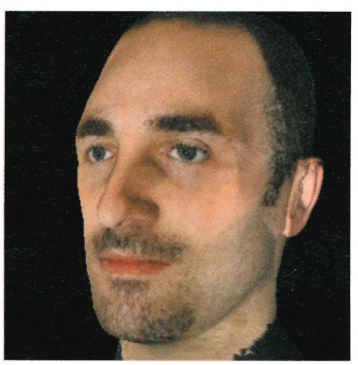
**As I thought, not many. Well, for those who answered positively those faraway thoughts are about to be realised with Digimask.**

### Internet

Instead of being in a soulless chat room, imagine the fun to be had with a 3D-chat room, seeing Pierce Brosnan in a future James Bond film? Pie in the sky? So was putting a man on the moon.



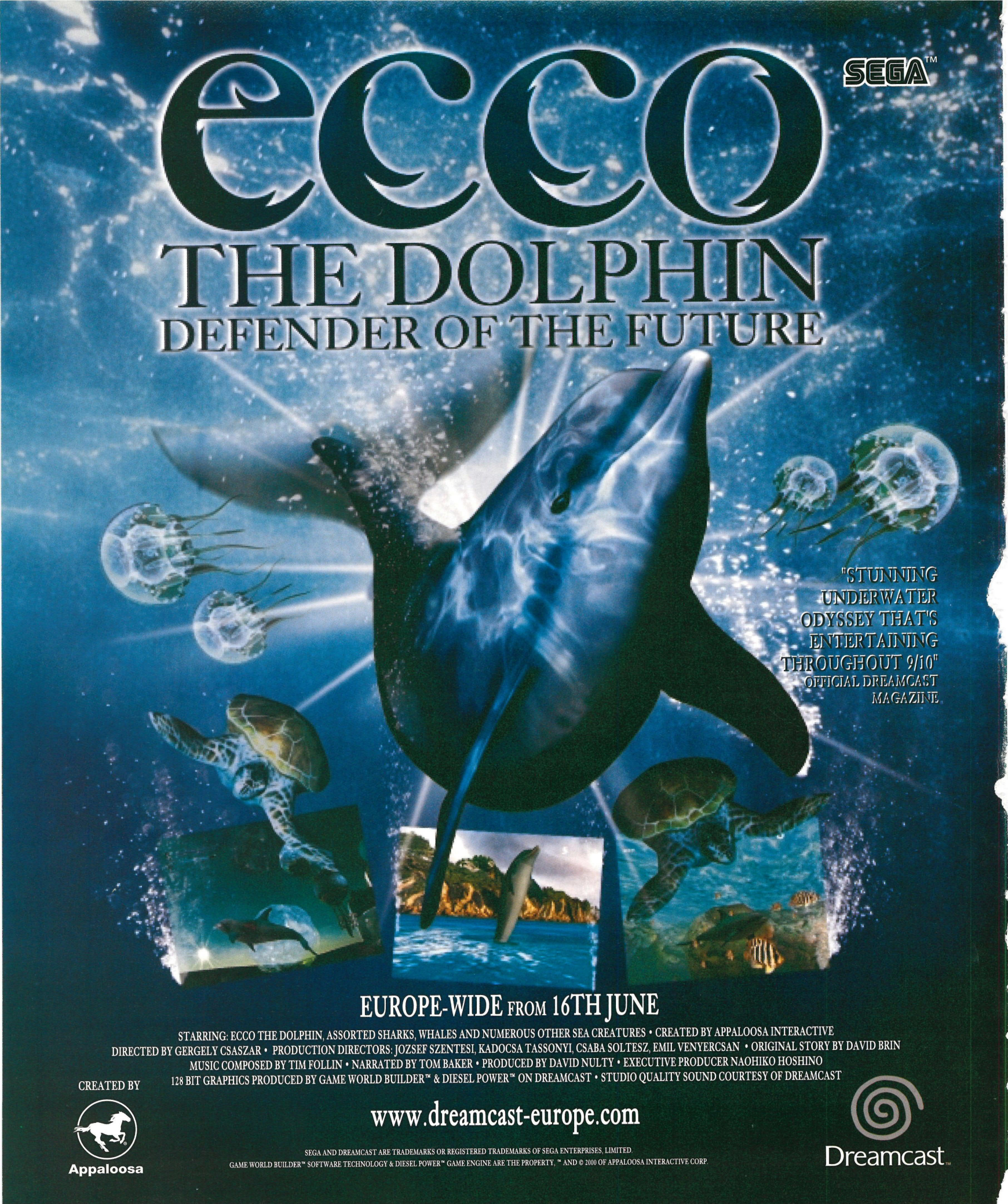




...to this! A lifelike computer-generated face.

digimask

**Have a look at www.digimask.com**


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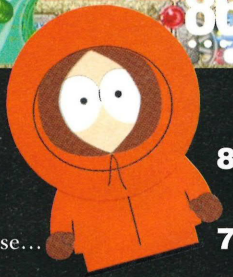
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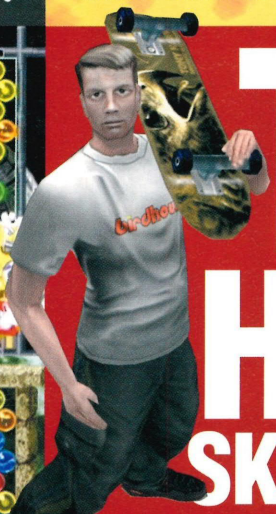
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**TONY HAWK'S SKATEBOARDING**
The king of street skating has a new crown... 80




## TIME STALKERS

Another Dreamcast RPG underperforms... 70



## TONY HAWK'S SKATEBOARDING

Flip, grind and ollie with the greatest border ever... 80



## Peripherals

PAD WORKS AS EXPECTED, VMU SAVES YOUR GAMES. THERE ARE ALSO TEN VMU GAMES THAT CAN BE BOUGHT IN THE MAIN GAME, THE BEST OF WHICH IS A PAINT PROGRAM WHICH LETS YOU DRAW A PICTURE AND DISPLAY IT IN SWORD'S GALLERY.

SAVES YOUR GAMES, AND DISPLAYS A PRETTY LITTLE PICTURE OF THE CHARACTERS.

**INITIALLY...** FIRST IMPRESSIONS OF THIS ONE ARE NOT GOOD. IT STARTS VERY SLOWLY, THE GRAPHICS ARE NOTHING TO WRITE HOME ABOUT, THE TEXT LABOURED AND THE MUSIC HAS YOU REACHING FOR THE VOLUME BUTTON. IS THIS THE STORY OF THE GAME AS A WHOLE, OR DOES IT IMPROVE? LET'S FIND OUT...

# TIME STALKERS

'The first real RPG for the Dreamcast', screams the box, but can Sega's sword-swinger put its machete where its mouth is without cutting off its own head? The DCM team light their torches and explore...

### ALTERNATIVELY...

**Evolution**

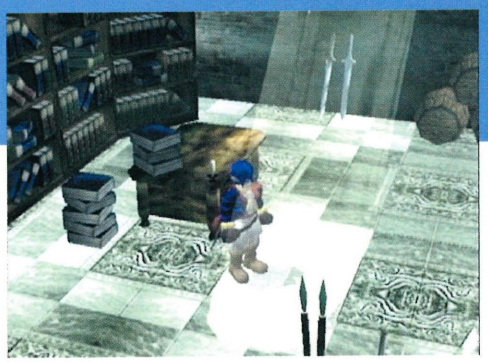
UBI SOFT'S EVOLUTION IS VERY SIMILAR TO THIS, BUT SHARES SOME OF ITS WORST SINS. IT TOO GENERATES ITS OWN DUNGEONS, AND IS ALSO CURSED WITH DULL, BORING EXPLORATION BECAUSE OF IT. IT ALSO SUFFERS FROM STOP-START GAMEPLAY AND WEAK FIGHTS.



# TIME STALKERS

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Publisher** | Sega | **Developer** | Climax Entertainment | **Origin** | USA | **Genre** | RPG |
| **Available** | Out Now | **Players** | 1 | **Price** | £39.99 | **Contact** | 0181 9953399 |











That's all we need – a bloody flasher!

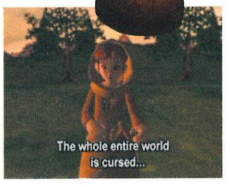
## Irritating Intro

The intro sequence is more annoying than helpful. Our blue-haired buddy walks along (with his feet seemingly floating above the ground) and meets his girl, who complains he's not the only one who's lost family. Intriguing? No, just clichéd. No expense has been spent on the voice-overs either – it's all done with text windows. Eventually, he fights tin-ribs, for no apparent reason whatsoever, then walks into a library and gets flashed...











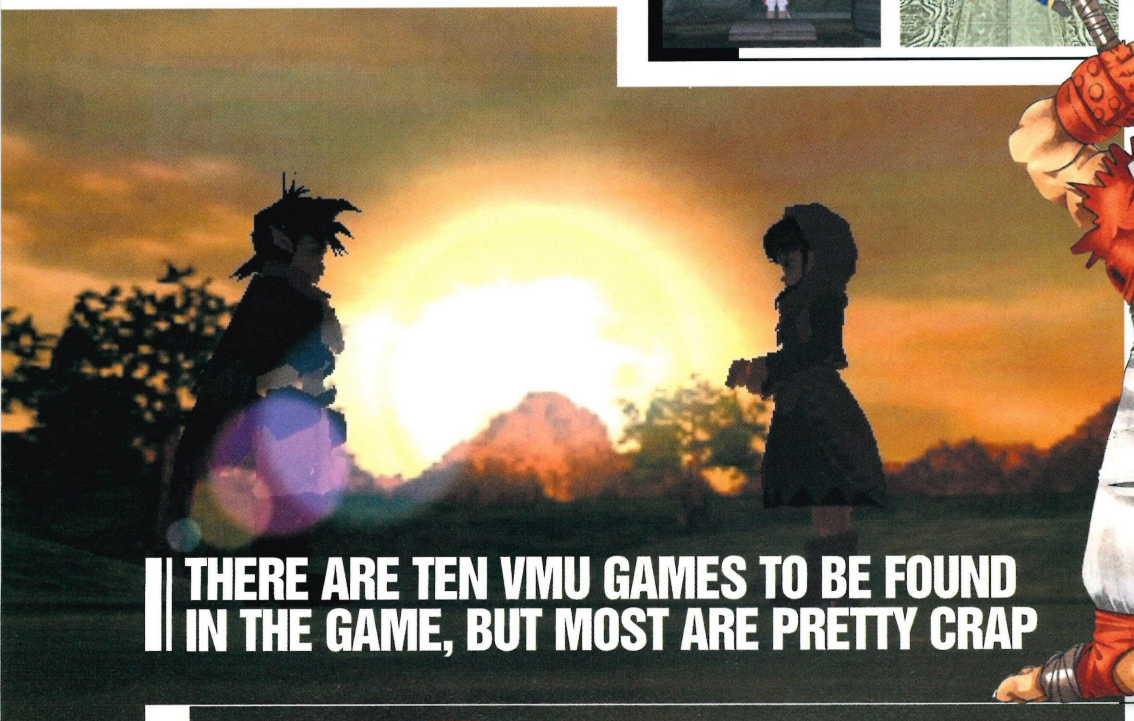












The RPG has made a pretty poor start on Sega's wonder machine. We've had action/RPG hybrids which offered mixed degrees of success, and some pretty dodgy pure role-players, but we've yet to see a blockbuster in the Final Fantasy or Front Mission mould. Can't understand why – I mean, the Dreamcast shares much technology with the PC, and the PC's awash with 'em. Surely porting a few top PC RPGs would be simpler, better and more profitable than coming up with this tripe?

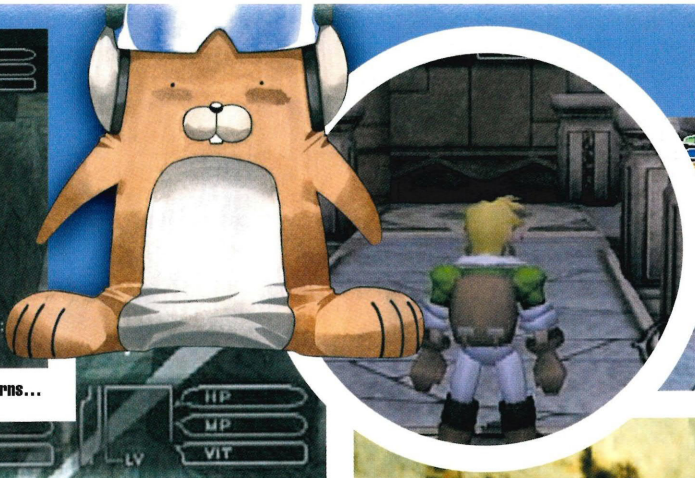
The storyline (woefully introduced by the opening cut scene) has you sent by a little girl to explore a mysterious clock tower. While chasing what looks like a robot made out of an old boiler (why? Don't ask me, I didn't write the script), you come across an old book, which you read. The building and its surroundings are then yanked from the world and sent into a floating wilderness inhabited by 'heroes' such as yourself. You must unite the heroes, defeat the evil Toomanyconstanants, return your allies to their own worlds and fix the squeaky gate in your grandma's garden. The usual fare...

## 'Real' RPG?

Despite its claim to be the Dreamcast's first 'real' RPG, the game makes the same mistake as Ubi Soft's Evolution in that it randomly generates its dungeons. In theory, this means the game plays differently every time,

**THERE ARE TEN VMU GAMES TO BE FOUND IN THE GAME, BUT MOST ARE PRETTY CRAP**







The battles are nothing to write home about, but this move burns...



## A LAZILY-EXECUTED COLLECTION OF UNEASY COMPROMISES

giving infinite replay value. In practice, it means the game plays the same all the time, giving negligible 'play on' value. Every dungeon is a series of samey floors, all filled with samey traps, samey treasures and samey monsters. Sure, as you go on the weapons you find get heftier, the monsters tougher and the numbers which fly up as you fight larger, but so what? Makes little difference to the game as it's played. The storyline can only develop outside the dungeons, and due to the restrictions placed on the game design, what plot advancements you do get just feel like a means of finding your way into the next dungeon. The battle scenes and storyline are unable to complement each other. It's a bit like watching a video with the sound off, then listening to the soundtrack with the picture covered. Games which have a predetermined storyline are far more satisfying, and who cares if they're the same each time you play? Would you expect a novel to generate its own sentences so you could read it more than once? Would you tolerate its complete lack of a cohesive storyline if it did?

### Boring Battles

The battle system itself is as dull as they come. After Final Fantasy VII and VIII's sizzling real-time sequences and Suikoden's speedy and intuitive team battles, how the developers thought they could get away with restricting you to one party member at a time here is beyond me. If the game were a one-man quest this would be acceptable, but the whole idea is to recruit a band of heroes. To fight with allies by your side, you must capture monsters while in the dungeons.

The interface is awkward too. You're placed on one of a series of 'friendly' squares, facing your enemies, who are placed on 'enemy' squares. Different attacks have different ranges, meaning not all creatures can strike from every square, which is fair enough. However, some dumb klutz allied creatures can't move during









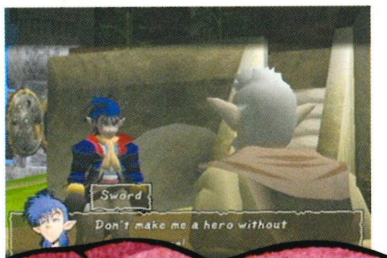



TiME STALKERS

## Turgid Text

**Unsurprisingly for a Japanese translation, some of the text used in Time Stalkers is pretty crap. Here are some of the more turgid examples...**




## THE GAME MAKES EXACTLY THE SAME MISTAKE AS UBI SOFT'S EVOLUTION

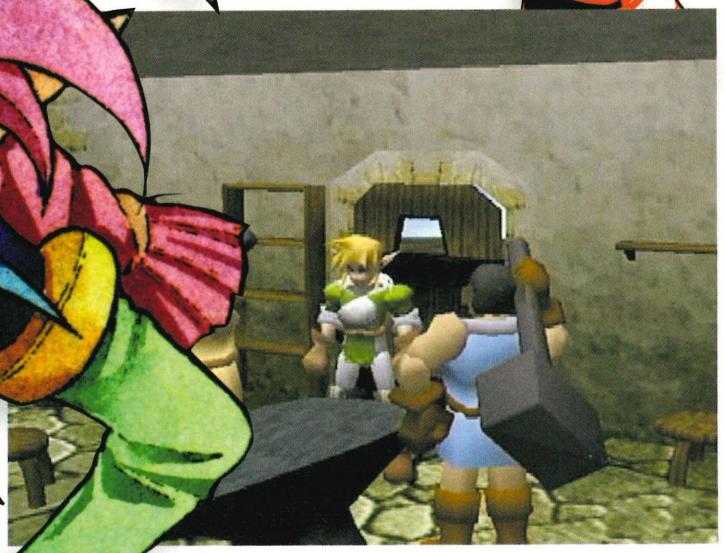
battles – you'd better hope they don't end up on a square they can't attack from, especially as the damage inflicted is badly balanced and too random, making almost every blow a potential fatality. Frustrating or what? You would be inclined to run around the baddies and get to the end of the dungeon as quickly as possible, were it not for the fact that if you did, you'd reach the end-of-dungeon boss too weak and ill-equipped to confront him.



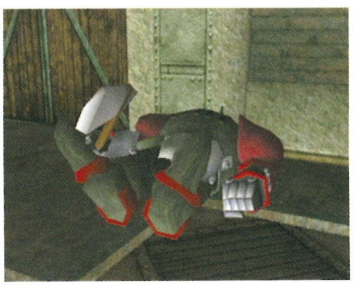
### Character Development

Ask any RPG buff what the most important element in a good role-player is, and you'll get the answer, 'development'. Everything about the game should develop as you progress. The storyline should unfold, keeping you interested at all times. Your increased skills and incidents in the plot should allow you to access an ever-wider area of the game's map. Game-specific elements such as Suikoden's Castle HQ, which grows bigger and more lavish as you progress, can also be included. Most of all, though, the game should allow your characters to develop. Starting out as a skinny wimp with a balsa wood shield and a toothpick for a sword, you and your party should get stronger, fitter and better equipped as you go. To an extent, Time Stalkers allows this; you get to use bigger weapons and your arsenal of skills and spells increases, but at the end of every dungeon, your









That's a very big hammer -we bet it took ages to inflate...



The girl you meet in the opening scene has enormous hands – was she born a man?










TIME STALKERS

## Map Reading

**One of the game's few redeeming features is the on-screen map. Using the D-Pad, you can place the transparent map in the middle of the screen, or have a rotating one in the corner. You can also do without it altogether if you so wish...**






experience level falls to One. This means you can only carry four items into each dungeon – the others must be sold. It also means your stats fall, making some of the skills and spells you've earned unusable until you've built yourself up again in another dungeon. Does this sound like 'the Dreamcast's first real RPG' to you? Or a lazily-executed collection of uneasy compromises? You can upgrade your house and monster pen, but here that seems like an excuse to get rid of an otherwise-unspendable amount of dosh rather than a well thought-out way of letting the game expand.

## THE BATTLE SYSTEM ITSELF IS AS DULL AS THEY COME



### zzzzzzzzzz...

The main problem with Time Stalkers is it's so DUUUUUUUUULL! The nature of the game means the plot (which isn't very exciting) can only advance sporadically, leaving huge great areas of the game where the storyline isn't even addressed, let alone advanced. It's true that most RPGs have dungeon areas where the plot takes a back seat for a while, but they're usually more varied and better integrated than these. When in conversation with other characters, they seem to take an age to get around to saying anything useful, and the text is functional but unexciting. The battle system is dull too.

There are ten VMU games to be found in the game, but most are pretty crap. Perhaps the time spent on these could have been better invested in improving the graphics, writing a proper story and balancing the experience of the characters with the tasks in hand. All of these elements have been lazily fudged here. END




Ugleeeeeee – no wonder he's called Mutton...



Written By Ian Osborne ian.osborne@dgusa.com

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

VERDICT

There's only one word you need to describe this pathetic RPG – BORING! It boasts technical proficiency and design details that are five years out of date, makes the fatal flaw of randomly generating its own dungeons and bores the player to death with its turgid text and bullshit battles. If you're after the Dreamcast's first real RPG, give this a miss.

3

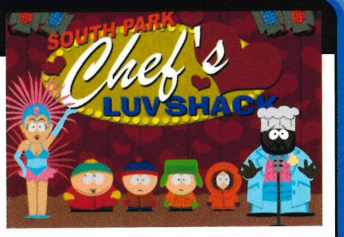
## Peripherals



ALL YOU NEED TO MAKE THE MOST OF SOUTH PARK RALLY IS A COUPLE OF PADS AND A VMU. IT'S NOT WORTH WORRYING ABOUT A STEERING WHEEL UNLESS YOU'RE OBSESSED WITH THEM...

## ALTERNATIVELY...

### Chef's Luv Shack




OH ALRIGHT THEN, SO IT DIDN'T BREAK ANY RECORDS IN CHART TRACK, AND WE DIDN'T GIVE IT THE KINDEST OF REVIEWS WAY BACK IN ISSUE THREE, BUT IF YOU'RE A SOUTH PARK FAN THROUGH AND THROUGH, YOU'LL OBVIOUSLY WANT TO CHECK THIS ONE OUT. DON'T SAY WE DIDN'T WARN YOU, THOUGH.

## INITIALLY...

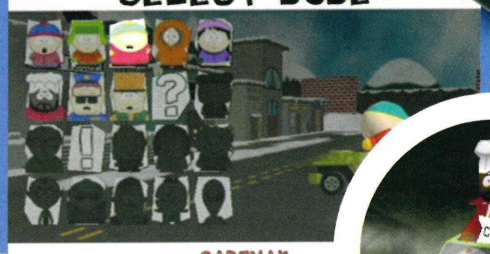
WOW – THERE'S CERTAINLY NO DISGUISING THE FACT THAT THIS IS SOUTH PARK, IS THERE? BASICALLY, THE OPENING SEQUENCE IS A NIGH-ON PERFECT RENDITION OF THE OPENING CREDITS OF THE CARTOON, BUT THEN WHY SPOIL AN ALREADY-WINNING FORMULA?

HERE WE GO, THE VMU SAVES YOUR PROGRESS THROUGH EACH MODE. AND THANK GOODNESS, I SAY, AS I WOULDN'T WANT TO REPEAT THAT CHALLENGE TIME AND TIME AGAIN.

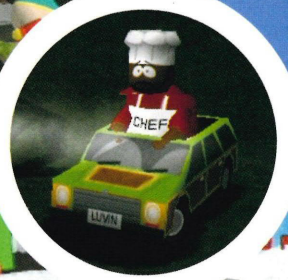
# SOUTH PARK RALLY

Scheduled for December last year, this title's been evading us and the shop shelves for six whole months, but now it will respect our authoritae (sorry)...

# SOUTH PARK RALLY

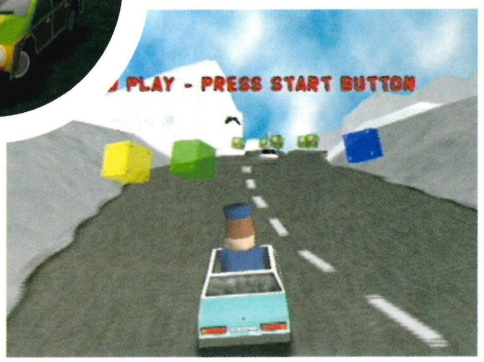



CARTMAN




| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Publisher** | Acclaim | **Developer** | Tantalus | **Origin** | UK | **Genre** | Racing |
| **Available** | Out Now | **Players** | 1-4 | **Price** | £39.99 | **Contact** | 0181 9449000 |




Hmm, these graphics really push the Dreamcast to the limits...

South Park Rally needs no introduction, but many of you will no doubt be a little apprehensive about it after Chef's Luv Shack, the South Park quiz show game that only seemed to have questions about America. After you've played it once, you've definitely had your fill.

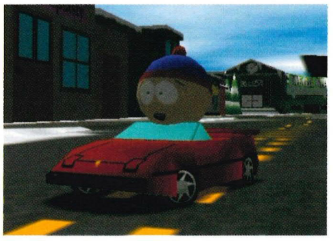
Thankfully, South Park Rally is a lot more bearable, and will inevitably be compared to good ol' Mario Kart at some point. But if it does, the only reason why would be the karts and weapon similarities; everything else about this game is pure South Park.

## Friendly Faces Everywhere

And you notice that straight away. For most developers, the introduction sequence is their glorious few moments to exploit their talents, with beautifully-rendered images and all the rest of the fancy titbits. But South Park Rally's intro has all the aesthetic finesse of, well, South Park, and thankfully it has all the comedy thrown in as well.

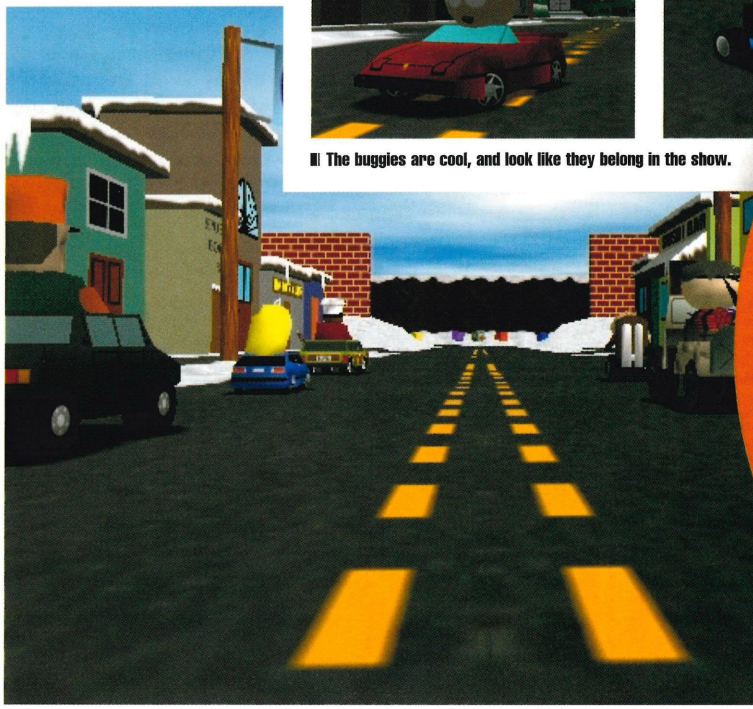
Doug Yellin, the game's Producer, was no-doubt aware that his title may be compared to Mario Kart, so he made sure there were plenty of original concepts included in the game. For example, there are short-cuts to find, and not just the odd one or two.

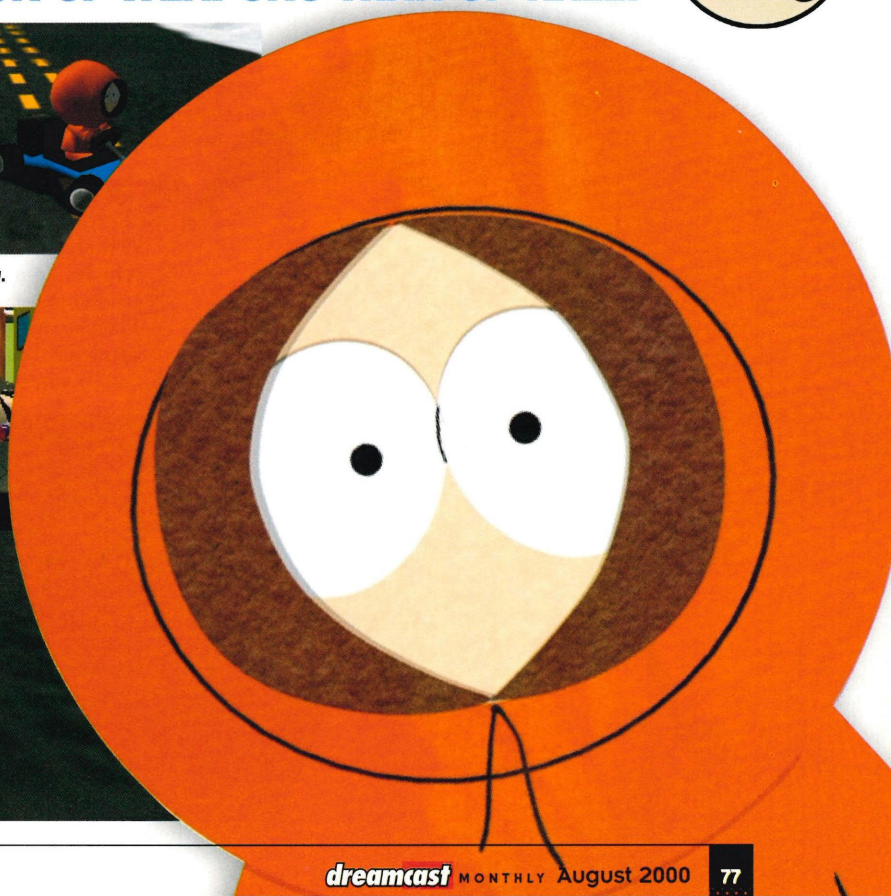
**NO GAME BOASTS A MORE SURREAL SELECTION OF WEAPONS THAN SP RALLY**





The buggies are cool, and look like they belong in the show.



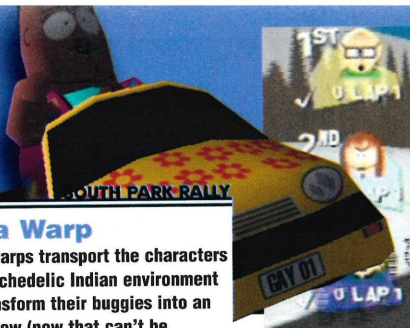


## where it all started

**SOUTH PARK RALLY**

**South Park first came into being when a Fox executive asked film-makers Trey Parker and Matt Stone to produce a video to send as a Christmas card. They only used a measly $750 of their $2000 budget, and it was sent to 80 people. Needless to say, this was the start of something big, as all the recipients loved it. This five-minute-long video prompted Comedy Central to offer them a weekly series, and the result, South Park, is now the highest-rated show in Comedy Central history.**













■ Good old Kenny - for once you can keep him alive, but make sure you don't hit the cows.

## have a cupful

There are four cups to play for in South Park Rally, including Chef's Cup, Ned's Hunting Trophy, Uncle Jimbo,The Visitor's Cup and Big Gay Al's Big Gay Cup. Each is split into three themes. Chef's begins with Mr Garrison's tricycle race around the school's running track. The features of each cup include:

### The School Bus
The school bus is driven around the school track and playing fields, with Mr Crabtree bellowing insults and basically getting in the way of the drivers.

### Mr Hat and Mr Twig
This pair appear at random moments during the race, again hurling obscenities and obstacles at the players.

### Hurdles
These are dotted around the course, and if you run into them they slow you down drastically.

### Springboards
Now these are a little more user-friendly. They allow you to jump the fencing at specified points to access short-cuts.

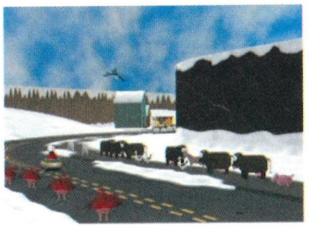
Mr Mackie is the second theme, which takes you through a maze of streets and alleyways before finishing back at the school. Along the way you find the following:

### India Warp
These warps transport the characters to a psychedelic Indian environment and transform their buggies into an Indian cow (now that can't be anymore unusual than the standard buggies, can it?).

### Mackie Balloon
Mr Mackie's inflated head floats around the track (as in the South Park Series Two episode, Ike's Wee Wee).

### Cheeky Monkeys
These beggars hide in the tops of palm trees on the edge of the track and, given the chance, hurl coconuts at you.

Last but not least comes Chef's section. You start on the beaches and then you move off-shore for one of the most unique concepts in the game: the Water Toobin' Event. This involves you being pulled around in tyre inner tubes by boats travelling on set paths. The best racing curve generates the maximum amount of speed. Features include ramps and rocks.



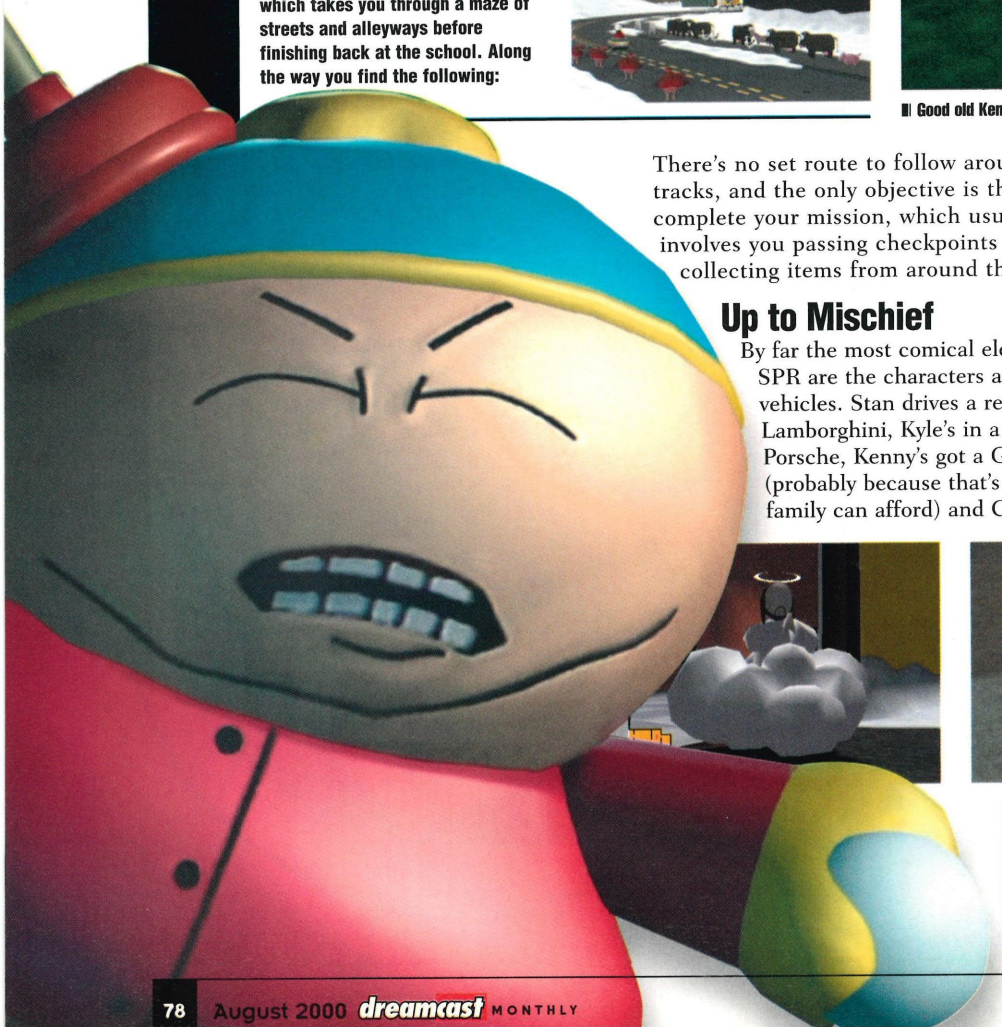
There's no set route to follow around the tracks, and the only objective is that you complete your mission, which usually involves you passing checkpoints or collecting items from around the courses.

## Up to Mischief

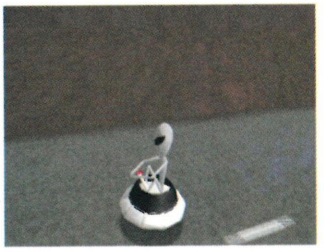
By far the most comical elements in SPR are the characters and their vehicles. Stan drives a red Lamborghini, Kyle's in a red Porsche, Kenny's got a Go-Kart (probably because that's all his family can afford) and Cartman's sporting an Army Jeep. And the list goes on, although not all of the characters are available at the start of the game.

There are both Arcade and Championship Modes to complete. The first Championship Cup has seven tracks, split into three graphical themes. The first section is based around Mr Garrison, and starts with a tricycle race on the running track and finishes inside South Park Elementary School. The corridors and school rooms are ripe for the trashing; look out for the school canteen and Mr Garrison's classroom.

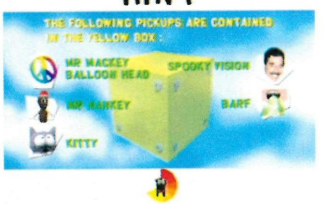
The next theme's based on Mr Mackie, which means you're racing around the



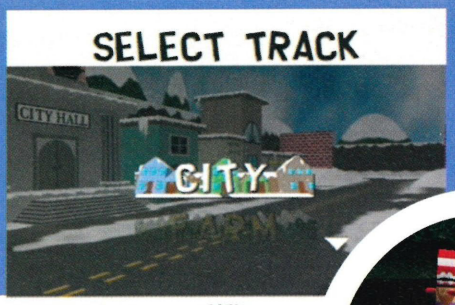




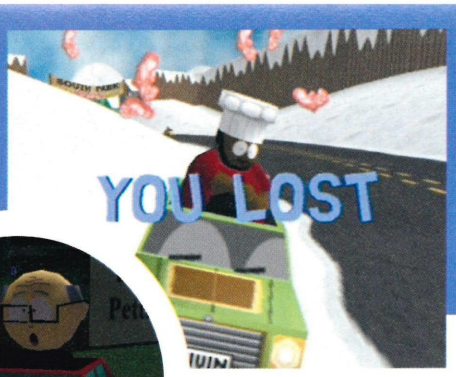
HINT



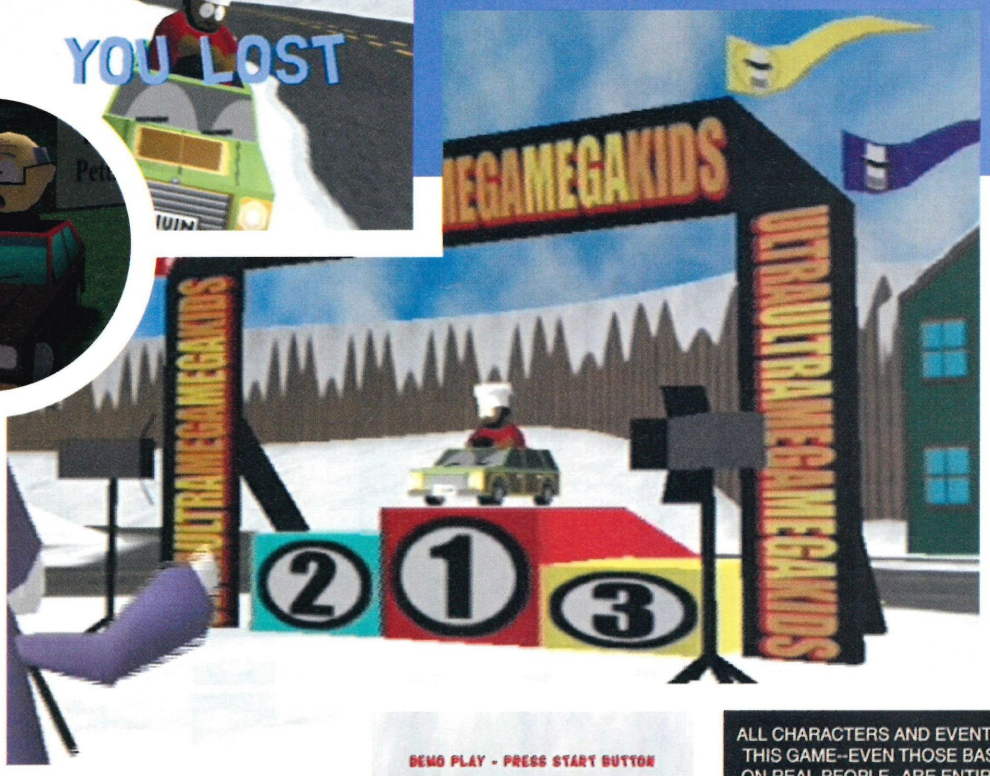

**THERE ARE SHORT-CUTS TO FIND, AND THERE'S NOT JUST THE ODD ONE OR TWO**



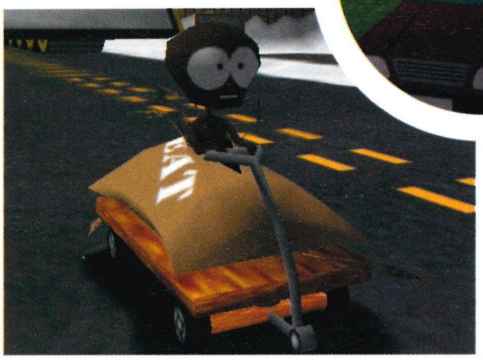

CITY






The tracks are pure South Park



alleyways and streets surrounding the school. That means there's multiple short-cuts to find. Anti-alcohol and drug posters are pasted all over the streets, and after crashing your way through the school doors, you're transported into a psychedelic Indian landscape, with Mr Mackie's head floating above the track.

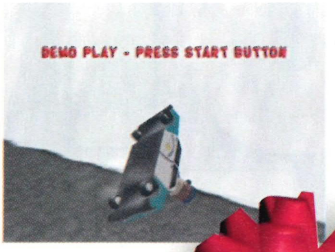
But by far the largest graphical theme is, of course, Chef's. All the tracks in his cup are based around Holiday Island. The first is raced on the beaches, the second in inner tubes across the surface of the water and the finale involves racing over Holiday Island in reverse against Chef himself.

## A FUN-FOR-ALL ADDITION TO THE GENRE

### Ten Dollars a Lay

Then there are the weapons, and no game boasts a more surreal collection than SPR. You collect them by driving through one of the different-coloured balloons. Invincibility is indicated by Mr Hankey the Christmas Pooh flying around your vehicle. You can drop rats that act as oil slicks, caking your opponents' wheels in blood. But consider yourself not so lucky, though, if you pick up a Saddam Hussein, who flashes his face across the screen, obstructing your view.



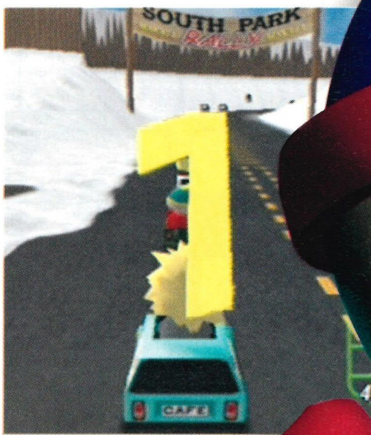



ALL CHARACTERS AND EVENTS IN THIS GAME--EVEN THOSE BASED ON REAL PEOPLE--ARE ENTIRELY FICTIONAL. ALL CELEBRITY VOICES ARE IMPERSONATED.....POORLY. THE FOLLOWING GAME CONTAINS COARSE LANGUAGE AND DUE TO ITS CONTENT IT SHOULD NOT BE PLAYED BY ANYONE

### Hello there children

All right, so the graphics don't break any gaming barriers, but they're not exactly dull either as they perfectly represent the cartoon series. But then the graphics don't make the game now, do they? It's the gameplay.

And Tantalus has concentrated on exactly that. The Dreamcast already has some of the fastest, smoothest racing games on any console, so South Park Rally fills a gap to provide a fun-for-all addition to the genre. END






Written By... Claire Webster

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

VERDICT

This is one of the best karting games around, and it's an improvement on the PlayStation version. I'm not too sure how long it'll keep you amused for, though, as some of the tasks are a tad difficult to master. But it's all good fun.

7

## Peripherals

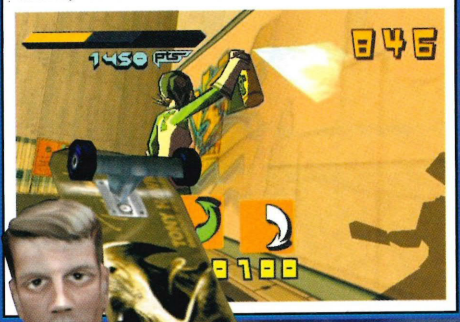


CONTROL IS VIA THE ANALOGUE STICK OR D-PAD. IF YOU WANT THE REAL FEEL OF THE EXCELLENT CONTROL SYSTEM, THOUGH, STICK WITH THE D-PAD AS IT'S FAR MORE USER-FRIENDLY.

## ALTERNATIVELY...

### Jet Set Radio

THIS TITLE CAUSED A STIR AT THIS YEARS TOKYO GAME SHOW, AND HAS BEEN HAILED AS A PERFECT MIX BETWEEN CRAZY TAXI AND TONY HAWK'S SKATEBOARDING. THE IDEA IS SIMPLE; SKATE AROUND A GORGEOUS-LOOKING CITY ON IN-LINE SKATES, AND GRAFFITI THE WALLS WITH YOUR TAG. ITS UNIQUE GRAPHICAL STYLE AND COOL LEANINGS SHOULD MAKE JET SET RADIO A WINNER, BUT DON'T EXPECT TO SEE IT UNTIL 2001.



**INITIALLY...** HAVING SERIOUSLY CANED TONY HAWK'S SKATEBOARDING ON THE PLAYSTATION, I WAS TRULY GOBSMACKED, BUT NOT SURPRISED, BY THE DREAMCAST VERSION. THE GRAPHICS ARE ABSOLUTELY STUNNING COMPARED TO SONY'S 32BIT SLOTH.



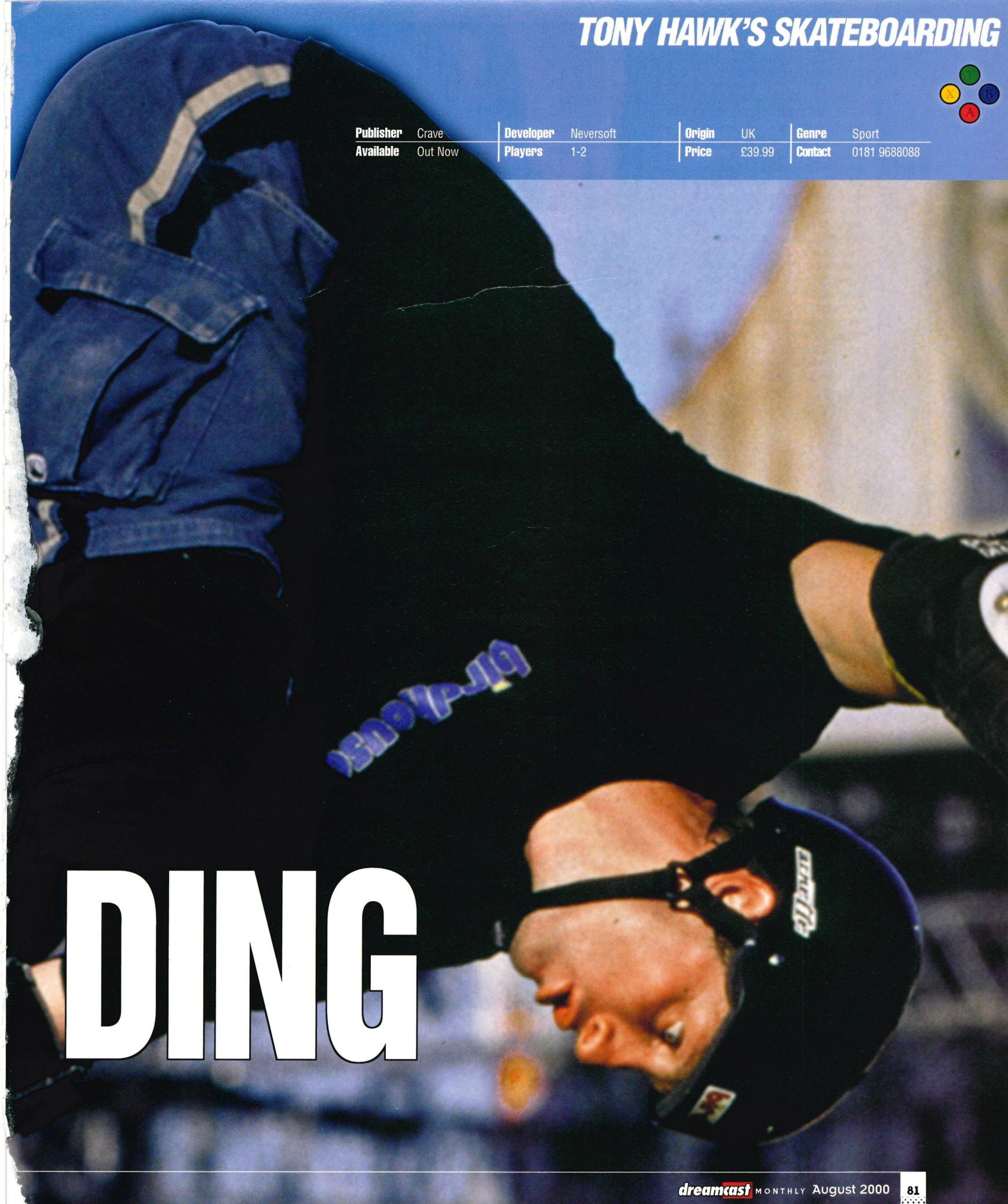
THE VMU PERFORMS THE BASIC FUNCTIONS OF SAVING YOUR GAME, BUT IT ALSO GIVES YOU LITTLE MESSAGES DURING THE GAME, LIKE CALLING YOU A LOSER WHEN YOU BAIL.

# TONY HAWK'S SKATEBOAR

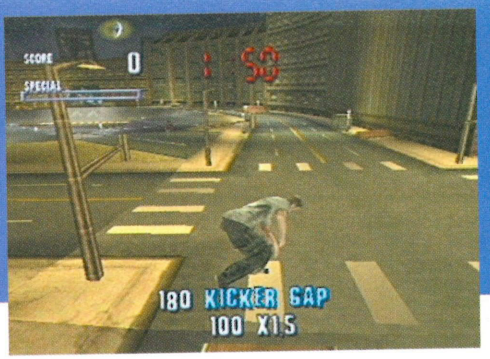
Forget fly like an eagle, you wanna fly like a Hawk. Tony Hawk that is. Saul goes in search of big air and gnarly grinds, and finds them in droves. Question is, can we pull him away to write the review?...

# TONY HAWK'S SKATEBOARDING

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Publisher** | Crave | **Developer** | Neversoft | **Origin** | UK | **Genre** | Sport |
| **Available** | Out Now | **Players** | 1-2 | **Price** | £39.99 | **Contact** | 0181 9688088 |



# DING







**TIME STALKERS**

**bloody bails**

**There's a certain air of pain surrounding Tony hawk's Skateboarding. Not only does the intro sequence show a few excruciatingly-painful wipe-outs, but completing the game gives you access to a load more FMV packed to the gills with plenty of crash-&-burn action. However, the painful experiences aren't just left for the FMV on Tony Hawk's Skateboarding. The actual game is full of 'em too, especially when you first start playing. Now this wouldn't be notable if it wasn't for the superb animation, over-the-top crunching sound effects and lashings of tomato ketchup you witness every time you make a mistake. At times you can almost feel the pain as your skater rips the skin of his chin or gets made into mincemeat by a taxi. Gratuitous pain. We love it...**



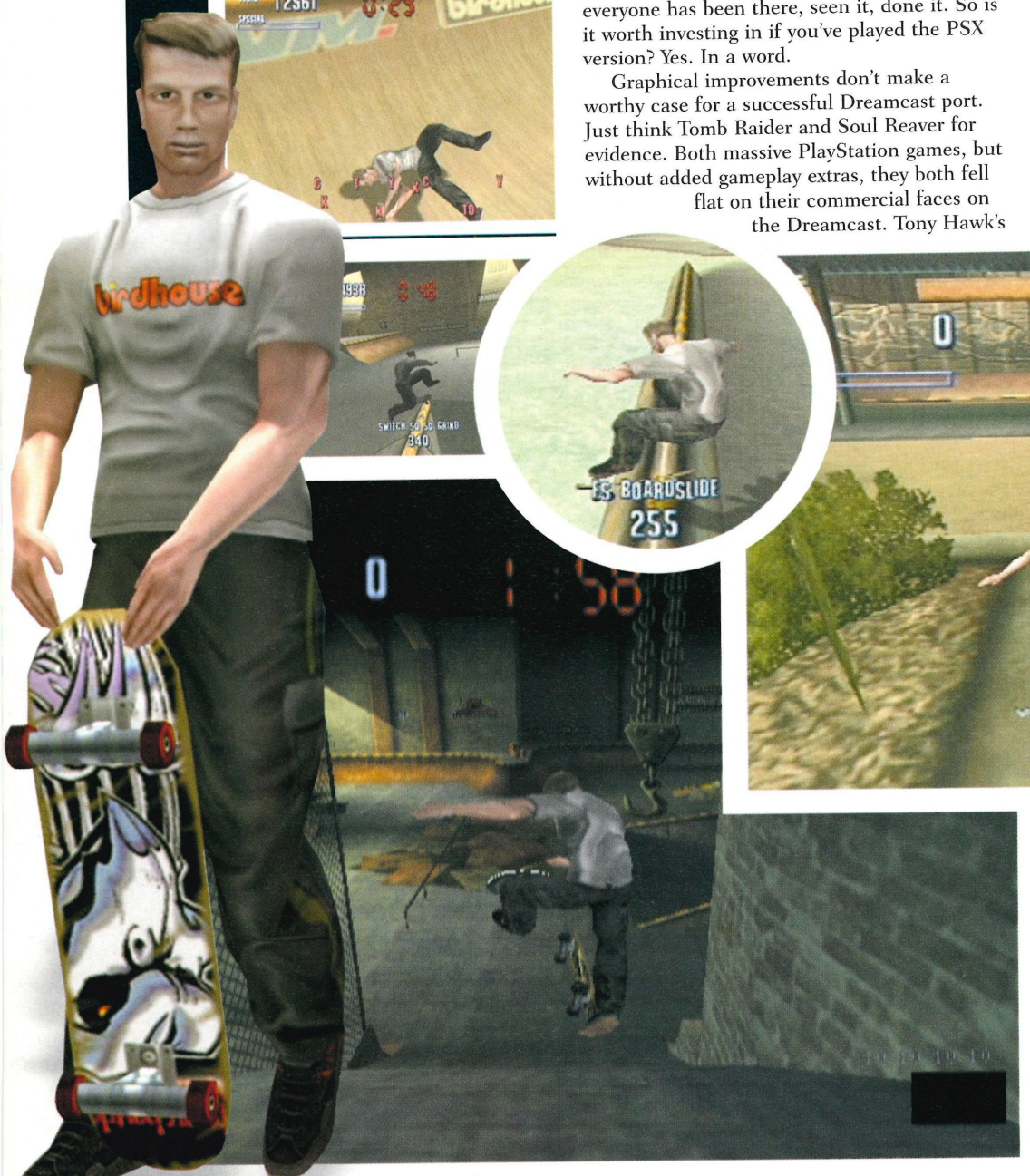

Attacking PlayStation gamers like a Greek Trojan, Activision and Neversoft's Tony Hawk's Skateboarding was a highly-addictive and immensely-playable game. Coming from nowhere, it was based on a marginal sport that 99% of people couldn't care less about, but nevertheless crashed the consciousness of a whole generation of gamers. Not surprisingly, Tony Hawk's Skateboarding on the Dreamcast is not much of a surprise. Everyone knows the score now, everyone has been there, seen it, done it. So is it worth investing in if you've played the PSX version? Yes. In a word.

Graphical improvements don't make a worthy case for a successful Dreamcast port. Just think Tomb Raider and Soul Reaver for evidence. Both massive PlayStation games, but without added gameplay extras, they both fell flat on their commercial faces on the Dreamcast. Tony Hawk's Skateboarding offers nothing more than a graphical overhaul also, but the fact that it's an action- not story-based game makes a simple facelift more than worthwhile.

Every single time you play Tony Hawk's Skateboarding it's different. There's so much to do and such a massive amount of tricks and combos that some PlayStation gamers have only just scratched the surface. It's like a good soccer game in a way. If the general controls are enjoyable, then there's absolutely no reason why you can't just keep playing it forever. And with Tony Hawk's you can, so even if you have a PlayStation and Tony Hawk's Skateboarding, there's absolutely no reason why you shouldn't buy the Dreamcast version.

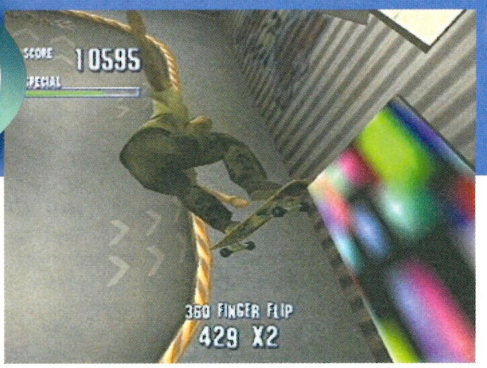
## Tony Hawk Virgins

Well that's sorted that out, but what if you've never played Tony Hawk's Skateboarding on any format? What's it all about? Simple really – big tricks, bigger air and a gigantic dose of




Tell you what, that could be bloody painful if it ain't landed properly.

# TONY HAWK'S SKATEBOARDING™




Wow, look at the trippy colours on that video screen. Craaaazy!

fun. You take control of one of ten real-life skaters (including the man Hawk himself) over ten different courses. I use 'courses' in the loosest possible sense, though, as every one of them is totally free-form. There's no set route you need to take through any of the areas, and besides a two-minute time limit, you're free to do whatever you want.

Each level sets you five tasks to complete; Get the High Score – trick and grind to reach a certain score; Get the Pro-Score – trick and grind to get an even higher score; Get S-K-A-T-E – collect all of these hidden letters; Find Hidden Tape – speaks for itself, plus one level-specific task which could be anything from destroying five cop cars (death by grind!) to releasing steam valves. For each task you complete on a level, you're awarded one video tape. Collecting more of these video-tapes unlocks more areas for you to skate in as well as giving you better equipment which in turn raises your stats dramatically.

As game structures go, Tony Hawk's Skateboarding has one of the best around. You constantly find yourself going for that elusive tape, and you're always driven to get to the next level. The best thing about it, though, is that you can often get two or three levels unlocked by getting several tapes on one. This means you can pick and choose where you want to go, then go back to get the harder tapes to open up the even later levels. It works a treat; so much so that Tony Hawk's Skateboarding is the first Dreamcast game that you really will lose sleep over. It's not a pretty sight trying to get that pro-score at three in the morning after a six-hour session, believe me!

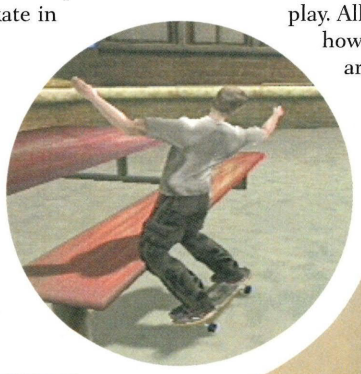
## Perfect Copy

The structure, of course, would mean nothing if the game engine didn't deliver. Luckily, then, nobody has even bothered to tinker with the PlayStation engine, so what we get is a perfect copy. Which is exactly what we wanted. Tony Hawk's Skateboarding is simply a joy to play. All of the skaters react exactly how you want them to, and there are several hidden layers of

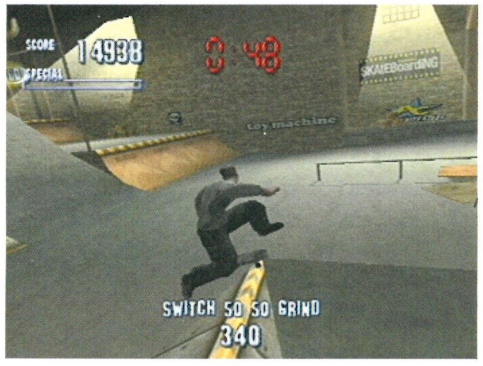
TIME STALKERS

### Officer Dick

Playing through the game and collecting all the characters opens the way to play as a new fantasy character. He's called Officer Dick, and yes, you guessed it, he's a cop. Whatever will they think of next? There's also another secret character to get in Tony Hawk's Skateboarding, but we're keeping tight lipped about that for now.








NEVERTHELESS, IT CRASHED THE CONSCIOUSNESS OF A WHOLE GENERATION OF GAMERS

TIME STALKERS

## it's special

**The programmers have included a number of 'Specials' within Tony Hawk's Skateboarding. First up, each character has their own signature 'Special Trick', for which you have to find the combination. Most of these are relatively easy to pull off, and they all look the nuts. The other special in the game is the special bar that sits at the top of the screen. The more good tricks you pull up, the more this bar fills up, making it easier for you to pull off bigger air and go much faster. Bail, though, and the special bar empties, meaning you have to start filling it all over again.**







humongous amount of tricks and combos possible, if you're good enough. The tricks are realised by a combination of D-pad movements and button presses, and at first are easy to pull off. Once you start to add spins and link tricks, though, things get very complex and you start to wish you were born ambidextrous. You have to be fast and precise to pull off the spectacular moves, but practice and perseverance see you getting those big scores.

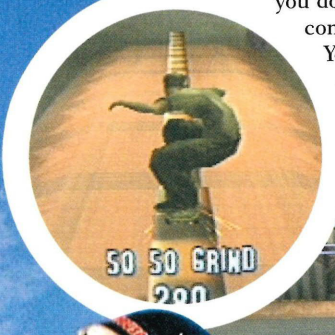
## That Grinds

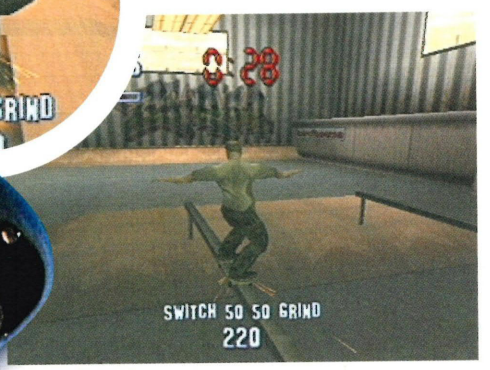
It's not just a case of big air + big tricks either. The Y button is used to make your skater grind along items and surfaces. Doesn't sound very exciting, does it? You just wait until you start grinding, though. Using different directions on the D-pad gives you lots of different grind styles which can be interchanged and linked with normal tricks. This opens up another new level of depth, as once you've grasped the grinding, you have to start looking for routes throughout a level where you can link up one big, long grind filled with gnarly tricks. Why would you want to do this? Well, for a start, it looks mighty cool, but more importantly, your points go through the roof due to the multiplier bonus that goes up every time you pull a off trick during a grind.

This part of the game is what the PlayStation experts concentrate on, and looking at some of the amazing combos and multipliers these freaks can get really is astounding. Still you don't need to be a ginger-headed computer boff to enjoy Tony Hawk's. You can find your own level of skill and be happy with it. It really doesn't matter if you can score two, 20, or 200,000 points from

## WHAT'S IT ALL ABOUT? SIMPLE REALLY – BIG TRICKS, BIGGER AIR AND A GIGANTIC DOSE OF FUN



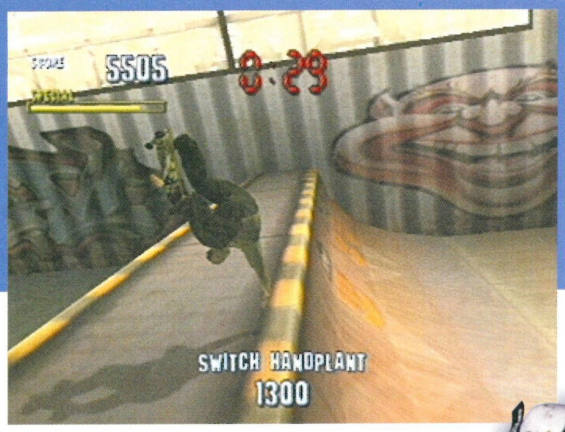







There's loads of hidden areas to discover.







When it comes to big air, the shopping mall is the place to get it.




one move/grind, the fun is still there to be had by literally everyone. Just be careful, though; once you're hooked, it's nigh-on impossible to give it up.

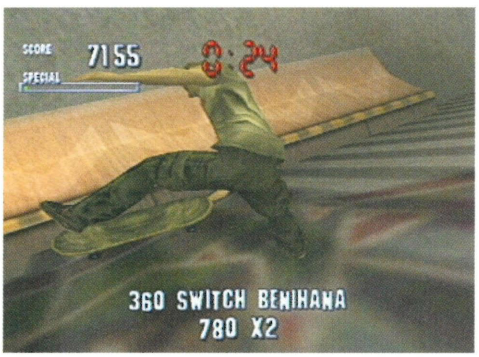
## Varial Variety

Having been a decent-looking PlayStation game in the first place, you know the Dreamcast version is gonna look the business, so I won't harp on about how technically amazing the graphics are. I will, however, tell you that Tony Hawk's contains ten of the most varied, interesting and exciting game levels on any game. You get to thrash around a shopping mall, schoolyard (complete with gym), the streets of San Francisco, various skate parks and even Area 51. Each level has its own unique graphical flavour, and they're all so playable that it's hard to pick out a favour.

**A MIX OF LIGHT AND HEAVY ROCK/GRUNGE/PUNK WITH SOME ABSOLUTELY STONKING TUNES**



The music is also spot-on in a creative sorta way. The developers have chosen a mix of light and heavy rock/grunge/punk with some absolutely stonking tunes to get your ears around (and that's coming from someone who'd rather stick needles in their eyes than listen to guitar music).







The handplant, one of the coolest moves in the game, and real life.

## Rocking

As superlative as Tony Hawk's Skateboarding may be, there'll still be some who dismiss it as another lazy PlayStation port. And in effect, I suppose that's what it is. This, however, doesn't deter from the fact that it's an absolutely amazing game. If you've never played Tony Hawk's Skateboarding before, you must buy this game, and even if you're a PlayStation Tony Hawk veteran, the graphical overhaul the Dreamcast version offers is more than enough to make you part with your cash. The man-like hawk truly rocks. END



Wr... Saul Trewern saul.trewern@quaynet.co.uk

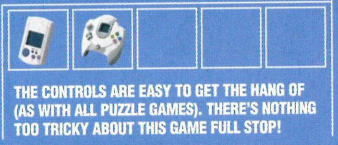
dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

If ever the Dreamcast has a must buy, then Tony Hawk's Skateboarding is it. It looks great, plays even better and is one of the most addictive games ever. It may be a lazy PlayStation port, but then, if it 'ain't broke don't (snip – cliché Ed)...

9

## Peripherals



THE CONTROLS ARE EASY TO GET THE HANG OF (AS WITH ALL PUZZLE GAMES). THERE'S NOTHING TOO TRICKY ABOUT THIS GAME FULL STOP!





## COMING SOON...

### Fortris

THIS IS DUE TO BE A TITLE TO LOOK OUT FOR, AND BEARS AN ALMOST UNCANNY RESEMBLANCE TO THAT ALL-TIME CLASSIC TETRIS. DON'T SWEEP IT UNDER THE CARPET YET, THOUGH, AS IT'S LOOKING RATHER INTERESTING. KEEP COMING HERE TO FIND OUT MORE.



YOUR VMU SAVES YOUR PROGRESS THROUGH THE VARIOUS PUZZLE MODES. AND IT'S A GOOD JOB TOO, AS YOU WOULDN'T WANT TO REPEAT THE DIFFERENT STAGES ONCE YOU'D FATHOMED THEM ONCE.

**INITIALLY...** IT'S JUST LIKE A STROLL DOWN MEMORY LANE. I CAN'T REMEMBER HOW MANY TIMES I'VE REVIEWED A BUST-A-MOVE TITLE – IT'S BEEN THAT MANY. DON'T EXPECT ANYTHING TOO OUT-OF-THE-ORDINARY, WILL YOU? YOU MIGHT FIND YOURSELVES DISAPPOINTED...

# BUST-A-MOVE 4

If you've had your fill of Sonic Team's Chu Chu Rocket, you would be well served by checking out Acclaim's latest installment in the legendary Bust-a-Move series...

# BUST-A-MOVE 4

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Publisher** | Acclaim | **Developer** | Taito | **Origin** | UK | **Genre** | Puzzle |
| **Available** | Out Now | **Players** | 1-2 | **Price** | £29.99 | **Contact** | 0171 3445000 |

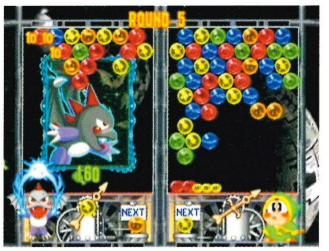
## The Characters

**There are ten playable characters in Bust-a-Move 4. Bub and Bob are twin brothers who live on the planet Bubbleluna (oh dear), Alkanet is a graceful princess from the planet Freeze and Marino is a merman who's on a quest to protect his sea kingdom. Then there's Kurol, a baby from the planet Grrrrmm, Tamtam, the Lord Protector of the divine Navajo planet, Cleon, the Fairy of the Night, Gigant, a security guard from the planet Gothic, Develon from planet Diable, Bramb, who's a mad sorcerer from the planet Marzuk and G, a scraggly old hermit from the planet Ordeaux. And if all those aren't enough, you can unlock hidden characters in various game modes as you progress.**




I Know what you're thinking. Although you probably think that statement a tad scary, believe me when I say you're probably not the only ones thinking what I am – 'not another run of the mill old-style puzzle game'! Surely the Dreamcast's worth more than this? Well maybe it is, but the old saying 'if it ain't broke, don't fix it' springs to mind...







## Bust-a-Gut

This latest Bust-a-Move release, Bust-a-Move 4, boasts more of everything that has established this on-going series.

I suppose playing this game isn't dissimilar to having a go at a crossword puzzle. Some people can just do it without any problems, while others just haven't got the faintest idea. The game is actually very easy to play. You begin with a puzzle made up of different-coloured bubbles balancing on top of the playing area. Your aim is to shoot a bubble from the bottom of the screen to the top and match up three or more bubbles of the same colour – simple. By making these matches, you then eliminate those bubbles as well as any bubbles underneath them. By getting rid of all the bubbles on the screen, you clear the level. But then you begin to think that things aren't really so easy after all. You have three things to worry about – a clock that pushes the bubble level down towards the bottom of the screen (once it hits the bottom, it's game over), the necessity of pinpoint-accurate control (if you don't aim your bubbles just right, you're going to be in for a short game), and special bubbles.




**UNFORTUNATELY THIS TITLE DOESN'T BREAK ANY NEW BARRIERS WHERE THE GRAPHICS ARE CONCERNED**




**Are those the Dreamcast symbols in his eyes? Or is he sloshed?**




Fire your coloured balls with this harpoon-like weapon.




These special bubbles aren't all bad; in fact, some of them actually help you out if you use them properly.

## Bubblicious

If you get a Star Bubble (called that, funnily enough, because there's a star inside it), you can eliminate all bubbles of that colour from the board. If you get a Rainbow Bubble (no comment), it takes on the colour of any eliminated bubble in contact with it. Two hazardous bubbles accompany these useful bubbles: the Block Bubble and the Bublock Bubble. The Block Bubble can't be eliminated; in fact, what it does is to act as a shield against coloured bubbles. You have to aim your bubbles accurately off the walls to prevent this. Getting rid of all of the coloured bubbles surrounding them, however, can eliminate Bublock Bubbles.

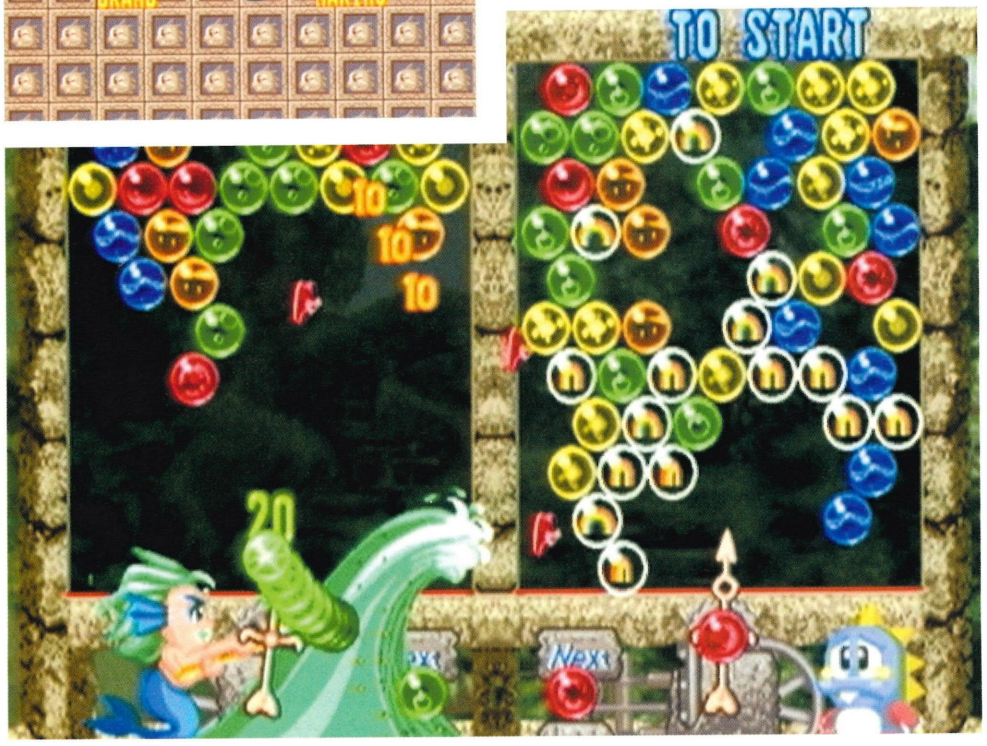



**BUST-A-MOVE 4 BOASTS MORE OF EVERYTHING THAT HAS ESTABLISHED THIS ON-GOING SERIES**




Bust-a-Move 4 is packed bubbling over (sorry) with different game modes – look out for Puzzle, Player Vs Computer, and Player Vs Player, Challenge and Edit. In the Puzzle Mode you begin a quest to save the mystical cards, called the Arcana. These cards have fallen into the dream world, and because of this, their respective energies are in a state of imbalance in the universe. By completing the puzzles, you can return these cards to their rightful place. In the Player Vs Computer Mode, you can select a character and battle it out against other characters in the game, and if you win 15 games in a row, you unlock a picture of your character. You can also unlock some of the hidden characters in this mode as well. In the Player Vs Computer and Two-Player Modes, the action can get quite heated as you can send bubbles over to the other player's board in a Tetris 4D kind of attack.

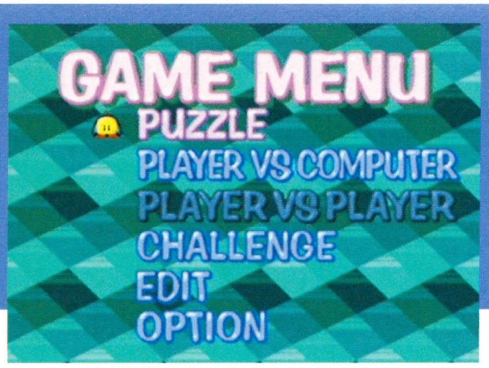
In Challenge Mode you play through five stages of puzzles, each requiring you to use different skills. You don't have to complete the puzzle to progress, but it does rate you on your performance and gives you a grade (A to F)

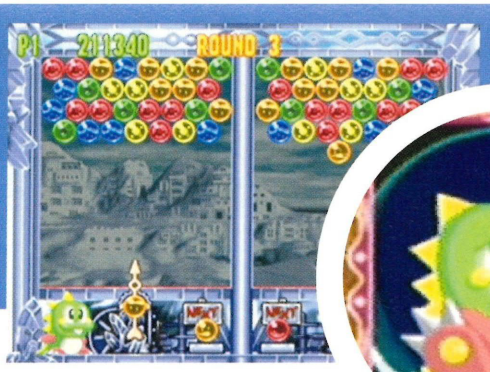


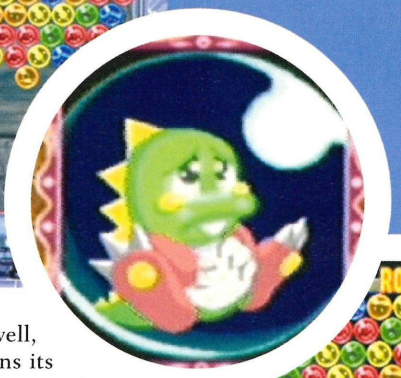


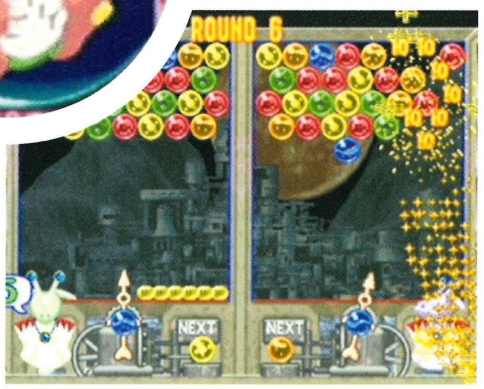


Chain those bubbles for increasingly huge combos...






once you complete all five stages. This mode is definitely the most original of all of them, because it doesn't require success to continue, but offers an incentive to do well.

## Do it yourself

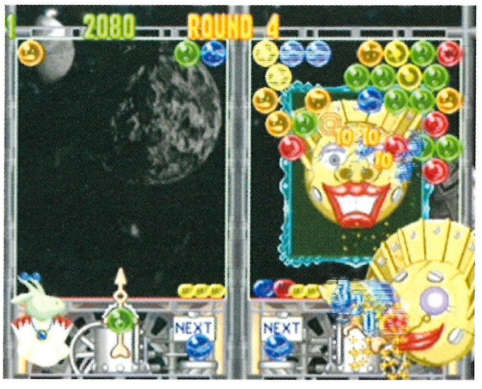
This game also has an Edit Mode, which allows you to create your own levels and store up to 25 of them. You can even try them out before you save them to see how easy or difficult they are. With this option, plus the Level Selection option, you can play any one of 258 puzzles.

The controls are easy enough to master. You use the D-pad to move the aimer at the bottom to the right and left, and then, by using the shoulder buttons, you can home in on your target.

Unfortunately this title doesn't break any new barriers where the graphics are concerned. Although you can't say many puzzle games have ever done so. What it does in presentation it does well, and at the same time maintains its cute and (dare I say it?) Japanese look. The background animations are sparse to say the least, and add very little to the scenic look of the game.

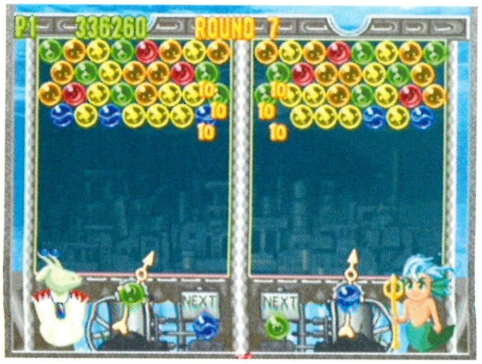
Bust-a-Move 4 is probably the best-looking version of the series so far, but at the same time it still feels like the same old game we've been playing for years. Like most puzzle games, this title is targeted at anyone who just fancies a bit of addictive fun, although I could be easily persuaded to say it's primarily aimed at the younger players amongst us. But the gameplay more than makes up for this, as it really does have a certain appeal. END

**BUST-A-MOVE 4 IS THE BEST-LOOKING VERSION OF THE SERIES SO FAR, AND AT THE SAME TIME IT STILL FEELS LIKE THE SAME OLD GAME WE'VE BEEN PLAYING FOR YEARS**










Make the coloured balls disappear before they over-run you...




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

VERDICT

It's old hat, but what the heck? Acclaim's delivered a game that's fun and addictive. It really comes into its own when you have a bash at two-player. Puzzle game fanatics will not be disappointed, I'm sure.

7

Written By Claire Webster

an I-IMAGINE Production

Produced by MICHAEL METZ




## LIVING IN SA!

"Like most of our competitors, we're always trying to improve the genre we are working on, technologically as well as creatively. Our studio is modelled like most US Studios, but currently we provide more areas for relaxation than most. We have a pool room, movie room, sauna, steam bath, Jacuzzi, a swimming pool and four acres of land to ride our off-road four-wheeler motorbikes. We cater lunch for all our employees and have a Coke fridge sponsored by Coca-Cola, which is always stocked but tends to get barren around crunch modes".

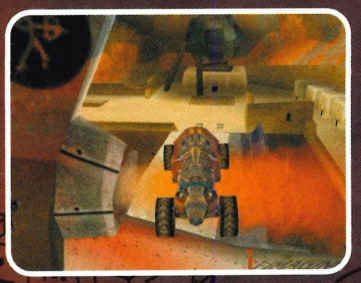
# JEFF LIVINGSTONE Directed by DAN WAGNER Filmed in SOUTH AFRICA

| | | | |
|---|---|---|---|
| **Publisher** | TBA | **Developer** | I-Imagine |
| **Released** | May 2001 | **Genre** | Driving |

Think of South Africa – sun, cricket and wildlife are the first things that spring to mind, closely followed by car-jacking and murder, but certainly not developers of computer games. Although there are a few teams in the country, like Twilight Productions, Excentrax Software and Enlightment Studios, these groups are usually non-funded hobbyists who create games in their spare time. I-Imagine plans to change all that for they are a full-time team which has substantial funding, and the team has worked for leading US developers like Westwood and THQ. Derek dela Fuente spoke with Dan Wagner who heads up the team.

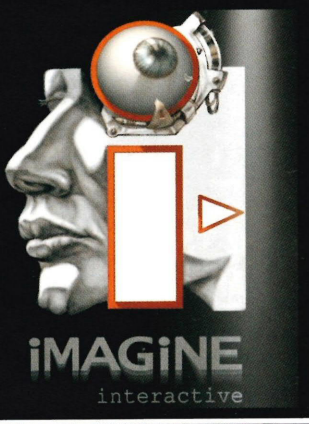
## An Experienced Team

Currently the team comprises four programmers and three artists, along with Felix Kupis from the USA who helped get them on their feet before moving back to the USA to pursue other interests. Felix previously worked for Westwood Studios on every Command & Conquer game except for Tiberian Sun, as well as other games such as The Lion King and Lands of Lore. The lead artist also hails from the USA, and left whilst working on Summoner at Volition to join the team. The two other artists are local talent who have been recruited in the past three months and have melded well within the team. The four programmers, two of whom came from the US, are Dave Gierok who has worked at Looking Glass Technologies, Matt Keele worked at Intel on the Intel 3D Toolkit (used in Team Fortress 2 by Valve), Luke Lamo who came to South Africa from Canada where he worked for Digipen (The first North American computer game school) as an instructor in the programming course and Dan Wagner, who has worked with publishers such as Blizzard and THQ, and worked on an impressive list of titles. Dan added, "Currently I-Imagine is actively seeking local talent. We expect to add an additional three artists to our team in the next three months".



## More than you I-Imagine

**Chase is the ultimate combination of driving skill simulation and fast-paced adventure. 3D action gamers will be enthralled by the revolutionary special effects in this hi-tech movie universe, where split-second timing and real-time tactical decision-making can mean the difference between a box-office masterpiece or a celluloid disaster piece. Never before has action been so exhilarating and challenging.**

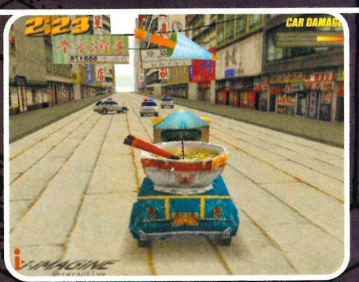



## THE TEAM IS ALSO CONSIDERING INCLUDING NON-WHEEL-BASED VEHICLES

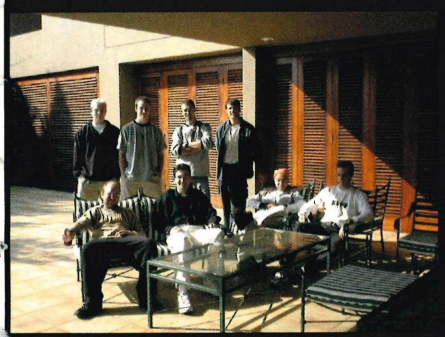


## Chase Me!

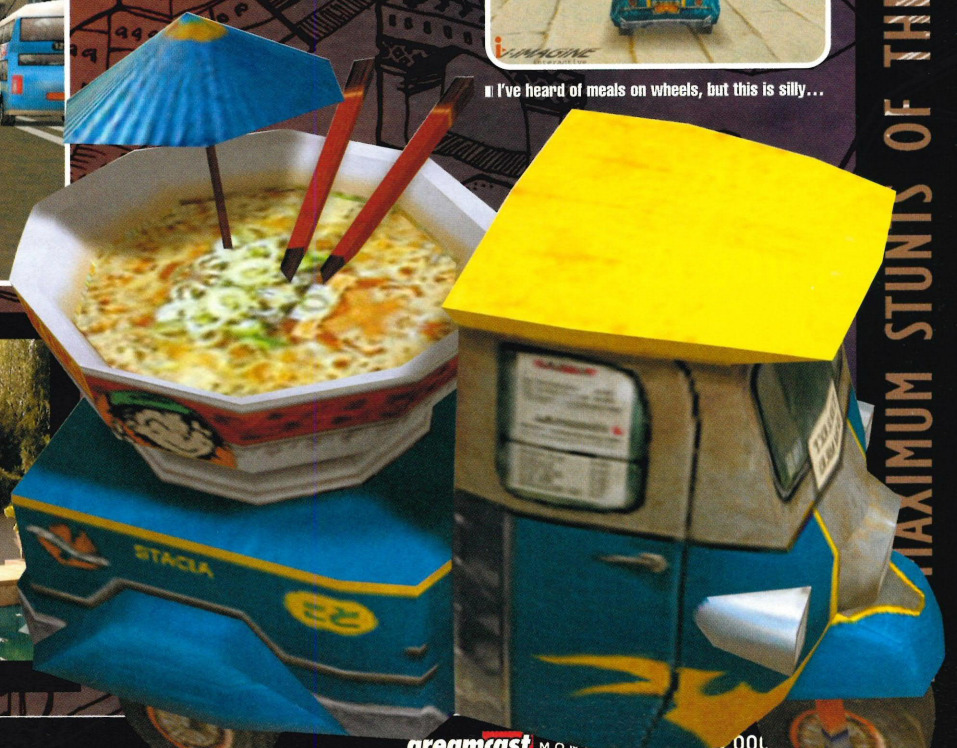
Chase is a game that melds two popular genres, creating a hybrid. First and foremost, Chase takes on the classification of a driving



I've heard of meals on wheels, but this is silly...

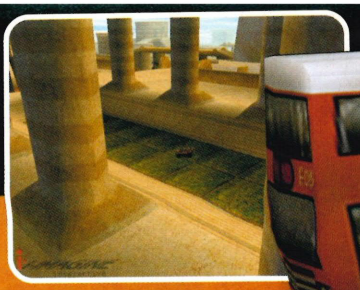


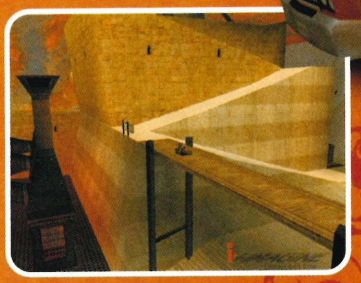


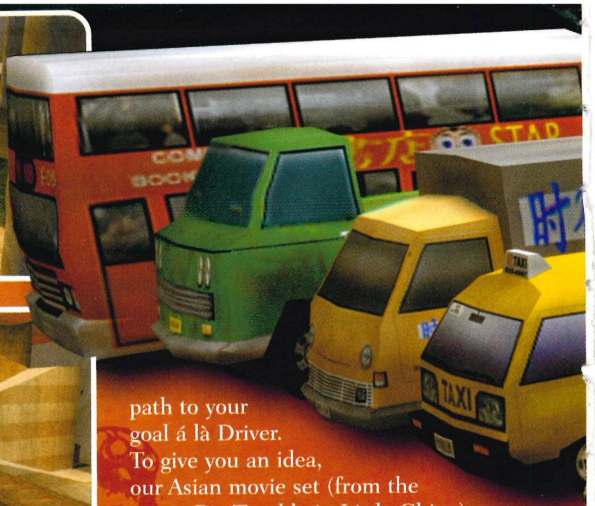


MAXIMUM STUNTS OF THE FUTURE








## YOU TAKE ON THE PERSONA OF THE CHARACTER YOU ARE PLAYING IN THE MOVIE







simulation, with the player driving vehicles through elaborate stunt sets and having a time limit to compete against. The other classification that Chase takes on is that of the action adventure genre. Each scene involves assigned objectives as well as improvised stunts within the realm of fully-interactive levels. In other words, Chase is a car driving adventure game encompassing the best of the driving simulation and the action-adventure worlds.

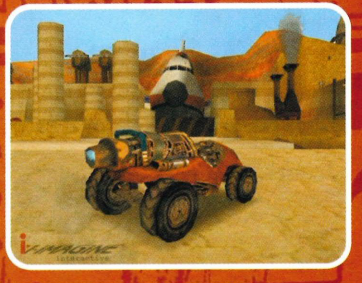
Dave continued, "Our game is a city in which you get to choose your path to the goal. In the single-player game you play Chase, a stuntwoman with dreams of becoming Hollywood's best. The multiplayer aspect places you in unique Stunt Arenas where you compete with friends for points, which are awarded based on the stunts you achieve (jumps, wheelies, rolls, flips, etc). The stunt element is built into the storyline. Chase is not really a racing game, other than that you sometimes race against the clock to accomplish an objective. Each 'movie' is made up of a full freedom map to drive around; this allows you to choose your own path to your goal á là Driver.

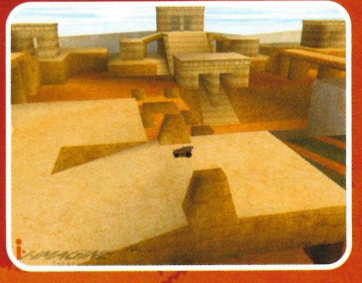
To give you an idea, our Asian movie set (from the movie Big Trouble in Little China) is about 5 km by 6 km square. Some levels are bigger than others, but each comprises unique graphical sets as well as unique vehicles that both you and the AI control".

## Selected!

All the vehicles have their own look, controls, power and speed. The team set no rules; cars can have any number of wheels. Each wheel has independent suspension steering attributes, and may or may not be powered. This allows for truly unique car handling. The best-handling vehicle is currently the buggy. It handles all kinds of terrain, has a jet-powered-turbo for excellent power and speed and is equipped with a very tight and sensitive steering system. At the other end of the spectrum is the semi-trailer. It is much slower, with a steering model that can only described as 'mushy'. The team is also considering the idea of adding some non-wheel-based vehicles. Whether this means boats, hovercrafts, helicopters, snowmobiles, or something else is yet to be decided.

i-IMAGINE interactive



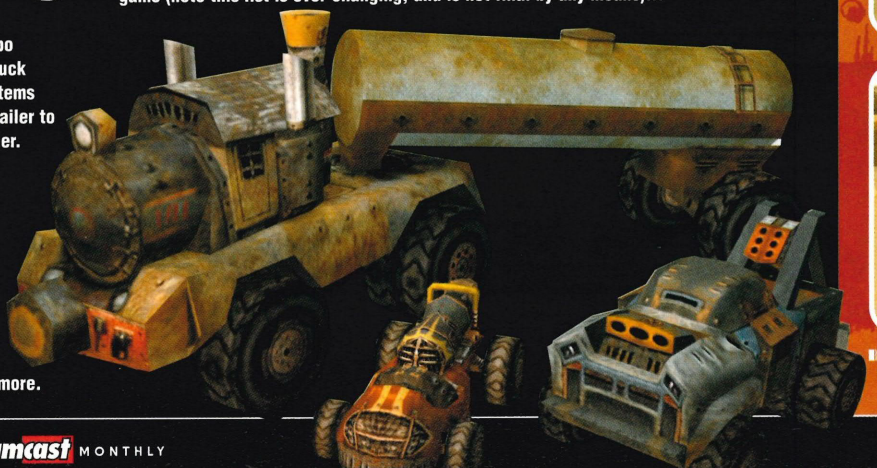


You can't accuse the scenery of being too cluttered here...

# I like driving!

The variety of vehicles in the game is definitely something to set it apart from the competition. Here is a condensed sample-list of some of the vehicles that will be in the game (note this list is ever-changing, and is not final by any means)...

Dune buggy with jet-powered turbo
Three-wheeled Ramen delivery truck
Variety of working car/trailer systems ranging from a massive tractor-trailer to a compact car towing a mini trailer.
Double-decker bus
Mobster car
Tow truck
Police car
Accordion bus
Electric-powered tram (attached to electric lines above bus)
Variety of everyday traffic cars including hatchback, luxury car, pickup truck, delivery truck and more.



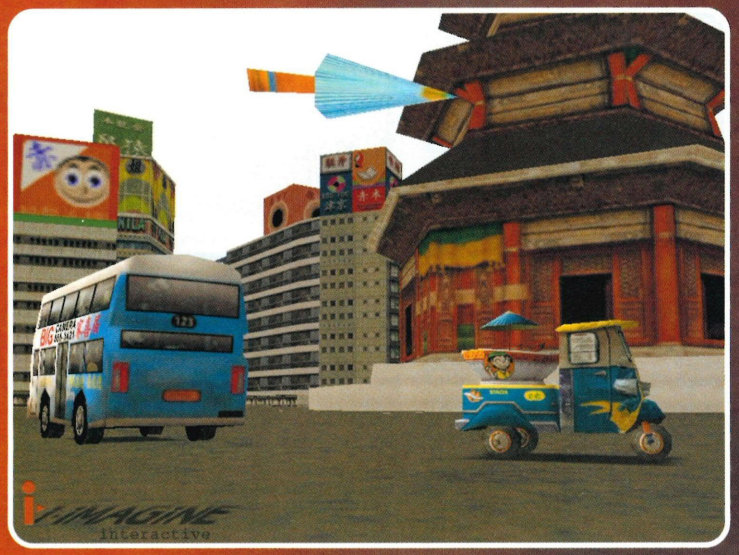
## THE MULTIPLAYER ASPECT PLACES YOU IN UNIQUE STUNT ARENAS

Quizzed on the car mechanics, Dave pondered his answer but was assertive. " We have striven for a realistic feel, but with an emphasis on FUN. As much as we hate to compare our game to others, the driving feel of our game is a 50/50 combination of Gran Turismo and Crazy Taxi. As for the physics, which appears to be the buzzword, then we feel we are truly focused. Unfortunately, no screenshot can give you an accurate feel of how the game will play. The implementation of true physics is essential, and these include the wide variety of vehicles (including three-wheelers and working car/trailer systems), fully independent suspension and steering model, and the sheer feel of driving. Aside from this, our game includes a multitude of collidible objects with different weights and properties (some break into different parts when hit, others shatter if hit hard enough). Although these may not sound like anything terribly unique, you really need to play the game to experience the feel of driving that sets us apart from our competition!"

### Views to Thrill and Kill

The team has chosen a third-person camera view, as Chase is fast-paced and at certain times you're being chased, so you always need to be able to see a bit behind you as well as the roads ahead. The game does allow for quick viewing from behind, so you can tell if you're being tailed. At present a focus is on incorporating additional views, but testing so far has shown these two to be most effective. To give you an idea, they have gone as far as testing with an in-car camera looking through the windshield, and while it's pretty cool at first, flipping and rolling the car can really make you sick.

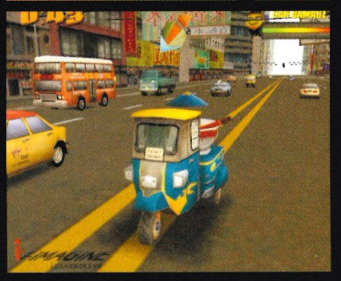
Chase places you in four distinctly different movie sets – each set is totally unique. Dan explained, "Take, for instance, the Asian movie set and the gangster movie set. The cars on each of these sets, as well as the movie sets themselves, have to be different. So while the player retains familiarity in driving controls, they command unique vehicles which also handle differently thanks to the physics system. Since you're a stunt driver in the game, you also take on the persona of the character you're portraying in that particular movie. This gives additional variety in that each movie has its own unique storyline. Being the stunt driver also allows us to let you portray both good guy and bad guy in the movie, since each scene is a different take. Most companies probably wouldn't attempt such a variety, as most games are usually set in the same time era, allowing level designers to easily use buildings from one city in another. The variety certainly adds a lot more work on our part, but we set out to make our game different and provide the end users with an exciting game that compels them to get to the next level or movie set".




## Chase me!

**The game provides a range of specially-designed vehicles, each equipped with its own special features, and five exciting movie scenarios to choose from. Players earn rewards for out-performing their opponents in breathtaking feats of stuntmanship. At the end of each hair-raising scene, gamers can watch live-action replays of their death-defying stunts on the big screen of the movies.**





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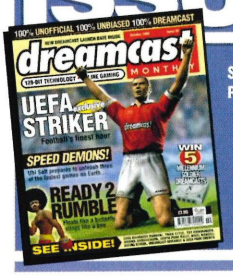
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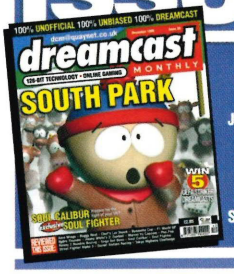
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## ISSUE 2




Showcase: UEFA Striker
Reviewed: Blue Stinger, Cool Boarders Burrrn, Monaco GP, Speed Devils, Super Speed Racing, Toy Commander, Trick Style

## ISSUE 3




Showcase: South Park
Reviewed: F1 World GP, Hydro Thunder, Jimmy White's 2: Cueball, Marvel Vs Capcom, Pen Pen, Ready 2 Rumble, Street Fighter Alpha 3, Soul Calibur, Soul Fighter,

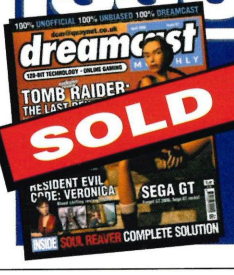
## ISSUE 6




Showcase: Legacy of Kain: Soul Reaver
Includes: Crazy Taxi, Resident Evil 2, Hidden and Dangerous, Giant Killers, Ecco the Dolphin, Wild Metal

## ISSUE 7

SOLD OUT




Reviewed: MDK 2, Street Fighter III, ECW Hardcore Revolution, Jo Jo's Bizarre Adventure, Wetrix

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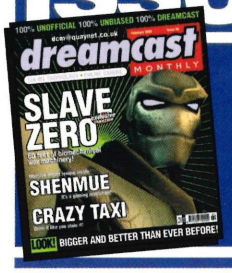



## ISSUE 4




Showcase: Sega Worldwide Soccer 2000
Reviewed: Fighting Force 2, NBA Showtime, NFL Blitz 2000, Re-Volt, Shadow Man, Worms Armageddon, WWF Attitude

## ISSUE 5



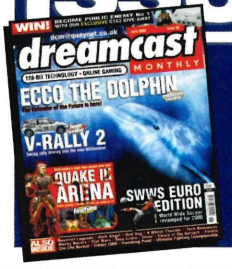

Showcase: Slave Zero
Reviewed: Armada, Evolution, Resident Evil 2, Tee Off, Vigilante 8: Second Offense, Virtua Striker 2000.1

## ISSUE 8




Showcase: GTA 2
Reviewed: Tony Hawk's Skateboarding, Dead or Alive 2, The Nomad Soul, Urban Chaos, Stampede, Sega Worldwide Soccer Euro 2000

## ISSUE 9




Showcase: Ecco The Dolphin
Reviewed: 4 Wheel Thunder, Red Dog, Sword of the Berserk: Gut's Rage, Tech Romancer, V-Rally 2 Expert Edition, Sega Worldwide Soccer Euro Edition

## ISSUE 10

Showcase: Resident Evil Code: Veronica
Reviewed: Chu Chu Rocket, Dragon's Blood, Fur Fighters, Marvel Vs Capcom 2, NHL 2K, Silver, Wacky Races



# feature

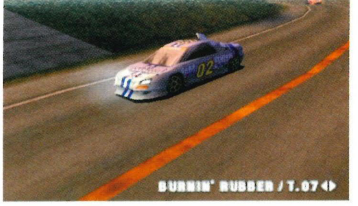
## BOSS MAN ENDS

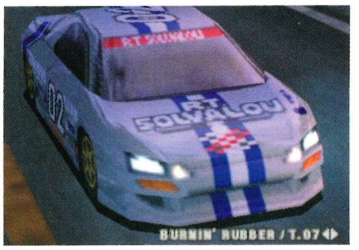
**The head of bleem! added, "The task was mammoth, but games will run perfectly. Every area, be it the sound, music or controls, will work perfectly. It's really getting everything perfect and at the right place at the right time. Making PlayStation games work on the Dreamcast is like conducting a symphony of information in real-time. Even 'loading speeds' may be faster or slower, depending on the game, but the selling point are the game enhancements and the ability to play hundreds more titles on your Dreamcast.**



## AND THERE IS MORE

**Not only do you get the CD, but also 'the bleempod', which is an adapter that lets you use PlayStation controllers on the Dreamcast. It also has a VMU reader so you can use Dreamcast VMUs to save your games.**




**First bleem! (that's the name of the company and the product) comes up with an emulator to run PSX games on your PC, now they go one stage further, allowing all Dreamcast owners to play PlayStation games on the machine.** Derek dela Fuente spoke with Sean Kauppinen, Director of PR and Marketing at bleem! to get the inside info on this truly wicked piece of kit...

# BLEEMING FANTASTIC

## The chance to play PSX games on your Dreamcast is only weeks away...

Many of you may not have heard of the US Company bleem! Last year they caused a rumpus when they released a program that allowed you to run nearly all your PlayStation games on a high-spec PC. It was a real David & Goliath battle as this tiny US Company took on the might of Sony, and they're still selling this product like proverbial hot cakes. Many who attended the recent E3 show in LA were amazed to see PSX games working on the DC and they that looked so much better – double the resolution.

The new DC program works differently to the one on the PC. You place the CD in your DC and let the program load into memory. You then eject the bleem! Dreamcast disc and put your compatible PSX game in, and play it. (On the PC you could load any PSX game in and 80% of games work). The DC version will offer four separate '100 game packs'. Each pack lists 100 PSX games that will work with the bleem! CD, along with the appropriate game patch. Of course, you have to buy the PSX game, but here are some of the benefits, as bleem! explained. "Dreamcast owners will have hundreds more quality titles without giving up the improved graphics they expect from a next-gen console. You can walk out of the store with a new Dreamcast, plus bleem! and four best-selling PlayStation games for less than the cost of a new PlayStation".

### THE BENEFITS

bleem! for Dreamcast takes advantage of the 'next generation' hardware in the Dreamcast console to improve the look of PlayStation games, rendering game graphics at 640x480 pixels – twice the resolution of most PlayStation games. Further, bleem! uses the Dreamcast's graphics processing power to make even older games look brand-new, with enhancements like full-screen, anti-aliasing and bi-linear filtering ,which give PlayStation games improvements even the PlayStation2 can't touch.

Enhanced graphics is what sets bleem! apart. Sean continued, "If all we did was play PlayStation games at PlayStation resolutions, there wouldn't be much point – you could just get a PlayStation. That's why we concentrated on using the Dreamcast hardware to unlock the true potential in these games. We wanted to deliver the best of both worlds by adding the Dreamcast's superior graphics to the proven gameplay in these titles, for a seamless gaming experience".

What bleem! has done is pretty remarkable, and it has taken them over a year to get this program right. When you see Ridge Racer 4, you will note the time has been well spent. Although bleem! was reluctant to name the game titles within the four packs, you will not find any of the major PSX titles missing. Each bleem! for Dreamcast pack will feature a mix of the top-performing games from multiple genres, including adventure, sports, RPGs, strategy and other categories. Specific game lists for the individual packs will be announced at the end of June.

**WE HAVEN'T HEARD ANYTHING OFFICIALLY FROM SEGA, BUT WE FEEL THAT BLEEM! FOR DREAMCAST WILL PROBABLY BRING MORE PEOPLE OVER TO THE CONSOLE...**





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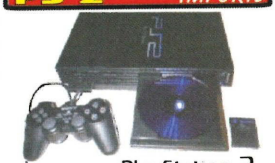
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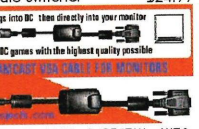
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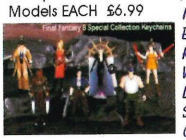
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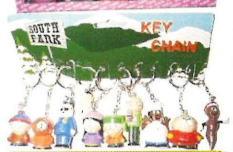

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# cheat CODE CENTRAL

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## 4-WHEEL THUNDER



### Extra Tracks

Complete Championship Mode to unlock six more tracks. Complete Arcade Mode for eight more tracks. Complete Indoor Mode for five more tracks.



### Clear Pause screen

Press **X** + **Y** at the pause screen to remove the menus from view.



### Jackpot Cheat

After finishing a race in Championship Mode, save your game in case you get to try for the jackpot. If you don't win, simply reload your game in the Options Menu and keep trying.

### Three new trucks

Complete Championship, Arcade, and Indoor Modes to unlock one new truck for each game mode completed.

## CHU CHU ROCKET

### Unlock Chao

Beat all 25 levels in Stage Challenge Mode to have the Chao from Sonic Adventure replace the Chu Chus.

### Unlock hard mode

Complete all 25 Normal Mode puzzles.

### Unlock special mode

Complete all 25 Hard Mode puzzles.

### Unlock mania mode

Complete all 25 Special Mode puzzles.

### Unlock NiGHToptions

Complete all 25 Mania puzzles.

### DreamKey Beta

Chu Chu Rocket contains a beta of Sega's DC browser, DreamKey, built in to view the Chu Chu Rocket webpage. Dreamkey is faster than the standard Dreamcast browser and allows you to listen to WAV and MIDI sounds and download them onto your VMU.






## DEAD OR ALIVE 2

### Bouncy Breasts

Just go into the Options screen, select Game Options, and select Other Settings. Put your age up to the max – the higher, the bouncier!

### Female Art

Put the CD into the CD ROM of your PC, and treat yourself to some awesome Dead or Alive 2 artwork.

### Dragon Hills at night

There's a night-time version of the incredible Dragon Hills level. In Versus Mode, just select the level with the ➡ button, and you fight at night.

### Select Victory Poses

As always, holding down different attack buttons when the victory pose is about to be initiated triggers different poses.

### Slow Motion Replays

Simply hold Hold, Punch and Kick (that's **A**, **X** and **Y**) to activate the slow-motion replay.

### Rewind Replays

After a successful 'win', you may want the perfect angle on it. That can be done with the rewind function. Just activate the slow-motion replay, and keep everything held down except for Punch **X** – while Punch is not held down, the replay plays backwards.

### Move Camera in Victory Pose

Want that extra close-up view of the fighter's winning victory pose? Just hold down **B** and move the D-pad around.

### Original opening

Use the following to unlock the original opening sequence for the game, which features a nude clone of Kasumi. Set your age to '21' in the game options. Then make a ranking in Survival Mode in any position and enter 'REALDEMO' as a name. Once you have saved the game with the new ranking, you can set the age to any desired value.

### 3D character preview

Enter the Vs. Mode option screen and disable the 'Quick Selector' selection. This allows you to preview the fighters in 3D at the Character Selection Screen and see their costumes.

### Hidden Ayane FMV sequence

Select Ayane and play through Story Mode until you fight Kasumi in the White Storm level. Knock her off the ledge into the ice cave. When you're in the cave, finish the fight. When you KO her you have to knock her at least ten feet away. The FMV sequence shows you shooting a blue smoke object at her instead of the normal sequence of you saying, 'You Runaway Shiobi'.

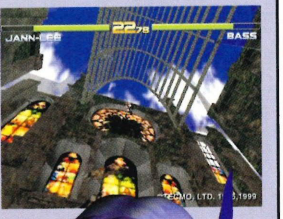
### Taunt Opponent

Use the following combinations to taunt your opponent during play:

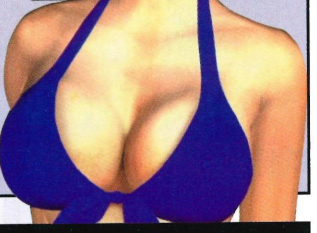
Press ⬅, ➡, ⬅, Right trigger

Press ➡, ⬅, ➡, Right trigger

Press ⬇, ⬇, Right trigger







## GRAND THEFT AUTO 2

### $500,000 Bonus

Use 'MUCHCASH' as your name and begin a game. You now have $500,000 to start with.

### All weapons

Use the name 'BIGGUNS'

### Dead Elvis Bonus

When you see the Elvis impersonators (without scaring them off), try to run them all over at the same time. If you do this correctly, you will not only receive a large cash prize, but a special message. This works best with a Z-type or Police car.

### Quick multiple cheats

To access multiple cheats at the same time, exit and re-enter the name screen. Delete the previous name and enter another cheat. Repeat this process until you have entered all the desired cheats.



# TONY HAWK'S SKATEBOARDING



### Stat Increase to Level 10
At the pause screen, hold ← and press **X**, **Y**, ↑, ↓

### Stat Increase to Level 13
At the pause screen, hold ← and press **A**, **X**, **X**, **Y**, ↑, ↓

### Bails Video
In competitions, earn three medals with any character.

### Neversoft Bails Video
In competitions, earn three medals while playing as Officer Dick.

### Character Ending Video
In competitions, earn three gold medals with any character.

### Big Head Mode
At the pause screen, hold ← and press **X**, **B**, ↑, ←, ←. Then return to the character selection screen.

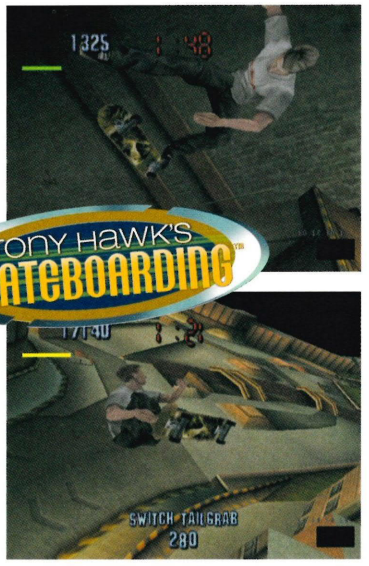
### Full Special
At the pause screen, hold ← and press **X**, **Y**, **B**, ↓, ↑, →

### Level Select
At the pause screen, hold ← and press **Y**, →, ↑, **X**, **Y**, ←, ↑, **X**, **Y**

### Random Start Locations
At the pause menu, hold ← and press **X**, **B**, **A**, ↑, ↓

### Slow Motion
At the pause screen, hold ← and press **B**, →, ↑, ↓, **B**, →, ↑, **X**, **Y**

### Unlock Character: Officer Dick
Collect 30 tapes total, utilising any character.




### Unlock Character: Private Carrera
First, play as Officer Dick. At the pause screen, hold ← and press **Y**, ↑, **Y**, ↑, **B**, ↑, ←, **Y**. The screen should not shake. Return to the character selection screen. Private Carrera should now be selectable.

### Unlock All Secrets
At the pause screen, hold ← and press **B**, →, ↑, ↓, **B**, →, ↑, **X**, **Y**







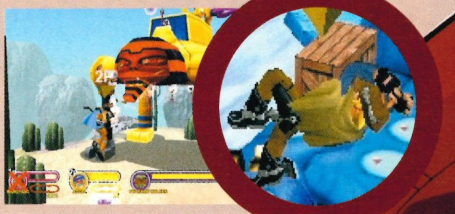
# POWER STONE 2



### Clean pause screen
As with most DC titles, if you press **X** + **Y** at the pause screen, the pause message goes.

### Unlock Hidden Characters
Complete the Arcade Mode with all the characters and you can to choose Pride and Ann.

### New Levels
Once you beat the game with all the characters (including Pride and Ann), you gain access to three new levels by moving the cursor off the level select screen.




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# DCM directory

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



## AERO WINGS

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

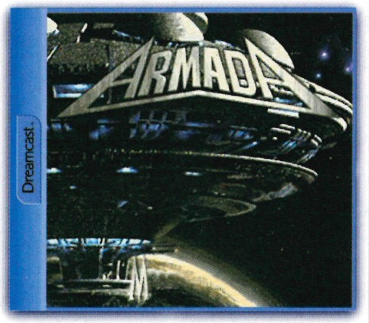
Being the first flight sim to grace the Dreamcast format, you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas, Crave opted for the 'bang it out in time for Chrimbo' approach, leaving quality as a mere afterthought. Basic 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 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

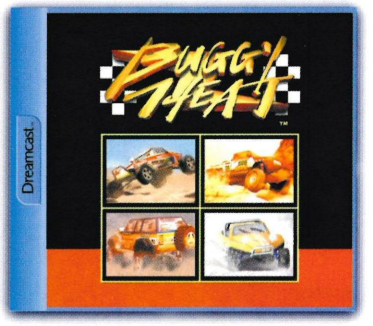
In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong, character driven game with all the elements to make it a strong back catalogue 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

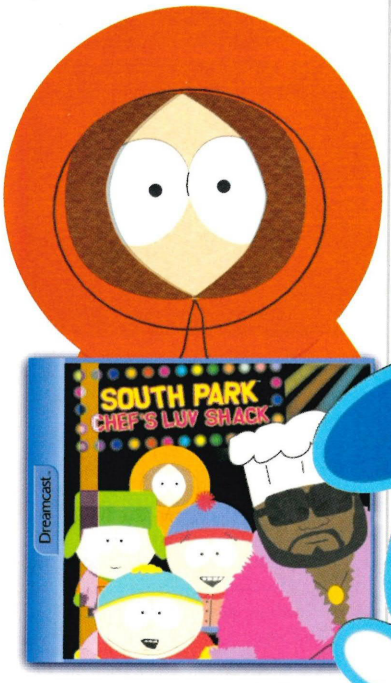
How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk: graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think 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.




## CHU CHU ROCKET

Publisher: Sega
Players: 1-4 • Reviewed: Issue 10
8

Let's not dwell on the fact that Chu Chu Rocket looks awful. Though the 2D levels are plain, the mice and cats lack decent animation and presentation all round is minimal, none of this matters one little bit, because the gameplay is tremendously addictive. Don't be misled by the, 'If the graphics aren't much, then neither is the game' school of thought. The look helps, but gameplay is everything; remember that. Approach Chu Chu Rocket as you would a girlfriend – not much to look at, but great fun underneath.



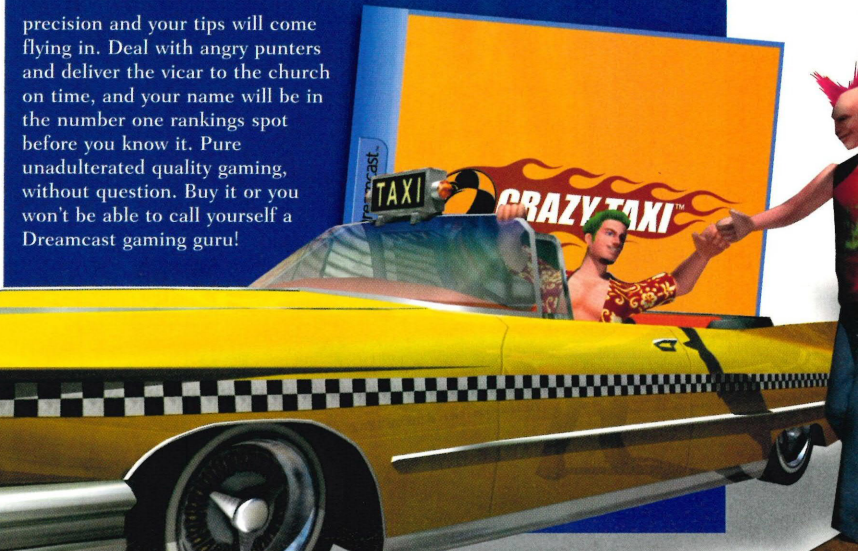

## CRAZY TAXI

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

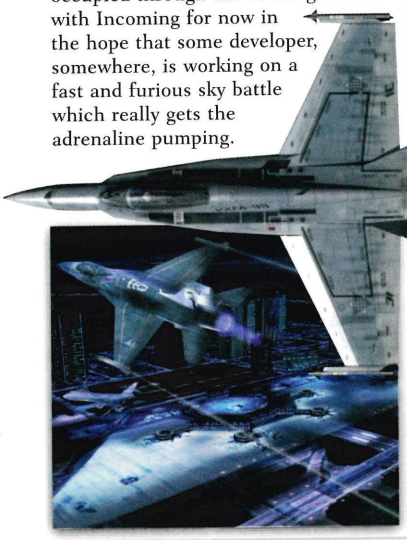


# directory

## 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.

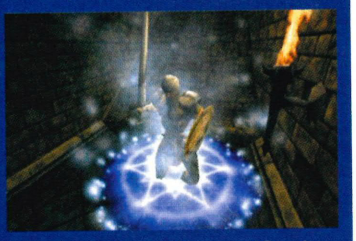




## DRAGON'S BLOOD

Publisher: Virgin/Interplay
Players: 1 • Reviewed: Issue 10
7

Those who persevere with this discover a tidy, atmospheric game which sports some beautiful touches hiding behind a fairly thin veil of unfriendliness. The mist which enshrouds the combat system never quite lifts, even when proficiency and familiarity develop, and this, coupled with play mechanics which fall short of current benchmarks, serve to bar Dragon's Blood from the hall of true classics. However, if you've finished Shadowman recently and fancy something similar but less complex, look no further – you've found your next quest.



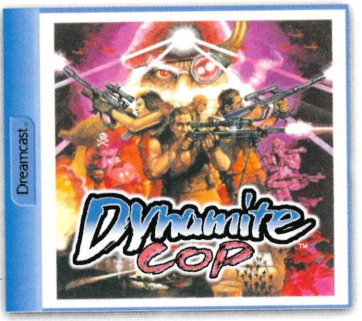
LOOK NO FURTHER, YOU'VE FOUND YOUR NEXT QUEST




## DYNAMITE COP

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

Another terrible embarrassment for Sega here, with 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.




## F1 WORLD GP

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



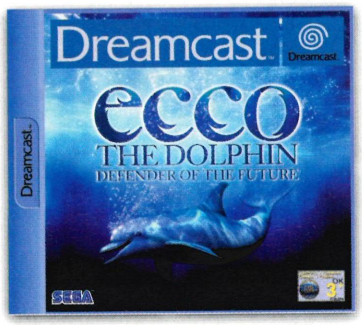



Video Systems have had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy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

## ECCO THE DOLPHIN

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

Yet another little gem from Sega. Just when you thought that all the Dreamcast titles were either arcade, PC or PSX conversions, in comes a truly unique title. Controlling Ecco himself, you have to defend the future from an evil force that's trying to turn your tranquil oceanic world into chaos. Boasting some of the most stunning graphics we've yet seen from the Dreamcast, Ecco's gameplay will ensnare you for hours. Well worth buying.




## 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 moves and weapons that cause 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 out 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.



## 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.




## 4 WHEEL THUNDER

Publisher: Midway
Players: 1-4 • Reviewed: Issue 9
8

This Midway title puts Sega's buggy effort to shame, letting you race with some funny looking vehicles around both indoor and outdoor courses. There are loads of game modes to choose from, as well as some multiplayer mayhem. You'll no doubt notice its similarity to Hydro Thunder, with the most obvious comparison being the four and nine second turbos you collect as you race. This is definitely a contender in the race for best DC driving title, but the thing is, we've got V-Rally 2 coming later, challenging Crazy Taxi for pole position.




## FUR FIGHTERS

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 10
8

There's simply hours of gameplay to be had from Fur Fighters, and a large proportion of that time can be spent hunting around for your babies and wondering where you last saw the teleport with the appropriate character inside for the baby you accidentally discovered about half an hour ago. But to be honest, that's this title's only fault. If you like killing off endangered species and rescuing babies, coupled with some fun puzzles and crazy characters, you have no problem getting down to business with this title. Have fun.

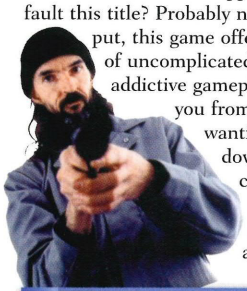
YOU'LL **HAVE NO** PROBLEM GETTING DOWN **TO BUSINESS**




## GTA 2

Publisher: Take 2 Interactive
Players: 1 • Reviewed: Issue 9
9

Pure, unadulterated illegal driving. Run over pedestrians, drive on the wrong side of the road, steal a truck load of cars - the sky's the limit. This has to be one of the most controversial titles ever to come out on a console (along with Carmageddon), but it's always the games parents and MPs hate that make for good gaming. The humour's straight out of the gutter too and the superb soundtrack adds extra appeal. Can we fault this title? Probably not. Simply put, this game offers the kind of uncomplicated and addictive gameplay that stops you from ever wanting to put down your controller, and that's what gaming's all about, right?






## 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

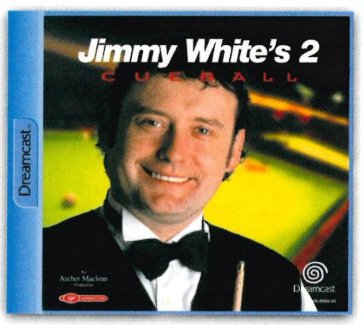
Publisher: Infogrames
Players: 1-2 • Reviewed: Issue 1
8

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.

# directory

## 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.



## LEGACY OF KAIN: SOUL REAVER

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

Wow! Move over PlayStation version of this game and make way for the capabilities of the Dreamcast. Right from the intro sequence, you can see this title is going to offer something special. The graphics, 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 – now that's what we're talkin' about. 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. If you've never encountered Soul Reaver, now is a good time to introduce yourself.




## 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).

## MARVEL VS CAPCOM 2

Publisher: Virgin Interactive
Players: 1-2 • Reviewed: Issue 10
8

Another 2D beat-'em-up for the taking, only this one's the best of the lot. There's plenty more characters thrown into the ring, and the controls have been altered to make them a lot more intuitive on the Dreamcast's pad. There's plenty more combo moves to master for all the characters. Capcom have really excelled themselves with this one. Even if you're not really a fan of the genre, it's worth renting from Blockbusters for the evening.




## 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.

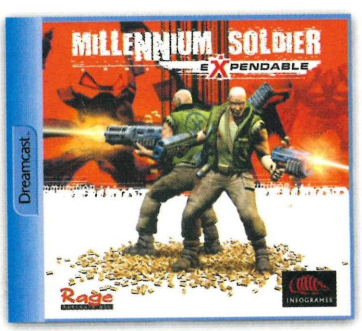
DEFINITELY ONE OF THE DREAMCAST'S BEST ADVENTURE GAMES YET



## MILLENNIUM SOLDIER: EXPENDABLE

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

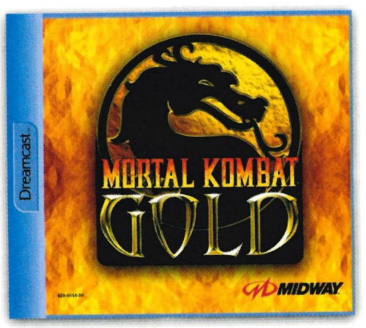
Expendable veers away from the current fashion for 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to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




## MORTAL KOMBAT GOLD

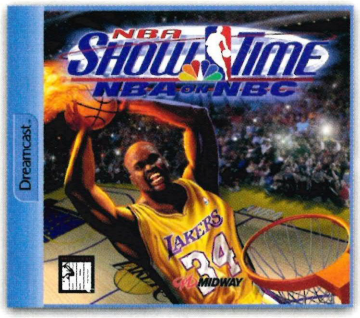
Publisher: Midway
Players: 1-2 • Reviewed: Now we have
4

When DCM had to rank all the Dreamcast games of 1999, 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.



## 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

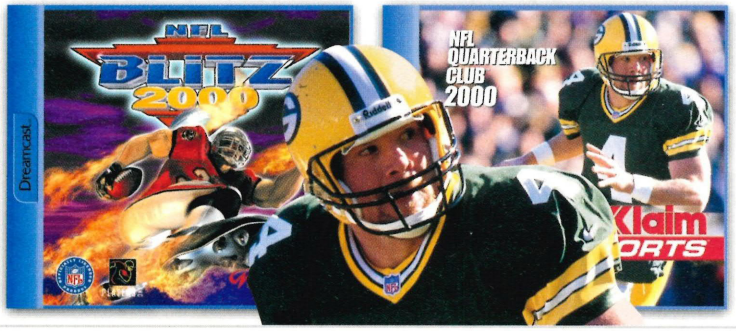
Publisher | Midway
Players: 1-4 • Reviewed: Issue 4
8

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.




## NHL 2K

Publisher | Sega
Players: 1-2 • Reviewed: Issue 10
7

NHL2K is an impressive hockey game which should find favour with enthusiasts as well as more arcade-minded players. It's easy to pick up, but tough to master. It's good in single-player Tournament Mode and has plenty of multiplayer fun to boot!

Whether you're looking for a five-minute shoot-fest or are ready for a whole season of hockey fun, NHL2K is recommended. N-ice.




## 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...

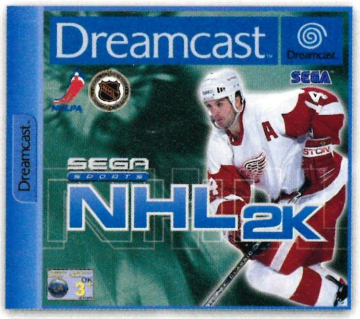


## POWER STONE

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.



# directory

## RACING SIMULATION: MONACO GRAND PRIX

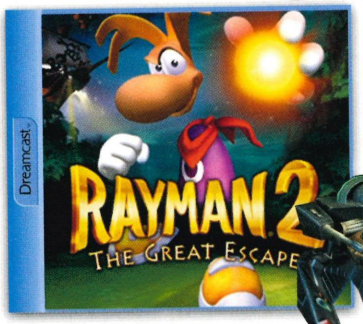
Publisher: Ubi Soft
Players: 1-2 • Reviewed: Issue 1
7

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

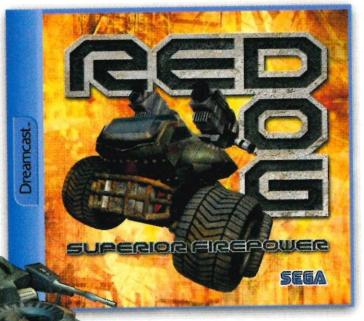
Publisher: Ubi Soft
Players: 1 • Reviewed: Issue 6
9




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.

## RED DOG

Publisher: Sega
Players: 1-4 • Reviewed: Issue 9
6




'Bang, bang, rat-a-tat-tat, you're dead.' That's about the size of most action shoot-'em-ups these days, and Red Dog is no exception. You won't find an introduction to the plot before the 'bang, bang, pow, cabang' comes into play. Instead Red Dog simply dumps you into a vague, future based fracas and leaves you to make your way through the game with the occasional mission objective and tank upgrade in your path.

It's kind of like dating the prettiest girl in school. She doesn't 'alf look nice, but when it comes down to the nitty gritty she just doesn't deliver. Shame really, but that's the way it goes.

## 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.

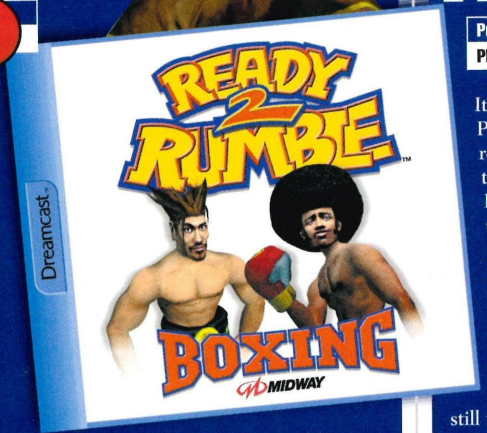



# READY 2 RUMBLE BOXING

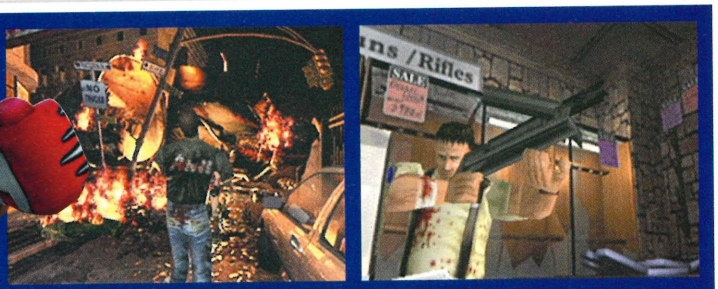


Publisher: Sega
Players: 1-2 • Reviewed: Issue 3
9

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, anc 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 l summed up here, so go the distance down to the shops and you'll come back a winner.



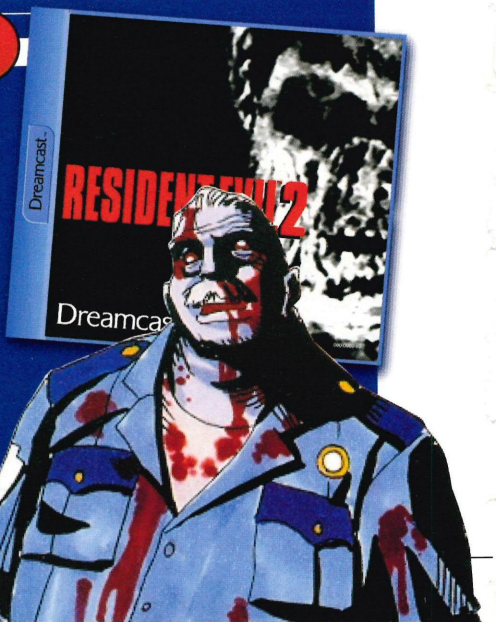

THE GAME THAT MADE THE DREAMCAST'S LAUNCH RUMBLE



# RESIDENT EVIL 2

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

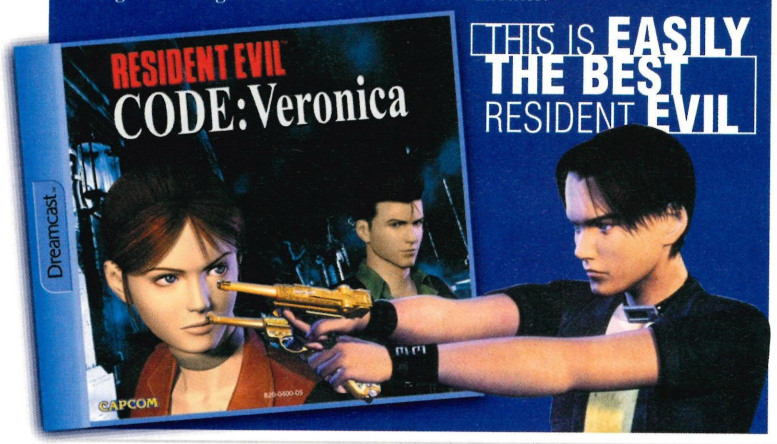
It's already had its day on the PlayStation and now for some reason Virgin have decided to keep the momentum going on the Dreamcast before we're treated to Code Veronica. There's probably no need to tell you that it will always have a special place in all of our hearts, but there's just nowt new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Need we say more? 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.



# RESIDENT EVIL CODE: VERONICA

| Publisher | Eidos |
|---|---|
| Players: 1 • Reviewed: Issue 10 | 9 |

This is a title not to be missed. If you love jumping out of your seat with fright, coupled with immersive and action-packed gameplay, you can't go far wrong with Code Veronica. If you love being gripped to your seat almost as much as you like jumping out of it with fright, Code Veronica keeps you hooked. We were glad the adventure carried onto a second disc, as we never wanted it to end. This is easily the best Resident Evil yet; anyone for another?




## SEGA BASS FISHING

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

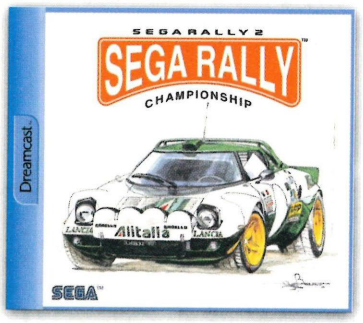
128 bit technology, online gaming and, er, fishing. But not just any old fishing. This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take 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.




## 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.




## SEGA WORLDWIDE SOCCER 2000

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



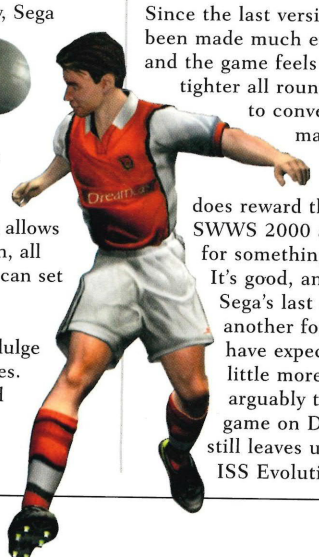

After UEFA Striker's delay, Sega Worldwide Soccer 2000 has come along and given it a kick in the shins. It's a cool marriage of the SWWS series' arcade style and Silicon Dreams' more sophisticated approach. While a quick start option allows you straight into the action, all the options are there. You can set up the camera, select the environment, teams, tournaments, and even indulge in customisation procedures. With intuitive controls and genre-leading graphics, SWWS is firmly the Dreamcast favourite.

## SEGA WORLDWIDE SOCCER 2000 EURO

| Publisher | Sega |
|---|---|
| Players: 1-4 • Reviewed: Issue 9 | 7 |



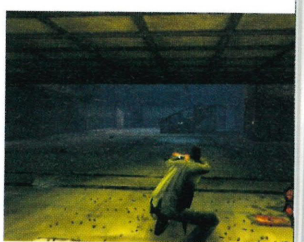

Since the last version, things have been made much easier to get into, and the game feels that little bit tighter all round. It's not going to convert those who had major problems with the previous version, but it does reward those who enjoyed SWWS 2000 and are looking for something a little more. It's good, and it's better than Sega's last attempt, but for another forty quid we'd have expected something a little more than this. It's arguably the best footie game on Dreamcast, but still leaves us yearning for ISS Evolution

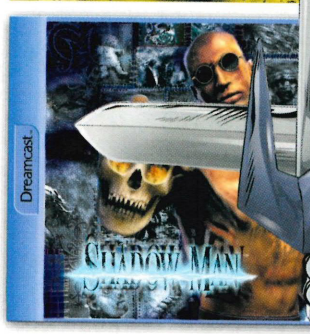


## SHADOW MAN

| Publisher | Acclaim |
|---|---|
| Players: 1 • Reviewed: Issue 4 | 9 |

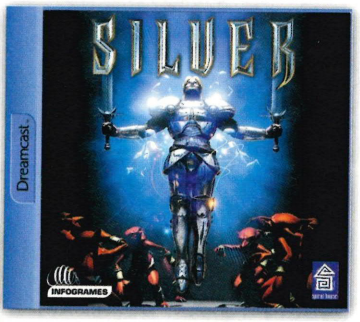
You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices you can blast and flame your enemies and even look them up in secret FBI files. The character movement has been noticeably improved 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.



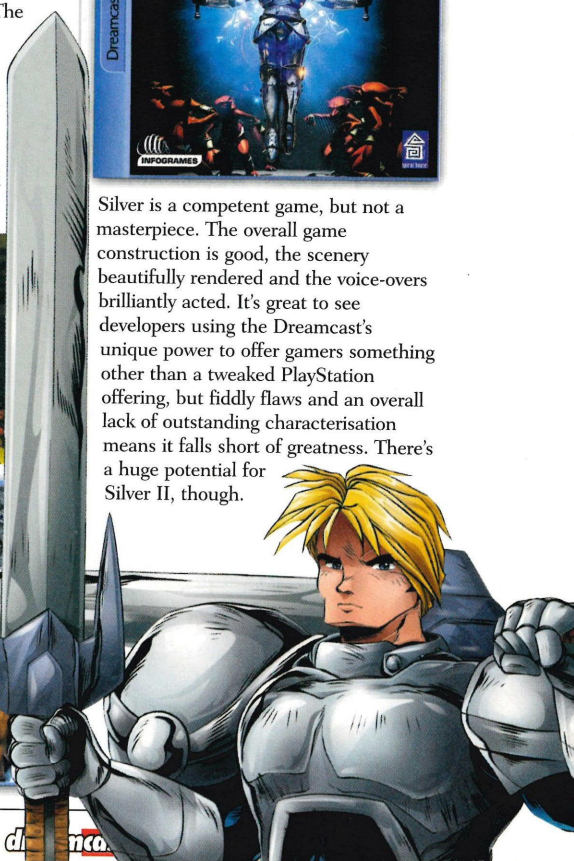



## SILVER

| Publisher | Infogrames |
|---|---|
| Players: 1 • Reviewed: Issue 10 | 7 |




Silver is a competent game, but not a masterpiece. The overall game construction is good, the scenery beautifully rendered and the voice-overs brilliantly acted. It's great to see developers using the Dreamcast's unique power to offer gamers something other than a tweaked PlayStation offering, but fiddly flaws and an overall lack of outstanding characterisation means it falls short of greatness. There's a huge potential for Silver II, though.



# directory

## 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 in order 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 altogether – 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 Virtua 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.

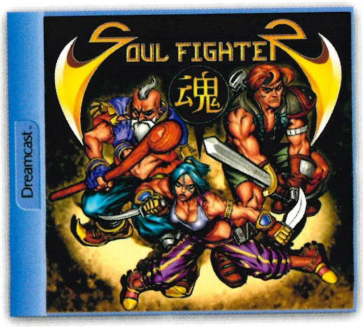





## SOUL FIGHTER

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 to making up for it. A great example of old school action polished up by your Dreamcast.



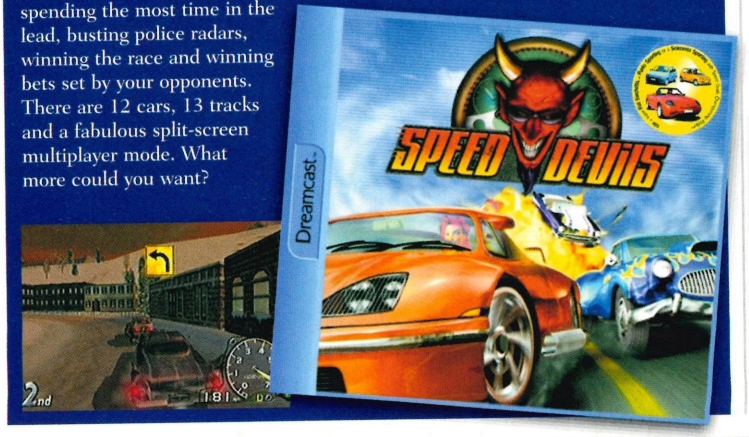

## SPEED DEVILS

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 fabulous split-screen multiplayer mode. What more could you want?



**SPEED DEVILS IS AN AMERICAN MUSCLE-CAR RACER WITH A TWIST**




## 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.



## STREET FIGHTER DOUBLE IMPACT

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

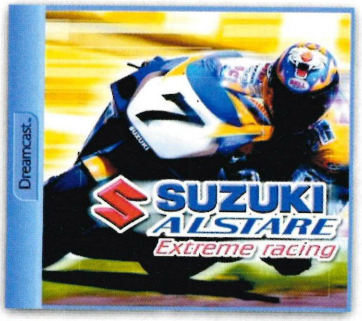
If 2D fighting is your bag, there's no doubt that Capcom's latest scrapper is the cream of the crop. The only original characters left are Ryu and Ken (and a secret appearance by Gouki – surprise, surprise!). The only truly weak point of Street Fighter III is the lack of a serious long term challenge. 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.



## 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.

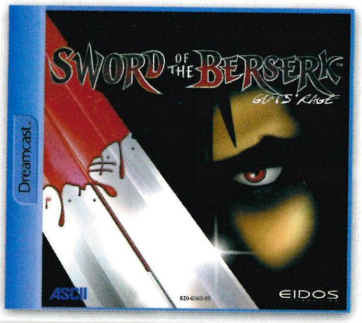



## SWORD OF THE BERSERK

Publisher: Eidos
Players: 1 • Reviewed: Issue 9
4

The action hots up right from the start, as you defend a young girl and her father from a gang of cut-throats. Enter some gory 3D sword-swinging action. It's not too tough (the first encounter is a trainer, after all), but the fight certainly whets your appetite for what's to come.

But what a let-down. Sword of the Berserk should've been a cool game, but it's so lazily designed you'll probably give up out of sheer boredom long before you complete it. There's a great game to come out of this engine, but Sword of the Berserk isn't it. It's too flat, too samey and too bloody boring. You can't fault it technically, but its level design doesn't match its programming standards. Best leave this one on the shelf.




## TECH ROMANCER

Publisher: Virgin
Players: 1-2 • Reviewed: Issue 9
5

Tech Romancer is easy to pick up and play; nothing too complex here, just bash those buttons and get on with it. It looks like a traditional fighting game, with the same colourful graphics and special effects and good finishing moves too – shame you're the one being finished. The decent selection of combatants gives you the chance to be beaten in a number of various guises.

Tech Romancer certainly looks the business and will be instantly familiar to fans of the genre. Therein lies the problem: there is nothing here that you have not seen before, or seen better.



## 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.

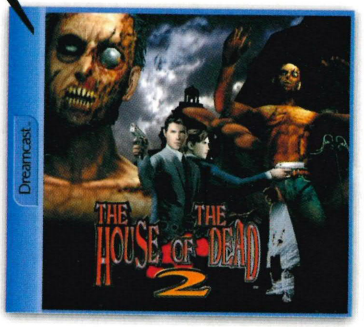
**THIS TITLE IS SATISFYINGLY TASTY ENOUGH FOR YOUR GAMING PALETTE**




## THE HOUSE OF THE DEAD 2

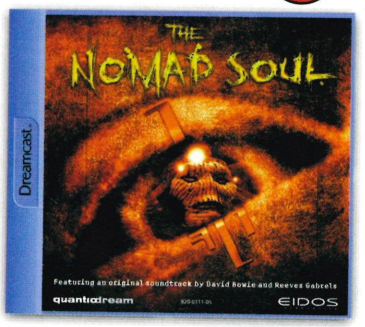
Publisher: Sega
Players: 1-2 • Reviewed: Issue 1
8

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. You must 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.

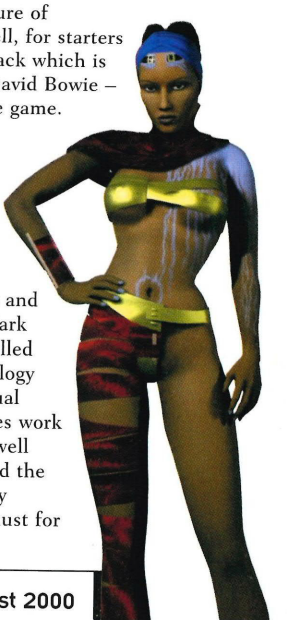



## THE NOMAD SOUL

Publisher: Eidos Interactive
Players: 1 • Reviewed: Issue 8
8




This is clearly the future of adventure gaming. Well, for starters it's got a cool soundtrack which is written and sung by David Bowie – he even appears in the game. Basically, you're a law enforcement officer who's had to possess another bloke's body so he can investigate his partner's death. Nomad Soul offers a well-defined challenge and a deep insight into a dark and futuristic world, filled with utilitarian technology and a functioning virtual community. The puzzles work logically through this well balanced adventure and the graphics are beautifully cinematic – this is a must for fans of the genre.

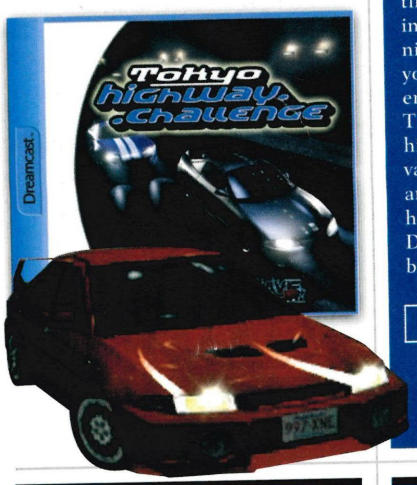


# directory

## TOKYO HIGHWAY CHALLENGE

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

Pick one of 24 cars and race along Tokyo's 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.




## 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**



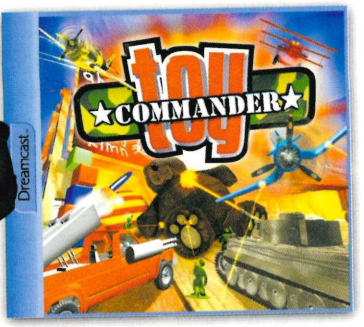




## TOY COMMANDER

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 games.




## TRICK STYLE

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

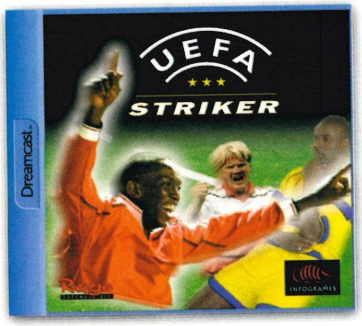
With their stunning Dreamcast debut, Criterion have lifted snowboarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of excellent 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

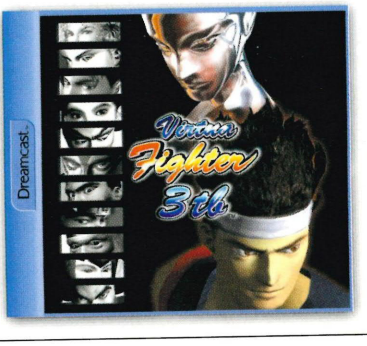
It's just a whole lotta gun blasting, truck chasing drivel. No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer, where up to four of you can slog it out – it's stress relief if nothing else. However, 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

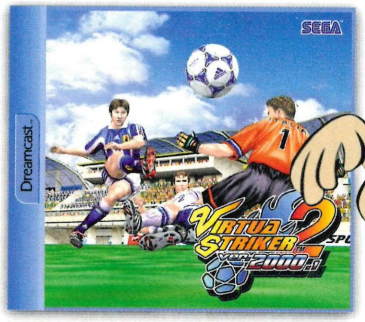
Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present, along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's 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.




# WACKY RACES

Publisher: Infogrames
Players: 1-4 • Reviewed: Issue 10
8

Wacky Races is a great karting game which is full to the brim with invention and humour. It manages to succeed in being both a lot of fun and a great challenge. With so many modes to conquer and bonuses to unlock, decent gameplay and excellent graphics, let us hope that Wacky Races will herald a new generation of original karting games. Heyyylp!




WACKY RACES WILL HERALD A NEW GENERATION OF ORIGINAL KARTING




## 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, 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 definitely the best puzzle game for the Dreamcast yet – other than Tetris 4D, that is.




## WILD METAL

Publisher: Take 2 Interactive
Players: 1-2 • Reviewed: Issue 6
8

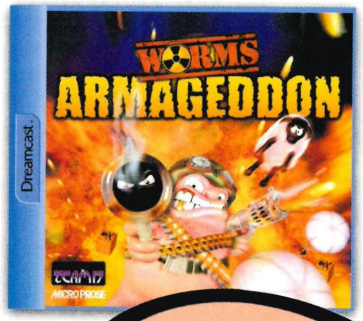
Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the best. Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and 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.




## WORMS ARMAGEDDON

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

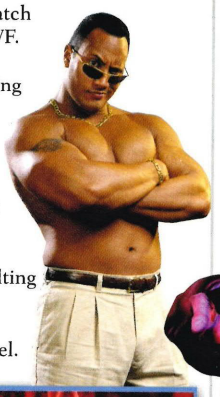
With more weapons, redesigned terrain and extra game modes, this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options 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 team's special weapon. Splendid.

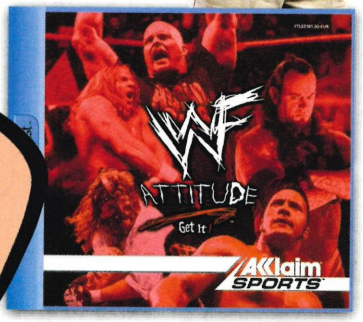



## WWF ATTITUDE

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.





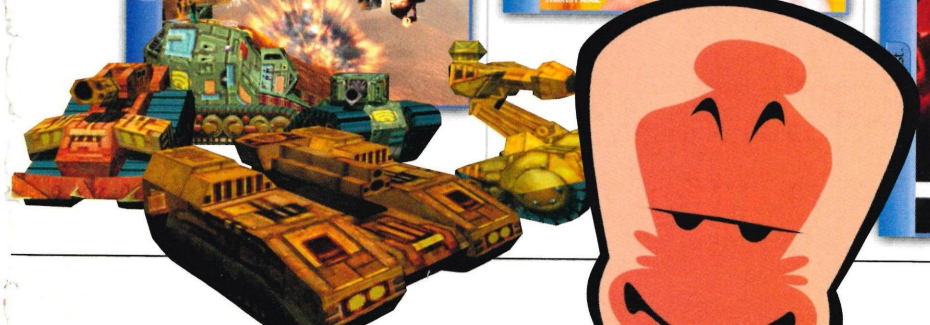

## ZOMBIE REVENGE

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?

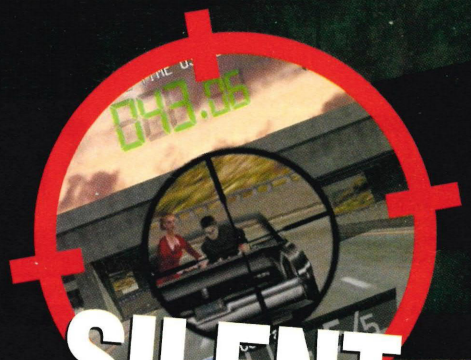




# next month





## SILENT SCOPE

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# DEVIL INSIDE

**...of monstrous proportions.**

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dreamcast MONTHLY
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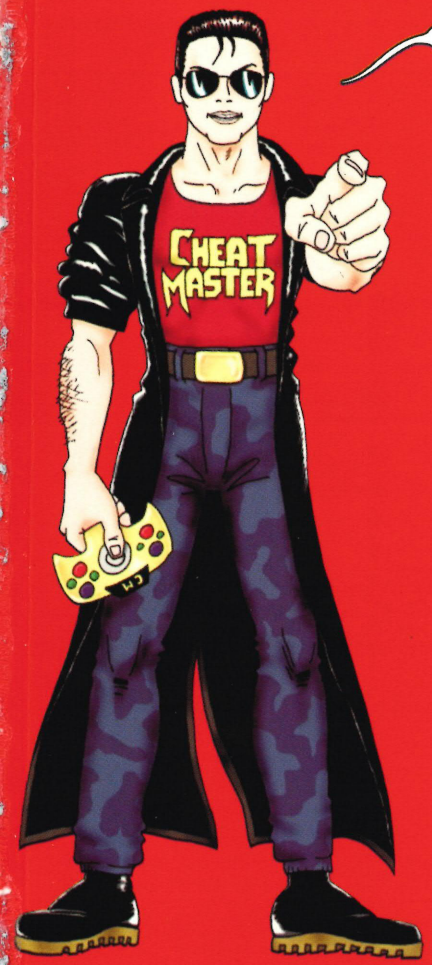
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Virtua Striker 2

**W**
Wild Metal
WWF Attitude

**Z**
Zombie Revenge




THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

**MOBILE PHONE ACCESS:**
**0700 5900 615**

**INTERNATIONAL ACCESS:**
**+44 (0)700 5900 020**

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
**09066 098 158**

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
**09066 098 019**

Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

## DC - GBC - N64 - PC - PSX - PSX2 - SATURN

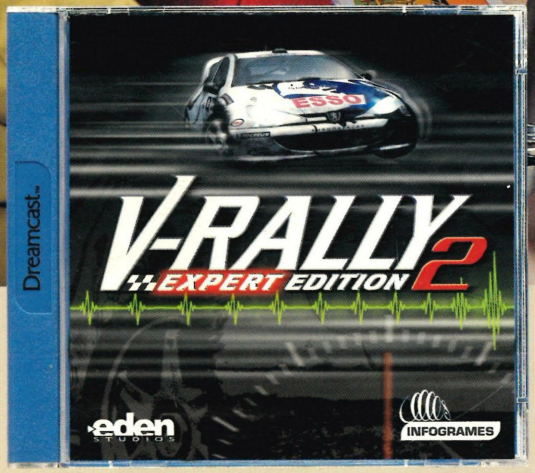
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have 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 or call our

Customer Service: 08700 885 656

**Check out our new website at www.cheatsunlimited.com**

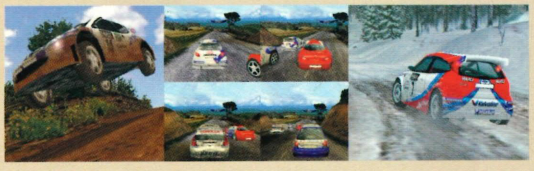



Crédit photo : Gilles DEFAIX




## V-RALLY 2 EXPERT EDITION

# Hold on to reality!



**www.v-rally.com**

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