OVER 150 DREAMCAST GAMES RATED INSIDE!

Official Magazine
Dreamcast™
Issue 9: December 2000



EVERY ONLINE GAME INSIDE!

ONLINE IS HERE!

MULTIPLAYER GAMING ARRIVES — AND IT RULES!

NFL 2K1

COMPLETE REVIEW OF THE FIRST ONLINE DREAMCAST GAME

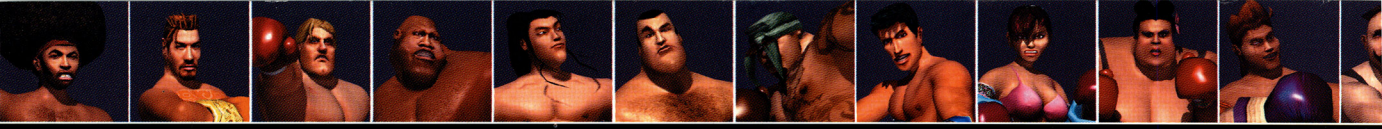
JET GRIND RADIO REVIEWED!

PHANTASY STAR ONLINE
ALONE IN THE DARK 4
SURF ROCKET RIDERS
METRO STREET RACER
JEDI POWER BATTLES

UNREAL TOURNAMENT

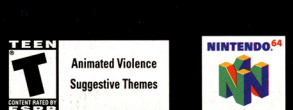
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*Screen shots taken from PlayStation 2



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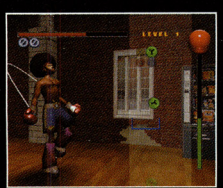
RO



Sometimes being the best means having to spend a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble®.

READY 2 RUMBLE™ BOXING ROUND 2



Train with Mini Games



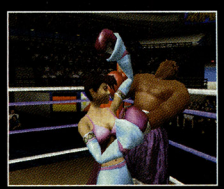
New Ring-Clearing Rumble Flurries



New Taunts, Combos and Animations



23 Outrageous Boxing Personalities



Sharper Single Player Boxing



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

"...undeniably the prettiest role-playing game ever to grace a console."
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.







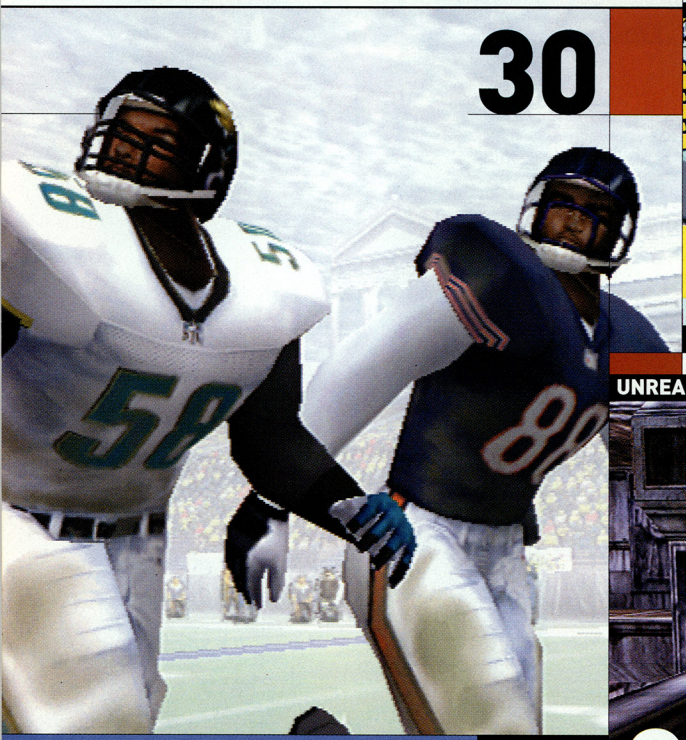


GRANDIA II™

Only on Dreamcast™

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Official Magazine
Dreamcast™ December 2000









FEATURES

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

>SEGANET 26

We give you the complete lowdown on the key player in a new era of videogame history: SegaNET. From how to get on to how to get off, you'll find out EVERYTHING you need to know about Dreamcast Internet gaming—in a blowout 24-page feature! Here are a couple of highlights to whet your appetite: *NFL2K1*...reviewed! *Unreal Tournament*... we played it—for real! Plus: an exclusive interview with *UT*'s creators, and in-depth previews of *NBA2K1, Phantasy Star Online, Speed Devils Online, Star Lancer, Black and White* and more!

>DC-DIRECT 16

NEWS, PREVIEWS AND GOSSIP

Everything you ever wanted to know about the latest developments in the world of Dreamcast but were deathly afraid to ask about for some reason. This month: JAMMA in Tokyo, Sega in LA and Eminem in your face!

COMING SOON

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

AGARTHA 70

French developer No Cliché gets in on the survival horror action

MSR 72

Bizarre Creations' oft-delayed, much-anticipated racer speeds past the hype

ROGUE SPEAR 76

Tom Clancy is ready kick patooty as the lead character in...okay, we're kidding, but read the preview anyway

TEST DRIVE LEMANS 77

Chris swears by this game and his love is contagious—kinda like the plague

MAX STEEL 77

Saturday morning 3D goes DC!

ALONE IN THE DARK: *THE NEW NIGHTMARE* 84

Edward Carnby is back on the trail of something strangely supernaturally suspicious. Sounds sweet

FROGGER 2: *SWAMPY'S REVENGE* 78

Just when you thought it was safe to cross the road again

SURF ROCKET RIDERS 86

Crave prepares to go deep underwater. Deeply satisfying?



***SRR:* them's a lotta wet horses**

DEPARTMENTS

>DC-ROM 6

This is it: a demo extravaganza to end all demo extravaganzas. At least until next issue, in which we top ourselves once again. This month gives you the best of all worlds: from *Tony Hawk 2* to *Skies of Arcadia* and back again. Check it out.

>D-MAIL 8

Yes, our readers do think, feel and write. In some very special moments, we look back lovingly at *Shining Force* and help out a nice boy who can't seem to figure out *Fur Fighters*' control scheme.

>TEST-ZONE ARCHIVE 108

Ratings for every DC game and peripheral out there. This is THE WORLD'S MOST comprehensive Dreamcast guide!

>ENDZONE 119

Chris spills the beans on the results of **Issue #7**'s contest and Evan's digestion. Plus: Next time in **ODCM** (which comes out less than 31 days after this one)!

Stoat Notes



WELCOME TO THE GOLDEN AGE of Dreamcast. PS2 launched this month, with pretty disappointing results. A couple of good games, but nothing that really set the world on fire. Hah.

I'm glad I can't say the same about Dreamcast. Right now, we are standing on the absolute peak of the golden age of Dreamcast gaming. We've hit that magic moment in every system's life when it seems like (with a couple of rare exceptions) every developer, on every project, is hitting on all cylinders and delivering legendary gameplay experiences on every disc.

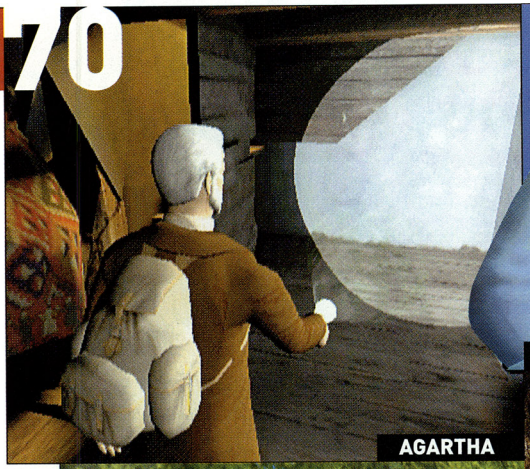
Just look at what's come out in only the past two months—*Shenmue. Jet Set Radio. NFL 2K1.*—and what's set to come out practically tomorrow—*Tony Hawk 2. NBA 2K1. Unreal Tournament.* The list goes on. Any of these games would be major, legendary, classic titles on any system—*Mario*s on N64, *Metal Gear*s on PlayStation, *Tetris*es on Game Boy—the kind that only come once every two or three years, and that people talk about for the rest of their lives. And this month we've got breaking news—and/or demos [cough**Tony 2!**cough]—on all of them.

Next month? *Half-Life. Quake III. Skies of Arcadia. Grandia II. Test Drive Le Mans* (trust me). It's almost criminal how many awesome games are coming out on Dreamcast right now.

These are the times that we're going to look back on and call "the good old days." So do yourself a favor. Play the hell out of your Dreamcast this month. Every night. All night. Buy every game you can afford. Sell your blood. Whatever. This, right now, is what gaming is all about. And if you've got a Dreamcast, you are about to experience some of the most brilliantly designed and flawlessly executed games in the history of mankind.

Enjoy yourself.

Later,
Chris



70

AGARTHA



ALONE IN THE DARK IV

84



SPAWN

105



56

PHANTASY STAR ONLINE

>TESTZONE 96

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

JET GRIND RADIO 90
Just when you thought there weren't any imaginative games out there...

TOKYO XTREME RACER 2 93
Is it xactly what you'd xpect from Genki's street racing sequel?

ARMY MEN: *SARGE'S HEROES* 96
The little green men are back! Oh, god, are they back. And oh, is Chris glad...

SILENT SCOPE 98
Konami's ready to take on terrorists in its latest arcade conversion

NFL BLITZ 2001 99
It's football TO THE EXTREME! But is it extremely good or extremely crap?

DEMOLITION RACER: *NO EXIT* 99
Destruction derby-esque racing done all good-like

FERRARI F355 CHALLENGE 100
Is it really this hard to drive a sports car?

NFL QBC 2001 101
Acclaim's franchise lands in the heap, but does it have enough to come out on top?

SPAWN: *IN THE DEMON'S HAND* 105
Todd McFarlane's undead warrior on DC

JEDI POWER BATTLES 106
Yoda shakes his head



JEDI POWER BATTLES 106

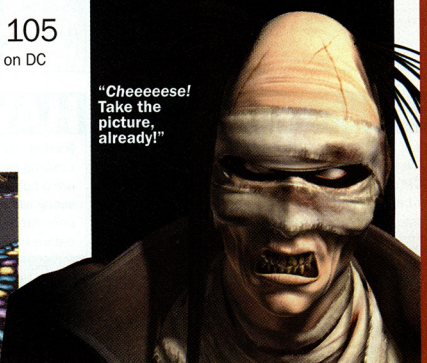
>HOW-TO 115

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:

Virtua Tennis, Ultimate Fighting Championship, WWF Royal Rumble, Nightmare Creatures 2, Ecco the Dolphin: Defender of the Future, Airforce Delta, Hidden & Dangerous, Bust-A-Move 4



"*Cheeeeese!* Take the picture, already!"

DISC O'TECH

If mankind passed into extinction in, say, around twelve minutes, the footprints he'd leave for time immemorial would be shaped by Arby's restuaurants, Pauly Shore movies and some pretty cool technology. This means, dear reader, that once you've played this spanktabulous **Official Dreamcast Magazine Demo Disc** to your heart's content, you should store it somewhere safe—like in your laundry hamper—so it can be dug out with a trowel in a few thousand years.

Perhaps alien archaeologists who recover this disc will understand its importance. After all, it gave Dreamcast owners the most exclusive, sneakiest peeks at the shooting Sermon on the Mount **Silent Scope**...the beauty of **StarLancer**... and the sheer, life-giving joy of a little ditty called **Tony Hawk's Pro Skater 2.**

This disc is guaranteed to bring you instant popularity and possibly even a seat in the Senate (in about 40 years). And the **Web Browser 2.0** is so powerful it's practically omnipotent—don't be surprised if it keeps you from stubbing your toes or walking out the door in mismatched socks.

And remember, please share and enjoy. Should we survive the coming conflagration (eleven minutes and counting), we'll return next month with even more disc-olicious flavors.



SKIES OF ARCADIA

ARMY MEN: SARGE'S HEROES

PUBLISHER MIDWAY **RELEASE DATE** NOVEMBER **PLAYERS** 1



Atten-Hut! In this war of plastic toy soldiers there can be only one winner and many, many melting corpses. Guide the tough but lovable toy Sarge through a series of cartoonish killing fields as he makes the world safe for miniatures. War is hell, Sarge, but at least this one comes with med-kit powerups. Dis-Missed!

Stick: Move
D-Pad: Map/View Change
A Jump
B N/A
X Attack
Y Lie Down
RJ Zoom In
LD N/A

SILENT SCOPE

PUBLISHER KONAMI **RELEASE DATE** OCTOBER **PLAYERS** 1

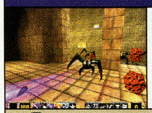


No-goodnik terrorists want shooting and its nice to know that you have a pretty big gun that wants firing. This first-person perspective title lets would-be heroes snipe away at the nastiest creeps everywhere. Be vigilant. Keep a clear eye on the scope and an steady hand on the trigger. Remember, it's not a true kill, either, unless it's a head shot.

Stick: Aim Weapon
D-Pad: Move L, R, U, D
A Fire Weapon
B Zoom Out
X N/A
Y N/A
RJ Zoom In
LD Fire Weapon

KISS PSYCHO CIRCUS: NIGHTMARE CHILD

PUBLISHER G.O.D. **RELEASE** OCT **PLAYERS** 1



Grizzled rock band KISS was the inspiration for Todd McFarlane's comic, *The Psycho Circus*—which has, in turn, spawned this sharp first-person shooter. Players get to run through some snappy mazes, killing all sorts of monstrous beasties. We recommend getting rid of that puny blade and trading up for some rapid-fire goodness.

Stick: Aim
D-Pad: Change Weapon
A Move Back
B Move Right
X Move Left
Y Move Forward
RJ Jump
LD Attack

STARLANCER

PUBLISHER CRAVE **RELEASE DATE** OCTOBER **PLAYERS** 1



Space opera comes to Dreamcast, in the form of the beautiful PC port *StarLancer*. Players can strap themselves into a power space fighter to shoot the bejeezus out of all sorts of strange and unusual enemies in two excellent demo missions. It's all very fun and cathartic, a therapy much recommended by Buck Rogers and that Luke Skywalker kid...

Stick: Steer
D-Pad: Map/Missile Select
A Fire Laser
B Fire Missile
X Options
Y Options
RJ Brake
LD Accelerate

LOONEY TUNES SPACE RACE

PUBLISHER INFOGRAMES **RELEASE DATE** NOV **PLAYERS** 1



This cool kart-racing game features all of Warner Bros. well-loved and utterly violent cartoon icons as they strap on Acme rocket blasters for a mad dash to the finish line. Players can pick up wacky powerups such as invincibility shamrocks, Acme holes, and remote controls which trigger (what else?) falling anvils.

Stick: Move Vehicle/Steer
D-Pad: Move Vehicle/Steer
A Use Item
B N/A
X View Change
Y N/A
RJ Brake
LD Accelerate

TONY HAWK'S PRO SKATER 2

PUBLISHER ACTIVISION **RELEASE DATE** NOV **PLAYERS** 1



Rest assured, Activison has packed a lot of breathless, soaring fun into this demo's two-minute-run free skate option. Send His Tony-ness sailing into the blue yonder, performing cool and possibly bone-shattering tricks without fear of spilled blood or wailing sirens. The original *Tony Hawk's Pro Skater* was brilliant, but this one may well put it to shame.

Stick: Move Character
D-Pad: Move Character
A Jump
B Tail Grab
X N/A
Y Ride Rail
RJ Rotate
LD Rotate

SUPER RUNABOUT: SAN FRANCISCO ED.

PUBLISHER INTERPLAY **RELEASE** SEPT **PLAYERS** 1



This San Francisco treat lets players drive four unique vehicles (trust us, go with the moped) through a series of beautifully rendered Bay Area streets. Some fool has left a bunch of bombs around and it's up to you to stash them somewhere safe. Or: you can use your car as a weapon and smash into everything in sight. God Bless America!

Stick: Move Vehicle
D-Pad: View Change
A Shift Up
B Reverse
X Shift Down
Y N/A
RJ Brake
LD Accelerate

SUPER BOOM TREAD TROOPERS

PUBLISHER DIGITAL ECLIPSE **PLAYERS** 2-4



My god, we've just seen the Atari 2600's *Tank Battle* on Dreamcast! Okay, maybe not. Play against up to three of your friends or enemies in an exclusive game developed especially for **ODCM** by Digital Eclipse. Bounce bombs off the walls to destroy opposing forces and friends, and rack up the tank carcasses to get the high score.

Stick: N/A
D-Pad: Move Left/Right
A Fire
B N/A
X N/A
Y N/A Down
RJ Reverse
LD Forward

SKIES OF ARCADIA

PUBLISHER SEGA **RELEASE DATE** NOVEMBER **PLAYERS** 1



Fly the unfriendly skies of Arcadia with the benevolent Blue Rogue pirate Vyse. This demo allows you to meet all of the characters (many of whom you've seen in **ODCM**'s previews) in this splendid-looking RPG. Plus: sample its character battle system, command a huge airship in a cannon fight, and get a taste of what its action-based plot is like.

Stick: Move Character
D-Pad: View Change
A Advance/Select
B Cancel
X Character Profile
Y N/A
RJ View Left
LD View Right

HAVING TROUBLE?

Having problems getting your disc to run? Didn't get one with your copy of this fine and upstanding publication? Send your name, mailing address, and subscription number (if you *are* a subscriber) to: **dischelp@imaginemedia.com** and provide a brief description of what's wrong with the disc as well. **IMPORTANT!** *This contact address is not for game news and information. If you have questions concerning game codes information or Dreamcast news, please refer your inquiries to Sega or the appropriate third party.*

Help: dischelp@imaginemedia.com

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A long time ago in a galaxy far, far away...

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STAR WARS® DEMOLITION™

Dreamcast.

PlayStation®

The Carnage Begins November 2000

TEEN T CONTENT RATED BY ESRB — Animated Violence

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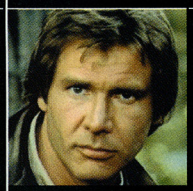
LUCAS Arts

Team ODCM

WOW, IT WAS CRAZY THIS MONTH. We all watched *Star Wars* and decided, in a burst of originality, to see which characters we were most like (from the Rebellion side only—Dave and Dan were fighting too much over who'd get to be Darth Maul for us to pick anyone from the Dark Side of the Force). What? You say that every magazine has replaced their staff photos with *Star Wars* characters at least once? Well, not like this they haven't. Read on...



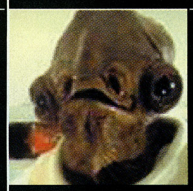
CHRIS CHARLA
Wookiee-in-Chief
How is Chris like Chewie? Simple: He's hairy, he always wears a bandolier, and he rips people's arms off when they beat him at games. The fact that everyone at **ODCM** has their arms is just testament to how good he is. He also screams a lot, and only Dan can understand what he's saying.



DAN FITZPATRICK
Art Director/Ex-bachelor
Like Han, Dan once shot a bounty hunter in a bar. His Passat also made the Kessel run in five parsecs. And, like Han, Dan has gone from being a lovable rogue in the early days of **ODCM** to a reformed, married, responsible general today, thanks to the lovely Linda Fan. His name also rhymes with Han.



DINA FAYER
Managing Princess
Dina is more a *Return of the Jedi* type than *A New Hope*-style princess (We couldn't get the danishes to stick to the side of her head, anyway). She's good at dealing with primitive, cute and sometimes dangerous creatures (i.e., editors), and she can also use the Force—*if* she wants to.



FRANCESCA REYES
Admiral/Senior Editor
Man, if we had a nickel for every time Fran spun around in her chair and yelled "It's a trap!" we'd have like, at least a quarter. Which is a lot, if you think about it. At the end of the issue (when Dan ships the last page/blows up the Death Star), she likes to spin around in her chair and laugh heartily.



DAVE CORDON
Associate Force™ Director
Like young Obi-Wan, Dave hates kids and has a soft spot for 17-year-old elected princesses, and once chopped a Sith in half. He's been known to say "I have a bad feeling about this..." more times per issue than is strictly healthy. Dave also plans on becoming a hermit in Tunisia someday...



EVAN SHAMOON
The Young Upstart Editor
Is Evan Shamoon really Luke Skywalker? Why don't we let you be the judge. *Luke:* "But I was going into Toshi Station to pick up some power converters!" *Evan:* "But why do I have to do **Direct** this month?" *Luke:* "But Uncle Oweeen!" *Evan:* "But Fraaan!" See what we mean?

LETTER OF THE MONTH

Force to be Reckoned With

I've noticed that in most of your issues, there is a *Shining Force 3/Anthology* listed somewhere in the Hot List. Well, I'm sending this to tell you about a letter-writing campaign to get a new *Shining Force* for Dreamcast—please check it out at http://www.shining-force.co.uk/campaign.

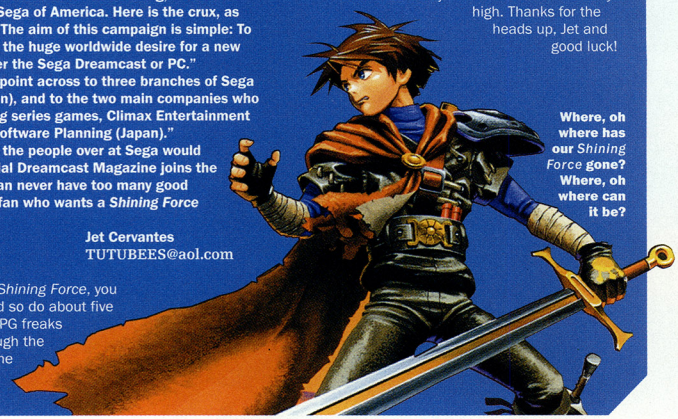
It actually has a good chance of succeeding, because it is not just directed at Sega of America. Here is the crux, as the website states it: "The aim of this campaign is simple: To increase awareness of the huge worldwide desire for a new *Shining* game, on either the Sega Dreamcast or PC."

We aim to get this point across to three branches of Sega (Europe, USA and Japan), and to the two main companies who have worked on *Shining* series games, Climax Entertainment (Japan) and Camelot Software Planning (Japan)."

Just imagine what the people over at Sega would think, if even the Official Dreamcast Magazine joins the campaign! A system can never have too many good RPGs. I'm just a Sega fan who wants a *Shining Force Anthology*.

Jet Cervantes
TUTUBEES@aol.com

Nice call, Jet. We love *Shining Force*, you love *Shining Force*, and so do about five billion other strategy RPG freaks around the world. Though the only real closest that the series has come to Dreamcast is pure speculation and the occasional rumor, it's great that dedicated gamers are taking an active role in making it happen. We encourage *SF* fans around the world to throw their hats into the petition ring to urge Camelot, Climax or some other team within Sega Japan to look into the matter seriously—as the demand is clearly high. Thanks for the heads up, Jet and good luck!



Where, oh where has our *Shining Force* gone? Where, oh where can it be?

Getting the Messenger?

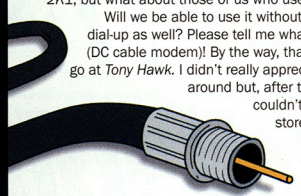
I just got online with my DC. This is my first (and hopefully last) controller-written e-mail. I want to know whether or not Sega plans on releasing a DC version of AOL Instant Messager, or maybe a Sega instant messager so I can talk to my friends on the net while they're on PC and I'm on my DC. This letter took me about 30 minutes to write, so PLEASE give me some good news!

Ratboy
Via email

Right now, Sega has no plans for an instant messenger a la AOL IM or ICQ. But, there are plans in the near future (as in, beginning of next year) for a new version of the PlanetWeb browser that will support Innomedia's Voice Over IP enabling DC gamers everywhere to chat with friends and loved ones across the Internet. Of course, you'll need all the necessary equipment to do so, but ain't it nice to hear that there will be support for more community-based interaction between Internet users everywhere, Ratboy?

The Broadband played on

Hey, SegaNet sounds great. I can't wait to kick the snot out of everyone I know (or everyone I don't, for that matter) at *NFL 2K1*, but what about those of us who use a cable modem? Will we be able to use it without subscribing to a dial-up as well? Please tell me what I want to hear (DC cable modem)! By the way, thanks for the second go at *Tony Hawk*. I didn't really appreciate it the first time around but, after the second time, I couldn't get to the game store fast enough.



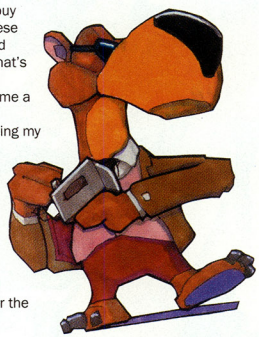
Mike Perez
Denver, CO

Broadband is definitely a tricky issue—as evinced by the console gaming industry's reluctance to hop aboard the broadband bandwagon (sorry, couldn't resist). While *NFL 2K1* will not include support for the network card (sob), future games will indeed be supporting it. The appropriate card should launch at the beginning of October to coincide with the release of *Quake III*.

Out of Control

While looking at your mag, I remembered the free demo disc for Dreamcast that came with it; I went on a hunt for it and finally did find it. I played the demo of *Fur Fighters*, and I was just wondering—why did Acclaim and Bizarre Creations make the game like they did (with those controls, I mean)? I was going to buy the game, but it has these funky controls and weird scrolling for walking. What's up with that?

It does make the game a little more interesting, I suppose, but they're losing my business. I'm really not going to buy the game. That may sound kind of stupid, but I've been playing videogames my entire life, and I just can't get used to this new control setup. I really am just looking for the 'why' behind all of this. *Why did they do it?*



***Furfighters*: Innovative attempt or hellish exercise in controls?**

I suppose that the Dreamcast needed a little variety and wanted to differentiate itself from most systems, BUT...! I just need to know.

Keep up the good work with those demo discs!

Cody Miller
Codorama@aol.com

Cody, dear oh dear.
If your criteria for buying games (not to mention your enjoyment in playing them!) hinges upon their necessary inclusion of outdated, limiting control schemes—well, you might as well stop playing videogames right now. The advancement and improvement of character control is an essential part of the industry's forward movement. And while *Fur Fighters* may not have the best control in the world, it's a huge improvement over other third-person action games. For the best execution of this method we've seen, give *MDK2* a spin. You'll never be able to go back to *Tomb Raider*-style controls again. That is, unless you're playing *TR*.

www.DailyRadar.com

captain's log.



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STUPID INVADERS

crash landing
01 . 2001

TEEN T CONTENT RATED BY ESRB
Mild Animated Violence
Comic Mischief
Mild Language

Dreamcast™

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Xilam

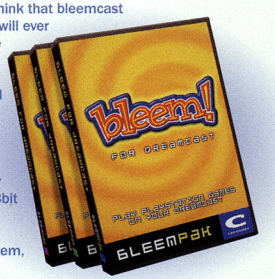
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bleemcasting Doubt

That PS emulator for DC called bleemcast is the worst idea ever. Why does the best console ever created (Dreamcast) have to emulate a 32bit system?

The bleemcast is killing the DC proud, and I think it's the worst thing that can be created for the system. Dreamcast has a lot of innovative games to be proud of and it doesn't need a PS emulator to help it out. Keep up the good work.

ciberfriend_6@yahoo.com



We don't necessarily think that bleemcast versions of PS games will ever replace the experience of playing through marvels like *Shenmue* or *Jet Grind Radio*. And it shouldn't. But ciberfriend, can you argue with 400+ more games for your Dreamcast? Sure, they won't be up to the 128bit graphical standards of other DC games made specifically for the system, but a lot of people are excited simply to play their old PlayStation games without having to drag their PlayStation out. And it's a coup that DC gamers will be able to play games like *Final Fantasy VIII* or even *IX* on their Dreamcasts. And they'll look hella better to boot.

Genki Desu Ka?



Hayao Miyazaki's *Mononoke* masterpiece is something we yearn to see in game form.

Greetings from Toledo, Ohio (Yes, we do play Dreamcast here!). I have a question regarding an FYI article that I saw in **ODCM** #04. It mentioned a newly formed developer in Japan called Cavia Inc. The news bit went on to describe how Cavia is working on games that are based on anime franchises. It even went so far as to name two titles that I'm VERY interested in: *My Neighbor Totoro* (my favorite anime of all time) and *Princess Mononoke*.

Do you have any updated information on these projects based on Hayo Miyazaki's creations? I'll take any information: possible US release info (I doubt it), game mechanics, web links, a pic or two... Anything. Please.

Scott Protsik
protsik@email.msn.com

Hey Scott, we have yet to hear any news regarding what Cavia's planning on doing with its anime licenses. All that we do know is that a handful of games are currently under development (for the titles you mentioned in your letter) and are scheduled to start releasing sometime in the middle of next year. They do have an English page up at www.cavia.com, but there's little on it at this point regarding the specific titles that they're working on. But give it a read and stay tuned. We can't wait to see what they'll come up with.

Lotus Notes

You guys and gals write a great magazine. The only thing I'd change is to have it monthly.

And 99.44% of the time, you're right on the money. However, in **ODCM** Issue #07 (September/October 2000), for your preview of the upcoming game *Vanishing Point*, your caption in the lower right hand corner is incorrect. Normally, I wouldn't write someone to tell them they're wrong, but since you insist on being smart-asses, I'm going to call you on it. The red car you incorrectly refer to as a 'Ferrari' is NOT A FERRARI. It is a Lotus Elise. They aren't sold here in the US (a real shame, too, since it is a great car, in the fine LOTUS tradition), so maybe, perhaps that is the reason?

Like I said, you otherwise run a very tight ship. Keep up the good work.

Matthew Geuther
Colorado Springs, CO

Doh. You see, Matthew, we staffers here at the **ODCM** offices work, not for money, but for the love of the games. Therefore, with our piddlin' paychecks, we can't even DREAM of affording either a shiny Ferrari (except, of course, for the virtual Ferraris in *Ferrari F355 Challenge*) or a Lotus Elise. Hence, we made a mistake. All cars over $10,000 (or $500, in Evan's case) fall into the same category, which we like to call IRRELEVANT (i.e., too damn much money).

Of course, all of the above bluster could be just a ruse to distract you from the fact that we were wrong. Would we really do that? Yep.

A thousand apologies...the offending captioner will be forced to drive a tricked-out Pinto around for an entire month. We hope it doesn't spontaneously combust.

ODCM Fields Five

Your magazine really rocks, but I have a few questions:

1. In **ODCM** #07 in the Hot Hundred section, you said that *Shenmue* would release in the winter, but in the Incoming section it said November. Which is true? And also, I was wondering when *Shenmue: Chapter 2* and so on will release. Any news?

2. *Jet Grind Radio* sounds like a really fun game but in **ODCM** #06 you asked "What about spray cans littering the street?" and your question was never really answered. Are there any? And is it REALLY worth $50?

3. Any info on the Swatch for DC release?

4. I really wish a *Streets of Rage* game would come out for DC; the Genesis version really rocks. But am I the only one?

5. I don't have a Gameshark CDX for DC yet (the keyword is "yet"), but I'm wondering if you have to keep buying one after another just to be able get codes to work with a game?

Jeremy
joboo411@dotplanet.com



After the way the first game concludes, waiting for *Shenmue 2* is torture.

Hey Jeremy, breathe in and out slowly. Here're your answers:

1. *Shenmue* is set for a November release (which is, at least in the Northern Hemisphere, a winter month—it didn't occur to us until now that we've been very North-centric in our dating practices) and our featured review in **ODCM** #08 should've whetted your appetite for the game. As for *Shenmue: Chapter 2*...well, that's another story. All we really know is that it's due for Japanese release sometime in 2001 and takes place in Hong Kong and mainland China. Let's hope the localization is quicker for the sequel!

2. Um, Jeremy, we were kidding about those spray cans littering the streets. It's a game, right? And it's one of the coolest games out there, so if you have any sense, you'll pick it up NOW. Or you can read our review in this very issue to decide for yourself.

3. The Swatch for DC has never been confirmed for the US as it's pretty much a very Japanese-type of promotion. We'll keep you updated if this changes.

4. No, you're not the only one hoping for a fourth *Streets of Rage* brawler to surface from Sega. It's a regular guest star in our Most Wanted List in DC Direct every month. We haven't heard a peep from Sega Japan as to whether or not this may be a possibility either in the arcades or on Dreamcast, but our readers will definitely be the first to know if it is.

5. You can use the same CDX to enter codes for new games, don't worry—just head over to Interact's website for the latest codes (www.gameshark.com). Or are you referring to compatibility issues with the Gameshark CDX and different Dreamcast models? As far as we know, this hasn't been a problem. The CDX works differently than other Gameshark products in the you have both a CD and a VMU-type contraption that saves your codes.

Seamaniac



Holding 'up' on the D-pad is harder than it looks.

Let me just start off by saying that I LOVE your mag. But when I got your September/October 2000 mag, I nearly died when I saw your *Seaman* rating. 6/10. Ouch. I had reserved the game and was thinking about getting my $10 back for the reservation, but I decided I'd go ahead and get the game. I played it and got the hang of it. Then, after I started playing this "game" for a couple of weeks, I noticed a few flaws in your review as I skimmed over you mag.

First off, you said that you'd have to do a lot of tedious jobs and such. All you have to do is hold 'up" on the D-Pad. Wow. If that is tedious to you, you guys must be REALLY lazy! Then, you basically put it down because it wasn't a game. The creator of *Seaman* described it as an "experience." There's something new each day, and it takes weeks before you can "experience" the entire 'game', unlike other games that you spend $50 on and play for a couple of hours. *The Sims*, one of the best PC games of the year, was a sim, not a game, just so you guys know.

And finally, the biggest flaw (drum roll): you advised us to kill of one of the Seamen in the Gillman stage. Shame on you. Thank you for taking the time to read my email, and keep up your good work in making this mag great.

Paul Sholly
Via email

You make some good points, Paul, but we do stand by our review score. Still, it should be known that the review for *Seaman* was possibly one of the hardest ones we ever had to write, simply because the game is so unique. It's a virtual pet sim with voice recognition technology, which makes it very ambitious. Nevertheless, while we applaud its intentions, the final product fell a little short.

This isn't to say that the game is horrible and no one will like it. In fact, we have a sneaking suspicion that lots of you out there are worshiping at the shrine of Seaman every night. There's no doubting that the 'game' has appeal, but we're hoping that *Seaman*'s sequel will incorporate more responsive interaction and better voice recognition, in addition to more variety in gameplay.

With regard to the BIG error, we've ensured that the offender was boiled in hot oil and fed to a tank full of hungry, whining Gillmen. Just the way Seaman likes 'em.

ALL THE WRITE MOVES

This is shaping up to be a killer season for gamers-at-large (or small), and we're sure you have plenty o' questions about everything. Heck, so do we—but this section isn't about us; it's about you and your worries, dreams, hopes and fears. Put it on paper or up on the screen, then send it through. We have plenty of lattes, cappucinos and Cokes to keep us going through the inundation of letters, and we simply can't wait to wax philosophical about something... anything...please? Snail mail: **ODCM**, c/o Imagine Media, 150 N. Hill Drive, Brisbane, CA 94005. Or even better, email it, baby: dcmag@imaginemedia.com.

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TEEN T Animated Violence CONTENT RATED BY ESRB

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Speed Devils
ONLINE RACING

Attention, sinners. The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return – plus 11 new cars, and 21 new ways to put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. SegaNet just got itself a red light district.







SEGANET

ONLINE MULTI-PLAYER

RATING PENDING RP ESRB

Dreamcast™

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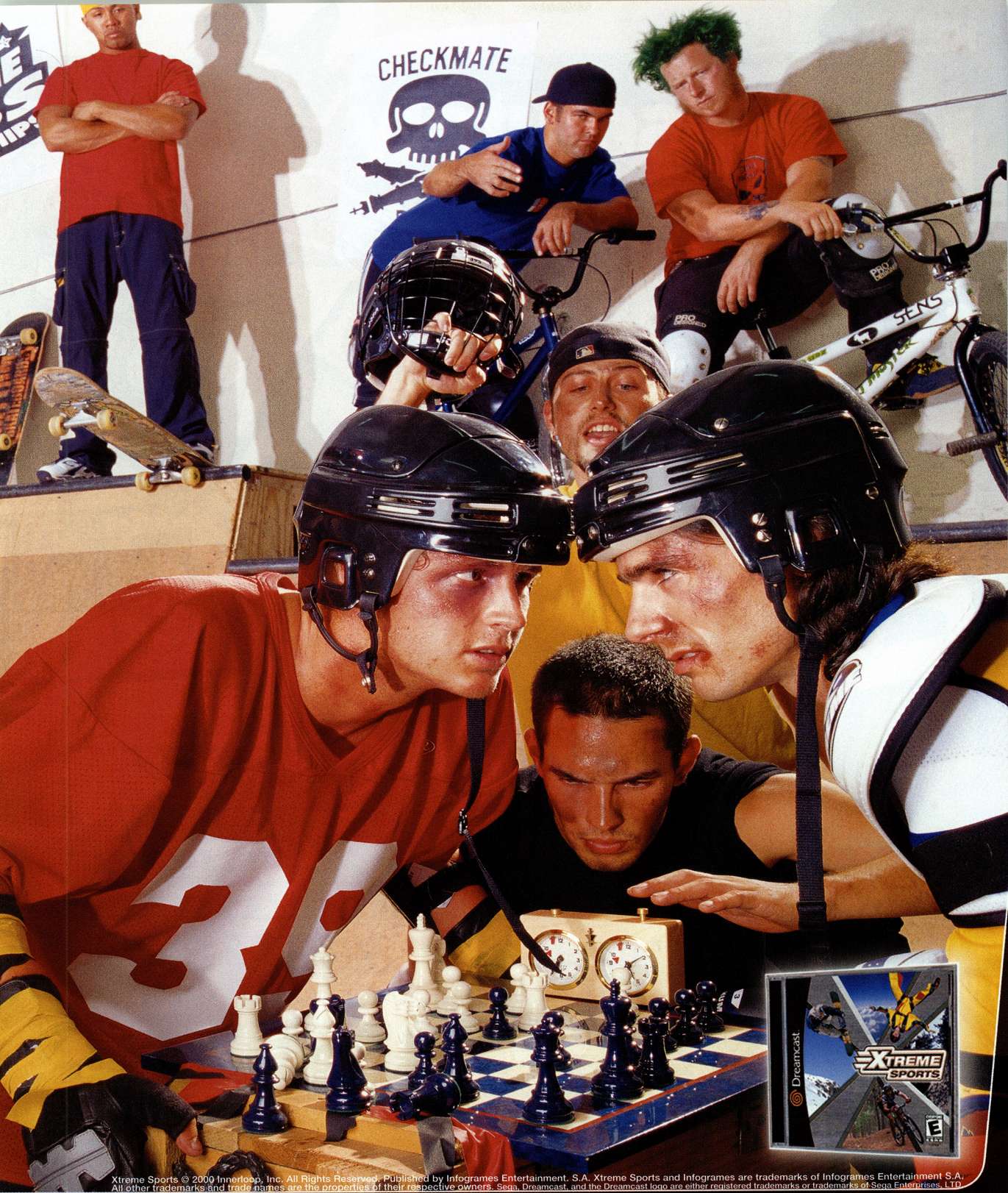
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E Everyone — Mild Animated Violence

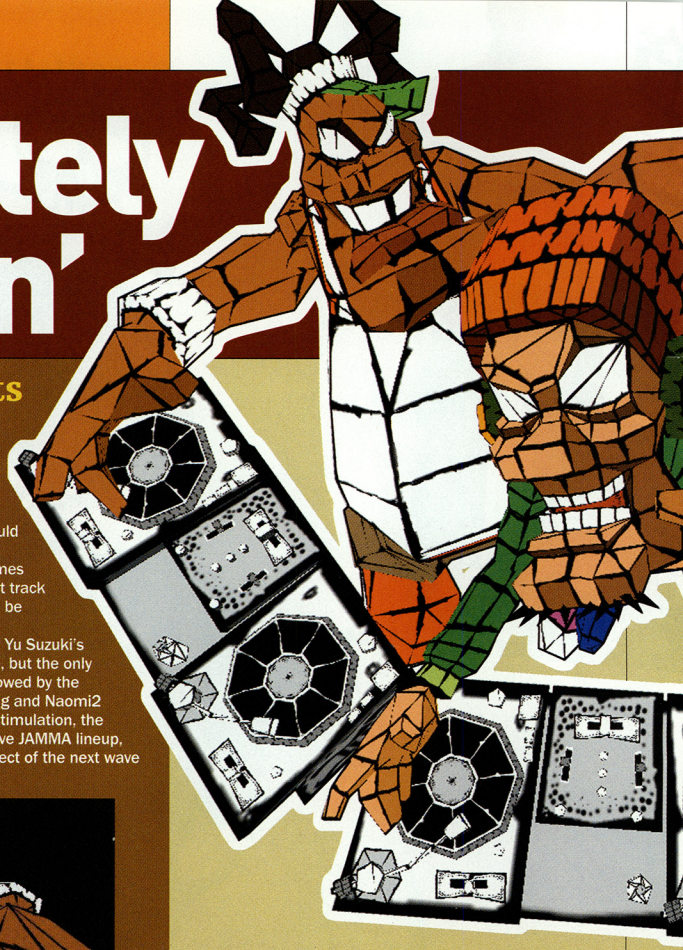
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Absolutely Jammin'



Cool Coin-Op Cabinets at JAMMA Show

This year's JAMMA show saw a smorgasbord of great new arcade games, many of which came out of the coin-op farm that is Sega of Japan. From the crazy turntable sim *Crackin' DJ* to the *Virtua Cop*-style cappin' that is *Confidential Mission*, arcades should be undergoing a renaissance of sorts in the very near future. While it remains to be seen which of these games will actually make it into our living rooms, Sega's great track record leads us to believe that most of these titles will be receiving the Dreamcast treatment.

Many show attendees were holding their breath for Yu Suzuki's official announcement of his next *Virtua Fighter* game, but the only teaser came in the form of a mysterious VFX logo followed by the words "Powered by Naomi 2." With Naomi going strong and Naomi2 looking to usher in the next generation of visual over-stimulation, the future certainly looks bright. After seeing the impressive JAMMA lineup, team **ODCM** is licking its collective chops at the prospect of the next wave of arcade-to-Dreamcast ports. So should you.



***Crackin' DJ*, Sega's answer to the BEMANI craze fueled by Konami, was looking fierce in the face of competition. But its fate will be left up to the fickle arcaders in Japan, no matter how cool it looks or plays in the end.**

Crackin' DJ (SEGA)

One of the most interesting games we saw at the JAMMA show was *Crackin' DJ*, which featured an enormous, boxy arcade cabinet sporting two turntables, a crossfader and an amazing soundsystem (two 10cm coaxial speakers, two 16cm freerange speakers and two 25cm woofers). Similar to *Beatmania*, gameplay involves handling a number of different icons which fall from the top of the screen; when they hit the bottom line, you execute the necessary move. After learning to use the crossfader (an arrow icon indicates which way to push the slider), you'll need to master the turntables (which actually rotate),

Sega Strike Fighter (SEGA)

In the version we played, there were three different modes. A training mission ramped up the difficulty with basic maneuvers, but after that there are two missions to choose from: operation liberty for average players and operation sweep for experts. There are both dogfights and bombing raids, and while the learning curve was a little high, the graphics are spectacular and the game is a lot of fun.


SEGA STRIKE FIGHTER

NASCAR Arcade (SEGA/EA)

Awesome graphics, great sound, and lots of racing action. Particular emphasis on "drafting."


NASCAR ARCADE

Death Crimson OX (SEGA/Ecole)

Another gun game, quite similar to *House of the Dead* in its manic, nonstop combat. Although it looks fine (and everything played quite well, to boot) it didn't exactly stand out.

Shakka to Tambourine (SEGA)

In this *Samba de Amigo* of a different color, Sega brings us a game that replaces maracas with tambourines. Oh, and the music has gone from Latin to J-pop.

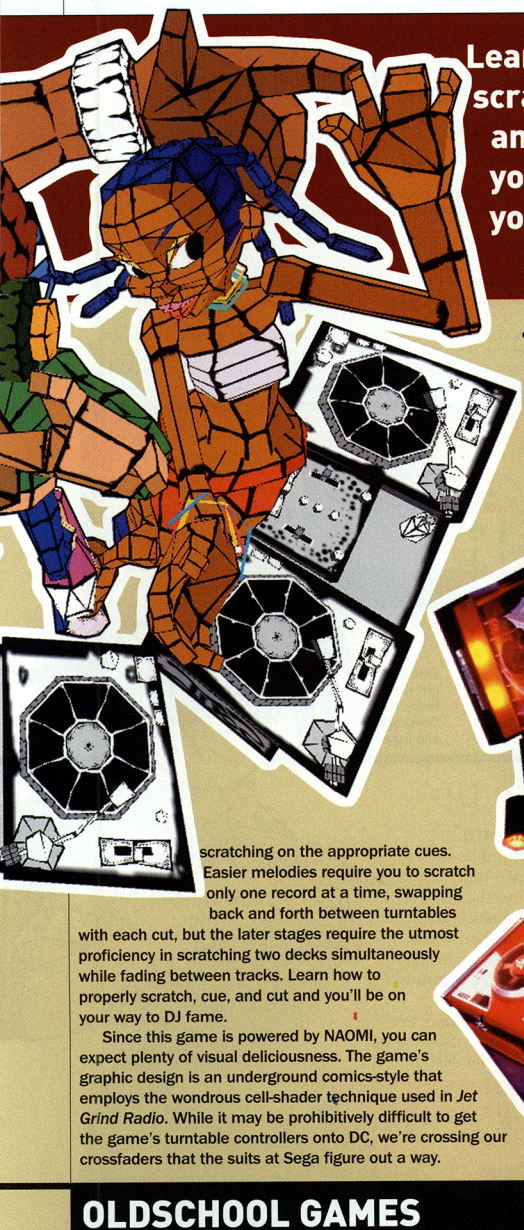
Samba de Amigo 2000 (SEGA)

More *Samba*. More *Amigo*. You know the drill. Looking silly was never as fun as this.

THIS MONTH

WHAT WE'RE TALKING ABOUT

JAMMA lama ding dong 16
After-school special 18
Best online video ever? 18
Sega at the Fab Forum 20
Sega shows all 22
Peter's can o' whupass 24
Separated at birth 24
911! *PSO* 411 4 U 24
Dream On 24



Learn how to scratch, cue, and cut and you'll be on your way to DJ fame.

With its unique character designs and mainstream concept (at least in Japan), *Crackin' DJ* might be yet another high-profile achievement from the house that *Samba* built.

scratching on the appropriate cues. Easier melodies require you to scratch only one record at a time, swapping back and forth between turntables with each cut, but the later stages require the utmost proficiency in scratching two decks simultaneously while fading between tracks. Learn how to properly scratch, cue, and cut and you'll be on your way to DJ fame.

Since this game is powered by NAOMI, you can expect plenty of visual deliciousness. The game's graphic design is an underground comics-style that employs the wondrous cell-shader technique used in *Jet Grind Radio*. While it may be prohibitively difficult to get the game's turntable controllers onto DC, we're crossing our crossfaders that the suits at Sega figure out a way.



Just when we began to fear that the *Virtua Cop* franchise was headed for a meltdown, here comes Hitmaker's next lightgun phenom: *Confidential Mission*. And even cooler... This time, you don't have to put on the badge or the blue.

Confidential Mission (SEGA)

Developed by Hitmaker—creators of the masterful *Crazy Taxi* and *Virtua Tennis*—*Confidential Mission* employs Sega's patented gun-game formula in beautiful fashion. As one or two players blast their way through the various levels on pre-defined paths, they are able to pick up new weapons and health items along the way. In addition to loads of standard enemies, you'll also find yourself cappin' on boss characters and attempting to avoid blowing holes in helpless citizens. Sounds like fun to us.

Planet Harrier (SEGA)

Easily the biggest crowd-pleaser at the show, there was a consistently long line to check out this sequel to the classic *Space Harrier*. The game uses a joystick throttle to guide characters within a fixed circle of movement, and the control was bang-on. Visually stunning, this was one of the best games of the show—and will hopefully make its way here soon.



Ninja Assault

(Namco)

Similar in concept to Namco's classic *Time Crisis* series, *Ninja Assault* was easily one of the better games we saw at the show. One or two players can team up to take on an endless horde of evil ninjas in an attempt to bust into a hulking ninja fortress.

OLDSCHOOL GAMES COMING TO DREAMCAST

Daytona USA: Network Racing (Sega/Amusement Vision)

Yes, we get to play *Daytona USA* on Dreamcast! The graphics engine is a bit dated, but this is one of the most entertaining driving games ever created. And the thought of all o' that online multiplayer goodness has us hot and bothered.

Fighting Vipers 2 (Sega/AM2)

This one will get the Dreamcast treatment as well. More news in a future issue!



NAOMI 2: TWICE AS NICE?

Another huge announcement at JAMMA was the official unveiling of Naomi 2—Sega's smokin' new arcade hardware. The first game footage of NAOMI 2 games simply blew us out of our seats.

The demo reel showed clips from *Virtua Striker 3*, *Wild Riders* and *Club Cart*. Here were our impressions:

WILD RIDERS: The most impressive of the clips was that of WOW Entertainment's stylized racing game. The game essentially does for comic-style what *Jet Grind Radio* did for cartoon-style. Everything in the game has a somewhat rough, sketched look to it, bringing back fond memories of a long-forgotten Genesis title, *Comix Zone*. Absolutely stupendous.

VIRTUA STRIKER 3: Amazing player models, animation and stadium graphics. Staggeringly realistic, this will clearly be the next level of arcade soccer.

CLUB KART: This game sports amazing detail—more than you'd expect from a simple NAOMI driver, but aren't the drivers and carts a bit out of proportion with the rest of the environment?

NAOMI 2 should hit arcades some time next year, and we're hoping these titles give the ailing arcade market a boost.



Lo-fi meets hi-fi in this three-minute masterpiece. We know it's sort of a long download for you modem-users, but trust us: It's worth it. We're trying to free your mind, but we can only show you the door. *Now walk through it.*

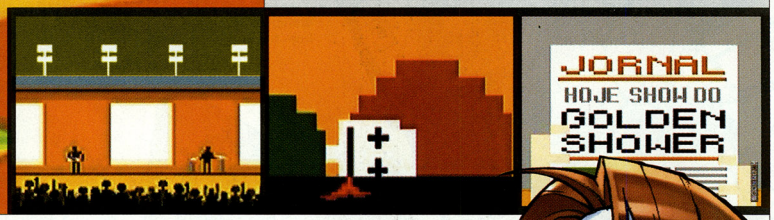
ONLINE VIDEO

Golden Shower: Best thing ever?

Okay, this is pretty much one of the coolest things we've ever seen. Follow these instructions very carefully:

1__open your P.C. web browser
2__type ftp://ftp.gameloft.com/b4gmp3/videos/vcsclip.mov into the address bar
3__wait for the entire 7 MB movie to finish downloading

When it's done, turn up the sound on your computer, sit back, relax and marvel at one of the most brilliant pieces of film we've seen in ages. Referencing everything from *Pong* to *The Matrix*, this bumpin' piece of work simply made us happy (we're cheap dates—so shoot us).



RIVAL SCHOOLS 2 COMES TO US

Justice For All



Rival Schools 2 **got a rename for the US because Capcom didn't think a game featuring violence in schools would be a such a good idea for the sensitive US market. Of course, the game is exactly the same, but since Senators rarely actually *play* the games they lambast, we expect *Project Justice* to limbo under the radar of would-be censors. Character designs are typical of Capcom's new 3D style. Although they lack the detail of 2D, they've still got some rad anime style.**



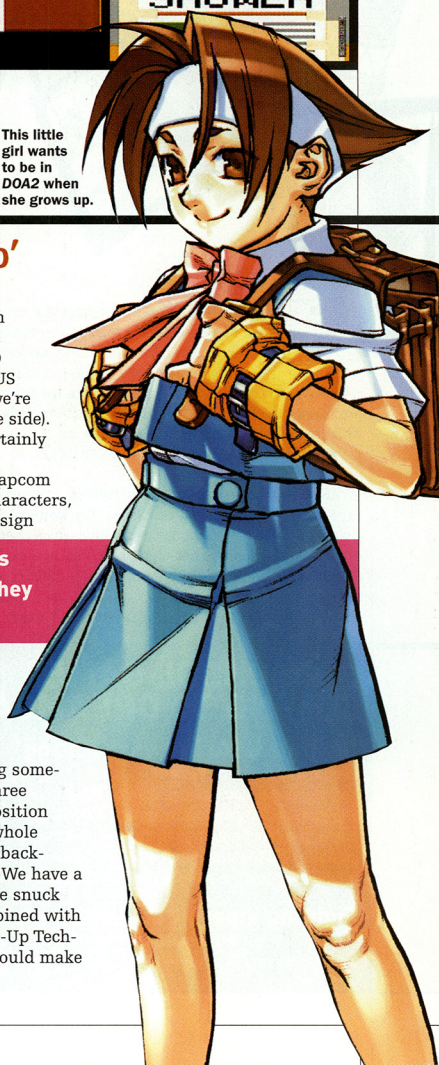
Plug in and 'Party Up'

CAPCOM HAS GONE AND DONE IT AGAIN. Only recently unveiled to the Japanese public in arcade form, the company has confirmed that *Project Justice*, a DC port of its sequel to the 3D school-age brawler, *Rival Schools*, will make it US debut by the end of 2000 (they say November; we're opening that window a bit just to be on the safe side). It's a scirocco-quick turnaround—and we're certainly not complaining.

In the spirit of what's quickly becoming a Capcom trademark, *Project Justice* is packed with 28 characters, including six fighters that are so hot off the design board, they still have that new character smell—and favorite brawlers like Batsu and Hinata are still in tow, itching to do some damage in all of those bizarre Edit Character mini-games.

Project Justice **is packed with fighters that are so hot off the design board, they still have that 'new character smell.'**

In fact, they'll even be able to team up, using something called a "Party Up Technique" in which three selected characters join forces to beat the opposition with spectacular specials. On Dreamcast, the whole production looks amazing, with interactive 3D backgrounds and highly detailed character models. We have a sneaking suspicion that the *Power Stone* engine snuck into this game somewhere down the line. Combined with the proven formula of the two-character "Team-Up Techniques" from the original, these innovations should make *Project Justice* a must-have 3D fighter.



This little girl wants to be in *DOA2* when she grows up.



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Weather prediction: Cloudy with a chance of snowboarders.



Red and yellow plastic SlimJims were everywhere. Edible SlimJims (which also appeared to be made of plastic) were likewise ubiquitous.



DREAMCAST WALKS INTO A

Winter wonderland

Sega, snow and swearing. **ODCM** took notes

Los Angeles' Great Western Forum—home of so many golden Lakers memories and a certain Paula Abdul 'Opposites Attract' tour concert that Fran swears she never attended—was recently *the* West Coast hot spot.

About 10,000 spectators stormed the Forum to witness *Dreamcast Presents the ACG Indoor*, the first-ever indoor snowboarding quarterpipe contest held in the United States.

Sega had the joint fixed up and locked down, with a massive fleet of Dreamcast kiosks set up all over the complex. Attendees were given the opportunity to try their hands at everything from *UFC* to *NFL2K1* to *Tony Hawk's Pro Skater 2*, and play they did.

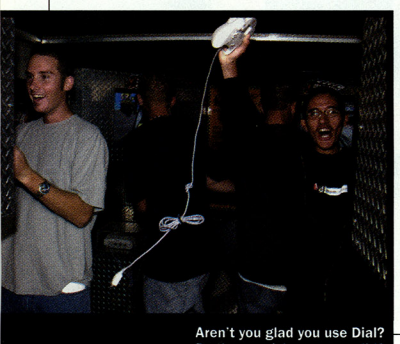
Sega had the joint fixed up and locked down, with a massive fleet of Dreamcast kiosks set up all over the complex

Believe it or not, we even caught Macho Man Randy Savage surreptitiously attempting to shake his groove thang to *Samba de Amigo*. Odd.

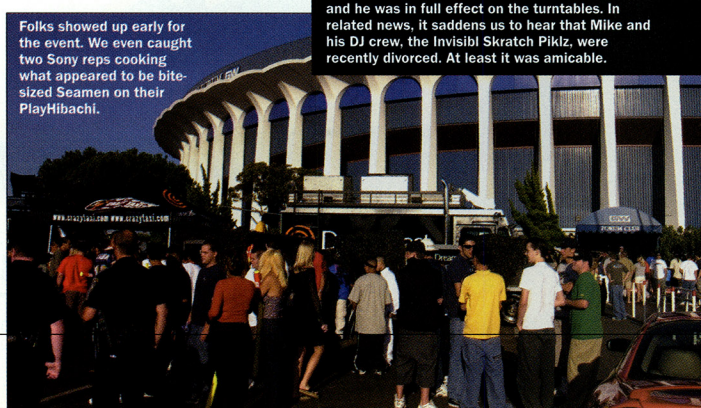
The event was quite the star-studded affair, with Mixmaster Mike cooking up tasty beats for all the boys and girls—just prepping the crowd for headliner Eminem. The real Slim Shady then proceeded to crank out his customary brand of merriment, at one point busting out the blow-up Britney Spears and Christina Aguilera dolls that have become staple elements in all of his stage shows. Audience response was...predictable.

With regard to the tricks goin' up on the quarterpipe (i.e., the POINT of all of this brouhaha), Mike Michaelchuk took home $32,000 and a Mitsubishi Montero, edging Terje Haakonsen out of the winner's circle by less than a point.

In other extreme news, Macho Man shook hands with Tommy Lee—former member of Motley Crue and Pamela Anderson—in a celebrity grappling match *(above right)*. A funny thing happened on the way to the forum, indeed.



Aren't you glad you use Dial? Don't you wish everyone did?



Folks showed up early for the event. We even caught two Sony reps cooking what appeared to be bite-sized Seamen on their PlayHibachi.





Mixmaster Mike is one of the illest DJs around, and he was in full effect on the turntables. In related news, it saddens us to hear that Mike and his DJ crew, the Invisibl Skratch Piklz, were recently divorced. At least it was amicable.

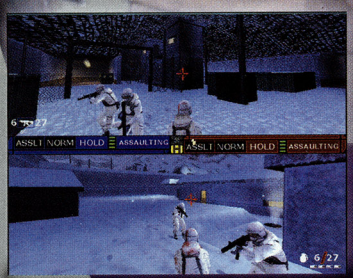
TEEN
T
CONTENT RATED BY ESRB
ANIMATED BLOOD & GORE, ANIMATED VIOLENCE

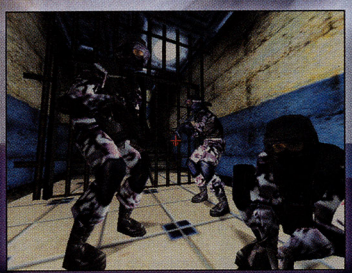
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Dreamcast

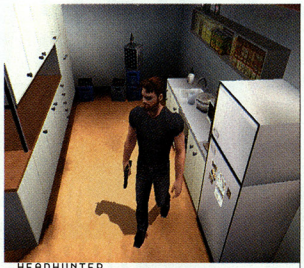
ECTS TRADE SHOW REPORT

London Crawling

Sega shows its new games outside ECTS, lacks babes

England's Electronic Consumer Trade Show (ECTS) is a bit like a London-based, gamers version of the Oscars: a self-praising drinkathon for an image-conscious industry. It draws thousands, from as far away as Australia (and particularly from Australia—those guys will fly anywhere for an open bar). In terms of elegance though, it couldn't be more different.

Hot, sweaty, drunk and dishevled, the world's gaming press crawls from booth to booth, searching out hot news and decollatage while slyly (or savagely) avoiding the marketing muppets, who pop up every so often to explain how the new *'Harry Learns Hairdressing'* game will change the industry forever. And this year, just to add a little more chaos, inaccurate maps were kindly provided—free of charge. Oh, well. You get what you pay for.



HEADHUNTER

To its credit, Sega didn't turn up. It held its own unique event at a major London cinema house—and (even worse) threw it open to the public! (Clearly, Sega hasn't learned the special needs of the press. We want to see everything first. We want to be wooed by booth babes. We want our delusions of grandeur to be fed and watered.)

Instead, Sega treated everyone equally well. Hundreds of gamers got to take a look at the future of Dreamcast on the big screen, in a series of trailers that were even more intoxicating than the cocktails.

Hot, sweaty, drunk and dishevled, the world's gaming press crawls from booth to booth, searching out hot news and decollatage while slyly avoiding marketing muppets



SEGA WORLD WIDE SOCCER 2001

The biggest crowd pleaser (or at least, the game that got the most cheers—led, unnecessarily, by strategically placed Sega employees), was *Headhunter.* This action-adventure title sports a cinematic look and storyline, and an intriguing mix of motorbike-riding and on-foot scenes. You'll play through as a bounty hunter operating in near-future California, where body parts have become the primary currency among crime syndicates. Predictably, you have to spoil their fun—in style. Developer Amuze is shouting freedom and interaction; if the hype is justified, we'll shout 'The producers *deserve* their big shiny yachts!' when the game is released in 2001.



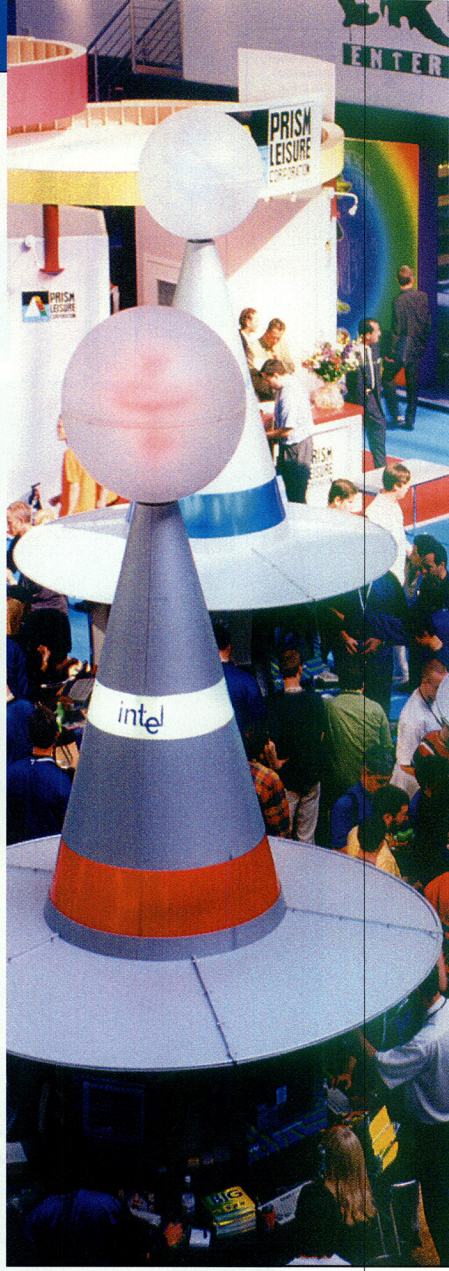
BLACK AND WHITE

No less impressive, *Sega World Wide Soccer 2001* has all of the next-level graphical shine you've been expecting. Developer Silicon Dreams has really mastered the art of looking good on the pitch. Characters aren't quite 'photo-realistic', as the company claims—unless the photos were taken with a pretty dodgy camera—but they're about as pretty as polygons can make them. Stadiums contain over 5000 polygons each. And new options have been added, including Survival Mode, Global Domination, Time Attack and Team Battle. Kick off's due just before Christmas.

No Cliché likewise flogs the 'photo-realistic' horse, with its exceptionally lovely adventure game, *Agartha* (shipping in 2001; read our in-depth preview on page 70 for more).

And for gamers who want *less* realism and more artillery, Sega is

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PHANTASY STAR ONLINE





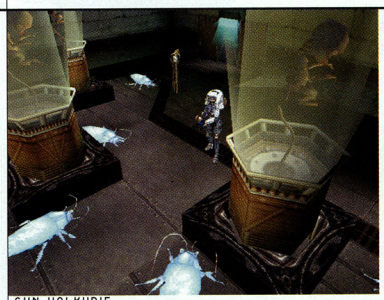
introducing a third/first-person shooter called *Gun Valkyrie,* employing new Anime-Dimension Technology to create 3D anime graphics and big gun, battle-driven gameplay. Online cooperative play and a scheme enabling simultaneous use of DC controllers and gun peripherals are in the works.

Finally, Lionhead's *Black and White* and Sonic Team's *PSO* put in special appearances (both are previewed in this issue's special Online feature); based on audience reaction, these are clearly two of the most avidly awaited Dreamcast games.

All in all, it was a great show. Only a minute into the first trailer, we stopped caring that the fat kid sitting behind us was kicking our seat. We stopped caring that his tipsy mom had smeared lipstick all over our shoulder. And we started thinking, Baby, Sega really *is* the bomb. Trust us: as good as Dreamcast looks right now, it's about to get even prettier.

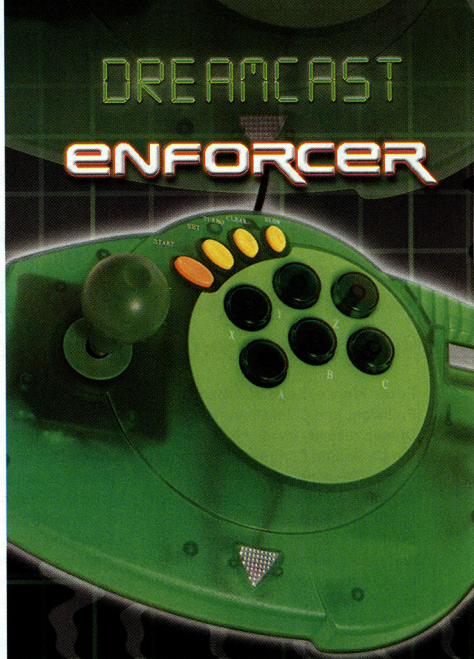


BLACK AND WHITE



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Mr. Moore Goes to Washington

Sega exec speaks mind on Capitol Hill



Peter Moore, Sega of America's President and Chief Operating Officer, recently shook his finger at the US Senate Committee on Commerce. Responding to a (by now) notorious Federal Trade Commission report that blasted the media for marketing violent games, movies, and music to children, he voluntarily appeared on the stand to defend his industry.

"As a father of three young children," he began, "I am angered that—based on a handful of instances—government officials point an accusing finger at an entire industry as the cause of all youth violence. Any responsible parent knows that there are a multitude of factors involved in childhood development. The more time our government spends scapegoating one of the thousands of impressions made everyday on children, the less time it'll spend on real, sustainable solutions."

According to Moore, the FTC report argues that the type of advertising shown during episodes of *The Simpsons, The X-Files,* and *Baywatch* clearly target children under 17. Citing the Nielsen ratings for the 2000 TV season, however, Moore countered by pointing out that those shows' audiences are, in fact, made up mostly of viewers who are over 18—in the case of *The Simpsons,* for instance, more than 71-percent of watchers were legally datable (and thus, someone else's problem).

"This type of speculation is unconscionable in a document that has all the appearance of a scientific survey," Moore said. "These TV shows have wide, mainstream appeal, and as such, they inevitably capture some consumers who are either younger or older than the shows' core audiences." Find a full transcript at http://www.dimensions.com/seganews/2000sept/13sept2000/1.shtml. Kiddos, game on. And remember: in real life, giblets are bad.

"This type of speculation is unconscionable in a document that has all the appearance of a scientific survey."

—Sega of America President Peter Moore, speaking before the US Senate Committee on Commerce

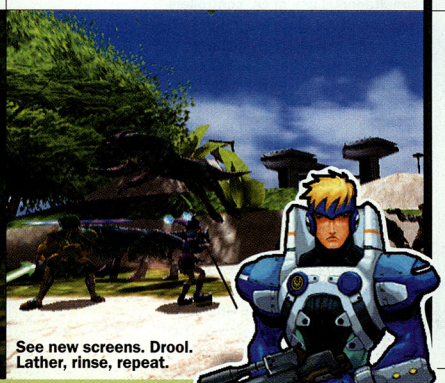
SEPARATED AT BIRTH



***Half-Life* Guy** **Art Director Dan**

This month we're keeping Separated at Birth in-house. We present you with the facts and nothing but: (a) they both sport pompadour-inspired coifs (b) they both wear black, thick-rimmed square-ish glasses (c) they both remain stone-faced in even the most dire of circumstances (d) when questioned, they will both admit to having shot and killed more than one alien in their glory days (e) they have both saved the human race (well, the race/jobs of the **ODCM** staff, at least). They are the Half-Life guy and Art Director Dan. Although one brandishes the latest in modern weaponry and the other packs a Macintosh G3 (256 MB RAM, 40 GB hard drive) these two are indeed separated at birth.



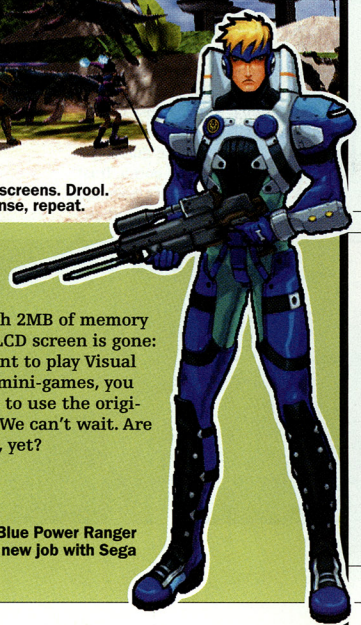


See new screens. Drool. Lather, rinse, repeat.

PSOn its way to US

SEGA OF JAPAN HAS ANNOUNCED THE Japanese launch date for Phantasy Star Online: December 21. While it was originally thought that PSO would be released simultaneously worldwide, Sega of America has confirmed that the game won't be available here until January—a few weeks after the Japanese launch.

Apparently, Sega has also officially announced a new Dreamcast memory card called Memory Card 4X, which is scheduled to release in Japan on December 21—simultaneously with the release of Phantasy Star Online. The card will come with 2MB of memory and the LCD screen is gone: if you want to play Visual Memory mini-games, you still have to use the original card. We can't wait. Are we there, yet?



The Blue Power Ranger gets a new job with Sega

Don't try to stop us: we're gonna Jet Grind you up and down

Milwaukee officials have not taken kindly to Jet Set Radio, claiming the title will encourage youngsters to tag streets with their favorite colors. The Milwaukee Common Council has claimed that the game makes defacing public property seem fun and cool to young people. After spending $1 million a year on the prevention and clean-up of graffiti, officials want Sega to cancel the release. A spokeswoman for Sega named (quite aptly) Gwendolyn Marker demurred, saying, "We have no plans to stop publishing Jet Set Radio. It's a fantasy. It celebrates graffiti as art."

DREAM ON

GAMES WE WISH WERE ON DC

MAGICIAN LORD SNK 1990 (NEO GEO)



One of the best games ever to grace a Neo Geo, *Magician Lord* allowed you to inherit the role of a magician and destroy an evil wizard. Okay, so it sounds derivative, but this classic 2D action game had more cool moments and beautiful scenery than something with lots of cool moments and beautiful scenery. You could transform into a ninja, dragon, and other cool creatures, which was cool too.

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MODEM PORT

CONTENTS

28 TECH

30 REVIEW: NFL2K1

38 SHOOTERS
38 UNREAL TOURNAMENT
40 OUTTRIGGER
40 SOLDIER OF FORTUNE
40 QUAKE III ARENA
41 HEAVY METAL FAKK 2
41 SHRAPNEL: URBAN WARFARE 2025
41 HALF-LIFE
41 KISS PSYCHO CIRCUS

44 SPORTS
44 NBA2K1
45 VIRTUA TENNIS 2
45 WSB2K2
45 NHL2K2

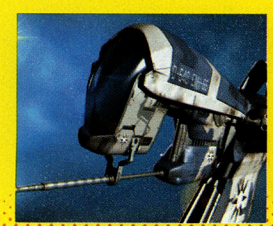
50 RACING
50 SPEED DEVILS ONLINE
51 DAYTONA USA
51 TOY RACER
53 18 WHEELER AMPRO TRUCKER
52 POD: SPEED ZONE

56 RPG
56 PHANTASY STAR ONLINE
57 BLADEMASTERS
57 SKIES OF ARCADIA

60 SIM
60 BLACK AND WHITE

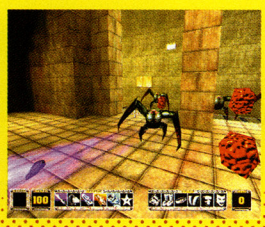
64 ACTION
64 STARLANCER
64 INDEPENDENCE WAR 2
65 SYSTEM SHOCK 2
65 ARMADA 2

66 THE FUTURE





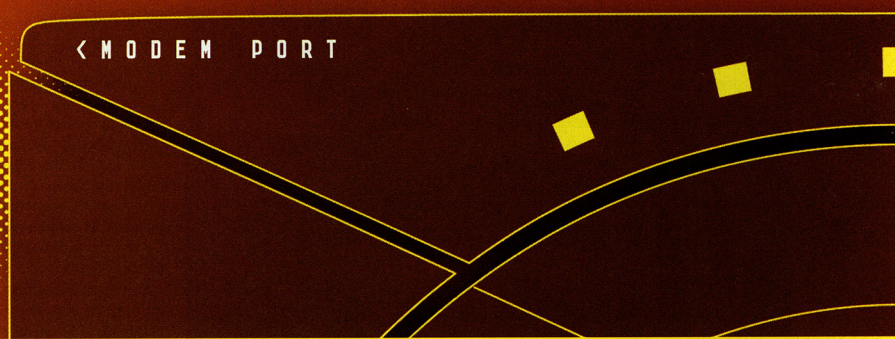


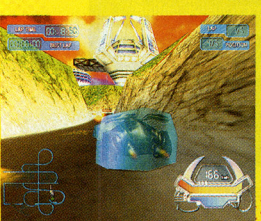




IT'S HERE. IT ROCKS. YOU MIGHT NEVER LEAVE YOUR HOUSE AGAIN.

FOR OVER A YEAR, THE MODEM ENSCONCED IN EVERY DREAMCAST HAS lain waiting for something better to do than surf the web (and play *Chu Chu Rocket*). With the launch of *NFL 2K1*, that day has arrived. The result: pure gaming satisfaction. ¶ The promise of online console gaming has been delivered, and the results are nothing less than stunning. ¶ As we move towards the holidays, Sega and third parties are readying a full online onslaught, and the best gaming machine on the planet is poised to get even better. Over the next 22 pages, your crack **ODCM** team has revealed (and played) (and covered) EVERY online Dreamcast game that's coming to America over the next year. The results are even more spectacular than we expected. If you haven't yet signed up with SegaNet and you still consider yourself a Dreamcast gamer, well—the rules have changed. DO IT. You really, really, need to. The revolution is happening now. >>













TECHNOLOGY

SEGANET: HIP OR HYPE?

THE FACT AND FICTION OF SEGA'S INTERNET SERVICE PROVIDER

Your Dreamcast can use any ISP (except AOL, that is). So why all the hype about SegaNet, other than, of course, that there are now some non-*Chu Chu Swirl* games that you can actually play online with Sega's supersystem? The answer is simple: SegaNet flat out rocks for gaming. Here, in a handy Q&A format, is exactly why:

What's so special about using SegaNet as my ISP?
SegaNet is designed to minimize Internet lag, so when you're playing against other people with your Dreamcast, you get the smoothest playing experience possible.

What the hell is 'lag', anyway?
Lag (sometimes called 'ping-time' in the PC world) is simply the time it takes for a piece of data (a ping, say), to get from your Dreamcast, over the Internet, to a server and back again.

Bad ping times are those above 300 or 400 milliseconds. Imagine pulling a move in a fighting game and having it take nearly half a second before your character responds, and you see why bad ping times can really mess up a game.

Unless you can somehow defeat the speed of light, there's no way to eliminate lag altogether—it simply does take time for data to go over the phone lines from one place to another. But you *can* reduce it, by efficiently routing the data. See, the Internet is exceptionally inefficient in the way it transfers data (yes, we know this is boring, but it's important—so keep reading and we'll make it worth your while). A single bit a data—a juke in *NFL 2K1*, say—might have to travel between twelve different locations on the Internet before it gets to the *NFL 2K1* server, and then through 15 different locations before the result of the move gets back to your system. Your 56K modem is plenty fast, and the speed of the data between locations is usually pretty close to the speed of light, but the number of hops is what kills you—you're still trying to juke a second after you get tackled. In short, those jumps between routing servers on the Internet really suck.

So what does SegaNet do about it?
Simply put, SegaNet speeds everything up. It makes sure your data gets on one of the Internet's main backbone data-carrying arteries in one jump from your Dreamcast, and it locates its game servers right on the arteries too, so your game data will take the fewest possible number of jumps on the digital equiivilent of slow country roads between Dreamcast and server.

The cliché is horrid, but it really acts like a carpool lane on the information superhighway (see how we are? we said it anyway). Or you can think of SegaNet as a private network inside the Internet, optimized for gaming.

The result is incredibly smooth play rates – much better than you get with a 56K modem and a standard, inefficient ISP. As Sega.com CTO [name to come] explains, "SegaNet is an exclusive network that allows gamers to take less hops. Assuming both players are using SegaNet, each user is connected to a hub and essentially connected to each other. Because the gamer servers are located at major points of dial up across the country, we can guarantee less hops. It's like this: SegaNet goes User-Hub...Hub-User. Other ISPs go User...Hops from server to server... Hub...Hub...More hops...User."

YOU CAN THINK OF SEGANET AS A PRIVATE NETWORK INSIDE THE INTERNET, OPTIMIZED FOR GAMING.

HOW TO SIGN ON WITH SEGANET

Signing on with SegaNet is remarkably easy. Just pop the Demo disc that came with this issue into your Dreamcast, hook the modem in the back to a phone line, and turn on your system.

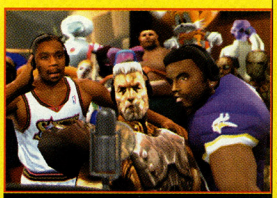
Now launch the Browser 2.0. (that's why you have to use this issue's disc, because it has the latest browser).

So far, so good. See that button that says "Sign up for SegaNet?" Move the pointer over it and click.

Now just follow the onscreen instructions, and you'll be fragging online in minutes. (Note: if you've already used another ISP with your Dreamcast, it will overwrite that old information.)



We were almost disappointed by how easy it was to sign up and sign onto SegaNet. We wanted to feel like experts helping you through a difficult spot—but just about anyone can get through these menus in no time flat.



"Wasssup!" Sports lovers love SegaNet.

THE SEGANET DEAL

Hey buddy, want some cash?

If you sign up with SegaNet and agree to join the service for 18 months, paying $21.95 a month, you get some awesome goodies. First, a free Dreamcast keyboard—good for writing email, typing in URLs and talking trash in *NFL 2K1*. Second, and juicier, is a check from Sega.com for $150 (the price of a brand new Dreamcast, by the way).

Not 100% sure if SegaNet is for you? You can log on and get a free month to make sure, before you pony up the cash.

So what do you get for your $21.95 a month? First, you get the best gaming connection to the net on earth (read the big yellow story, if you don't believe us). Second, you get three different email addresses (so your little brother's Britney Spears Fan Club newsletter won't clutter up your inbox). Finally, you get access to an exclusive online community with special, custom editorial, private hints and tips, and downloads for your system that you can't get anywhere else. Sound good? Yep, it does. So what are you waiting for?

www.DailyRadar.com

So why doesn't every ISP do this?
In a word, cost. It's incredibly expensive in terms of cash and logistics to set up your server structure this way, and since most people who connect to the Internet don't do it for games, there's no reason for your average ISP to bother.

Sega, on the other hand, has every reason to want to maximize game-playing ease. That's why it's partnered with the big brains at Genuity to develop the private network that is SegaNet. Unfortunately, the side-effect of this is that SegaNet isn't currently available in Alaska, Hawaii or Canada, since those locations are simply too far from the major Internet backbones, either geographically (AL and HI) or logistically (for Canada). It sucks, but don't yell at us—we didn't make the Internet that way, and neither did Sega.

So as long as I use SegaNet everything will be cool, right?
Maybe. See, most games are set to go only as fast as the slowest person's connection, so if the dude you're playing against doesn't have SegaNet as his ISP, you'll have to deal with his lag. If you're close to him geographically, like in the same town (you're both in Anchorage or Honolulu or Toronto or Boston, say), it probably won't make much a difference, but if you're across the state it could be like pulling teeth.

What about PC gaming?
Same deal; you'll get a better connect to the Internet using SegaNet than you would using a generic ISP. Most PC games aren't set to go as fast as the slowest player, though, so you'll finally get to experience the joy of being a 'low-ping bastard' at *Quake*, slaughtering other players as they literally stand still, caught in a lag-warp, especially if lots of players on the server are using SegaNet.

What about the LAN adapter?
Ah-hah. Here's the deal. The LAN adapter lets you connect to the Internet with a broadband connect (either DSL or a cable modem). Unfortunately, if you're using the LAN adapter, you can't use SegaNet—the reality is that most people won't buy the LAN adapter, and SegaNet is focusing its attention on the bulk of gamers. But because the connection is purely digital (your modem doesn't have to convert the system's digital data into analog sounds that can travel over phone lines), you still get great speed. In fact you get speed that may give you an unfair advantage in some games, which is why you won't be able to use the LAN adapter with every online game. *Quake III, Unreal Tournament,* and *Half-Life* will be the first games that supprt the LAN adapter, which should be out later this year. Most games, though, actually only transfer a tiny bit of data when playing online—locations, trajectories, that kind of thing—so a LAN connection probably wouldn't help much. It really only helps to transfer lots of data—like movies or sound—at sustained speeds.

So: should I switch to SegaNet?
At $21.95 a month, its price is competitive with other ISPs. We've tested it extensively and it does offer the best performance we've seen. And if you sign up for 18 months, you'll get $150 of the price back. So the choice is yours: but it seems pretty obvious to us. GET IT!

OUTFIT YOUR DREAMCAST FOR SURFING

WHAT YOU NEED

Dreamcast with a modem
(You should already have this, Ace)

An ISP
You can sign up for SegaNet by popping in the disc that came with this magazine and starting the Browser 2.0

WHAT YOU WANT

Keyboard
Essential for browsing the net and writing email (using the onscreen virtual keyboard is painful). If you don't have one, you can't talk trash during games and people will make fun of you. (and it's easy; just plug it into controller port two). It's $29, but you get it for free if you agree to sign up with SegaNet for 18 months.

Mouse
Makes browsing easier, and in conjunction with the keyboard, it offers the best way of playing First Person Shooters like *Quake* and *Unreal Tournament.*

WHAT YOU CAN'T HAVE

Zip Drive
This high-density removable storage medium for Dreamcast is coming—Sega says—but it ain't here yet. So, so far, there's no way to download and save movies or MP3s. Still, sites like Xdrive (www.xdrive.com) give you virtual hard drives online, and are well worth checking out.

LAN Adapter
This gizmo will let you sign on with a broadband DSL or Cable modem connection. And if you have an ethernet hub, you can have it and your PC hooked up to the Internet at the same time.

MP3 Player
Sega's put the kibosh on the MP3-playing VMU, but don't worry, the company promises an MP3 storage solution is coming, probably in the form of a cable that hooks directly between your Dreamcast and an MP3 player like the Creative Lab's Nomad II.


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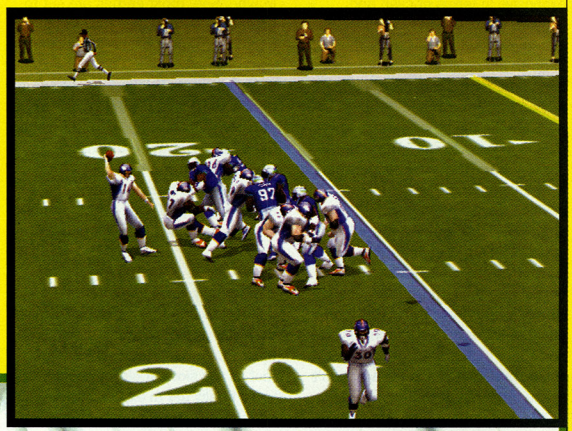

6

1) Online-ready DC. 2) You need this keyboard. 3) Mouses! Meeses! Get 'em now. 4. A Zip drive takes DC for a piggyback ride. 5. The LAN adapter. 6. The Japanese MP3 player.

NFL 2K1 REVIEWED

THE WORLD OF CONSOLE FOOTBALL JUST REACHED A NEW PEAK

A large part of the Dreamcast's early success can be attributed to *NFL 2K*. Long before the system was even available, mind-blowing movies of the game flooded the Internet, leaving a litter of dropped jaws and saliva-slimed keyboards in their wake. No console sports game had even approached the level of detail that was seen in these player models, and the animations were so realistic that many people questioned whether it was actual gameplay they were witnessing or pre-rendered footage. One year later, we all know that developer Visual Concepts delivered the goods: *NFL 2K* remains one of the most amazing-looking games around.

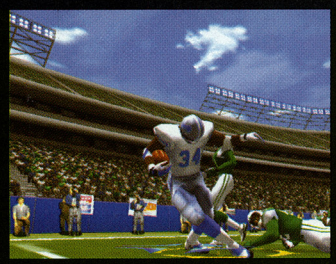


We can honestly say that this is one of the finest videogames we have ever played, and one which no self-respecting sports fan should be without. While we loved the original, the vastly improved running game and new animations make this title light years better than its predecessor.



NFL 2K1 has some gloriously bone-crunching tackles. We're just glad NFL receivers wear cups.





ONE OF THE BIGGEST COMPLAINTS LEVELED AT NFL2K WAS ITS POOR IMPLEMENTATION OF THE RUNNING GAME.

56K FINDINGS

Actually, to be totally accurate, we'll have to rename the heading to read 33.6K, because that's as fast a connection as we were able to muster when hooking up with SegaNet (this was when the system was in beta testing). Even at this speed, though, we had little trouble finding opponents. It also didn't seem to matter whether a fellow gamer was right next door or a few thousand miles away—when a solid connection was indicated by the handy bar graph (it also gives you a verbal indication such as poor, good, great, etc.), the gameplay was exceptionally smooth. Lag and warping, a common occurrence of online games, were virtually unnoticeable, and, when the opponent was honorable and wouldn't quit the moment he was losing by a few points, the games were a joy to play.

We also experimented with signing on through a few free Internet services, but our results were not worth the aggravation; good connections were like trying to find a needle in a haystack. So if you're a fan of online gaming, the $21.95 a month that SegaNet charges appears to be a good investment. And of course, your buck will go even further when more games are supported by the service.

This major graphical leap, however, gave *NFL 2K* a bit of a cushion when it came to other areas of the game, at least as far as the reviews were concerned. Even we were so dazzled by *2K*'s presentation that we were willing to overlook a few bugs and a dubious running system. Don't get us wrong...we still stand by our belief that *NFL 2K* was a one-game revolution in sports gaming. But sometimes a new game comes along and does things so much better that it makes you wonder how you ever accepted an older game's shortcomings in the first place; it redefines your whole idea of 'revolution'. That game is *NFL 2K1*.

At first glance, this year's game doesn't look much different from its predecessor. In fact, after we ran a few side-by-side tests, we think that the player models in *2K1* may sport a few *less* polygons than *2K*. It's not a huge difference (and it may even be an optical illusion caused by a different texturing technique), but don't expect to see a great leap as far as the visuals go. But truthfully, we couldn't be happier. Many times, developers will pour resources into improving a game's graphics (even if they didn't need improving, as is the case here) and completely ignore other issues that needed attention. We applaud Visual Concepts and Sega for spending the time and dollars to improve and expand gameplay


"Will you hold my hand as we hurry to catch the incoming ovoid? We can laugh and skip and talk of memories past."

experience, when they could have painted the title with a fresh coat of eye candy and left it at that.

One of the biggest complaints leveled at *NFL 2K* was its poor implementation of the running game. It wasn't so much a problem for the player, as he could eventually master a few techniques that allowed him to gain positive yardage—the problem was that the CPU wasn't smart enough to use these same techniques, making the threat of the run from the computer-controlled teams a non-factor.

The issue was that the defensive backs could get to the ball carrier much too quickly, stopping almost every run for a loss or negligible gain. In *2K1*, this has been remedied. Yes, there will still be plays where the ball carrier gets dropped for a loss, but it's now because the player making the tackle was positioned properly on the play and was able to outsmart or overpower his potential blockers.

Looking head-to-head again at why these differences between the two games were so striking, we noticed a major culprit: the handoffs in *2K* took *forever*! The running back always seemed to take a preposterous route to the QB, wasting precious microseconds. On a simple off tackle run to the right, for instance, the back would first start moving to the left, than run straight at the QB, before heading off in the direction that the play was supposed to go! In *2K1*, the running back does exactly as he should, meaning that he has a chance of finding a hole before it's plugged up by a gung-ho linebacker who has the benefit of a few extra moments to get there. We're no programmers, so we're unsure of how many other facets of the running game were adjusted, but our eyes tell us that this one change makes all the difference in the world. The rest of the gameplay has remained pretty much unchanged, we're happy to report.

All of the *2K*'s tasty options for creating your own plays, players, and playbooks have returned intact, but there's a whole host of additions that give *2K1* even more long-term playability than the first game. No sports game can really be considered complete these days without some form of fantasy draft, and *2K1* is nothing if not a complete game. You can now draft up your own squad (the CPU will intelligently draft for the other teams) and take them into the new franchise mode. Here you'll have the opportunity to run your own organization, from drafting rookies to dealing with the salary cap—and the

NFL 2K1 THE GREEK

Before making some notorious racist remarks on national television, Jimmy "The Greek" Snyder was the most well-known football prognosticator around. The funny part is, he never did much better than 50-50 in picking the games. We figured we could do better with our trusty Dreamcast and a copy of *NFL 2K1*, so we set out to try and predict this year's playoff teams. We ran ten seasons and here are our predictions:

NFC Playoff Teams: Rams, Bucs, Redskins, Cowboys, Bears
AFC Playoff Teams: Jaguars, Bills, Titans, Raiders, Broncos

NFC Super Bowl Representative: Bucs
AFC Super Bowl Representative: Jaguars

Super Bowl Winner: Bucs

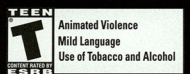
Teams that failed to make the playoffs at least once in the ten years: Eagles, Bengals, Browns, Chargers

So hold on to this issue until the end of the football season to see how well the Dreamcast made out.

www.DanyRadar.com

TWO WORDS

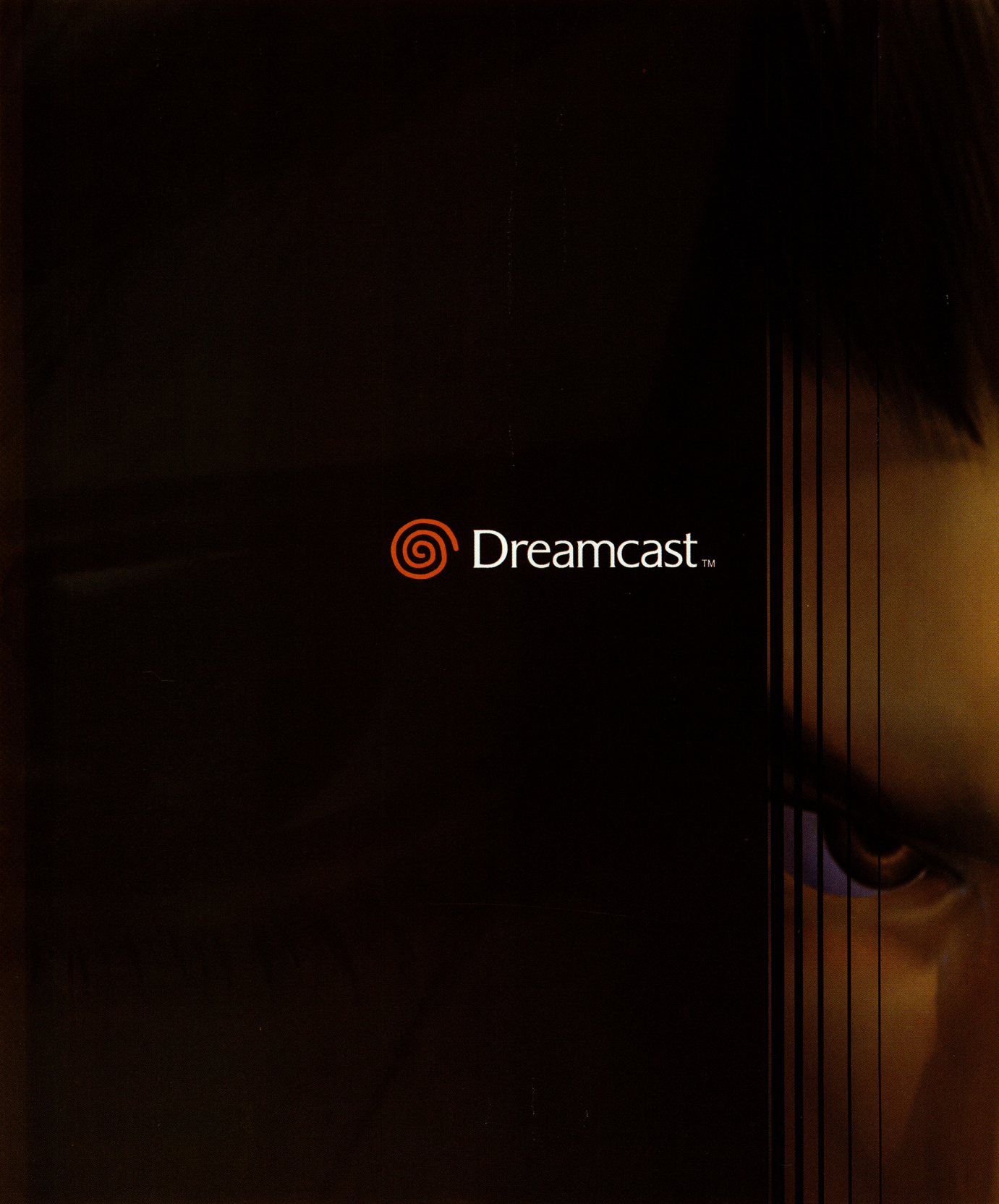
Shenmue



Animated Violence
Mild Language
Use of Tobacco and Alcohol

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Dreamcast™

YESTERDAY AND TODAY

Looking at these two screens, it's hard to tell which is the newer version (*NFL 2K1* is on the left, by the way). That's okay, though, because Visual Concepts has gone the extra mile in the most important areas, giving us a franchise mode, disbursal draft, incredible animation, gameplay that's tweaked to perfection, and amazing online play. Oh, and the graphics kick ass anyway. We'll take that trade-off any day.





One of the problems with *NFL 2K1* is that since everything looks so damn cool, we find ourselves replaying nearly every down.

choices you make will have an effect on your club for years to come. The only negative aspect we've found is that the statistics of individual players aren't saved from year to year, so if you want to know who, for instance, is the lifetime leader in rushing touchdowns, you'll have to keep track of it yourself.

Where *2K* was most revolutionary was in its play-by-play: instead of opting to dish out large amounts of cash for some uninspired work from a professional, well-known broadcast team, Visual Concepts opted to go with an unknown cast. What made this such a success was that the team wasn't limited to a few precious hours in a recording studio, trying to get a velvet-throated diva to follow directions and display some false enthusiasm. The 'no-names' they brought in were given a huge amount of material to record, and they pulled it off brilliantly.

In *2K1*, this same method has been employed, and it's even better than before. No matter what situation you encounter, the commentary is spot-on relevant, and because the volume of recorded calls is so great, repetition doesn't occur nearly as often as it does in most sports games. Here's hoping that Visual Concepts keeps on improving this wonderful system, and that other companies will see the benefits, both financially and aurally, and hop on the bandwagon.

Then, of course, we come to the coup-de-grace...the one feature that, for the foreseeable future, will be Sega's claim to fame: online play.

Sony's PlayStation 2 should already be leaping off the shelves by the time you read this, but no matter how many units it sells, NONE of its games will playable online—and no date has been set for PS2 online play in the future. So if human interaction is your bag, Dreamcast is the only console in town (see the sidebar **56K Findings** for more details on this excellent feature).

What we have, then, in *NFL 2K1* is a game that transcends its individual elements to deliver a complete, compelling, extremely playable football game for the solo and online player alike. Like any game, there are minor irritants that you will have to put up with (and remember—one man's irritant may well be another man's gem. Some of us, for instance, really like the game interface, and others don't), but we're almost positive you'll find the game as rewarding and enjoyable as we have. This is truly a new high point in the history of console sports games. If the rest of these games were as ambitiously improved, our pathetic social lives are in for a real beating.

ROB SMOLKA



The running game has been improved drastically from last year—players must now seek out holes in the defensive line, and bust moves to break tackles. Run your tail off.

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** VISUAL CONCEPTS **ORIGIN** US **PLAYERS** 1-8 **PERIPHERALS** VMU, JUMP PACK **VMU PAGES** 100+ **ONLINE** HELL YEAH! **PRICE** $44.99

GRAPHICS 9
Amazing graphics and realistic animations

SOUND 10
Commentary one of the best parts of the game

CONTROL 10
Running game tuned to perfection; bravo!

GAMEPLAY 9
Plenty of options, no stat saves in Franchise Mode

Score: 10

www.DailyRadar.com

Frogger® 2



Game Boy ® Color Screenshot



Game Boy ® Color Screenshot



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Dreamcast.


Dreamcast™ ScreenShot


Dreamcast™ ScreenShot

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UNREAL TOURNAMENT

AND THE LORD SAYETH, "THOU SHALT EAT GIBLETS THIS THANKSGIVING"

As PC gaming marched confidently into 1999, first-person deathmatching's biggest war was billed as a fight between two long-awaited titles: id's *Quake III Arena* and Epic Megagames' *Unreal Tournament*. Both games utilized shiny new technologies to drive their respective game engines, and both attempted to blend the fast-paced action of multiplayer deathmatch sessions with somewhat more tactical, squad-based teamplay. Based on *Quake*'s deathmatching dominance and the original *Unreal*'s generally unimpressive multiplayer capabilities, however, most tapped *Quake III* as the clear winner before even giving them a—erm—shot.

Oh, how wrong they were.



Epic's level design here is absolutely impeccable. Castles, pirate ships, floating pyramids, conveyor belts and low-gravity cityscapes are just some of the great maps available within the game. Levels even have traps built into them—like a room full of weapons and armor that turns out to be a gas chamber.

What makes *Unreal Tournament* so good is its bounty of gameplay options. While *Quake III* provides what is perhaps a tighter deathmatch, *UT* hooks it up with modes like domination, capture the flag, last man standing, and tournament team matches. The game's 35-plus levels are all varied (both graphically and logistically), and the maps are some of the genre's all-time greats—the kind of levels that get permanently burned into your memory banks. The creaky wooden Koos Galleon, the treacherous walkways around the Peak Monastery, High Speed's speeding train cars, the catwalk over Conveyor and Liandri—the list goes on and on. Highly playable, highly impressive; the maps in *UT* will leave you reeling. Throw in a tournament-ladder-based single-player mode, some of the most balanced (and most coolest) weapons we've seen in any shooter to date, great sound effects and the ability to customize and command all the bots in the game, and it becomes easy to see why *Unreal Tournament* made a bigger splash than even the illustrious *Quake III.*

We took a trip to developer
Secret Level's secret hideout (located, somewhat ironically, smack in the middle of downtown San Francisco) and found out all there is to know about the Dreamcast version of the glory that is *Unreal Tournament.*

Secret Level's job has been clear from the start: Port *Unreal Tournament* to the Dreamcast while preserving the beautiful graphics and perfect feel of the game, and while making some console-specific additions in the process (including support for the DC controller). Having spent years porting games onto the far more underpowered PlayStation, this was just the team to handle the huge feat. Via some slick programming, visual trickery and hard work, they have managed to get the game visually up to par with its PC cousin, and we were duly impressed with the results (see **Trimming the Fat**).

The game will be multiplayer on SegaNet, allowing as many as eight players to simultaneously shoot one

HIGHLY PLAYABLE, HIGHLY IMPRESSIVE: THE MAPS IN UT WILL LEAVE YOU REELING





Secret Level Factoid: The bar downstaris from the company's offices was where John Huston shot *The Maltese Falcon*. It is also rumored to be the actual birthplace of the martini—the Bethlehem of potent potables. It is not rumored to be the reason why we've censored these nipples. We just didn't want to give away some of the best bits in the game.

another to bloody, pulpy little pieces. *UT* will be hosted by Sega's servers, so gamers should expect a reliable connection with minimal lag (when playing on SegaNet, at least). The game will also support direct head-to-head connections, as well as the soon-to-be-released LAN adapter, which should allow for some vicious (and smooth!) broadband gaming. (Dreamcast vs. PC gaming will likely be possible for those PC players willing to download the augmented maps). For those who have yet to discover the joys of online gaming, *UT* will also offer single- and two-player split-screen modes, and for those who have yet to discover friends with opposable thumbs (read: **ODCM**), the game's still got the smartest bots in town. Any combination is possible—so if you wanted to play two-player split-screen against your friend, and invite six other computer-controlled bots to the party, well, you could.

In terms of control, Secret Level—much like every other developer attempting to port a first-person shooter onto a console—is putting a great deal of effort into making the game enjoyable using the standard Dreamcast controller. The game will be best, of course, when experienced with a DC mouse and keyboard combo (we've written this phrase so often lately that it's beginning to to sound like a McDonald's Extra Value Meal)—but the controller will be fully-customizable, and (hopefully) tweaked to perfection.

Other Dreamcast-specific improvements include a thorough console-ization of the interface—including a redesigned HUD (Heads-Up Display), and game menus streamlined for sofa-based gaming. "We want the player to be able to pick up the controller, press Start-Start-Start and be blasting suckers away within moments," states the company party line.

If nothing else, our visit to Secret Level assured us that *Unreal Tournament* is in extremely capable hands. Fps currently fluctuates between 25 and 60, but the team guarantees that it will be locked at a solid 30 by the game's release date (they said that 60 was possible, but not in time to make their deadline). If everything comes together, we'll have turkey *and* giblets this holiday season. EVAN SHAMOON

TRIMMING THE FAT

"Much of *UT* was written for the PC in a core scripting language—which is great for the game, but makes it really difficult to port it over to other platforms," Secret Level's president Jeremy Gordon tells us. "Combined with what we perceived to be the Dreamcast's serious memory constraints—16 megs of RAM versus the 64-meg minimum on PC—we were worried, to say the least." Fortunately, some clever programming has allowed Secret Level to get the game looking just as good as it does on PC, and running just as smoothly. This was achieved by making serious use of the DC hardware's excellent texture compression—and by hiring seven new designers to clean up the maps.

"When the maps were originally designed, there was quite a bit of inefficiency in terms of their geometry. We found lots of unnecessary extras that we were able to cut out," Gordon explains. Thus, several desks in Secret Level's offices have essentially become butcher boards, wherein the game's levels are being trimmed of all existing fat. The one real sacrifice that Secret Level was forced to make was Assault, which didn't make the cut. "The main problem," Gordon says ruefully, "is that the maps are huge and simply won't fit on Dreamcast without extensive modifications. We got one to fit (I think it was AS-Guardia), but it would be pretty lame to offer only one Assault map. So since we couldn't get them all to fit, we decided to delete it entirely."

Additionally, the original animation has been converted so as to make the best use of triangle strips, which the Dreamcast handles so well.

Q&A

After jetting to San Francisco (okay, okay—we took the bus downtown) to see Secret Level, we managed to chat with Epic's Cliff Bleszinski (better known as Cliffy B.) about *Unreal* on Dreamcast. Here's what he told us:

ODCM: Dreamcast. Unreal Tournament. Discuss.
Cliffy B: [laughs.] Ok. Bringing fast first person shooters to consoles is a great thing and, other than Time Splitters (and Doom, but I'm not counting that!), this is the first 'fast' FPS on a console ever. And you know what? Split-screen works really well. I mean, I'm a PC junkie, but there's a lot to be said for actually sitting next the guy you're playing against, and elbowing him, and hitting his hands off the controller! A lot of people say that if you play split-screen you can see where the other guy is and cheat. But in a fast game like UT, you can maybe look over and get a general idea of where he is on the map, but once you're there, it's all about how good you are at aiming in a firefight. If it was slow, it would be like playing hide and seek in an empty room, but in a fast game it works great.

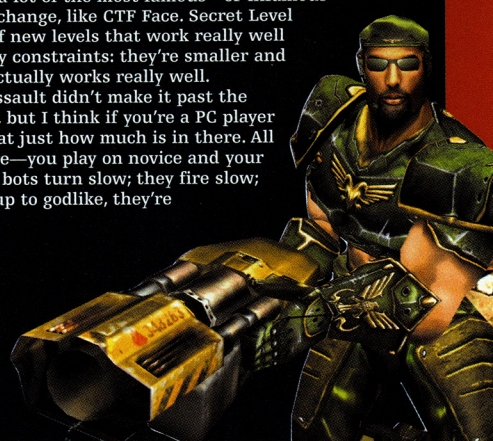
ODCM: Of course, on Dreamcast, you can play online...
Cliffy B: Yeah. I was playing an earlier version here [in North Carolina] against the Secret Level guys in San Francisco, and it was playable. It felt like about a 200 ping. It was no LAN, but for a console it was pretty good.

ODCM: And that was an earlier version, before SegaNet was 100% running?
Cliffy B: Yep.

ODCM: What do you think of the control?
Cliffy B: It takes a little getting used to if you're coming from a PC. You get a lot of naysayers—a lot of people would prefer a keybaord and mouse, and there is a little learning curve; but in a few minutes you're fine. Look at Goldeneye's controls: they transfer to a faster paced game like UT fine. And it works with the Dreamcast keyboard and mouse fine. The mouse, actually—man it's small...

ODCM: It's more like a shrew...
Cliffy B: [laughs] exactly. But it works great (Note: He's actually talking about the Japanese mouse. The US mouse is bigger—for us bigger Americans).

ODCM: What was cut from the PC version? Are we going to miss it?
Cliffy B: We have a great team in Secret Level working on it, so you'll see a lot of the most famous—or infamous—levels making the change, like CTF Face. Secret Level is also doing lots of new levels that work really well within the memory constraints: they're smaller and tighter, but that actually works really well. Domination and Assault didn't make it past the cutting room floor, but I think if you're a PC player you'll be surpised at just how much is in there. All of the AI is in there—you play on novice and your Mom can play; the bots turn slow; they fire slow; but if you turn it up to godlike, they're like Threshbots.



Ah, what first-person shooter would be complete without a rocket launcher? This one is about the size of a Saturn V, wouldn't you say?

QUAKE III ARENA

The biggest, baddest FPS around grunts its way onto Dreamcast, courtesy of the good folks at Raster (and the good wallets at Sega). Somewhat farther along than the DC port of *Unreal Tournament*, the proof is already in the pudding—the game is looking incredible, very shiny and slick. The interface has been completely redone for the DC and is now extremely "console friendly." Everything is customizable, and the game will offer out-of-the-box support for both *MDK2*- and *GoldenEye*-style controls with the standard control pad, in adddition to support for the MadCatz Panther XL, and of course the mouse-and-keyboard combo. The game will sport 30 total maps, including 14 original maps—as well as some from the upcoming *Team Arena* expansion pack. It will support the LAN adapter, and it will even include four-player split-screen deathmatching!

SOLDIER OF FORTUNE

The nastiest game around is coming to Dreamcast, and it's got more bullet wounds than Rambo. Fortunately, the port should make its way over to Dreamcast unscathed, with Crave promising us all the high-res bloodletting that made the PC original such a crowd pleaser. Crave has also promised that *Soldier of Fortune* will be SegaNet compatible, so get yourself ready for some seriously bloody gunnin'.

OUT TRIGGER

As reported in our last issue, *Out Trigger* is coming along just swimmingly. Japan's first real first-person shooter, *Out Trigger* is very much an arcade game—far more playful than the darkly-lit, blood-spattered shooters of the Western world. It's got loads of style, and from









Ahh, what first-person shooter would be complete without a rocket launcher. Pretty soon, Dreamcast owners will have more top-quality first-person shooters than they'll know what to do with. Better run out and buy a keyboard and mouse before the mayhem begins.



what we've seen so far, should be an incredible ride. Check our full preview in **issue #8** for the whole scoop.

HALF-LIFE

As we exposed to the world back in **Issue #8**, the second release of *Half-Life* will include all the online goodness you crave: Opposing Force, Team Fortress Classic and *Half-Life*'s original multiplayer elements will see the light of day. We're even told that the possible inclusion of Counterstrike is being tossed around. We can't wait.

KISS: PSYCHO CIRCUS

While it might not out-quake ***Quake*** or out-trigger *Out Trigger* (pun absolutely intended), *KISS* will be the first FPS out of the gate. A straight-up shooter, *Psycho Circus* doesn't bog players down in anything except piles of fresh corpses. Give it a try on this month's demo disc, and see if it moves you.

HEAVY METAL: FAKK 2

Heavy Metal: FAKK 2: While technically not a first-person shooter, *FAKK 2* is full of running and gunning mayhem, and plays very much like a FPS. The PC version was recently released to some very positive reviews, receiving much praise for its interesting, entertaining environments. Somewhat of a cross between *Tomb Raider* (see: chestily-endowed heroine) and *Unreal* (see: fantastical, over-saturated settings), the game should wow Dreamcast owners when it drops in November.

THE NASTIEST GAME AROUND IS COMING, AND IT'S GOT MORE BULLET WOUNDS THAN RAMBO.

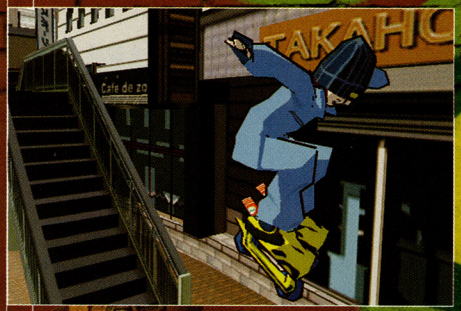


SHRAPNEL: URBAN WARFARE 2025

Shrapnel: Urban Warfare 2025: In Ripcord's title, you play as a member of the elite M.O.U.T. Force—our nation's weapon against the growing terrorist threat. The game shares several elements with Red Storm's similarly tactical *Rainbow Six* and *Rogue Spear*, and is very mission-based. Set in the near future, the game exposes players to the true-to-life strategic and tactical elements of campaigns in the theater. You'll be able to play online with up to eight players on SegaNet, with multiple online gameplay modes—including classic deathmatch, cooperative team-play and objective-based missions.







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TEEN T CONTENT RATED BY ESRB

Animated Violence
Mild Language

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Stopping is a bad idea.

In a world of angry cops, rival taggers and lots of paint, it's important to keep moving. It's a race against time to leave your mark on the sprawling urban environment. Armed with skates, a radio and varying quiver of spray paints, it's you against the world. But you'd better be quick because the price of self expression just got higher.

Featuring music by Rob Zombie, Jurassic 5 and Mix Master Mike.

SPORTS

NBA 2K1

HOOPS MANIACS REJOICE: YOUR SAVIOR IS AT HAND

***NFL 2K1* has been getting all the** press these days (see our four-page review beginning on page 30), but hoops fans shouldn't despair—*NBA 2K1* is looking every bit as awesome. Of course, the biggest update this year is Seamless Online Play; if you've played *NFL 2K1*, you'll know what we're talking about.

Just sign on, find a lobby, challenge someone, and get going. Basketball is faster-paced than football, and has fewer breaks—but SegaNet is up to the challenge. If you're playing someone who happens to have a connection that's either good or excellent, it feels almost like you're both playing on the same system. You'll also be able to download updated rosters to keep all the teams up to date.

Even without the online component, *NBA 2K1* is an awesome upgrade. There are new moves (like spins and crossovers), new swat blocks, and the ability to pass out of layups and rebounds. Player models have been updated with more (and more detailed) facial expressions, and Visual Concepts did tons of new motion capture so that animations will be better than ever—and new camera angles will help you enjoy the new animations, too. Oh, and the AI and playbooks have been totally redone, with smarter players and more comprehensive playbooks that add even more depth.

The improvements don't stop with gameplay, either. A franchise mode lets you be the GM, drafting rookies and managing trades to build the ultimate team, and you can even create your own custom leagues.

Arenas have been tweaked to be the ultimate 3D representations of any sports experience, and famous street courts from around the country are in place now, too—along with legandary players from decades past. And while a full season still takes almost an entire VMU to save, if you just want to save your play options, you'll only need a few blocks.

Bottom line: What *NFL 2K1* is to football, *NBA 2K1* is to basketball—the best virtual version of the sport ever. **Sega/Visual Concepts: November**



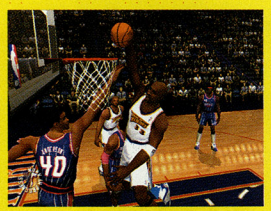
Pro basketball is all about smack talking and what better way to celebrate 2001's installation of *NBA2K*, than with online: with keyboard in hand, you'll be able to trash talk with the best of them.

YOU'LL BE ABLE TO DOWNLOAD UPDATED ROSTERS TO KEEP YOUR TEAMS UP TO DATE.



Imagine all of those sweet new plays and replays.











Virtua Tennis against human opponents online...you can't beat that for fun. Even losing would be the second best thing ever.

WORLD SERIES BASEBALL 2K2

After a dismal showing this year, Sega has its work cut out for it with *WSB 2K2*: but the company is hard at work trying to fix what's wrong (which is almost everything but the fantastic graphics)—and adding, of course, support for online play. With the *2K2* titles, Sega (we hear through the grapevine) is planning to add more than just lobbies and games, and *WSB 2K2* should feature support for custom ladders and leagues as well as straight head-to-head matches. **Sega/2001**

VIRTUA TENNIS 2

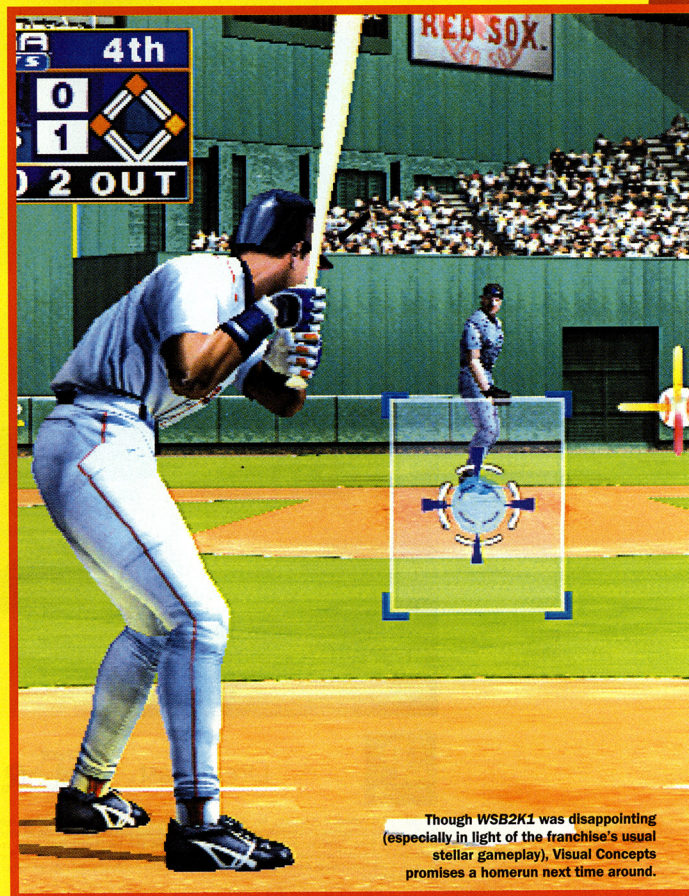
Ok, we admit it. Sega ain't talking about this one. But after *Virtua Tennis* turned out to be the surprise hit of the summer, *Virtua Tennis 2* is almost a foregone conclusion: as is an online option. Now, if Sega can only license some tennis players we've heard of, our lives will be perfect. And our lives will be even more perfect if one of those players is the lovely Anna Kournikova. **Sega/2001**

While *NHL2K* has opted to bow out of the lineup, expect next year's version to be an online smash.

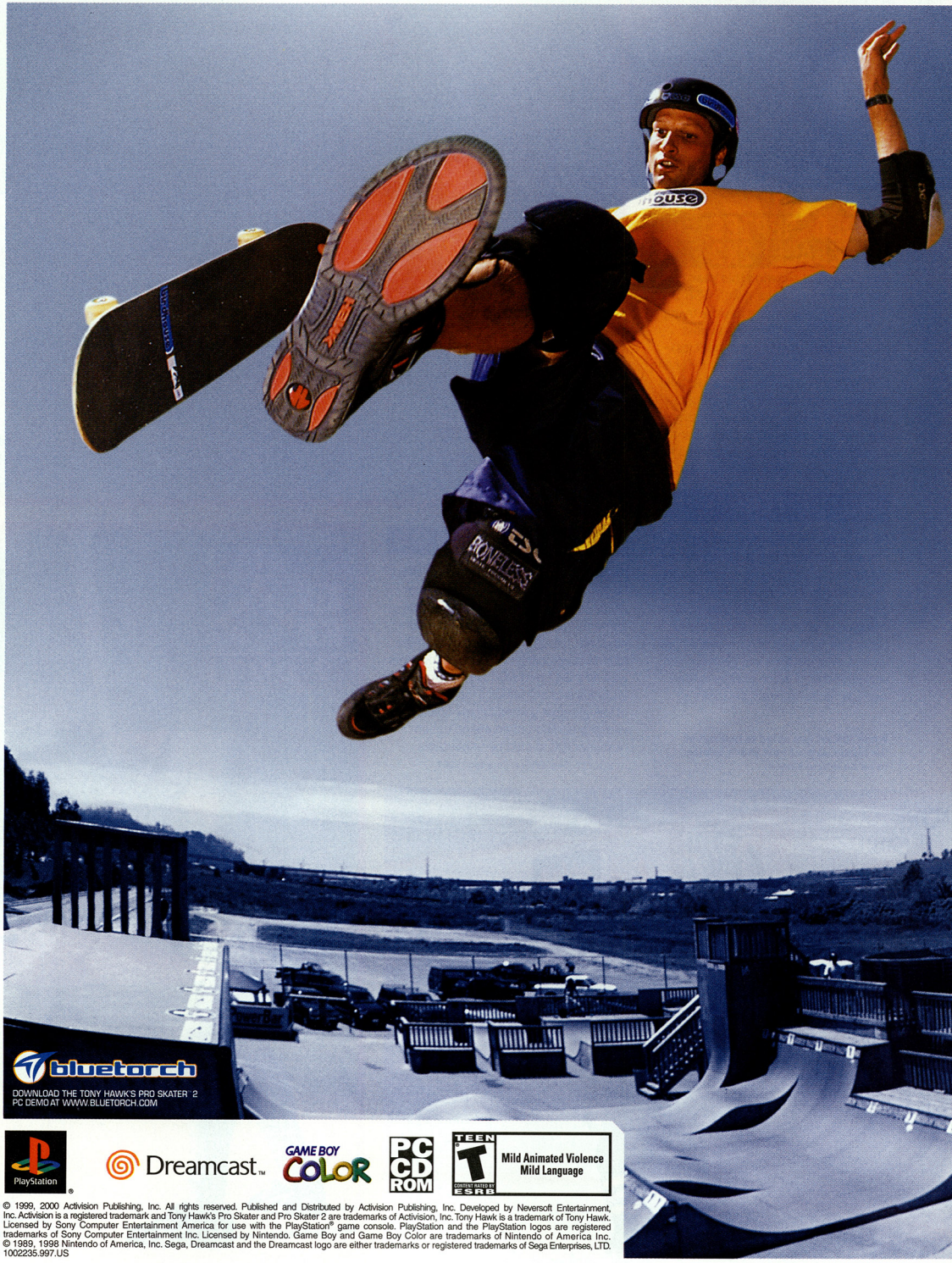
NHL 2K2

Sega's pulled this one back into the house, and while the bad news is that we probably won't have a new hockey game this year, the good news is that next year the game should be up to the standard established by Visual Concepts with *NFL 2K1* and *NBA 2K1*, with killer graphics and animation. Hockey is one of the greatest games to play online, and with the addition of an online option next year, DC should be unbeatable in sports. **Sega/Visual Concepts: 2001**





Though *WSB2K1* was disappointing (especially in light of the franchise's usual stellar gameplay), Visual Concepts promises a homerun next time around.



PlayStation

Dreamcast.

GAME BOY COLOR

PC CD ROM

TEEN T CONTENT RATED BY ESRB

Mild Animated Violence
Mild Language

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CREATE YOUR OWN LEGEND

Hawk's back. And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntslides, BS/FS Noseslides + Tailslides, Hurricanes, Heelflip Varials, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then shred it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash money to move up in the rankings. THPS2, taking you to levels that were once reserved for mere legends.

TONY HAWK'S PRO SKATER 2

OVERVIEW:



2-PLAYER MODE

2-Player Modes and Single-Player Career Mode



NEW TRICKS + TERRAIN

New Tricks, New Terrain and New Skaters



SKATEPARK EDITOR

3D Real-Time Skatepark Editor

PlayStation screen shots shown

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MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood

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-Official Sega Dreamcast Magazine

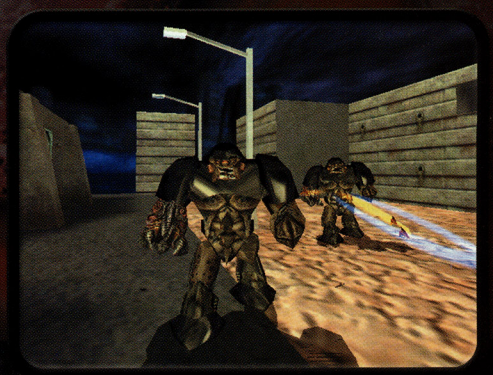


Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology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

SPEED DEVILS ONLINE

THE LITTLE RACING GAME THAT COULD TAKES ITS BIG ACT ONLINE

One of the most popular racing games to surface at DC's launch last year was a small, unassuming PC arcade racer by the name of *Speed Devils*. Including quirks like rampaging dinosaurs and attacks by flaming wreckage, *Speed Devils* ran smack dab into big time success. The mix of over-the-top elements and simple gameplay raised the bar for other arcade racing titles.

For the quasi-sequel, *SD Online*,



UbiSoft is saying 'Screw that bar!' and opting to create a new one—bolstered by eleven new roadsters (added to the eleven original vehicles, for a total of 22), a new track to accompany the seven original ones, and, best of all, online head-to-head racing action. Up to five players from across the US can vie for first place in an all-out race to the finish, while putting their virtual money where their mouths are. Yes, betting is back! You'll be wagering against friends and strangers on SegaNET in order to finance car upgrades (and inflate your online ego).

New models in *Speed Devils Online* will sport speedier frames, futuristic designs and whacked-out details. But the buck doesn't stop there. UbiSoft has also implemented a new 'Persona Creation' mode for the really finicky net racing junkie, which will enable you to customize the profile of your Net persona and give you a place to post your past scores. We expect big things from this title...including a playable copy, any time now.

Ubisoft: Q4 2000

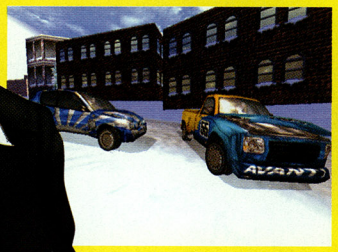


With the network option for *Speed Devils Online* in place, you'll be able to race up to four other players online while using the betting option to win virtual cash.

VIE FOR FIRST PLACE, WHILE PUTTING YOUR VIRTUAL MONEY WHERE YOUR MOUTH IS









www.DailyRadar.com



With classic arcade-style gameplay, *Daytona USA* is back in business and ready to support up to ten racers simultaneously on the network.







DAYTONA USA: NETWORK RACING

We were as pleased as arcade-brand punch when we received news of a DC conversion of that dear old arcade classic, *Daytona USA*. Imagine our elation when we discovered that it will be able to house up to ten competing racers in a whole caboodle of modes, both online and off.

There are eight circuits currently planned, and loads of different cars to choose from. The game modes span the usual suspects—Arcade, Original, Versus, Time Attack and Custom Car Option—plus new Online and Mirror modes...and Sega's in-house team, Amusement Vision, has been hard at work tweaking the original's graphics and handling to suit the added power of Dreamcast.

Visually, the game uses a classic feel and simple graphics to support the action, so don't go expecting a brand-spanking new version of the original. While this may not sit too well with you young whippersnappers who're accustomed to 128bit eye candy, we veteran gamers can still remember those long weekends and rolls of quarters that we poured into the arcade game, and those sleepless nights spent screaming around the tracks with our Saturn conversions. We're thrilled.

Billed as "the highest grossing deluxe arcade unit of all time" by Sega America, we don't doubt it. With tight gameplay and some serious tread on the franchise's track record, we're anxious to get our hands on Daytona USA: Network Racing. We've said it before and we'll say it again: More news, next issue! **Sega/Amusement Vision: Q1 2001**

***Daytona USA* is just one of the many arcade conversions that Dreamcast will use to its advantage in SegaNet play.**





We're crossing our fingers that *Toy Racer* will make it to the US in ODCM demo form.

FREE TOYS FOR EVERYONE?

Ever since we finished No Cliché's *Toy Commander*, we've been wanting more of that intuitive gameplay, creative design and addictive fun. The only thing missing was a fully developed multiplayer mode and the capacity to face opponents online.

Apparently, the Sega-owned French developer has been listening to our cries and has created a game that's less a sequel than it is a purely multiplayer/online racing offshoot.

"After *Toy Commander*, we really wanted to develop an online *Toy Commander*," Creative Director Frederick Raynal tells ODCM, "But we wanted to really focus our strengths on *Agartha*, too. So we put four people on the job and the result will be a fun 'mini' game with 4-player split-screen and full-screen network modes."

Toy Racer is a purely wheel-based racer, which could disappoint fans of *Toy Commander*'s aerial combat scenes—but it promises a wide choice of cars, trucks, tanks, etc.

Players must also frantically collect weapons and extras such as machine guns, missiles, tornadoes, mines, ice lakes and fog, while avoiding "bad bonuses"—like 'instant snail-pace'—to survive the fun.

Although the game sounds more elaborate than most other games of its kind on Dreamcast (be ashamed, *South Park Rally*, be very ashamed), *Toy Racer* will be released as a freebie title to introduce Sega of Europe's online network to the masses (without *Chu Chu*'s lag times), but no US release was announced at press time.

If you're nice to us (and keep sending those fan letters/threats to Sega), maybe you'll soon find the game on the GD-ROM that's packed with your favorite magazine.

UbiSoft's second foray into online racing opts for a futuristic take. Alien-esque vehicles and clever course design point *Pod: Speed Zone* in the arcade direction.

POD: SPEED ZONE

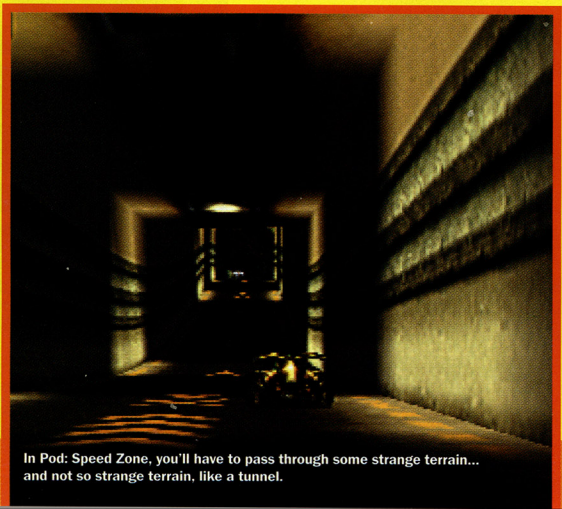
The racing genre can already be divided into an overwhelming amount of subcategories, but it seems that—yet again—UbiSoft is on hand to create another one. Out of a futuristic mood swing comes *Pod: Speed Zone*, fully equipped with a sci-fi storyline, loads of special game modes and ten highly responsive tracks packed with something that UbiSoft terms "interactive events".

Following a storyline set in a desert wasteland called Damethra, players will literally race for their lives in order to outdistance a fast-moving (as in, faster than a hovercraft) disease that is about to take over the planet. How's that for motivation?

Online features will pit players head-to-head in special modes that have yet to be revealed, but if the game is anything close to resembling its PC psuedo-counterpart *POD II*, you'll have both hands full of downloadable vehicles (as well as player-created craft). Cool factoid: The environment's changes in response to the disease will directly affect your hovercraft, shaping it into new forms that remain unique from player to player. Sweet. **Ubisoft: Q4 2000**







In Pod: Speed Zone, you'll have to pass through some strange terrain... and not so strange terrain, like a tunnel.



POST IT UP

The current trend in racing games for the Internet is wont, of course, to include ranking modes; racers like Acclaim's *Vanishing Point* and AM2's arcade sim *Ferrari F355 Challenge* both include options to upload your rankings. *Ferrari* goes a step further by enabling gamers to upload their best times, which can then be downloaded so you can race the "ghosts" of said times. And Acclaim will soon be starting contests on its website, which will reward players who reach the Top 20 on the ranking. So leave your engines running!

www.DailyRadar.com







While Sega is being rather quiet about the network features in *18-Wheeler*, we're anxious to find out how many players it will support across the Internet.

18-WHEELER AMERICAN PRO TRUCKER

Sort of like a cross-country, multi-axled *Crazy Taxi*, *18-Wheeler* is looking sharp...but vague. Packed with mini-games and a full-on cross-country race mode (which includes sim elements and an angry rival trucker ready to beat you to the finish line), the game is set to feature online gameplay—but SOA has been reluctant to divulge details on exactly how these Internet functions will be implemented.

Still, *18-Wheeler* promises to offer just as much addictively weird fun as its arcade cousin does, from options to choose your own cargo to mini-games between stages that'll reward you with cool items—like super phat fuzzy dice for your mirror. Did we say this was a strange game? Yeah, I think we did. But that sure as heck doesn't make it any less tempting. **Sega/AM2: Q1 2001**

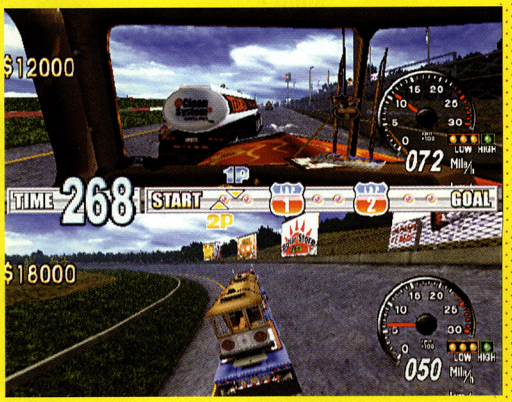
DID WE SAY THIS WAS A STRANGE GAME? YES, BUT THAT DOESN'T MAKE IT LESS TEMPTING

GORKA MORKA

As previewed in Coming Soon last issue **(ODCM #08),** Ripcord is ready to throw its hat into the online combat racing ring. Based on some of the themes and characters found in the *Warhammer* series, you'll play as a member of a roving band of Orks who've taken it upon themselves to race in violent competitions as entertainment for the masses. Every vehicle is equipped with a gun turret and any number of features that can be upgraded throughout the game.

In fact, your success will depend on the customization of your car, as you're not only pitted against your fellow Orcs, but against a fickle audience that can turn ugly as quickly as Madonna's hair styles.

Players can take their race online as well, with up to two people playing cooperatively in one vehicle: one player driving, and the other shooting the turret in split-screen off line. And you can expect to go up against PC players, as well! **Ripcord Games/Real Sports: 2001**



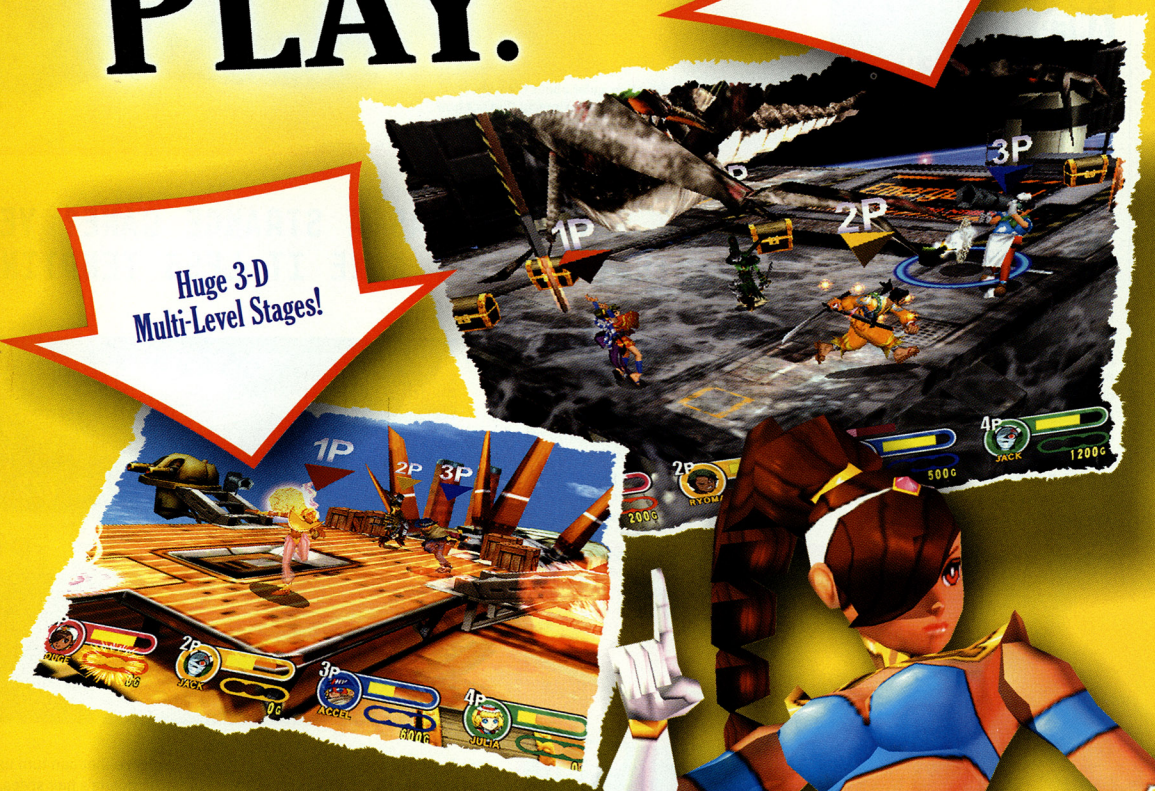


Gorka Morka will let two people play cooperatively while controlling the same vehicle.

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TEEN T CONTENT RATED BY ESRB

Animated Violence

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Sega Dreamcast

PHANTASY STAR

PREPARE TO TAKE THE NEXT STEP IN ROLEPLAYING EVOLUTION!

As one of the most anticipated games for RPG fans and DC owners alike, Sonic Team's *Phantasy Star Online* represents what could be the pinnacle of current next-generation gaming, roleplaying or otherwise. But up until now, it's been difficult to track down any hard information on the title's specifics. Yuji Naka, head of Sonic Team, has been especially tightlipped about gameplay particulars. But now, the floodgates are finally beginning to open.

Just imagine teaming up with three other players online and bashing your way through the landscape, using your own customized character. You're able to use the in-game character editor to choose your warrior's class (Ranger, Hunter, or Force), race (human, Newman or Android), and physical attributes—while playing either online or off in order to build up stats and to collect new items. All of this is impressive enough, but the real coup is the fact that your online character will retain all of the changes that you make offline, and vice versa. So you'll be rewarded for time spent in either medium, with no holds barred.

PSO will play as a stand-alone adventure in either mode, but those who opt to take their game to the arena of SegaNET will be pleased to note that there are online exclusive quests not found in the single-player game. In either case, you'll find that there is one town (a la *Time Stalkers, Evolution*), which exists on an orbiting space station.

From the option to edit your character's attributes to the abilities to solve puzzles and overcome obstacles with the help of three other gamers, *PSO* is quite possibly what fans have been clamoring for since Dreamcast's inception.



Crossover in the items category will enable some classes to swap weapons with others.

From what we've seen of the game, we're more than ready for a trip around the solar system; this may very well be THE definitive next step in next-generation roleplaying.

It's all good: Realtime online combat (with pixies!), here we come!

Sega/Sonic Team: Q1 2001



www.DailyRadar.com

LEGEND OF THE BLADEMASTERS

Using a PC-type strategy, Ripcord's console debut into the roleplaying field will feature much more traditional online gameplay. With a stand-alone single-player adventure concentrating on action-oriented combat, there is a plethora of multiplayer online mini-games in the works for *Blademasters* as well—including cool gigs like Capture the Flag and Deathmatch Mode.

You'll be able to use any of the five playable characters within the game, including Olara or Erik (the two main characters), and you can exploit each of their specific abilities whether they be magic intensive or action focused. And it doesn't stop there—the main quest itself is open to cooperative or competitive gameplay over the internet, making each of the 41 different game levels a new experience.

Although it was listed for a long time as one of the SegaNET launch games, *Blademasters* is sitting out until the coming year to ensure that its online capabilities are up to snuff. We're itching to get our hands on this one. **Ripcord/Ronin: 2001**



Blademasters takes a little of the best of both worlds (PC and console) in order to dish out a very impressive-looking adventure.









Even the RPG crowd isn't exempt from Sega's push to include Internet functions in all of its upcoming games.

SKIES OF ARCADIA: ONLINE?

Although Sega's uber-RPG *Skies of Arcadia* won't necessarily be an 'online' game, don't leave it out of the SegaNET equation all together. The game's product manager has let slip an interesting tidbit concerning the game and its downloads. Apparently, using the VMU and the modem, you'll be able to download spankin' new flags for your pirate ship through the game's website. Gee, golly whiz, that's great and all, but the flags do more than decorate your flying abode. Certain flags will enable players to discover new monsters, rare items and even *(drum roll please)* a new, hidden island to explore! How cool is that? Get those modems purring, kids.



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SIMS

BLACK AND WHITE

AND YET SO FAR FROM IT...

Unless we've all been smoking from the same pipe, it seems safe to say that Peter Molyneaux's forthcoming *Black and White* will be one of the most revolutionary games ever created. Its freeform gameplay, intensely original concepts and paradigm-jarring graphics will send gamers into a tizzy...and trust us, it's the good kind.

While it's somewhat difficult to describe, the game is essentially a full-scale god-simulation. Players take control of a deity, and their primary concern becomes developing this creature into an all-powerful god.

"Your creature is learning from you the entire time," says Molyneaux. "From the way you treat your people to the way you act toward your creature, it remembers everything you do. Its future personality will be based on your actions." Not only will your relations with people and environment affect your creature's development, but you can also take a more formative role in its life by punishing it directly (*read:* smacking and/or tickling it). If you insert a music CD while playing, the program will remember the disc's ID number. Depending on how you treat the creature while a CD is playing, your creature will either cover its ears and become uncooperative or dance gaily the next time you play that CD. *A Clockwork Orange*, anyone?

Beyond all of these experiemental notions, much of the gameplay comes down to battling it out with rival deities—which is where the online element comes in. Although it has been delayed, we couldn't be any more excited about *Black and White*.

Sega/Lionhead: February 2001



Every time we get a new batch of *B&W* screens, we say, "This game can't possibly get any prettier." And then it does.

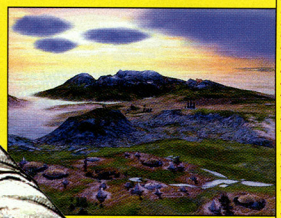
YOU CAN ALSO TAKE A MORE FORMATIVE ROLE IN THE CREATURE'S LIFE BY PUNISHING IT DIRECTLY



Your relationships with other characters and even with the environments around you will affect the development of your creature. Now you'll find out exactly how hard it is to raise a good kid.

"Are you my mother?"





Hmmm. Could be Monet. Could be Renoir. Skies and landscapes in this game have a painterly quality that's rarely been equalled.

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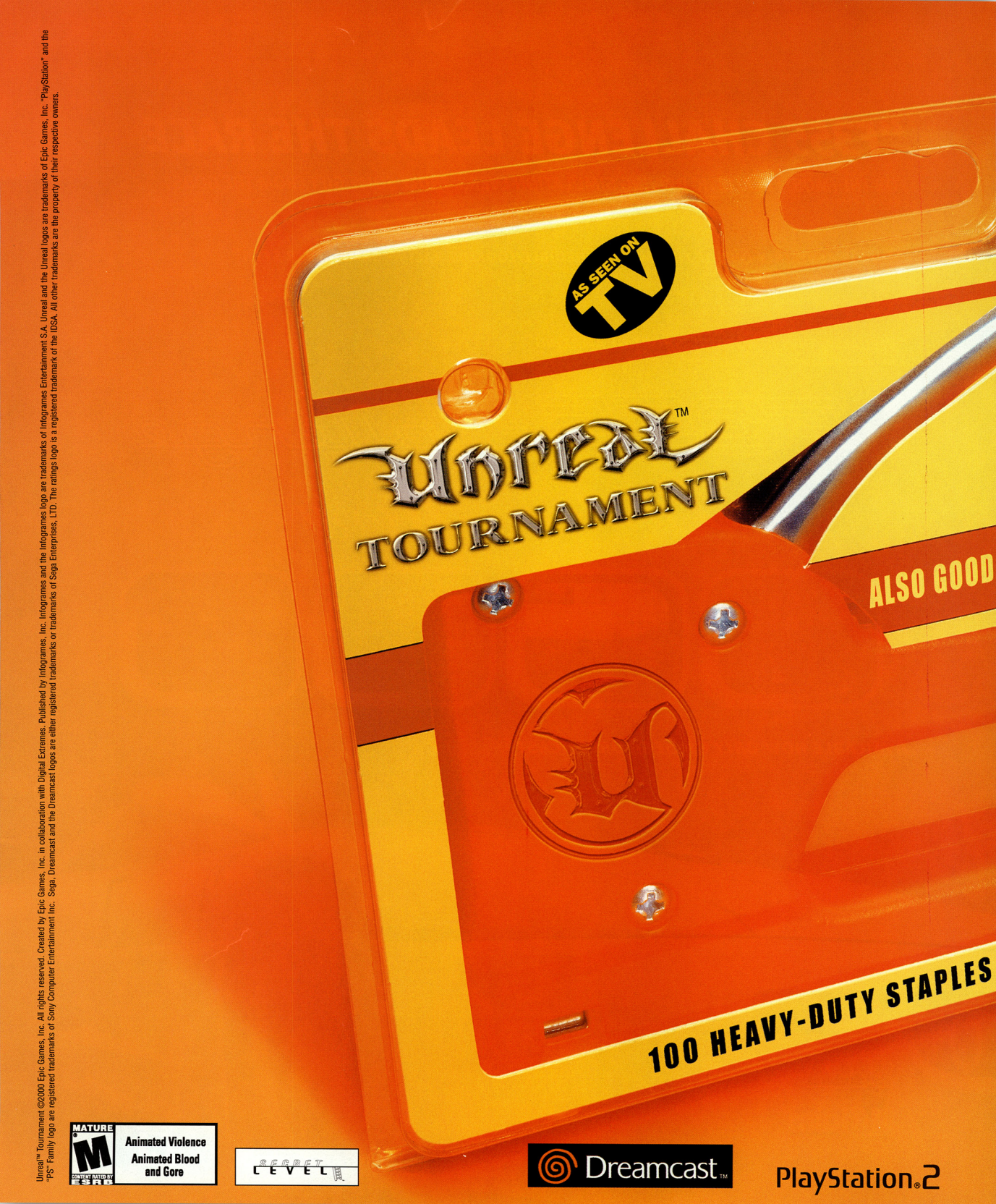
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Dreamcast™

EVERYONE
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Animated Violence
Animated Blood and Gore

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SPACE SHOOTERS/ACTION

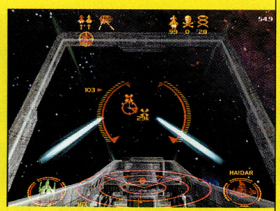
STARLANCER

OUR FINAL FRONTIER MEETS GAMING'S FINAL FRONTIER



Crave's PC-to-DC action shooter, *StarLancer*, is aiming to be the very first of its kind in the DC library. With its good looks and multiplayer features, the category may shift from first online action shooter to best online action shooter.





Crave's entry into hyperspace is beginning to take solid shape, as the 4th Quarter release date nears for its PC to DC *StarLancer. SL* will leave the launchpad with quite a handful of online-compatible modes, in which—across the void known as SegaNet—up to eight different sharpshooters will soon be going for their enemies' metal-clad throats.

You'll also be able to play with up to three other buddies in the game's cooperative mode, choosing your spaceship from a field of twelve available models that feature approximately eleven different weapons. But enough of the numbers—what's it really like to play *StarLancer* across the net? Exhilarating, for one. This will be us console gamers' first try at a genre that has been, up until now, rigidly stuck in the PC arena—complete with branching story paths and a plethora of missions (which ensure that you won't be able to race through the game overnight). And with an epic storyline backing up its beauty and firepower, StarLancer promises to be a real rush...online or off.

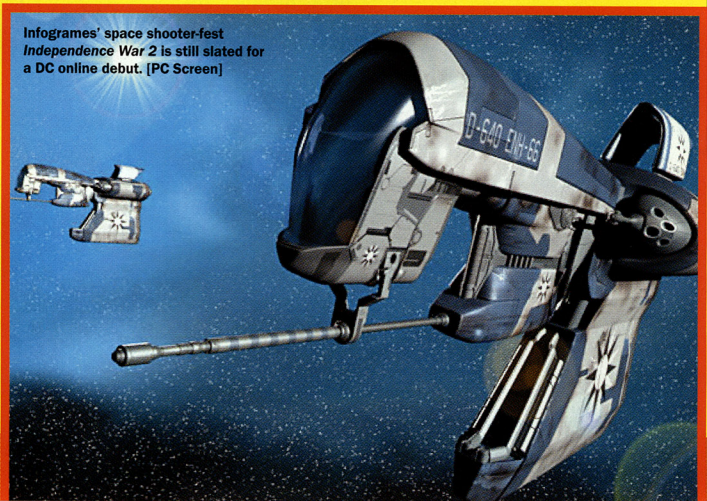
Crave/Digital Anvil: November 2000

INDEPENDENCE WAR 2

Though we have yet to see hide or hair of Particle Systems' scheduled debut on Dreamcast in the form of its much-hyped space shooter *Independence War 2*, the project is still cracking along at good speed. The game features a ten-minute intro, which will take players back into the universe of the original game (released in '98), where 100 years have already passed. Many of the first game's features will be left intact, but elements like upgradable ships and the introduction of much more "open-ended" exploration sequences between stages are also planned.

While many of the multiplayer





Infogrames' space shooter-fest *Independence War 2* is still slated for a DC online debut. [PC Screen]



A fan favorite after the original's release on PC, *System Shock 2* promises plenty of cool story to back up the game's action premise. [PC screens]

features have yet to be confirmed for the DC version of *Iwar 2*, we'd be shocked if some version of the PC's internet options didn't make into the package in the end. Expect more news on *Iwar 2* for DC as it happens.

Infogrames/Particle Systems: 2001

SYSTEM SHOCK 2

With the original still spawning countless fanfics from its loyal cult following, *System Shock 2* is about to make **ODCM** a card-carrying member of the series fanbase, as well—and we're not kidding. With a plot modeled after the best sci-fi tales, *SS2* puts players in the shoes of one of the survivors on a civilian ship that has met with a mysterious disaster. You and your buddies were, of course, out cold in cryogenic sleep while the whole thing occurred—so now you're left with a ghost ship on which no other humans seemed to have survived (except for a female doctor who serves as your only ally). Things go from bad to worse as the ship's fully sentient computers (SHODAN from the original) control the machinery, and The Many—a group of hostile aliens running amok—control all that is organic.

System Shock 2 is set to have multiplayer capabilities that support online usage, but with the game still so early in development and so tightly underwraps by Irrational, it's difficult to tell if they will end up in the final product. Not that we're complaining. With a story this cool and proven gameplay, we'll take it online or off.

Vatical/Looking Glass-Irrational Games: 2001

ARMADA 2: EXODUS

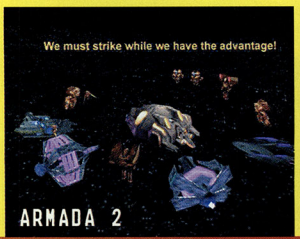
One of the earliest titles to launch on Dreamcast, Metro3D's *Armada* built an eager fan-following based on the game's immersive universe and roleplaying elements. Now, with online support in place, the company is at it again—but this time its offering will be entirely more ambitious.

Armada 2: Exodus will take the tried-and-true space shooter/RPG hybrid to the Net, enabling up to four players to take part in the action. Every aspect of gameplay takes place in realtime, and cool online activities—like trading items with other players—will make the title even more appealing, especially since the amount of goodies that can be collected within the game (1.2 million different items, all told) is unprecedented. And six-player races will also be an option for gamers everywhere.

The game is set to ship sometime early next year, and we'll do our best to give you a massive update in our next issue.

Metro3D: 2001





Metro3D is set to give gamers a taste of online action and online roleplaying with its follow-up to last year's *Armada*, in *Armada 2: Exodus*.



WHAT ELSE IS THERE?

ARCADES: THE NEXT STEP

Now that massively multiplayer online games are commonplace (and downloadable cell phone vidgames are getting more popular by the day), arcades are desperately trying to catch up in the online vidgame sweepstakes. Sega is the fastest of the arcade slowpokes, rolling out a new concept called Entertainment StageNet@ in Japan this summer.

Sega has already begun wiring its Japanese arcades with 1gig pbs fiberoptic cable, a technology that boosts transmission speeds up to 8,000 times faster than ISDN. Even better, the player interface in these online play parlors will consist of dedicated network terminals with touchscreen monitors and CCD cameras.

SEGA IS INSTALLING DEDICATED NETWORK TERMINALS WITH TOUCHSCREEN MONITORS AND CCD CAMERAS.

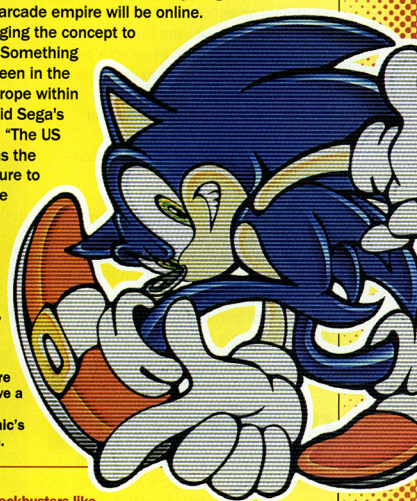
Meanwhile, back in the R&D lab, Sega Chairman Isao Okawa has commanded his creative teams to focus on network-friendly games. Early networked titles in StageNet@ include *Hundred Swords, Finger Tip Golf, Search Heat* and *Fighting XO*. None are massively multiplayer, but up to eight remote players can compete on one circuit. The same is true, by the way, of *Alien Front Online*, the online arcade game that Sega launched this fall in the USA. Running on Sega's Naomi system—the arcade sister to Dreamcast—*Alien Front Online* features tank action against invading alien machines, set against realistic Washington DC and Tokyo backdrops. But AOF plugs into a standard phone line, not a fiberoptic network

Besides remote interactive gameplay, StageNet@ will also offer movies, music, and various hi-tech gadgets and diversions. Think variations on the "virtual pet" idea, long-distance Internet vidphones and virtual soap operas. StageNet@ is pointedly designed to attract all kinds of people—including non-gamers. Sega plans 20 StageNet@ sites online by Spring 2001...and 600 sites online by 2003. Eventually, Sega's entire Japanese arcade empire will be online.

As for bringing the concept to America, "Something could be seen in the US and Europe within a year," said Sega's Howell Ivy. "The US already has the infrastructure to support the network."



It's not an ice cream parlor—and it's not Sony's Metreon in SF/CA, either. This is Sega's Entertainment StageNet@, bringing the next generation of arcading to Japan.



Thanks to Sega's innovations, the big bad wolves of Sony and Microsoft are going to have a tough time blowing Sonic's house down.

SO, WHAT ABOUT DREAMCAST?

On the horizon, there are obviously tons of games in development for Dreamcast that will keep players connected, but info is slim on two of the most exciting titles: *Sonic Adventure 2* and *Ecco the Dolphin 2*.

Sonic Team has been slowly revealing information and game specifics about its mascot's journey into the ethernet, screenshot by screenshot (most recently at a net event at the end of September). But the whole picture isn't yet clear enough to detail. Meanwhile, Appaloosa, developer of *Ecco the Dolphin: Defender of the Future* hope to take the next installation of the unofficial Sega mascot mammal into bigger waters (i.e., the Internet) sometime next year, as well.

And don't forget potential blockbusters like Sega Europe and Amuze's 3D blowout, *Headhunter*, and No Cliché's survival horror title, *Agartha*. Both are getting gussied up for release late next year with online support in tow.

So does this mean that it's a good time to own that little white and orange box known as Dreamcast? Hell, yes. Are there plenty of big name titles just waiting to emerge from the fiberoptic playground of modemland? Hell, yes. Will there be follow-up reports on all that is Dreamcast and SegaNet in every issue of ODCM? Hell, yes. We'll stop playing just long enough to give you the dirt.



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Screens shown are from Sega Dreamcast.



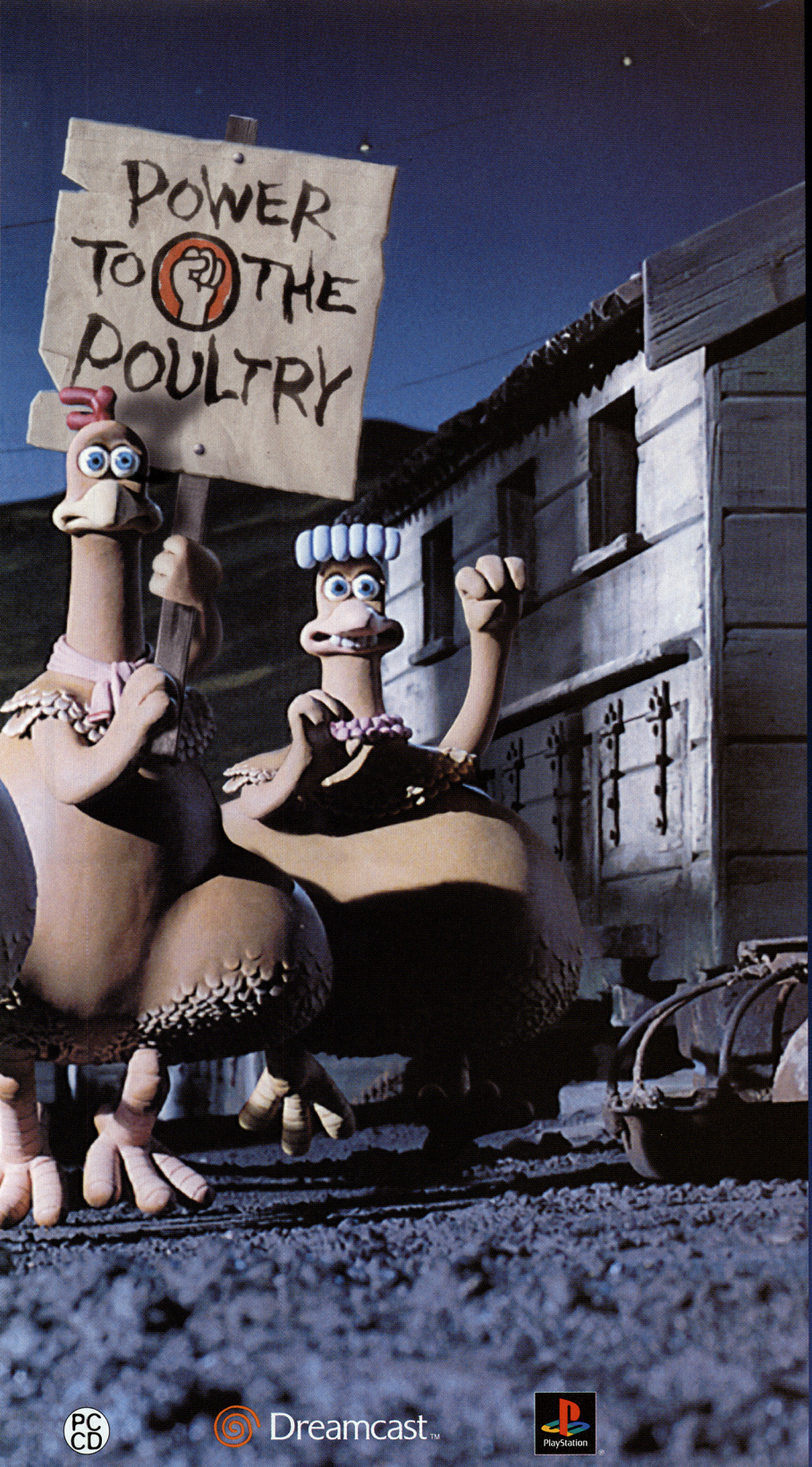
Metro3D, Inc.

PlayStation 2 Dreamcast

RATING PENDING
RP
CONTENT RATED BY ESRB

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In this 3D action adventure, it's up to you to lead Ginger, Rocky and their feathered comrades in an attempt to escape Farmer Tweedy's deadly pie-making operation. Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting your tools of escape while avoiding the evil farmers and their bloodthirsty dogs. What are you, chicken?

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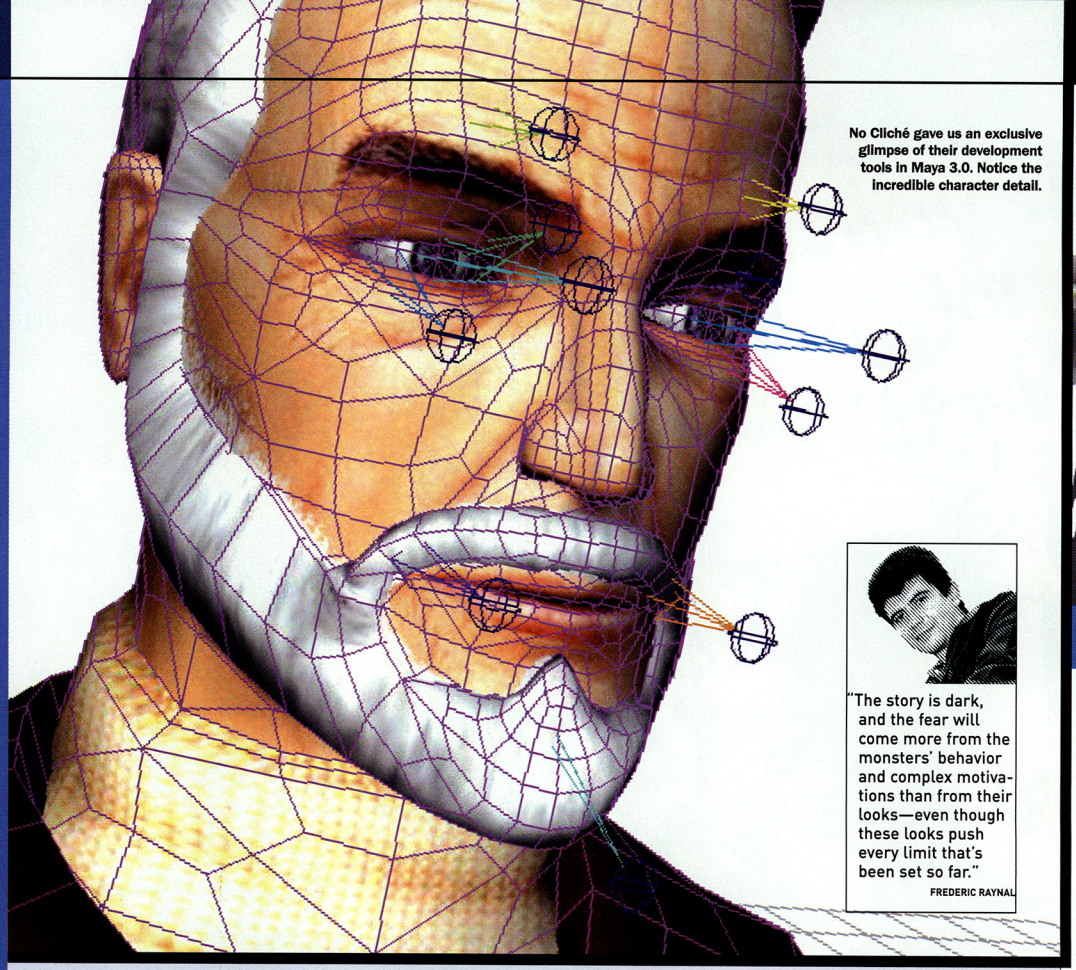
PC CD

Dreamcast™

PlayStation

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COMING SOON

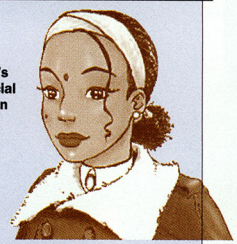


No Cliché gave us an exclusive glimpse of their development tools in Maya 3.0. Notice the incredible character detail.

"The story is dark, and the fear will come more from the monsters' behavior and complex motivations than from their looks—even though these looks push every limit that's been set so far."

FREDERIC RAYNAL

Agartha



Kirk's half-sister, Juliet, (she's half Indian! Hands up for racial variety in games!) will play an important role in the game.

No Cliché leaves the safety of toys and living rooms to enter a horrifying Romanian underworld

For his first Dreamcast game—*Toy Commander*—Frederic Raynal created a cuddly world of stuffed animals and plastic toys, where a flooded bathroom was just about the worst thing that could happen. How this ingenuous game ever emerged from Raynal's twisted brain, we'll never know, but the fluffy dream was short lived. With *Agartha,* he welcomes back the nightmare.

As co-founder of No Cliché and creative director of the Sega-owned triple-A team, Raynal introduced gamers to *Alone in the Dark*—our first true horror adventure. The storyline, state-of-the-art graphics and deep gameplay impressed a global audience: oh, and it was really, really scary.

With *Agartha*, Raynal and his team want to strike a similar chord. "There were many elements in the atmosphere of the first *AITD* that never returned [in the game's sequels—which actually weren't created by Raynal], but you'll see them again in *Agartha.*"

It is the winter of 1929. A landslide has destroyed most of a small Romanian mountain village during a mysterious earthquake. Kirk, who's specialized in these sorts of phenomena, Juliet, his half-sister and nurse and a military team are sent out to rescue any survivors. What they don't know yet is that the landslide uncovered the entrance to the city of Agartha, capital of the demonic underworld.

Kirk can either save as many innocents as possible, or help the forces of evil in their mission to take over the earth—the story will be entirely in the player's hands. *"Agartha*

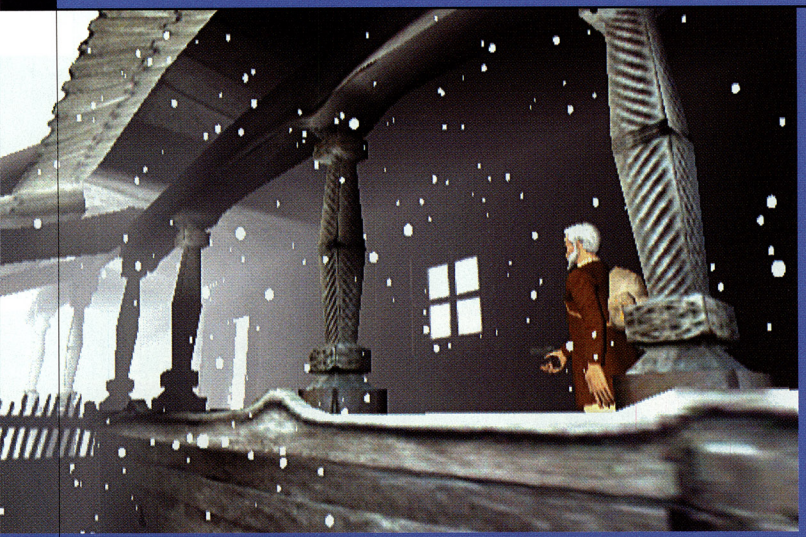
Tech Talk

"Our artists use Maya 3.0 and our engine is very powerful, which gives them a great deal of freedom," Raynal tells **ODCM.** The developer spared no expense to give us what could be the most realistic horror adventure ever made. "We sent a team to Romania to take lots of pictures," the creative director explains. "We're using these for our environments and textures to create a very coherent and realistic world."

Agar-what?

"According to a real myth, Agartha is a subterranean city hidden somewhere at the center of the earth," Raynal explains. "It is where all the most diabolical creatures (even humans) that our planet has ever known reside and come from."

"*Agartha* is a game for adults." FREDERIC RAYNAL



Even seen from a distance, you can make out each individually modeled finger. The game's polygonal skin will allow wounds and degradations to appear realistically, all over the clothes and body. Note that while Kirk looks like *D2*'s Laura on steroids, *Agartha* should have *actual gameplay.*







Finally a developer has understood that you need a backpack to carry all those goodies and monster-repellents. Kirk appears to carry a truckload! The flashlight, a crucial part of the gameplay, shows off *Agartha*'s amazing lighting effects. Evil may be hiding around every (dimly lit) corner.

will be the first adventure game to give the player total freedom," Raynal tells **ODCM.**

According to Raynal, the scenario is conceived so that you'll constantly have to assess whether people, demons, archangels, the living dead and even the Sentinel himself are friends or enemies. "*Agartha* is a game for adults," Raynal says. "The story is dark, and the fear will come more from the monsters' behavior and complex motivations than from their looks—even though these looks push every limit that's been set so far. You decide whether to kill them or not—and if you like, you can kill everyone. Even the main characters. Of course, the game will be very hard to finish that way, but never impossible. It's just like in real life: you have to make many choices."

Although details are very vague and No Cliché remains secretive, *Agartha* should also be the first horror adventure to offer a true online multiplayer mode. Mini network adventures that are unlocked throughout the adventure, team play and deathmatch modes are in the works, but we'll have to wait a bit longer to see what exactly is in store for us. And our beloved VMU won't feel left out, either, because "one of the game's puzzles will have to be solved on the VMU itself."

When asked for a release date, Raynal defaults to withering French rhetoric. "It will be done when it's done," he says. Hey, that's good enough for us.

JORG S. TITTEL

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** NO CLICHÉ **GENRE** HORROR ADVENTURE **ORIGIN** FRANCE **PLAYERS** TBA **ONLINE** YES **RELEASE DATE** 2001

PLUSES [+]
Promising horror title from an established developer; loads of imagination

MINUSES [-]
What does it handle like? Will it control smoothly? What are the online features?

BOTTOM LINE [_]
A great looking game with plenty of thrills to spare, we can't wait to check it out for ourselves...online!

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!

AGARTHA/70 French survival horror...you draw the conclusions
METROPOLIS STREET RACER/72 Is it here yet?
ROGUE SPEAR/73 Tom Clancy vs. the Terrorist World At Large
MAX STEEL/76 Saturday morning hero goes virtual
TEST DRIVE LE MANS/76 Chris finds his Zen on four wheels
ALONE IN THE DARK IV/84 More French survival horror!
FROGGER 2/85 Lesson for today: "It ain't easy being green"
SURF ROCKET RIDERS/86 Maybe wetter is indeed better



Jetski racer *Surf Rocket Riders* will allow you to ride both above *and below* the water ... and let you cruise around in an underwater New York City *(page 86).*

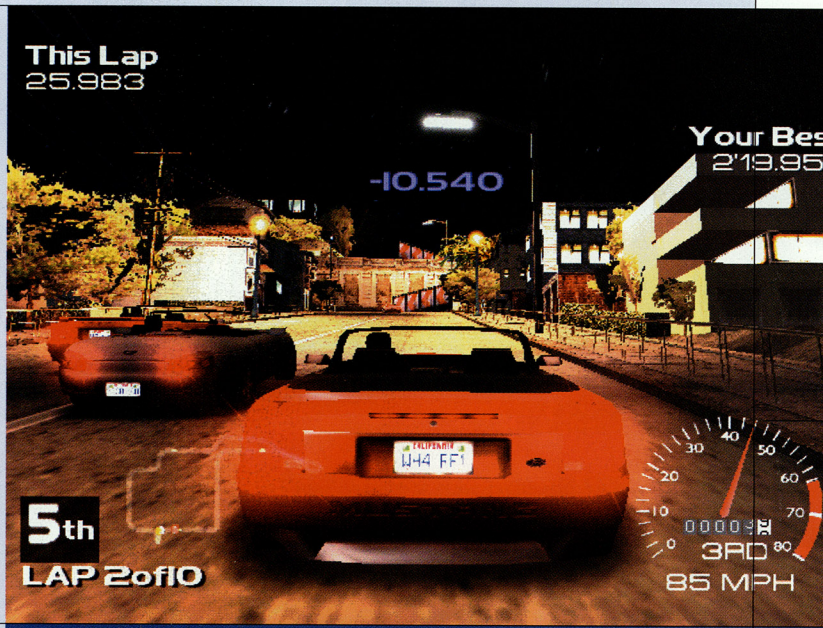
INCOMING!

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

Buzz Lightyear Action/Adventure	Oct	**Max Steel** Action	Dec
Half-Life FPS	Oct	**Sno Cross Int. Champ. Racing**	Nov
Metropolis Street Racer Racing	Oct	**Soldier of Fortune** Action/Shooter	Nov
Ms. PacMan Maze Mad. Action	Oct	**Sonic Shuffle** Multiplayer Puzzle	Nov
NBA2K1 Sports	Oct	**Speed Devils Online** Racing	Nov
PBA Pro Bowling Tour Sports	Oct	**Stunt GP** Racing	Nov
POD: Speed Zone Action	Oct	**System Shock 2** Shooter/RPG	Nov
Qbert Arcade	Oct	**The Next Tetris** Online Puzzle	Nov
Quake III FPS	Oct	**Tomb Raider Chronicles** Adventure	Nov
Samba de Amigo Arcade	Oct	**Austin Powers: Mojo Rally** Racing	Q4
Sega Marine Fishing Fishing	Oct	**Bang! Gunship Elite** Shooter	Q4
Silent Scope Arcade Shooter	Oct	**Dark Angel** Action	Q4
Spawn FPS	Oct	**Dino Crisis** Action	Q4
Starlancer Online Shooter	Oct	**Extreme Sports** Sports	Q4
Stupid Invaders Adventure	Oct	**IHRA Drag Racing** Racing	Q4
The Grinch Platformer	Oct	**World's Deadl. Pol. Chases** Driving	Q4
The Mummy Action	Oct	**Star Wars Super Bombad** Racing	Q4
Vanishing Point Racing	Oct	**Test Drive LeMans** Racing	Q4
Who ... Beat Up a Millionaire Party	Oct	**Urban Chaos** Action	Q4
Worms Pinball Arcade	Oct	**Worms World Party** Multiplayer	Q4
102 Dalmations Rescue Adventure	Nov	**Arcatera** Adventure	'01
Army Men: Sarge's Heroes Strategy	Nov	**Armada II** Shooter/RPG	'01
Chicken Run Action	Nov	**Black And White** Strategy	'01
Dave Mirra Freestyle BMX Sports	Nov	**Cannon Spike** Action/Shooter	'01
Deer Avenger Shooter	Nov	**Capcom Vs. SNK** Fighting	'01
Dragon Riders Adventure	Nov	**Daytona: Network Racer** Racing	'01
ECW Anarchy Rulz Wrestling	Nov	**Floigan Brothers** Action	'01
Evil Dead: Hail to the King Action	Nov	**Gunbird 2** Shooter	'01
Evil Twin: Cyprien's Chron. Adventure	Nov	**Ill Bleed** Action	'01
Gorka Morka Racing	Nov	**Independence War 2** Shooter	'01
Great Arcade Hits: II & III (Midway)	Nov	**Legend of the Blademasters** RPG	'01
Heroes of Might & Magic 3 RPG	Nov	**NBA Hoopz** Sports	'01
Hoyle Casino Games Casino	Nov	**Phantasy Star Online** Online RPG	'01
Jet Grind Radio Action	Nov	**Soul Reaver 2** Adventure	'01
Shrapnel Action	Nov	**18 Wheeler Ampro Trucker** Driving	'01
Matt Hoffman's ProBMX Sports	Nov	**Planet of the Apes** Action	'01
Peacemakers Strategy	Nov	**Sonic Adv. 2** Platformer	'01
Prince of Persia 3D Action	Nov	**Spec Ops: Omega Squad** Strategy	'01
Championship Surfer Sports	Nov	**Buffy the Vamp. Slayer** Action	'01
Roswell Conspiracy Theories Action	Nov	**Agartha** Adventure	'01
Ready 2 Rumble 2nd Rnd Sports	Nov	**Along in the Dark IV** Adventure	'01
Shenmue Adventure	Nov	**Galleon** Adventure	'01
Skies of Arcadia RPG	Nov	**Headhunter** Adventure	'01
Tony Hawk's Pro Skater 2 Sports	Nov	**Heavy Metal FAKK** Shooter	'01
Unreal Tournament FPS	Nov	**Out Trigger** Shooter/Action	'01
Dinosaur Action	Dec	**Picassio** Action	'01
Grandia II RPG	Dec	**Quark** RPG	'01







With every stage environment modeled to perfection, you can readily expect to see real landmarks and houses. If you live in any of these locations, then be warned. We, and about five million other eager gamers, will know where you live, right down to the shape of your hedges.







Kudos aren't just for power snackin' anymore. Bizarre Creations have based its entire points system in *MSR* around the idea of "kudos", rather than the typical stuff of racers. From playing through numerous demos of the game, we can assuredly say that it's a choice well made.

Metropolis Street Racer

If anticipation is half the fun, we've already had a booster rocket-sized blast

It's not how you race. *It's how you race fast.* The tagline for *Metropolis Street Racer* is nothing if not creative, but what, exactly, does it mean? The title was announced prior to the US launch of Dreamcast, and here we are in Year Two of the system's lifecycle and the game still hasn't managed to pull up to the starting line. In fact, outside of a handful of seriously sexy screen shots, no one seems to know exactly what developer Bizarre Creations means when they say 'this isn't your typical racer'. Luckily, **ODCM** is here to crank up the flood lights and show you which way the road is headed.

The key element that Bizarre Creations banks on is this—you're a driving machine driven by your pride. Pride in ownership, pride in roadskill. And *MSR* aspires to tempt this pride with over 40 whiplash-inducing hotrods from13 manufacturers: which *will* cause smugness.

With regard to play, Bizarre has opted to avoid the typical class-based progression found in most racers, letting gamers instead earn new experiences via a points system—your driving ability will be rewared with 'real', quantifiable Kudos.

The game contains more than 250 challenges split up into 25 chapters, and in order to advance (and earn new vehicles), you'll have to prove that you not only know how to drive, but you can do it with style. Anyone can take a turn, but can they whip through it at 90 MPH? The more tire-screeching excitement you can produce, the more Kudos you'll earn—and the more of *MSR*'s world you'll experience.

After taking our build for a spin, we can tell you we want to experience as much as possible. Handling is loose yet responsive; environments are painstakingly rendered. *MSR* has already been a long time coming—haven't we waited long enough? **BRANDON JUSTICE**

Car-rific!

What's in **MSR's** garage? Practically everything as seen on this long comprehensive list from Bizarre Creations. We're still waiting for a Renault Le Car GT or Gremlin Challenge game.

ALFA ROMEO:
Alfa 156, GTV, Spider
AUDI:
TT Coupe, TT Roadster, A3
FIAT:
Barchetta, Coupe
FORD:
Mustang
JENSEN:
S-V8
ROVER:
MGR, MGF
MAZDA:
MX-5, Miata, Eunos Roadster, RX-7
MERCEDES:
SL, SLK
MITSUBISHI:
GTO, FTO, Lancer Evolution, 3000GT, Eclipse, Eclipse '99, Eclipse Spyder
TVR:
Chimaera
NISSAN:
Silvia Spec-R, Silvia Cabriolet, Fairlady Z Cabriolet, Fairlady Z, Skyline GT-R
OPEL:
SpeedSter, Astra Sports, Astra Coupe
PEUGEOT:
206, 306, 306 Cabriolet, 406 Coupe
RENAULT:
Clio, Spider, Sport, Megane Coupe
TOYOTA:
Celica GT-S 99, Celica SS II 99, Celica Cabriolet, Celica SS II, Celica GT-Four, Celica GT-S, MR-2, MR-S, Supra
VAUXHALL:
VX220, Astra Coupe

Official Magazine Dreamcast

PUB SEGA **DEV** BIZARRE CREATIONS **GENRE** RACING **ORIGIN** UK **PLAYERS** 1-2 **ONLINE** TBA **RELEASE DATE** DECEMBER

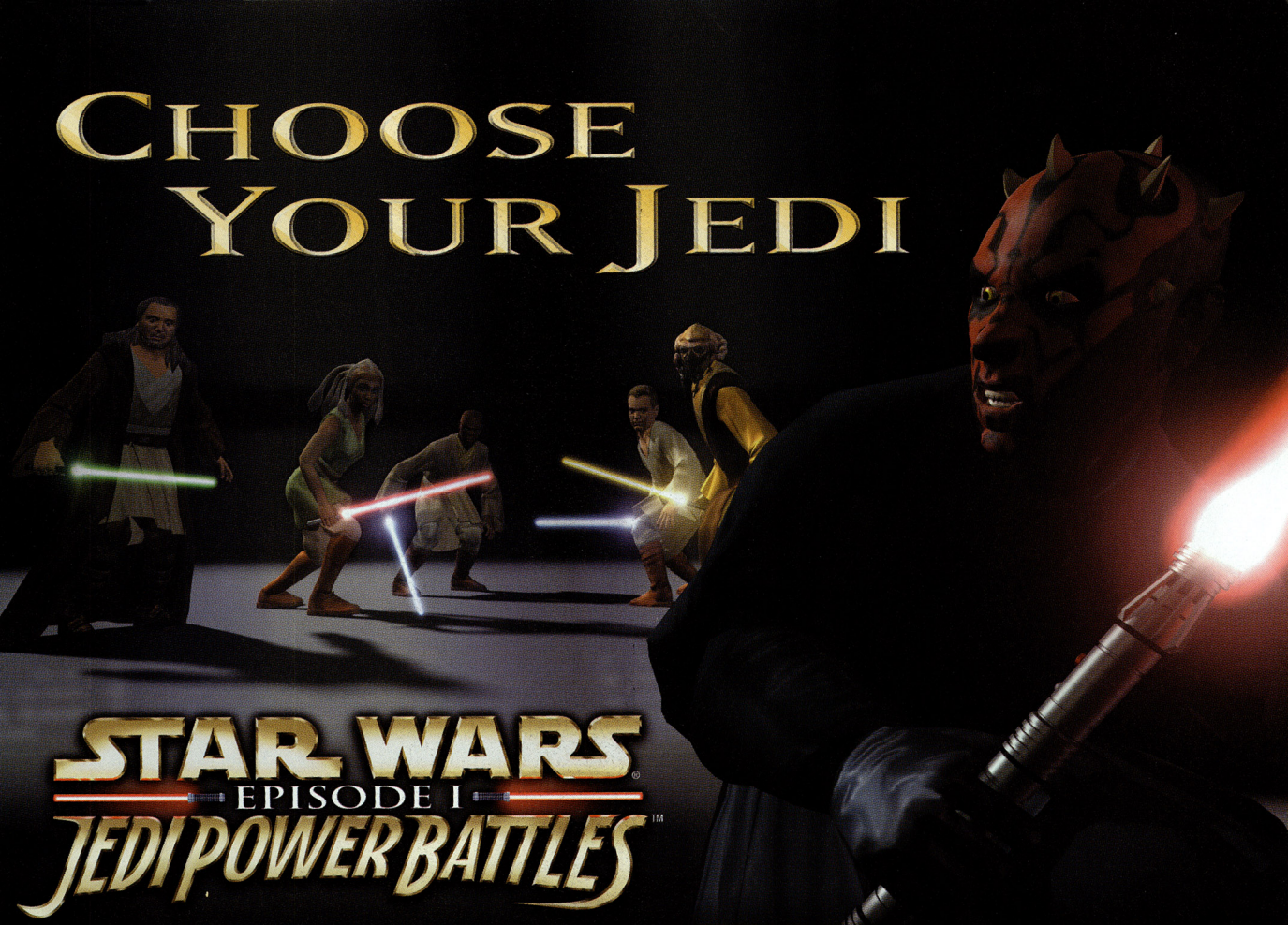
PLUSES [+]
Fast and pretty: if we can't get it in a date, we want it in a racing sim

MINUSES [-]
Will the Kudos system work?

BOTTOM LINE [=]
It's always had promise...and the more of it we see, the higher it climbs on our must-have list

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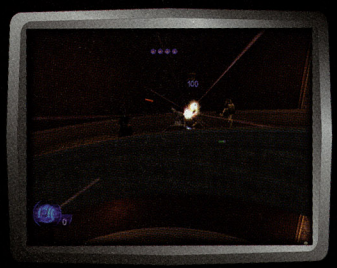
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With the power of the Force and your trusty Jedi lightsaber, you must deflect, defeat and destroy legions of Trade Federation droids, Sith assassins, alien creatures—and ultimately, Darth Maul himself! The Jedi are now coming to Sega Dreamcast—to take advantage of its power and offer some new surprises! Find out more at **http://jedipowerbattles.lucasarts.com**.







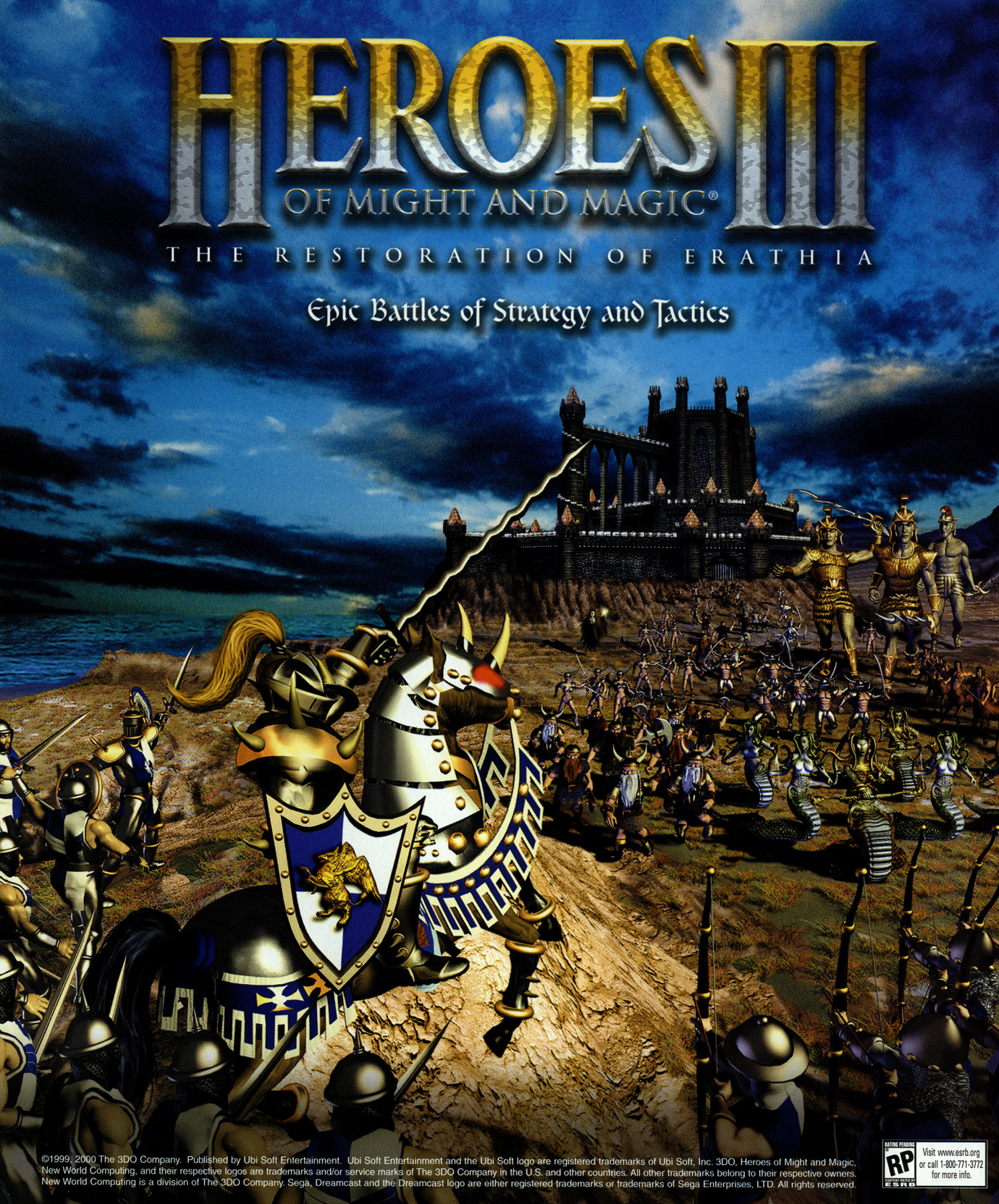
NEW FOR SEGA DREAMCAST™

TEEN T CONTENT RATED BY ESRB
Animated Violence

Dreamcast™

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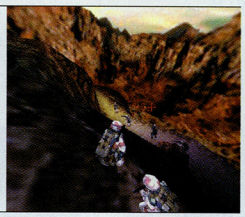
www.ubisoft.com



In the barren snowy landscape of any nondescript Eastern European country, it's all about covert operations and loads of random terrorist killings. Movies and books show us that this is true, and we believe them. Oh, and there's a videogame that details all of this stuff, too, called *Rogue Spear*. But then, you already knew that.





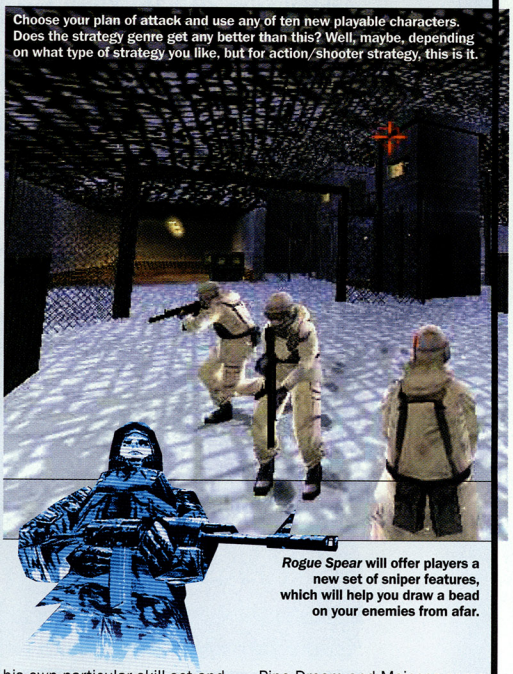


Rogue

Cajun sweetheart superhero Rogue has never carried a sniper rifle. As a member of the comic book superhero team X-Men, Rogue uses her superpowers to combat evil in all its forms. A tortured soul, Rogue lives with the curse of not being able to touch people without stealing their powers or absorbing their consciousness. She is the southern belle who cannot love, and has developed into one of comics' most intriguing characters.



Choose your plan of attack and use any of ten new playable characters. Does the strategy genre get any better than this? Well, maybe, depending on what type of strategy you like, but for action/shooter strategy, this is it.



Rogue Spear will offer players a new set of sniper features, which will help you draw a bead on your enemies from afar.

Tom Clancy's Rainbow Six: Rogue Spear

More with the rogue-ing and less with the spear-ing

If there's no pot of gold at the end of this Rainbow, at least there'll be lots of dead bodies and hurt feelings. Those hardened warriors from the anti-terrorist bastion Team Rainbow have returned to the Sega Dreamcast for the sequel to *Tom Clancy's Rainbow Six*—and this time, it'll be a mulitplayer affair.

A port of the PC favorite, the Dreamcast iteration of *Rogue Spear* will feature four-player action (sadly, Internet support has not been announced) with modes like survival, assassination, save your base and stronghold. Ten new playable characters will be added to the mix, and a complete Urban Operations add-on will be thrown in for good measure. For those inclined toward long-distance aggression, the game will also include a new set of sniper features; players have access to sniper specialists, new weapons, and a slew of special planning and action phase controls.

Rogue Spear's single-player mode sets up a tense storyline involving two seemingly unrelated terrorist strikes. After hostages are taken at a museum and an airplane is hijacked by no-goodniks, Team Rainbow discovers a nefarious plot hatched by the Russian Mafia and Middle Eastern subversives. Pre-mission planning allows a team leader to select his operatives (each has his own particular skill set and capabilities), their weapons and items, and their paths across the map.

Spear

The spear has existed since the early homind Homo habilis walked the Earth approximately two million years ago. A crude yet elegant weapon, the spear is exceedingly easy to make from a sharpened stone and notched stick, and can perform many valuable functions. In addition to being an exceedingly dangerous stabbing weapon (which may be used at a distance), the spear may also be hurled at a prospective target. It is also, clearly, a fine tool for inspiring the names of game sequels.



A pre-alpha version of *Rogue Spear* for the Dreamcast exists, but it's too unstable to sample at great length. Nevertheless, it's already evident that the game's arsenal contains sundry people-hurters like Beretta 92s, M-16s, and five variations on the H&K MP 5. Character models are notably sharper than those in *Rainbow Six*, and Majesco promises that these souped-up operatives will be able to move and react with far better realism. Team Rainbow has made killing its business—and if Pipe Dream and Majesco come through, business will indeed be good. **GREG ORLANDO**

Official Magazine Dreamcast

PUBLISHER MAJESCO SALES **DEVELOPER** PIPE DREAM **GENRE** SHOOTER/STRATEGY **ORIGIN** US **PLAYERS** 1-4 **ONLINE** NO **RELEASE DATE** Q4

Pluses [+]

Dreamcast always needs more tightly structured espionage strategy shooters; and this is one of the best

Minuses [-]

Hopefully it will make its ship date of late November, but we all remember a little game called *Rainbow Six*...

Bottom Line [_]

One of the most highly praised strategy shooters on PC is Dreamcast-bound! Fans across the land are shouting for joy and hoping for a timely release

www.DailyRadar.com



It seems that those months of Tai Bo have worked out for our young abs-of-steel hero, Max. In fact, he's able to pull off fancy combos and use all sorts of weaponry, including laser guns, in order to dispatch foes. Expect him to have all the skills of his CG animated Saturday morning counterpart.







Max Steel

The *other* man of steel...

Fans of Saturday morning CG series *Max Steel*, wake up! The student-turned-antiterrorist-superhero is finally headed to Dreamcast—and his upcoming adventures are shaping up to be quite interesting, indeed.

Under development by Treyarch (*Draconus, Tony Hawk-DC*), the game follows closely in the footsteps of its televised counterpart. A young man named Josh is accidentally injected with a super-secret goo labeled "Nano-Tek Max genes." He's then suddenly a superhuman dude who answers to the name Max Steel—and he's decided to make a life's work of ridding the world of terrorists.

Comparable to other 3D action titles like *Draconus* (*Max Steel* uses the *Draconus* game engine) or even *Tomb Raider,* the game takes place in the future. Goons lurk around every corner, looking to put Max out of action.

You'll use all of your fighting skills and a plethora of weapons to smack your way through seven missions (each of which is divided into five sections). And true to the cartoon, you'll also be wielding any number of gadgets in order to rescue your kidnapped father—by punching through walls to discover secrets or by triggering turbo and stealth modes. Look for *Max Steel* to hit shelves this winter. **FRANCESCA REYES**

Official Magazine Dreamcast

PUBLISHER MATTEL INTERACTIVE **DEVELOPER** TREYARCH **GENRE** ACTION **ORIGIN** US **PLAYERS** 1 **ONLINE** NO **RELEASE DATE** DECEMBER

PLUSES [+]
Improved *Draconus* engine means this 3D cat's already in the bag and ready to go

MINUSES [-]
Will it appeal to those beyond the cartoon's reach? Is it too repetitive?

BOTTOM LINE [_]
A licensed 3D adventure game might not sound too tempting for those lured into similar traps before, but *Max Steel* is shaping up nicely despite the dreaded license "curse."



The game engine looks great, and it's all new for Dreamcast (don't worry, it has nothing in common with the *Test Drive 6* engine, either)

Test Drive: Le Mans

24 hours of racing mayhem

You have to like a game with high concept: super-realistic damage or physics, say. Or a flight sim with a persistant world through all the missions. Or a game based on a 24-hour race that *actually lets you race for 24 hours straight.* Which is exactly what Infogrames is about to deliver.

The game is based on the famous Le Mans endurance race, and features the top cars and classes from the actual event, including the seven-mile-long Le Mans track.

Of course, to hold your attention for 24 hours, a racing game needs to be almost perfect: great graphics, good control, tons of cars and AI that's exponentially better than your average "drive this path endlessly" stuff that lots of games try to get away with [cough*granturismo*cough].

After playing a 90-percent finished build, we're happy to report that Infogrames is well on the way to delivering one of the best racing games on Dreamcast (which is especially good for us, since we're planning on playing it for 24 hours straight for its review next month).

The graphics are amazing, with incredible track details and fantastic lighting effects (especially in the rain or at night), and cars that feature full reflection mapping.

Control is good, too, but if you're not a sim nut, you'll appreciate the steering assist.

There's a championship mode featuring nine tracks, two classes and more than 40 cars—but ultimately, it's all about the 10th track: Le Mans.

Every conceivable option is included in the big race: variable weather, day and night cycles, tire damage, fuel usage and more. You can race for shorter durations (10, 30 or 60 minutes, and 6 hours), but if you really want to prove your mettle, you've got to go for the true 24-hour marathon (you can save during the race if you can't take it all in one sitting).

Racing Le Mans for two or even three hours at a strech is a breeze: the track is long enough that it never gets boring, and the AI is such that you're always in a fun (and winnable) battle to move up.

TDLM's ability to quickly get you in "the zone," feeling the Zen of racing, means that this could be the best game in the *Test Drive* series in a long, long time. **CHRIS CHARLA**

PUBLISHER INFOGRAMES **DEV** MELBOURNE HOUSE **GENRE** RACING **PLAYERS** 1-2 **ONLINE** NO **ORIGIN** AUS **RELEASE** WINTER




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TEEN T CONTENT RATED BY ESRB — Animated Violence

Dreamcast™

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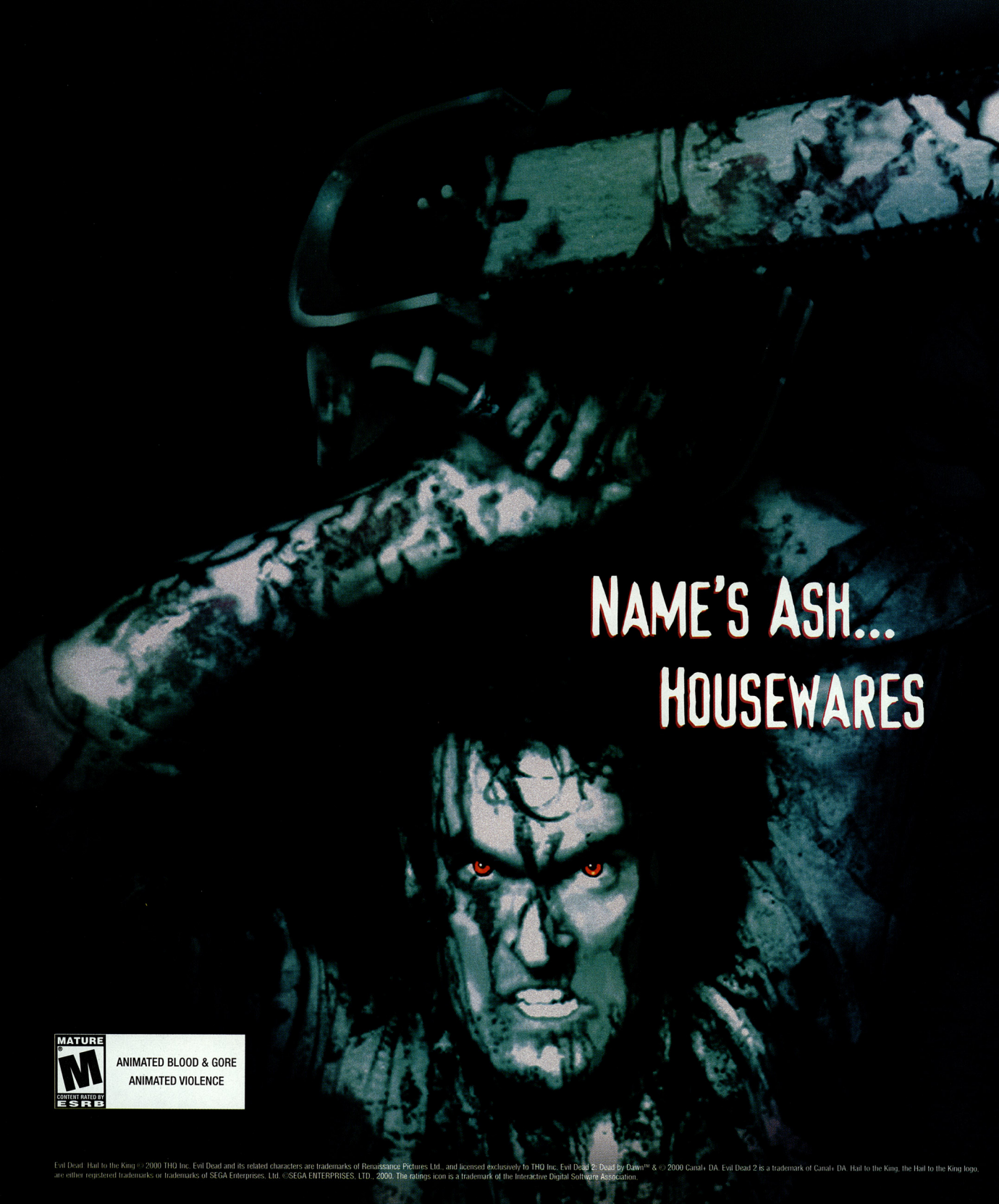
PlayStation.2

Dreamcast

ESRB M Animated Violence Animated Blood

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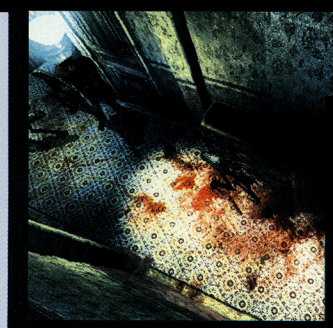
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Game characters have yet to learn that if something goes horribly wrong, they should always blame it on mutants or the supernatural. Instead, the garden-variety virtual superhero usually chooses to shoot first and ask questions later—in lots of ellipse-infested text.







Edward Carnby can compete with the best of these freakish sharpshooters, thanks to *AITD*'S quasi-auto lock feature. And since our aim sucks, we say Thank you, Infogrames.

Alone in the Dark: The New Nightmare

Desperately seeking supernatural detective to investigate bump in the night

If there's one genre that gamers can never get enough of, it's the Capcom-coined category Survival Horror. But is video-game horror all it's cracked up to be? We've seen it done in several different ways, with varying degrees of effectiveness—the most successful, of course, being Capcom's superb B-movie action-tastic *Resident Evil* series. Konami also took a brilliant stab with its spooky and diabolical gem *Silent Hill*, and Activision upped the ante on mutant-packed antics with *Blue Stinger*. But most gamers might be surprised to hear that an equally horrifying series called *Alone in the Dark* actually started it all...way back in 1993.

Revolving around the supernaturally-charged cases of a young detective named Edward Carnby, the series pioneered the use of spooky storylines, action/puzzle gameplay and 3D polygonal graphics. Throughout the series' three installments, Carnby has traveled the globe, doing whatever a private dick has to do in order to chase down kidnapped children and investigate untimely deaths. And now, in the fourth title of the series, Carnby is finally tackling the 128bit world of horror in *Alone in the Dark: The New Nightmare*.

This time around, Carnby appears as a young man eager to solve the mysteries surrounding his friend's death. As he delves into the reasons why his buddy Fiske traveled to an island off the coast of Maine (and why that might make someone want to kill him), he discovers that his friend was desperately searching for three ancient tablets rumored to be located there. Cue the player's arrival on Shadow Island...

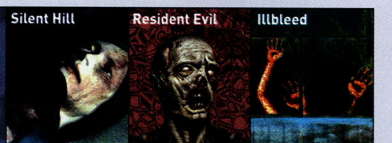
Traveling with a young anthropologist named Aline Cedrac, Carnby's plane crashes onto Fiske's island. The two quickly get separated, and are only able to communicate with one another via walkie-talkies. From here, you can choose to journey across Shadow Island (portentous name? We think so)

The Fear Factor

"I recognize terror as the finest emotion and so I will try to terrorize the reader. But if I find that I cannot terrify, I will try to horrify, and if I find that I cannot horrify, I'll go for the gross-out. I'm not proud." —Stephen King, Danse Macabre

According to Infogrames, *AITD*'s developer Darkworks has followed King's three-step program of fear to the nth degree, opting to terrify readers with the unseen instead of going for the gross-out factor with lots of floating body parts. Here're a few other games in the genre that seem to see King's wisdom:

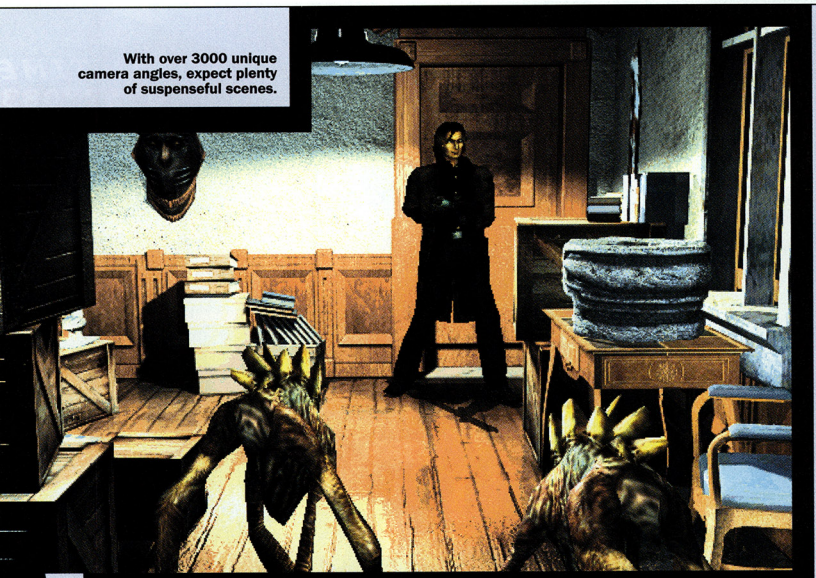
TERROR: *Silent Hill* (KONAMI)
Sheer terror anyway you slice it, Konami's '70s horror-styled masterpiece has reduced even the most hardened, scare-proof gamers into whimpering apron-clutchers. We only wish it was on Dreamcast.



HORROR: *Resident Evil* series (CAPCOM)
Going for more of a jump-out-and-scare-you assortment of thrills, this is the series that put horror gaming on the map.

THE GROSS-OUT: *IllBleed* (CLIMAX GRAPHICS)
Although we have yet to play very far into this gorefest, it's a sure bet that it will provide plenty of chills through literal (blood) spills, rather than through the soul-freezing dread that *Alone in the Dark* has inspired over the years.

www.DailyRadar.com



With over 3000 unique camera angles, expect plenty of suspenseful scenes.

Darkworks, *AITD*'S developer, has ensured that every enemy you face will have different attack patterns to keep players on their toes.





The hand-drawn pre-rendered backdrops in *AITD: TNN* are simply amazing and must be seen to be believed. The details and lighting effects are going to be spectacular on Dreamcast.



Alone Again

THIS ISN'T the first time that gamers have met up with Edward Carnby. He's traveled through the virtual videogame world three times before with mixed results. Infogrames' official character bio for Carnby likens him to "David Duchovny in *The X-Files*" and goes on to describe his relationships with women as "passionate—but the call of duty is stronger and his ladyfriends don't put up with his frequent disappearances followed by long periods of silence and bad moods for long." No, really, this is what it says! We aren't kidding!

as either Aline or Carnby, completing different adventures as each character in separate areas of the same game map. Both characters are equipped with more than their share of guns, knives, and flashlights (which make use of innovative technology to illuminate dark rooms and shadowy corners).

In fact, your flashlight can be your best weapon at certain times. It can either deter a monster's attack or aggravate it into a fit of rage. So, if you are facing a nocturnal enemy, you can simply stun it with your flashlight while pumping out round after round of lead (an auto-aim feature built into the game enables you to do this even in semi-darkness). But you'll have to adjust your strategies accordingly when you're confronted with enemies who aren't shy about stepping into the limelight.

And action isn't the only game in town when it comes to *AITD*. Every title in this series contains a core of brain-teasingly tough puzzles, all of which will send you scrambling to find special items. So, while minions of darkness nip at your heels, you'll be flexing your brain muscles and solving problems. Now add some of the prettiest CG backdrops this side of *Resident Evil 2* or *3*, and you have a title to reckon with. Expect to read more on this title when we get a more complete build into the office—and look for its release in Spring 2001. FRANCESCA REYES

Official Magazine Dreamcast

PUBLISHER INFOGRAMES **DEVELOPER** DARKWORKS **GENRE** ACTION/ADVENTURE **ORIGIN** FRANCE **PLAYERS** 1 **ONLINE** NO **RELEASE DATE** SPRING 2001

PLUSES [+]
Stellar backdrops and a tight storyline

MINUSES [-]
Too early to say how it will turn out

BOTTOM LINE [_]
We do love our horror gaming! We welcome back the series with open arms. We only hope that it will do the same for us, gameplay-wise.



As cows are to people of the Hindu religion or the coyote is to various Native American tribes, so the froggy is totemic for US gaming geeks.

Frogger 2

Is it indeed hip to hop? We hope so...

You have to feel sorry for *Frogger*. It's bad enough that he's small, ugly and raised from tadpole to Kermit-form on a diet of nothing but small insects. But his career options are even more limited—to croaking, eating bugs and playing in traffic. Add to this the fact that Atari pimped him out as their little quarter-hungry truck-dodger for nearly a decade, and things just don't seem fair.

Yeah, *Frogger*'s lot in life was pitiful—but there was nothing quite as addictive as trying to get the little guy out of a mess. Now, BlitzGames is out to prove that point again, with a remake of his oldschool adventures called *Frogger2: Swampy's Revenge*.

In his second appearance on a modern console, *Frogger* is caught up in yet another platforming plot of kidnapped kiddies, complete with a goofy villain and a subsequent rescue: but after popping the game into our DC for a little test-run, we found it pretty hard to hold that against him.

The game features over 30 levels of single-player action, and instead of giving the basic concept a graphical upgrade and leaving it at that, Hasbro has managed to push the concepts of 'accident-prone' and 'frog' to the limits via a vibrant 3D engine. Believe it or not, *F2* looks pretty sharp. The steam-rolling semis, angry hornets and bumbling beetles that you'll be running (or hopping) from turn out to be part of a pretty inventive design.

The game also offers an addictive 4-player frog-fest, incorporating elements from classic arcade games with some fairly creative new variations. It could be a good party game, who knows?

Sadly, all of this potential fun comes at the expense of our spring-legged little friend—but while it may be a little unsettling to see him end up as road pizza again and again, there's a very good chance that his jump to the next generation won't be nearly as painful for us as it is for him. BRANDON JUSTICE

Official Magazine Dreamcast

PUBLISHER HASBRO **DEVELOPER** BLITZGAMES **GENRE** ARCADE/ACTION **PLAYERS** 1-4 **ONLINE** NO **ORIGIN** US **RELEASE** NOVEMBER

PLUSES [+]
It's *Frogger*, fer cryin' out loud! And he's looking and playing real good after all these years.

MINUSES [-]
Will this be a game that appeals to the traditionally hardcore audience of DC owners?

BOTTOM LINE [_]
Nostalgia for veterans...and novice-friendly enough for the non-gamers in the household. Is it a win-win?

"*Surf Rocket Riders* may be Y2K's ticket to catching some DC waves." FRANCESCA REYES



Every course in *Surf Rocket Riders* is divided up into three different lengths: full, middle and short. Beat 'em all and you'll move to the next area...so expect to see different stuff whenever you're cruising through.



If there ever was a sport that could be defined as "Extreme," then jetskiing would have to be it. Imagine 73HP under your feet and over water...and then try to get it to bunny hop.







An incredibly early build of *Surf Rocket Riders* showed off some very impressive character handling and graphical detail, but unfortunately it didn't have all the tricks and stunts in place just yet. Right now, the aspect that interests us most is the ability to "submarine" underwater to reach different areas and shortcuts.

Surf Rocket Riders

Another waterworld swims our way (only this time, without Kevin Costner)

Nobody saw this one coming...not even us here at **ODCM**. CRI (*Aerowings, Aerowings 2*) has apparently had a rather large card up its sleeve, in the form of a Japanese-developed jetski racer called *Surf Rocket Riders*.

So get ready to stoke the fire and settle down for some serious winter playtime. More than 15 watery courses await, each spanning different lengths (short, middle, full) in three 'real-world' locations. Why the scare quotes around 'real'? Well, the *real* New York, Bahamas and Miami generally aren't submerged beneath salt water, or packed with ramps and overpasses that beg to be jumped or "submarined" under (you can submerge your jetski completely in order to discover new areas and cut lap times).

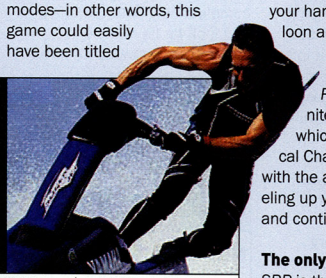
But it doesn't end there. In order to grab the high score, you'll be pulling off a slew of killer tricks like barrel rolls, bunny hops and loops in various modes—in other words, this game could easily have been titled *Tony Hawk Gets Wet*. You can go up against a friend on a split screen in Battle Mode, or try your hand at completing balloon and technical attacks in Challenge. But the coolest feature in *Surf Rocket Rider* will definitely be the Race Mode, which works like your typical Championship-type game, with the additional bonus of leveling up your jetski as you win and continue.

The only real bummer about *SRR* is the fact that there isn't any online support, unlike the Japanese version. But since it shares the genre with only two other games—*Hydro Thunder* and *Championship Surfer*—*SRR* may be 2000's state-of-the-art ticket to riding the Dreamcast waves. Look for it in December.

FRANCESCA REYES

The Real Deal:

Contrary to popular belief, you don't necessarily have to be a beer-swilling frat boy in order to race around on a jetski. Nor do you have to be a martini-sipping James Bond superhero. All you need is $6,300 plus enough spare change to buy THE crucial skintight jetski gear. Here're some tantalizing specs on the **Yamaha Super Jet™**:



HORSEPOWER 73 hp @ 6,300 rpm	**COMPRESSION RATIO** 7.2:1	**IMPELLER** 3-Blade (13/16 pitch)
ENGINE TYPE 2-Cylinder, 2-Stroke	**CARBURETOR** (2) Mikuni Super BN 38	**LENGTH** 88.2" (2.25m)
DISPLACEMENT 701cc	**IGNITION TIMING** 15° -21° BTDC	**WIDTH** 26.8" (.68m)
FUEL Regular Unleaded	**SPARK PLUG** BR7HS	**HEIGHT** 26" (.66m)
TYPE OF INTAKE Reed Valve	**PUMP** 144mm Axial Flow Single	**DRY WEIGHT** 291lbs (132kg)
TYPE OF SCAVENGING Loop-charged	**TRANSMISSION** Direct Drive	**FUEL CAPACITY** 4.8 gal (18L)

Official Magazine Dreamcast

PUB CRAVE **DEV** CRI **GENRE** RACING/SPORTS **ORIGIN** JAPAN **PLAYERS** 1-4 **ONLINE** YES (JAPAN), NO (US) **RELEASE DATE** DECEMBER

PLUSES [+]
Crave's bid at the Wave Race 64 crown looks great at this early stage

MINUSES [-]
All talk and no walk, as yet. Tick, tick...

BOTTOM LINE [=]
If the physics and controls fall into place, this could be a defining moment in the genre

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TEEN T CONTENT RATED BY ESRB

Animated Violence
Animated Blood
Suggestive Themes

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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

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30

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TESTZONE



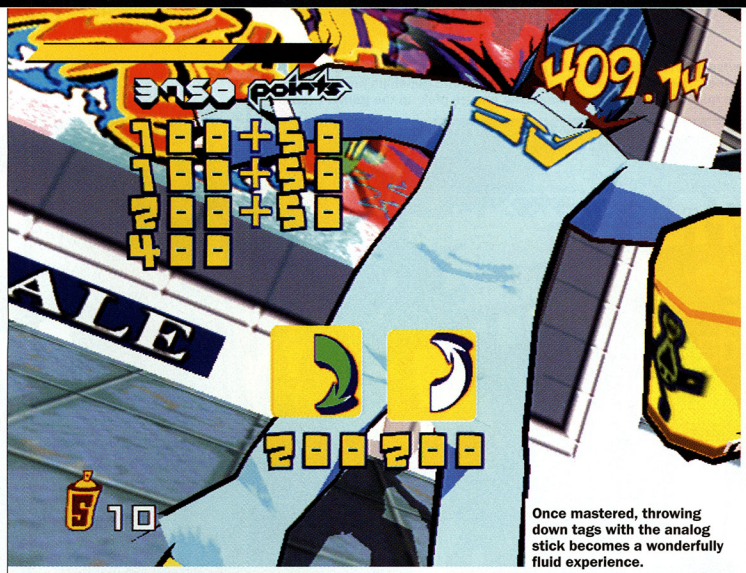
Jet Grind Radio

Running from the fuzz hasn't been this much fun since grade school. Now in Technicolor

Like a kerosene bull in a fireworks factory constructed out of matchsticks, *Jet Grind Radio* is set to light the clear autumn skies ablaze. Not only does it mark the release of yet another triple-A Dreamcast title, but it signals a virtual call-to-arms for gamers everywhere: This is one of the most involving, well-designed and downright beautiful games ever created, and it's just the sort of landmark title that revitalizes one's faith in videogames. If you have ever used the words 'hardcore' and 'gamer' in the same sentence (or even adjacent sentences) to describe yourself, you absolutely, positively, must play this game. And in roughly 1,263 words, here's why.

***Jet Grind Radio* is an example** of a wonderful premise combined with equally incredible execution, all served up on a bed of the most gorgeous in-game graphics you have ever laid eyes on. For those who have not yet been fortunate enough to see *JGR* in action (i.e., you slept on our last demo disc), it's time to prepare yourselves for a visual boot to the face. Seeing *JGR* for the first time is not unlike being exposed to color television after years of black and white snow—*it's that good.*

"*JGR* is pure teenage angst dipped in deliciously hip Japanese goodness." **EVAN SHAMOON**



Once mastered, throwing down tags with the analog stick becomes a wonderfully fluid experience.







While tricks are certainly a part of *JGR*, they're not as central as they are in our other favorite game on wheels, *Tony Hawk*.

Using a completely original graphics style (dubbed the "Cell Shader" technique), *JGR*'s appearance is essentially flat 3D. It's unlike anything you've ever seen in a videogame—or even in a full-length animated film, for that matter—and absolutely must be seen in motion to be believed.

The game's tasty premise is fueled by 100-percent pure teenage angst, dipped in a vat of deliciously hip Japanese goodness. A futuristic, tricked-out Neo-Tokyo called 'Tokyo-to' is the stomping ground of several rival skate gangs, who must drop knowledge (and claim territory) through the illegal art of graffiti. Your crew is the GG's—a group of Krylon-sprayin' kats based out of Shibuya—but you'll run up against a host of different gangs throughout the city, all of whom are fully intent on knocking up the same turf you're after.

Fortunately, that's the least of your problems. The Japanese government is attempting to stop the grafitti-bombing youth movement, and they're pulling out all the stops to keep it down. While early stages are defended by little more than a rag-tag squad of donut-munching nightsticks, you'll eventually be forced to go up against everything from tear gas-launching cops in full riot gear, to heat-seeking, missile-equiped gunship helicopters which hover overhead. Officer Onishima is constantly on your

Seeing *JGR* for the first time is not unlike being exposed to color television after years of black and white snow—it's that good.

Online Goodness

It may seem like a tacked-on(line) feature, but downloading your own tags is truly a genius addition to the game. You can design a piece on your computer or with JGR's internal proggie, and download it into the (best) game (ever).

Welcome to TESTZONE

This month's esteemed review crew

This is the true story of five gamers, picked to work in an office with a fishpond and a Filterfresh coffemaker, and to review the very latest Dreamcast games. Asked why they're worthy to tell our dear readers what to buy and what not to buy, they gave us their proper street creds. And then it was time to dance.



GREGORY ORLANDO

Street Cred: Formerly worked for *Wizard* magazine
Little Known Fact: Taught high school

Although the love of the Force is strong in Greg's blood, he's taken particular pleasure in demonstrating how Lucas Arts' latest is a few midichlorians short of a six-pack. And George, if you're reading this—we still love you, man...but get it together...



ROB SMOLKA

Street Cred: Former *PC Gamer* Senior Editor
Little Known Fact: Also likes non-sports games

Rob has the enviable job of being the sports game aficionado of the office. Has he been pigeonholed like Christopher Walken into this role? Who cares? He knows the game better than anyone.



CHRIS CHARLA

Street Cred: Former *NextGen* Editor-in-Chief
Little Known Fact: Loves irregular verbs

When not playing games, Charla writes them. Check out his latest text adventure in the Interactive Fiction Competition 2000 (details at http://www.textfire.com/comp00/). Other entrants did theirs in fancy languages like Inform. He did his in BASIC.



EVAN SHAMOON

Street Cred: Formerly short-order chef at Scottish pub
Little Known Fact: Has girlfriend and English degree

We witnessed, firsthand, the agony that was Evan playing through *JGR* this month. All of his anger, joy and expletive-laden sorrow echoed through our hallowed halls. He says it was fun.



KEVIN RICE

Street Cred: Hardware Editor at Daily Radar.com
Little Known Fact: Loves the arcade stick technology

A trooper at heart, Kevin has taken on the role of unofficial track and field controller jockey. As a treat, we even let him drive our Ferrari... *F355 Challenge*, that is.

Our Scoring System

No, pal, not that kind of scoring system. For that, you would need to talk to Dave C., who gets more play than Winona Ryder. But not *with* Winona Ryder. Yet.

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!!

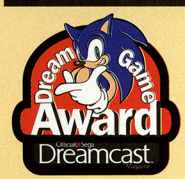
Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	seriously flawed
2	its mom loves it
1	coaster

Dream Game Award*

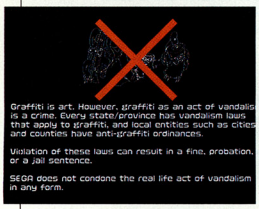
With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter 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.*





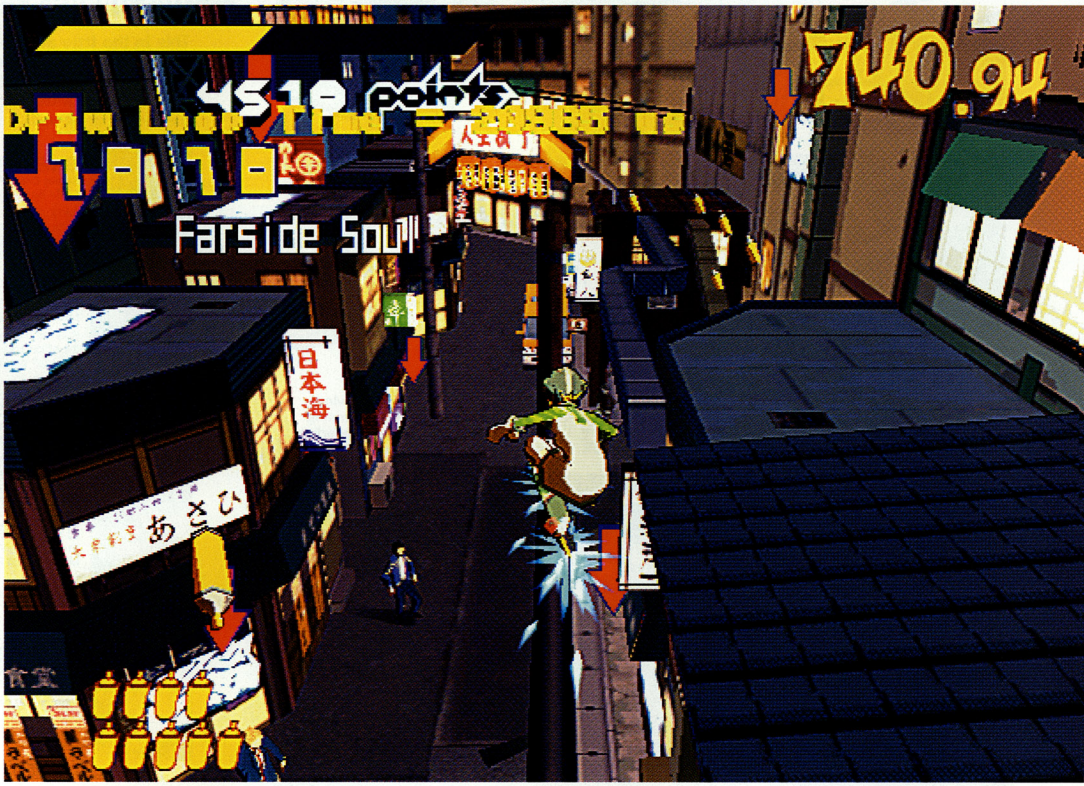




Before you begin tagging public property, Sega warns you not to tag real public property. Hmm.

Little Known Fact: Our own Francesca Reyes is the world's best *Jet Grind Radio* player, bar none. No joke. She can beat the game in four hours, knows every secret, and can get a 'JET' rating on every single level. She trips the light Frantastica.

There are few games that simply *do not allow* you to put them down, and *JGR* is definitely one of them. Grinding across railings 30 feet above a bustling street with cops chasing you from behind and gunships hovering ominously overhead is an experience not to be missed. Put down this magazine and go pick up the game. Pronto.



Overseas Please

Sega has done quite a bit to improve our Stateside version of Jet Grind Radio. The game contains a whole new city to trick in—clearly based on New York City—called Grind Square (which is just like Times Square, only without the $7.50 hot-dogs), and additional songs for the soundtrack were contributed by Jurassic 5, Rob Zombie, Mixmaster Mike and Cold (thankfully, all of the original music has been included as well). Sega claims that our version is easier to pick up and play—this is easy?—and a tutorial mode has been added to introduce players to the new U.S.-specific functions.

tail as well, sporting a pistol longer than—er, your tail—and a jawline resembling the Panama Canal. In short: if these cops had ever worked in Hazzard County, Bo, Luke and Daisy Duke would have been screwed like a Phillips' head.

So. After choosing your character ("But they all look so good!"), you're supplied with a pair of rollerblades, a can of spray-paint, and very specific instructions regarding going buck wild in Tokyo-to. DJ Professor K runs a pirate station—Jet Set Radio—and he not only flips the wax for your aural enjoyment, but also supplies you with updated reports after each level, letting you know what's up with the cops *(keisatsu)* and the clashing skate gangs. Think of him as an updated version of Lynne Thigpen's role as the radio DJ in *The Warriors* (sans tight jeans and silly hat).

While it would be easy to endlessly praise the game for its wonderful premise and sumptuous graphics alone, *Jet Grind* is far more than just visual stimuli—it's the accompanying stellar gameplay that makes the experience so memorable. Players are granted the freedom to roam about the huge cities in all of their 3D splendor, skating, grinding and tricking their way around town with the greatest of ease. The radically exaggerated physics make this activity all the more enjoyable, and the ramped-up difficulty keeps you coming back time and again. Also worthy of mention is the absolutely staggering level of interactive detail in environments: Bump a sign as you grind past it, and it sways back and forth. Skate up the back of a truck bed to jump to a high-level platform, and the truck actually wobbles under your weight. Knocking over bikes, trash cans and sending pedestrians running in fear is part and parcel of your job, and it has all been impeccably rendered. With so many of these little quirks in gameplay, *Jet Grind* puts you there and keeps you there.

Essentially, your task is to tag every designated spot in the area, while keeping track of your time limit, life meter and the natural obstacles that always seem to be in your way. Active resistance, of course, comes in the form of competing gangs and the pesky po-po, so you'll have to stay aware of your surroundings. And since some of the tags (thrown by a series of impressively organic swirls of the analog pad) take longer than others, you'd better be quick on the aerosol trigger if you want to stay healthy.

We would be remiss if we



www.DailyRa





The comic-book cut-scenes are furnished with as much panache as were those in *MDK2*—but stylistically, no other game can even approach it. *JGR* has reached a whole new level of hiptitude.



failed to mention just how damn great *Jet Grind Radio's* music is, so here: It's damn great. Perhaps the most masterfully-integrated videogame soundtrack we've ever heard, *JGR's* resident DJ Professor K mixes tracks with mucho style, beatmatching transitions and often synching music with the action. Not only does the American version include all of the original tunes found in the Japanese version, but it also includes cuts from Jurassic 5, Mixmaster Mike and Rob Zombie (including Mr. Zombie was clearly one of those appeal-to-a-wider-demographic marketing decisions, but he hardly spoils an otherwise world-beating soundtrack).

Nevertheless, the decision to grant the game a perfect score was by no means an easy one. Undoubtedly the biggest flaw is its trauma-inducing camera, which jerks and bounces all over the place—and while much of the problem goes away simply by getting used to it, it can occasionally become nearly unbearable. There is an option for centering the camera, but it's been assigned to the same button that controls your spray painting—which can make things frustrating. There's also a bit of slowdown to be found in some of the levels, sometimes even enough to knock you out of your groove.

These disturbances, however, did little to mar our appreciation of the heaping beauty that is *Jet Grind Radio*. In the end, it doesn't matter what the camera does or when the slowdown happens: the game is still more addictive than nicotine and Mountain Dew put together.

We call *Jet Grind Radio* a work of art masquerading as a videogame. We also call it spectacularly fun—it offers the best of every world, in a very tight package.

Upshot: Absolutely bangin'. Do not miss. **EVAN SHAMOON**

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SMILEBIT **ORIGIN** JAPAN **PLAYERS** 1 **PERIPHERALS** VMU, JUMP PACK **VMU PAGES** 30+ **ONLINE** CREATE/DOWNLOAD TAGS **PRICE** $44.99

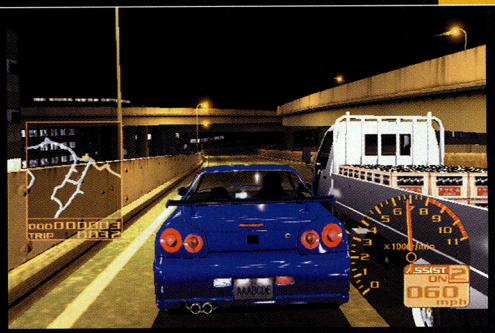
GRAPHICS 10
Think trophy prom date

SOUND 10
Possibly the best videogame soundtrack ever .

CONTROL 8
Controls very well, but the camera is a bit poop

GAMEPLAY 9
Difficult, addictive, wondrous, glorious

Score: 10



Apparently, Tokyo's daredevil drivers sleep during the day and come out at night, kind of like vampires—and they're just as likely to kill you.

Tokyo Xtreme Racer 2

Xtremely not half-bad

Somewhere deep in Tokyo's notoriously shady underbelly, people race incredibly fast cars on the open highway in the dead of night. It's a highly dangerous and altogether illegal activity, and—in a sentiment clearly shared with some guy at Genki—"One hell of a concept for a videogame!"

Like its prequel, *TXR 2* effectively applies the principles of a fighting game to the driving genre (without the kicking and the punching business). Players choose a car and scam the expressways for a rival, flashing him with headlights to signal a new race. Both you and your CPU competitor then tear off down the freeway, avoiding traffic and slithering down off-ramps, with the goal being to outdistance your opponent as the losing car's life meter is gradually diminished. The further ahead the lead car gets, the faster the losing car's life bar is reduced—and life bars also take a hit with collisions, so if you crash you can lose it all.

As was the case with its prequel, *TXR 2* is a love-it or hate-it title, mostly because of its monotony—the race-win-upgrade procedure is repeated ad infinitum.

But fortunately, its execution is first rate. *TXR 2* takes the formula from the original game and expands it, adding more cars to choose from (over 100 all told), miles of digitized expressway, several modes of play, and more replay value than your trusty TivO. The control of the cars is bang on, and each setting—from engine to brakes to paint-job—can be tweaked to perfection.

Graphically, *TXR 2* looks as good as any racer we've seen on PlayStation 2. Cars look incredibly realistic, with high-poly bodies and reflections up the wazoo. The cars' weight shifts very realistically, and rushing by at 60 fps, the game is truly a sight to behold. And a mixed bag of music holds some nice ambient stuff plus some downright awful guitar wanks.

Crave has done an excellent job with the US release. While the Japanese version was full of problems, ranging from fatal bugs to slowdown issues, the American version is vastly improved in terms of overall polish (although there is still some slowdown with several cars onscreen at once). So we'll say it again: it all comes down to the premise. If you can dig it, this racer is darned good.

EVAN SHAMOON

Official Magazine Dreamcast

PUBLISHER CRAVE **DEVELOPER** GENKI **GENRE** RACING **PLAYERS** 1 **PERIPHERALS** WHEEL **ONLINE** DECALS **PRICE** $39.99 **VMU CT** 20

Score: 7


MOTOROLA
Vision
MOTOROLA
LAP
POS
BEST LAP
Castrol
64
Vision
11



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PORTRAITS OF COURAGE
When the *Army Man* franchise began, primitive 3D tools made it easy to create plastic-looking characters. Today, it takes a special 3D rendering effort. The results are worth it: We never saw this kind of emotion on the army men our moms used to bring home from K-Mart.



The cut-scenes are executed seamlessly using the in-game engine. The story isn't half-bad, either.



A sniper mode? But of course. This is no run-and-gun: you need to move slowly through the levels to survive.



Shooting a man in the back? Nope: the Tan bastard just spun after we took him out with a well-placed shot to the chest.

Army Men: Sarge's Heroes

Forget *The X-Files*: if you want little green men, this game is where it's at

3DO has dissed Dreamcast since it launched, but the best of the company's *Army Men* games is finally here—thanks to Midway and developer Saffire.

Originally developed for Nintendo 64, *Sarge's Heroes* is a third-person tactical combat game set in the Army Men world, where plastic soliders of the melted-by-magnifying-glass and destroyed-by-bottle-rocket variety team up (the virtuous Greens vs. the evil Tans and their Blue spies) and fight each other to a tiny death.

In most battles, Sarge and his adversaries are to scale with their surroundings, but Sarge occasionally passes through a rift into our world, where he's—appropriately—Army Man-sized. In in this reduced capacity, he'll have to avoid (you guessed it) being melted by magnifying glasses, destroyed by bottle rockets and annihilated by the Tan army—and above all, he has to prevent the Tans from importing the big, huge weapons of our world into their own in order to wipe out the Greens once and for all.

Along the way, the dirty Tan bastards have captured Vicky (and this time, she's not the Captain's daughter—she's the *Colonel's* daughter). Vicky is the only person in the entire Army Man world with pink skin, and Sarge has to rescue her: of course.

Control is an immense improvement over the Nintendo 64 version; it's really a breeze. The camera rarely swings strangely, and graphics have been updated—but unfortunately, they haven't been improved across the board. The result is a weird effect that's becoming all too common in Dreamcast ports: some things look photo-realistic and others look PlayStation quality, which can be disconcerting.

Ultimately, though, you'll forget about that. The game itself is engrossing, with expertly designed levels and a learning curve that's absolutely dead-on: you're always almost good enough to get through the next level, but it still takes several tries to get everything right. Add a great variety of weapons (all of which you'll need to use pretty frequently, believe us!), and you've got a surprisingly immersive game.

CHRIS CHARLA



Have you got the G.I. Jones?
IF YOU'RE NURTURING a secret yen to see your other favorite army man—G.I. Joe—in action once again, just head online to www.mediatrip.com and check out a short film called Ode to G.I. Joe. It's a masterpiece of nostalgia, paying homage to a pre-Star Wars era of action figures.

Official Magazine Dreamcast

PUBLISHER MIDWAY **DEVELOPER** 3DO/SAFFIRE **GENRE** TACTICAL COMBAT **ORIGIN** US **PLAYERS** 1-2 **ONLINE** NO **ESRB** T **PRICE** $44.99

GRAPHICS 7
Slightly updated looks from N64 version

SOUND 8
The sound is good, the music good. Cool.

CONTROL 7
Much better than the N64 version, this is.

GAMEPLAY 7
Great level design, great difficulty ramp.

Score: 7

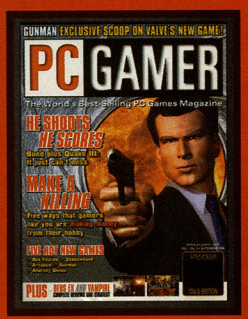
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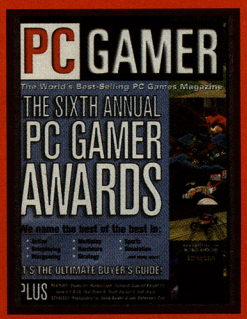
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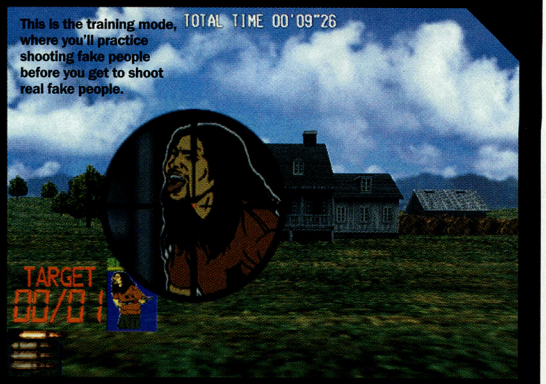


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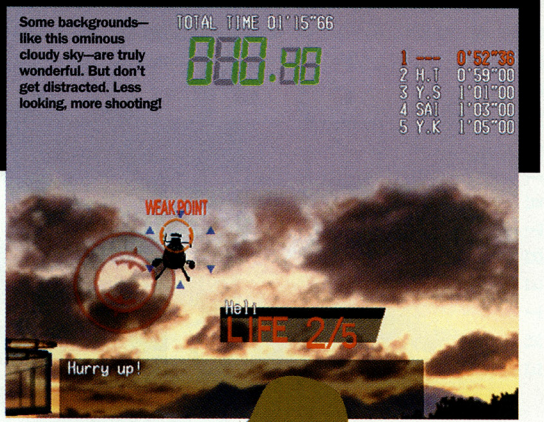
imagine MEDIA WITH PASSION



Vicious terrorists are elbow to elbow...there goes your lazy Sunday afternoon. Forget the champagne brunch; bring on the laser-sighting!



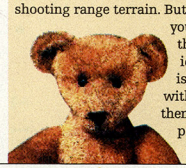
This is the training mode, where you'll practice shooting fake people before you get to shoot real fake people.

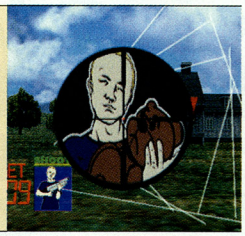


Some backgrounds—like this ominous cloudy sky—are truly wonderful. But don't get distracted. Less looking, more shooting!

My Aim is True

IN *SILENT SCOPE*'S TRAINING MODE, you'll have to distinguish between innocents and criminals as they pop in and out of different spots on the shooting range terrain. But don't be fooled by appearances from afar—you'll have to zoom in for a closer look to make sure that the figure you're gunning for isn't merely an identical looking character holding something that isn't a weapon. For instance, you'll be presented with a gallery of three similar targets, but only one of them is correct—the right target is a ugly blond thug packing a sawed-off shotgun, while the wrong targets are ugly blond thugs packing teddy bears.





Silent Scope

Is happiness really a warm ~~gun~~ controller?

Silent Scope is back in black! In Konami's DC conversion of its popular arcade sniper, players once again face off against the shadowy terrorists that seem to haunt the action gaming world like survival horror zombies. And once again, you'll let your handy rifle do the talking for you. Lovely, right? But now, hold this game up beside *House of the Dead 2* and ask yourself if it's *really* up to snuff. We did: and the answer is Yes—and No.

Both games suffer from one fatal flaw: lack of peripheral support. A just-for-sniping peripheral was employed in the arcade version of *Silent Scope*, but in the DC incarnation you'll use nothing but the controller. The result is something akin to playing *House of the Dead 2* without a lightgun: slow, a little clumsy and often frustrating.

Remember those trigger buttons on your controller? Well, you're going to be using them quite a bit as the L-Trigger toggles your sight off or on while the R-Trigger releases your firepower. And just like a real rifle, your gun will only be able to let off six shots before you must reload; there's no such thing as rapid fire in sniper-land.You can control movement of your scope by using either the D-pad or the analog stick, and this is where things get a little messy.

A sniper is only as good as each shot—and neither the analog stick nor the D-pad can be relied upon to move quickly or accurately enough to ensure a good shot under the tight time limit of Story Mode. It's frustrating, sure—but once you've mastered the controls to a certain degree, you'll have some real fun. It's there to be found, we promise.

And if you're turned off by the tight time limits in Story Mode, then you can take your time in getting top SS Class scores in the Shooting Gallery—in order to open up new and progressively tougher challenges—or hone your aim in Training Mode, which is more of a rockin' good time than a strict tutorial.

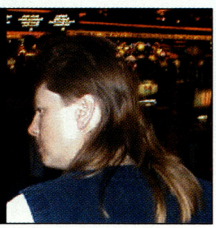
If you manage to weather the rough control scheme, there's plenty of arcade goodness to be had in *Silent Scope*. But unless you're willing to put in the time, give it a rent.

FRANCESCA REYES

Doin' the Silent Scope

WE ALL ENGAGE in a little bit of 'silent scoping' sometimes. And this is all to the good, because a recent scientific study showed that checking out the bodies of members of the opposite sex (even clothed) was actually good for one's heartrate and stress levels.

Thus, the young lady captured here in the act of scoping (and in scaling the lofty heights of mulletude) is simply being heart-smart.



Official Dreamcast Magazine

PUB KONAMI **DEV** KONAMI **GENRE** SHOOTER **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** YOUR TRIGGER FINGER **ESRB** M **ONLINE** NO **PRICE** $39.99

GRAPHICS 7
Crisp and clear, with a few mean edges

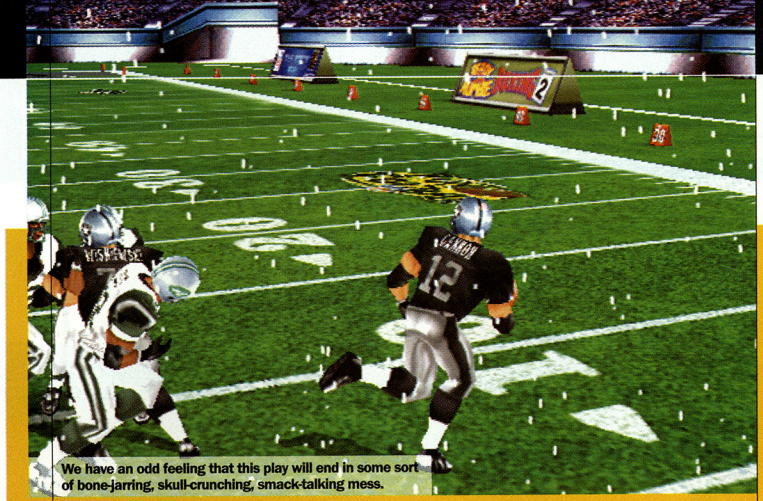
SOUND 6
Typically menacing

CONTROL 4
Frustratingly inaccurate

GAMEPLAY 7
Fun and addictive if you get a handle on control

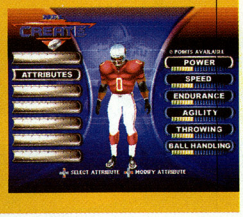
Score: 6

www.DailyRadar.com



We have an odd feeling that this play will end in some sort of bone-jarring, skull-crunching, smack-talking mess.





In real life you may be an accountant—or maybe even a games reviewer—but give *NFL Blitz 2001*'s create-a-player feature a try and you can become the hulking middle linebacker that haunts the nightmares of every quarterback.

NFL Blitz 2001

Testosterone level? *Blitz* goes to 11

Having a party? Own a Dreamcast? Well, run right out and pick up a copy of Midway's *NFL Blitz 2001*. The latest game in this over-the-top, rules-be-damned, *doh*-that's-gotta-hurt series freshens up the creaking franchise with crisper graphics, more animations, and lots of gameplay options to keep you and your guests laying down the smack talk, delivering another punishing blow, and, most importantly, having a lot of fun while doing it.

The reason for *Blitz*'s appeal as a group activity is that it's easy to get the hang of, and anyone can pull off a super play once the rudimentary mechanics are understood. This lack of skill requirement, however, makes the single-player game a bit dull, regardless of the wealth of options available. And unless that's your friend Phil on the receiving end of a fourth consecutive pile-driver, the bad-boy antics get a little old if you're just humiliating the poor CPU.

Solo gamers will get some enjoyment out of the title—as an action game, more or less—since controls are tight and graphics are super, but the thrill fades all too quickly. In short doses, though, it's a great way to release some of that repressed angst you've been storing.

We recommend you keep this one in the pantry next to the pretzels and Lays, so you don't forget to serve it up at your next soirée. Party on.

ROB SMOLKA

Official Magazine Dreamcast

PUBLISHER MIDWAY **DEVELOPER** MIDWAY **GENRE** ACTION/SPORTS **PLAYERS** 1-4 **ORIGIN** US **PERIPHERALS** RUMBLE PACK **VMU COUNT** 60 **ESRB** E **ONLINE** NO

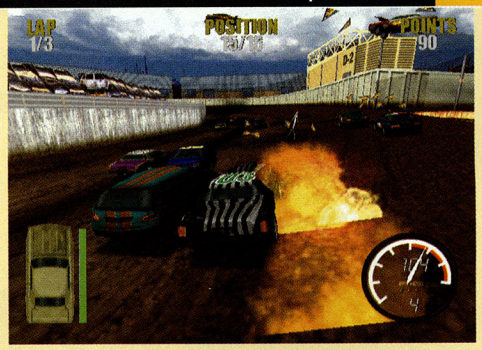
GRAPHICS 8
No broken bones are shown...unfortunately

SOUND 6
The announcer could use a sedative

CONTROL 7
Once you get the hang of it, it's smooth sailing

GAMEPLAY 7
Point deducted for solo play; added for multiplayer

Score: 7



Taking a few laps in *Demolition Racer* is like getting a ride home with Chris, *sans* screaming baby in the back seat.

Demolition Racer: No Exit

Earth Wind and Fire (and pain)

The great thing about arcade racing games is that they encourage drivers to do things with their cars that they would normally go to any lengths to avoid: broadsiding someone at 110mph, for example. And in *Demolition Racer: No Exit*, wrecks aren't just inevitable—they're necessary for your advancement through the game.

To beat *No Exit*, you have strike a strategic balance between winning and wrecking. Finishing first will indeed result in a higher multiplier for your damage points, but if you don't have enough carnage to your credit, you're not going to win many races.

Thankfully, there are a lot of ways to rack up the wreckage. You can plow other cars into walls, spin them, set them on fire, destroy them with a single broadside hit called T-boning, or—our favorite—land on them after a jump in a dreaded "death from above" for huge points. Throw in available power-ups for getting extra damage points, renewing your armor or providing a turbo boost, and you've got the perfect stew of skill and recklessness.

There are two modes in *Demolition Racer*: single race and championship circuit. Single race mode offers snack-sized, quick-and-dirty havoc, while Championship mode (divided into Industrial, City and Country Leagues) enables players to extend gameplay by unlocking new tracks, cars and even an extra mode...which, amazingly, supports the DC-compatible light gun!

As a value-added, Infogrames has thrown in a few standard demolition derbies, where a bunch of cars becomes a tossed salad of steel in less time than it takes to—well—toss a salad. There isn't much strategy to be found in the chaos, but it's certainly fun.

Graphics tend to rest on the bottom side of average, and controls are rather touchy—but inspired gameplay and a kick-ass soundtrack (with cuts from Fear Factory, Cirrus, the Coffee Boys and others) could make this racer a sleeper hit. Hate your brake pedal? Want to test your airbags? Start this engine.

JIM PRESTON



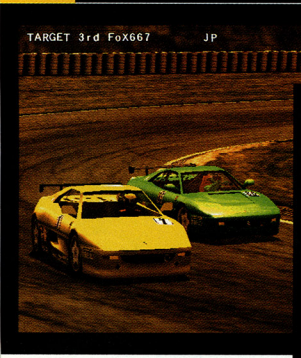
It makes sense that the game is rife with butchering references

Official Magazine Dreamcast

PUBLISHER INFOGRAMES **DEVELOPER** PITBULL SYNDICATE **GENRE** RACING **PLAYERS** 1-2 **PERIPHERALS** JUMP PACK; LIGHT GUN **ONLINE** NO **ESRB** E **PRICE** $39.99 **VMU POS** 8+

Score: 7

Yu Suzuki's *other* labor of love (the first being *Shenmue*) kicks ass in a whole nother context. While joyriders looking for a cheap(er) thrill than actually buying a Ferrari may not like the game's high difficulty level, some will love every minute of it. Don't say we didn't warn you.





Remember that the title of this game is specifically *Ferrari F355 Challenge*, not *Honda Challenge* or *Nissan Challenge* or *A Bunch of Cars Challenge*.





Ferrari F355 Challenge

When did 'simulation' come to mean 'that which that kicks your ass'?

Every console game should contain a mode of play that a novice could pick up and grasp in—*max*—one hour, regardless of the level of "realism" that whatever it is is trying to portray. Racing sims are difficult to nail. On one hand, a simulator should accurately recreate an experience that most of us will never have. On the other hand, it shouldn't be so incredibly difficult to play that even seasoned simulation players grow weary of it. Well, this rumored other hand is exactly where *Ferrari F355 Challenge* ends up.

Sim Sin #1:
In newbie mode, this game is nearly impossible to beat. The average player will want to start at the Novice Level, beat the game, and then go into the more competitive levels—and that just ain't gonna happen here. For one thing, most levels require a mastery of manual shifting in order to come in first...but in the Novice 'learning' mode, just about everything (except steering) is automatic. This is a major design/logic flaw. And even when shifting is automatic, we can't think and react fast enough to come *close* to winning. Maybe the designers at AM2 have gotten so good at driving games (what with all of their—*ahem*—field research) that their title seems like a cakewalk, but for us mere mortals, it's just way too incredibly hard.

Sim Sin #2:
Simulators are supposed to recreate an actual experience, not the designer's skewed idea of how to make an experience even better. The AI cheats horrendously, there's no damage modeling, and the control is sometimes elastic. If a player's car comes in contact with another car or a wall while going 160 MPH, this should result in a wreck. Instead, the car that was hit (or the one that hit you) might zoom ahead, or your speed might simply be reduced. This may be a port of an arcade game, but they forgot to port the fun. Which leads to...



Enzo was a racecar driver

BORN IN 1898, Enzo Ferrari was employed in sundry jobs before becoming a racecar driver in 1919. Retiring ten years later with a sockful of awards, he started a racing club (during WWII, of all things). He moved his workshop to Maranello, he began using giant grinding machines to make ball bearings. This factory was destroyed in by allied bombs in 1944, and rebuilt in 1946—and then Enzo finally setttled down and began designing what would be the envy of almost every sports car fan in the world... the first Ferrari.

Sim Sin #3:
Games are supposed to be enjoyable. Yes, simulations are naturally more difficult than arcade versions of similar games—but there's no learning curve at all in *F355*. It starts off at Really Freakin' Hard™ and follows a curve that's more like an angle bordering on obtuse. A sense of accomplishment or some sort of gratifying reward could justify this, but the game simply unlocks some extra tracks. Whoo-hoo. More homework.

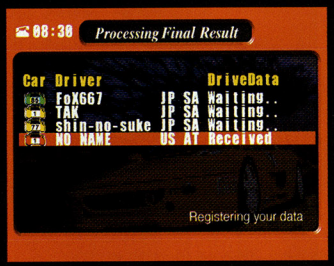
Graphically, you wouldn't kick *F355* out of bed for eating crackers...it's that pretty. With all eight cars on the track, there's nary a slowdown or hint of pop-up. Everything is nicely

www.DailyRadar.com



Rather than paying in the ballpark of $22,000 for the arcade unit of *F355 Challenge* or $140,000 for the real F355 GT 1 *(pictured above)*, AM2 has squeezed all of the feel of Italian Stallion racing onto a handy GDROM for the mere asking price of $49.





AM2 tacked "challenge" onto the end of the game's name for a reason. Prepare to be challenged in every sense of the word, even at Novice level. And prepared to have the vitality of your ego challenged when you see where you've placed on the ranking screen *(above)*. It's daunting, but there's a real reward in conquering a game that puts up such a fight. We at ODCM have yet to rank any higher than second to last place—but give us points for effort, okay?



Fast times past...

AFTER CHEATING like mad and playing for six hours straight, you've finally done it! You've beat that black car from hell, and now it's yours to drive! Rejoice! All those hours of learning to powerslide ...enduring those voiceovers...it paid off!

Such was the feeling of victory in Namco's *Ridge Racer*. You have about the same chance of attaining this feeling in *F355* that you do of making the women's Olympic gymnastics team. As a guy.

detailed (except for the damage modeling) and backgrounds whiz by with a believable sense of speed. There are options for customizing your car—both cosmetic and mechanical changes are possible—and the sound is good (except for the glam-rock '80s background music; we turned it off). Unfortunately, the announcer hails from the "Hi, I'm that annoying race game guy who repeats himself 80 times!" school, which seems to be the favorite alma mater of most racing MCs. Tragic.

Internet multiplayer is a mixed blessing. While it's cool to go online and play, we got disconnected an awful lot. And you don't actually *play* online. Players all race by themselves on the same track (competitors are not visible to one another). Then your car appears as a ghost image (among a field of other ghost images) back at the start again, and the whole thing is run back as a replay.

While this is an interesting approach, it kills any sort of collision detection or true human interaction. There's no way to chat with anyone, and after the replay players have to reconnect to compete again. There's no way to pick challengers, either. Interesting, yes, but certainly not as satisfying as it could be.

KEVIN RICE

Official Magazine Dreamcast

PUB ACCLAIM **DEV** AM2 **GENRE** RACING/SIM **ORIG** JAPAN **PLAYERS** 1-8 **VMU CT** 17 **ONLINE** YES **ESRB** E **PRICE** $44.99 **PERIPH** WHEEL, JUMP PAK

GRAPHICS 8
A very pretty game with no framerate drop

SOUND 6
Cars sound good; music can be muted

CONTROL 7
Okay...but a little rubbery at times

GAMEPLAY 5
Incredibly hard for newbies and veterans alike

Score: 7



***QBC 2001* is definitely the smarter, sexier cousin to last year's travesty, but unfortunately it has much stiffer competition in *NFL2K1*.**

NFL QB Club 2001

The very definition of second string

Deep down, we all like to root for the underdog. Watching a plucky, overmatched upstart or a wilted veteran come through to beat the odds-on favorite makes us realize, once again, that anything is possible. Of course, the reality is that 99 times out of a hundred, the favorite does win...and handily, while rubbing dirt in the face of the pitiful loser.

Now, we're not saying that Sega's *NFL 2K1*, if given the opportunity, would throw sand on the 98-pound weakling that is Acclaim's *NFL QB* franchise: but let's face it, a fight between these two wouldn't last one round. In fact, while *NFL QB Club 2001* is a major step up from last year's debacle of a game, it still isn't fit to hold the jock of even the original *NFL 2K*.

In a vacuum, *NFL QB Club* *2001* wouldn't be a terrible game. Player models are fairly detailed and accurate as to height and weight specifics, and the hideous slowdown from last year is pretty much gone. The passing game is much improved, too—while the dopey catch button is still around, you no longer have to use it in order to have any chance at all of catching a pass. The running game has been given a nice overhaul, making rushing a viable part of your—and the AI's—offensive game plan. Options for creating your own teams, players and playbooks are plentiful, and presentation is perfectly acceptable. Nice camera work, and lots of cool celebratory sequences.

The problem is that most of the animation work is very stilted. And when smooth motion capture sequences do kick in, they take too long to play out—which means that your control is considerably hampered. The result is an amateurish look—the cardinal sin, on Dreamcast—and frustrating gameplay. In a world that contains the fabulous *NFL 2K1*, *QB Club 2001* just contains too many problems to make it worth anyone's time. **ROB SMOLKA**

Official Magazine Dreamcast

PUB ACCLAIM **DEV** HIGH VOLTAGE **GENRE** SPORTS **ORIGIN** US **PLAYERS** 1-4 **VMU COUNT** 64+ **ONLINE** NO **ESRB** E **PERIPHERAL** RUMBLE PAK

GRAPHICS 5
A bit on the amateurish side. Oh, no!

SOUND 6
Nothing glaringly wrong, nothing glaringly right

CONTROL 6
Better than it was, but still not what we want

GAMEPLAY 6
A few annoying quirks; doesn't suck altogether

Score: 5

SEGA DREAMCAST

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EDITION





EVERYONE
E
CONTENT RATED BY ESRB

Animated Violence

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READ 'EM and WEEP.

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

-GamePro

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

-Official Sega Dreamcast Magazine

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

-IGN.com

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

-Game Informer Magazine







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All of the registered *Spawn* characters show up at the party, but no one remembered to bring the gameplay or a pause menu. Bad guests!



Everyone loves *Spawn*, but no one loves a bad game. We have yet to see Spawn joined together with a game worthy of his name.

Spawn: in the Demon's Hand

Whoever spawned this monster should be sent directly to Hell...

Spawn: in the Demon's Hand is worth poop in the palm. This is our comprehensive review. It tells you everything you need to know about this game. But since we have to fill a page, we're going to tell you the story of how the poop became—well, poop.

The translation of *Spawn* from arcade to DC was supposed to launch the comic anti-hero into a 3D world of mind-blowing fragfests. Todd McFarlane's brutally undead character could have been a perfect anchor for an excellent game—but sadly, he's been stuffed into a junky thing that's hard to look at and even harder to play.

Capcom put almost no effort into the DC port, and it shows. Before you even enter into gameplay, you'll note that there is no—we repeat—NO analog stick support. This in itself is inexcusable, but it's only the first in a long list. Game and pause menus are largely unworkable; many screens do not allow a player to return to a previously selected menu; and when you pause the game during play, the options menu simply never appears. The only way to escape from *Spawn* is to soft reset. Ugh.

The game itself offers violence a-plenty, plus weapons (both standard and sublime) with which to smite the opposition. We'll admit that plowing through someone with a chainsaw as the fat-bodied, freakish Clown is a visceral thrill of some magnitude, and the cathartic nature of gameplay cannot be denied. So it's too bad that the epileptic camera, which skips and hops madly, reduces these rewards into a long exercise in view readjustment. Though the characters are fairly detailed and decently animated (right down to the plodding step of the private dick Sam), it's hard to praise the graphics when everything clips into everything else.

And because Capcom wants to help you share your pain, *Spawn* offers a series of multiplayer modes. Players can team up or engage in free-for-alls, and the experience certainly holds some appeal—until the split-screen display (which magnifies the game's problems) turns all of the explosions, character recoils, camera jerks and onscreen madness into a visual nightmare. Capcom should have bagged this game and drowned it like a one-legged kitten. **GREG ORLANDO**

TODD "MONEY" MCFARLANE

TODD MCFARLANE, a.k.a. "Money," turned comics into a fortune. After starting as a lowly penciler for Marvel and DC Comics, McFarlane went on to create the ultra-popular *Spawn* comic; founded his own toy, comic book and film company; and saw his creations branch out into TV shows, movies, and videogames. He is now so rich that he spent more than $3 million in 1999 to purchase baseball player Mark McGwire's 70th homerun ball.



The Money Ball

Official Magazine Dreamcast

PUBLISHER/DEVELOPER CAPCOM **GENRE** ACTION/SHOOTER **ORIGIN** JAPAN **PLAYERS** 1-4 **PERIPHERALS** NO **ONLINE** NO **PRICE** $39.99

GRAPHICS 5
Pretty, but lots of clipping and a seasick camera

SOUND 7
Cool Japanese heavy metal, if you're into that

CONTROL 2
No analog = sad gamers across the land

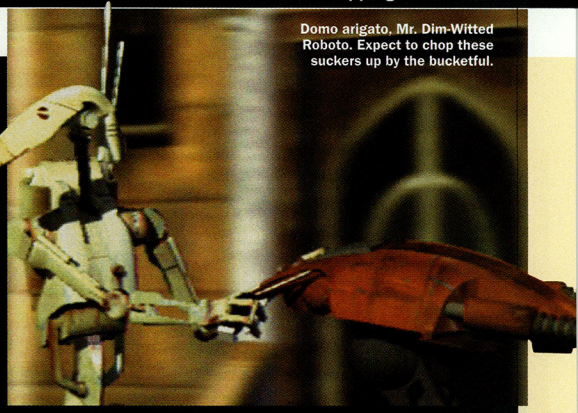
GAMEPLAY 3
Problematic at best, camera problems, no analog

Score: 3

"The emphasis in *Jedi Power Battles* is on the chopping" GREG ORLANDO



Jedi Power Battles makes it possible for anyone and everyone to play on the Dark Side, with hidden (and playable) character Darth Maul.



Domo arigato, Mr. Dim-Witted Roboto. Expect to chop these suckers up by the bucketful.



Jedi are often called to engage in vertical scrolling shoot-fests.

Why Jar-Jar Binks Should Die

George Lucas has a penchant for creating gratuitous flop-eared moppets, simply because (we think) their faces will sell well on merchandise. But with Jar-Jar Binks (part comedy relief, part anti-Jamaican slur), he went *way* too far. Binks spent the entirety of *The Phantom Menace* uttering such drivel as "Weesa gonna die?" and serving up dim-witted slapstick by sticking his ridiculously disproportionate body parts into various bits of machinery. Even the most brain-dead *Star Wars* fan has referred to this actionless figure as Jar-Jar Stinks... Mr. Lucas, please oh please put him out of our misery!



Star Wars Episode One: Jedi Power Battles

Meesa wanna wanga brand-new game with nonna the choppa-choppa

Sigh. They're simply not making lightsabers like they used to. In the original *Star Wars*, Jedi darkster Darth Vader used his lightsaber to vaporize Obi-Wan Kenobi. *The Empire Strikes Back* saw Vader slicing off his impudent son's hand with an errant stroke. Even *The Phantom Menace*—lamentable farce that it was—featured a *deus ex lightsaber*, when villain Darth Maul's torso was peeled from his bottom half.

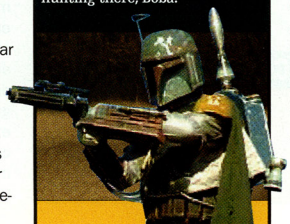
But due to cutbacks in the Force, the lightsabers in Dreamcast's *Jedi Power Battles* can't slice through melted butter.

This 3D, third-person hack-and-slash redux of Mr. Lucas' *Phantom Menace* follows assorted Jedi Knights as they plod through ten gameplay levels and chop away at various enemies. The emphasis here is, of course, on the chopping: to accommodate play (or something), lightsaber wattage has been dimmed—so now it takes three, four and sometimes five strokes to kill a normal enemy. At once, the elegant and enigmatic Jedi are reduced to bat-wielding thug/heroes a la *Double Dragon*.

Players can opt to don the cloak of any of five different Jedi, each of which (Young Obi-Wan, his mentor Qui-Gon Jin, Mace Windu, etc.) has his own particular strengths and weaknesses. The creepy alien Plo Koon, for example, is particularly strong but ever-so-slow. Along the way, the game treats its participants to cameos by Anakin Skywalker (of "Yippeeeeee!" fame), the jive-talking national embarrassment Jar-Jar Binks, and Queen Amidala. Mission-based play requires our heroes to protect the helpless (who resist aid by rushing directly into enemy fire), engage in jumping puzzles (wherein it's impossible to gauge an object's depth in either fore- or background) and stab away at endless mercenaries, Battle Droids, Tusken Raiders, etc., on the road to meeting the final boss, Darth Maul.

Boba Fett Should Die Too

THE MOST-FEARED bounty hunter Boba Fett (seen briefly in The Empire Strikes Back and Return of the Jedi) has been deified by Star Wars fans. Still, it's hard to imagine Fett as anything other than a total moron. He can't 'capture' Han Solo without Vader's help; he shoots a rope (a rope!) at a Jedi Knight; and is ultimately killed by a blind man with a stick. Some good bounty hunting there, Boba.



Some neat touches do exist here. Jedi can use their sabers to deflect laser beams and are awarded new attack techniques for excellent play. A two-player mode enables you to engage in frenzied battles. And—at last!—it's entirely possible to lead Jar-Jar to his death, over and over.

This still isn't enough to turn the game away from the Dull Side—but happily, the size of the royalty check mailed to George Lucas will probably be unaffected. So now he can afford to buy Switzerland like he's always wanted. **GREG ORLANDO**

Official Magazine Dreamcast

PUBLISHER/DEVELOPER LUCASARTS
GENRE ACTION **ORIGIN** US **PLAYERS** 1-2
ONLINE NO **ESRB** TEEN **PRICE** $44.99

GRAPHICS 7
Slightly updated looks from PS version

SOUND 6
Recycled *Star Wars* movie soundtrack—blah

CONTROL 8
Everything handles well; Jedis are graceful

GAMEPLAY 6
Strictly hack 'n' slash, a taste of platforming

Score: 6

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It's 9:00 am.

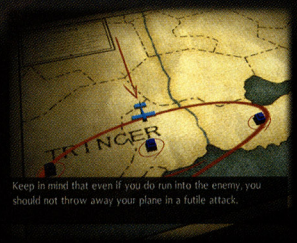
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IRON ACES

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GLOBAL A Entertainment Inc.

EVERYONE E CONTENT RATED BY ESRB

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TESTZONE ARCHIVE

Yup, all the games we've reviewed in past issues in one handy reference.

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION			
AEROWINGS 2 Crave	A competent shooter/flight sim that could've used a little more decoration	6	Issue 8: Nov 00
AIRFORCE DELTA Konami	Airborn shooter a bit too rough around the edges to really shine	5	Issue 2: Nov/Dec 99
CANNON SPIKE Capcom	Fast-paced shooter that's fun, but ultimately disposable in that arcade way	7	Issue 8: Nov 00
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 verrrrmy 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
HIDDEN & DANGEROUS Talonsoft	A difficult, flawed, but sophisticated strategy shooter with rough edges	6	Issue 8: Nov 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
D2 Sega	Wonderfully atmospheric, short, romp through mutated Canadian wilderness	7	Issue 8: Nov 00
ECCO THE DOLPHIN: DOTF Sega	Beautiful, immersive, incredibly tough and unforgiving, for hardcore gamers	8	Issue 8: Nov 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
TOY STORY 2 Activision	Crappy cameras make this a title not fit for children, let alone adults	1	Issue 8: Nov 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
STREET FIGHTER III: 3RD STRIKE Capcom	Pure 2D Street Fightin' bliss with classic and new characters aplenty	9	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
UFC Crave	Strategic, realistic fighting based on the underground phenom, UFC	9	Issue 8: Nov 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
JEREMY MCGRATH SUP'CROSS 2000 Acclaim	Crap on two-wheels, inconsistent framerate, bad graphics, poor controls.	1	Issue 8: Nov 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
SYDNEY 2000 Eidos	Track 'n' field button masher, Olympics events that could've used tweaking	5	Issue 8: Nov 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 ATHLETE 2K Agetec	A deeply flawed track 'n' field title that looks great but plays terribly	2	Issue 8: Nov 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
WORLD SERIES BASEBALL 2K1 Sega	No fielding, poor player controls make this an arcade experience,a shame	4	Issue 8: Nov 00
WWF ROYAL RUMBLE THQ	An arcade-y tribute to the Royal Rumble with limited characters	6	Issue 8: Nov 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 GT Sega	Glorious looking, excellent handling make this a racing sim dream	9	Issue 8: Nov 00
SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb 00
SF RUSH 2049 Midway	Perfect arcade translation with loads of extras for Rush fans worldwide	9	Issue 8: Nov 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
TEST DRIVE V-RALLY 2 Infogrames	Brilliant handling and crisp framerate make this rally racer the real thing	8	Issue 8: Nov 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
GUNBIRD 2 Capcom	Old-school top down scroller that's too hard and too short; a bad combo	3	Issue 8: Nov 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
RAILROAD TYCOON II GOD Games	Construct a railroad, manage it, in a game that's addictive, but not online	7	Issue 8: Nov 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
THE ENFORCER Topmax	Delicious and sturdy lime gree arcade stick, one of the best	😊	Issue 8: Nov 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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Who Gives You The Biggest Selection Of Games?
(Hint: It Ain't Santa!)
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software etc

For This Stuff, You'll Believe In Santa,



Jet Grind Radio
by Sega

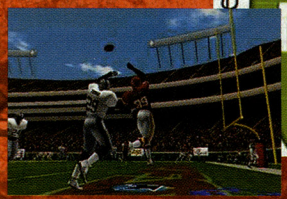
In the 21st Century, the Inter-City Government has set forth a plan to keep kids from expressing themselves in any way, shape or form. There's two things that keeps the spirit of the kids alive in the late 21st Century: Overdrive Magnetic-motor Skating Shoes and a radio program called **Jet Grind Radio**.





NFL 2K1
by Sega

You don't have to wait for Sunday's ballgame. **NFL 2K1** is loaded with new features–and you can up the stakes by playing pros around the country online through your Dreamcast.





Half Life
by Havas

When an experiment with a dimensional portal goes haywire, your co-workers start disappearing. Your mission, in this visually appealing first-person shooter, is to penetrate the heart of this tantalizing mystery.





Shenmue
by Sega

The first chapter of Yu Suzuki's epic saga is at hand. **Shenmue** is an adventure game that transports you to Japan, circa 1986. You are Ryo, a young man trying to solve the mystery of his father's death. Along the way, you'll be treated to the most richly-detailed game world ever conceived.

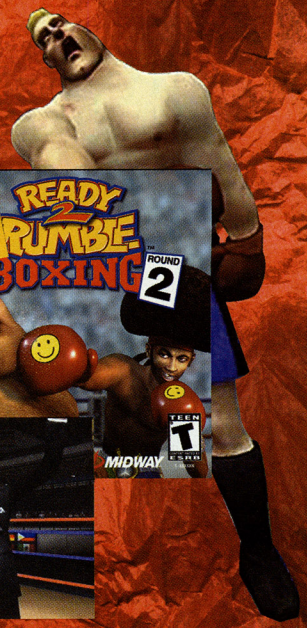




Babbage's FuncoLand
Gamestop software etc

Flying Reindeer And Barney.

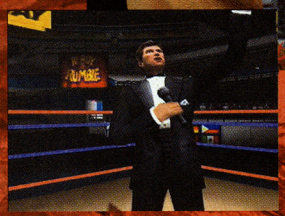




Ready 2 Rumble 2
by Midway

Ever since Mike Tyson's **Punch Out**, gamers have clamored for a rad boxing game, and their pleas have been answered with **Ready 2 Rumble Boxing.** Each of the characters in this colorful game contains personality and wit to match their physical prowess.

$39.99



$49.99



Sonic Shuffle
by Sega

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.



STAR WARS

Star Trek Demolition
by LucasArts

With **Star Wars Demolition**, LucasArts and Activision take Star Wars into a new and dynamic game genre. This game is going to be an absolute blast for players who'll battle with Star Wars vehicles and characters in ways they've never done before.





COMING SOON!



Unreal Tournament
by GT Interactive

The first tournament 3D shooter of its time, **Unreal Tournament** includes over 30 unique levels - waterfronts, oil rigs, speeding trains, floating castles, pirate ships and much more.





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SEGA ALL STARS



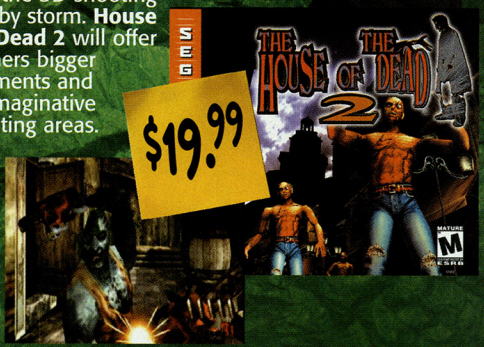
Sonic Adventure
by Sega

Sega's little furry mascot returns with blazing speed in **Sonic Adventure** for the Dreamcast. Players can guide Sonic though 8 different and vast levels filled with secrets, bumpers, rings and an army of enemies.



House of the Dead 2
by Sega

The sequel to the popular **House of the Dead**, this game looks to take the 3D shooting genre by storm. **House of the Dead 2** will offer gamers bigger environments and more imaginative shooting areas.





Crazy Taxi
by Sega

Crazy Taxi, the smash hit comes to the Sega Dreamcast. In this wild race against the clock, players assume the role of one of four off-beat cab drivers in a busy American city. Your driving skills and well as your reflexes will be pushed to the edge in this intense driving game.





Get Bass Fishing
by Sega

Start up your boat, find a quiet spot on the lake, turn off your engine and cast your line with **Get Bass** for the Dreamcast. **Get Bass** boasts amazing graphics and sound along with full support for the fishing controller for the Dreamcast.



Babbage's FuncoLand

Gamestop software etc

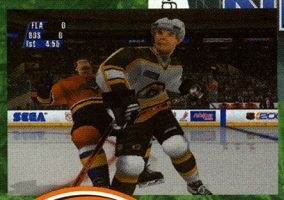
Paint It On The Garage Door.



NHL 2K
by Sega

With the cheering crowds, spraying ice and occasional fight, **NHL 2K** features more than 700 motion-captured moves in re-created 3D models of professional arenas. Instant replay camera angles catch every grimace and groan as teams shoot it out for tournament titles.

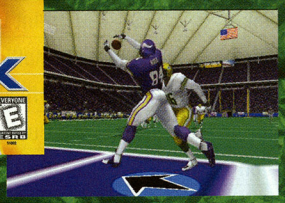






NFL 2K
by Sega

Grab your pads, buckle your chin strap and study your plays before you jump into NFL Football for the Dreamcast. **NFL 2K** combines amazing graphics, tight controls and in-depth realism to put players in the game.



SEGA ALL STARS



NBA 2K
by Sega

Sega and Visual Concepts have teamed up to bring the gaming world an amazing basketball game. With eye popping graphics and silky smooth 60 fps, this game will make you feel like **you** are in the game. Hoop it up with **NBA 2K**.



Sega Visual Memory Unit
Play portable games on the VMU's LCD screen wherever you go and exchange game data with friends.





Sega Control Pad
This ergonomically designed, fully functional controller is absolutely the ultimate in control. Store high scores, character information and statistics.



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Title	ESRB Rating	Format	Availability A=Available CS=Coming Soon	Also Want
☐ Sega Dreamcast Sports Bundle	E	System	CS	☐ Control Pad
☐ Frogger 2	E	Dreamcast	A	☐ Control Pad
☐ Half-Life	M	Dreamcast	CS	☐ Official Strategy Guide
☐ Jet Grind Radio	RP	Dreamcast	CS	☐ Tremor Pak
☐ NFL 2K1	E	Dreamcast	A	☐ Official Strategy Guide
☐ Sega Marine Fishing	E	Dreamcast	A	☐ Dreamcast Fishing Controller
☐ Shenmue	T	Dreamcast	CS	☐ Official Strategy Guide
☐ SNK vs. Capcom	RP	Dreamcast	CS	☐ Control Pad
☐ Virtua Athlete 2000	E	Dreamcast	A	☐ Control Pad
☐ PlayStation 2	E	System	CS	☐ Multi-tap and DVD Remote Control
☐ Fantavision	E	PlayStation 2	CS	☐ Dual Shock Controller
☐ Gran Turismo 2000	E	PlayStation 2	CS	☐ PS2 Steering Wheel
☐ Orphen	RP	PlayStation 2	CS	☐ Hint Book
☐ Ready 2 Rumble Boxing	E	PlayStation 2	CS	☐ Multi-tap
☐ Tekken Tag Tournament	T	PlayStation 2	CS	☐ Official Strategy Guide
☐ PlayStation One	E	System	A	☐ Dual Shock Analog Controller
☐ Crash Bash	E	PlayStation	CS	☐ Official Strategy Guide
☐ Driver 2	RP	PlayStation	CS	☐ Steering Wheel
☐ Final Fantasy IX	RP	PlayStation	CS	☐ Official Strategy Guide
☐ The Grinch	E	PlayStation	CS	☐ Memory Card
☐ WWF: Smackdown! 2 (Know Your Role)	RP	PlayStation	CS	☐ Dual Shock Analog Controller
☐ Bond: The World Is Not Enough	RP	N64 & PlayStation	CS	☐ Official Guide
☐ Madden NFL 2001	E	N64 & PlayStation	A	☐ Game Shark Pro
☐ Spiderman	E	Nintendo 64	CS	☐ Expansion Pak
☐ WWF: No Mercy	RP	Nintendo 64	CS	☐ Game Shark Pro
☐ Legend of Zelda: Majora's Mask	RP	Nintendo 64	CS	☐ Expansion Pak
☐ Diablo 2	M	PC	A	☐ Homeworld Cataclysm
☐ MS Age of Empires II Collector's Edition	RP	PC	CS	☐ Metal Gear Solid v1.0
☐ Tony Hawk's Pro Skater 2	E	PC	CS	☐ Madden NFL 2001

I currently own these systems:

- ☐ Nintendo 64
- ☐ Sony PlayStation
- ☐ PS ONE
- ☐ PlayStation 2
- ☐ Dreamcast
- ☐ Game Boy
- ☐ Color Game Boy
- ☐ Personal Computer

3D Accelerator _____

RAM _____

Processor _____

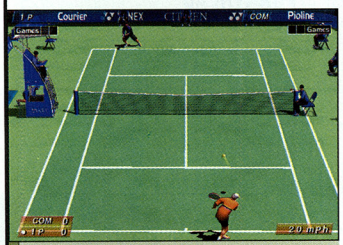
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VIRTUA TENNIS

Underhand Serve

Now you can serve like a wuss in the best tennis game ever made! All you have to do is press ↓ + A + X when serving from the near court and press ↑ + A + X when serving from the far court to perform an underhand serve. To get it to work, all three buttons have to be pressed at exactly the same time—so use the D-pad rather than the analog stick to try the serve. If it doesn't work, keep trying.



If you want the ball to go over the net when you hit an underhanded serve, just tap the buttons briefly instead of holding them down.

Hidden Characters

Unlocking the two hidden characters of King and Master can be a very trying experience, as you'll have to beat many different modes of this tough game—especially later on.

KING

Beat the entire World Circuit Mode.

MASTER

Beat Arcade Mode on Normal difficulty without losing a set.

Training Mode Bonuses

The unlockable secrets in *Virtua Tennis* are found only in the (often frustrating) Training Modes. There are no actual codes to unlock the hidden outfits in the game, but by beating level three in the various Training exercises—under specific conditions—they can be yours. Outfits include crazy duds like Hawaiian shirts and sunflower or tambourine rackets...and there's a camouflage outfit, a zebra outfit and even a fire outfit.

RETURN ACE OUTFIT NO. 21

Beat level three in two balls.

BIG WALL OUTFIT NO. 22

Beat level three with five seconds remaining.

BULL'S EYE OUTFIT NO. 23

Beat level three with 7,000 points.

CANNON BALL OUTFIT NO. 24

Beat level three with ten seconds remaining.

SMASH BOX OUTFIT NO. 25

Beat level three with ten seconds remaining.

DRUM SHOOTER OUTFIT NO. 26

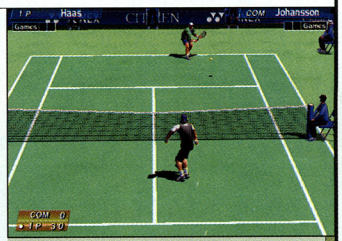
Beat level three with ten seconds remaining.

PIN CRASHER OUTFIT NO. 27

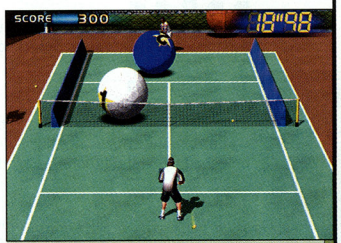
Beat level three with a strike in every frame.

GIANT BALL OUTFIT NO. 28

Beat level three with ten seconds remaining.



If you're trying to beat Arcade Mode to earn the title of Master—the best player in the game—you can't lose a single set. To make it easier, try pressing START on controller two every time it looks like you're going to lose the set. Then, just beat player two easily and start again from the last level played, until you beat it and eventually finish the Arcade Mode.



We'll be the first to admit that the challenges you have to beat to earn the hidden outfits are just about impossible—but if you've got a lot of time on your hands, gobs of luck and a high tolerance for frustration, then give 'em a try.

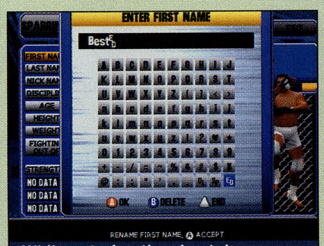
ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

Just imagine the fun you could have creating your own custom fighter if you had 999 skill points to work with! Well, you can stop dreaming: because we've got the code that wil give you just that. With 999 skill points, you can create a veritable super fighter. First, all you have to do is enter the Career Mode from the **Main Menu** and select **Make New Fighter.** After you select the fighting type, outfit and voice style you want your fighter to have, just highlight and select **Settings.** Now, enter the word "Best" as the first name—being sure to capitalize the first letter. Then enter "Buy" as the fighter's last name, again capitalizing the first letter. When you're done and you're back on the Settings screen, you'll notice that you now have 999 skill points. Now, go to it: make yourself a totally jacked-up fighter.



You have to change the first and last names to Best and Buy in the Settings screen.



While entering the cheat, be sure to capitalize the first letters of both entries.



When you return to the settings screen after entering the cheat, 999 Skill Points will be yours.

THIS MONTH

FEED YOUR CHEATIN' JONES

Virtua Tennis
Ultimate Fighting Championship 115

Hidden & Dangerous
WWF Royal Rumble
Bust a Move 2 116

Nightmare Creatures 2
Airforce Delta
Street Fighter 3: 3rd Strike
Ecco the Dolphin 117

BUST A MOVE 4

Bubble Busting Codes

Just like all the past *Bust A Move* games, *Bust A Move 4* has some secrets to unlock using codes that are entered at the title screen. As you enter codes you will hear a noise to let you know that you did it right.



Welcome to the launchpad for all of the cheats in *Bust-a-Move 4*. It only *looks* like a title screen.

Another World

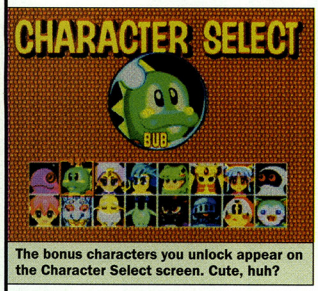
X, ←, →, ←, X

After you enter the cheat, choose **Puzzle Mode** and then select **Arcade**—and when you start, you'll have new backgrounds and all-new puzzles to play.

Bonus Characters

→, →, X, ←, ←

Unlock four additional characters to use; find them on the **Character Select** screen.



The bonus characters you unlock appear on the Character Select screen. Cute, huh?

Tarot Reading

↑, X, ↓, X, ↑

Unlocks a Tarot Reading mode in the **Options** menu. This is normally unlocked by beating the Story Mode.

Talk Demo

Enable the "Bonus Characters" and "Tarot Reading" codes. Then, press X, ↑, ←, ↓, →, ↑, X, ↓, ←, ↑, →, ← + X at the title screen. If you entered the code correctly, you will hear a sound. Enter the **Options** screen to access the new selection.

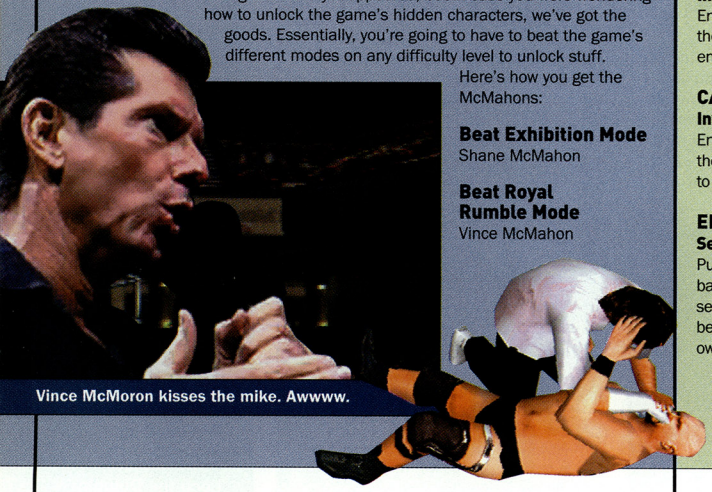
WWF ROYAL RUMBLE

Unlock A Couple Characters

No serious codes for this game have yet appeared, but in case you were wondering how to unlock the game's hidden characters, we've got the goods. Essentially, you're going to have to beat the game's different modes on any difficulty level to unlock stuff. Here's how you get the McMahons:

Beat Exhibition Mode
Shane McMahon

Beat Royal Rumble Mode
Vince McMahon



Vince McMoron kisses the mike. Awwww.

HIDDEN & DANGEROUS

Type Your Way To Victory!

The odd thing about using the *Hidden And Dangerous* codes is that you will need a Dreamcast Keyboard to enter them. It's worth the trouble of searching one out though, especially if you spent your hard-earned money on this difficult game and you actually want to finish it without wearing your nerves to bloody nubs.

Before you can enter any of the cheats, you must first enter the "Cheat Mode" code; the other cheats will not work without it. To enter the Cheat Mode code, enter the words **IWILLCHEAT** with your normal Dreamcast controller when prompted at the beginning of the game. For the rest of the codes, you must use the keyboard. Most cheats are entered on the pause screen you'll see when you pause by pressing **START**. The exception is the Big Head Mode, which is entered via the Dreamcast keyboard during the first part of the game—either when you auto-setup your team or after you've selected your team. You should also be aware that you will not see any text on the screen while you're typing in the cheats.

SHOWTHEEND
View The Ending
As soon as you type "D" the paused game will start to load the ending. Using this code will also end your game so be sure to save before you try it.

ALLLOOT
All Items
Enter while the game is paused using the keyboard to give yourself all the items in the game.

KILLTHEMALL
Instant Enemy Kill
Enter while the game is paused using the keyboard to be able to kill all enemies instantly.

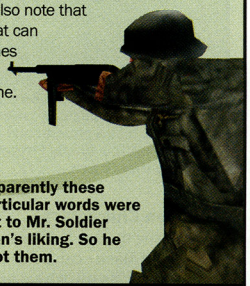
CANTDIE
Invincibility
Enter while the game is paused using the keyboard and you will never be able to be killed.

ENEMYB
See What The Enemy Sees
Puts a camera behind that various baddies in a level to see what they can see. Re-enter the cheat to switch between different baddies and your own characters.

ENEMYF
See Where The Enemies Are
Re-enter to switch between frontal views of the different bad guys in a level.

GOODHEALTH
100% Health
Enter while the game is paused using the keyboard to restore your own and your teammate's health.

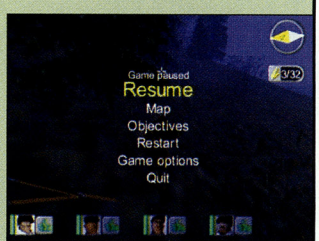
FUNNYHEAD
Big Head Mode
This is the only cheat that is not entered while the game is paused. Enter this one during the first part of the game when you auto-setup your team and after you've selected you team. You should also note that this cheat can sometimes crash your game.



Apparently these particular words were not to Mr. Soldier Man's liking. So he shot them.



Before any of the codes will work, you must first enter in a master code of sorts into the name entry screen at the beginning of the game using a standard Dreamcast controller.



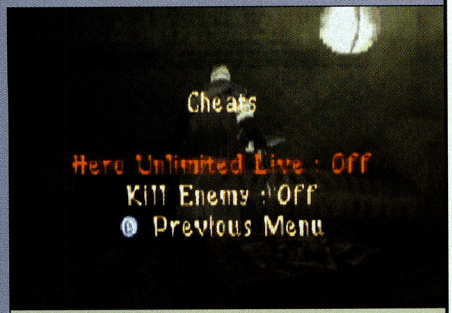
Once the Cheat Mode code is entered, start a game and then pause it. Using a DC keyboard, type in the cheat you wish to use. The letters you type will not appear on the screen, so don't screw up!

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N'MARE CREATURES 2

Scary Codes

We've got a couple of decent *Nightmare Creatures* codes for you this month, detailed below. You should also be aware that just as in many other Dreamcast games, you can press X + Y while the game is paused to get a clean pause screen. Also as in other games, you can put your *Nightmare Creatures* game disk into a PC and check out all kinds of cool stuff—like developer Kalisto's movie introduction to the game.



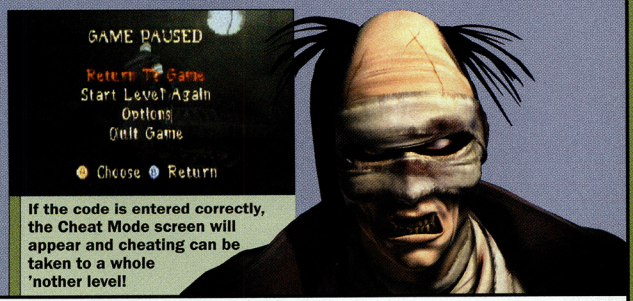
Enter the Cheat Menu code while the game is paused. It's your first step to totally conquering this game.

Full Health

This extremely useful cheat is so easy to figure out, it's barely classifiable as a code. Whenever you are getting low on health while playing the game, all you have to do is press and hold B + X + Y until your health bar is full again. That's right—just press and hold the top three buttons on your controller and your health bar will fill up again. You don't even have to pause the game!

Hidden Cheats Menu

If the simple Full Health cheat wasn't enough for you, then check this one out. Here's a very helpful cheat that gives you access to a **Cheat Menu** screen letting you turn on invincibility—along with an Enemy Kill feature that lets you kill baddies with just one hit. To get into the Menu, pause the game and press and hold L + R and then press ←, B, X, ←, B, X, ←, B, X, A, X. The Cheat Menu will automatically appear if you've entered the cheat correctly. Just highlight an option and press ← or → to turn it on and off.



If the code is entered correctly, the Cheat Mode screen will appear and cheating can be taken to a whole 'nother level!

AIRFORCE DELTA

Clean Replay Screen

To check out your replay of your last mission without the text that says "replay" at the bottom of the screen, just press and hold the X and Y buttons at the same time. No, it's not that big of a deal, but if you want a pure and unobstructed view of your exploits in the replay mode, this is the only way to do it. You can also press X + Y while the game is paused to get a clean pause screen...an undocumented feature possessed by most Dreamcast games.



Just press X + Y during your replay to remove the text from the bottom of the screen.

SF3: 3RD STRIKE



After you beat the game once using any character in the game, just press the START button while you select a character the next time you play, and his outfit will be colored differently. Ryu must have washed his nice white gi with his red bandanna to turn his outfit this shade of pink.

Additional Costume Colors

Those of you who already own *SF3: 3rd Strike* will have already completed the game at least once using one of the game's characters—which is all you need to do to unlock additional colors for each character's outfit. If you haven't beaten the game yet, make things easy on yourself and set the difficulty to the easiest level and set the rounds to one. Once you beat the game, just highlight any character and press and hold the **START** button while you select them with an action button to get an alternate costume color.

ECCO THE DOLPHIN

Dolphin Soccer

This is one hidden secret that is going to take a lot of effort, but the result is well worth it. Inside *Ecco the Dolphin* is a fun soccer game called the **Dolphin's World Championship**, which pits you against one of the warring clan members. The point is to push the large soccer ball into the hole in your opponent's area using your bottlenose. There is a time limit, and the biggest score earned before the time is up will win the game.

To unlock the soccer game and play it, you must first get to the **Powers of Levitation** level. Once there, swim to the large central building underwater and search around it until you find the **Information Shard.** From there, enter the central structure and cruise down the tunnel until you find an oval door near the bottom. Head through the passage which is split up by doors that dilate when you get near them so that you can pass through them. Ignore the side paths and just head down the tunnel to the chamber at the end. Inside is a Clan member and an air producer in the center of the room. Turn and face the entrance and you'll see an oval section of wall to the left that's moving a bit with the current. Swim through it and you'll find a secret room—inside is a Stealth power-up. Grab it and head straight back, and you'll find a pair of yellow lights at the back of the room. Touch your nose to the right one and you'll enter the soccer room.



In the dolphin soccer field the goals are holes in the ground and the walls are banked to help keep the action moving. At first this soccer game can be frustrating, but once you get the hang of it, the Dolphin's World Championship is addictive.



"Do you know ze dolfin? DOES HE CALL YOU AT 'HOME?!" —Ace Ventura

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> executive producer and a&r jordan schur

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Parting Shots

Blood, sweat, tears and 100% cotton...ingredients of genius. Your entries for Issue #7's *Make-a-Tony-Hawk T-Shirt* contest inspired both awe and indigestion—but four weeks of scrutiny and debate has given us a winner



The one that coats is the one that soothes.

WEEK ONE

Entries start rolling in. Early favorite is an original Powell-Peralta '89 World Tour from Chris "I skated with Steve Caballero and Bucky Lasek when you were in *diapers*, pal" Evans of Chapmansboro, TN. Awesome old-skool artifact. Also: Evan begins experimenting with the explosive potential of lactose intolerance mixed with lots of pizza.

WEEK TWO

Brad Potts of Norman, OK proves he is the world's best *Tony Hawk's Pro Skater* player, by sending a videotape of his 17,000,000 point score on the Downhill Jam. It takes nearly five minutes for the


Computer-generated goodness from Oklahoma.

points to add up at the end (look for his sneaky trick on our website). Evan declares Pepto Bismol to be one of the four major food groups.

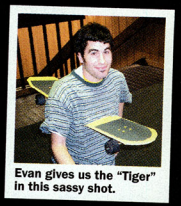
WEEK THREE

Front: "This shirt sucks." Back: "Skateboarding will never suck." Steve "I can't write my last name legibly but it may be Davâu" Davâu sends the best shirt of the week. Then: a *Tony Hawk's Pro Skater 2* build arrives in the office; all work *grinds* to a halt . Evan begins a Immodium AD IV drip, and resolves never to eat again. Again. The reality of doing an extra issue during what we usually call "downtime" hits. More *Tony Hawk* is played to compensate. Chris discovers a Carl's Jr/Green Burrito located



Steve Davau's shirt has it all up front, until you look at the back.

inside a gas station in South San Francisco. Eureka! The staff doesn't like eating at gas stations, but does anyway. Evan tries a bean and cheese burrito. We told him so.


Evan gives us the "Tiger" in this sassy shot.

WEEK FOUR

We finally get the *Ultimate Skateboard T-shirt* (modeled here by Evan). Unfortu-nately, Evan misplaces the box during a dash for the bathroom, so we're in the dark about who to award the prize to. Hey: if you sent this board-shirt-thing to us, write to Evan Shamoon, c/o **ODCM**, 150 North Hill Drive, Brisbane, CA 94005. And give us some construction details so we know it's really you. Congrats!

QUESTION OF THE MONTH

How can you tell you're on vacation?

Dan: By all the fudge and taffy shops.
Dina: My shoes get even taller.
Fran: I am wonderfully alone.
Chris: I am eating lobster on the Cape.
Evan: You wake up, handcuffed to a urinal in Tijuana with a sock in your mouth. But it's not your sock..
Dave: Your sock is missing, and you can't find Evan...

Next Issue

So good it feels illegal!

Dreamcast GD-ROM INSIDE!

Issue #10 with GD-ROM On sale November 28th!

MASSIVE RPG SPECIAL!

RPG fans, your heads will explode! We rate two of the year's biggest RPGs, **Grandia II** and **Skies of Arcadia,** in in-depth, feature-length reviews. *Plus:* What's on the RPG horizon!?



REVIEW OVERLOAD!

The holiday season is close enough to smell: so we're getting plowed under by the number of excellent (and not so excellent) games hitting Dreamcast. We tell you which games you must buy and which games you must destroy.



. . . And more!!

- **Forbidden Games** *Exposed!*
- **Holiday Buyer's Guide** *Cool!*
- **24 hours of Le Mans** *Hardcore!*
- **Scads of games** *Demoed!*

*Miss it and forever languish in Poe-etic melancholy. **Content (but not quality) of issue subject to change depending on Evan's milk consumption.

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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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MATURE M — Animated Blood, Animated Violence — ESRB

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