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TONY HAWK'S PRO SKATER FUR FIGHTERS **TOMB RAIDER 4** SILVER **SUPER MAGNETIC NEO** RAILROAD TYCOON II

Official Sega Dreamcast™ Magazine

SPECIAL ONLINE ISSUE!

Issue 6 July/August 2000 www.DailyRadar.com

EXCLUSIVE PREVIEW!

JET SET RADIO!

Sega's Street-smart skater PUMPS UP the VOLUME!



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TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Comic Mischief
Suggestive Themes

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Fuzzy Wuzzy Was A Bear... now he's dead.



Put Teddy on the most endangered species list and FUR FIGHTERS™ on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!



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PC CD-ROM

Sega Dreamcast™

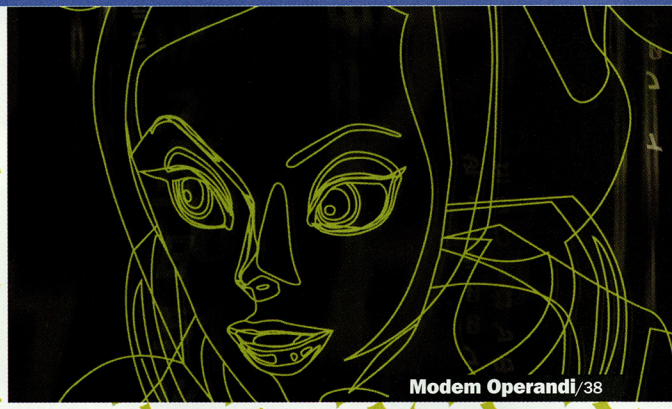
Acclaim®

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Official Sega Dreamcast Magazine
July/August 2000



Jet Set, er, *Grind* Radio/32



Modem Operandi/38



Fight Club/48

FEATURES

We knock ourselves out in the name of edutainment

Jet Set Radio/32
Trade your guns for inline skates, kids: Gang warfare is about to change forever! Travel with **ODCM** to Tokyo for a hands-on exclusive preview of Sega's hot new grafitti-tag skater (newly titled ***Jet Grind Radio***).

Sega.com/38
You and your Dreamcast are about to be launched into the World Wide Web: But who's gonna catch you? We'll uncover Sega's online strategy for getting Dreamcast users—and company profits—right where it wants them. Everyone wins!

Fight Club/48
You talk the talk. But how good are you? **ODCM** takes both cheeks off the sofa and into the moody spotlight of a Buick's high beams, to walk the talk with fighting games. And the pain was real!



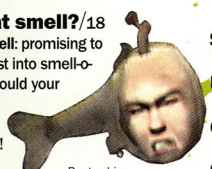
Good, clean American fun

DCDIRECT

All the news that fits—we grease it up good to slide it into those corners.

Free Dreamcast! /14
Is anything good truly free? Unless it's the toy surprise in a box of Cracker Jacks, no. Lucky for us, this DC isn't really free at all!

What's that smell?/18
Meet the **iSmell**: promising to turn Dreamcast into smell-o-vision. What could your favorite DC games smell like? Find out!



Bastard in a tank

Tokyo Game Show 2000/24
ODCM tours the industry's biggest international showcase. Simon hits up the games, the bars and the booth babes...

...And more/18-22
- ***SC5*'s Ulala: pop star in the making**
- **We kick *NextGen*'s ass at *Tennis***
- **Dreamcast taste test**
- **More dirt about *Seaman***
- **Richard Simmons?**
- **The Hot List!**
  - **El Dorado's Gate**

COMINGSOON

Hands-on looks at games that are gonna be out real soon. We think.

Ill Bleed/62
Use all six senses in this horrific game.

Sonic Shuffle/66
"I wanna play as Tails!" Er...

Wacky Races/68
Hanna Barbara meets Dreamcast

Sydney 2K/68
Eidos goes for the gold

UFC/73
Now, that's what we call...quite good

Cool Cool Toon/77
Better brush up your platforms, Ulala!

Super Runabout/79
Smash-up San Francisco driving game

Eternal Arcadia/80
The eternal wait is almost over!

Marvel vs. Capcom/82
30% more fun per polygon

Sno-Cross Championship Racing/84
Summer's winter wonderland

World Series Baseball/84
When the Fox coverage isn't enough

Virtual On: Oratorio Tangram/88
Now, about those twin sticks...

REGULARS

Three things to count on: death, taxes and **ODCM**'s tight editorial pants

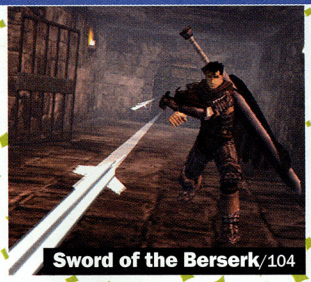
DCNATION/58
New! Value added! We'll show you how to become a part of the worldwide Dreamcast community—including **How to Get Online in Ten Minutes** (or less, if you're smarter than we are).

DCROM/06
One good reason not to throw the mag away after you've eviscerated the packaging and ripped the disk from its cardboard strip. You want to know how to press the buttons, don't you?

ENDZONE/119
Find out which new games are served up in **Issue #7**. And we'll give you a chance to win a brand spankin' new Birdhouse skateboard and T-shirt—plus copies of *Tony Hawk's Pro Skater 1* and *2*! Read on for contest details. Better get out your magic-markers!

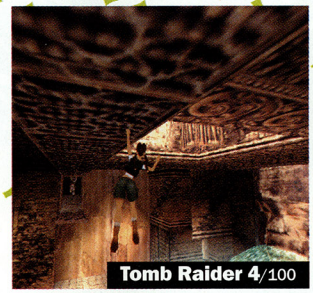


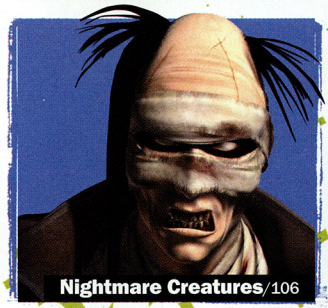












TESTZONE

Terminator 2: Judgment Day **for lots of new Dreamcast games.**

Tony Hawk's Pro Skater/92
Evan Shamoon's happy marriage

I-SPY: Operation Espionage/95
This is your brain on Dreamcast

Evolution 2: Far Off Promise/96
Not so far off at all

Draconus: Cult of the Wyrm/98
Treyarch's *other* title

Maken X/100
Meet the monster under your bed

Tomb Raider: Last Revelation/100
Everything old is new again. Or not

Tech Romancer/101
Full metal hack it

Super Sonic Controller/101
No, it's not a remote-operated hedgehog

Time Stalkers/102
Packed with pixies

Omikron/102
Did we ask for multitasking?

Entertainment Machine/102
TV with an attitude

Sword of the Berzerk/104
Heartburn, Infogrames-style

Extreme Championship Wrestling/106
As hardcore as a lark

NGPC/Card Fighter's Clash/106
Sometimes, smaller is better

Nightmare Creatures 2/106
Nightmare or bad dream?

Gauntlet Legends/107
An arcade legend goes console



NGPC/Gals Fighter/107
It could only be better in Jello

MDK2/108
Sleeper hit of the issue!

Grand Theft Auto 2/109
Still legal in most states

Dream/Extension cables/109
Makin' it longer for our peeps

4 Wheel Thunder/110
Fast and pretty: A nice combo

Striker Pro 2000/110
It's got balls

Jumbo Memory Pak X2/110
Re-reviewed

HOWTO

We help you beat the game instantly—so you can get a life!

Tony Hawk

Learn to skate it like Tony himself— we've got the maps!

Skate-game expert **Noah Massey** packs every map, code, cheat and special move in *Tony Hawk's Pro Skater* into our strategy guide. Ollie up with us to skate your absolute best—but if you hear a hootenanny in the middle of the night, it's probably Grandma Ethel pulling of some pretty ill stunts on your Dreamcast. 'Cause everyone, everyone, everyone loves *Tony*!



One minute I was Editor-in-Chief of the world's best selling Dreamcast magazine, and the next I was gone—whisked away to a new assignment as Launch Editor of *Revolution*—America's first mainstream dance-music lifestyle magazine. There was barely time to say goodbye to the team as I was dragged by Imagine Media's security droids from Dilbert Cubicle No.23345089900 down the hall to my new digs. A severed hand is the price you pay for opportunity, I guess.

I barely had time to pen this final intro, and almost forgot to ask Evan how he'd got on with *Tony Hawk's Pro Skater* [p. 92] and whether the excellent **Fight Club** feature [p. 54] we had worked on had been finished in time, and to thank our readers for making us all fabulously wealthy (hah!) to say nothing of thanking Sega for allowing us to be truly editorially independent. The security droids hovered menacingly at the door as I debriefed the team for the last time, tears welling up in my eyes.

"Evan, did you finish the *Tony* review?"

"Yes, sir. I gave it a 9, it was great, sir." barked Evan, saluting dutifully.

"And, Fran, did you write the ***Jet Set***—sorry—***Jet Grind Radio*** feature [p. 32] and say it's the best game to come out of Sega in ages?"

" Yes, sir, I did, " said Fran, almost looking moist about the eyes. But not quite. God knows how she kept her composure.

"And Dan," I asked, "Did you change the color of the spraycan on the cover while I wasn't looking?"

"Yes, sir, I sure did," said Dan, his bottom lip trembling with emotion.

"And Dina, did you pepper the issue with your esoteric comments that will horrify parents of small children and give me nightmares for months?"

"Incontrovertably," she replied, in gibberish.

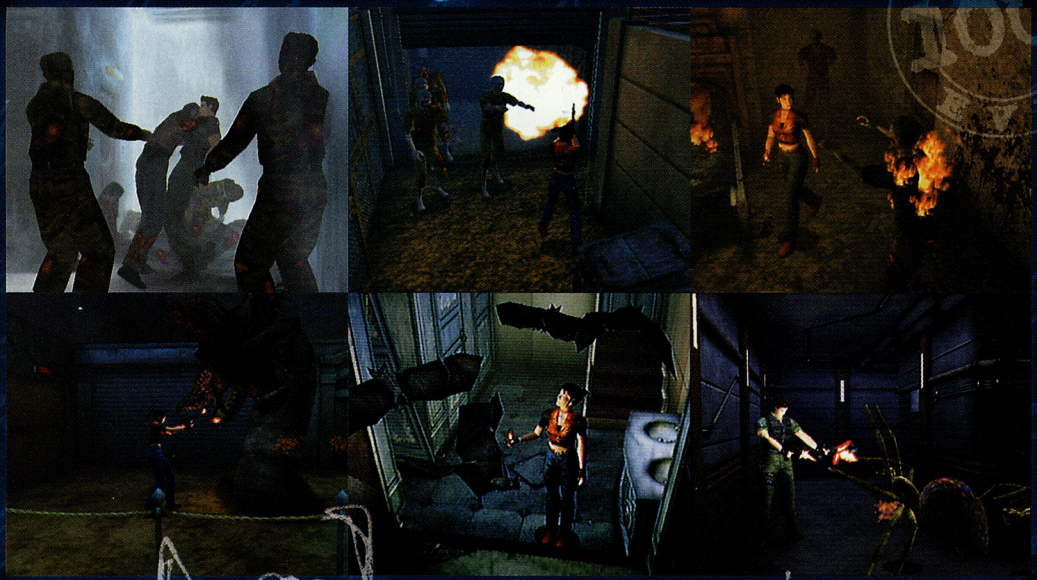
"Dave...did you ensure that the **Modus Operandi** feature [p. 38] was a pixel-perfect rip-off of *The Matrix*?"

"Sir, yes Sir!!" He barked.

"Good. Good work, everyone, " I said, and tried desperately to think of something appropriately profound to say in parting. "*Tomb Raider 4*. What a load of crap, eh? I knew they'd f#@* it up." And with that, the steely grip of the Imagine deathbots closed around my wrists and I was pulled, weeping, into the void beyond the upstairs kitchen. Game Over, then, for me. As for the magazine? Just Insert Coins to Continue...

Simon Cox, (former) Editor-in-Chief

It's everything you FEARED.



And more.

Now the most chilling game series of all time awaits you on Sega Dreamcast.™ Resident Evil Code: Veronica delivers a terrifying new chapter in survival horror. Frighteningly realistic. Graphically astonishing. Relentlessly terrifying. It's two disks of 100% pure fear. And it's all so real, you'll start sleeping with the lights on.

RESIDENT EVIL
CODE: Veronica™

MATURE M — Animated Violence, Animated Blood and Gore — CONTENT RATED BY ESRB

Sega Dreamcast

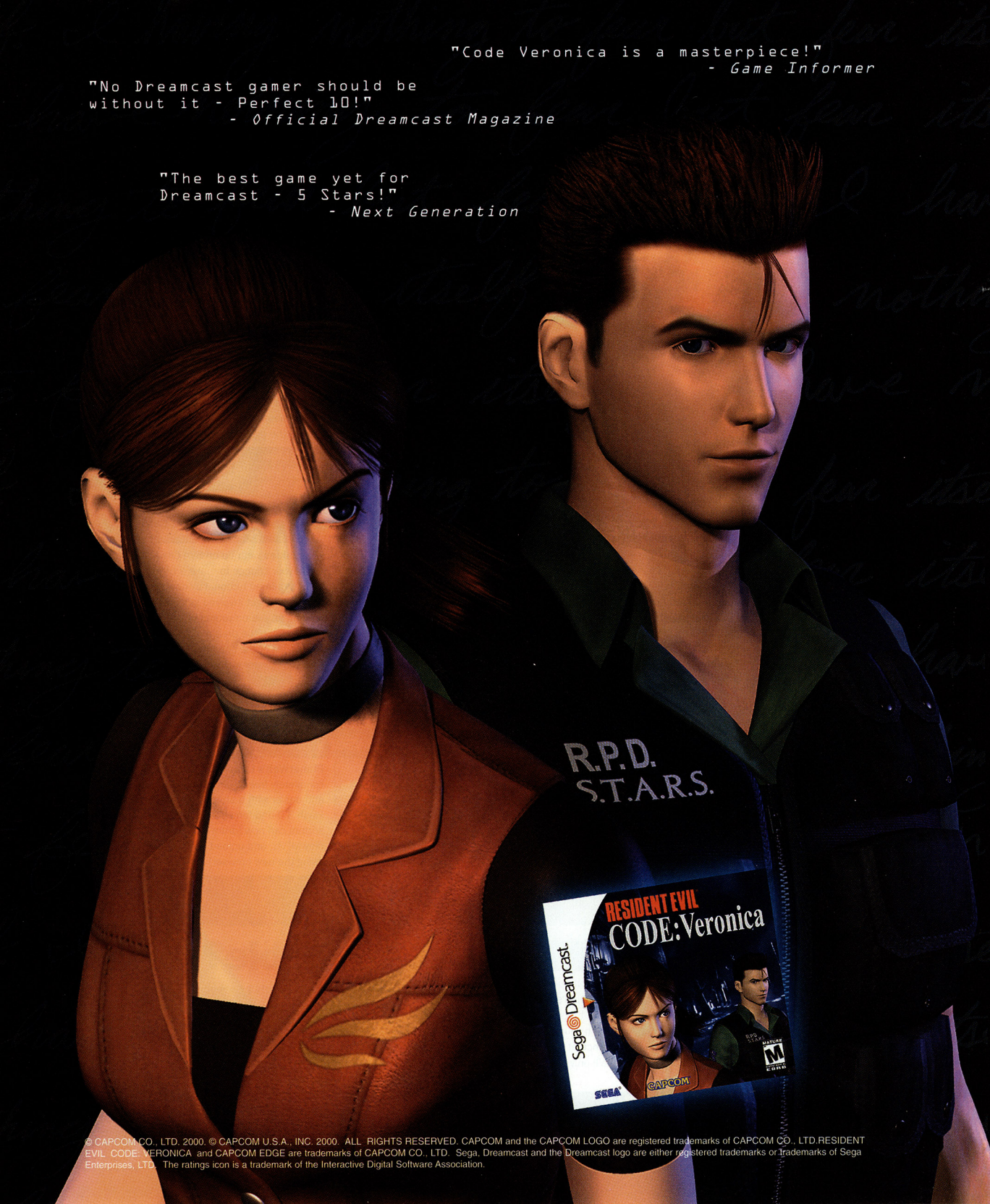
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"Code Veronica is a masterpiece!"
- Game Informer

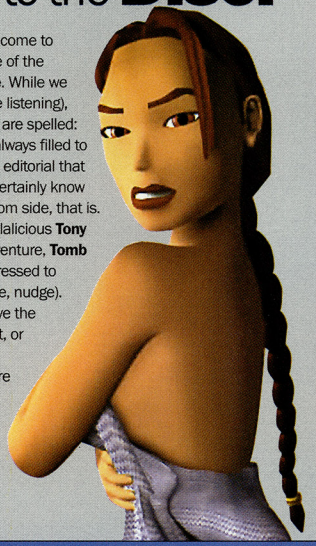
"No Dreamcast gamer should be without it - Perfect 10!"
- Official Dreamcast Magazine

"The best game yet for Dreamcast - 5 Stars!"
- Next Generation



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Welcome to the Disc!



There are a few four-letter words that come to mind when flipping through an issue of the **Official Sega Dreamcast Magazine**. While we won't list them all here (you know, the kids are listening), we know that two of the most important ones are spelled: D-E-M-O and D-I-S-C. And while every issue is always filled to bursting with our entertaining and informative editorial that you know you simply cannot live without, we certainly know which side our bread's buttered on—the GD-Rom side, that is.

And with shiny new demos of Crave's droolalicious **Tony Hawk's ProSkater** and Miss Croft's latest adventure, **Tomb Raider: The Last Revelation**, you'd be hard pressed to find a reason NOT to buy this magazine (nudge, nudge). Just think of it: telling your friends that you have the latest, most up-to-date **Browser** for Dreamcast, or that you were able to play Crave's addictive platformer, **Super Magnetic Neo**, weeks before you could buy it. Or how about getting your hands on Infogrames' RPG, **Silver**, and Acclaim's cuddly shoot 'em up, **Fur Fighters**? Well, dig in, dear reader and get your bragging shoes on. It only gets better from here on out.

Silver

PUBLISHER INFOGRAMES **RELEASE DATE** OUT NOW **PLAYERS** 1



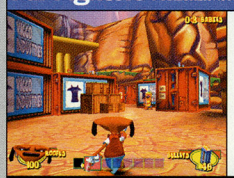
Given the dearth of DC RPGs, we welcome this hack 'n' slash with wide arms. Realtime action instead of turnbased combat asks you to master a bevy of moves in order to come out alive. Join David and his Granddad (yes, this is truly an all ages affair) for a small portion of their journey to track down the evil emperor who has stolen David's wife.



Stick: Movement
D-Pad: N/A
A Accept/Swing
B Command Cluster
X N/A
Y Command Cluster
LJ Show Exit/Hint
LR Attack Switch

Fur Fighters

PUBLISHER ACCLAIM **RELEASE DATE** OUT NOW **PLAYERS** 1-2



We're bringing you a timed jaunt in the one-player version and a two-player deathmatch. The control takes a bit of getting used to (much like *MDK2*), but have patience, young Skywalker. Switch between characters (jump on their icons to be teleported into their bodies) to have the most fun, and make sure you use the right guns. Oh, and let the fur fly.



Stick: Rotate cam
D-Pad: Change Weapons
A Move Right
B Move Back
X Move Left
Y Move Forward
LJ Jump
LR Shoot

Tony Hawk's Pro Skater

PUBLISHER CRAVE **RELEASE DATE** OUT NOW **PLAYERS** 1



Trust us when we tell you that you're about to invest countless hours in this demo. While you're limited to skating in the Warehouse level, the tricks you can pull off are entirely up to you and your crazy talent. This is a great practice level, so use it to help prep your skating skillz for the marathon skate sessions you'll have in June (ish). And love that 'Retry' option.



Stick: Move/Turn
D-Pad: Move/Turn
A Tail Grab
B Jump
X N/A
Y Rail/Hand Plant
LJ Rotate Left
LR Rotate Right

Railroad Tycoon II

PUBLISHER GOD **RELEASE DATE** OUT NOW **PLAYERS** 1



Sim junkies weaned on *Sim City* and *Theme Park*, here's your chance to make a bigtime stab at being a—well, railroad tycoon. Lay down tracks, build stations and get involved in local politics, while keeping an eye on your cash stash at all times in order to keep the dream alive. This sample level gives you a taste of the good life of every monopolist.



Stick: Move Cursor
D-Pad: Move Cursor
A Option Select
B Option Select
X N/A
Y Game Info
LJ Button Display
LR Button Display

Tomb Raider: The Last Revelation

PUBLISHER EIDOS **DATE** OUT NOW **PLAYERS** 1



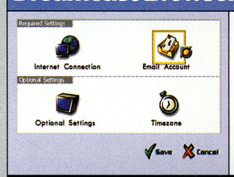
The first lady of adventure videogames has finally landed in the Dreamcast world, and we couldn't be happier. The demo you now hold in your little reader hands will let you sample one of the first levels in this massive adventure, giving you just a taste of what awaits you in the full version of *Tomb Raider: The Last Revelation.*



Stick: Walk
D-Pad: Run
A Shoot/Action
B Roll
X Jump
Y Draw Gun
LJ Look Mode
LR Crouch/Crawl

Dreamcast Browser ver. 2.0

PUBLISHER SEGA/PLANETWEB **RELEASE DATE** OUT NOW



PlanetWeb's latest browser is finally here, completely free to our readers! Get online quicker and easier with a streamlined interface that includes Flash 3.0 and force feedback support. And DC web surfers can now (drum roll, please) download and play MP3s, and upload VMU data to the internet using the new browser! Sweet.



Stick: N/A
D-Pad: N/A
A N/A
B N/A
X N/A
Y N/A
LJ N/A
LR N/A

Super Magnetic Neo

PUBLISHER CRAVE **RELEASE DATE** JULY **PLAYERS** 1



Two levels of blindingly colorful glee are about to infect your DC! The rules are simple: use Neo's head to polarize either North or South in order to use launch pads and destroy enemies. Polish your skills enough, and you might even get a chance at the Bonus Round that follows Level 1. We'll only warn you once: it's addictive!



Stick: Move
D-Pad: Move
A North
B South
X Jump
Y Use
LJ N/A
LR Dash

Having Trouble?

Can't get your GD-ROM to work properly? Sometimes a little cleaning does wonders. Try wiping it gently with a soft, lint-free cloth. If that doesn't work, contact our customer help mailbox at **dischelp@imaginemedia.com** and we will be happy to help.

Bear in mind that our disc isn't intended to work on your personal computer—it'll only run on a Dreamcast. That's the whole point. So don't even try it on one of those 'other' CDROM based videogame systems, either. We mean it. Really.

Help Mail: dischelp@imaginemedia.com

www.DailyRadar.com



遠い約束 Evolution 2 FAR OFF PROMISE



YURKA

[rpg survival tactic #1]

Shrouded in mystery and cloaked in secrecy, a new force has divided Mag and Linear, threatening the trust between them. With no clear motive, and always one step ahead of everyone, Yurka alone possesses the immeasurable power of destruction, and the subtle power to rend Mag and Linear apart.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

機世界エボリューション2

RATING PENDING RP CONTENT RATED BY ESRB

STING Esp Sega Dreamcast. Ubi Soft ENTERTAINMENT

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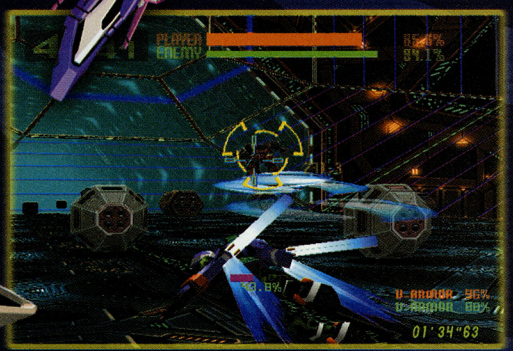
High-intensity battles in single or 2-player mode.

save your tokens.

"Virtual-On: Oratorio Tangram is one of the most visually impressive Dreamcast titles yet."
— Next Generation







Fight it Virtuaroids in Extreme 3-D battlegrounds!

www.activision.com

Sega Dreamcast.

TEEN T Animated Violence
CONTENT RATED BY ESRB

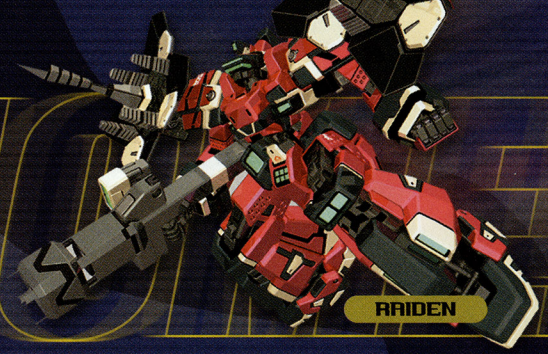
ACTIVISION.

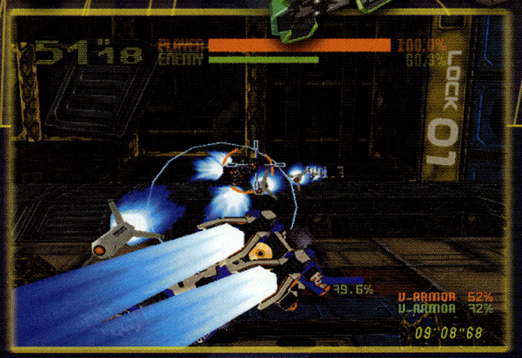
"The title hard-core gamers have been waiting for!"
— GameFan





Super frenzied! Super fast!





Fantastic futuristic weapons!

The wildly popular arcade game comes to your Sega Dreamcast™ in a perfect detail-by-detail sequel. You won't believe how exact, how frenetic and explosive it is... until you take on a 60-foot enemy with your extinction on its mind.

CYBER TROOPERS
電脳戦機バーチャロン
VIRTUAL ON
ORATORIO TANGRAM™

Win a free *Virtual-On*™ Arcade Machine!
Enter at www.dailyradar.com/contests/virtualon.html, for your chance to win!
(Contest ends 7/31/00)

SEGA.COM

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Team ODCM

IT'S BEEN QUITE AWHILE since we changed this text, and we feel that, as a regular, loyal reader of this magazine, you deserve more. You may not agree, but that's just low self-esteem talking. Anyway, below are the mugs and mildly amusing bios of the six simians that put together the mag. Send adult beverages to help us through the next issue. Or a card. Cards are always nice. We'd like to hear from you...honest!



SIMON COX
(Suddenly Former) Editor-in-Chief

Having finished birthing the lovable monstrosity that is **ODCM**, Simon had his nether bits sewn up and moved to Imagine's *Revolution* music mag, where as Launch Editor he continues to spout patently absurd ideas that somehow turn out great. The bastard. We'll miss him.



DAN FITZPATRICK
Art Director

Cover model for sci-fi horror flick *The Smarm*, Dan's demonstration of his sexy 'babe magnet gaze' provides further insight into (and proof of) his unhealthy 'admiration' of female game characters. Also seen whispering "I am Al Haig!" to himself during editor transition chaos.



DINA FAYER
Managing Editor

Defender of all that is *Star Wars* and grammatically correct, Dina now faces the most insidious pair of enemies since she joined the team: Evan's developing "huh?" condition and bad game journalist fashion. Armed with a 'pocket wookiee,' she's training us to worship the word. Er—words.



FRANCESCA REYES
Senior Editor

Sad comment on our times: the Fran-stalking has gotten so out of hand that for security reasons we had to replace her photo with these boxes of Fran Pocky. Despite (because of?) these difficulties, Fran remains glued to her desk nearly 24 hours a day..."for the kids."



DAVE CORDON
Associate Art Director

See how much happier Dave looks? No longer 'half-a-person,' Dave's now a full-time **ODCM** chimp, and nobody's happier than we are. Check out his phat layouts for our **Tony Hawk** tips, **Jet Grind Radio** and **Modem Operandi** to see why. Mmm... Grungy. Welcome, other half of Dave!



EVAN SHAMOON
Staff Writer

New York transplant who can't believe how easy this writing gig is. "I just write whatever crap comes into my head, and they print it!" He displays amazement every other Friday when, due to what must be a clerical error, he is paid again...of course, we *do* make him work 15-hour days.

LETTER OF THE MONTH

Point Taken

I like to think I'm not alone in that I'm sick of seeing *only* sports, fighting, and racing games on the market. Back in the days of the Genesis, there were limitations on what kinds of games were feasible for a console system. With the DC's capabilities, I had hopes that things would change—yet the only PC games being produced now are sports, racing, and first-person shooters.

My question is this: I know that LucasArts has signed a deal to develop some of their *Star Wars* games for the DC, and I was wondering if there was any chance they'd port their anti-point-and-click uber-adventure title *Grim Fandango*?

Tom
TomMcWeeny@webtv.net



What wouldn't we do to get *Grim Fandango* on Dreamcast? Thinking... Thinking... Um, we'll get back to you.

ODCM: We've got some beef right here for ya, Tommy. Concerning adventure games—well, we couldn't agree more. Our gaming hearts bleed console gray when we think of some of those LucasArts point-and-click games. They're some of our all time favorites, and we'd sell our (albeit worthless) bodies for the opportunity to play them on Dreamcast. Cheaply.

So write to LucasArts and let 'em know what you want! That's the only way these guys will ever get an honest picture of what their market's looking for. As far as what we know is coming for unimpacted genres—i.e., NOT sports, racing, or first-person shooting—*Stupid Invaders* looks awesome, and *Arcatera* looks good. We like adventure games. So that's why you're Letter of the Month. Congrats!

Fight, Fight, Fight

What ever happened to *Fighting Vipers 2*? It utilized Model 3 technology and would be easy work for Dreamcast...It's weird that no one, to my recollection, has mentioned any plans of a Dreamcast conversion. So it's up to me. What's its future?

Chase
cnfatty@hotmail.com



ODCM: Very noble of you, Chase. Actually, we've heard from our sources in Japan that Sega is "looking into" porting *Fighting Vipers 2* to DC, but no word yet on when, where or who. Apparently, it can be far more difficult to port Model 3 games to DC than it is to Naomi, since most of the game has to be redrawn and reprogrammed to suit the power of Dreamcast. We saw what this conversion could do to a game in the import DC version of *Virtua Cop 2*—let's hope *FV2* won't suffer the same fate.

Blame Canada

I feel that it's about time Sega stopped ignoring Canadians. I can't enter any of the contests at Sega's web page, they didn't even think about bringing the Sega Assault Tour vehicles here, and while I was reading the ad for *Chu Chu Rocket*, it said at the bottom of the page: "Go online and face wacko opponents from all across this great nation." What about Canada? I'm not saying that Sega is a crappy company—it's the best. I just think that it should care a little more about us Canadians. And contrary to popular belief, we don't live in igloos.

Gary Derdall
gderdall@home.com

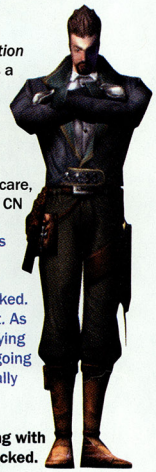
ODCM: Hahahahahaha <sniff sniff, wince wince> ...Hahahahaha. Well, Friend from the North, Sega seems to think that it wouldn't make enough money in the Land of the Smaller Dollar to justify acknowledging its consumer existence—or they just hate Terence and Philip. We suggest, Gary, that you and your friends to write to Sega: maybe it's ABOOT time they got a loud reminder.

Castle Kept?

I am not your typical gamer, though I have been gaming for more than half of my life. I am a 30 year old Ph.D. working at a major internal medical practice in Manhattan (NY). After reading your May/June 2000 Issue, I was so influenced by your ability to analyze and describe the Dreamcast experience that I went out and purchased one (along with *RE: Code Veronica*, *Dead or Alive 2* and *House of the Dead 2*). Playing the DC is breathtaking. I never would have thought of purchasing it if it wasn't for your excellent game journalism skills. Thanks!

I do have a question. According to DailyRadar.com, *Castlevania Resurrection* was cancelled, yet you have it listed as a Q4 release. Can you clear this up? As well as print any information on the upcoming *Half-Life*? Please keep up the excellent work, and please go monthly. I need more ODCM—stat!

Take care,
Robert L. Pastore, Ph.D., CNC, CN



ODCM: Unfortunately, Doc, Konami has pulled the plug on *Castlevania* for "quality reasons." Rumors point to the fact that the game basically...well, sucked. And the company stopped paying for it. As for *Half-Life*, don't you worry. We're paying the Lone Star State a visit, and we're going to ambush its developers. Expect a really great port with extra goodies.

There was only one thing wrong with *Castlevania: Resurrection*. It sucked.

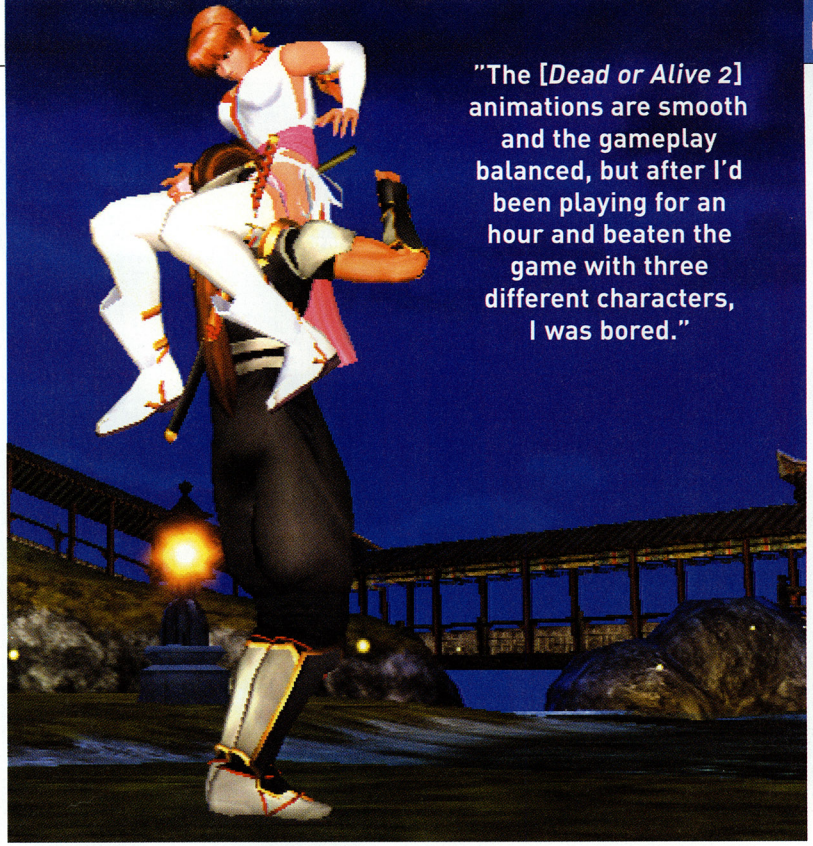
Knows It All

Your magazine is probably the best videogame publication out there. The content, art, layout, and (God help me) even the humor are all top notch. Because you're the most knowledgeable DC mag on the planet, I've got a few questions for ya:
1) It looks like you guys were correct when you reported that Namco's new fighting games would be Naomi based. So, it is almost certain that *Soul Calibur 2*

and *Tekken 4* will be coming to Dreamcast soon, as will (the very boring sounding) *Mr. Driller*. Any idea what the next Namco DC title will be?
2) Capcom certainly seems like they're on board for the long haul, don't they? Any chance that we'll see a version of *Onimusha*? To me, it's the only PS2 game that shows much promise.
3) I need news on *Sonic 2*! Any news?! I don't even care if you make stuff up! Help!

Nathan Ahrens
via e-mail

ODCM: "Probably?" Okay, let's do this up one at a time:
1) Word on the street is that Namco's DC trump card will be *Soul Calibur 2*—although that is entirely unconfirmed at this point. We know that the arcade game is going to be Naomi-based (as reported by reliable Japanese arcade super-site Amusement Graffiti), which means that the game would be incredibly easy to port. And considering the truckloads of money that Namco made on the original, let's just say we'd be 'very surprised' if the second coming of *Soul Calibur* didn't show up on Dreamcast...
2) While Capcom has definitely proven itself as one of the most aggressive Dreamcast developers out there, we don't think that *Onimusha* will make it onto Dreamcast. While it does look incredibly cool, the game is now being developed for PS2 (after beginning on N64, then switching to PSX), and is more than a year from completion.
3) *Sonic 2* will be a romantic 17th-century period piece starring John Malkovich as Sonic and Ru Paul as Tails. We'll be bringing you all the juice that's fit to drink next issue. We promise.



ChuChu-ism

If you so strongly agree with Mike T. (Issue #5's Letter of the Month) that the video game industry has been "burdened by backward, regressive politics and stereotyping," how do you justify running a *Chu Chu Rocket* ad that includes offensive stereotypes? In this particular ad, (**ODCM Issue #5**), an online player from Eugene, Oregon gleefully taunts a player from Tuscaloosa, Alabama by calling him a "monster truck-loving, buck-toothed hillbilly" who would probably eat mice when he "runs out of possum." Further, the player from Alabama is shown unable to compete AND spell. Perhaps the worst aspect of the ad is the fact that the person who's shown uttering blatantly stereotypical comments is also shown as the best player. Southerners are frequent and undeserving victims of stereotypical jokes—how about helping stop the insults rather than perpetuating them?



Lowell Cunningham
Via Email

ODCM: Ouch, Lowell. You're 100% right, actually. Unfortunately, the editorial staff doesn't know what ads will run in the magazine until it's already printed. But after taking a glance at the ad in question, we were quite shocked. We encourage you, Lowell—and all of our other readers—to write to any company with advertising that gives offense. They won't change unless you tell them to.

Imperfect 10?

This is the first time I have ever written to complain about a review for a game. I just received **Issue #5** in the mail and your magazine is great, but I was quite disappointed with your review of *Dead or Alive 2*. Correct me if I'm wrong, but a 10 means that a game is perfect (or at least above reproach). Granted, it is the most beautiful fighter invented and the animations are smooth and the gameplay balanced, but after I'd been playing for an hour and beaten the game with three different characters I was bored. Yes, I did get a friend over later and we played the two-player mode, but once again, after an hour, we turned it off. *Soul Calibur*, on the other hand, had me hooked for hours on end with a thirst for more. It had secrets galore and challenge modes. Where are the extras in *DOA 2*? Oh yes, there are supposedly two hidden characters that are time released or something (yawn).

I really don't care that you gave a game that deserved an 8 a slightly higher rating, and yes, you can make mistakes. But PPLLLEEAAASSSEEE save the '10's' for games that are worthy of such a high honor. Keep up the work on an otherwise great magazine.

John Schmidt
sitandstare@juno.com

ODCM: Here's our reviewer's response: *Hi John, Evan here. Let me try to explain why I believe* DOA 2 *is better than* Soul Calibur. *Now don't get me wrong—I love my* SC. *But when it comes to brass tacks, fighting games are not about the 'extras'—they're about the combat. For my money, the* DOA 2 *fighting engine simply allows for more variety—matches rarely feel like you've had them before, and button mashing doesn't get you nearly as far as it does in* SC. *The fighting is more pure and more subtle than that of its weapons-based counterpart, and the defense/reversal system is more usable than that of* SC. *These are definitely two of my favorite fighting games of all time (along with* SFII *and* Power Stone), *but* DOA2 *wins by a nipple. Sorry.*

PLAYLIST

Magazine publishing is 50% perspiration, .08% intoxication, and 49.92% music-induced trance channeling of someone talented (and dead). To create each issue of **ODCM**, we listen to the same damn songs over and over. This helps us achieve a truly altered state...trust us. Here's this month's playlist:

Space Channel 5 Soundtrack, Roni Size, Evolution, *Fight Club* Soundtrack, Rakim, Resistance D, Glaxxowelcome, Roots, Reflection Eternal, Pop Will Eat Itself, Blur, Bassic, Groove Armada, The Jam, Fatboy Slim, AC/DC, and Everthing But the Girl

WRITE AWAY, CAPTAIN!

This is your page, reserved for answering your questions about Dreamcast, **ODCM** and life in general. We don't really get out of the office enough to have the latter, but we can fake it better than Cruise and Kidman in *Eyes Wide Shut*. [Plus it's the last call for those who want to reserve a hot *Chu Chu Rocket* date with Simon...going, going...] Send your queries to: **ODCM**, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA, 94005. Or do it digitally by sending us email at **dcmag@imaginemedia.com**


I will not mate outside my species. I will not mate outside my species.
I will not mate outside my species. I will not mate outside my species.
my species. I will not mate outside my species.

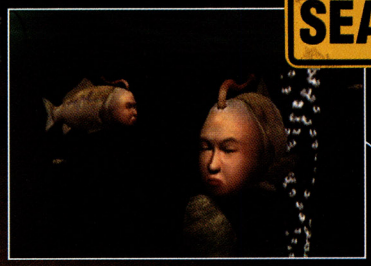
Tough as it is, you must resist. Otherwise, you could end up with something like Seaman on your hands. Oh sure, treat him nicely and he's your buddy. Slack off, though, and he becomes just another verbally abusive mutant. Remember that the next time you feel the urge to fiddle with Mother Nature.

meetseaman.com



SEAMAN ON LOVE:
"Don't make me vomit."

CAUTION
SEAMAN™



SEAMAN ON THE 'F' WORD:
"I'm too polite to use that word, so I'll just say, 'Bite me, you baboon-faced ass-scratcher.'"



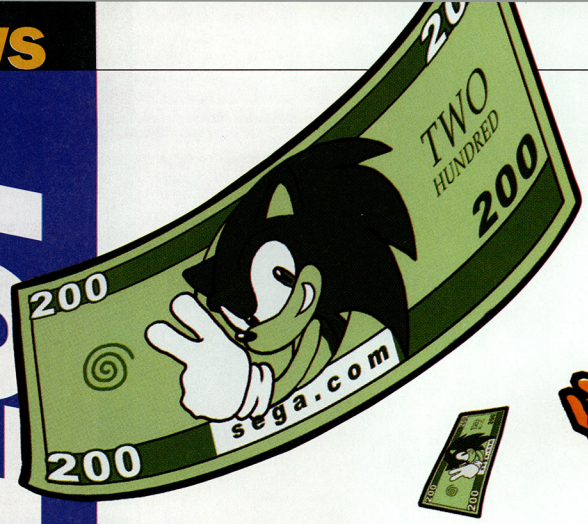
SEAMAN ON HIS ASTROLOGICAL SIGN:
"I need a middle finger to show you."

Sega Dreamcast.

IT'S THINKING

RATING PENDING
RP
CONTENT RATED BY ESRB

DC DIRECT





Dreaming is Free

Sega.com throws down a $200 rebate for joining its speedy gaming ISP

It's true. Sega is giving away Dreamcasts. The company believes so strongly that the future of gaming is moving online that it's willing to put its money—$200 per Dreamcast of it, anyway—where its mouth is.

Here's the deal: If you sign up for SegaNet, the new ISP from Sega.com, Sega will cut you a check for $200 to rebate the cost of your Dreamcast and send you a DC keyboard. If you don't have a Dreamcast yet, the company will either send you the check (so you can run to the nearest dealer to buy one), or send you the console itself with the keyboard. Anyone who's ever bought a Dreamcast (that means you, Chester) is eligible—and there's no need to worry about saving receipts or clipping coupons or talking to a telemarketer. All you have to do is sign with SegaNet.

Needless to say, of course, there'a catch: You have to agree to keep the SegaNet ISP service (at $21.95 a month) for two years. So, over the life of the contract, you'll pay $526.80.

Why use SegaNet

instead of some other ISP—aside from that $200 rebate? In addition to the cash (and the keyboard), Sega is making a pretty big promise: by using SegaNet, you'll get a dramatic reduction in latency—that's the lag time between data leaving your Dreamcast, going to a remote server, and coming back—versus that of other ISPs. Why? Since SegaNet controls the ISP, it gives priority to Dreamcast game traffic, while less time-sensitive transactions, like email postings, have to wait. It's like a gamer's carpool lane on the information superhighway—gaming data just cruises by while all the squatty business stuff has to sit in traffic, honking horns and talking on cell phones. If you don't use SegaNet, you can still surf the web and play online games, but you may not get the same kind of speed that SegaNet users do: which means that you might not be able to compete on their level.

In addition to its rebate program, Sega is mounting an all-inclusive campaign to keep you and your Dreamcast happy, including a whole new wardrobe of online games (for full details on all of these games, see **Modem Operandi**, p. 38). The company has also announced that SegaNet will indeed work over broadband connections, like DSL or cable modems—so no worries; go ahead and buy the speed.

September is the magic month: That's when SegaNet launches online, when checks go out to us greedy Dreamcast owners, and when the first online games released. To sign up for SegaNet and get your filthy lucre, you can head over to http://www.sega.com, or fill out a form at your local retailer.

Sega promises that users of their network will get speedier connections than users of rival ISPs.



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From Final Fantasy to El Dorado's Gate

Famed *FF* designer Yoshitaka Amano goes Dreamcast

Yoshitaka Amano, known for his character designs for Square's *Final Fantasy* series, is currently hard at work on a Dreamcast RPG (planned for Japanese release)—Capcom's *El Dorado's Gate*. The 24-episode game will be published as a bimonthly low-priced game in Japan only (at the equivalent of around $25), with every game being both a stand-alone title and an addition to the mysteries of an epic story arc created by *Resident Evil* plot-guru Flagship. "I've been working on *El Dorado's Gate* for about three years," Amano tells **ODCM**, "And whenever I come to New York I sit down to work on the Capcom game." He laughs, "I have to come up with 300 characters by the end of summer."

The exclusive artwork you see here is straight from the master's pen—and these screenshots are straight from Amano, himself, and Capcom Japan. We're hoping that the publisher will release this unconventional multi-episode RPG in the US, but all signs point to 'no' as of press time (of course, with Capcom you never know what to expect—witness the oddity that is *JoJo's Bizarre Adventure*). For a good look at Amano's virtuosity, check out his work in graphic novel *The Sandman—The Dream Hunters* (nominated for a Hugo Award), or heat up your Dreamcast Web Browser and visit his official website: http://www.amanosworld.com. A full interview with Amano is comin' at you in **Issue #7**!



***El Dorado* will have multitudes of characters on screen at once—as if Capcom feels it has to prove that Amano deserves to be the center of attention!**





The 2D art enables some fantastic lighting effects.



©YOSHITAKA AMANO
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FYI NEWS FEED

■ The company behind *D2*, Warp, has effectively relaunched itself as Superwarp. According to the redesigned website, Superwarp will shift its focus from games to network, DVD and music multimedia interests.

■ Contrary to online reports and various publications (including this one—oops!), *Eternal Arcadia* will **not** be compatible with the fishing rod controller. Consider this a rumor gone wacko.

■ Sega's Shibuya-based development studio R&D #9 has confirmed that it is hard at work on the sequel to *Space Channel 5* and



another DC mystery title. No big surprise, but a welcome announcement for fans of Ulala.

■ Rumor has it that Capcom is secretly working on an online DC RPG. While it has yet to be confirmed by the company, we'll keep you posted.

■ Sega has confirmed the US release of its *Crazy Taxi-meets-B.J. and the Bear* title,



18 Wheeler American Pro Trucker. With mission-based driving events and realistic truck physics to wrassle with, it's worth looking out for.

■ Doreamon, the earless cat fearlessly beloved by millions in Japan (if only it could hear the cheers!), will have its own DC puzzle/sim title this Fall, courtesy of Sega Toys. Expect a merchandise blitz!

■ Watch out, Pikachu! Media Factory, maker of the handheld Pikachu unit in Japan, has announced that it will be giving the same treatment to Sega's *Sakura Taisen* characters. *Pocket Sakura* features the lovely ladies in a game series linked to the Game Boy Color title, and is set to debut in Japan in late June.


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Dustin Ocean Beach, California
Cigarette smoke contains
101
poisons.


Daily Dose of
That's 100 more than rat poison.
©2000 truth℠

'Smell-o-vision' is in your gaming future

But do you *really* want to smell your games?



We hide out in our rooms with our Dreamcasts for weeks on end, eating frozen food, not answering the phone, while the cat comes unfed on the rug because we've neglected to change the litterbox...Why? Because games are an *escape* from the real world, not an affirmation of it. Yet Digiscents, pioneer of digital scent technology, is about to bring a whole new dimension to the 'real world' aspect of console gaming.

Created by co-founders Joel Bellenson and Dexster Smith (who also cofounded biotech giant Double Twist), Digiscents can index almost any scent according to its chemical composition and digitize it into a small, workable file—which can then be attached to any kind of web content, game or email. All you need to 'amplify' the scent is the 'iSmell': a small box about the size of a soda can, which contains (among other things) vials of oils of various compositions that heat up or cool off in accordance with impulses sent by your hard drive. A tiny fan blows the scent produced by these oils toward your nose—and *voila*! The downside, of course, is the inevitability of the stinkbomb: the e-world's version of the letterbomb.

Will it happen? You bet. Rob Dyer, President of Eidos Interactive, says, "Once I saw the demo, I was sold. I see the gaming space all over this."

We Think the Game...	Will Smell Like...
Resident Evil: Code Veronica	Jeffrey Dahmer's Basement
Dead or Alive 2	Teen Spirit Deodorant
Chu Chu Rocket	Tidy Cat™ Kitty Litter
Quake 3	Los Angeles bus exhaust
Crazy Taxi	Chafed vinyl
Space Channel 5	Chafed vinyl
Seaman	er ...Seaman
World Series Baseball 2K1	Freshly mown grass & Bud belches
ECW	Balls Mahoney's Jock

The Toys of Summer

DailyRadar.com wants to pay you to play games & eat pizza

Your rent and cable bill is paid for the summer. You've got ten free movie passes to use whenever you get sick of cable. A free Dreamcast (in addition to the one Sega wants to give you) arrives at your door. Throw in a $200 pizza party AND a $1000 spending spree at the online game store GameStop, and then open your eyes—this lifestyle isn't a dream!

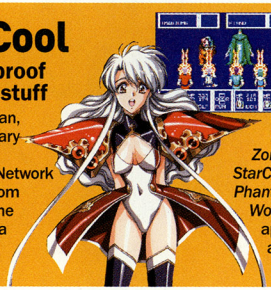
The Perfect Summer Contest, brainchild of Imagine Media's DailyRadar.com, will soon be giving three complete prize packages away to lucky entrants. "We figured gamers like to sit around and play games, watch movies and not go to work—especially during the summer, when there's no school," says Daily Radar's chief suit, Aaron John Loeb. How do you win? It's easy. Just send pictures of yourself in your mom's sexiest lingerie to 150 North—what? Oh. Right. It's a sweepstakes; you can put the garter belt back in the drawer. (Please. For us.) For complete rules and an entry screen, head on over to www.dailyradar.com/contests/perfectsummer. Check out the site's crack DC news, reviews, previews and more. And yes, the contest is Dreamcast Browser compliant.

The Rebirth of Cool

Dream Passport 3: Further proof that Japan gets all the best stuff

With release of Dream Passport 3 in Japan, Sega has officially opened its DreamLibrary service. The DreamLibrary is an online emulation system using the Dreamcast Network in Japan, whereby gamers can choose from classic Megadrive (Genesis) and PC-Engine (TurboGrafx 16) titles, and play them for a specified period of time (for a small fee).

The partial launch list is as follows:



R Type I, R Type II, Vigilante, Fantasy Zone, Super Volleyball, Langrisser, StarCruiser, Flicky, Columns, Puyo Puyo, Phantasy Star II, Crackdown, Monster World IV and Shining Force. New titles appear almost daily on Japan's menu; a US release of the DreamLibrary service is still pending.

DREAM ON GAMES WE WISH WERE ON DC

SNATCHER KONAMI 1988 (MSX/JAPAN)



It's 2047 A.D. Androids are killing humans and assuming their identities; Gillian Seed must sift out these imposters as a detective for the J.U.N.K.E.R. Squad. One of the early titles sprung from the mind of Hideo Kojima (Metal Gear), *Snatcher* (which appeared on MSX, PC-Engine, PlayStation, Saturn and Sega CD) plays like a digital comic with lightgun tendencies. Its dedicated fanbase still hopes for its updated release.

Bleem!CAST

PlayStation games on DC

The impossible has become reality: Thanks to bleem! for Dreamcast, you can now play Sony PlayStation games on your Sega Dreamcast. bleem! even takes advantage of Dreamcast's power to improve the look of PlayStation games, rendering graphics at 640x480 (twice their resolution on Playstation), and adding enhancements like full-screen anti-aliasing and bi-linear filtering. The program will be sold in four separate 'bleempacks', with each $19.99 GD-ROM allowing you to play 100 different Playstation games.

"Fun? Yes. Funny? Sure. Obscene? Hell yeah."
-EGM
"will become a long-played title in your game library"
- Game Informer
"If entertainment could be measured, GTA2 would bust the scale"
-Gamespy.com



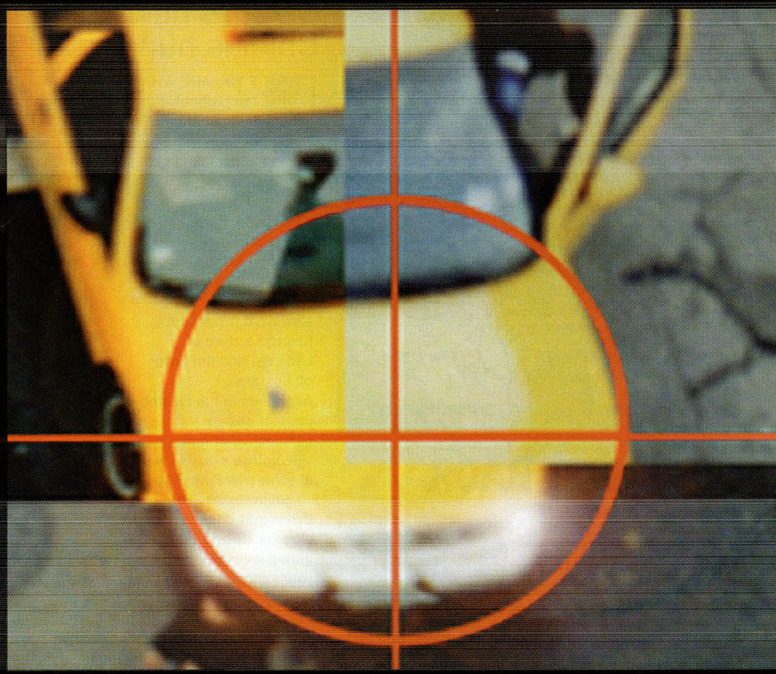




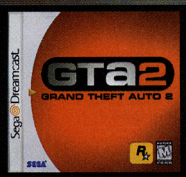
GTA2

Grand Theft Auto is back.

- Completely open & non-linear game play frees you to carve your own way to the top of the crime underworld. Go anywhere. Steal everything. Jack anyone!
- Intelligent gang system - Earn and maintain the respect of gangs to gain the best jobs. Or, play the gangs off against each other in turf wars.
- Fierce playability: against a backdrop of urban anarchy the game play is more absorbing & involving than ever.



The incredibly fast-paced and fluid game play now matched by Sega's 128-bit system makes GTA2 a must-have for the Sega Dreamcast owner's game library.



Sega Dreamcast.

MATURE M CONTENT RATED BY ESRB

WWW.GTA2.COM
www.rockstargames.com

DMA Design Ltd.

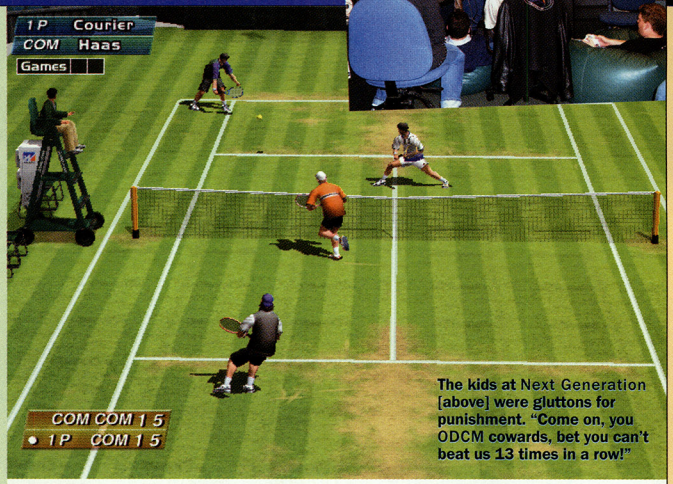
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Tennis, Everyone?

How to Clean a Tennis Court With Fran's Ass

PRODUCTIVITY HASN'T BEEN THIS LOW SINCE the Great Depression. A surprise gift called *Virtua Tennis* has arrived in the mail, and—in spite of imminent deadlines—we've done nothing but bash balls around ever since. Our demo has allowed us to play not only high-stakes singles (It's pretty obvious who won the **ODCM** *Rights To the Title* tournament), but doubles matches—which gives us a wonderful chance to join together as a team to duke it out with other mags. *NextGen* keeps challenging us to rematches, and we keep beating them—soundly. You work the angles using the analog pad, while the buttons control what type of shot you smack down your opponent's throat.

Tennis runs at 60fps, with realtime shadows and incredible graphics; even the finance guys are sticking their heads through the bars of our chimp cage to watch us play. Sega's game is nearly flawless: except the demo didn't contain ANY female players, and *everyone* wants to get some play with Kournikova.



The kids at Next Generation **[above] were gluttons for punishment. "Come on, you** ODCM **cowards, bet you can't beat us 13 times in a row!"**

SEPARATED AT BIRTH?

From the Uncanny Resemblances Department:



Richard Simmons **Miles "Tails" Prower**

Chris Charla Eats Tokyo

ODCM's new Editor-in-Chief is hungry...

IF YOU ARE WHAT YOU EAT, I'm probably polygons instead of proteins. I've eaten Pac Man ramen, Virtua Fighter rice candies, Mario cookies, Pokemon chocolates, PaRappa toast (from a PaRappa toaster no less) and Mega Man—well, I wasn't really sure what it was, but it had the texture of cartilage and the flavor of, um, ass.



All thanks to the twisted product design perspective of Japan's videogame industry. Here's a taste of some new *Puyo Puyo* treats:

So in vogue right now in Japan, this yogurt drink is conveniently ultra-pasturized, so it won't spoil during its twelve hour flight home in your suitcase. It's basically just a thin, grape-flavored yogurt with a viscosity sadly reminiscent of baby puke (a realization that will prevent me from drinking it ever again). I must admit I had high hopes for the beef curry mixture, since it's my favorite Japanese dish, and I wasn't disapointed. Over rice, it's delicious. It may have been better had it actually included beef, but that's neither here nor there.

Our advice? Don't try this stuff at home. US stores may soon stock more otaku tidbits with the shelf life of Twinkies, or—by virtue of the fact that we inhale them—us, but you'll want to leave the testing to the experts. Trust us.

CHUCKY'S BACK

Oh, wait... That's just Sonic.

Sega has just released this new Sonic doll to the American market, and now that Simon has left the magazine, it's this beady-eyed little bugger who has been vigilantly watching our every move. We're thinking about putting together a little *Child's Play*-ripoff and putting it on the disc for your viewing enjoyment. Let us know what you think. And help us think of a title.



HOT LIST

WE'RE LOOKING FORWARD TO...
5. A FULL NIGHT'S SLEEP
4. MP3 PLAYER
3. PHANTASY STAR ONLINE
2. TONY HAWK'S PRO SKATER 2
1. JET GRIND RADIO

YOU'RE LOOKING FORWARD TO...
5. SHENMUE
4. SONIC ADVENTURE 2
3. ETERNAL ARCADIA
2. POWER STONE 2
1. PHANTASY STAR ONLINE

YOU'RE DREAMING OF...
5. SOUL CALIBUR 2
4. MEGAMAN GAME
3. PANZER DRAGOON SAGA 2
2. SHINING FORCE ANTHOLOGY
1. DRAGONBALL Z

Got a dream game? Get a keyboard and send it in to hotlist@imaginemedia.com

FYI NEWS FEED

■ Japanese developer Lovedelic has announced a monster breeding DC RPG (of sorts) called *Lack of Love*—and wunder-musician



Ryuichi Sakamoto (of *Yellow Magic Orchestra* fame) has signed on to compose the game's soundtrack.

■ Arcade news! Sega is working on a new DJ music game for NAOMI entitled *Crackin' DJ*, which officially pits it squarely against DJ giant Konami for the title of arcade turntable king.

■ It ain't *Soul Calibur 2*, but Namco has confirmed its plans to release its puzzler *Mr. Driller* and a 3D adventure, *Ms. Pacman MAZE MADNESS*—plus that old-school favorite, *Namco Museum Collection*—on DC.

■ Crave's support of Dreamcast will soon include Genki's street racer *Tokyo Xtreme Racing 2*, CRI's more



action-oriented *Aerowings 2: Air Strike* and the shoot 'em up stealth title, *Soldier of Fortune*.

■ The Neo Geo Pocket Color peripheral SongBoy will soon allow you not only to play audio files (MP3's among them), but to display lyrics on the screen while a song is playing! USB ports, cables, and 16MB of memory are included. So is the $79 price tag.

■ The arcade smash *Top Skater* will soon have a sequel called *Air Trix*, which will use a 360º floor pad connected to the skateboard to encourage players to pull of the sickest tricks this side of the train tracks.

■ Need more Gundam for your DC mech fix? Bandai's *Gundam: Giren's Ambition* will soon meet the demand. It releases in Japan at the end of June.

■ Sega's mysterious sports title *Virtua Athlete 2K* is now slated to release in July. Eidos holds the Olympics license in the US, but we're guessing that *VA2K* will feature Olympics-*style* events. Stay tuned.

GOOD DOGGIE!!

"The first thing I did when I played MDK™2 was poop in my shorts."
Sega X - 97%

"No Sega Dreamcast™ title available is more worthy of your money."
9.4/10 – IGN.com

"One of the best looking and best sounding Sega Dreamcast™ games."
videogames.com

"A Must Own"
dailyradar.com – Direct Hit

"Action gamers.... need look no further than MDK™2."
4.5/5 - Gamepro.com

"Buy it! That's the bottom line."
95% - Dreamcast.net

"... best action game on the Sega Dreamcast™..."
91/100 - Gamerankings.com

"... a must have for any Sega Dreamcast™ gamer."
5/5 Incite.com



MDK2™

Developed By BioWare Corp

Sega Dreamcast.

Interplay™ BY GAMERS. FOR GAMERS.™

TEEN T Content Rated by ESRB — Animated Blood, Animated Violence

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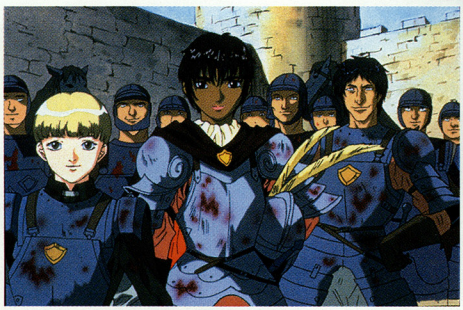
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ANIME GOES BERSERK

DC hack 'n' slash shows its anime roots

LOS ANGELES BASED ANIME VIDEO COMPANY Urban *Vision (Vampire Hunter D, Final Fantasy*, etc.), has announced its intention to bring Eidos' recent hack 'n slash hit—*Guts' Rage: Sword of the Berzerk*—to the US in video form. Already a long running anime series and manga in Japan, the storyline centers around an orphaned boy who grows up in the rough and tumble world of Europe in the Middle Ages. Urban Vision is set to release all twelve volumes of the series (with several episodes in each volume) beginning this August. Anime fans intrigued by the deep plotline in *Guts' Rage* will definitely want to watch the shelves. Look for a review of the first volume in our next issue.





Beautiful art, but we're a little disappointed by these teeny-tiny spots of blood.

SPACE POP



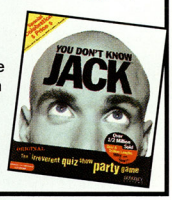
HOW TO MAKE A (JIFFY) POP STAR: *1. Promote her bellybutton. 2. Give her a catchy tune (one catchy tune=infinite catchy remixes). 3. Put her on MTV. 4. Make sure she's the girl that guys talk about when they get drunk.*

Clearly, Sega is following this recipe to the T with its US debut of *SC5*'s Ulala. In the tunes department, not only has Sega released a 70-minute full soundtrack (right) from the game on CD, but a 6-track, 40-minute *Mexican Flyer* remix CD (left) has been released featuring Ken Woodman & His Piccadilly Brass, Gomi, and Kenji Eno—and produced by *SC5* creator Tetsuya Mizuguchi. Make way for Sega Spice!



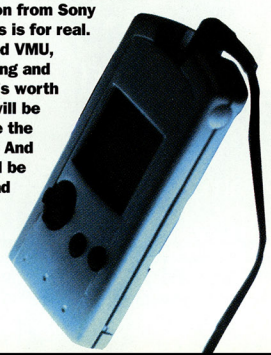
YOU DON'T KNOW SEAMEN

Seaman, the morose virtual eel pet that Sega continues to promise (or is that threaten) for the US, is getting a dialog coach. Sega has announced that Jellyvision, creators of the wisecracking (and, surprisingly for a game, genuinely funny) dialog for the *You Don't Know Jack* trivia series, is stepping in to give the eel a crash course in American humor and pop culture. Seaman might lack charisma, but you'll want to hear what he has to say. Screw cuddly.



VISUAL MUSIC UNIT

Ok, so the rumored Dreamcast DVD drive add-on appears about as likely to happen as Square's sudden defection from Sony to Sega, but this is for real. Sega's enhanced VMU, capable of storing and playing an hour's worth of MP3 audio, will be available before the end of the year. And of course, you'll be able to download MP3s from the web with your Dreamcast browser!



■ Mattel Interactive (formerly Mindscape) has announced



an upcoming DC version of *Prince of Persia 3D* and a surf-n-turf beach game, *Billabong Surfing*, for release sometime this year.

■ Tiger Toys has snatched the license to unleash Sega Toys' "smart robot dog" Poo-



Chi in the US. For more Poo-Chi info, check tigertoys.com.

■ Aki's monster breeding sim *Animastar* will be compatible with the Game Boy Color title of the same name, but through a password system



rather than a cable. It releases this Summer in Japan.

■ Anime fans, take note: Kadokawa Shoten will release its DC *RPG Record of Lodoss War: Advent of Cardice* in late June. Looks and plays a lot like the PC hit *Diablo*, but there's no news of whether it will see a US release.

■ UK developer Cryo will bring its original title *The Gift* to DC this year. The game follows a young Brit with the ability to charm his way through life. We think. Amazingly, it's not about Simon.

■ Sega's bid to include two Ricky Martin songs (*Cup of Life, La Vida Loca*) on Japan's *Samba de Amigo* DC release has been denied, but Sega is appealing. Do we really care?



"looks like a cartoon brought to glorious 3-D life" - IGN

Wacky Races™

Zany Cars. Wacky Characters. Dirty Tricks. Wild Racing Action.

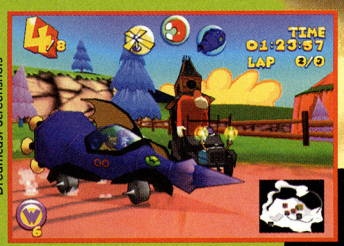
Take the driver's seat in the quirky cartoon world of Wacky Races! There is no other racing game like it!

- Get to the finish line first using diabolical schemes, pranks, and outrageous gadgets.
- Featuring 11 characters in unique vehicles from the original Hanna-Barbera cartoon, including Dick Dastardly, Muttley, Penelope Pitstop, the Slag Brothers, and more!
- Watch out for hidden shortcuts, jumps, tunnels, dirty tricks, power-ups, and wacky traps planted by Dick Dastardly & Muttley.
- 4-player mode adds to the mayhem.

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Dreamcast Screenshots



Do Dastardly Deeds



Drive badly, behave badly. It's the only way to win.



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GAME BOY COLOR

Sega Dreamcast

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The Tokyo Diaries

TGS 2000











ODCM's Simon Cox and Francesca Reyes hit Tokyo Game Show. Does it hit back? Find out!

SONYWORLD

EVERY GAME STORE is pushing PlayStation 2...hard. Not that you can buy one here—they've all sold out—but everywhere you look there are demo stations with *DOA2* and *Tekken Tag*. Japanese gamers are lapping it up. But where is our beloved Dreamcast? The Sega flag is flown by...are you ready?....*Typing of the Dead!* "Only Typing Can Save Your Life!" blurts the tagline on the box.

Nothing, it seems, can save Dreamcast from a slow death in Japan. Most stores have ample software and consoles, but all have been shoved unceremoniously out of the way to make room for Sony's latest attempt to push every other logo out of your living room.

SEGALAND

EXHIBIT A: SAMBA DE AMIGO. Ricky Martin soundtrack. Help! Question: Is it possible to play this game in public without looking like Richard Simmons? Answer: Clearly, no.

"Why don't you have a go?" asks Fran, spying a perfect opportunity for an embarassing photo-spread.

"It's against my principals," I reply.

"What principals?" says Fran.

"My heterosexual principals."

Over in the corner, two guys are playing *Typing of the Dead*. Conclusive proof that Japanese videogame otaku will play anything. Stick a joystick in a potato and they'll play it. *Virtual On Oratorio Tangram*, *Powersmash Tennis* (which is surprisingly good) and *18 Wheeler* (the big-rig driving game that lacks only an orangutan in the passenger seat to pass for authentic '70s American schtick—or ick) are the big crowd pleasers. There's also group hovering around a game called *Po-po-tato-da!*, in which you control a potato with a joystick.

"ARE WE THERE YET?"

TWELVE-HOUR FLIGHT, slightly less fun than being boiled alive. I'm tired. Eyes like Dracula. Need blood...fresh virgin blood...settle instead for hotdog. To my surprise, it doesn't contain fish—everything else here does (even the beef).

We bus to our hotel, and I meet my toilet. I call it HAL. It has a complex remote control, and is probably as smart as I am ("It's like you in another way," Fran quips, "It blows a lot of hot air and is consistently full of crap."). After having my bum water-jetted and blow-dried, I elect to turn HAL off and reach for the power switch...

"What are you doing, Dave?" Says the toilet.

"Nothing, HAL, just some routine maintenance. It's nothing to worry about."

"You're shutting me down, aren't you Dave?"

"HAL, my name's Simon, not Dave. And it's for your own good. You blow-dried my ass, for God's sake! I really don't know how you sleep at night."

"I don't, Simon."



The pictograms on this remote control are thoroughly rewarding. Note the top button (our favorite), which depicts an ass being jetted by clean—we *hope* it's clean—water. And you thought toilet paper was fun!





www.DailyRadar.com

FE, FI, FO, FUM,

I smell the blood of an Englishman.
Be he alive or be he dead,
I'll grind his bones to make my bread.






This is a game of revenge. A dark early 1900s revenge where you'll battle against 20 different creatures using new fighting techniques, combination moves, and fatalities. A revenge that goes deep into 30 game sectors in 8 different worlds including subways, castles, sewers, cities (London|Paris), cemeteries, villages, and underwater.

A gory revenge. An extremely gory revenge.

Soundtrack by Rob Zombie.

MATURE M CONTENT RATED BY ESRB
Animated Violence
Animated Blood and Gore

kalisto

Sega Dreamcast.

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THE MAIN EVENT

ETERNAL ARCADIA: It's playable! I run around a floating village-thing for awhile, and then commandeer one of the sky-ships to fly off and seek my fortune. It's tricky when everything's in Japanese; at one point I find myself having a two-minute conversation with a dog (Hey, it's a step up from talking to Fran). Thinking (fleetingly) of our readers, I grab the video camera and start filming while Fran keeps a look out for security guards (the 'No Pictures!' signs plastered all over the stand are hard to miss). One of Sega's evil droids approaches with its hypodermic torture needle extended, and Fran gets ready to drop-kick it—or to throw her coat over its 'eyes', which always seems to be an effective countermeasure in '70s sci-fi movies. Instead, I yell "Hey! Over there! That guy's drawing a mustache on Sonic!" We are suddenly de-prioritized. Fran's coat breathes a sigh of relief.

MSR: Crowds have gathered around British racer *MSR*. We slip through the crack left by a disabled guy trying to get his wheelchair into position, and grab the controllers. Not our proudest moment, but then, we're journalist scum. Ironically, the guy in the wheelchair probably has a better sensation of speed rolling the thing up a hill than we get playing *MSR*. It just feels slow and stodgy, with no fun powersliding and a decidedly underpowered feel to the cars. The graphics are pretty inspiring, though—you can see the little drivers inside each car, and even watch their little polygonal hands changing gears as they drive...

STELLLLLAAAAAAA!

THAT NIGHT, I HEAD FOR A PARTY thrown by Infogrames at a club called Stella in Naka-Meguro. Everyone who is no one is here—in other words, me. Stella turns out to be a small basement wine bar with a live band (an ex-Sega programmer who does a pretty good Joe Cocker impression). It all goes swimmingly until the guitarist, Sugar Sasaki (open shirt, leather pants, lip gloss), decides to get 'interactive' by playing a wibbling solo three inches from my ear. At about the point that it can't get any worse, he starts gnashing the strings with his teeth, Jimi-Hendrix-style. Maybe he was out of floss.





The starship *Enterprise* was made by Sega? We guess they never had an on-board network. Actually, this disc [left] can receive info beamed to your DC from your Swatch watch (we'll have more news on this, soon).



A night of wine and song—and listening to Tetsuya Mizuguchi complain about how Ulala is always leaving laundry and shoes all over his house. That's Tetsuya, Keith (DCUK), Francesca and Mineko (*SC5*'s producer) behind those empty glasses.

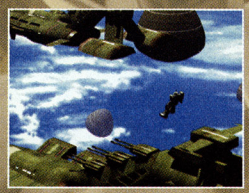


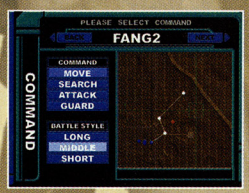
IT'S A WORLD OF INTENSE ACCURACY, RICH GRAPHICS AND UNBELIEVABLE DETAILS. NOW GET OUT THERE AND DESTROY IT.



GUNDAM
SIDE STORY 0079

It's Gundam Side Story 0079, Rise from the Ashes with 3D battle simulation, movie-quality sound track and Gundam – quality mass destruction. Electronic Gaming Monthly™ called it, "... some of the richest graphics yet on Dreamcast. Each of the mechs are cut with so much detail, they look like FMV at a glance." And a glance is all the insidious Zaku forces will get, before your jump jet action and zoom-in weapon features blow them into another dimension.







WATCH GUNDAM WING ONLY ON

TOONAMI™
CARTOON NETWORK™

Sega Dreamcast.

TEEN T Animated Violence

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JET GRIND RADIO: Game of the show? It certainly shares the trophy—*JGR* is easily the coolest looking videogame ever made (yep, even cooler than *Space Channel 5*). The lines to play it are never-ending, but I manage to get in a few minutes of fun pulling off cool tricks, like sliding along railings, jumping from elevated sidewalks and skating madly away from the 'cops'. It's gonna be big.

PHANTASY STAR ONLINE: Revealed at last! The game that finally puts the nail in the PC coffin—and the co-winner of Best of Show. EverQuest and Ultima Online can't hold a candle to the lush environments and curvy high-poly characters and behemoth monsters that characterize Yuji Naka's new masterpiece. Nothing playable is to be found, of course (you'd think, since we'd flown all that way to see it, that Sega would have obliged us...), but that doesn't stop us from getting a crick in the neck with the rest of the crowd from staring up at the video screens for what could very well be hours. In fact, all of the Western journos are standing there with mouths agape and dilating pupils. And for once, they're looking at the game and not the 'booth babes'. This stuff probably shouldn't be legal.

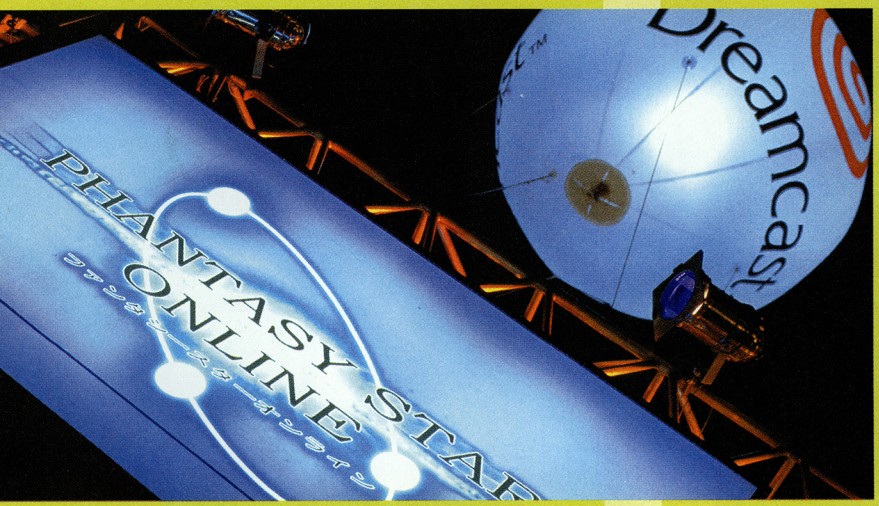


PRODUCT PLACEMENT

HERE ARE WHAT APPEAR to be the rules for creating game-related merchandise:

1. It must be utterly useless as an object.
2. It must admonish you loudly in Japanese.
3. It has to be something you'd be beaten up for wearing in public.
4. It has to cost ten times its real market value.
5. It must contain either:
   - **a.** A dewy-eyed schoolgirl
   - **b.** A brightly colored monster/poet that looks like a tennis ball with teeth
   - **c.** A robot twice the size of last year's biggest robot. In space.
   - **d.** A spunky young hero with hair like fat Elvis.

"You'd have to be pretty sad to buy this stuff, " I say to Keith. Naturally, I buy a load of it.





The *Jet Grind* girls! Er... Sounds like a different kind of game altogether, when you say it like that, doesn't it? Despite (or because of) its nomenclature, *Jet Grind Radio* was one of the biggest hits of the show. We can't wait to play!



CAUSE OF DEATH?

WE CELEBRATE SEGA'S TGS ass-kickingness with Tecmo's John Inada, who drags Keith (Editor-in-Chief of our counterpart in England, **DCUK**) and Fran and I out to an authentic German beer hall in the Ebisu district. Free food. Free beer. Sounds promising, until the food arrives.

Fran covers her nose and leans back so the scent doesn't overwhelm her. "If this is what passes for German cuisine, you can see why they're famous for their cars," she notes.

"What's that still-beating-heart-of-a-pig-type thing next to the black thing with warts?" I ask, giving it a tentative prod with my fork.

"I don't know," says John.

"We need Quincy," says Keith, glancing around the restaurant like he expects him to be there. "I'd like to request an autopsy."

"By the looks of that plate, somebody already did," I say. I'd love to know the cause of death.



LOOK HOMEWARD, ANGEL!

WE ARRIVE AT THE AIRPORT to find everyone smoking. Even babies smoke here. The order of the day is getting an upgrade from Economy to Business Class. The key is to arrive late and dress smart—just walk on board and plop yourself down in a Business Class seat as if you own place. Of course, being busted back to Economy can be a tad embarrassing. I board the plane and consider my options as I'm herded into my tiny Economy seat-ette. In situations like this, it's often helpful to imagine how the greatest Bond, Roger Moore, might approach things:

Roger (to the stewardess): "Aaaarrrrm... I wonder if you might allow me to sit in Business Class... I tend to... aaaarm... 'stiffen up' on long flights..."

Uh, maybe not. Great. Twelve hours of wishing I was Mini-me.

SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY

NOW AVAILABLE ON Sega Dreamcast.™

HELLA-COOL RACING ACTION!

FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES! PLUS, AN ALL-NEW LEVEL DESIGNED EXCLUSIVELY FOR THE SEGA DREAMCAST™!

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HONK IF YOURE PACKIN' PROJECTILE VOMIT, EXPLOSIVE DIARRHEA, AND MORE SWEET PICKUPS!



IT'S SUPER RACING FUN! THANKS FOR ASKING!



MAKE THE COMPETITION RESPECT YOUR AUTHORITAH WITH DOZENS OF OUTRAGEOUS VEHICLES!

MATURE M CONTENT RATED BY ESRB

Comic Mischief
Strong Language

COMEDY CENTRAL

www.comedycentral.com

SOUTH PARK™

Sega Dreamcast™

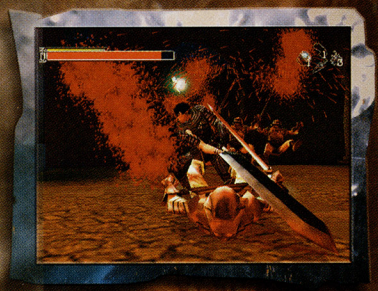
NINTENDO 64

PC CD-ROM

PlayStation®

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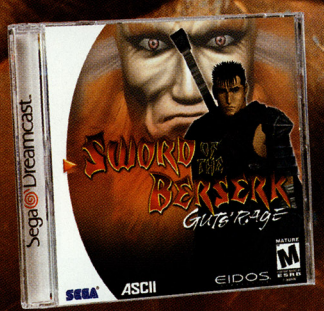


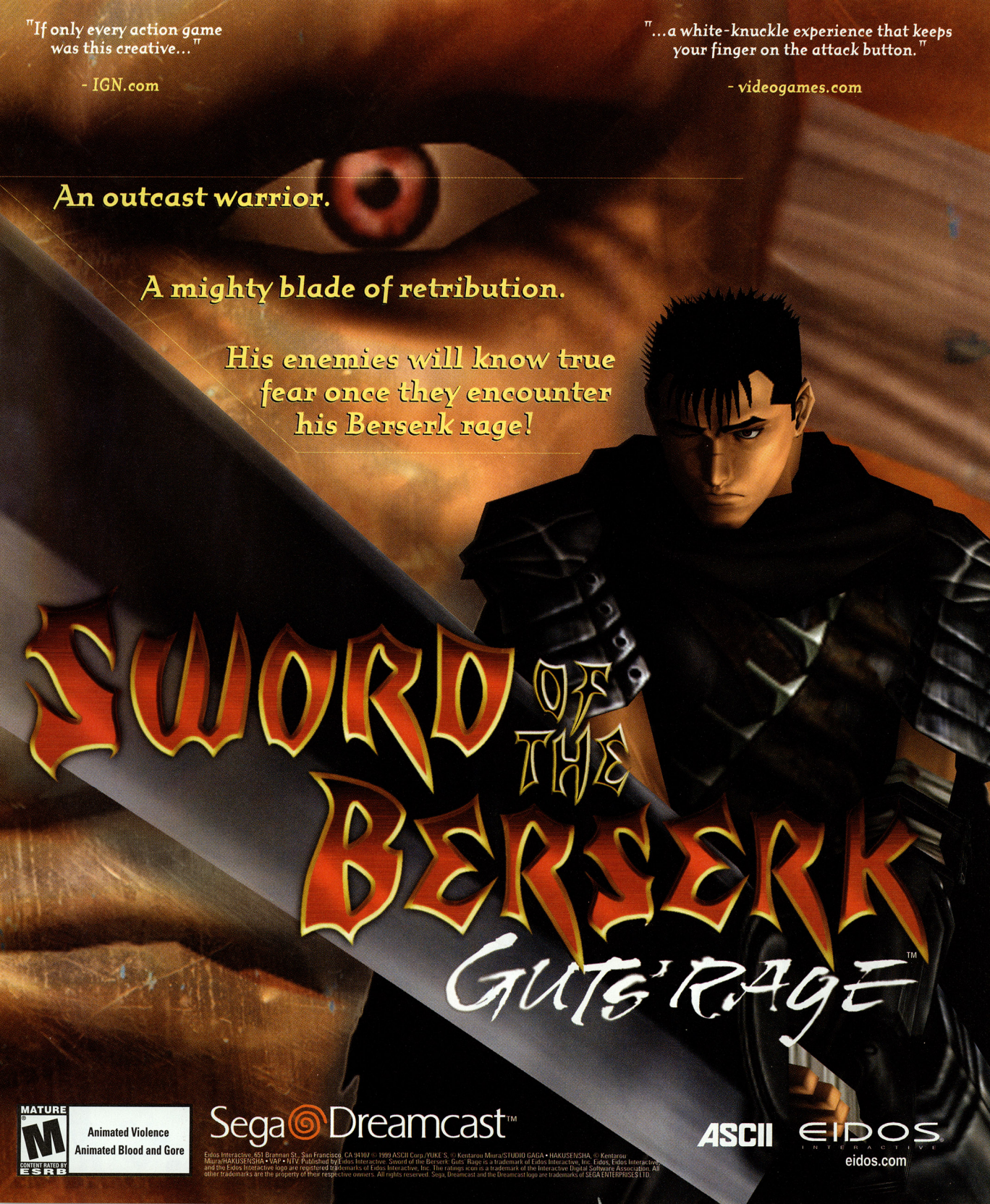




FEATURES:

- Hack and slash through more than 30 types of grotesque enemies, each with unique and fearsome attacks
- Fight in two combat modes (including the devastating Berserk rage), unleash powerful combination moves and wield four deadly weapons
- Over one hour of engrossing cinematic movie sequences utilizing enhanced in-game models
- Superb high resolution graphics with fluid combat animations





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Ra
"We DISCOVERED that Jet Grind Radio is the REASON we own Dreamcasts. Fast, hip and stylish, the game pitches itself PERFECTLY to a generation weaned on vintage MTV and pop culture KITSCH"

dio Heads

Skate opera. Showstealer. A BAD example. *Jet Set Radio* is called a lot of things (including its new moniker, *Jet GRIND Radio*), but what's it really all about? ODCM's Francesca Reyes grabs a can of spray paint and a nap on the plane, and camps at Sega HQ in Tokyo to find out.

Myth #1: It's a music game. Myth #2: It's a 2D game. Myth #3: It's another racing game on a track. Myth #4: It's a futuristic mech game about street-smart, battle-hardened AM/FM turbo coffeemakers.

Fact: Jet Grind Radio *is none of the above.*

From early video footage (when the game was still sensibly titled *Jet Set Radio*), we weren't quite sure what to think. We were already sold on its look, but as far as gameplay went, we didn't know whether it would vibrate our jump packs, so to speak. So when **ODCM** was invited to join its development team for Sega's version of a chips-and-dips (we brought the guacamole), salt-around-the-rim kind of evening, we jumped at the chance.

After getting up-close-and-personal with a (finally!) playable version of the game, we discovered that *Jet Grind Radio* is the reason we own Dreamcasts. Fast, hip and stylish, the game pitches itself perfectly to a generation weaned on vintage MTV and pop culture kitsch (i.e., us, except for Simon, whose adolescence was filled with BBC documentaries and *Black Adder* episodes that have made him something totally other...trust us). With cutting edge design backed by a hip-hop soundtrack, players duck, dodge and 'tag' while attempting to outrun the police and rival skate gangs.

Getting around the massive 3D stages requires players not only to be handy with a set of inline skates, but to have enough stunts and skills to take care of business. And after spending quality time on the showfloor with *JGR* (scheduled for an August release in Japan and a Fall release in the US), we're ready to head to Sega's Haneda headquarters for a pow wow with the four brains responsible for all this madness: Ueda Ryu (Art Producer), Kawagoe Takayuki (Producer), Kikuchi Masayoshi (Director) and Hosokawa Kazuki (Designer).

The *JGR* team turns out to be a fearsome foursome of young guns, with shared credits including *Sega Rally 2* (Dreamcast conversion) and *Panzer Dragoon Azel (PD Saga* in the US). We've just spent the day with men in suits at Tokyo Game Show, who seem to be at a loss playing games that don't include putting or sitting in a natty little Daiwoo cart. So we're surprised. Pleasantly so—which we mention. Kawagoe Takayuki explains, "The team is very young, an average of 26 to 27 years old, which is unique inside Sega. We started with three people, then added three more for a total of six. Everyone brought new concepts and a brand new vision of videogames. We were told [by Sega] to do whatever we wanted to do...so we did."

As we settle into our seats in the interview 'room' (actually, it's more like a table—*sans* chips, dips and tequila, of course—surrounded by three portable walls), we talk about the history of *Jet Grind Radio*'s look and feel. "Before I joined Sega, I saw how popular Sonic was [in the US]," says Ueda Ryu. "I loved the design of the character, which was totally new at the time; like an underground element in the industry. It was completely refreshing, and I decided to start working at Sega. But when I joined, I was both surprised and disappointed. There were only anime and manga-like designs. It certainly wasn't the Sega I thought it would be. With this game, I've been able to deliver my own ideas."

Takayuki and Ryu seem especially proud of the fact that *JGR* can't be reproduced for rival systems, like, say, the PlayStation 2. "We really used a lot of Dreamcast's technical potential; nobody before has done what we did. For instance, we exploited one very interesting aspect of its PowerVR2, called the 'Modifier Volume', to manage the game's shadows in a realistic way—and in real-time," boasts Takayuki. Ryu adds, "In fact, we've been able to make this game impossible







on a PS2! Textures are so colorful and detailed that it just wouldn't be able to handle them with its weak memory." After taking one look at the game in action, we believe them.

Of course, graphics do not a game make, so we continued to grill them about its mysterious gameplay: What about the freaky policenauts that parachute in from the sky? Or that DJ with a coif like a crockpot? Or the spray can power-ups littering the street?

Kikuchi Masayoshi broke it down. "There are several competing groups of young inline skaters in Tokyo. To mark their territory and extend it, each group tags walls and buildings, while rival teams attempt to stop them. The tags attract police, who try to stop the skaters. If they catch them, they'll drain life points from them." Sounds like a Fox TV show: *When Cops Attack Skaters*. He continues, "These versions of Shibuya, Kabukicho and Tsukishima are fully 3D. There are no 'tracks,' since you can skate practically anywhere: underground, in the subway, in the sewer or even in buildings or rooftops! You can even jump from one roof to another." But is it all static backdrops, then? Or can we expect to bump into grannies carrying their groceries like any good skate punk would do? "City life is reproduced faithfully, with plenty of cars and people milling around."

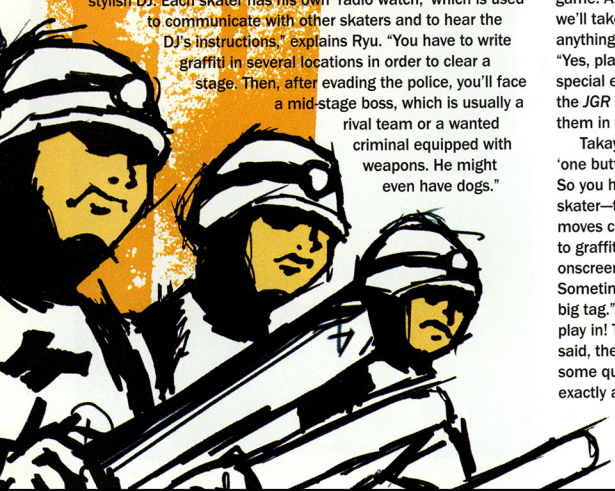






"You have to write GRAFFITI in several locations in order to clear a stage. Then, after evading the POLICE, you'll face a mid-stage boss. He might even have DOGS."

And what about the DJ? "Players will get information about police movements from the game's very stylish DJ. Each skater has his own 'radio watch,' which is used to communicate with other skaters and to hear the DJ's instructions," explains Ryu. "You have to write graffiti in several locations in order to clear a stage. Then, after evading the police, you'll face a mid-stage boss, which is usually a rival team or a wanted criminal equipped with weapons. He might even have dogs."



Masayoshi adds, "You also have to reach a certain number of points. Bonuses can be accessed with high scores. And then you reach the true boss. Your only defense is to run, and your only weapon is graffiti."

We pressed them for more information about how much flexibility the 'tags' will have in the game. After all, being the narcissists that we are, we'll take any opportunity to put our faces on anything (see **Fight Club**, p.48). Masayoshi tells us, "Yes, players will be able to make their own tags in a special edit mode. They can even upload the new tags to the *JGR* home page, so other players can download and use them in their own games."

Takayuki informs us that "Moves are very easy, essentially 'one button.' We want a wide range of users to enjoy our title. So you have a certain number of moves available for each skater—two basic techniques you can use in many ways. The moves change if you are on a road or in half pipe. With regard to graffiti, you have to reproduce the command displayed onscreen using the spray button and the analog joystick. Sometimes, you have to perform a series of moves to create a big tag." Ryu jumps in: "We've even created different modes to play in! Time attack, race and race attack mode." With that said, the team sits back, plugs in a Dreamcast and gives us some quality time with the game... Fact: *Jet Grind Radio* is exactly as good as it looks. Game over—until August.











"Players will be able to make their own TAGS in a special edit mode. They can even UPLOAD the new tags to the JGR home page."

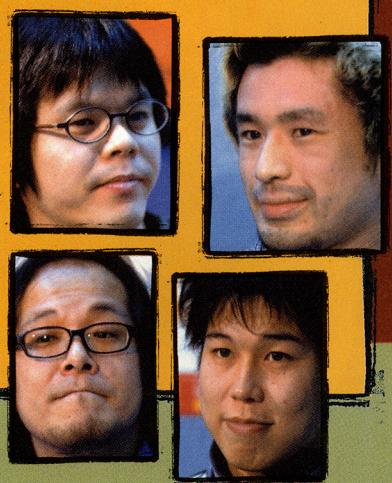
The Unusual Suspects

Would you trust these kids with your spray paint?
Clockwise from top right: Beat, the hero with 'tude; Gum, the heroine with 'tudette; Combo, the hipster phatcat; Corn, the 'kewl' guy; Professor K., the DJ; Oni, the police captain.



The Crew

Meet the guilty party behind Sega's ode to Generation Y (*clockwise, from top left*): Ryu Ueda, Kazuki Hosokawa, Takayuki Kawagoe, and Masayoshi Kikuchi.




WHEN YOU HAVE A MAGNETIC HEAD,
YOU'RE GOING TO ATTRACT TROUBLE.
neo
EVERYONE
E
CONTENT RATED BY
ESRB
Sega Dreamcast.
www.cravegames.com
Genki
We know what you
CRAVE
ENTERTAINMENT

"Every facet of the game, from its zany appearance to its goofy character designs and nutty score, is tailored to perfection. Rating: A-"
Dave Halverson • Gamers' Republic

"Its rather unique look and feel, combined with solid gameplay and a zany cast of characters...ensure *Neo* a place among the Dreamcast's elite."
Greg Orlando • DailyRadar.com

"Everything moves so well, and the worlds are so full of color that *Neo* will make quite an impression on anyone who sees it."
Brandon Justice • Dreamcast.IGN.com



Pinki and her goons have taken over Pao Pao Park and it's up to Neo to set things right!



Use Neo's magnetic powers to capture metallic enemies, catapult off platforms and rocket through the air!



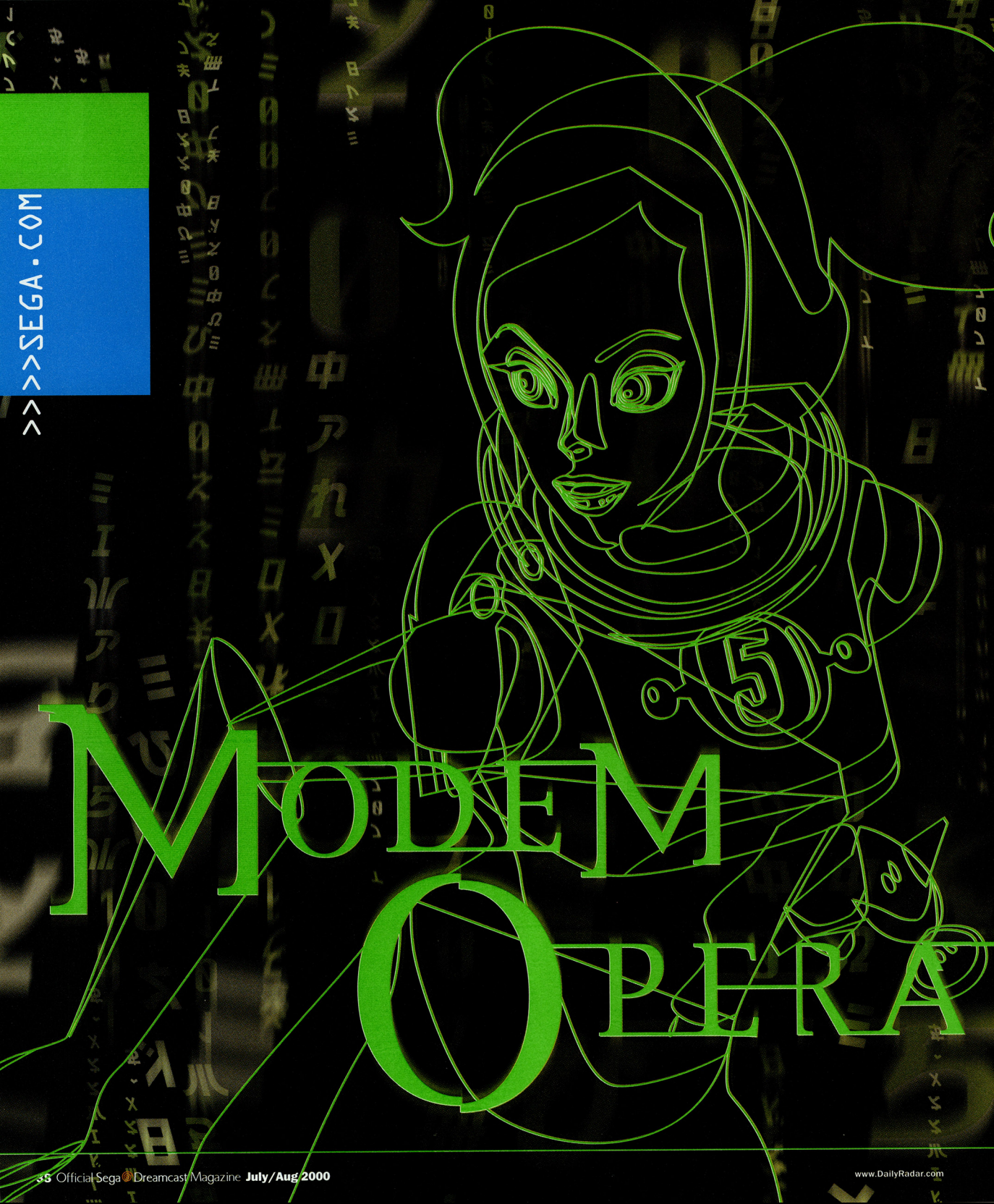
Jump, run, ride and swing your way across fantastic colorful worlds!

SUPERmagnetic

Neo™

THE ATTRACTION BEGINS JULY 2000.

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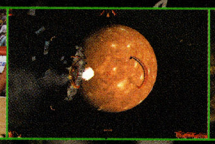
>>begin transmission: Sega.com plans to change the face of online gaming forever...

Are you reading, Neo?

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NDI







The future looks bright: Sports games and first person shooters are two of the best representations of what you'll be able to initially play when Sega.com debuts in September.



>>ACCESSING: You could call it survival instinct. Caught between the rock of Sony's PS2 and the hard place of Microsoft's X-Box, one can almost see Sega's new strategy as the big push to lever itself up and out of the squeeze.

Almost, but not quite.

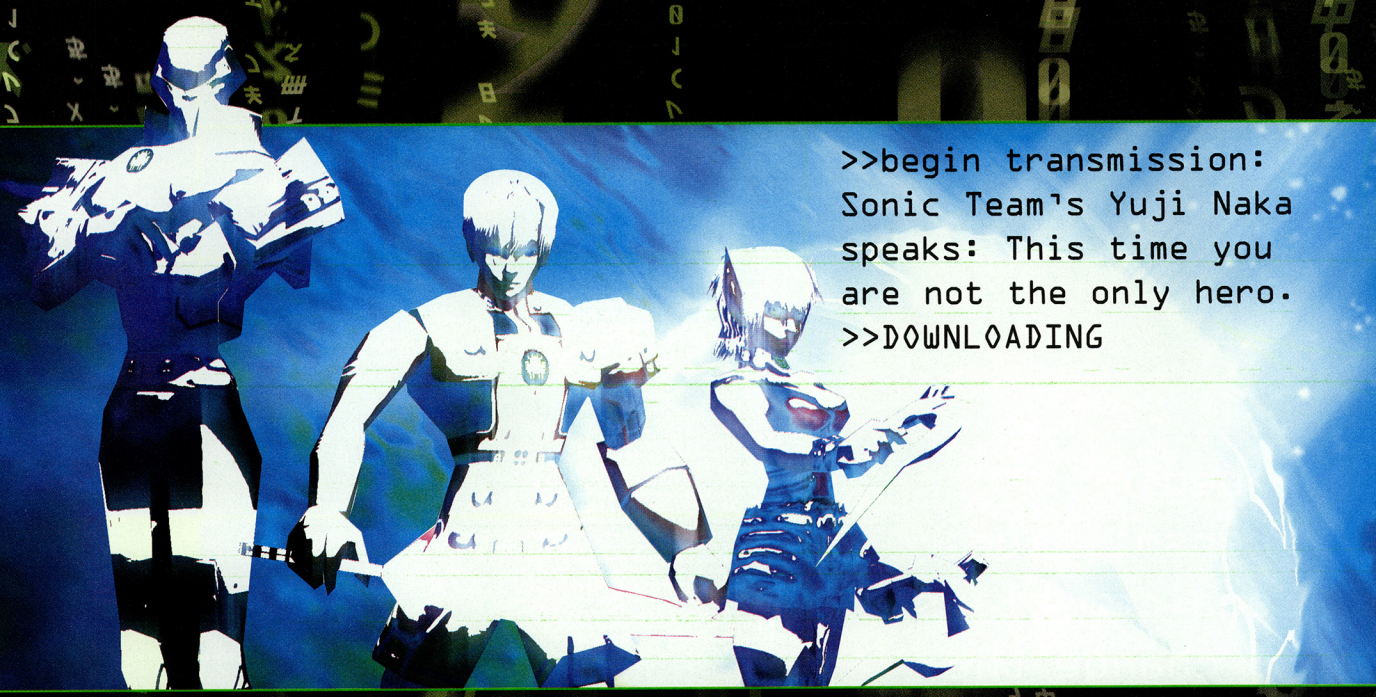
Since Dreamcast's launch on September 7, 1999, gamers have had little use for the system's built in 56k modem—despite all the hoopla surrounding the company's "Grand Online Gaming Plan." But now, almost a year later, Sega is leaving its inconsistencies and internal setbacks behind to look, once again, toward the future. Console gaming is about to take a bold step into the brave new world of the internet. So you'd better grab your hat, your coat and your Dreamcast and get ready to hitch a ride on the highest-speed superhighway ever—because at long last, it looks like Sega has finally turned propaganda into practice.

September 2000 will see the first full-service ISP in the world that is dedicated to online console gaming: SegaNet. Run by a wholly independent company under the moniker Sega.com, this new environment will give Dreamcast owners an all access pass to exactly the same features and perks that computer users enjoy: email, unlimited web access, chat communities and—here's the best part!—low-latency online gaming. All for a mere $21.95 a month...and you even get a free Dreamcast! [see Dreaming is Free, p. 14 for details]

The fact that SegaNet is a full-service ISP (and in partnership with the Heat.net server) means that gamers who *aren't* playing on Dreamcasts can still dial up the site, and enjoy its speedy privileges in head-to-head or multiplayer PC vs. DC madness. In addition, Sega plans to make broadband access for DSL and cable connections fully functional by the end of the year (and available to Dreamcast members of SegaNet). See, now you know what that $21.95 per month buys you!

But the question on every player's mind, beyond all this talk of online communities and free Dreamcasts, is this: "So. What games are we actually gonna get to play come September?" Read on to find out.

And you'd better sit down... The news is good.









Question: What happens when you combine the team responsible for blockbuster titles like *Sonic Adventure* with a fully functioning ISP? Answer: *Phantasy Star Online*, the first Japanese-developed onlne RPG for Dreamcast. We couldn't think of a better combination, ourselves.

PHANTASY STAR ONLINE

>>ACCESSING:

From the moment Dreamcast was first mentioned, long before its launch in Japan, fans began to clamor—loudly, constantly and occasionally rudely—for a new installation in the *Phantasy Star* series. Little did anyone know that Sega was already hard at work on an update.

Now, *Phantasy Star* is set to become Sega's first online RPG—a reality that's far better, no doubt, than any dream devised by this first generation of Dreamcast gamers. However it actually looks and plays, it will be nothing like any game we've met before. ODCM tracks down the man in charge, Yuji Naka, for the real story of and behind *Phantasy Star Online*.

Q ODCM We heard *PSO* would be playable online and offline. How will it work?

A Yuji Naka Single-player is only a small glimpse of the entire game, which is really an online title.

Q How many players will *PSO* support in a same time?

A The game supports four players in a game world. I don't want the game to be a huge battlefield; I want it to be a real game. There will be open areas like forests and dungeons, but *PSO*'s world is, in fact, very similar to *Sorcerian*'s. We didn't want players to get lost, so they will move along fixed routes that're limited on each side.

There is a scenario and a main quest, in which you must find out why a giant meteor has crashed into your planet [that's from the Genesis version], but I included many side quests as well. For example, a player can decide one day to confront a dungeon boss... Well, he will need to find three friends to help him out. When that quest is done, he can prepare for another. And you'll choose your party from a room where up to 16 characters can gather together to be looked over, all moving and talking on the same screen!

Q Why online, and not a new episode to update the series?

A I was a director on *Phantasy Star I & II* and wanted the series to do something new. Online was perfect. It offers totally new gameplay, plus it was the best way to showcase Dreamcast's modem.

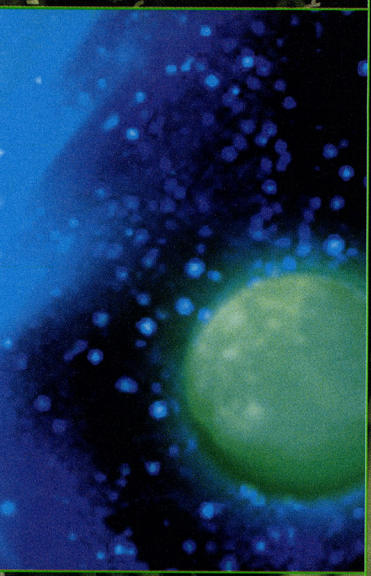
Q Will *PSO* still include lots of its trademark secrets?

A Yes; that's one of the best aspects of playing an RPG. Also, it's the best way to get people to interact. Imagine four characters in a dungeon stumbling across a chest with a rare item inside. It'd be interesting to see how the four would decide to split up the loot. The players may create rules, like giving priority to female characters ("Ladies first!"), or cause disputes, etc. Some secret items can only be found through teamwork.

Q How does the battle system work in *PSO*?

A Since *PSO* is based on a science-fiction type world, realtime battles are viewed from behind the character and are fought according to each character's class. As either a futuristic soldier or a magician, for instance, you'll have set strengths and weaknesses. Therefore, it's essential that everyone in the group knows each other very well or they'll be wiped out in a flash. When an individual team- member dies, it's up to the team to decide what to do: They can resurrect him by visiting a town priest OR they can simply let him die and take all his items! There will be stores where you can buy or sell equipment, but no NPCs. We're looking into allowing players to upgrade their armor and

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other things, as well.

Players decide tactics according to the monster they're facing: 'Should we surround it, or should we form a line?', etc. Also, when two players, one strong and another weak, are facing a monster, the game will adapt the monster level to the weakest party member.

Q Did Sonic Team have the sufficient experience to do an online game?

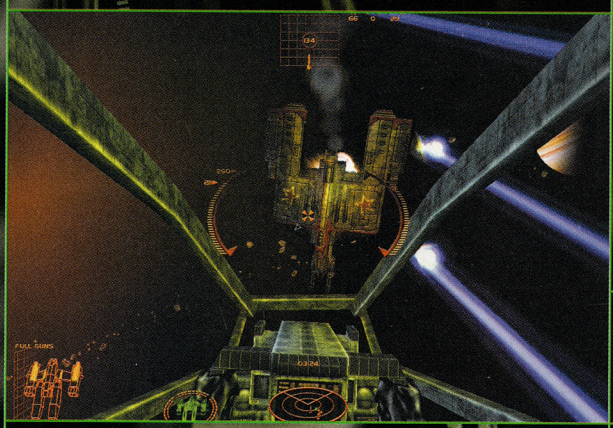
A We had to practically start from scratch. We had made games with online features, like *Sonic Adventure* and *Chu Chu Rocket*, but they were nothing compared to the experience of actually building an online world, complete in every way, with online gameplay that is different from anything you would see on a console. We are still working diligently on the technology to make *PSO* happen.





Typical PC-oriented titles like G.O.D.'s upcoming *4x4 Evolution* and Crave's *Soldier of Fortune* will be among the first to show off Sega.com's new low-latency gaming network. What will follow?









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If you think that the list of much-anticipated, soon-to-debut games stops at *Phantasy Star Online*, you're wrong. In fact, most of the best entrants aren't even coming from Sega! While Greg Chiemingo, VP of Marketing & Communication at Sega.com admits that the biggest challenge is getting developers to "think different" when it comes to creating online console games from the ground up, third parties don't seem to have any problem in making that leap. And they're finally beginning to unveil their plans... Here's a sampling of what's in store for Dreamcast gamers.

SOLDIER OF FORTUNE

PUBLISHER CRAVE **DEVELOPER** RAVEN/RUNEHART

RELEASING Q4

ONLINE COMPONENTS: Death match-style first-person shooter with stealth elements. Crave has yet to release detailed information regarding which online components will survive from the PC version of the game. But you can rely on the fact that this port will have features not necessarily found in the original.

M.O.U.T. 2025

PUBLISHER RIPCORD GAMES **DEVELOPER** ZOMBIE

RELEASING NOVEMBER

ONLINE COMPONENTS: Futuristic tactical warfare sim based around realistic military counter-terrorist training operations. Up to eight players will be able to face off against other DC owners or even PC gamers in online play. Single-player available.

4X4 EVOLUTION

PUBLISHER G.O.D. **DEVELOPER** TERMINAL REALITY

RELEASING AUGUST

ONLINE COMPONENTS: Using either Gamespy.com or SegaNet, G.O.D.'s SUV-off road racer promises to utilize all aspects of Dreamcast in order to provide head-to-head, split-screen (two players on each unit) racing for up to four players.

READY 2 RUMBLE 2

PUBLISHER MIDWAY **DEVELOPER** MIDWAY

RELEASING SEPTEMBER

ONLINE COMPONENTS: Though little is actually known of the game's online content, we're quite sure that the sequel to one of the best-selling launch games for DC will feature head-to-head boxing. More next issue!

GORKA MORKA

PUBLISHER RIPCORD **DEVELOPER** REAL SPORTS

RELEASING OCTOBER

ONLINE COMPONENTS: Head-to-head matches and team multiplayer races rule the day in Ripcord's orc-combat racer that's aiming to give *Vigilante 8* a run for its money with plenty of weaponry and tough terrain.

STAR LANCER

PUBLISHER CRAVE **DEVELOPER** DIGITAL ANVIL

RELEASIN: SEPTEMBER

ONLINE COMPONENTS: A first-person space shooter with a complex storyline to match, it has yet to be seen whether the online multiplayer death-match scenarios will remain intact from the PC version—but we're counting on it.

>>continued on page 42...







The variety of games slated for Sega.com's future begins with Ripcord's *Quest of the Blademasters*, Bethesda's *PBA Bowling 2001* and Lionhead Studio's splendid strategy, *Black & White*.

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continued from page 41

QUEST OF THE BLADEMASTERS

PUBLISHER RIPCORD **DEVELOPER** RONIN

RELEASING NOVEMBER

ONLINE COMPONENTS: An action RPG, *Blademasters* allows players form all over the country to join up in parties to complete missions or to compete in a host of sub-games, including 'King of the Hill' and 'Last Man Standing'—plus other classic multiplayer activities.

BLACK & WHITE

PUBLISHER TBA **DEVELOPER** LIONHEAD STUDIOS

RELEASING Q4

ONLINE COMPONENTS: A realtime strategy with enough imagination to fuel a small empire, Peter Molyneaux's arty online wunder-title has yet to be fully revealed in terms of what will be available online to DC owners. Expect a full report next issue.

PBA TOUR BOWLING

PUBLISHER / DEVELOPER BETHESDA SOFTWORKS

RELEASING OCTOBER

ONLINE COMPONENTS: Professional bowling is finally getting its due in the form of the first DC bowling game, *PBA Tour Bowling*. With a create-a-bowler mode as well as online multiplayer functions, you won't be knocking over the pins by yourself for long.

SPEC OPS ONLINE

PUBLISHER RIPCORD **DEVELOPER:** ZOMBIE/RUNECRAFT

RELEASING NOVEMBER

ONLINE COMPONENTS: The online counterpart to the single player *Spec Ops: Omega Squad*, gamers will have access to 25 new multiplayer missions while competing or joining up in action/tactical combat across the internet.

KISS: PSYCHO CIRCUS

PUBLISHER G.O.D. GAMES **DEVELOPER** TBA

RELEASING JULY/AUGUST

ONLINE COMPONENTS: A first person shooter based on the Todd McFarlane comic book series, expect plenty of deathmatch multiplayer modes and mission-based singleplayer quests, as well as gratuitous licks from the prehensilinguistic Gene Simmons.

PARLOR GAMES

PUBLISHER SEGA

RELEASING SEPTEMBER

ONLINE COMPONENTS: Did someone say virtual Checkers? How about 3D Hearts? SegaNet will launch this fall with both of these parlor games up and running, as well as two other games: Chess and Backgammon. Clearly, Sega wants absolutely everyone to feel like part of its online family.

DREAMTEAM

>>begin transmission:

,,,Head-to-head online sports games.,,,

>>ACCESSING:

Sega is hitting the ground running with its football and basketball franchises. Both *NBA* and *NFL 2K1* will be fully wired for online play, running at a consistent 60 fps using Sega's proprietary network protocol. While the current technology allows for only two Dreamcasts to go head-to-head at any one time, you'll be able to play with a total of eight different people by gathering four people on each Dreamcast. If things go as planned, four-man teams will be competing in ongoing worldwide tournaments, revolutionizing the way we play sports games.

Okay, laundry-list time:

NBA 2K1: (1) swat blocks to get that weak noise outta your hiz-ouse. (2) spin moves and cross-overs will actually be useful this time around. (3) fast-breaking: the ability to pass out of rebounds/lay-ups will provide for more breaks. (4) defense: half-court and fast-break defense will be far more focused, based on skill rather than random swiping at the ball. Added directional- and speed-assist will help players keep up with their men. (5) clean-up: free-throws, passing, cameras, commentary, and inbounding problems will be all be addressed.

NFL 2K1: (1) passing: the contrast between bullet and lob passes be far more distinct, and bullet passes will require passing lanes to make their way into the receiver's arms. (2) running: much improved from the first version, far more balanced and realistic. (3) AI: QB's get pressured out of the pocket, proper bump-and-run coverage, imporved zone defense, adjusted player speeds, more gutsy DB's, an evolved camera system. (4) playbooks: revamped with help from 49'ers' offensive coordinator Marty Mornhinweg. (5) head-tracking: players will actually search for the ball when they're supposed to. It's better than real life: it's the real life you've always wished for. (6) franchise: salary issues, future draft picks, salary caps, rookie development—basically, just about everything else you can think of.





Sega still hasn't polished up its upcoming sports lineup enough for us to show you new screens, but just picture last year's *NFL2K* and *NBA2K*—only even better! Not only will you be able to play against friends and acquaintances via the internet, but the gameplay and graphics for both games have improved tenfold.

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遠い約束 EVOLUTION 2 FAR OFF PROMISE



LINEAR

[rpg survival tactic #2]

Unexpectedly put between two people she trusts, Linear must decide to travel with her old friend, or to adventure with a new one. Lacking faith and stifled with indecision, Linear is forced to choose between Mag or Yurka. Stuck in the middle of two warring rivals, Linear must choose which friendship is worth saving.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

神機世界エヴォリューション2

ATING PENDING
RP
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ESRB

STING Esp

Sega Dreamcast

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QUAKE III: ARENA

>>begin transmission:
,,First person shooter mayhem online.,,

>>ACCESSING:

The invasion of the first-person shooter is about to begin. With the launch of SegaNet in September comes two of Dreamcast's most highly-anticipated titles, and two of the greatest PC games of all-time...*Half-Life* and *Quake 3 Arena*.

In *Quake 3*, Dreamcast users will be able to take on bloodthirsty freaks from all over the map via the game's built-in matchmaking service. The development team is currently working to make sure that this process is as user-friendly as possible—more console than PC in character. "We've updated the user interface in the DC version to make it easier for users to understand and check the performance of available network games," the game's producer Scott Hawkins mentioned in a recent interview with dc.ign.com. "The Dreamcast version will also automatically eliminate any network games that will not offer optimal gameplay, and will not display them on the available network game list." Basically, killing your friends will be as painless as possible. Suffice to say, we can't wait.

For those who don't know, *Half-Life* is a highly-cinematic, story-driven, first-person adventure for the ages. Since it first dropped in late '98, *Half-Life* has been showered with Game of the Year accolades, and was even named best game of all time by *PC Gamer* (not to mention PC gamers everywhere). And as good as the one-player missions are, they're even better when you've got a wingman.

The game will be ported to DC by Captivation Digital Laboratories—the team who created the Dreamcast tech demos at the 1998 E3, and who've spent the better part of this year working on Sega's Dreamcast Network Gaming Lobby—which means that network play is definitely in the right hands. You'll be able to play both co-op and deathmatch modes, as well as the countless online contests of the original. The inclusion of Team Fortress 1/2 seems like a definite at this point, and Opposing Force is also being considered.

If these two games end up with control schemes that are as precise as they ought to be (both are supporting a variety of input devices and combinations), they could be exactly what this console needs to compete against the big boys. The best part is that both titles will reportedly support play against PC and Mac opponents: a guarantee that there's about to be carnage a-plenty.







Sierra's *Half-Life* should provide console gamers with a taste for what they've been missing on PC, while *Quake 3* will be the ultimate showcase of Sega.com's promised 'low-latency' network.





Sega still remains committed to game development outside its online ventures. But how will those of you without internet access fare in the long run?

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sega.com transmission

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So in the end, what does all this business mean to us gamers? With Sega.com giving away free Dreamcasts, does this mean that the hardware will simply be a portal for online gaming and not a viable stand-alone unit for single-player games? How will Sega.com address the wide variety of different connect rates for its online games? Will those without internet access ultimately be left out?

We wonder about Sega and its future, as well. But according to the folks at Sega.com and Sega itself, the company is not considering getting out of the hardware business or ceasing the development of single-player, offline titles. With strong first-party support from Sega Japan, you can bet that single-player games are far from dead. Instead, Sega plans to use this new online strategy in order to stay one step ahead of the competition. And by building a low-latency network from the ground up, SegaNet can avoid those nasty "ping" problems that seem to be so prevalent on other servers for PC games.

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WHIRR, WHIRR,

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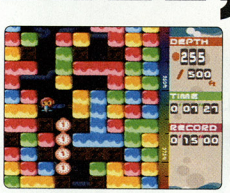
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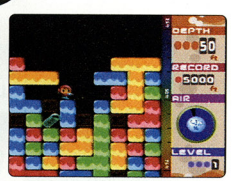
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by now, you know the drill.





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TEST DRIVE® V-RALLY™












MISCHIEF.
MAYHEM.
FIGHTING
GAMES.
NOTE: NO ACTUAL EDITORS-IN-CHIEF WERE HARMED DURING THE MAKING OF THIS FEATURE. BUT WE HAD FUN PRETENDING. PHOTOGRAPHY BY MICHAEL SEXTON; HAIR AND MAKEUP BY BILLY WINTERS
FIGHT

FIGHT CLUB



When your girlfriend likes your games it's time to get help.



After moving in with Vanessa, I had started to get soft. My Saturn had been packed away for years, somewhere in the corner of the loft where an unfeasibly large spider had lived, I swear, for longer than our dog (Actually, it was a fair match for Twinkles the Chihuahua, and it certainly had more hair). Buried with it was *Virtua Fighter*. And a few layers beneath that was my dear old Amiga 500, my SNES, and—the first thing she made me dump when we moved in together—my beloved PC Engine, imported from Japan and still containing the gloriously gory *Splatterhouse* cartridge.

Where were the *Super Street Fighter II Turbo* grudge-matches of my youth? The hours of noble combat, man-to-man and hand-to-hand? Gone, replaced by the odd bit of *Tetris* with Vanessa's mom (I have to let her win or she starts talking about weddings), mind-numbing marathons of *Myst* and *Riven* (kill me now), and PR-motivated sessions playing *Sonic Adventure* with her sickly kid brother (even less hair than the Chihuahua, and equally annoying). His Chao, 'Pinkerton', resides in my VMU.

Presumably, now, so do my cajones.

As a gamer I had gone from a lithe, sharp-eyed, ass-whupping SOB with the reflexes of a velociraptor to the videogame equivalent of Richard Simmons. What the hell had gone wrong? I needed help. And just like in that movie where Jimmy Stewart gets his own angel and all that crap, God—for once—was listening.

My transformation begins in the IKEA furniture showroom.

I'm slouching at a kitchen table, trying not to listen to my girlfriend giggling a bit too coyly with the salesman in the Akurum/Land kitchen display. I flick listlessly through the catalog. The great thing about the IKEA Akurum/Land kitchen, notes the catalog, is that it "Transforms any time of day into family-oriented, quality time with an open layout and central island that invites conversation. Plus, a built-in desk provides a place for the kids to do their homework while you prepare dinner."

"You have kids?" says the salesman, addressing me for the first time in 20 minutes.

"No," I reply. We both stand there. He smiles. I smile, mechanically. He smiles some more. I show more teeth. Still smiling, he turns around and continues his conversation with my girlfriend.

"Well, I'm glad we cleared that up," I mutter under my breath. I stare out of the showroom window and across the street. And that's when I see it: The Great Arcade.

They don't even see me leave.

As I cross the street I hear angels singing in my head, and everything goes all wobbly as I imagine the most perfect arcade ever. A coin-op nirvana, with lush red carpets, a full-service bar, scantily clad hostesses and, set on marble plinths, the games of my youth: *Super Street Fighter 2 Turbo*, *Kung Fu Master*, *Shinobi* and—er—*Turtles in Time*. A fresh breeze blows through the A/C vents as I'm led to gold-plated joysticks of *Double Dragon*. Then, without warning, my hostess punches me sharply in the groin and I'm sent spiraling back to reality—and what turns out to be an unhappy union with the wing mirror of a parked Porsche. I hobble to the entrance and push open the door.

Inside, it's dark. It smells a lot like Twinkles (after we accidentally dug him up with the Garden Weasel). A rat the size of Lassie scurries across the grime-covered floor, directly over my feet. Suddenly, a man with the impossibly chiseled physique of Adonis emerges from the darkness. He sends a distinctly unpleasant chill up my spine. I notice that he's careful to stop before the upper portion of his face is released from the shadows, but he exposes a string of pearly white teeth as his mouth opens in an ear-to-ear grin. "My name is Tyler Durden. I want you to hit me as hard as you can..."

WEEK 1:

STREET FIGHTER ALPHA 3

"First rule of Fight Club: You don't talk about Fight Club."

Tyler leads me to a Dreamcast, which is hooked up to an old, rusted television set in the center of his dilapidated warehouse. Several other men—all relatively normal-looking fellows—are gathered around the set. It's the middle of the day, but the windows are so damn filthy it could just as well be midnight.

"First we're going to study Capcom's *Street Fighter Alpha 3*," Tyler announces. The basics haven't changed much since my SNES days, but just about everything else has. There are a lot more characters, new moves and combos, and a neat new fighting system that gives you the option of choosing your own style of fighting.

Alpha 3 is close to the original game, with the same cast and many of the same moves, but it's unbelievably fast—with smoother, bigger sprites and better animations. I watch in slack-jawed amazement as these characters do battle against one another—it's like watching a well-animated manga movie, only with less demon/schoolgirl 'encounters'.

Tyler advises me to pick one character and attempt to master as many moves as possible. "That way you won't get too daunted by the sheer depth of the game." So I go ahead and choose Ryu, both for nostalgia's sake and because of the fact that mastering Ryu (or Ken) gives you a way into any of Capcom's long-running series of 2D fighters. Tyler prompts, "His most important attacks are the Hadoken fireball and the Dragon Punch—a fierce uppercut that keeps the enemy from performing an air assault upon you." The guy next to me chooses Blanka, and we have our first match.

I lose.

"But no one likes a cheater. So don't just sit there and use, say, Blanka's electrocution special all the time. It shows that you don't know how to fight," Tyler warns. My opponent visibly blushes. By the end of the night I've mastered Ryu's Fireball and Dragon Punch special moves, and I've even managed a five-hit combo. But my Blanka-playing friend (a stockbroker, apparently) is way ahead of me. He masters super moves and 'safe falls', which allow him to counter my own somewhat telegraphed attacks (I might as well have placed an ad in the local paper announcing all of my moves in advance, just to save time). Tyler is unhelpful.

"This game requires concentration and application," he says matter-of-factly. No kidding. I lose six matches in a row.

"Great fighting games—and this is one of them—start you off easy, but get deep real quick." He picks up the controller and gives my Wall Street friend the hiding of his life. With Chun Li—the Japanese schoolgirl character—no less. "It's about timing," he emphasizes. "You ever played tennis? It's like that. All about timing."

The only time I ever played tennis was at my rich friend's house when I was sixteen. It took me three mild concussions to realize that I had mis-read the word 'forehand' for 'forehead' in the 'Return of Serve' chapter of my *Utter Moron's Guide to Tennis*.

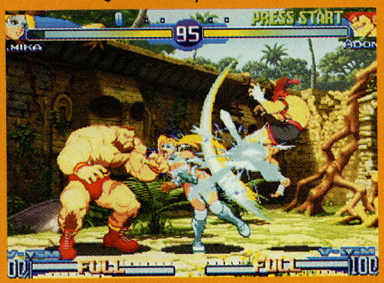
"I understand completely," I lie, and ponder the availibility of an *Utter Moron's Guide to Street Fighter*. We finish up the evening with a reminder that this is one game where training counts, as you can save your character to the Dreamcast's VMU and upload him to a friend's console for a match later on.

"If you don't have friends—or, I mean, if all of your friends are sick and unable to play, then... erm...can you use big pets?" I ask, hopefully.

"See you next week," says Tyler, sternly. "And don't forget the assignment." As I'm leaving, I notice that my stockbroker opponent's Porsche has a broken wing-mirror.

SMOKE MAT-ISM

Street Fighter Alpha 3



X-ism Very similar to playing as the *Super Street Fighter 2 Turbo* version of your character, the X-ism supplies you with one super meter that takes longer to fill than in the other modes. You only get one Super Combo to use once your super meter is filled—usually your character's most versatile super combo. You'll lack Alpha Counters, chain combos and air blocking, but your moves will do more damage.

A-ism Very similar to playing as the *Street Fighter Alpha* version of your character. You'll have all of your character's Super Combos, Alpha Counters, air blocking, and three levels on your super meter—but no Original Combo.

V-ism Similar to playing as the *Street Fighter Alpha 2* version of your character. You won't have normal Super Combos, and you'll only have an Original Combo available to you. Chain combos also become more difficult to pull of in V-ism mode. You will still have Alpha Counters and air blocking.

Fight Club Notebook: Week One

Assignment:

Practice Ryu's Fireball on the toughest character available.

Result:

Tried the Fireball out on the bouncer at my local nightspot. Things didn't go according to plan. I made a disparaging remark about his mother to kick things off, and as he moved towards me, I made a screwed-up face and and pushed my hands forward, shouting "ha-doo-kan!" at the top of my voice. To my alarm, no Fireball was forthcoming. I backed off and pulled a book of matches from my pocket. Thinking quickly, I pushed my hands forward while attempting to light the match, flicking it towards the rapidly advancing enemy. Had it lit, I have no doubt that I would have got the better of him, but the matches were evidently not of the highest quality and the end result looked like this: A fumbling 140lb weakling tossing an unlit match at an enraged 250lb gorilla. Ha-doo-can't.



WEEK 2:

SOUL CALIBUR

"Second rule of Fight Club: You don't talk about Fight Club."

"Button-mashers", begins Tyler, "will not defeat you unless you are yourself a button masher." With those words of wisdom, I am introduced to Namco's *Soul Calibur*: (unofficially) dubbed The World's Best Looking Videogame.

Five minutes later I have been soundly beaten in my first bout by Porscheman (kinda like Superman—only he can't fly, lift anything heavy, see through walls, freeze lakes with his breath or use his eyes as lasers. He is, however, faster than a speeding mullet, able to buy tall buildings with a single check, and stronger than—er—me, apparently). I get the feeling that we're both just sort of guessing.

I madly press as many buttons as I can find on the control pad and manage to accidentally pull off something cool. It even looks like I meant to do it.

"If only they knew," I chuckle smugly to myself.

"Nice one," says Porcheman.

But my glory is short-lived; Tyler rips the controller from my sweaty hands. "Wipe that smug look off your face. That was garbage. I know you didn't mean to do that. That was dumb luck and you know it, crappuccino boy."

"Actually, they're called Frappu—forget it." I am Jack's inflamed sense of rejection.

The fastest way out of button-masher-land, according to Tyler, is to learn not just a few moves (easier done than said in *Soul Calibur*, thanks to the training mode), but how to block and counter-attack as well. This adds an element of strategy to the otherwise spastic proceedings. In learning this, I discover two things:

First, you automatically block simply by standing still. Second, a block followed by a counter needs only a rudimentary offensive follow-up to penetrate the enemy's axe/pole/sword/shield/hairdo for an effective connection. So far, so good. I'm beginning to feel that my button-mashing days might be numbered.

My character of choice is (somewhat lamely, I'm assured)



Kilik. He's a great all-arounder, and probably the best character for newbies like myself. He has a long (*ahem*) 'weapon', which makes attacking easy and relatively safe, as the distance created by said protruberance often keeps him out of the way of danger.

Porscheman chooses

an only slightly deformed giant named Nightmare, and proceeds to open a can of the proverbial whup ass on my diminutive alter-ego (read: Mini Me). He performs a series of 'Unblockable Attacks' which, as their title might suggest, make for some extremely rough going when you're on the receiving end.

And I've been having my 'receiving end' beaten senseless for what seems like several hours. My emotional distress must be written all over my face.

"Listen," Tyler admonishes. "If you want to make an omelette, then you've gotta break some eggs." For a moment, I dream of the delightfully creamy cheese souffle that Vanessa and I like to order at Café Organique for Sunday brunch. Tyler punches me in the gut. "Now stop breaking your own eggs and start breaking somebody else's."

I decide to mix things up by exhibiting a bit of what Vince Lombardi once called 'defense'. Tyler had mentioned earlier that, "The best offense is a good defense," but his words hadn't made much sense until now. The humiliation of loss begins to overcome me. I cannot stand another defeat.

I want to breathe smoke.

Hardly aware of what my own hands are doing, I suddenly find myself pummeling my way through opponents, pounding their superbly-rendered faces with unprecedented viciousness. I tear through a series of challengers until my muscles burn and my heart pumps battery acid. And then I beat some more. I'm even landing blows after rounds have already ended. I am a machine.

Tyler looks at me and grins, clearly impressed. "What got into you?"

Between gasps for air, I growl a response: "I wanted to destroy something beautiful."

WEEK 3:

DEAD OR ALIVE 2

"Third rule of Fight Club: When someone says 'stop' or goes limp, the fight is over."

Tyler lifts me up by the collar of my freshly-ironed linen dress shirt and slugs me a firm one across the face. I spit out a couple of well-flossed teeth as hot tears flush my burning eyes. Scum from Tyler's nose is slung onto my own, and as he speaks I am forced to inhale the stench emanating from his mouth—breath so thick I can nearly chew on the molecules. "Stop staring at their breasts! This session is about fighting, dammit." Tyler throws a controller onto the ground and tosses me down on top of it. I hear a *T-2*-esque clang of metal as Tyler's eyes seem to glow red. Pointing unsympathetically at the television set, he inherits the sub-woofer voice of that lungless announcer from *Mortal Kombat*. "Round One...*Fight.*"

Wow, this guys's good.

Struggling to regain my bearings (and my consciousness), I am delighted to learn that *DOA 2* uses a relatively simple three-button interface: Punch, Kick and—wait, what's this?—a *Free* button? Tyler informs me that



BE SO DEFENSIVE

Soul Calibur

The first line of defense with which you've got to come to grips in *Soul Calibur* is referred to as the 'Neutral Guard'. This system comes from Namco's own *Tekken* series, and it provides an easily-accessible, passive mode of defense. However, a rapid sucession of attacks—or an especially strong attack that staggers your character—can break down the Neutral Guard. Far from 'auto blocking', this is, in fact used to compliment the Active Guard.

The Active Guard is SC's most common method of blocking—and certainly the most reliable. By holding the guard button and leaving the joystick neutral to guard high or mid attacks, your character will defend with the Active Guard (hold the Guard button and down on the joystick to Active Guard low). Active Guard protects against all types of attacks, including staggers and rapid-succession attacks.

Fight Club Notebook: Week Two

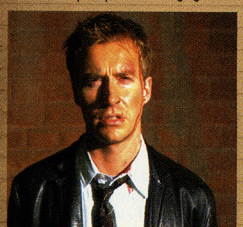
Assignment:

Perform an 'Unblockable Attack' on an exceptionally large opponent.

Result:

I show up at a Weight Watchers meeting that night with a giant box of Krispy Kremes. "THEY'RE FAT FREE!" I shout, and step aside so as not to be trampled by the ensuing stampede. When the last sticky glaze has been licked from the last sausage-like finger, I post myself next to Bob, who's just choked down a dozen of these puppies. At which point I scream, "JUST KIDDING!"

Now that I've managed to get him to notice me, I attempt to follow up my brilliant gag with a little Unblockable Attack that I'd pulled off with Kilik nearly a dozen times. Things go according to plan, insofar as my attack goes unblocked.



Unfortunately, said Unblockable Attack goes 'unfelt' as well. Now I know how that box of Krispy Kremes felt.



FREEDOM

Dead or Alive 2



Pressing 'Free' while the D-pad is neutral makes your character block attacks. To get your character to move freely about the ring (not unlike *Soul Calibur*'s eight-way run), hold down the Free button, then double-tap and hold on the D-pad in the desired direction. Tap the Free button alongside a back direction—Up/Back, Back, or Down/Back, depending on the level of your opponent's attack—and your character will attempt to execute a reversal. Surprisingly, even with so many different functions assigned to one button, the control feels very tight.

said Free button is new to the genre, and gets used in a number of different ways: Blocking, moving in three dimensions, and executing reversals [see **BOXOUT**]. He's kind enough to demonstrate each of the moves on my allegedly pretty face.

Although the learning curve for the controls is a bit steep at first, they quickly become second nature. Well, apparently not *quite* second nature—I'm still getting my khakis kicked in by a bunch of busty schoolgirls in bun-floss undies. Their heaving breasts remind me of a guy named Bob and his enlarged male boobs.

Excerpt from a conversation with Tyler:

Tyler: "Aren't you a man? Isn't there anything under the fly of those ridiculous Dockers?" I check and, unsurprisingly, see only a concavity covered by wet twill. **Me:** "Just some chicken noodle soup, actually." **Tyler:** "Yeah. Piss. I get it. You're very clever." **Me:** "Thank you." **Tyler:** "How's that working out for you?" **Me:** "What?" **Tyler:** "Being clever."

As I ponder his latest jab, Tyler takes off his jacket and calls for the 'appropriate' response. "I want you to hit me as hard as you can, IKEA-boy." I consider arguing, but the look on his face tells me not to. *"Do it."* So, reluctantly, I put together the nastiest strike I can muster and let fly at his unkempt-yet-well-styled dome. With a flick of his wrist, Tyler grabs my arm, twists it around my body, and hurls me face-first onto the floor.

It hurts.

I look up, to be confronted with the hazy vision of two Tylers shouting equally loudly in my face. "You've got to master the art of the reversal," they bark in unison. "When your opponent strikes, you must determine whether his attack will arrive at a high, medium, or low level. Once you've eyeballed the correct point of entry, press the Free button along with this level on the stick to deflect the attack. Timing is key—do it too early or too late and you're just standing there with your bondi-blue iDick in your hands. Think you can handle all that, chief?" Tyler mistakes the vaguely vertical bobbing of my head for an affirmative gesture, when in fact I am merely following the animated up-and-down jiggle of breasts on the screen before me.

Fight Club Notebook: Week Three

Assignment:

Attempt to execute a reversal on an enraged opponent.

Result:

Gave the whole 'reversal' thing a go at my cousin Nils' wedding. Since Nils is a professional ice skater, I figured that he would be the perfect adversary. I got the ball rolling when the priest asked us to "Speak now or forever hold your peace," I stood up, grabbed my crotch, and exclaimed, "Hey Nils! I'm speakin' now, so get your wife over here and let her forever hold my piece!" Silence. Waiting for the vulgarity of my remark to have its desired effect on Nils, I find my Uncle Chuck staring me in the face, instead. Uncle Chuck fought in Vietnam. Barefoot.



So the only reversal that actually took place that day was my face being kicked inside out.

WEEK 4:

VIRTUA FIGHTER 3TB

"Fourth rule of Fight Club: If this is your first night at Fight Club, you have to fight."

I open my eyes to find myself squatting on the floor of an ancient-looking Japanese pagoda, complete with cherry blossom-scented breeze (and not-so-blossom-scented martial artists pummeling one another into submission). A kitaro twangs wistfully in the background, and my spinal column twangs angrily in the foreground—a jarring reminder that my body is sorer than Robert Downey Jr.'s posterior after a long shower. Despite my discomfort, I manage to stand up—well, sit down—for what is to be my greatest challenge yet: *Virtua Fighter 3tb*. I am already aware of the game's legendary status—this is, by all accounts, *the* purest fighting game in all the world. Bar none.



Tyler sits me down in front of a bamboo-ensconsed television set and hands me a *faux* wooden Dreamcast controller. "Welcome to the World of Virtua Fighter."

As far as I can tell (from Tyler's rants), Yu Suzuki's *Virtua Fighter 3tb* is one of the deepest fighting machines ever devised. "When it comes to technique, combos, and overall feel, few games can boast the sophistication of *VF3*'s fighting engine," Tyler declares. And he's right—while it might not be as instinctive as the *Street Fighters* or *Soul Calibur*s of the world, *VF3* is clearly even deeper than the $#it I've suddenly found myself standing in.

As my opponent launches a calculated barrage of precise moves, I respond by smashing the controller's buttons as furiously as I can. The result of my panic attack is not unlike the episode of *When Animals*



HIRTUA LOT

Virtua Fighter 3tb

Hit Levels tell you where your attacks hit your opponent. There are four possible hit levels for any given move—and some moves can hit multiple levels. High-level moves are executed at your shoulder level—any part of your opponent that is within range at that height will be hit. This means that crouching opponents are not hit by such moves because the moves pass harmlessly above their heads. Middle-level moves strike your opponent at your waist level, while low-level attacks connect at shin level. Middle- and high-level attacks can be guarded (blocked) high, while a low-level attack can only be guarded by a crouching guard. Middle-level attacks cannot be blocked low because they hit above a crouching guard. An opponent who has been knocked to the ground is considered to be at ground level and can only be hit by special attacks designed to strike ground-level targets.

Counter Hits. When you connect with an attack while your opponent is also attacking, you score what is called a counter hit. Counter hits not only inflict extra damage, they also make a really cool sound—the more severe the hit, the louder the sound—and they cause your opponent to be stunned or to float higher than normal (if the attack is designed to knock opponents off their feet). Additionally, the more damaging the move, the more powerful the effects of the counter hit. Many combos and tactics are only available on a counter hit, and you need to constantly listen and watch for signs of a counter hit so that you can react as quickly as possible. A prime example is the low kick-counter hit-stun tactic, in which you counter hit your opponent with a basic low kick, then take advantage of the stun that occurs by dashing in and executing—or faking—a throw. Although this tactic was more effective in *VF3*, it is still one of the best tactics for throw specialists like Wolf Hawkfield and Jeffry McWild.

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Attack in which the irate circus elephant tramples the epileptic circus goat. Except that this match was even more more one-sided.

Tyler is standing over me with arms folded, sniggering at my sheer ineptitude. "That temper tantrum crap might help you get a refund when the folks at Starbucks give you a lukewarm double nonfat grandé latté, but it ain't gonna fly here." I grit my teeth, but realize that he's absolutely right. More so than with any of the other games I've played thus far, those who attempt to button-mash their way through *VF3* will meet a quick death when going up against a skilled virtua fighter.

Tyler begins to pace

about the room, refusing to make even a moment's eye contact with me. "In Japanese arcades, hardcore gamers used to begin *osotogari*—'Fight Clubs'," he proclaims, beckoning me to follow him with a crimping of his index finger. "*Virtua Fighter* masters would meet at their virtual dojos and face off against each other, battling it out until only one man was left standing. Remember those scenes from *Bloodfist*?" I nod, remembering a significantly twisted porn movie I'd seen back in college. "Well it's a lot like that—crowds of obsesesed spectators cheering these masters on as they battle to the death." Oh. Different movie.

"The series has been so popular in Japan because mastering this game is not unlike learning a real martial art. The moves are real-world representations—from Jacky's Jeet-Kun-Do attacks to Shun Di's Drunken Gung-Fu stances—this is the real deal. Invest some serious time in this game and you'll soon amaze yourself with your skills."

"I don't have that kind of time! I have a job...I have a car to fix...I'm...I'm...an *editor*, dammit!"

Tyler elbows me sharply in the ribs and hurls my face into the nearest wall. "You are not your job. You are not the money in your bank account. You are not the car in your driveway. You are not how much money is in your wallet. You are not your goddamn khakis. You are the all-singing, all-dancing crap of the world. You are a *gladiator*."

I try to stand up. I can't.

WEEK 5:
POWER STONE

"Fifth rule of Fight Club: Do not—under any circumstances—cross the streams."

Today Vanessa told me I'd been shouting manga-nese in my sleep, and that she was worried about my mental health (not to mention my financial stability, in which she has a major emotional investment). Get this: she seems to think that I've been adopting the traits of some of the game characters I've been using in these glorious fighting games! Clearly she doesn't know what she's talking about—I have *never* worn knee socks with a mini-skirt. In any case, I muster what is left of my quickly-diminishing energy bar, skip past the intro, and grapple with my newest challenge: *Power Stone*.

A burst of energy

surges through my body. Now a battle-weary veteran, I feel as if I am finally beginning to understand the hidden art of the fighting game.

"Forget everything you know about fighting games," Tyler warns, "cause *Power Stone* is an entirely different beast." Hmm. After playing the game for a few minutes, I realize just how correct he is—the game has its own fully-articulated 3D fighting engine, allowing full freedom of movement. Unlike other fighting games, which essentially exist on a single plane, *Power Stone* gives me direct control over all the movements of my virtual combatant. I can go *anywhere*!

Tyler interrupts my gravy-train of thought. "Stop waxing sappy. 'Go anywhere!' sounds like the slogan for Microsoft's next marketing campaign. You can*not* go anywhere. You are *not* special. You are *not* a beautiful or unique snowflake. You are the same decaying organic matter as everything else."

I don't think Tyler had a happy childhood.

He whips out the Spring 2000 IKEA catalog from his bedraggled messenger bag, and we are suddenly standing in a fully furnished *Power Stone* arena. As Tyler points out, stages in *Power Stone* are littered with an assortment of objects. "You can actually pick up this crap up and hurl it at your enemy." A new SÄFSA birch cabinet (IKEA catalog, page 32) suddenly appears next to us. "Take this thing, for example. Tyler picks it up and hurls it at my head. "Now, if one of these objects is careening directly at you, press the X and Y buttons together just as it is about to connect—that way you'll catch it and avoid taking damage," he suggests. Since there are no X and Y buttons in the real world, I have no such luck. The cabinet hits the ground with me underneath it. Tyler hovers over my crumpled body, giggling like an over-caffeinated schoolboy (or my girlfriend in IKEA).

IKEA home design

begins to sprout up everywhere—a RÖRLIG aluminum chair in the corner, a MÖPPE wooden clock on the wall. I'm quickly standing in a veritable garden of quality-but-affordable Scandinavian furniture. Tyler picks up the huge clock and lifts it high above his head—and then smashes it firmly across my skull.

The last thing I see before losing consciousness is its MÖPPE face. It reads 1:12 a.m.

"Hey—are you being helped?" I lift my head from what appears to be formica in the Akurum/Land kitchen display. In a daze, I bring my hand to my face, expecting it to come away covered in blood. Much to my relief, however, there's not even a smudge. Was it all just a dream—or a Dreamcast?

"Um, no—but I'm fine, thanks," I respond winningly; I feel like I've just won an Oscar.

I feel a tap on my shoulder.

It's God.

"God*damn* you look happy for someone who just kicked it. You look like you just won an Oscar, for chrissakes." Apparently God is Jimmy Durante. "Anyway. Welcome to Editor Heaven."

—Simon Cox, who you find out somewhere along the line is actually Evan Shamoon

THE STONES

Powerstone

Power Stone is all about the power stones. Each character begins a round with one stone, and roughly ten seconds into the round a third stone will appear. By knocking an opponent down or connecting with an aerial attack, he will drop a power stone. Upon collecting all three power stones, a character will undergo a 'power fusion'—a good thing indeed. When a character is experiencing a power fusion, a power meter appears at the bottom of the screen. For the duration of this meter, said character will become stronger, faster and buddy-buddy with super and special moves. The meter will slowly decrease on its own, sped up by the use of special/super moves. When the meter runs out, two of the power stones will shoot out across the stage, and the third will appear several seconds later. Special and Super moves can only be achieved during one of these 'power fusions'.



Fight Club Notebook: Week Four

Assignment:

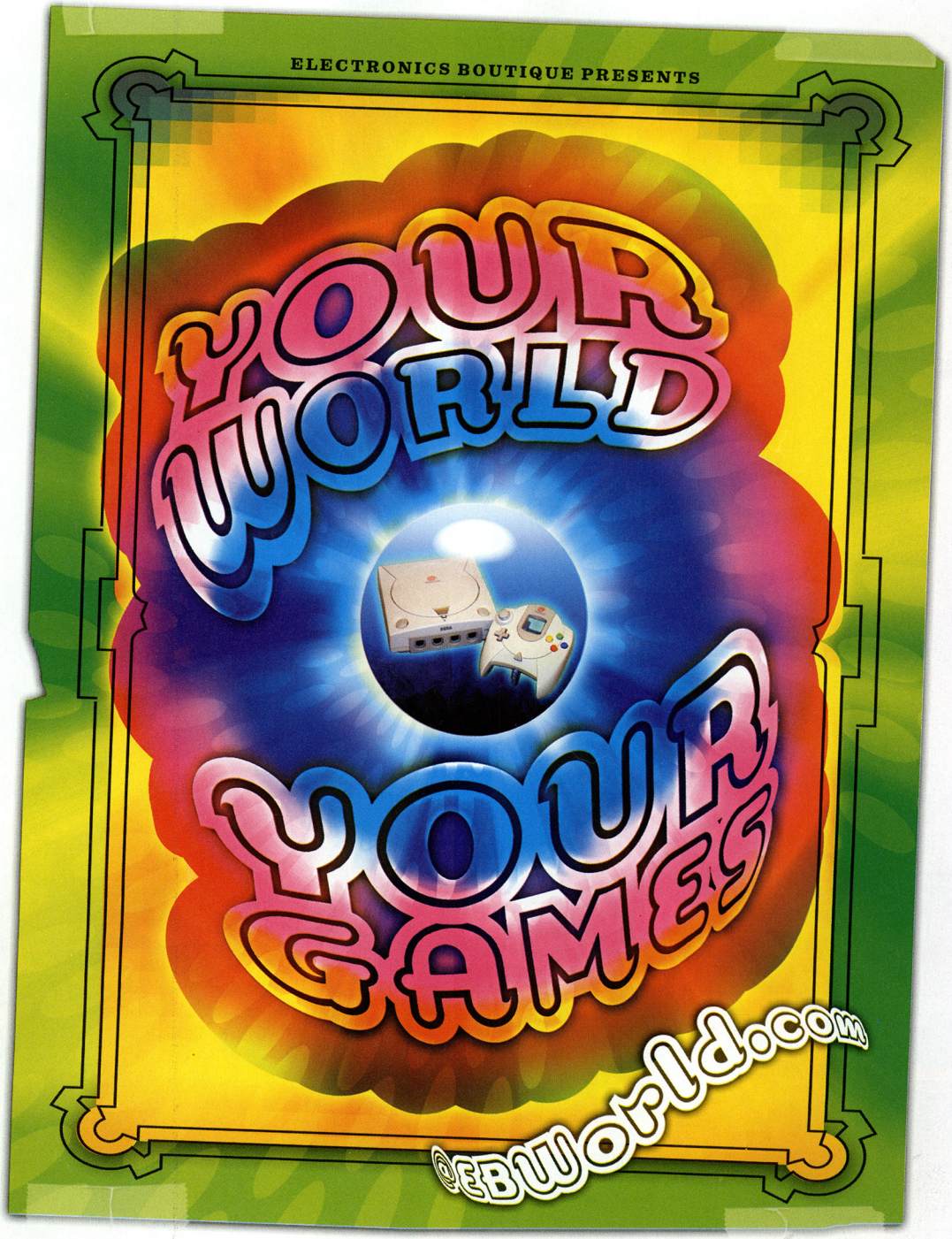
Assignment: Practice pulling off an assortment of Counter Hits. Wait for your opponent to strike you, and use their move against them.

Result:

I hitch a ride down to my local dojo. When I arrive, there is a judo class already in progress. I burst through the doors and—spitting as much offensive melodrama as I can—do my best impression of a dubbed kung-fu flick: "I know Kung Fu...wanna fight?" No response, so I try again: "Hey guys—ju don't know how bad I'm about to kick your sorry asses!" Blink, blink. "Hey, whose blackbelt is this?"

Somewhere, someone dropped a pin...





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AOL KEYWORD: EBWORLD

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Live by the Sword;

(Also pillage, plunder, hack, slash



The Rock Monster,
Yalta Desert
"From stone to sand, by the force of my blade."

LEGEND OF THE BLADE MASTERS





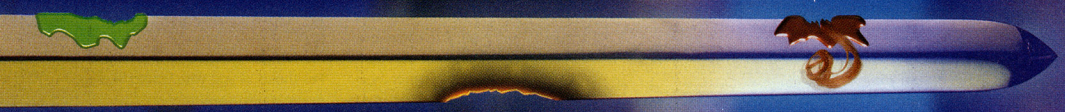


Die by the Sword.

and conquer by the sword.)

Trial of the Worms, Wizard's Cave
"Green is for the precious life that I take from thee."

Date with Queen Arachnid, Elven Forest
"If only her exoskeleton was as tough as her will."



Otanka Onslaught, Kelta
"Fire in their bellies hath my strike released."

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DCNATION

In Association with planetweb

dreamcast.planetweb.com

Surfin' Dream

Wax up that Dreampad, Dude! The waves have

Online in Ten Minutes

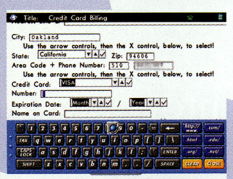
Relax—If the chimps at ODCM can do it, so can you!

The Time is Now

Okay, that browser disc is still in its cellophane wrapping and the phonejack and your Dreamcast aren't even on speaking terms. It's okay, we understand. It's been a slow, painful process—kind of like getting in shape—but let us assure you, online gaming for Dreamcast is about to take off. And you owe it to yourself to get connected.

We all understand if your grandma thinks the internet is pure evil—that's to be expected—but since when have you listened to her? Even if you don't already have an internet service provider (ISP), you can sign up for online service directly from your Dreamcast and get into the action within minutes. Just plug in that modem, attach your Dreamcast keyboard, throw in your PlanetWeb browser disc, and get biz-*zay!*

Don't have a Dreamcast keyboard yet? Don't worry, you can still sign up using the Dreampad and the browser's virtual keyboard. It might take



you a bit longer than ten minutes, but the good news is that after you sign up, you'll get a brand spanking new keyboard sent to you as part of the deal. Here's a tip: when keying with the virtual keyboard, use the D-pad—not the analog stick!

Minute 1-5

If you don't already have an ISP, you can sign on with Sega and AT&T. The process is painless,



and you'll be fine as long as you remember to press tab to jump through all those forms.

For those of you who already have an ISP, here's a checklist of the info you'll need to enter the PlanetWeb browser: your ISP login, password, dial-up, DNS (Domain Name System) address, mail login, POP (Post Office Protocol), and SMTP (Simple Mail Transfer Protocol). Intimidating, right? Don't sweat it. Your own ISP customer service reps (you've got the number somewhere) can answer any questions you might have, especially in regards to that elusive DNS address. As for mail, your POP account is the mail server that receives messages and your SMTP is what sends them. For those of you who both receive and send your mail from your ISP e-mail account, they will look similar—but let's say you're a student at a university... You might receive mail under your school account (POP), but if you log in to an outside ISP, your internet provider is responsible for sending messages out (SMTP). In that case, the university is your POP (ie. saluki-mail@siu.edu) and your ISP is your SMTP (ie. mail@midwest.net). Again, consult your customer service representatives if you need assistance.

Minute 6-7

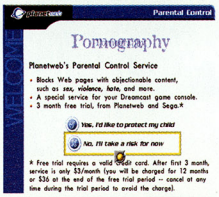
Once you've dialed in, you'll be able to enter the Dreamcast Network to verify your age as well as register your machine. For this, you'll need to enter



your name, mailing address and the serial number on your Dreamcast, and decide whether to receive mail from the Dreamcast Network.

Minute 8-9

Pornography. Violence. Naked pictures of your Aunt Flossie.



For those of you who would like to protect the younger members of your household from such volatile material, the Dreamcast Network provides a feature to lock out sites that contain explicit subject matter (the internet is a big, scary place, and like any community, there are areas within it that are not suitable for children). If you want to enable or disable this function later, you can always come back to it.

Minute 10

Welcome to the Dreamcast Network. You're in! Now it's time to take the tour and see what all the hooplah's about.

Glossary

Hate seeing weird acronyms and not knowing what they mean? We do, too. Use the definitions below to impress chicks at Dreamcast cocktail parties. In Nerd-land. Well, we didn't say *cute* chicks.

BOOKMARK Electronic bookmarks work much like their namesakes—they're used to bring you back to a website you've already visited, without having to type in the address.

FAQ Frequently Asked Questions. FAQ files contain answers to the questions most commonly asked about specific topics. Good to read before you start bothering people.

HTTP HyperText Transfer Protocol. If you still remember this one in five minutes, you are unquestionably a true geek. HTTP is the main protocol used on the World Wide Web, as it enables linking to other web sites. Utter this gibberish in social situations at your peril.

LINK Any active connection to another web page, file, or other Internet resource. Linking from page to page is a great way to find what you are looking for—but don't forget to bookmark the great pages you find!

URL Uniform Resource Locator. More geekspeak. We can tell you what it means, but not whether to pronounce it "You Are Elle" or "Earl." URLs are basically just addresses used to specify the location of a resource in the Internet. Avoid geekiness by calling it "web address."

www.DailyRadar.com

cast Style

never been better



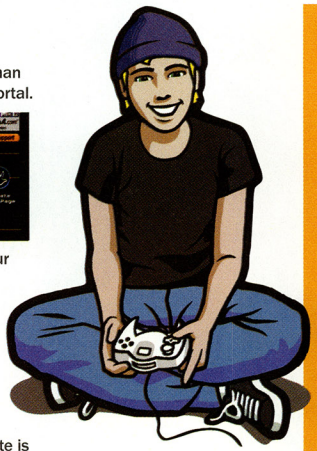
No Place Like Home

Healthy surfing begins at dreamcast.planetweb.com

Need a friendly nest in the internet that's customized especially for Dreamcast owners? Look no further than PlanetWeb's Dreamcast portal.

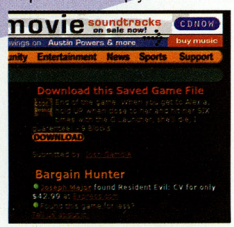


In order to satisfy all of your gaming and browsing needs, it features one section that is completely devoted to downloads for your VMU screen, plus loads of game saves and links to other DC-related sites. For DC owners, a tour of the site is well worth the time and effort.



Game Saves

At the moment, PlanetWeb's page doesn't feature a huge number of different game saves for your Dreamcast games, but expect the figure to increase with frightening rapidity—more system owners are signing online every day, and the growth rate is impressive. Simply click on the



genre of your choice under the Gamer's Archive section and then choose the game you'd like to learn about. Some of the game descriptions will also feature downloadable saves—currently, the roster of save-able titles is headed by none other than our favorite, *Code Veronica*.



Community

Part of Planetweb's push toward a more DC-friendly virtual online world, the 'Community' allows Dreamcasters to interact in a number of cool ways. Currently, clicking on the Community button gives you access to Chat, Mailing Lists and DC-related links, plus Create a Web Page and Submit a Web Page functions. Each section features detailed instructions on how to get the most out of every option, including helpful hints on how to get started creating your own web page. The links page transfers you instantly to the best game reviews, import coverage, DC gossip, and even cheat pages available anywhere on the net. And the chat function gives you a chance to socialize with other denizens of the web, whether it's on the topic of Dreamcast or not (But really, what else is there to talk about, after Elian Gonzalez was reunited with his dad?). Make sure to give the instructions for each section a good look through before you take the plunge.

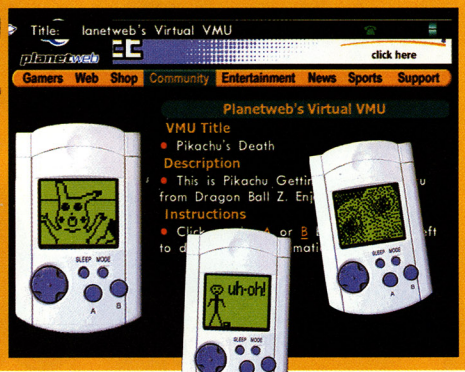


Visit PlanetWeb's Dreamcast page by typing in http://dreamcast.planetweb.com/ and get on your way.

Cool VMU Videos

VMU Downloads: Click on the VMU Central link to access a page featuring loads of animated VMU screens created by fellow Dreamcast owners (If you have a PC, you can opt to download PlanetWeb's VMU Animator program, which allows you to create your own VMU animated screens that can be shared with friends and other DC fans).

VMU Central features over 24 pages of content, featuring an incredible assortment of animate screens ranging from "Stick Death" (as imaginative as it sounds, it's literally two stick figures in a gunmatch) to the rather impressive video-feed quality of "Meedo, The Puppet." The only requirement is that you must have a VMU plugged into your Dreamcast controller—then you simply have to follow the instructions given on the page. We've been alternately inspired and horrified by the snippets of creativity that we've viewed at VMU Central, but on the whole, it's a pretty entertaining place to visit. Who knows? An **ODCM** mini-epic may be appearing there soon.



Huh?

Don't worry, Clarence, there's no such thing as a stupid question. The brainiacs here at DCNation will wash your worries away.

Q: I'm online but I can't seem to go back to the page I came from.

A: Hit Esc on your keyboard or the start button on your controller to bring up the command menu; from there you can easily navigate backward or forward.

Q: While I'm online, incoming calls break my connection.

A: Within your dial-up options, you can enter a call-waiting prefix to temporarily disable it while you're online. Just bring up the command menu and select Options, then go to Internet Options and fill in the proper info under the dial-up heading.

Q: I want to search for other sites I'm interested in—where's a good place to start?

A: Again, bring up the command menu, then select search to bring up PlanetWeb's search page (courtesy of excite.com). Not only does it allow you to search the entire web for key words or phrases, but it also contains a place where you can simply type in the address of the site you want to visit (later versions of the browser support URL lines which can be filled in directly).

Q: Some of the sites I visit contain text that is too small for me to read properly.

A: Just zoom in using the Y button on your controller. Press it once for 2X magnification, twice for 4X, and a third time to put the zoom window away.

Q: Is there an easier way to scroll up and down these web pages?

A: The Left and Right triggers on your controller move the screen down and up, respectively. For those of you with keyboards, PageUp and PageDown work similarly (or use the Home and End keys to jump to the very top or bottom of the page).

Q: I'm tired of typing in the addresses for the sites I visit regularly.

A: Not to worry, just make the site a favorite. Once you're at the site, go to the command menu and select Favorites, then choose the option at the bottom of the screen that allows you to add the current site to the list. From then on, just pull up the Favorites menu to jump directly to the web sites you want.


OUT OF CONFLICT,
LEGENDS ARE BORN.
TEEN
T
CONTENT RATED BY ESRB
Animated Blood
Animated Violence
For more information on this product's rating, call 1-800-771-3772 or visit the ESRB web site http://www.esrb.org.
Sega Dreamcast.

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COMING SOON



1-2 *Illbleed* will have literally hundreds of unexpected surprises, and Climax Graphics is developing a special 'Jack in the Box' system for maximum thrills. By the way, her name is *not* Randy. That bar at the bottom isn't functional yet in this early build.





Illbleed already impresses with a rich variety of textures and moody lighting.

"Okay, so Blue



Illbleed

Climax Graphics takes a lesson from *Blue Stinger* and creates

OK, so *Blue Stinger* wasn't the greatest horror adventure ever made. Its jerky camera system—although improved for US release—was confusing, to say the least, and the pitiful voice acting made even Sega of America's localization work sound like Kenneth Brannagh reading Shakespeare sonnets.

The game had its merits, though, considering it was one of the first DC games in development and the first DC game created by Climax Graphics. And now, the company founded by former Climax Entertainment employee Shinya Nishigaki (of *Landstalkers* and *Dark Savior* fame) is hard at work on *Illbleed*.

What may seem, at first glance, to be yet another *Resident Evil* clone (or even a *Blue Stinger* clone, for that matter) is, in fact, a dramatic departure from the horror genre's clichés and aging gameplay. It is, instead, chock-full of fresh and frightening ideas.

"*Illbleed* and *Blue Stinger* are very different games," Nishigaki comments. "But we did keep some elements from the first game, such as the combination of action and puzzle elements. And as far as *Resident Evil* is concerned, our new game is entirely different."

***Illbleed* runs** on a wholly new engine that will allow for higher framerates, more monsters and objects onscreen at once, more effects, faster loading times and bigger environments. The company's president says, "We are trying to balance our improvements in the game, rather than focusing solely on better graphics and technology." That's a statement we welcome with open arms. And from what we've seen, Climax Graphics should be well able to deliver goods that'll back up all of its PR noises.

Although the early build shown at Tokyo Game Show boasts impressive visuals with fluid animations, realistic effects and detailed backgrounds, this should be the first time that a horror adventure will be discussed mainly in terms of its gameplay.

To survive the litany of more than 1500 horror events in *Illbleed*'s 'Virtual Horror

Stinger wasn't the greatest horror adventure ever made"







1 Expect the unexpected in *Illbleed*: This thrill ride is actually out to kill you...and you know what they say about anthropomorphic walls with big hands, right?

2 One of the many horrors your character will face: Walking through snow in a miniskirt.

a monster that's more evil than resident

Land', players will need to use at least four senses—sight, hearing, smell (metaphorically, at any rate) and that dandy 'sixth sense'—to find the safest way out of danger, while trying to keep a pulse rate of 60. A handy bar at the top of the screen shows the activity of each sense, and should be observed at all times to avoid having a heart attack (which is probably less painful than being chopped up by a huge claw). This added strategy element clearly distinguishes *Illbleed* from its competition.

There will be four playable characters: Eriko, Kevin, Randy and Michelle, although playing through as Eriko presents complications; she has to "rescue a friend first, otherwise you won't be able to use the others."

One of the biggest dangers they'll have to face will be 'Dummy Man', a creature who has apparently retired from the crash test business in order to do some serious killing. "He is like a mascot of the Virtual Horror Land in *Illbleed*," Nishigaki explains, "Kind of like Mickey Mouse in Disneyland." Adorable, isn't it?

JORG S. TITTEL

IN BRIEF

PUBLISHER SEGA **DEVELOPER** CLIMAX GRAPHICS **GENRE** HORROR **PLAYERS** 1 **ORIGIN** JAPAN **ONLINE** NO **RATING** TBA **PERIPHERALS** JUMP PACK, VMU MINI-GAME **DATE** FALL (JAPAN) TBA (US)

+ Clever premise using all the "senses" helps Ill Bleed stand out from the rest of the horror flock. Plenty of playable characters.

− Will it live up to its promise? Is Climax Graphics experienced enough to tackle such a game?

BOTTOM LINE

With the DC world riding high on the horror wave, Ill Bleed should add a new dimension of terror to the mix.

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

ILL BLEED /62 Climax Graphics promises more blood for the buck
SONIC SHUFFLE /66 Sega's mascot throws a multiplayer party
WACKY RACES /68 Penelope Pitstop, Dick Dastardly, oh yeah!
SYDNEY 2K /68 An Olympics game set to an INXS soundtrack–NOT!
UFC /73 Men in tights again—proving their manhood. Um...but...
ETERNAL ARCADIA /80 The eternal wait is nearly over
COOL COOL TOON /77 Better polish your platforms, Ulala!
SUPER RUNABOUT /79 Find out how well vehicular crime pays
MARVEL VS. CAPCOM /82 Spider senses tingling!
SNO-CROSS /84 Snowmobile racing for the DC generation
WORLD SERIES BASEBALL /84 It's finally on the way...
VIRTUAL ON: OT /88 Our giant robot can beat your giant robot

Incoming!

All Dreamcast, all the time: planned releases for 2000 and beyond

4-Wheel Thunder Racing	May
Fur Fighters Action	May
Tech-Romancer Fighting	May
Grand Theft Auto 2 Action	May
ESPN NBA 2Night Sports	May
Draconus Action	May
Omikron Adventure	May
Gauntlet Legends Arcade	May
ESPN Baseball Tonight Sports	June
Midway Arcade Flashback	June
Bust-A-Move 4 Puzzle	June
Spec Ops: Omega Squad FPS/Action	June
Legend of the Blademasters RPG	June
Toy Story 2 Platformer	June/July
Demolition Racer: No Exit Racing	June
Dark Angel: Vampire Apocalypse Action	June
Space Channel 5 Music	June
J. McGrath Supercross 2000 Sports	Q2
NFL Quarterback Club 2001 Sports	Q2
Bust-A-Move 4 Puzzle	Q2
Ecco the Dolphin Adventure	Q2
Felony Pursuit Action	Q2
Deadly Pursuit Action	Q2
D2 Adventure	July
Metropolis Street Racer Racing	July
Evolution 2 RPG	July
Arena League Football Sports	July
Super Magnetic Neo Platformer	July
ECW Anarchy Rules Wrestling	Aug
Sydney 2K Sports	Aug
4x4 Evolution Racing	Aug
Jet Grind Radio Action	Aug
Power Stone 2 Fighting	Aug
Sno Cross Int'l Champ. Racing	Aug
Star Lancer Online Shooter	Sept
Ultimate Fighting Champ.	Sept
Monster Breeder Sim	Sept
Rush 2049 Racing	Sept
Prince of Persia 3D Action	Sept
Sega GT Racing	Q3
Hydro Sprint Racing	Q3
Wacky Races Racing	Q3
Armada II Strategy/RPG	Q3
Half-Life FPS Shooter	Q3
Rush 2049 Racing	Q3
Quake 3 FPS Shooter	Q3
WSB2K1 Sports	Q3
Seaman Other	Q3
MagForce Racing Racing	Q3
South Park Rally Racing	Q3
KISS Psycho Circus FPS Shooter	Q3
18-Wheeler Ampro Trucker Arcade	Q3
Ferarri 355 Racing	Q3
Test Drive Rally Racing	Q3
Gorka Morka Racing	Oct
Sonic Shuffle Multiplayer Puzzle	Oct
PacMan Maze Madness Platformer	Oct
POD 2 Action	Oct
Austin Powers: Mojo Rally Racing	Oct
V.I.P. Action	Nov
Evil Twin: Cyprien's Chron. Adventure	Nov
M.O.U.T. 2025 Action	Nov
Dinosaur Action	Dec
The Road to El Dorado Action	Dec
Black And White Strategy	Q4
Boarder Zone Sports	Q4
Shenmue Adventure	Q4
Planet of the Apes Adventure	Q4
Evil Dead: Ashes 2 Ashes Action	Q4
Ill Bleed Action	Q4
WWF Game Wrestling	Q4
Marvel Vs. Capcom 2 Fighting	Q3
Spawn FPS Shooter	2000
Agartha Adventure	2000
V-Rally 2: CE Racing	2000
Stunt GP Racing	2000
Alone in the Dark 4 Adventure	2000
Eternal Arcadia RPG	2000
Sonic Adventure 2 Platformer	2001
Phantasy Star Online RPG	2001
Picassio Action	2001

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EDITION





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CONTENT RATED BY ESRB

Animated Violence

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READ 'EM and WEEP.

"Don't let the cute creatures and settings fool you --- Rayman 2 is an impressive and challenging adventure game for diehard gamers."

-GamePro

"...this is -- hands down -- one of the best looking and most enjoyable titles you'll ever see on the Dreamcast."

-Official Sega Dreamcast Magazine

"Rayman 2 is, without question, the most impressive feat of game design and execution the platforming genre has **EVER** seen. **THIS** is the next evolution in gaming, and it has never looked or played better than it does on your Dreamcast."

-IGN.com

"...on the Dreamcast, he's a platforming god that towers over Sonic's lackluster antics."

-Game Informer Magazine





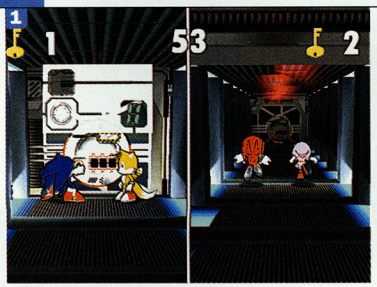


Ubi Soft ENTERTAINMENT

Sega Dreamcast.

RAYMAN2DC.COM

Get your game on with anonymous strangers...









Sonic Shuffle's main game takes place on a massive board. Different 'squares' represent different mini-games that you'll have to complete.

1 Incorporating all sorts of cooperative and head-to-head gameplay modes, you can expect to be making friends as well as losing them—if you got game.

2 With over 50 mini-games to participate in, don't expect *Sonic Shuffle* to get old anytime soon. If it's anything like its spiritual counterpart, *Mario Party*, you can count on it being a huge hit. We mean with you, Chester—not with just the under 10 set.

3 Out of the fire...and into the mouths of a chorus line (or performance of 'syncronized eating') of hungry brown alligators? While we haven't had a chance to get our mitts on a playable version of *Sonic Shuffle* yet, this scene just screams, "For the love of Sonic, keep hitting the damn A button, you moron!"



Sonic Shuffle

The importance of being Sonic (and of making nice new friends)

We've alluded to a secret *Sonic Party*-type game in past issues of **ODCM**, but now it's official: the freshly revamped Sonic and Co. are rarin' and ready to take on a whole new genre of wackiness that goes far beyond racers (*Sonic R*) and platformers (everything else Sonic). In other words: *Sonic Shuffle*.

The concept is simple: You and up to three of your "friends" (only loosely related to the actual Webster's Dictionary definition, since you can get your game on with anonymous strangers online) will control separate characters from the Sonic universe (Knuckles, Tails, Amy Rose, etc.) in a game modeled after a board game (remember those?). What ensues is pure multiplayer mayhem, as you must then race to gather as many "special crystals" as possible in order to put the kibosh on the evil plans of *Sonic Shuffle*'s new nemesis, the Void (also remembered as the preferred nemesis/muse/misery engine of tortured pop stars throughout the '80s). No longer are you fighting the comfortably familiar power that is Dr. Robotnik. Instead, your goal is to grab as many of the Precioustones away from the Void by winning an assortment of mini-games—all of which have addictive, *Mario Party*-esque gameplay.

And much like

Nintendo's *Mario Party*, players progress by drawing cards out of a lot and moving along the game's virtual board, until *bam!* You land on a 'square' that tosses you headlong into a mini-game. With around 50 mini-games, *Sonic Shuffle* isn't an overnight event. You'll be able to compete head-to-head against up to four players online or off; there'll be a race to see who has to play as Tails. But never fear, lonely gamers. *Sonic Shuffle* will also feature a Story Mode which has been developed expressly with the solo Sonic buff in mind. Expect plenty of cinemas featuring His Hedgehogness confronting the evil Void and grappling with his own deeply buried existential angst...or not. But we are serious about the single-player Story Mode.

The game's team is made up of members of the *Jet Grind Radio* crew, plus many of the faces responsible for Nintendo's *Mario Party*. The game has a distinctly *Jet Grind Radio*-esque look that should give it an edge over previous Sonic titles. And as kiddy as the game may look to gamers who believe themselves to be beyond 'party games' (What—tired of playing spin-the-bottle with each other, guys?), we guarantee that this title will be one to truly showcase Sega's new network. Bet on it.

FRANCESCA REYES

IN BRIEF

PUBLISHER SEGA **DEVELOPER** HUDSONSOFT **GENRE** ALL SONIC, ALL THE TIME **PLAYERS** 1-4 **ORIGIN** JAPAN **PERIPHERALS** TBA **ONLINE** YES! **RELEASE DATE** OCTOBER-ISH

+ What every Dreamcast owner needs: A Sonic party game!

With internet play and loads of multiplayer options, it could be more fun than a cat with its feet wrapped in tin foil

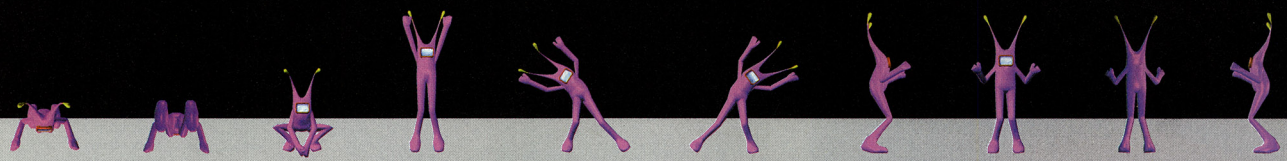
− What every Dreamcast owner needs: A Sonic party game?

Sega, who's feeding you these names—Sony? This isn't as bad as *Homologation Nation*, but...

BOTTOM LINE

With a multiplayer mascot game on board to support Sega's upcoming Online Gaming Utopia, this could be the title with major mass appeal

www.DailyRadar.com













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LIFE'S A DANCE PARTY. THEN YOU DIE.*

ESRB T TEEN Mild Animated Violence Suggestive Themes

Parental Advisory Explicit Content

TITLE THEME SONG AVAILABLE ON TOMMY BOY SILVER LABEL 6/20

You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Ulala will show you some fly moves. Before long you'll be rump shakin'-it against an alien posse. But don't get too funky or they'll light you up like a Christmas tree. Visit spacechannel5.com

*No Morolians are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.

Sega Dreamcast
IT'S THINKING



We wonder if there will be a 'false start' option included in the Dreamcast version of track events...

Sydney 2K

Eidos goes for the gold (and silver, and...

With the Olympics just around the corner, it seems fitting that Dreamcast should do its virtual part. And like a good friend (with a penchant for licenses), Eidos is there to give us the goods in the form of *Sydney 2K*. Developed by Attention to Detail, the game promises to include a total of twelve events including all the usual suspects—diving, track and field competitions, and cycling. Even better, the kayaking and (that old favorite) weightlifting events can be enjoyed with a friend. Which sounds...um...sweet.

In addition, players can compete across a wide variety of modes: single player, arcade, head-to-head, coaching mode and an intriguing Olympic Mode. What does this mysterious mode entail? Imagine being able to train your own customized athlete through over 20 'virtual gym activities' (which we're sure won't include steroid injections) in order to compete alongside an entire team of gold medal hopefuls. And don't forget those ever important pre-Olympic events! Eidos includes plenty of those, as well.

But the company didn't stop there, of course. Professional-style commentary from the sidelines and multiple "TV-like" camera angles appear throughout the game, making its "advanced skeletal animation systems" even more fun to move around.

While we weren't able to see the DC version in action before going to press, we have been able to take a gander at *Sydney 2K*'s PC counterpart. The models and animations are still a little rough at this stage, but the gameplay itself definitely looks promising. All in all, it's clear that our yen for a good ol' Track 'n' Field "tap the buttons until your fingers fall off" title may indeed be quenched when *Sydney 2K* releases in August. And given Eidos' exclusive rights to the US Olympics license, it's a good bet that you won't find another sporting event title released in 2000 that even comes close. We'll keep you posted.

FRANCESCA REYES

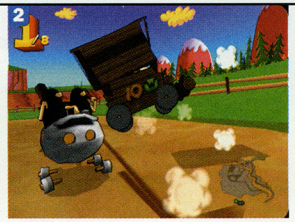




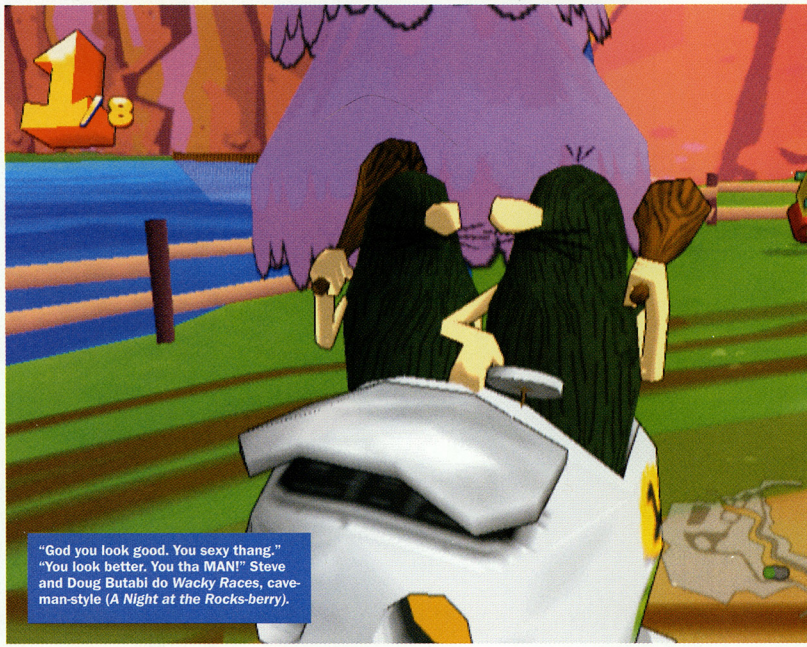
Let's hope we won't have to sit through those 'moving' profiles of underfed 15-year old girls—er—world class gymnasts.

PUBLISHER EIDOS **DEVELOPER** ATTENTION TO DETAIL **ORIGIN** UK **GENRE** SPORTS **PLAYERS** 1-2 **ONLINE** NO **PERIPHERALS** TBA **RELEASE DATE** AUGUST





1-2 "If zaniness were legal tender, Infogrames' *Wacky Races* could finance Washington DC mayor Marion Barry's expensive crack habit." *Greg Orlando, DailyRadar.com*



"God you look good. You sexy thang." "You look better. You tha MAN!" Steve and Doug Butabi do *Wacky Races*, cave-man-style (*A Night at the Rocks-berry*).

Wacky Races

Where's Waldo? Read on

Infogrames has gone bobbing-for-properties somewhere near the bottom of the licensing scrap barrel, and—we're happy to report—has managed to snag a winner. Based on the late '60's Hanna-Barbara cartoon of the same name, *Wacky Races* puts players in the driver's seat of eleven different vehicles, ranging from the Slag Brothers' Boulder Mobile to Dick Dastardly's Flying Machines to the Gruesome Twosome's Creepy Coupe.

Each of the game's 22 tracks is littered with jumps, tunnels, shortcuts, traps and Waldo-humping goats to help liven up the vehicular festivites. Even better, you can use weapons and gadgets ranging from ABC gum-bombs to fun and exciting kitchen utensils in order to slow opponents down.

Which means that—as in any cartoon worth its salt—playing fairly is for dorks. Wile E. Coyote would be proud.

When all is said and done, however, what actually sets this game apart is its graphical sheen. Pilfering a page from Sega's much-ballyhooed *Jet Grind Radio*, *Wacky Races* employs 'real-time black-lining' and an assortment of other techniques to enhance the game's visual appeal. And if its developers can get the framerate up to snuff, this could be one of Dreamcast's finest racers yet.

Wacky stuff indeed.

PS—Pat yourself on the back if you found Waldo.

EVAN SHAMOON

IN BRIEF

PUBLISHER INFOGRAMES **DEVELOPER** INFOGRAMES SHEFFIELD **GENRE** WACKY RACING **PLAYERS** TBA **ORIGIN** UK **ONLINE** N **PERIPHERALS** TBA **RELEASE DATE** SUMMER

+ Some of the most impressive cartoon-style graphics we've ever seen. And a great license. And it's funny. And it's fun.

− Not as fast-and-smooth as it should be...but it's not done yet.

BOTTOM LINE

If this baby lives up to its potential, Infogrames may have a racing classic on its hands. Lets hope they don't think target-group and turn *Wacky Races* into a 'kids game'—it can be so much more...

PROMISES PROMISES PROMISES

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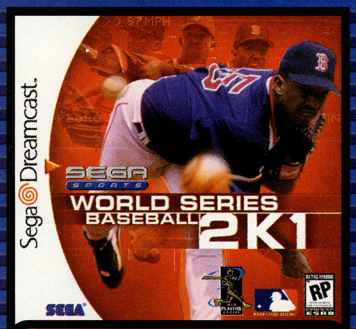
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SEGA SPORTS™

WORLD SERIES® BASEBALL 2K1

If You Really Concentrate – You Can Smell The Mustard



Machine: Dreamcast **Genre:** Role Playing/Sports
Developer: Sega **# of Players:** 1

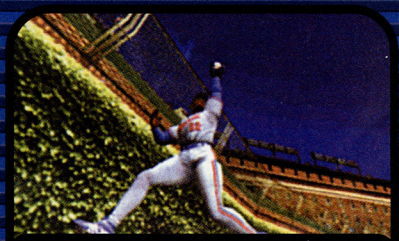
"As the first Sega Sports baseball title to come to Sega Dreamcast, this game has redefined the sports videogame category. Sega Sports brings you the most realistic baseball simulation game ever! **World Series Baseball 2K1** raises the benchmark in sports games with unprecedented realism, gameplay and graphics. **World Series Baseball 2K1** continues in the tradition of the 2K line featuring very realistic ballparks, players, and controls with 28 ballparks created in 3D. The game also features the new rosters for the 2000 season and features five great modes of play; including All Star, Playoff, Exhibition, Home Run Derby and Pennant. So create your own roster and get ready for some real hard-hitting action! Batter up!" – **DailyRadar.com**



Detailed player models and ballparks recreated in full 3D.



Abilities of players based on real sports data.



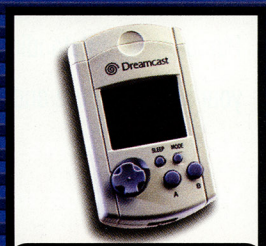
Awesome new camera angles.



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"I'm Half-Man, I'm Half-Fish...You Got A Problem With That?"

"What's an oversize guppy with a human face have on it's mind? I don't know... Ask it! Nothing, but nothing can prepare gamers for Sega's pet simulator... **SEAMAN**. You know how every videogame stakes a claim at uniqueness? Get ready... **SEAMAN** delivers. The game comes packaged with a green-tipped, padded microphone that fits into the Sega Dreamcast's controller via a VMU-like card. Once the game's little fish-men (called Seamen) hatch, players can press the "A" button on the Dreamcast controller, and talk to the creatures. Stranger still, the Seamen will begin to recognize a player's voice, and be able to respond to it. He's a picky fish, one that needs to communicate with you, be fed, nurtured and his fish tank maintained. Ignore his needs... and he'll talk back to you... get moody and he'll even make fun of you! Other virtual pets are cute and cuddly, **SEAMAN** is downright creepy, not to mention obnoxious. As a baby, he'll scream and chuckle madly. As an adult, he'll be perfectly insulting! This is a game that's altogether weird and totally Twilight Zone, and 100 percent unique!" — **DailyRadar.com**



Machine: Dreamcast **Developer:** Sega
Genre: Action **# of Players:** 1



Incredible, life-like 3D graphics and movements.



Players experience complete interaction with Seaman! Knock on the tank to get his attention.

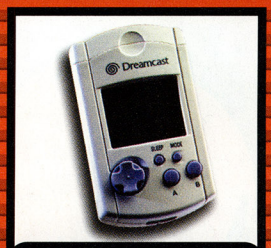


Game evolves over time, allowing creatures to grow even while players are not tending the aquarium.

Easy to use interface allows users to pick up the Microphone and talk to Seaman!

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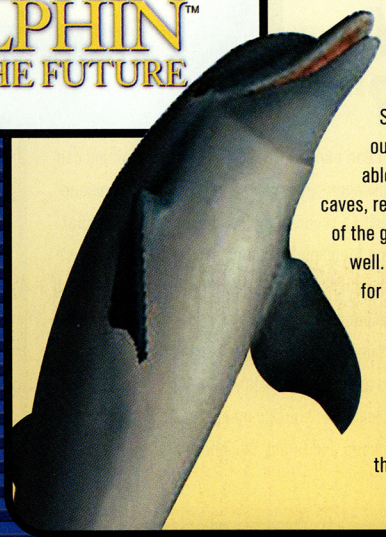
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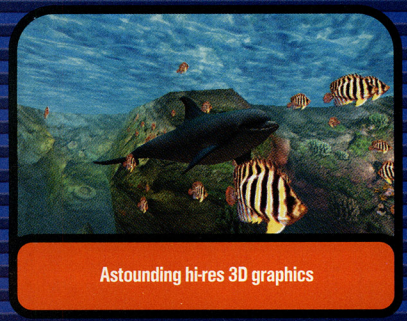


Machine: Dreamcast **Genre:** Action/Adventure
Publisher: Sega **# of Players:** 1

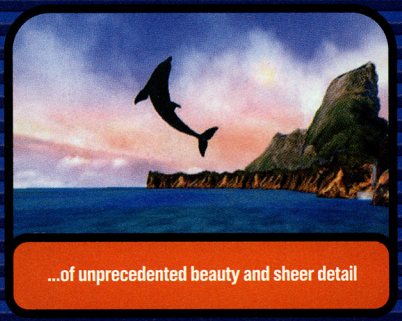
Whatever You Do, Don't Call Him A "Fish"



"The lovable dolphin **Ecco** makes his triumphant return to Sega's shores – and his greatest adventure to date will play out on the Dreamcast! As in previous adventures, **Ecco** will be able to explore various lush underwater environments such as caves, reefs and lakes. Time and space travel are also integral parts of the games and it will feature various puzzle-solving elements as well. Three-dimensional graphics and the Dreamcast's penchant for stunning lighting effects will ensure that **Ecco** is nothing less than a visual masterpiece. **Ecco** will look and move as a real bottle-nosed dolphin would; and Sega has worked with National Geographic magazine who has supplied the game's creators with information about dolphin behavior, oceanic flora and fauna, and the tooth and claw world of undersea existence. Oh to be under the sea…." – **DailyRadar.com**



Astounding hi-res 3D graphics



...of unprecedented beauty and sheer detail



...with vibrant lighting affects never seen before!

A game that finally takes full advantage of Dreamcast's power!

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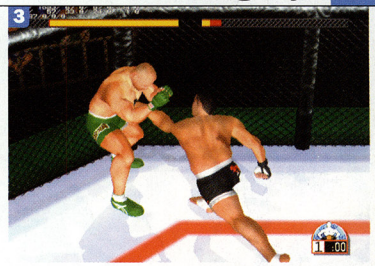
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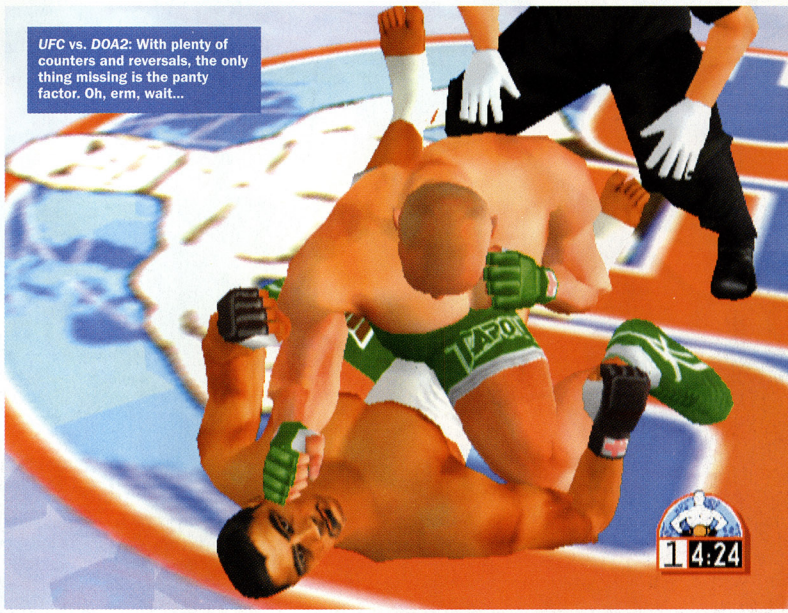
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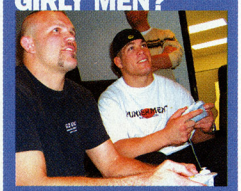






UFC vs. *DOA2*: With plenty of counters and reversals, the only thing missing is the panty factor. Oh, erm, wait...

GIRLY MEN?



During our visit to Crave's offices in LA, we met up with two of the stars of *UFC*: Chuck 'The Iceman' Liddell (*left*) and Tito Ortiz (*right*). This shot was taken just before Evan unwisely teased Tito about 'playing like a girl.' Poor Evan... (For more **ODCM** opinions on how to play fighting games, see **Fight Club**, p. 44.)

1 We were quite amazed by the realism of the fighter models in UFC; it's spooky. There are only two ways in which these guys could have been made real-er: 1) They could have smelled appropriately of sweat, blood and body makeup (perhaps, in the approaching era of 'ISmell'—see our news story in **DCDirect**—they will), and 2) More lumps and bumps in appropriate (but undelightful) places. We're not sure that we want the game to improve that much.

2 Big John McCarthy yearns to join the down-and-dirty action... Always the bridesmaid, never the bride!

3 Tito Ortiz goes to town and shows off the physics of UFC.

Ultimate Fighting Championship

Not just another pretty-faced homage to men in tights

When Crave announced that it had snagged the license to produce games based on the tough-as-nails Ultimate Fighting Championship tournament, we here in the **ODCM** offices were a bit skeptical. We'd seen our share of wrestling games (*WWF Attitude* comes to mind) and 'live-action' beat 'em ups (anyone remember the atrocious *Street Fighter the Movie*?), and we hadn't been impressed at all. But after having a go at the game and witnessing a frighteningly live demonstration (complete with real UFC fighters) of what gameplay would be all about, we started coming around.

In the capable hands of Japanese developer Anchor (replete with several team members who had previously worked on *Tekken, Soul Calibur* and *Toy Fighter*), *UFC* does ultimately promise to be much more of a real fighting game than some mere wrestling knock off. This is definitely a good thing.

Composed completely

in 3D, *UFC* sports licensed fighters duking it out as they would in an actual tournament. This means that each fighter will have his (or her, in the case of secret characters) own specific style of combat and couture modeled after their real-life counterparts, moderated by the interactive referee/announcer, Bruce Buffer. Gameplay-wise, the version of *UFC* that we played at the Crave offices was still really early, but the level of depth and complexity in game mechanics was already apparent. Anchor has seen fit to include hit combos and reversals in addition to grabs and counters, much like you would find in any 3D fighting game.

The fighters themselves look surprisingly realistic, with faces that show a great deal of well-integrated detail. Small things, like Chuck 'The Iceman' Liddell's head tattoo mapped perfectly onto his virtual counterpart's skull, and Tito Ortiz's black shorts emblazoned, as they should be, with flames, make the game a visual delight.

So, while skeptics may regard *UFC* as nothing more than another rock 'em, sock 'em, roll around with 'em chance to show men in their underwear, gamers would be well served not to take *UFC* lightly. If everything goes according to Crave's and Anchor's ambitious plan, Dreamcast may finally get its due. *UFC*, so far, is shaping up to be one of the better fighting games based on a live-sport license, and wrestling fans should take notice. With some added attention to controls and gameplay, we're hoping that *UFC*'s early rough edges will be smoothed out. Expect it to come out swinging this September.

FRANCESCA REYES

IN BRIEF

PUBLISHER CRAVE **DEVELOPER** ANCHOR **GENRE** FIGHTING/SPORTS/UNDERWEAR MODELING **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** TBA **ONLINE** NO **RELEASE DATE** SEPTEMBR/OCTOBER

+
- Great amount of facial expression and likenesses to each fighter's live counterpart
- A promising amount of flexibility in controls and moves
- A load of men in their skivvies

−
- Will there be enough variety in the moves lists for each fighter?
- Early versions moved quite slowly
- A load of men in their skivvies

BOTTOM LINE

With a considerable amount of talent at the helm of UFC, we predict that it may take the live-sport cake. Cross your fingers.


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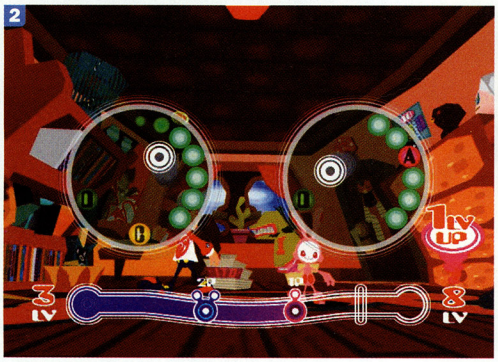
"I'm sorry, I can't look at you because every time I try, I'm compelled to peek under your skirt." "Everyone does."* (*working script translation)

1 *Cool Cool Toon* has been garnering loads of attention from the press—for obvious reasons.

2 While we may not know a lot about how *CCT* plays, we do know that the Jump Pack will vibrate to the music's beat. Clearly, busy hands are happy hands.

3 Who ever said that bad guys don't floss?







Cool Cool Toon

The Jetsons meet *Jet Set Radio,* on the grooviest dance floor ever

Known primarily for its excellent 2D fighters, SNK has jumped on the popular music game bandwagon with its more-than-promising new franchise, *Cool Cool Toon*. Little has been revealed about actual gameplay, but artwork for characters and overall design (represented so far only in screens) already speak in favor of the title—its designer (who goes by the rather intriguing moniker "ippei") has created over 80 refreshingly original characters, playable in story, versus and cooperative modes.

"The character designer is very serious about fashion, and is even planning to establish his own clothes shop under the 'ippei' brand name," explains a proud producer. Even if the game should turn out to have the somewhat limited fun-factor of poking your own nose, "Its design alone will surely attract the masses...and dress them, too."

The developer calls *CCT* a 'rhythm comic'. "We wish players to enjoy this game as though they were reading a comic book," Adachi explains. Realtime movies will spice up the atmosphere between challenges, and let gamers catch some breath.

As if the three above-mentioned modes weren't enough, SNK is implementing two largely different gameplay styles, 'Flitz' and 'Notty', which will alternate in Story mode. In Flitz (which apparently means 'dance'), the player uses the joystick and buttons to make the characters groove to music and graphics. As to how the onscreen meter works, we'd like to know that ourselves. We do know that a level (LV) meter determines the player's progression in the game's six worlds—the better you dance, the higher the meter. According to SNK, Notty's gameplay will be "very similar" to the PlayStation hits *Parappa the Rapper* and *UmJammer Lammy*.

SNK is also creating a Neo Geo Pocket offshoot called *Cool Cool Jam* to link with its big DC brother. "*CCJ* will let you play ten musical instruments and give you the choice between a Session or Story mode." Adachi reveals, "You can download monsters from the DC version, each with a different instrument. Then you can upload your NGPC play data into the DC, which will earn you Jara, the currency in the *Cool Cool Toon* world." You can even use your Jara online, to buy officially licensed designer costumes and other goodies in SNK's 'Collect Tower'.

We can only hope that SNK chooses to release the game and its NGPC companion here in the US. Ulala, those little Moroliens are about to become the least of your worries!

JORG S. TITTEL

IN BRIEF

PUBLISHER SNK (JAPAN), US (TBA) **DEVELOPER** SNK **GENRE** MUSIC/DANCE **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** NGPC, JUMP PACK **ONLINE** YES **RELEASE DATE** JULY/AUG (JAPAN), TBA (US)

+ Unique style, various gameplay modes and online support.

NGPC and online compatibility open up new possibilities for the music genre

− We have no clue what gameplay will be like... Let's hope SNK's fighting background won't limit the potential of *CCT*

BOTTOM LINE

With SNK 'tooning' into the rhythm-action genre, DC gamers had better take notice. This may be yet another brilliant DC exclusive! Hope the US doesn't miss out on a potential gem.



遠い約束

EVOLUTION 2

FAR OFF PROMISE



MAG

[rpg survival tactic #3]

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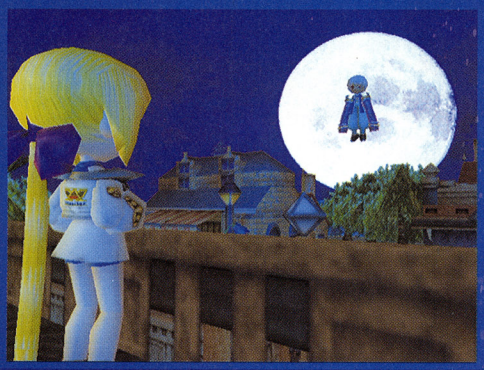
神機世界エヴォリューション2

RATING PENDING
RP
CONTENT RATED BY ESRB

STING Esp Sega Dreamcast Ubi Soft ENTERTAINMENT









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Take it from us, this truly is San Francisco. The trash cans are the right shape. The taxis are the right colors. The MUNI buses have just the right logos—and all of the nice old ladies with shopping carts in Chinatown hobble across the street in front of your car just as the light turns green. It's life. You've gotta love it.

Super Runabout

Whose side are you on, anyway?

Take the playability and polish of *Crazy Taxi*, throw in the seamy underbelly of *GTA 2*, then add a healthy dose of the 'interactive' factor found in a game like *Destruction Derby*, and you've got an inkling of what *Super Runabout* is all—er—about.

Here's the crux: you accept an illicit mission involving shady pick-ups and drop-offs, then race to a goal while attempting to shake the fuzz off your tail. It's a simple formula—but after giving our playable demo of the Japanese version a good go, we can assure you that it's a solid one. And the option of playing through as either criminal or cop is a great twist.

Graphically, the game most closely mimics the 3D fast-paced feel of *Crazy Taxi*. Its representations of the 'mean' San Francisco streets are frighteningly accurate, even down to the signage on familiar parking garages. While our early demo had some pesky problems with clipping and slowdown (which was especially apparent in any view outside of the 'In-Car' camera angle), it's likely that Interplay (*MDK 2*) will clean up these flaws before release.

And there're more goodies: If you play through as the criminals, you'll have a slew of vehicles to unlock. If you manage to avoid trashing the town (and other drivers) on your deliveries, you won't incur a dollar debt. If you do get too wreck-happy and your debt exceeds your bankroll, it's back to the garage with you. Fun, fast and furious, *Super Runabout* will be a title to shout about when it hits shelves later this year.

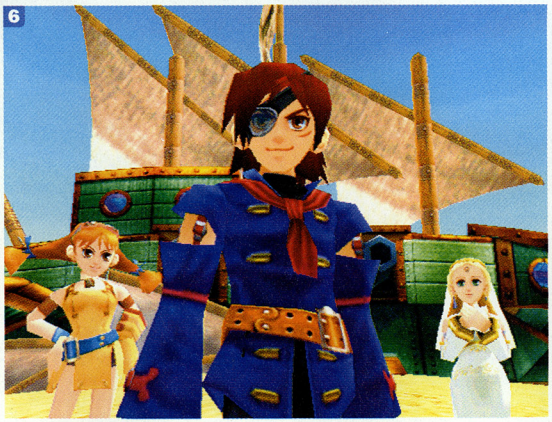
FRANCESCA REYES

PUBLISHER INTERPLAY **DEVELOPER** CLIMAX ENTERTAINMENT **ORIGIN** JAPAN **GENRE** DRIVING/ACTION/CIVIC APPRECIATION **PLAYERS** 1 **ONLINE** TBA **PERIPHERALS** TBA **RELEASE DATE** MAY (JAPAN)/TBA (US)

The most impressive eye candy this side of *FF*...



We don't need no stinkin' pixies! A good ol' fashioned death-by-exploding-sword just can't be beat! *Crooool*...





1 Wandering around on foot, you can experience *EA*'s prowess from a first-person viewpoint (via the Y button), and enjoy clever roof-dissolves for a look into houses.

2-3 Cinemas-a-plenty—each uses *EA*'s unique in-game engine to generate these gorgeously detailed real-time graphics. Drooool...

4 Your distance from the enemy will affect how much damage you can do, and how much access they'll have for counterattack!

5 Every special and every spell is amazing...trust us.

6 Aika, Vyse and Fina get ready for tough battles (and a name change) during their journey to the US.









Eternal Arcadia

The sky's no limit to Sega's looming RPG masterpiece

Quietly hyped for months, the upcoming wonder that is Sega's next big thing is finally emerging in playable form—with full 3D environments, drop dead gorgeous spells (for, among other things, dropping people dead), and characters with some of the most appealing, expressive faces we've ever seen.

Its storyline takes shape in a world of airborne continents spread across a massive sky. Our heroes, Vyse, Aika and Fina, are sent to seek out Moonstones (precious gems that fall from the planet's six moons) in uncharted lands, using giant airships (which quickly become the game's focal point) to tool merrily about the stratosphere.

The most impressive aspect of combat is the way in which 'super moves' or spells are activated. Every turn a character takes can increase his or her 'guts gauge'. Specials and spells can then be activated by using points from this gauge—and once you do, you're in for some of the most impressive eye candy this side of *Final Fantasy*.

Ship battles tend to be inevitable when your group is traveling between continents. Depending on the size of the enemy group or creature, you'll most often fight your foe in person on the deck of the ship. If the enemy is huge, you can expect to use everything in the ship's vast arsenal—which includes cannons and other assorted firearms (you know, pirate things)—in an all-out duel. The degree of freedom your character has while exploring on the ship is awesome, and it's even more astounding when you take into account the sheer size of *Eternal Arcadia*'s world, and the power needed to maintain it.

The number of playable characters within the game is still in flux. The project's lead producer, Reiko Kodama, has hinted that there are more than four total characters waiting for discovery, but with Vyse, Aika and Fina already announced as the main characters, you'd be hard-pressed to find a collection of cooler heroes—no matter how hard you look for them.

With Sega picking up the license to bring *Eternal Arcadia* to the States, expectant fans can anticipate not only a name change (eek!) when it hits these shores, but a few minor tweaks to the look of the game. While we're unsure of what these will be, we are sure that this is a game to watch for. We expect to get our hands on an English demo of the game before next issue, so stay tuned.

FRANCESCA REYES

IN BRIEF

PUBLISHER SEGA **DEVELOPER** SEGA, R&D#7 **GENRE** RPG **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** VMU, JUMP PACK **ONLINE** TBA **RELEASE DATE** SUMMER (JAPAN)/TBA (US)

+
- **Stunning freedom of movement during exploration bits**
- **'Wow' factor at a definitively sky high level for graphics and designs throughout**
- **Dynamic battle engine**

−
- **Will the story hold up though another Sega translation?**
- **Will it be longer than, say, ten hours? Oh please, oh please...**

BOTTOM LINE

An original RPG with enough guns, girls and guts to take on the big boys of *Phantasy Star Online* and *Grandia II*. We simply cannot wait.

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1 "Now what did I do with that box of latex gloves?" Ryu goes in for his annual check-up at *Clinique de Venom.*

2 Triple tag teams go ballistic in Capcom's latest 2D wünderfighter...does anyone do it any better? (*Answer*: No.)

3 *Street Fighter, Dark Stalkers*, and other Capcom classics put in their bids for coolest character of the game. Check out that special!

4 Spidey: "You thinking what I'm thinking?" Captain America: "Hold me." Wolverine: "Jeez, get a room! ...not that there's anything wrong with that..."

5 Jill Valentine, Psylocke, Rogue. The ladies are all present and accounted for, and ready to help the men get in touch with their feminine sides.

Marvel vs. Capcom 2

Massive Attack vs. Fat Elvis vs. Spiderman vs. Your Grandma vs. et al.

If *Marvel vs. Capcom* was the Mountain Dew of fighting games, *Marvel vs. Capcom 2* is a quadruple espresso shot with a two-liter Jolt chaser. Granted, it doesn't deviate very far from the original model: All of the sound, fury and multiple multiple-hit combos are once again in full effect. But with added characters, more animation, improved 3D backgrounds and a veritable smorgasbord of secrets and surprises, *MvC2* offers more than $50 should ever buy you.

Graphically, *MvC2* represents somewhat of a departure from Capcom's previous 2D fighters. While past efforts have been entirely sprite-based, *MvC2* is a combination of flat 2D character sprites placed on top of realtime, 3D polygonal backgrounds. These backgrounds are not only 3D, but rendered at 640x480—double the resolution of even the mighty *SF3: Double Impact*—which translates into beautiful pictures. While the result is a bit odd-looking, it's also absolutely gorgeous (not unlike Christina Ricci).

At the opening whistle there are 24 selectable characters, and when all is said and done (and—well—unlocked), there's a grand spankin' total of 56 (!!) Marvel and Capcom creations available for your sparring enjoyment. From Spidey to Ryu to Jill Valentine, the well of characters in *MvC2* won't run dry anytime soon.

As far as gameplay

goes, this one's so far over the top it looks down on Manute Boll. Each player begins by choosing three fighters, all of which are fully controllable and can be tagged in and out at any time. Fans weaned on the original will be performing preposterous 50 hit combos, insane super moves and awesome colo-rectal surgeries in no time (okay, so we made that last bit up). Each character also features different effects, which range from anti-air attacks to healing powers (like Jill Valentine's 'herb'. Hmm.). Of course, these effects take time to recharge, so calling on a teammate at the wrong time can often screw you sideways.

And the best part is that you'll be able to do it all online. Using the DC Network, you'll be able to go head to head against your Grandma in Florida, beating her wrinkled butt and talkin' all sorts of smack. With all of this and *plenty* of hidden secrets to unlock (via the game's points-accumulation system), *MvC2* will be a great addition to DC's already spectacular library of fighters.

Sorry, Grandma.

EVAN SHAMOON

IN BRIEF

PUBLISHER CAPCOM **DEVELOPER** CAPCOM **GENRE** FIGHTING **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** TBA **ONLINE** YEW **RELEASE DATE** TBA

+ **Over 55 playable fighters, including every cool Capcom and Marvel hero**

Three member tag teams and insane combos? Yes, please

Online compatibility

− **The characters haven't been optimized for the gorgeous polygonal backgrounds**

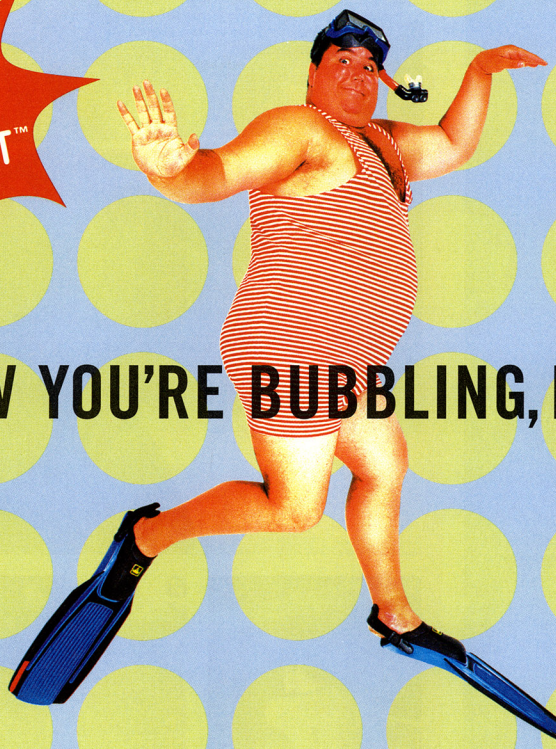
Are 2D fighters dead on DC?

BOTTOM LINE

With characters aplenty and every conceivable 2D fighter's dream feature included, this could possibly be the series to best Capcom's own *SF* franchise.

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Sega Dreamcast.

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If *Crazy Taxi* and Picabo Street could get together and make a pretty baby, this game would be it. The only thing missing is that *apres-ski* hot toddy at the lodge...

Sno-Cross Int'l Championship Racing

Let it snow! Let it snow! Let it snow!

Crave seems to be on a bit of a Dreamcast roll. The company already has a platformer (*Super Magnetic Neo*), a racer (*Tokyo Xtreme Racer 2*) and an online shooter (*Star Lancer*) in the works, but it's still announcing new titles—including an inclement high-speed hit called *Sno-Cross Championship Racing*. While the game's schtick is pretty self-explanatory (did you expect it to be a giant mech shooter RPG?), its play is shaping up to be anything but run-of-the-mill.

Featuring licensed Yamaha snowmobiles, *Sno-Cross* promises more than a speedy run from pole to pole—its rough and tumble gameplay will allow players to give and receive damage during each race (ah, the fun part). Of course, with all of this giving and receiving going on in a two-player game (especially in the head-to-head mode), it's also necessary for *Sno-Cross* to throw in the option to repair your formerly pristine Yamaha. And if you can't fix it, you can always buy an upgrade, and attempt to make your ride quick enough to accelerate out of the crowd altogether—which is always the surest way to stay dent-free.

Racing fans should wholeheartedly appreciate the realistic physics engine touted for *Sno-Cross*. You'll not only take the hills and bumps like you would in real life, but you'll be able to see your driver react appropriately to the environment (leaning, ducking, pulling back—everything but cussing a blue streak). And this is where the realism will really come into play. You don't want to lean or pull back too far, unless you also want to take a spill and end up with a mouth full of (hopefully pure as the driven...) snow. Riders can also count on a multitude of different sled-types (up to three different classes will be implemented) that can be gradually unlocked by competing against various opponents (and winning) in the Championship Circuit.

Crave and UDS have included enough options to please every control freak, tossing in adjustable weather effects, a track editor, trick options and a full set of different championship modes (500cc, 600cc, 700cc). Winter is still a ways away, but *Sno-Cross International Championship Racing* should still set gamers' teeth a-chattering when it hits the ground in August.

FRANCESCA REYES

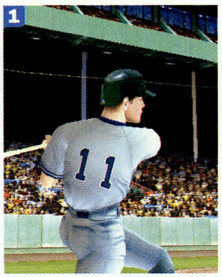


How real is it? Just about real enough to piss the little guy in the driver's seat off if you slam him into a wall.

PUBLISHER CRAVE **DEVELOPER** UDS **ORIGIN** SWEDEN **GENRE** RACING **PLAYERS** 1-2 **ONLINE** NO **PERIPHERALS** TBA **RELEASE DATE** AUGUST



"I just don't believe in the NASDAQ now—I feel so betrayed. So hollow. I've got to put tech stocks behind me. Buy Krispy Kreme..."





1-2 Three words: *World Series Baseball*. One more word: Dreamcast. And now three extra words: Coming in July. Oh, and another two words: *Awwww, yeahhh!*



World Series Baseball 2K1

Where the hell is it?

As you're no doubt painfully aware, *World Series Baseball 2K1* is still nowhere to be found—not even at PacBell Park's Sega Sports Experience in San Francisco, which is literally spitting distance from Sega HQ (eight blocks, but there's a tailwind). Think of it as a strike-shortened season. But unlike real life strike-shortened seasons, where the rest of the year generally sucks, *WSB 2K1* should be more than worth the wait.

It's being produced in Japan by the same team that did the universally acclaimed Saturn series; they've set to the task with a fanaticism that's normally reserved (in Japan) for Hello Kitty and rubber monsters. The result is a baseball game that looks fantastic, with tight control and expected stats in place. All of the major league parks (including new fields) are hand modeled in loving detail. When it it finally releases, completing the Sega Sports lineup, *WSB 2K1* should firmly establish Sega as the best sports developers on any platform. Take that, EA.

CHRIS CHARLA

IN BRIEF

PUBLISHER SEGA
DEVELOPER SEGA OF JAPAN
GENRE SPORTS **PLAYERS** 1-4
ORIGIN JAPAN **ONLINE** TBA
PERIPHERALS NO **DATE** JULY!

+ Great graphics, great stadiums and the trademark high quality that is World Series Baseball

− Where is the damn thing? Maybe baseball season starts three months later in Japan or something...

BOTTOM LINE

Playing as well or better than its Saturn predecessor ever did, this game should deliver—better late than never

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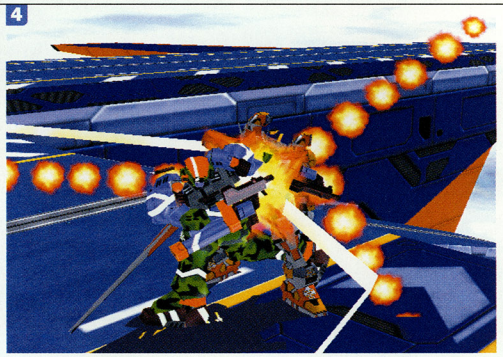


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To Twin Stick or not to Twin Stick? That is the question. Or, actually, with tweaks to the DC controller configurations, there is no question.



1 Huge massive explosions. Huge massive metallic shiny robots. Huge massive comic book store owners all rushing to buy the game at once.

2 Building your mech from scratch, then fighting it out in full 3D. Does it get any better than this? Apparently not.

3 With Sega out of the picture, Activision is free to make changes for the US. *Tenchu*, *Blue Stinger* and now *VO:OT*—Japanese ports galore from Activision.

4-5 The best part of combat are the customizable weapons you can load onto your self-made mech. The effects are as amazing as the damage.

Virtual On: Oratorio Tangram

Giant robots beat the crap out of each other. More News at eleven.

Breathe in: Much to the disappointment of the game's quite voracious cult following, Sega of America has recently made the decision *not* to bring the Dreamcast version of *Virtual On: Oratorio Tangram* over to the US. Their reasoning was focused mainly upon the prohibitive cost of the game's 'Twin Sticks'—no, not Calista Flockhart and Lara Flynn Boyle, but rather the exclusive and somewhat-expensive set of dual joysticks used to control the bigger-than-a-Sumo's-diapers-sized robots in *Virtual On*.

Breathe out: Fortunately for US gamers, Activision stepped in and said, "*We'll* show you twin sticks!" Or something to that effect. They've officially taken the reins from Sega—handling both the localization of the port, and the resourcing of a third party to release an unofficial (but functional) interpretation of the Twin Sticks here in the US. Happy us. We likes our big robots.

The game is essentially a one-on-one deathmatch combined with a one-on-one fighting game. Robots are endowed with both long-and short-range attacks to use while dashing about cool, stylized arenas, beating the proverbial piss out of one another. What made the arcade version of *VO:OT* so unique was, in fact, the employment of said Twin Sticks—two joysticks, with two triggers on each used for both weapons and dashing. Pushing up on both sticks makes the mech walk forward; pushing one stick and pulling the other rotates your mech in the appropriate direction; and pulling the sticks apart executes a jump. The experience feels just like you'd imagine it would be to pilot a heavy steel behemoth—pretty damn cool. It brings us right back to our glorious Wu-*Voltron* days.

While the controls do create a learning curve to be scaled, they quickly become the only way you'll want to play—but not the only way you *can* play. Activision is attempting to provide controller setups that will make the game playable without Twin Sticks—and considering the Japanese developer's utter failure to this end, they certainly have their work cut out for them (In fairness, though, what we played at Activision's offices did appear to be moving in the right direction).

In the end, however, *VO:OT* is meant to be experienced with the original arcade controls. While the lack of online play is a disappointment, the split-screen option results in fast, playable, furious excercises in metallic punishment. If Activision can get its version of the Twin Sticks released in the US, we'll be wearing our *VO:OT* suits with pride.

EVAN SHAMOON

IN BRIEF

PUBLISHER ACTIVISION **DEVELOPER** SEGA **GENRE** DOUBLE OR NOTHING **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** TWIN STICKS (WE HOPE) **ONLINE** NO **RELEASE DATE** TBA

+ **Twin sticks are GREAT. They're the only only way you'll want to play this game**

The physics of controlling these building-sized robots is amazingly convincing.

− **Without the twin sticks, is it still a game we'll crave playing?**

No online play...again

BOTTOM LINE

-The Japanese gaming press and pubilc absolutely *adored Virtual On*—and with good reason. It's quite unlike most anything you've played, and definitely one to watch for.

EVERYONE
E
CONTENT RATED BY ESRB

For information on this product's rating, please call 1-800-771-3772

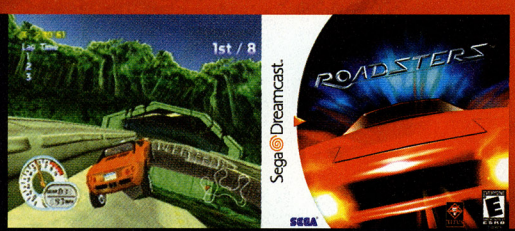
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ProTip: Put down the magazine you are holding. Run/drive/crawl to your local videogame store. Buy a copy of *Tony Hawk's Pro Skater*. Oh, and thank us later. Peace.

Tony Hawk's Pro

Reasons and Genres: A dialog on why the appeal of *Tony*

It all began with the courtship. Calling the game's developer on a near-daily basis, begging for an opportunity to spend some quality time with *Tony Hawk's Pro Skater* ...And then, finally, after months of wooing, being introduced to the game of our dreams. Here's how it all happened...

Day 1 Evan gets to know the control scheme; gets a good idea of what *Tony Hawk* is all about. They stay up most of the night together, and make plans to meet the following morning. **Day 2** The all-important second date goes remarkably well. Evan and *Tony* spend the entire day frolicking and cavorting in the giddy glow of **ODCM**'s TV set. **Day 3** Normally as social as a constipated leper, Evan is suddenly nothing but bubbles and sunshine, making friendly conversation even with the strangest of strangers. An unprecedented event: Evan introduces *Tony* to his friends and relatives. They unanimously approve of *Tony*'s good looks and intelligent gameplay. **Day 4** True love. Shotgun wedding, quaint cottage furnished at IKEA, three rosy kids and a dog named Giles. **The Rest**: History.

In 1999, Neversoft developed *Tony Hawk's Pro Skater* for PlayStation and, with little fanfare, took the videogaming world by storm. Anyone who had the opportunity to play the game—apparently quite a few of you, considering the number of copies it sold—quickly realized that it was the best thing since breaded Slice™. Suffice to say, it was easily the best skateboarding game on the market and, in the prevailing opinion of the American male populace: "Like, the best freakin' videogame ever, man."

And we couldn't agree more. Even in its somewhat antiquated 32bit incarnation, *Tony* was one of the finest games we've ever had the pleasure of playing. If you didn't skate, *Tony* made you buy a skateboard. If you didn't play videogames, *Tony* made you buy a PlayStation. If you didn't have a kid named *Tony*, you acquired one and immediately renamed him. It was that good.

And now the good folks at Crave have brought Neversoft's masterpiece over to Dreamcast—and, like a supremely pissed-off Jet Li amongst a horde of wayward bad guys, it kicks a whole *gang* of ass. Yes, the lack of 'new stuff' is a bit disappointing—no new tracks or skaters have been added to the DC version, making content essentially the same as



1 This is a serious bail, but it effectively highlights the level of detail in *Tony Hawk*. Thanks for helping us illustrate this point, Geoff.

2 We'll take this opportunity to tell you about the game's music. Here's the list of bands: Goldfinger, The Dead Kennedys, The Ernies, Even Rude, Primus, Speedealer, Suicidal Tendencies, Suicide Machines, Unsane and The Vandals.

3 Speaking of Benihana, we here at **ODCM** do not suggest going to the eponymous resturaunt and eating sushi until you yack. **ODCM**: close captioned for your benefit. Um—close caption.







Skater

Hawk's Pro Skater is wider than your mom

that of its PS and N64 bretheren. But the bang-up graphical enhancements, improved framerate and refined control come together to make a perfect game that much perfecter. It's been dominating the official **ODCM** Entertainment Station for weeks now, which is definitely saying something—especially considering the great games we've been handling of late.

It's a bit difficult to say what it is, exactly, that makes *Tony Hawk* so good, but dammit Jim, we're videogame journalists here and it's our noble-as-tits-on-a-dingo duty to give it a shot. In a nutshell, it takes the best aspects and gameplay elements from various—even disparate—game genres, and blends them together so seamlessly that the entire experience becomes truly organic. But we're not content with nutshells around here—we demand nuts! So here goes nothing—**ODCM**'s thesis on why *Tony* is so damn good, and why absolutely everybody will love it:

Playing the game is like rocking *Mario 64*, *NHL2K* and *Soul Calibur* all at the same time—sort of a videogame nerd's equivalent of a *menage à trois* (sorry about that unfortunate mental image, folks). Like *Mario 64* and its ilk, participants are dropped into huge arenas and given the freedom to journey almost anywhere, limited only by their own creativity. You can trick off of nearly everything in the game's nine real-world locales, which include Burnside skate park, a New York mall, an abandoned warehouse and downtown Minneapolis. Platforms are everywhere, making it possible to reach new areas and explore new territory with a string of well-timed jumps. The seemingly infinite ways of approaching these levels and performing moves within them is what makes each run feel like an entirely fresh

Welcome to TESTZONE

This Issue's Featured Space-Fillers

We've combed the planet for the most talented game journalists we can find. Who are willing to be paid in games. Someday, if they get really disgruntled, we'll up their pay to chickenscratch. But it's not about the money with this group. No, it's about *the love*. We think you'll be able to taste the difference.



http://www.Greg-Orlando.com/
A great page dedicated to obscure humorous references and Woody Allen-esque comic timing. Easy navigation, no annoying ad banners and excellent, up-to-date links to other DC gaming sites. *Bonus*: just picked Site of the Week by **ODCM**!



http://www.Cord-Barrett-Smith.com/
Looking for some tips on DC racing games like *Sega Rally 2* or *Crazy Taxi*? Can't seem to find an accurate FAQ for *I-Spy*? Look no further than this site to answer all your gaming needs. Novice-friendly, but with all the Java & Flash 4.0 perks.



http://www.Max-Everingham.co.jp/
Though this Japanese home page for (oddly enough) British gaming enthusiasts may be in Kanji—and it may be changing servers—it's still got it all in the form of racing and soccer game coverage. With free language translation software download.



http://www.Jason-Passama.com/
While this page still refuses to incorporate frames and contains no links, it's remains the best site to learn everything you need to know about handheld stuff, including games. Think of it as a 16-bit site for 16-bit gaming. Best viewed on a Palm III.



http://www.Noah-Massey.com/
"Every game, every system, every peripheral!"So says the banner on this web page. While the page's maintainer likes to throw in the random bit (like recipes for homemade 'brownies') every now and then, it's the best peripherals review site out there.

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for $29.99.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it—you guessed it—5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. See, you deserve a system that uses the whole range of marks, and not just those above 7!

Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	very weak
1	embarassing

Dream Game Award*

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that gets this guarantees a good time no matter who you are or what type of games you like to play. An essential purchase!

** Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.*



Yes, these character models could have definitely used a bit more work. While decent, they're still a bit too Playstation-y.

1-3 This sequence of shots shows us getting up onto a gas pipe via our relentlessly mad skillz. When you grind over the valve, gas gets released into the air—it's a very cool effect. Learning to grind onto *everything* is an important part of mastering *Tony Hawk*, etc.

4 Playing this game is the second best way we can think to get sweaty palms. [Pause] Sorry, but it's true. And it's late.

5 The sense of accomplishment and gratification you feel upon landing that impossible move is second only to that first time you kicked your brother's ass in *Street Fighter II*.







THE 900



Hawk at the X Games, where he pulled off the first in-competition 900 degree flip (for the math challenged, that's two and a half flips).

SAN FRANCISCO, CALIFORNIA—The X Games "Best Trick" competition, 1999. On this historic day, Tony Hawk pulled off the impossible—the first 900 in skateboarding competition history.

"This is the best day of my life, I swear to God!" Hawk told the crowd in his post-flying-without-wings interview. "I couldn't have done it without [you guys]. "This is it...I feel like everything (in my career) has led up to now. That's it for me, I swear. What else is there? The 900 was my goal." Tony, we salute you.

experience—nay, adventure—that no one before you has ever encountered in quite the same way. In career mode, each level is graced with a series of cool challenges that each incorporate elements of exploration, tricks, technique and speed. Videotapes are littered throughout the levels, which the player must collect in order to progress to the next venue. As these levels become increasingly more difficult, the tapes are placed in progressively more precarious locations. To reach one tape, for example, you'll have to ollie onto a railing, grind down onto the top of a dumpster, and then ride the adjacent wall over to a ledge—at which point you'll need to build up enough speed to launch yourself over a telephone booth and grab the tape. It's largely this combination of Tony Hawk's exploratory, freeform approach with such directed, incentive-driven goals that makes the game so damn fun.

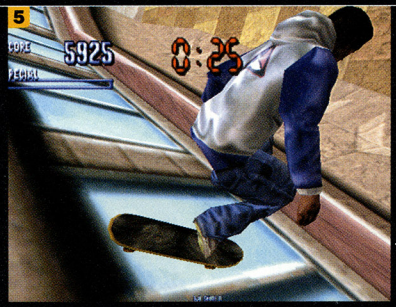
Speaking of fun, we'd be remiss if we failed to give *Tony*'s trick engine its due. Because the game's control is tighter than a duck's ass, pulling off tricks is itself a reasonably easy endeavor. Earning big points, however, requires players to improve their skills to the point where they are able to effectively string these tricks together. In the same way that a good fighting game will force you to learn the combo system and master the techniques (see **Fight Club**, page 44), *Tony Hawk* does the same with its tricks. And when you finally pull off that sick/ill/ phat/dope combo you've been practicing for the past three hours—baby, it's good. The learning curve is steady and consistent, rewarding those who truly understand how the game should be played.

Graphically, *Tony Hawk* is edibly hot. Environments are sharp, and the added multiple-source dynamic lighting, realistic shadows for skaters, and further clip plane serve to heighten the experience.

www.DailyRadar.com









The way your board wobbles when soaring through the air is one of many small touches that make the game what it is.

All that being said, however, the game does show its PS roots a bit more than one might hope. Player models—while composed of triple their original number of polys—still look like updates of their chunky PlayStation counterparts. Unlike the spectacular character models of *DOA2*, *NBA 2K* and *Power Stone*, *Tony*'s skaters look like they're constructed out of polygons, and not flesh, bone and durable fabric. But don't get us wrong—while it shows a distinct 32bit family resemblance, the game is very impressive nonetheless.

Sonically, quality has been improved—although content has not. Skating sounds are exceptionally realistic, adding nicely to the game's gritty urban feel. And while the one-sided soundtrack may disappoint some of you strictly-hip-hop heads out there, the punk and hardcore soundtrack is far above average.

The most significant

of the game's many improvements, however, must be the fact that the frame rate has been locked at 30 FPS. Not only does this improve the game aesthetically, but it also helps tighten the control—which now feels even better on Dreamcast. And in the end, that's what *Tony Hawk's Pro Skater* is all about—feel.

So why the hell isn't *Tony Hawk* a ten, you ask? Well, we debated this one long and hard. Being the port that it is, *Tony* doesn't push the Dreamcast hardware—meaning that there is certainly room for improvement. Now, had *Tony* been rebuilt from the ground-up on DC—we shudder at the possibilities. But in the end, this remains perhaps the closest that videogaming has come to a completely instinctive, Zen-like experience. Much like the science that was *Street Fighter II*, *Tony Hawk* simply feels right as rain.

And we say: Let it pour.

EVAN SHAMOON

IN BRIEF

PUBLISHER CRAVE **DEVELOPER** TREYARCH/NEVERSOFT **GENRE** SKATEBOARDING **PLAYERS** 1-2 **ORIGIN** US **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 9 **ESRB** E **PRICE** $49.99

+ One of the best games around gets even better—crazy addictive

Graphics are sharp and smooth—which makes the control even tighter that it used to be.

− Player and object models a bit too rough; no new areas or tricks.

BOTTOM LINE

If you don't own the 32/64bit version, go buy this game right now. We said NOW! If you *do* own one of those versions—well, rent it and decide for yourself—we bet the answer will be yes.

Official Sega Dreamcast Magazine **Score 9** out of 10

This game's no visual blockbuster, but your intellect can make it a knock-out title: if you're smart enough, that is.



I-SPY: Operation Espionage

Remember your brain? Better warm it up.

Let's face it, in terms of TV, it's kind of cool to be restricted to the role of a voyeur (come on, you know you like to watch). But with games, it's another story—and developers know that. So whether it's a first-person shooter or an epic RPG, each new game is certain to open the door to wide new vistas of player interaction. Following this trend, *I-SPY* does offer a high sense of realism: but ironically, its limited control has more of a TV-inspired, voyeuristic feel. The best of both worlds? Well, maybe.

Don't buy this title expecting an action game—it's not. Think of it more as *Mission Impossible* meets *Battle Chess*, where you choose the commands and then sit back and watch as four active team members carry them out.

Mission objectives range from stealing paintings from a museum to battling it out in trap-ridden slums, and each mission requires real smarts (it's like the Dreamcast version of an SAT prep course—or at least, that's what you can tell your parents). With eight agents to choose from and the ability to upgrade skills between missions, there are countless variables to contend with—which makes the exercise of planning and executing each of the ten missions a stratgist's wet dream.

Each mission is essentially its own timed puzzle, requiring you to think cleverly yet quickly: fully aware that putting one agent in danger could send the whole mission up in smoke (in fact, since saves are allowed only between missions, there's a real sense of mortality, in that you might just kill someone after you lose an agent thirty minutes into the mission and have to start all over).

In its conception, *I-SPY* is certainly unique, but it may fail to entice gamers who crave being in direct control of the action. Although the intuitive controls and the four cameras make it easy to command and keep track of your agents, most gamers will likely tire of barking orders by the third or fourth mission. As a game, *I-SPY* ultimately succeeds in accomplishing what it sets out to do, but that's just not enough to make it fun.

CORD BARRETT SMITH



Yes, even in this realm of the cerebral, developers have managed to slide in a girl or two in tight leather pants. There are all kinds of covert maneuvers, after all—are you really an expert strategist?

PUBLISHER UFO INTERACTIVE **DEVELOPER** HUNEX **ORIGIN** USA **GENRE** ROLE PLAYING ADVENTURE **PLAYERS** 1 **VMU COUNT** 7 **ESRB** T **PERIPHERALS** JUMP PACK **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 6** out of 10









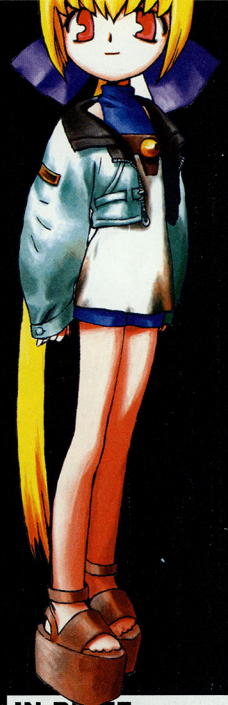


1 The new camera angle isn't exactly the most practical view in dungeons, but it does work well during your trips through town.

2 Pepper, Chain, Linear and Gre return to join Mag on his journey, along with a new face—belonging to a bandit named Carcano.

3 Town buildings (and many of the dungeons) are more detailed than those in the original, including richer colors and more people to talk to.

4 All of the cool Cyframe Skills are back, with plenty more to learn and master—plus, there're all those super cool trails, dude.



Far Off Promise

Evolution 2

How to build a bigger, better RPG in one year or less...

We've all been there. At some point, we've been that person who happened to buy new technology—like a VCR—just moments before it's redesigned for mass market. So, while your friends took home a sleek, streamlined, $200 box, you're the chump who spent $500 on a two-ton, top-loading contraption with only three buttons—play, stop and rewind—just so you could say, 'But I got mine first!'

Those of us who ran out to buy the original *Evolution* on the first day of its release definitely felt a little like chumps. While the game was cute and promising, it ultimately felt a lot more like an appetizer than a main course—small, tasty, and incredibly unsatisfying. But its sequel, *Evolution 2: Far Off Promise*, appears to be the polished climax of everything that the original merely portended.

Although it's apparent from the outset that *Evolution 2* doesn't seek to reinvent the RPG wheel, it's clearly a much improved, engaging and carefully streamlined beast. Environments are big and detailed, and the production quality of dialog, graphics and mechanics has been burnished to a sheen. A simple, solid storyline focuses on Linear and a mysterious stranger, containing loads of voice acting, well-integrated cut-scenes, and a variety of dungeon situations served up especially for RPG fans. New touches like fixed mazes, behind-the-back camera views and a plethora of innovative secrets ensure a meal-sized treat.

So, what's the downside to this progress? Isn't there always something wrong with that brand-spanking new VCR, while the old one hiding in the spare room still works perfectly? Not this time—there aren't any new kinks to work out. *Evolution 2*'s battle engine, item management systems and dungeon designs are identical to the original's. Throw in the fact that there's still only one town (albeit a bigger one) to cruise, and it's clear that this game is ultimately aimed at fans who like their RPGs simple, engaging and super-deformed. But there's nothin' wrong with that—at least until *Eternal Arcadia* and *Grandia II* emerge. But fans certainly can't complain until that day comes. Check this one out.

FRANCESCA REYES

Official Sega Dreamcast Magazine **Score 8** out of 10

IN BRIEF

PUBLISHER UBISOFT **DEVELOPER** STING **GENRE** RPG **PLAYERS** 1 **VMU COUNT** 10+ (30 FOR LINEAR WATCH) **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK **ONLINE** NO **ESRB** T **PRICE** $49.99

+ Bigger, better and with an actual storyline ! Numerous additions (and wonderful character designs) give it more replay value

− It falls a little on the short side; by the book translation gets in the way of illusion; the fact that there's only one town limits 'exploration' factor

BOTTOM LINE

While it isn't breaking any molds, exactly, it certainly isn't collecting any. A good RPG with charm to spare.

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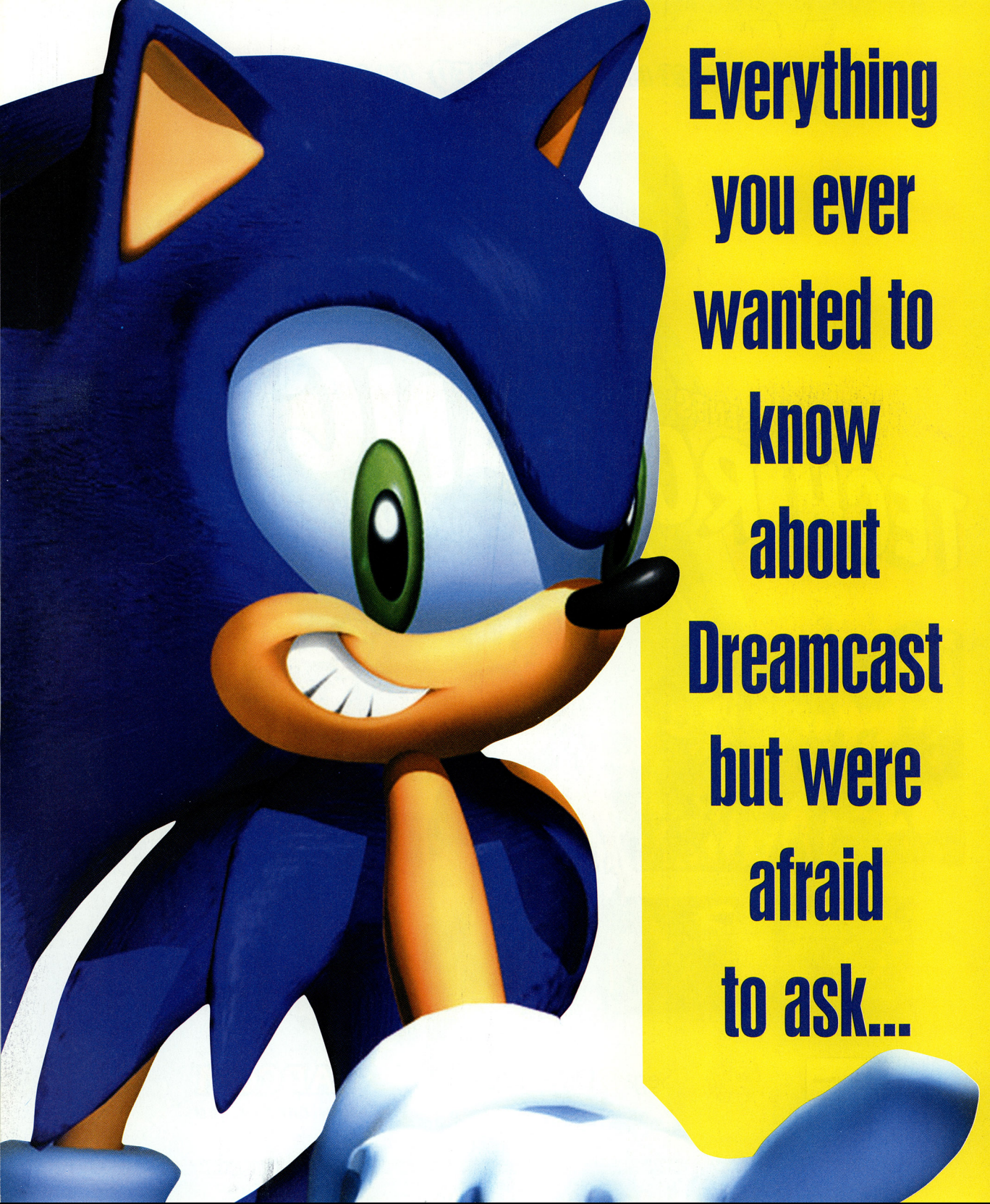
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It's always just about to rain here—this game could be set in Seattle, except its armored knights can probably play better basketball.







Cult of the Wyrm

Draconus

A comedy of errors. If only it was more funny...

This smashmouth medieval adventure is promising, and it can indeed entertain—but ultimately, *Draconus* is nearly smothered by its shortcomings.

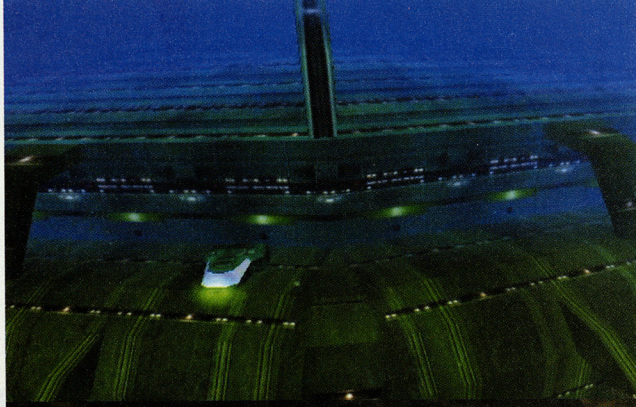
Combat takes place in real-time, with characters able to unleash fearsome magic spells or weapons-based barrels of whup-ass. Puzzles are littered throughout, and RPG elements allow characters to improve their skills as missions are completed. A solid map system lets you chart your progress through levels—and conveniently, you can save the game at any point.

Draconus aims sky high with a sprawling plot, excellent character models, and frenzied fighting engine, but (often tragically) it sometimes trips over the little stuff. Huge, open-ended game environments are appealing, but many levels are shrouded in fog. AI is at once brilliant and destined for the special education bus: sometimes the same action that normally triggers an attack will trigger your enemies to run off a cliff to their deaths. After playing *Draconus*, we didn't (jump to our deaths, that is)—so it isn't that bad. But it's almost as far from great.

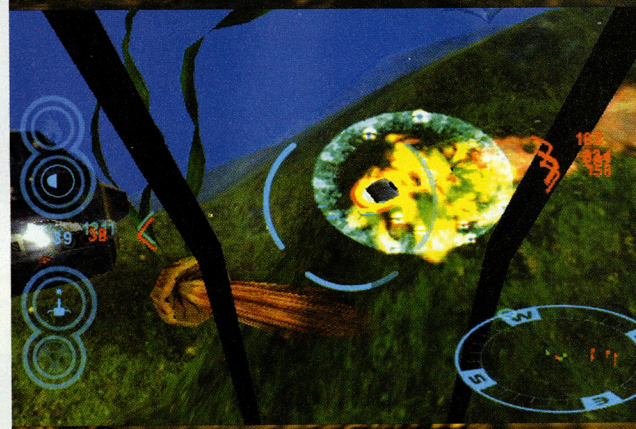
GREG ORLANDO

Official Sega Dreamcast Magazine **Score 6** out of 10

PUBLISHER CRAVE **DEVELOPER** TREYARCH **GENRE** $49.00 **PLAYERS** 1 **ORIGIN** US **PERIPHERAL** JUMP PACK, VMU **ONLINE** NO **VMU COUNT** 20 **ESRB** TEEN **PRICE** $49.99









Fish the way you've always wanted to... with guns.



DEEP FIGHTER

Or lasers, bombs or various other weapons at your disposal. As fun as it is to blow those beautiful fish up, they're the least of your worries. A raging war is spinning out of control as pirates and sea-creatures alike attempt to drive your civilization off the ocean floor. You've got to dog-fight your way through your adversaries, construct the mothership, and transport your people to less hostile waters.

Go fish or go fight? You decide.

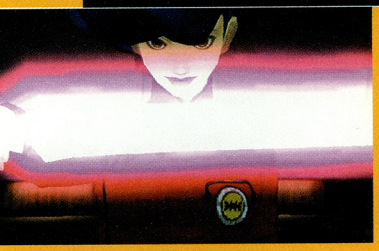
Ubi Soft ENTERTAINMENT

criterion

Sega Dreamcast

RATING PENDING RP CONTENT RATED BY ESRB

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Meet Kei: young, attractive and handy with a sword. Now, meet Maken: a long, powerful, glowing weapon on the prowl for a young, pretty girl.

Maken X

So corny it's scary—really, really scary

Have you ever stayed up late watching a cheesy horror flick only to find that you're actually terrified when you go to bed? Nothing's quite as embarrassing as being caught hiding under the sheets because you're scared of a vengeful severed hand, a four-foot long mosquito or a mass-murdering cheerleader.

Well, the night you play *Maken X*, there's a good chance that this is exactly what will happen. We can tell you right now (because it's broad daylight) that the horror story in this game is as silly and corny as they come—but if you'd asked us last night, it would have been pretty hard to hear the answer, muffled as it was by the sheets.

It's this factor that keeps *Maken X* from being just another forgettable hack-and-slash adventure. Gameplay is straightforward and not very deep (more moves with each weapon would have made the game much better). The action is that of a first-person shooter that uses swords and other hand weapons rather than rocket launchers and chain guns; other than that, it's nothing you haven't seen a hundred and one times before.

But there's one little redeeming twist. Through plot devices so convoluted that they'd take 18 pages to explain, you're given the ability to hijack the brains of other characters. You can either use this capacity to go on wild existential thinking sprees or to kick ass in another person's body. (Hmm, let's see, which to choose?) Thus, you can fight tougher enemies and even go back into levels you've already beaten, with a whole new attitude.

And you'll want to return to those old levels, because they're movin' fast at 60fps. Design overall is uneven, but the really great levels make up for several slightly lackluster ones. It's also good to return to old locations in order to pick up more experience, which builds up points as in an RPG. This adds some replayability to a game that would otherwise be little more than a wham-bam, thank-you-Sam experience.

Maken X is a decent game. It's no *Code Veronica*, but as a short-term diversion, it's a perfect fit. And now, it's getting dark, so have a lovely evening: We're crawling back under our sheets.

DAN EGGER



This game's 'brainjack' feature takes the first-person cake by adding a slice of depth to gameplay. You are able not only to assume the identity of different enemies, but to utilize their abilities, as well.

PUBLISHER SEGA **DEVELOPER** ATLUS SOFTWARE **ORIGIN** JAPAN **GENRE** FIRST PERSON SHOOTER **PLAYERS** 1 **VMU COUNT** 10 **ESRB** M **PERIPHERALS** JUMP PACK **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 7** out of 10



The tutorial featuring Lara and her stodgy butler at the beginning of every *Tomb Raider* has been replaced: Now Lara *races* her mentor. *Vive la difference!*



1 TR's shift from PlayStation and PC to Dreamcast doesn't necessarily bode well for gamers looking for a hi-res, lushly textured romp.



2 Lara's newest ability in TR: The Last Revelation allows the spry goddess to actually put her head through solid walls! Oh, wait...

Tomb Raider: The Last Re

A mediocre port of a mediocre sequel

Eidos has wasted little time in capitalizing on the expiration of its exclusivity contract with Sony, and now the latest title in the prolific *Tomb Raider* series has arrived with a resounding plop on Dreamcast. It's got Lara. It's got tombs. It's got more tombs—but at this stage in the Eidos game, they're all beginning to smell just a little musty.

More similar to the first adventure than any of the other sequels, *Tomb Raider: The Last Revelation* places the focus, once again, on raiding tombs. Familiar elements include an emphasis on treasure hunting, encounters with all manner of hired assassins and the occasional stray beast or undead monster; and an inevitable (and apparently endless) assortment of keys and switches to manipulate.

Unfortunately, while die-hard fans of the series will be pleased to see the return of so many gameplay elements, there just isn't much here to differentiate *The Last Revelation* from any of the series' previous iterations. Too often, as you're sliding another block about or putting some form of key into place, a clammy feeling of déjà vu manifests itself; it almost feels like (gasp!) boredom. Sure, the environments themselves are new and not without charm and suspense, but you keep on doing the same things, over and over, no matter what the surroundings are—which is about as exciting as washing the same old laundry at a new laundromat. Especially when it's seen on a next-generation system like Dreamcast, *The Last Revelation* is far too similar to games of years past—and not even the best ones, at that.

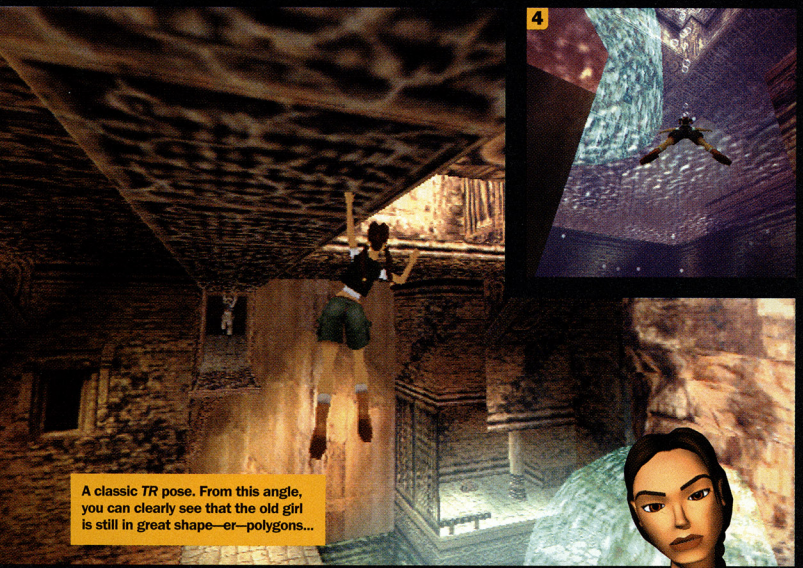
In fact, *TR* does very little at all to take advantage of the Dreamcast's hardware. Utilizing its Windows CE environment, the game is, for all practical purposes, identical to the PC version. The lighting effects are cleaner than those found in the PlayStation

www.DailyRadar.com



3 Aha...Lara's trusty backpack is among her first treasured finds in the game. Oh, and the pigtails are the second.

4 She swims, she jumps, she shoots, she climbs, and she crawls. She's everybody's favorite girl next door...on PlayStation or PC. If this game had been optimized for Dreamcast, it would've been killer.



A classic *TR* pose. From this angle, you can clearly see that the old girl is still in great shape—er—polygons...

velation

title, but compared to games like *Code Veronica* or *Dead or Alive 2*, which truly show off the Dreamcast's abilities, these sort of graphics leave much to be desired. Even the default control scheme seems jury-rigged, with the analog pad being used for walking and the directional buttons applied to simulate a speedier gait. All in all, this port definitely looks and plays more like an afterthought than a lovingly-executed project.

In the end, there's definitely not enough 'revelation' to be had, graphically or gameplay-wise. While fans of Lara's earlier adventures will be able to overlook these shortcomings to partake in all the joys of running, jumping, crawling and shooting, you can't help feeling that this is merely a 'rinse and repeat' for Eidos and Core. What would we do? Opt to rent. *TR* is worth a look—but look twice before you make an investment.

DREW COSNER

Official Sega Dreamcast Magazine **Score 5** *out of 10*

IN BRIEF

PUBLISHER EIDOS **DEVELOPER** CORE **GENRE** ACTION/ADVENTURE **PLAYERS** 1 **ORIGIN** US **PERIPHERALS** JUMP PACK **ONLINE** NO **VMU COUNT** 35 **ESRB** T **PRICE** $49.99

+ The ambient soundtrack does well to set the mood.

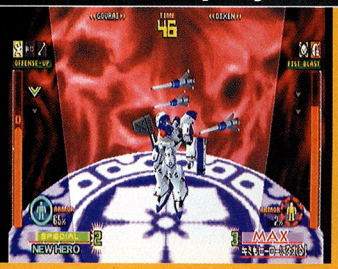
You can save at any point, which is useful as you're going to be dying rather frequently

− Mostly it amounts to tracking down keys and pushing statues into place.

Graphics and framerate are definitely not up to DC par

BOTTOM LINE

We're sure that fans will find plenty of reasons to play this game and love it. We just don't happen to have found any yet, ourselves.



Er, if this is your idea of romance, you're probably not doing too well with the ladies—but hey, that's *their* loss, right?

Tech Romancer

If *Street Fighter* had a bastard child ...

That baby would grow up to be *Tech Romancer*, Capcom's latest 3D mech destruct-o-thon that borrows a bit from everything Capcom, and divvies up some highly entertaining robot action—complete with power-ups, weapons changes, "super" meters, and the awe-inspiring final attack. Like most Capcom fighters, gameplay is superglue tight and most moves require minimal practice to pull off.

Characters are heavily anime-influenced and range from Gundam-like mechs with lasers and swords to bizarre metallic creations like "Bolon," a Humpty-Dumpty monstrosity with a boat and a bus for feet and a final attack that teleports foes into a tiny playhouse—where they can kick back and get their groove on before the entire thing goes KA-BOOOOM! Pure spectacle. Pure fun. And although play modes are limited to Versus and Story, extras are unlockable through VMU games and masterful fighting.

CORD BARRETT SMITH

PUBLISHER CAPCOM **DEVELOPER** CAPCOM **GENRE** HOT ROBOT FIGHTING **PLAYERS** 1-2 **VMU COUNT** 3 **ESRB** T **PERIPHERALS** JUMP PACK, ARCADE STICK **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 7** *out of 10*

PERIPHERALS

Super Sonic Controller

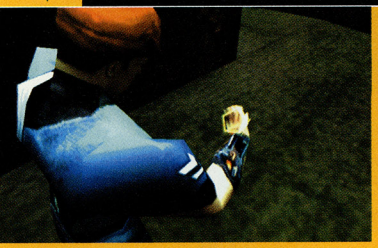
No, this isn't a new limited-edition Sonic The Hedgehog controller, which would be cool. The package alone will tell you that it's just a sad attempt to cash in on the DC craze—and its insipid performance follows suit. Features include the usual suspects: useless slo-mo and turbo settings, plus a couple of extra digital buttons placed where they'll simply get in the way. It's even got a see-through plastic shell, which is cool–but then, anything encased in clear plastic is cool. The analog stick is satisfactory, but the digital D-pad feels cheap. And while the price tag is reasonable, this is definitely one Sonic-named product that you'll want to avoid.

NOAH MASSEY



COMPANY BEAMSCOPE **AVAILABLE** NOW **PRICE** $9.99 -$14.99 **BEST FEATURE** TRANSPARENCY

Official Sega Dreamcast Magazine



"But it's a huge living world and you get to interact in so many ways," says a whiny proponent. Well, so was high school—but that didn't necessarily make it fun.

Omikron

Grandpa said, "Do one thing and do it well."

But the developers of *Omikron* didn't listen. They wanted to do it *all*, within a giant living city: to talk and buy and fight and shoot—even to lounge around with their gals and have—um—conversations. The game swaps your soul with that of Agent Kayl's, an urban cop in a parallel dimension who explores wide streets and enormous buildings in an attempt to unravel the mystery of his disappearance. Initially, it's intriguing, but bland aesthetics and dull interiors do little to sustain the enticement.

Even worse, it controls like a pregnant *TR*, fights like a rusted Tin Man, and has a shooting engine that can't compete with a bad *Wolfenstein* clone. Even the 'quality time' spent with your live-in girlfriend is spoiled by a heavy-handed script. Add to this an annoying save mechanism and frequent freezes, and you'll wish that developers had taken Grandpa's advice.

CORD BARRETT SMITH

PUBLISHER EIDOS **DEVELOPER** QUANTIC DREAMS **GENRE** ADVENTURE **PLAYERS** 1 **VMU COUNT** 73 **ESRB** T **PERIPHERALS** JUMP PACK **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 5** *out of 10*

PERIPHERALS

Entertainment Machine

It has inputs in the front, which is extraordinarily convenient. It has jacks for headphones, which is also convenient: and it has 3D front surround sound to bounce you around on the couch cushions if you get tired of your headset. It has a 19" screen with 270 lines of horizontal resolution—but there's a crucial failing: It only takes standard A/V inputs, so picture quality isn't stellar, and there're no VGA or S video inputs. Your parents might love the XDS Parental Control feature, but in the end, it's just another TV.

C.H. IMPANZI



COMPANY ZENITH **AVAILABLE** NOW **PRICE** $329.95 **BEST FEATURE** ERM...'NONE MORE BLACK'?

Official Sega Dreamcast Magazine

A story-by-numbers with gameplay that falls short.



Power to the pixies: If you're an RPG fan, *Time Stalkers* is almost good enough. Almost.





Time Stalkers

Keep waiting—a great DC RPG is coming soon.

To tell the truth, we were excited when *Time Stalkers* was announced for the US—a role-playing title crafted by Climax (*Land Stalker, Dark Savior*) was a bright spot on an otherwise RPG-less horizon. Regrettably, it turns out to be a story-by-numbers with gameplay that falls short.

In a nutshell, *TS* requires gamers to dual a mysterious enemy who's created a floating world made up of citizens plucked from different time periods. It's got bright environments and goofy character designs, so visually, at least, it delivers (the camera action might give some players *Blue Stinger* déjà vu—slow camera=oft-crap character tracking—but graphics as a whole don't disappoint). But the fact that each time a character enters a dungeon he or she is pushed back to Level 1, with no skills and limited items, really grates. With turn-based combat using a clever points system for choosing different attacks and spells, what's the point of it all if you can't keep what you've earned?

Time Stalkers does boast a host of good VMU games and an interesting weapon systems—but in the end, it's little more than a stop-over in the wait for *Eternal Arcadia, Shenmue* and *Grandia II*.

FRANCESCA REYES

IN BRIEF

PUBLISHER SEGA **DEVELOPER** CLIMAX **GENRE** RPG **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** NO **ONLINE** NO **VMU COUNT** 16+ (UP TO 150 FOR MINI GAMES **ESRB** T **PRICE** $49.99

+ A decent translation; innovative weapons system; plenty of entertaining VMU goodies

− Characters move s...l...o...w...l...y; lackluster character building and humdrum item management system

BOTTOM LINE

A decent dungeon crawler, but *Time Stalkers* stumbles too often to really soar. Still, it's an RPG. That's something.

Official Sega Dreamcast Magazine **Score 5** *out of 10*

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Sometimes a sword can be—well—*too* big.



One of our better moments at the ol' capture station. *Berzerk*'s graphics are nothing to scoff at.







1 "Dang... Where's the fire button on this thing again?"

2 It's kinda like spin the bottle except everybody dies.

3 It becomes a bit like golf at times. Except the tee is someone's neck, and the ball is someone's head. And the grass that gets dug up is blood and guts. And there's no putting.

4 This is our hero's romantic interest, peeking around the corner to get a glimpse of Guts' enormous, gigantic, colossal—ahem—sword.

5 In small corridors like this, wielding that big sword becomes a real hindrance. Don't you hate it when that happens?

Guts' Rage

Sword of the Berzerk

Got blood?

Recent attempts to bring 2D champs *Double Dragon* and *Final Fight* into the third dimension have been, frankly, pretty one-dimensional. Neither *Fighting Force, Dynamite Cop*, nor *Zombie Revenge* have managed to crawl atop the burgeoning pile of mediocrity (*Soul Fighter* is, of course, its own burgeoning pile). And now, Eidos enters the ring with *SotB*, hoping to slice other high-minded titles in half with its seven-foot broadsword. The result? Something between a bloody revelation and a bloody mess—but in a good way.

Based on a Japanese manga, *Berzerk* is the story of Guts: a raw chap with a missing eye, a bad temper, and a sword longer than the western coast of New Zealand.

Here's the gist: Guts is a mercenary. Guts' girlfriend is ill. Guts stumbles upon plague-ridden village. Guts wipes out hundreds of enemies and bosses in order to lift the plague, save his girl and restore the land. The storyline is executed with remakable grace (a good thing, considering the duration of cut-scenes). Excellent pacing and characterization keep things moving, and the wonderful cinematography offers many pretty pictures to please the eyes.

Despite their excellent work on this port's English voice-acting, however, Eidos didn't fix the original Japanese game's control problems, which compromises the playability of the game somewhat. Guts' arsenal includes a cross-bow, throwing knives, an arm cannon and grenades in addition to his man-sized sword, but controlling the character is more difficult than it should be (sometimes a sword can be—well—*too* big). Eventually, killing enemies can become a chore—not because it's monotonous, but because it's so stiff and limited. What's more, event sequencing seems somewhat skewed—drawbridges and doors seem to open at the strangest times, with little or no corrolation to the action.

While the great graphics, sound and storyline go a long way, the actual fighting can be a bit more frustrating than we would have liked. Boiled down to its basics, the game is just a 3D anime feature with some button-smashing swordplay as between-scene filler. Fun? Yes. A classic? Not quite.

EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 7** out of 10

IN BRIEF

PUBLISHER EIDOS
DEVELOPER YUKE
GENRE ACTION **PLAYERS** 1
ORIGIN JAPAN **PERIPHERALS** JUMP PACK **ONLINE** NO **ESRB** M
PRICE $49.99

\+ 30% more blood, guaranteed. Great storyline and graphics. Plus—you know—kudos for the big sword.

\- 30% more blood, guaranteed. This game is not for the squeamish, or even the sensibly outraged. And difficulties in controlling your weapon in a fight are nearly insurmountable.

BOTTOM LINE

Almost—but not quite—the mindless hack-and-slash we've all been waiting for. Repeat: not quite.

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WANT A BRAWL? MAKE IT A DOUBLE.





Street Fighter® fans everywhere get a double-dose of double-trouble with Street Fighter III: Double Impact. This explosive street brawl for the Sega Dreamcast™ contains TWO arcade hits on one disc – Street Fighter III: New Generation and Street Fighter III: Second Impact. Loaded with a new legion of fighters, Street Fighter III: Double Impact is double dynamite!

TEEN T CONTENT RATED BY ESRB — Animated Violence

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If you're looking for some eye-popping carnage a go-go, look elsewhere. There's nothing hardcore—or hard (in any way) about this game.



ECW

Have they no shame?

Unfortunately for everyone concerned, Acclaim, maker of the horrible *WWF Attitude*, has gained the rights to publish games based on Extreme Championship Wrestling, the most influential and violent independent wrestling group in history. *ECW* is all about hard, stiff wrestling, ultra-violence and uncensored story-lines. Every time WWF fans see The Dudley Boys put someone through three tables or Mick Foley dive face first off a steel cage, they should say a small thanks to ECW.

So how did Acclaim handle these absolute scoundrels, the daredevils of the wrestling world? By shoehorning them into the *WWF Attitude* engine with absolutely NO changes made to the graphics, gameplay or interface. That's right—it's EXACTLY the same game, with new characters. A pathetic barbed-wire-bounded match and a sprinkling of swear words have been added in order to acquire that M rating, but the game is about as hardcore as a basket of kittens.

DANIEL ERIKSON

PUBLISHER ACCLAIM SPORTS **DEVELOPER** ACCLAIM SPORTS **ORIGIN** HELL **GENRE** ALLEGED WRESTLING **PLAYERS** 1-4 **ESRB** M **PERIPHERALS** JUMP PACK **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 2** *out of 10*

NEO GEO POCKET COLOR

Card Fighter's Clash



Although there's a steep learning curve, this game will reward the patient gamer. Essentially a collectable card game in cartridge form, you start with a deck of cards based on SNK and Capcom fighting game characters. Arranging your deck and laying out your cards in a certain order causes damage to your opponent. If their hit points reach zero, you can snag some of their cards. You move up through the one-player rankings by building and maintaining your deck, but the real fun comes when you add a link cable and a human opponent. Weird, but very fun.

JASON PASSAMA

COMPANY SNK AND CAPCOM **AVAILABLE** NOW **PRICE** $34.95

Official Sega Dreamcast Magazine **Score 9** *out of 10*

Herbert Wallace wants to axe this creepy soul a question. Or maybe just chop him up...



Your mission: to find that quack who put in the hair plugs.

Nightmare Cr

This bad dream won't wake you up in a sweat:

Demented soul Herbert Wallace, one part desiccated Marilyn Manson and one part axe-wielding lunatic (i.e., Marilyn's cousin Charles), will never make the cover of *Tiger Beat* magazine. He's a freak's freak, living in a delusional state and dreaming of wreaking a blood-soaked vengeance on mad sorcerer Adam Crowley. Eschewing social discourse and the gentle art of interpersonal relationship management, Wallace runs through '30's Europe battling monsters, killing monsters, being hunted by monsters and so on.

Such is the plot for Konami's dark, 3D third-person chop-'em-up title *Nightmare Creatures II*.

The game plays out as a twisted *Tomb Raider*, with its balding, bandaged hero exploring a series of dank but oddly beautiful environments. Konami serves up five enormous worlds, including a creepy insane asylum and the catacombs under Paris.

There's a ton of things to see, do and chop up: Puzzle-solving elements involve finding keys to unlock doors and dynamite to blow stuff up, and you'll find yourself fighting zombies, chain-saw-toting maniacs, leathery bat-creatures and jaundice-colored killer doggie things, to name only a few. The game snaps into combat mode with nary a pause, and Wallace can use special weapons such as fireballs, spiked explosives, and shotguns to devastate an enemy. When a brawl nears its end, Wallace has the capacity to execute wonderfully rendered and altogether gruesome fatalities. Here, he'll decapitate an enemy or impale it on his axe, and then set about methodically dismembering the corpse.

Although blood splatters gorgeously with each slice of Wallace's axe, combat itself remains rather tedious. Two attack buttons enable some nice combination moves and there's a button that lets you defend

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...Chop up a beastie while its comrade stands there like a lawn ornament.



1 Juan Hieronymus Bosch, anyone? If the combat system in this game leaves something to be desired, the artwork is something quite special—this grim creature has been the stuff of artists' nightmares for centuries.

2 There are, of course, some good bits: like watching your enemy go up in smoke.

3 "Hey, wait! You look just like me! Maybe we're twins, separated at birth, and the only difference between us is that I was raised by a loving two-parent family in a tastefully decorated 3-bedroom home, and you got pimped by the crack lady down the street. Oh, well. I guess I'm gonna go ahead and kill you anyway."





eatures 2

it'll put you right to sleep.

against strikes, but there's no real skill involved. Most battles devolve into a messy deal-damage-and-then-absorb-it-type affair. Button response tends to lag at times (usually the worst times), and no matter how well our boy protects himself, the minute he drops his guard—it's all about pain.

And here's the fatal flaw: while multiple monsters can appear onscreen simultaneously, the game's weak artificial intelligence (or, in this case, artificial stupidity) allows for only one actual attacker at a time—so Wallace can simply present his flank to an oblivious enemy in order to hack up his primary foe, while suffering no ill effects whatsoever. While he's gleefully chopping up a beastie, its comrade can't do anything but stand there like a lawn ornament. Thus, the dream is spoiled—and there really is naught left but the nightmare.

GREG ORLANDO

Official Sega Dreamcast Magazine **Score 6** out of 10

IN BRIEF

PUBLISHER KONAMI **DEVELOPER** KALISTO **GENRE** ACTION/ADVENTURE **PLAYERS** 1 **ORIGIN** FRANCE **PERIPHERALS** JUMP PACK **ONLINE** NO **ESRB** M **PRICE** $44.99

+ Violent fatalities allow Wallace and his user to vent some much-needed spleen; creepy gameplay moments are littered throughout.

− Combat system summary: Chop, chop, chop. Snooze, snooze, snooze. And a deadly dull puzzle-solving system dominates throughout.

BOTTOM LINE

Yawn. Turn over, close your eyes and snore. It's a fair to middling dream for Dreamcast.



Mutilate first, think later: That's the number one (and two, and three, *ad infinitum*) maxim for this ho-hum arcade-to-console title.

Gauntlet Legends

Throw down this gauntlet. And leave it.

A console version of *Gauntlet Legends* is the gaming equivalent of having a pet hamster. It's not very complex and it doesn't really do very much, but if you let it do its thing, it can be pretty entertaining for 15 minutes or so. A synthesis of the arcade game and its sequel, *Dark Legacy* (only with poorer graphics), this *Gauntlet* offers few surprises.

Gameplay is limited to hacking and slashing everything in your path. It doesn't matter if it's moving or not: it must be hacked and slashed. That's fun enough, especially with four players, but there's just no depth to speak of (or even not to speak of). That's not a problem in the arcade, where your motive is simply to get in a couple of minutes of frantic multiplayer annihilation before your quarters run out, but a home game needs more.

Despite an exclusive level, good variation in graphics and cool accumulative weaponry and spells, *Gauntlet* delivers only for total fanatics of the arcade box.

MAX EVERINGHAM

PUBLISHER MIDWAY **DEVELOPER** MIDWAY **ORIGIN** USA **GENRE** ACTION **PLAYERS** 1-4 **ESRB** T **PERIPHERALS** NO **AVAILABLE** NOW **PRICE** $49.99

Official Sega Dreamcast Magazine **Score 6** out of 10

NEO GEO POCKET COLOR

Gals Fighters

It's about time we see a handheld game that features a cast of all girl fighters that flat out rocks. Gameplay is fast and furious, just what you'd expect from an SNK fighter. With eight female fighters to choose from, the highlight of this game is the Queen of Fighters option (the game's story mode)—where you fight against CPU controlled hotties in brutal hand-to-hand combat. As you make your way through this mode, you earn bonus items that can be used in later bouts, which pay off when you face Miss X: the mysterious boss. Beat her and you'll win the coveted 'K Talisman,' which grants your fighter wishes. A VS Mode is available for battling a friend via the link cable. It's no *X-Men Vs. Street Fighter*, but SNK delivers the fighting goods on handhelds like no one else.



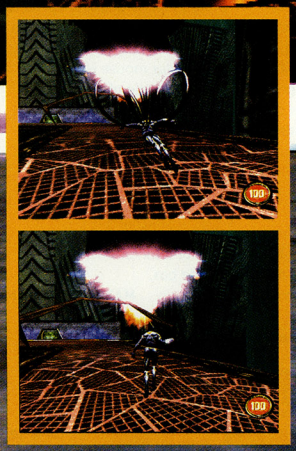
JASON PASSAMA

COMPANY SNK **AVAILABLE** NOW **PRICE** $49.00

Official Sega Dreamcast Magazine **Score 8** out of 10

Savor these graphics—*MDK 2* has some of the best visuals we've ever seen. Without slowdown. Impressive.

We never would have guessed it, but the DC controller is actually perfect for this sort of affair—effectively proving the Dreamcast's capacity to handle the bevy of first-person games in the industry's hopper.



Dream Game Award 1999 Dreamcast

MDK 2

Canadian Psycho.



COMIC GENIUS

MDK 2 has smarts and style to spare. The game's amazing comic-book introduction—which applies cinematographic techniques to still comic-book art—sets the tone of the game in truly original, compelling fashion. Which might explain why we've watched it about two-dozen times already. Jinkies.

Okay, first things first. Let us say that, without even a semblance of a shade of a smidgen of a shadow of a doubt, Edmonton-based Bioware's *MDK 2* is one of the best games available on Dreamcast—and one of the best adventure games we've ever played. From the moment we saw its brilliant animated-comic introduction, we knew we were in for a treat. Granted, this was a treat that involved many hours of frustration, many household items/friends/relatives used as airborn projectiles, and many suicidal tendencies revealed and explored. But still—a treat nonetheless. And one that we won't soon forget.

MDK 2 is the sequel to Shiny's 1998 cult-hit, and it preserves the original's adept admixture of sci-fi motif, Monty Python-inspired humor and old-school gameplay. *MDK 2*'s acrostic stars—Max, Dr. Fluke Hawkins, and Kurt Hectic—are three of the strangest characters you'll find north of the Mississippi. Max is a six-legged, six-gun-toting, Bruce Willis-esque robotic dog sporting a Cuban cigar and a really bad attitude (read: 'six-shooter'). Dr. Hawkins is a cracked-out, nuclear-toast-brandishing, mad scientist-esque MacGyver, who sports the ability to combine objects and endow them with 'alternate'—and sometimes painful—identities and usages (read: toothbrush collectors). And Kurt is a reluctant, parachute-wielding Ash-esque hero who picks off unsuspecting enemies with the sniper-rifle implanted in his face (read: 'If looks could kill...'). Each of these characters has his own distinct style of play, and players need a mastery of character-specific skills in order to advance.

While *MDK 2* is technically a third-person adventure, playing the game is actually more akin to playing a first-person shooter—one with a heart, a brain, good looks and a great sense of humor ("I said that's what I want in a *dame*, dammit, not a game!" Evan complains). The controls are of the *Turok* variety, wherein the buttons move your character, the analog stick serves as 'mouse look', and the dual triggers control firing and jumping. And because it has been fine-tuned so extensively, *MDK 2* plays like a dream. It might take time to get used to the new control setup, but once you do, you'll never want to go back to the limitations of standard control schemes.

Although gameplay may retain that friendly old-school flavor, the graphics are strictly new school. Using Bioware's proprietary Omen engine, these visuals are some of the jaw-droppingly-est amazing your DC has ever seen. Colors are vibrant, and the high-res textures spread throughout colossal environments make impressive use of

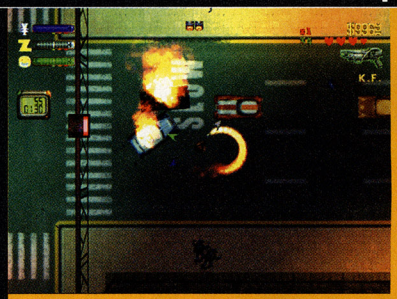
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1 "How about some buttered nuclear toast?" Apparently, Dr. Fluke Hawkins has noticed that we've been watching him.

2 The great thing about Max is his ability to fire six weapons at a time. And the fact that he's a robotic doggie with a Cuban stogie. And a bone to pick.





Good, sick fun guaranteed to piss off your parents, local congressman, and other humorless drones.

Grand Theft Auto 2

This is what's wrong with kids today

GTA 2 represents everything wrong (and right) about gaming. It's chock full of escapist violence and packed with over 70 challenging missions.

Fans of the Playstation and PC versions of this game will be happy that the top down scrolling perspective has survived. Your role is still that of a car thief with bipolar disorder who gets his kicks (and cash) by stealing cars and blasting people with Uzi's. With seven gangs that stereotype every racial group in America, you'll be able to pick and choose whom you want to work for and when. Graphics aren't cutting edge, but the lighting effects are top-notch—especially when you're fricassee-ing pedestrians with a ridiculously hot flame-thrower. It's a surreal, beautiful experience for desensitized gamers. One warning: Young kids shouldn't be exposed to the over-the-top violence of *GTA 2*. Unless you want to teach your kids how to carjack. Then it's all good.

JASON PASSAMA

COMPANY HUNSUKER **AVAILABLE** NOW **PRICE** $299 - $499

Official Sega Dreamcast Magazine **Score 5** *out of 10*



WAKE UP... TIME TO DIE!

Though we appreciate the old-schoolness of it all, there was a bit too much platform-hopping (and consequent hair-pulling) involved for us to handle. While this is no reason to avoid the game, make no mistake about it—*MDK 2* is harder than the rock that sits atop Jesse Helms' neck. So if you plan on beating it, immediately drop all responsibilities (such as—erm—beating it) and cast aside your misgivings about going prematurely gray. It's gonna take you awhile.

the system's copious amount of RAM. Other flavors of eye-candy are the particle effects (a la *Matrix*), real-time lightsourcing, dynamic shadows and transparency effects, all of which make *MDK 2* a must-have. The original soundtrack is also worth noting; think Danny Elfman remixed by Sasha. It's effective.

In the end, however, perhaps our favorite thing about *MDK 2* is its IQ. Unlike ninety percent of the mindless shlock out there, this game was conceived and executed by people who simply 'get it'. Yes, it's frustrating (see **boxout**). But thanks to details like blinking neon signs above power-ups, aliens cheering you through jumps and "The World's Most Interesting Bomb"—this stuff's gold Jerry, gold. Enjoy.

EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 9** *out of 10*

IN BRIEF

PUBLISHER INTERPLAY **DEVELOPER** BIOWARE **GENRE** ACTION/ADVENTURE **PLAYERS** 1 **ORIGIN** CANADA **PERIPHERALS** NO **ONLINE** NO **ESRB** T **PRICE** $49.99

+ Spectacular gameplay that took us back to the good ol' days of gaming. Absolutely packed with brilliant ideas and concepts.

Some of the best graphics we have ever seen. Period.

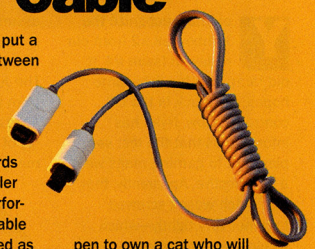
− The frustration factor, which might be too high for the weak-willed.

BOTTOM LINE

Buy *MDK 2*, play *MDK 2*, love *MDK 2*, and see why you can't blame Canada for everything. Do not miss this game.

PERIPHERALS

Extension Cable/ Dream Cable



Are you looking to put a little distance between you and your Dreamcast? If so then a six-foot controller extension cable should do the job nicely. Both of the cords we reviewed—the Controller Extension Cable from Performance and the Dream Cable form Mad Catz—performed as expected, allowing us to play our DC from clear across the room. Of course, the extra length can lead to some tangles (especially if you're using four of them in a multi-player game, or if you happen to own a cat who will be—predictably—fascinated by the twitchy cords stretched across the carpet)—but such are the hazards of videogaming. Pick one up today.

NOAH MASSEY

COMPANY PERFORMANCE, MAD CATZ **AVAILABLE** NOW **PRICE** VARIABLE

Official Sega Dreamcast Magazine



Our English counterparts at **DCUK** told us this game would be the best thing since packaged crumpets. Well, after playing it, we've decided that their taste in breakfast foodstuffs is a bit different from ours...

Striker Pro 2000

Slightly better than a kick in the head

From a distance, the game of a thousand names (*UEFA Striker* in the UK, *Striker Pro* here and *World Soccer Something-or-other* in Japan) looks very special indeed. Players move convincingly, stadiums are detailed and the general look is good. But close inspection shows up a few depressingly dirty marks. Character movement is fluid, sure—but unfortunately, some of that fluid has apparently spilled over and frozen on the field, because the players tend to 'skate' around a lot. Frame rate is generally good, but a sporadic slowdown often happens just as you're defending from a surprise attack. And the CPU handles your non-player-controlled guys dreadfully, failing to cede to player control quickly enough for you to repel attacks. Adding insult to injury, idiotic Jon and Ron come in with late, banal, or erroneous calls: and you're left with a game of footy that basically deserves a kicking.

MAX EVERINGHAM

PUBLISHER INFOGRAMES **DEVELOPER** RAGE SOFTWARE PLC. **ORIGIN** UK **GENRE** SPORTS **AVAILABLE** NOW **PLAYERS** 1-4 **ONLINE** NO **VMU COUNT** 29 **PRICE** $49.00

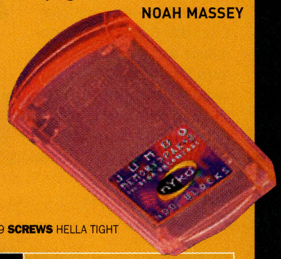
Official Sega Dreamcast Magazine **Score 6** out of 10

PERIPHERALS

Jumbo Memory Pak X2

You may recognize the Jumbo Pak X2 from our review in **Issue #4**. It did fairly well, but it became hopelessly stuck in the DC controller. Now, Nyko has informed us that the test samples sent to gaming mags were a bit defective. Apparently, that first batch wasn't screwed together very tightly—which would make it harder to shove into a controller. Well, we went back and found the unit we originally reviewed and checked the screws to see if they were tight, and sure enough, they weren't. So to be fair to Nyko, who assured us that the tightness problems were isolated, we're featuring the unit again. In sum: The Jumbo Memory Pak X2 from Nyko is a good choice if you need a VMU with twice the memory of a normal VMU. It also has really tight screws.

NOAH MASSEY



COMPANY NYKO **AVAILABLE** NOW **PRICE** $34.99 **SCREWS** HELLA TIGHT

Official Sega Dreamcast Magazine 

Keeps the tension high and your nerves on edge.



Sure, there's some clipping here and there—but it's FUN. And that's what we're scoring for.





4Wheel Thunder

Thor, god of thunder, would be proud.

'Ah, Hydro Thunder with Monster Trucks', you say: and in a way, you're right. There isn't quite the same sensation of speed in this game that you'll find in its water-based sibling, but by way of compensation, *Thunder* delivers a feeling of recklessness that keeps the tension high and your nerves on edge. Vehicles range from high-traction trucks to slippy-slidey cars and buggies (all handle differently, to suit a variety of tastes), but regardless of which you choose, there's a great rough-and-tumble feel—and a fierce challenge in just controlling the vehicles. Control is especially crucial in the short indoor tracks, which, while more spartan than their outdoor counterparts, are less forgiving of errors.

As in *Hydro Thunder*, it's important to take all of the shortcuts and make full use of boosts: as you progress, you ignore them at your peril. The difficulty curve is unfairly influenced by the fact that each race has a staggered start but not a staggered finish, which means that you begin every race at a disadvantage. However, we're assured that final versions of the game will address this issue, and remove the only real obstacle to crowning *4-Wheel Thunder* as a rigorous, enjoyable, arcade-style racing game.

MAX EVERINGHAM

IN BRIEF

PUBLISHER MIDWAY **DEVELOPER** KALLISTO ENTERTAINMENT **GENRE** RACING **PLAYERS** 1-2 **ORIGIN** FRANCE **PERIPHERALS** JUMP PACK **ONLINE** NO **ESRB** T **PRICE** $49.99

+ Very good-looking, with great track design. A vigorous AI creates plenty of tension. Plus, fun 2-player modes

− Some textures are a bit drab

BOTTOM LINE

A terrific arcade 4WD racing game guaranteed to have you bouncing on the edge of your seat

Official Sega Dreamcast Magazine **Score 7** out of 10

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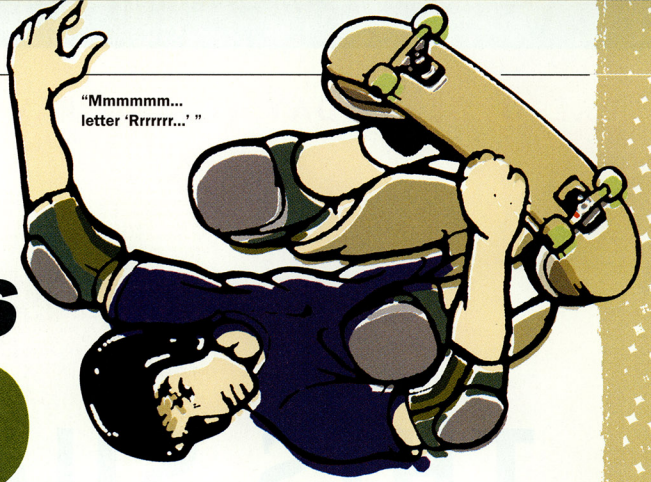


it's how you play the game.™

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HOW TO



Tony Hawk's PRO SKATER

ProTip Number One: Don't wear a helmet. ProTip Number Two: Do wear protective underclothes. This game is a true and loyal representation of all that is good in skateboarding—all the thrills, spills and bellyaches that could well spell the death of your sofa—and your dignity, if you aren't careful.

We're here to help you do just that. Skate-game expert **Noah Massey** has put his considerable skills to the test for **ODCM**—packing every map, code, cheat and special move in *Tony Hawk* into a tight little handbook. Every surface in every environment, from San Francisco to Chicago to Minneapolis, is skate-able (except the ceiling)—concrete, wood, glass, grass, quarterpipes, halfpipes, planters, bowls, swimming pools, rails, and walls at 90-degree angles.

One of the best things about *Tony* is its level of approachability: *anyone* can play this game and have fun. The better you get, the better it gets—the unlockable elements are phenomenally fun (and funny). Most of the learning curve has to do with the mastering of *Tony*'s trick and combo system, but in the end, it's all about practice—the practice you've been dreaming of.

So get to it!

LEVEL 1: WAREHOUSE, WOODLAND HILLS



1. Faceplant *400 Pts* With loads of speed, jump from the first quarterpipe and smash into the wall above the second quarterpipe.
2. Transition Grind *400 Pts* Launch from the halfpipe to the coping of the quarterpipes near where you started in the level, or launch from the lower halfpipe and grind the coping of the upper quarterpipe in the left corner.
3. Kicker 2 Ledge *200 Pts* Ollie from the Kicker ramp to ledge.
4. Kicker Gap *100 Pts*
5. Holy Sh!# 3000 Pts Grind the entire length of coping along the back wall.
6. Transfer *200 Pts* Ollie over the hump.
7. Monster Grind *500 Pts* Moving left to right, grind the top of the sign to the coping on the quarterpipe below, then ollie to—and grind—the railing leading to the halfpipe.
8. High Rail *200 Pts* Grind the top of the sign.
9. Taxi 2 Ledge *500 Pts* Ollie from the taxi to the ledge with the railing leading to the halfpipe.
10. Taxi Gap *600 Pts* Ollie from the taxi to the center of the halfpipe.
11. Taxi 2 Rail *1000 Pts* Ollie from the taxi to the rail in the center of the room.
12. Big Rail *200 Pts* Grind the length of the rail in the center of the room.
13. Deck 2 Rail *300 Pts* Ollie from the deck above the quarterpipe to the rail in the center.
14. Channel Gap *250 Pts* Clear either gap between the quarterpipes.
15. Over The Pipe *300 Pts* Jump over the entire halfpipe.
16. Secret Room *300 Pts* Jump through the small room hanging above the halfpipe.

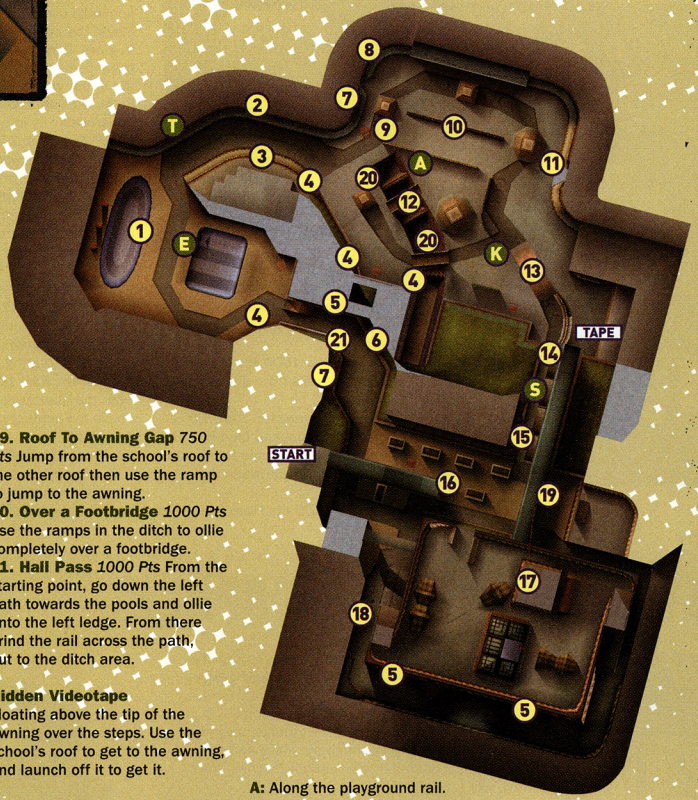


Hidden Videotape Found in the Secret Room.

S: In the middle of the Kicker Gap.
K: Hanging in the air left of the skate sign above the quarterpipe in the back.
A: Hanging above the Taxi.
T: Hanging above the center of the halfpipe.
E: On the deck in the back corner.



LEVEL 2: SCHOOL, MIAMI



1. Swim Team Gap *1000 Pts*
Ollie from pool to pool.
2. Long Ass Rail *2500 Pts* Grind the entire length of the coping.
3. Huge Rail *1000 Pts* Grind the entire length of the coping.
4. Funbox To Rail Transfer *250 Pts* Ollie from the funbox ramp to and grind the ledge.
5. Garbage Ollie *50 Pts* Ollie the dumpsters.
6. Long Ass Rail *2500 Pts* Grind the length of either ledge.
7. Funbox To Rail Transfer *250 Pts.* Ollie from the funbox and grind the coping of the quarterpipe.
8. Mini Gap *250 Pts* Ollie over gap.
9. Funbox To Table Transfer *500 Pts.* Ollie from funbox to table.
10. Playground Rail *500 Pts* Grind the length of the wall.
11. Park Gap *500 Pts* Ollie the gap between ramps.
12. Ditch Slap *250 Pts* Ollie over the ditch.
13. Kicker Gap *100 Pts*
14. Rail To Rail Transfer *750 Pts* Ollie from a grind on the ledge to the rail or vice versa.
15. Handicap Rail *500 Pts* Grind the length of the rail along the steps.
16. Gimme Gap *50 Pts* Ollie from the awning and grind planter below.
17. Over The Air Conditioner *750 Pts* Clear the A/C unit on the roof.
18. Dumpster Rail Gap *250 Pts* Grind up one side, ollie the gap, then grind down the other side.
19. Roof To Awning Gap *750 Pts* Jump from the school's roof to the other roof then use the ramp to jump to the awning.
20. Over a Footbridge *1000 Pts* Use the ramps in the ditch to ollie completely over a footbridge.
21. Hall Pass *1000 Pts* From the starting point, go down the left path towards the pools and ollie onto the left ledge. From there grind the rail across the path, out to the ditch area.

Hidden Videotape
Floating above the tip of the awning over the steps. Use the school's roof to get to the awning, and launch off it to get it.

S: Along the rail along the steps.
K: In the middle of the Kicker Gap.
A: Along the playground rail.
T: Above the left side halfpipe.
E: Along the rail between the pools.

Special Moves

Tony Hawk
Kickflip McTwist 4000 Pts →, →, B
540 Board Varial 2000 Pts ←, ←, X
360 Flip To Mute 1500 Pts ↓, →, X
The 900 8000 Pts. →, ↓, B

Bob Burnquist
Backflip 4000 Pts ↑, ↓, B
One Footed Smith Grind (points variable) →, →, Y
Burntwist (points vary) ←, ↑, Y (performed like a handplant)

Geoff Rowley
Backflip 4000 Pts ↑, ↓, B
Double Hard Flip 1500 Pts →, ↓, X
Darkslide (points vary) ←, →, Y

Bucky Lasek
Kickflip McTwist 4000 Pts →, →, B
Fingerflip Airwalk 2000 Pts ←, →, B
Varial Heelflip Judo 2500 Pts ↓, ↑, X

Chad Muska
Front Flip 4000 Pts ↓, ↑, B
One Foot Thumpin (points vary) →, ↓, Y
360 Shove-it Rewind 1500 Pts →, →, X

Kareem Campbell
Front Flip 4000 Pts ↓, ↑, B
Casper Slide (points vary) ↑, ↓, Y
Kickflip Underflip 1500 Pts ←, →, X

Andrew Reynolds
Backflip 4000 Pts ↑, ↓, B
Heelflip Bluntside (points vary) ↓, ↓, Y
Triple Kickflip 1500 Pts ←, ←, X

Rune Glifberg
Kickflip McTwist 4000 Pts →, →, B
Christ Air 2100 Pts ←, →, B
Triple Kickflip 1575 Pts ↑, ↓, X

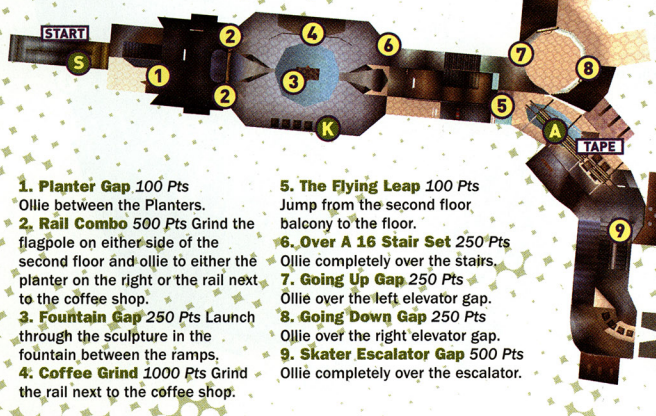
Jamie Thomas
Front Flip 4000 Pts ↓, ↑, B
One Foot Nosegrind (points vary) ↑, ↑, Y
540 Flip 1500 Pts ←, ↓, X

Elissa Steamer
Backflip 4000 Pts ↑, ↓, B
One Foot Nosegrind (points vary) ←, ←, Y
540 Flip 1500 Pts ←, ↓, B

Officer Dick
Yeeeehaw Frontflip 4000 Pts ↓, ↑, B
Neckbreak Grind (points vary) ←, →, Y
Assume The Position 1575 Pts ←, ←, B

Private Carrera
Somi Spin ←, ↓, B
Well Hardflip →, ←, X
Ho-Ho-Ho ←, ↑, Y (like a handplant)

LEVEL 3: MALL, NEW YORK

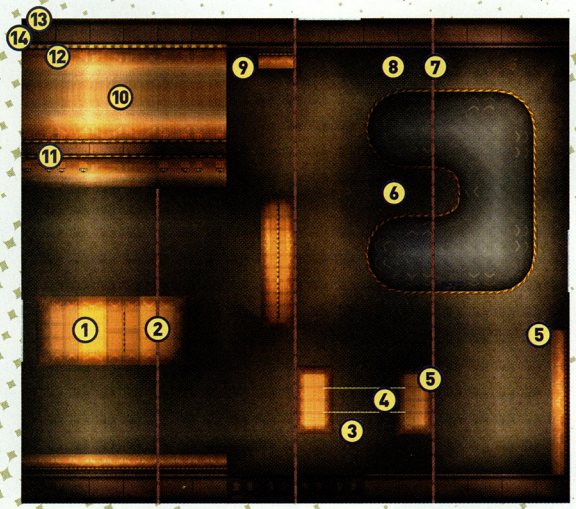




1. Planter Gap *100 Pts*
Ollie between the Planters.
2. Rail Combo *500 Pts* Grind the flagpole on either side of the second floor and ollie to either the planter on the right or the rail next to the coffee shop.
3. Fountain Gap *250 Pts* Launch through the sculpture in the fountain between the ramps.
4. Coffee Grind *1000 Pts* Grind the rail next to the coffee shop.
5. The Flying Leap *100 Pts* Jump from the second floor balcony to the floor.
6. Over A 16 Stair Set *250 Pts* Ollie completely over the stairs.
7. Going Up Gap *250 Pts* Ollie over the left elevator gap.
8. Going Down Gap *250 Pts* Ollie over the right elevator gap.
9. Skater Escalator Gap *500 Pts* Ollie completely over the escalator.
10. For The Whole Atrium *500 Pts* Grind the complete length of the coping on either side of the outdoors atrium.
11. 32 Steps Off A Mezzanine *2500 Pts* Ollie from upstairs all the way to the bottom of the stairs.
12. Over A Huge 32 Chair Gap *2000 Pts* Completely clear the set of stairs from the lower level.

Hidden Videotape
Using the balcony along the right wall, ollie to the hanging fixtures above the pool and ollie between the fixtures at the end to get the tape.
S: The S is sitting on the rail down the ramps from the starting point.
K: Find the K sitting along the planter's ledge right of the fountain.
A: On the left rail over the water hazard.
T: Grind either rail on the sculpture, the letter is in the middle.
E: Hanging over the pool in outside area.

LEVEL 4: WINDY CITY SLAM, CHICAGO





1. Pipe 2 Box Grind *1000 Pts* Launch from the halfpipe and land in a grind on the ledge or the rail of the funbox.

2. Over The Box *100 Pts* Ollie the entire funbox in any direction.

3. Walkway Rail Transfer *700 Pts* From second story ledge ollie to the rails below.

4. Whoop Gap *1000 Pts* Ollie the length of the rails from one ramp to the other.

5. Pool Rail Transfer *1000 Pts* Ollie from the pool and land in a grind on either the quarterpipe in the corner or the double rails between the kicker ramps.

6. Pool Hip *500 Pts* From inside the pool ollie over the hip and land back inside the pool.

7. Pool 2 Walkway *700 Pts* Ollie from inside the pool to the ledge of the upper walkway.

8. Acid Drop *1000 Pts* Ollie from the upper walkway into the pool.

9. HP Transfer *250 Pts* Transition over the gap between the quarterpipe and the halfpipe or vice versa.

10. Over The Pipe *700 Pts* With enough speed, it's possible to ollie from the quarterpipe all the way to the other side of the halfpipe.

11. Transfer *200 Pts* Jump from the quarterpipe into the halfpipe.

12. Light Grind *500 Pts* With enough speed, ollie from the quarterpipe to the lighting fixtures above the halfpipe and land in a grind.

13. Rafter Rail *1000 Pts* Ollie from the quarterpipe to the rafters above the lighting fixtures and land in a grind.

14. Over The Rafters *2000 Pts* Ollie from the quarterpipe and completely clear the rafters hanging above the halfpipe.

LEVEL 5: DOWNTOWN, MINNEAPOLIS



1. Car Ollie *100 Pts*

2. Wimpy Gap *250 Pts* Using the planters ollie out of the fountain area.

3. BS Grind *200 Pts* Ollie from a kicker ramp into a grind onto the top of one of the bus stops.

4. Truck Gap *250 Pts* Use the ramp to clear the back of the truck.

5. Cheesy Deck Gap or Deck Gap *50 to 250 Pts* Clear the entire deck: the short end for the Cheesy Deck Gap bonus and the middle for the big points.

6. Burly Deck Gap *2500 Pts* Clear the long end of the deck by the rails.

7. Rail 2 Rail Transfer *750 Pts* Ollie from one rail to the other, grinding both.

8. Dirty Rail *3000 Pts* With enough speed ollie from the tops of the buildings or the rail next to the billboard above the street where you start all the way to the rail at the entrance of the fountain area.

9. Death Grind *2000 Pts* Jump from the smaller roof using the ramp in the corner and land in a grind on the rail at the entrance to the park area. Very tough.

10. Kicker 2 Edge *100 Pts* In the alley where you start, use the kicker ramps to launch to the edge of the construction awnings. Land in a grind.

11. Kicker Gap *100 Pts* Jump kicker jumps in the alley.

12. Roof 2 Roof *2000 Pts* Using the pool on the roof, launch from one roof to the other.

13. Transfer *200 Pts* Transfer from one quarterpipe to next over the hip.

14. Billboard Grind *500 Pts* Using the pool on the large roof launch to the rail under the video wall/billboard across the street.

15. Big Ass *1500 Pts* Get loads of speed and ollie from the lowest ramp leading to the office building and fly through the glass without touching the ground.

16. Glass Gap *750 Pts* Ollie from the top ramp and go through the glass of the office building.

17. T 2 T Gap *500 Pts* Use the car carrier to ollie through the glass and into the secret tunnel that leads to the roof.

18. Secret Tunnel Entrance *500 Pts* From the large ramp in the street ollie through the glass into the secret tunnel hanging above.

19. Over The Tunnel *2000 Pts* Using the large ramp, jump completely over the secret tunnel hanging above the streets.

20. Tunnel Gap *1000 Pts* It's like the Secret Tunnel Entrance, only you must go through the glass and out the other side without touching the tunnel's floor.

21. Sucky Room Gap *1500 Pts* Ollie from the kicker ramp next to the greenhouse on the roof to the small room through the glass across the street.

22. Kicker 2 Street *100 Pts* Use the kicker ramp in the alley to reach the street above.

Hidden Videotape
Hanging between the two roofs.

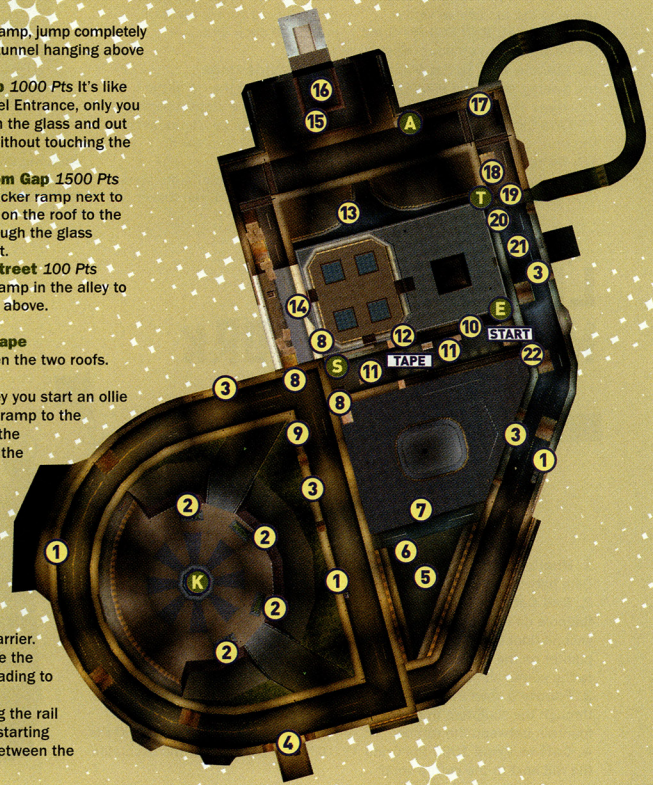
S: From the alley you start an ollie from the kicker ramp to the ledge and then the rail, and ollie to the letter at the end.

K: Find the letter K hanging above the fountain.

A: Grab the A hanging above the quarterpipe left of the car carrier.

T: The T is inside the secret tunnel leading to the roof.

E: The E is along the rail high above the starting place running between the two buildings.



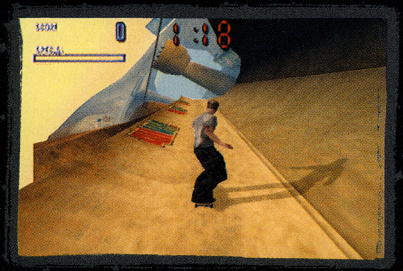
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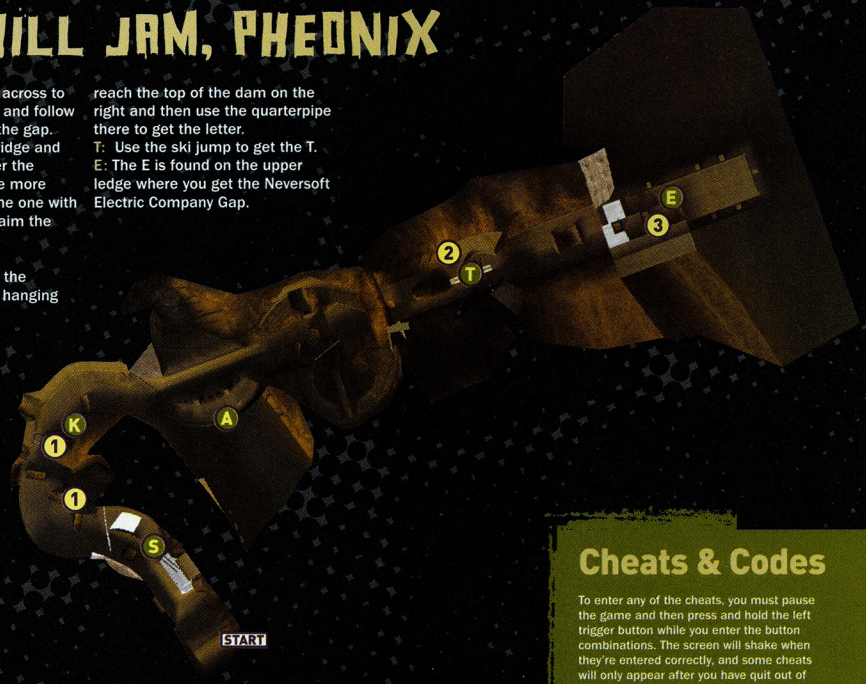
LEVEL 6 - DOWNHILL JAM, PHEONIX

1. Huge Water Hazard Gap *1000 Pts* Ollie completely over the water without using the rails.
2. Ski Jump *25-225 Pts* The further you jump the more points you'll get.
3. Neversoft Electric Company Gap *1500 Pts* Grind the last rail up on the ledge leading to the finish line. Use the quarterpipe before it to reach it.

Hidden Videotape
Hidden well on the Downhill Jam course. Start by getting up onto the rail before the dam that will take you to the top of the right hand side of the dam. From there, take the rail at the end back across to the left side of the dam and follow the path, jumping over the gap. Ollie onto the natural bridge and follow it around and over the gap. Now get set for one more ollie to the rock spire (the one with the four rails on it) to claim the hidden videotape.

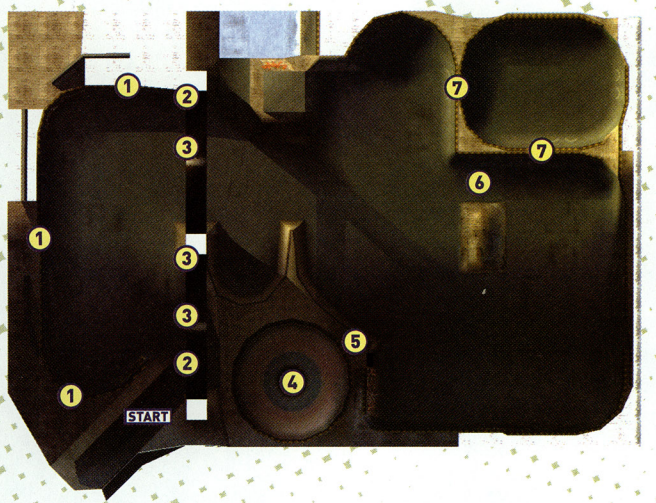
S: Do a small ollie from the first ramp to grab the S hanging in midair.
K: Ollie to the left rail before the dam.
A: Take the high rail to reach the top of the dam on the right and then use the quarterpipe there to get the letter.
T: Use the ski jump to get the T.
E: The E is found on the upper ledge where you get the Neversoft Electric Company Gap.





LEVEL 7 - ASPHALT ANNIHILATION, BURNSIDE





1. Triple Rail *1000 Pts* Ollie onto and grind the cement barriers along the back of the environment. Ollie between all three for the bonus.
2. Bridge Gap *1000 Pts* Using the funbox or the quarterpipe by the bowl, bust a huge ollie over the bridge girder without touching it.
3. Bridge Grind *800 Pts* Again using the funbox or the quarterpipe by the bowl bust a huge ollie to the bridge girder and grind it for the bonus.
4. Over Da Pool *800 Pts* Ollie completely over the bowl shaped pool.
5. Vert Wall Gap *700 Pts* Ollie out of the bowl and completely clear the cement wall for the bonus.
6. Twinkie Transfer *700 Pts* Using small hump in the center of the area, ollie into the pool in the back corner.
7. Transfer *200 Pts* Transfer into and out of the pool in the back corner by pressing up when you ollie at the lip.

Cheats & Codes

To enter any of the cheats, you must pause the game and then press and hold the left trigger button while you enter the button combinations. The screen will shake when they're entered correctly, and some cheats will only appear after you have quit out of the game and start again.

Unlock Everything
B, ➡, ⬆, ⬇, B, ➡, ⬆, X, Y (Unlocks all levels, all tapes, all FMVs, all boards, maxes out every character's stats and unlocks Officer Dick.)

Slow Motion Mode
X, ⬅, ⬆, X, ⬅

Random Start Locations
X, B, A, ⬆, ⬇

Level Select
Y, ➡, ⬆, X, Y, ⬅, ⬆, X, Y

Stud Cheat
X, Y, ⬆, ⬇ (All stats up to 10)

Super Stud Cheat
A, X, X, Y, ⬆, ⬇ (All stats up to 13)

Special Always Full
X, Y, B, ⬇, ⬆, ➡

Big Head Mode
X, B, ⬆, ⬅, ⬅ (Quit back to the character select screen to see effect.)

Private Carrera
Y, ⬆, Y, ⬆, B, ⬆, ⬅, Y (Enter this one while using Officer Dick. The screen will not shake and once entered you must quit out to find Private Carrera in place of Officer Dick.)

Rewards
Earn any 3 medals in the competitions with any character to get the mediocre ending, where you get to see the bails video.

Get 3 golds with any character to see the bails video, then see the character specific reward video.

Get all 30 tapes with any character to unlock Officer Dick.

Get 3 gold medals with Officer Dick to see the Neversoft bails video.

Note: All videos, except for the Neversoft bails video, can be played from View Videos Cinematics menu after unlocking them.

LEVEL 8 - STREETS, SAN FRANCISCO



1. Ramp 2 Ramp *500 Pts* Transfer between the small quarterpipes at the top of the hill in Chinatown.
2. Porch Gap *250 Pts* From the top of the hill in Chinatown take the left alley and ollie from the ledge over the lower porch. Grab bonus icon before landing in street.
3. Street Gap *500 Pts* From the top of Chinatown go along the right ledge and ollie through the glass to the sidewalk across the street below.
4. Oversized 8 Set *500 Pts* Ollie over the complete set of steps.
5. Handi Gap *1000 Pts* Ollie from one quarterpipe, over the handicap ramp leading up to the building and into the other quarterpipe.
6. Lombard Gap *5000 Pts* Using the ramps at the top jump over the entire length of Lombard Street.
7. Lombard Ledge *250 Pts* Grind the entire series of ledges along the left side of Lombard Street.
8. Acid Drop In *1000 Pts* Ollie from the ledge into the halfpipe in Hubba Hideout.
9. Hook Rail *750 Pts* Grind the entire length of the green rail from top to bottom.
10. Hubba Ledge *500 Pts* Grind the length of the ledge across the bridge.
11. Hubba Gap *750 Pts* Using the large kickers, clear the entire bridge.
12. Fountain Gap *750 Pts* Jump into the slot behind the fountain with loads of speed and ollie from the end to the walkway on the second story.
13. Bendy's Lip *500 Pts* Grind the length of the coping on the elbow-shaped quarterpipe in the corner.
14. Ramp 2 Ramp *750 Pts* Ollie over the gap between the quarterpipes.
15. Rail 2 Rail *500 Pts* Grind one rail and ollie to and grind the next rail.
16. Down The Spiral *2000 Pts* Grind the entire length of the ledge from the top.
17. Backwoods Ledge *250 Pts* Grind the length of the ledge behind the tree leading to the secret room.
18. Planter Gap *500 Pts* Ollie length of either planter.
19. Pagoda Gap *1000 Pts* Get up to the ski-jump on the third building and launch towards the Pagoda in the Embarcadero.
20. C Block Gap *500 Pts* Ollie from the kicker ramp and clear the entire set of steps in the center of the Embarcadero.
21. Over The Seven *100 Pts* Ollie from the top of the top of the steps, over the steps to the ground towards thef Pagoda.
22. Spine Gap *1000 Pts* Using the kicker, ollie over the concrete barrier into Embarcadero Center. This can also be done from the porch of the Pagoda if you clear the grass.
23. Gonz Gap *500 Pts* Ollie from spine, over gap and to the flat top of the steps.



Hidden Videotape
Hanging above the roof of the Pagoda. To get there, first use the slot behind the fountain to reach the second story walkway on the adjacent building. From there, make your way to the top of the third building and then ollie from the ski-jump scaffolding to the roof of the Pagoda and the Hidden Tape.
S: Get the S at the top of the bridge in Hubba Hideout.
K: Behind the glass at the bottom of Lombard Street on the right.
A: Find the A hanging between the quarter-pipes at the top of Chinatown.
T: Get into the secret room that leads to the top of the spiral tower using the ledge behind the trees to find the T.
E: Crash through the window below the clocktower and session the bowl inside to get the E.



LEVEL 9 - CONCRETE CONSPIRACY, ROSWELL

1. Roll In Channel Gap *1000 Pts* Clear the roll-in gap.
2. B House Rail *1000 Pts* Grind all three staggered rails in one shot.
3. MB Emerson Grind *2000 Pts* Ollie from the quarterpipe on the deck in the center across to the Bird House Rail.
4. Channel Gap *500 Pts* Ollie over gap.
5. Pool Grind *2000 Pts* Grind completely around the pool in the hidden room.
6. Channel Gap *500 Pts* Jump the channel in the pool in the hidden room.
7. High Deck Gap *1000 Pts* Ollie over the entire deck in the center.
8. Deck Grind *800 Pts* Grind the entire rail in the center to the rail below.
9. Deck Gap *1500 Pts* From the high deck launch off the kicker ramp and clear the lower deck completely.
10. Low Deck Gap *500 Pts* Ollie completely over the lower deck.
11. ET Grind *1000 Pts* Come out of the tunnel and ollie to and grind all three rails in a row.




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Oh It's So On...

Win a Tony Hawk skateboard and all of his gaming goods!

Congrats to Andre Clark from Orange, CA, who dressed up as Afro Thunder and just won himself a Japanese Dreamcast and a copy of *Space Channel 5*, signed by its creator Tetsuya Mizuguchi. "Somebody better call the doc—tuuuuh!""



We've gone back to the Official Dreamcast Drawing Board and come up with the best contest ever (helped immeasurably, we're sure, by all those bananas and six-packs you keep sending in...). In commemoration of the release of the ever-glorious *Tony Hawk's Pro Skater* and its rapidly-approaching sequel, *Tony Hawk's Pro Skater 2*, we're asking you guys to send us the **coolest skate-inspired T-shirt** that you can come up with. Said shirt can be created with a T-shirt-maker-type computer program, some permanent magic-markers, or—if you're not so creatively-inclined—it can also be the hippest T-shirt you can find in your brother's dresser drawers (no!no!no!no!—not *those* kinds of drawers) or at your local vintage/thrift store (we're talking from the '70s or '80s, kids). New, store-bought T-shirts **cannot win**—so don't try to buy your way into the winner's circle, Richie Rich; this contest is all about creativity and taste.

In return, we'll be picking not one, but THREE talented/lucky winners, each of whom will receive copies of both *Tony Hawk* games, a cool Birdhouse T-shirt, and a wicked Birdhouse skateboard, complete with wheels and trucks. Who loves ya, baby? Oh, wait...that would be us, now wouldn't it?

Send groovy T-shirts to **ODCM** c/o Evan Shamoon, 150 North Hill Drive, Brisbane, CA 94005. Please, no phone calls 'describing' your design. And no 'drawings of T-shirts' either—we want straight-up fabric for this one. The shirts will be judged on style, creativity, and originality—basically, the coolest shirts win. And once you stick the shirt in the mail, consider it gone; Evan never does his laundry and always needs a spare shirt (especially on deadline. Trust us). All entries must be received no later than **October 1st, 2000**. Good luck to all of you, and may the best shirts win.

Boring stuff our lawyers want you to read...

All entries must be received no later than October 1st, 2000, with the winner being announced on or around December 3rd, 2000. The editors of the Official Sega Dreamcast Magazine will be the judges, and their decision is final. By entering this contest you agree that the Official Sega Dreamcast Magazine, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o R. Nelson, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary; void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

Next Issue

You know you want it!

Dreamcast GD-ROM INSIDE!

Issue #7 with GDROM On sale Aug 1st!

HALF-LIFE

We PROMISE you the Full Skinny! The PC's best first-person shooter ever is headed to Dreamcast. What's different? What's new? Find out in our indepth look at Half-Life DC!



Sonic Adventure 2

Sure we saw some stuff at E3, but what weren't they showing us? We go behind the scenes with Yuji Naka to get the scoop!



... But that's not all!

- **Power Stone 2** *Rated!*
- **Tony Hawk 2** *Revealed!*
- **Sega's secret racer** *Exposed!*
- **And loads more!**

* Miss it and be the scourge of assorted loved ones. Content (but not quality) of Issue subject to change, thanks to Editors-in-Chief leaving at the last minute.

Official Sega Dreamcast Magazine

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REPRINTS 717.481.8500

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Official Sega Dreamcast Magazine (ISSN 1525-1764) is published bi-monthly by Imagine Media Inc., 150 North Hill Drive, Brisbane, CA 94005, USA. Application to Mail at Periodicals Postage Rates is pending at Brisbane, CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Basic subscription rate: one year (6 issues/6 GD-ROMs) US: $20; Canada: $22; Foreign: $27. Canada and foreign orders must be pre-paid, US funds only. Canadian price includes postage and GST (GST#R128220688). Postmaster: Send changes of address to the Official Sega Dreamcast Magazine, P.O. Box 52850, Boulder, CO 80322-2850. Standard Mail enclosed in the following editions: B, C1; Ride along, enclosed in the following editions: C. Imagine Media also publishes ***PC Gamer, Next Generation, MacAddict, Maximum PC, PC Accelerator, PSM, Business 2.0*** and ***Games Business.*** Entire contents copyright 2000, Imagine Media Inc. All rights reserved. Reproduction in whole or in part is prohibited. Imagine Media Inc. is not affiliated with the companies or products covered in the **Official Sega Dreamcast Magazine.**
PRODUCED AND PRINTED IN THE UNITED STATES OF AMERICA

Imagine Media, Inc. 150 North Hill Drive Brisbane CA 94005
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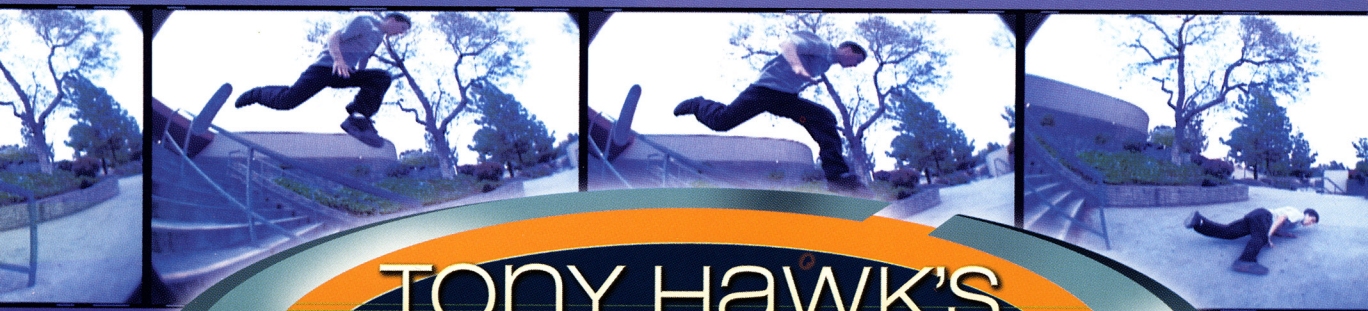
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