OVER 120 DREAMCAST GAMES RATED INSIDE!

Official Magazine
Dreamcast
Issue 8: November 2000



MULTIPLAYER!
HALF-LIFE
EXCLUSIVE!

JET GRIND RADIO!
EXCLUSIVE DEMO!

MASSIVE REVIEW SPECIAL!
UFC > ECCO > WWF
SEGA GT > RUSH 2049
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Greatest game ever? Exclusive Review!



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Tokyo Xtreme is meant as a simulation only. The models shown are not actual criminal suspects.

Sega Dreamcast.

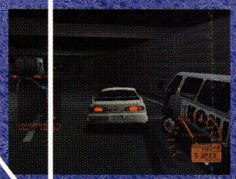
彼らは夜、狩をする悪魔。
我々の未来に対する過去からの声。
残忍で無謀で疲労を知らない者。
弱者を探し出しアスファルトの上で饗宴を開く、
それはコンクリートのジャングルに生息する飢えた狼。

彼らの生は意味を持たず、尊敬する者は自分のみ。
その血はオイルとガソリンで出来ている。
個性も名前も持たない機械は、その道を穢れ無き者の血で汚す。
彼らがその目に宿る炎を解き放つ時、
ゴムとグリースとアドレナリンは肉のように燃え上がるだろう。

彼らは戦闘の場である暗い、影の檻の中に棲んでいる。
過去に消された戦争の魂を持つ、忘れ去られた子供達。
その生は誰にも縛られない一法にさえも。
何者にも屈せず、強暴で、あなたのすぐ横にいる存在。
彼らの名は、Tokyo Xtreme Racers。







悪魔達はover 100 miles of highway上で他者の安全も省みずにレースをする。

Hundreds of opponents から逃れる事は不可能だ。 何故なら彼らもまた strong competition を持っているからだ。







Tokyo Xtreme Racer 2™







危険。死。

この脅迫者達は自分達を ultra-super cool だと信じて疑わない。彼らはその持てる力の限りを尽くし闘う。Emperor of the Streets の名を手に入れる為に。

速度

路上にたむろする流浪の一団は名誉あるシンボルをcreate and edit logosする。彼らの忠誠心はこのシンボルしか share しない。





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Official Magazine
Dreamcast™ November 2000







FEATURES

STUFF THAT'S GOOD FOR YOU—AND YOU *LOVE* IT! WE PROVE MOM RIGHT

>SHENMUE 52
We finally got our mitts on the final US version of Yu Suzuki's masterpiece—so you finally get the complete lowdown in an exclusive US review!

>HALF-LIFE 42
Evan Shamoon braves the dusty plains of Plano, Texas to bring you **ODCM's** exclusive in-depth look at one of the sweetest and most anticipated shooters on DC!

>ILLBLEED 34
Short skirts, chainsaws and random acts of terror for your gaming enjoyment!

>DC*DIRECT* 16
NEWS, PREVIEWS AND GOSSIP
Everything you ever wanted to know about the latest developments in the world of Dreamcast but were afraid to ask about. This month: *Planet Harrier* revealed!

COMING SOON

TOMORROW'S GOOD MEDICINE IN TODAY'S EASY-TO-SWALLOW CAPLET

SKIES OF ARCADIA 66
Could this be the epic Sega RPG to beat *Panzer Dragoon Saga*? We're taking bets.

DARK ANGEL 72
Metro3d's gothic gal gets medieval on assorted heineys

PICASSIO 74
Art lovin' cat burglers get the DC treatment; burgled cats are deburgled

URBAN CHAOS 74
Pretty cops with fine rides...'nuff said

EXTREME SPORTS 76
Mmm...pentathlon goodness...in the air; on the ground... (in a box; with a fox...)

STARLANCER 76
How Crave got its online groove back

JET GRIND RADIO 78
A first look at new, exclusive US levels

ARCATERA 79
The thrills, the chills, the pointing, the clicking! It's an adventure game-y high!

SEGA MARINE FISHING 80
Sega dares to ask the big question: Does my bass look big in this?

SAMBA DE AMIGO 80
Sega gets ready to do a little tub-thumping with monkey in tow

DAVE MIRRA FREESTYLE BMX 81
Biking all extreme-like in the latest licensed trickster

CHAMPIONSHIP SURFER 81
Cue *Hawaii Five-O* theme music, and get ready to hang a ten...maybe

NAPPLE TALE 82
It's pink, soft, pretty and probably not taking a trip to the US. Sigh...

OUT TRIGGER 84
Move over, *Quake*. *Half-Life*, go get the other half. There's a new boy in town...

PBA TOUR BOWLING 2000 85
Pop in the disc, wiggle your fingers and try to stay out of the gutter

THE GRID 88
Is *The Grid* really *The Matrix* in disguise? Well, no...but we sure do like 'em both. *"It's a form of fusion..."*

SNK VS. CAPCOM 93
Ryu, Iori, Kyo and Ken party down with balloons, ice-cream cake and tournees of Pin the Tail on *Seaman!* Just kidding.

DEPARTMENTS

>DC-ROM 8
Wondering why this magazine costs $7.99? Well, we'd like to say it's because we're packed with at least 22 chips of DC informational goodness per cookie—er—story, but that's just a little dream. Value is shaped like a pack-in demo disc...

>D-MAIL 10
Your feedback, our food for thought: Two great tastes that taste great together. They exist on these pages forever entertwined. Uh, and then there we print some letters.

>DC-NATION 60
The Internet...a vast, endless landscape of crap. And some good stuff. Want to stake your own claim on the last frontier? Pack your Dreamcast, your dream and a full canteen, and we'll guide you through the badlands of Web design. Pilgrim.

>ENDZONE 127
Where will you be next month? Right here, clutching a *new* issue of **ODCM**! (The Plan: We come out MONTHLY through February. The Reality: We don't sleep until February. It's like reverse hibernation.) Stay tuned...

"F355 CHALLENGE LEADS THE RACE

FOR THE [MOST] REALISTIC DRIVING SIMULATION EVER... TRULY SOME GIFT FROM THE GODS"
- GAMERS' REPUBLIC

"THIS IS CERTAINLY ONE OF THE MOST INCREDIBLE-LOOKING RACING GAMES EVER SEEN"
- OFFICIAL DREAMCAST MAGAZINE

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- DREAMCAST MAGAZINE

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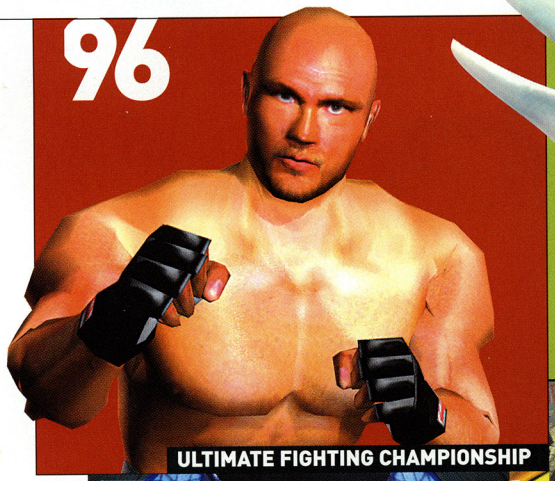
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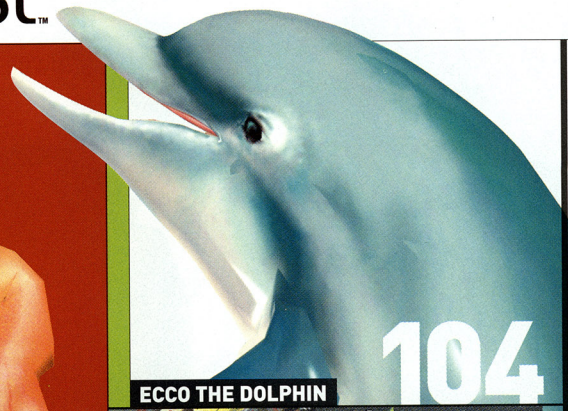
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>TESTZONE 96

"TASTES GREAT" OR "LESS FILLING"? BOTTOM LINES FROM TOP EDITORS

ULTIMATE FIGHTING CHAMPIONSHIP 96
All this—and Bruce Buffer, too!

SYDNEY 2K 100
"Button mashing: Good or Bad?" Discuss.

VIRTUA ATHLETE 100
If it were a stepchild, it'd have red hair

TOY STORY 2 102
Buzz hits DC. DC keeps snoring...

WWF ROYAL RUMBLE 102
'Good wrestling game' or oxymoron?

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 104
[Insert mammal vs. fish joke here]

RAILROAD TYCOON II 105
GOD's sim rated. Monocle not included

GUNBIRD 2 106
This bird packs heat and poops to kill

SF RUSH 2049 106
Does it do the *Rush* license justice?

WORLD SERIES BASEBALL 2K1 108
One word: Sob. And another: Sniffle.

AEROWINGS 2 110
Up in the air, Junior Birdman!

TEST DRIVE V-RALLY 2 110
Has *Sega Rally* finally been lapped?

HIDDEN AND DANGEROUS 112
No, really, Ma! It's WWII edutainment!

SF III: THIRD STRIKE 113
Ryu and the gang get all crazy and 'Hadoken'-like

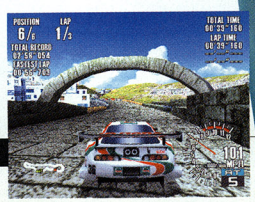
CANNON SPIKE 114
Cammy and Megaman forever

SEGA GT 116
A racing sim fan's dream come true

JEREMY MCGRATH SUPERCROSS 2000 118
Hate yourself? All your hair shirts at the groomer? Buy this game

D2 118
Laura goes all creepy quiet. And stuff.

TEST ZONE ARCHIVE 120
Every DC game rated! Right here, right now! Who loves ya, baby?



SEGA GT 116

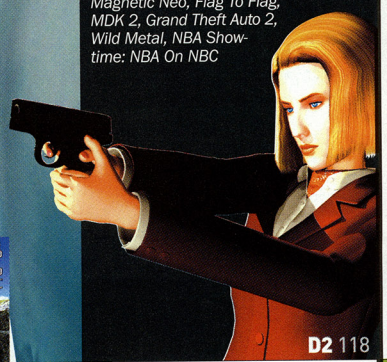
>HOWTO 122

MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT!

IT'S CODE-TACULAR!

Button-pressing, eye-popping, cheat-provoking info on all the latest games for Dreamcast:

Legacy Of Kain: Soul Reaver, Re-Volt, DraConus: Cult Of The Wyrm, Super Magnetic Neo, Flag To Flag, MDK 2, Grand Theft Auto 2, Wild Metal, NBA Showtime: NBA On NBC



D2 118

Sizzler® Notes



I RAN INTO SEGA'S THEN-VP of product development, Eric Hammond, at a party a few years ago. I was giving him a tough time about the as-yet-unreleased Dreamcast (I think we were actually calling it 'Katana' at that point). Every time I brought up a new point—Sega had alienated retailers, Sega had alienated third parties, why wasn't Sega using 3Dfx hardware instead of PowerVR's?—he would just look at me and smile. Finally, he said, "Chris, I was worried about the same stuff. But I just got back from Japan, and I swear none of that matters now. Yu Suzuki's working on something that's going to change the world." Change the world? It wouldn't be the long-rumored *Virtua Fighter* RPG would it? He just laughed and said "You'll see."

I was wrong and Eric was right. Thanks to any number of brilliant moves by Sega, retailers love the Dreamcast, the hardware is fantastic, and third party support has been huge. Oh, and Yu Suzuki's project? It *is* going to change the world.

Forget everything you've heard about *Shenmue*. Forget about the Japanese walkthroughs, the review in Famitsu, everything. Just turn to page 52 and check out what Fran has to say about the game. Then go buy the damn thing—it may well be the most profound videogaming experience you'll ever have.

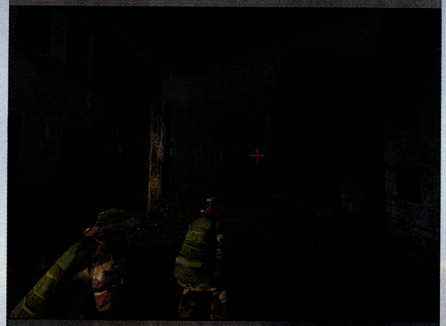
Our other big story this month (in addition to the usual pack of reviews and previews) is *Half-Life*. Will it have online play? No. And Yes. What the hell does that mean? Get the final answer—in our EXCLUSIVE inside story about all the DC extras, beginning on page 42.

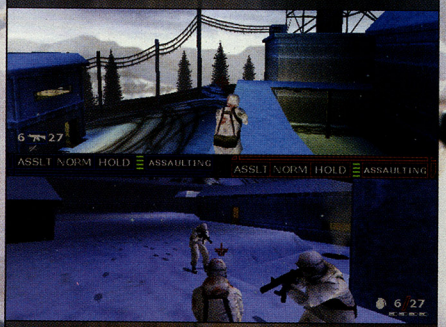
And when you're done with all of that textual goodness, don't forget to check out the disc this month. The *Jet Grind* demo is amazing! Anyway, see you next month...in the first of our two special winter issues.

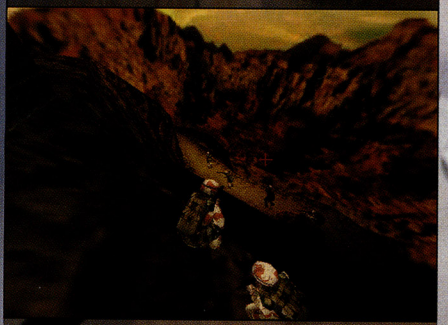
Later,
Chris

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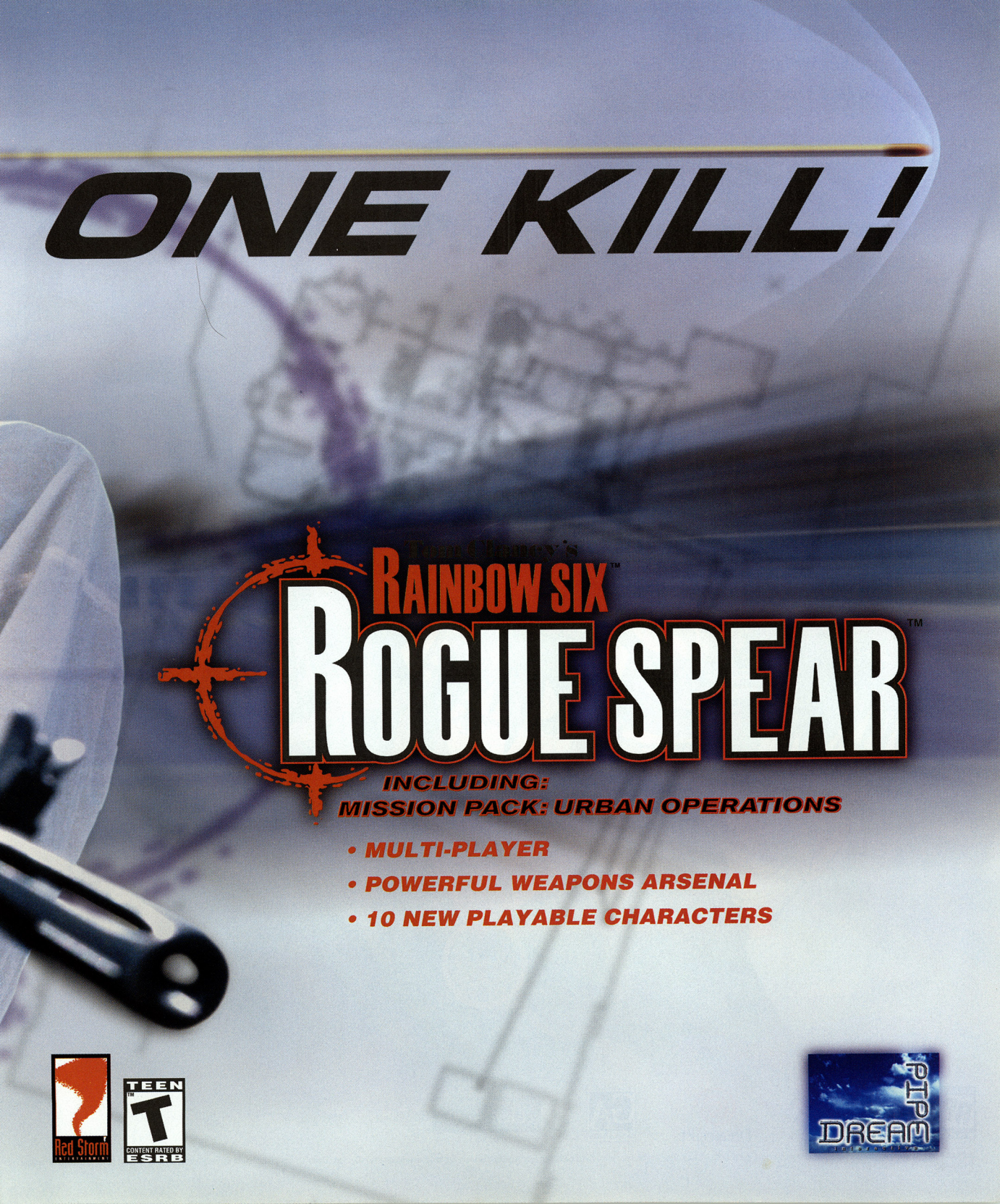
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"The level of detail paid to every single moment, circumstance and environment is overwhelming."
Official Dreamcast Magazine

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www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."
www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."
www.thegia.com

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."
Gamer's Republic Online

"...set to give sub-par developers a lesson in how to do a DC RPG right."
GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."
GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."
www.GA-Console.com

Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.







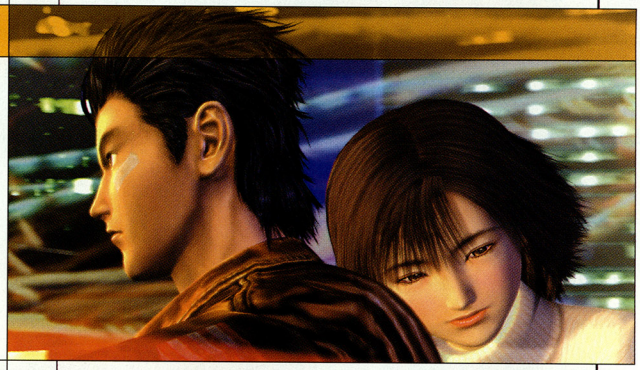


GRANDIA II (グランディア) ™

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DISC-O-LICIOUS



YES, DEAR READER, THIS IS ONE of our proudest moments here at **ODCM.** We were able to snag Sega of America's exclusive *Shenmue* movie on this month's **ODCM** demo disc for your viewing pleasure!

So—witness firsthand the glory that is Ryo Hazuki and his world, and then flip open the mag and enjoy our in-depth, six-page review of the game. It's so good, that we were considering retitling this section DC Top Rom(en) to suit the flavor of Yu Suzuki's brilliant adventure gaming masterpiece...but, thankfully we didn't.

This issue's lovely *Shenmue* demo is garnished with a taste of yet another upcoming virtual coup, in the guise of *Jet Grind Radio.* Now, sprinkle some *Ecco,* a little *Gauntlet Legends,* a pinch of *Demolition Racer,* and—what's that esoteric scent? It must be *Hoyle Casino*—into the mix, and you've got a gamer's breakfast, lunch and dinner!

Gambling, wanton (virtual) destruction of property, cool kids running amok with combustible objects in their pockets, and a suspiciously intelligent mammal swimming the waterways. What more could you ask for? For us to shut up so you can start playing? Oh. Okay. Sniff.

JET GRIND RADIO

PUBLISHER SEGA **RELEASE DATE** LATE OCTOBER **PLAYERS** 1



One of ODCM's most anticipated games of the year is getting ever closer to release—and we're making sure that YOU see it first! Spray the town red as Beat, the boy with plans to rule Shibuya-cho and beyond as the 'Rudie' in residence. But first, you'll have to get Gum and Tab to join your crew. Then it's onto Shibuya-cho for a run through the city streets to blade, tag and evade the police within the time limits. Read our extensive preview of *JGR* on page 78 in this issue's **Coming Soon** section!

Stick: Move/Paint
D-Pad: N/A
A Jump
B N/A
X N/A
Y N/A
LT Use Spray Paint
LD Speed Up/Dash

HOYLE CASINO

PUBLISHER SIERRA **RELEASE DATE** FALL **PLAYERS** 1



Looking for a little jet set gambling to go with your Jet Grinding? Look no further than Sierra's bid at the casino crown with Hoyle Casino. This demo will deal you a few hands from a too-cool deck and loan you tokens to play with, teasing you with Blackjack and slots. You'll be able to wheel and deal as one of five different characters. Whether you're betting to 21 or gambling on a lucky spin at the slots, this may just be the game to take home to your folks at Christmas.

Stick: N/A
D-Pad: Cycle Menus
A Place Bet/Accept
B N/A
X N/A
Y Bet Window/Insert Money
LT N/A
LD N/A

SHENMUE (MOVIE)

PUBLISHER SEGA **RELEASE DATE** NOVEMBER **PLAYERS** N/A



Simply one of the most beautiful and ambitious adventure games to date, Yu Suzuki's masterpiece is just a month away and we've got the movie to prove it. Not only will you get a taste of the NEWly localized dialog spoken by NEW voice actors, but you'll a have ringside seat for the debut of NEW scenarios further into the game. And after you've watched the movie, you can check out our exclusive US review of the game! Need we say that it scored in the double digits? Tip: Buy, buy, buy!

Stick: N/A
D-Pad: N/A
A N/A
B N/A
X N/A
Y N/A
LT N/A
LD N/A

DEMOLITION RACER: NO EXIT

PUB INFOGRAMES **RELEASE** AUGUST **PLAYERS** 1



An ode to the destruction derbies of yore, *Demolition Racer* is your chance to destroy as many cars as you can while racing to the finish line! Fans of the genre will revel in the joys of spinning around a demo track in a three-lap race to the finish. You'll receive points for doing unto other cars as they would do unto you, so you're not only responsible for placing in a good position at the finish line, but also for amassing enough points to score high. Collect goodies along the way to to help you out.

Stick: Steer
D-Pad: N/A
A Hand Brake
B Turbo
X Rear View
Y Change View
LT Brake
LD Accelerate

GAUNTLET LEGENDS

PUBLISHER MIDWAY **RELEASE DATE** OUT NOW **PLAYERS** 1-4



Midway's arcade translation of the mulitplayer hack 'n' slash Gauntlet Legends is up for a little sparring with your golden gamer's skillz™! You and up to three of your buddies can join in on the fun, traversing a whole large stage in the game. Play as any of the available characters, with abilties that range from magic to good ol' swordplay. When you enter the game and select a character, then you're free to enter through the red door and start your journey.

Stick: Move
D-Pad: Move
A Attack
B Turbo/Block
X Use Potion
Y N/A
LT N/A
LD N/A

WEB BROWSER 2.0 W/ SEGANET



BROWSER VERSION 2.0

As one of the standard features on the **ODCM** demo disc, PlanetWeb's browser 2.0 will soon be the main surfing tool used by DC owners with the launch of SegaNET and the release of the first wave of online-compatible titles. If you've never tried out the browser before, get going! If you run into any problems with using the browser, drop the folks over at PlanetWeb an email at: support@planetweb.com. Or check out their website at www.planetweb.com and read **DC Nation** (pg. 60).

Stick: Move Cursor
D-Pad: Move Cursor
A Select
B Bookmarks
X N/A
Y Magnify
LT Scroll Down
LD Scroll Up
START: Command Cluster

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

PUB SEGA **RELEASE** OUT NOW **PLAYERS** 1



As one of the most graphically impressive titles to date on DC, you'll finally get a chance to swim the sea on the first level of *Ecco the Dolphin.* Cruise around and check out your new world. Talk to the dolphins swimming near the open ocean and you'll trigger an event nearby. Then it's up to you to find the baby whale that's gone missing from its mother—before it's too late! For the whale, that is. Solve the puzzle and you'll find that this is one adventure game that doesn't take the easy way out.

Stick: Steer
D-Pad: Cycle Menus
A Swim
B Charge
X Sonar
Y N/A
LT Roll Left/Camera Left
LD Roll Right/Camera Right

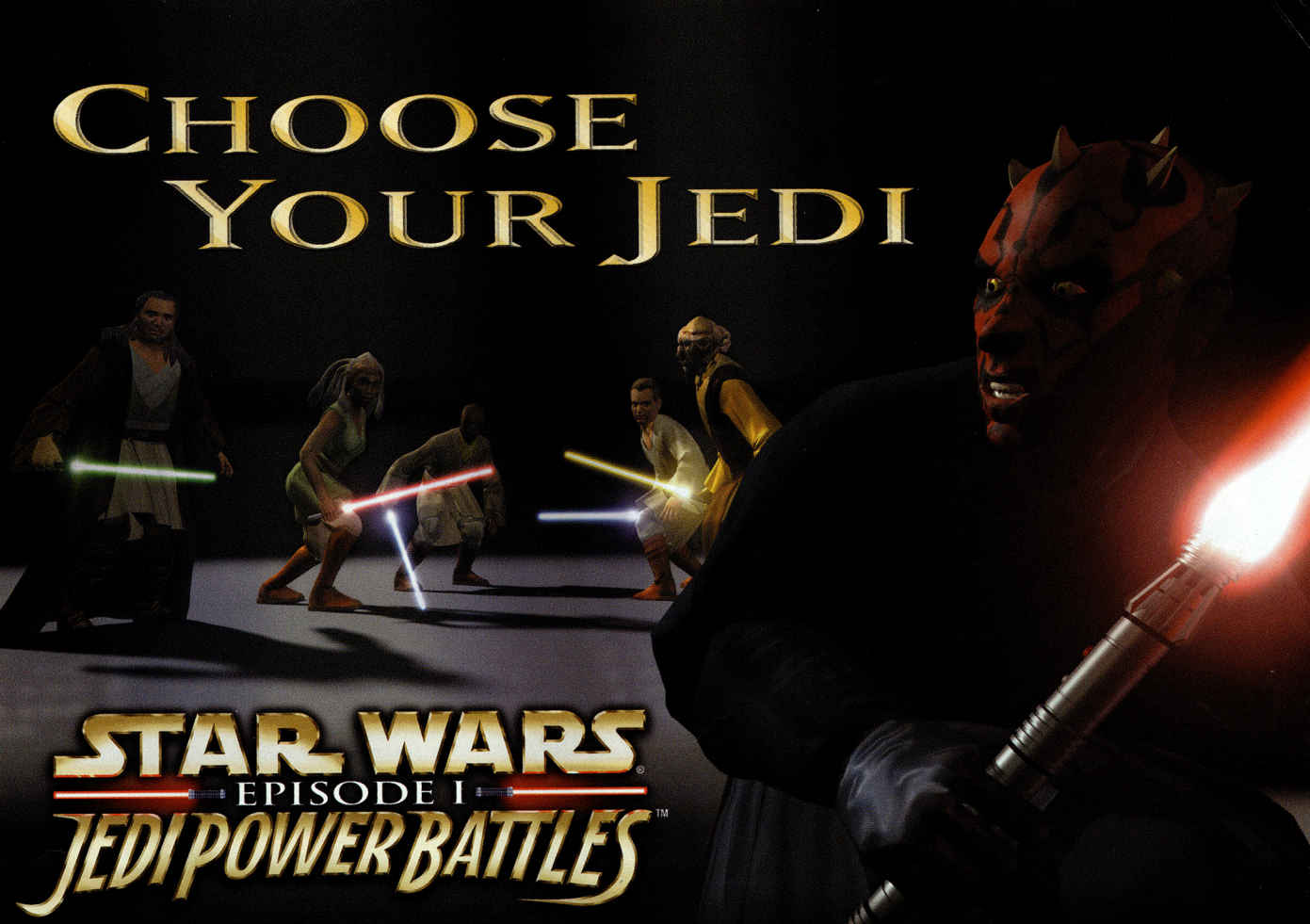
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NEW FOR SEGA DREAMCAST™

TEEN T CONTENT RATED BY ESRB
Animated Violence

Dreamcast™

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LUCASARTS

Team ODCM

WELL, WE NEARLY KILLED ourselves with last issue. Good news: we're still around to stick the word "nearly" in the previous sentence, despite a last-minute, 56-hour work marathon (featuring toothbrushes, Visine and sushi courtesy of Fran, and pizza and tiramisu donated by Chris). Better news: the issue was so great they're making us do two *extra* issues this winter. Raises have not been mentioned, and none of our comrades at the other (monthly) mags have a bit of sympathy. Go figure.



CHRIS CHARLA
Editor-in-Chief
Chris' mind is like the cluttered attic of an old Victorian mansion: There's a lot of cool crap in there. Books that can be found on his bookshelf: *Programming Your Own Adventure Games in PASCAL; Hamlet on the Holodeck: The Future of Narrative in Cyberspace; Chunks: a Barfology; and The Joy of π*. More on π later.



DAN FITZPATRICK
Art Director
Dan used to be a welder at a railroad car factory, where he lit his cigarettes with his MIG welding gun. While that obviously looked pretty cool, Dan now says that smoking *isn't* cool. Remember that, kids. Actually, welding ain't all that healthy either. Now he works on mags. Plus ladies love designers.



DINA FAYER
Man(aging) Editor
Courtesy of Dina, Mistress of the Dark, the first 105 digits of π: 3.14159265358979323846264 33832795028841971693993751058209749445923078164062 86208998628034825342117067 98214 (Who said our mag wasn't educational?). Next month: Arc Tangents. Dina claims chicks dig π.



FRANCESCA REYES
Senior Editor
She's here! Francesca, the standard repository of all gaming knowledge, is now available in two user-friendly editions—*Fran Volume I* (A-L) and *Fran Volume 2* (M-Z)—no assembly required, pixies sold separately. Watch our late-nite informercial for complete order information! (Everyone digs Fran.)



DAVE CORDON
Associate Art Director
SWM, 31, Gemini, loves nature, art, reading, (blind) kittens, slide shows and reality TV. Seeks sexy, smart, energetic, incredibly wealthy, female super-model, 18-22, under 125 lbs, to explore nature, physical intimacy, friendship, lasting love. Let's walk the runways together. Send pictures and bank records.



EVAN SHAMOON
Ass[ociate] Editor
Evan got promoted! Despite his 'it's hip with the kids nowadays' choice of ultra-baggy dungarees; despite the fact that his belt always sets off airport metal detectors; despite his distaste for eighties pop music and 'Ramp-yuppies;' despite his 'Zen' (read: nonexistent) work-ethic; clearly, *somebody* digs Evan.

LETTER OF THE MONTH

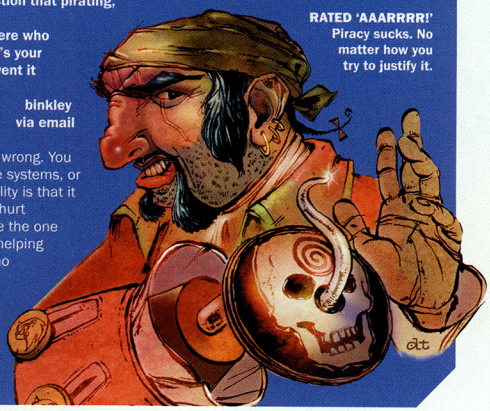
Shiver Me Timbers! Pirates!

Super Go Go Big Bunny Shooter: Side Story MCMIXI, Part 419. And no one wants to see that, right? Thanks for the letter, binkley. It helps us get the word out.

Now that Dreamcast piracy is in full swing (meaning that it's highly probable that people are already making money off of it), what is your take on this controversial subject? Obviously, it's ethically wrong to copy games as you're cheating the hard-working developers out of their rightfully owned properties, so there's no question that pirating, in general, is bad.

However, there seems to be a few people out there who think this could help Sega sell some systems. What's your take on this and what is your advice to Sega to prevent it from further damaging the Sega community?

binkley
via email



RATED 'AAARRRR!'
Piracy sucks. No matter how you try to justify it.

You got it right the first time, Blackbeard. Pirating is wrong. You can try to kid yourself that it will help Sega sell more systems, or work out some other stupid justification, but the reality is that it will hurt the third parties, hurt Sega, and ultimately hurt Dreamcast's chances for long-term success. If you're the one copying the disc or buying the "backup," you're not helping anyone sell anything. You're just a scumbag thief who may be getting more games in the short term, but who's helping to ensure that in the long term there will either be less games overall, or at least less variety in games—developers faced with reduced sales due to piracy need to focus on sure things, and can't afford to take risks on innovating. So, to sum things up: Pirating = a future of iterations like

Slip A Gear

I was reading an older issue about a few months ago and read that a sequel to *Guilty Gear* was being released for Dreamcast. Now, Guilty Gear for PlayStation was the best fighting game I have ever owned, and I was wondering if you can give me any info on the new game (i.e. websites, mailorder for import, etc.).

Josh Knowles
knowles@pcfl.net



Guilty Gear X is in Japanese arcades now. Since it's NAOMI-based, we have a sneaking suspicion it may be DC-bound.

Good news, Josh! *Guilty Gear X* is alive and very well, thanks for asking. It's just recently gone on test in the arcades across Japan and things are looking very, very hopeful in regards to a Dreamcast port (love that NAOMI!) following very shortly. For the latest news on the game itself, we've included it in our Arcade feature this month, but if you want to see it to believe it—look no further than the official website for it at www.guiltygearx.com, hosted by the developer, Sammy. When you get there, just click on the banner for "English" to read more about it.

Plastic Covers Included



"I figured you and the other loyal Dreamcast junkies would love to see this," writes Jim Morrison of Phoenix, who took this photo of Seaman's Furniture while on vacation. (That's right, the Lizard King is alive and well, and he reads our mag!)

Phanmail

YOU GUYS ROCK!! I used to read *EGM* and *GamePro* all the time, but now **ODCM** is the only mag I read. But I have some questions.

1. I heard somewhere that Japanese manga were Japanese cartoons, and animé were comics...then somewhere else I heard the opposite. Which one is true?

2. Is there going to be a Dark Force in *Phantasy Star Online*?

3. Is Wren going to be in *PSO*? He is my favorite character!

4. I haven't found it in a store yet, so I need to now if the Nexus 4MB memory card has the LCD screen on it.

5. Did Simon really leave?

6. Will SegaNET only work with AT&T Worldnet, or will they get it to work with Juno or AOL or anything else?

Reader
Via email

Oops! We lost your name and addy, dear reader...but you probably know who you are, so here are your answers:

1. Manga refers to print series, like comic strips or graphic novels while animé refers to animated movies (get it? *animé* is *animated*. See how that works?), television series or OAVs (Original Animated Videos).

2. Much as we hate to admit it, what we know about *PSO* could fit in Yuji Naka's big toe. Sonic Team and Sega aren't being incredibly forthcoming with specifics regarding the game, but we're pretty sure that most of the *PS* lore will be intact: including possible starring roles for the big baddie, Dark Force/Dark Falz.

3. Ah, good ol' Wren...we love that hunk o' metal and his Burst Rocket skills. But like the answer to the above question, we don't know if any of the characters from the rest of the series will be making appearances. Yuji Naka seems to be saying "no" in most of his answers and interviews with the press, but this hasn't been confirmed. We kind of doubt it, ourselves, simply because the platform for online RPGs tends to be very different from most console RPGs, but nothing's set in stone—so stay tuned.

4. No, only one of the third party VMUs contains a LCD screen like Sega's and it's not the Nexus 4MB card.

5. The disturbing truth: After **Issue #6**, Simon was bound, gagged and chained to the leg of Dan's desk, where he remains to this day surviving on pizza crusts, fish heads and

PIRATE: DAVID TERRILL

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LUCAS Arts



Former Editor-in-Chief Simon Cox: bloody but unbowed.

"tea." Occasionally, Dina whips him with an old SCSI cable.

6. SegaNET will work with most other ISPs, but no official list of compatible ISPs has been given out by Sega.com. Basically, SegaNET will offer ISP service, but will also work as the online server for gaming. If you don't use SegaNET's ISP, your latency and ping time will be affected, but you'll still be able to connect and play. Your latency and ping time will then be matched up with similar players to make sure you don't suffer from lag against those with low latency connections.

Hmmm...tough questions, Jason. Theoretically, you should be able to surf the Web via SegaNET with a PS2, but this is entirely dependent on Sony's internet plans—which are vague. And don't forget that the PS2 may well be broadband only, which means that you'll be surfing along at 56k. As to whether you can use a PC with your SegaNET account, this is perfectly kosher. Sega.com plans to inspire some sort of techno-savvy utopian online universe in which PC, Mac and DC gamers will be able to play each other across the neon backlit stratosphere using SegaNET and its sister-server, Heat.net. The only sticking point happens when you bring in other consoles, like the Xbox. The outcome of those battles will depend on how those companies handle their internet strategies. We'll bring you more info as we get it, Jason.

Net Work

I am seriously considering signing up with SegaNET when it launches, but I have a few concerns that I can't seem to find answers to.

First of all, I know that it is geared toward Sega, but I also have pre-purchased a PlayStation 2 (not to replace my Dreamcast; I *love* my Dreamcast), but I am a serious gamer who loves all platforms. So: when PS2 goes online, will I be able to play their online games and use their online features with SegaNET as my ISP? And will I still be able to use my PC to connect to and browse the Internet with SegaNET as my ISP? And can I still connect to and use the Internet with other hardware (PC, PS2, Dolphin, etc.) via SegaNET as my ISP? Oh—and can we sign up for SegaNET now, or do we have to wait until September?

Jason Gibson
weapon-x@mindspring.com

Stick it

I've recently purchased *Virtual On: Oratorio Tangram*. I'm finding that—as Evan Shamoon put it—the "Bigger-than-a-Sumo's-diaper sized robots" are impossible to control. Are the Twin Sticks ever coming?

Michael
OtakuUY@aol.com



Twin sticks? We don't need no steenking twin sticks! We'll just, uh, make our own. Robot jockeys everywhere may commence rejoicing.

Nope, but try this: Order a Total Control Saturn-to-DC adapter through Level Six or Buy Rite (www.level six.com or www.buyrite1.com) for around $22.99, then order the Saturn Twin Sticks (US version) from www.sega-parts.com for around $49. Voila! Twin sticks.

Four on the Floor



It just wouldn't be an issue of ODCM without a pic of *PSO*-creator Yuji Naka. This month, we're getting it out of the way early.

In your July issue, you had an interview with Yuji Naka. In it, he said that *Phantasy Star Online* will support four people simultaneously. Four people at once? That's it? Well, that is an improvement from NO online support...but *still*. When I first heard about this game I thought it was going to be like *Ultima Online* or *Asheron's Call*, with thousands or people playing together in the same world. Now, I may be wrong on all of this—could you clear it up for me? Thanks.

Will Dawson
will_7@onebox.com

Here's what Naka-san tells us: The game will definitely accommodate only up to four players in one game; more than four slows down the gameplay. Yeah, it sucks—but think of this as the first step into the arena of online roleplaying. It may seem like a baby step, but giant leaps are just around the corner.

ODCM vs. Marvel vs. Capcom

I absolutely LOVE your mag. It's absolutely my favorite! There's just one little thing that bothers me. Let me start off by telling you the story:

I was at my way to the mall and stopped by a video game store. I was planning on playing the Dreamcast that they had set up in the store. When I arrived, the Dreamcast was...gone! Was it broken?

"Nope," said the clerk. "We let Regal Cinemas borrow it for advertising of the new *X-Men* movie. We had *Marvel vs. Capcom 2* put in the machine."

"You mean it's already come out?" I asked.

"Yup" he replied. "We got in a few copies and sold out in a matter of minutes."

I was DEVASTATED! I had my heart set on playing that six-player game against people 3000 miles away. I sighed in despair. The next day I went to my local Wal-Mart's electronics section, and nearly fainted at the game I saw in the glass protector where the games are held: *Marvel vs. Capcom 2*!! I quickly bought it. As soon as I got home, I popped that sucker in. Here's the part I mentioned earlier, you know, when I said that there was something about your great mag that bothered me? There was NO ONLINE MULTIPLAYER MODE! **ODCM** Issue #06 said that it was online compatible! It's NOT! Why did you say that it is? Was it a joke, or were you misinformed?

sholl-poly@worldnet.att.net

While we normally take full responsibility for our mistakes, we're going to lay the blame on Capcom this time around. The official word was that *Mvc2* would be online multiplayer, and that it would be released in September. Mere weeks after we were given this information, the final game showed up in the mail. To be honest, we're not really complaining—the game still rocks.

NGPC: HOW WILL WE MISS THEE? Let us count the ways...

TITLE	TYPE
Sonic Adventure	Platform
Card Fighter's Clash	Card
SNK Gal Fighter	Fighting
SNK Vs. Capcom	Fighting
King of Fighters: R-2	Fighting
Dark Arms	RPG
Faselei!	Action
Metal Slug: 1st Mission	Shooter
Neo Cherry Master	Casino
Bio-Motor Unitron	RPG
Bust-A-Move Pocket	Puzzle
Dive Alert: Matt's Version	Action
Dive Alert: Becky's Version	Action
Crush Roller	Puzzle
Baseball Stars	Sports
Puyo Pop	Puzzle
Puzzle Link	Puzzle
Pac-Man	Arcade
Neo Turf Masters	Sports
Shanghai Mini	Puzzle
Puzzle Link 2	Puzzle
Fatal Fury: First Contact	Fighting
Neo 21	Casino
Neo Mystery Bonus	Casino
Neo Dragon's Wild	Casino
Samurai Showdown 2	Fighting



NGPC, R.I.P.

Why is the NeoGeo Pocket Color being taken off the shelves? Take a look at the graphics (and the system, itself), then take a listen to the sound effects and music! And it hooks up with Dreamcast! Do you see any other handheld with these capabilities? *Sonic* is at his best in his NGPC adventures! So why do people buy Gameboy Color instead? Is it because they didn't advertise NGPC enough? Please, fill me in!

Steve Deleon
romace777@webtv.net

Like you, Steve, we were puzzled by SNK's decision to pull out entirely from the US market, but it seems that SNK's parent company, Aruze, made the decision to pull the plug. Most handhelds are finding the competition from Nintendo's Game Boy and Game Boy Color is a bit too stiff (granted that there are, like, 100 million of them out there in homes across the world). Let's just hope that Capcom Japan keeps the NeoGeo/SNK love going as the company has just absorbed 80+ ex-SNK workers and formed a new little division for 2D games. Most *otaku* wouldn't be able to face a year without their dose of some bouncy Mai fighting action.

Oops! We've Done It Again

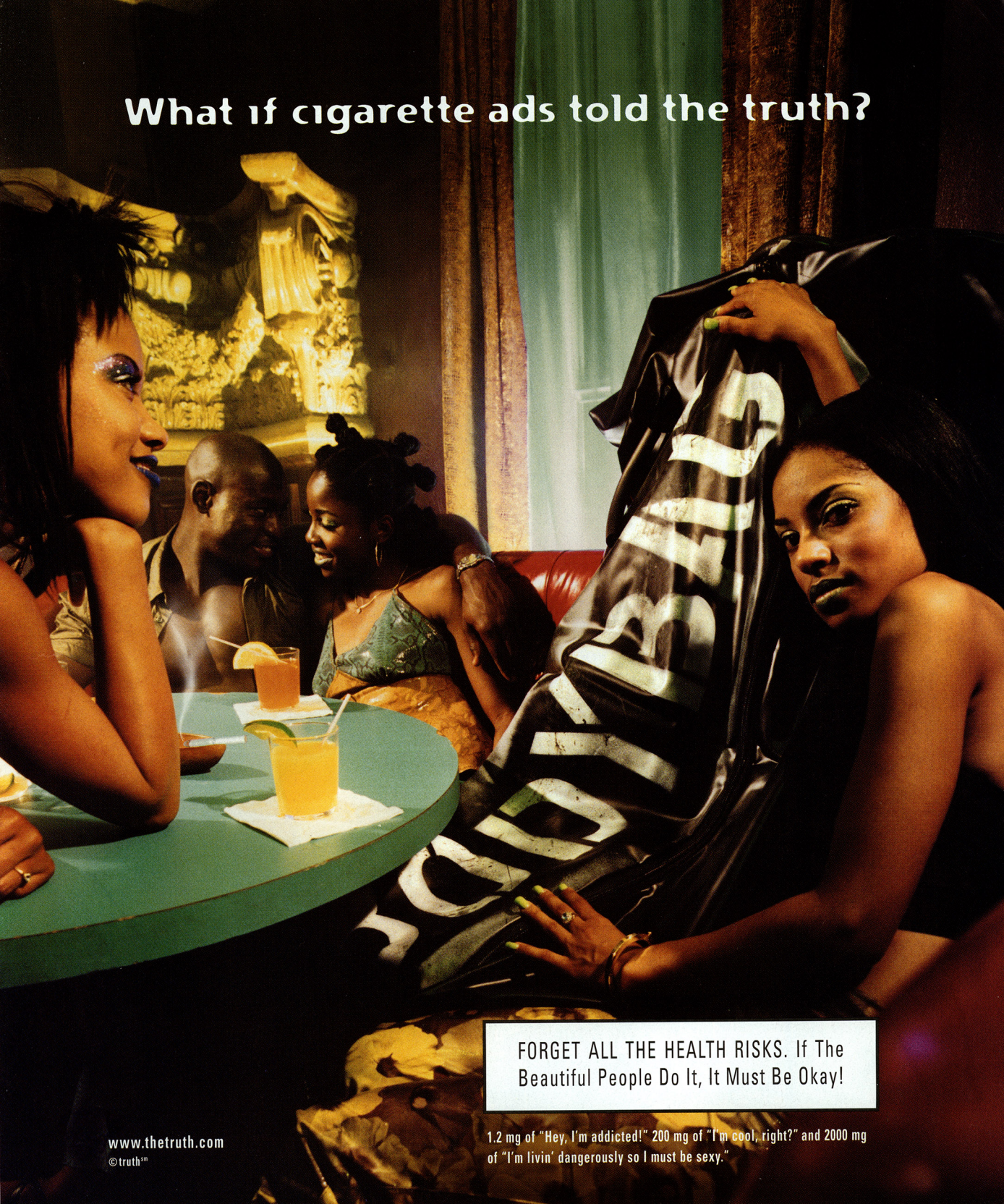


Our apologies to Kelly Cooper, the Real American Ulala: in **Issue #7**'s "Cosmic Things" news brief, she was mis-named 'Kelly Preston'. Doh! Guns don't kill magazines: sleep deprivation kills magazines.

WRITE ON!

Got a gripe? Got a question? Got milk? Then get writing and send your life stories, inspirational poems, or moody, artistic rants in to us. We love to hear from people with these strange things called "lives." Explain it to us in simple, one-syllable phrases and we may begin to understand. Snail mail goes to: ODCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. All electronica goes to: dcmag@imaginemedia.com. Your help is much appreciated.

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DC DIRECT

a Shot in the Arm



BIG NURSE, one of *Planet Harrier*'s four playable characters, is out to draw some serious blood specimens. And yes, it mighthurt just a bit. In a nod to the original, enemies will include bizarre dragons, crocs, and other familiar foes.

New Space Harrier Sequel is Good Medicine

Sega's still got a few more old-school tricks up its sleeve. After a 15-year absence, this November will mark the release of the sequel to what is one of the most well-known and well-loved arcade games of all time: Yu Suzuki's **Space Harrier.** And judging by what we've seen so far, it should be all that and a bag of Fritos.

Much like that of its ancestor, gameplay in **Planet Harrier** is wonderfully simple: Armed to the teeth with lock-on missiles, vulcan cannons and other such utensils of mass destruction, players blast their way through an assortment of colorful 3D stages (there's even a lock-on system that lets you launch up to 16 missiles at once!). Killing enemies enables you to collect gold coins, which can be used to purchase equipment in order to upgrade your character during a special phase called "Shop Phase" (we asked Sega about the possibility of special "Shoe" and "QuickStop" Shop Phases, but they declined to comment).

Bonus: Two players can join together in the blasting madness. If a second player wants to link up with a game already in progress, he must press a communication button that makes the message "Can I join your game?" appear on the first player's screen. Player one then answers by pushing buttons for yes or no). When two players are on the same screen, they can join forces via (what else?) a force field. They can then perform special moves and attacks together, and front each other some dollars at the shop if need be.

Unlike its ancestor, this game is non-linear: paths evolve with gameplay. Over the course of five stages, you'll control up to four heroes in intense, over-the-shoulder perspective action. Believe us, this game is worth a 15-year wait!

THE HARRIER finally returns. We've seen this game in motion—and let us tell you, these shots hardly do the game justice. Everything just blazes along, with tons of enemies on the screen and no slowdown at all. We won't be surprised if this becomes one of the finest action games of the year.



THIS MONTH

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November will mark the release of the sequel to what is one of the most well-known and best-loved arcade games of all time: *Space Harrier*.



Announced: *Planet Harrier*
For: Arcade
By: Naomi/Amusement Vision
Specs: 2-player linkups; new lock system for shooting; non-linear structure; 5 stages
ODCM QT: Good things come to those who wait (15 years!)



EXPECT SPECIAL effects a-plenty in *Planet Harrier*. It appears that the Naomi hardware is being pushed pretty hard for this one, throwing polys around at 60fps—which should provide quite the visual feast. But with the ease of portability, the game's transition to DC should be smoother than Harrison Ford in an Indiana Jones hat.

Nintendo on your DC?

Is an emulator that would enable you to play NES and SNES titles on your Dreamcast under development? Nothing is solid yet, but reliable sources tell us they've seen it up and running—you'd simply need to download a ROM image of your game (containing the actual code) to your VMU from the Internet via the DC's modem. Unfortunately, the emulator is a hobbyist's project, so the chances of actually being able to buy it are probably nil (especially since Nintendo is HIGHLY unlikely to grant permission). But it's still way cool.

Dreamcast Price Drop!

The best system gets even better!

IT'S OFFICIAL—SEGA IS DROPPING THE PRICE OF THE Dreamcast to $149—effective on a date that's probably right around the time you're reading this. "The new pricing and recent launch of SegaNet makes Dreamcast an even more attractive proposition than before," Sega of America head honcho Peter Moore told us when we called him at home to ask about the new price.

He ain't kidding. With a library of more than 150 games, including such genre-destroying classics as **Virtua Tennis, Jet Grind Radio, Shenmue, Soul Calibur,** and **Tony Hawk** (insert favorite games we didn't mention here)—not to mention online play—Dreamcast now boasts the greatest price/performance ratio in the 30-year history of videogames... unless certain other overpriced, undergamed consoles out there <cough><havefunwatchingdvdsbecausethegamessuck> <cough>.

Anyway, at this price, you can afford to pick up another Dreamcast for a friend. And more importantly, tons of new gamers will be able to pick up Dreamcasts—keeping the faith (and the system) strong heading into 2001.



What about the SegaNet deal?

AS WE REPORTED MONTHS AGO, SEGA IS PLANNING a rebate offer for folks who sign up for a predetermined length of SegaNet ISP service. The deal is still on, but it's a little different: now, you only have to sign up for 18 months of service at $21.95/month—not 24—and the rebate is now $150 (the new cost of the Dreamcast), not $200. Of course, you still get a Dreamcast keyboard when you sign up. Which is way better than the lollipop you get at the doctor's office.



"Grinds, aerials and a whole slew of signature moves will be on display"

Still in One Piece

Biking legend Mat Hoffman preps his awesome new game

MAT HOFFMAN'S PRO BMX is still on track for a November release on Dreamcast, and we're significantly stoked. Under development by Neversoft, the game uses a control scheme very similar to that of *Tony Hawk's Pro Skater*—and we say, Not too shabby. Grinds, aerial maneuvers and a whole slew of signature moves will be on display, and environments will be full of interactive objects and real-life settings (including the standard BMX flavors of dirt and street courses, along with the requisite vert ramp).

THE BIGGEST DIFFERENCE between *Pro Skater* and *Pro BMX* (aside from the number of wheels on their respecive modes of transport), is in style of animation. *Tony* was created via now-standard motion capture techniques, while *Mat* will use the somewhat less traditional method of rotoscoping (in which recorded video footage is converted into digital AVIs and overlayed with mesh 3D characters). It remains to be seen how this newly-implemented technique will affect the game's look and feel, but we're very anxious to see the result—and so is competitor Z-axis, developer of *Dave Mirra*.



Expert BMX biker Mat Hoffman, sitting pretty and flying high at his rototilling—er—rotoscoping session.

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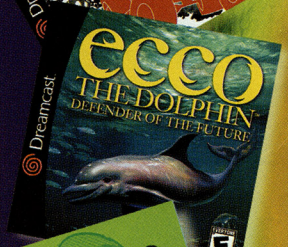
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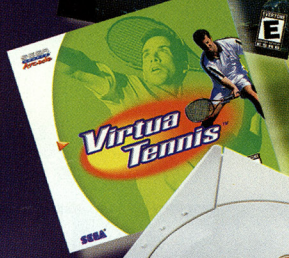
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5) PRIZES/ODDS: 10 Grand Prizes: Dreamcast™ system, 15 Dreamcast™ games and 2 year SegaNet™ membership. Games include the following: NFL 2K1™, Ultimate Fighting Championship™, Jet Grind Radio™, Sega GT™, Space Channel 5™, Ecco the Dolphin™, Shenmue™, Sonic Shuffle™, Virtua Tennis™, Seaman™, 4 x 4 Evolution™, Power Stone 2™, Sega Marine Fishing™, Metropolis Street Racer™ and MDK2™. Approximate Retail Value (ARV): $1,475.80, Odds: 1: 600,200. 200 First Prizes: Dreamcast™ system, 1 Dreamcast™ game (Jet Grind Radio™) and 6 month SegaNet™ membership. ARV: $380.70, Odds: 1: 30,010. 1,000 Second Prizes: One-year subscription to Dreamcast™ Magazine. ARV: $95.88, Odds: 1: 6,002. Total ARV of all prizes: $186,778. Unclaimed First and Second Prizes will not be awarded.

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7) WAIVER: By entering this promotion, participant waives all rights to claim punitive, incidental and consequential damages, attorneys' fees or any damages other than actual out-of-pocket costs incurred to enter.

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Dreamcast™

HOT LIST

Yeowwww! I burnt my fingers!

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2. GUILTY GEAR X
3. SKIES OF ARCADIA/GRANDIA 2
4. PHANTASY STAR ONLINE
5. HALF-LIFE/QUAKE 3/UNREAL T.

YOU WANT IT DESPERATELY
1. SEGANET
2. HEADHUNTER
3. NFL/NBA 2K1
4. TONY HAWK 2
5. BLEEM!

YOU VAGUELY YEARN FOR
1. NIGHTS 2
2. DRAGONBALL Z
3. PANZER DRAGOON SAGA 2
4. STREETS OF RAGE 4
5. SHINOBI

Hot for a particular game? Hot for teacher? Got a hot idea to put in this section of the mag? Send it to: hotlist@dreamcastmagazine.com

TOP TEN

Best Selling Titles 8/12/00

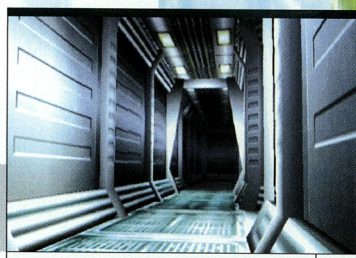
1. **WORLD SERIES BASEBALL 2K1** SEGA
2. **VIRTUA TENNIS** SEGA
3. **MARVEL VS. CAPCOM 2** CAPCOM
4. **SEAMAN** SEGA
5. **TONY HAWK** CRAVE
6. **HIDDEN & DANGEROUS** TALONSOFT
7. **NAMCO MUSEUM** NAMCO
8. **CRAZY TAXI** SEGA
9. **RE-VOLT** ACCLAIM
10. **SOUL CALIBUR** NAMCO

NPD THE NPD GROUP, TRST

Blood Type X

SOJ unveils its next horror adventure epic, Type X: Spiral Nightmare—but details remain shrouded in mystery

YOU KNOW GAMES—AND THIS GAME knows you. *Type X: Spiral Nightmare* aims to get into your head with its new "Emotional Communication System," which makes the game's action fully, frighteningly interactive. How? The storyline is determined by your own emotional response to characters: it evolves along new pathways every time you play. Which means (especially for moody players) that *Type X* could well become the most replayable DC horror adventure to date.



***Type X*'s storyline is determined by your own emotional response to characters: it evolves along new pathways every time you play**



AND AS IF THIS WASN'T INGENIOUS enough, developers have added a 'DNA Synthesis System' to gameplay. Defeated monsters leave their DNA behind, which can be collected and crossed with other genetic data in order to build new weapons and effects. Could be cool (could also be over the top and down the other side of mind-stubbing complexity; you'll hear us holler if it hurts).



WE WISH WE KNEW who was developing *Type* X—but then, SOJ doesn't seem to know either. Hoping someone owns up soon, we're eager to learn more!



We have no idea if this game is actually going to succeed in its lofty goals, but time—if not Sega!—will certainly tell.

It would be a good idea to port this game over to PC, too—especially if Sega can enable the PC and DC versions of the game to network with one another.







We love to see you Smile

Jet Grind Radio developer Smilebit impresses with yet another innovative title, the 4-player online strategy title Hundred Swords

Rarely has a developer established a name for itself in a just a few weeks like Smilebit has. Somewhat anonymous in its days as R&D 6, when its Dreamcast hits (*Sega Rally 2*, the oddity *Typing of the Dead* and big-head cartoon sim *Let's Play as a Pro Baseball Team*) bore only a vague Sega stamp, the team is quickly becoming Japan's hottest game developer.

After Sega of Japan's recent restructuring, R&D 6 finally got itself a (real) name and, with *Jet Grind Radio*, released one of the finest action games you'll ever play. Not satisfied with releasing only one breakthrough title this year, however, the company's 105 employees are hard at work on *Hundred Swords*.

Producer Takayuki Kawagoe has proudly announced this game as "The first realtime network simulation game for up to four players on Dreamcast." Premiering this summer as a launch title for Sega's very own Net fiber optic arcade network, an enhanced Dreamcast version will make use of the newly-introduced LAN adapter in addition to the DC's regular modem.

Although gameplay details are vague, the prospects are promising. Players will choose between eight types of battle leaders (killer, magician, etc.) to head 100-troop units, build building, manage resources and—most vitally—kick some serious ass.

The game's powerful 3D engine enables hundreds (we're starting to understand the name now) of blood-lusty soldiers, terrifying monsters and massive vehicles to meet head-on in realtime slash-fests and fallbacks. And from what we've seen so far, framerates don't seem to suffer in the wild polygon frenzy. Although no US release date has been announced so far, we can count on this title to hit with a bang. It'll be a perfect addition to the beauty that is *Phantasy Star Online*.



Producer Takayuki Kawagoe has proudly announced this game as "The first realtime network simulation game for up to four players on Dreamcast."



Make Me Quake 3!



The long-awaited *Quake 3* **is thiiiiiiiis close to completion. In its finished form, the game will be running at least 30fps—if not 60fps—in single-player mode, and only a tad slower in split-screen and online modes. While the resolution might not rival that which you'd see on a high-end accelerated PC, the Dreamcast version's textures make the two extremely difficult to tell apart. Borrowing popular stages from the PC title (blown out with mission-pack levels and DC-exclusive arenas), the final stage count will be somewhere in the 30s. With a refurbished front-end, support for virtually every control device and broadband capability, Q3 is out to rock you to the core. Our Richter is ready to rumble.**

SEPARATED AT BIRTH



JarJar Binks



Shenmue's 'Tom'

JarJar Binks is to the movies what the Plague was to the Middle Ages—black death. His digital horribility proves, in fact, that the Dark Side exists and knows how to use a computer. Now, 'Rastafarian' Tom in Shenmue sends a similar shiver up our spines. The likeness is uncanny: same look, accent and floppy head stuff. Is Tom (like JarJar) from the Dark Side? If so, we're screwed—who would win in a fight, Ryo or TOTAL EVIL? Unless that tape on Ryo's face can use the Force or morph into some kind of Super-bandaid...

Rising Star

Phantasy Star Online's cat is still in the bag...but we hear it purring...

SLATED FOR A 1ST QUARTER 2001 RELEASE in the US, the specifics of **Phantasy Star Online** have been wrapped and bound and stashed in Sega's House of Secrets—until now. **Sonic Team** has unveiled new character art and even a fleshed-out storyline, all of which point to an epic sci-fi dream in the making.

ON THE FUTURISTIC PLANET KNOWN AS the Mother Land, creatures of all shapes, sizes and flavors have co-existed peacefully for eons...but now the Mother Land is in decline, and its inhabitants must find a new home. They create the 'Pioneer Project' in order to locate another habitable planet: and the Project discovers a new Eden, called Raguol. Settlers are sent to fluff the planet's pillows and put the kettle on, so that the main group of colonists will feel immediately comfortable in their new home. They board a second ship—but as they enter the final approach to their new home, singing the pixie equivalent of "She'll Be Comin' Round the Mountain," they witness a giant explosion on its surface. Communications from the first party of colonists cease. What happened? Are there survivors?



"The Project discovers a new Eden called Raguol. Settlers are sent to fluff the planet's pillows and put the kettle on..."





THIS IS WHERE YOUR journey begins. As an online, multiplayer RPG, the game's cast of playable characters is composed not of specific individuals but of general classes. Players can choose to play as a Hunter, a Ranger, or a Force; predictably, all characters possess certain techniques and abilities that are uniquely associated with one class. So, for example, Force types are expert Magic and Assist attackers, while Rangers are handy with long-range weapons.

More news will no doubt worm its way out of Sega soon, especially with the holidays right around the corner. Check next issue for more details!



When good pixies go bad, we like 'em even better.

DREAM ON GAMES WE WISH WERE ON DC

VALIS *(SERIES)* TALENT JAPAN 1987. SYSTEM: MSX



Valis was one of the pioneers of hybridization, pairing an anime storyline with 2D side scrolling hack'n'slash action. To wit: A young girl becomes heir to the Sword of Valis and must fight against dark forces. Told through a string of cool animated cutscenes and spanning platforms from the PC Engine CD to the Genesis, the series is ripe for a new Dreamcast chapter. If this happens, we'll even forgive the crap story in *Valis IV* (SNES)!

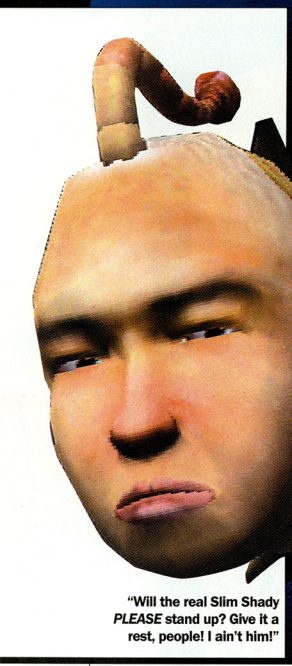


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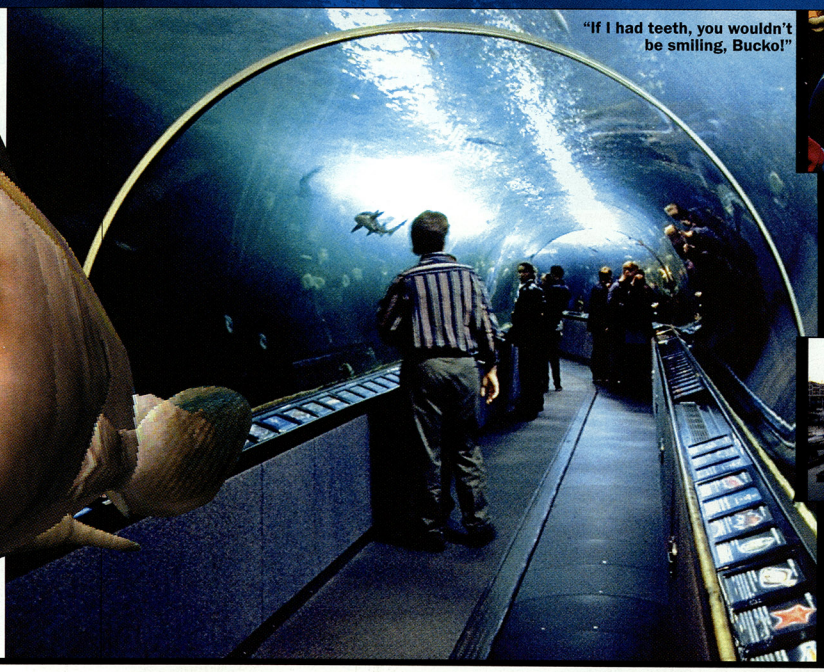
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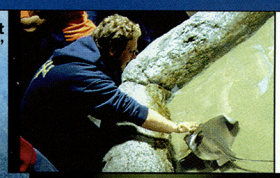
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"Will the real Slim Shady *PLEASE* stand up? Give it a rest, people! I ain't him!"



"If I had teeth, you wouldn't be smiling, Bucko!"









PHOTOS: ELIZABETH LADICH

Hook, Line & Stinker

Hundreds take the bait at Seaman's US release party

WE LOVE FISH. WE ALSO LOVE TO eat fish. Which means that we REALLY loved the US debut of *Seaman* at San Francisco's Underwater World, where there were lots and lots of fish—both mobile *and* edible.

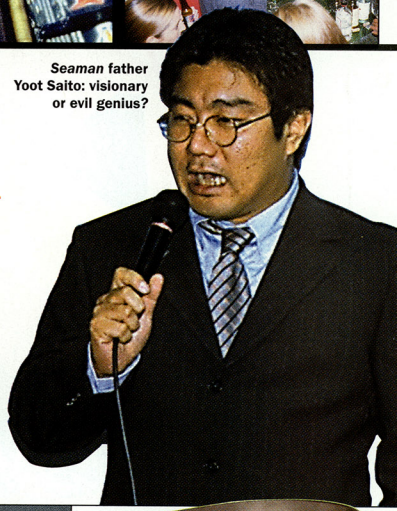
The industry turned out in force for the event, lining up to speak into microphones at *Seaman* demo kiosks and perusing cannily crafted Seaman "fossils." An elevator took partygoers below sea level and into plexiglass corridors, where we sipped toxic cocktails and watched the Bay's sea life going about its business on all sides. Upstairs, guests petted a flock of patient bat rays in the aquarium's tide pool.

As the US's first console game to use voice recognition technology (see our review in **Issue #7** for gameplay details), *Seaman*'s official arrival was big news. Game journalists seemed to enjoy their conversations with the misanthropic fishman (we're all grumpy wise-asses, after all)—but will the American public take to his humor? It's hard to say.

Seaman is the #1 selling Dreamcast title of all time in Japan—but then, Japanese sensibilities are clearly very different from our own.

Seaman is the #1 selling Dreamcast title of all time in Japan—but then, Japanese sensibilities are clearly (*to wit:* talking toilets, karaoke, hari kiri) very different from our own.

The verdict on *Seaman*'s Stateside success or failure won't be in for awhile, but Yoot Saito—*Seaman*'s creator and keynote speaker at the event—was buoyantly optimistic. Too optimistic? We'll let you know. Right now, though, we have to chase down a giant plate of shrimps that's making its way through the party. *Banzai!*



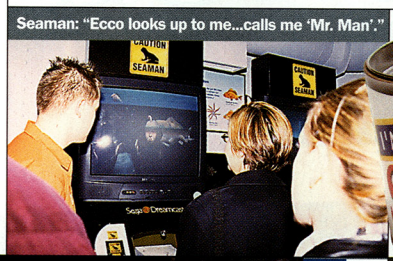
Seaman father Yoot Saito: visionary or evil genius?



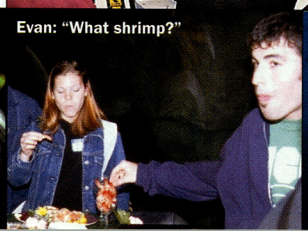
Seaman: the bridge between people of all lifestyles, cultures and tastes



Death becomes him.



Seaman: "Ecco looks up to me...calls me 'Mr. Man'."



Evan: "What shrimp?"







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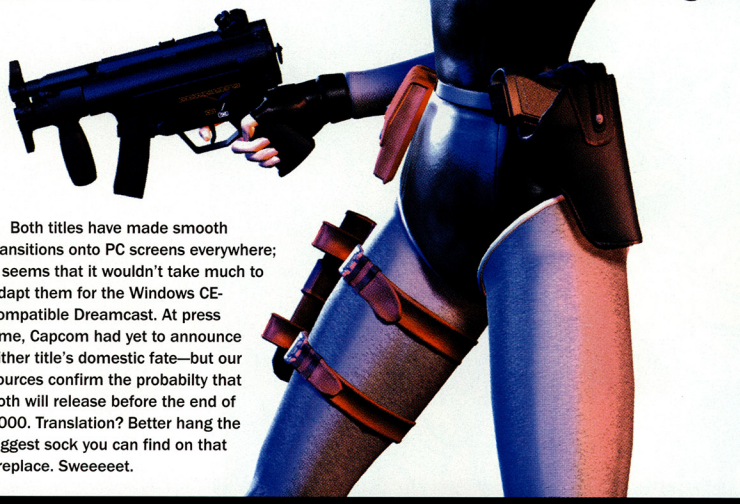
MONSTERMAN™ 2000, Michael Manley @ ActionPlanet.com

Dino Fever

Is Capcom readying Dino Crisis and RE3 for US?

With the PC ports of *Dino Crisis* and *Resident Evil 3: Nemesis* already making strides to Dreamcast in Japan, the question on every gamer's mind is whether or not either game will survive the trip across the big pond to US Dreamcasts.

Dino Crisis invites the gaming world to be trampled/masticated by hordes of ferocious dinos; it's a *Jurassic Park*-style ride that pits heroine Regina and her crew against an island full of teeth. *Resident Evil 3*—more of a quasi-sequel to the original *RE* than a follow-up to *Resident Evil 2*—is an action-packed return to Jill Valentine's flight from Raccoon City.



Both titles have made smooth transitions onto PC screens everywhere; it seems that it wouldn't take much to adapt them for the Windows CE-compatible Dreamcast. At press time, Capcom had yet to announce either title's domestic fate—but our sources confirm the probabilty that both will release before the end of 2000. Translation? Better hang the biggest sock you can find on that fireplace. Sweeeeet.

A Dog's Life

The big, bad Red Dog is off the leash at last!

Argonaut's battle tank shooter *Red Dog: Superior Firepower* has finally found a publisher. Crave plans to unleash the Dog on US gamers come Christmas, saving Argonaut the trouble of—in the words of company president Jez San —"buying it back [from Sega] so we can release it ourselves elsewhere."

Crave is a good home for an excellent game. *Red Dog* contains over 15 single-player missions packed with enemies and objectives, plus a 2-4 player multiplayer mode—truly a well rounded package. Will it get Scooby snacks from **ODCM** when it's reviewed? Stay tuned for more.



Thanks to Crave, US gamers will finally get to play *Red Dog*. "We felt that if we took too long to release it, it might never come out," Jez San comments.

Worldwide Soccer 2K1

Currently in development at **Silicon Dreams**, *Sega Worldwide Soccer 2K1* is scheduled to hit Europe this November. The game will include both arcade and traditional game modes, and each mode contains specific tournament types and offers unique challenges. Features include photo-realistic male and female player models, quality facial expressions and animations, a new skeleton system that enables an increased number of bones per player, and much more.

Unfortunately the game—which reportedly lives up Sega Sports' bogglingly good standards—may not make it to the US. Sega has passed on the opportunity to publish it, and third parties aren't interested in releasing a soccer game in the States. But we want it bad! Tell someone!

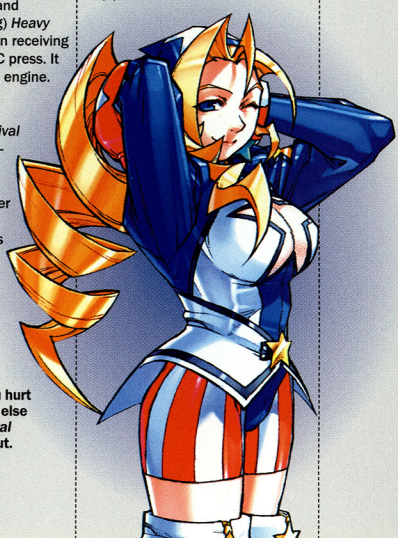
Heavy Metal F.A.K.K. 2

Our rumor is now your fact: **GodGames** has officially confirmed that *Heavy Metal F.A.K.K. 2* will be released for Dreamcast later this year. Just debuted on PC, this third-person action/adventure game, which is based on the original (and spectacularly appealing) *Heavy Metal* universe has been receiving high marks from the PC press. It runs off of the *Quake 3* engine.

Rival Schools 2

The unofficially titled *Rival Schools 2* is now scheduled for a tentative mid-October trip to U.S. store shelves—far sooner than expected. This NAOMI-based brawler is looking very sharp and features the same cracked-out gameplay as the original.

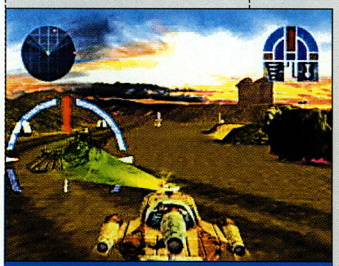
We'd say "Put those things away before you hurt someone!"—but where else could she put 'em? *Rival Schools 2* is a knockout.



DreamEye Camera

The DreamEye digital camera peripheral for the Dreamcast, developed by **Sega of Japan**, has a release date. On September 14, Japanese gamers can pick up a DreamEye for 14800 yen and begin teleconferencing with fellow DC owners. The camera is intended to be used as part of an 'Internet Starter Kit', which also includes a mouse and keyboard and all of the requisite software. Bad news? No US release.





>> Lucasarts has finally confirmed that **Star Wars: Demolition** will be making the trip to the Sega Dreamcast this Fall. The game features characters and settings from both classic *Star Wars* and *Episode One* in a vehicular combat game from the makers of the *Vigilante 8* series, Luxoflux.

In Brief

>> Eidos has announced the release of *Commandos 2* for DC

>> Grandia 2 arrives on US shelves December 5! Start planning the party.

>> ESPN Baseball Tonight is "delayed" until next season. Its current state of unpolish was such that Konami decided not to rush it.

>> 'Coordination problems" with French developer Visiware are keeping Fox's long-anticipated **Planet of the Apes** off the market until Q1/2001. Apes are throwing poop.

>> Ubi Soft's **Evil Twin**, originally slated for a November 2000, has also been officially pushed back to Q1/2001.

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Hawk Rock

Tony hawks his wares in grand fashion

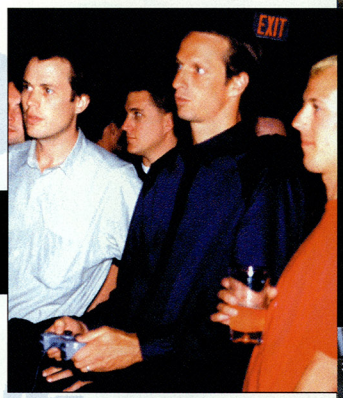


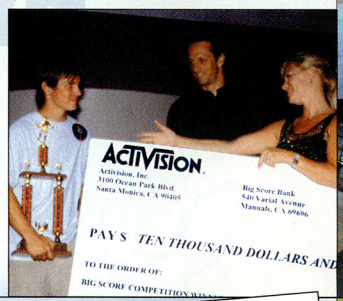
Dressed to the nines and fashionably late

(*read:* slumming it in ratty old T-shirts and cussing our way through rush-hour traffic), we arrived at Activision's mega-party with the will to win and the skills to do something about it. Held at the opulent Ruby Skye in the heart of downtown San Francisco, the event was home to ***Tony Hawk's Pro Skater 2*** **Big Score Competition**—and part of the official opening ceremonies to kick off this year's *X-games*.

We let 17-year-old Sean Fontenot from Los Alamitos, CA nab the $10,000 prize—with a high score of 3,463,009 points.

Unfortunately, we discovered that our enthusiastic consumption of fine foods, so kindly and lavishly provided by Activision, had severely hampered our ability to play *THPS2:* our hair-triggers had been sent to the barber. So we let 17-year-old Sean Fontenot from Los Alamitos, CA nab the $10,000 prize—with a high score of 3,463,009 points. Fontenot battled it out against eleven other finalists, who, like him, had been flown out to compete in this tournament. Top runners-up were: 2. Benjamin Addair III/Surfside Beach, SC 3; Chris Cramer/Franklin, OH; 4. Florian Preis/Nienburg, GER; 5. James Smith/Redcar, UK. No one was more impressed with their scores than Tony himself, who delivered the giant check *(RIGHT)* to Sean.



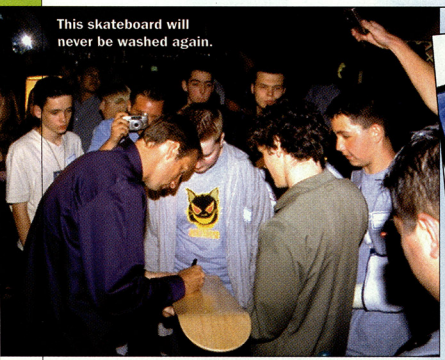




WE'VE RECEIVED the latest build of **Tony Hawk 2** for Dreamcast...and yes, this game will rock your world. Treyarch is using all the power that the DC hardware has to give this time around—fabrics in skaters' clothes blow nicely in the wind, player models are improved and the game's overall feel is more polished. Add a brand-spankin'new Skate Park Editor, and you've got perfection in the works.







This skateboard will never be washed again.









DREAM TEAM: Dave, intern Marie, Evan, Sizzler-in-Chief Chris, and Genius Who's Just Posing For a Picture, Tony H.

ARE YOU ON THE LIST? Everybody who was anybody showed up at the front door of Ruby Skye for this event: but if your name wasn't on the guest list, you quickly became nobody in the eyes of the security staff guarding the door. Even nobodies with great bodies didn't get in. And we did. Go figure.



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H λ L F



New weapons, characters and effects designed to take advantage of Dreamcast's power.

Intelligent characters and an intense story create a unique action game experience.

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-Official Sega Dreamcast Magazine



Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.





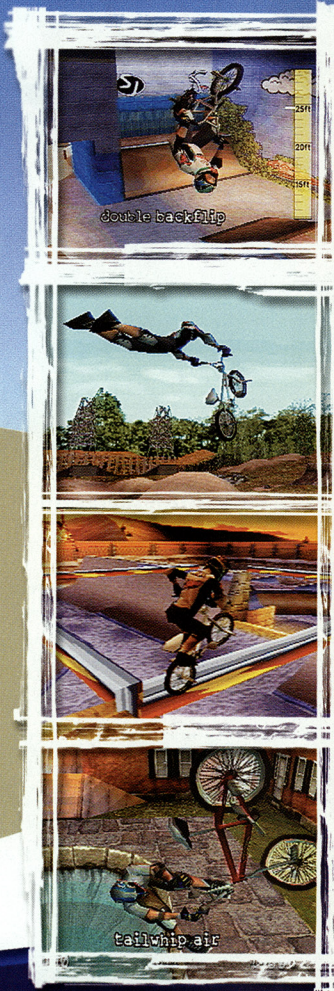
- Huge new mission, Half-Life: Blue Shift - designed just for the Dreamcast!
- Play the game that has won more than 50 Game of the Year awards from publications around the world.

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look cool while pulling a Double Backflip...



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Developed by Z-AXIS

GAME BOY COLOR

Sega Dreamcast

PlayStation

EVERYONE E CONTENT RATED BY ESRB Mild Language

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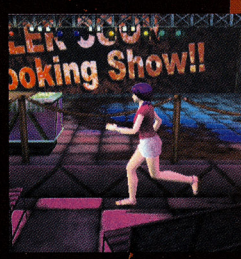

"We're taking fear to the next level."
—SHINYA NISHIGAKI, PRESIDENT, CLIMAX GRAPHICS
TICKET TO
What would happen if Jurassic Park met Blair Witch?
You'd get ILLbLeeD,
a DifferenT sort of horror game.

HELL



Illbleed happens in a world packed with imaginary horror movies, most of which score an 11 on the cheese-o-meter, like *Deadly Homerun*.





PUBLISHER:	**SEGA** (JAPAN)
DEVELOPER:	**CLIMAX GRAPHICS**
GENRE:	**HAUNTED HOUSE SIM**
PERIPHERALS:	**JUMP PACK**
RELEASE DATE:	**WINTER 2000** (JAPAN)
ORIGIN:	**JAPAN**
ONLINE:	**NO**
PLAYERS:	**ONE**

It's hard to imagine a developer coming up with a better game in its genre than *Code Veronica*. And Climax Graphics, producer of Dreamcast's first-ever horror adventure—*Blue Stinger*—knows it. So the developer's new hit-title-in-progress isn't intending to go head-to-head with the master. Instead, it's out to establish a wholly new variation on the theme.

Climax Graphics' founder and president, Shinya Nishigaki, an avid horror fan, was inspired by the thrills and scares that only a horror house can provide: so he decided to recreate them on Dreamcast. Instead of having to travel to some remote theme park in Florida, waiting in tourist-infected lines and listening to the screams of hysterical kids whose parents are stumbling in the dark to find the next emergency exit, gamers should get what they *really* want in *Illbleed*.

Asked in what way the game will distinguish itself from the rest, Nishigaki explains, "It's a horror house game, not a horror adventure in the traditional sense. *Resident Evil* focuses more on its story and adventure aspects, whereas *Illbleed* is all about terrorizing the senses! When you enter a horror house you *expect* to be terrified. We're taking fear to the next level." >>



"Whoever makes it through this park alive will win a million dollars."

—**MICHAEL REYNOLDS**, *PRODUCER*, KILLER MAN

These shots demonstrate the bizarre, vaudeville-gone-horribly-wrong tone of *IIIbleed*—not too far off from the style of Sam Raimi's *Evil Dead 2*.







BECAUSE AT ODCM WE LIKE to make things extra clear, imagine comparing *Ecco the Dolphin* to *Seaman*. They both might be set underwater, but that's where the similarities end. *IIIbleed* could very well be the Seaman among horror titles (without the microphone), but what is it that really makes it that different?

The answer doesn't seem to lie in the game's story: Michael Reynolds, the extravagant producer of horror classics such as "Revenge of the Queen Worm" and "Killer Man" (thankfully, he's a virtual character), has built a theme park with questionable security regulations to horrify like there's no tomorrow. Whoever makes it through the park alive will win a million dollars. Of course, no one has ever made it that far—and you know what this means for you, right?

PLAYERS WILL START out as Eriko Christi, a 17-year-old student at Castle Rock High (any allusions to Stephen King are purely accidental), who made her acting debut in—yes, you guessed it—"Killer Man Goes to Japan." She's the first character to attempt to survive *IIIbleed*'s five distinct worlds. Each world is based around one of Reynold's blockbusters, ranging from "Deadly Homerun" to "Toy Man."

"Although our focus is not as much on story as it is on action and the player's emotional experience," says Nishigaki, "each world has its own mystery waiting to be resolved." How, exactly, these mini-stories will come into play remains to be seen, but you can expect to meet other characters (whom you can choose as playable characters after saving them) who are likewise trying to survive *IIIbleed*'s 1500+ dangers.

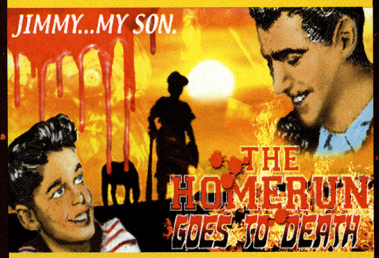
DEATH LURKS AROUND every dark corner in this park, and the only way to stay alive is to be equipped with Climax Graphics' very own Horror Monitor. This clever device scans the shady environment for potential traps and monsters, thus preventing shock-induced death.

Instead of watching an energy bar, you'll have to track your character's heart rate and adrenaline count closely. Walk into an unexpected trap or fight once too often, and your character will either faint, have a heart attack or lose his or her mind. Use the Horror Monitor too often, and your adrenaline level will fall to a point where the Monitor ceases to work. You'll also have to be aware of your character's senses (sight, smell, hearing and the mysterious sixth sense) to find a safe—and exciting—way through the massive worlds.



If you ever find yourself in a *really* bad (*read:* disemboweled) state, Nishigaki recommends a visit to the Emergency Room, where players will be able to observe their own operations in all their gory details. And yes, the operations are performed by a qualified team of crash test dummy monsters.

You'll get nothing for free in *IIIbleed*, though. Players have to manage their own earnings with care, if only to be able to shop at Bloody Mary's infamous Drug Store (for crucial items like relaxation tapes to calm the heart rate!). The game even contains an Insurance



BATTING FOR BLOOD?

WE REALLY GOT A KICK out of Climax Graphics' in-game poster, which seems to advertise some kind of film featuring baseball, baseball bats, and blunt force trauma. Gibberish or genius? Hmmm. For more of the developer's trademark weirdness, check out its official press teaser for **Illbleed:**

A Haunted House Game

In a society driven to extremes, people seek extreme seductions.

Michael Reynolds offers the world's largest haunted house, Illbleed. *Whoever can make it through will receive 1 million dollars.*

But behind the offer lies a secret. More shocking than what you see. More costly than you'll ever know. They'll do anything to feed your desire.

Virtual Horror Land... Illbleed

SPECIAL GUEST STARS

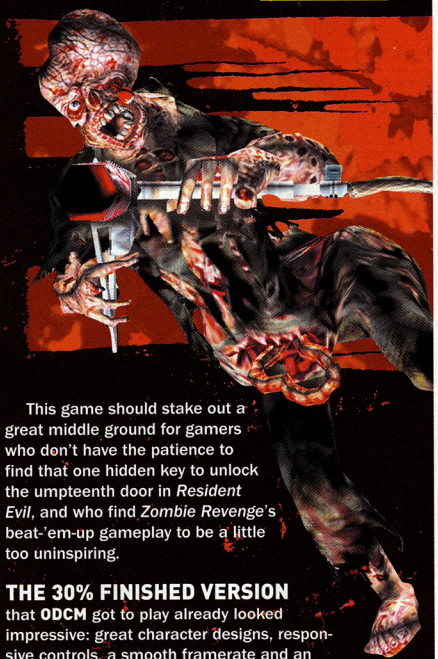
Introducing the poor saps willing to cast away their collective sanity to win a measly one million dollars: Idiots, all! When the 'heart-warming' baseball movie in this game is called "Homerun Gone To Death," you *know* there ain't a happy ending.

We've already got some ideas for scary movies titles to run in *Illbleed 2*. How about "I(ntestine)-80"—about a haunted Interstate freeway? Or "Slaughtergeddon?" Or maybe "Attention, Postman: Return to Grave," about postal service zombies? (Of course, the post office turns all of its employees into zombies, eventually...)


KEVIN


RANDY


MICHEL



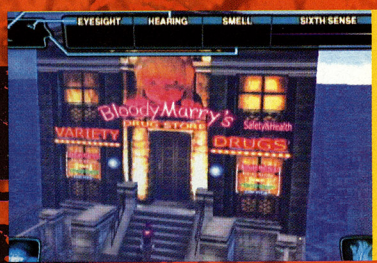
Company, which offers various types of coverage that'll end up saving you on medical needs. Each level has to be completed within a certain time frame, while a healthy heart rate, adrenaline count, etc. is maintained.

All of this may sound complicated and RPG-y for a horror-game, but Nishigaki assures us that a very immediate and action-packed gaming experience is nigh.

ARCADE-TYPE GAMEPLAY is very popular on Dreamcast, so we decided to make a game that's easy to pick up and has an uncomplicated story that you can enjoy whether you've been playing for hours or just minutes," the company president explains. "You can even put it away for a while without having to worry about forgetting all of the clues."

This game should stake out a great middle ground for gamers who don't have the patience to find that one hidden key to unlock the umpteenth door in *Resident Evil*, and who find *Zombie Revenge*'s beat-'em-up gameplay to be a little too uninspiring.

THE 30% FINISHED VERSION that **ODCM** got to play already looked impressive: great character designs, responsive controls, a smooth framerate and an 'interesting' sense of humor. It certainly will be intersting to see who bids the highest for this quirky title—but whoever it is better get the product out fast. We're looking for an early 2001 release. Bloody great! JORG S. TITTEL



HAUNTED (DRUG) BARN

FURTHERING THE LOGICALLY lopsided motif in this game, we have "Bloody Marry's": which could either be a cross between a drug-store, a haunted house and a wedding chapel...or a typo. We admit that the latter choice is more likely, but it's still funny. *Aside: a recent poll of* **ODCM** *staffers revealed that every one of us would move into a real haunted house in San Francisco if the rent was $1200 or less.*

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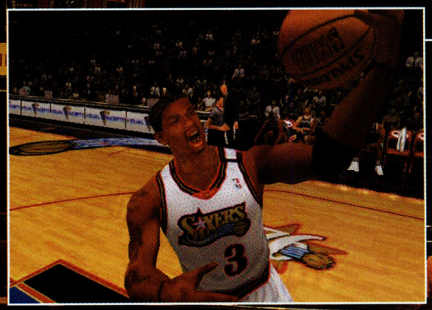

THE COURT'S GOING TO BE A LITTLE
WIDER THIS SEASON.
ONE WAY
GROCERY STORE

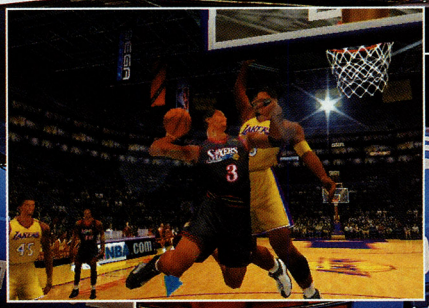
SEGA SPORTS

NBA 2K1

ONLINE MULTI-PLAYER

Time to reach out and posterize someone. Our new online gameplay lets you and up to three of your boys use one console to take on wannabes nationwide — from gloating Laker groupies in L.A. to nostalgic Knicks-worshippers in Queens. There's e-mail so you can, uh, "chat." Plus franchise mode, swat blocks, and ill crossovers and spin moves. All with graphics tighter than a point guard's shorts circa 1974. Now we'll see who's got internet game.







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Dreamcast™

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SEGA SPORTS

NFL 2K1

Online gameplay is here. Now you and up to three buds can get on one console and school opponents nationwide -- from pathetic Cowboys sympathizers in Tulsa to masochistic Bills fans in Schenectady. You can even exchange "pleasantries" in real time. Throw in a radically improved running game, franchise mode, and complete team-specific playbooks, and you've got yourself a full-contact chat room. Does technology rule or what?

ONLINE MULTI-PLAYER



OFFICIALLY LICENSED NFL PRODUCT



PLAYERS



EVERYONE E CONTENT RATED BY ESRB

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Dreamcast™

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SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.
120


HA

LF-LIFE



PREPARE YOURSELF FOR THE ULTIMATE MULTIPLAYER DREAMCAST EXPERIENCE

TEXT: EVAN SHAMOON
PHOTOS: MICHAEL SEXTON

FOR THE PAST SEVERAL MONTHS, rumors concerning Sierra's exclusion of multiplayer elements from the Dreamcast version of *Half-Life* have besieged the Internet like a swarm of angry fanboys. Word had it that corporate pressure would force the game out in time for the Christmas buying season, and that multiplayer gaming was to be the resulting casualty. So, determined to set the story straight, we used our mad teleportation skills to beam directly into the headquarters of Gearbox Software in Plano, Texas—home to the creators of *Half-Life* (and to the only fishing-tackle box manufacturing plant in America). Armed with nothing but a mini-recorder, a digital camera and our trusty **ODCM** cattle prod (in case of cows), we infiltrated the heavily-guarded Gearbox Headquarters and came back with an exclusive report from the front lines.

LIKE A BOX OF RAISIN BRAN, this report contains not one but TWO scoops of chewy goodness. *Scoop 1:* The game will be released in two separate packages. The first, due for release this November, will include a graphically enhanced version of *Half-Life*, as well as an entirely new adventure entitled 'Blue Shift' developed specifically for Dreamcast. *Scoop 2:* Shortly thereafter—January of 2001-ish—Sierra will release a *separate MULTIPLAYER* game, which will include *Opposing Force, Team Fortress 1.5, Half-Life* multiplayer and possibly even *Counter-Strike.*

What does it all mean? Clear the lane, suckas.

>>

HALF-LIFE

"APPARENTLY, THE GOVERNMENT'S IDEA







Half-Life **is being ported over by Captivation Digital Laboratories, a crew quite familiar with Dreamcast hardware. These are, after all, the same guys who created the hi-octane tech demos for Dreamcast's debut at E3 '98. This year, they're hard at work on Sega's Dreamcast Network Gaming lobby.**

Guns don't kill people, ***people kill people.*** **Especially people with guns that are roughly the size of people. In videogames. Hmm. Wonder if Mr. Lieberman reads ODCM?**

GET A HALFLIFE

In the history of electronic entertainment, few games have collected as many helplessly devoted fans as *Half-Life*. The title has won well over 50 'Game of the Year' awards from both the press and the game development community, and has been hailed by the industry's judge and jury, *PC Gamer*, as 'Best PC Game Ever'. If you check out online gaming statistics, you'll find that multiplayer *Half-Life*—in all of its variants—is played more than *Quake 3, Unreal Tournament* and *Tribes 2* COMBINED. And that's almost two years after its initial release.

This is what's coming to Dreamcast. And it's coming in a really big way.

THE FULL STORY

Half Life is a first-person adventure game, penned by award-winning horror novelist Marc Laidlaw (*Kalifornia, The 37th Mandala;* Laidlaw is interviewed on page 49). The story begins deep within the Black Mesa Federal Research Facility, a decommissioned missile base and site of a top-secret genetic research experiment. As the young research associate Gordon Freeman, you're sent to analyze a strange crystalline specimen over in the Anomalous Materials Laboratory—a routine analysis which proceeds to go horribly wrong. And so the adventure begins.

As hordes of monsters pour through rifts in the fabric of reality, Gordon must navigate through the chaos of wailing sirens and scientists. By enlisting panicked security guards and scientists, he must make his way through high-security zones—sneaking through Cold War cafeterias and airducts, fighting through subterranean railways and ruined missile silos.

And then the feds get involved. As one of your fellow scientists explains, "Apparently, [the government's] idea of containment is to kill everyone involved."

Phillip K. Dick meets the *X-Files* meets John Woo meets Robert Anton Wilson—and you're in total control of the action. Glorious stuff indeed.

BIGGER THAN HALFLIFE

What sets *Half-Life* apart from other adventure titles is the extraordinary level of interaction between story and characters to interact with—on both friendly and unfriendly terms. To complement this single player experience, gamers will compete in new multiplayer maps designed by industry all-stars, including Eric Reuter *(Shadow Warrior, Unreal)*, Richard "Zdim" Carlson *(Thief 2)*, Tom "Paradox" Mustaine *(Final Doom, SiN)*, David "Kevlar" Kelvin *(Unreal: Return to Na Pali, Return to Castle Wolfenstein)* and the infamous Levelord™ *(Duke Nukem 3d, Quake: Scourge of Armagon, Heavy Metal: FAKK 2)*.



your own life. You'll gather a custom arsenal of new high-powered military ordnance, experimental weapons, and deadly alien devices. And as you explore further areas of Black Mesa, you will encounter a new variety of human

RANDOM GUN-RELATED FACTOID: Hunters slather deer urine all over their bodies to disguise their scent. Too bad there's no demon-urine powerup in *Half-Life*.

HALF-LIFE: THE PROGENY

***The original* Half-Life *has spawned more than its share of PC sequels and add-ons, expanding the storyline within a shared virtual universe. DC owners will receive the cream of this creamy crop, plus an entirely new episode entitled* Blue Shift.**

OPPOSING FORCE

In *Half-Life: Opposing Force*, players return to the Black Mesa Research Facility as Corporal Adrian Shephard. As a soldier sent inside to eliminate Gordon Freeman, you are separated from your base unit and discover a new alien race amidst the chaos. It's quickly revealed that these highly advanced alien life forms, who're set to pillage the planet, arrived on Earth via the Black Mesa facility when Gordon Freeman was transported to the border world of Xen.

So while you were originally sent into Black Mesa to silence Freeman and his fellow scientists in the facility, you now find yourself stranded and confused—battling fierce new alien creatures and a variety of other foes in an effort to save

OF CONTAINMENT IS TO KILL EVERYONE INVOLVED."



Next thing you know you've got scientists screaming, space-time fraying, cats and dogs living together—mass hysteria!

gameplay, and the fact that the plot remains significant throughout the entire experience. But beyond these vagaries, the real beauty of this game is in the responses it evokes in its players: sweaty palms, restless nights and a chronic increase in heart-rate for weeks on end.

The trick? *Half-Life*'s story never gets in the way of its action, and action never stifles the advancement of plot. In short, this game is founded on the essential principles of rock solid game design—and for once, being principled pays off.

SMART FELLERS

Perhaps the most lauded aspect of *Half-Life* is its uncommonly capable AI. Thanks to the game's powerful and innovative artificial intelligence, both friends and foes alike behave in a sophisticated, unpredictable manner. Friendly soldiers and scientists help you when they can, while enemies plot viciously against you. Unlike nearly every other first-person shooter on the market, one cannot simply camp out in the shadows and pick off enemies without facing dire consequences—your enemies will invariably attempt to attack you in packs, assessing threats and making quick decisions in order to counter your every move.

What holds the entire package together is the way in which the game never breaks the illusion of reality. Through a series a subtle artistic and design decisions, the overall consistency of the *Half-Life* universe has become virtually impregnable to disbelief. Caches of weapons and ammo, for example, are not placed at

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TEAM FORTRESS CLASSIC 1.5

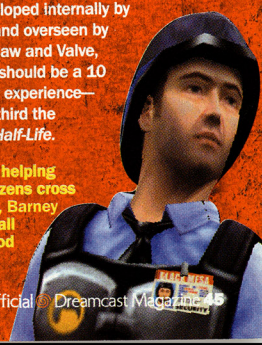
Team Fortress Classic (*TFC*) is the team-based multiplayer add-on to *Half-Life* that has become one of the most popular online action games. In *TFC*, each player assumes one of nine roles, or classes—such as medic, soldier, or engineer—and joins other teammates or clanmates online to match strategy and skills against opposother. Each class has unique weapons, abilities, and playstyles.

TFC is a deep, strategic game that rewards teamwork, communication and planning. With different objectives for each map and tons of strategies for each class, *TFC* is a rewarding experience for those that take the time to master the subtleties—as evidenced by its massive popularity so long after its release.



BLUE SHIFT

Blue Shift is an entirely new episode in the *Half-Life* universe, developed specifically for the Dreamcast version of the game (yet another reason for PC owners to buy a Dreamcast). Players take on the role of Barney, the Black Mesa security guard, and play through the original game from his perspective. It's a very cool storytelling device, used most recently by Quentin Tarantino in *Jackie Brown*. Seeing the game from Barney's eyes sheds new light on the story, and brings new questions (and answers) to bear. Developed internally by Gearbox, and overseen by Mark Laidlaw and Valve, *Blue Shift* should be a 10 to 15 hour experience—roughly a third the length of *Half-Life*.



When not helping senior citizens cross the street, Barney fights for all that is good and just.

random points throughout the map; rather, players must discover hidden stockpiles of weapons, and swipe ammo from the bodies of 'expired' enemies. Likewise, there are no traditional levels in *Half-Life*—the game is a continuous stream of linked locations from beginning to end, each one connected to the next. You can, of course, move back and forth between these areas—but so can the bastards who are out to get you.

Unlike many other first-person games, each area in *Half-Life* is furnished with a wide variety of textures, lending a distinct look to the different locations. The numerous scripted events within each of these levels serves to bolster the illusion of reality, and the detail within each scene effectively maintains the level of suspense. While much of the gameplay is puzzle-oriented, these puzzles always seem contextually plausible within the world that Valve has created. Which is quite a significant achievement; most first-person games—despite obvious efforts in this direction—simply can't elicit the willing suspension of disbelief that makes *Half-Life* so compelling. Valve has obviously learned a great deal studying the mistakes of the past.

THE GUILTY PARTIES

Sierra's got more people working on Dreamcast *Half-Life* than Jerry Bruckheimer's got rewriting the screenplay for his next $100 million blockbuster *(MovieNewsBreak:* Early word says that things blow up). While Captivation Digital Labaratories churns away at porting the code and optimizing it for DC hardware, Gearbox Software is adding Dreamcast-specific elements and enhancements—not the least of which is an entirely new mission (see **The Progeny** sidebar, page 44). And from atop their lofty perch in Seattle, the folks at Valve Software are overseeing the whole process. Suffice to say, booting up *Half-Life* will involve sifting through many corporate logos in order to finally get to the game.

So what's the rompus?

"Well, there have been some PC games brought over to Dreamcast that weren't treated very well," Gearbox CEO Randy Pitchford pointed out. "But then there have been things like *Crazy Taxi*—ported from the arcade—which is, obviously, incredible. That's really what we're going for here."

Most immediately apparent are the various graphical upgrades. Characters, weapons and monsters in the game have been completely rebuilt, using higher resolution models and more detail. Says Pitchford, "The result is that all of the creatures and people in the game look much more realistic and have more animation articulation than they ever have before." Additionally, the lighting will be richer, and colors more vibrant. After an up-close and personal tour of their efforts, we were suitably impressed (see **Double Your Pleasure** sidebar, left).

In terms of control, the developers are working hard to perfect the system using the standard Dreamcast control pad. While they will, of course, support the Dreamcast mouse and keyboard combo—certainly the ideal setup for *Half-Life* or any other first-person shooter—Pitchford wants to provide mouse-less gamers with the same play-value. "We realize that not everyone is going to buy the mouse, and we want those people to have the same great control and gameplay experience." It's a great goal, and far from impossible: as Bioware essentially proved with its DC version of *MDK2*.

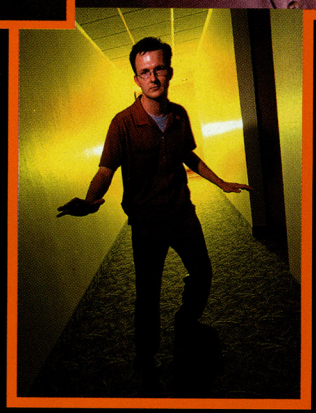
To this end, Gearbox is furiously play-testing its game with Dreamcast controllers instead of mice and keyboards—no easy transition for this PC-based team. The goal? Using a control pad should not affect fun, bar none.

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A typical day at an office not unlike **ODCM**'s: While other workers are actually making progress on their projects, Evan chooses to use his time more constructively (i.e. daydreaming about food, girls, games and an endless string of fart jokes).







Gearbox greats: Randy Pitchford, Lead Game Designer/CEO *(above)* and Brian Martel, Art Czar *(left)* strike a pose for us. These two have worked on AAA titles, from *Civilization* to *Duke Nukem 3D*.

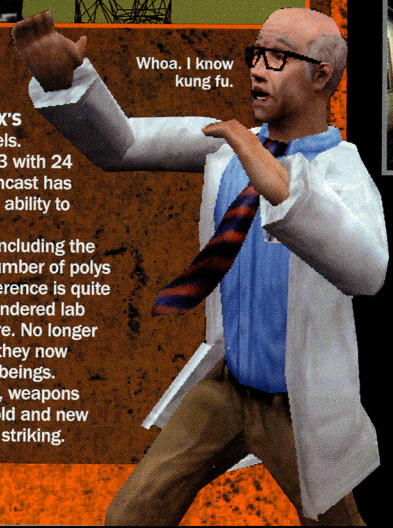
"SCIENTISTS WEAR INDIVIDUALLY RENDERED COATS AND TIES"



DOUBLE YOUR PLEASURE

THE MOST SIGNIFICANT VISUAL UPGRADE ON GEARBOX'S agenda was the overhaul of *Half-Life's* in-game models. "The original game was built to run on a Pentium 133 with 24 megs of RAM," Pitchford points out. "Well, the Dreamcast has built-in PowerVR—very nice hardware—and the built-in ability to render polys really nicely. So we did the math."

Literally. Gearbox is rebuilding all of the models—including the humans, monsters and weapons—with double the number of polys that Valve used in the original PC game, and the difference is quite stunning. Scientists, for example, wear individually-rendered lab coats and ties, rather than one flat, continuous texture. No longer do these characters look like polygonal caricatures—they now appear as living, breathing human (and non-human) beings. Monsters are more frightening, humans more lifelike, weapons more entertaining. In a demonstration, we watched old and new games running side-by-side—and the contrast is truly striking.







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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!

CAPCOM EDGE

TEEN T Animated Violence CONTENT RATED BY ESRB

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Sega Dreamcast™

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IT'S THE ULTIMATE 3-FOR-ALL.



Straight out of the arcade, Capcom takes to the mean streets with Street Fighter III: 3rd Strike. This juggernaut fighter stars 4 brand new characters – 19 characters in all, and introduces the new Leap Attack and a Grade Judge System which evaluates player performance at the end of each match. Totally seamless animation and an innovative hit-frame system team up with the return of the Super Arts fighting styles in the newest chapter in the greatest arcade series of all time.



CAPCOM EDGE

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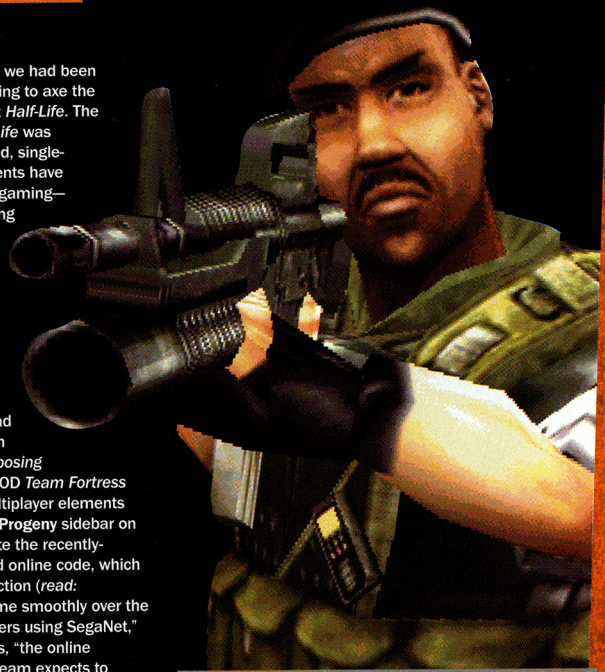
"THE ONLINE EXERIENCE WILL BE EXCELLENT"

MULTIPLAYER

For the past several months, we had been hearing word that Sierra was planning to axe the multiplayer elements of Dreamcast *Half-Life*. The rumors had us worried: while *Half-Life* was originally conceived as a story-based, single-player experience, the online elements have since become absolutely essential gaming—easily one of the most fun, rewarding and exhilarating experiences you can have online (without breaking any of those pesky 'Age of Consent' laws). So, after signing our lives away on the dotted line of Sierra's Non-Disclosure Agreement, we got the dish—which, actually, turned out to be more like a five-course meal.

As mentioned before, the second package will include Gearbox's own award-winning expansion pack *Opposing Force*, the hugely popular online MOD *Team Fortress Classic*, and *Half-Life*'s original multiplayer elements (for in-depth descriptions, see **The Progeny** sidebar on page 44). The game will incorporate the recently-released version of Valve's updated online code, which enables gamers with a 56k connection (*read:* Dreamcast owners) to play the game smoothly over the Internet. "Especially for those gamers using SegaNet," Valve's own Doug Lombardi tells us, "the online experience will be excellent." The team expects to include support for broadband as well—assuming Sega gives them something to work with.

What does all of it mean? Well, it means that once we've spent our respective winter breaks playing through the single-player *Half-Life* missions, we'll be graced with more *Half-Life* multiplayer madness than we'll know what to do with. Let the games begin.







Step through one of these trip lasers and you're in the deep poop zone. Nearly every stage of *Half-Life* is littered with cool traps and obstacles, which require quick thinking to get past (not to mention an assortment of crowbars, 9mm pistols, revolvers, assault rifles, shotguns, crossbows, RPGs, gauss rifles, gluon guns, hornets, grenades, trip mines, satchel charges and snarks. And the SAW machine guns, sniper rifles, displacers, shock roaches, spore launchers, pipe wrenches, barnacles, knifes and desert eagles of *Opposing Force*).

INTERVIEW MARC LAIDLAW

"EVERYONE I KNOW LIKES STORIES"

Marc Laidlaw is the author of a half-dozen Philip K. Dick-influenced sci-fi novels, including The 37th Mandala. He was introduced to gaming while writing a Wired cover story on Quake, and later joined Valve as a writer and game designer. For more Marc Laidlaw, check out: www.loonygames.com/content/1.34/feat/

Did you find it difficult to write for a videogame?

A lot of what I contributed to *Half-Life* had very little to do with actual writing. It had a lot more to do with understanding the process of carrying out a creative project over a long period of time. I drew on my writing experience to tell others about the importance of rough drafts and revision—both of which have important parallels in game creation. We didn't get a good sense of what *Half-Life* would be until we'd roughed out the entire game. And we couldn't really get inventive and insanely inspired until we were well into the revision and refinement process, feeling confident that everything we were doing would play some important role in the gamer's experience.



Are you pleased with the reaction to the storytelling in *Half-Life*?

Very pleased. I think a lot of people felt that the 3D shooter didn't need a storyline—that it would be wasted on the kind of people who play such things. But everyone I know likes stories. I couldn't imagine that gamers wouldn't like having a story if it deepened their involvement in the game instead of booting them out of it. Games currently receive the kind of condescension and societal disapproval previously reserved for pulp science fiction and comic books; not surprisingly, my sympathies have always naturally lain with science fiction and comics. Society as a whole underestimates and misapprehends our intentions and ambitions. I guess that's the habitual alien/outsider/geek in me speaking. I think I just walked all over your question.

Where do you think the game industry is headed? Do you think the concept of a 'game writer' is going to be the norm in a few years?

Well, we saw a rush of people in that direction a couple years ago, when a lot of Hollywood talent seemed to be moving into games (William Morris painted "*Multimedia Department*" on a door), and then it puttered out (William Morris got out the paint thinner and scrubbed that door really hard). I remember that *Psychic Detective* was supposed to be a case of make-it or break-it for the so-called interactive movie, and that model was clearly broken. It had good writing, but it was boring to play. I don't think Hollywood really "got" games. I believe many game designers understand the importance of good writing to their products, but they don't necessarily know how to find good writers who also care to understand good game design. Perhaps there aren't that many of us yet. There will certainly be more in time. I think interesting things happen when good writers get involved not just in scripting dialog, but in all aspects of game design. At the same time, writing/storytelling is just one element in a complex mix. It's not inherently more important than any other factor, but I think that in the future the quality of storytelling will start to be something that gamers think about critically, just as they currently notice if the weapon balance is all wrong or the puzzles don't make sense. When I was a kid, game design was not a possible option for me: it wasn't even a blip on anybody's radar. I wanted to be a writer, so I read books. These days, conceivably, there's some freakish teenaged Laidlaw-equivalent playing *Half-Life* and deciding that he or she wants to do this kind of thing; and that kid is going to grow up to make amazing games (or whatever the eggheaded people of the future might call their weird futuristic form of entertainment). That's where the next generation of game writers is likely to come from.

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ONLINE
MULTI-PLAYER
SEGANET
The Hot Rods Of
POD
SPEEDZONE
by Ubi Soft
THE SEACAT

ONLINE RACING THAT'S JUST A LITTLE MORE THAN YOU CAN HANDLE.

Now that you can challenge anyone to race online - anytime, anywhere in the country - knowing your cars can separate the small town punk from the primetime player. Take the Seacat. Nice car. Its power around the corners just might help you muscle through Pod's six mercilessly interactive, multi-layered tracks. But don't take our word for it. Get in there yourself. Because right now you've got nothing, podboy, and everyone in the online circuit is laughing in your single-player face.

SUN	MON	TUE	WED	THUR	FRI	SAT
		SIGN-UP FOR SEGANET	GET MY 50 FREE HOURS ONLINE!	RACE 1 K-ZONE BEST LAP 2:32	RACE 2 OFFLINE w/ MIKE BEST LAP 4:51	RACE 3 OFFLINE w/ JAY BEST LAP 1:10
RACE 4 OFFLINE	HUGE ONLINE MATCH 5	6	RACE 7 OFFLINE w/ MARC	RACE 8 VOLCANO BEST LAP 1:24	9	10
11	RACE 12 ODD ROCK BEST LAP 5:20	13	ONLINE MATCH 14 BEST LAP 3:21	15	16 RACE ALL DAY —CALL IN SICK	17 ONLINE MATCH
18	19	20	21	22	23	24
					30	

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RISING SON 涼

TEXT: FRANCESCA REYES

SHENMUE THE EXCLUSIVE FIRST REVIEW

ONCE IN A WHILE A GAME COMES ALONG THAT attempts to do something drastically different. On Dreamcast, we've been lucky to have games like *Seaman, Space Channel 5* and *Jet Grind Radio*. And while others may not have delivered as well in the execution department, it's a singular wonder to see developers setting their sights on goals beyond conventional thinking. But when a game matches ambitious theory with perfect execution, it inspires something like a religious epiphany. ¶ A game like this has finally come to Dreamcast—in the form of *Shenmue*. After waiting through so many years of hype and fanfare, I found it difficult to approach *Shenmue* with a clean slate of expectations. Sure, I had seen all the quicktime movies, read about all of its features and even tried my hand at faking my way through the import version—but nothing prepared me for the experience of actually *playing* the game. ¶ So there I was. Me, my Dreamcast and my 12-pack of Coke. And then, at the risk of sounding melodramatic, all of that disappeared—along with every single criticism I had read in the Japanese press or heard from friends who'd battled the import. ¶ Clearly, they weren't playing THIS game. >>





"I spent nearly a day simply

Rising Son: Ryo Hazuki

The hero duties in **Shenmue** fall to a young man named Ryo Hazuki. The son of Iwao Hazuki, a prominent dojo and martial arts master, Ryo witnesses his father's murder by a sinister stranger at the start of the game. He also overhears mention of some mysterious pact made between his father and the assassin at some point in the past...and that's all he has to go on. Now an orphan, Ryo must solve the mystery and avenge his father's death at any cost.

Ryo's path winds through the streets of the city, then out onto the harbor and back again—and all the while, he must still tend to his everyday responsibilities as a high school student, a boyfriend (of the lovely Nozomi Harasaki) and the pet of a worrywart surrogate grandmother (Ine-san). So, while juggling the chores of an attentive boyfriend (and coming home before curfew), Ryo must also brush shoulders with his hometown's shadier residents in order to find out details concerning his father's murderer. During his lengthy journey "for the truth," Ryo will inevitably have to kick a little ass to get the information he needs, which means that he'll be brawling with numerous foes and starring in a slew of Quick Timer Events (called QTEs).

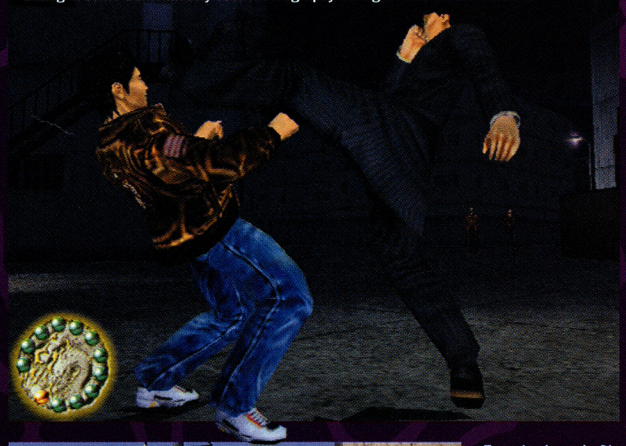
So, whether he's setting out a saucer of milk for an orphaned kitten or high-kicking his way through a crowd of thugs, Ryo manages to emerge as the good guy. He'll ride a tubthumping hog down city streets, but an awkwardness that emerges when he's with Nozomi betrays the vulnerability beneath his steely coat of armor. Male gamers will want to be him and female players will swoon: Ryo is the very definition of a hero. And because he's not your average caped crusader, he's all the more appealing.

It's this subtle combination of realism and—for lack of a better word—*hyperrealism* that makes **Shenmue** such an immersive adventure. Sure, you'll have to earn your pay as a forklift driver at the harbor in order to pay for a boat ticket, but dammit, you'll be the fiercest, most karate-skilled forklifter who ever lifted a fork. Period.

The F.R.E.E. World

Probably the most impressive aspect of **Shenmue** is the size of the game's massive environments and the amount of attention that's been given to every little detail of every little inch. For instance, Ryo's home sits atop a small hill in a quiet section of town known as Yamanose. The number of rooms in his house are daunting enough, but >>

Think this is only a cinema? Think again. The ingame graphics of *Shenmue* could run for the Miss USA crown and win. In the shot pictured below, Ryo gets all Keanu on Gui Zhang in some tremendously cool choreography during a FREE Battle moment.







The seasons noticeably change as days and weeks pass in *Shenmue*. If you play through the Christmas season in the game, you'll notice wreaths and drunk Santa-sans littering the streets. Ho, ho, ho.

Every business in *Shenmue* keeps its own hours. So if you want to give *Hang On* a go at the arcade, you'd better check your watch.





A CAST OF THOUSANDS

WELL, REALLY it's more like hundreds than thousands—but it's the quality, not the quantity, that matters in the world of **Shenmue**. Just like real life, you'll have to remember who you've met and what you learned from each of them to finish your journey. Here's a sampling of the folks you'll be meeting soon—so break out that address book.



RYO HAZUKI

Hero of *Shenmue*. The son of prominent Dojo master Iwao Hazuki, Ryo has the skills and the promise—but it's up to you to guide him on the right path to fulfill his true potential. Where will *Shenmue* lead him?



IWAO HAZUKI

Ryo's father. Iwao Hazuki is a stoic community leader and respected master of martial arts. His death leaves Ryo with more questions than answers. What is his connection to Lan Di and China?



INE-SAN

Ryo's caretaker. As the glue that holds the family together, she'll frequently ask you to make it home at a decent time. Do it—she's too nice to disappoint. *And* she's in control of your allowance.



FUKU-SAN

Ryo's wing-man. One of Hazuki-sensei's most devoted students, Fuku-san has always been a loyal friend and tough sparring partner to Ryo. He's always willing to help the hero out of a bind.

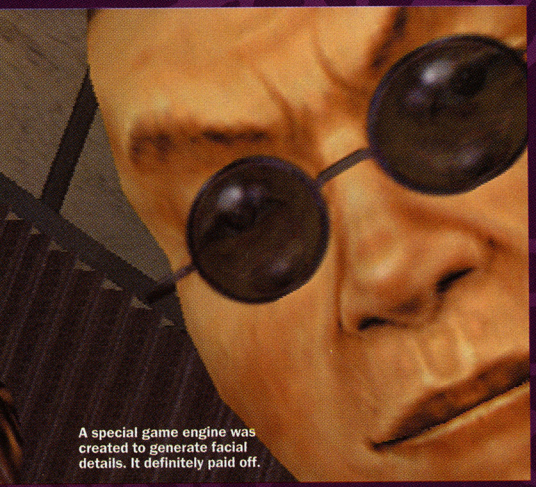


NOZOMI

The girlfriend. Nozomi cares for Ryo but has a hard time getting him to understand her feelings. She runs the Aida Flower Shop, but may have to return to her family in Canada.

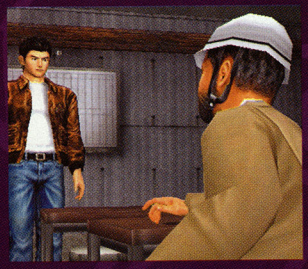
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going through Ryo's house!"



A special game engine was created to generate facial details. It definitely paid off.





The Yokosuka Harbor will be one of the most important stops on your journey through *Shenmue*. Not only are there plenty of employment opportunities *(above)*, but there are plenty of chances to buy or acquire cool items *(left)* not found in the city.

BUST A MOVE

RYO'S MOVES LIST IS EXTENSIVE, and it expands as you continue to learn fighting moves throughout the game. Sometimes, you'll discover a new move by reading a scroll that might be found in various places in the Hazuki home and Yokosuka at large. Other moves can



be obtained by purchasing scrolls at the Antique Shop in town, and yet more moves are taught to you by the very interesting and surprising mentors you'll meet on your journey. Even the wacked-out American character, Tom, has a new move to teach you.



Tom teaches a move. Or is it a dance?

You can and should practice moves in different spots across town. Free Battles are often long, grueling bouts which require you to defeat huge numbers of enemies, so you'll definitely need to hone your skills.



TOM

Token Yankee. One of the few Americans in *Shenmue*, Tom is a hotdog stand owner with a passion for dancing and music. He considers Ryo to be his best friend and Ryo feels likewise.



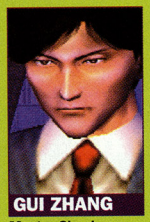
MARK

Ryo's supervisor. Heading up a team of harbor workers, Mark is Ryo's boss during one of his work stints. His gentle nature belies his knowledge of the many shady dealings going down at the harbor.



MASTER CHEN

Family ally. Hazuki-sensei's powerful friend runs an import/export shipping business at the docks. His connections and wealth hint at his true power, but he remains a stalwart resource for Ryo.



GUI ZHANG

Master Chen's son. One of Ryo's only fighting equals, he is petitioned to watch over him at a certain point in the game. His motives are genuine, but he'll always mess with Ryo whenever he's given the chance.



LAN DI

The assassin. A darkly sinister stranger, his motive for murdering Hazuki-sensei is even darker. His identity and past are a mystery, and Ryo will stop at nothing to find him. How does he know Ryo's father?



REI SHENHUA

Ryo's dream girl. An enigma throughout the series, she persistently appears in Ryo's dreams. Who is she and why does Ryo dream about her? Will Ryo actually meet her someday? We hope so.

imagine being able to rifle through every drawer and every closet, while turning lights on and off or picking up food and other items as you see fit. I spent nearly a whole day simply going through Ryo's house! But once you've torn yourself away and sprinted down the hill, you'll find several homes to explore, each with nameplates outside their doors. You can pretty much knock on every door and tromp through every yard...the freedom is overwhelming. And just think—this is only one small part of the city.

Once you pass through Yamanose, you'll enter Sakuragaoka, a bigger residential area just outside the main town, and then head into the heart of the city: Yokosuka.

Once you enter the main district of Yokosuka, the realization sets in (if it hasn't already): this game is HUGE. With countless storefronts, bars and restaurants—each of which works on independent schedules just like those in reality do—you'll need at least a day or two to familiarize yourself with the flood of workers and residents who occupy the streets of Yokosuka. And this is where the real genius of **Shenmue** truly rears its head: the interiors and exteriors of all of the shops are *just as detailed* as Ryo's house was. You'll discover that each of the citizens of Yokosuka has a unique routine and lifestyle, which he or she adheres to day and night. Thus, you can actually follow one person around the entire city as he strolls from, say, the bus stop at the edge of town to the flower shop, to the fish market, then home to an apartment building in Sakuragao. It's simply amazing how much work has gone into all of these mini-lives, and they combine to give Ryu's surroundings a genuinely breathing, bustling feel.

But that's not all. There're countless other things you can do to while away your time in town, especially at the You Arcade near the Liu Barber Shop. Inside, you can spend your precious Yen on rounds of classic Sega games like *Hang On* or *Space Harrier*. But there's also an assortment of fictional arcade games, like *Excite QTE*, which not only help to sharpen your responses in actual ingame QTE's, but effectively mimic the arcade machines that you could probably find in a neighborhood pizza parlor. In addition, you can buy soda out of any number of (suspiciously renamed) Jet Cola machines when you get thirsty, or purchase prizes in the shapes of various Sega characters (**Sonic** and **NiGHTS** among them) out of small vending machines for your private collection. It's this level of interaction that heightens the experience of **Shenmue**. These items may seem strangely mundane, but in the context of a game, they're a marvel. >>

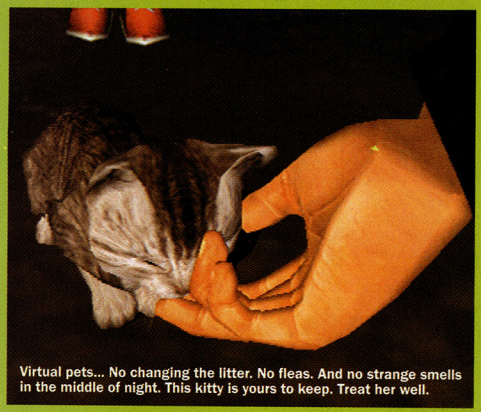
HELLO KITTY

JUST LIKE in real life, Ryo is often diverted from his main path in the game. One of these diversions takes the shape of an orphaned kitten, whose mother was run over by the man who killed Ryo's father (as he was driving away from the scene of the crime). Talk about a bond.

You'll be able to feed, pet and talk to the kitten while it recovers in the temple shrine yard. Keep it until it's healthy, and you'll see Nozomi's eyes begin to sparkle.



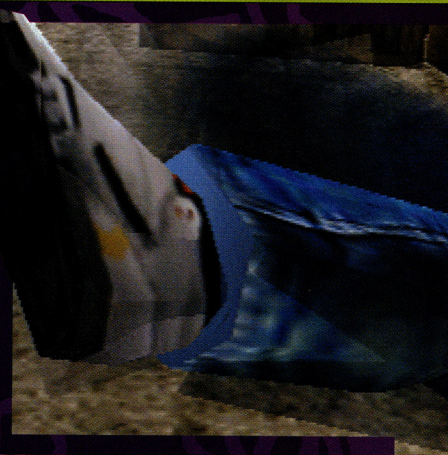
Megumi will be your guide to kitty upkeep in Yamanose. She'll tell you how the kitten is doing on a daily basis.

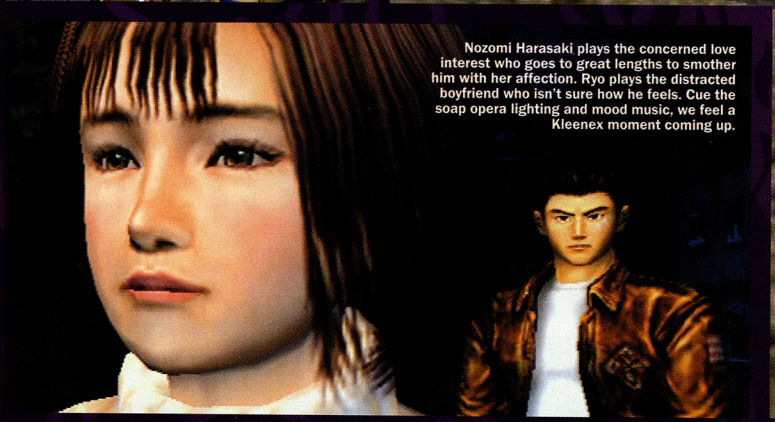


Virtual pets... No changing the litter. No fleas. And no strange smells in the middle of night. This kitty is yours to keep. Treat her well.

You can buy a soda out of a vending machine. You can play an emulated oldschool arcade game. These things, we knew. But no one ever mentioned that you could do something like ride the bus! What next, you ask? Will Ryu get a simulated haircut in *Shenmue 2*? We hope so; he needs one. And it would be fun—really! No joke.







Nozomi Harasaki plays the concerned love interest who goes to great lengths to smother him with her affection. Ryo plays the distracted boyfriend who isn't sure how he feels. Cue the soap opera lighting and mood music, we feel a Kleenex moment coming up.

"Shenmue will deliver a unique

Lights, Camera, Action!

It's funny, but after only an hour or so of playing **Shenmue** I stopped noticing things like controls or cameras. They became so intuitive that I took them for granted. And this is ironic. For a game so completely 3D, where practically every object is polygonal and you're free to go virtually anywhere in the city, the camera was so unobtrusive and seamless that it seemed to fade away as an element all together. I suppose that if the cameras had been bad, lurching around corners and getting stuck in walls, then I'd have sat up and taken notice. The fact that I didn't give them a second thought, especially during the Exploration segments, is quite a feat.

The controls, on the other hand, take a little more getting used to. Using the D-pad for movement, the analog stick for looking at your surroundings and the R-Trigger for running can be a little awkward at first. But the learning curve is smooth and you'll adapt in no time, as it seems that the entire game is structured around this particular control scheme (combat is geared toward a fighting game style, therefore the D-pad is perfect for moving Ryo around).

The only real downside is that using the D-pad to guide Ryo around town can make his movements seem stiff and jerky at times—but only slightly, and only sometimes. In the end, you'll find that the controls become second nature during exploration or battle—and thus, they prove to be just as effective as the cameras. This is the hallmark of a great game: if you can take the camera and controls for granted, you can concentrate on playing.

Being Heard

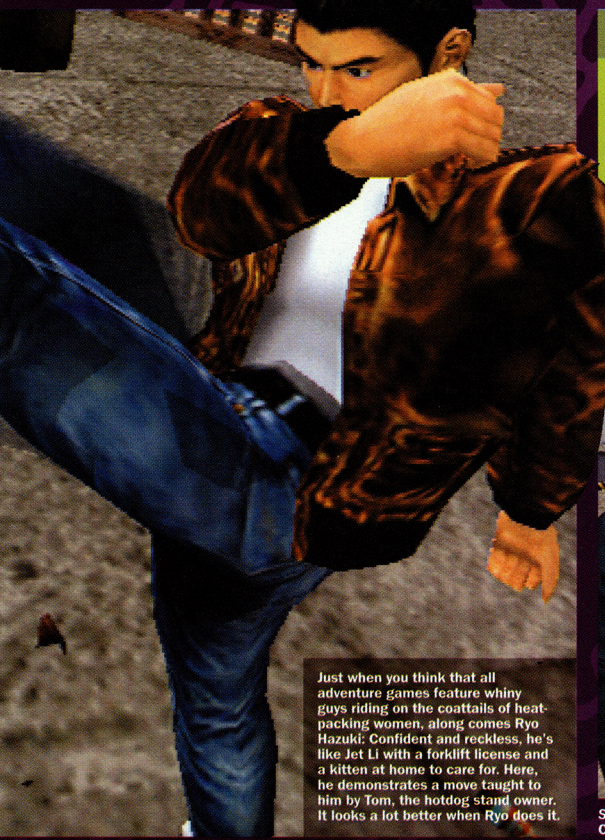
One of the biggest questions about **Shenmue** has revolved around the US version's voice acting. Would it be on par with the excellent vocals in the Japanese game? Will it have subtitles for purists? Needless to say, it's near impossible for the voice acting in any US version of a game to remain as pristine and intact as that of the original Japanese version (or vice versâ). Call it the Law of Videogame Localization™, but it's true.

You can come close, though. And while **Shenmue's** vocalists won't win any awards, they do the job as painlessly as possible.

But remember, **Shenmue** is probably *the* most voice-heavy title to date on any system, with every single human character in it emitting at least a sentence or two. The dialog is well written and the translation is quite good, on the whole. Characters retain their proper Japanese names and not one whit of the game has been dumbed down for the US audience (like games we've seen in the past). For this, Sega deserves a goodly amount of kudos. The bulk of the chatter you'll hear is natural and responsive, without so much as a hiccup. And at some point, you'll find that you're only listening for content—and overlooking the awkward bits.

Truth of the matter is that Ryo—along with most of the main characters in the game—have voices that actually suit them quite well and work (with some obvious exceptions... *cough**Fuku-san**cough*). The only real problem with the voice acting lies with the countless auxiliary characters that roam the streets of Yokosuka. Many of them are repeated (I think I spoke to the same girl, in different guises, about five times in a row), and this can pull you out of the game very quickly. But when it starts to bug, you can always turn off the voices and opt for text only, or switch to Shenmue Mode (which can skip through the voices quickly while

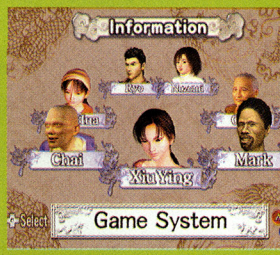
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Just when you think that all adventure games feature whiny guys riding on the coattails of heat-packing women, along comes Ryo Hazuki: Confident and reckless, he's like Jet Li with a forklift license and a kitten at home to care for. Here, he demonstrates a move taught to him by Tom, the hotdog stand owner. It looks a lot better when Ryo does it.

WHILE *SHENMUE* SPANS three full GD-ROMs, the game comes packed with four. What's on that mysterious fourth GD-ROM, you ask? The Shenmue Passport, of course! Using your VMU saves, you can do several things with this disc: play back collected movies from the game, listen to favorite music tracks, learn more about the game through a series of 'face demos', or connect to the *Shenmue* internet homepage to check for new goodies and whatnot.

The Passport disc serves as a neat little addition to the overall package, and it effectively shows off the game's good looks to boot. It's the quickest way to impress stubborn naysayers who persist in claiming that videogames are kid's stuff.





Shenmue's cast ranges from intense to whimsical to just plain weird. Case in point, Goro *(far left above)*. Just wait 'til you meet him.

STICK A FORKLIFT IN IT—IS IT DONE?

EVER DREAMED of driving a virtual forklift? Your dreams are answered when Ryo takes up a day job at the docks. Weirdly enough, every morning before work you'll get to race four other forklifts around the harbor in hopes of snagging first place. It's tough, so don't count on winning immediately.



experience to every gamer."



displaying subtitles). This way, there's something for everyone.

Even for a voice-acting snob (like me), Shenmue was mostly a delight. As a whole, I left the voices on and remained completely involved in the game—and the soundtrack and environmental effects are truly unparalleled. Just so you know.

Mortal Combat

Of course, besides the adventure elements in Shenmue, the real meat lies in its action segments, which can be divided into Quick Timer Events and something referred to as 'Free Battle'. Both types of action were engrossing for their own reasons.

While the QTEs in Shenmue have often been scoffed at as nothing more than a Dragon's Lair upgrade, I beg to differ. Though you have minimal control over Ryo during QTEs, Ryo will actually react if you miss your cue to press a button.

Hitting buttons at the right time is of crucial consequence to the actual action—when Ryo sneaks into the docks, for instance, he'll bang his head on a guard's desk, knocking a flashlight off. He must then catch it so as not alert the guard. It's a moment of pure adrenalin.

Free Battle is something altogether different. Ryo will often find himself confronted by thugs that are just begging for a bruising, and you'll be able to utilize any of a huge list of fighting moves. Whether it's a special kick or a devastating throw/grab move, you'll have to dive deep into your arsenal of moves in order to survive many of the Free Battles that lie ahead. You'll also find yourself attacked on all sides by more than one foe, quite frequently—these situations comprise much of the sweaty-palmed moments found in Shenmue.

With a regenerating health gauge, you may have to flex a little skill in order to take down some of the game's later boss-type bruisers, but you can practice your moves throughout the game in different areas like the Hazuki Dojo. The variety of gameplay modes keeps Shenmue interesting and well paced throughout. Just when you think you've had enough of cruising the city streets or asking questions around town, you'll find yourself in the middle of a QTE or fight.

The End?

And this is what Shenmue is all about. But even a six-page review doesn't do it justice. Shenmue is *about* a lot of things. On one hand, it's about a young man searching for his father's murderer. But it's also about the lives of people going to work, coming home, falling in love, shopping at the store or just drinking a soda. It could also be about mastering various styles of play that include fighting, adventure and sim elements. It manages to wear all these hats and still look, play and sound astonishing in the process. In the end, the best way to think of Shenmue is to think of it as an unique gaming experience. And just imagine—this is only the first Chapter in the series. Please, don't miss it.

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** AM2 **GENRE** F.R.E.E. **ORIGIN** JAPAN **PLAYERS** 1 **PERIPHERALS** VMU **ONLINE** NO **ESRB** T **PRICE** $49.99

GRAPHICS 10
Detailed, realistic, tightly textured, great animations.

SOUND 9
Beautiful soundtrack,great environmental sounds.

CONTROL 9
Intuitive with a low learning curve. Camera during Free Battle is a little off at times.

GAMEPLAY 10
Immersive, involving and utterly addictive.

Score: 10



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MIDWAY
www.midway.com



It's San Francisco Rush® 2049. The only high-octane title that brings together three games in one. Including Race Mode, where you scream through 6 futuristic San Francisco tracks; Stunt Mode, with insane air and gravity-defying tricks, and finally; Battle Mode, with four-player capacity that lets you lock and load your way through 8 killer arenas. The pedal-to-the-metal arcade favorite is back with all new features and something for just about every octane junkie, including online ghost races for Sega Dreamcast™. Gentlemen, start your adrenal glands.

San Francisco RUSH 2049

ADRENALINE[3]

DCNATION

In Association with planetweb

dreamcast.planetweb.com

Dream Web 101

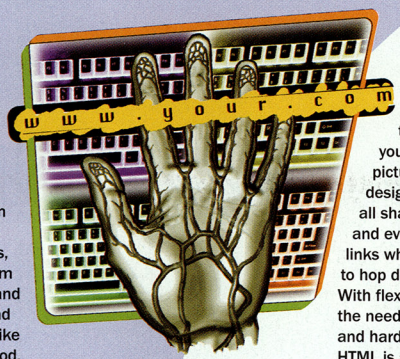
Build a bigger, better website with Dreamcast!

Getting hit stinks. Getting hit on the World Wide Web—if you're a webpage—doesn't. The awesomely endless world of the Internet awaits...but you have to do far more than scrawl your name on a virtual wall to send a message that people will actually see. Creating an effective webpage is a daunting prospect—but we're here to tell you it's not impossible. If you've got a Dreamcast, a few simple tools and something to say, the task can be accomplished by just about anyone (for the record, *anyone* includes you). Here's a few helpful hints...

All you need is a Dreamcast, a few simple tools and something to say... We're here to tell you that creating a webpage is NOT impossible.

First, decide if you want to make a single webpage or a whole collection (more commonly known as a website). Then, using an archaic implement called a "pencil," sketch out some designs for your new dotcom. Note all of your ideas for text, pictures, and music; drafting these details in advance will save you hours later on.

Once the skeleton has been assembled, you'll have to locate an Internet home for it to live in—and these days, you can buy space from a Web host for the grand sum of zero dollars and zero cents. Providers like Angelfire, Talkcity, Tripod, and GeoCitites will sell you a Web address and memory enough to store a truly Godzilla-sized work of genius in exchange for nothing but the right to post ads and banners on your site. Some even go an extra mile by providing new Web designers with helpful hints and neat libraries of pictures and banners that can be swiped and used at will. The options offered by each host can vary widely—so we recommend that you check out many providers before committing to one. And be warned: hosts do control the type of content posted on their sites, so material that's deemed offensive will be gone faster than cherry pie at a weight loss convention.



To create your site, you'll use HyperText Markup Language (HTML). Luckily, it's is remarkably easy to learn—and tutorials virtually litter the Web. Once you get the hang of the code you can easily post pictures and text, create designs and animations of all shapes, sizes and colors, and even put in clickable links which will enable users to hop directly to related sites. With flexibility enough to fulfill the needs of both neophyte and hardcore programmers, HTML is all you'll ever need.

To begin coding, set up your Dreamcast (with handy built-in modem) and keyboard, and log onto the Net. Although the DC's Web browser is still in its infancy and doesn't support goodies like FTP (File Transfer Protocol, used for sending large files back and forth with ease), DC-specific tools like the PlanetWebMaster and Power Web Designer can get you access to plenty of pictures and sound files. Fit the pieces together, and your site will soon be taking beaucoup sweet hits from PCs and DCs worldwide.

WEB SLINGERS

Using satellite technology developed in Guam and ultra-stealth frictionless browsers, our intrepid spies have scanned the World Wide Web for the biggest and brightest pages created on Sega Dreamcasts. If you're looking for inspiration, just send your browser to the following addresses:



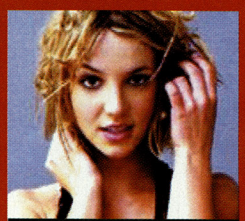
MMMMMM... FAN ART... We could show you the rest of this hand-drawn tribute to Kasumi. But then we'd be fired.

http://segadreamworld.tripod.com/
This Dreamcast site contains movies, saved game files, reviews galore and the classic "Sega scream" sound sample. And don't forget to check out the gallery, wherein you'll find the above pic of *DOA2*'s Kasumi. We think it's pretty neat.

http://members.xoom.com/pokeanime/dreamotaku/
"Dreamcast Otaku" hasn't been updated in a long while, but it still features some very nice graphics and animations—and it serves as a perfect example of how Sega's console can be used to full advantage in creating a solid website.

http://www.angelfire.com/pop/dworld/
We are personally repulsed by the idea that ANYONE would create a site devoted to bubblegum pop icon Britney Spears, but we have to admit that we see some solid design elements here. Daniel, creator of "Daniel's Britney Spears Paradise" keeps it simple—and in doing so, he succeeds (if you can call it that) in promoting all of the various virtues of Ms. Evil 2000 and Beyond.

This troubles us. Clearly, the Dreamcast can be used for villainous purposes as well as for good. Make sure you learn the difference. Please. For us.



BEWARE THE DARK SIDE of Dreamcast. Who would win in a fight: Yoda or Britney?

http://www.expage.com/seamanzwebsite
Jump to this page for comprehensive coverage of Sega's quirky pet simulator, *Seaman*. There isn't a lot of graphic flash here; just a lot of solid information presented to readers in the most palatable way possible—and plenty of links pertaining to Sega's obnoxious fish fiend.

The Ultimate Guide

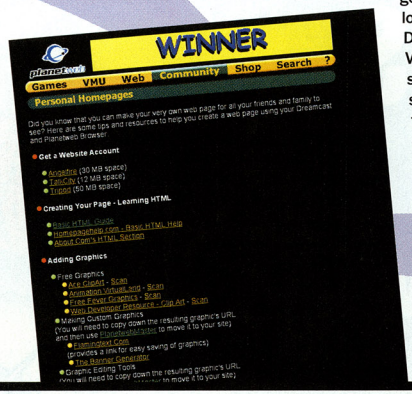
http://dreamcast.planetweb.com/community/homepages/

You can go elsewhere to learn how to cobble a website, but Planetweb.com has created an invaluable guide specifically for Dreamcast owners who want to strut their stuff on the Internet runway. This handy-dandy page includes links to free Web hosts, plus access to three solid HTML programming guides and all sorts of wonderful extras—including four libraries full of free graphics.

We can't pack ALL of Planetweb's DC-friendly good stuff into this dinky box, but here's the 50-cent version of the list: free programs for creating gorgeous banners, buttons, and text logos; a comprehensive guide to Dreamcast Web design; an uber-cool VMU file tool (so you can upload all your saved Dreamcast game files to your site); a rogue program that enables you to access images and sounds for use on your site via FTP; and a nifty scanner that can scour the Web for whatever you want to find.

Anna Kournikova is NOT on this site. But we got over it.

And when you've finished your masterpiece, you can post its address in the site's index of new pages, and invite all of Planetweb's users to come over and play in your virtual sandbox.



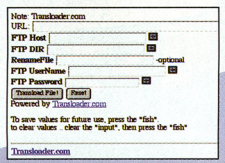
Essential Web Tools

There's a load of tools out there that have been carefully custom-tailored to make your Dreamcast web-building project a lot easier. Here's a sampling of some of the best—for more, just surf on over to http://dreamcast.planetweb.com. New resources show up all the time.

TOOLS

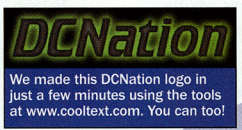
http://www.transloader.com

Want File Transfer Protocol (FTP) right now? Transloader lets you download files from any site and store them on another server (like the one that's hosting your site).



http://www.cooltext.com

It's free and it's easy—this URL enables you to create all sorts of text treatements pictures, graphics, textures and even logos in mere minutes (the



We made this DCNation logo in just a few minutes using the tools at www.cooltext.com. You can too!

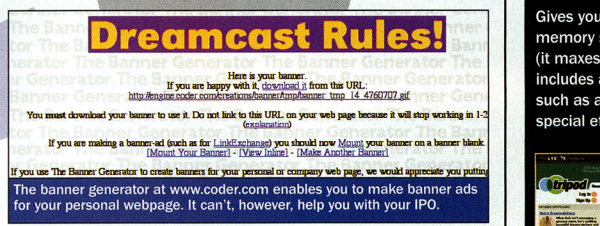
logo pictured here, for example, was produced in only 30 seconds by an eight-fingered monkey)—although the font selection is slim. This site also offers access to downloadable buttons, backgrounds and links.

http://www.extreme-dm.com/tracking/

Want to know how many people are visiting your new creation? Jump to this website and try out the free Extreme Tracking program.

http://www.coder.com/creations/banner/

The Banner Generator lets you create all sorts of banners, clickable buttons and ads for your website. You can choose from a variety of special effects, fonts, borders, and coloring; check out our example below. PS—it's free.



The banner generator at www.coder.com enables you to make banner ads for your personal webpage. It can't, however, help you with your IPO.

http://www.3DTextMaker.com/

Tap into the powerful 3D Text Maker program or access neat goodies such as GIFWorks (which lets you tinker around with all sorts of GIF picture files) and the problem-solving diagnostic program called HTMLworks.

ONLINE NEWS BRIEFS

PHANTASY STAR DIMMED

News from Japan seems to put a crimp in plans to make *Phantasy Star Online* a global phenom. Sega has been hoping that the entire world would be able to log on and play together, communicating easily via a "symbol-based" language—but Sega of Japan now states that *PSO* will utilize only the conventional languages of English, French, German, Japanese, and Spanish. Which sucks. While these do indeed represent the world's five 'major' tongues, speakers of Cyrillic-based languages (like Russian and Greek) and of Chinese—all 1.2 billion of 'em—will be left in the cold. *Brrrrrr.*

SEGA EXPANDS TO TAIWAN

Sega.com will be teaming up with Taiwan Internet-service provider GigaMedia Ltd. to build an online gaming network, the Dow Jones reported recently. The partnership will focus on localizing Sega Dreamcast games for Taiwan's subscribers, translating Sega games into Chinese, and working with local game producers to come up with new titles. In addition, Sega.com and GigaMedia are jointly developing both an online game website and a content-based website containing summaries of Sega games.

Why? Sega.com's president and CEO, Brad Huang, says that the company has so far sold more than 400,000 Dreamcast consoles in Taiwan. He expects the number to exceed 1.2 million by 2002.

SPEED DEVILS GOES ONLINE

The follow-up to crazy cool racer *Speed Devils* will feature online play, says a source at UbiSoft. Details were sketchy at press time, but Ubi has gone on record as saying that there will be approximately 20 cars in *Speed Devils 2* (10 old, 10 new), and that up to five players should be able to compete against each other via SegaNet. In addition, there will be 14 playable tracks, and UbiSoft has hinted that some type of online betting for races will enable players to win faux money and to update their cars.

THE *GATE* CLOSES FOR GOOD

We hate to end a column with bad news, but the popular PC RPG *Baldur's Gate* will NOT see action on Sega Dreamcast. Sega of Japan had reportedly been working on the title since the Dreamcast was announced, but Japanese plans to release the game in the United States were scrapped by Sega's American arm. There is, as of press time, no indication as to whether or not a third-party will pick the title up. Someone? Anyone? Bueller? Bueller?

Free Web Hosts? Gotta be a scam...

But it's not. Luckily for you, we live in a crazy, wacky world where dotcommies flourish and breed, trading at hundreds of times their given earnings while showing users their panties for free. Well. You might not be one of those guys who's getting rich by gambling on tech stocks (believe us, we're not either), but you can still horn in on some great giveaways by signing up for free Web space. Some of these wackos are offering 50 megabytes of virtual real estate for nothing! And it's not even in a bad neighborhood.

There's a catch, of course. All of these companies will be posting ads on your site. But that just makes it look more like a *real* website, doesn't it? .

So. All of the companies listed below are compatible with the Dreamcast's browser. Each offers a different package of options...so poke around in all the nooks and crannies before you sign up. Remember: a website isn't much good if you're the only one who can see it. So get it up, already!

PROVIDERS

www.angelfire.com

Gives you a whopping 5MB of memory space to start off with (it maxes out at 30MB) and includes all sorts of neat tools such as a cursor modifier and special effects program.



WHAT ARE THEY—HIGH? Tripod provides a continent-sized 50Mb — for free. Come get some!

www.tripod.com

A burly 50MB can be had at Tripod, and the service also provides the standard extras...

www.talkcity.com

This site provides 12MB and allows you to install ready-made chat rooms.

56 INVINCIBLE LEGENDS.

1 INCREDIBLE FIGHTING GAME.



The world's most insane tag-team fantasy fighting series is beyond belief in Marvel vs. Capcom 2 for the Sega Dreamcast™! An unprecedented total of 56 playable characters include the debut of Jill from Resident Evil®, Tron and her Servebots and Cable from Marvel Comics fame. Experience arcade perfect fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with legendary Capcom characters and Super Heroes from the Marvel Universe and prepare to be amazed.



CAPCOM
WWW.CAPCOM.COM

Sega Dreamcast.

MARVEL™

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S.T.A.R.S
S.T.A.R.S
NEW HERO
ICEMAN
18
NEW HERO
MARRON
26HI
NEW HERO
14
NEW HERO
NEW HERO
68
NEW HERO
NEW HERO
74
NEW HERO
CAPCOM EDGE

- Superior rally racing
- Powerful track editor
- Crossroads, short cuts and double road super stages



INFOGRAMES

eden STUDIOS

Sega Dreamcast™

EVERYONE
E
CONTENT RATED BY ESRB

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TEST DRIVE® V-RALLY™









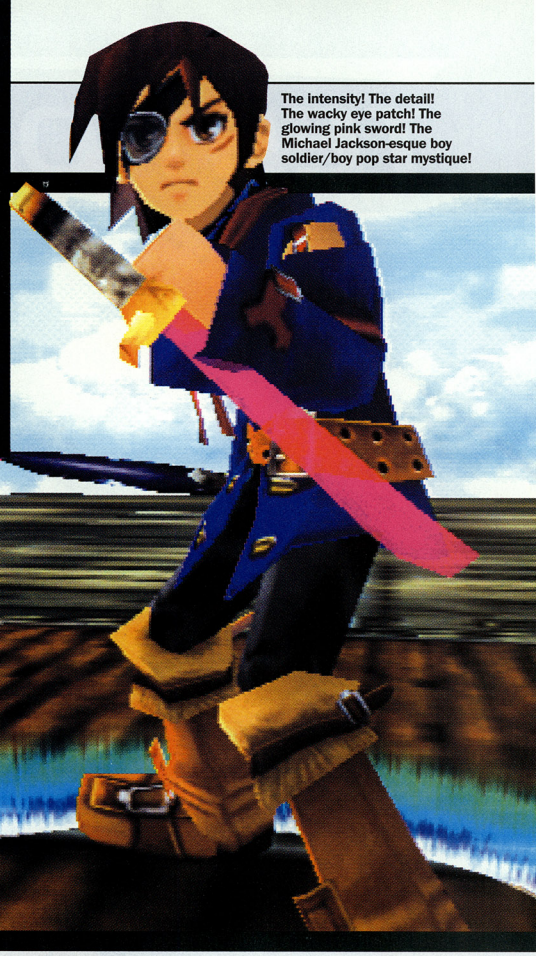




Spells and magic are integral to your success in battle, especially during fights against bosses. You'll be able to build up points for magic at every turn.



The grizzled old airship commander, Drachma (pictured above on the far right), will be one of the characters who will join your party in *Arcadia*.



The intensity! The detail! The wacky eye patch! The glowing pink sword! The Michael Jackson-esque boy soldier/boy pop star mystique!

Skies of Arcadia

With Dreamcast's RPG season just around the corner, it's time to start saving up those vacation days

With *Grandia II* set for a December release and *Phantasy Star Online* just around the New Year's corner, it might be easy to lose Sega's upcoming stunner, *Skies of Arcadia* (formerly *Eternal Arcadia*) beneath the kudos and hype. But ever so quietly, the reenergized Over Works team has been tooling and retooling its massive RPG, crafting a game that's set to become everything to Dreamcast that *Panzer Dragoon Saga* was to Saturn. Yes, it's that big.

Spread over two GDROMs and boasting an impressive gameplay length of 50+ hours of roleplaying euphoria, *Skies of Arcadia* tells the tale of a young wannabe air pirate named Vyse, who sails through the skies on his father's coattails. The father-son duo pilots a massive ship under the aegis of the Blue Rogues, a group of pirates who're dedicated to doing the 'right thing'—i.e. giving to the poor, protecting the innocent, etc., as opposed to doing the more stereotypically pirate-y 'wrong things' (i.e., raping, pillaging, teaching mangy parrots to swear entertainingly, *et al*). Starry-eyed Vyse dreams of having a ship and a pirate gang to call his very own (*awwww*), but he needs to prove himself before he can earn his wings. And of course, Vyse's noble nature will soon be tested by a slew of villians and vicious confrontations with that good ol' "ambigious, overarching evil."

Vyse's company includes two lovely ladies who just may form the corners to a very interesting love triangle: Aika, the bouncy, perky fighter who grew up with Vyse, and Fina, the wispy, ethereal spell-caster who remains very much an enigma

FLASHBACK!

WHEN **SKIES OF ARCADIA** was first unveiled to the public last year during Sega Japan's annual Private Show, it was referred to as Project Ares and featured a much different looking set of character illustrations. Unfortunately, they didn't match those in the game, so we're thankful they've been "cute-ified".



"We'd be disappointed if sparks weren't flying by disc two." FRANCESCA REYES





Gasp in wonder at the sheer freedom of wandering the skies... Sniffle with emotion at the heart-rending cut-scenes... Shriek with delight at performing forbidden magic in combat... Remember to play this game where no one can hear you and figure out that you're a raving lunatic.



IT'S A VYSE SANDWICH! Meet the heroes: Fina (left), Vyse (the creme in the middle) and Aika (right). Mr. Tanaka claims there won't be a love triangle. Yeah. No triangle, our ass.

throughout the game. Although Over Works' Shuntaro Tanaka (director of *SofA*) stresses that the friendship between these two girls and Vyse is purely platonic and will remain so over the course of the game, we have our suspicions otherwise. After all, what's an RPG without a little romantic tension? And with the night-and-day differences separating Aika and Fina (tough girl vs. proper lady), we'd be disappointed if the sparks weren't flying by disc two.

Actually, Fina's mysterious nature and ambiguous past will end up propelling much of the main storyline in *Skies*. Neither Aika nor Vyse know much about her at the start of their journey—instead, they stumble across little clues and random pieces of her puzzle throughout the game, thereby helping the player discover who she is and where she came from. Cool.

And while the idea of a 'bunch of fresh-faced adventurers confronted by nebulous evil while trying to solve the riddle of one mysterious girl's past' isn't exactly the most original idea under the sun (especially for veteran RPG fans), the execution of said concept truly is. If you've been following the twists and turns of *Skies of Arcadia's* development from the early days (as **ODCM** has), you'll already know that the game's journey takes place during a decidedly different era from most RPGs: a sort of futuristic, fantasy-driven Era of Discovery, stocked full of air pirates and the like. Now, take that premise and spread it across a massive number of "countries" or "cultures," as Mr. Tanaka describes them to us during a recent conversation with mem-

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!

SKIES OF ARCADIA/66 A classic RPG in the making...
DARK ANGEL/72 Two great tastes that taste great together
PICASSIO/74 It's like *The Thomas Crown Affair*, but not sucky
URBAN CHAOS/74 The PC cops 'n warfare title comes home
EXTREME SPORTS/76 But is it too extreme for the kids?
STARLANCER/76 Lost in space, with lots of ammo
JET GRIND RADIO/78 This is a graffiti simulator, folks, okay?
ARCATERA/79 For the point 'n' clicker in everyone
SEGA MARINE FISHING/80 Don't get a bass anymore
SAMBA DE AMIGO/80 Get in touch with your primate side.
DAVE MIRRA FREESTYLE BMX/80 King of the dirt road
CHAMPIONSHIP SURFER/80 Sand, surf and helicopters?
NAPPLE TALE/82 Is it coming to the US? Yes? No? Sob...
OUT TRIGGER/84 Japan goes FPS crazy and this is the result.
PBA TOUR BOWLING 2000/85 Um, need we say more?
THE GRID/88 Midway gets that warm, arcadey feeling
SNK VS. CAPCOM/93 It's Mai! It's Mai! She's back! Woohoo!

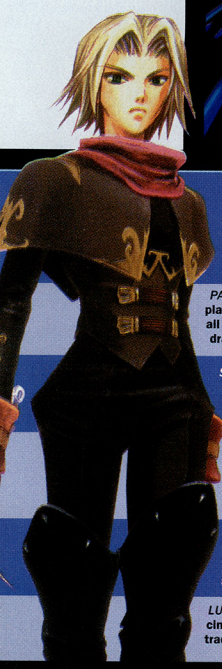
INCOMING!

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

Bangai-O Shooter	Fall	**Shenmue** Adventure	Nov
Jedi Power Battles Action	Fall	**Skies of Arcadia** RPG	Nov
KISS Psycho Circus FPS	Fall	**Sno Cross Int. Champ. Racing**	Nov
Monster Breeder Sim	Fall	**Soldier of Fortune** Action/Shooter	Nov
Tokyo Xtreme Racer 2 Racing	Fall	**Soldier of Fortune** Action/Shooter	Nov
Buzz Lightyear Action/Adventure	Oct	**Sonic Shuffle** Multiplayer Puzzle	Nov
Dark Angel Action	Oct	**Speed Devils 2** Racing	Nov
Half-Life FPS	Oct	**Speed Devils 2** Racing	Nov
Metropolis Street Racer Racing	Oct	**Stunt GP** Racing	Nov
Ms. PacMan Maze Mad. Action	Oct	**System Shock 2** Shooter/RPG	Nov
NBA2K1 Sports	Oct	**Tony Hawk's ProSkater 2** Sports	Nov
PBA Pro Bowling Tour Sports	Oct	**Dinosaur** Action	Dec
POD 2 Action	Oct	**Grandia II** RPG	Dec
Qbert Arcade	Oct	**Max Steel** Action	Dec
Quake III FPS	Oct	**Austin Powers: Mojo Rally** Racing	Q4
Samba de Amigo Arcade	Oct	**Bang! Gunship Elite** Shooter	Q4
Silent Scope Arcade Shooter	Oct	**Dino Crisis** Action	Q4
Spawn FPS	Oct	**Dragon Riders** Adventure	Q4
Starlancer Online Shooter	Oct	**Messiah** Action	Q4
Stupid Invaders Adventure	Oct	**SNK Vs. Capcom** Fighting	Q4
The Grinch Platformer	Oct	**V.I.P.** Action	Q4
The Mummy Action	Oct	**World's Deadl. Pol. Chases** Driving	Q4
Vanishing Point Racing	Oct	**Star Wars Super Bombad** Racing	Q4
Who ... Beat Up a Millionaire Party	Oct	**Test Drive LeMans** Racing	Q4
Worms Pinball Arcade	Oct	**Urban Chaos** Action	Q4
102 Dalmations Rescue Adventure	Nov	**Worms World Party** Multiplayer	Q4
Army Men: Sarge's Heroes Strategy	Nov	**Arcatera** Adventure	'01
Dave Mirra Freestyle BMX Sports	Nov	**Armada II** Shooter/RPG	'01
Deer Avenger Shooter	Nov	**Black And White** Strategy	'01
Dragon Riders Adventure	Nov	**Ill Bleed** Action	'01
Dragon Riders Adventure	Nov	**Independence War 2** Shooter	'01
ECW Anarchy Rulz Wrestling	Nov	**NBA Hoopz** Sports	'01
Evil Dead: Hail to the King Action	Nov	**Phantasy Star Online** Online RPG	'01
Evil Twin: Cyprien's Chron. Adventure	Nov	**Soul Reaver 2** Adventure	'01
Gorka Morka Racing	Nov	**18 Wheeler Ampro Trucker** Driving	'01
Great Arcade Hits: II & III (Midway)	Nov	**Planet of the Apes** Action	'01
Heroes of Might & Magic 3 RPG	Nov	**Sonic Adv. 2** Platformer	'01
Hoyle Casino Games Casino	Nov	**Buffy the Vamp. Slayer** Action	'01
Jet Grind Radio Action	Nov	**Agartha** Adventure	'01
M.O.U.T. 2025 Action	Nov	**Along in the Dark IV** Adventure	'01
Matt Hoffman's ProBMX Sports	Nov	**Galleon** Adventure	'01
Peacemakers Strategy	Nov	**Headhunter** Adventure	'01
Prince of Persia 3D Action	Nov	**Heavy Metal FAKK** Shooter	'01
Pro Surfer Sports	Nov	**Out Trigger** Shooter/Action	'01
Ready 2 Rumble 2nd Rnd Sports	Nov	**Picassio** Action	'01
		Quark RPG	'01
		Sanity: Aiken's Artifact RPG	'01

Did someone say "gorgeous?" The special attacks in *Arcadia* are more visually stunning than 99.4% of everything else we've ever been stunned by.







Can't say that Over Works is running dry in the enemy design department. Just check out that mechanical bull-thing *(left)*. *Toro!*



During combat, your dexterity and quickness are the keys to getting the jump on your opponent. If your stats are slower, you can expect to take a whupping before you can even lift your sword. There's always the chance of placing a perfect counter-attack that can help you out of a bind—but don't rely on it.



MUST-PLAY RPGS

NEW TO THE GENRE? Only had a PlayStation before your Dreamcast? Then you're definitely missing out on some of the best RPGs ever to grace the small screen!

PANZER DRAGOON SAGA **(Saturn):** Innovative gameplay, gorgeous graphics and an incredibly deep plotline all make *PD Saga* one of the classics of our time. Ride dragons and bash massive monsters in the noggin!

SHINING FORCE **SERIES (Genesis/Sega CD/Saturn):** One of the premiere strategy RPG series of the modern era of gaming. Control massive forces and guide them on grid-based battlefields to victory.

PHANTASY STAR 1, 2, & 4 **(Genesis):** What are you doing playing *Final Fantasy? PS1* was one of the very first traditional console RPGs ever and it showed a good amount of depth, graphics and gameplay for the masses. Oh, and skip *PSIII*. Ick.

LANDSTALKER **(Genesis):** Action RPGs took a lesson or two from *LandStalker*'s 3/4 view antics and tough puzzles. A good precursor to the PS action found in Working Designs' *Alundra*.

LUNAR SS & LUNAR EB **(Sega CD):** Remarkable use of cinemas and voice in one of the most beloved 2D traditional RPG series ever. Hands down, our favorite.





One of the most striking elements in *Arcadia* is the eloquence of all of these characters' facial expressions. Look and marvel. Make a friend.

bers of the US and Japanese development teams, and you have something that sounds incredibly provocative.

Mr. Tanaka and *SofA*'s US producer Klayton Vorlick explain that each of the game's various countries has its own style of dress, language and culture. And this micromanagement of detail also spills over into each specific world's landscape and dungeon designs. A subtlety like a waterfall cascading down a dungeon wall, for instance, will call your attention to the possibility of a secret passage lurking below the foamy depths.

One of the more impressive factoids that we learned during our visit with the Over Works team was the inclusion of the floating village/"ship." At some point in the game, Vyse is finally able to live out his dream of captaining his very own air ship, but his work doesn't end there: now, he has to find a crew. In a scenario very similar to the way castles are constructed in Konami's *Suikoden* series, Vyse must procure able-bodied citizens to beef up the population on his ship and keep everything in running order. When asked about this feature's similarity to *Suikoden*, Vorlick explains that the player's interaction with members of the ship's crew is far deeper and more responsive. He also adds that each of the crew members will serve many more functions—with the exception of serving "duty" in your battle party. This is undoubtedly one of the coolest features that will appear in *SofA*, and we can't wait to test it out for ourselves.

RPG LOVE, MANGA-STYLE!

WHILE **ARCADIA** ISN'T officially a manga series, the game's creator—team Over Works—has posted a one page comic-style ode to its characters (along with sundry other game-y wackiness) on the game's Japanese homepage. Do your manganese research at http://arcadia.dricas.ne.jp/.



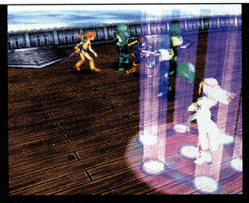
With both the skies and the ground open to exploration and discovery, players will truly be able to go anywhere and do (practically) anything they please. Add to this the potential to travel around on foot, to view the environments in first person perspective for closer inspection, to take advantage of roof-dissolve techniques when entering houses or buildings and to react with convincing facial expressions, and you've entered a game that is not only technically ambitious, but an adventure aiming at something more memorable than a simple hit point quest.

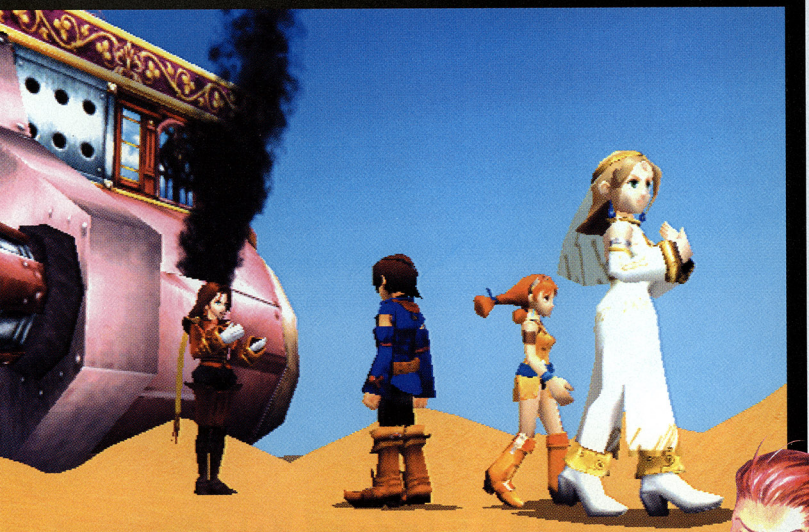
Battle has been tweaked, according to Tanaka, in order to keep the game's pace upbeat and quick. You'll be able to stock up to four characters in your

www.DailyRadar.com

The Over Works team went for broke by adding so many minute, precious elements into *SofA* that you might not even notice the big things, like the sense of scale in the ship crash scene *(below)*, or the roof dissolves *(right)*, when you're exploring town.









See these fire effects? Pretty subtle, eh? File these graphics under Things You Still Can't Do At Home With Photoshop. Even 5.5.

MEET THE MAKERS



SHUNTO TANAKA *(left)* and REIKO KODAMA are RPG heroes. Collectively known as the Over Works team, their credits include the original *Phantasy Star* titles—which is why we treated them like rock stars, assaulting them with requests for autographs and signed undergarments (we did manage to snag their John Hancocks on our copy of the TGS demo of *Skies of Arcadia*—which you can't see at all in this photo, of course). In a rare moment of intimacy (shyeah), Producer Kodama told us that she would like to work on an online RPG in the future. She's so swell.

immediate battle party, each with his or her own signature specials and attacks. Over Works also hints that of the six playable characters available throughout the game, one is super-secret and is discoverable only through gameplay. (*Any hints?* we asked...We took the ensuing total silence and cessation of polite showing of teeth as a *no*...) Add to this the ability to pit ship against ship during mid-air raids and whatnot, and you have something that is sure to delight and amaze all of those long-suffering and incredibly patient RPG fans—some of whom, we're told, have been getting desperate enough to start pawing through old boxes full of D&D paraphernalia and wondering if anyone they know will still play with them. When this game releases in November, **ODCM** will definitely be first in line.

FRANCESCA REYES

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** OVERWORKS **GENRE** RPG **ORIGIN** JAPAN **PLAYERS** 1 **ONLINE** SORTA **RELEASE DATE** NOVEMBER

PLUSES [+]
50-60 hours of roleplaying with loads of characters and free roaming tidbits

MINUSES [-]
Translation? The localization writer for Saturn's *Panzer Dragoon Saga* on Saturn is handling it, so no worries!

BOTTOM LINE [_]
Game Arts' best competition Stateside, and we aren't complaining. Bring it!

Gorka Morka

Kiddie cart racing, it's not

In one of the stranger but more creative uses of a license, Ripcord Games has put the *Warhammer 40,000* universe to excellent use in one of Dreamcast's most enticing combat racers yet. If you're unfamiliar with the orc-laden mythology of the *Warhammer 40,000* franchise, just try to envision the desert-type world of Mad Max gone horribly green and plop some orc-creatures into vehicles ready for combat, and you'll have something that resembles *Gorka Morka*.



This game really is full of surprises. Not only has it been constructed off the racing engine used in *Jeff Gordon Racing* (as developed by Real Sports), but it also implements fully customizable cars fitted with turret weapons. Players can either choose to man the guns or to drive the vehicle (in single player mode, the game's AI will take over the other position). The result is something akin to *Twisted Metal* on steroids. Add to this a split screen feature for use when playing with friends, and there's plenty of adrenalin-fueled action to be had.

Ripcord's emphasis in promoting the game has been on the total customizability of cars. Not only will you be able to upgrade tires, chassis or weapons, but you'll be able to earn cold hard cash to completely alter vehicles to your specs.

And you'll need all the help you can get. Your opponents aren't merely orc-folks driving in rival cars; the spectators in the stands can get in on the action by either cheering you on or by dousing you with garbage and other nasty refuse. And on top of this, you'll have to keep an eye out for pitfalls and booby traps appearing along the route—this is one crazy trip. Look for *Gorka Morka* to hit stores and SegaNet (for up to eight players!) in November.

FRANCESCA REYES

PUBLISHER RIPCORD **DEVELOPER** REAL SPORTS **GENRE** COMBAT RACING **PLAYERS** 1-8 **ONLINE** YES **ORIGIN** US **RELEASE** NOVEMBER



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AND DEADITES, OH MY!

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EUROPE: WHAT IS IT GOOD FOR?

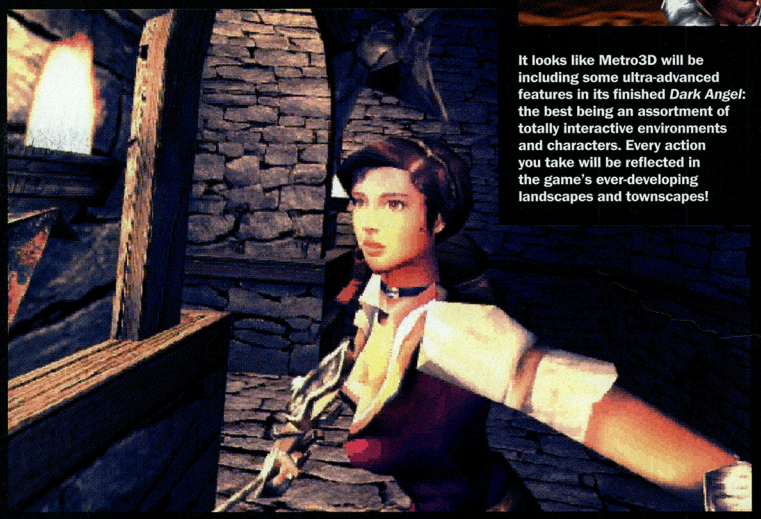


WHY SQUANDER hard-earned cash on a trip to snobby Paris when you've got games like *Dark Angel*? The level of detail in this architecture is astonishing: it should help justify your argument to spend this year's vacation fund on more games.



With its flair for the cinematic, we expect to see big-screen quality visuals in *Dark Angel*. Metro3D may well have a holiday hit.





It looks like Metro3D will be including some ultra-advanced features in its finished *Dark Angel*: the best being an assortment of totally interactive environments and characters. Every action you take will be reflected in the game's ever-developing landscapes and townscapes!

Like a smarter, sassier Lara Croft for the Dark Ages, *Dark Angel*'s Anna promises to pack more moves and splendid special powers into her tiny 'lil fanny pack than Lara has in her entire backpack inventory. Sweet.

SHE SERVES UP MAYHEM INSTEAD OF BEER!

ANNA MAY look like a demure Bavarian barmaid—we get thirsty just looking at her—but don't be fooled. She's damn handy with a sword and can slice up deranged mutants faster than you can say "St. Pauli Girl." She also has a few special powers, not least of which is the ability to make men lose control of where they're looking.



Dark Angel Vampire Apocalypse

WANTED: Sassy Swashbucklin' Lassies w/ Special Powers, no exp. necessary

Metro3D's first step into Dreamcast's world was an ambitious space shooter/RPG hybrid—no easy feat to produce—and the company's second DC outing looks to be even more epic-ly creative. It's a 3D polygonal sword-slashing action adventure (with a twist, over ice) called *Dark Angel: Vampire Apocalypse*. We've seen the screens, we've seen the movies—and now we're seeing a future that features many towers of empty pizza boxes stacked up in padlocked, *Dark Angel*-inhabited bedrooms everywhere.

Framed by a world straight out of the European Dark Ages, the game follows the journey of Anna: a young girl who has been assigned the unpleasant task of unearthing a cure for a deadly plague that is turning her fellow villagers and humans into psycho mutants. And here's the great bit: since she possesses "special" powers (not to mention being damn handy with a blade), Anna is no one to inspire tears of pity. As far as we can tell from the info we've gleaned from screens and ingame movies, Anna is nothing short of spectacular. Her moves range from the typical sword thrust to some very nifty jumps and flips, and she'll have to use every trick in the *Female's Guide to Defeating Videogame Evil* to defeat the intelligent creatures that form her ranks of enemies.

Metro3D has implemented an ultra-responsive engine designed to affect both enemies and allies, so that each of your actions (including your treatment of and conversations with townspeople) has an impact on the game's outcome. Citizens can join up as allies or turn on you to become your foes; it all depends on how you handle yourself. Cool!

You'll also encounter a neat level-building feature, which will increase the number and variety of skills you can learn while simultaneously dictating the shape of your surroundings. Your behavior has a direct, developmental effect on the game's environments—so you'll notice that fields, for instance, will either burgeon with crops or fall to ruin.

The icing on the cake? An option that enables you to trade stats, abilities and items with friends through a VMU. Will *Dark Angel* light up our winters? We're betting on it. **FRANCESCA REYES**

REAL PLAGUES!



THERE MAY NOT actually be a plague that causes vampirism in humans, but interestingly, there are several that cause what's scientifically known as "psycho-mutantism." The most well-known, mad cow disease, is still the world's most common "transmissable spongiform encephalopathy," but in the US, a sheep-borne disease simply called scrapie is the plague *du jour*. The USDA (www.aphis.usda.gov) cites "lip smacking, biting of feet and limbs, hopping like a rabbit and swaying of the back end" as clinical signs. So stay away from those sheep! Several new human variants of the plague have been discovered, so keep your sword handy.

Official Magazine Dreamcast

PUBLISHER/DEVELOPER METRO3D **GENRE** ACTION/STRATEGY **ORIGIN** US **PLAYERS** 1 **ONLINE** NO **RELEASE DATE** FALL

PLUSES [+]
It's got a svelte, sword-wielding chick—what more could you want?

MINUSES [-]
We haven't actually played it much yet, so the questions abound.

BOTTOM LINE [_]
Stunning 3D looks and more brains than the usual hack 'n slash fest. We simply cannot wait to see it in action.

SUPER RUNABOUT

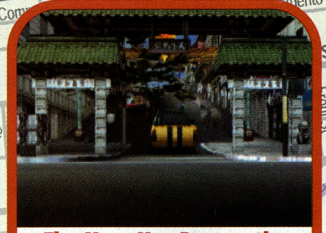
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Rack up the cash by smashing through buildings and landmarks, over turning cable cars and taking out taxis.

Traffic Laws Are For Tourists

Everyone knows the shortest distance between two points is a straight line... especially when you go over, under or through anything in your way! White-knuckle it through the streets of San Francisco in Super Runabout, the ultimate go-anywhere driving game for the Sega Dreamcast. Drive anywhere you want through parks, buildings, garages and more... just don't let silly things like traffic laws get in the way of a little fun.

"...may just give the taxi boys a run for their money."
-Gamers Republic, April 2000

"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... Destruction Derby..."
-Official Sega Dreamcast Magazine, July/August 2000



www.interplay.com/superrunabout

digitalmayhem.interplay.com

Sega Dreamcast.

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Visit www.esrb.org or call 1-800-771-3772 for more info.

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developed by CLIMAX ENTERTAINMENT

"No guts will be lost in the conversion of *Urban Chaos*." JOHN LEAVER



Clearly, the officers in this game have not been cut from the same mold that produced the chiseled cops in *Urban Chaos* (see caption at right).

Picassio

Titillation for the art thief in all of us

Every now and again, a game comes along that promises to leave the comforting safety of convention and take us somewhere new. *Picassio* is one of these games: it's got such an original concept that it'll either smack us in the face with its greatness, or create its own stinking pit of a genre titled 'Why?'.

Here's the schtick: two super-rich art collectors have challenged each other to gather the most valuable collection of famous art, and each has enlisted the help of a 'specialist'. As one of these specialists, the player will enter the rather cool world of an art thief. From either a third- or first-person perspective, he must outmaneuver the other specialist (i.e., the *bad* thief) in order to be the first to steal a series of art pieces.

Although you can set traps for your adversary, gameplay is primarily of the sneaking-up-on-'im variety—with plenty of guards to evade and security systems to beat (because a cat burglar scrounging around in an art gallery containing an *active* system clearly isn't very smart).

A hi-tech gadget bag will include thermal imaging goggles, light intensifiers and shadow hologram generators, but by far the coolest tool is the micro-camera. As you make your way toward your targets, you can hide these pin-head cameras in corridors and rooms. Once a camera has been placed, its viewpoint is displayed onscreen. And even better, several can be employed simultaneously—making the mastery of this aspect of the game an art unto itself. It does a great job of boosting the intensity of events by providing an extra element of distraction.

And while all of this sounds pretty good on paper, it also looks pretty special on the screen—already. Most stages will be based around existing famous art galleries (the game's developer, Promothean Designs, is currently working with the floor plans of both the Louvre and the Tate; it's not clear which other sites will end up in the game), but the architectural accuracy of details will depend on the outcome of some ongoing legal disputes. Graphics look clear and crisp, and the animation is beautifully smooth.

This might not be the most marketable premise in the world, but we're betting that it turns into a very well-executed game. **ODCM** looks forward to a stinging smack in the face.

JOHN LEAVER

PUBLISHER TBA **DEVELOPER** GENKI **GENRE** STEALING STUFF IS COOL **PLAYERS** 1-2 **ORIGIN** UK **RELEASE** FALL 2001













These environments are some of the most beautiful we've ever seen in this genre—they're certainly FAR prettier than reality's mean streets. And check out Officer D'arci's 'uniforms': real officers never get to wear anything this cool (of course, since they wouldn't be terribly flattering to the pear-shaped physique shared by many cops, this is probably a good thing).

Urban Chaos

War on the streets? Grab a gun and join the fray

If you've ever had the urge to roam the streets kicking the crap out of anything that pisses you off, you might well find your calling in law enforcement. And while, in the best of all possible worlds (or games), you'd find a career as a Boba Fett-type bounty hunter, in the *real* world (as well as in videogames) you're far more likely to live out your ass-kicking fantasies as a cop.

Urban Chaos enables players to enter the justice league as police officer D'arci Stern, who can kick, shoot, gouge and stomp his opinion into any characters that he considers 'bad'. His mission is to seek out and destroy the secret plans of a nasty group called the Wildcats, who're bent on causing (you guessed it) urban chaos. A mysterious vigilante named Roper will lend a hand by providing clues; he can even be controlled in some missions.

The PC version of *Chaos* received much praise for its gritty realism (*read:* spurting blood), and no guts will be lost in the conversion. In fact, aside from some added bonus levels and VMU based weapon information (plus some new license taken with the weapons themselves, which now include knives, handguns, M-16s, shotguns and handgrenades), it's a direct port from the PC version—which isn't a bad thing. But you'd better be prepared to have a whole series of debates with Mom about the effects of vidogame violence on your tender, fragile psyche—this game is probably NOT good for the whole family.

With sprawling environments, kick-able fallen leaves, litter that swirls in the wind and coldly wet-looking puddles, it's an unusually immersive experience. We can't wait to try on the badge.

JOHN LEAVER

Official Magazine Dreamcast

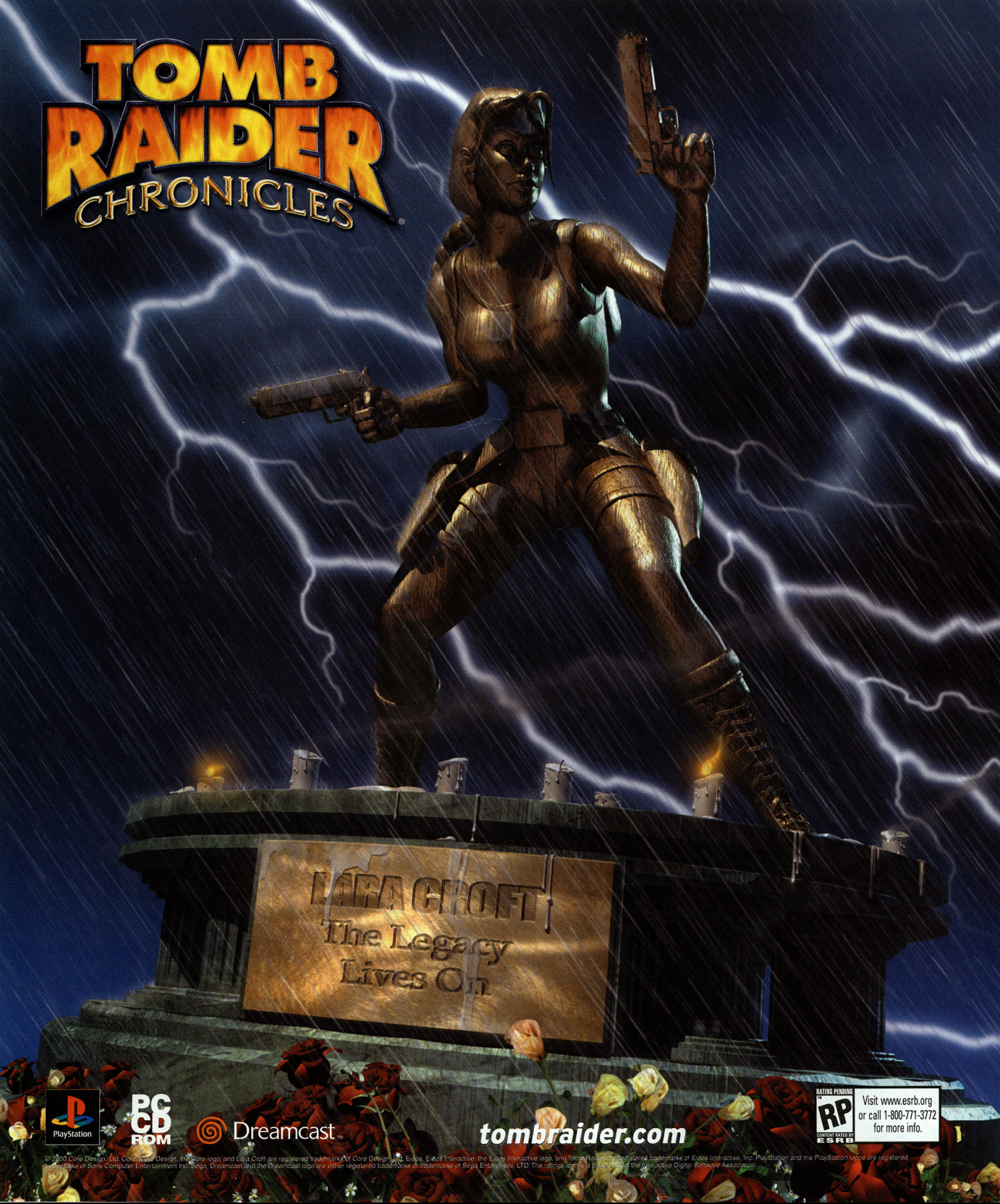
PUBLISHER EIDOS **DEVELOPER** MUCKY FOOT **GENRE** ACTION **PLAYERS** 1 **ORIGIN** UK **ONLINE** NO **RELEASE DATE** OCTOBER

PLUSES [+]
Fastpaced, violent arcade-y action with impressively detailed cityscapes

MINUSES [–]
Not the most sophisticated game at the party

BOTTOM LINE [_]
A PC gem, that's arguably more suited to consoles, which may shine on DC

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Players will run through a rigorous course of events that include snowboarding, speed gliding, and mountain biking—a nice alternative to all those new Olympic-style button mashers.

Extreme Sports

Get ready to slam that 'Dew

Long thought to be one of those quirky European things that would never see the Yankee light of day—like Swedish porn—Norwegian developer Innerloop's wacky pentathlon-based sports title, *Extreme Sports* (the name may change by the time it releases), has found a home with Infogrames. Set for an October release, *Extreme Sports* aims to please with five different events in three different locations.

Imagine navigating the volcanic landscapes of Maui while racing on a mountain bike, or hurling downhill at breakneck speed on a snowboard with only the snowy slopes of Norway to comfort you. You'll also discover yourself racing ATVs, hang- gliding and bungee jumping for trophies in both of the aforementioned locales. You can even brave the perilous terrain of the Himalayas.

Of course, while all of the events in this game consist of race-style elements (like ATV racing and mountain biking), you'll also have to hit a few goals along the way. For example, your glider (guided by a small plane) must be controlled so that it avoids certain balloons that slow your speed down, while aiming for other balloons that increase your gait considerably. Add to this a split-screen two-player challenge mode, and you have a game that's shaping up to be a great alternative to the track and field Olympic titles hitting the market.

Oh, and didn't we mention earlier that Extreme Sports is a "pentathlon"-type game? This means that you'll be racing from the finish line of one event to the starting line of the next...on foot. Imagine enduring a grueling snowboarding run, just to start furiously tapping the 'A' button to hoof it to the next event. Expect nothing short of a button-pounding frenzy when the game hits shelves in October. Dare we ask, how radical is that, dude?

FRANCESCA REYES

PUBLISHER INFOGRAMES **DEVELOPER** INNERLOOP **GENRE** SPORTS **PLAYERS** 1-2 **ORIGIN** UK **ONLINE** NO **RELEASE** OCTOBER





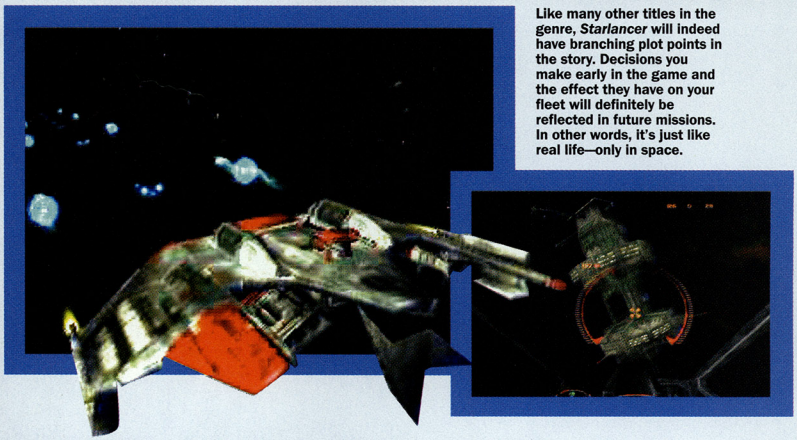
The events will stay the same throughout different environments.

A solid looker with proven PC gameplay: other space shooters should take note.









Like many other titles in the genre, *Starlancer* will indeed have branching plot points in the story. Decisions you make early in the game and the effect they have on your fleet will definitely be reflected in future missions. In other words, it's just like real life—only in space.

Starlancer

Crave spaces out. So does Fran. So will you.

It doesn't take a brain surgeon (or even a brain) to notice that the space shooter genre is sorely in need of some third party action. Now, Crave steps up to the plate with its PC-to-DC port of one of the best-looking titles in the category, *Starlancer*—and it's fully online compatible, to boot!

In an all-out war sometime in the 22nd century, it's your job to ensure that your troops come out on top (or whatever passes for top in zero-gee). Taking a page from standard fare space-flight shooter-lore, the game features a branching storyline which, depending on how you handle your objectives in previous ones, will affect the outcome of later missions.

Crave, along with developers Warthog and Digital Anvil, has taken great pains to solidify the game's controls to suit the DC's standard controller. With the trigger buttons serving as acceleration/afterburners and brakes (Right and Left triggers, respectively), the face buttons will be firing weapons.

Online functions will enable DC gamers to rate in the two arenas that the PC's *Starlancer* excelled in: Deathmatch and Cooperative Play. Deathmatch is, of course, exactly what it is—but the cool thing here is that it's the first time we've seen it in a space shooter. Cooperative mode, however, which enables gamers to pair up and play together against evil in specifically designed missions, will most likely be the *Starlancer* junkie's addiction.

With SegaNet finally out of the womb, this game gives Dreamcasters yet another reason to dial into the network for some online camaraderie. So prepare for lift off!

FRANCESCA REYES

Official Dreamcast Magazine

PUBLISHER CRAVE **DEVELOPER** WARTHOG, DIGITAL ANVIL **GENRE** SHOOTER **PLAYERS** 1-4 **ORIGIN** US **ONLINE** YES! **RELEASE DATE** OCT.

PLUSES [+]
The space shooter genre is finally online and looking darned purty!

MINUSES [-]
Online functions weren't available at press time, so who really knows?

BOTTOM LINE [_]
It's the first of its kind! Lance a lot!

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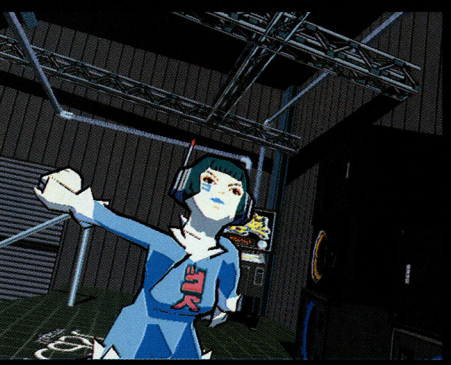
Zombie

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Every member of your 'gang' of Rudies (i.e., skate punks) must be impressed into joining your motley crew. Girls like Mew *(below)* will pledge allegiance if you can best them in a set of three rounds of Simon Says, skate-style. Or so says Simon.







The character and level designs in *Jet Grind Radio* are unique. This is gen-X entertainment done right, without the suits meeting to discuss "what's cool with the kids." Hopefully, we'll be able to see non-playable characters like the uber-hip DJ Professor K in skating form for the US debut. Sega has yet to confirm the character list.



DEMO DISC

You can play *Jet Grind Radio* on this month's exclusive **ODCM Demo Disc.** Check out the Disc Guide on page 8 (and your disc) for more details.

With the police hot on your trail with an arsenal of "preventative" weaponry (like bomb-dropping helicopters), it's not unusual to find a boss level *(left)* with hippo-headed exotic dancers. Hmmm...



Jet Grind Radio

Smilebit's stylin' 'n' perpetratin' prodigy hits the streets

Not discouraged by the game's less than stellar sales in Japan—gamers there are still trying to get *Seaman* to talk back, apparently—Sega's new star development team, Smilebit, has been busy localizing *Jet Grind Radio* for our market and even adding to an already excellent title.

Yes, dear friends, we might need to declare this era of sub-par translations and perplexing cuts officially over when *JGR* hits our shores—its new New York City-inspired level by itself would put it in a class by itself, even without the welcome addition of music by Jurassic 5, Rob Zombie and Mix Master Mike.

Aside: We have our very own Francesca to thank for these improvements. During her interview with the developers (featured in **Issue #6**), she threatened to tag the walls of Sega's HQ if our *JGR* didn't turn out to be better than theirs.

Often described as a mix between *Crazy Taxi* and *Tony Hawk*, *Jet Grind Radio* is in fact a whole genre unto itself. Rather than being an arcade game like *Taxi*, *Jet Grind Radio* feels more like an action adventure through its involving, interactive storyline (it changes depending on the order in which you finish levels!), memorable characters and mission-based gameplay.

Tagging the streets of Tokyo-to (and that infamous US level) while escaping from cops, dogs, helicopters, tanks and many other dangers that shall remain secret for now is indeed the game's main thrust—but it's actually only *one* aspect of the fun-in-totum.

Occasionally, crazy skater kids will challenge you to a race or to imitate their daring stunts before they agree to join your team. Rival gangs will try to beat you in hectic "gang tag" battles in which you have to chase 'em down and tag their backs. The detailed levels will get increasingly bigger, eventually linking smaller sections together to form massive, action-packed areas.

You'll even be able to unlock freeskate modes to enjoy the stunning graphics and intuitive gameplay. And, believe us, you may be doing just that: skating for hours, pointlessly, just for the pure enjoyment of it all. For those of you who found satisfaction simply in flying with the dreamy *NiGHTS* on Saturn, *JGR* should bring back some of those fond memories.

While skating and pulling off tricks adds to the game's coolness factor, players won't have to memorize complicated combo moves à la *Tony Hawk* to fully enjoy the game. *JGR*'s gameplay relies on only three



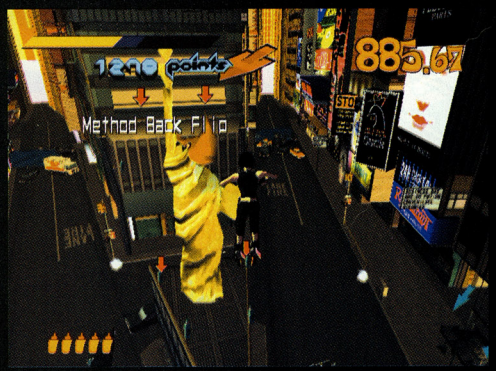
"Waiter, there's an Evan in my tag!"

Before you even ask the question—yes, we'll take any opportunity to shame our ex-staff members (okay, Evan hasn't *officially* joined ex-EIC, Simon Cox, or former Editor, Randy Nelson in the great ODCM beyond, but he's working on it). But *Jet Grind* gives us the perfect opportunity to do so in style, while showing off just how easy it is for gamers everywhere to put photos and other creations into tag format. You will soon be able not only to create tags with *JGR*'s in-game painter-style edit program, but also to download pictures into your VMU from Smile Bit's and Sega's website as small, large or extra-large tags.

The US's exclusive New York City level is shaping up to be just as cool and hip as the rest of the game.







Ever wanted to tag the Statue of Liberty? Dying to grind the rails of Times Square? Sega has answered your delinquent wishes with an all new US level!

buttons: jump, tag and dash (for speed kicks).

But like any great game, it's easy to learn and difficult to master. You'll have to challenge your reflexes and dexterity (so long, thumbs!) in order to collect all of the hidden tags, which you can later use as your own territorial marks. A typical scenario has you grinding an elevated highway sign and jumping on top of a speeding truck, merely to grab one elusive tag icon down the road. And according to Smilebit, the US version will have some additional exclusive tags!

Add to this the options of creating your own tags in a very user-friendly interface, downloading image (.jpg) files from any website to your VMU as "graffiti" and even exchanging tags with other grinders, and you get one of the most innovative and refreshing titles to come out in years.

By the time you read this, *Jet Grind Radio* will either be a couple of weeks away, or a favorite already spinning in US Dreamcasts. Not only have we been coming back to the game again and again ever since its Japanese release in June, but we can't wait to put our hands on *more* of the good stuff. With its unique premise and solid gameplay, prepare to be addicted. **JORG S. TITTEL**

THE ARTISTS FORMERLY KNOWN AS R&D6

SEGA OF JAPAN'S recent restructuring **(see DC Direct, ODCM #7)** gave its somewhat anonymous teams the opportunity to make a name for themselves, literally. Smilebit is an excellent example. The company's 105 employees are busy developing **Hundred Swords**, the "first real-time network simulation game for four players on Dreamcast," according to producer Takayuki Kawagoe. Smilebit is also "planning to develop another [JGR] game. We're looking at adding multiplayer." As to what Smilebit means, Kawagoe explains, "Our goal is to make people smile so they can relax. 'Bit' is the smallest digital unit. We use it to describe the digital wave that won't slow down from now on and a word that describes an 'age of identity'." Um, okay. Pass the maguro.

Official Dreamcast Magazine

PUBLISHER SEGA **DEVELOPER** SMILEBIT **GENRE** BLADE'N'TAG **ORIGIN** JAPAN **PLAYERS** 1 [YEAH, WE KNOW...] **ONLINE** TAG DOWNLOADS ETC. **RELEASE DATE** OCTOBER

PLUSES [+]
Beautiful cel-shaded graphics, fluid animations, intuitive gameplay, kickin' beats and US exclusive extras!

MINUSES [–]
We want a multiplayer mode! And why couldn't Smilebit develop *WSB2K1*, too?

BOTTOM LINE [_]
Probably the most exciting and innovative Sega title since *NiGHTS* on Saturn, *Jet Grind Radio* should be a hit when it comes out this fall.



With a subhead like *Dark Brotherhood*, would you expect these screenshots to be bright and filled with kittens?

Arcatera:
The Dark Brotherhood
The thrills of pointing and clicking

For those of you weaned on the good ol' point 'n click adventures of yore, UbiSoft is cooking up something tremendous. Stirring in a heavy dose of fantasy, *Arcatera* will not only deliver a medieval-esque storyline (replete with hooded monk-type characters, loads of sorcery and a dash of corruption), but an unexpected style of gameplay tracked on a realtime clock. You'll have only three weeks to solve the main mystery of the plotline—so if you're exceptionally good under pressure, *Arcatera* is definitely your dish.

As an upstanding citizen within the world of *Arcatera*, it's up to you to sniff out the roots of a growing tyranny—the "dark brotherhood" (hence the sub-head of the game) known as the Black Sun is taking over in the small town of Senora. You'll embark on whichever quests or adventures you think you can manage (they're all full of obstacles to overcome) in order to piece together clues, which you can use to figure out how to stop the rampant rule of the Black Sun wackos. But take note: you won't be able to do it all, so you'll have to choose your goals very carefully. After all, you don't have umpteen hours or days to play around with.

Once the game ends (depending on how well or how poorly you've performed), you'll receive a fitting ending that will either toast your good fortune/big brain or condemn you to the miserable life of a pinhead, shunned for ruining the lives of all of the other people within the game. If you ever thought you were too clever for 'usual' games, then this might be your chance to prove your tenacity and intelligence.

Bonus: you'll do it all with the help of the DC mouse, if you manage to track one down at the peripheral's release.

Arcatera isn't an action-packed joyride filled with exploding limbs and aggressive alien life forms (or maybe it is, depending on how the story unfolds). You'll have to use your brain, as well as a magic spell or two during attacks, and you'll be using a much more PC-type interface to do it all. But that's fine with us old-schoolers, right? *Arcatera* releases just in time to cast a moody pall over the holidays in November.

FRANCESCA REYES

PUBLISHER UBISOFT **DEVELOPER** WESTKA ENTERTAINMENT **GENRE** ADVENTURE **PLAYERS** 1 **ONLINE** NO **ORIGIN** EUROPE **RELEASE** NOVEMBER



You'll have to use magic and certain combos during action segments.

"*Samba de Amigo* may just be the ultimate party game." CHRIS CHARLA



Our advice? Play the game and go out for sushi. Thus, you'll get all of the benefits of ocean fishing without having to lose your lunch over the side of a smelly boat.

Sega Marine Fishing

Heading into deeper waters

One of the most impressive launch titles last year took the be-gilled shape of *Sega Bass Fishing*. Thanks to Sega's surprisingly effective fishing reel controllers (along with those designed by various third parties), the experience of casting your lure and dragging up a big-mouthed bass was unparalleled in terms of its realism and addictiveness.



Fathers and kids in living rooms across America (and Canada, of course) bonded over the seafood caught by their shiny new Dreamcasts.

And now, almost 13 months later, Sega is ready to follow up this success with something even more enticing: *Sega Marine Fishing*. No longer confined by the limitations of wimpy, closed-off bodies of water, *Marine Fishing* takes the game out into the open reaches of salty oceans around the world, in order to capture whole new buckets full of weird and wonderful (and if you're good, dreadfully unlucky) aquatic lifeforms.

Just imagine reeling in your very own blue marlin, while casting off the deck of your swanky yacht-like trawler...or dredging the depths of crystal-blue waters in order to lure pretty much everything else besides bass. And then, imagine doing this in any number of different game modes, including a newly introduced Free Mode in which aspiring men (or ladies) of the sea can test their poles' tether against various denizens of the deep, with absolutely no time limit to speak of. As a bonus, you can even reel in 200 different and unique items to be used in the game's aquarium mode, to provide a little ambiance for your captured fish.

As impressed as we were last year by *Sega Bass Fishing*, this latest installation in the series should outdo the original in pretty much every way possible. And while *Sega Marine Fishing* adds nothing new graphically or control-wise (it still uses the old SBF engine), how can we possibly argue against the same cool fishy stuff that we already love so much? Look for *Sega Marine Fishing* to make a splash in late October. We're already dusting off our fishing controllers in anticipation.

FRANCESCA REYES

PUBLISHER SEGA **DEVELOPER** AM2
GENRE ARCADE FISHING/YACHT LIFESTYLE
PLAYERS 1 **ORIGIN** JAPAN **PERIPHERALS** FISHING CONTROLLER **RELEASE** OCTOBER





It takes two to make a thing go right—especially in this game. *Two* people shaking, shimmying and (our favorite part) 'striking a pose' in *Samba*'s two-player mode is just double the funny. And the best part is that each player's accuracy affects the other's final score—so the better you get, the more points he'll forfeit.





See the word "YEAH!" above? Until you've put in some intensive practice, this is pretty much your best chance to see how it looks on the screen. But get ready to become very, very familiar with the word "BOO!"



Samba de Amigo

Forget everything you know about music games...

One thing Sega has never been is conventional—and nothing proves this better than *Samba De Amigo*, the latest triumph from Yuji Naka's Sonic Team. In some ways, this game is similar to other 'rhythm-action' games: the game plays music, and it's your job to match whatever beat the Samba Monkey (named, of course, 'Amigo') lays down. But there's a very catchy catch—it's designed to be played with maracas, not a gamepad. And while you can use your standard controller, you'll definitely want to spring for a set of Sega's custom-designed rattlers (poster of Charo sold separately).

The surreality of standing in front of your TV while wildly flailing your arms in time with frantic Latin beats really has to be experienced to be believed, but trust us—it's awesome. Of course, as is so often the case, playing by yourself is fun...but the real joy in *Samba de Amigo* happens when you get some friends together. This may just be the ultimate party game, especially if you can round up two sets of maracas for head-to-head challenges.

There's no word yet on which songs will be included in the US version, but if the Japanese edition—which included standards like "Tequila" and "The Macarena" mixed with upbeat, ska-tillated takes on Chumbawumba's "Tub Thumping" and Aha's "Take on Me," plus hidden tracks from Sega classics like *Outrun* and *Space Harrier*—is any indication, this game will definitely include some all-time favorites.

At $39 for the game and $70 for the maracas, *Samba* ain't cheap. But with tons of songs, several play modes, and laughs pretty much guaranteed, it should be worth it. CHRIS CHARLA

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SONIC TEAM
GENRE RHYTHM ACTION **PLAYERS** 1-2 **PERIPH** MARACAS, BABY! **RELEASE DATE** NOVEMBER

PLUSES [+]
Hilarious maraca/booty shaking action...and Japan's version RULED.

MINUSES [-]
No word yet on US songs; maracas are quite expensive

BOTTOM LINE [...]
$100 gets you the greatest party game in history. But is $100 too much?

www.DailyRadar.com





Champion Surfer

Will it hang a ten? It could be a close one...

After the success of *Tony Hawk*, it's no surprise that everyone and their brother is rushing a surfing game to market. And first out of the gate, Mattel's *Champion Surfer* (formerly *Billabong Pro*) is—despite its quickness—anything but a throwaway project. Developer Krome has done its homework, and the result is a game that might be the closest thing to surfing you're going to get without actually submerging.

Rather than try to update the unrealistic (but fun) gameplay of Summer Games' surfing, designers have implemented real waves using a complex physics model and deformable polygon meshes. The resulting five to 40 foot breakers (on ten different semi-fictional beaches worldwide) are super-realistic.

You can play as any of eight surfers from the O'Neil team (including a seven-year-old pro), and there're the requisite hidden surfers as well. Board selection plays a major part in the game (*hint:* short boards are better for tricks but harder to get up on), and you can pull chains and combos of more than 50 different stunts, all the while dealing with the game's very realistic changing weather patterns. It even takes timing to get up on your board to start your run. And if authentic surfing doesn't appeal to you, a Rumble Mode features arcade-style action.

Will this be the *Tony* of surfing games? Who knows—but it looks to carve a big niche in the board-sports genre. **CHRIS CHARLA**

Official Magazine Dreamcast

PUBLISHER MATTEL **DEVELOPER** KROME **GENRE** SURFING **PLAYERS** 1-2 **ORIGIN** U.S. **ONLINE** NO **RELEASE DATE** NOVEMBER

PLUSES [+]
Super-realistic waves, authentic physics and board implementation

MINUSES [-]
Polygon-mesh waves are disturbingly angular; a bit hard for the uncommitted

BOTTOM LINE [_]
About as close to real surfing as you'll get without braving actual sharks; may be the *Tony Hawk* of surfing games



Freestyle? Freebird! Free-ballin' it! Catch some air, baby.

Dave Mirra Freestyle BMX

Crashing has never felt this good

While the masses cry for a *Martha Stewart Xtreme Creative Pro Crochet Quilting* game, Acclaim gears up for the release of *Dave Mirra Freestyle BMX* on Dreamcast. We took a trip down to the heart of our own Silicon Valley, where the 24-year-old millionaires lie thicker on the ground than good shag carpet, and decided that maybe BMX racing was cooler than Martha Stewart, after all.

Dave Mirra's most distinguishing gameplay characteristic is its open trick system, which enables realtime move creation via deployment of a special 'modifier' button. This innovation makes *Mirra*'s move repertoire effectively endless—riders are free to experiment with more than 1300 individual moves, all of which can be linked together for some truly insane And the game's Skeletal Dynamics System (SDS) generates realtime crashes that are unique every time. The essential feel of riding (and falling off) the bike is almost there—and we can't wait to see what it feels like after a few months of tweaking.



Graphically speaking, it's almost on a par (sort of) with Penthouse Letters. While the Dreamcast version of the game is still extremely early, we do know that *Mirra* is being developed by the same team that was responsible for skateboarding title *Thrasher: Skate and Destroy* on PlayStation. While that game was overshadowed by a little jam called *Tony Hawk's Pro Skater*, many considered *Thrasher* to be the visually superior title. Having seen this game's proportionate visual sheen on PlayStation, we're hoping that the final product looks as nice as it should when all is said and done.

The soundtrack should be pretty good too, with tracks from Sublime, Cypress Hill, Rancid, Social Distortion, Deftones, Swingin' Utters and the like. With stiff competition courtesy of Neversoft's *Matt Hoffman's Pro BMX* (which runs on *Tony*'s engine—see our related story in **DC Direct**), the Z-axis team has hands full. Thankfully, they're doing it right. May the best game win. **EVAN SHAMOON**

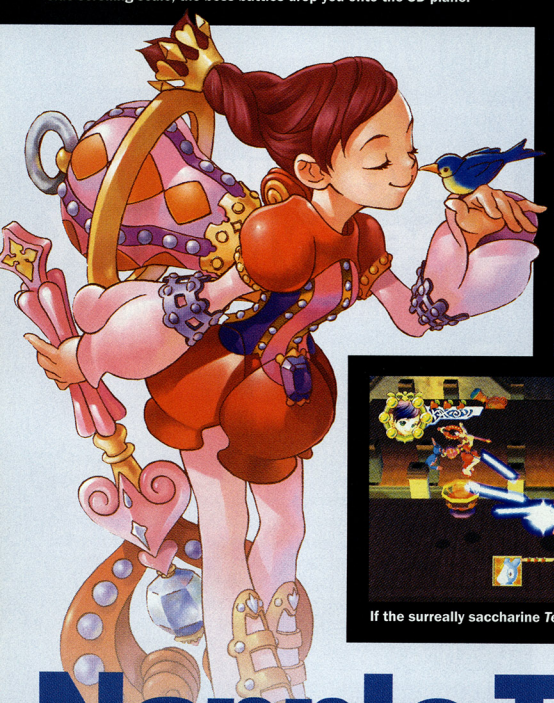
PUBLISHER ACCLAIM **DEVELOPER** Z-AXIS **GENRE** EXTREME SPORTS **PLAYERS** 1-2 **ORIGIN** US **RELEASE** LATE FALL **ONLINE** NO

"*Napple* is a dip into the Easter Bunny basket of adventure gaming." FRANCESCA REYES





While most of *Napple Tale*'s gameplay takes place on more of a 2.5D side-scrolling scale, the boss battles drop you onto the 3D plane.





Napple's US debut is likely being held up by US import quotas limiting cuteness. Damn politicians!



If the surreally saccharine *Teletubbies* can make it in the states, why not *Napple Tale*?



Napple Tale Arsia in Daydream

One of Sega's most promising titles may not make it Stateside...sob

Sega's dip into the Easter Bunny's basket of adventure gaming, otherwise known as *Napple Tale: Arsia in Daydream,* isn't scheduled for a US release any time soon—and we just can't figure out why. Described by TGS onlookers as a "128bit *Clockwork Knight*-looking 2.5D platformer with roleplaying elements," the game's premise is clearly meant to hook casual gamers in Japan. But despite the fact that it's so cloyingly cute, it still seems like a perfect fit for *some* niche in the US DC market.

Developed by an internal team at Sega, *Napple Tale* already has all the telltale signs of a potential stunner. Bright, 3D backgrounds light up its gameplay, which is similar to the platform-hopping antics of other 2.5D quasi-side scrollers (like Crystal Dynamics' *Pandemonium* series on the PlayStation)—with the added twist of boss battles which take place in fully 3D fashion. Gamers journey through six worlds, each packed with up to 20 stages or "stories" apiece. Every time a stage is completed, more of *Napple*'s plot is revealed.

The game revolves around a young girl who stumbles into the world of "Napple," a naptime realm suspended somewhere between reality and dreamland. Your job as the player is to see the young girl safely back to the real world. Of course, there are obstacles a-plenty, as well as a nasty slew of suspiciously bright and perky enemies to dispose of. And this is where *Napple* flexes a little bit of creative muscle...

To rid herself of enemies and other unsightly blemishes, our young heroine makes good use of her magical wand, which can summon a bevy of different "helper" creatures. Each helper has its own special powers, ranging from some that deliver electrical charges to others that assist in "super-jumps." Though it's a clever feature on its own, this twist also requires gamers to strategize, by deciding which critter to use in which situation in order to produce maximum effects. Add to this the fact that gamers may even be able to create their own helper creatures out of different items and parts found during the game, and you have something quite unique.

FRANCESCA REYES

MAGICAL GIRLS A GO-GO

Dewy-eyed little girls imbued with special powers and a suspiciously large wand do flourish in the Land of the Rising Sun...but they seem to feel right at home on the screens of Western TVs, as well. Sailor Moon, for instance, could give Napple's bambified heroine some pointers on How To Capture American Hearts.



Official Magazine Dreamcast

PUBLISHER SEGA (JAPAN) **DEVELOPER** SEGA
GENRE PLATFORMER **PLAYERS** 1 **ORIGIN** JAPAN
RELEASE DATE NOW (JAPAN), TBA (US)

PLUSES [+]
Bright, colorful and just a tad bit wacky; fills a gap in the DC library begging for MORE platformers

MINUSES [-]
Will this make it across the Pacific to the US? Might it be too simplistic? Too cutesy?

BOTTOM LINE [_]
A good looking quirky adventure just screaming for a US release. But is anyone listening? Anybody? Bueller?

www.DailyRadar.com

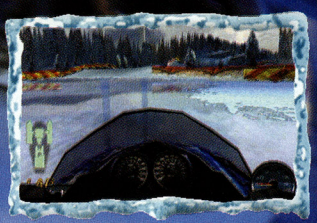
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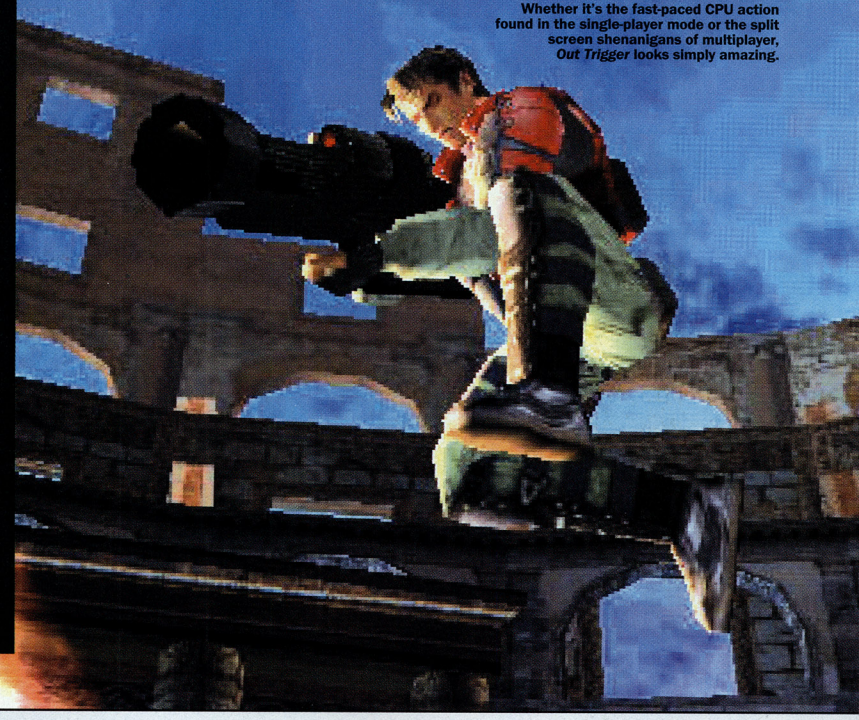
HERE'S A SNEAK PEEK at two of this game's available modes: four-player split-screen deathmatch *(top)* and single-player arena match *(above)*. Seen enough? Go forth, young player, and spread the word.







Whether it's the fast-paced CPU action found in the single-player mode or the split screen shenanigans of multiplayer, *Out Trigger* looks simply amazing.





Out Trigger

Sega lets the heat-packing cat out of the first-person bag

First spotlighted in **ODCM Issue #3** as Sega's Next Big Arcade Title, *Out Trigger* is finally headed into homes for some much needed DC TLC. And believe us, we're more than ready to deliver said care—albeit not so tenderly.

Inspired by PC first-person shooters such as *Quake* and *Doom*, *Out Trigger*'s producer and AM2 veteran Hiroshi Kataoka *(18 Wheeler, Fighting Vipers* series) wanted to thrill Japanese console gamers with a totally different type of gameplay. Which wasn't easy. Not only are first-person shooters scarcely a blip on Japan's console gaming radar, but they've been difficult to produce—most controllers are simply too ineffectual to convey the glorious experience of mouse 'n keyboard goodness. And in Japan, the cost of online gaming is still fairly expensive, compared to the flat rate fees found across the US. So instead of trying to make arcade blueprints come to life on a console, Kataoka traveled in the opposite direction—bringing network-type gaming to arcades across Japan as a first step, then sending the perfected technology homeward to DC.

While the title has yet to receive an official release date in either Japan or the US, it *is* coming at some point—and US gamers will finally be able to try their collective hand at a game fashioned after an ultra-popular US genre, developed in Japan. And *Out Trigger*'s capacity to link the gameplay of four players on four arcade cabinets has made for highly addictive gameplay, indeed.

But with *Half-Life*, *Unreal Tournament* and *Quake III Arena* on the way, is there a difference between these games and AM2's bid for the FPS crown? Kataoka explains, *"Out Trigger* is an arcade game. So, in two or three minutes, you have to get the max amount of points and defeat your adversary. Speedy gameplay; short time frame. This means that the shape and structure of every stage, the quickness of the characters, and everything else is built for speed." We won't argue



Check out the size of that gun! *Out Trigger* will let you customize not only the face and look of your character, but also the power and feel of your weapon. Expect plenty of whacked-out contraptions.

with that logic. And it's this attention to time limits and the inclusion of 'goals' (like collecting medals and such) to boost scores that casts *Out Trigger* as a console title—and emphatically NOT a PC title—in the end.

In addition, Dreamcast will receive many treats in the form of exclusive goodies. For instance, four-player mode will feature split-screen views—and Kataoka assures us that no matter how many players are onscreen at the same time, framerate won't suffer a bit. The only drawback for multiplayer modes will be the choice of viewing angles. In the DC's single-player mode, players will be able to choose from two viewpoints: first-person and over-the-shoulder camera angles. In multiplayer mode, perspective is limited to the first-person viewpoint—which is certainly no big whoop.

But Kataoka and AM2 have added at least one very cool feature to the DC version of *Out Trigger:* an edit mode. Through the editor, players can create their own characters by choosing faces, customizable weapons, etc. The DC version will also feature new maps and levels not found in the arcade version, as well as more online multiplayer modes including Deathmatch and Team modes. But Kataoka is quick to point out that *Out Trigger* will NOT contain a Capture the Flag mode. "It would be too similar to *Quake*," he comments. Of course, given the amazing potential of this game, we might soon be saying: "Quake? What quake?"

FRANCESCA REYES



MOUSE PROUD

SEGA'S PLANS TO release a DC-compatible mouse are well underway—and through our investigations on the matter, we've learned that the hush-hush new design will closely mimic Microsoft's Intellimouse Wheel, with two buttons and a wheel in the center. It's a peripheral that is bound to make all FPS Dreamcast titles play like a dream.

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** AM2 **GENRE** SHOOTER/ACTION **ORIGIN** JAPAN **PLAYERS** 1-4 (SPLITSCREEN) **ONLINE** YES **RELEASE DATE** TBA

PLUSES [+]
It's a US genre done with Japanese development flair! Online friendly!

MINUSES [-]
Will the standard controller work? Is the mouse going to be available in time?

BOTTOM LINE [_]
Sega's first in-house bid at the FPS crown is looking damn fine. Now if we could only pin down a US release date...



The early version of *PBA* showed off some realistic ball physics and some unrealistic hair colors.

PBA Tour Bowling 2001

Fight for your right to bowl

Retro kitsch. You love it. We love it. And we love it even more when it comes with online functions and shiny balls.

Bethesda Softworks is raring to go and ready to deliver the first bowling title EVER for Dreamcast, with a good emphasis placed on customization and style. Featuring a number of different modes in which virtual bowlers can participate, you can choose to compete in Match Play, Shoot Out or Network Gaming modes (Bonus!



In Tournament Mode, you can bowl against human opponents anywhere in the world via SegaNet). But the real joys of Bethesda's PBA title are in creating your very own bowler from (near) scratch and seeing him or her roll things to victory in any of the modes mentioned above.

Not only will you be able to choose shirt color, height, weight or left/right-handedness for your virtual prodigies, but you'll also be able to customize their bowling balls for maximum results. All of these custom designs usually add up to a surreal gaming experience: you just know there's gonna be at least one little kid in glasses (unfortunately, the facial hair option is non-applicable if you choose to make your bowler a child) bowling in all of the high stakes internet tournaments. That's a sight to see.

Gamers who prefer a more traditional style of gameplay can also choose from a handful of real-life pro bowlers, like Brian Goebel or Paul Koehler, and cast off some truly well-timed rolls with the help of dual dial timers (if that makes any sense to newbies). To do this, you'll first watch a spinning dial in order to gauge the power of your throw, pressing the A button to stop the dial when you think you've hit enough 'power'.Then the marker spins around the dial again, giving you a chance to push the A button once again—this time, in order to time your throw. There's another dial for spin on the ball, but that's a whole nother package for hardcore bowlers.

PBA 2001 is set for an October release, and we can't wait to slip on some stinky shoes. Now if we could only figure out a way to order those patented bowling alley fries online. FRANCESCA REYES

PUBLISHER/DEVELOPER BETHESDA SOFTWORKS **GENRE** SPORTS **PLAYERS** 1-6 **ONLINE** YES **ORIGIN** US **RELEASE** OCTOBER

ANARCHY

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Rob VAN DAM

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Not in the ring. Not out of it.

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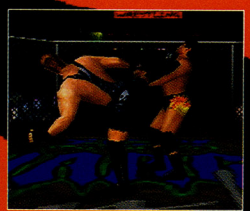
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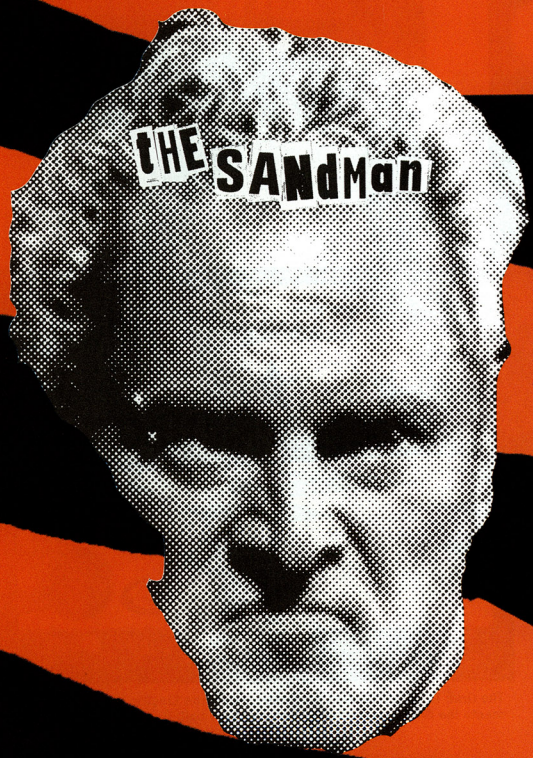
PlayStation

Sega Dreamcast.

TEEN T CONTENT RATED BY ESRB

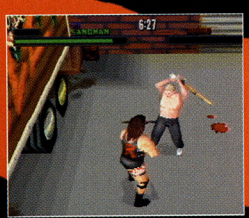
Animated Blood
Strong Language
Mature Sexual Themes

In tHE USA

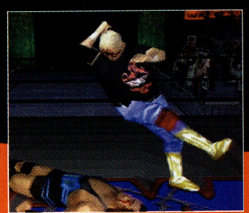




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Lord of the Dance meets *Mortal Kombat*. We're sure Michael Flatley would approve.

CHARACTER ASSASINATION

Of the game's eight playable characters, Ed Boon, head of the design team, says, "The goal in creating some of the characters, their moves and even a few of the weapons was to add a dimension of humor to the competition. This is one of the aspects of *The Grid* that separates it from other action games and gives it such a strong personality."



WES FLINT APRIL CYRUS IKE CHILLER TRIXI KARASU



***The Grid*: *The Matrix* meets the Castro meets the Electric Kool-aid Acid Test meets the B-52s meets Barney under a disco ball. Just stayin' alive.**

The Grid

It's got game—and it's even got Dave

Fighting game snobs may turn up their nose at it, whining about shallow gameplay and unnecessary gore, but *Mortal Kombat* certainly had its day. For a time (for us it was the *MK2* days), it was hard to find a game that was more fun.

The Grid looks to renew the glory of the *MK* style. Stealing a page from *The Running Man*, *SmashTV* and the countless sci-fi novels that inspired them, *The Grid* is a "televised sporting-event game-show" wherein contestants compete for big money and fabulous prizes. Combining features of fighting games and first-person shooters, combatants run around virtual arenas in a most dangerous game of kill or be killed.



ULTRA (ADJUSTABLE) VIOLENCE

The coin-op version of **The Grid** (now in arcades) employs operator-adjustable violence settings. In the tame version, no blood is shown—when a character is eliminated, he turns into a grid and fades away.

Doing what we do, it's hard not to think about the real world in terms of videogames. Along these lines, it would be pretty cool if planet Earth had operator-adjustable violence settings. It would also be cool if you could insert two tokens to continue when the big day finally comes.

Have we seen this plot before? Sure, but that doesn't mean it won't be fun.

Anyhow, players choose from a list of eight selectable characters, each equipped with his or her own special weapon and super power. There are several secret characters to uncover as well, like the crazy, toothy game show host pictured at right (who looks remarkably—and disturbingly—like our Associate Art Director, Dave).



The arcade machine's control scheme (which is presently the only playable version of the game) consists of a trackball, a super move button, a keypad and a joystick. The keypad allows players to store their relevant information—including names, last level conquered and points accumulated—to encourage competition. For instance, if players complete level four in single-player mode and save their information, they'll automatically begin in level five when they return to play on that particular unit—or on any of the units linked in that group. Pretty cool.

The Grid utilizes Midway's state-of-the-art Zeus 2 hardware, resulting in smooth, fast-paced gameplay and super-detailed characters. Given Midway's track record, we expect to see a virtually perfect arcade port. Time will tell, but, expect "guns—lots of guns." **EVAN SHAMOON**

Official Magazine Dreamcast

PUBLISHER MIDWAY **DEVELOPER** MIDWAY **ORIGIN** US **GENRE** ACTION **ONLINE** YES **RELEASE DATE** TBA (ARCADE VERSION: NOW ON TEST)

PLUSES [+]
Graphics look very pretty so far, and the action premise works for us.

MINUSES [–]
The debut date could be a ways off—we'll see how long the port takes.

BOTTOM LINE [_]
Blood, gore and fabulous prizes. What could possibly go wrong?

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Nobody gets
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software etc

Skies of Arcadia™

$49.99



Machine: Dreamcast **Genre:** RPG **Publisher:** Sega
# of Players: 1 **Available:** November, 2000

Partly Cloudy With A Chance Of Mind-Blowing.



"**Skies of Arcadia** takes place in a cloud-filled world of floating islands and continents. Each island has its own culture and geography: one is a massive desert, for example, while another one is dotted with quaint windmill-equipped villages. The citizens of the world use airships to travel between the islands, and also to engage in less wholesome acts. Enter our heroes Vyse, Aika, and Fina (and adorable sidekick Qpil), a band of marauding "sky pirates" sent to explore a new continent and search for Moon Stones."

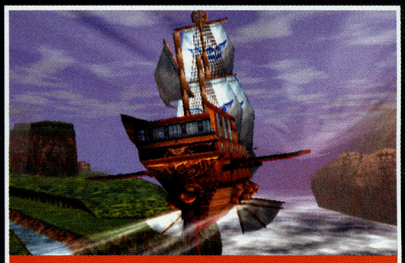
— **DailyRadar.com**



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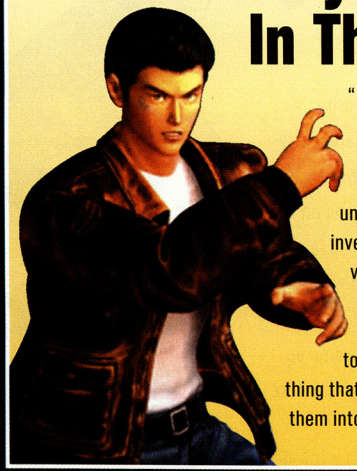


Take ultimate control with the Sega Control Pad for Dreamcast systems.

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Much More Than Your Everyday Kick In The Groin.

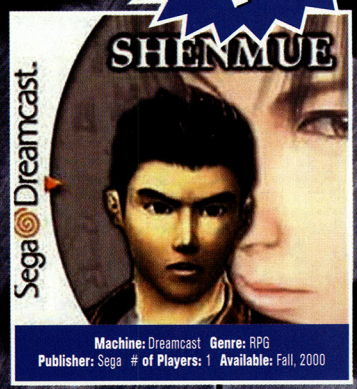


"Gamers assume the role of Ryo Hazuki, born in Yokosuka and raised under the intense martial art training of his father, Iwao. When Ryo comes home to find his father being killed by a man demanding information, players are thrust into the challenge of unraveling the mystery of his father's murder. This leads to an investigation of such depth that players will find themselves traversing across the orient and interacting with hundreds of shady characters in their efforts to unlock the secrets that lead to Iwao's death. Being that there will be several people who stand to lose by your success, it's not going to be a rare thing that you'll have to use your chop-socky training to bash them into disc two." — **DailyRadar.com**

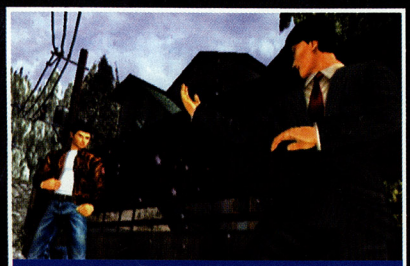
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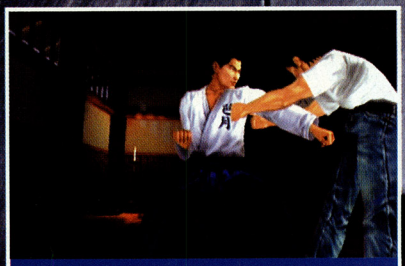
Machine: Dreamcast **Genre:** RPG
Publisher: Sega **# of Players:** 1 **Available:** Fall, 2000



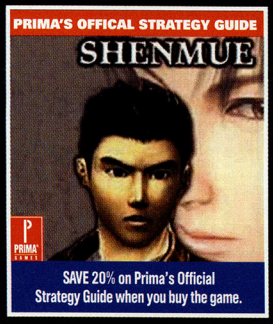
Unmatched 3D polygonal modeling.



Superior shadow and lighting effects make for realistic gameplay.



Repeated sequences are shown in varying camera angles for variety.

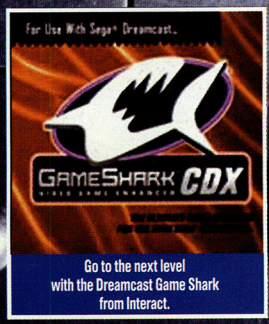


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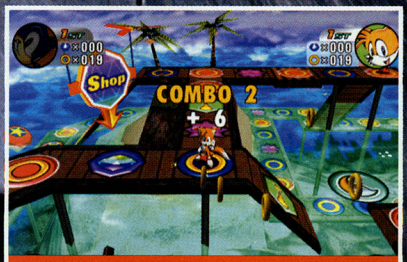


Machine: Dreamcast **Genre:** Party Game
Publisher: Sega **Available:** Fall, 2000

Gaming On The Cutting Hedge.



"Making a foray into another genre of gaming, everybody's favorite amphetamine-addled hedgehog has returned in his very own Mario Party-style digital board game. **Sonic Shuffle** promises to feature a slew of minigames, each with different modes of play and objectives. Land on a colored space and, depending on their placement on the board, all four players will enter a minigame. The object of each minigame will vary from the last and will keep the gameplay from becoming boring as characters trudge around the board. **Sonic Shuffle** promises to be a favorite for the kiddies and those of use with childlike tendencies!" — **DailyRadar.com**



Eye-catching graphics will make this board game anything but boring.



Up to four players will compete to see who can retrieve the precioustones first.



Each board is unique and follows a different theme.

PRIMA'S OFFICAL STRATEGY GUIDE



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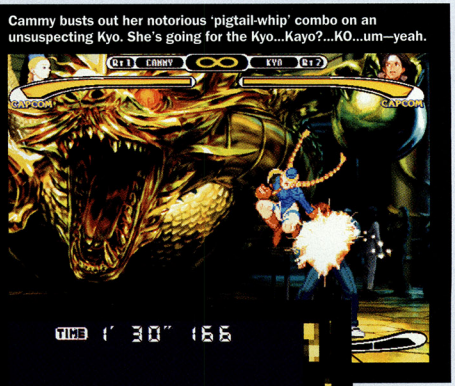
Sega Dreamcast Visual Memory Unit by Sega.
Save information from your Dreamcast and play with that data while you are away from your Dreamcast.

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Gamestop Babbage's software etc



While *Capcom vs. SNK* is a decent-looking game, characters are still low-res and don't quite match up to our expectations. Some cool 3D effects do spice up the visuals a bit, but they can't hide the flaws in illustration and animation. Capcom needs to get its 2D ass in gear.

Cammy busts out her notorious 'pigtail-whip' combo on an unsuspecting Kyo. She's going for the Kyo...Kayo?...KO...um—yeah.











Perhaps the coolest thing in this game is its new interface, which seamlessly combines 2D and 3D elements in character-selection screens and pre-fight introductions.

Capcom vs. SNK

The confrontation all fighting game fans have been waiting for

Doshita, shoooooryuuuken, hadoooken, hora-hora! Lori shoots a purple-glowing flame, but Ken counters with a slashing dragon punch. Ryo raises one eyebrow and cracks a slightly crooked smile...

This is how dreams of an ultimate fighting game generally look—and after nearly a decade of duking it out against each other, the two most prominent developers of 2D fighters are finally turning dreams into reality with *Capcom vs. SNK*, featuring the most popular characters from both companies brawling in impossible cross-publisher match-ups—like Terry vs. Ken, Kyo vs. Ryu and Geese vs. Bison.

Although the word *versus* appears in the title, *Capcom vs. SNK* bears little resemblance to the play mechanics of Capcom's *Versus* series. It has nixed (thank goodness!) exaggerated moves like crazy jumps and 200-hit combos, and opted instead to mimic the play mechanics of the *Alpha* series (perhaps *Capcom Vs. SNK* will replace *Alpha*, since the latter series is over)—in addition to borrowing elements from the *King of Fighters* series. Even *Alpha*'s four button layout and rolling move (similar to Ken's role) are included.



MIKE TYSON: QUITE NUTS

As the inspiration for **SF2**'s Balrog, Mike Tyson will no doubt go on to spawn many new virtual antiheroes: but is this a good thing? After his 38-second victory over Lou Savarese, Mike said the following about Heavyweight Champ Lennox Lewis: "I'm gonna rip his heart out. I'm the most brutal and vicious and most ruthless champion ever...I want to eat his children." It should be noted that Mr. Lewis currently has no children, nor has he ever. Apparently, this means that Mike will have to go hungry.

At the beginning of each match, players can choose to use either SNK's or Capcom's super system. Capcom supers will mirror those found in *Alpha*, while SNK supers duplicate those in pre-'97 *King of Fighters*.

Unfortunately, these *KOF* elements contribute only a few tweaks to a primarily *Alpha*-based system—which means that while the Capcom characters remain true to their *Alpha* roots, the SNK cast has had to adapt to fit in. Although this alteration was probably necessary to balance gameplay, any SNK purist will initially feel uncomfortable and out of place with this game. On a positive note, however, since the SNK characters aren't on the ancient Neo Geo system, they've never looked better.

In the end, we can only hope that *Capcom vs. SNK* lives up to the hype. And believe us: with more than nine stages, 28 characters, tons of options and secrets, and some hidden characters, expectations will be high. **CHESTER BARBER**



"M-m-m-m-Mai Sharona!"

Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** CAPCOM
GENRE FIGHTING **PLAYERS** 1-2 **ORIGIN** JAPAN
ONLINE NO **RELEASE DATE** NOVEMBER

PLUSES [+]
Traditional *Alpha*-like gameplay; SNK hand-drawn art, simple SNK button layout; interesting stages

MINUSES [-]
SNK gameplay is gone; characters are pixelated—and what happened to Samurai Showdown?

BOTTOM LINE [_]
Whether it lives up to expectations or surprises by being even better, *Capcom vs. SNK* will be a welcome addition to the DC library of fighting games.













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PlayStation.2

Dreamcast

MATURE M ESRB Animated Violence Animated Blood

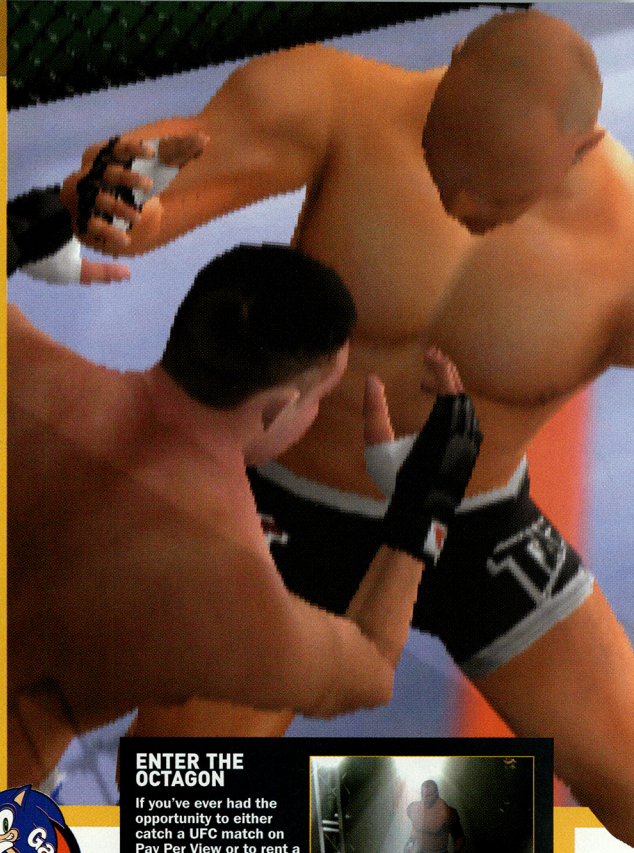
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KONAMI

Heavyweights like Tim Lajcik can inflict big-time hurt with their bare hands *(below top)*, but the real name of the game (besides *UFC*, of course) is submission holds. Once you've mastered the art of countering your opponent's attempts to get you down on the mat *[joke deleted]*, you'll find that the game doesn't get any easier—it just gets more complex.







Dream Game Award
Official Sega Dreamcast

ENTER THE OCTAGON

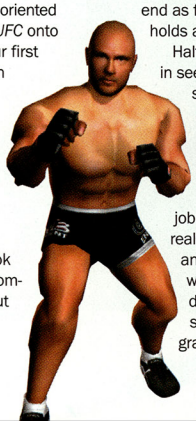
If you've ever had the opportunity to either catch a UFC match on Pay Per View or to rent a tape at the video store, you'll notice that the only thing that *UFC* has in common with pro wrestling (to which the game is oft compared to) is its dramatic entrances. Beyond this, the two have very little to do with one another. Really.

UFC *Ultimate Fighting Championship*

No fireballs, no one-hit kills, and no fancy headbands

People love it. And whether they're appalled, entranced or both, they pay good money to have it beamed directly into their living rooms. The Ultimate Fighting Championship, broadcast on Pay-Per-View since '93, is an unique phenomenon. Sometimes referred to as "extreme fighting" or "no-holds-barred fighting," this fledgling sport pits competitors *mano-a-mano* in a cage fight with minimal rules. There are no flashy spin kicks and the ref won't break up a clinch. In a nutshell, it's as close to a street fight as can be safely managed without arrests or hospitalizations (of fans, fighters or both).

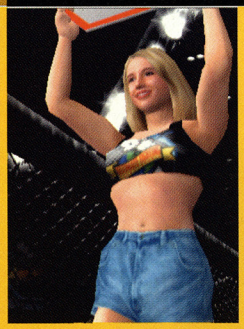
This is the hard-hitting world that you'll be stepping into with *UFC*; the game does an amazing job of realistically translating the intricate, detail- oriented combat of the *UFC* onto Dreamcast. Your first delight will be in realizing that this isn't a traditional fighting game— there are no jumping spin kicks or superhuman death moves. These fights look and feel real: competitors start out on their feet in what initially looks like a kickboxing match, but are free to take opponents to the mat and engage in close-quarters grappling. Matches end as frequently in submission holds as they do in knockouts.



Half the fun of the game is in seeing different fighting styles. There are 24 real-world fighters representing over 30 different martial arts systems, and developers have done a brilliant job of balancing the arts realistically against one another. Kickboxers try to win bouts on their feet, delivering a hail of KO strikes before opposing grapplers can take the fight to the ground. Brazilian jujitsu specialists are actually more comfortable on the ground than standing up, and will finish off opponents with chokes and joint locks. Sumo, judo, Greco-Roman wrestling and kung fu can all be tested out, as well—the fact that *UFC* is this deep is actually a minor miracle.

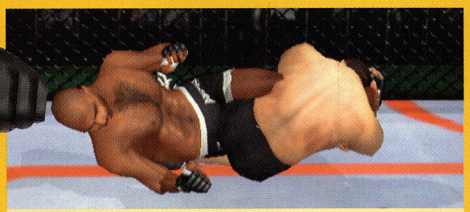
Ground battles are intricate, bloody ballets of slight positional advantage. To succeed, you'll have to learn to utilize takedowns, reversals, pins, escapes and finishing moves, as well as striking on the ground. There's a whole lot to learn, but once you get accustomed to the flow of a ground

"*UFC* is like a chess match with bloody noses." DAN MORRIS





The seemingly gratuitous ring card girls aren't just for show; you can unlock a hidden Ring Card Girl fighter with a complete set of moves and styles all her own. (Bruce Buffer and the Ultimate Fighter logo-guy are also hidden deep in *UFC*'s set of secrets.)



I GIVE UP!

ONE OF THE MOST EXCITING aspects of the UFC is the devastating array of submission holds. This particular fight ends with a kneebar—a wicked finish in which one guy wraps his entire body around his opponent's leg and hyperextends the trapped knee with a push of his hips. Better start tapping!

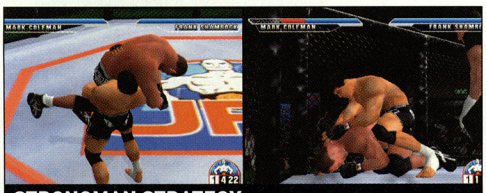


From the minute you step into the ring to the moment when Big John lifts your hand up high in victory, you'll be in a fight that requires you not only to know your fighter's strengths, but to exploit your opponent's weaknesses using your fists AND your brains.

fight, you'll be in control of every movement. And you'll have to employ some canny strategies—this game can be summed up as a chess match with bloody noses.

Graphically, you just can't do better. The fighters move like they really do in the Octagon; motion-capture is smooth as silk. And transitions from defense to attack are seamless.

A few final features—which we'll let you discover—put this game truly over the top. And with a great Create Player mode and pitch-perfect Bruce Buffer-ized broadcast presentation of events, the only thing you could possibly miss here is all of that goofy "Hidoeken!" stuff. And if you miss that—well, we can't help you. For a truly realistic martial arts game, this one's a knockout. **DANIEL MORRIS**



STRONGMAN STRATEGY

IT'S IMPORTANT TO BEAR in mind that this isn't a brawl; it's a science. The ideal strategy for victory in the Octagon? Take your opponent to the ground and get on top of him. (Frank Shamrock demonstrates how with a big wrestling slam.) Then get your opponent's back, where he's almost defenseless, and submit him with a choke, joint lock, or a good old-fashioned hail of punches.

Official Magazine Dreamcast

PUBLISHER CRAVE **DEVELOPER** IANCHOR **GENRE** FIGHTING **PLAYERS** 1-2 **PERIPHERALS** JUMP PACK **ESRB** T **PRICE** $49.99

GRAPHICS 9
Smooth, realistic animations and fighter models.

SOUND 8
TV-style audio adds bone-crunching atmosphere

CONTROL 9
Huge library of grappling moves and holds

GAMEPLAY 9
Slower, more realistic style of fighting that's insanely addictive.

Score: 9

Welcome to TESTZONE

Test Zone's current crop of victims

We ask the important questions, so you don't have to. In honor of *Shenmue* and *UFC*, our two lead reviews, we took a minute to actually sit down and get to know our review crew of the month. What we found out will shock and surprise you. We just keep telling ourselves: "But they do *really* know their Dreamcast."



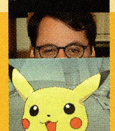
GREGORY ORLANDO
Fighting Style: Berzerker
Recording artist equivalent in '87: Pat Benatar
Is he real or a myth? A devil or a god-like creature that snacks on fruit? Whatever he is, Mr. Orlando is not about to take anything lying down. Especially not *Jeremy McGrath Supercross 2000*.



FRANK O'CONNOR
Fighting Style: Tai Bo
Recording artist equivalent in '87: Big Country
A sucker for a pretty racing sim, Mr. O'Connor may have been weaned on classics from the arcade canon, such as *Out Run* and *Hang On*, but he knows quality when he sees it ("it" = *Sega GT*).



GARRETT KENYON
Fighting Style: Mime (yes, Mime)
Recording artist equivalent in '87: Pointer Sisters
When not doing the Neutron Dance, Garrett likes long strolls on the beach, hours spent alone with his PC and violent, gory videogames with words like "dangerous" or "soldier" in the title.



JIM PRESTON
Fighting Style: Drunken Boxing
Recording artist equivalent in '87: Spandau Ballet
Yes, readers, he's back for more! After surviving *The Ring* last issue, Mr. Preston decided that he couldn't ignore the smell of money and fame. This issue, we treated him to *V-Rally 2*.



KEVIN RICE
Fighting Style: Button Mashing
Recording artist equivalent in '87: Jan Hammer
Kevin's more than ready for the Olympics, after testing the waters on *Sydney 2K* and *Virtua Athlete 2K*. And we're deducting the cost of all the band-aids he used during his button-mashing sessions from his paycheck.

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. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give 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. And we've even added a spiffy new scoring system for graphics, sound, control and gameplay!!

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	its mom loves it
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 is so duly honored is guaranteed to be good, 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.*

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





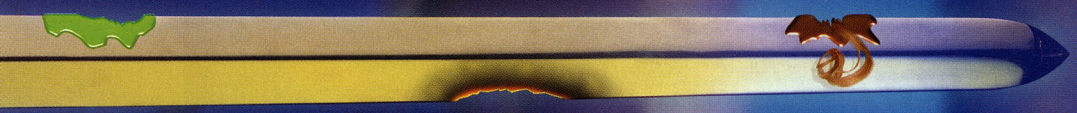


Die by the Sword.

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."

- Quest-Based Action RPG For All Gamers
- Beautiful Anime-Style Landscapes and Graphics
- Immersive 3D Environment and Free-Roaming Camera
- Breakthrough Interface for Inventory and Magic Spells

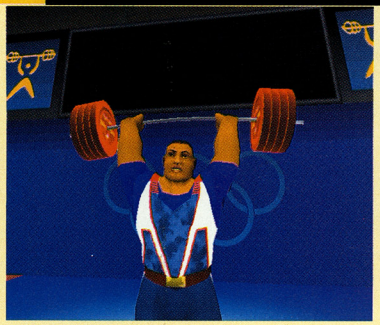
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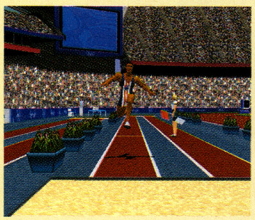
"*VA 2K* manages to frustrate from the first sound of the starter's pistol." KEVIN RICE



Isn't this guy supposed to be wearing a weightlifting belt? Kids, if you tried this at home and pulled all of your muscles, you could probably sue someone for lots of money. But you didn't hear that from us.

Sydney 2K

Button mashing for the gold



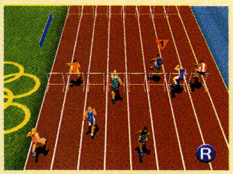
In '83, Konami released *Track & Field*—which challenged players to press alternating buttons as fast as they possibly could in order to run the fastest, jump the highest and (thus) yell the loudest. Seventeen years later, graphics have definitely improved...but basic gameplay mechanics have definitely not.

With 32 countries represented across twelve events, *Sydney 2000* enables you to compete for Olympic glory against up to three of your friends at a time. In arcade mode, you can compete in any event (in any order) without training, any number of times—but it's probably best to go through each event once first, so as to not be caught off-guard by the sometimes perplexing control schemes. While most events boil down to contests of button pressing, a few are downright maddening. Skeet shooting is difficult because of a certain bounciness of control, and kayaking is ultimately just a test of patience.

High points? The triple jump automatically enters a slow-motion mode after starting the first jump, thus making a usually difficult event quite enjoyable, and platform diving involves matching the onscreen color-coordinated icons to buttons on the DC controller in a scheme that works quite well.

Otherwise, though, monotony is the rule of thumb—especially in the Olympics. Each event requires training, and you have to get through at least twelve training levels before being able to participate. 'Training' mostly involves button mashing, with a reflex tested here or there via the action button. And some training activities—like the treadmill—overlap into many events, which means that you'll repeat them over and over.

Graphics are by no means ugly, although animations are a little herky-jerky. Commentary, provided by Dwight Stones and Marty Liquori, is usually decent (if a little repetitive). But ultimately, only the most dedicated of button mashers need apply. **KEVIN RICE**



***Faster, Mr. Driller, faster!*—oops, wrong game. Note the little marker that points who's in the lead. Yeah. Thanks. Like we couldn't figure that one out.**

Official Magazine Dreamcast

PUBLISHER EIDOS **DEVELOPER** ATTENTION TO DETAIL **GENRE** BUTTON MASHING **PLAYERS** 1-4 **PERIPHERALS** JUMP PACK, JOYSTICK **VMU COUNT** 10+ **ONLINE** NO **ESRB** E **PRICE** $49.99

Score: 5





Note gameplay advice above: "Press the run button repeatedly." Repeat. Then repeat again, but faster... And you've already lost.



Is this Hans, or is it Franz? Whoever he is, you can "PUMP *(clap)* HIM UP!" If Sega or Agetec had put in a little more work, this game's edit mode *(shown here)* could have been a saving grace...but as it is, it's like trying to raise the *Titanic* with a pair of tweezers.

Virtua Athlete 2K

Our Olympic dreams are virtua-lly crushed!

As one of three Olympic games coming out this year, we had high hopes for *Virtua Athlete 2K*. But how could the same team that gave us the completely addictive *Virtua Tennis* turn around and give us THIS?

With only seven events and a near-impossible level of difficulty, *Virtua Athlete 2K* manages to frustrate from the first sound of the starter's pistol. We had trouble placing in the top four (a standing required for advancement) in any event, even on the easiest level. While it's graphically superior to the other Olympic titles, players who aren't supersonically speedy on the action buttons will find themselves wondering if they're doing something wrong.

Camera angles are also confusing; they often turn timing into a matter of guesswork—and the control scheme is completely inane. Having to use the stick to change lanes or extend your legs is counter-intuitive, and the inclusion of stamina bars on events like the 100M dash simply doesn't make sense.

Virtua Athlete 2K has the word *rushed* written all over it (especially with only seven events), and it's sad that Sega or Agetec didn't tweak this for another couple of months. As it stands now, we can't even recommend this game to the button mashers we *don't* like.

KEVIN RICE

Official Magazine Dreamcast

PUBLISHER AGETEC **DEVELOPER** HIT MAKER **GENRE** SUCK **PLAYERS** 1-4 **PERIPHERALS** JUMP PACK, JOYSTICK **VMU COUNT** 19+ **ESRB** E **ONLINE** SCORE TRACKING ONLY **PRICE** $49.99

GRAPHICS 7
Good modeling and texturing; odd animations

SOUND 5
Iffy commentary; appropriate crowd noise

CONTROL 1
Superman can't hit buttons this fast

GAMEPLAY 1
Impossibly difficult; hair-brained control

Score: 2

www.DailyRadar.com

Disney's DINOSAUR

CAN YOU SURVIVE IT?



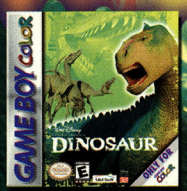








EXTINCTION IS NOT AN OPTION IN DISNEY'S DINOSAUR · MASTER THE SURVIVAL SKILLS OF ALADAR, FLIK, AND ZINI · MARCH ACROSS TERRIFYING 3D LANDSCAPES RACING WTIH LAVA, RAPTORS, CARNOTAURS AND MORE. IT'S THE ULTIMATE TREK FOR SURVIVAL!



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Dreamcast™

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"For a straight-up arcade experience, *WWF Royal Rumble* delivers." DAMIAN MICHAELS



Who would have guessed that this pretty room could harbor such an evil game?

Toy Story 2

To mediocrity and beyond!

From the land of misfit playthings comes a truly misfit game: Activision's *Toy Story 2*, a jumpy, jerky little 3D platformer with bad camera angles, problematic gameplay and unremittingly awkward control.

The tale begins and ends with space hero toy Buzz Lightyear, as he takes his futuristic bad-mofo self through 15 different levels on five worlds in order to rescue his pal Woody from a soulless toy collector.

A movie license gone awry, *Toy Story 2* features a total of two different camera angles: actively sucky and passively terrible. Regardless of which system is employed, the game's view swings wildly at every opportunity, and players will constantly need to readjust the camera with the Dreamcast controller's right trigger. The hideous swoops and pans turn the simplest challenges (like jumping and landing on platforms) into Herculean tasks. No, strike that: not even the fabled Hercules himself would have had the patience to reattempt the same series of jumps *ad nauseam*. Tired play mechanics and some terrible draw-in problems further damn Buzz's effort. The best move anyone can make is to close the book on this sob story.

GREG ORLANDO

Official Magazine Dreamcast

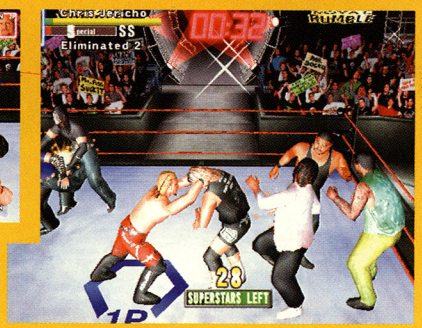
PUBLISHER ACTIVISION **DEVELOPER** TRAVELER'S TALES **GENRE** PLATFORMER/ADVENTURE **PLAYERS** 1 **PERIPHERALS** JUMP PACK, VMU **ONLINE** NO **PRICE** $39.99

Score: 2



Brawling can spill over onto the entrance ramp and into backstage areas, but you have no control over when you're taken there—nor of whether or not you get the shopping cart with the broken wheel.





The Rock 'n Sock connection rides again. Unfortunately, since there aren't any real tag matches, you can only call Mick in to deliver one of three attacks—there's no trading off between characters. Crap.

WWF Royal Rumble

My God! Somebody ring the damn bell!

Okay, let's get one thing straight—this is not the kind of wrestling sim we've come to expect from THQ. In fact, the game's omissions read like a bizarro version of other wrestling games' feature lists. There are no wrestler entrances, singles matches, real tag matches, real cage matches, female wrestlers, championship belts or create-a-wrestler modes—and to top it all off, there's only one arena.

What there is, though, is a straight-up arcade game based on (what else) the Royal Rumble, a WWF fight that starts with two fighters in the ring and adds another every two minutes until there's only one brawler still standing.

Once you're past that, though, you'll find that there is a great game lurking in here—you can have nine fighters onscreen at once, all modeled in beautiful, high-resolution detail: exactly what you'd expect to see on Dreamcast.

There's plenty of mayhem to be had in the main Royal Rumble mode, but unfortunately, there's no icon to indicate which opponent you're currently fighting. And since there are only 19 unique entries in the 30-man tournament, you're going to see wrestlers that have already been eliminated returning for more.

Other noticeable glitches occur in the soundtrack; people expecting hardcore wrestling sims will be disappointed—but for a straight-up arcade experience, this delivers. DAMIAN MICHAELS

Official Magazine Dreamcast

PUBLISHER THQ **DEVELOPER** YUKE'S **GENRE** WRESTLING **PLAYERS** 1-4 **PERIPHERALS** JUMP PACK **ONLINE** NO

GRAPHICS 8
Nine high-res wrestlers onscreen? Sweet.

SOUND 4
Some annoying sound glitching was evident

CONTROL 6
Control is good, but sometimes you lose track of who you're fighting

GAMEPLAY 7
It's an arcade game, not a sim, but it's fun.

Score: 6

PERIPHERALS

TopMax Enforcer



According to an economics class that we took in college, competition is the lifeblood of the capitalist system. To test this philosophy, we took new competitor TopMax's new arcade stick for a spin. The verdict? Go, capitalism! The need to compete has driven TopMax to greatness. Aside from its delicious lime-green casing, the first thing you'll notice is just how dang sturdy this stick is. The joystick is wonderful and, with built-in vibration, it feels really good in your hands. While the buttons are not quite as snappy as those on the Alloy Arcade Stick, they're more than serviceable. It's also got turbo, slow-mo, programmable buttons, and even a cool red light that matches the one on your Dreamcast. This is easily one of the best arcade sticks we've used.

EVAN SHAMOON

Official Magazine Dreamcast

MANUFACTURER TOPMAX **AVAILABLE** NOW **PRICE** $39.99 **COLOR** DELICIOUSLY GREEN



FLICK THE COMPETITION



NFL QB CLUB 2001

Acclaim SPORTS



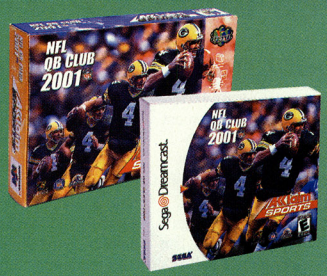
All-new E-Z pass / catch controls



All-new Shoulder Charge feature for busting through defenders



Save instant replays*



*Sega Dreamcast™ version only

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nfl.com nflplayers.com

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Sega Dreamcast.

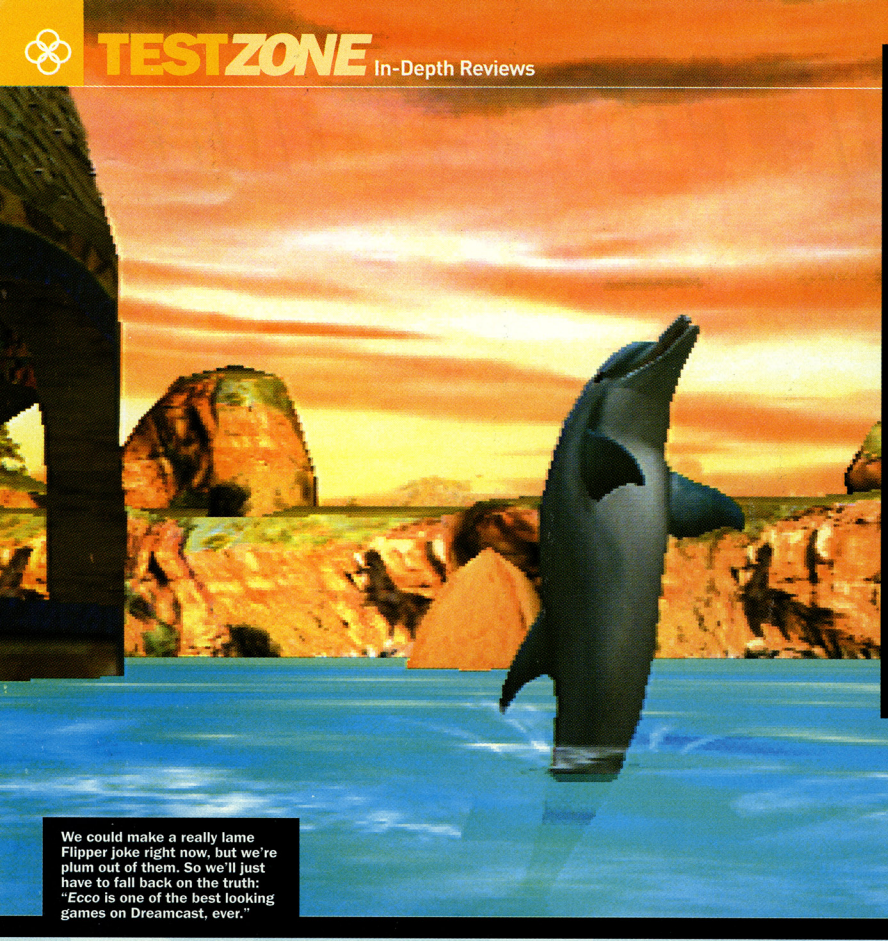
NINTENDO 64

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No fish is an island, and Ecco is no different. You'll need to use all the help your fishy friends can give you throughout the game.

We could make a really lame Flipper joke right now, but we're plum out of them. So we'll just have to fall back on the truth: "*Ecco* is one of the best looking games on Dreamcast, ever."

Ecco the Dolphin: *Defender of the Future*

Intelligent mammal or chicken of the sea? ODCM investigates...

Ecco has been one of the most beloved denizens of the virtual sea since his debut on Sega's Genesis, way back in the early '90s heyday of 16bit gaming. After making an appearance on the Sega CD, fans feared that their favorite fish (er, mammal) had been relegated to the annals of nostalgic underwater gaming. But Swedish developer Appaloosa had other ideas.

Nearly a decade later, Ecco and his friends are back—in one of the most visually stunning leaps into the 128bit world that we've ever seen. Taking place in an alternate future world, Ecco is once again on the prowl and responsible for saving the planet—along with the delicate balance of dolphin/human relations—from a fearsome alien life form. To get the job done, Ecco travels back in time to thwart the evildoers' plans: thus rendering him "the defender of the future."

This sci-fi storyline is aided by beautiful cinemas that seamlessly drop our finned hero into true blue waters, as he gathers information from Guardian gems scattered throughout the ocean. As in his earlier 2D outings on Genesis and the Sega CD, Ecco is able to jump, swim, charge and chatter just like any self-respecting dolphin can, but with one crucial difference—it's in glorious 3D.

Not only is Ecco one of the most lush, smoothly animated titles in DC's already illustrious library, but it's also one of the most graphically realistic...sort of the *Soul Calibur* of the sea, so to speak. With subtle shading, realistic textures and seaworthy movements captured for all things fishy and unfishy, *Ecco* has a beauty that even the most

ECCO vs. SEAMAN



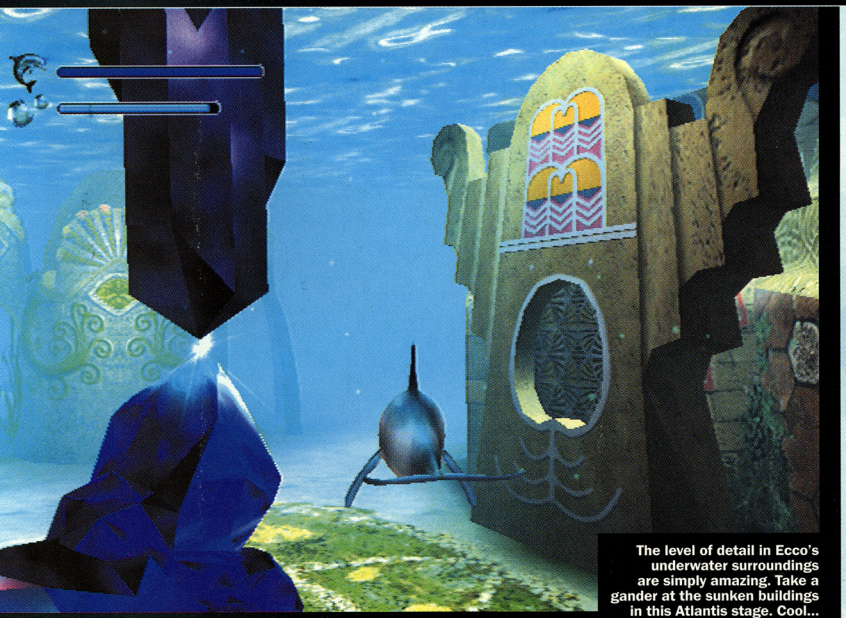
WHO WOULD WIN in a fight? A peace-loving dolphin that only wants to save the world, or an angry fishman that pries into your personal life and tells you that you suck? While Ecco definitely has some weapons and tricks up his fin, we'd still put our money on the jerk. Face it, Ecco may be tough to some degree, but you just know that he listens to Yanni and collects 'magic' crystals. Seaman would make him blubber in two seconds flat.



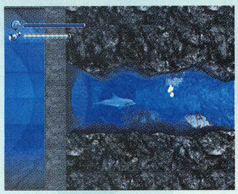
Don't forget to check out *Ecco* on this month's exclusive **ODCM Demo Disc.** Check out the Disc Guide on page 8 (and your disc) for more details.

www.DailyRadar.com

"*Ecco's* limitless feel cracks open the underwater world, making it one of the first real adventures on DC." FRANCESCA REYES



The level of detail in Ecco's underwater surroundings are simply amazing. Take a gander at the sunken buildings in this Atlantis stage. Cool...



Yearning for the *Ecco* of old? Can't get the hang of that whole 3D thing? Then look hard in some of the levels *(above)* to discover secret 2D stages .



Ecco: "Hey, Bob, how're the wife and kids?" Bob: "Doing okay, Ecco. How's the whole defending the future thing going?"

hardened, jaded gamer will find undeniable. And with the addition of a completely polygonal waterworld, players will be able to explore virtually everywhere. It's this limitless feel that cracks open the underwater world with a sledgehammer and makes Ecco one of the first real "adventures" on Dreamcast.

Throughout all

25+ stages of the game, there are true moments of wonder as you bash hammerhead sharks and dodge through schools of fish for food. Imagine swimming through a tight tunnel, dodging the jabs of evil eels and poisonous sea urchins, to emerge in a calm, sunlit pool filled with manta rays and reclusive dolphins. And with the sense of scale that seems naturally imbedded in the massive watery domain of *Ecco*, there are definitely more than a handful of unique scenes that will make gamers stop and marvel (before racing to the surface for air, or course). These moments are always lurking just around the corner—you'll even stumble across a secret oldschool 2D level.

But this is, after all, a game: requiring you to swim and chirp your way through specific tasks. And this is no easy feat. Somewhat akin to *MDK2* in terms of its appeal to steely-eyed veterans, *Ecco* contains plenty of puzzles and obstacles to overcome. In fact, you'll be gasping for breath in some of the trickiest underwater environments ever known to fish or man. And often, the clues given to you by "hint stones" spew nothing but weird, new age-y blather that would befuddle even Yoda.

While this steep level of difficulty can be a welcome challenge to some, there are issues to be had with the camera, which sometimes gets caught up at exactly the wrong moment. But these flaws are very small, in the face of a game that looks like a hi-tech demo and plays like a dream come true. FRANCESCA REYES

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** APPALOOSA **GENRE** ADVENTURE **ORIGIN** EUROPE **PLAYERS** 1 **PERIPHERALS** VMU, JUMP PACK **ONLINE** NO **PRICE** $49.99

GRAPHICS 10
We're thinking of a toned-down *Power Stone*

SOUND 7
New age music, loads of dolphin sounds

CONTROL 6
Slow response at times, cameras hate charges

GAMEPLAY 7
Somewhat difficult, very long, but engrossing

Score: 8



Railroad Tycoon II

The train kept a-rolling, but not online...

Few will come to Dreamcast for the express purpose of building a railroad and micro-managing its operation, but if the quirky train/biz simulator *Railroad Tycoon II* pushes any grand message, it's that the road less traveled often holds great delights—or perhaps that it's just sort of neat to watch the trains chugging by...

Tycoon thrusts players into the role of a budding mogul tasked with the creation, maintenance, and expansion of a choo-choo empire. Every facet of the train biz demands attention; you lovers of detail will no doubt thrill at the prospect of selecting routes; purchasing different varieties of iron giants and providing for their upkeep; building bridges; establishing which types of railroad cars should go to which destinations; playing the stock market to obtain extra cash; and competing against computer foes. More than 70 challenges, both historical and fantastical, require some serious strategizing—and *Tycoon* carves itself a nice niche as Dreamcast's most cerebral title to date.

Players juggle all of these tasks by controlling a pointer, via the controller's D-Pad and analog stick—and a solid compromise has been struck between cursor speed and responsiveness. *Tycoon* also features a PC-type interface on its game screen, with icons placed vertically along the top-left. Here, it's possible to access the entirety of the game's functions (building train stations, dropping track, choosing cargo, etc.); click on these icons and you'll usually call up a whole new menu. While they're unavoidable, these pop-up menus ultimately serve to draw a would-be tycoon out of what is a surprisingly enchanting experience.

A port of a well-loved PC game, the DC edition of *Railroad Tycoon II* features 3D graphics that crush the puny 2D of its predecessors. Sadly, this new incarnation screams loudly for a multiplayer mode that never seemed to ride the rails into stores. Developer Pop Top pulled the game's Internet play option—much touted by the PR machine—before it released, and the package suffers for it. Though the DC's computer AI is stiff competition, it's hard to build up a lot of steam for building a railroad juggernaut without being able to crush a few humans beneath it.

GREG ORLANDO

Official Magazine Dreamcast

PUBLISHER GATHERING OF DEVELOPERS **DEVELOPER** TREMOR **GENRE** RAILROAD SIM **PLAYERS** 1 **PERIPHERALS** VMU **ONLINE** NO (SOB) **ESRB** E **PRICE** $39.99 **VMU PGS** 1-200

Score: 7

"This is the *Rush* we've always wanted to see: a must-have for fans." DANIEL ERICKSON



Well, at least the colors are pretty. That's about all you can say about this game.

Gunbird 2

How to mess up a 2D shooter



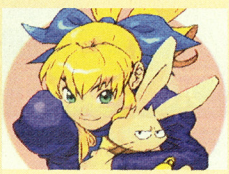
No matter how revolutionary and beautiful videogames get, there are a few classic genres that will never die. Granted, the 2D shooter was created because there were no 3D graphics to speak of in the days of *1942*, *Gradius*, or even *Legendary Wings*, but somehow gamers grew attached to the intricate ballet of bullets and power-ups that typified the genre. And so, they continue to be pumped out even to this day. The latest of these throwbacks is Capcom's *Gunbird 2*. Unfortunately, while it does add some style to the shooter's basic form, there's little innovation here—and even the classic formula is flawed.

There are five selectable characters, from a fat guy on a magic carpet to the obligatory Japanese schoolgirl, but all of them control identically. Likewise, there's only one basic shot, one screen-clearing bomb, and one close-up attack that does massive amounts of damage but usually results in inadvertent suicide. Each character's attacks look different (one bomb is a big laser; another turns all of the enemies into candy), thus giving the game some visual flair—but it's really just all kinds of different packaging for a single item. Kind of like Coke and Pepsi, only even more so.

What does set *Gunbird 2* apart from other shooters, however, is its difficulty and length. Racing straight through the game takes less than half an hour—and instead of including more gameplay to increase the title's lifespan, Psykio has simply made every level unbearably difficult. Awesome moments of total chaos seem to happen every five seconds—which makes them less awesome and more annoying. And that ruins the whole dang experience.

An inhuman level of difficulty is never a good substitute for gameplay length. With the panic knob turned down a ways and a few more hours of actual levels, this almost (maybe) could have been a good title.

DANIEL ERICKSON



This rabbit looks like he's been mistaken for the Easter Bunny just one too many times...and man, is he pissed.

Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** PSYKIO
GENRE SHOOTER **PLAYERS** 1-2 **PERIPHERALS** JUMP PACK **VMU COUNT** 9 **ONLINE** NO **ESRB** T
PRICE $29.99

Score: 3



Finally, an antidote to the traffic problem—cars that fly and do backflips. Picture Mary Lou Retton on Ritalin, only way prettier.





Last time we saw fireworks like this was at Disneyland over Sleeping Beauty's castle—and we were, like, twelve years old and with our moms. These graphics simply rock.

SF Rush 2049

Rush as it was always meant to be

There have already been sequels to Midway's arcade smash *San Francisco Rush*, but none of these iterations has ever managed to capture the speed, intensity and insanity of the original the way *2049* does. Racing across SF's hills in a not-so-distant future proves to be one of the best racing experiences you can have on Dreamcast, thanks to awesome track design, great arcade control and a framerate so sweet it could melt the enamel off every tooth in your head.

Although the racing action alone would have been enough to earn *2049* more than its share of accolades, Midway takes the title one step further by including a bizarre but compelling stunt mode, some ultra-cool multiplayer battles and an amazing amount of customization options. The stunt mode challenges players to earn points and collect medals by shooting off ramps and performing midair spins with the help of the cars' built-in 'wings'. And if the stress of trying to complete a series of triple backflips gets to be too much, players can always grab a few friends, strap some weapons onto their cars and shoot the hell out of each other.

The battle mode is close to a game in itself; it's almost as good as any car combat game we've played so far. This is the *Rush* we've always wanted to see: a must-have.

DANIEL ERICKSON

Official Magazine Dreamcast

PUBLISHER MIDWAY **DEVELOPER** MIDWAY
GENRE RACING **PLAYERS** 1-4 **PERIPHERALS** JUMP PACK, WHEEL **VMU COUNT** 20+ **ESRB** E
ONLINE NO **PRICE** $49.99

GRAPHICS 10
Slick as snot (if snot was a good thing)

SOUND 8
Appropriate, well-produced and unintrusive

CONTROL 9
Arcade control combined with stellar tracks

GAMEPLAY 9
Tons of modes and options...zoom, zoom!

Score: 9

4x4 EVO™

You've been hypnotized into thinking you're pretty good. On the count of three, you will wake up.

You are no stranger to single-player mode racing. You are King of the Road. You are way out of your element. Introducing 4x4 Evolution, the first game with internet connectivity for heavy-duty off-road competitions between Sega Dreamcast, PC and Mac users simultaneously. Because racing alone is like having sex by yourself.



These screens were taken from the PC version.

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ONLINE MULTI-PLAYER

EVERYONE E CONTENT RATED BY ESRB

Developed by TERMINAL REALITY

Published by GATHERING DEVELOPER

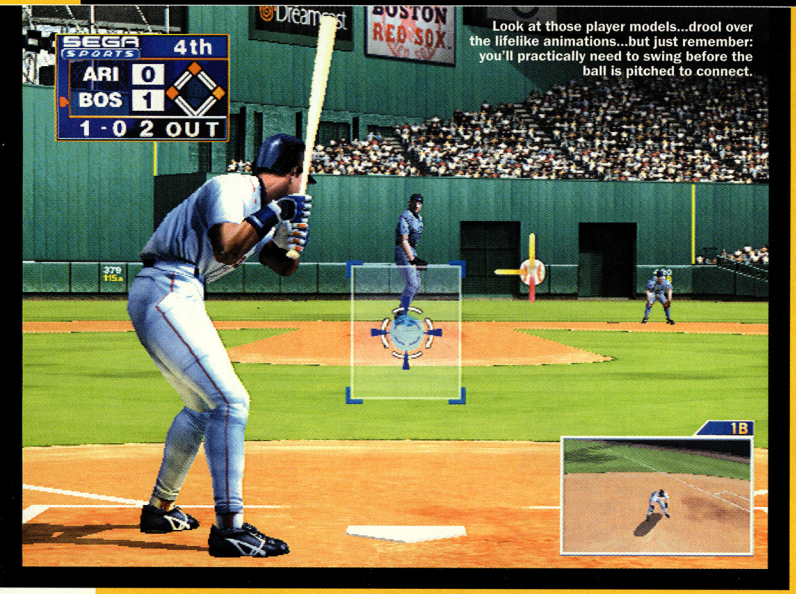
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Sega Dreamcast™

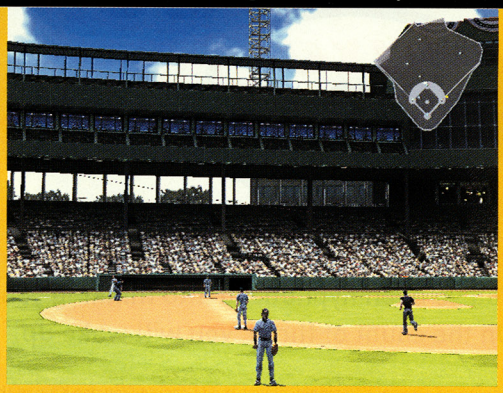
Mac

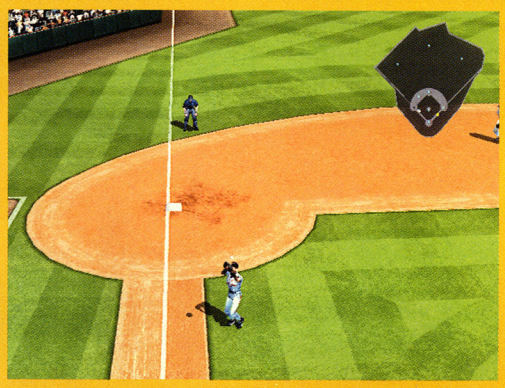
PC CD ROM

"*WSB2K1* is taking baseball games in the wrong direction entirely." ROB SMOLKA



Look at those player models...drool over the lifelike animations...but just remember: you'll practically need to swing before the ball is pitched to connect.





It's not that you can't have any fun with *WSB2K1*—you can, especially if you're playing with a friend—it's just that overall, this is one of the most disappointing Dreamcast games ever.





For a franchise that is so beloved by fans and press alike, it's a shame to see *WSB2K1* go so wrong.

World Series Baseball 2K1

With the bases loaded, Sega strikes out

The good news: We finally have a baseball game to play on our Dreamcasts. The bad news: See Good News. *World Series Baseball*, one of the most respected names in Sega's arsenal of franchises, has now officially been given the redheaded stepchild treatment.

Though the graphics do a great job of showing off the polygon-pushing power of Dreamcast, *WSB2K1* shows a decided lack of enthusiasm when it comes to raising the gameplay and features bar. In fact, you could say that it's taking console baseball games in the wrong direction entirely.

For some bizarre reason, the development team decided that we shouldn't be allowed to field for ourselves. In an arcade-style game such as this, there goes a third of your gameplay right off the bat. What's really galling is that the computer players are rather lethargic about making plays; we pretty much guarantee a controller-throwing incident after seeing your "nimble" shortstop make yet another half-hearted dive after a ground ball up the middle, well after he had any chance of catching the ball.

This leaves us with

pitching and batting, which, since you can actually control these functions, get the nod over the game's fielding model, but not by much. Pitching consists of an aiming cursor, a meter that determines the speed of the pitch, and the ability to slightly guide it in a general direction after release. When batting, you hold down the right trigger, use the cursor to try and line up the swing, and release the trigger to take a hack. The fact that it uses an analog input is rendered useless by the fact that as soon as you slightly release the trigger, the batter will take a full cut...so much for check swings. *WBS2K1* goes so far as to further a bad trend in console baseball games — all of the pitches look pretty much the same, and telling a ball from a strike is near impossible, making walks an anomaly rather than an integral part of the game as they should be.

There's plenty more to complain about, such as poor base running AI, access to replays only when the computer deems it necessary, and a feature set that's just shy of typical, but you'll tire of the gameplay long before these become a factor. ROB SMOLKA

SEGA'S FLY BALL TO CENTER FIELD



IF YOU WANT TO PUT baseball and Dreamcast together, the best way to do it is to trot down to a game in Sega's hood—i.e., our own lovely San Francisco—and knock yourself out playing an assortment of Sega's worthy sports titles. The new, state-of-the-art game kiosk area at Pac Bell Park features NFL2K1, NBA2K1 and NHL2K. So grab yourself an Alpine Meats Giant Dog, a beverage of your choice (or your Mom's choice), head to the open area behind centerfield and get playing. Save the $50 you were going to drop on WSB2K1, buy a couple of tickets from a scalper and have at it. (And the Giants are pretty cool, too.)

Official Magazine Dreamcast

PUBLISHER/DEVELOPER SEGA **GENRE** SPORTS
ORIGIN JAPAN **PLAYERS** 1-2 **VMU COUNT** 120
ONLINE NO **ESRB** E **PRICE** $49.99

GRAPHICS 8
Outstanding player models and stadiums; animation can be astounding

SOUND 5
Not great, not bad, but somewhere inbetween

CONTROL 2
Inability to control fielding, difficult analog swing

GAMEPLAY 3
Dumb AI, limited stats, poor controls = suck

Score: 4

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MATURE 17+ M ESRB — Animated Violence, Animated Blood and Gore

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"*Test Drive V-Rally* may well be the prize ace in the rally bull-pen." JIM PRESTON



Aren't these building-type thingies actually a bunch of PS2s standing on their ends? Screw the balloon targets—shoot 'em up!

AeroWings 2: *Air Strike*

Into the wild blue yawn-der

Let's get one thing straight right away: if you like your games with lots of action or plot, you should go on to the next review right now. Really. *Test Drive V-Rally* is quite good—you'll like it. If you're looking for a game that simply challenges your abilities to fly a plane in precision maneuvers over detailed and colorful backdrops, however you're in the right place.

Crave's *AeroWings2: Air Strike,* like the original, deserves credit for being a fairly serious simulation of flight. There are two difficulty settings—standard and advanced—but even in the standard setting, you'll need to be able to complete staple dogfighting moves like the yo-yo, split S and Immelman roll with proficiency.

Free flight is the quickest way to get up and flying, but the appeal disappears after only a few skirmishes. Tactical features 15 different sharpshooting challenges, which you'll face in F-15, F-2A and F-104J fighter jets (just *try* flying slowly enough to hit a bunch of balloon targets in a jet). And the fighter pilot mode seems to go on forever, because it sends you back to the very beginning every time you biff. It gets old pretty fast.

There are some nice touches, like being able to save replays to the VMU and a split screen versus mode, but if you don't sign on for the basic premise—precision flying for its own sake—the real challenge will be staying awake. Bottom line: If you're not chomping at the bit to play this already, you should probably stay away. JIM PRESTON

And after you've mastered these moves, there's the game's three modes—free flight (dogfights/sightseeing), tactical (barnstorming/target shooting) and fighter pilot (30 training exercises that enable you to unlock eight more planes—usable in free flight mode only) to keep you busy. Sort of.

Official Magazine Dreamcast

PUBLISHER CRAVE **DEVELOPER** CRI **ORIGIN** JAPAN **GENRE** FLIGHT SIM **PLAYERS** 1-2 **PERIPHERALS** JUMP PACK **VMU COUNT** 8+ **ONLINE** NO **ESRB** E **PRICE** $49.99

Score: 6

The fighter pilot mode seems to go on forever, because it sends you back to the very beginning every time you biff. It gets old pretty fast.







Happily, this game's amazing realism stops just before the cops arrive at the still-smoking scene of your accident and swat you with a whopping $1600 ticket for driving without insurance.



Test Drive V-Rally

How to have fun in a Honda hatchback. Alone.

Rally racing is one of those quaint British pastimes, rather like cricket, high tea and soccer riots. And while there are already some respectable rally games for the Dreamcast, *Test Drive V-Rally* may well be the prize ace in the bullpen.

The two most pervasive flaws in other rally racers are a) their unforgiving, near-vertical learning curves and b) their tiresome 15-minute races. *V-Rally* corrects both of those mistakes via a driving system that slowly ramps up in difficulty, employed (with perfect, unstuttering framerate) on fast and furious tracks of varying lengths—so even the most cross-eyed newbie should be able to compete proficiently.

There are 16 cars to choose from at the start plus ten unlockable models, and the game's 84 tracks are nicely varied over twelve different countries. The physics feels a little too light at first, but as you unlock larger cars, the racing becomes smooth and fun. And since rally racing usually pits you against nothing but the clock, the addition of an arcade mode—in which you'll see some great high-speed wrecks as you race against four opponents—is wonderfully refreshing.

True, the new track editor is pretty weak: but gameplay certainly doesn't suffer. So grab that helmet and peel out!

JIM PRESTON

Official Magazine Dreamcast

PUBLISHER INFOGRAMES **DEVELOPER** INFOGRAMES UK **GENRE** RACING **PLAYERS** 1-4 **PERIPHERALS** JUMP PACK, WHEEL **VMU COUNT** 30+ **ESRB** E **PRICE** $39.99

GRAPHICS 8
Great looking with a smooth framerate

SOUND 7
Good soundtrack but annoying engine sounds

CONTROL 10
The best rally controls, ever! With a controller...

GAMEPLAY 8
Solid handling, easy to pick up and intuitive

Score: 8

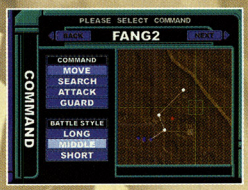
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GUNDAM
SIDE STORY 0079

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.







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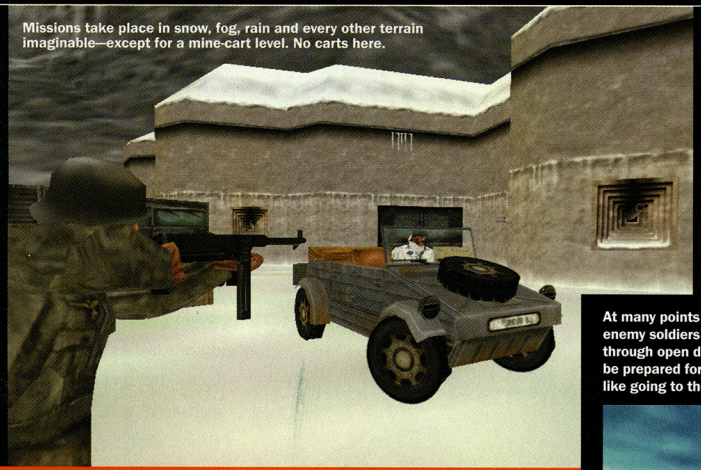
Sega Dreamcast.

T TEEN Animated Violence

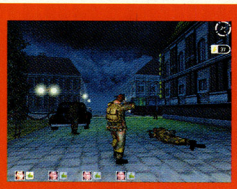
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"*Hidden and Dangerous* can be one hell of a ride." GARRETT KENYON



Missions take place in snow, fog, rain and every other terrain imaginable—except for a mine-cart level. No carts here.





If you've ever played *Rainbow Six* on Dreamcast, then you'll be prepared for the learning curve on the controls for *Hidden and Dangerous*. If not, then get ready to use every button on your controller.



At many points in the game, enemy soldiers will literally pour through open doors—so always be prepared for the worst. It's like going to the mall.

From the ghostly twilight of a city street *(below)* to the rustic view of a bridge in the countryside *(right)*, you'll tour Europe in style. Oh, but that gun may stop you in customs.





Hidden & Dangerous

Good stuff can be hidden pretty deep. You just gotta know where to look...

Hidden and Dangerous is a perfect example of how certain elements of a game will, once in awhile, manage to overcome flaws and bugs in the game's design. At first glance, it's not difficult to notice the flaws in *H&D*: the way a soldier will bang his head repeatedly against a tree before deciding to go around it (of course, we do that all the time—but games are supposed to be BETTER than life, right?); the graphics and player models that are slightly blurry and marred by an occasional stutter in framerate; the tricky controls, which can be downright frustrating for first-timers.

However, once you manage to get into the game and past the initial bad impression, *Hidden and Dangerous* can be one hell of a ride.

The game takes you back to the days of World War II, where you'll partake in one of America's favorite pastimes: Nazi killing. Players control every aspect of pre-mission planning, from choosing their troops to arming them with assorted projectiles. The variety of weapons available is impressive, with up to four different kind of machine guns and two types of bazookas available—plus a respectable arsenal of various smaller guns.

Once in the mission, players may either revert to the handy Map page in order to issue specific orders for a specific soldier, or use a series of in-game commands to guide whole detachments around. The six campaigns, made up of 26 missions in all, flow smoothly together and stay far more interesting for far longer than most other virtual war machines of its ilk.



HIDING & DANGEROUS: IT REALLY DOES SUCK

THE BLUE RINGED OCTOPUS is one of the most venomous creatures in the world. It hides by blending in with rocks and sand, but the rings around its suckers turn neon blue whenever it decides to strike. One bite will kill an adult human: and it's wise to remember that octopi are among the most intelligent animals in the sea: they're fast learners, excellent problem solvers and proven strategists. In other words, if you meet one, don't count on winning the fight. Look sharp!

Want a little variety? *H&D* also allows players to drive ten different vehicles—in air, land or water. Campaigns take players to Italy, Yugoslavia, Germany, Norway, Czechoslovakia, and the North Atlantic (aboard a sinking ship, no less). Beware, though—the AI is exactly as difficult and unpredictable as we have come to expect from military strategies in the vein of *Rainbow Six* (it's most closely related competitor).

But considering all that this game has going for it, it would be a shame to dismiss it for a few flaws. So if you still wanted more after taking a spin on the *Rainbow Six* strategy rollercoaster, this is the next ride to take. GARRETT KENYON

Official Magazine Dreamcast

PUBLISHER TALONSOFT **DEVELOPER** ILLUSION
GENRE SHOOTER/STRAT **PLAYERS** 1 **ESRB** M
PERIPHERALS JUMP PACK, KEYBOARD
PRICE $49.99

GRAPHICS 6
A bit blurry, but look closer–they're well-drawn

SOUND 7
Generally appropriate—and at times truly immersive

CONTROL 6
Takes awhile to master; a keyboard is easier

GAMEPLAY 7
Definitely difficult: but strangely rewarding

Score: 6

www.DailyRadar.com

With a nice mix of the familiar and the not-so-much, *Third Strike*'s character selection is excellent. We have been playing a LOT of *SF3* lately. Too much.





Dream Game Award
Official Dreamcast Magazine

Street Fighter 3: *Third Strike*

You only live thrice

Every so often enough lint, cheese and curiously crusty discharge collects in our eye sockets that we are forced take a moment out of our busy days and actually blink. What this means, of course, is that we run the risk of missing the release of yet another Street Fighter game.

Fortunately, at the end of a recent blink, our eyes reopened to behold the pristine *Street Fighter* glory that is *Third Strike*. While there's not a whole lot of completely original content here, Capcom's third attempt at perfecting the *SF3* formula is the best-looking—and arguably the best-playing—*Street Fighter* game to date. It rocks an old-school fighting stylo. It bumps a new-school hip-hop soundtrack. It's got a few new characters that weren't in *Double Impact*—including perennial favorite Chun-Li—and the best 2D animation we've ever seen in a fighting game. It's totally customizable. And it's the newest *Street Fighter* game out there. Need we say more?

Well, clearly, no. But we want to. First, before all of you 45-hit kombo kadets run out and grab yourself a copy of this one, it's important to understand that *Third Strike* is in many ways a skills-based alternative to the insanity of *Marvel vs. Capcom 2*. This is not a game that naturally balances opponents; a skilled *Street Fighter* vet will have no problem cleaning the floor with button-mashing newbies. In many ways, 3S is a throwback to the old school *Street Fighter*, foregoing over-the-top style and intensity in favor of finely-tuned, methodical combat. This is a thinking man's fighting game.

And if you want cool features, check out the system-direction option screen. It's a *ten page* menu for customizing gameplay—you can cancel super arts, enable air blocking, turn on chain combos and more, *ad infinitum*. If there's anything in this game you don't like, odds are you can change it. This is quite possibly the finest 2D beat 'em up to date, and a must-have for *Street Fighter* fans who haven't been kept up to date with the series. Go out and pick up a copy of unadulterated fighting bliss. **EVAN SHAMOON**

LOOKS TO DIE FOR

VISUALLY, THIRD STRIKE IS LOVELY. While the fighters are still low-res sprites (grrrrrr...), their illustrations and animations are superb throughout. (Note the subtle shadings in these faces!) Unlike the somewhat spotty character-design and implementation of Marvel vs. Capcom 2, this one is tight the whole way through. If flaws are there, we sure didn't see 'em.



Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** CAPCOM
GENRE FIGHTING **ORIGIN** JAPAN **PLAYERS** 1-2
PERIPHERALS VMU **ONLINE** NO **PRICE** $39.99

GRAPHICS 9
A wonderfully illustrated and animated beauty.

SOUND 8
There are actually some solid hip-hop beats.

CONTROL 9
Mmmmm...*Street Fighter*...

GAMEPLAY 9
You know what you're getting, and you love it.

Score: 9

"*Cannon Spike* in a nutshell: stuff wants shooting." GREG ORLANDO



That's the way the Cannon *(right)* gets Spiked (or flamed). Capcom heroines Cammy and B. B. Hood *(below)*, square off against boss characters of the robot variety—damn you, you hated automatons!



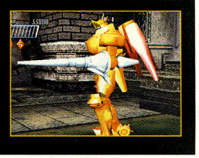


SHOOTERS & TARGETS





This game's *dramatis personae* includes the well-worn Capcom heroes Mega Man and Arthur the knight. It's like *deja vu* of *deja vu* (but with big bug monster bosses).



Cannon Spike **serves as sort of a Capcom high school reunion for some angry characters who are carrying rather large guns while strapped to wheeled transports. And while Homecoming King Ryu isn't here to share in the festivities, Queen Cammy is.**

Cannon Spike

Shoots to thrill... And almost hits the mark

Capcom's *Cannon Spike* does have a plot, but here's the fun in a nutshell: stuff wants shooting. The game scoops up five recognizable Capcom heroes (among them Arthur from *Ghosts 'n' Goblins* and Cammy and Charlie from *Street Fighter*) plus two new characters, and thrusts them into a world in which violence is at once the disease and the cure (ain't that the truth).

The straightforward blast-'em-all action, best experienced with a friend in two-player mode, takes place in the third-person point of view, with every inch of brutality shown from an isometric perspective. Characters zip around on high-powered motor boots, employing various hand-to-hand and projectile attacks to decimate the waves and waves of enemies that inhabit the game's ten levels. Along the way, *Spike* subtly tips its hat to various games and films—one zombie and decaying-dog choked-level is clearly ripped straight from *Resident Evil*, and music from *Indiana Jones and the Temple of Doom* is featured during a mine cart level.

MY VEGA, THEIR BALROG



BLAME THE CAPCOM name game on Mike Tyson. Because Capcom couldn't release *Street Fighter 2* in America with its Mike Tyson-esque boxer character named "M.Bison," a name switch had to be quickly enacted. When the game crossed the Pacific, the boss character Vega was renamed M. Bison; the boxer Bison became Balrog; and the Spanish brawler Balrog became Vega. And thusly, everyone became confused.

Nuclear physicists couldn't explain why Capcom reverted to calling the American Vega character Balrog within the confines of **Cannon Spike**, but we have our suspicions.

Although it's no deeper than a dime, *Spike* doles out some good-natured fun and solid fighting/shooting play. Detailed character models have been rendered with the same loving care that shaped their distant cousins in *Power Stone 2*; a smooth and snappy framerate enables the characters to move seamlessly across the themed environments; slowdown, even when multiple enemies are moving or firing never rears its ugly head. Very nice, indeed.

Four separate attacks are mapped to the DC controller, providing for both rapid-fire blasting and fist-meets-face stomping. Characters can only shoot in the direction they're facing, but nice lock-on and easy-to-handle strafing features add an almost *Robotron*-ic feel.

To defeat enemies, players must continually shift tactics for maximum efficiency; fire-spraying thugs are best shot from a distance, but the slow-moving robots can be tackled at kissing distance. Cool bosses and sub-bosses (like the be-clawed *Street Fighter* villain Vega, called Balrog in *Spike*, and the zombified Bio Gorilla, Bloody) add to the gaming symphony. Unfortunately, these orchestral maneuvers are pretty much limited to one note played over and over until the ear bleeds. But if you like that note, you'll love this game. **GREG ORLANDO**

Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** PSIKYO **GENRE** SHOOTER **ORIGIN** JAPAN **PLAYERS** 1-2 **PERIPHERALS** VMU **ONLINE** NO **PRICE** $29.99

GRAPHICS 6
We're thinking of a toned-down *Power Stone*

SOUND 8
Faux porn meets John Williams...rock on!

CONTROL 7
Passable and just a bit flaky (mmmmm...flaky)

GAMEPLAY 7
Go forth and shoot. And then shoot some more

Score: 7

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She's out for Blood.

AND WITH VICTORY AT HAND, SHE CAN ALMOST TASTE IT

DARK Angel
Vampire Apocalypse

- Explore secluded swamps and dark dungeons, tranquil forests and ancient crypts
- Crouch, jump, roll, side-step, and slash and dash
- Experience ever-changing landscapes, based on player performance
- Roam freely throughout open architecture kingdoms.



Screens shown are from Sega Dreamcast.



Metro3D, Inc.

PlayStation 2

Dreamcast

RATING PENDING
RP
CONTENT RATED BY
ESRB

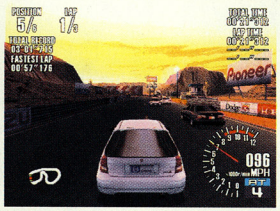
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"*Sega GT* is nicely balanced, gloriously deep, and immensely challenging." FRANK O'CONNOR



Customization is the name of this game. At the 'carrozzeria' (yep, that's really what it's called), you can order a car to your specs much like you'd order a pizza: except you don't have to worry about they're going to remember to hold the anchovies.





Be prepared: climatic and seasonal changes will actually affect control in *Sega GT*.



Dream Game Award
Official Sega Dreamcast Magazine

Sega GT

GET CAUGHT UP IN SEGA *(GT)*.NET

IN *SEGA GT*, one of the main options on the game select screen is "Internet." Selecting this option takes you quickly and efficiently to an Internet dial-up screen—where your game will then be connected to the *Sega GT* official page, enabling you to access all kinds of cool features and options. You can even swap cars with other players online—we're betting that this will be the most popular feature—and save them onto your VMU. You can also compare race times, and swap stories with buddies.



We've said it before, but this time we really mean it: it's a *KILLER APP!*

Gran Turismo had over 200 cars: *Whooeeee! Sega GT* has over two million: and we can't even spell the noise that this number causes us to make. But there's a little catch, of course: that's two million variations on around 120 cars: *Hmmpfh*.

Still, we have to admit, that's a pretty big number. From awesome beasts like the one liter-engined Daihatsu or the house cat-sized Honda Z to truly inspirational vehicles (newly included in the US version) like the legendary Dodge Viper (yes, it has a truck engine), the Ford FR Mustang SVT Cobra R, and the Audi 4WD TT 1.8T Quattro, *GT*'s automotive menu truly runs the gamut.

And it certainly isn't short on gameplay options, either. There are three ways to race: in split screen VS (be prepared to spot quite a bit of draw-in and pop-up in this mode, but it's still great fun), Single race, or extended Championship modes.

BUT WHAT ABOUT SATURN?



SURE, IT'S EASY to pick a glamorous and slick car like the Dodge Viper to represent US manufacturers in **GT**, but are we the only group of editors gutsy enough to ask the big question: **What about Saturn?**

We mean, c'mon! Saturn's one of the leading automotive engineers in the US of A, and we're just looking for a little appreciation for a company that brings us affordable, chic transportation (combined with entertaining ads). After all, where would we be without the three-door coupe, so ingeniously introduced by Saturn for drivers too lazy to push up their seat-backs for a friend? Sheesh.

The game itself splits neatly into two parts—a racing sim, which is in turn divided into several leagues and events where you can enter (and win) races in order to climb to the top of the motorsport ladder—and a "virtual garage," which lets you build cars from scratch, customize the ones you've already bought and even trade your rejects with friends and rivals via VMUs or the Internet. Naturally, all of this costs money—which can only be earned by winning races.

The controls are everything you'd have asked for if the designers had dropped by your abode one evening for a little chat—subtle, delicate measures are what's required to win at this game, even though every instinct will be begging you to twitch and yank your way around corners. The analog stick responds to the merest whisper of movement, in accordance with awesome physics that varies with each car—every virtual design is based on that of its real life counterpart.

As a game, *Sega GT* is far less anal and irritating than *Gran Turismo*, with more emphasis placed on racing and a much more enjoyable customization interface. And graphically, it's a winner; cars are crisply rendered and tracks contain exactly the right amount of visual variety. On a VGA monitor, *GT* is by far the prettiest driving game available—and overall, it's the best racer for the system. Nicely balanced, gloriously deep and immensely challenging. **FRANK O'CONNOR**

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SEGA **GENRE** RACING **ORIGIN** JAPAN **PLAYERS** 1-2 **PERIPHERALS** VMU, WHEEL **ESRB** E **ONLINE** DOWNLOADS **PRICE** $49.99

GRAPHICS 8
Stunning with loads of attention to car models

SOUND 8
Crap "rawk" that can be quieted, nice engine FX

CONTROL 7
Twitchy, over-realistic controls aimed at sim fans

GAMEPLAY 9
Incredibly sharp, detailed and varied race sim

Score: 9

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If Pamela Anderson knocked at our door *naked* with this game in her hand, we wouldn't let her in. We'd go so far as to call the police.

Jeremy McGrath *Supercross 2000*

We played it so you don't have to

Mother always told us that if you can't say something nice, you shouldn't say anything at all. Had we subscribed to this advice, the review for the lamentable pile of horridness known as *Jeremy McGrath Supercross 2000* would be about six words long. Maybe five.

To the point: *McGrath* is a turd pressed onto a GDROM; a poor excuse for a PlayStation motorcycle supercross game that has been shoddily ported to Dreamcast with nary an improvement. On PlayStation, the game plays poorly enough—and it looks like someone's bloated, taco-induced nightmare (*yo quiero* Pepto Bismol). On the 128-bit Dreamcast, poor *Jeremy*'s flaws are only magnified.

To begin again: Monkeys threw poop on the wall and what stuck was *McGrath*. In-game graphics are blurry and muddy, with all the track textures rendered as one long strand of grey-brown muck (regardless of whether the course holds packed earth or mud). The riders themselves are poorly rendered and somewhat pixelated; as they're riding along the various tracks, their jerkiness is clearly evident. Someone forgot to put in that fabled third frame of rider animation, and it shows.

During the various races and challenges, players can unlock new bikes and tracks, but generally, it's best not to bother. There's little to no noticeable difference between the bikes themselves, and the awful control elevates the scraping of each new track's guardrails into a strange sort of art form. Each little tug of the DC analog stick causes a rider to jerk wildly—and a hard tap at an inopportune moment (such as in a jump) can send a rider flying into the dirt, where he will suck earth like a Hoover. Game physics are similarly weak, and players can ride the rails or slam into other racers without losing the slightest bit of speed.

A decent track editor and a freestyle mode where you can catch air on the moon serve as the game's only redeeming features. And even they can't redeem *McGrath*'s (or Acclaim's) blackened soul. Shame, shame, shame. Beat your breasts and light the pyre, guys. **GREG ORLANDO**



Official Magazine Dreamcast

PUBLISHER ACCLAIM **DEVELOPER** ACCLAIM, SALT LAKE STUDIOS **GENRE** UNCLEAN, UNCLEAN! **PLAYERS** 1-2 **VMU COUNT** 14 **ONLINE** NO **ESRB** T **PRICE** $39.99

Score: 1



It's always the quiet ones...

Warp's *D2* slams onto Dreamcast with breathtaking ferocity and cinematic brilliance. The sense of impending doom is immediate and wonderfully uncomfortable—and we're kept on edge throughout the entire four GDROMs. And throughout it all, in a genius twist, the main character speaks nary a word.

***D2* is graphically** superb. The overall look of characters and environments is photo-realistic, and Warp's designers have succeeded in creating a truly desolate visual feel. You'll fear the moments when you have to embark on journeys to solve the game's mysteries, and will actually jump off the couch when things get nasty.

Sound effects carry just the right degree of punch—or subtlety—for every situation, and voice performances are above average (albeit a bit out of synch, at times). But the real aural bliss is in the game's music, which works beautifully as a bridge between horrors.

Typical adventure gameplay is relieved by realtime RPG-type battles, complete with experience points as rewards for the heroine.

There's a speck of 'iffyness' in the control (easily overcome), and the game clocks in at under ten hours of gameplay (could your poor nerves really take any more than that?)—but if you want to scare yourself silly, *D2* is just the ticket. **RUSSELL GARBUTT**

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** WARP **GENRE** ACTION/ADVENTURE **ORIGIN** JAPAN **PLAYERS** 1 **PERIPHERALS** JUMP PACK **ESRB** M **PRICE** $49.99

GRAPHICS 8
Beautifully detailed environs; repugnant critters

SOUND 9
Effects are sharp and loud; music WILL instill fear

CONTROL 6
Similar to others of the genre; a tad twitchy

GAMEPLAY 7
Resident Evil meets *Parasite Eve*. We love it

Score: 7

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IHRA MOTORSPORTS

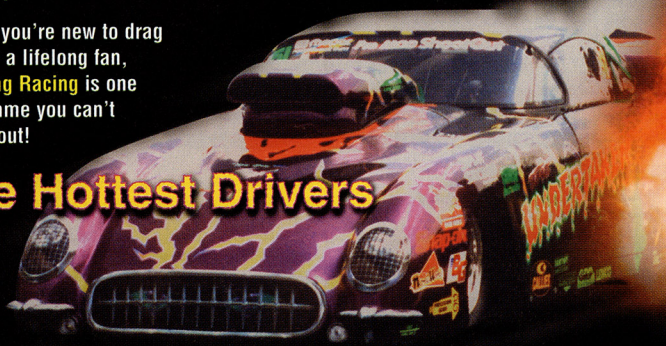
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PC CD-ROM

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TESTZONE ARCHIVE

Your Handy Key to Rating Every Dreamcast Game Out There!

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION			
AIRFORCE DELTA Konami	Airborn shooter a bit too rough around the edges to really shine	5	Issue 2: Nov/Dec 99
CRAZY TAXI Sega	Fastpaced arcade objective-based car game; need we say more?	9	Issue 4: Mar/Apr 00
DEEP FIGHTER UbiSoft	Immersive shooter that may be boring to some, but excellent to others	7	Issue 7: Sep/Oct 00
DRACONUS: CULT OF THE WYRM Crave	3D hack 'n slash that trips over its own ambitious design	6	Issue 5: May/Jun 00
DYNAMITE COP Sega	Arcade beat 'em up fun for one round, and then it's just repetitive	5	Issue 2: Nov/Dec 99
EXPENDABLE Infogrames	Simple, straightforward shooter fits its title a little too well	3	Issue 2: Nov/Dec 99
FIGHTING FORCE 2 Eidos	Port of a verrrrry mediocre 3D action game, with repetition galore	5	Issue 4: Mar/Apr 00
FUR FIGHTERS Acclaim	Stuffed animal shoot 'em up with adventure elements to boot	8	Issue 7: Sep/Oct 00
GRAND THEFT AUTO 2 Rockstar	Death, destruction, mayhem and cars...a treat for delinquents	5	Issue 6: Jul/Aug 00
GUNDAM SIDE STORY: 0079 Bandai	It's all about the animé mechs in this 3D first person shooter–fun!	7	Issue 5: May/Jun 00
INCOMING Interplay	Repetitive alien blast-fest in the air and on the ground...yawn	5	Issue 4: Mar/Apr 00
MAKEN X Sega	First person slash 'em up with loads of story and innovative elements	7	Issue 6: Jul/Aug 00
MDK2 Interplay	Hyperaction sequel send up of an old favorite with humor to spare	9	Issue 6: Jul/Aug 00
NIGHTMARE CREATURES 2 Konami	Goth-styled 3D gorefest with violent ghouls and a deranged hero	6	Issue 6: Jul/Aug 00
RAINBOW SIX Majesco	Oft-delayed strategy shooter finally emerges sans multiplayer	6	Issue 7: Sep/Oct 00
SLAVE ZERO Infogrames	Great concept, horrible execution; a multiplayer shooter gone wrong	6	Issue 3: Jan/Feb 00
SOUL FIGHTER Mindscape	3D weapons-based hack 'n slash...the bottom of the DC barrel	2	Issue 4: Mar/Apr 00
SWORD OF THE BERZERK Eidos	Animé hack 'n slash with pretty intentions but repetitive gameplay	7	Issue 6: Jul/Aug 00
TOY COMMANDER Sega	Imaginative 3D romp through childhood. Toys, guns and dinosaurs!	8	Issue 3: Jan/Feb 00
VIGILANTE 8: 2ND OFFENSE Activision	Car combat meant for one, but marketed for multiplayer	7	Issue 4: Mar/Apr 00
WILD METAL RockStar Games	Tank shooter with bland graphics, but some intense terrain	5	Issue 5: May/Jun 00
WORMS ARMAGEDDON Hasbro	Multiplayer franchise goes ballistic with worm-on-worm action	7	Issue 4: Mar/Apr 00
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: Mar/Apr 00
ADVENTURE			
BLUE STINGER Activision	Survival horror adventure tripped up by voice acting and cameras	6	Issue 2: Nov/Dec 99
CARRIER Jaleco	Moody abandoned airship survival horror with some damaging flaws	7	Issue 5: May/Jun 00
I-SPY: OPERATION ESPIONAGE UFO Interactive	Difficult, complex strategy title that's a little too tough for its own good	6	Issue 6: Jul/Aug 00
LEGACY OF KAIN: SOUL REAVER Eidos	Raziel ventures to DC with yummy graphics and tight gameplay	8	Issue 4: Mar/Apr 00
OMIKRON Eidos	Ambitious 3D adventure hampered by dullness and gameplay problems	5	Issue 6: Jul/Aug 00
RAYMAN 2 UbiSoft	Great looking platformer with plenty of fun and quirk...a 3D classic	9	Issue 5: May/Jun 00
RESIDENT EVIL CODE: VERONICA Capcom	An amazing and fitting sequel to the classic survival horror series	10	Issue 5: May/Jun 00
THE RING: TERROR'S REALM Infogrames	Slow, plodding horror adventure with an interesting plot but no pace	2	Issue 7: Sep/Oct 00
SHADOWMAN Acclaim	Solid, dark, gothic underworld romp as comic anti-hero, Shadowman	7	Issue 4: Mar/Apr 00
SONIC ADVENTURE Sega	Sonic goes 3D with style and more substance; an instant classic	9	Issue 1: Sep/Oct 99
SUPER MAGNETIC NEO Crave	Cute platformer with attitude, but a little bland at times	7	Issue 7: Sep/Oct 00
TOMB RAIDER: THE LAST REVELATION Eidos	Outdated engine does nothing new on Dreamcast; what a shame	5	Issue 6: Jul/Aug 00
FIGHTING			
DEAD OR ALIVE 2 Tecmo	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/Jun 00
JOJO'S BIZARRE ADVENTURE Capcom/Tommo	Strange animé 2D fighter with nice touches in some odd places	6	Issue 4: Mar/Apr 00
KING O' FIGHTERS DREAM MATCH 1999 SNK	Arcade 2D fighter gets the console treatment and comes out kicking	7	Issue 3: Jan/Feb 00
MARVEL VS. CAPCOM Capcom	Fastpaced 2D fighter aimed at fans of the genre and characters	6	Issue 2: Nov/Dec 99
MARVEL VS. CAPCOM 2 Capcom	Three-member tag teams done to 2D perfection! Go Capcom!	9	Issue 7: Sep/Oct 00
MK GOLD Midway	Uninspiring fighter-by-numbers in the MK franchise	3	Issue 2: Nov/Dec 99
PLASMA SWORD Capcom	A vapid 3D me-too fighter with no real punch but a good lineage	5	Issue 5: May/Jun 00
POWER STONE Capcom	Innovative 3D fighting for anyone willing to take a risk	8	Issue 2: Nov/Dec 99
POWER STONE 2 Capcom	Brilliant 3D four-player fighting with more depth than the original	8	Issue 7: Sep/Oct 00
PSYCHIC FORCE 2012 Taito	Gravity-free 3D animé fighter with questionable controls	4	Issue 4: Mar/Apr 00
SOUL CALIBUR Namco	Glorious weapons fighter done Namco's usual way: stunningly	9	Issue 2: Nov/Dec 99
STREET FIGHTER ALPHA 3 Capcom	Good basic *Street Fighter* stuff, with or without the online support.	8	Issue 2: Nov/Dec 99
STREET FIGHTER III: DBL IMPACT Capcom	Great looking, great playing, but missing the classic characters!	7	Issue 5: May/Jun 00
TECH ROMANCER Capcom	Big mechs beat one another up in animé fighter with lots of quirks	7	Issue 6: Jul/Aug 00
VIRTUA FIGHTER 3TB Sega	Yu Suzuki's arcade fighter comes home with all the gameplay intact	8	Issue 2: Nov/Dec 99
VIRTUAL ON: ORATORIO TANGRAM Activision	Robo-tastic action with no twin stick support—will you miss it? Maybe.	8	Issue 7: Sep/Oct 00
SPORTS			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wondrous for fans.	6	Issue 2: Nov/Dec 99
ECW Acclaim	The old *WWF* engine with some very poor graphics make this a dud	2	Issue 6: Jul/Aug 00
NBA SHOWTIME Midway	Arcade slam fest for up to four players; fun for four or even one!	7	Issue 3: Jan/Feb 00
NBA2K Sega	A few bugs stand in the way of this hoop dream come true	8	Issue 3: Jan/Feb 00
NFL BLITZ 2000 Midway	Hyper arcade football action, but no upgrade in graphics or gameplay	6	Issue 2: Nov/Dec 99
NFL QBC 2000 Acclaim	Bad gameplay mars a good franchise with no remorse at all	2	Issue 4: Mar/Apr 00
NFL2K Sega	The best football videogaming sim ever to grace the small screen	9	Issue 2: Nov/Dec 99
NHL2K Sega	One great hockey game that suffers from only minor flaws	8	Issue 5: May/Jun 00
READY 2 RUMBLE BOXING Midway	Great presentation of arcade boxing, but not deep enough to satisfy	6	Issue 2: Nov/Dec 99
RIPPIN' RIDERS Sega	Snowboarding fest that may be shallow, but it's damn fast!	7	Issue 3: Jan/Feb 00
STRIKER PRO 2000 Infogrames	An adequate soccer sim with some severe gameplay problems	6	Issue 6: Jul/Aug 00
TEE OFF GOLF Acclaim	Super deformed golfers 'tee-off' to charm, but not to gameplay	5	Issue 5: May/Jun 00
TONY HAWK'S PRO SKATER Crave	Hands down the best skater ever! Go out and buy it, NOW!	9	Issue 6: Jul/Aug 00
VIRTUA STRIKER 2 Sega	DC port of popular arcade soccer title that doesn't make it out intact	6	Issue 5: May/Jun 00
VIRTUA TENNIS Sega	The best tennis game ever! Any questions?	9	Issue 6: Jul/Aug 00
WWF ATTITUDE Acclaim	Horrible port of a horrible PlayStation wrestling game–run, don't walk!	2	Issue 3: Jan/Feb 00

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
RACING			
4WHEEL THUNDER Midway	Tough as nails off road type racer with *Hydro Thunder* sensibilities	7	Issue 6: Jul/Aug 00
DREAM ROADSTERS Titus	Bad physics and bland visuals crash this could-be racer prematurely	4	Issue 5: May/Jun 00
EPISODE I: RACER Lucas Arts	Racer that uses the force for good and doesn't end up sucking	7	Issue 5: May/Jun 00
F1 WORLD GRAND PRIX Sega	Precision handling and simulation make this an excellent racer	8	Issue 4: Mar/Apr 00
FLAG TO FLAG Sega	CART Racing done with some good attention to physics and detail	7	Issue 2: Nov/Dec 99
HYDRO THUNDER Midway	Port of a great arcade water racer that overcomes plain wrapping	8	Issue 2: Nov/Dec 99
MAGFORCE RACING Crave	Slick looking racer that doesn't handle as well as it looks	4	Issue 7: Sep/Oct 00
MONACO GRAND PRIX UbiSoft	It's F1 racing for the F1 purist; all others need not apply	4	Issue 2: Nov/Dec 99
PEN PEN TRICELON Infogrames	Wacky penguin racer too goofy and short for anyone over 10.	5	Issue 2: Nov/Dec 99
RE-VOLT Acclaim	Mini RC racer with charm and gameplay for the whole family	8	Issue 4: Mar/Apr 00
SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb 00
SOUTH PARK RALLY Acclaim	Cartman and gang are back for more mediocre cart racing	5	Issue 7: Sep/Oct 00
SPEED DEVILS UbiSoft	The bane of our existence, reviews-wise. You'll never let us forget it	3	Issue 2: Nov/Dec 99
SUZUKI ALSTARE EXTREME RACING UbiSoft	Deeply flawed arcade motorcycler that ends up being kinda fun	6	Issue 3: Jan/Feb 00
TEST DRIVE 6 Infogrames	Bad design and an outdated engine do not a good racer make	4	Issue 4: Mar/Apr 00
TNN HARDCORE HEAT ASC Games	Crappy controls and questionable physics dampen its chances.	6	Issue 2: Nov/Dec 99
TOKYO XTREME RACER Crave	Great looking street racer with very limited courses–one.	6	Issue 2: Nov/Dec 99
TRICKSTYLE Acclaim	Smooth, ambitious hoverboard racing falls a little flat in practice	6	Issue 2: Nov/Dec 99
WACKY RACES Infogrames	Cel shading gets wacky in this licensed cart racer with attitude	8	Issue 6: Jul/Aug 00
ARCADE			
CENTIPEDE Hasbro	Retro-shooter upgrade to arcade classic not exactly up to par	4	Issue 3: Jan/Feb 00
GAUNTLET LEGENDS Midway	A great arcade port that only suffers from repetitive nature	6	Issue 6: Jul/Aug 00
RPG			
ARMADA Metro3d	Hybrid shooter/RPG with plenty o' high points and a big fanbase.	6	Issue 4: Mar/Apr 00
ELEMENTAL GIMMICK GEAR Vatical	Nice looking, but tough 2D RPG with minimal storyline	5	Issue 4: Mar/Apr 00
EVOLUTION UbiSoft	Overly simplified dungeon crawler with great, great characters	7	Issue 3: Jan/Feb 00
EVOLUTION 2: FAR OFF PROMISE UbiSoft	Cute sequel with more of everything, but not a whole lot more	8	Issue 6: Jul/Aug 00
SEVENTH CROSS: EVOLUTION UFO Interactive	Wacky breeding sim with simplistic graphics but complex gameplay	3	Issue 4: Mar/Apr 00
SILVER Infogrames	Action RPG hijinks ensue after hero's wife gets jacked by evil empire	6	Issue 7: Sep/Oct 00
TIME STALKERS Sega	Flawed time-traveling RPG with good intentions but no follow-through	5	Issue 6: Jul/Aug 00
PUZZLE			
BUST-A-MOVE 4 Acclaim	Same game, same maniacal, bubble-busting fun. Perfect for two players	6	Issue 7: Sep/Oct 00
CHU CHU ROCKET Sega	Sonic Team goes cat 'n mouse crazy in Sega's first online endeavor	8	Issue 5: May/Jun 00
MR. DRILLER Namco	Cute mascot puzzler that should be outlawed for addictive qualities	7	Issue 7: Sep/Oct 00
WETRIX+ Xatrix	It's wet, it's wacky, and it could be fun for two players–but it isn't.	5	Issue 5: May/Jun 00
SHOOTER			
GIGAWING Tommo	Old-school 2D shooter for diehard fans of the arcade genre	6	Issue 5: May/Jun 00
HOUSE OF THE DEAD 2 Sega	Lightgun shooter *sans* lightgun hurts this arcade classic only slightly	8	Issue 1: Sep/Oct 99
SIM/OTHER			
AEROWINGS Crave	Flight sim gets loopy with cool play, but tough controls and concept	7	Issue 2: Nov/Dec 99
CHEF'S LUV SHACK Acclaim	*South Park* license abused for gameshow aesthetic–boo	3	Issue 4: Mar/Apr 00
SPACE CHANNEL 5 Sega	Great looking vehicle for virtual superstar, Ulala...but just too short	7	Issue 7: Sep/Oct 00
SEAMAN Sega	Weird, ornery fishman-raising sim...expect some strange results!	6	Issue 7: Sep/Oct 00
PERIPHERALS			
ALLOY ARCADE STICK Interact	Cool looking chrome arcade stick with eight programmable buttons.	😃	Issue 7: Sep/Oct 00
ARCADE FIGHTER STICK AGETEC	A must for any fighting game fan. Fun with lots of other games, too.	😃	Issue 4: Mar/Apr 00
ASTROPAD Performance	Cheap DC Controller that gives you about what you paid for.	😐	Issue 4: Mar/Apr 00
CONCEPT 4 WHEEL Interact	One of the better steering wheel and pedal combos available.	😃	Issue 5: May/Jun 00
DREAM MASTER CONTROLLER Nyko	Six-button controller has lots of problems, but the D-pad is good.	😐	Issue 5: May/Jun 00
DREAM PAD Mad Catz	Mmmmm... rubber. A quality DC controller that surpasses the original	😃	Issue 4: Mar/Apr 00
DREAMBLASTER Performance	Solid, precise lightgun with auto-fire and -reload; the best lightgun.	😃	Issue 4: Mar/Apr 00
DREAMSTATION Ultimate	Lets you use Sony Dual Shock controllers, and other stuff, on your DC.	😃	Issue 4: Mar/Apr 00
ENTERTAINMENT MACHINE Zenith	This TV is marketed as a gamer's set, but actually, it's just a TV.	😐	Issue 6: Jul/Aug 00
GAMESHARK CDX Interact	It's got lots of codes, and lets you play import games too.	😃	Issue 7: Sep/Oct 00
INNOVATION 4 MEGABYTE MEMORY CARD	It's like four memory cards in one! This is the one to get for sure.	😃	Issue 7: Sep/Oct 00
INTERACTIVE BATTLE CHAIR Hunsuker	More butt-rumbling power than you can handle. Pricey but very cool.	😃	Issue 5: May/Jun 00
JUMBO MEMORY PAK X2 Nyko	Good memory card with twice the memory! And has tight screws!	😃	Issue 4: Mar/Apr 00
MAD CATZ EXTENSION CABLE	Actually sit on your sofa while playing, rather than on the floor.	😃	Issue 6: Jul/Aug 00
MAD CATZ WHEEL	The best wheel-and-pedal combo ever made for a home console.	😃	Issue 5: May/Jun 00
NEXUS 4MB MEMORY CARD Level Six	800 blocks of memory can't be bad. And you can hook it to your PC.	😃	Issue 4: Mar/Apr 00
PELICAN 4X MEMORY CARD	It's not too reliable. Tends to lose your data. This is bad.	😐	Issue 7: Sep/Oct 00
PERFORMANCE EXTENSION CABLE	Um... see the above note on the Mad Catz cable. Same deal.	😃	Issue 6: Jul/Aug 00
PERFORMANCE MEMORY CARD	At only $10 this card can't be beat. But no screen=no minigames.	😐	Issue 4: Mar/Apr 00
POWERLINK Nyko	Allows you to connect two Neo Geos together for multiplayer action.	😃	Issue 5: May/Jun 00
QUANTUM FIGHTER PAD Interact	Programmable and cool-looking, but its cumbersome shape blows.	😐	Issue 4: Mar/Apr 00
RALLY WHEEL AGETEC	Lacks weight, balance and sturdiness, but has force feedback.	😐	Issue 4: Mar/Apr 00
STARFIRE LIGHTBLASTER Interact	Excellent lightgun but not quite as good as the Mad Catz.	😃	Issue 4: Mar/Apr 00
SUPER SONIC CONTROLLER Beamscope	This thing is complete crap. Don't buy this thing.	😞	Issue 6: Jul/Aug 00
THRUSTMASTER RACING WHEEL	You could do worse. Crappy pedals and weirdly-placed buttons.	😐	Issue 5: May/Jun 00
THUNDER PAK Nyko	This rumble pack accessory works, and that's all it has to do.	😃	Issue 5: May/Jun 00
INNOVATION 4 MEGABYTE MEMORY CARD	Like the Pelican card, but works a lot better. This is the one to get.	😃	Issue 7: Sep/Oct 00

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Aya Brea of Parasite Eve™ and Parasite Eve II™ by SquareSoft®
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HOW TO

THIS MONTH

NOAH MASSEY *gives it up*

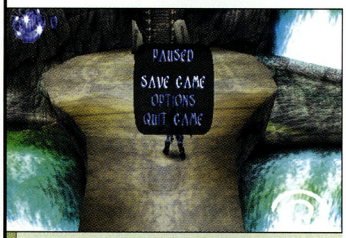
Legacy Of Kain: Soul Reaver
Re-Volt 116

Drakonus: Cult Of The Wyrm
Super Magnetic Neo
Flag to Flag
MDK 2 117

Grand Theft Auto 2
Wild Metal
NBA Showtime: NBA on NBC 118

LEGACY OF KAIN: SOUL REAVER

Cheat Big Time!
Cheating doesn't get much better than this. This huge batch of codes will get you through every part of *Soul Reaver* in a fraction of the time it would normally take you. First, pause the game. Then, while on the pause screen, press and hold the Right Trigger Button while you enter the following cheats (use the D-pad for directional inputs). As you enter the codes, you'll hear a sound that tells you that you've done it right—and when you return to the game, the effect of the cheats should be evident.



All codes should be used with caution since they have the potential to crash the game. And don't enable the cheats until AFTER you've completed the entire training area at the beginning of the game—it should be safe to enable them after you've seen the Sanctuary of the Clans cinema, or after Raziel has reached the Lake of the Dead (vortex area).

Refill Health (fill 'er 8)
↓, B, ↑, ←, ↑, ←

Raise health coil to next level
→, A, ←, Y, ↑, ↓

Raise health coil to max (Level 4)
→, B, ↓, ↑, ↓, ↑

Hurt Raziel
←, B, ↑, ↑, ↓

Refill glyph/magic meter
→, →, ←, Y, →, ↓

Raise glyph meter to max (52 pts)
Y, →, ↓, →, ↑, Y, ←

Turn on "pass through barriers" ability
↓, B, B, ←, →, Y, ↑

Turn on "Soul Reaver" ability
↓, Y, X, →, →, ↓, ↓, ←, Y, ↓, →

Turn on "wall crawling" ability
Y, ↓, X, →, ↑, ↓

Turn on "force" ability
←, →, B, ←, →, ←

Turn on "constrict" ability
↓, ↑, →, →, B, ↑, ↑, ↓

Forge Soul Reaver with Fire
(turn on Fire Reaver)
↓, ↑, →, ↑, ↓, ←, B, →, ↓

Imbue Reaver = Fire
(as if passed through flame)
Y, →, ↓, B, ↑

Imbue Reaver = yellow/white Reaver (graphic effect only)
A, →, ↑, ↑, Y, ←, ←, →, ↑

Imbue Reaver = red/black Reaver
(graphic effect only)
A, B, →, Y, ←, ←, →, ↑

Turn on Force Glyph spell
↓, ←, Y, ↓, ↑

Turn on Stone Glyph spell
↓, B, ↑, ←, ↓, →, →

Turn on Sound Glyph spell
→, →, ↓, B, ↑, ↑, ↓



Jump in, the water's fine! That is, as long as you've used the "swim" ability cheat.

Turn on "swim" ability
↑, B, ↓, →, B, ←, ↑

Turn on Water Glyph spell
↓, B, ↑, ↓, →

Turn on Fire Glyph spell
↑, ↑, →, ↑, Y, X, →

Turn on Sunlight Glyph spell
←, B, ←, →, →, ↑, ↑, ←

Allow Shift-Any-Time
(+ "swim" ability, etc.)
↑, ↑, ↓, →, →, ←, B, →, ←, ↓



Our favorite *SR* code? The one that lets you shift at any time. Sure, the refill health cheat will come in handy—but jumping back and forth between planes of existence can save you buttloads of time. It's a helluva fast commute.

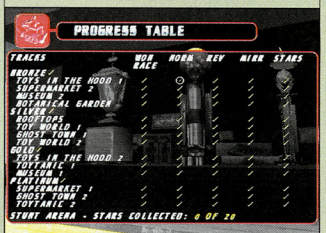
RE-VOLT

Unlock Everything Cheats
Everything this game has to offer in the way of unlockable goodies can be accessed merely by entering a few names. To enter cheats that can open all the tracks, all the cars and more!, start a race—and at the name entry screen, input the following codes. To enter more than one cheat, press END after entering each one and you can back out and enter another.

CARTOON All cars
TRACTION All tracks
GOATY Edit Progress Table
YUEFO Enable UFO



With the right code, you can pull any car you want off the shelf—even at the game's start!



The Edit Progress Table cheat lets you access the Progress Table on the Main Menu and manually check off each race you've 'won'. Save it to your VMU and impress your friends.

DRACONUS: CULT OF THE WYRM

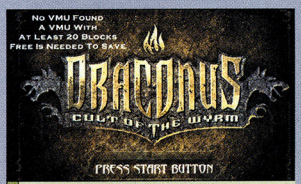
"Make The Game A Snap!" Codes

Now, *this* is cheating! We've got the exclusive on all the codes you need to finish *Draconus*—including a level skip, a refill health code and a Super code that enables you to kill every enemy with one blow. Here's the trick: before you enter any cheats during gameplay, you must enter a master code that 'enables' the whole set.



After you enter the Super code, you'll notice that every slice you take at a baddie will cause 50,000 points of damage!

To enter the master code, press X Y Y X X Y Y at the Title screen that says "Press Start." If it's done correctly, you will skip the intro movie and emerge at the Main Menu. Now, start a game and during gameplay press the **START** button to pause the game. Then press any of the following button combinations to activate the desired cheat. Once you beat a level and move on to the next (or whenever you use the level select), you will need to re-enter your cheats.



Enter the master code for enabling cheats at the Title screen—*before* input-ing any codes during gameplay.

Super Code
LT + LB + ➡

Level Skip
LT + LB + ⬇

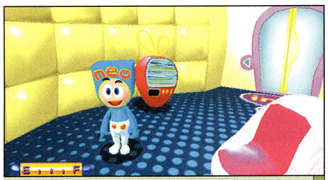
Regain Health
LT + LB + ⬅

SUPER MAGNETIC NEO

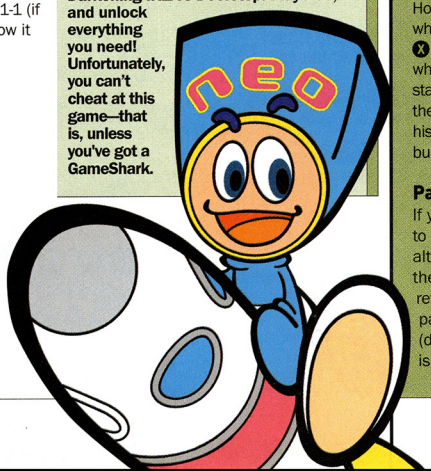
Unlocking The Furniture

There are apparently no real cheats for this charming platformer, but we have got the scoop on the exact order in which you can unlock the furniture in Neo's room. It's unlocked in a strict sequence, regardless of the level you're on. For example, if you've fulfilled all three objectives in level 4-4, you'll unlock the same piece of furniture that you'd get on level 1-1 (if it's your first piece). So here's how it all goes:

1. **fan**
2. **fancy chest**
3. **exotic plant**
4. **study desk**
5. **chair**
6. **rug**
7. **side table**
8. **cheap cabinet**
9. **books and puzzle**
10. **mini audio system**
11. **computer**
12. **nice seat**
13. **desk lamp**
14. **freezer**
15. **fish and bowl set**
16. **famous art print**



How To Furnish a House Without Darkening IKEA's Doorstep: Play *Neo*, and unlock everything you need! Unfortunately, you can't cheat at this game—that is, unless you've got a GameShark.



FLAG TO FLAG

Mess With The Weather

If you want to add a little variety to the weather in *Flag To Flag* (or take complete control of it because you've always fancied yourself a burly Thor-type), these two codes will help you do it. Both are entered at the Track Selection screen in Arcade Mode: While choosing the track you wish to race on, just press and hold the following button combinations to get the desired effect—and continue to hold them down until the track finishes loading. If you've entered a code correctly, the effect should be apparent as soon as you've started the race.



Got mud? If you want it wet, enter the Arcade Mode and highlight the course of your choice on the track selection screen—then press and hold one of the button combos while you select the track. Continue to hold the buttons until the track finishes loading.

Rainy Weather
LT + LB + ⬇

Weather Never Changes
LT + LB + ⬆

MDK 2

Some Silly Stuff

Sorry, but no cheats for invincibility exist. This game just isn't going to get easier—you pretty much have to stop eating, peeing and sleeping in order to finish it. But we can help you make it *look* even nicer...

Make Doctor Hawkins Fart

Thank goodness the iSmell's scent technology hasn't really hit the market: With a single code, you can make Doctor Hawkins fart up a storm. To activate the fart cheat, begin gameplay as Doctor Hawkins, then press LT + LB + ⬅ + A.

Slow Motion

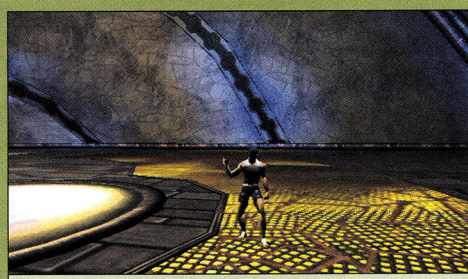
While playing as Max, press and hold the LB button (de-select any weapons to conserve ammo) and press ⬆, ⬆, ⬆, ⬆. A message will appear if you did it right that says that the **Slow Motion Mode** is activated—and for a short time, everything will move very slowly. Mmmm, *The Matrix*.

Full Pause Screen And Hidden Artwork And Sounds

As with most Dreamcast games, you can pause gameplay and then press X + Y to get a clean pause screen without any writing or graphics to mess up your view of the paused action. Also typically of DC titles, you can insert your *MDK2* game disc into a PC and see all kinds of artwork while you listen to a variety of the game's sound effects—including some great MP3 blooper tracks. All this is found in the "mdk2" directory.

Kurt In His Underwear

Hold the LT + LB buttons while you press X, X, Y, X at the main menu and when you load a level or start from the beginning of the game Kurt will be in his underwear and fire bullets out his index finger.



Are these boxers, briefs or both? Here's the real Kurt, as seen by the Panning Camera. *Warning:* this perspective makes a tough game impossible. Just re-enter the code to reverse the effect and go back to the normal camera.

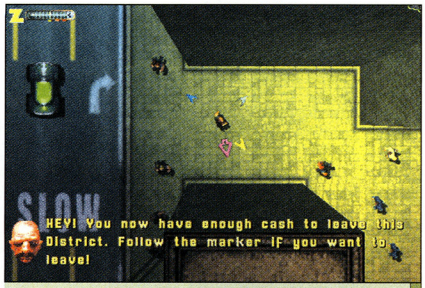
Panning Camera

If you want to make it nearly impossible to control the game (and pause gameplay altogether), press and hold LT + LB and then press B, A, B, A. When you return to the game, the camera will pan all around your character (depending on where your character is in the environment).

GRAND THEFT AUTO 2

Criminal Cheats

Since this game is already about being a criminal, you might as well cheat your way through it—and we've pulled together all the cheats you need to blow right through it. There's even a cheat to get rid of the cops all together (don't we wish it was real)! All the cheats are entered at the menu where you enter your name, after you've selected New Game from the Main Menu. Press the A button before you enter each new cheat.



Since the point of the game is to earn money by committing crimes, then entering the $9,999,999 cheat must be the equivalent of grand larceny.

Start with $500,000
MUCHCASH

Start with $9,999,999
ULTIMATE

99 Lives
BIGCATS

All Weapons
BIGGUNS

All Levels
SESAME

Unlimited Energy
INFINITY

No Police
LAWLESS

5X Multiplier
BOYAKASH



So this is what happened to pretty-in-pink Molly Ringwold.

Maximum Wanted Level
BADBOYZ

Maximum Respect For All Gangs
ALLFREND

Unlimited Double Damage Power-up
DBLWAMMY

Unlimited Invisibility Power-up
SCOOBYDO

Unlimited Electro Gun
BIGFRIES

Unlimited Flame Thrower
TOASTIES

Have same weapons after losing life
LOSTTOYS

Gore Mode
WOUNDED

Elvis Pedestrians
ERRHUH

WILD METAL

Wild Cheats

Now that you're armed with some codes, beating *Wild Metal* should be no trouble at all. All of the cheats are entered during gameplay (do NOT pause), and the effect will be dramatic if you get the code right.



Just enter the codes while playing the game—no pause necessary! Victory comes to Legoland.

Invincibility
Y, ➡, B, ⬅, X, ⬇

Maximum Health
Down, Down, A, X, B, X

All Weapons
A, A, ➡, Y, A, ➡

Friendly AI Units
B, ⬇, A, ⬇, X, Y

Boost
⬆, X, ⬇, B, A, Y

Show All Token Locations
Y, B, A, ⬅, ⬇, ⬇

NBA SHOWTIME: NBA ON NBC

So Many Cheats, So Little Time

Those of you who have ever entered a code into any of the *NBA Jams*, *NFL Blitz* or any of the *Mortal Kombat* games should be familiar with the following cheats for *NBA Showtime: NBA On NBC*. All of them are entered at the "Tonight's Match-Up" screen you see after you've chosen your team and are about to begin a match. The cheats are input by pressing the Turbo, Shoot and Pass buttons a specific number of times, each of which changes the icons at the bottom of the screen. After you've hit buttons in the requisite sequence, press the D-pad in a specified direction and the activated cheat's name will be displayed onscreen.

The numbers printed below each cheat refer to the number of times you'll need to press each different button. The first number represents the Turbo button, the second represents the Shoot button and the third represents the Pass button. So, for example, to enter the Fog cheat, you'll press Turbo, Shoot, Shoot, Pass, Pass, Pass—and then press the D-pad Up.



Be quick when you enter the codes, as the "Tonight's Match-Up" screen won't stay up forever.

ABA Ball
2-3-2 ➡

Alternate Uniform
4-3-0 ➡

Away Uniform
4-2-0 ➡

Big Heads
2-0-0 ➡

Blizzard
1-3-1 ⬅

Fog **
1-2-3 ⬆

Home Uniform
4-1-0 ➡

Hotspots
1-0-0 ⬇

Midway Uniform
4-0-1 ➡

Night fog **
1-2-3 ⬅

No Goaltending
5-5-5 ⬅

No Hotspots *
2-0-1 ⬆

No Replays
3-3-1 ⬅

No Tip Off
4-4-4 ⬆

Rain
1-4-1 ⬅

Show Shot Percentage
0-0-1 ⬇

Snow **
1-2-1 ⬅

Swamp Fog **
1-2-3 ➡

Team Uniform *
4-0-1 ➡

Thick Fog **
1-2-3 ⬇

Tiny Players
3-4-5 ⬅

Tournament Mode
1-1-1 ⬇

*Both teams must agree on cheat when playing a two-player game. **Affects outdoor courts only.

Hidden Courts

Finally, there are some secret courts hidden within the game. To play on any of them, press and hold one of the button combinations from the list below, right after you've chosen your team and players. Continue to hold the button combination until the match begins—when it does, you should be playing in the court you've selected.

Island Court
➡ + TURBO

Midway court
⬆ + SHOOT + PASS

NBC court
⬇ + SHOOT + PASS

Team 1 (Left)
⬆ + TURBO

Team 2 (Right)
⬇ + TURBO

Sweet court
⬅ + TURBO



Before you ask—NO, you can't vote anyone from the other team off the island.

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Parting Shots

An exclusive sneak peek inside **ODCM** HQ during deadline (hint: better get a tissue)

WEEK ONE

Chris' obssession with Texas Toast at Sizzler has reached new heights. In between bouts of *Street Fighter 3: Third Strike* and editing copy, he manages to coax Evan (the staff vegetarian) into joining him at the local family steakhouse and salad bar. We expect Evan to be receiving a promotion sometime soon. Oh, wait, he already did.



Evan & Chris "do" lunch at Sizzler

WEEK TWO

Our intern of the issue, Marie, has spent an awful morning trying to weather the perils of San Francisco's less-than-game-of-the-month-status public transit system. After missing her shuttle to the office and getting stuck at the terminal only to be accosted by lonely bus drivers, she's convinced that she must have bad karma to deserve such a Kafka-esque morning. Dina took notes.



Marie: ODCM's cute female intern of the month!

WEEK THREE

Things begin to slowly unravel around the office. Dina and Dan have begun coming in at weird hours and napping strategically; Dave is citing *The Matrix* as inspiration for his designs; Chris finally gets new tires for his car (his baby thanks him); even Evan has begun to do some actual work. This is the turnaround point in every issue that will either bring us closer together as a team, or drive us to the brink of insanity. Or maybe we just read that on a movie poster somewhere during a lunch break. But it's nice to know that if we are indeed driving to the Brink of Insanity™, it'll be on brand new tires. Thanks, Chris.



Your desktop is a reflection of your state of mind. This is Chris'.

WEEK FOUR

Deadlines...we hate 'em. But our waistlines hate them much more. After spending the past two weeks glued to our monitors, typing copy, editing copy, and designing pages on a strict diet of free bagels, Laotian donuts and Extra Value meals from Mickey D's (#s 9, 2 and 3—that's a Quarter plain with cheese, for Dan), we're not in any shape to carry out our plans to form a boyband. Dave battles the gut quotient by feeding on fruit, cottage cheese and diet soda—but then, he actually seems to ENJOY that stuff, so we can hardly call that a fight. God help us all...next issue could be filled with edutainment titles featuring the Olsen twins.



A typical videogame journo's lunch plate–NOT!

DESERT ISLAND QUESTION OF THE MONTH

Would you join a boyband (complete with dance lessons, coquettish photo sessions and hair training) if it was guaranteed to be successful and if, after about six years, you could retire and never have to work again?
[Chris: Yes.
Dan: Yes.
Dave: In a heartbeat.
Evan: It's tempting, but no.] Shyeah, right.

Next Issue

So good it feels illegal!

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Issue #9 with GD-ROM On sale October 31st!

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The complete scoop on the latest online masterpiece to grace Sega's supersystem. You WANT online combat, you've GOT online combat, wombat!



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*Miss it and be the target of scorn amongst peers and loved ones. Content (but not quality) of issue subject to change due to space-time vagaries.

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Imagine Media, Inc. 150 North Hill Drive
Brisbane CA 94005

EDITORIAL
DCMag@imaginemedia.com

ADVERTISING
415.468.4684 x100 fax 415.468.4686
email: jmitchell@imaginemedia.com

SUBSCRIPTION INQUIRIES
Customer Service
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ODCM PLAYERS
Chris Charla sizzler-in-chief
Dan Fitzpatrick art director
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PHOTOGRAPHY Michael Sexton, Elizabeth Lazich
CONTRIBUTING ARTISTS David Terrill, Laura Murphy

ADVERTISING
Doug Faust publisher
Ayrien Houchin regional advertising manager
Jim Mitchell regional advertising manager
John Yeargin account executive
Megan Fischer ad coordinator/birthday girl

PRODUCTION
Richard Lesovoy production director
Eric O'Connell production coordinator

CIRCULATION
Amy Nibbi subscription director
Jonathan Venier newsstand marketing manager
Janet Amistoso direct marketing specialist
Peggy Mores fulfillment manager

INTERNATIONAL LICENSING REPRESENTATIVE
Robert J. Abramson and Associates, Inc.
720 Post Road, Scarsdale New York 10583

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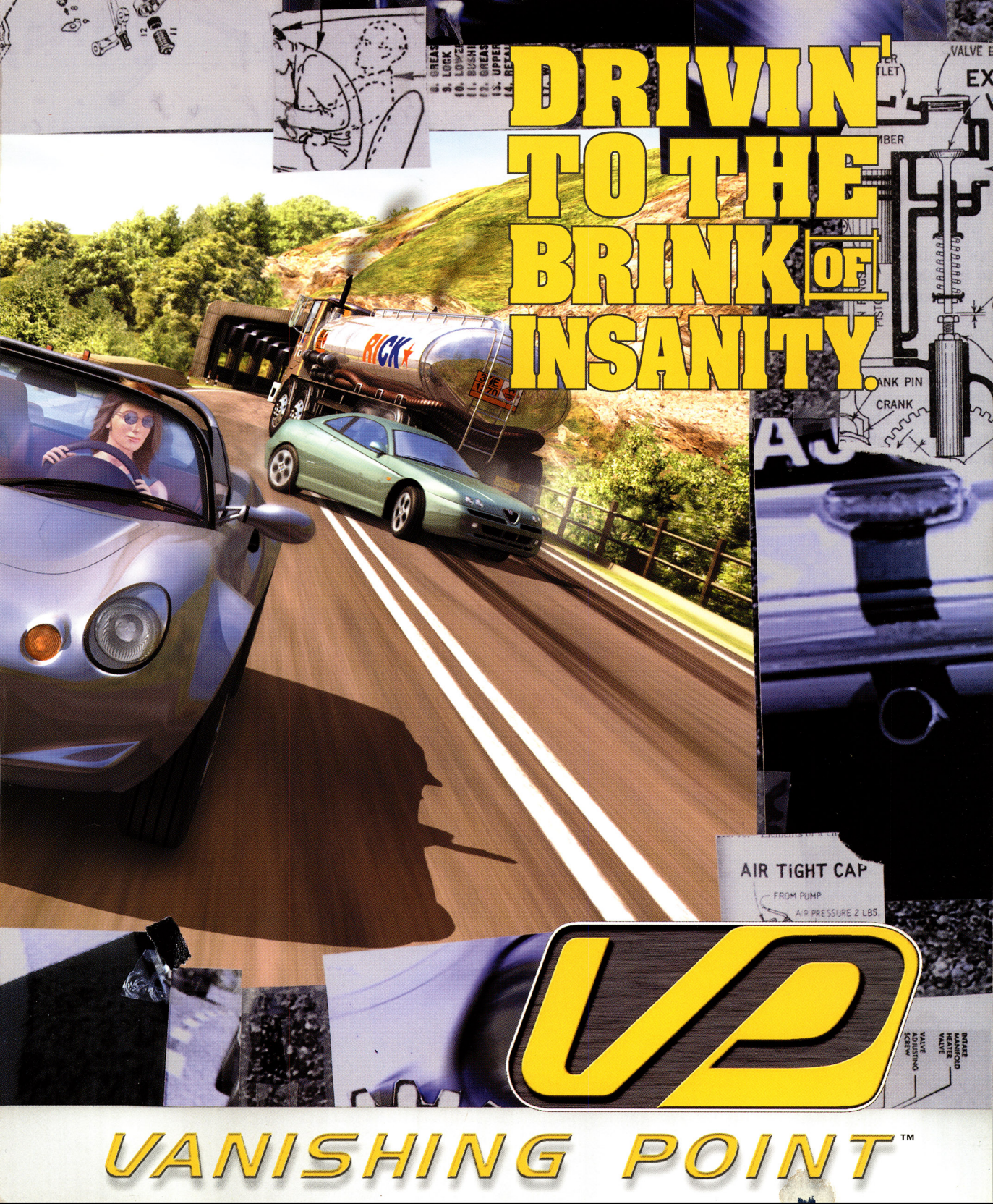
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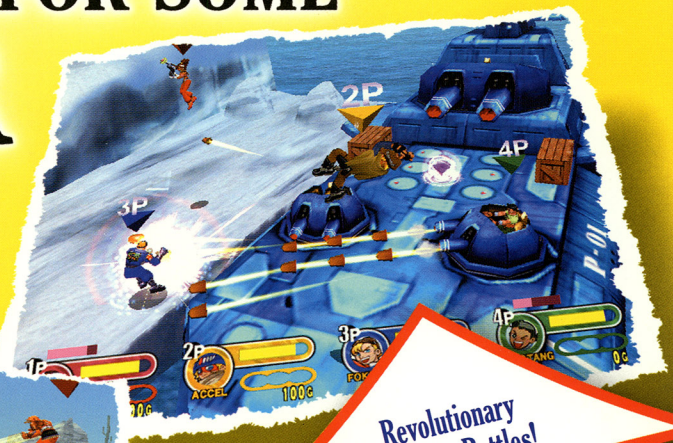
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