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Dreamcast

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PLUS EXCLUSIVE SHOTS FROM THE FOLLOW-UP, *CODE: VERONICA*

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FIRST REVIEW OF *RESIDENT EVIL 2* AND SHOTS OF *CODE: VERONICA* • PLAYING GUIDES TO *SOUL CALIBUR, EVOLUTION* AND *UEFA STRIKER* • DC'S BI

TWO AWESOME PLAYABLE DEMOS!



RE-VOLT

EXCLUSIVE PLAYABLE DEMO

Re-Volt gives you the chance to relive your childhood by racing super-fast, remote-controlled cars, but this time without the worry that they might get squashed by a real car or stolen by the neighbourhood bully. In this demo, you get to race around the full Toys In The Hood track from the game, using one of two cars: the RC Bandit or the Sprinter XL. The track's set on a housing estate, with you battling against eight other cars as you career around corners at break-neck speeds!











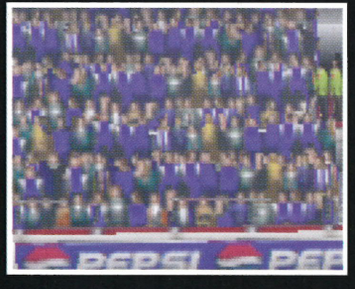
SEGA WORLDWIDE SOCCER 2000

EXCLUSIVE PLAYABLE DEMO

Judge Sega's footie sim for yourself with this exclusive playable demo in which you can play a one or two-player game in exhibition mode. You can choose from three veritable titans of the European game – Arsenal, St Etienne or Sampdoria – and since the demo is strictly one game you're able to emulate the Gunners' performance in the Champions' League. You can also change the weather conditions, and choose whether to play in the daytime or at night.









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CRAZY TAXI

MOVIE

You might think cabbies are dangerous drivers, but in this game you're soon able to do even worse. *Crazy Taxi* is set to be one of this year's big Dreamcast games. See what all the fuss is about by taking a look at our exclusive footage.





RAYMAN 2

MOVIE

Unless you're new to gaming, you'll already be aware of Ubi Soft's colourful Rayman character. He's making his way to Dreamcast very soon with an action-packed 3D romp. See what you think of this sneak preview.



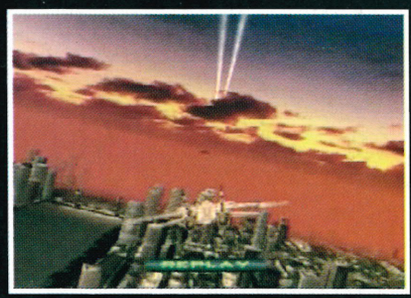


DEADLY SKIES

MOVIE

Deadly Skies is Dreamcast's first air combat game for those of you who thought *Aero Wings* wasn't bloodthirsty enough, and this movie gives you a taste of its high-adrenalin airborne action. So chocks away, throttle up to the max, and take off for a look at what it's all about.











13.01.2000

IT'S ONLY A BLOODY GAME



The first bloody game I ever played was a beat 'em up from Palace Software called *Barbarian*. There's a screenshot of it on page 17. Even back then it wasn't a very good game, but it stirred up a phenomenal amount of media attention. Looking at that screenshot now, I can't believe how much fuss it caused and how sensational it seemed at the time. Back in those pixelated days when you had to work hard to distinguish the blood from the background scenery, it seemed a laughable title, evoking merriment rather than shock.

It's more than ten years since I've played *Barbarian*. There have been oceans of blood spilt in that intervening period. Games like *Mortal Kombat* and *Nights* even prompted senate hearings in the States, and there were fears that some sort of prohibition might be introduced. As usual with these things, the people making all the fuss had never held a game controller in their lives. If they had then they'd probably have scurried off in an embarrassed silence. Nothing really came of those hearings, apart from a determination to keep violent software out of the clutches of The Kids.

For all those spilt entrails, severed limbs and splattered organs, violent games haven't really progressed much. Sure, the graphics have improved massively and the sound effects can send a shiver down your spine, but they don't shock. The last genuinely shocking title I played was a PC game called *Kingpin*. It shocked because it felt so *real*. The characters talk to you, they have individual characteristics, they feel like real people. When you take a crowbar to someone's head or put a shotgun blast through their stomach, there's a palpable sense of guilt, a feeling that you've broken that most sacred of laws.

Kingpin is unlikely to be released for Dreamcast, but yesterday's ground-breaking title is always tomorrow's cliché. As our feature on page 8 reveals, developers have woken up to the fact that it's not blood and gore alone that scares people, and they're bringing new ideas into today's Dreamcast games – ideas that will have you on the edge of your seat.

It's not difficult to imagine the sort of games that will be shocking us in another ten years. If there's one thing that our feature reveals, it's that developers know they need to create characters with whom we can identify, they need to create atmosphere and deliver a sense of foreboding; blood and gore is just the icing on the cake. The realism of *Kingpin* is just the start. In another ten years we'll be laughing at the screenshots in this month's issue and wondering how publishers ever had the audacity to think we'd buy their game just because of the red stuff. What a wonderful moment to look forward to.

All the best,
Mark Higham, Editor-in-ChieF


M.MOLYNEUX 1999
SOUL FIGHTER
魂
TOKA
piggyback
MINDSCAPE
ENTERTAINMENT



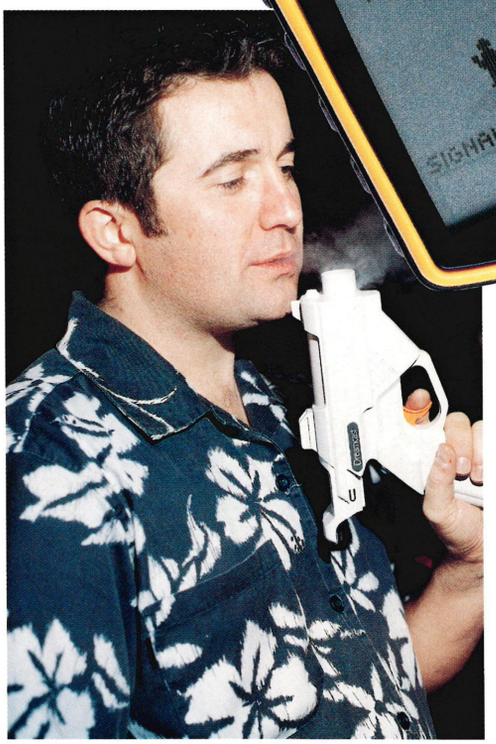
This image is composed from less than 1% of the gameplay in Soul Fighter.™ Heaven only knows what the other 99% is like.
Free-roaming, next generation Soul Fighter.™ Conceived for Dreamcast.™ Destined for greatness.

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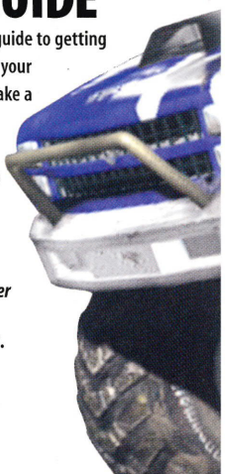
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The views expressed in this publication are those of the authors and do not necessarily represent the views of the Sega group.

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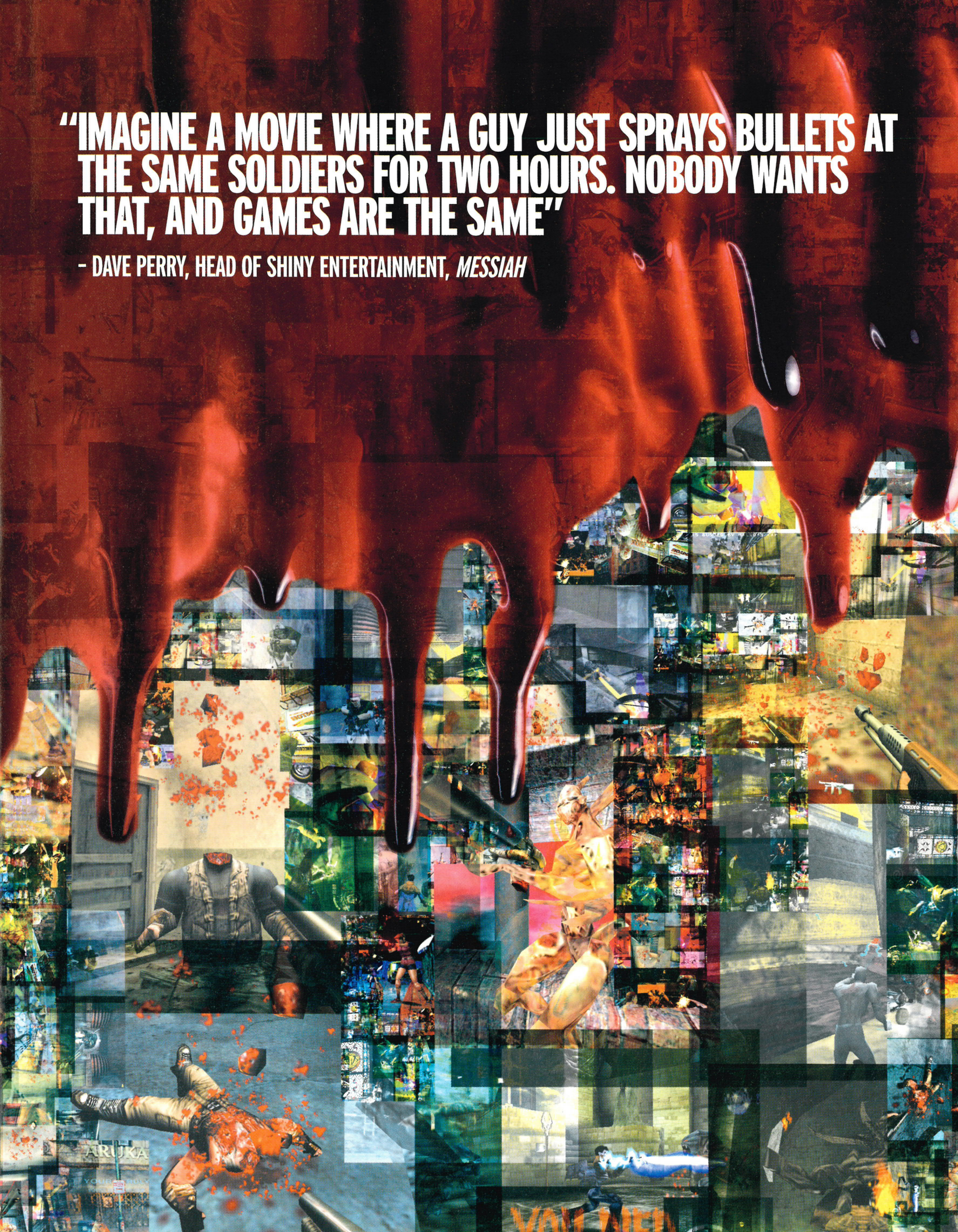


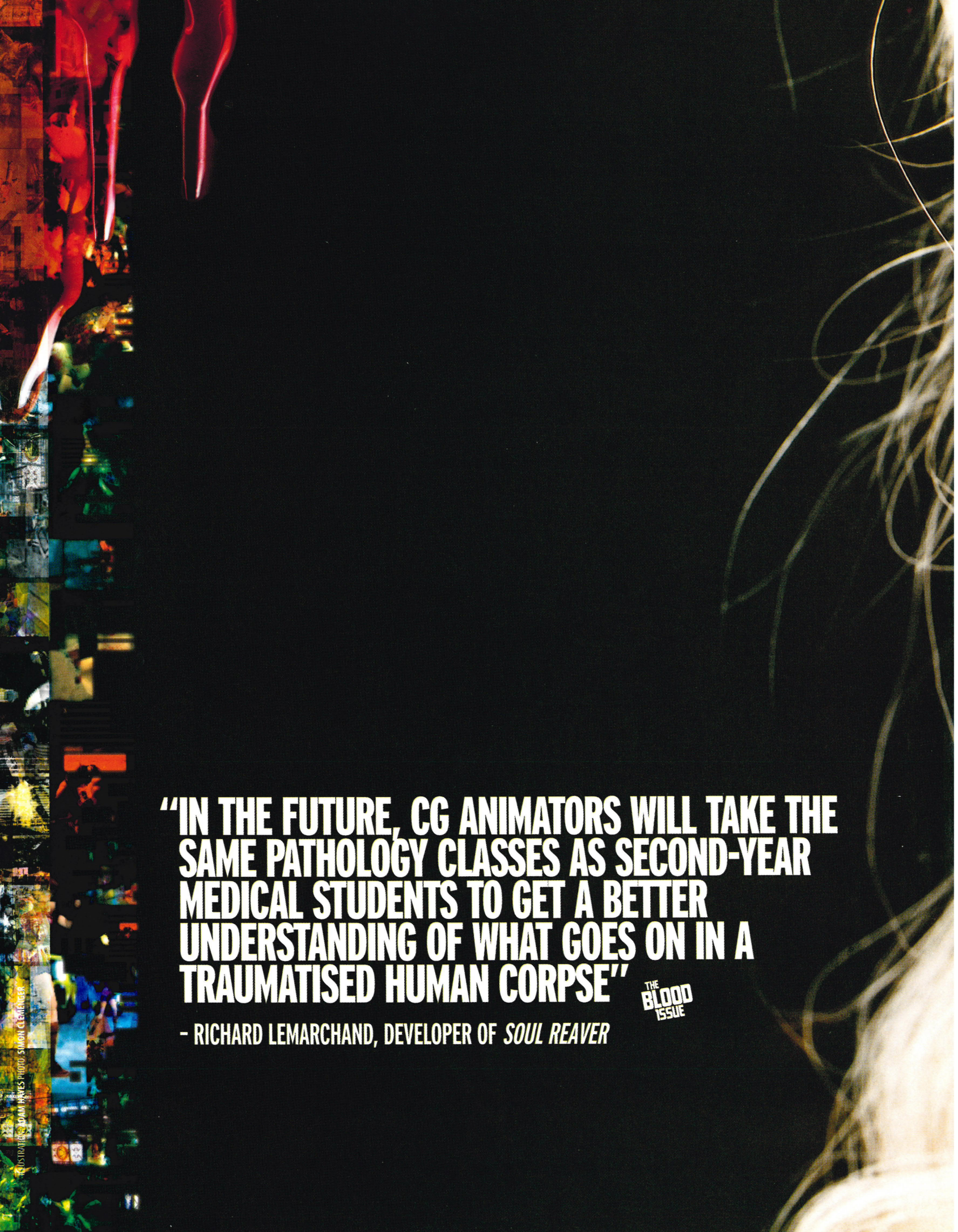
◁ "Well hello, boys." *Soul Calibur*'s Xianghua is a lovely little mover. Find out more. Page 102.

THE BLOOD ISSUE



ILLUSTRATION BY ADAM HAYES


"IMAGINE A MOVIE WHERE A GUY JUST SPRAYS BULLETS AT THE SAME SOLDIERS FOR TWO HOURS. NOBODY WANTS THAT, AND GAMES ARE THE SAME"
- DAVE PERRY, HEAD OF SHINY ENTERTAINMENT, *MESSIAH*



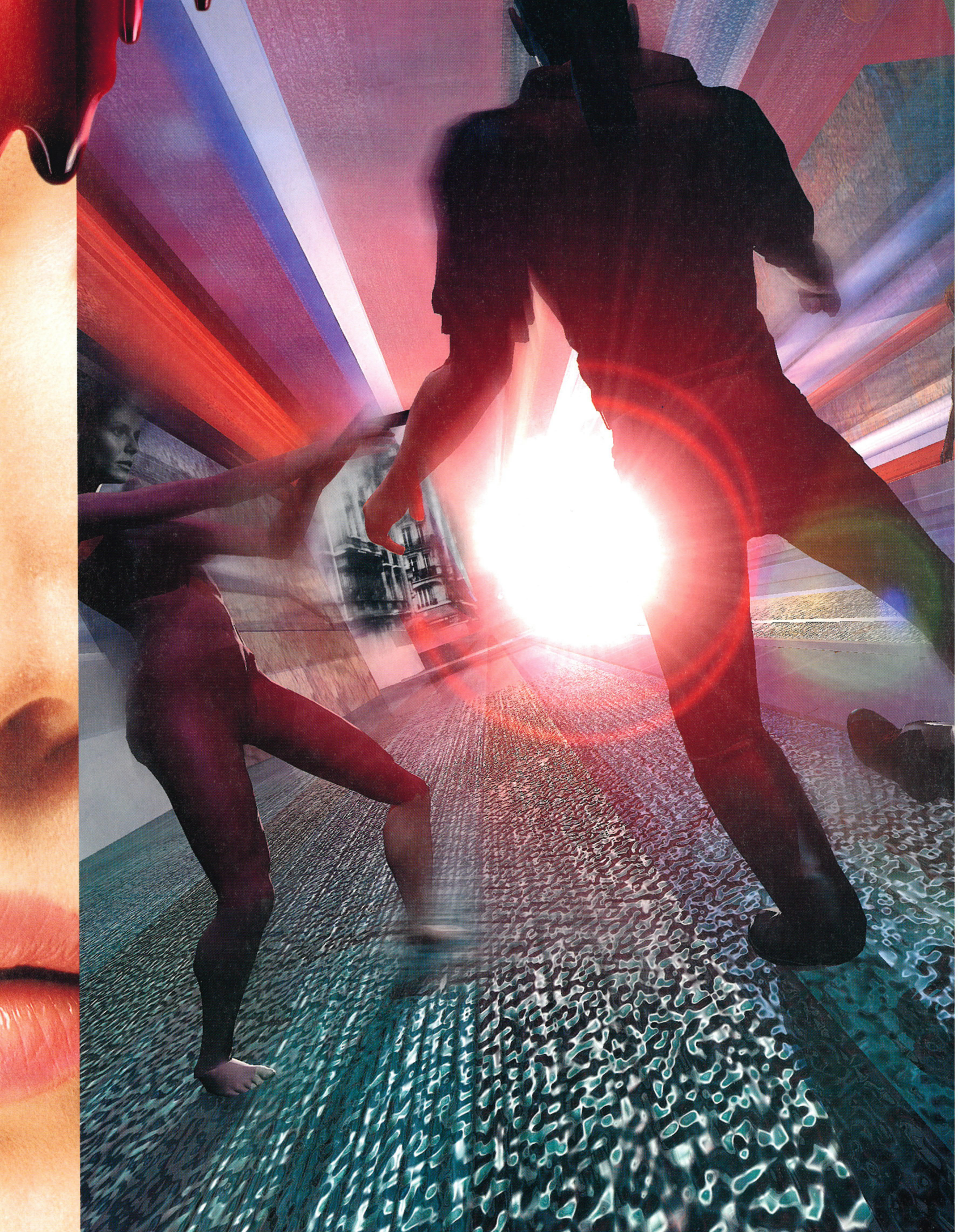
"IN THE FUTURE, CG ANIMATORS WILL TAKE THE SAME PATHOLOGY CLASSES AS SECOND-YEAR MEDICAL STUDENTS TO GET A BETTER UNDERSTANDING OF WHAT GOES ON IN A TRAUMATISED HUMAN CORPSE"

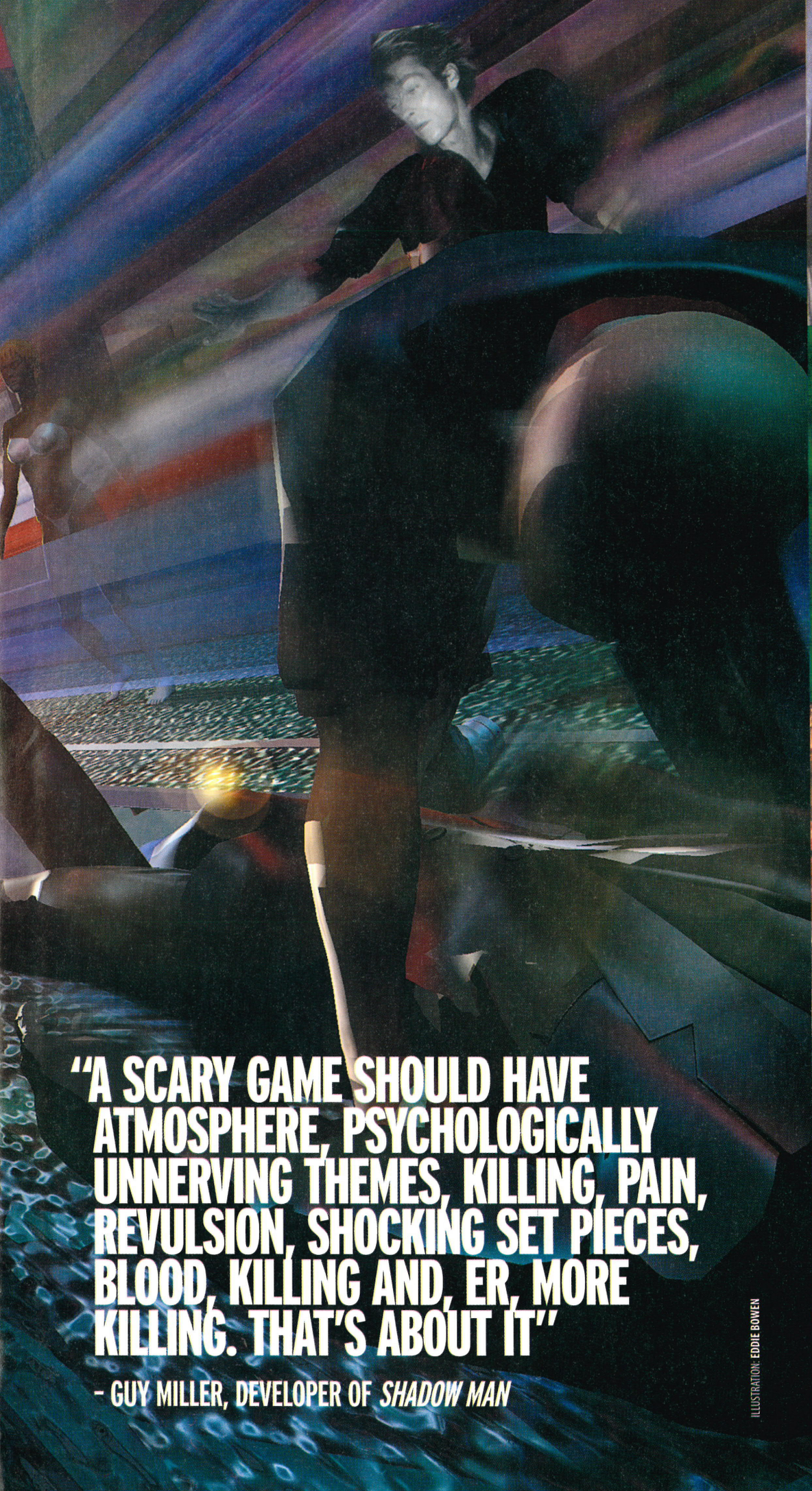
THE BLOOD ISSUE

- RICHARD LEMARCHAND, DEVELOPER OF *SOUL REAVER*

ILLUSTRATION: ADAM HAYES PHOTO: SIMON CLEMINGER











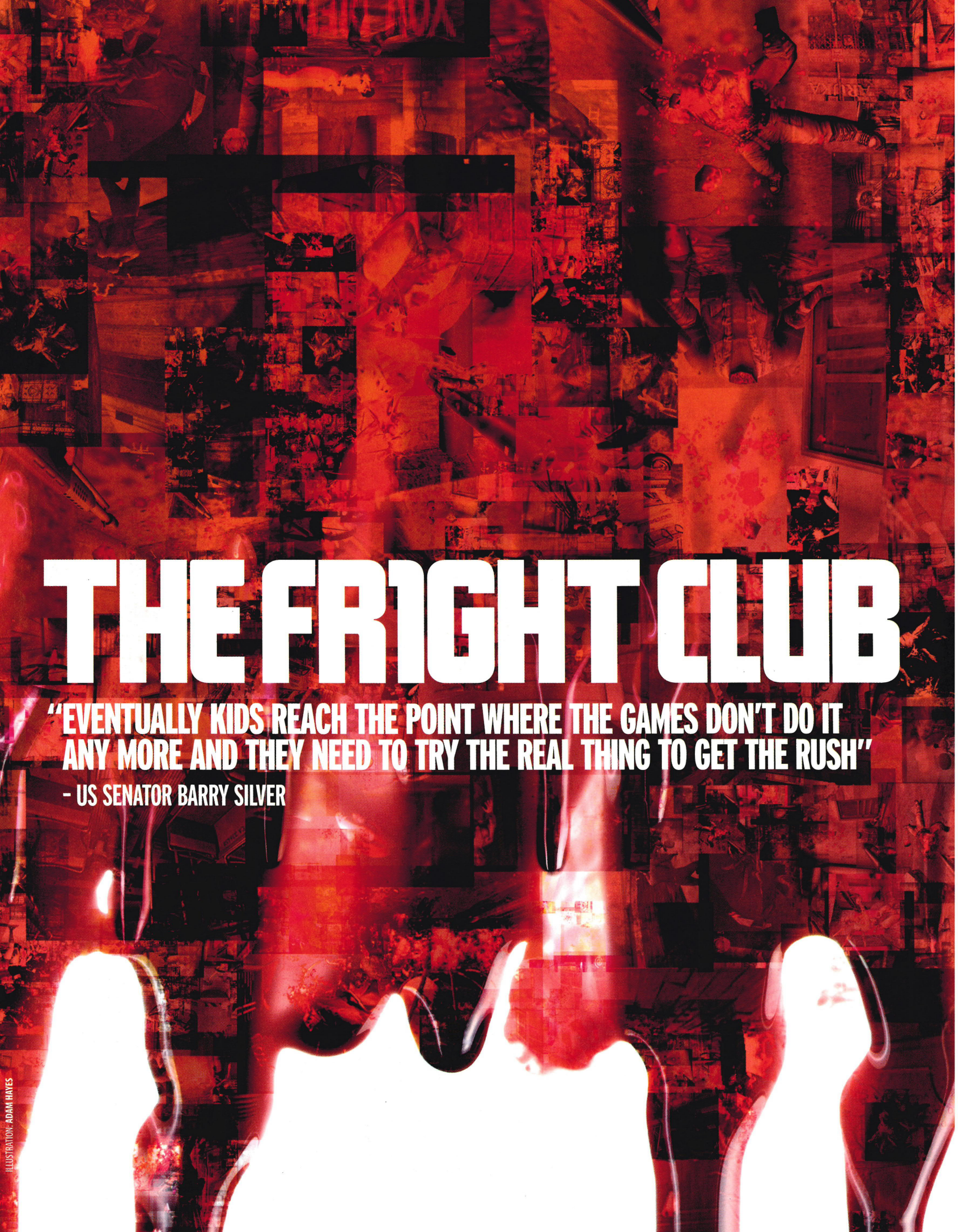




"A SCARY GAME SHOULD HAVE ATMOSPHERE, PSYCHOLOGICALLY UNNERVING THEMES, KILLING, PAIN, REVULSION, SHOCKING SET PIECES, BLOOD, KILLING AND, ER, MORE KILLING. THAT'S ABOUT IT"

– GUY MILLER, DEVELOPER OF *SHADOW MAN*

ILLUSTRATION: EDDIE BOWEN



THE FRIGHT CLUB

"EVENTUALLY KIDS REACH THE POINT WHERE THE GAMES DON'T DO IT ANY MORE AND THEY NEED TO TRY THE REAL THING TO GET THE RUSH"

- US SENATOR BARRY SILVER

ILLUSTRATION: ADAM HAYES



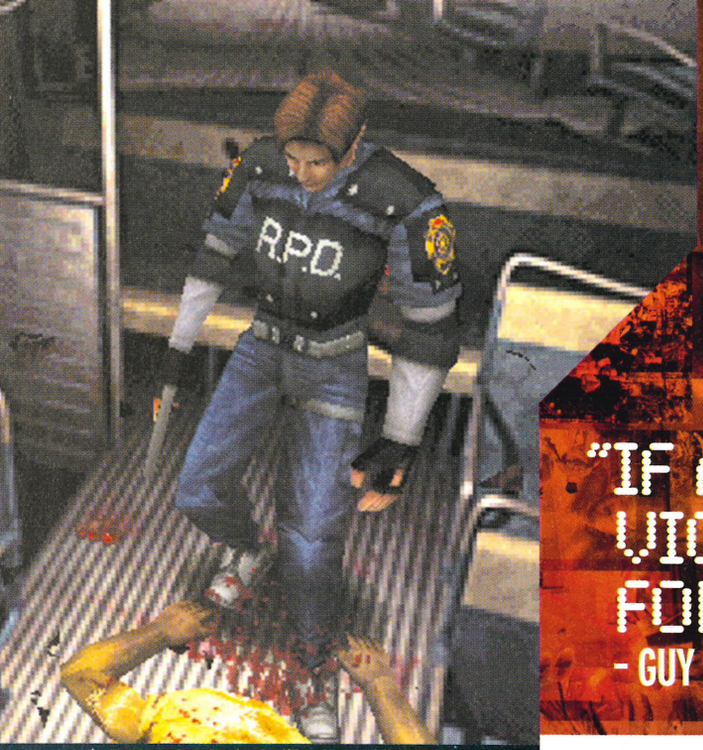
GAMES THAT ARE SCARY, VIOLENT OR GORY HAVE ALWAYS BEEN POPULAR ACROSS ALL FORMATS, AND DREAMCAST IS NO EXCEPTION. **STUART DREDGE** EXAMINES WHY WE LIKE OUR INTERACTIVE ENTERTAINMENT TO SHOCK

THIS WEEKEND, most of the people reading this article will kill someone. Kill many people, in fact, in a variety of gruesome ways. You'll shoot most of them, but some you might stab, strangle, dismember, blow up or batter with a blunt object, depending on your mood. And after all that, on Monday morning you'll carry on your normal life as if nothing has happened. Your secret life will stay a secret.

Okay, so you've sussed that I'm not talking about real life. If you haven't, and you've been nodding as you read the first paragraph, you should probably give yourself up to the police now.

I'm talking about games. Violence makes up a sizeable part of many of our favourite games, but since we're adults we're able to draw a clear distinction between virtual reality and real life. Except in desperate situations, most of us would never wilfully harm another human being. However, when it comes to games we take active pleasure in it.

That's why this isn't an article accusing violent games of turning you into a crazed psychopathic murderer – we'll leave that sort of thing to *The Daily Mail*. And we're not really focusing on the issues surrounding kids' access to violent games, as that's another feature entirely. This isn't an article attacking game violence, or even an article



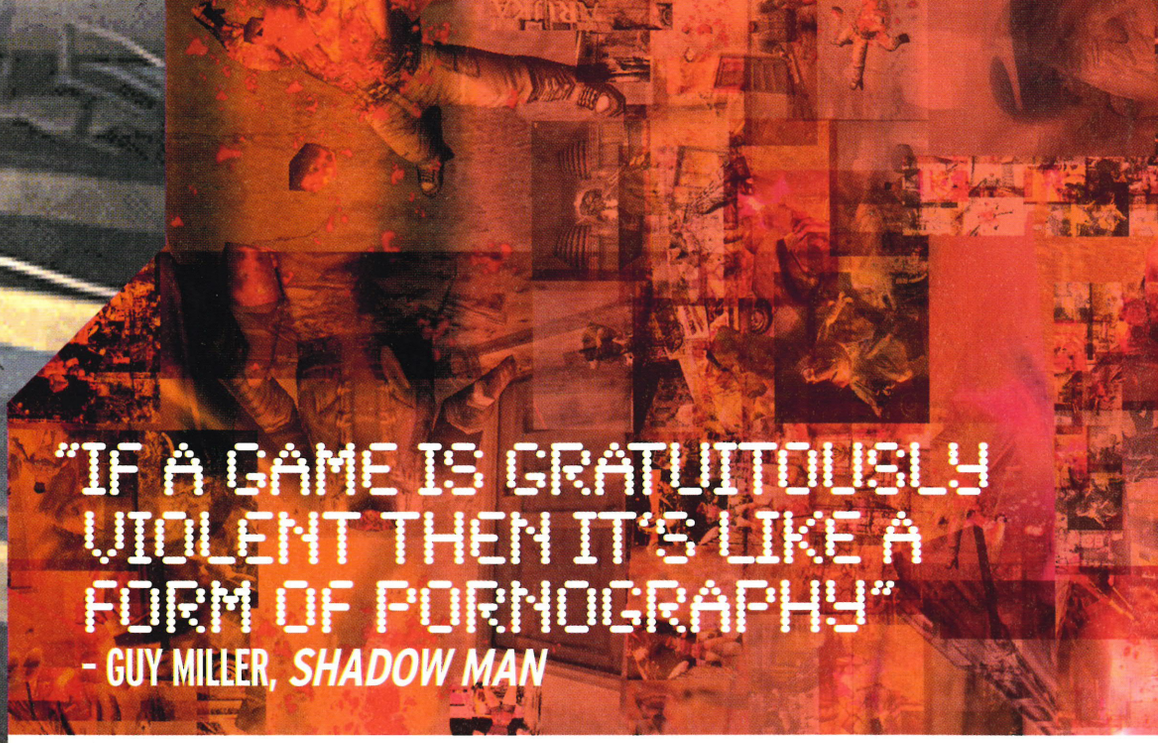
△ Just another day in the life of a zombie-slaying gamesplayer, doing his duty. With a big gun.



△ *House of the Dead 2* is another game where you get to shoot people's faces, but as they're zombies, it's okay. Isn't it?



△ *Shadow Man* does feature gore, for sure, but it's more notable for its gripping atmosphere of suspense.



"IF A GAME IS GRATUITOUSLY VIOLENT THEN IT'S LIKE A FORM OF PORNOGRAPHY"

- GUY MILLER, *SHADOW MAN*

defending it, it's an article about games violence, where it's going and how we relate to it.

Talk to anyone in the industry and they'll tell you that games have always had a strong element of violence. The early programmers might not have had the technology to create crimson-soaked splatterfests – you try and create realistic-looking blood on a Spectrum – but they did recognise that many gamers, once they get hold of a joystick, derive a lot of pleasure from killing things. We might see those early days as ancient history, but gamers in the late seventies were getting the same visceral thrills from shooting pixelly space invaders as we do from blowing zombies away in *House Of The Dead 2*.

Early computers and consoles simply didn't have the processing oomph to put explicit violence on the screen with any degree of realism, but if you think *Mortal Kombat* was the first game to get flak for being gory then think again. In the mid-eighties, a beat 'em up called *Barbarian* caused a moral panic simply because it enabled you to lop your opponent's head off. After being attacked in the tabloids, the game predictably went on to be a best seller. Ever since, publishers have been keenly aware that violence plus controversy equals shedloads of sales. *Mortal Kombat* later benefited from the same thing: its infamous death moves fuelled a storm of protest, and sent it rocketing to the top of the charts.

The last few years have seen more and more violent games hit the shelves, and for a couple of reasons. The first is new graphics technology. Whether you're playing on Dreamcast, another console or a PC with a ninja graphics card, games look more realistic than ever before, especially in terms of violence. Characters can bleed and bruise like in real life, bones can break and intestines can ooze in even better hi-res glory than ever. We've come a long way since *Barbarian*.

BOYS TO MEN

The second reason we've been seeing more violent games relates to the changing nature of the games market and gamers themselves. "All those ten-year-olds who discovered the Commodore 64 in 1982 are now 27 years old and still playing," points out Dave Clark of SCI, publishers of *Carmageddon*. "This is truly a mass-market industry that now needs to cater for the tastes of all age groups."

Put simply, there are more adults playing games now than ever before. Games used to be primarily a pastime for boys in their early teens, to be abandoned when they discovered the heady delights of girls, parties and alcohol. That's all changed. Nowadays, the average age of PC gamers is 28, while for consoles like Dreamcast and PlayStation it's 22. The games industry has noted the trend with interest. "Gamers are much older now," says Michael Rawlinson, general manager of ELSPA, the publishers' trade body. "They're more responsible and able to cope with violent content if it's in games they choose to buy."

Although there are still millions of teenagers playing games, there are now also millions of over-18s. They're not just more able to cope with violent content, many of them actively want it, and don't see why they shouldn't be able to have it. "We've all grown up, and we want to see more challenging subjects in the products we buy," says Guy Miller, producer of the creepy *Shadow Man*. "We get those subjects in films, so why not in videogames?"

However, there's another important trend at work in the games scene. There may be more violence appearing in games, but our attitude towards it has matured – we know that violence alone is not enough to make a good game. "If everything in a game is unremittingly ultraviolent, then it's only slightly less flat and dull than a game with no exciting action or spectacle," claims Richard Lemarchand, lead designer on the bloody vampire epic *Soul Reaver*.

Guy Miller agrees: "If a game is gratuitously violent – if violence is all that game is about – then it really is like a form of pornography. If you're not an obsessively masturbatory porno freak, you'll get bored."

Basically, those of us without hairy palms want our virtual entertainment to be more sophisticated, to draw us in and immerse us in a truly absorbing experience. Sure, violence might be an important part of that experience, but it has to be in a proper context and backed up by a decent game. It's the same with every medium. "Imagine a movie where a guy just sprays bullets at the same soldiers for two hours," points out Shiny Entertainment's Dave Perry. "Nobody wants that, and games are the same."

Look at titles like *Metal Gear Solid* on PlayStation, or *Kingpin* and *Half-Life* on PC (the latter is coming to Dreamcast later this year). They include varying

HISTORY IN THE MAKING

Over the years developers have provided progressively more messy ways to kill. here's our guide to the 12 most important violent games ever



SPACE INVADERS 1978

The grandaddy of them all. It was created by Japanese programmer Toshihizo Nishikado. When released it became a craze all over the world, but many parents believed it would poison their kids' minds and lead them into bad ways. One town in Texas even tried to ban it. Americans, eh?

http://spaceinvaders.retrogames.com/



WOLFENSTEIN 3D 1992

If you're a hardcore *Quake* fan, this is where it all started. *Wolfenstein* was one of the first real-time first-person shoot 'em ups to reach a large audience, paving the way for *Doom* and all the others. You got the first few levels free as shareware, and the Nazi theme whipped up a fair bit of controversy. Banned in Germany.



GOLDENEYE 1997

N64-owners still rhapsodise about the qualities of this action/adventure, and it's since influenced the development of many games. Included here for its well-implemented sniper function (see the *MDK* games) which will be the next big trend in games. A Kennedy Assassination game? It could happen.

www.nintendo.com/goldeneye007



BARBARIAN 1987

Barbarian was a fairly mediocre beat 'em up but it had one thing going for it – you could chop your opponent's head off. A goblin would then stroll on to drag away the corpse, kicking the severed head along like a football. This, allied to the presence of a page three girl on the packaging, led to predictable tabloid outrage – and major sales.



DOOM 1993

It wasn't the first, but *Doom* was the catalyst for the huge boom in first-person shooters. Minimal plot – adrenalinised run'n'shoot action – bolstered by a fantastic multiplayer deathmatch mode. It didn't cop much flak at the time, but the genre has since been blamed for a series of violent incidents.

www.doomnation.com



CARMAGEDDON 1997

There had been violent driving games before this but *Carmageddon* was the one that took the idea and ran with it. Yes, there probably was a plot, but the fun was in squealing around town taking out passers-by. The first version featured zombies, but a patch reinstated red-blooded humans.

http://jnent.com/haaay/temple.htm



OPERATION WOLF 1987

Op Wolf was the first arcade game to come with a light-gun *and* be massively popular. Two players could play at once, scrolling through levels shooting enemy soldiers as well as chucking the odd grenade. Its success led to more gun games, often condemned for supposedly teaching innocent kids to shoot. Yeah, right.



DUKE NUKEM 3D 1996

Duke started life in some ace 2D platform games on PC, but was rounded out for this 'adult' FPS. Not that violent, but has been cited in a couple of real-life cases, including one recently where a Brazilian medical student who shot up his local cinema was supposedly copying the game.

www.dukenation.com



GRAND THEFT AUTO 1998

More cars and violence, but this time spiced up with a theme of organised crime. You steal cars, commit crimes and earn loads of money. Okay, so you can get busted by the cops, but otherwise it's a violent ad for the notion that crime does pay. Cue controversy in the press, massive sales etc.

www.grandtheftauto.com



MORTAL KOMBAT 1992

Mortal Kombat wasn't the best beat 'em up ever made, but when it came out, its splattering blood and gory death moves caused an immense stir. Bearing in mind this was the first game where you could rip your opponent's spine out, it's no surprise that the media leapt to condemn it. Has since spawned increasingly dull sequels.

www.mknightmares.com



QUAKE 1996

We don't want to give the impression that the only games in recent years worth mentioning are first-person shooters – just most of them. *Quake* was the follow-up to *Doom*, looking much better and sparking off a million online deathmatches. Yet another game accused of fostering killer instincts in The Kids – only in the US, obviously.

www.planetquake.com



KINGPIN 1999

Universally acclaimed as the most violent game ever – so far. *Kingpin* sees you stalking the streets beating people up, basically, in an effort to rise through the organised crime ranks to become the Kingpin. It features brutally realistic violence – often against women – making it a truly shocking experience to play, even for hardened gamers.

www.planetkingpin.com

• *Well, that's our 12, and a very arbitrary 12 it is too. Which games do you have fond (or otherwise) memories of for their violence? Write in with your suggestions and tell us why they're so memorable, and we'll print the best. Email us at Letters@dreamcastmag.co.uk, using the subject heading 'My bloody games'.*



VOODOO HOODOO

Shadow Man is a potent combination of gory violence, the occult and undead serial killers. Another example of developers watching *Brookside* for inspiration, then

Voodoo has been a fertile source of inspiration for literature, films and games alike in the past. There's something about the subject that's guaranteed to send a chill down the necks of otherwise unflappable adults. Developers Iguana are hoping to take full advantage of this with the DC conversion of *Shadow Man*, their third-person 3D action/adventure title. It's already been scaring the pants off PlayStation, N64 and PC owners.

It's safe to say that *Shadow Man* isn't a game for kids. That's borne out by the game's content: it's not a gore-fest, but there are scenes that may well have your stomach churning. According to producer Guy Miller, *Shadow Man* is not gratuitously violent: "It is violent, but the violence is in context and therefore justifiable. The end justifies the means. Shadow Man is trying to stop the Apocalypse, and to do this he has to kill bad people – serial killers. It's a totally moral thing to do."

Iguana didn't develop *Shadow Man* as a vehicle for lashings of gore, it sprang from an idea about what would happen if serial killers came back from the dead. However, midway through its development, outside events conspired to affect the game's tone. "Some fool in America decided to shoot a bunch of schoolmates as *Shadow Man* was due to be released," remembers Miller. "Everyone there started running around waving their hands in the air and blaming violence on videogames instead of on the availability of guns."

According to Miller, the game's violence then became an issue, and Iguana were asked to reconsider aspects of *Shadow Man*. He remains tight-lipped about what was taken out, however, for fear that "you might go and shoot the people in your office if I tell you!"

If *Shadow Man* is one of DC's scariest games, it's due less to the violence than to its brooding atmosphere. It's the threat of violence, not the violence itself, that freaks you out. Which Miller recognises when asked what he thinks makes a game scary: "A scary game should have atmosphere, psychologically unnerving themes, killing, pain, revulsion, shocking set pieces, blood, killing and, er, more killing. That's about it."

• *We reviewed Shadow Man last issue and gave it 6/10.*

BACKGROUND ILLUSTRATION: ADAM HAYES



△ Marilyn Manson also copped blame for Columbine.



△ Eric Harris and Dylan Klebold: influenced by games?

RAISING HAVOC

Do violent games really inspire people to kill in real life? In the US, the debate rages on

In the last couple of years, the American games industry has come under fire over violent games, mainly because of a few high-profile massacres in high schools. The most infamous happened earlier this year at the Columbine High School in Colorado. Two students, Eric Harris and Dylan Klebold, strolled through the school shooting fellow students and a teacher before committing suicide themselves. After the event, media attention focused on the fact that the two boys had been avid players of *Quake* and *Duke Nukem 3D*, as well as having listened to the music of Marilyn Manson – a "cross-dressing, long-haired tattooed Satanist", according to *The Sun*.

The ensuing debate about 'the culture of violence' reached the highest levels. "When there are videogames that you win based on how many people you kill, then I think the evidence is absolutely clear," said Hillary Clinton. "Our children become desensitised to violence and lose their empathy for fellow human beings."

These views were restrained compared to what some campaigners were saying. "These violent videogames are training grounds for mass murderers and psychopaths," thundered one senator. "Eventually kids reach the point where the games don't do it any more and they need to try the real thing to get the rush."

Naturally, many anti-games campaigners tactfully ignored the role of the United States' gun culture, where the right for any paranoid redneck to bear arms is enshrined in the constitution. In the US the gun lobby is currently much more powerful than the games industry, meaning that the fallout from incidents like Columbine can be diverted onto titles like *Quake* and *Duke Nukem*. "It's easier to attack games than it is to take guns from people's hands," says Dave Perry. "Over here some people actually have stickers on their trucks saying: 'You will have to take my gun from my cold, dead hand!' What sort of message is that?"

The sad truth is that many people prefer to foist the blame onto something that can be switched off – be it games, films, music or whatever – rather than on guns, which are such an important part of US culture. Expect the issue of violent games to be further in the spotlight this year – there's a presidential election coming up, after all, and it's an easy vote-winner.



AGE RAGE

To protect youngsters from seeing too much violence, games have age ratings. But how does the system work?

By law, all films and videos must have an age rating, and the process is overseen by the British Board of Film Classification (BBFC). However, as the law stands, games have always been exempt from this system; in the old days you could buy any game no matter how old you were. However, in 1992 a game called *Night Trap* was released for the Sega Mega-CD system. The game featured violence against scantily clad young women, and included grainy FMV scenes that were advanced for the time. A scandal ensued, with campaigners calling for a change in the law to force all games to be rated by the BBFC.

To stave off this threat, ELSPA, the games industry trade body, set up its own voluntary system. "We were already looking at ways to introduce a voluntary scheme, and when we told the home office about it they were very enthusiastic about its introduction," remembers ELSPA general manager Michael Rawlinson. ELSPA got together with the Video Standards Council (VSC), to oversee a voluntary ratings scheme, and the system has remained pretty much unchanged since.

How does it work? When a game is ready for release, its publisher fills in a form from the VSC. The form asks questions about the game's content, checking for violence, sex, swearing, drugs and so on. It also tells the publisher what rating to expect, so in effect, they're rating it themselves, although the VSC automatically checks any game that's down as a 15+ or 18+.

That's not the whole story, though. Games can lose their exemption from the BBFC ratings system if they contain certain things. If so, the VSC passes them to the BBFC for a 'proper' rating. What kinds of things? It's fascinating to see the list: human sexual activity, and acts of force or restraint associated with it; mutilation, torture or other acts of 'gross violence' towards humans or animals; human genital organs, urinary or excretory functions; and anything that's likely to be useful when committing crimes. Games that may encourage human sexual activity, gross violence and criminal offences also go to the BBFC.

As you can see, it's not straightforward deciding whether a game fits these characteristics. For example, what's the difference between violence and gross violence? The VSC's Ian Muir is the man who has to decide, and he says that "it depends on how clear it is. If you see someone having their throat slit slowly in close-up, or if you see someone get shot at close range, then that's gross violence. If you see it from a distance, though, you can argue that it's not gross. It's a fine line."

You might expect the law to offer guidance but it doesn't. Muir explains: "Everyone assumes that once an act is passed in parliament it becomes law. That's not the case. The law is made by the courts, and so far we haven't had a single case."

As time has gone by it seems that standards have changed. "As a society, we're constantly developing and reassessing our judgement of what is acceptable and what is not," says Rawlinson. "There are things in games and on our TV screens today that Mary Whitehouse would have gone mad at in her heyday. But society has moved on since then."

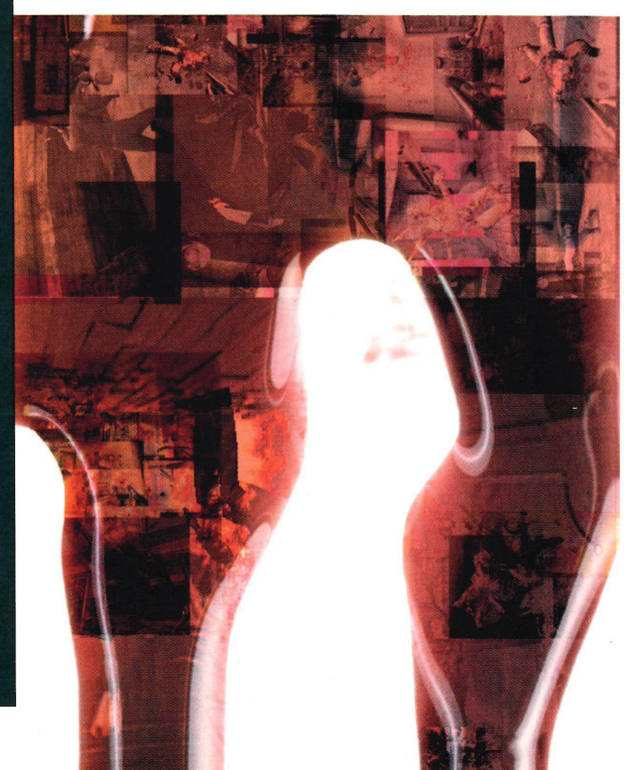


degrees of violence, but they also boast gripping plots, realistic characters and strong elements of strategy and stealth.

It's these elements that are also combining to create some truly frightening gaming experiences. Games developers realise that gore alone won't give us the thrills we're after. "You can show as much tender flesh intersecting with the whirling blades of some abomination's finger chainsaws as you like, but if you want to do more than make people feel mildly unwell then you have to get at their emotions," says *Soul Reaver*'s Richard Lemarchand. "The techniques for doing that are only just beginning to be explored by video games."

FEAR FACTORY

You might be wondering why developers are so keen to give us nightmares. Is it just for the sheer sadistic pleasure of it? Quite possibly. But the main reason is more obvious than that. Developers make scary games because gamers love to be scared. It's the same reason people flocked to see *The Blair Witch Project* last year. It's the same reason people used to watch *Dr Who* from behind the sofa. Hell, it's the same reason people willingly buy Cher's records. No matter how much we protest, we all secretly love to be scared stiff or thoroughly repulsed – and preferably both at the same



BACKGROUND ILLUSTRATION: ADAM HAYES

"OUR CHILDREN LOSE THEIR EMPATHY FOR FELLOW HUMAN BEINGS"
- HILLARY CLINTON

time. This is why well-balanced, 'normal' gamers get a kick out of playing violent games.

There's also the theory that we're letting out primal urges that might otherwise come out in the real world. "The fact that people are controlling the action in these games enables them to work through their emotions and fulfil their violent tendencies," says Michael Rawlinson. "They can get it out of their system, switch off the machine and go and have a cup of coffee."

There's another reason we enjoy violent games, and it's got little to do with any thirst for blood. A 1998 US study of television viewing habits found that violent programmes included by definition several elements that were guaranteed audience winners. The researchers pointed out that violence can be portrayed visually, creates attention-drawing action, and provides a constant flow of action. Basically, TV viewers wanted excitement, and it happened to be the violent shows that provided it. You can apply this logic just as easily to games. Violent games are more likely to be fast-paced and exciting to play, so they end up appealing to more people.

IT'S IN THE GENES

So that's our reactions accounted for, but what effect does playing violent games have on us? It's often suggested that playing them may increase our aggression in the real world, sometimes with tragic consequences (see the Raising Havoc panel on the left). It's hardly a surprise that developers disagree, but their reasoning is still worth hearing. "If you're pre-disposed to violence, then you're going to do it anyway," thinks Guy Miller. "Violent video games don't incite violence in well-balanced, non-violent people."

It's a well-known argument: violent people are bound to gravitate towards violent games, films or TV programmes, but the violent tendencies came first. Miller uses the example of the infamous American serial killer Jeffrey Dahmer. "He got off on the violence in *Star Wars* and the Bible, but no one would consider banning either of those because of it."

Others argue that once we've been playing a game for long enough, we don't actually notice the violence anymore. Ian Muir works at the Video Standards Council, and is involved in rating games depending on their violence level. "I honestly believe that there comes a point," he suggests, "where you're concentrating less on the violent aspects and more on your gaming skills. Rather than focusing on shooting people in the head you're trying to beat your opponent, whether that's the console or a friend. The violence becomes incidental."

Still, the lingering fears about game violence mean publishers run the risk of causing a public controversy when they release violent titles. Then again, there's nothing like a dose of tabloid outrage to send a game flying off the shelves. Publishers have become adept at marketing violent games to cause the maximum attention. That said, not every company has leapt on the bandwagon; some – Ubi Soft, for example – prefer to publish family-friendly titles, while others have been known to display pangs of conscience.

Take the game *Thrill Kill*. This ultra-gory four-player beat 'em up was due to be released on PlayStation last year by Virgin, but shortly before its release the company was bought up by Electronic Arts and the game was cancelled for being too violent. What's more, EA refused to sell it on to another publisher. "We don't feel that the game's content is appropriate regardless of who publishes it," said a



△ Even in *Blue Stinger* there are scenes of graphic decapitation. Insert your own 'losing his head' joke here.



△ *Soul Reaver's* bloody vampire action would scare many kids, but then it's not meant for kids.

▷ *Kingpin* is, it's safe to say, probably the most violent game ever. So far, at least...







SOUL REAVER: LEGACY OF KAIN

Blood, blood and more blood. Eidos' forthcoming vampire epic looks set to push all the right buttons as far as violence goes

We're all fascinated by vampires, and that's reflected in our popular culture. Whether it's books (Bram Stoker, Anne Rice), movies (*The Lost Boys, Blade*) or television (*Buffy The Vampire Slayer*), blood-suckers are always guaranteed to pull a big audience. And so it is with games. Which means the omens are good for *Soul Reaver*. The game has already been a big hit on other formats, and it's coming to Dreamcast next year.

According to lead designer Richard Lemarchand, there's always been a certain level of splatter to the *Legacy of Kain* series, and that's something which he's happy to continue in *Soul Reaver*: "The game's hero, Raziel, has many grisly methods of dispatching his mutated undead foes. Some of these techniques are traditional, like running them through with large spears or exposing them to sunlight, water or fire, others require more invention."

What are these other methods? Let's just say that one of them involves making gory use of wall-mounted spikes and you'll get the picture. To progress, you must be both inventive and sadistic, so is this a blatant case of a gratuitously violent game? Lemarchand thinks not: "There's a lot more to it than just disembowelling and vampire combustion. The violent touches that the game has serve best to keep the combat engaging and give it depth, as well as punctuating the unfolding narrative with moments of dramatic climax."

It's this attitude that looks set to make *Soul Reaver* one of the scariest games on Dreamcast, alongside the likes of *Shadow Man*. Lemarchand freely admits that his aim is to leave players trembling: "We've tried to push the envelope in terms of creating an atmosphere with the potential to surprise and shock, and a story with enough moments of revelation that we can bring the player that bit closer to the edge of their seats."

It seems that *Soul Reaver* is only the very first step in this plan, however. Lemarchand is full of ideas on how to make games much more frightening in the future, some of which we've covered in the main feature. He points to the popularity of horror authors such as the irrepressible Clive Barker – "a major inspiration to the *Soul Reaver* team" – as a sign that people actively enjoy being simultaneously scared and repulsed.

Do we really all get off on gory sights and sounds? Lemarchand thinks so. "It definitely affects us," he says. "There's probably something coded into our genes that floods our brains with adrenalin and other neurochemicals when we see another human or creature in a non-functional state. Perhaps it prepares us to fight with or flee from whatever predator tore the innards out of the unlucky victim. The buzz that this creates – the excitement and increased heart rate, the heightened perceptions and tingly sense of threat to be overcome – must surely play a major role in the cycle of performance and reward that is intrinsic to the best games across all genres."

You can tell he's thought a lot about it, and that bodes well for *Soul Reaver.* Richard Lemarchand is definitely well-suited for creating nerve-shredding scary games. Just pray you don't ever meet him down a dark alley.

BACKGROUND ILLUSTRATION: **ADAM HAYES**

spokesperson at the time, going on to describe the title as "a sadistic killing game". *Thrill Kill* never did get a release, although its developer, Paradox, went on to create the almost as bloody *Wu Tang: Shaolin Style*.

At the time the withdrawal caused a rumpus among gamers, who thought they were being babied. Sega's Mark Hartley, however, understands the thinking behind the decision: "Each publisher has his own brand to protect and promote, and some are better suited to violent games than others."

Sega have a powerful say in which titles are developed for Dreamcast, so it's worth finding out what their standards are. Would a game as violent as, say, *Kingpin* get a Dreamcast release unchanged? "It's always a shame to see censorship at work, so I don't think a game like *Kingpin* would be the same if it had to be tamed," replies Hartley. "However, that doesn't mean Sega wouldn't reject a game for being too violent – we probably would. Still, if the inclusion of violence or gore in a game adds to the overall proposition then it can easily be justified. Violence of different sorts appears in many game ideas, but it's the execution – no pun intended – that matters."

TOMORROW'S WORLD

That's enough about the moral side – it's easy to get dragged into what is a complex and often emotional debate. What about the future? Violence is well-established as a gaming ingredient, so what can we expect in this area in the next few years? Most developers are clear about one thing at least. "I think violence will become more realistic, because the processing power of next-gen machines will enable it, just as that power will enable us to make landscapes and game characters more realistic," thinks Guy Miller. It's the same story from Debbie Bestwick: "As machine capabilities increase, violence will definitely be represented more realistically, with more real effects and more potentially disturbing images."

What kind of stuff? Richard Lemarchand has some ideas that are, quite frankly, a bit creepy: "In the future, CG animators will take the same pathology classes as second-year medical students to get a better understanding of what goes on in a traumatised human corpse. We're probably a long way away from





△ Pumping someone full of lead would be somewhat frowned on in the real world, but it's an intrinsic part of many games.

the kind of neural hacking that would be required to create a realistic experience of having your arms torn off, but there are olfactory technologies on the horizon that will enable you to catch a whiff of seared meat or the briny tang of spilt blood." Nice.

Not all of these technologies are way off in the future. *Kingpin,* for example, featured some ground-breaking contact recognition technology that meant if you shot someone in the knee they'd collapse accordingly. In *House Of The Dead 2*, shooting the zombies is a real art – an inch can make the difference between an instant fatality and just a painful flesh wound. The games of the future will be true tests of marksmanship. There's already a number of games – *MDK 2*, for example – where long-range sniping plays an important part.

If we're looking at how game violence is going to change in the future, we can't just consider how we'll be doing it; we also have to look at who we'll be doing it against. At the moment, games fall into two categories as far as this is concerned: you're either attacking fantasy characters – monsters, zombies etc – or 'human' characters. These certainly won't disappear in the future, but there'll be a third category: imagine being able to beat up your friends in your favourite games. It's going to happen, the technology has already been invented.

It's called AvatarMe, and although it's only just been unveiled it's going to be an enormous leap forward for games. There'll be special booths – looking much like the photo booths we have nowadays – around the country. After stepping inside, your body and head will be scannned in and the data used to create your own personal 'avatar' – a computerised version of your body. You'll be given a special card to use to download your avatar and import it into whatever games support it. Imagine playing *Soul Calibur*, except that instead of Kilik, Ivy or Mitsurugi, it's actually *you* there on screen! We'll keep you posted on this sort of technology.

EMOTIONAL RESCUE

So, game violence is going to continue to get more and more realistic in the future, with the help of some exciting new scientific developments. But will there be more or less of it? Perhaps surprisingly, many developers think that violence will become less significant in the future. "Games are now being developed for all ages, from four to 66, male and female," says Michael Pattison. "Your dad, grandma and sister are all now playing games. Thus developers are tailoring their games to the mass market for profitability purposes."

With gaming now appealing to a broader range of people than ever, many of them may actually prefer not to play violent games. Already, two of the most popular game genres – football and driving – tend not to feature violence. "Casual gamers don't necessarily want the ultra-violent titles," says Michael Rawlinson. "In that context, violence may be marginalised in the future. Although the images will become much more realistic, those games will still be the minority."

That's not to say that games won't have the power to shock and disturb. Far from it in fact. Alongside graphical improvements, developers will continue to explore adult themes that have the power to affect our emotions as strongly as our senses. Richard Lemarchand is already looking forward to it: "In the future, real adult themes might include a greater degree of reflection on the tangled web of human destiny, the complexity of the moral and emotional choices that we face, and consider how to excersise both compassion and wisdom. Only when you get into this kind of territory can you begin to inspire real terror, true horror and an abiding sense of tragedy."



△ Games like ***Half-Life*** do feature violence, but their selling point is their utterly absorbing gameplay. And it's coming to DC!

▽ Character animation is getting more realistic, enabling you to do more violent things to game characters.



"YOU HAVE TO GET TO PEOPLE'S EMOTIONS"

- RICHARD LEMARCHAND, *SOUL REAVER*

SONAR, SO GOOD!

Ecco is on its way back – and, yes, we've played it!

IT'S STILL A FEW MONTHS AWAY from reaching stores, but we can confirm that *Ecco The Dolphin: Defender Of The Future*, the sequel to one of the most original games of the last decade, is in the final stages of production. Shortly before going to press, *Official Dreamcast Magazine* was invited to take a world exclusive first look at the game.

Developed by Hungarian team Appaloosa (formerly known as Novotrade), the game sees you controlling Ecco, a dolphin who must travel through alternative timelines created by an unidentified alien race, and try to put everything in the world right once more.

This strong and rather unusual story running through the game was written by award-winning science fiction novelist David Brin, author of Kevin Costner's 1997 movie *The Postman*, among others.

The ingenious plot means the gameplay is constantly changing, with new missions, new kinds of areas to explore, and new enemies to tackle turning up on your way through the adventure.

But what kind of game is *Ecco The Dolphin*? Dave Nulty, Sega Europe's producer, attempts to explain: "*Ecco*'s not a game, it's an experience! But seriously, players of the original *Ecco* games know that it's quite unlike anything. It was, and still remains, a totally unique game."

Graphically, the new *Ecco* is already outstanding. The dolphin itself is amazingly lifelike, and is able to glide and jump around in the water just as well as Flipper ever could. With a bit of skill you can even make him stand on his tail, cackling as he shuffles backwards with what looks like a big grin on his snout. The detail of the ocean's other inhabitants is just as impressive – you won't see jellyfish as realistic as this anywhere outside of real life.

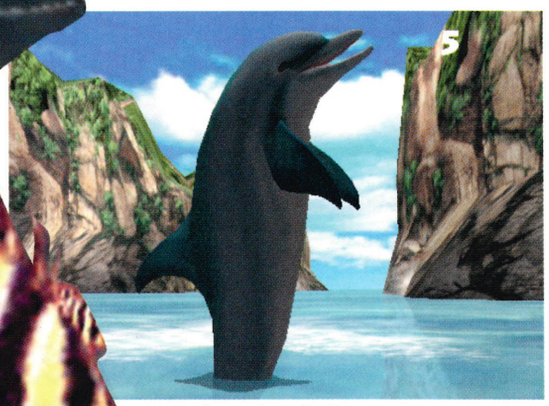
While exploring the underwater worlds, you come across puzzles which need solving, similar to those in the original *Ecco* games on the 16-bit Sega Megadrive. There are sub-quests involving other dolphins in need of assistance, strong currents which need to be passed, and deadly sharks to avoid.

Even though the game is now in full 3D rather than the 2D of the originals, it still has very much the same feel, which is partly down to a number of team members having worked on all the games in the series.

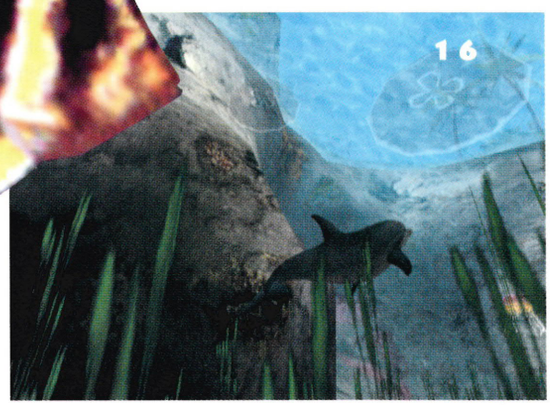
"We have some 40 people working on this project. A big game warrants a big team!" Dave pointed out.

"Since the release of the original *Ecco* six years ago, Appaloosa have taken on board a lot of people's comments", he went on to explain. "Those who enjoyed *Ecco* all those years ago won't be disappointed, and those who have yet to experience it have something very special to look forward to."

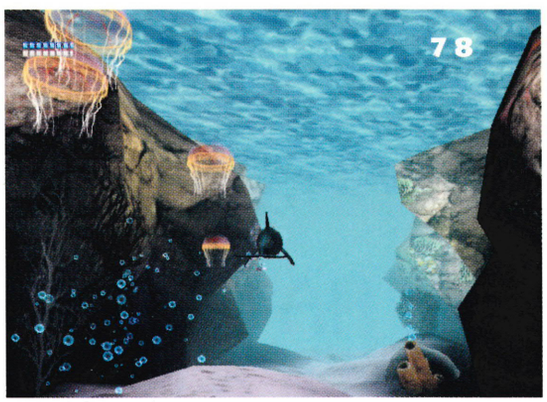
Ecco The Dolphin: Defender Of The Future is currently due for release on April 7. Expect a massive preview feature in *Official Dreamcast Magazine* real soon.



△ Ecco is amazingly lifelike.



△ *Ecco*: "It's not a game, it's an experience," says Sega's Dave Nulty.



△ The detail of the other aquatic animals in the game is just as impressive as that of Ecco's. Those jellyfish look good enough to eat!

HAWK WINGS HIS WAY TO DREAMCAST

Crave to publish top-rated skateboarding game

AN ENHANCED VERSION of *Tony Hawk's Skateboarding* (known in the US as *Tony Hawk's Pro Skater*), one the best-selling PlayStation games of 1999, is on its way to Dreamcast thanks to publishers Crave Entertainment.

The original version, which includes race and stunt modes, received widespread acclaim for its intuitive and fun gameplay and inventive two-player options. As you might well assume, the Dreamcast version is set to feature enhanced graphics. One unexpected bonus, however, is the likely inclusion of a four-player split-screen option.

The PlayStation game was published by Activision, but *Official Dreamcast Magazine* understands that Crave snapped up the rights to publish a Dreamcast version while the original game was still in an early stage of development at Neversoft. There's no official news on a release date, but a summer launch is expected.

Crave are thought to have at least six other Dreamcast titles in development, with known projects including medieval fantasy adventure *Draconus* and mixed martial arts game *Ultimate Fighting Championship*.



△ *Tony Hawk's Skateboarding*: coming to Dreamcast with enhanced graphics...



△ ...and a four-player split-screen option.

DC SALES SOAR

More than two million already sold worldwide

Sales of Dreamcast consoles in Europe are well ahead of schedule, according to Sega, with the company expecting to hit the magic million mark by Easter.

More than 500,000 machines were sold across Europe in less than two months, confirming Dreamcast's position as the fastest selling games console in history.

Sales were expected to reach 650,000 by the beginning of January, with around 200,000 machines finding their way into British homes.

It's a similar success story in North America, where sales hit a million in November and were expected to top 1.5 million by the turn of the year.



△ Fact: a lot of people own one of these.

GAMES NEWS

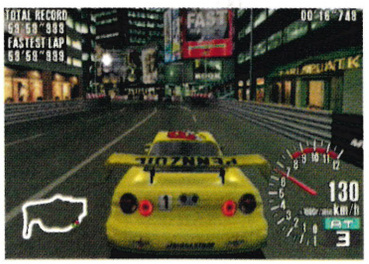


RAYMAN TOO

More details have emerged on the Dreamcast-exclusive features of Ubi Soft's *Rayman 2: The Great Escape*. The lovely-looking 3D platformer will include a whole new area called Globox Village, and four bonus levels including an excellent action-puzzle sub-game (shown above) for up to four players. It's due out in March. See next issue, on sale Thursday 10 February, for a full preview, and check out this month's CD.

SOUL SENSATION

Reports from Japan suggest that Namco are working on a new Dreamcast game, apparently a conversion of or sequel to a title which has already appeared on PlayStation or in the arcades. The news follows the announcement that Namco have sold more than one million copies of *Soul Calibur* (*ODM* #2, 10/10) worldwide on Dreamcast.



GT TO GO VM

News reaches us that *Sega GT*, the hotly tipped street racer due out in Japan in February, will include several downloadable VM mini-games, possibly one for each car manufacturer included in the game. Completing the mini-games unlocks further options in the game proper.

MEGA DOWNLOADS

From February, Japanese gamers can download and play Sega Megadrive games on their Dreamcasts. Using a special emulation GD-ROM, Dreamcast owners can download one of the 300 games into memory. Prices are reasonable – each costs around ¥100-300 (60p to £1.80) – but the data is lost when the DC is switched off. There's no news yet on plans to bring the service to Europe.

WETRIX DREAMS

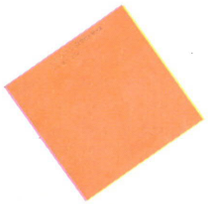
Zed Two are converting their popular water-based 3D puzzle game *Wetrix* for Dreamcast. The game is expected to be similar to the Nintendo 64 and PC editions, albeit with enhanced graphics and multiplayer support. A UK publisher and release date have yet to be confirmed.

HERE THIS!
MUSIC TO YOUR EARS



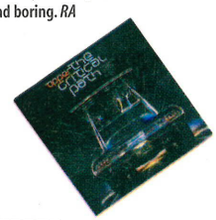
PRIMAL SCREAM
EXTERMINATOR
CREATION

Written hot on the heels of '97's excellent *Vanishing Point*, *Exterminator* is about a billion times more aggressive than its predecessor, and wears its electronics not so much on its sleeve as on a big, shiny Cameo-style jockstrap. What it's lacking in subtlety, *Exterminator* makes up for with its breathless attempt to straddle the stools currently occupied by Death In Vegas and the Chemical Brothers. *RA*



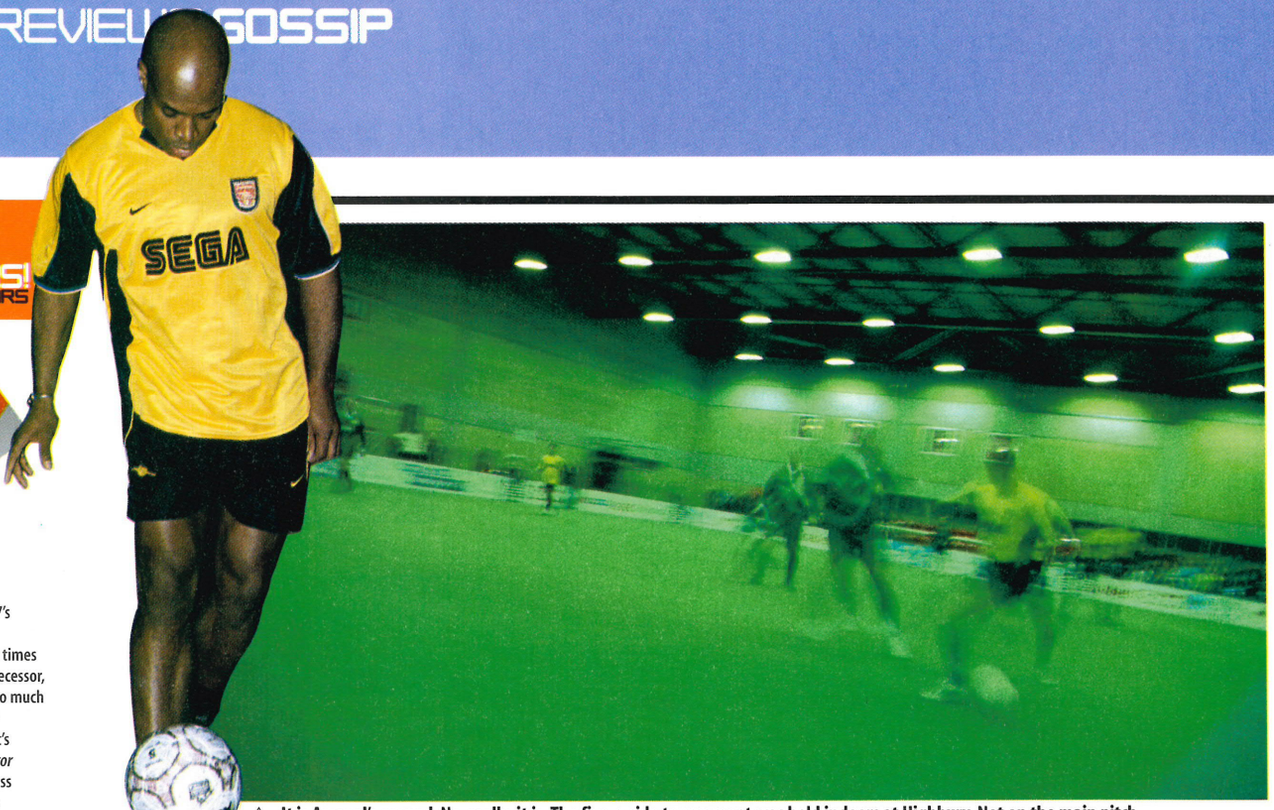
WILLIAM ORBIT
PIECES IN A MODERN STYLE
WEA

Need to chill out but your mum's around? This might help. Current Madonna-resurrecting golden boy Orbit finally releases his little labour of love – beatless ambient reworkings of some of his favourite classical 'pieces' by composers such as Gorecki and Vivaldi. Fans of the originals (who won't be reading this) needn't worry that he's done a Kevin Rowland; this is super-classy shit all the way, although some will find it a tad boring. *RA*



TIPPER
THE CRITICAL PATH
SONY

We could describe this as dark, moody musical soundscape. Or the soundtrack of a disenchanted generation. Or perhaps the product of a post-millennium comedown. But we won't because: a) we're not pretentious music journalists, and b) it was (obviously) written and recorded during 1999. It is, however, an interesting fusion of drum & bass and modern breakbeats and is well worth a punt. *WC*



△ It is Arsenal's ground. No, really, it is. The five-a-side tournament was held indoors at Highbury. Not on the main pitch.

NICE ONE, MY SON

The country's best five-a-side teams met in the finals of the Dreamcast Millennium Cup. **DAN TRENT** reports from the touchlines

THE MILLENNIUM CUP tournament, sponsored by Sega, finally drew to a close with a thrilling final in north London in December.

After six months of frantic five-a-side action involving more than 4,000 teams from across the country, the last 16 teams met at Highbury for the final showdown to settle the title of the nation's indoor champions.

Up for grabs – aside from a highly impressive cup – were tickets for the winning team to go to Euro 2000 and enjoy the first big footie tournament of the new millennium in style.

Grooverider, Angus Deayton, James Nesbitt and a host of other celebs from stage, screen and pitch were also on hand for a celebrity knockout tournament and keep the crowds entertained.

The standard of the teams playing by this stage of the competition was incredibly high and, after such a long road to get to Highbury, none were prepared to give up the fight easily.

A thrilling morning session saw the 16 whittled down to eight for the quarter-finals as the celebrity managers began lining up, ready to be assigned a team to help through the final stages of the competition.

On hand to offer words of wisdom were Terry Venables, 'Big' Ron Atkinson, Barry Fry and *Worldwide Soccer 2000* commentator Trevor Brooking, among others.

As the celebrity knockout matches were taking place, *ODM* caught up with El Tel to get his view on the whole thing. "Five-a-side is really exciting for players and spectators," he enthused, "and everyone here is so fired up it's going to be a hell of an afternoon. I'm nervous already!"

Sadly Venables's charges Snodland FC were knocked out in the first quarter-final by the eventual winners, John Warner FC with Trevor Brooking at the helm.

Asked what winning advice he had imparted to his charges, Brooking answered: "It's so fast-moving there's no real time for strategy, so I told them to attack all the time and make sure the opposition couldn't get near the ball. It seemed to work."



△ Some of the country's best five-a-side teams gathered together for the Millennium Cup. So too, it seems, did some blokes from the local pub.

CODEMASTERS: "WE'RE IN"





△ *Colin McRae* and *Prince Naseem* should both come to DC.

Top British developers join Dreamcast development posse

WARWICKSIRE-BASED CODEMASTERS, one of Britain's most highly respected and successful game publishers, have announced that they are developing games for Dreamcast.

Specific details on games or release dates have yet to be announced, but the company have promised that a "comprehensive" range of titles will be released on Dreamcast in 2000, many with full online facilities.

Official Dreamcast Magazine has reason to believe that Codemasters will convert most of their forthcoming PC-compatible titles. These include the highly anticipated driving simulation *Colin McRae Rally 2*, *Prince Naseem Boxing* and *Off The Road*. Also expected is a Dreamcast conversion of *Music 2000*, the popular music sequencing package recently released on PlayStation.

"With Dreamcast, Sega have demonstrated that they can excite the current-day consumer," said Nick Wheelwright, Codemasters' managing director. "Codemasters will be fully committed to creating software that will, as always, be both compelling and thrilling to that consumer."

ISS FOR DC?

Classic footie game series heading for Dreamcast?

REPORTS FROM ACROSS THE POND suggest that Japanese publishers Konami are working on a *Major League Soccer*-based Dreamcast game for the American market.

"So what?" you may ask. Well, Konami happen to be the developers of the highly rated International Superstar Soccer series on PlayStation and N64 (and, before that, the Megadrive and SNES) which many consider to be as good as – if not better than – the best-selling FIFA-licensed games from Electronic Arts.

There's no news yet on whether any of the development team responsible for International Superstar Soccer are working on the MLS title.

Meanwhile, separate reports suggest that Konami are working on basketball and baseball titles for Dreamcast, as well as an unspecified strategy game. As reported in last month's ODM, the company are also bringing bizarre arcade game Dance Dance Revolution to DC, as well as Castlevania Resurrection.



△ **Yes! The sublime *ISS* could be heading to Dreamcast.**

Konami's UK representatives could not confirm if or when any of the games will be released over here, but naturally we'll keep you posted.

Meanwhile, Konami have formed a new alliance with the film giant Universal Studios ,giving the developers access to properties such as Dracula, Frankenstein, Bruce Lee and Woody Woodpecker.

GAMES NEWS



WACKY BACKY

A provisional release date has been set for *Wacky Racers* on Dreamcast. The *Mario Kart*-style racer, which features all the famous characters from the cartoon series including Dastardly, Mutley and the Slag Brothers, is scheduled for release by Infogrames in June. Expect to see the first screenshots in next month's *ODM*, on sale Thursday 10 February.

ID LIKE TO THANK

The US-based financial publication *Business Week Magazine* has named Dreamcast one of the Best Products of 1999. It follows similar awards from *Time Digital*, who named it Machine Of The Year, and one from *Popular Science Magazine*, which included it in a Best Of What's New round-up.



VIRTUAL ONLINE

The first online-play Dreamcast game has gone on sale in Japan. *Virtual On: Oratorio Tangram*, an update of the classic Mech-based fighting game, runs at a smooth 60 frames per second even online, and costs ¥9 or ¥10 (around 5p) per minute to play. The game server supports more than 5,000 players at a time. There's no firm news yet of a UK release.

DREAM SUPREME

The Dreamcast edition of *Supreme Snowboarders* could be significantly different from the recently released PC version, according to developers Housemarque. DC owners can expect extra levels, and additional features including full support for the VM unit. *Supreme Snowboarders* is due out in November via Infogrames.

GEE GEE WHIZ

General Entertainment, the team behind Japanese Dreamcast releases *Let's Make A Pro Baseball Team* and *Let's Make A J-League Soccer Team*, are developing – wait for it – *Let's Make A Derby Stallion Racer*. You get to raise a horse and then take it online to race against – or mate with! – other horses. There are even cash prizes up for grabs. How cool is that?! Sadly the game unlikely to ever get a UK release.

WATCH THIS!
NEW MOVIES ON VHS



THE OPPOSITE OF SEX
OUT NOW • CERT 18 • £12.99

Sixteen-year-old supertramp Dedee Truitt (Christina Ricci) scarpers from her mad mother, seeks refuge with her gay half-brother Bill and then seduces his live-in lover Matt. Discovering she's pregnant, she and Matt nick 10,000 of Bill's dollars and bunk off to LA – with Bill, his sad spinster friend Lucia (an hilarious Lisa Kudrow), a love-lorn local sheriff and Matt's jilted lover in tow. A sharp, witty and very funny look at sex, relationships and the meaning of everything. Brilliant. *CE*



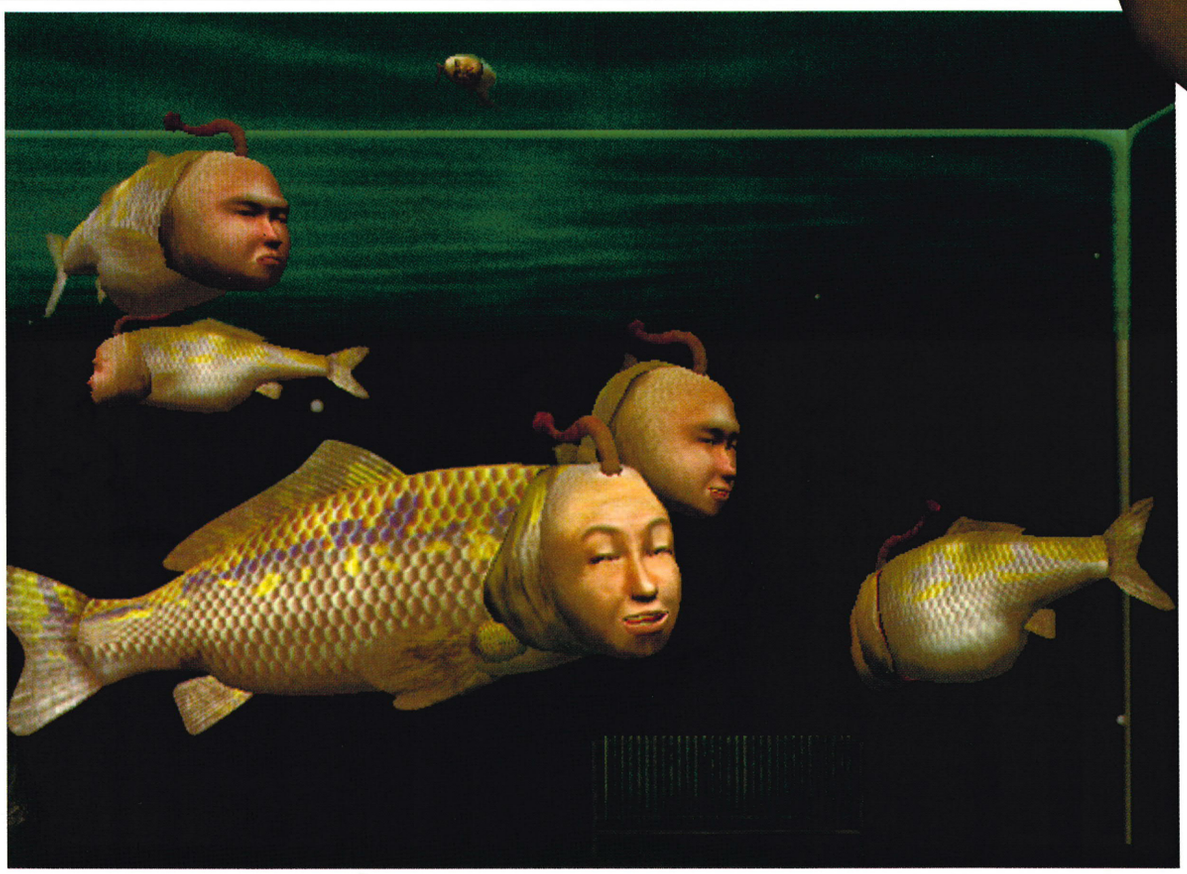
DEAD MAN'S CURVE
OUT FEB 7 • CERT 15 • £12.99

Brilliant indie black comedy with a cast of virtual unknowns (except for Matthew Lillard from *Scream*) about a couple of college preppies who discover that getting into Harvard doesn't necessarily involve studying: a clause in their college policy states that if a roommate dies the others automatically get straight As. Lillard is excellent as the sly, scheming student who contrives to point the finger at his best mate, only to get caught up in a web of double double crossery and lies. There's an excellent twist at the end. *CE*



AUSTIN POWERS: THE SPY WHO SHAGGED ME
OUT JAN 24 • CERT 12 • TO RENT

The orthodontically challenged super-secret agent is back with more preposterous posturing and cringeworthy jokes. This time Mr Powers (Mike Myers) hooks up with CIA operative Felicity Shagwell (Heather Graham) on a mission to rescue his 'mojo', which he discovers has been stolen by his arch nemesis Dr Evil (Myers again). With the help of henchman Fat Bastard (er... Myers) and clone Mini-Me, Dr Evils has also hatched another dastardly plan to destroy the world. *CE*



△ ***Seaman*: grow your very own underwater men. The perfect game for mermaids?**

WEIRD TASTE

There's something fishy filling Dreamcasts across Japan. But could gamers over here in the UK stomach such a thing? **TOM GUISE** gets an eyeful

***SEAMAN*: THE JAPANESE** just can't get enough of it. Honestly, they're lapping it up. *Seaman* is flavour of the month out there. Really. They can't stop playing with their *Seaman*. Everyone wants it on their telly (heh heh). Okay, seriously. We're talking about a game. And yes, it's called *Seaman*. Hard to swallow, we know (snicker). Have we milked the joke enough yet? (ho ho).

Fact is, *Seaman* really is hot in Japan. So much so that Sega released a special see-through Dreamcast to go with it at Xmas. The advert exclaimed: "Now you can play on a translucent white *Seaman*-coloured Dreamcast!" And Nintendo's head of R&D, Mario creator Shigeru Miyamoto, reckons it's the only Dreamcast game he plays. He's even suggested he helped to make it, claiming it's an idea he originally had for Nintendo's unreleased 64DD add-on.

So what is *Seaman*? Surely not a game about gloopy liquid and male tadpoles? Yep, it is, but it isn't rude. Not in that sense. As weirdness goes though, it's totally offensive. You know sea monkeys? Those creatures you grow in a jar? Remember how you thought they'd grow to be those underwater monkeys pictured on the box, when in fact they just turned out to be plankton? *Seaman* is like that, only it does grow into an underwater man. Just like the picture on the box!

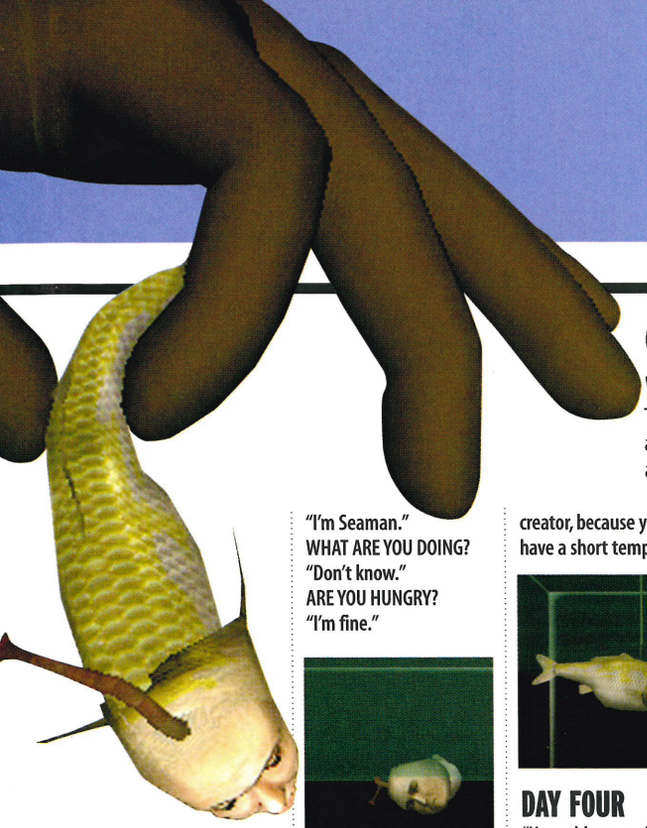
The set-up is basic. An aquarium with cloudy water. You can clean it, heat it and turn the light on. There's also an egg and some food. Drop the egg in and wait…

Seaman's not like a videogame at all, it really is like messing around with life. The first hours are like watching Fatboy Slim's *Right Here, Right Now* video in slo-mo. The egg's nucleus keeps dividing, then splits into strange tadpoles. Now the weirdness shifts up a gear. There are many ways to evolve your spawn. We kept tapping on a snail shell in the aquarium. A realistic squid came out and ate the tadpoles, before dying painfully. Then, with the sound of laughing children, out came our Seamen!

From here on in it's obvious why *Seaman* is a hit in Japan. Apart from the usual daily fish care, you talk to your pets via a microphone that plugs into your joypad's VM slot. At first their conversation is limited and they only answer in

SEAMAN SAMPLE

Thanks to Japanese Sega producer Kats Sato, who acted as our interpreter, *ODM* managed to interview a growing Seaman for a week





DAY ONE

(Too undeveloped to talk.)



DAY TWO

HOW OLD ARE YOU?
"Four years old."
WHAT'S YOUR NAME?
"I'm Seaman."
WHAT ARE YOU DOING?
"Don't know."
ARE YOU HUNGRY?
"I'm fine."

DAY THREE

"Thank you. You've been taking care of me a lot."
WHAT ARE YOU DOING?
"What am I doing? You're watching me!"
HOW OLD ARE YOU?
"Don't ask me such a question. Let's play."
WE HAVE BEEN PLAYING.
"Are you a man or woman?"
I'M A MAN.
Oh, a man [sounds disappointed]. What's your animal year?
YEAR OF THE SNAKE.
"Snake?" [Keeps repeating question.]
SHUT UP. STOP ASKING THE SAME QUESTION.
"You're probably a creator, because you have a short temper."

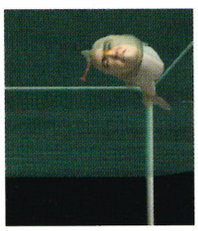
DAY FOUR

"How old are you?"
I'M THIRTY-FOUR YEARS OLD.
"When's your birthday?"
JUNE.
"Which day in June?"
JUNE THE TWENTY-THIRD.
"Okay, You're a cancerian. You're a follower. You don't make good decisions. Don't follow me."
HOW OLD ARE YOU?
"I'm quite young. And I'm not a man or woman."



DAY FIVE

(The water is dirty and cold.)
"I'm cold."
(We turn up the heat.)
"It's a bit hot. Very hot. Hot! Hot! Stop turning up the heat."
I'M SORRY.
"I forgive you. Give me food."
(We give him – or rather it – food.)
"You understand what I'm feeling. Ah, very nice. You told me before you were 34 years old. Does that mean you are working?"
YES.
"Ah."



DAY SIX

(The time is 7am.)
"Allo!"
HELLO.
"You shouldn't say 'Hello', you should say 'Good morning'. What is your occupation?"
MY JOB IS TO CREATE A GAME.
"Are you related to this game?"
YES.
"You'd better quit work, then. I know the creator. He's crap."
WHAT IS YOUR WORK?
"Just surviving is my job."
WHAT DO YOU MEAN 'SURVIVING'?
"Just surviving."

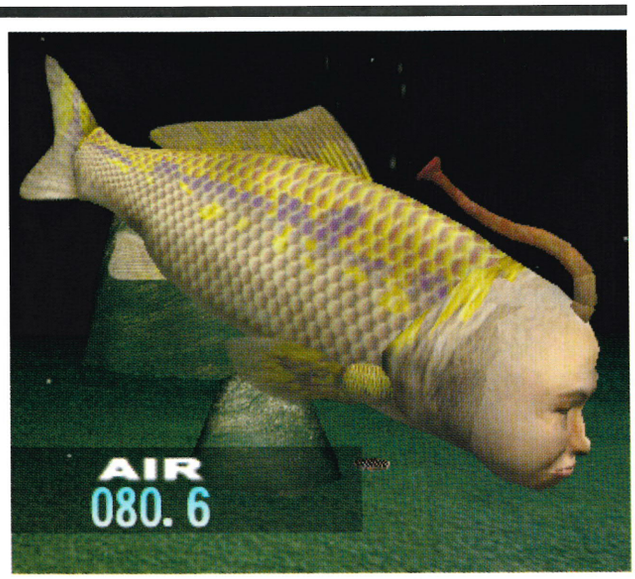


DAY SEVEN

(At this point we've run out food.)
"I'm hungry. Hungry, hungry, hungry! Are you trying to kill me? Give food to me. It's your responsibility or I'll die. Is that what you want? I'm dying…"

▷ babyspeak, but with each day they grow in size and intelligence. And they remember you, coming back to subjects from days back. They're also extremely funny, even taking the piss. But they have a dark side too. Keep too many Seamen and they kill the weaker ones with their head proboscis. The agonised expression as they die is very disturbing.

So, a sure-fire hit that's heading over to Europe? Perhaps not. Translating *Seaman*'s massive vocabulary into English would be a painstaking undertaking, and a multi-lingual European version would take years. A US version is being researched, but even that faces problems. So reliant is *Seaman* on voice recognition that regional dialects could easily confuse it. It seems that if you want to experience the future of virtual pets then you'd better brush up on your Japanese. It could be a long time coming. Fnarr! *[You're sacked – Ed.]*



△ ***Seaman*: strange, very strange. It could only come from Japan.**

GAMES NEWS



TOPS OFF

Titus are to release arcade-style driving game *Roadsters* for Dreamcast in March. You get to drive more than 20 customisable, open-top cars on 24 tracks that are "packed with steep banks, fiendish short cuts, insane jumps, startling levels of interactivity, and acts of God." The latter are volcanic eruptions, whirlwinds and earthquakes. A four-player mode will be included. Expect more on this game next issue, on sale Thursday 10 February.

GAMERS NET SHENMUE

Sega of Japan's online store, Dreamcast Direct, is proving to be a big success. Three weeks before *Shenmue* was released on December 29, the company announced that they had received more than 100,000 pre-orders for the action-adventure via the website alone. By the end of January Sega expect to sell more than 500,000 copies in total.

POWER STONE: No. 1

Capcom's awesome fighting game *Power Stone* (*ODM* #1, 8/10) has been named the winner of CBS Television's prestigious annual software Toy Test. More than 15,000 children from around the USA tested 75 games on Dreamcast, N64 and PlayStation over a three month period. As reported last month, Dreamcast titles took seven of the top ten spots in the test.



LIMITED EDITIONS

Sega are releasing limited-edition colour Dreamcasts in Japan to tie-in with the release of Capcom's *Resident Evil Code: Veronica*. Two types will be available: a Claire version (translucent red) and a STARS edition (translucent blue). Both are supplied with a matching controller and VM unit plus a copy of the game. The colour Dreamcasts cost ¥34,800 (£210) and are available only in very limited numbers – 1,800 and 200 respectively.

THUNDERBIRDS ARE GO!

SCI, the company behind *Carmageddon*, have acquired a licence to produce next-generation console games based on the cult TV series *Thunderbirds*. SCI also own the rights to produce games based on the movies *The Italian Job* and *The Great Train Robbery*. No news on Dreamcast titles yet, but we'll keep you posted.

WATCH THIS!
NEW MOVIES ON DVD



CUBE
OUT NOW • CERT 15 • £19.99

Bizarre but inspired sci-fi creepy about six total strangers who wake up one day to find themselves trapped in a metal cell, which they soon discover is just one in a huge maze of cubical chambers – many of which are armed with ghastly booby traps. Quite why they are here nobody knows, but one thing's for sure: unless they get out they're all going to die. While there's not a huge amount in the way of extras , this format does a brilliant job of accentuating the claustrophobia experienced by the detainees. *CE*



SPEED
OUT NOW • CERT 15 • £19.99

The bomb-on-a-bus blockbuster that shot Keanu Reeves into the stratosphere is still as good as it was when it first blasted onto cinema screens in 1994. Reeves plays SWAT cop Jack Traven, who finds himself up against bonkers blackmailer and explosives expert Howard Payne (Dennis Hopper) who's planted a bomb on a packed city bus that's set to explode if the bus's speed drops below 50mph. Poor old Sandra Bullock is the commuter cajoled into keeping her foot down while our hero attempts to diffuse the situation. Extras? Er, none, really. *CE*

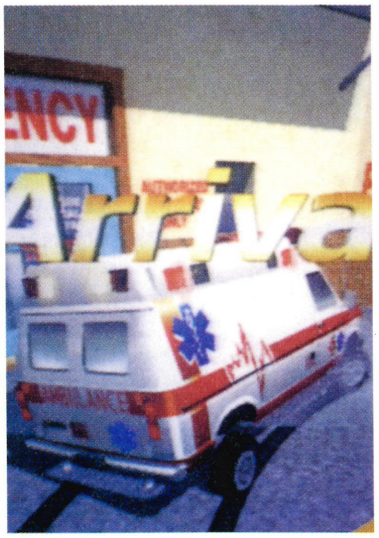


THE MUMMY
OUT JAN 31 • CERT 12 • £19.99

Brendan Fraser, Rachel Weisz and John Hannah star in this SFX-laden *Boys' Own* romp about a gung-ho adventurer and a beautiful Egyptologist who go in search of a legendary city of the dead and find themselves battling against a mummy who makes the Terminator look tame (well almost). And there are bucketloads of extras: a detailed look at the mummy from scribbles to screen, a 'how they did it' chapter on five particularly difficult scenes, deleted scenes, the director's very technical commentary, and a stack of DVD-ROM goodies including screensavers and Web stuff. *CE*

PHOTOGRAPHY: DAN TRENT





△ *Emergency Call Ambulance* has you trying to *save* lives, which is rather novel.

SHOCK THERAPY

An accident at the arcades? Don't worry, an ambulance loaded with a battalion of paramedics is already on the scene. As, indeed, is our man **TOM GUISE**

A PETROL TANKER HAS careered out of control during rush hour! Reports of an explosion. Multiple cars caught in the blast. There is a survivor. One boy's been pulled clear of a car wreckage by his dog. But the situation is critical. "We've got to get Jack to hospital now if we're going to save him!" someone shouts…

Another thrill-packed episode of everyone's favourite accident-based drama *ER*? Hell no, this is *Emergency Call Ambulance*, Sega's newest arcade driving game. It's billed as the fourth instalment of the Sega Professional Series. The only previous game in the series we can recall is *Brave Fire Fighters*, which seems unlikely to ship here. But unless that arcade experience provided human torches staggering out of buildings with the realistic stench of burning flesh, we'd wager this has to be one of the sickest games ever.

Sega say of the game: "Traffic accidents, violent crimes, fires… these are all crises which afflict modern society. Ambulance attendants race day and night to save victims of these calamities. Now there's a driving game which enables you to share these dramatic experiences." What can we say, apart from: "Cool!"?

So, back to the action. We've got just over a minute to get him to the hospital – right across town… At first glance the format seems much like Sega's *Crazy Taxi* – get the occupant from one location to another in time – but there are a few major differences. Firstly you can't go just anywhere, it's a fixed route. Secondly you can't hit anything – wallop a lamppost and Jack's valuable life clock plummets; smash into an oncoming car and "he's going into respiratory arrest!" Where most games have a rear-view mirror, this one shows your critical passenger. Any prang and you can see his heart meter wavering, or his eyes dilating. And that's where *Emergency Call* comes into its element – finding the quickest, safest driving line.

Now Jack's safe, what gruesome treat awaits us next? Cut to a basement car park across town with the police caught in a vicious gunfight with gangsters. The criminal scum pull out a rocket launcher. A young rookie is caught full on; broken extremities, maybe worse. Yes, let's go! The challenge this time is getting Edward (they've all got names) to casualty without getting caught in the ensuing police chase. And those pesky gangsters don't follow the traffic laws either.

Want something sicker? A hotel blaze. Fire engines racing to the scene. Too late, it's gone up! A woman's still in there. But wait, she's pregnant. No, better still, she's going into labour, and the roads in the vicinity are in chaos!

Yep, *Emergency Call*'s selling point is certainly its celebration of tragedy. Which is great fun. But there's definitely a sense that it could have been so much more. The action is actually quite sluggish. And while each level's fixed route seems a clever device to start with, you soon suspect that it's due to the limit of the hardware. The chance to try out any short cuts – even rush the stretcher through the hospital – would have been fantastic.

Whether it comes to Dreamcast is shrouded in doubt. Converting Model 2 is much more time-consuming than Naomi-based games like *Crazy Taxi*. And is it really worth it? Perhaps if they packed all the Professional Series onto one disc (we're assuming the others aren't postal delivery or librarian games). In the meantime it's certainly worth having a go on at the arcades. And good value too, considering life ain't cheap.

EMERGENCY CALL AMBULANCE
DEVELOPER: **SEGA AM1**
FORMAT: **MODEL 2 STANDING ARCADE MACHINE**
COST: **AROUND £1 A GO**
AVAILABILTY: **SELECTED ARCADES AROUND THE UK**
DUE ON DC: **UNCONFIRMED**

POWER 2 SET IN STONE

Capcom confirm sequels to arcade fighting games



FOLLOWING MONTHS OF RUMOURS and speculation, Japanese developers Capcom have officially confirmed that they're working on arcade-based sequels to *Power Stone* and *Marvel Vs Capcom*.

Conversions of both Naomi-based coin-ops have, of course, appeared on Dreamcast, with launch game *Power Stone* (*ODM* #1, 8/10) regarded by many as one of the best games available on the console. The cartoon-based 2D beat 'em up *Marvel Vs Capcom* (*ODM* #2, 5/10), finally appeared on the shelves in December.

Although things are by no means definite at this stage, hopes are high that the sequels will also be ported across. However, with the first of the new titles, *Power Stone 2*, not due in Japanese arcades until the end of March, we're unlikely to see Dreamcast versions in the UK until the end of 2000.

As reported in last month's issue, Capcom are one of the most prolific Dreamcast developers around, with at least a dozen titles either out already or on their way, including *Plasma Sword*, *Street Fighter III W-Impact*, and *Resident Evil Code: Veronica*.

JOIN THE DC-100!

No, not a new aircraft from Boeing, but an exclusive group of Dreamcast owners that *you* could be part of

We're looking for 100 regular readers of *Official Dreamcast Magazine* to form a brand new group of opinion-forming DC owners.

Each and every month we'll be surveying the select team by email and then printing the results of our polls in the magazine.

What's in it for you? Well, each time we contact the group, we'll be offering the chance to win an exclusive prize – it might be a game, a peripheral, a T-shirt or even a night out with Ed Lomas (maybe). And, of course, you'll have a 100 to 1 chance of winning each month. Pretty good odds, or what?

To become part of the DC100, email us at vote@dreamcastmag.co.uk with the subject heading 'DC-100' and the answer to the question below (note: please send the message using your regular email address. We do not require any additional information). The first 100 (no, really) readers who answer the question correctly will form the exclusive DC100 gang and will be contacted by the end of February.

If you're not one of the first 100, don't get too disappointed. Remember that there's a Visual Memory unit to be won every month by voting in our Most Wanted poll (see page 31).

THE QUESTION: WHICH *SOUL CALIBUR* CHARACTER IS NAMED AFTER A PLANT?



△ Answer our question and you could join the DC owners' club!

THE PLAYLIST

STEVE OWEN PICKS HIS PERSONAL FAVOURITE GAMES FROM PREVIOUS ISSUES OF OFFICIAL DREAMCAST MAGAZINE





1 READY 2 RUMBLE (SEGA, £39.99)
If the cliché didn't exist, *R2R* would be the reason people started saying: "If you only buy one game this year..." Not only is it one of the most enjoyable two-player games ever, it's now also available on PlayStation and N64 and makes those consoles look as old as I feel. (*ODM* #1, 9/10)



2 HOTD 2 (SEGA, £39.99, £54.99 with gun)
A surprising choice in second place, you think? Okay, it belongs here if you've got two light guns and a mate who's just as good as you. Only then can you put yourself in a John Woo film and start pumping large holes in the green bodies of zombies. Hilarious. (*ODM* #1, 9/10)



3 POWER STONE (EIDOS, £39.99)
Another amusingly entertaining game, this pips *Soul Calibur* into the top three simply because it doesn't take itself too seriously. Throw luggage, kick people through windows, and realise that anyone can pick up and play this and have fun getting beaten. (*ODM* #1, 8/10)



4 SOUL CALIBUR (SEGA, £39.99)
I find traditional beat 'em ups a little tedious, but *Soul Calibur* is just so astonishingly well put together that you simply have to play it to watch the world on your Dreamcast respond around you. And the cheesy Japanese dialogue (duly subtitled) is great fun to learn. (*ODM* #2, 10/10)



5 SPEED DEVILS (UBI SOFT, £39.99)
A surprise entry in the top five, Ubi Soft's *Speed Devils* defied all attempts to dismiss it by being surprisingly good fun to play. It's still Dreamcast's best driving game, although with *Metropolis Street Racer* due at Easter Ubi Soft would do well to bask in this temporary glory. (*ODM* #1, 7/10)



6 SONIC ADVENTURE (SEGA, £39.99)
One of Dreamcast's launch titles, *Sonic Adventure* is a must-have game, simply because it shows off so convincingly what your new console can do. That the game can get a little tiresome, or that you don't always feel in control, relegates it a little, but this is charmingly disarming. (*ODM* #0, 9/10)



7 SEGA RALLY 2 (SEGA, £39.99)
While it's a relatively ordinary conversion of a great arcade game, there's still something relaxing and exciting about charging around some dirt tracks and sneaking past your opponent on a fast corner. It's one of those games that you have no shame in returning to. (*ODM* #0, 8/10)



8 TOY COMMANDER (SEGA, £39.99)
This extremely brave and original game deserves so much credit. While the four-player mode is belittled by the likes of *Quake II* or *GoldenEye* on the other consoles, the single-player game successfully melds mature challenges within a touchingly childish setting. (*ODM* #1, 8/10)



9 F-1 WORLD GRAND PRIX (SEGA, £39.99)
Primarily for its presentation and stubborn accuracy, *F-1 World Grand Prix For Dreamcast* deserves a look, provided you don't mind splashing out for a steering wheel. Better than anything comparable on other consoles, it's a challenge to stay on the track for a single lap. (*ODM* #2, 8/10)



10 SEGA BASS FISHING (SEGA, £59.99 WITH ROD)
I hate even the idea of fishing, and I hate the smell of fish, but *Sega Bass Fishing* – and its fab fishing rod accessory – has got me, er, hooked. Sadly, due to production problems most of you haven't had a chance to get your hands on it yet. But it should be in UK stores soon. Hopefully. (*ODM* #1, 7/10)

THE CREAM OF MANCHESTER...

For this month's doorstep challenge we head up north to sunny Manchester, home of Boddingtons, the dreaded Reds and our challengees. Are they ready to sacrifice their beloved PlayStation for a spanking new Dreamcast? **DAN TRENT** makes a tempting offer...

THE CULPRITS... REDS



JIM DE BANK
AGE: 28
OCCUPATION:
Shop designer.
FAVE PLAYSTATION GAME?
Jet Set Willy! [er, right...]
WOULD YOU SWAP YOUR PLAYSTATION FOR A DREAMCAST?
Yes please!



MEROPE MILLS
AGE: 22
OCCUPATION:
Newspaper editor.
FAVE PLAYSTATION GAME?
I go out and interact with people!
FAVE DREAMCAST GAME?
It has to be *Sega Bass Fishing*.
SWAP YOUR PLAYSTATION?
If I can fish!



JULIAN MARSHALL
AGE: 22
OCCUPATION:
Journalist.
FAVE PLAYSTATION GAME?
Gran Turismo.
FAVE DREAMCAST GAME?
UEFA Striker.
WOULD YOU SWAP YOUR PLAYSTATION FOR A DREAMCAST?
Yes, but I wouldn't buy one.



NINA BRYANT
AGE: 22
OCCUPATION:
Researcher for Granada TV.
FAVE PLAYSTATION GAME?
Tekken 3.
FAVE DREAMCAST GAME?
Fishing!
WOULD YOU TRADE IN YOUR PLAYSTATION?
Definitely!



△ **Merope – an excellent grip on her rod.**

OUR HOUSEHOLD THIS MONTH resides in the leafy Manchester suburb of Chorlton, which is far removed from the stereotypically grim, Corrie-style back-to-backs and, by all accounts, a thriving little area in its own right. Everyone, with the exception of Nina, had studied there and fallen for the place so much that they decided to stay. But does recent studentdom mean that games are still very much in the blood? Well, not in all cases. Merope, takes up the case for those who tend not to get involved with the infernal grey box: "It's all a bit sad really, if you ask me. I think people should try to get out more and actually start talking to each other!" Harsh words indeed and Nina seems to echo them: "I play on the PlayStation now and then, but the games seem to be a bit solitary to me. I like playing with people – which is why I love things like *Tekken*." The boys, on the other hand, have no such qualms and are enthusiastic players of all manner of games although house grown-up Jim, favours his PC for retro gaming chic: "*Jet Set Willy* really is just the coolest. In fact, I'd forgotten how good some of those old games were."

All very well, but would the Dreamcast be staying or skulking off with its tail between its legs? Julian was impressed but not blown away: "While it looks great and the games are OK, I still think that the PlayStation's games are better for gameplay, otherwise there's really not that much between them. I like it but I don't think I'd actually buy one." A quick go on *UEFA Striker* that ended in a complete annihilation of the *ODM* challenge brought a grin though: "I like that one!"

Mark and the girls on the other hand were completely blown away by *Sega Bass Fishing*. Even staunch anti-gamer Merope was impressed "Actually, I must confess I did really get into that." Mark was even more enthusiastic: "It's the best game ever! I was playing that 'til five in the morning the other night – I couldn't put it down."

Overall then, the future was beginning to look a little bleak for the faithful PlayStation. Nina's final opinion sealed its fate: "The games are much more fun and sociable on the Dreamcast and they have a bit of a sense of humour too. The graphics on things like *Ready 2 Rumble* are so good that it's almost as much fun to watch as it is to play – which just means that everyone can be involved."



△ **Post student clothing in Manchester is getting better. Although those curtains really have to go.**

Calling all contestants... Have you got a friend who deserves to have us turning up on their doorstep when they least expect it? Someone who slags off your Dreamcast because they 'adore' their PlayStation or N64 so much? Want to really test your friend's resolve? Then drop us a line at letters@dreamcastmag.co.uk with 'Doorstep Challenge' in the subject line, or write to Doorstep Challenge, Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. To qualify, contestants must have a PlayStation in full working order (it's the first thing we'll be checking when we turn up) and a minimum of five games.

WACKO IN WACKY DANCING GAME

Pop star turns up in Sega's Space Channel 5

MICHAEL JACKSON, the so-called king of pop, has made a surprise appearance in *Space Channel 5*, the bizarre Dreamcast dancing game which was released in Japan in December.

Set in the twenty-third century, the ultra-stylish game – which is winning rave reviews in the East – puts you in the role of Ulala, a sexy female TV reporter working for Space Channel 5. She's sent to investigate an alien invasion and discovers that a group called Moroliens have enslaved humans. It's your job to zap the aliens and literally dance the humans to freedom by following vocal instructions on the Dreamcast joypad.

Ulala encounters a silver-suited 'Space Michael Jackson' late on in the game. Once saved, he says "Thank you" in his familiar high-pitched tone and is lead off in a group dance. No, really!

Space Channel 5, the creation of Tetsuya Mizuguchi (the man behind *Sega Rally*), isn't the first game to feature Michael Jackson; he also appeared in the arcade space shoot 'em up *AS-1* and arcade and Megadrive game *Moonwalker,* based on the movie of the same name.

Sega haven't confirmed that *Space Channel 5* will be released in the UK, but we're hopeful that it will hit the shelves some time later in the year. Naturally, we'll keep you posted.



△ **Learn to dance the Michael Jackson way.**

HAVE YOUR SAY



Vote for the best up-and-coming Dreamcast games and grab a free VM!

There are two trillion and one (approx) Dreamcast games in development around the world, but which ones are you getting most excited about? Let us know and, courtesy of Sega, you could blag a Visual Memory unit (worth £19.99) for absolutely nowt.

To vote, simply email us at vote@dreamcastmag.co.uk using the subject heading 'Vote DC!'. Please include, in order, a list of the *five* games you're most looking forward to (with the most keenly anticipated at the top), along with your name, age and full postal address.

A couple of important rules: you can only vote for games which have been *confirmed* as forthcoming Dreamcast releases (we really don't want people voting for *Virtua Fighter 6*!). However, it doesn't matter if a release date hasn't been confirmed yet – as you'll know by now, they rarely are until the last minute! Also, only one entry from each reader can be accepted each calendar month. Anyone submitting more will be cursed at in the office, have pins stuck in an effigy of them, and disqualified from the competition. Forever. Note: for logistical reasons we can *only* accept votes by email.

There's no closing date, as this is an ongoing competition, and we draw a winner from the virtual hat each and every month. This month's lucky reader, chosen at random, is Andrew Walters from Stoke-on-Trent, who voted for *Shenmue, Metropolis Street Racer, Sega GT, Grand Theft Auto 2* and *Dead Or Alive 2*. A Visual Memory unit is on its way, Andrew. Thanks to everyone else who voted. Keep 'em coming.

YOUR MOST WANTED

THE DREAMCAST GAMES WHICH YOU, THE READERS, SIMPLY CAN'T WAIT TO PLAY



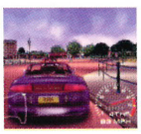
1 SHENMUE (SEGA)

The good news? Yu Suzuki's revolutionary RPG/adventure/fighting game/whatever finally came out in Japan in late December. The bad news? There's still no word on when we're likely to see it in the UK (late summer is our best guess). Expect a full report next issue, on sale Thursday 10 February.



2 RESIDENT EVIL CODE: VERONICA (EIDOS)

This Dreamcast-exclusive addition to Capcom's hugely popular survival horror series is due out in early February in Japan and a month later in America. If all goes well the game should arrive in the UK some time in May. For more details see our Fright Club feature, starting on page 40.



3 METROPOLIS STREET RACER (SEGA)

Okay, so it's up against some very strong opposition here at the top. Even so, after our huge preview in issue 3 we're surprised it's only risen a single place last month. Still, it won't be long now until you can get yer mitts on it (Friday 14 April, to be a little more precise). For the latest info turn to page 52.



4 CRAZY TAXI (SEGA)

If you've played the coin-op version then you're probably already counting down the days until its DC release on Friday 18 February. Haven't played it? Then get yer ass down to the arcades and see what the fuss is about. Oh, and keep in mind that Sega are adding lots of new stuff (see page 48).



5 VIRTUA STRIKER 2 VER. 2000.1 (SEGA)

While undoubtedly a good arcade game (note: not a simulation), it's hard to know whether you lot are really gagging for this or just want something better than *UEFA Striker* (*ODM* #1, 8/10) and the disappointing *WorldWide Soccer 2000* (*ODM* #3, 6/10). Out on January 21, reviewed in full on page 62.



6 SEGA GT (SEGA)

Still no official word on when we're likely to see this (excuse the cliché) '*Gran Turismo* killer' in the UK. Dreamcast owners in Japan will get their hands on it on February 17, but we have a suspicion that we might not see a UK version until – gulp! – well into the second half of the year. We'll keep you informed.



7 DEAD OR ALIVE 2 (TECMO)

This fantastic-looking beat 'em up is gradually spreading to arcades around the world. Tecmo have confirmed that the DC version will have additional options, including Tag Team, Practice and Survival modes. Due out pretty soon in Japan and the US. And in the UK? Unconfirmed. Doh!



8 D2 (WARP)

While way too short, the original remains one of the most atmospheric action-adventures ever created. This sequel was finally released in Japan in December after something like four years of development. No firm news on a UK release but, rest assured, it *is* coming. Let's hope it's worth the wait.



9 HALF-LIFE (VALVE)

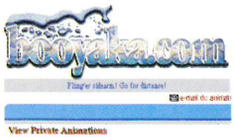
There's still some confusion over the Dreamcast version of the hugely popular 3D shoot 'em up that's arguably the best game available on PC. Some say it's due in the late summer, others say a Christmas release is more likely. Again there's no official word, but more news as we get it.



10 PHANTASY STAR ONLINE (SEGA)

Developed by Sonic Team to be playable either online against others or as a standalone game, this latest instalment in the role-playing series has… Hang on, we wrote this last month! Sorry. Truth is, there's been no news on this game recently. As previously reported, we're unlikely to see it until 2001.

WATCH THIS! HOT NET ACTION



BOOYAKA

www.booyaka.com

As Dreamcast sales increase and more people begin to enjoy the Web access the console affords, sites like this are going to become more common. Register and log on and you can download animations and, ultimately, games for your VM unit. A fledgling site at the moment, Booyaka is an exciting glimpse of what's in store and definitely one to check out next time you're surfing on your Dreamcast. *DT*



WEB2MAIL

www.web2mail.com

While not the most exciting of sites in terms of looks or content, Web2mail is an excellent way of keeping up with your favourite websites. Simply register (for free!) and list the websites you want to watch and web2mail emails you every time something new is posted or the site changes in any way. You can set it up to contact you only if certain key words crop up, or just keep it general. An excellent way of keeping tabs on any Hotmail or similar accounts you may have, and an excellent time-saving device for any committed Web freak. *DT*



KILLFROG

www.killfrog.com

If you like your Web-based entertainment a bit on the weird side, you could do worse than to check out Killfrog. Packed with strange animations, games and comics, the sense of humour ranges from the infantile to the sick. Highlights include Suzie's gift where you get to vote for an ending to the story of a little girl in peril from a very angry bear, and Poke'n'Probe where you can direct some nasty little aliens in their abduction of, and subsequent experimentation on, a toy rabbit. Odd but strangely compelling. *DT*

TOYS FOR BOYS AND GIRLS...

Christmas is over, and we've all got a pile of presents that we don't want. So get down to the second-hand shop, trade them in for cash, and go out and score one of these nifty items instead

NAKAMICHI SOUNDSCAPE 3

Five hundred quid for a clock radio! At first glance this seems like an extortionate amount for a glorified alarm clock. In fact, at second glance it *still* seems extortionate. That said, the Soundscape 3 is the ideal companion for any minimalist bedroom, and follows the current hi-fi trend by being encased in sleek brushed steel. The three separates contain a CD player, radio, subwoofer and amplifier, and can be positioned in different parts of the room according to your desires, or where your interior designer or Feng Shui consultant tells you to put them. Considering the size of the speakers the sound is more than respectable, and the number of modes and settings should make every morning call a pleasure.

Price £499 from BBG: 0208 863 9117 / www.nakamichiusa.com





GARMIN ETREX GPS RECEIVER

Developed during the cold war to enable cruise missiles to find their targets, GPS (Global Positioning System) has been available for more peaceable uses for some time now. As with all technology, what was bulky and expensive a few years ago is now compact and affordable. The new Etrex from Garmin uses the latest technology to pinpoint your position with signals from up to 12 satellites, and comes in a snazzy and tough casing. With all the world's major mapping systems loaded in and an easy to understand graphical display, you never need worry about getting lost again. Ideal for the post-millennium survivalist in your life.

Price £130 from Garmin: 01794 519944, / www.garmin.com

PHOTOGRAPHY: **DAN TRENT**



FUJI INSTAX MINI 10

Instant cameras have always been fun, but the venerable Polaroid system has never been top in the style stakes, and the latest generation of APS cameras have made the monolithic instant cameras of the past seem overly cumbersome. Fuji have stepped into the breech with their Instax range which has been around for a little while, but is consolidated with the launch of the more substantial Mini 10. The pictures are smaller than Polaroids, and the camera doesn't compare well with compacts for size, but it's streets ahead of the competition, reasonably priced, and the cost of film is very competitive at around £12 for a pack of 20.

Price £65 from Fuji: 0207 586 5900 / www.fujifilm.co.uk

PACE WINTERACTIVE JACKET

You don't need to be Michael Fish to work out that spending time outdoors in this country can at times be a deeply unpleasant experience, especially if you happen to be on a bike. Obviously inspired by the climate in their native North Yorkshire, Pace have developed a jacket that keeps out the worst of what the British weather can throw at you, but without making you look like a style accident. Super-soft and comfortable micro-fibre is a welcome change from card-like Gore-tex, and the jacket is packed with innovative features like ventilation zips and storm cuffs that avoid that boil-in-the-bag feeling. With function as well as style, you don't need to be an avid cyclist to appreciate what this jacket can do.

Price £159.99 from Pace: 01751 432929 / www.pace-racing.co.uk

ESTES IONIZER ROCKET

With the movie *October Sky* championing the cause of the amateur rocket enthusiast, this popular but low-profile pastime has suddenly gained some exposure. Costing less than some similarly sized fireworks, the excitingly named Ionizer has the beauty of being reusable. Specialist motor cartridges can send the rocket streaking up to 600 feet depending on the power of the motor used, and a small parachute pops open to slow its decent back to earth. The package includes a mini-launch platform and firing box, so all you need to do is provide a suitably open space and make ready with the "I'm no rocket scientist but..." gags and you're laughing.

Price £15 from Rockets And Things: 01227 700808

LETTERS

Got something you want to get off your chest? Want to talk about an embarrassing problem? Can't trust your doctor? Share your deepest dilemmas with over 50,000 other DC owners

GORE BLIMEY!

I notice that your next issue is 'The Blood Issue'. I assume that means you'll be filling page after page with nasty screenshots. I'm not against violent games as such but I think they show a lack of imagination. Acres of blood, guts and entrails, do not make a great game, just as they don't make a great movie. It's atmosphere which makes a great film but game developers don't seem to have grasped this. I don't think I've ever seen a game which has made me truly frightened. Developers like Bizarre put all their attention into mapping every London street in *Metropolis* but who cares? If only such developers would put the same care into creating game characters for whom we feel some sympathy, then games could be truly mind-blowing. And with the Awesome Power of Dreamcast™ at hand, surely anything is possible?

Jim Bayliss, Lincoln

STREET RACER

Thanks for providing last month's *Metropolis* preview – I never realised it was so good. Why has it taken developers so long to come up with games which are accurate models of real-life? The way you can drive around London streets which have been modelled to look just like the real thing, is a stroke of genius. I notice that Yu Suzuki's *Shen Mue* does something similar. This is the way forward for all games.

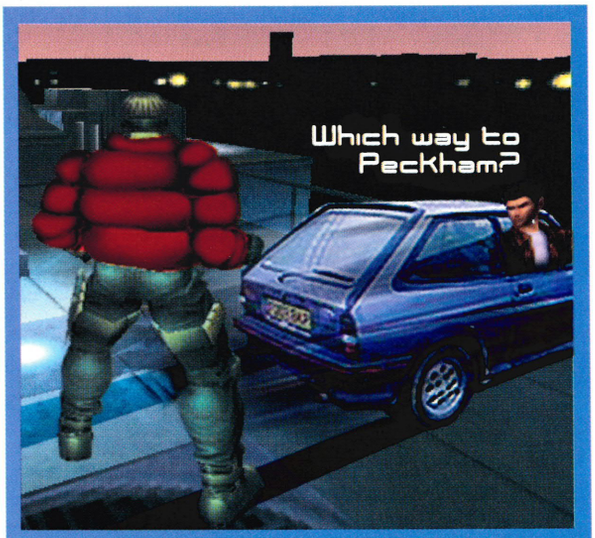
Don Davidson, via email

THE SQUARE WINDOW

What's the deal with this Windows CE business? Is there going to be a disk which has an installed version of Windows on it or is it internal? If it has Windows, will this be able to play PC games? It would be great if Dreamcast could run Windows.

Luke Turner, via email

The Windows CE operating system is on a chip inside Dreamcast – it does not come on a separate disc. The OS runs all the games you put into your Dreamcast and it's effectively invisible so don't expect to see those familiar PC windows. While PC games can be converted to run on Dreamcast, you cannot play PC games on a Dreamcast.



COMING SOON?

Here's an interesting idea I thought of for the section at the back of the mag.

FULL PUFFY JACKET

Set in Peckham, the game lets you take control of a puffy-jacketed gangster. Thanks to the Awesome Power of Dreamcast™, more than two square miles of actual city are available for you to roam around. Committing evil deeds, such as threatening old ladies with flick knives, shutting nerds in wheelie bins or drawing elaborate bits of graffiti on the underside of footbridges earns you money which can then be taken to the local firework emporium and spent on weapons of mass destruction. It is also possible to steal a red Fiesta from a scrapyard and use it to mow down toddlers. The aim of the game is to become Grand High Gangster Of All The World by increasing your reputation through numerous breaches of the law and moving up the ranks. Press A+X on the start menu to play as Vinnie Jones.

Tom Chadd, via email

FRENCH KISS

I have translated that French phrase from the *Sega Rally 2* advert which appeared in last month's UpFront section. The phrase 'à défaut d'être Finlandais, soyez fin pilote' actually means 'in the absence of being Finnish, be a fine driver!'

Paul Gladden, via email

Glad we've cleared that up!

EMAIL TIP

I'd like to share with other Dreamcast Net users, a way I've discovered to compose emails offline.
1) Connect to your mailbox and click on Compose.
2) Disconnect from Dreamarena and the compose box stays on the screen.
3) Write your email and then copy it using the copy/paste function.
4) Reconnect to your mailbox (do not turn off your Dreamcast) and paste what you've copied to a new Compose box. You can now send your message, having written it offline.

Tony Spring, via email

GEEK ALERT!

I was wondering what I would need to program my own Dreamcast games. I have quite a bit of experience using Visual C++ 6.0 and was wondering if I could use this to make software.

Ian Bassi, via email

In order to program your own games you would need to get a special development kit (basically a PC which has been modified to play Dreamcast gold disks) which costs around £5,000. You would also need to receive sanctioning as an official developer before Sega would release the kit to you. If you think you qualify, call Sega's HQ on 0181 995 3399. Sega don't have any plans to produce Dreamcast programming software so you can't write games using your Dreamcast alone.

OVERVIEW WANTED

I think you should have a Directory which tells you how all games have rated, a comment on each, and details about the game's genre.

Dean Ince, via e-mail

We plan to introduce such a section in our next issue. We haven't done it so far because until recently there weren't enough games to include.

FOOTIE MADNESS

Am I the only person who thinks Sega are shooting themselves in the foot by not producing any quality in-depth football games for Dreamcast? For God's sake Sega, football games sell better than any other type of game and at the moment it's the main thing missing for Dreamcast. You could argue that we have *UEFA Striker* and *Worldwide Soccer* but you can't exactly call them next generation titles. I admit *Virtua Striker 2000* looks excellent but you still only get international teams. Come on Sega, put some time and effort into making a next generation football game.

Paul Trott, Bournemouth

EMAIL QUERIES

I was impressed with the low rating you gave *WWF Attitude*. It takes guts for an official mag to give such a low rating. I know Nintendo's official mag wouldn't do the same. Anyway, can you answer some questions for me? Can I save pictures and sound from the Net? And will there be an upgrade so Dreamcast can view things like Quicktime movies?

Andrew France, via email

You can save pictures into your VM by putting the cursor over the picture and pressing X and Y. When you leave your VM idle this screen appears. Yes, there is an upgrade planned for Dreamkey. It was originally slated for an Easter release but it's slipping a bit. As soon as we get more news, you'll read it here first.

SHORT BUT SWEET

Got something to say? You're more likely to get a response if you keep it brief

Whoah – unbiased, unpatronising, exclusive GD-ROM, swearing, and football knowledge! Not wanting to sound sycophantic, but I am pleasantly surprised with your official mag, especially when you take a stance on the content of your mag (regarding "bollocks"). I don't want to shock Mr Aherns, but as a kid, I learned swearing in the playground.

Rob Franklin, via email

Last issue some readers reported problems buying from Simply Games. I'd like to say I ordered a DC, an extra controller, *Soul Calibur, Sega Rally 2, Sonic Adventure, Ready 2 Rumble* and a VM unit. Total cost: £309. A saving of £85. All bar the extra controller arrived two days later, registered with Dreamcast online. I've even got £50 of money-off vouchers on their way.

Mick Smithson, via email

HOTD2 is a stunning and cool game but after using the gun for a few days, I prefer the controller. You can reload faster and shoot quicker as well. I spent an extra 20 quid to get the gun which turned out to be rubbish. Does anyone know if there's a way to reload by pressing a button on the gun and firing off screen?

Qamer Khan, High Wycombe

It's all very well telling DC owners to buy the keyboard, but have you tried getting hold of one? No one has any keyboards in stock.

Mike Chenery, Glastonbury

Sega had supply problems in the run up to Christmas – they say they weren't expecting so many people to want them. The problem should be sorted by the time you read this.

On Dreamarena is there any way of surfing the net without using EXIT?

Barry Mcguire, via email

When online, press the left shoulder button, select Jump To and then enter a site address

Can you please tell me how much it costs off peak per minute to go online and surf the net?

Andy Humphreys, via email

It's exactly the same price as a local phone call.

CONTACT INFO: We want to hear from you. Address your letters to: Mailbox, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email us at letters@dreamcastmag.co.uk. And if that's not good enough for you, why not contribute to our regular online chat forum – simply point your Web browser at www.dreamcastmag.co.uk (or click on the ODM button on the Dreamcast portal site) and follow the instructions.

SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY

HELLA-COOL RACING ACTION!

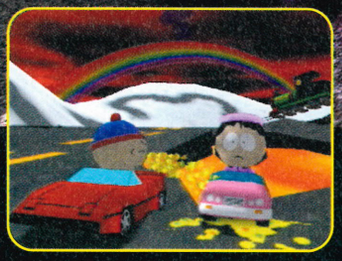
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PHOTOGRAPHY: TANYA CHALKIN



PHATS' PLANET

PHATS & SMALL: ONE'S A SELF-CONFESSED NERD WHO LOVES GAMES, THE OTHER, ER, LIKES TO PARTY. THEY BOTH OWN DREAMCASTS

LOVE IT OR LOATHE IT, Phats & Small's *Turn Around*, with its infectious bass line and distinctive "Hey, what's wrong with you?" vocal, was one of the most memorable tunes of 1999. Along with follow-up singles *Feel Good* and *Tonite*, it helped propel the Brighton-based DJs/backroom producers into… well, if not teenage pin-ups then certainly minor celebrities. And they're loving every minute of it.

Indeed, on the day we were due to meet, Phats & Small had been attending a local radio awards ceremony at Brighton's prestigious Grand Hotel. The duo picked up two awards (Most Popular Song and Sussex Performer Of The Year) – and, judging by the number of empty Laurent Perrier champagne bottles lying in their wake, a sizeable bar tab too.

Plans for an interview in their studio were hastily scrapped. But after the boys had a 'quiet word with the management', we retired none too gracefully to a suite in the hotel for a chat and a bit of a games session.

Twenty-nine-year-old Jason Phats (the dark-haired one) is a big games fan. A big, big games fan. Computers and consoles, from Commodore Vic 20 (a machine from the early '80s) to Dreamcast, he's owned 'em all. All-weekend gaming sessions? Midnight console launches? Yep, he's been there, done that.

"I started when I was very young," he tells us. "The first computer I had was a Vic 20. I had a ZX81, Spectrum… Remember *Manic Miner*? Now *there* was a ground-breaking game."

Gaming is a passion that Jason's happy to see pass down the family. "My daughter's been playing *Sonic* [*Adventure*]. She calls him Honest the Hedgehog for some reason," Phats explains. "Everyone raves on about them putting a boss at the beginning of the game, but my three-year-old bashed his arse," adds the proud father.

Reaffirming his own enthusiasm for games, he goes through the pile of Dreamcast titles we have with us like a nine-year-old schoolboy flicking through football stickers in a playground: "Got… got… got… want!" (That was *Soul Calibur*, by the way.)

Jason played guitar in bands at college, but it was his love of games that lead him to mucking around with sequencers and getting into music production. "I used to sample New Order and strum along with a guitar. If it wasn't for home computers I definitely wouldn't be where I am now," he concedes.

So will we ever see Phats & Small produce music for videogames? "The thing about computer games is that most of the music leads to death," chips in Russell. "Our music is happy music. So if a game was played and leads to… you know, if at the end of the game you got a bunch of flowers, then maybe our music would be suitable." More champagne for Mr Small!

For the record, while he's been known to have a (*Ready 2*) *Rumble* with his tour manager and has taken *F1 World Grand Prix* for a spin, 31-year-old Russell isn't massively into games. He was, however, sufficiently impressed by Dreamcast to buy one for his son for Christmas.

And now, thanks to Sega, the duo have a Dreamcast and a pile of games sitting in their studio too. Don't hold your breath for a second album.

Warren Chrismas

"THE THING ABOUT COMPUTER GAMES IS THAT MOST OF THE MUSIC LEADS TO DEATH"

• ***Phats & Small's debut album,* Now Phats What I Small Music,*is out now on Multiply Records.***

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Dreamarena

BLOOD & GUNS

SO, YOU'VE hopefully read our feature on why gamers get a kick out of violent and scary games. Now you probably feel like playing some. There's already a fair few suitably grisly titles out on Dreamcast: *House Of The Dead 2* and *Shadow Man*, to name but two. But what's coming out in the future?

We've rounded up some of the upcoming Dreamcast games that, if they don't satiate your blood lust, will at least leave you cowering behind the sofa. *Resident Evil Code: Veronica* has already got you lot slavering, judging by our mailbag, so check out our exclusive four-page preview.

Then there's *Soul Reaver* and *Zombie Revenge* – both games which will spook even the most hardened gamer – as well as *Slave Zero*, *Maken X*, *Take The Bullet* and *Berserk*. As well as finding out what's what on this rogue's gallery of titles, we've also provided a handy key to show you just why they'll make you shiver. Enjoy…

SYMBOL PLEASURES

Wondering just what sort of scary or bloody content these games have? Check out our quick reference guide



BLOOD
The crimson stuff – and plenty of it



DECAP
The limbs they are a rolling



SCARY
Blair Witch? Bah! This is freakier



GUNS
Packing pistols? You bet. And more



CRIME
Stuff the cuffs, crime *does* pay



VAMPS
Fangs for the memory, mate



ZOMBIES
Lurching undead beasts feast on flesh



HORN
Erik the Viking's homicidal cousins



FISTS
Tyson would run a mile, the big wuss



△ **The crossbow is a powerful enough weapon on its own, but when loaded with explosive-tipped arrows things get very messy.**

RESIDENT EVIL CODE: VERONICA



Exclusive to Dreamcast and one of the games that will catapult Sega's machine into the superleague. **STEVE KEY** ventures into zombie hell once again

THERE ARE VERY few videogame franchises which can single-handedly raise the profile of a machine sufficiently to double or even triple its popularity. *FIFA Soccer* is one such brand that continues to outsell all other football games, and *Tomb Raider* is possibly the only other game that prevents *FIFA* from walking away with the Biggest-Selling Game of the Year accolade each December.

But while both of these examples have been deemed sell-outs at some point or another, there's one series which has managed to be both massively popular and consistently well-respected among every kind of videogamer, all over the world: *Resident Evil*.

So it's comforting to know that Dreamcast isn't being served up half measures of the series by developers Capcom. January sees the UK release of *Resident Evil 2* (see page 74 for the full review), and we've also got the Dreamcast-exclusive chapter known as *Code: Veronica* to look forward to.

So what of it? What's the deal behind the first fully 3D *Resident Evil*, and why should you be trembling with anticipation until its May release?



△ As you wander through this corridor of giant moths, all you see are the arms and legs of some poor cocooned guy.



△ This biological nightmare can be found in cryogenic stasis deep inside Umbrella's secret Paris laboratory. Try not to wake him up.

VERONICA'S CLOSET

Code: Veronica takes place a full three months after *Resident Evil 2* – which may be another reason why Capcom decided to release *Resident Evil 2* on Dreamcast first: to bring everyone up to speed with the storyline – with Claire Redfield still searching for her brother after his disappearance. By the time Claire has escaped from Raccoon City, she knows that her brother Chris is in Europe somewhere and, being the doting sister that she is, sets off to find him. This would all be too easy and very un-*Resident Evil*-like if she made it, so she never quite ends up at her final destination. Instead, she's thrust headfirst into yet another terror-filled zombie freak show, with only her instincts and fondness for gratuitous violence as her aides.

Some people were worried that this game would be a mere offshoot from the central *Resident Evil game* series and that the PlayStation in fact got the true sequel in the recently released *Resident Evil 3: Nemesis*. However, *RE3* is not the true sequel, as it overlaps *RE2* in a kind of 'fill in the gaps' storyline. *Code: Veronica*, however, is the natural progression to the survival horror

WHO'S WHO OF WEAPONS

These are five of the weapons we know will definitely be in the finished game. They'll make zombie-wasting a pleasure



BERETTA M93R

Standard issue handgun for the S.T.A.R.S. team. The weakest of all the guns you have, unless you can find the attachments.



M79 GRENADE LAUNCHER

Fires napalm, gas or acid, as well as traditional exploding grenades, on the unsuspecting zombie masses. Nice.



FRANCH SPAS-12 SHOTGUN

Takes up two slots of your inventory because it's so bloody big. You'll be decapitating all the way to the bank with this thing.



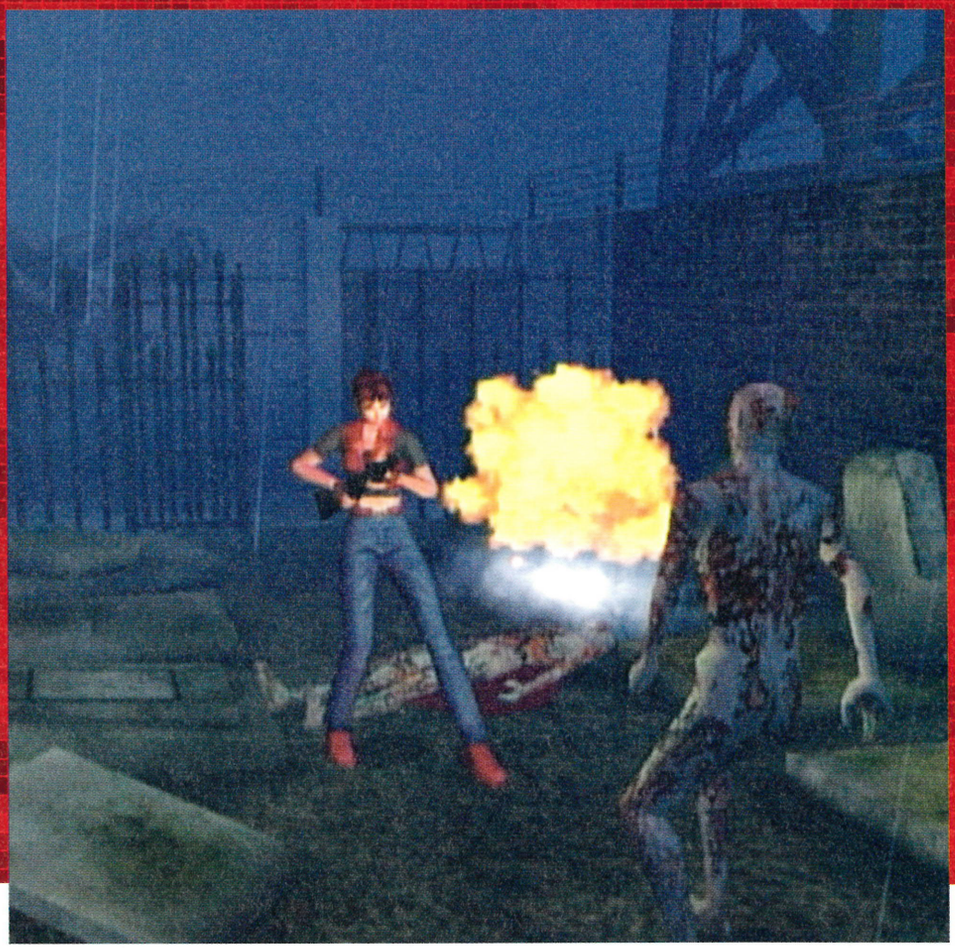
AK-47 ASSAULT RIFLE

A favourite of the Russian Army, this weapon has never before seen in a *Resident Evil* game.



GOLD LUGERS

Not one, but two reasons to play through this game and become a crazy psycho killer.



△ **Pack the grenade launcher with acid rounds and use it to burn what little skin remains off the shambling hordes of Hades!**



storyline that so grips players of the games.

It's obvious that *Code: Veronica* is a huge step forward for the series not just in plot, but also with graphical style and playability. Dreamcast has given the programmers the extra dimension that prevented them from making previous titles complete real-time 3D games – the PlayStation just couldn't handle the backgrounds it displays as pre-drawn images if they were generated in real time.

Everything in *Code: Veronica* is completely 3D, giving the game the ability to have a dynamic, roving camera that can pan in and zoom out to accompany all the relevant action on screen. It can even follow the characters along the screen from strange angles to add dramatic tension in places.

This means that lighting you would previously only see on the characters themselves can now affect the backgrounds too. Take a look at *Resident Evil 2* – while it's neatly covered up with clever design, the background and character graphics are totally separate. *Code: Veronica* puts them together in a 3D world, meaning that lights now affect both in the same convincing way.

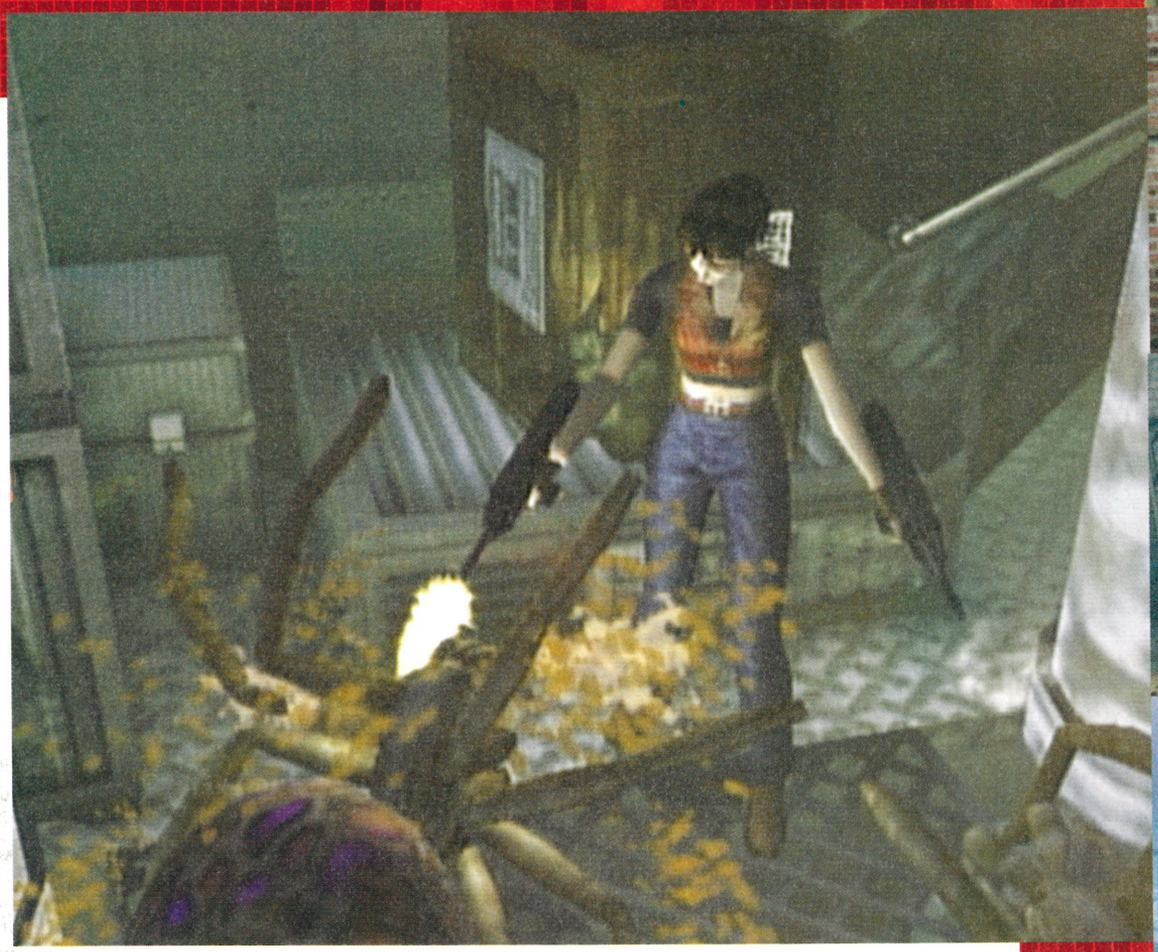
A lot of moody lighting has already been implemented in early versions of the game. In one example, Claire walks into a room with a light suspended from the ceiling. The light is swinging in the breeze and the shadows on Claire and the room are constantly changing in real time depending on the position of the lamp. It's a brilliantly eerie feeling, but when you consider the fact that Claire is already using a lighter to illuminate her progress through the dimly lit corridors then Dreamcast becomes an even more impressive bit of kit, as it strolls through the calculations that would have any other games system blowing a fuse trying to do something similar. Those looking to show off the power of their Dreamcast will be having wet dreams over this game. Or should that be wet nightmares?

FULL FACIAL

Of course, the backgrounds aren't the only sections of the game to feel the full benefit of a Dreamcast update. The characters will have full facial expressions for the first time in any *Resident Evil* game, making it seem like a full-on Hollywood movie.

One of the in-game cut-scenes we've seen again involves Claire, just as she's encountered a bunch of zombies. As she staggers back trying to get away, the camera starts to zoom in. She falls over, and the camera closes in on her face to show how it's contorted with fear. It genuinely does show the emotion of someone who's just stared death in the face, and is very chilling indeed. It's true credit to the talents of the team behind the game.

Now you can really delve into the feelings and thoughts of the characters entwined in the game, and it also opens up a host of new possibilities when it



△ Claire can't use two guns right from the start of the adventure. First she must learn the ability from a helpful prisoner she meets.

comes to explaining the plot and cementing the key players in the story.

Those familiar with the *Resident Evil* games will know that *RE2* comes on two discs. And that's something which will be repeated in this version. It won't follow the same format as *RE2*, however. Instead it'll use the same locations and environments for each of the discs, but have completely different stories for each character. Considering you can play as both Chris and Claire Redfield, it would make no sense at all to have Chris following the same plot as Claire because they have yet to meet in any of the *Resident Evil* games. *Code: Veronica* will be the game where they finally find each other again.

In case you're wondering about the size of the quest, Capcom promise that *Code: Veronica* will be by far the biggest *Resident Evil* game yet – more than double the size of the huge *Resident Evil 3: Nemesis*, currently the biggest in the series.

THE GUN LOBBY

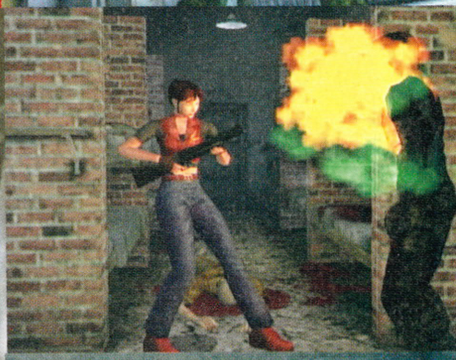
One of the first things demented fans look for in a new *Resident Evil* game is the inclusion of new weapons, and *Code: Veronica* is going to be the *coup de gras* of all the survival horror games. We've already seen the standard weapons that have been involved in most of the games so far. The M93 is the standard issue Beretta, and the SPAS-12 shotgun is a meaty weapon that packs some serious punch. You can tell it's one of the best weapons, as it takes up two of your inventory slots – something which is normally only reserved for the huge, shiver-inducing big bastid guns that you get towards the end of the games.

However, the big news for weapon lovers is that it's now possible to use two guns at once. Double the power and double the carnage. Real bloodshed. Claire now sports a pair of Uzis as she sprays a zombie-infested room full of bullets. Sadly you don't have independent control of each of the guns, but the game does it for you. Once two characters are locked onto, Claire will track one of the zombies with one gun and keep the other for firing at the second target. It'd be practically impossible to control any other way.

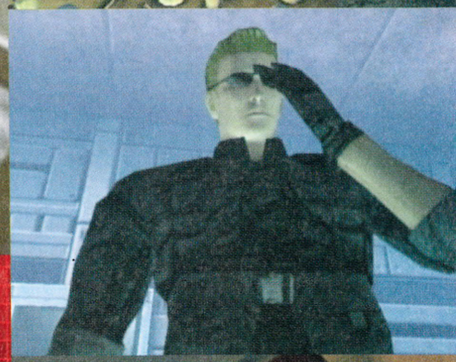
Possibly the coolest weapons though are likely to be the two Gold Lugers you can get – proper Scaramanga stuff. Then again, perhaps the thought of Claire with three nipples is a little too much for some of you. An AK-47 has also been added, as well as the Grenade Launcher with new rounds to load into it, the best of them being the Napalm rounds (check out the panel panel opposite for more info).

We don't know about you, but every time we think about the possibilities of this game it makes us smile and chuckle in a sinister kind of way usually reserved for virtual employees of the corrupt Umbrella Organisation. This is going to be a huge, huge title, and is certainly one of the most important games for Dreamcast. Keep an eye out for *Resident Evil Code: Veronica*. It's going to be the biggest of the big.









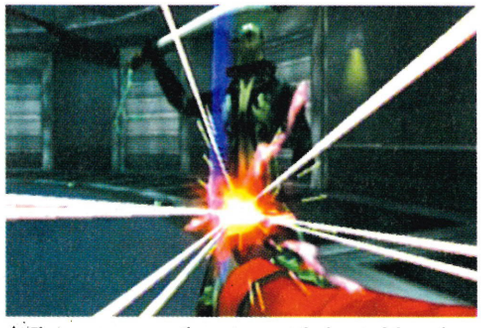




△ A major part of the *Code: Veronica* story takes place in this prison complex. Unfortunately, not enough of its inmates have been put to the guillotine.



△ Involving cut-scenes mean you identify with the characters.



△ First-person perspective puts you at the heart of the action.

MAKEN X

You want demonic? Get ready for this first-person adventure which combines close-up battling with some quick-fire action. Well, you asked for it

FOR ANYONE PRODUCING popular culture, Nazism is a powerful symbol that's always guaranteed to cause controversy. Take the early punks, for example, who wore swastikas to cause the maximum public outrage, despite not being remotely sympathetic to it. More recently, *Wolfenstein 3D* caused a storm in Germany for its inclusion of the Nazi symbol – something we've covered in our Fright Club feature, page 7.

Now, *Maken X* isn't a Nazi game, but when it was shown at a couple of trade shows last year it was these aspects that got picked up on first. And with vicious Nazi attack dogs and swastika-faced soldiers, it's no surprise. However, even leaving that aside, the game is still one that'll potentially get to your core emotions like few others. It's down for a UK release some time this year, published by Sega.

The plot concerns a legendary sword, *Maken*, which is rumoured to be the most evil weapon ever made. A foolhardy scientist is trying to bring it back to life, and as you'd expect the consequences turn out to be messy. He's bumped off by a mysterious assailant, leaving you – in the guise of his daughter – to take the sword and search for his assassin. Oh, and on the way you're expected to kill anyone who tries to stop you.

It plays like a first-person shooter, but with an emphasis on swordplay rather than shooting. Also, it's got some novel touches. For example, you can 'lock on' to enemies to engage them in one-on-one battles. You also get to hijack other characters and take control of their bodies to fight. In Japan the game's been praised for its fluid look, but criticised for its gameplay, which is possibly a bit linear. Even so, its forbidding atmosphere should make it a treat for connoisseurs of the dark side.

BERSERK

It may not have a UK publisher yet, but this gory Japanese hack 'em up should appeal to psycho gamers everywhere

IF DECAPITATION'S your thing, *Berserk* will have you chomping at the bit. Not only do you get to play an arse-kicking proto-viking character, but you also get an enormous sword with which to slice up your enemies, sending torrents of blood squelching all over the screen. This is truly the bloodiest game ever.

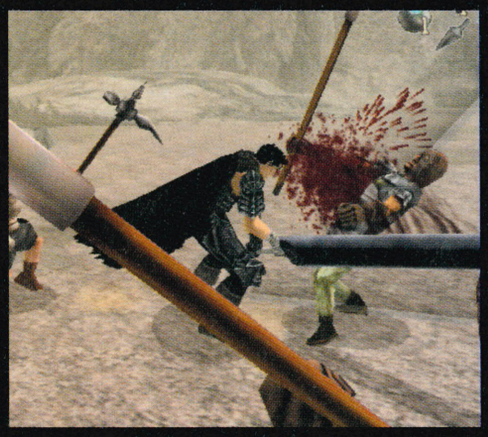
Thing is, it was only released in Japan in mid-December, and at the time of writing hadn't yet secured a UK publisher. Hopefully that'll soon be remedied though, as its mixture of adrenalised hack 'em up action and messy disembowelling is guaranteed to attract a healthy (or should that be unhealthy?) audience over here.

Play-wise it's like *Soul Fighter* meets *Quake* meets *Soul Reaver*, with a dash of *Shenmue*-type Quick Time Events. You play as the fearsome-looking Guts, whose task (we think) is to kill an evil guy called Balzac after slaying his venomous hordes. There are a few other characters too: a nun, a little girl and a naked fairy, although we're buggered if we know what they do.

The game sounds and looks intriguing, especially the way you get progressively more enraged as you fight, culminating in a 'berserker rage' where you do a Beckham and lash out viciously at everyone around you. Rest assured that we'll keep you informed on whether *Berserk* is to get a UK release. Here's hoping.



△ The flame-thrower may be historically inaccurate but it rocks!



△ Strike the right blow and blood spurts all over the shop.



△ Slashing at multiple enemies is easy, and sends blood everywhere.



△ The spectral plane looks similar to the material plane, only the architecture is ever so slightly more warped. Time also stands still.

SOUL REAVER

Vamp it up with this involving tale of bloodthirsty creatures of the night, set to jiggle with your nerves later this year

VUN, HA-HA-HA… TWO, HA-HA-HA… Three, ha-ha-ha… Yup, Count Dracula in *Sesame Street* was the best puppet ever to come out of Jim Henson's Creature Shop, even if Drac never did get around to sucking anybody's blood. Still, his popularity is another example of mankind's fascination with vampires.

Of course, *Soul Reaver* is about as far from *Sesame Street* as you can get – unless there's a secret episode we haven't seen where Big Bird rips off Elmo's head and impales it on a nearby lamppost – and the game is most certainly not for kids. It's a dark gothic horror adventure, developed by Crystal Dynamics. You play Raziel, a vampire who's been booted out of his clan for developing wings before his master – a cardinal offence among these touchy vampire types.

Anyway, there's a long and complicated storyline to the game, but what it boils down to is that you must stalk about slaying your former brethren, preferably as messily as possible. The best bit for all you sickos out there is the fact that to survive, Raziel must devour the energy of other souls – he is a vampire, after all. This aspect adds a devious twist, muddling the boundaries between good and evil. And we all know which is the more interesting.

Gameplay-wise, it's a cross between *Tomb Raider* and *Quake*, although that slightly flippant description doesn't do it justice. It's not a mindless slash 'em up, but the puzzles are never brain-bustingly difficult either – a nice balance. In combat you can snatch bits of the scenery and use them to splatter the enemies. Certain to be popular is the way you can pick up spear-shaped objects and use them to skewer your foes in gruesome fashion – always good for a laugh.

With a hefty dose of exploration, *Soul Reaver* looks set to target gamers who like a bit of depth but also appreciate the gory things in life. Raziel has the ability to switch between the material and spectral plains, and needs to do so to solve some of the puzzles.

Soul Reaver has already got a warm reception in its PlayStation incarnation but, as you'd expect, Crystal Dynamics have made strenuous efforts to ensure that us Dreamcast owners get our money's worth. To that end, the game runs at 60fps throughout, as opposed to the 25fps of the PlayStation version, and that's with higher resolution textures on characters and the environment. In fact all the graphics and animation have been touched up, and the intro movie is apparently quite a bit better. Sometimes we criticise PlayStation-to-DC ports for remaining the same, but it looks as though *Soul Reaver* won't be forcing us to sharpen our knives on that score.

Crystal have made it a priority to eliminate those pesky loading times between screens and levels that can really dog a game. We're looking forward to seeing the end results.

• *We talk to lead designer Richard Lemarchand in our Blood feature, starting on page 8.*



△ Thunderbolt and lightning, very, very frightening, meeee, Galileo…







△ Like *House Of The Dead 2*, you can shoot the zombies' faces off.

ZOMBIE REVENGE

They might be a little ragged around the edges, but AM1's zombies are set to make a splash when they get a Dreamcast release



WE PREVIEWED Sega's upcoming zombie-basher last issue, but since it fits nicely into our violent games topic, we thought we'd rustle up some extra info for you. If you read the preview, you'll already know about the game's general idea and fast-paced action, as well as its innovative VMU games. Still, as Jimmy Cricket might say, there's more.

Like the versus mode for a start, or 'Fighting mode', as it's known in the game. It's a beat 'em up – *Virtua Zombie 3tb*, if you like – where you either take on a friend, the console, or watch two Dreamcast-controlled fighters battle it out. The action takes place in a spooky deserted street, with the characters running round each other punching, kicking and firing weapons – including lead piping, machine guns and grenades.

There's also the Vs Boss mode, where you take on one of the game's frightening boss characters. Again, it's a one-on-one battle, much like the fighting mode. Admittedly, neither is going to keep you occupied for months on end, but they're useful as a practice tool, and definitely add value to the overall game.

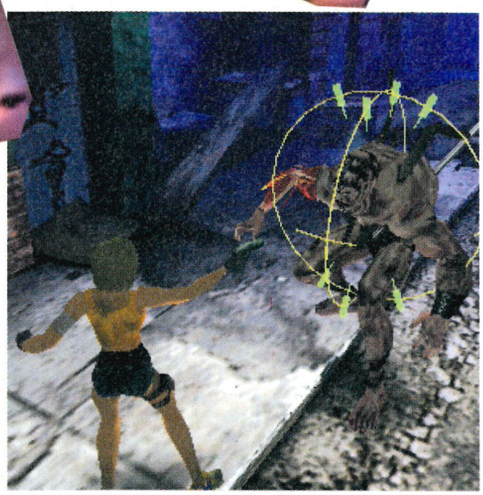
You get a choice of three characters in *Zombie Revenge*: Linda, Stick and Busujima. Linda is – quelle surprise – a busty gun-toting blonde. Stick, meanwhile, is a rugged hero in the mould of Stallone or Schwarzenegger. Finally, Busujima is an Afro-Japanese martial arts expert. As usual, all three have different fighting techniques and so on. In terms of characters, *Zombie Revenge* isn't so far removed from *Dynamite Cop*, although you shouldn't let that put you off.

One thing we didn't mention last month is the way you get poisoned whenever a zombie lands a successful attack on you. Your energy bar turns purple and you look decidedly green about the gills. The solution is to collect the antidotes that are thrown out whenever you make a good kill.

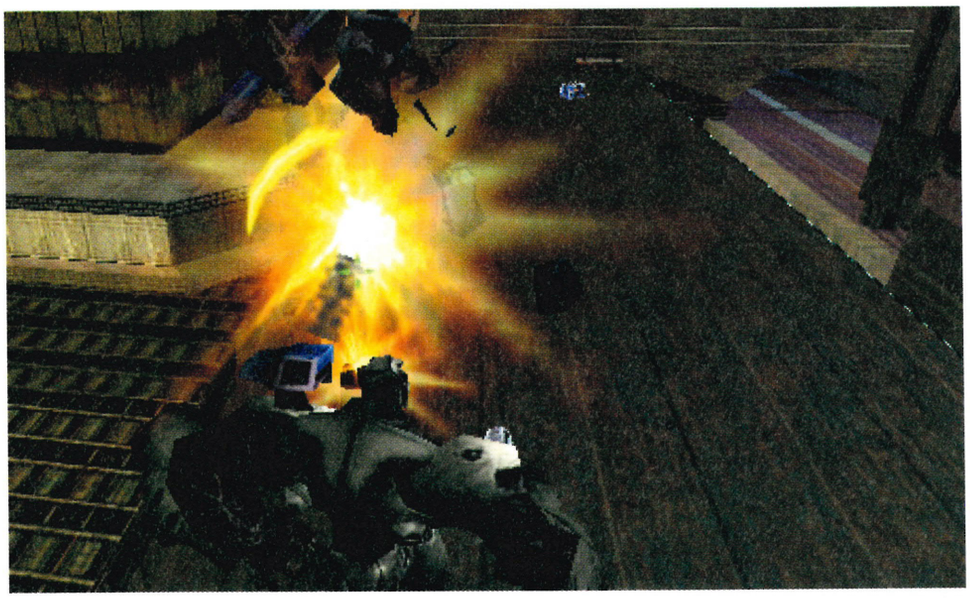
From what we've seen, *Zombie Revenge* can best be described as a more arcadey *Resident Evil 2*. The *RE2* bits where you wander through six or seven screens in search of zombies have been replaced with six or seven screens all packed with the buggers. The combat certainly has an *RE2* feel to it, especially in the one-on-one modes. For those of you who find Eidos's fleshcrawler a tad on the sedate side, *Zombie Revenge* looks like it might appeal to you.

Violence-wise, it's carnage on a grand scale – and here it's definitely reminiscent of *House Of The Dead 2*, especially when you manage to shoot a zombie's face away, but it still keeps coming atcha. And like *HOTD2*, *Zombie Revenge* is one of the most hilarious games to play, although it's hard to explain why. Y'know when you're playing an ultra-violent game and you just find yourself giggling at the whole over-the-topness of it all? Well that's the reaction *Zombie Revenge* has been provoking in the office. Maybe we're just sickos…

We've said it before: with *Code Veronica* on the horizon, *Zombie Revenge* is going to be up against some serious competition. Still, if you like your third-person shooters to feature as much fetid flesh as possible, the next few months should be mighty fine.



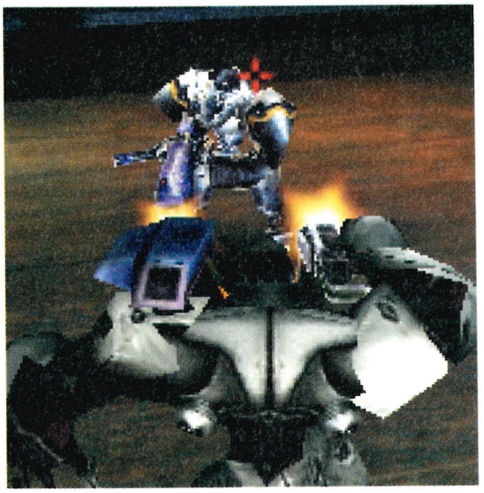
△ Take on one of the game's bosses in, yup, Boss Mode.



△ Up close, the explosions are impressive.



△ Destroying generators is just one of the early game missions.



△ Shoot your enemies before they shoot you.

SLAVE ZERO



What could be more satisfyingly violent than yomping round a city trashing people, cars and buildings with a giant robot?

ROBOTS ROCK. And we don't mean the ponderous contraptions peddled by those geeky people who compete on *Robot Wars* either. Enormous robots with big guns are where it's at, and *Slave Zero-X* promises to give them to us in spades.

The game is set in a *Bladerunner*-esque future city, except instead of replicants, there's loads of these huge robots armed to the teeth with weapons of destruction. As you do. We've had the plot explained to us twice now, and we still can't really understand it, but basically you have to rampage around destroying other robots, achieving set goals – destroying generators for example – and squishing humans on the way.

The whole shebang is viewed from a third-person perspective, with an atmospheric city buzzing around you. We've seen an 85% complete version, although several of the key features were missing, but it's shaping up nicely. Throughout, there's a disembodied voice telling you about your next waypoint – for example, "the generator's straight ahead", thus ensuring that you never get totally lost without any idea of what to do next.

There's a variety of robots in the game, each with their own way of behaving. We're still waiting to see if you'll be able to pick up the humans and throw them against walls – something that's in the US version – a strange reminder of that arcade classic *Rampage*. Still, in look *Slave Zero* is definitely of the calibre we've come to expect on Dreamcast. Over in the States, where it's been released already, it was criticised for its slow pace. Still, that might be corrected for us – if so, it'll provide robot-mashing thrills for any of you who like to get Meched. Watch out for it.



△ *GTA2* is set to be absolutely criminal.

GRAND THEFT AUTO 2



It's true: this barnstorming game that combines cars and violence in one ultra-criminal package is coming to Dreamcast

IN THE history of gaming, there have been plenty of controversial titles across all formats. The eagle-eyed tabloids have never been slow to condemn any game that looked like it was promoting violence, criminal acts, drug taking or anti-social behaviour. *Grand Theft Auto* famously majored on all four, so it's no surprise it caused a stir when it came out.

Still, its popularity meant a sequel was inevitable, and so *GTA2* was born. After a successful debut on PC and PSX, it's now on its way to Dreamcast, meaning that we'll be able to brush up on our car-jacking, kidnapping and explosive techniques too.

We're in the process of sorting a full exclusive preview of the Dreamcast version, but for now have a butcher's at the storyline. The game is set more in the future than its predecessor, with seven violent gangs roaming the streets of the game's three cities. You must run errands for them – and we don't mean popping down to the local minimart to get some milk. These are proper criminal missions.

As far as the gameplay goes, it's a continuation of the first game's mixture of crime and (escaping) punishment. The introduction of the rival gangs means that you must always take account of whether taking on a particular job for one gang will put you in the bad books of another. We'll be bringing you more news on the Dreamcast version's improvements as soon as we can.

CRAZY TAXI UPDATE

Only an idiot would climb into a cab called Crazy. So hop in. **TOM GUISE** has room for one more in the back



△ The new city features a full railway system. Pick up and drop people off at the stations.



△ You'll have to learn the locations of all the new landmarks if you want to earn big tips.



△ Forget the roads. You can just burn through the tube tunnels.



HOT TIP FOR TOP occupation of this new millennium? Taxi driving. Kids are gonna be signing their grannies away for a place at cabby college. Not convinced? Okay. A hundred years ago they all wanted to be train drivers. Pushing a lever to chug at 12mph from London to Plymouth and back. Just 30 years ago it was astronauts. Seen Apollo 13? Sitting in a tiny bucket for months, pissing in your pants – and you didn't even steer the thing. At least this generation of career-minded kids have got a hypnotically hip motive. This game.

Crazy Taxi is an arcade machine that's mental fun. You're racing around a San Francisco-style city, picking up fares. And you don't have to follow any set route or traffic laws. And you can't crash. And you can throw your indestructible cab around, smashing everyone out the way in an attempt to get your passengers to their destinations in time. Yes, if real taxi-driving was like this, road mortality would be in the thousands every day, car insurance would be at a premium, and cabbies would be Mad Max-style vigilantes, always on the run from the law. But life's not like that. You hear? So if you end up working unsociable hours for abuse and a pittance, that'll teach you for playing *Crazy Taxi* when you should have been studying your Home Economics.

Of course, your streetwise arcade-goer knows this. But what about a young child who slips *Crazy Taxi* into their Dreamcast after innocently playing *Toy Commander* or *Pen Pen*? When the home version arrives at the end of February it's gonna be even more appealing than the coin-op. Porting the



△ No matter how hard you try, there's no way of running over the pedestrians. Shame...



△ The new city's used car-lot. Once you've been there, the cars are left a little more than 'used'.



△ The Crazy Box mode is simple but ace fun. Here you've got to burst balloons against the clock.

game from the Dreamcast-compatible Naomi hardware has been a simple task, and consequently it's already a match for the arcade. And with all of the extras and features that Sega are feverishly working on, *Crazy Taxi* could rank as one of this year's hottest Dreamcast titles.

UNDER THE HOOD

First up, there's a whole new city. No small feat when you consider the size of the arcade original. Still, there is a beach with sea you can submerge in, a multi-storey carpark, busy downtown with shopping areas, and even deluxe branches of Pizza Hut, Tower Records, KFC, the Original Levi's Store and more.

The new city uses much of the same styling. It doesn't look immediately like a new town, more a different district. It does, however, have loads of new ludicrous landmarks. There's a used car lot to plough your way though, a raised bridge: get your angle wrong and you end up riding along the sea bed again – which is no bad thing. There's even a fully-working train system, with tunnels you can shortcut smugly through, well... until you go head-to-head with an oncoming express that is. For a change, you can't barge these monsters out the way. You can even exit the rail system through subway stations into the main city. It's altogether... crazier!

The next new mode is more technical and focuses on *Crazy Taxi*'s surprisingly rich gameplay. Playing it as a basic pick 'em up/drop 'em off game is fun, but hardly enduring stuff. But try watching arcade experts and you'll notice stuff you haven't seen before. They score cash bonuses with moves called Crazy Jumps, Crazy Drifts, and Crazy Throughs, even registering combos. And they whack the gear stick back and forth, pushing the car to eyeball-shuddering speeds. Welcome to the world of the Awesome Cabbie™.

MORE FLARE FOR YOUR FARE

These are all moves you can learn, and Crazy Box Mode turns this into a mini-game challenge. There are 16 tasks in all, each one forcing you to learn a new skill in an hilarious way. Perform Crazy Dashes by boosting off a ski jump. Master Crazy Drifts by popping balloons in a park. Some skills seem impossible to grasp, but the challenges are finely-tuned enough to convince you that there is a way.

And once you've mastered the moves, this mode looks set to have groups of friends shaving seconds off each other's records. It'll also affect the way you play the normal modes. Suddenly you'll be Crazy Dashing across the cable car station, or using a Crazy Drift to U-turn onto the raised bridge. The cities will become advanced arenas to test out your new found skills and clock up incredible ratings. Score highly enough and you could be awarded with the accolade of Awesome Cabbie™.

MILES PER GALLON

At present, these modes are still very much in development. The second city, while looking very solid, still chugs at a slow pace, sometimes becoming painfully jerky. But it's obvious these are problems that can be easily smoothed out. *Crazy Taxi* is going to be a very polished title. The big question lies in how lasting these new features will be. Learning new stunts is fun, but perhaps not as addictive as unlocking loads of new characters or cars. And it's hard to tell how tough the challenges could actually prove. Too frustrating and the fun could soon drain away when weaker players can't match their 'masterly' mates. There's also the glaring lack of a multi-player mode in the current development version, and no change is currently planned. If nothing else, a two or four-player round-city cab frenzy could be the ticket that makes *Crazy Taxi* a hugely popular post-pub session game. At least until you have to call a real (slow, late, over-priced) cab at 4am.

We've got a good feeling about *Crazy Taxi* though. And we're going to be testing these new modes out (and finding out what else lies in there) right up to the review next month. Hopefully it'll prove to be a luxury limo experience and not a con-ride that leaves us miles from where we were hoping to end up.

"WE'VE GOT A GOOD FEELING ABOUT *CRAZY TAXI*"

OUT: **FEBRUARY**
PUBLISHER: **SEGA**
DEVELOPER: **AM3**

FOUR WHEEL THUNDER



Yes, it's another bloody driving game, but this one is worth your attention. **STUART DREDGE** investigates

HERE'S AN EXPERIMENT for you to try. First, find a cat. If you haven't got one, tempt one of the local tabbies in with a fish or ball of wool. Then take it down to your local games shop – you might need to use a cat basket for this. The next bit's simple. Walk to the Dreamcast section, take your cat by the tail, and swing it round a couple of times. You won't be able to do it without hitting at least eight driving games.

If that slightly clumsy attempt at a mixed metaphor hasn't made my point, I'll try to be clearer: Dreamcast is quite frankly snowed under with driving games. Some are good (*Sega Rally 2*, *F1 World Grand Prix for Dreamcast*), some are bad (*Buggy Heat*, *Monaco GP*) and the rest fall somewhere in between. What's more, there are a couple of potential stunners on the horizon in the shape of *Metropolis Street Racer* and *Sega GT*. It's a veritable glut.

You might think that any developer who wants to add to this number is supremely foolish. Well, Kalisto certainly aren't, but they are French, and that should give you a clue that *4 Wheel Thunder* is likely to a) look very nice and b) provide a lot more than just bog-standard driving fare. And you know what? C'est vrais!

4 Wheel Thunder started life as a rally game called *Xleration*, which in the absence of a publisher, was displayed on Sega's stand at last year's E3 trade show in Los Angeles. It was snapped up by Midway, who suggested that it could use some offroad elements too. With these in place, it was then renamed so that it might fit in with its new publisher's racing stable, positioning it as the



△ Mix and match vehicles for some truly blazing contests.



△ If you want better grip in all terrains, big tyres are the way forward.



△ Big tyres mean that you can drive virtually anywhere in your battle to get to the front.



△ Ahh, yes, the joys of leafy lane motoring under spectacular skies.



△ You can check out all of the cars on offer before deciding which set of wheels you want.

"WHAT IMPRESSED US WAS FAIRLY BASIC: NO POP-UP"

follow-up to *Hydro Thunder*.

On the face of it, *4 Wheel Thunder* is a simple concept: it features a mixture of outdoor and indoor tracks, loads of different vehicles, varying weather conditions and a split-screen, two-player mode. You get to choose to view the action from either the driver's viewpoint or behind the vehicle, and all this while it zips along at 60frames per second.

There are four categories of vehicle in the game: monster trucks, buggies, jeeps and quads. Each class has its own strengths and weaknesses – for example, monster trucks have excellent grip, but can't accelerate as fast as the buggies. Hopefully, these differences will make the game a challenge to learn.

However, according to Stephanie Rolland at Kalisto, *4WT* isn't just another arcade racer, but then it's not a full-blown simulation either. "We've aimed to make it instantly playable, but we've also implemented lots of extra modes and features to give the gameplay more depth," she says.

The extra features include the ability to upgrade your vehicles, although we didn't get the chance to see exactly how that's going to work. What we do know is that each car will have three levels of upgrade, enabling you to customise it as you win races in the season mode.

There's also a nifty power-up system as you race around the tracks. Each circuit is sprinkled with power-ups which when collected either improve or weaken your vehicle's performance for ten seconds or so. There are also some innovative two-player game modes: in bomb mode you have to overtake your opponent before blowing up, while tag mode is a four-wheel version of 'It'.

IMPRESSIVE

Despite all these extra bells and whistles, when we looked at an almost finished version what impressed us was fairly basic: no pop-up. Mountains loom in the distance, enormous balloons float over the tracks, but never once does anything suddenly appear from nowhere as the screen redraws. *Sega Rally 2*, eat yer heart out! It's mainly down to Kalisto's newly-designed game engine.

"We started the game from scratch because we wanted to fully utilise Dreamcast's technical features," says Stephanie. "We have developed an original physics and dynamics engine which can put 500,000 polygons per second on screen." Better still, the engine has been created with an eye for future improvements that will add to online play.

Kalisto always intended to have full online multiplayer support in *4 Wheel Thunder*, but it wasn't possible for this version. "We have the ability to develop this, but the time delay on the Internet development kit meant we couldn't implement it for our release deadline of March," says Stephanie. Still, it's fairly certain that as soon as the team get their hands on the essential kit, they'll be beavering away at a follow-up. Well, we hope so anyway.

So what else do you need to know about *4 Wheel Thunder*? Well, this may be a minor point, but the in-game music rocks, as you'd expect from a French developer. Rather than rope in songs from the likes of Fatboy Slim and Sasha, they've created all the music in-house, and very good it is too: pounding electro with squiggly acid squelches.

There's still a fair amount of work to be done before the game's ready for release though. The version we saw didn't have any sound effects, meaning that the cars feel a bit like they were floating just above the track. Obviously, that'll have been remedied by the time you read this: Kalisto are also intending to sample real vehicles to make the game sounds as good as possible.

The only other gripe we had from our bash on it is that when you hit an obstacle or the side of the track, often your car stops dead, rather than bouncing off. With any luck, this'll also be changed by the time *4 Wheel Thunder* gets released. Even so, it's already looking to be a top notch driving game, that will appeal to non-speed freaks as well as hardcore race fans. We'll bring you the definitive review as soon as we get our hands on final code.

OUT: **MARCH**
PUBLISHER: **MIDWAY**
DEVELOPER: **KALISTO**



△ The replays all give you a 'TV eye' view of the proceedings.

METROPOLIS STREET RACER

UPDATE



The most eagerly anticipated home-grown Dreamcast title is getting closer by the day. **ED LOMAS** gets updated

AFTER LAST ISSUE'S world exclusive report on what will surely be one of the biggest Dreamcast releases of the year 2000, you could expect everything to go quiet on the *Metropolis Street Racer* front. But not so – this month we've got a whole bunch of amazing new screenshots to show you.

As the game is being developed here in the UK exclusively for Dreamcast, we're following its progress as closely as possible so you can see for yourselves how the project is coming along. But why are we getting so excited about what may appear to be nothing more than a good-looking racing game? Because we know how it's going to play. We know how cool the circuits are, we know how the game structure works, we know how big it is, we know what your rewards are for winning races, and we know that Bizarre Creations are promising plenty more features even we have no idea about.

With the game's release still three months away, Sega are keen to keep *Metropolis*'s more inventive features under wraps for now. But rest assured that if all goes to plan, this really will be a whole new kind of racing game.

CITYSCOPE

As we explained last issue, the three cities (London, Tokyo and San Francisco) each have three areas mapped out in their entirety. When you first play each one, only a small part will be available to you, with inaccessible roads blocked by giant lorries parked right across them. The circuits will be relatively short, the challenges relatively simple, and your opponents relatively poor drivers.





△ No need to worry about pesky kids scratching your paintwork with their door keys in *Metropolis*.

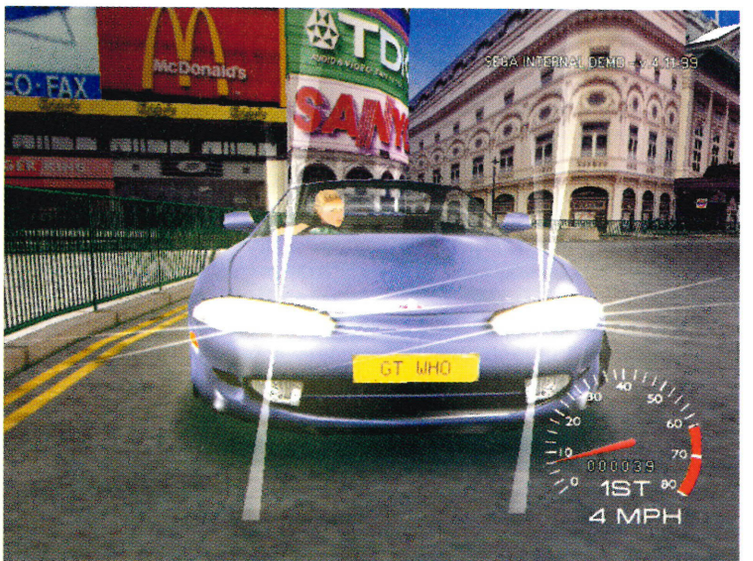




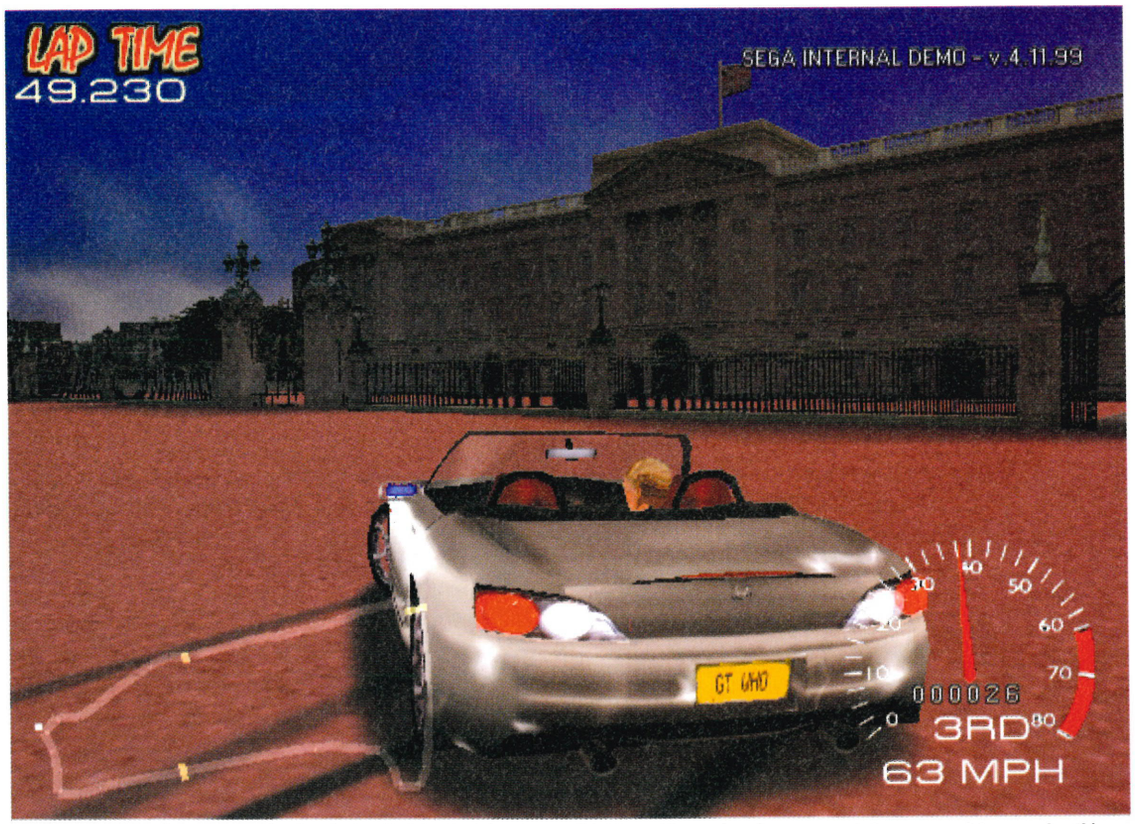
△ Wide corners like these mean there's plenty of room for doing impressive powerslides.



△ The cars have just as much detail to them as the streets and buildings. Look closely at the Rover MGF in this picture – its wheels move independently of the brake discs inside.



△ Piccadilly Circus's famous advertising banners are all in the game – they even light up in mad colours at night. Unfortunately, the busking bagpipe player who hangs around outside Boots is missing.



△ **As well as throwing around an intricately detailed chunk of city, *Metropolis*'s 3D graphics engine also manages to have car models as good as this.**

By performing well enough in certain races on these short courses, you can open up extra parts of the city. And with each extra piece of road comes a whole load of racing possibilities – more courses, more challenges, and so on.

As we've already told you, *Metropolis Street Racer* isn't going to be a plain old racing game. Yes, it's going to have loads of exciting races around the streets of famous cities, but it's also going to test your driving skills with a number of different kinds of challenge. We don't want to give too much away just yet, but expect many different ways to play on each 'circuit' other than just straight racing. And don't forget that as the areas have all their roads mapped in accurate detail, a vast number of routes can be defined through each. And there are nine of these detailed areas, each one with up to two square miles of realistic city streets generated in complete 3D.

SHAGGIN' WAGONS

So far we've concentrated mostly on the city layouts. But what about the cars you race around them? All the vehicles in the game are real-life dream-mobiles – the kind of sportscars we'd all love to own, even if it's just to park it outside the house to annoy the neighbours.

"THIS WILL BE A NEW KIND OF RACING GAME"

Martyn Chudley, Managing Director of Bizarre Creations – the team behind *Metropolis* – told us: "We've got a lot of convertibles in the game; we've got some hardtops as well, but it's mainly convertibles."

You'll be able to race in a number of versions of each car: hard top, soft top, or top-down depending on your mood.

"Mazda were really good to us. They don't do a soft top convertible RX7, but said: 'Just chop the roof off yourselves. As long as it looks okay that's fine. We'd like to see what it looks like'", Martyn explained. "We don't know whether we'll put it in the game, because it doesn't exist, but Mazda were cool about it."

A number of major car companies are already involved with *Metropolis Street Racer*, but there are still more yet to be confirmed. So far, definitely on board are big names like Ford, TVR, Rover, Peugeot, Mazda, Mitsubishi, Renault, Alfa Romeo, Fiat, Jensen and more. Check out the Petrolhead Heaven info box [right] for more information on exactly which models will be available for you to go cyber-cruising in.

Each one is created in incredible detail from original manufacturers' plans, meaning they all look just like their real-life counterparts. As well as looking just right, they're also going to sound exactly as they should – Sega's music and sound effects expert Richard Jacques [see *ODM* #2 for more] has spent well over a year working on *Metropolis* to ensure that it's the best-sounding racing game yet. More on this next issue, out Thursday 10 February.

So, as you can see it's all coming along rather nicely. And so far we've only scratched the surface of what *Metropolis Street Racer* is really about. Look forward to more info soon.

OUT: **APRIL**
PUBLISHER: **SEGA**
DEVELOPER: **BIZARRE CREATIONS**

• *Martyn Chudley is interviewed on page 112.*

PETROLHEAD HEAVEN

For those of you into your cars, here's a list of those so far confirmed for *Metropolis Street Racer*. There are plenty more to come, too

ALFA ROMEO
Alfa 156 1.8 T. Spark
Alfa 156 2.0 T. Spark
Alfa 156 2.5 V6 24V
GTV 2.0 T. Spark
GTV 3.0 V6
GTV 3.0 V6 6-Speed
Spider

FIAT
Barchetta
Coupe 2.0 20V
Coupe 2.0 20V Turbo

FORD
Mustang

JENSEN
S-V8

MAZDA
MX-5 1.6i
MX-5 1.8i

MITSUBISHI
Eclips GS
Eclips GT
Eclips Spyder GS
Eclips Spyder GS-T
3000GT SL
3000GT
3000GT Base
FTO GPX
FTO GX-Sports
Lancer GSR Evolution VI
Lancer RS Evolution VI

PEUGEOT
306 Cabriolet 1.8
306 Cabriolet 2.0

RENAULT
Megane 1.6 Sport Coupe
Megane 2.0 Monaco Coupe
Megane 1.6 Sport Cabriolet
Megane 2.0 Monaco Cabriolet
Spider

ROVER
MGF 1.8i
MGF 1.8i VVC

TVR
Chimaera

IT'S



JAKE LAMBERT

AGE: 26
OCCUPATION: web designer
FAVOURITE GAME OF ALL TIME: *Doom.* "It was a vital part of my university education."
MOST LOOKING FORWARD TO: *Fighting Force 2.* "A bit of devious slaughtering never killed anyone."

TANYA SCOTT

AGE: 25
OCCUPATION: club promoter
FAVOURITE GAME OF ALL TIME: *Bass Fishing.* "Which is weird, because I'm a vegetarian."
MOST LOOKING FORWARD TO: *Bass Fishing 2.* "There is going to be one, isn't there? Maybe sharks would be good next time."

ISOBEL JAMESON

AGE: 24
OCCUPATION: secretary
FAVOURITE GAME OF ALL TIME: *Tekken 2.* "You can win just by being random, which I like."
MOST LOOKING FORWARD TO: *Re-Volt.* "*Micro Machines* is one of the best after-the-pub games around, and it'll be interesting to see if this is any better."

4OUR ROUND

As Acclaim unleashes Japanese golfing game *Tee Off*, **POGGY** took four *ODM* readers on to the fairway and attempted to keep them out of the rough

GOLF: TRADITIONALLY the game of Harley Street surgeons, where gin and tonics and plus fours are as crucial as knowing a nine-iron from a niblick. Is it as challenging or as civilised – when played as a four-way battle to the death in an East London semi? *Let's Golf*, from Japanese developers Bottom Up, was renamed *Tee Off* (*ODM* #3, 7/10) on release in the UK in December, and is hailed as one of the most realistic golf games ever produced – despite its cute cartoon style characters.

With the wounds from the Ryder Cup still fresh, we decided to pit four readers against each other over five holes in an attempt to foster the Tiger Woods of Hackney. It may not be revenge on America, but one country at a time. They even play on the roof in Japan, you know!

Having already made a long visit to the nineteenth hole, we decide not to cloud our foursome's minds any further with the details of how to play, and to throw them straight into the game. Given that the text in the game is all in that unique Japanese/English hybrid of the 'Mickey wish you big wow' variety, it may seem cruel, but it's the only way they'll ever learn.

Debbie, Isobel, Jake and Tanya are all seasoned gamers, with Jake, as the only member to regularly play golfing games, emerging as the early favourite. He immediately assumes control of the proceedings, heading straight for the UK course which is played at St. Andrews, the spiritual home of golf. "I've drunk in that bar," boasts Tanya. "Spooky! My history teacher used to work there," adds Isobel. Jake's announcement that he has actually played the course for real leads to outrage as the girls demand he sever a limb to even up the odds. ▷



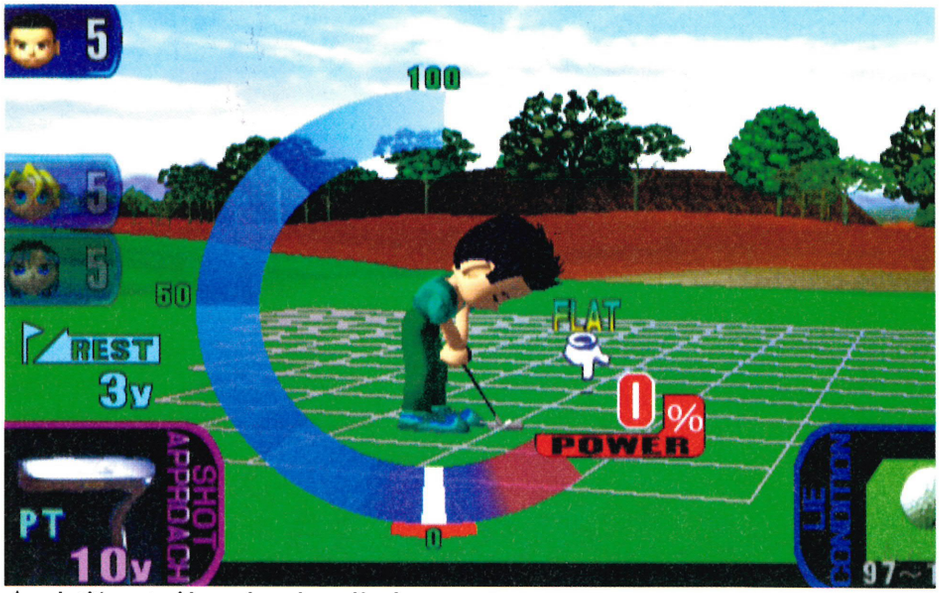
DEBBIE ORR ▷

AGE: 24
OCCUPATION: recruitment consultant
FAVOURITE GAME OF ALL TIME: *Parrappa The Rapper.* "Rapping, reggae frogs and having to sing your way to the toilet. It has it all."
MOST LOOKING FORWARD TO: *Furballs.* "You can go wrong with bunnies and guns."

PHOTOGRAPHY: TANYA CHALKIN



△ Some aspects of the game might not appeal to real golfers…



△ …but it's easy to pick up and a can be good laugh.

"ONCE YOU HAVE UNLIMITED TIME, EVERYONE BECOMES MORE ANAL ABOUT THEIR SHOTS"

– TANYA



FORE!

The concept of *Tee Off* is no problem for the quartet, who all have a reasonable grasp of the hit, walk, hit, putt, hole, nature of golf. As Debbie points out, it's hardly underwater kabaddi. Jake, still seething from Debbie's assertion that golf is just pool for rich people, takes an instant dislike to the game's cartoony characters. So does Isobel: "This isn't golf. They all look like the Power Puff Girls," says Isobel, whose entire golfing knowledge is based upon the four-player mini-golf in PlayStation's *Rugrats–Search For Reptar*.

Our players have some difficulty with the analog joystick, which is used to position the club. Rather like handling the flight simulator in *The Krypton Factor*, they must use tiny, precise movements or risk ditching fatally into a bunker – as Tanya discovers. "Jake, you told me to bear left!" she accuses.

"Yeah," he admits," but you didn't take the wind into account."

"What wind?!"

"In the top left, where it says 10m/sec. With the arrow, see?"

The wind direction arrow, once located, enables the golfers to leap to new heights of near-competence. Jake starts to fear for his supremacy as Isobel launches a convincing drive down the fairway, as he hits into the rough. "What's your handicap again, Jake?" she enquires. He refuses to tell her, although Debbie puts forward a few, non golf-related possibilities. The wind is still causing Tanya some confusion though, as the direction arrow changes with her view.

Isobel further sabotages Jake's quest for infinite glory by 'accidentally' taking his turn and 'accidentally' knocking him further into the rough. Unlike in *Reptar*, where each player completes a hole in turn, *Tee Off* follows the traditional rules of golf, with the player in the lead after the first shot taking their second shot last. Jake's attack on *Rugrats* begins a row most unbecoming to the hallowed course…

The hole finishes with a surprise win from Isobel, who barely needed any help from the putting grid that appears as she lined up her shot.

SWISH

As they become more comfortable with the game, our golfers have a chance to notice the differences between *Tee Off* and traditional golfing games. "The graphics are very smooth", says Jake. Debbie agrees, but points out that it's quite brightly lit. All four players are (worryingly) in favour of the trails the golf balls leave in their wake – something that the average hookey-playing surgeon with time off is unlikely to appreciate.

As Isobel lines up for a shot that will take her ball under a tree of no return, she discovers how to change the view, producing huge aerial sweeps accompanied by a pleasing 'phwooosh' noise. Play is temporarily suspended for five minutes as both amateurs and pros are united by a common love of phwooooshing and theramin noises.

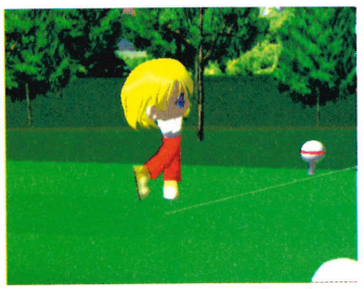
Back on the fairway, things are still tough for Tanya. The indicated wind speed changes alarmingly quickly – even on the easier levels, so advice from her three opponents changes just as fast: "No, no, don't really cane it, just five per cent or so!" is replaced with "Give it some welly! Now! Now! Boot it!" But to no avail. 'Oo dear, wind harsh', reads the screen. Tanya finds it difficult to time her swing in accordance with the guide on screen, but the Japanese exclamations from her character are entertaining the others. No one knows whether the characters are laughing, swearing or incanting curses, but Isobel is concerned for the fate of lip readers in the UK when it's eventually dubbed.

Jake, in the face of Isobel's challenge, has regained his early form to complete the hole in three shots before starting to chant: "I'm Tiger Woods." Isobel starts to become disoriented as they notice that the soundtrack to the game seems to be Japanese bagpipe drum 'n' bass. The sound is lowered before there's an injury.

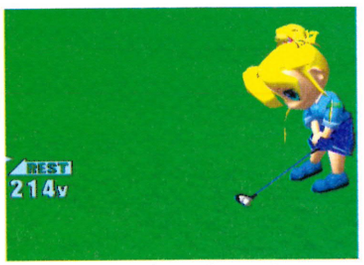
'Warning, play carefully, for the fog became the thick' provides a fresh hurdle for our four, with Isobel vanishing into the gloom, followed by Debbie. Meanwhile, Tanya recovers from her earlier lapses with the aid of a gin and tonic, proving that attention to detail is all-important. By now, the four of them have started to sound like pros, if with an odd, Japanese twang. "What have you got there, 158 yards? You want to play maybe a five wood and go

"THIS ISN'T GOLF. THEY ALL LOOK LIKE THE POWDER PUFF GIRLS"

– ISOBEL



△ The cartoony characters are off-putting...



△ ...to some, and appealing to others.



△ In the end it comes down to whether or not you want some humour in your golf.

"I LIKED THE CHARACTERS. IT'S JUST A BIT OF FUN AFTER ALL"

– DEBBIE



"IT'D BE NICE TO PLAY AS AN ADULT, NOT AS THE TELETUBIES"

– JAKE

quite a long way to the right," comments Isobel. Jake is still upset over his initial loss: "I am not happy. That would have been a great par."

BACK IN THE CLUBHOUSE

The group is divided over *Tee Off*, as Jake pulls in an emphatic 4-1 victory against Isobel. However, despite this triumph, Jake remains the game's biggest detractor: "At the end of the day, I just can't play with those characters. Golf is a tactical game where you need to apply adult mathematical theories in an adult way. It'd be nice to play as an adult, not as the Teletubbies. And the analog controller makes it almost impossible to slice or hook the ball."

Debbie disagrees: "I liked the characters. It's just a bit of fun after all. I also thought the gameplay was pretty realistic; the game's physics seemed to work and it all looked accurate."

Forced to agree that the actual ball play was realistic, Jake added that "the putting grid is contoured to the land, which is useful. Plus, unlike golf games on other consoles, the speed of the Dreamcast makes the game much faster – there's no tedious loading time after each shot."

Tanya calls for a tie-in with *Sega Bass Fishing*: "You could go fishing in all the lakes and have a golf club controller like the fishing rod." Isobel, still brooding over her failure, would prefer a more free game, where the distances are unmarked and there are no grids to help putting, until Jake points out that it would only work in a 3D environment such as VR.

All four found the lack of a time limit on shots frustrating, even when it favoured them. "At times it felt like those postal chess games where they continue for years until someone dies," complains Tanya. "Once you have unlimited time everyone becomes so much more anal about their shots, and it doesn't make for a good game or any particularly good shots either."

Jake says, "it's obviously some kind of kids' golf game. Which is great if you're a kid, but anyone who played these games all the time would probably get bored with it after one session."

In *Tee Off*'s defence, Tanya said she "found it easy to pick up and it was a laugh. I don't think games need to be serious all the time, there should be more cartoon-type games which are just fun for a few hours every now and then. Not everyone has the time for huge tactical games which suck your day away. When I get back from clubbing or whatever, I don't want to have to tax my brain. This is a good fun game for a few mates to play together."

While devoted golfer Jake objected to his game being trivialised, an injection of humour into what can be a very dry end of the market can only be a good thing for the future of golf and sporting games in general.

• *We reviewed* Tee-Off *in last month's issue (#3) of* ***Official Dreamcast Magazine.*** *It scored an impressive 7/10. If you missed that issue, turn to page 43.*

THE GAME

AS WITH ALL GOLF GAMES, IF YOU LIKE OTHER GOLF GAMES, YOU'LL LIKE THIS

The rules and gameplay of *Tee Off* are similar to most other golf games. Dreamcast's main advantage over other consoles is how quickly it can load each shot – something that previously favoured PCs over consoles.

The speed of Dreamcast also comes into its own in multiplayer mode, making in-house golf tournaments possible without all the waiting around.

Sadly, the final text in *Tee Off* won't see phrases like – 'You are honour, you go now' messages. Our golfers all found Japanese-English far more entertaining.

For the seasoned golfer, the choice between *Tee Off* and *PGA Tour Golf '96* depends on whether or not you want to play as a Japanese schoolgirl; your character choice doesn't have a huge bearing on gameplay.



WAR

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JIMMY WHITE'S 2: CUEBALL, NOW ON DREAMCAST™. THE MO

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re:news

IT'S THE DAWN OF A NEW AGE, MAN. WAKE UP AND SMELL THE CAPPUCCINO, YEAH? YOU WON'T WANT TO MISS THIS

WELCOME TO THE 21ST CENTURY! Got your flying car and robot butler yet? No? We have. And we've all booked our summer holidays on the moon.

The future is now, and it's starting with... the usual post-Christmas game release slowdown, unfortunately. January's always a quiet month in every way – clubs are empty as brains recover from New Year celebrations and pockets recover from Christmas shopping sprees; schools and places of work are half-full thanks to the one-month acceptance of 24-hour flu's existence; and video game shops have practically no new titles, often because of pre-Christmas rush-releasing.

Thankfully, January only lasts a month this year.

Only one month of cold turkey (in more ways than one), putting up with weather that's "too cold to snow", and playing games on your own every evening because the rest of the world's so depressed it goes to bed early. Time to take full advantage of Dreamcast's online capabilites and hang out in Stateside chatrooms all night, desperately trying to make friends with dirty old men pretending to be naughty cheerleaders. But don't get too down – remember that we're all in that same sinking-feeling boat.

But back to the cheerful business of games! Alas, this month sees only a few new Dreamcast titles reaching the shelves, along with a number which didn't quite make it out in time for the festive period. Though there's nothing life-changing in the first bunch of 2000's releases, one of video gaming's biggest series makes its Dreamcast debut in the form of *Resident Evil 2*. As we've all come to expect – even those of us who've never played a '*Res Evil*' game before – it's packed with side-splitting moments of head-splitting violence. This isn't your age old child-warping stuff either: this is pure, blood-drenched fantasy horror violence. It's good for you.

We also have a third Dreamcast football game to choose from in the form of the ridiculously-titled *Virtua Striker 2 ver. 2000.1*. Offering something very different from *UEFA Striker* and *Worldwide Soccer 2000*, it's going to impress the undies off any football-hating friends you may have. Lovers of the Beautiful Game may not be so happy with its strange habit of playing with itself though.

Plenty more big games are due for review in the run-up to Easter (yes, Easter – it's not far away now, you know – the Creme Eggs are already on sale), with a whole bunch of corkers coming along next month to save the trousers of those with cash presents burning holes in their pockets. If there's nothing in this month's selection that takes your fancy, use it as an opportunity to save up for the major releases of the forthcoming months.

Right, we're off to play Dreamcast games on the 3D holographic TV in our anti-grav chamber. Where did we put those darned hoverboards...?

REVIEWED THIS ISSUE...

ARMADA (ACCLAIM)	78
DEADLY SKIES (KONAMI)	70
FIGHTING FORCE 2 (EIDOS)	68
RESIDENT EVIL 2 (VIRGIN INTERACTIVE)	74
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ODM RATINGS

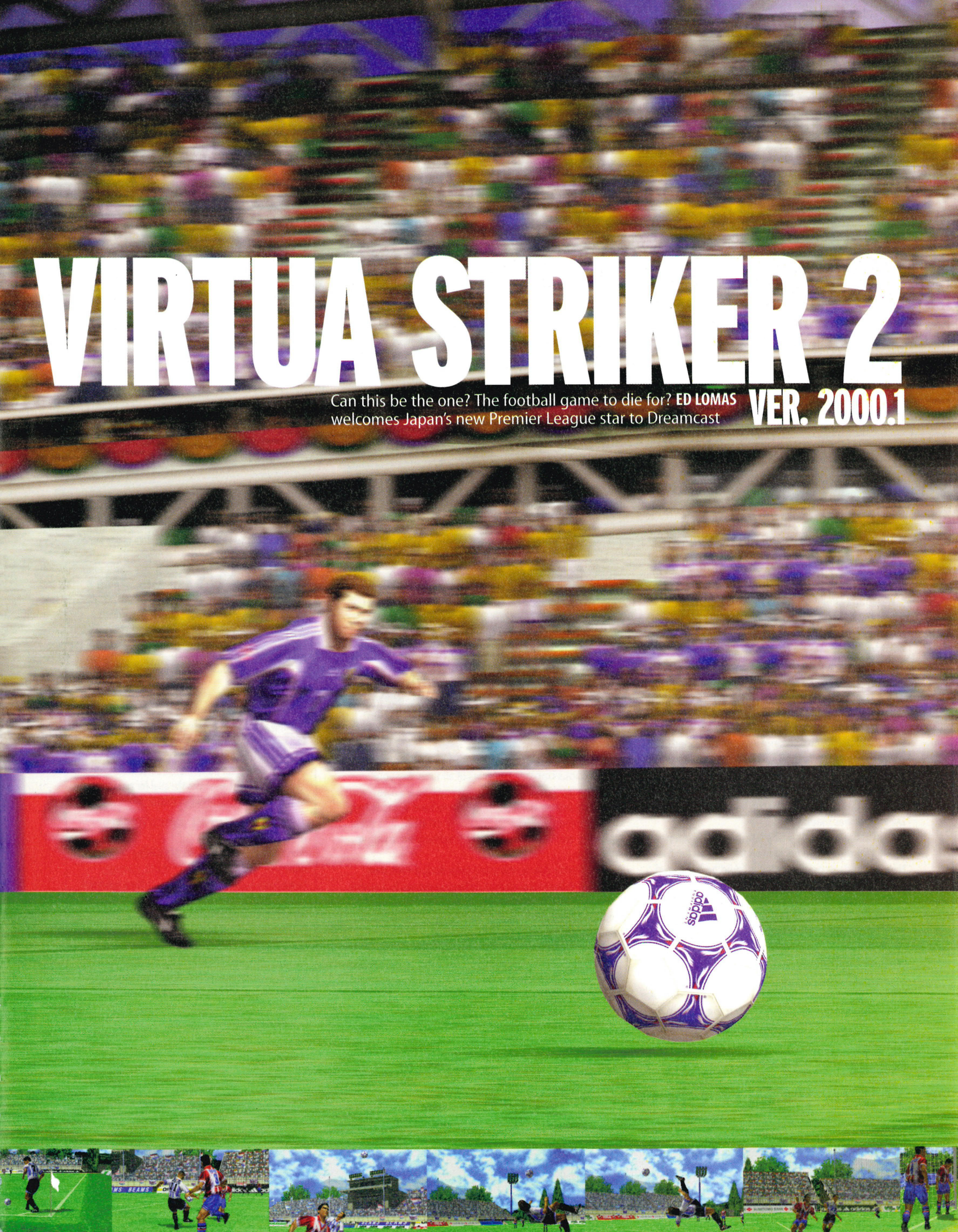
A guide to *Official Dreamcast Magazine*'s stringent scoring system. If we say a game is no good, then it ain't worth buying. If it is, it is. Simple, really

10 PERFECT! A GAME WHICH EVERYONE *MUST* OWN. 9 AN ESSENTIAL BUY. GET IT, GET IT, GET IT! 8 EXCELLENT STUFF. HIGHLY RECOMMENDED. 7 A GREAT GAME WITH A MINOR PROBLEM OR TWO. 6 GOOD BUT WITH AT LEAST ONE MAJOR SHORTCOMING. 5 STRICTLY AVERAGE, RUN-OF-THE-MILL STUFF. 4 BELOW AVERAGE. PLAY BEFORE YOU BUY! 3 OH DEAR, OH DEAR. THIS REALLY ISN'T VERY GOOD. 2 THE GAMING EQUIVALENT OF LEYTON ORIENT. 1 NOT WORTH THE PLASTIC IT'S PRESSED ON!


10

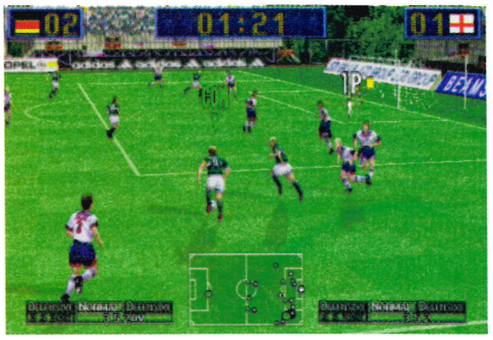
VIRTUA STRIKER 2 VER. 2000.1

Can this be the one? The football game to die for? **ED LOMAS** welcomes Japan's new Premier League star to Dreamcast





△ The penalties in *Virtua Striker 2 ver. 2000.1* are surprisingly good fun. The goalie has a decent chance of saving almost any shot.



△ Pressing the long pass button from the wing puts in a cross.



△ To avoid giving away free kicks, don't slide tackle too much.

THERE MAY ALREADY BE TWO Dreamcast football games, but we're still all desperately waiting for the perfect translation of our national sport to turn up. *UEFA Striker* (*ODM* #1, 8/10) is the best so far, with *Sega Worldwide Soccer 2000* (*ODM* #3, 6/10) trailing just behind. While each has its own strengths, they're both let down by a number of frustrating weaknesses. Enter *Virtua Striker 2 ver. 2000.1*, a conversion of Sega's worldwide arcade hit, as the latest challenger for the Dreamcast soccer crown.

As an arcade game, *Virtua Striker 2* has been designed to be as instantly accessible and spectacular as possible. And coming from arcade kings AM2, the Japanese development team behind such coin-op classics as *Virtua Racing*, *Virtua Fighter*, *Virtua Cop*, *Daytona USA* and *Ferrari F-355 Challenge*, among others, a lot of people are hoping that this could be it – the football game Dreamcast was made for.

And in many ways it is. The latest arcade instalment of the *Virtua Striker* series runs on the Dreamcast-based Naomi board, especially so that it could be converted perfectly to the console. As usual we get that extra little bit on top of the arcade game itself, explaining the bizarre '*ver. 2000.1*' subtitle. But what exactly does that entail?

WOT, NO CARDS?

A couple of features you might take for granted in football games have been missing from the *Virtua Striker* series since its beginnings in 1996, but they now make their debut on Dreamcast – red and yellow cards, and offsides. You may think it would be impossible to have a footie game without such basic elements of the sport, but this is certainly no ordinary simulation.

This is an *arcade* game, not only in the sense that you can find it in arcades, but also that it's meant to be as quick and as action-packed as possible. Bookings, sendings-off and offsides would only slow things down. When playing in one of the new Dreamcast-exclusive modes these features do become available, though they've unfortunately not been implemented quite as they should.

Playing with the cards turned on gives you one of the most vicious computer referees of all time. Get your timing ever so slightly wrong and you'll be booked instantly, or worse. We've managed to have a match here at *ODM* where five players were sent off in the first three minutes, and we certainly weren't deliberately trying to play dirty.

The offside rule is also just a little dodgy, with free kicks being awarded against defensive passes in a team's own 18-yard box, and the like. You get a great slow-motion replay showing exactly how close the decision was though. Hmm.

Controlling the game is simple. Four buttons do everything: one for long passes, one for short passes and slide tackles, and another for shooting; the fourth is used to switch between defensive, normal and offensive formations on the fly.



SPEAK OUT

WE ASKED *VIRTUA STRIKER 2* PRODUCER **MATT O'DRISCOLL** SOME QUESTIONS AND GOT THESE *DAFT* REPLIES!

WHAT'S THE BEST THING ABOUT THE GAME?
The fact that it's arcade perfect *VS2* on your Dreamcast is pretty amazing, but there are loads of other features too: cup modes, tournaments, ranking to name a few. There's also the cool replay mode: you can save your goals to the VM and watch them from loads of different angles. Dreamcast also rates the goal for you so there can be no arguments between friends (or enemies).

WHAT'S THE BEST DREAMCAST GAME YOU'VE SEEN FROM ANOTHER COMPANY?
***Power Stone* – so addictive it's frightening.**

WHAT'S THE MOST HORRIFIC INJURY YOU'VE EVER HAD?
I once had a badly injured right palm after a weekend alone… Er, yes, I also had to have an operation on my leg which left me in plaster for six months.

WHAT'S THE MOST SCARED YOU'VE EVER BEEN?
I once bought a round of drinks which cost over £10. It's taken me five years to get over the shock, so I've never bought a round since. It's not that I don't want to, it's just the deep psychological wound it left me with.

"RED AND YELLOW CARDS NOW MAKE THEIR DEBUT ON DREAMCAST"





△ To keep the game moving, even throw-ins have time limits.



△ That Brazilian player chested this ball and volleyed it home!



△ The animation of the players is outstanding. Quick direction changes like this can be used to wrong-foot defenders completely.

"What? No dash button?"

No.

"No button to change players?"

Nope.

"No through-ball button?" Nah.

Also, you can only use Dreamcast's digital pad (it's that little one shaped like a cross that you've probably hardly even used yet), and not the analogue, er… knobule. As such you can't make your players inch their way up the pitch – press a direction once and they jog a few paces before stopping. You must also master the timing of your button-pushes to get the most out of your players. Again unlike most football simulations, *Virtua Striker 2*'s animation is kept fluid by enabling the ball to be struck only when the right motion fits with what your player's doing.

For example, if you're facing the touchline and want to spin round 180 degrees and hit the ball the other way, it doesn't happen instantly. Instead you must hold the direction you want to face, press the button, then watch your player smoothly spin round and hit the ball in one continuous motion. This is what takes the most getting used to in *Virtua Striker 2*, and though it stops the game being as 'snappy' as it could have been, it does make everything feel a lot more technical on top of making it look even more spectacular.

VIRTUA COSMETICS

The graphics are hard to fault, with detailed players running, sliding, diving and bicycle-kicking at a wonderfully smooth 60 frames per second. Little touches, such as bits of paper on the pitch flying up when hit by a low ball, and the way the net billows backwards under the force of a powerful shot, make *Virtua Striker 2* the most gorgeous-looking football game ever. The slow-motion close-up replays especially show off the detail – you can even read the word 'adidas' written on the tongue of each player's boots.

Although there are a number of these replay angles to fiddle around with, there's just the one you can use in-game. For some people it's often too close to the action, making it difficult to see where to pass the ball up the pitch, but the game does kind of make up for this with a passing system which *normally* means there'll be someone running on for a through ball.

Unfortunately the sound isn't so great. The triumphant fanfare theme tune is fair enough, but the in-game sound effects are undeniably weak. The ball sounds more like a cardboard box when kicked, and an annoying "swoosh!" noise accompanies every single tackle, which gets tedious to say the least. There's also no commentary whatsoever – another feature we've come to expect from home football simulations, but which is noticeably absent from *Virtua Striker 2*.

Also sadly missing is a four-player mode, yet another addition which would really have made this Dreamcast version stand out from the arcade game. It would have required a fair bit of effort on the part of the developers though, as the current auto-selection of players would cause lots of confusion with four people rushing around at once. The big shame is that *Virtua Striker 2* is ten times better with two people playing than it is in single-player mode – and there's a good chance that as a four-player game it could have been even more fun.

In fact, the only time you should really be playing *Virtua Striker 2 ver. 2000.1* is when you've got someone to play against. With just one human against a computer-controlled team the game loses practically all of its charm. The virtual opponents aren't very intelligent at all, and seem to run on very basic instructions.

If there's a loose ball in the computer's six-yard box, it's quite likely that a defender will dash back, collect the ball and proceed to run across the line into his own goal. On top of acting stupid at times, the computer also seems to be able to turn on super-skill at any point, making it almost impossible to win the ball or save its thunderous strikes.

Beware if you're a single goal up in injury time – the game seems very fond of last-minute equalisers to force a 'thrilling' period of Golden Goal extra time (they'll score a corking winner almost every time, by the way).

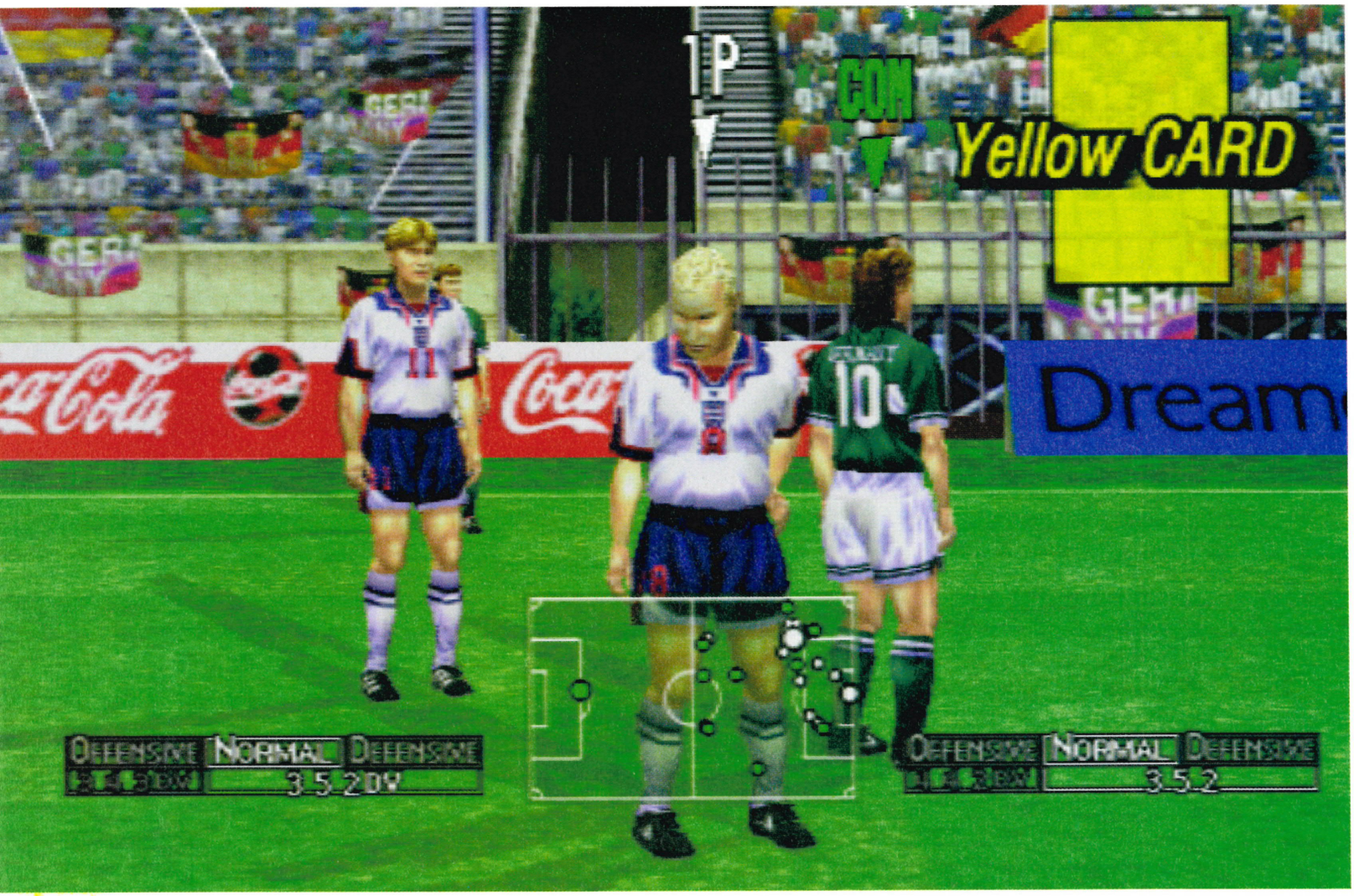
TECHNICAL SUPPORT

As well as having only a few simple controls to master, *Virtua Striker 2* is made easy to play by having a lot of computer assistance. A whole *truckload* of computer assistance, as it goes. Not only does the game choose which player you're going to control, it also helps you control him. In fact you are treated like a bit of an idiot with this extreme amount of hand-holding.

While it may not be immediately noticeable, you soon find that there's something a bit odd going on. The players often don't run in exactly the direction you were

"IT TAKES A BIT OF TIME AND EFFORT TO FULLY APPRECIATE WHAT'S GOING ON"





△ **Though none of the players in *Virtua Striker 2* have real names (in fact, they don't have names at all), some do look a little bit familiar. Any idea who this England striker could be based on?**

▷ pressing; instead they'll head straight for a nearby ball, or give opposing players space when you want to race in and take their legs away.

If you spend time with the game you will get used to these oddities and soon learn to use them to your advantage. Things such as holding the direction in which you want to kick the ball when you eventually collect it, rather than the direction you want to run, even if the two are complete opposites.

Slightly harder to understand, however, is the way the computer occasionally makes the player you're controlling stop and run away from a loose ball. It's not a programming mistake – the *Virtua Striker* games have been doing this since the start – but it's not a feature that makes any sense to us here at *ODM*, and we doubt very much it will to you either.

GOAL OF THE MONTH

On top of the standard Arcade Mode where you're required to beat a series of teams in matches of a single two-minute period and, if required, one minute of 'Golden Goal' extra time and penalties – Dreamcast *Virtua Striker 2* offers a number of extra modes.

"VIRTUA STRIKER 2 IS TEN TIMES BETTER WITH TWO PEOPLE PLAYING"

A full league and a World Cup-style tournament complete with qualifying groups give single players something to do, while a cup tournament enables up to 12 people to compete against one another. Ranking Mode rates your football skills based on the amount of possession you have during a game, as well as the quality of the goals you score.

Whenever you score in any mode, a silky smooth slow-motion replay shows your moment of glory in spectacular detail and, best of all, you get the option to save them to a VM unit. Each goal uses around 30 blocks, so you need to splash out on a few extra VMs if you're planning to build up an archive of classic strikes.

Virtua Striker 2 ver. 2000.1 has one new feature in particular which is surprisingly cool. In the top right corner of each replay you're given a score to show how skillful your goal was. The game keeps track of the best goal scored each time you play, and adds it to the introduction sequence. Now there can be no arguments as to whose strike was most impressive – the virtual judges give their verdict each and every time, enabling you to save off your highest-scoring goals so you can bore friends silly with repeated viewings.

This point system adds a whole new sub-game to *Virtua Striker 2*, where simply scoring goals just isn't good enough – you must try to score in the most spectacular way you can. If you get a number of top-ranked goals (worth 300 points or more) you also open up two new stadiums in which to play. Once you figure out what kind of goals earn the most points, you'll start to play the game like it's a high score challenge. *Official Dreamcast Magazine*'s first-week record was 604 – make sure you check out the replay sequence running along the bottom of pages 62-63.

Like all true arcade games, *Virtua Striker 2 ver. 2000.1* is instantly accessible but takes a bit of time and effort to



MADNESS... PURE MADNESS



△ The Yukichan team: they're m-mad-bonkers, they are!



△ MVP Royal Genki: brrrrpp-brrrrpp-beeep-boiiing! In-sane!



△ FC Sega: some players are great, others fall over a lot. Odd!

How to access *Virtua Striker 2*'s three wackiest secret bonus teams. Wimbledon's boring old Crazy Gang have nothing on these guys

As well as the regular international teams, there are a few 'keraaaazeeee' extra teams hidden away in *Virtua Striker 2 ver. 2000.1*. The cheat codes you must enter to access them are practically the same as they were in the arcade version.

First off, the Yukichan team is made up of giant comedy characters who play on a snow-covered pitch. A number of Mexicans (one with a bandolier on his back) play alongside an albino squirrel, a snowman, a ghost and a tortoise.

To play as them in Arcade Mode, highlight these international teams in order, pressing the Start button once while on each: Yugoslavia, USA, Korea, then Italy (their initials spell out YUKI, you see). The Yukichan team banner should appear at the top of the screen for you to select. Make sure you're quick though, as you only get a limited amount of time to make your selection.

You can access a Dreamcast-only extra team, MVP Royal Genki, by highlighting the hidden Yukichan option, holding the Start button and pressing A to confirm your selection. Made up of such weird players as robots and astronauts, these guys play on a pitch where it's constantly raining stars.

To play as the extra team you face at the end of Ranking Mode – FC Sega (made up of Sega of Japan's top executives) – go to the Arcade Mode select screen and highlight these teams in order, pressing Start on each: France, Columbia, Spain, England, Germany, then Argentina. Each player looks different and has his own playing style and goal celebration – top boss Irimajiri-san rips the corner flag out of the ground! The guy from the Japanese TV ads is in there, but falls over all the time. Score with him to earn little water bottle icons!

fully appreciate what it's got to offer. What it definitely *hasn't* got to offer is a realistic football simulation – and it doesn't pretend to. Instead this is a football game anyone can play and enjoy instantly, but only those dedicated enough to master the technical way it plays, and to constantly strive for higher point-scoring goals, will get the most out of it.

If you're after a 'proper' football game on Dreamcast, *UEFA Striker* is still the best around. You shouldn't even consider *Virtua Striker 2* as an alternative – it's a terrible 'proper' football game. Instead you should consider it as a classy arcade game, and one which is a whole lot of fun to play against other people (unfortunately, the poor artificial intelligence makes matches against computer opponents just too darned frustrating).

It's flawed, it's weird, it's rubbish on your own, but give it time and there's a good chance you'll start to understand what it's all about. Unfortunately, the majority of people will just politely decline another go after their third match.

PRICE: £39.99
PUBLISHER: SEGA
DEVELOPER: AM2/GENKI

VERDICT

EASY TO PLAY, BUT INSANELY FRUSTRATING FOR FOOTIE SIMULATION FANS

UPPERS
Looks fantastic • Excellent goal ranking system • Can save replays • Matches are always exciting

DOWNERS
Too much computer assistance • Poor artificial intelligence • Some dodgy rules • Weak with one player

IN ONE HOUR We finished Arcade Mode, albeit using ten continues against France
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz, full-screen 60Hz option

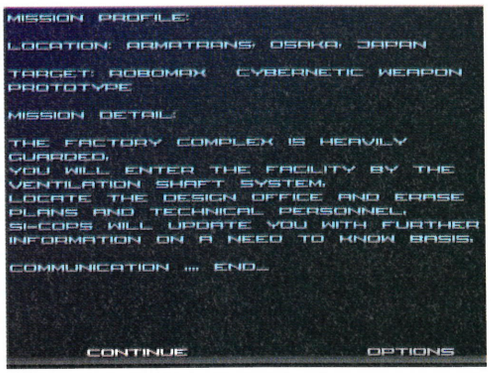
7



△ When surrounded by enemies, make like Bruce Lee.



△ Always be on your guard.



△ You get briefed before each mission.

FIGHTING FORCE 2

There's no Lara, but Core's new action-adventure is still being eagerly awaited. STUART DREDGE tries to restrain his disappointment

YOU MIGHT THINK THAT *TOMB RAIDER'S* immense, worldwide success is purely down to the gravity-defying assets of Lara Croft. You'd be partly right, too – think of the acres of mainstream coverage the last instalment has been getting in lads' mags recently. However, you don't get millions of sales merely from judicious helpings of tits'n'ass. When the first *Tomb Raider* came out, it was a genuinely innovative game, and its sequels have always been polished, even if the series seems now to be running out of steam.

Anyway, the point is that while there's still no sign of a Lara game on Dreamcast, the news that Core have developed a different third-person action/adventure for us is bound to get a lot of people quite excited. And the fact that *Fighting Force 2*'s prequel sold more than a million copies on PlayStation also bodes well. By rights, *FF2* should be fantastic. Unfortunately, it's not, but we'll get to just why later on.

First things first: *Fighting Force 2* ain't much like its predecessor. The original was a side-scrolling two player beat 'em up, along the lines of *Double Dragon*, whereas *FF2* is a third-person action adventure with no multiplayer mode. It's a bit like *Tomb Raider*, in fact, except skewed more towards the beat 'em up elements rather than puzzles and traps.

You play Hawk Manson, a rugged member of SI-COPS, a 21st-century pan-Continental police force that was set up to wage war on international corporate crime. Your mission is to delve into the heart of the sinister Nakamichi Corporation, which is illegally seeking to produce deadly cloned soldiers. Why? To take over the world, of course – what else do sinister international corporations do? As Hawk, it's down to you to stop them.

As far as gameplay goes, *Fighting Force 2* is easy to get the hang of. You scoot around the levels using the analogue pad, eliminating any Nakamichi minions that you find on the way. You can either fight with your bare hands or with one of the many weapons you pick up – guns, knives, iron bars and so on.

When you get hold of the various guns, you can stroll around blasting foes away, or switch to a Goldeneye-esque sniper mode. The screen zooms in, and you direct your aim to pinpoint the bad guys. It's an advantage, but this isn't a game where you get unlimited ammo - concentrate on shooting, and you'll run out.

However, fighting hand-to-hand builds up your 'rage meter', which makes your attacks more powerful. It's not just a case of simple punches and kicks either – it's simple to execute spin kicks, overhead punches and forward rolls. With all the guns having limited ammo, you'll often find the need to be a bit handy with your fists to progress.

SEEN IT ALL BEFORE

But let's cut to the chase: In theory, *Fighting Force 2* isn't fun to play. Or, to be even more blunt, it's just plain dull.



SPEAK OUT

WE TALKED TO **ALEX DAVIS,** CORE DESIGN'S DREAMCAST PROGRAMMER ON *FIGHTING FORCE 2*

WILL *FF2* APPEAL TO CASUAL AND HARDCORE GAMERS ALIKE?
We certainly hope so. It's got a lot of old-skool influences in it, but I think it should appeal to quite a broad base.

WHAT SORT OF INFLUENCES?
***GoldenEye* is definitely one I had in mind when we started doing it. There's also the *Streets of Rage* element to the fighting. There's also elements of *Fighting Force 1* in there – like the way you can smash everything to pieces.**

HOW HAVE YOU FOUND DEVELOPING FOR DREAMCAST?
Great, it's a very nice machine to work on. You have to work quite hard to get a good performance out of it, but on the graphics side it's very good.

WHAT OTHER DC GAMES HAVE IMPRESSED YOU?
I love *Soul Calibur*. I used to be into *Soul Edge* on the PlayStation, so I was really happy when this one came out. Also *House of the Dead 2* and *Ready 2 Rumble*.

"IT ISN'T FUN TO PLAY. OR, TO BE MORE BLUNT, IT'S PLAIN DULL"



△ Use the sniper function to take out the enemies.

With the puzzle-solving elements kept to a minimum, it really is just a case of yomping round the levels wasting enemies, collecting weapons and occasionally finding keys to get through locked doors. Okay, so that's pretty much the definition of an action adventure, but there's just not enough variety to keep you interested even short-term.

Then there are the enemies. They're supposed to be more intelligent than yer average game baddie. In fact, according to the publicity, as you play they're supposed to follow you round, take cover and change their fighting style according to yours. That's what they're supposed to do. The reality is somewhat different.

Often, even when you've just shot up a couple of bad guys and blown down a door, the enemies in the next room will stroll around ignoring you. It's only when you get close that they actually react. Often, it's possible to just hang around the doorway and pick them off with the sniper mode. It's true that enemies do sometimes try to hide, but only in the way that four year olds do when playing hide'n'seek – there's always a stray limb poking out.

SMASH IT ALL UP

There *are* good points – like the way you can destroy pretty much every piece of furniture in the levels. Rampaging around deserted offices smashing computer screens and totalling photocopiers is certainly a good laugh, and it helps you earn money to pay for extra continues too. That said, this is let down by the fact that when you use a continue, you start right back at the beginning of the stage.

Looks-wise, *FF2* is okay. It does look better than the PlayStation version, but it still looks like a PlayStation game. The graphics are nice and sharp, but even though the levels are pretty varied, none of the screens are going to have your jaw hitting the ground. Technically, it's not terrible by any means, but it's definitely no showstopper.

Without wishing to be nasty, *Fighting Force 2* is a real disappointment, particularly given Core's high-quality track record in this genre. But, if anything, *FF2* just doesn't push Dreamcast's capabilities, and it's not fun to play. Even if you're desperately searching for a good *Tomb Raider* clone, you won't find one here. There are plenty of other third-person action adventures on the horizon and you'd really do better to wait for them.

PRICE: **£39.99**
PUBLISHER: **EIDOS**
DEVELOPER: **CORE DESIGN**

VERDICT

DULL ACTION ADVENTURE THAT LEAVES YOU SNORING

UPPERS
Smashing stuff is fun

DOWNERS
Disappointing enemy AI • Looks like a PlayStation game • Monotonous gameplay

IN ONE HOUR We were already clockwatching
WEBSITE www.eidosinteractive.com/fightingforce2/
MAX PLAYERS 1
VIDEO MODES Full-screen 60Hz option

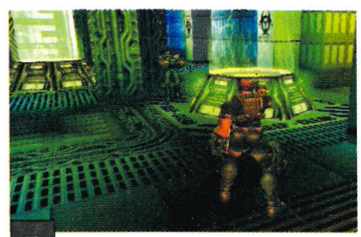
3
ODM RATING OUT OF 10

WALKTHROUGH
FEEL THE FORCE

At least Core have made an effort to ensure that each stage is different. Here's a quick intro to the first task of the game's first five levels.



1 ▽ Steel Mill. It produces prototype samples of a metal that can only be destroyed at 1000°F and you must destroy it. Doh!



2 ▽ Bio Lab. It's a cover for the Nakamichi Corp, working on cloning technology. Destroy the mainframe and its records.



3 ▽ Tank Factory. This is heavily guarded. Break in through the ventilation shaft system then take out all its personnel.



4 ▽ Polar Base. Carsons Bay was a US weather outpost until 1964. Now the Nakamichi Corp mines there, under a bogus name.



5 ▷ Jungle Base. Here's where the evil corporation plan to launch their Skythunder satellite. You must stop it.

△ Stay on target, stay on target. It'll take more than The Force to get down here.



△ If only you could do the same to people who cut you up on the motorway.



△ A-10 pilots have described their planes as "ugly but well-hung." You can see their point.

DEADLY SKIES

Previously known as *Airforce Delta*, *Deadly Skies* takes the shoot 'em up into the blue for some furious dogfight action. **DAN TRENT** dons the aviator shades

"GRAPHICALLY, *DEADLY SKIES* IS CERTAINLY NO SLOUCH"



△ **Check yer six! Watch for the hun in the sun! Oops, too late.**

ON THE CD

THERE ARE TWO MAIN SCHOOLS of thought when it comes to flying games: ultra realistic simulation, or good old-fashioned arcade style blast 'em up. While the former has found favour with PC gamers and can be found in endless variations, the latter has had more success in the console market. So far on Dreamcast we've had *Aerowings* (*ODM* #1, 6/10), a beautifully detailed and executed game that sorely needed a bit of gratuitous violence to pep it up a bit. You can probably guess from the title that namby-pamby aerobatics don't play a major part in *Deadly Skies*. In fact, other than that it involves flying aeroplanes, the two games couldn't be more different. Where *Aerowings* emphasised practice and disciplined flying, *Deadly Skies* comes screaming in with all guns blazing, leaving a trail of destruction in its wake.

BREAK RIGHT...

You may well remember *Deadly Skies* from the video that came with the launch issue of *ODM*, featuring appropritately enough in the Bang Bang section of the taster. While the name may have changed, the graphics that looked so enticing in the video have remained the same, as has the no-nonsense, all-action approach.

Playing the part of a mercenary pilot in the Delta Squadron of the fictional Laconian Airforce, you take part in a variety of missions against both land-based and airborne targets. At your disposal is a fleet of more than 30 different aircraft that you can buy with money earned from completing the jobs assigned to you. The more stuff you destroy, the more you earn. Simple. The missions are varied and demand a wide range of skills: sometimes you find yourself having to fly down narrow gorges to reach your target, at others you're rushing to stop trains carrying nuclear material before they can escape along tunnels. And then of course there's the dogfighting. Lots of it. The skies in which you fly are filled with a real hotch-potch of machinery of all

THE HARDWARE

The range of aricraft in *Deadly Skies* is enough to get any dodgy dictator with an export licence and a generous credit rating jumping for joy. A little background knowledge can go a long way when it comes to choosing the right tool for the job so check *ODM*'s definitive guide to what's on offer



In the real world the F-16 is one of the mainstays of a large number of NATO airforces. One of the first fighters to use fly-by-wire technology, the F-16 is noted for being fast-turning and nimble. A superb dogfighting weapon, the Fighting Falcon is best used on missions where you know you'll be tackling multiple airborne targets rather than ground attack.



Big and brutal, the Foxhound was built for pure speed and was originally designed to intercept high-flying US spy planes. It's little more than a manned missile so don't try to mix it in the dogfights in one of these, as smaller planes like the Fighting Falcon or Tigershark will run rings around you; use that huge power to make good your escape.



One of the older fighters in *Deadly Skies*, the Phantom was designed as a carrier-borne interceptor and first saw action in Vietnam. The F-4 isn't the best dogfighter but has enough poke to surprise younger foes and is supremely tough. A jack of all trades, it's ideal for missions where you're likely to face a range of ground-based and airborne opponents.



A specialist ground attack plane, the Warthog found fame in the Gulf War but was designed for use against Soviet tanks that might spearhead a land invasion of Western Europe. Slow and ugly but surprisingly maneuvourable, the Warthog packs a fearsome punch with its enormous Gatling gun and under-wing stores.



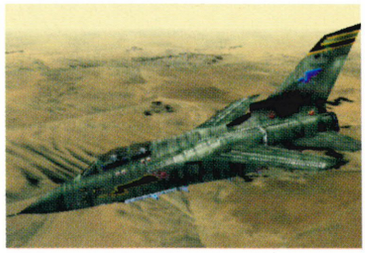
A Russian Cold War warrior, the MiG-21 is a fast but primitive fighter that was one of the mainstays of the Vietnamese airforce in the war against the United States. Relying on speed and agility, and lightly armed, the MiGs had to move fast to stay alive, but scored some successes against less nimble US planes. Cheap and cheerful.



Tom Cruise's ride of choice in *Top Gun*, the Tomcat is the main interceptor of the US Navy's carrier-borne airforce. A large and complicated aircraft, the Tomcat uses swing wings to enable low-speed agility and high-speed perfomance. A powerful plane but you'll feel it in your pocket if you lose it.



The MiG-29 caused something of a stir when it first appeared in the late '80s. Combining traditional Soviet strongpoints such as strength and reliability, it was still able to out-manoeuvre the latest Western fighters like the F-15 Eagle or F-16 Fighting Falcon. Reasonably cheap to buy, the Fulcrum is an excellent choice.

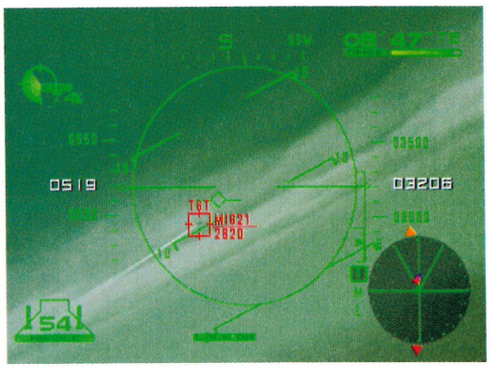


The Tornado was designed as a ground attack plane in a joint venture by Britain, Germany and Italy and from there it metamorphosised into a powerful fighter in its own right. Used extensively in the Gulf War, and later over Kosova and Serbia, it has a reputation for speed and pinpoint accuracy. An expensive option, use it when only the best will do.



△ The red box indicates you have missile lock and your earnings are about to go up. Planes are worth the most.

"IT'S ALL DOWN TO THE DETAILS – OR RATHER THE LACK OF THEM"



△ That MiG is two missiles away from being toast.

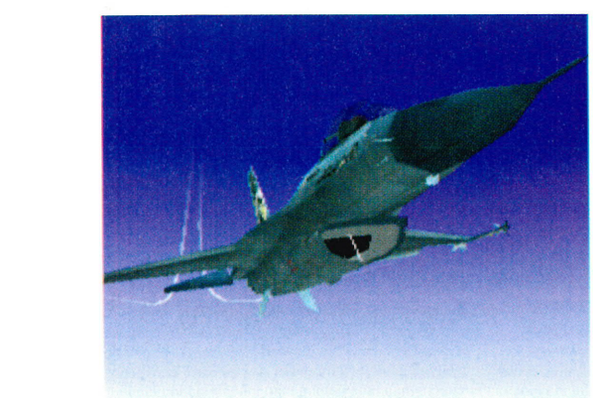
nationalities with one common aim: to send you spinning earthwards in a flaming mess. All of which is neatly encapsulated in the new title.

...GO, GO, GO!

You start the game as something of a rookie with only one plane in the hangar and an empty bank account. Even if you did have some money there are only a couple of other planes to choose from on the friendly used warplane salesman's forecourt, so if you want to get ahead you must get out there and kick some aviator butt. From the off it's clear that *Deadly Skies* is a straightforward game to play; the default controls are particularly basic and limit the range of your controls to make the plane easier to handle. In practice this means you can't bank beyond 45 degrees, and your highly agile fighter actually turns like a barge in treacle, so the sooner you switch to the expert mode and get the hang of the full range of movement this affords, the better. The limited number of buttons available on a console control pad does to some extent tie the hands of developers, but flight fans will be disappointed by the way this limits the options available. A lack of airbrakes, flaps, countermeasures or weapons options enables you to pick up the game in a matter of seconds, but leaves the gameplay with no distractions to hide behind. Anything lacking in this area is going to be highlighted by the lack of gizmos and techie features so beloved of flight sim fans. The developers would no doubt argue that this is the whole point, and that taking the complicated, realistic approach would detract from the high-octane blast 'em up ethos. They might also point to the fact that there's no shortage of hugely immersive flight sims available on PC, and that *Deadly Skies* is more in line with what console owners want.

ON YOUR TAIL, CHARLIE

As far as the environments for the missions go, the Republic of Laconia is certainly diverse, comprising everything from rugged desert to lush rainforest, with high-rise cities to boot. Graphically *Deadly Skies* is certainly no slouch, although not as polished as *Aerowings*. The aircraft are all very accurately represented and look particularly good in the replays, although the exterior view is a little disappointing. Moving control surfaces are a nice touch, and the physics are accurate



△ Small and nimble, the F-16 is a dogfighter's dream.



△ There's no shortage of missiles and no shortage of targets.

SPEAK OUT



WE TALKED TO **HANS-JOACHIN AMANN,** KONAMI'S EUROPEAN PRODUCT MANAGER FOR DC

WHAT'S THE BEST THING ABOUT THE GAME?
Apart from the graphics, I like the fast pace and action-packed gameplay. The combination of those factors with the possibility of earning cash and buying up to 30 types of plane keeps you on the edge of your seat.

WHAT'S THE BEST DREAMCAST GAME YOU'VE SEEN FROM?
I'd say *Soul Calibur*. It is technically brilliant. Every gamer should have it.

WHAT'S THE MOST HORRIFIC INJURY YOU'VE EVER HAD?
When I was about 12 I had a run in with the lawn mower. I didn't want my parents to see, so I hid my bleeding finger from them with my good hand and ran into the house to wash the blood away. It was then that I realised that the tip of my finger was hanging by a tiny piece of skin. I felt faint and cried out. When my mum ran in she was met with a scene of complete carnage – there was blood everywhere by then. It was much worse than the most gruesome beat 'em up!

WHAT'S THE MOST SCARED YOU'VE EVER BEEN?
Believe it or not, the most frightened I've been recently was when I was playing *Silent Hill* alone in my flat at night. The chilling music and disturbing graphics made me stop playing certain scenes until my girlfriend was there to look after me, or until it was daylight outside. It might sound a bit pathetic, but it's true!





△ **Big and powerful, the Phantom is a force to be reckoned with despite being a 30 year-old design.**

without being too strict. On this score the balance between fun and realism has been very well pitched bearing in mind the game's target audience, and the game is engaging to play from the word go.

The sound is also particularly good if you're lucky enough to have a stereo TV, in which case you can actually hear the planes pass from one side to the other, and the sound of cannon shells hitting home all adds to the experience. It's just a pity that they had to mask it all with such lousy music.

While the missions are straightforward in terms of aims and objectives – blow up an installation here, escort a plane there – the enemy is certainly no pushover and proves distinctly tricky to shoot down. As most of the mission objectives tend to be ground targets, this isn't a problem as far as completing the missions go, but on the later levels it would be suicidal not to knock out some of the air cover before going for your target. Shooting down planes also reaps financial reward and means you can add more planes to your hangar. It's worth bearing in mind that, other than the slightly weedy F-5 Tiger that you start with, if you lose an aircraft it's gone for good and you must buy another. This adds a pleasing strategic element to your mission planning – the Eagle might be the best plane for the job, but can you afford to lose it if you get it wrong? In some cases it pays to have a recce in the F-5 first to suss out the enemy strength before committing any expensive hardware.

Sadly this is about as invovling as the gameplay gets. While *Deadly Skies* comes across as smooth and accomplished, the feeling persists that a little more thought and detail could have lifted it from the ordinary to something a bit special. While the missions do their best to add variety, a little more depth – perhaps having to refuel with a tanker plane, or rendevous and work with allies – would have made all the difference. A game like *Nuclear Strike*, which padded out its relatively crude graphics and straightforward missions with a strong storyline, and is packed with video clips and information, is a good example of what a little imagination can do with an otherwise staid concept.

Ultimately, it's difficult to get worked up about *Deadly Skies*, and it's all down to the details – or rather the lack of them. Sure, the choice of planes and the pace of the action are excellent, and everything looks as it should, but there's the feeling that a little more imagination could have made the game that crucial bit better.

PRICE: **£39.99**
PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI**

VERDICT

FAST AND FURIOUS ACTION BUT ULTIMATELY RUN-OF-THE-MILL

UPPERS
Loads of planes to choose from • Fast and furious • Excellent sound • Satisfyingly destructive

DOWNERS
Weak explosions • No imagination • Limited controls • Rigid structure

IN ONE HOUR We'd earned nearly half a million and were ready to go shopping for a new plane
WEBSITE www.konami.com
CHECK OUT A copy of *The Jane's Guide to Tactical Fighters*
MAX PLAYERS 1
VIDEO MODES Bordered PAL

5
ODM RATING OUT OF 10

WALKTHROUGH
JUST PLANE CRAZY

While the missions are fairly straightforward, it pays to know what you're doing. Here come our top tips for success



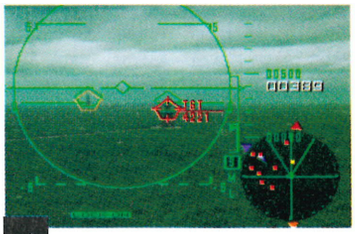
1 ▽ Choose your weapon. Different planes have different strengths, so pay attention to the briefing.



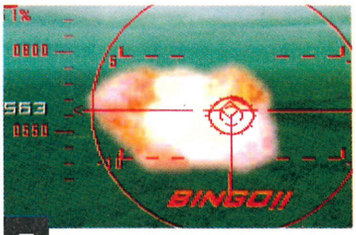
2 ▽ Listen to the briefing. It may be best to take out the target and run; or then again a tactical approach may be better.



3 ▽ Toggle the map on and off to check your bearings in relation to your objective. Try not to be distracted by other foes.



4 ▽ Your target show up as orange in your head-up-display (HUD), so you know where those missiles need to hit home.



5 ▷ If you want to boost your earnings and have the time, go after the other enemies that are around.



△ Rocket launcher, meet zombies. Brains, meet the floor.

RESIDENT EVIL 2

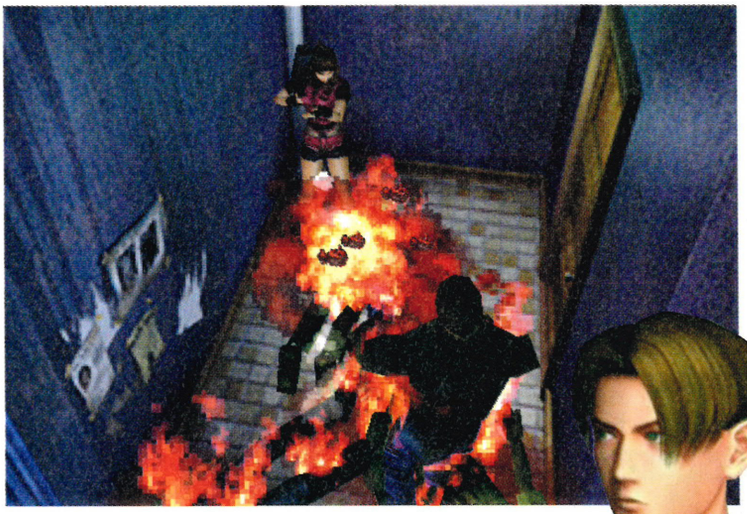
Death, destruction and a city in chaos. **STEVE KEY** loads up his shotgun ready for a trip into zombie territory

THE IMMEDIATE QUESTION you ask when you see this game is: 'Why?'. One of the most eagerly anticipated games on Sega's new machine, *Resident Evil Code: Veronica*, is on the way and we're now getting the second game in the massively successful series, almost as a teaser of what's to come. We're not querying its release because it's a bad game – far from it – but we've come to expect a little more after games like *Soul Calibur* (*ODM* #3, 10/10) and *House Of The Dead 2* (*ODM* #1, 9/10) have shown exactly what the console can do. And a direct port of the PC version – except with fuzzier-looking backgrounds – is certainly not what we were hoping for.

Resident Evil 2 takes up the story exactly where the first game finished. For those not in the know: S.T.A.R.S are the Special Team And Rescue Service that were called into a mansion on the outskirts of the fictional Raccoon City. Upon arrival, Chris Redfield and Jill Valentine discovered that the mysterious Umbrella Corporation had been conducting secret experiments involving the G-virus, a disease which renders human beings completely brainless, thus turning them into zombies. After exterminating the disease and most of



△ Problems with resurrected corpses? A crossbow bolt to the neck should sort 'em out.



△ Would sir like a new head with that?



△ Heads exploding like watermelons is par for the course in *Resident Evil 2*.



△ Mother of God! I think I've followed through.

the Umbrella Lab concealed within the mansion, the S.T.A.R.S team returned to Raccoon City only to find that the disease had somehow escaped and taken over the inhabitants of the town.

This is where you come in. Leon S Kennedy and Claire Redfield (sister of the original hero Chris) arrive in Raccoon City just after it's all kicked off. Leon is a rookie cop who's arriving to start his first day on the job, and Claire is in town just to find her brother. But when they get there the entire city is overrun with zombies and they have more than a usual day ahead of them.

TWO DISC ACTION

Resident Evil 2 contains slightly more than your average game. It comes on two discs, one for each of the central characters. Once you've finished the game as, say, Leon, you then get a savegame position which enables you to start the second scenario as Claire, and vice versa. But can you really be arsed to play the entire game again just to get access to a few more rooms in the police station and see some of the items in different locations? It's debatable, though you'll need to make the effort if you want to earn extra goodies.

The bulk of the game takes place inside the Raccoon City police station. Using your skills you must pick off as many zombies as you can while trying to unravel the mysteries surrounding the infestation of the city. And this is where the game starts to liven up.

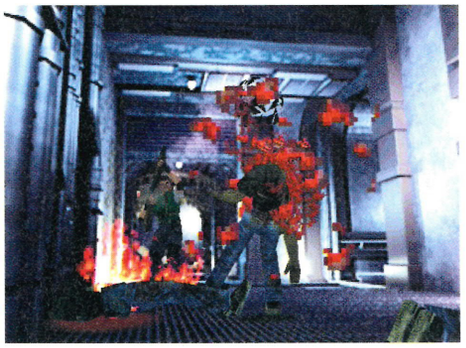
In all good horror films there are some genuinely scary bits, ones that will make you jump and scream out loud. While *Resident Evil 2* may not do that, it certainly has bits that make you jump and look around the room afterwards in a sheepish manner hoping nobody saw you get scared at a videogame. It really takes off when you locate and equip the shotgun or grenade launcher. They're the best two guns in the game, and give you the power to pop dem zombies and have brains, entrails, bits of skull and even entire limbs explode in pieces in front of you.

But this isn't the sort of violence that could turn you into a serial killer – you'll laugh more than you'll squirm. There's nothing more satisfying than having your pad rumble (so long as you've got a Vibration Pack plugged into it) as a chamber full of shotgun pellets bury themselves into the mushy body of a zombie and rip its head, arms and half its torso clean off.

It's the mass of neat little touches that make *Resident Evil 2* so entertaining in places. If you kneecap a zombie you blow one of its legs clean off, but it then uses its arms to come crawling after you. Aiming a close-range shotgun blast at the midriff of an undead human can sometimes split it clean in two, leaving the legs walking and the upper body free to come crawling after you. Ho ho! Keep an eye out for zombies already lying on the ▷



△ Once a zombie gets hold of your ankles, hit the fire button and Chris kicks its head clean off.



△ Chris loads up his shotgun and with a single shot manages to cause this much damage.

THE JOY OF EX

You're probably wondering what the big differences are between the Dreamcast and PlayStation versions. While the DC version is primarily the same, it's the added extras you get at the end that represent the new features. Once you've completed two scenarios with an A rank, you're given a new game called Ex Battle which is in effect a completely new angle on the story. You get the choice of four characters including, strangely, Chris Redfield, and have to get from the end of the game and back to the start, setting off four bombs in the process and blowing up all the zombies in your way.

The character you start with also affects the weapons you start with. This is why we recommend you play as Chris, because he's got a rocket launcher already stashed away as well as a shotgun. Then it's down to you to get the heck out of Dodge. You can explore as many or as few of the rooms as you like, as most of the unimportant ones have ammo supplies and even new weapons to pick up. It's a good option, and a decent one to play, as you get something extra to try your hand at. This Ex Battle sub-game isn't in the PlayStation game, but the 4th Survivor and To-Fu secret games that were are also selectable in the Dreamcast version.

4th Survivor puts you in control of one of the SWAT team members called in to try to restore some order in the Umbrella labs, and To-Fu sees you playing a lump of bean curd armed with a knife, instead of characters from the game. That's not a joke, by the way.



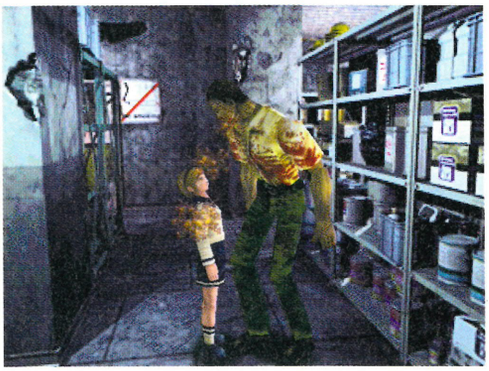
▷ floor as well. If you walk past them without getting too close, their heads move, tracking you around the room!

GANG WARFARE

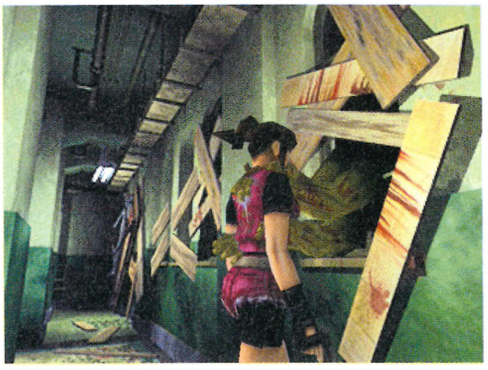
You're not restricted to just the character you pick at the start of the game. At certain key points during the adventure you switch to another person who's been caught up in the whole Raccoon City mess. Leon teams up with Ada Wong, a woman in town looking for her scientist boyfriend but who has a few secrets of her own; Claire meets up with Sherry Birkin, the young daughter of the head scientist at Umbrella.

Both Ada and Sherry have very different qualities. Sherry is only a small girl, so maiming people and chunking zombies isn't top of her priorities list – Barbie and Tickle-Me-Elmo probably are. Anyway, all she can do is pick up objects to give to Claire at a later date, and generally try to avoid getting eaten by dogs. Ada, on the other hand, is a much more competent female. At least she has a gun. The sections you get to control them both under are short, but offer a welcome alternative to the main game. While they may not actually play totally differently to the two stars, it's a nice change to be able to control someone who is following a different storyline to yours.

Though *Resident Evil 2* is a class game – which is why it's been such a massive success on PlayStation – there's no disguising the fact that this is a disappointing release. The character graphics in the game are super-sharp quality, and really stand out from the PlayStation version you may already have seen, but the background graphics are extremely dodgy. They're all hand-drawn 2D pictures but, for no obvious reason, are used at a far lower resolution than the characters themselves. No big deal, you may think. But it is a big deal when at times



△ You know, this kind of picture is illegal in most countries.



△ Please – no photos, no autographs. Very sorry.



SPEAK OUT

WE ASKED **SHINJI MIKAMI**, PRODUCER OF *RESIDENT EVIL 2* AT CAPCOM, A FEW QUESTIONS ABOUT HIS GAME

WHAT DO YOU THINK HAS MADE *RESIDENT EVIL 2* SO POPULAR ALL OVER THE WORLD?

***Resident Evil* [1] became popular because of its 'horror' factor that was created from realistic game environments like background graphics, main characters, enemies, sound and the storyline. In *Resident Evil 2*, in addition to the 'horror' factor we used more dynamic visual presentation and added more value to it as an entertainment product.**

WHAT'S THE BEST THING ABOUT THE GAME?

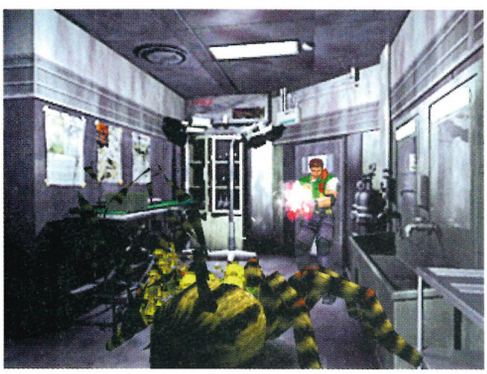
One of the selling points of the *Resident Evil* series is that you feel as if you're watching a movie. So we paid a lot of attention to enhance the movie feel by creating detailed background graphics, adjusting camera angles, and the cuts of the scenes. We also increased the volume of the drama, which we believe helped players get absorbed into the game's storyline.

HOW DIFFICULT WAS IT TO PLAN THE STORYLINE FROM TWO CHARACTERS' POINTS OF VIEW?

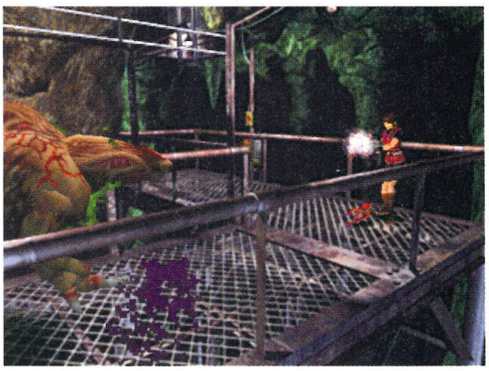
It was difficult to keep the consistency between two characters' storylines. A storyline in a videogame has to be created in conjunction with the gameplay. In other words, the storyline and the gameplay need to enhance each other. With this in mind, keeping consistency between two scenarios was a tough job. But we are happy with the final outcome.



△ Around every corner there could be zombies waiting for you.



△ Shoot the giant spiders until their bodies burst right open.



△ That… that, *thing* on the left gobs little puke monsters.

you appear to be floating in front of a flat image rather than being inside a convincing 3D world. *Resident Evil 2*'s atmosphere is one of the game's most important assets, and the weak background graphics of the Dreamcast version unfortunately detract from it. There are even times when the backgrounds are so blurred that it's almost impossible to see important pieces of detail.

In Japan, *Resident Evil 2* has been released with a demo disc of the forthcoming *Code: Veronica* (see page 40 for a first look), but due to separate publishing deals this isn't happening in the UK. As such, *Resident Evil 2* on Dreamcast isn't the worthwhile buy it could – and should – have been. Even if you've never played it before you're not going to get the same buzz out of it that everyone else did. In which case save your cash for *Code: Veronica* later in the year, and a game that's not just a weak conversion of a two-year-old 32-bit game.

PRICE: **£34.99**
PUBLISHER: **VIRGIN INTERACTIVE**
DEVELOPER: **CAPCOM**

VERDICT

NICE IF YOU'VE NOT PLAYED THE OTHER *RESIDENT EVIL* GAMES

UPPERS
Excellent story and plot twists • Monsters • Blood • Gore •Decapitations

DOWNERS
Crap-looking backgrounds • Too slow-moving for some

IN ONE HOUR You should have made it to the car park
WEBSITE www.capcom.com
CHECK OUT Page 40 for info on *Resident Evil Code: Veronica*
MAX PLAYERS 1
VIDEO MODES Full-screen 60Hz option

ODM RATING OUT OF 10

7

WALKTHROUGH
MENSA IT AIN'T

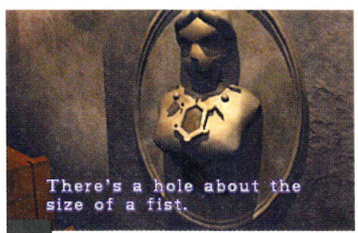
There's a fair amount of puzzle solving in the game. But they're not the most brain-taxing of teasers – use your savvy and you're well away



1 ▽ The two statues face away from the headpiece holding the gem. Push them so they look at it and the gem falls down.



2 ▽ You fill the room with water, so you need to be able to cross the divide. Set up the three crates so they float and make a path.



3 ▽ Huh-huh. Huh. Huh-huh-huh. Heh. Heh-heh. Huh. Huh-huh. Heh-heh-heh-heh-heh. Heh-heh. Huh-huh-huh. Huh.



4 ▽ Whichever of these items you leave behind is still there when you play the second scenario as the opposite character.



5 ▷ Try to conserve ammo by luring groups of zombies close together so you can pop one shotgun round through three heads.



△ Like a gang of bored teenagers, the Armada lopes around the galaxy picking on people smaller than them.

ARMADA

Bugs – once again are threatening invertebrate life throughout the galaxy. Can you to stop them in this retro, top-down stylee? DAN TRENT puts his foot down

SEGA'S ENGINEERS MUST BE FUMING. They spend years making sure that Dreamcast will be the most kick-ass console the world has ever seen, source the latest technology to provide developers with a tool that enables them to make games that will leave people gasping in wonder, and then look what happens. Ignoring the buzz about ground-breaking games like *Shenmue*, everyone in Japan goes mad for *Chu Chu Rocket*, a modern take on classic 2D puzzle/action games like *Pacman* and *Bomberman*, and Acclaim go and launch the top-down *Asteroids* remake we see before us today.

While you might think this is hardly the future of gaming, it is an interesting statement by gamers that style over content is no longer enough. For a game to be a true classic, killer gameplay is still more important than graphical bells, whistles and hype. *Chu Chu Rocket* proves this point with super-quick and addictive gameplay, and the stylish execution. *Armada* also hopes to tap into this new found enthusiasm for simple, fun multiplayer games.

A LOAD OF OLD BOWLS

So what's it all about? Taking more than a few cues from accepted sci-fi standards and Sir Francis Drake, *Armada* puts you in command of a small ship which must help to stop the alien swarm that is threatening the peace and security of the universe. True to form, these critters are aggressive, and have a tendency to hang around in large gangs and shout obscenities at pensioners. They even make that silly little alien scream when you shoot them. In a *Star Trek: The Next Generation* mould, the good guys are a slightly uneasy alliance of disparate races united against the common foe.

You can choose to play as any one of these races, and each has their own characteristics and advantages to aid you on your quest. While that quest is admittedly basic – find alien scumbags, shoot them; find more alien



△ Multiplayer means up to four of you can be on the screen at the same time – which does no end of good to your bug-splattering capabilities.

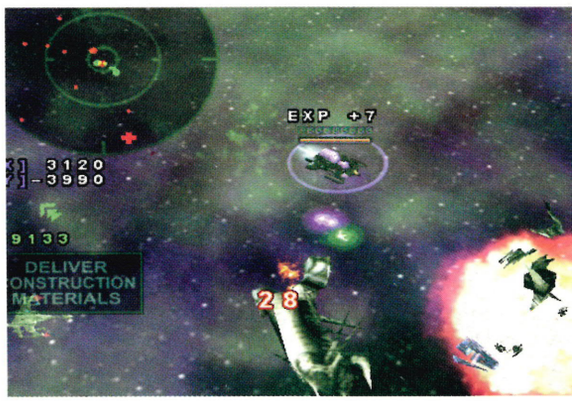
"THE FUTURE OF GAMING THIS IS NOT"



△ Power pods. In space, no-one can hear you laugh your tits off as you vapourise your bug-eyed little enemies with impunity.



△ If you've been caning it through the power pods, Phoenix is your man. Pop back to Alliance City and he tops you up.



△ Another bug bites the dust in an impressively fiery way.

scumbags, shoot them too (repeat to fade) – there is an additional RPG element to the game that has been cited by many as one of the reasons *Armada* is more than the sum of its graphical parts. The main arena in which this comes into play is Alliance City, the site of Allied command and a sanctuary in a universe filled with mean old bugs. Zipping around above the city are representatives of the various races in the alliance, who can be called upon to give you advice, repair your ship or even replenish your weapons if you call them up with your ship's scanner.

As the game progresses and you complete missions, their advice and opinions begin to alter, and it becomes clear that the alliance is not unified in its attitude to the Armada, with some groups in particular having more sinister motives for co-operating. You also find more representatives out in the misty void of space – where the bulk of the action takes place – who are prepared to team up and help you if things get more than you can manage on your own. Many of the groups also have star bases scattered throughout the universe which sell upgrades for your ship, and will from time to time require protection and re-supply to help keep the alien hordes at bay.

BUG BUSTIN' UNIVERSE

Structure wise, *Armada* isn't exactly going to trouble you intellectually. In true *Starship Troopers* style, you go into space and you blast bugs till there's none left, then go on the prowl to find more. Again like the film *Starship Troopers*, there are no lack of bugs and they come thick and fast and from all sides. To begin with, you find yourself overwhelmed and getting a right royal hiding, forcing you to make regular return visits to Alliance City to stock up on power pods – a handy weapon of mass alien destruction – or drop in to replenish your armour.

As mentioned before, allies can also provide hints and tips on survival and the best use of weapons. This is all done with real-time voice recordings rather than subtitles, which is a nice touch and the least that could be expected considering the bargain-basement visuals. The voices all sound rather good, if a little *Star Wars* heavy in influence, and the changing views of the people concerned is motivation to stay in touch, although it pays to be wary of some of the advice – not all of it is in the Alliance's best interests and it's up to you to decide who's the Jonathan Aitken of the bunch.

Out in space and you find it pays to hook up with a friend to help you take on the Armada: simply approach the ship, initiate a conversation, and you've got a bosom buddy who sticks like glue and helps you out. Pretty soon you find out that your weapons are adequate at best against the smaller aliens, and seriously weedy against the better-armoured ones. You gain credit for each bug swatted, but considering the prices your so-called allies are asking to soup-up your ship, some greater earning power is required (ain't it always the case?).

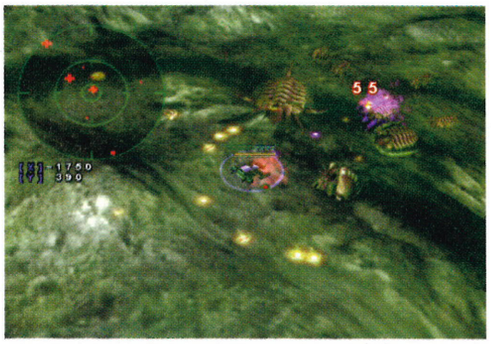
To boost your coffers you can choose to help out the various needy who are floating about in space and require help to keep the Armada at bay. By escorting them out of trouble, you can start putting the pennies aside for that extra firepower. This is typical of the open structure of the game. You could go straight for the big bosses if you wanted to, but you wouldn't stand a chance. If you reckon you're good enough you can go for it, but it's better to work up and upgrade your ship. The game environment is huge, and comprises several other planets that harbour their own special type of bug and reap their own special rewards. Suffice to say, you'll find that it pays to explore.



◁ Firepower somewhat lacking? Drop into the shop to buy some upgrades.

BLIP, BLIP... POW!

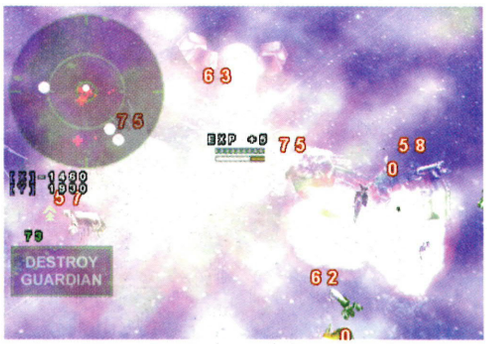
As you'll no doubt have gathered from the screenshots, *Armada* doesn't exactly rewrite the book on cutting-edge graphics, and you'd be forgiven for thinking the long extinct top-down shooter format was buried never to be seen again. So why has it been exhumed, and why should we be excited about a game that is to Dreamcast what GCSE maths would be to Einstein? Well, looked at coldly it's very difficult to say, and the fact that there are



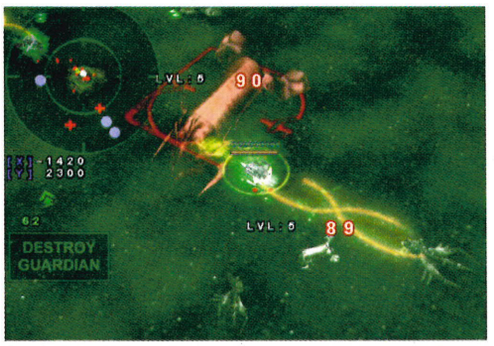
△ A visit to the planet surface reveals an unpleasant surprise.



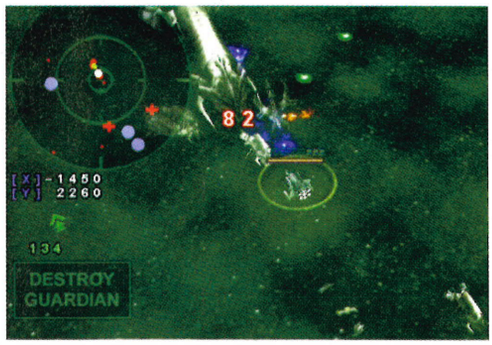
△ Ooh look! A new type of alien. Not that friendly though.



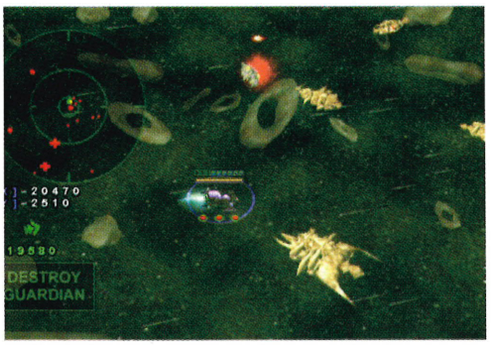
△ Surrounded? Not any more – gotta love those power pods.



△ It pays to go shopping before taking on this mother.



△ Some bugs are bigger than others and this one is BIG!



△ In every corner of the galaxy, there are always more bugs!

a few nice sparkly special effects doesn't really satisfy; although the multiplayer factor is a definite plus.

In a true four-player game, you can start a new adventure or bring friends in to help you out on your saved game. Obviously this boosts your alien-frying capabilities and makes the most of the high-speed nature of the gameplay. Sadly, as a single-player this is somewhat lacking. Sure, there's the interactivity with your allies, and the changing politics, but it's only one-way traffic and seems a little empty when viewed coldly.

Shooting the same old bugs in ever-increasing numbers becomes repetitive, as do the lengthy escort duties to earn your cash. More disappointment comes when you slap down your hard-earned dollar for those weapons upgrades. Expensive power-ups that claim to boost your rate of fire make naff-all difference, and a device that costs 1,300 credits and claims to boost your earnings with every alien killed is a con. Should have read the small print about batteries not included.

Fast-moving, *Armada* certainly is, but the future of gaming it is not. If retro gaming is your bag and you like your games to be brainless and visceral, then it won't disappoint, but you can't help thinking that most Dreamcast owners expect a little more bang for their buck and will find this game just too basic.

PRICE: **£39.99**
PUBLISHER: **ACCLAIM**
DEVELOPER: **METRO 3D**

VERDICT

MANIC ACTION BUT WE'VE MOVED ON SINCE *ASTEROIDS*

UPPERS
Easy to get into • No shortage of carnage • Strong multiplayer attraction

DOWNERS
Graphically from the Dark Ages • Lacking flair • Rip-off power-ups! • Bored • Of • Shooting • Aliens

IN ONE HOUR Our experience points had reached 187 and we had enough credits to go shopping
WEBSITE www.metro3d.com
MAX PLAYERS 4
VIDEO MODES Full-screen PAL, VGA compatible

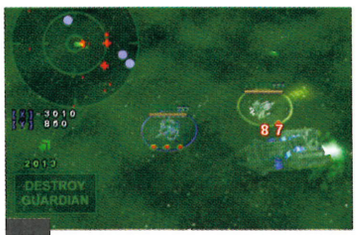
4
ODM RATING OUT OF 10

WALKTHROUGH
BLAST 'EM!

There's a whole load of aliens out there, and it's up to you to stop them. Think you're up to it? Here are a few clues…



1 ▽ The home planet is where you can find your allies. Talk to them and they give you tips on how to win.



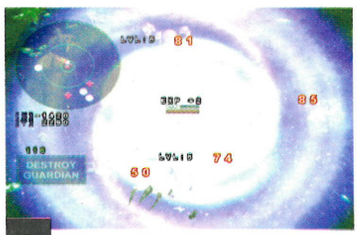
2 ▽ Hook up with vulnerable convoys in space and you can earn money to fund those power-ups.



3 ▽ Space stations are department stores for the discerning alien splatterer. Upgrade your ship here.



4 ▽ Make friends and you'll have a companion who'll watch your back when you get into a tight corner.



5 ▷ If all else fails, deploy your power pod attack and watch those bugs fry. Your friends back home can replenish you.

HMV

seriouslyaddictive...



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SOUL CALIBUR

A stunning conversion that demonstrates just how powerful Dreamcast is. Vastly superior to the arcade version, the game's beautifully rendered graphics make playing this a dream. All the characters are present, each with their own unique weapons and special moves in what is surely the best fighting title ever. 10/10 - Official Dreamcast Magazine



SHADOWMAN

Apocalypse beckons as five evil killers from the spirit world are let loose on Liveside. Fortunately you have the ability to travel to the afterlife in search of dark souls that will enable you to save humanity. Shadowman is a dark atmospheric adventure masterpiece with over 60 hours of gameplay to work through.



MARVEL VS CAPCOM

Choose from 15 different fighters selected from the combined camps of Marvel and Capcom. Pit Spiderman against Megaman in this ultra-fast superior conversion of this coin-op classic. Call upon 30 hidden characters to perform one of their numerous special moves as you battle your way through five modes of play, including a unique four player tag team option.



JIMMY WHITE'S 2 CUEBALL

Awesome graphics and groundbreaking 3D realism allow players to interact with virtually any element in this stunning snooker and pool game. The 3D environments and ball movements are amazing, while the numerous sub-games include coin-ops, darts and chequers.

All titles subject to availability at participating stores only.
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PHOTOGRAPHY: **TANYA CHALKIN**



REVIEWS ROUND-UP

DRINKING...

This month our intrepid *ODM* team venture into the catacombs beneath London Bridge to visit Cynthia's Cyber Bar, a place where the staff really can be described as robotic

DEEP IN THE HEART of London's historic South Bank, a revolutionary bar has opened that could drastically alter the employment prospects of the thousands of travelling antipodeans who staff a large number of the capital's pubs and bars. Your host at Cynthia's is a quarter-million pound robot with a neat line in cocktails and a questionable fondness for lame jokes.

Built into a series of tunnels in the foundations of London Bridge, Cynthia's takes a very Fifties ideal of an automated future and turns it into a sleek, chrome-plated reality full of blinking lights and minimal clutter. Comprised of two cocktail bars manned by Cynthia and her brother, plus a restaurant and a conventional biologically staffed bar, the place is the brainchild of Dick Becker, an engineer and expert in robotics who thought it might be fun to turn his expertise to something a little more fun than programming robots to weld cars. The idea that the robots are simply a gimmick is quickly dismissed when you see them in action. Selecting your cocktail from the control panel on the bar, you watch in amazement as Cynthia smoothly mixes and pours your drinks while striking up a suitably stilted combination of wisecracks and explanations of what's going on. While there are no Tom Cruise-style spins or fancy pouring, it's still highly impressive to watch. The drinks don't taste bad either.

• *Cynthia's is open seven days a week and is available for hire. For more information ring 0207 403 6777 or check out www.cynbar.co.uk*

...& THINKING



△ ***Resident Evil 2*: classic zombie shooter, but now perhaps somewhat over the hill.**

RESIDENT EVIL 2

REVIEWED ON PAGE 74

The classic zombie shooter and all-round king of horror games makes the move to Dreamcast, having conquered all on PlayStation and PC. With *Resident Evil Code: Veronica* some way off, *RE2* should whet the appetites of Dreamcast owners with a taste for the gory.

DAN: I think it's beginning to look just a little bit dated now. The gameplay is just a bit too slow with all those doors, and the general plodding around just tends to drag after a while.

ED: There have always been people who hated that though. I've never been one to get stuck into it myself, but I think there are some great ideas. It sounds strange but I almost find it more interesting watching other people play, as I can't get into all that walking around.

WARREN: I played the PlayStation version and got about halfway through and ran out of ammo. I'd been a bit over-zealous with the trigger, and then I was absolutely knackered. I couldn't find any more ammo and just kept dying. I did enjoy playing it though, and while it might look a bit dated it's still a good game.

ED: There is a problem with the way the Dreamcast version looks though, because while the characters have been sharpened up and are much higher resolution than on PlayStation, the backgrounds still look like scanned paintings – which they are – and there are times when it looks like your character is just floating in space.

WARREN: That's a bit nit-picky though. If you've never played any of the games before and you've got a Dreamcast, then this has got to be well-recommended.

STUART: I've never played it before and I thought it was really boring.

WARREN: Yeah, but you've got to try playing it with all the lights off and the sound right up, because it is genuinely scary like that.

ED: But I still say the ropy backgrounds can spoil that effect. They do for me, anyway. Maybe if you've got a really knackered telly or a dodgy lead or something then it'll look okay, but it just doesn't look convincing.

DAN: I know what you're saying, but I think you're being a bit harsh. It is noticeable, but I don't think it detracts from the actual gameplay that much. It's still dead scary, even if there are a lot of bits that are actually quite boring and you have to go for a long time before anything happens.

WARREN: But *Tomb Raider* is like that and people love that game. It's like football: if there were goals all the time what a dull game that would be. You get the boring bits in football, but that's what makes it great.

STUART: Granted, and there are some extra bits and bobs, like the Extreme Battle mode and the extra games that are good if you just want a quick game.The sound is rubbish though. The zombies sound like cows.

DAN: Nads! The sound is one of the best things and makes it all the more absorbing. The way your feet squelch through pools of blood and the spent cases ping off the walls and stuff is all superbly done.

WARREN: Bottom line: it's a classic game, and if you've never played it before go and buy it.



"IT'S A CLASSIC GAME, AND IF YOU'VE NEVER PLAYED IT BEFORE GO AND BUY IT"

– WARREN ON *RESIDENT EVIL 2*

DEADLY SKIES

REVIEWED ON PAGE 70

Known overseas as *Air Force Delta*, *Deadly Skies* is a high-octane airborne blast 'em up. With 30 planes and a wide range of missions to choose from, this game leaves the pacifist *Aerowings* standing when it comes to the destruction stakes.

DAN: Disappointing. Having played *Aerowings*, and been really impressed with the controls and the way it looked but bored because you couldn't shoot things, I was really looking forward to this. I should confess that I used to be a bit of a plane buff when I was a kid, so I was really hoping this would be good.

WARREN: I bet you made Airfix models and everything.

DAN: Er, well...

WARREN: Yeah, that figures!

STUART: But you can buy your own planes! I mean, how cool is that for a flight sim? You're the defence minister with a blank cheque book, and that has to be smart.

ED: Congratulations, you have 58 million to spend on planes!

WARREN: I'll have a Concorde!

DAN: If you're into your planes...

WARREN: Sad then.

DAN: No, seriously, if you know your planes it's really good to be able to choose from more than 30 of 'em, and they're all different.

WARREN: The skies look deadly, don't they!

DAN: The controls are really sluggish, and just don't respond like a real plane.

ED: Like you've flown a real plane, yeah?!

DAN: Your opponents come past and break, and you try and stay on their tail, but in the time it takes you to turn they've been round you three times and sent a missile up your rear.

WARREN: I tell you what, I was playing this for ages and not once was I offered a complimentary drink. I've been on a plane, and I know how it works.

STUART: Did you get air rage and threaten to chop people's hands off?

ED: Anyway, back to the game. I know what Dan means, and it's because it's all in jets. They're good at going really fast, but they're not so hot at dogfighting. And you get that thing where you see someone, spend ages turning round, then get a flash of him as he comes past you again.

STUART: The thing is, flight sim fans don't buy Dreamcasts, they buy PCs, and it's not arcadey enough to appeal to console owners.

WARREN: But it's a Konami game, and they're one of my favourite developers. They've done some amazing stuff, but this isn't up to their usual standards.

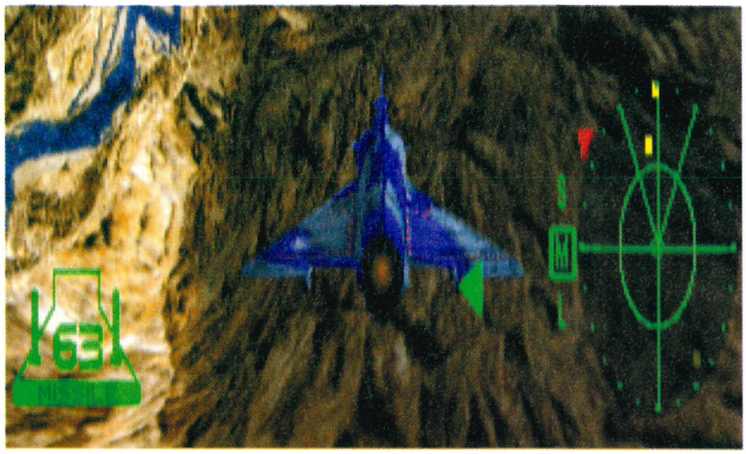
STUART: Does this mean that the best flying game we've had so far has been *Toy Commander*?

DAN: I like that! Still, you're forgetting about *Aerowings*, and that game plays really nicely as far as



"YOU CAN BUY YOUR OWN PLANES! HOW COOL IS THAT FOR A FLIGHT SIM?"

– DAN ON *DEADLY SKIES*



△ ***Deadly Skies*: not up to Konami's usual standard, and definitely some room for improvements.**



△ ***Virtua Striker*: leaves Dreamcast still in need of a good footie game.**



"IF YOU MAKE THE EFFORT TO LEARN IT, YOU ALWAYS GET A GOOD GAME"
– ED ON *VIRTUA STRIKER 2 VER. 2000.1*

the handling of the planes and the look of it all.

ED: It was just stunt planes though. And while it was fun to just zip about, you want to be able to blow things up. You can do that in *Deadly Skies*, but it's not that great.

VIRTUA STRIKER 2

REVIEWED ON PAGE 74

The third footie game to hit Dreamcast, *Virtua Striker 2 ver. 2000.1* takes arcade dynamics and speed in favour of realism, and brings it to the home console market. With super-quick action, and loads of goals and trick combos, it's a very different beast from *UEFA Striker* and *WWS 2000*.

STUART: I looked at it and I thought it looked really bad, and then I played it and was actually quite impressed.

DAN: Tell us why, Stuart.

STUART: Well, you start playing it like a normal footie game, passing it around, getting it over to the wing and trying to set up crosses, and it just doesn't work like that at all, and it's really frustrating. But as soon as I started playing it like an arcade game, and found that there were specific ways to get the ball up the field, I enjoyed it much more.

ED: That's exactly what I said in my review!

STUART: Well you are a games guru. It is rubbish in one-player mode though. Definitely a two-player game.

ED: I said that too! I learned to play this in the arcade, and really hoped that the home version would have an arcade mode plus an original mode or whatever as well. There is an original mode, but all it does is add cards, an offside system that doesn't work, and two halves and that's it. It's a shame, because I really wanted it to feel a bit more open, and not like the computer is controlling every move that you make, which is how it feels at the moment.

STUART: Yeah, and it always feels like the computer is trying to get your players away from the ball.

DAN: That's because it wants to win!

ED: Yes but like Stuart said, if you make the effort to learn it then you always get an exciting game out of it, and you're guaranteed loads of great-looking goals and loads of stuff going on. People who aren't into footie games are going to love it because the computer helps you along, but it soon becomes a hindrance rather than a help.

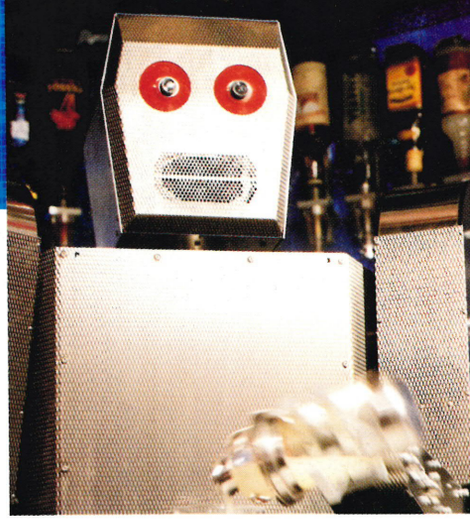
WARREN: I really like the look of it – it does really look like a next-generation game – and I've been playing footie games for years and years and really love them, but it's just too limiting. You can't run around with the ball, you can't set up crosses, you can't aim shots properly, and it's just not like you're in control.

ED: Footie fans aren't going to like it, but people who are really into arcade stuff and like to learn all the moves and all that are going to get really into it.

STUART: The idea of rating your goals is fantastic, and there are all these great touches in the presentation, as Warren was saying, that if they were applied to another game would make an all-round winner.

WARREN: Stuart's right, there's none of the stuff that makes games like *ISS Pro* so good to play. You can't do fancy passes, and there's none of the tricks you can do in those games that make it worth getting to know well. Good football games flow and look really nice to begin with, and then just get better and better the more you play them. This, on the other hand, doesn't do any of that once you get past the nice graphics.

STUART: What concerns me is that we've had three footie games so far and none of them have been exceptional. They're all good in their own ways, but then again they all have fairly big flaws too. I think we badly need a really good four-player football game that makes the most of what Dreamcast is capable of.



△ **One day all bar staff will look like this. Maybe.**

FIGHTING FORCE 2

REVIEWED ON PAGE 68

Wholesale destruction abounds as you play Hawk Manson, a one-man army with a low opinion of other people's property. Guns, knives and the good old-fashioned para boot are all used in the quest to defeat the evil Nakamichi Corporation.

STUART: There's a nice variety of levels and environments to play in, but the missions are always the same in that you fight your way through the level to get to your objective, which is usually someone else you have to kill, only they take a bit longer.

DAN: You've got to commend them for making it so you can go around offices and kick the crap out of the computers and photocopiers for no other reason other than because you can.

WARREN: And hey, haven't we all felt like doing that at some point.

STUART: But back to the game, and I'm afraid I have to say that it's rubbish.

WARREN: That's my catchphrase!

DAN: I think you should get off the fence there, Stu. Seriously though, it's very generous of the enemies to just patiently stand there and wait for you to shoot them. So much for intelligent enemies who respond to your attacking style.

ED: Whereas the first *Fighting Force* game was just about walking round fighting, the success of *Tomb Raider* has meant they've tried to make it more like that. It even looks like they've used the same running animation, except where Lara has a sexy little wiggle in her walk, this guy walks like he's got poo in his pants.

STUART: There have been all these rumours about *Tomb Raider* making it across to Dreamcast, and some people might see this, having also come from Core, as an alternative. But sadly it's just crap.

DAN: There's nothing to it. The enemies look bad and fight even worse, and there's no sense of story and no intelligence about the whole thing. You wouldn't want to make the effort to get involved, and it'd be a waste of time if you did as there's very little here to get involved with.

STUART: You're right. I mean, if you look at what everyone was saying earlier about *Resident Evil 2* having atmosphere, and how important it was to the game, you'll quickly realise this game has very little.

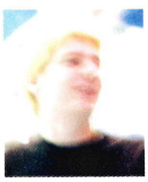
ED: I was kind of excited that they were going to do something cool with *Fighting Force*, and I remember them saying they were going to make it free-roaming and all that, but basically it looks like they've taken a load of spare stuff from *Tomb Raider* and dumped it all into this game.

WARREN: It is like *Tomb Raider*, except without the puzzles, the traps...

DAN: Or the tits 'n' arse!

WARREN: Thank you very much... Yes, without anything that makes it interesting, basically. So what does that leave in common with *Tomb Raider*?

ED: It's on a disc.



"NICE VARIETY OF LEVELS, BUT THE MISSIONS ARE ALWAYS THE SAME"
– STUART ON *FIGHTING FORCE 2*



△ ***Fighting Force 2*: not much to it, really.**



SCARED YET?

PHOTOS: **DAN TRENT** IMAGE MANIPULATION: **ADAM HAYES**



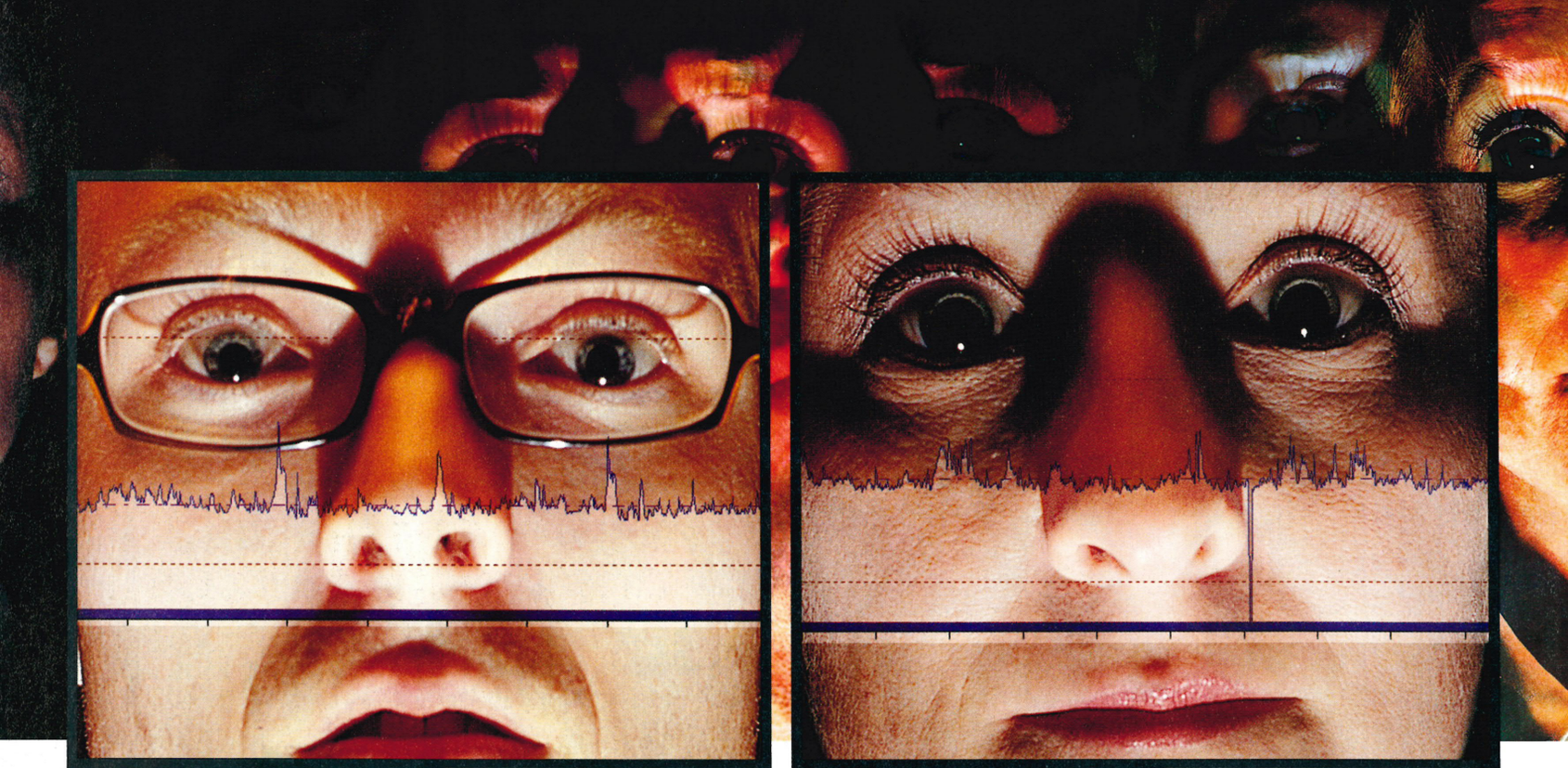
CAN A GAME BE SCARY? WE SENT **DAN TRENT** TO CONDUCT A SCIENTIFIC STUDY OF FEAR BY MEASURING THE REACTIONS OF THREE WILLING VOLUNTEERS TO AN ARRAY OF HORROR AND GORE IN GAME AND MOVIE FORM

FEAR. EVERYBODY HAS FELT it at some time and it's one of our most familiar of sensations. A chilling primeval scream can bring with it clammy palms, a racing heart, heightened senses and, in extreme cases, soiled underwear.

Fear produces adrenaline which, in the right measure, can make something both scary and thrilling, a fact that many horror film directors discovered long ago. The ability to take quite reasonable everyday fears and combine them with experiences shared by the audience is a well-crafted art in the realm of films. As games become ever more sophisticated and graphically more realistic, developers are following in the footsteps of horror directors like Wes Craven and George Romero in an effort to make games as gruesome, gory and, most importantly of all, as scary as the films we all know and love. But have they managed to achieve this yet?

There was only one way to find out and that was by taking three guinea pigs and subjecting them to a marathon session of gore, guts and gruesomeness in an effort to find out once and for all which is scarier – games or films? The first problem we hit was how on earth do you measure fear? Visions of a *Clockwork Orange* type scenario, with our test subjects strapped into chairs surrounded by white jacketed boffins, saw the first crop of eager volunteers develop hectic social lives on their way to the door. It was obvious that something a little more straightforward was needed. We finally decided that, short of inspecting peoples' underwear (dedication to the job is one thing but there's a limit to how far even we'd go), measuring our subjects' heart rate was the best option. It's hardly scientifically accurate but it still gives you a good idea how involving the film or game is.

There are a whole range of easy-to-use heart rate monitors for sports fiends to measure their fitness and adjust their training regime. We blagged one from those nice folks at Polar and set about getting our subjects together. A quick straw poll around the office produced a list of films and games we wanted to use. On the film front we went for *Scream 2*, the sequel to the slasher classic, *Scream*. On the games front we went for two scary games because we couldn't agree which was best. First up was *Resident Evil 2*, the sequel to the classic zombie-fest, *Resident Evil* [which we've also reviewed on page 74]. Then came *House of the Dead 2*, the sequel to the classic zombie gun game… you get the idea.



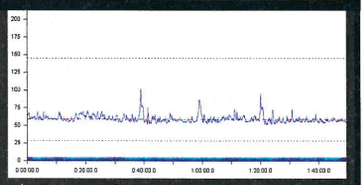
THE ICEMAN

SUBJECT NUMBER 1

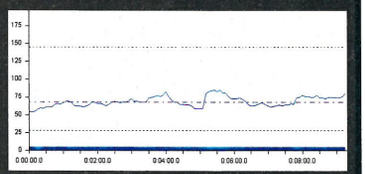


NAME: Robbie Hearne
AGE: 28
OCCUPATION: Copywriter
RESTING HEARTBEAT: 59

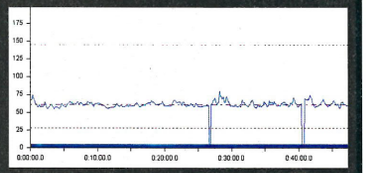
Real life fears: Rats! I can't bear them
Scariest part of the film:
"When I went to the loo"
Scariest part of the games:
"The bit where the the arms come shooting out of the wall in *Resident Evil 2*"
Reaction to being scared:
"I try not to be seen to be scared"
Conclusions:
"Mmmm, none of it was very scary but I definitely want a copy of *House of the Dead 2*"



△ ***Scream 2*: Robbie claims the peaks are from when he got up to go to the loo.**



△ ***HOTD 2*: The man is barely alive. Did someone forget to put the monitor on?**



△ ***RE 2*: The hands got him to 78 bpm but as for the rest…**

ROBBIE HERE TURNED out to be something of a machine. With a resting heartbeat of only 59 [the average is in the mid 70s] he claims not to be the fitness fanatic the numbers would suggest. Asked whether he spooks easily, Robbie is clear: "No. I'm cool as a cucumber in all extreme situations!" *Scream 2* certainly didn't get his pulse racing, as his graph reveals. "It wasn't scary at all. There were a few shocks but I wasn't scared. I was watching the monitor and my heart rate hardly changed. It went up the most when I got up to go to the loo."

Robbie's coolness carried over to the games section of the experiment too, with *Resident Evil 2* barely registering and *HOTD 2* making only the slightest flicker on the chart. "They're not scary because they're not as real. In a film you know it's real people and although you know they might not be real situations, you're always thinking what it would be like if it were you. Computer games don't work like that. Even though the graphics are getting really amazing, it's still never like real life. There's a clearer boundary in my head between real life and games." As for the question of whether or not games could be scarier, Robbie has a theory: "When you look at something like *Resident Evil 2* you can see they've put a load of effort into the details, atmosphere and everything. That shows developers are going the right way with it. You can imagine a future where there are more physical links between you and the game so you get more involved in what's going on. Now that could get scary".

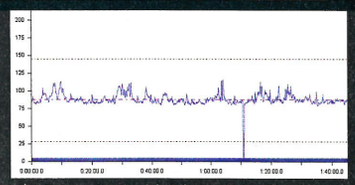
THE GAMES VIRGIN

SUBJECT NUMBER 2

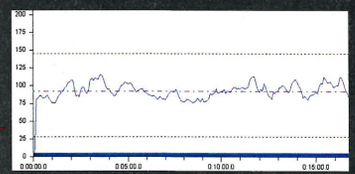


NAME: Lydia Aydon
AGE: 32
OCCUPATION: News Editor
RESTING HEARTBEAT: 88

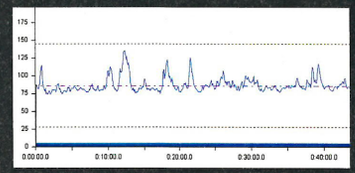
Real life fears: Daddy Long-legs
Scariest part of the film:
"There was a nasty bit in a toilet"
Scariest part of the games:
"Getting chewed by the zombies"
Reaction to being scared:
"I dig my nails into my husband's arm"
Conclusions:
"*Scream 2* made me jump but I felt more involved in *Resident Evil 2*"



△ ***Scream 2*: The highlight of the film was Lydia's near-death experience.**



△ ***HOTD 2*: A gentler curve than *RE 2*. Lydia said the game was "just funny."**



△ ***RE 2*: Lydia's heart was all over the place with this one.**

LYDIA'S RESTING HEART beat never dipped far below 88 beats per minute, even though she admitted she was easily spooked by horror films. "I'm a bit of a scaredy cat when it comes to the gruesome stuff," *Scream 2* failed to provoke much of a response on her graph even if, slightly alarmingly, her heart stopped at one point, [we suspect it was a temporary loss of signal to the heart rate monitor rather than cause to call the paramedics]. "The film was a bit scary – not as scary as the original and watching it at home on video is never as frightening as the cinema."

The games on the other hand, were a different story, with the *ODM* laboratory echoing to a manic mixture of squeals and laughter as *Resident Evil 2*'s peckish zombies munched their way through the population of Racoon City.

Accordingly, Lydia's graph was all over the place – but was it excitement or fear? "It wasn't scarier but because it was interactive and you were controlling what was happening, it was more involving. In *Resident Evil 2* you can see your character on screen and it's up to you to get them out of danger. In a film you see someone being chased or whatever and, while you might hope they get away, you can't actually affect what's going on. There isn't that connection that you get with a game."

So was our games' virgin impressed with the level of scariness in the Dreamcast games she saw? "Oh yes! I think it was as much excitement as fear, but I really got into it."

PHOTOS: **DAN TRENT** IMAGE MANIPULATION: **ADAM HAYES**



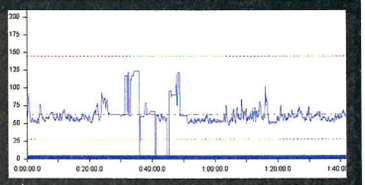
THE GAMER

SUBJECT NUMBER 3

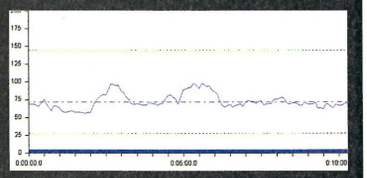


NAME: Matthew Nicholas
AGE: 25
OCCUPATION: Trader
RESTING HEARTBEAT: 71

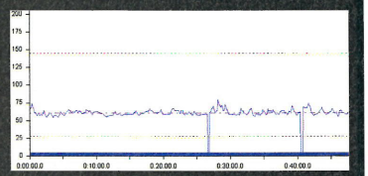
Real life fears: Women with hairy armpits
Scariest part of the film:
"I jumped when the lad got pulled into the van"
Scariest part of the games:
"It's gotta be those big spiders"
Reaction to being scared:
"Expletives!"
Conclusions:
"*Resident Evil 2* is the closest I've played to a genuinely scary game and it made me jump more than *Scream 2*. Which isn't saying much"



△ ***Scream 2*: We want to know what Matt was up to during the middle of the film.**



△ ***HOTD 2*: The chainsaw man and the first level boss are the peaks here.**



△ ***RE 2*: Matt must have dozed off during *Resident Evil 2*, despite his claims.**

HAVING PLAYED *Resident Evil 2*, Matt was already well versed in the zombie gore-fest before our test: "It's a great game and really atmospheric, it really sucks you in." Matt claims not to be spooked by horror films and his heart backs him up: "It hardly got going during *Scream 2* and at one point actually went down to 47 bpm! I think that's more a reflection of the film though, things like *The Shining* are more genuinely shocking because they work their way into your head and play tricks with your own little fears." So, the movie failed to score on the fear front but what about the game?

"Although it didn't really show in the test, there have been times when I've been playing *Resident Evil 2* for hours, the house is really quiet and then something jumps out on me and it's really made me jump. The way it lulls you into a false sense of security and then springs a surprise on you is really effective." *House of the Dead 2*, on the other hand, didn't seem to get Matt's palms clammy: "It's just a laugh really. Making things scary is all about making them get into your head and making you feel involved, whereas games like this just have you along for the ride. Superb fun though!"

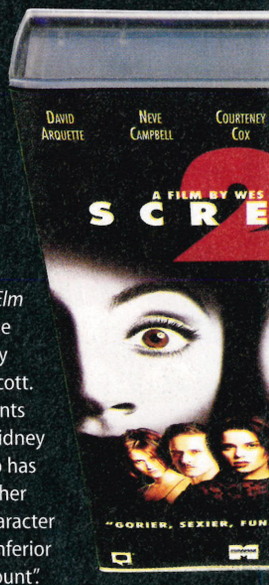
Overall Matt concluded that games have the potential to be much scarier than movies: "It's all to do with involvement, you're not passive and if anything happens to your character it's because you failed. Having said that, I do think seeing films at the cinema can be similarly involving. If only they could combine the two then I reckon they'd be onto a winner."

HOW WE DID IT

HEART RATE MONITORS like the one we used in this feature have been around for some time now and are a necessary tool for anyone who wants to measure their fitness and health. Polar are the leaders of the field and have a huge range that goes from simple heart rate only monitors to sophisticated training tools that monitor time in and out of training zones and recovery times. In theory, the data is supposed to help athletes gain that vital winning edge. The model we used was the Accurex Plus which you can link to a PC to save records of your training sessions and provide graphs of your performance so you can come up with the most effective training regime – whatever your sport. And you don't have to be an obsessive sporting fiend to want one – they're fascinating to keep an eye on throughout the day *[Dan, you're getting carried away – Ed]*. A superb toy for the gadget-obsessed.

• *Find out more on www.polar.fi or ring 01926 811600.*

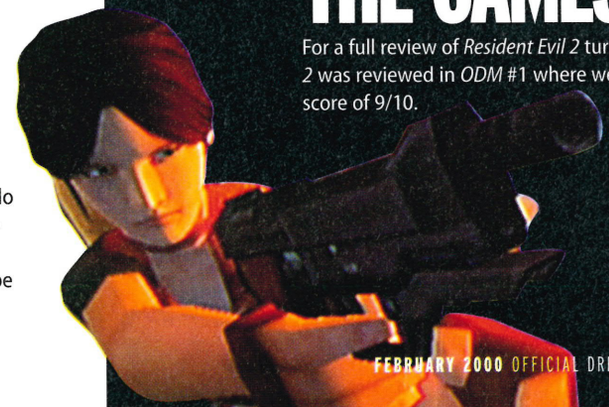
THE FILM: SCREAM 2



Following on from the hugely successful *Scream* comes another slice of knowing and enjoyable slasher schlock fron *Nightmare on Elm St* director, Wes Craven. Set a couple of years after the first film, the story focuses once again on Sidney Prescott. A movie has been made of the events which took place in the first film. Sidney is forced to track down a killer who has seen the movie and is re-enacting her experiences. As one movie buff character explains, "the sequel is by nature inferior and must contain a higher body count". Craven stays faithful to this theory without compromising the audience's entertainment.

THE GAMES

For a full review of *Resident Evil 2* turn to page 74. *HOTD 2* was reviewed in *ODM* #1 where we awarded it a score of 9/10.



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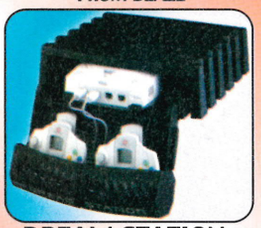
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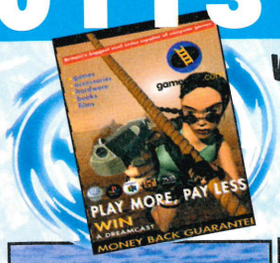
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WELCOME TO THE SECTION WHERE YOU DO ALL THE TALKING WHILE WE SIT BACK AND PUT OUR FEET UP. UNLEASH THOSE SORDID STORIES AND CONFOUNDING QUESTIONS...

PAGES 92 TO 122

VIBE VOX POPS

YOU LOOKING AT ME?

WE WENT OUT ON THE TOWN IN BRIXTON AND GAVE CLUBBERS AT DAYTONA AN EXCLUSIVE FIRST LOOK AT THE DREAMCAST VERSION OF *CRAZY TAXI*



EVERYONE HAS A NIGHTMARE cab story, but compared to the drivers in *Crazy Taxi* even London cabbies seem like the epitome of safe and sensible driving. With the cab ride home often an integral part of the going out experience, we headed on down to Daytona in Brixton to hear clubbers' taxi-related tales and showcase the craziest cab driving this side of New York city. ▶



△ DANIELA, 21, CITY WORKER, AND JANIV, 24, "IN FASHION"

DO YOU HAVE A CONSOLE ALREADY?
We're getting a Dreamcast!
BEST THING ABOUT *CRAZY TAXI*?
It's just like the London cabbies.
MOST LIKE TO SHARE A CAB WITH?
Janiv: Denis Bergkamp.
Daniela: Janiv!
YOUR WORST CAB EXPERIENCE?
Janiv: In Egypt. The driver turned the engine off to save fuel when we were going down the mountains. I thought I'd pay with my life!



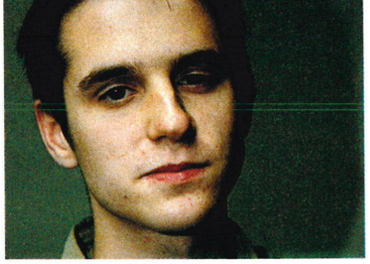
△ ANDREA, 26, TAILOR

DO YOU HAVE A CONSOLE ALREADY?
No.
BEST THING ABOUT *CRAZY TAXI*?
You can stop and pick people up.
MOST LIKE TO SHARE A CAB WITH?
Brad Pitt.
LONDON CABBIES – DO THEY HAVE THE KNOWLEDGE OR ARE THEY FULL OF IT?
I always meet the nice ones.
YOUR WORST CAB EXPERIENCE?
This dodgy cabbie took us the wrong way.



△ JOHN, 25, FITNESS INSTRUCTOR

DO YOU HAVE A CONSOLE ALREADY?
No – I'd get addicted.
BEST THING ABOUT *CRAZY TAXI*?
Superb graphics, and it's easy to get into.
MOST LIKE TO SHARE A CAB WITH?
The girl out of the old Timotei ads.
LONDON CABBIES?
Full of life.
YOUR WORST CAB EXPERIENCE?
£35 to go from Trafalgar Square to Dulwich.



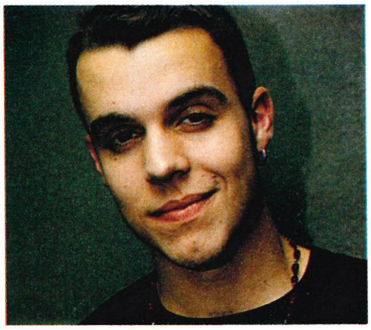
△ EUGENE, 18, STUDENT

DO YOU HAVE A CONSOLE ALREADY?
I've got an N64.
BEST THING ABOUT *CRAZY TAXI*?
It's a mad game!
MOST LIKE TO SHARE A CAB WITH?
A girl from college.
LONDON CABBIES?
I reckon they're full of it.
YOUR WORST CAB EXPERIENCE?
Coming back from Paddington to Brixton – it cost £45!



△ JESSICA, 19, STUDENT

DO YOU HAVE A CONSOLE ALREADY?
I've got an Atari.
BEST THING ABOUT *CRAZY TAXI*?
The people running away.
MOST LIKE TO SHARE A CAB WITH?
I like your mate, actually.
LONDON CABBIES?
They're really funny.
YOUR WORST CAB EXPERIENCE?
He wanted our money before he took us anywhere, and he was really threatening.



△ CLAY, 18, STUDENT

DO YOU HAVE A CONSOLE ALREADY?
I have a PlayStation.
BEST THING ABOUT *CRAZY TAXI*?
It's transferred really well from the arcade.
MOST LIKE TO SHARE A CAB WITH?
Stanley Kubrick.
LONDON CABBIES?
On the whole the knowledge is there.
YOUR WORST CAB EXPERIENCE?
In Tanzania. We were in a broken old car on a road that a Land Rover would have had trouble on.



△ MEGAN, 18, STUDENT

DO YOU HAVE A CONSOLE ALREADY?
We're gonna get a Dreamcast soon.
BEST THING ABOUT *CRAZY TAXI*?
Just like the cabbies back home.
MOST LIKE TO SHARE A CAB WITH?
Quest Love.
LONDON CABBIES?
I've never been in a London cab.
YOUR WORST CAB EXPERIENCE?
In New York. The guy didn't have a clue where he was going.



△ PHIL, 27, MUSIC INDUSTRY

DO YOU HAVE A CONSOLE ALREADY?
A PlayStation.
BEST THING ABOUT *CRAZY TAXI*?
It gives you the chance to be an arsehole taxi driver.
MOST LIKE TO SHARE A CAB WITH?
Sean Connery.
LONDON CABBIES?
Black cabs are okay, but minicab drivers don't know shit.
YOUR WORST CAB EXPERIENCE?
Any ride on a Sunday morning with bumpy roads and too much sunlight!



△ CHRISTINE, 33, DJ

DO YOU HAVE A CONSOLE ALREADY?
No.
BEST THING ABOUT *CRAZY TAXI*?
It's like San Francisco.
MOST LIKE TO SHARE A CAB WITH?
Cher.
LONDON CABBIES?
Full of it!
YOUR WORST CAB EXPERIENCE?
This cabbie didn't know where Camden was and I had to show him on an A-Z.



△ KAI, 26, INFORMATION ARCHITECT

DO YOU HAVE A CONSOLE ALREADY?
I had a PlayStation, but now I've got a Dreamcast.
BEST THING ABOUT *CRAZY TAXI*?
The freedom to go where you want.
MOST LIKE TO SHARE A CAB WITH?
Tara Banks.
LONDON CABBIES?
They have the knowledge, definitely.
YOUR WORST CAB EXPERIENCE?
When the cab I was riding in hit a bus.



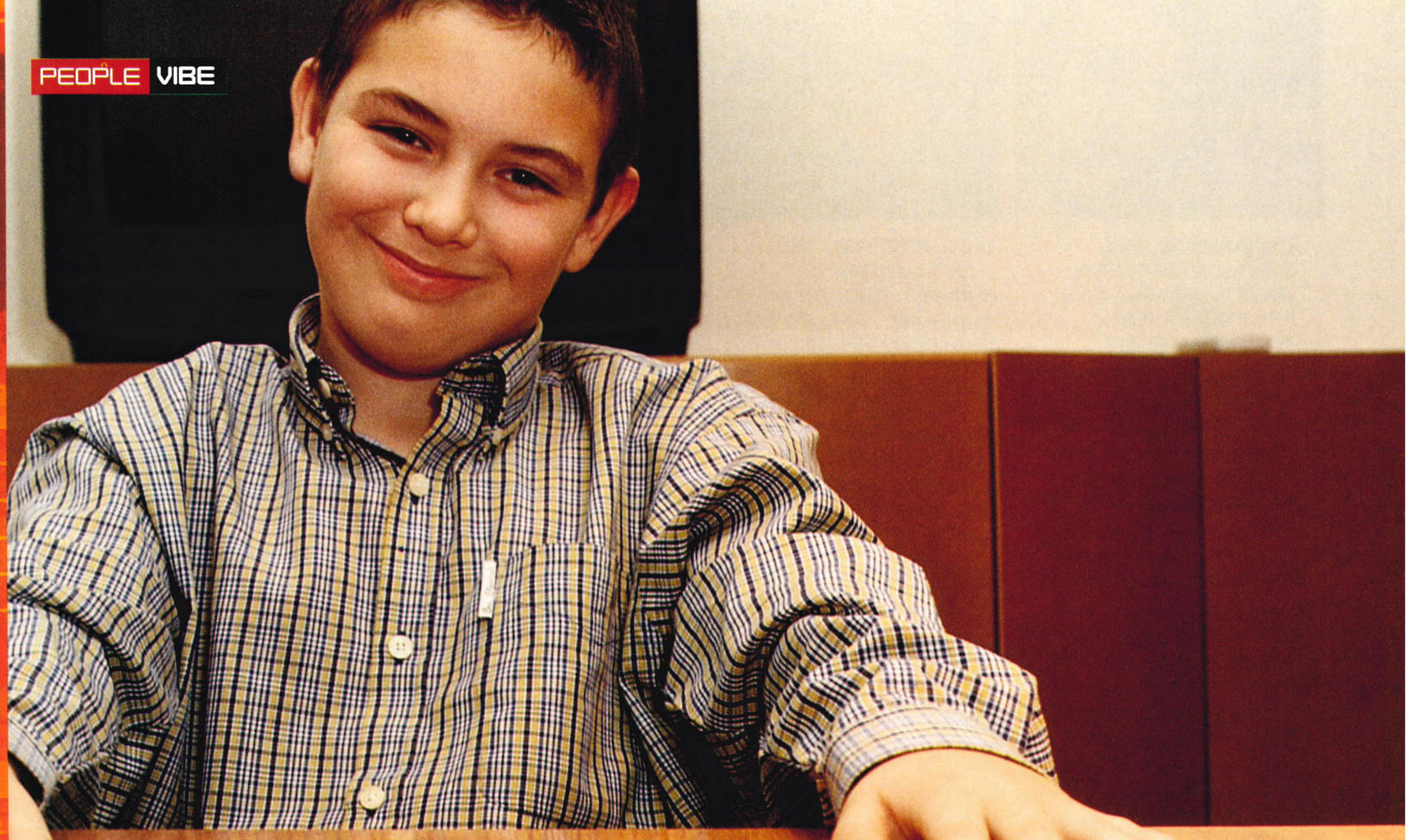
△ DAVID, 18, STUDENT

DO YOU HAVE A CONSOLE ALREADY?
My brother's got a Dreamcast.
BEST THING ABOUT *CRAZY TAXI*?
It's a game you'd always want to go back to.
MOST LIKE TO SHARE A CAB WITH?
Sarah-Michelle Gellar.
LONDON CABBIES?
They always know where they're going.
YOUR WORST CAB EXPERIENCE?
The time it cost me £30 to get home.



△ MATTHEW, 26, RETAIL MANAGER

DO YOU HAVE A CONSOLE ALREADY?
Yup, I've got a Dreamcast.
BEST THING ABOUT *CRAZY TAXI*?
The colours.
MOST LIKE TO SHARE A CAB WITH?
Xena.
LONDON CABBIES?
They have the knowledge – the ignorance.
YOUR WORST CAB EXPERIENCE?
When I nearly threw up on the driver.



YOU KNOW YOU'VE HIT THE BIG TIME WHEN...

...YOU WIN THE UK'S FIRST DREAMCAST

Mark Benson also won free software for a year and a spot of games-testing for Sega. Oh, and he's schmoozed with Gabby Roslin. Not bad for a 12-year-old

"I READ ABOUT THE COMPETITION to win the UK's first Dreamcast on *Whatever You Want* last year in a games magazine. I entered, and two months later the organisers phoned me up and said they wanted to interview me for the show. I was nervous and excited and I didn't know what to say, so I went into the other room while my dad went and talked to them!

"I was then asked to do a game design, and mine was about saving celebrities who'd been kidnapped. I then went with my dad for a full interview at *Whatever You Want*'s production offices in London. In the interview, they asked me about what kind of games I liked and took a Polaroid of me. A few weeks later they rang me up again and said that I'd been chosen to be on the show.

"On the day of the competition we went up by train and were taken to the studios in a big Mercedes. There I met all the competitors who I had to beat – there were two others and a substitute. I also met Gabby Roslin just before one of the rehearsals, and she was really nice. I had to do two rehearsals before the real thing. We had to get the fastest lap on the desert stage in *Sega Rally 2*, and whoever got the fastest time won the Dreamcast. I won both rehearsals.

"During those rehearsals there was a bit of an audience made up of the other people's families and their helpers. For the real thing though, *everybody* came in. I was the last one to go, and when I got in the fake car they'd built for us to sit in while racing, everyone in the audience started cheering. That put me off a little bit, and I was shaking at the beginning. When I began the race, I did quite well but messed up the start.

"It was a good race though. I didn't really go off the track or crash. On the last straight I looked up at the clock and it said 1:06 minutes – the other two competitors had finished on 1:09. I knew I was only two seconds from the finishing line. When I crossed it I knew I'd won.

"I guess I thought I was going to win anyway, because the other competitors were a little bit all over the place during their races. I'm also good at racing games.

"I cried when I won, and then said well done to the other competitors, but they looked a bit disappointed. My folks were in the audience – my dad was smiling and my mum was crying! Gabby then gave me a cuddle, and I was taken off stage and led to the room where all the show's other winners were. I said my goodbyes and went up to have a little drink at the after-show celebration party. I got Gabby's autograph and then went home.

"The show went out on May 29, and most of the kids in my year at school saw it – even the cashier at our local building society recognised me off the telly! I felt a bit famous. I enjoyed it.

"I got my Dreamcast delivered by motorbike at about six o'clock on the launch date, but I had to wait until the next day for the games to arrive. I've only got five at the moment – *Sonic Adventure*, *Sega Rally 2*, *Ready 2 Rumble*, *Incoming* and *Virtua Fighter 3tb*. *Sonic* is my favourite because it's fun and I like those kind of action games. I completed it in three days.

"I now get free software for a year until October 2000, and I get to test them and say how much I like them. When the games are almost finished, Sega send them to me with a questionnaire and I can say what I like and dislike about them.

"Ultimately though, I don't want to just test games, I want to go further than that. I want to make games that are going to be good for people to play – games for the next generation of kids."

GAME ON

TESTING TIMES FOR UNSUNG HEROES

Fact: games testing is vital. Without a game being put through its paces by a team of testers, that shiny GD-ROM probably wouldn't do a damn thing because of the number of bugs littering its code.

It's also a fact that games testers are the unsung heroes of the games industry, but starting off as one for a software company is a useful way of embarking on a career in games development. Companies are always on the lookout for people who love games and don't mind playing a particular title to death. You also need to be able to write articulate reports on what's right and wrong, good and bad about the game.

If you're interested, phone up a few software companies to see if they have any work going. Or drop in on their websites (addresses of which appear in our ratings boxes) and check out their vacancies pages. After all, a good games tester can earn themselves more than £20,000 a year. Not a bad wage for playing games all day, eh?

PHOTOGRAPHY: LUMLEY

YOU KNOW LIFE'S GOOD WHEN...

...YOU GET TO PARTY WITH THE STARS

Stefan Dunkelgrun was the toast of his mates when he won a Dreamarena competition to join in the post-MTV awards bash in Dublin

"I'VE ALWAYS HAD CONSOLES – Nintendo, MegaDrive, SNES and PlayStation – so I had to get a Dreamcast, especially for the Internet option. And hey, it sure paid off! It all looked impressive, and at first I thought it was too expensive, but I played an in-store demo of *Sonic* and I was sold on the spot. Half an hour later I walked out and was plugging in my new Dreamcast the moment I got home – *Sonic* is the best salesman I've ever seen in my life!

So I had my Dreamcast and, after hammering *Sonic* and *Ready 2 Rumble*, I decided to surf the Net with it and see what was going on. On Dreamarena I noticed they had various competitions, so I took a look, thinking 'what the hell, nobody ever wins these competitions but I might as well give it a shot', and filled it in.

"A couple of weeks later I got this phone call from someone I'd never met. I was wondering who the hell it was calling me, and it turned out to be this guy from Sega. He tells me: 'You've just won tickets to the Lick party in Dublin. Haven't you checked your email lately?' I was like: 'No, I haven't!' and he says: 'You have to respond by the end of the day and it's already five o'clock. I need to know the names of the three guests you're taking right now.'

"I managed to stall him until the next morning to give me time to ring round. Naturally I was on the phone straight away and spent all night getting people together. Of course, the first three people I spoke to jumped at the opportunity.

"Before I knew what was happening I had four train tickets in my hand, we'd gone to London to meet my brother, and then we were on the plane to Dublin.

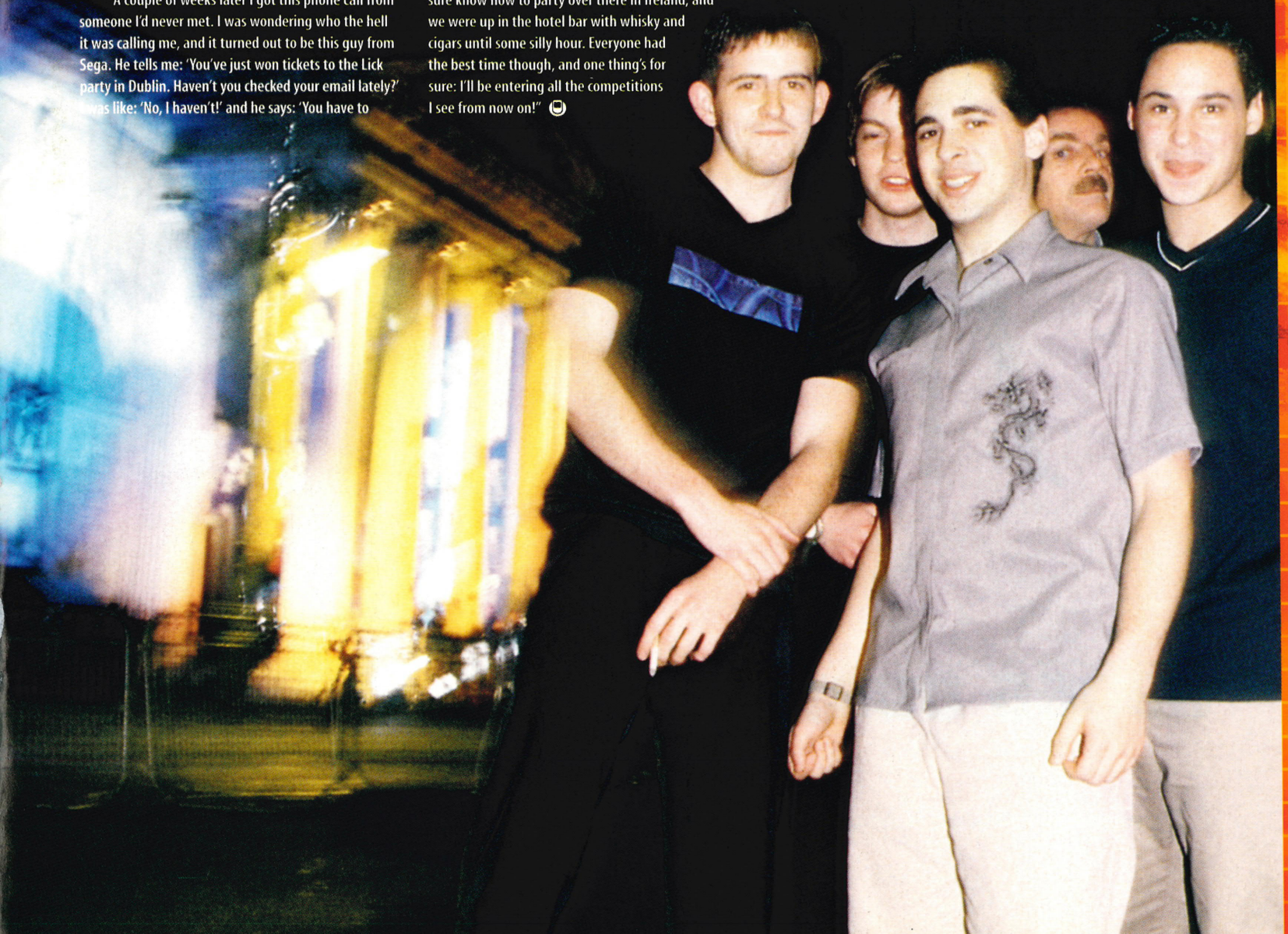
"As for the evening itself, it was all a bit of a blur, really, but we all had an amazing time. The Lick party was incredible, and there were all these stars like Puff Daddy and Mariah Carey just wandering around. They sure know how to party over there in Ireland, and we were up in the hotel bar with whisky and cigars until some silly hour. Everyone had the best time though, and one thing's for sure: I'll be entering all the competitions I see from now on!"

PARTY LIKE IT'S 1999!

LIGGING IT AT THE LICK BASH

Dublin was brought to a standstill by the MTV awards this year and, following the ceremony, there were four parties around town to continue the celebrations, of which Trevor Nelson's Lick party was also the destination for Stefan and his mates. Co-sponsored by Dreamcast, the Lick party attracted big names from the awards, including Whitney Houston, Armand Van Helden, Puff Daddy and Mariah Carey. Also in attendance was Boyzone's Shane Lynch who, following a drunken outburst at the awards, proceeded to have a go with Puff Daddy and his cronies before getting thrown out into the street.

While we can't guarantee that there'll be any more celebrity punch-ups, the Dreamcast/Lick tour continues around the country with dates already having taken place in London and Dublin. Check out www.dreamcast-europe.com for updates on all of the future dates around the UK yet to be announced.



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Evolution
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Generator
Get Bass
Giamt Gram All Japan Wrestling
Giant Gram All Japan Pro Wrestling 2
Godzilla
Generations
Hardcore Heat
House of the Dead 2
Hydro Thunder
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Metropolitan Highway Battle
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Mortal Kombat Gold
NBA 2K
NBA Showtime
NFL 2K
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Powerstone
Psychic Force 2012
Puyo Puyo
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Redline Racer
Ready to Rumble Boxing
Rippin Riders
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Speed Devil
Street Fighter Alpha
Street Fighter 3
Super Speed Racing
Tokyo Extreme Racer
Toy Commander
TNN Motorsports
Hardcore Heat
Trickstyle
Virtua Fightr 3tb
WWF Attittude



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Calls to the above numbers cost 60p a minute

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

...YOU'LL DO ANYTHING TO GET HOLD OF A GAME

Imagine a country where it's almost impossible to buy violent games. Robert Andrew Stanley, living in Germany, knows exactly what it's like

"IT NEVER USED TO BE THIS BAD up until three or four years ago, but then a government-run organisation, the BPJS, was created to test and examine things that children play with. It's understandable that you want to protect children from certain games, but these 'typical social workers' locked away in an office somewhere have gone overboard. To date, not one ID Software [They of *Quake* and *Doom* fame – Ed] product has been released here because of the BPJS.

The BPJS has an index of games not suitable for kids, and as soon as a game is put on the index, gaming magazines aren't allowed to write about the game or even test it! If you run a computer shop, you can't sell the game openly, can't display it or even advertise that you have the game in stock. Basically you have to wait until someone comes in and asks if you have a copy.

Also, in Germany, by law everyone must have an ID card, which you must show to prove that you're over 18 and an adult so that you can buy the game. Trouble is, most shops don't bother stocking 'indexed' games, as I discovered.

"Unfortunately, the game I really wanted to get hold of was ID's *Quake II*, but it was put on the index before it was released, reportedly because not only could you kill people violently in the game, but also because you could return and find their bodies on the ground afterwards.

"I knew I had to have *Quake II*, because it was a top-notch 3D shooter. So I drove to a town 15 miles away to check its availability at the store there. They didn't have it. I then tried another store in another town, and they didn't stock it either. I tried various places but to no avail. I ended up driving something like 150 miles trying to track the game down, but in the end was forced to give up.

"I then turned to the German mail order companies and rang them up to see if I could get my hands on a copy from them. They said no because it had been indexed. I told them that I could send them a copy of my passport and birth certificate to prove that I was old enough to buy the game, but they said they couldn't sell it to me because they had no way of knowing whether it was really me ordering the title or a minor passing himself off as an adult. A fair point, I suppose, but I was still left without *Quake II* despite trying six other mail order companies!

"At the time, I was working as a doorman at a disco, and I tried everyone there. I asked people as they came into the club whether they had a PC and if they had a copy of *Quake II*. I must have asked dozens of people before a taxi driver said he had a copy and asked me if I wanted one. He said he could give it to me the following day for the equivalent of £6. I offered him more money if he went and got it there and then.

"So off he went, and an hour later I was handed a pirate copy of *Quake II*. I got home at about four in the morning and played it until eight. I spent a couple of weeks on it with my mates constantly coming round to play on it. I played it for hours on end, but I remember thinking that by playing a pirate copy I was hurting the software industry. I also love having a game's original box and manuals and so forth. So I spoke to my family back in the UK, sent them some money, and they went out and bought a copy in Britain and sent it back to me.

"The whole experience of getting my hands on *Quake II* shows that Germany's Draconian 'indexing' is encouraging piracy. I wanted the game and moved heaven and earth to get it, but at the end of the day I couldn't get it legally and was left in a position where I had to turn to the pirates. It was the only way to get the game in Germany. It's a shame that all the German indexing system has done is to make it easier for pirates to make a living.

"As a parent myself, I do understand that they've got to stop kids from playing inappropriate games. On the other hand, if you ban or index a game it just makes that game all the more desirable to kids. And a kid knows he'll amass street cred by owning a copy of *Quake II*."

ALL CHANGE

GERMANY'S RELATIONSHIP WITH THE VIDEOGAME IS AN UNEASY ONE

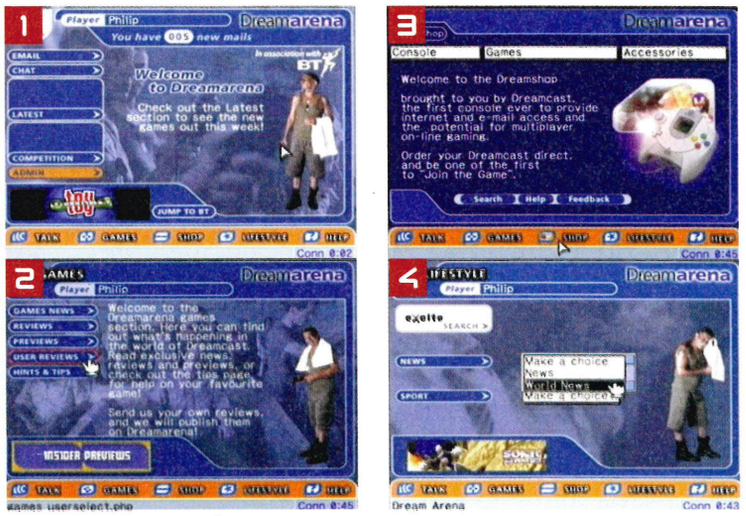
According to Robert, Germany's issue with violent games really kicked off with the arrival of *Wolfenstein 3D*, ID's first game. A 3D shooter for PC, it enabled you to annihilate Nazi soldiers. Nothing wrong with that, but the game also featured Nazi imagery such as swastikas. In Germany they're understandably a little bit touchy about such symbols, and it's even illegal to show a swastika. *Wolfenstein* was subsequently banned.

More recent releases have been altered too, according to Robert: the colour of Lara Croft's blood had to be changed from red to purple, and the enemies in *Half-Life* were changed to robots.



USING DREAMCAST ONLINE PART TWO

AFTER LAST MONTH'S PILGRIMAGE INTO CYBERSPACE, **PHILIP WAND** RETURNS TO SHOW YOU HOW TO SURF THE WORLD WIDE WEB



WORLD WITHOUT WORRIES

AH, THE WONDERFUL WEB. Once you've used it, you'll wonder how you ever managed without it. It's like when you first clapped eyes on a fax machine, or a microwave, or a mobile phone, and thought: "Give, give, give!" Take two or three huffs, and before you know it, pow – you're addicted. Before long you'll find yourself leaping from your chair and saying peculiar things like: "I'll just go and look that up on the Web!" But the WWW isn't just a vast encyclopedia. It can pose questions – for example if you're playing an online quiz. It can challenge you to a game – anything from a massive, multiplayer arcade blast to a quiet game of Mah-Jong. You can gamble, learn card tricks, listen to radio stations, run an HPI check on your car. Anything.

As we found out last issue, Dreamcast will get you online and do all of the above – and more – with the very minimum of fuss. What we *didn't* learn is how to go surfing on the web: how to go to a Web page address, where to look for stuff, how to save your favourite bookmarks... So we'll do that now. We'll also take a quick look at some of the Dreamarena options, such as the screensaver and parental controls.

GET WEBBY

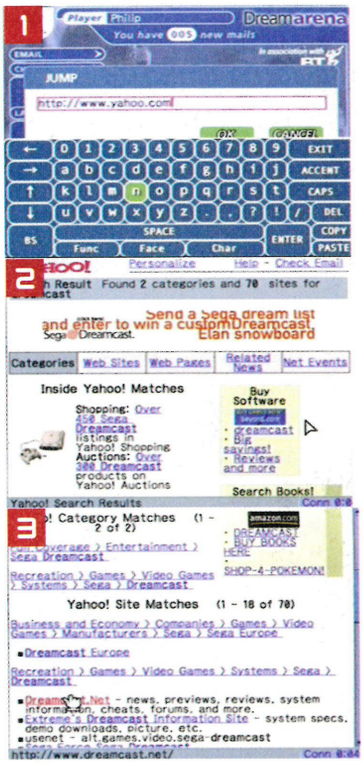
Get your favourite little grey box hooked up to a phone socket, insert the Dreamkey CD-ROM, then get yourself online. If you haven't yet registered for an account and Dreamcast email address, you need to follow the instructions we gave last issue.

1 The Dreamarena is a portal for Dreamcast owners. It's a private area of the Web that acts as a launch pad: each time you connect, you see signposts showing you the way to your mailbox, the news page, competition page, games section, online shop and a whole bunch of other stuff. All you have to do is hit the appropriate button.

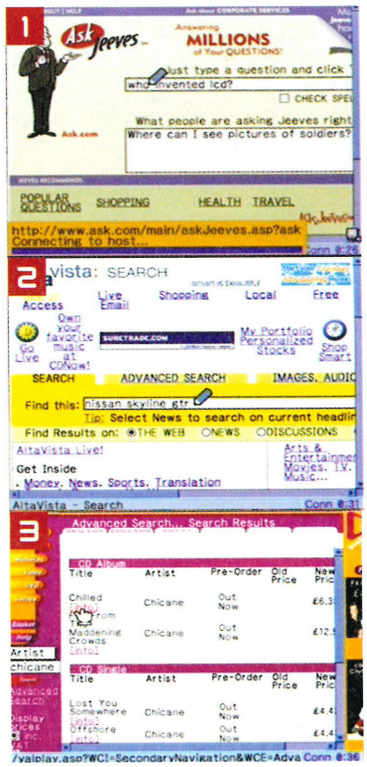
2 Click the Games button at the bottom of the homepage to be taken to the Games section. Updated regularly, it features late-breaking news, top reviews and all manner of tips and hints for the latest games. If you feel in a creative mood, you can even submit your own reviews.

3 Once you've read dazzling reviews in the Games section, there's a high chance you'll want to jemmy your wallet and buy the new blockbuster that everyone's been talking about. So press the Shop button for a quick hit of retail therapy – and all without having to leave your chair.

4 In case you were wondering, Lifestyle is just a posh word for the news and sport pages. Feel free to snoop around the various categories; if you need to come back to the main page, simply pull on the left trigger and select the Home button.







THE BIG JUMP

Of course, there's a *whole* lot more to the Web than the Dreamarena. So squeeze the left trigger, click on Jump, and let's go surfing.

1 Panic not. An empty box asking you for a Web page is always a daunting sight – there are, after all, billions of them to choose from. Which is where Yahoo! comes in. A bit like a global version of Dreamarena, Yahoo! provides countless links on thousands of categories. It's an excellent place to start our journey, so enter http://www.yahoo.com and click the OK button.

2 Instead of going through hundreds of different categories one by one, we'll look for pages containing the word 'Dreamcast' by using the input box at the top of the page. Many other websites have this feature, also known as a search engine, which looks across all the pages on the Web and returns only those containing the words you specify.

3 When the search results have finished loading, have a quick scroll up and down to see if there's anything of interest. The one we'll head for is a page called Dreamcast dot Net, which promises a banquet of news, previews, reviews and various other treats. Move the cursor over the link and select it.

4 Once at the site, why not have a browse around. You can find countless Dreamcast pages just like this one littered all over the Web, and the only way to find out which ones you like best is to visit them all. After a brief excursion here, let's move on.

5 Now surf over to http://www.dreamcastmag.co.uk. Once the page has displayed and you've registered for access, click the right trigger and choose Add Bookmark. This puts a special marker into your bookmark file – effectively your online address book – enabling you to return to bookmarked pages with just a few clicks of the controller.

6 To revisit a page you've bookmarked, click the left trigger and choose Bookmark. When the list of pages appears, use the directional controller to select one from the list and then press the A button to jump straight there. Easy!

GO SEARCHING

If you know the address of a page, getting there is easy. But what if you haven't a clue where you want to go? That's where the Web's major search engines come in. We'll take a brief look at two of them to get you on your way.

1 Ask Jeeves at http://www.ask.com is rapidly becoming the search engine of choice for the simple reason that it enables you to ask questions in plain English. Which is faster, the Honda Blackbird or Suzuki Hayabusa? Which London bus route terminates at Cannon Street? Where can you find a taxidermist in Baton Rouge? You ask, and Jeeves directs you to the answers.

2 Regarded by many as the definitive Internet search engine, Alta Vista at http://www.av.com provides lightning-fast responses. Supply a word or phrase, and links to every Web page containing that word or phrase appear before you. Check the help section for tips on how to get the most from the engine. Once you've got to grips with the way it works, you can get straight to the stuff you want with just a few clicks of the mouse.

3 Yalplay at http://www.yalplay.com is the UK's leading online music and video shop. Originally called IMVS, the site has recently been revamped and rebranded and is now a lot easier to use. You can find everything from Spice Girls albums and Brian Transeau remixes, to Laurel & Hardy videos and the latest DVD films.

PARENTAL FILTERS

By default, Dreamcast comes with a filter designed to remove online content that might be unsuitable for users under the age of 18 years. Chances are that you'll want to remove this restriction, and here's how you do it.

1 First, make a note of your Dreamarena username and password.

2 After connecting, pull the left trigger and select Options from the menu.

3 Choose the Modem section, followed by AT Setup.

4 Now go to Delete Memory and click Yes to confirm.

5 Reset your Dreamcast, and select Restore Me from the main menu.

6 Select your country, agree to Sega's terms, then select Restore.

7 When you re-enter your username and password, look for the checkbox that enables and disables the filter.

A BRIEF HISTORY OF ONLINE

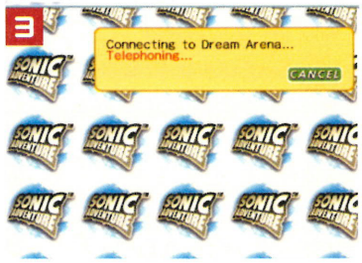
Let's get one thing straight from the off: the World Wide Web (or plain Web for short) is *not* the same as the Internet. The Internet is the collective name for a massive, worldwide network of computers; the Web is the collective name for the bafflingly large collection of pages stored on machines *hooked up to* the Internet. It all started back in 1989 when Englishman Tim Berners-Lee proposed a project to help research members communicate better. For many years the idea went unnoticed, until Marc Andreessen at the National Center for Supercomputing Applications (NCSA) developed the first Web browser, Mosaic. People from all over the world were then able to download pages and read them complete with text, graphics and hyperlinks to other documents. The Web grew massively from that point, and now accounts for the majority of Internet traffic.

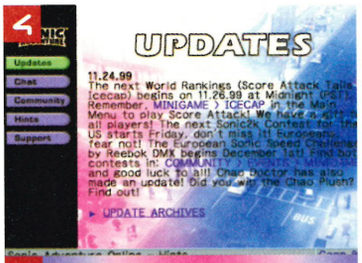
SONIC ONLINE SECTION

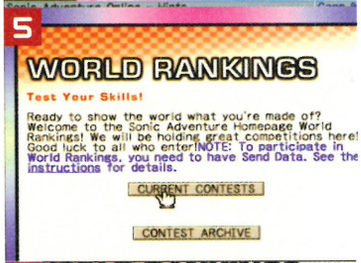
IF YOU OWN *SONIC ADVENTURE* BUT HAVEN'T TRIED ITS ONLINE FEATURES, YOU'RE MISSING OUT BIG TIME. **OMID SCOBIE** GUIDES YOU THROUGH THE GAME'S EVER-GROWING LIST OF INTERNET OPTIONS



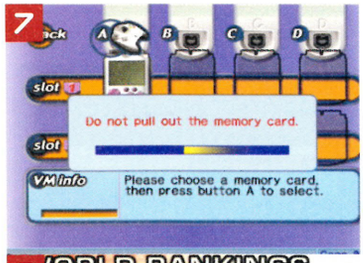
















SONIC'S ONLINE ADVENTURE

***Sonic Adventure* is still the jewel in Sega's Dreamcast crown, and one of the biggest selling games ever! And with its host of online extras, the game just gets better and better…**

1 To make the most of the *Sonic Adventure* Internet mode (selectable from the game's main menu), you need to rack up some pretty fast times. Make sure you've got saved games on your Visual Memory unit.

2 The fun starts here. You have two options available from the first menu – a direct link to the *Sonic Adventure* homepage and a Sonic customised email program. (Note: You need to register online using DreamKey software before you can access these options).

3 After selecting the *Sonic Adventure* Homepage icon on the main menu, your Dreamcast dials into the server. If the connection is successfully made you should be taken to the front page.

4 After the short loading time you'll notice that there's a small menu to the left of the screen. This leads to various sub-menus and so forth. Click on the Community icon, as this is where it's at.

5 In the Community section you find all manner of options. If it's your first time online with the game, take a look at the World Rankings section to see what you're up against. This also links to the latest contests.

6 Click on the Current Contests link and you arrive at the section with the latest online competitions. To enter any of these you need the corresponding saved game on your Visual Memory unit.

7 In each section there is the option to upload your time onto the ranking boards. To do this, simply select your VM. The data is automatically uploaded to the site in a matter of seconds.

8 You can easily find yourself and others in the complete world rankings. You also have the option of searching for a particular person by their email address or viewing the full list. You can probably find my entry near the bottom!

9 Want to find out more about *Sonic Adventure* or chat with like-minded players? Then check out the chat rooms. Before you can, though, you'll need to set up a screen name by selecting Sign Up.

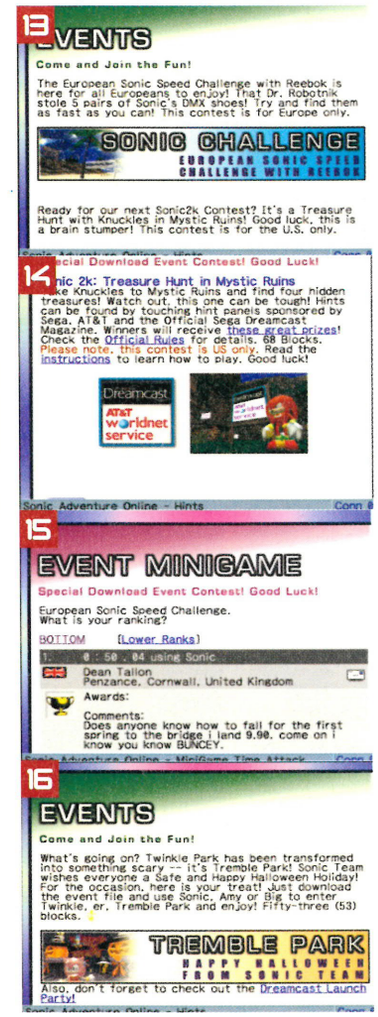




10 Once you have an alias, you are ready to start posting your messages to the boards. You have the choice of Chao Chat, Expert Chat and a helpful area for Beginners Basics.

11 Another useful section of the site is entitled Tactical Info which offers hints and tips on all of the game areas and characters.

12 Individual character notes can be incredibly useful in finding those parts of the game you didn't even know existed. Be warned though, there are heavy spoilers throughout the advanced tips.



13 Every now and then Sega organise events with prizes up for grabs. This usually involves a special download to turn an existing level in the game into a level better suited to the competition (e.g. a time attack mode).

14 Previous competitions have included a Reebok-sponsored race on Emerald Coast (for European players), and an AT&T sponsored treasure hunt (for Americans) using Knuckles in the Mystic Ruins.

15 For competitions you just upload your fastest times in the usual way. Get a good time on the leader board and you'll be in with a chance of winning a major prize. Watch out for more challenges in the future.

16 Sega have also released special downloads which theme some of the stages in the game. Launch Day adds a party atmosphere to Central Square while Halloween transforms Twinkle Park into Tremble Park. Both are still available online.





CHAO BABY!

Sonic's got some new friends…
A Chao (pronounced "chow") is basically an advanced Tamagotchi-style creature. Once downloaded to your VM, you can talk, play and solve puzzles with it. Confused? Read on…

1 Chaos can easily be obtained from any of the levels in *Sonic Adventure*. Kill one of Robotnik's robots and it releases a small animal or creature. Pick it up at the end of a level, then take it back to the Chao Gardens in the hotel.

2 Once safely in the Chao machine it will be transferred to your VM to play with. There's a mini Chao adventure and also a sub-game to keep it entertained and fed. Once your Chao is strong enough, you can even enter it into races.

3 With a Chao on your VM, make sure you check out the Chao section on the *Sonic Adventure* website. Here you find chats, doctors, playpens, tips and a whole bunch more.

4 One of the most useful options is the Chao Doctor. If your Chao is depressed or ill you can find cures and other helpful advice.



5 Obviously, as a parent, you need some time to yourself, and what better way to do this than leaving your Chao at the Daycare Centre. Click on the Leave Your Chao icon to leave it in safe hands.

6 There is the option to download other people's Chaos from the daycare centre although sometimes you need to obtain a password from the owner. When you find a Chao you like, simply click on Download.

7 Wondering why it was so important to get your Chao so good at racing? Well, very soon they'll be an option to upload Chao race results to the website and, as with the Sonic challenges, they'll be plenty of prizes to be won.

8 People are still discovering new species of Chao – gold, silver, metallic, fat, thin, evil and so on. You can connect two VMs together and breed them, so the possibilities are endless. It looks like this might only be the beginning for Sega's babies…

GET TO GRIPS WITH SOUL CALIBUR GUIDE PT2

YOU'VE HAD TIME TO GET TO GRIPS WITH THE BASICS OF *SOUL CALIBUR*, BUT YOU MUST LEARN MORE IN ORDER TO BECOME A TRUE GAMING LEGEND.

IN THIS SECOND PART OF THE ODM GUIDE TO SOUL CALIBUR, WE LOOK AT MORE ADVANCED FIGHTING TECHNIQUES AND SIX MORE CHARACTERS.



GENERAL TIPS

These tips will help you get the most out of *Soul Calibur*. While you can get by purely by smashing buttons, there's a lot of deeper gameplay waiting to reward those with some patience. These techniques will also help you to win more frequently and generally look like a flashy show-off.

1 UNBLOCKABLES
Unblockables are powerful moves that, as the name suggests, can't be stopped by your opponent. They can be dodged though, as they take a long time to charge up. Each character has special unblockable moves of their own, but the first hit after a Soul Charge (X+Y+B) is also unstoppable.

2 ADVANCED GUARDING
Look out for the height of your opponent's attacks – they'll either be high, medium or low. High and low attacks can be avoided by ducking or jumping respectively, but some combos alternate attack heights so you can be caught off guard. Good for showing off your lightning reactions nonetheless.

3 JUMP IN
A combo often leaves your opponent open to attack, so if you can stay out of the way and then hop in and attack you're almost guaranteed to do some damage. Either jump forward (hold guard, up/forward) or run in (double tap forward) to get in close. Some characters also have rushing moves that make this easy.



THROWS

1 THROW DIRECTIONS
Throws are some of the more powerful moves in the game, and some characters excel at them, especially Astaroth, Taki and Xianghua. The best throws are usually performed either to the left or right of your opponent, or from behind. Getting round there is another matter though.

2 THROW TRICKS
A Guard Parry (press A and back) during an opponent's attack will 'stagger' them, or knock them to one side so you can get a crafty throw in. Yoshimitsu and Taki have moves that can get you right behind your opponent for the killer throws (see their individual sections for more details).

3 THROW ESCAPES
Throws can't be blocked but you can duck under them (hold A and down). Alternatively you can try to counter the throw by pressing A or B at the split second your opponent starts to grab. The button to use varies on the throw, and timing is critical, but if it works you get a distinctive flash.



STANCES

1 WALK THE WALK
Most of the characters have alternative stances that unlock extra moves. Most of these are reached by performing certain moves, or modifying normal moves by holding a direction while you attack. We've highlighted some of the cooler stances in the individual character sections.

2 KNOW YOUR STANCE
Voldo and Yoshimitsu have stances that are easy to identify because their poses are so distinctive. Others, like Maxi's nunchuka swinging, are more subtle, so you must look at what they're doing. Because the moves to get to these positions are simple, you're probably already doing them in combos without noticing.

3 FIND OUT MORE
The different stances add a whole new dimension to *Soul Calibur*'s gameplay, but to describe them all would take a whole magazine. So why not point your Dreamkey browser at www.gamefaqs.com and check out their massive resource of advanced *Soul Calibur* techniques.



XIANGHUA

Xianghua is not too fast on her feet, but she attacks quickly and can be extremely dangerous if you learn the right moves. Be patient with her though.



FIGHTING BASICS

1. Xianghua strikes a good balance between speed and power, and as such is a good choice for beginners and *Soul Calibur* experts alike. Intermediate fighters might be put off by her lack of pace, but persevere, because there are some hidden gems in her repertoire that will have your opponent wincing.

2. You won't be winning bouts in single combos with Xianghua. Her fighting style is slower and more deliberate, so you must work harder, but the results are worth the effort. Try to keep moving back and forth as you attack in measured bursts. In the hands of a master she's unstoppable.

3. For a mere slip of a girl, Xianghua has some impressive throw techniques. The majority involve sword slashing, but the most damaging are performed to the sides or behind your opponent. The coolest is from the left, as she breaks her opponent's arm in a half nelson and then bashes them across the arena!



SPECIAL MOVES

1. **TZAU LAN HUA RHYTHM**
X, X, Back, Y, Y
Two quick slashes then a couple of more powerful strikes that can deliver up to five hits if done correctly. Press A to cancel the last strike, although we've no idea why you'd want to.

2. **CIRCLE BREAKER FEINT**
Down/back, B-X, X, Y
You must get the first X press in right after the kick for this to work. Don't press Y until during her cartwheel kick, and you can substitute it for another kick for a bit of variety.

3. **MUU LING**
Back, Y+B
This unblockable move takes ages to charge but it's worth the wait, as Xianghua turns away and then unleashes a massive vertical sword swipe. Hit your opponent again with Up + B while they're recovering.



MAXI

Despite sharing his name with a crap 70s car, Maxi is a fast and deadly character who will appeal to those who like non-stop attacking. Plus he dresses like Elvis!



FIGHTING BASICS

1. A neat trick in Maxi's arsenal is his back flip. Tap B as you're rising from a crouch to do the flip, then when your opponent is in the air follow up with a standard attack to juggle them. The perfect move for infuriating ring-outs.

2. Maxi has some devastating combos, but it can be hard to break them off halfway through, so it gets annoying if your opponent starts to block. If you get all the hits in, it is possible to win a fight with a single continuous attack – great for showing off.

3. Believe it or not, all the nunchuka swinging at the end of Maxi's moves has a meaning. What they do determines the follow-up you can use. For a simple, damaging combo, try X, X, then when those nunchuka are a-swingin' hit Y to perform the awesome Mark of the Beast.



SPECIAL MOVES

1. **DANDY SURPRISE**
QCF + X
Maxi winds up with the nunchuka, then attacks with a sneaky low flurry of kicks that should catch your opponent off guard. Press Y during the follow through to finish up with an extra hit.

2. **SERPENTS DESIRE**
Forward, Y-X, X, Y
Make sure the first A press comes right after the first B or it won't happen. Maxi attacks with the nunchuka, finishing with a stab with both sticks that will floor your opponent.

3. **TWISTED LOOP**
Back, Y+B
No good for ring-outs because you knock your opponent over your head, but this is still a devastating move. It takes time to charge up though, so press A to cancel if your opponent attacks.

EXTRA MOVES

Yeah, yeah, we know that giving only three special moves for each character isn't that much help. So here are some more for you to try at home. And remember that many of these moves can be combined together to form devastating strings.

VOLDO

EVIL BOW
Down + X + Y
PRAYING MANTIS
X + Y
WEB WEAVER
Back + X + B
DEATH ROSE
X + B
SHAME AND BLAME GORE
Forward + X + Y
HELL CHOP
Back + B

IVY

POISON IVY
Down/back + Y
DARKSIDE
Back, back + Y
DIVING RAVEN
Back, back + B
RAZOR'S BITE
Down/back + X + Y
CRUCIFIXION
Back, back + A + B
GOD WHISPER
Up/forward + A + B, A

KILIK

PHOENIX ROAR
X + Y
RISING BO FEINT
Y + B
HEAVEN MONUMENT
QCF + X + Y
TRICKY BO
Down/forward + X + Y
DIRTY BO
Down/back + X + Y
CLOUD KICK
Back, back + B

SOPHITIA

CATHARSIS STREAM
Back + A, A, A
ANGEL FALL
Up/forward + B, Y
REPRISAL TRIAL
Forward, forward + B + K, A, B
GAEA SHAKE
Up + X + Y
ANGEL'S ASSAULT
Up + B, B
ANGEL'S SPRING
QCF, B



TAKI

Fast and powerful, Taki is a good choice for beginners and masters alike. Plus she's great for pissing off your mates with her sneaky ninja throws.



SUPER FISH SLAP

Taking the prize for the weirdest game feature of all time is *Soul Calibur*'s compatibility with the plug-in fishing rod from *Sega Bass Fishing*. Yes, we agree that it sounds impossible, but it's true. Here's how it works.

Waving and flicking the stick around replaces the X and Y attack buttons. Okay, so it's not as accurate, but for novelty value this is as good as it gets. Who needs virtual reality when you can play in virtual fish-o-motion instead? It's the future, we tell you!

It's not completely impossible to play *Soul Calibur* with the fishing rod, as the stick on it performs the same function as the one on the standard pad – it moves your character around. Don't go fobbing the rod off on your mate if you only have one standard pad though, because that would just be cruel.

You can also block with the A-button, thus completing the full *Soul Calibur* fighting experience. You might look like an idiot, and you'll be playing like a monkey, but chances are you'll be laughing so hard you won't even notice.

• Don't, for the love of God, use a real fishing rod. It's not compatible with Dreamcast and it will void your warranty.



FIGHTING BASICS

1 Combos are easy with Taki because she attacks so fast. Just hammer any attack button three times for a quick 'n' dirty combo. Pressing X+Y together does a Stalker leap which can take you out of the ring, so watch it if you have a tendency to button bash.

2 Taki's throws make satisfying bone crunching noises in your opponent's arms and legs. The most impressive is Crossing the Cliff, a cool three-part head stomp where each jump is higher than the last. Perform this by tapping, then holding forward and pressing A+Y.

3 Holding down/back after certain moves puts Taki into her Possession stance. She flashes green for a moment, and from here you have access to a number of devastating extra moves. Any attack button is good in this stance, but try X + Y for the unblockable Exorcism.



SPECIAL MOVES

1 **SHADOW SHRINE**
X, forward
A simple move but not an obvious one. Pressing forward after a horizontal attack causes Taki to whip out her second sword, inflicting double damage in one super-fast strike.

2 **BURNING MISERY**
Forward, hold forward, X, Y, Y, Y
No actual burning here. Instead this is fast four-hit stabbing combo that does a shedload of damage. The instructions say hold forward, but in practice you can let go after the first X press.

3 **WIND ROLL INTO WIND DEATH RUSH**
Y+B, Y, Y, Y
The Wind Roll is a simple forward commando roll, but you can follow it with various attacks. This one juggles your opponent, then Taki charges up in mid-air and dives down with both swords at the ready.



ASTAROTH

Astaroth is as big as a house, but he doesn't play like your average 'token fat chubber'. Make use of his massive reach and vast selection of throws.



FIGHTING BASICS

1 Astaroth has the biggest selection of throws in the game. As well as simply holding guard and then tapping X or Y, you can also then hold forwards or backwards for variations. The big fella can also throw crouching opponents, which is a handy trick.

2 Most of Astaroth's basic moves can be delayed by holding the final attack button instead of simply tapping it. This means you do loads more damage, but because it takes time to charge a delay you run the risk of a counter-attack.

3 If your opponent is just sitting on the guard button, you can use Astaroth's Guard Crusher. Tap Y+B and he uses his size and reach to club his foe on the back of the head with his axe and break their guard. Follow it up with a rushing move for the best effect.



SPECIAL MOVES

1 **POSEIDON TIDE**
QCB, A
Half throw and half special move, this is a spectacular attack that does loads of damage. Astaroth traps his opponent on the end of his axe, spins them round and launches them into the air.

2 **DEMENTED MOON**
QCF, Y+B
An awesome power-up move that can leave you open to attack but is worth it for the fireworks. Astaroth charges up and then performs a massive golf swing with his axe that's good for causing impressive ring-outs.

3 **TIDAL WAVE**
Back, X+Y
A quick charge up, then a powerful rushing strike. Holding X+Y turns this cool move into the even better Tidal Throw, which is guaranteed to give your opponent a lifetime of back pain. Lovely.

NEXT MONTH

In the next issue, on sale on Thursday 10 February, we'll be rounding up the rest of the hidden characters, and taking a look at the mission battle mode. This is the key to winning loads of cool extra stuff, like new backgrounds, costumes and so on, so don't miss it.



HWANG

This is the first hidden character you can win, but after the novelty wears off he's basically the same as Xianghua except with some improvements in the kicking department.



FIGHTING BASICS

1 Hwang's fighting style is based on Xianghua's, but his repertoire includes a better range of kick moves giving him more combo potential. Even his throws involve kicking his foe about the chops – repeatedly so in the case of the Machine Gun Kick (A+Y).

2 One handy ability that Hwang possesses is the option to cancel certain combos if they're not hitting home. Hold back during the move and he yanks his sword back with a flourish. Try doing it during forward, hold forward, Y, Y to see what we mean.

3 Hwang's an athletic chap, and likes nothing better than doing the splits to keep in trim. Moves like the Twin Void Part (back, X+Y) see him hit the deck, legs apart. This is useful for you, because it means you can sneak a low attack past your opponent when they least expect it.



SPECIAL MOVES

1 **INNER SHATTER SLASH**
Back + Y, Y, Y
To get the timing of this move right, pause between the second and third Y presses – wait for the first sword spin. You can also be flexible and just use one or two Y taps for a shorter attack.

2 **CIRCULAR HEAVEN KICKS**
Forward, hold forward, B, B, B
A fast-kick combo that almost guarantees a ring-out if you're close to the edge of the stage. The instructions say hold forward, but in practice you can let go after the first B press.

3 **SUNSET DANCE CIRCLE**
Down/back, B-X, X, Y
A complicated but effective combo. You need to get the first X press in immediately after the kick, and pause between the second X and the Y. You can also vary the move by finishing off with a kick instead.



YOSHIMITSU

You should recognise this guy from *Tekken*. He plays different here due to *Soul Calibur*'s controls, but this is the same Yoshimitsu we all know and love.



FIGHTING BASICS

1 Yoshimitsu has some awesome throws, which *Tekken* players should recognise. The most powerful one is the Rainbow Drop, for which you must get behind your opponent. Yoshi grabs his foe, and then leaps high into the air before slamming them headfirst into the ground.

2 It can be hard to get used to playing as Yoshimitsu, because his style is so different to that of any other character and his controls are changed from his appearance in *Tekken*. Watch out for his spinning moves, because they can leave you dizzy, and try not to fly out of the ring too much.

3 Yoshimitsu has two oddball extra stances: press X+Y to get Pogo stance, from which you can hop about and attack; sitting stance (Y+B) restores your energy but leaves you open to attack. The real bonus though, is that by pressing forward or back from a sitting stance you can teleport behind your opponent.



SPECIAL MOVES

1 **STONE BACKHANDS**
Down, back, X, X, X, X, X
This classic spinning move delivers loads of hits quickly, but at a price. If you spin for too long, Yoshimitsu becomes dizzy and collapses. Vary this by starting the move with just back, or by using B instead of X.

2 **SWORD SLICE**
Down/back, Y
A quick downward sword motion that can be supercharged by holding Y. Yoshi 'vibrates' three times and then strikes. You leave yourself vulnerable while powering up, but in this case you can let go at any time and it still works, but causes less damage.

3 **HELICOPTER LEAP**
Up/forward, X+Y
Yoshimitsu uses his sword as a rotor blade to hover above his opponent before dropping with an unblockable attack. Hold down to perform a slash move, or hold back to do a reverse drop. It's easy to fly right out of the ring with this move, so don't try if you're near the edge.

EXTRA MOVES

XIANGHUA

FEUNG YUN FEINT
X-B, Y
LAN HUA
Back, hold back, hold X
OUTER HEH KICK
B-Y, Y
MEI HUA CARVE
While rising from crouch, X+Y, down, Y

MAXI

FURY
Y+B, Y, Y, Y, Y
DRAGON POUNCE
B-Y, Y
GUILLOTINE DANCE
Down/forward, X+B
ILLUSION KICK
Down, B, Y

TAKI

SHADOW CLAW
While rising from crouch, X, X, X
SEAL
Back, hold back, Y
RAPID DESTRUCTION
Down/forward, B, B, B
HURRICANE PUNISHMENT
Forward, X+B

ASTAROTH

CANYON CREATION
Back, hold back, Y
RISING CYCLONE
While rising from crouch, B, X
TORNADO SPIKE
Forward, hold forward, X, Y
AXE CRASH
Forward, hold forward, Y

HWANG

SUNSET DANCE THRUST
X-B, Y
LIQUID KICK
Back, hold back, B, B
FLYING VOID
While rising from crouch, X+Y

YOSHIMITSU

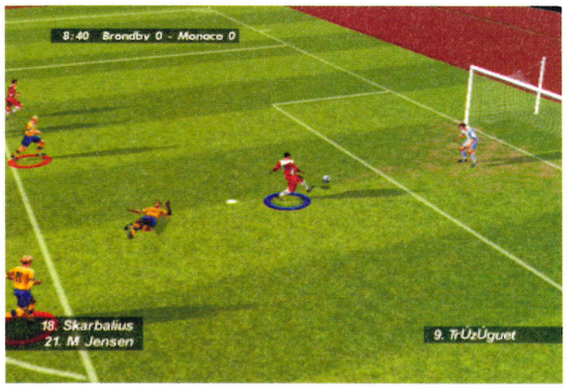
SPINNING SWORD
Back, hold back, Y-X
DOUBLE FRONT SLICE
QCF, Y
BULLET CUTTER
Back, Y (hold optional)
DOOR KNOCKER
Forward, Y+B, Y, Y, Y
SHARK ATTACK COMBO
Forward, hold forward, Y+B, X+Y, B

GET TO GRIPS WITH UEFA STRIKER

THIS AMAZING FOOTIE GAME IS HARD TO MASTER, BUT WITH A LITTLE TIME AND THIS GUIDE, NO ONE WILL BE ABLE TO STOP YOU

CHOOSE A TEAM

First thing to do is to pick a team that you want to play as. It's best to pick one with high stats, as you'll find it easier to win with them. Now choose whether you wish to play a friendly or competition. More teams and competitions open up to you later on in the game.



PASSING

There are two main passes that you can use in *UEFA Striker*. Use the A button to perform a short pass, and the Y button for a longer pass or cross.



1 If you hold down the pass button you can aim the pass with the directional controller. Hold the button down to increase the power of the shot.

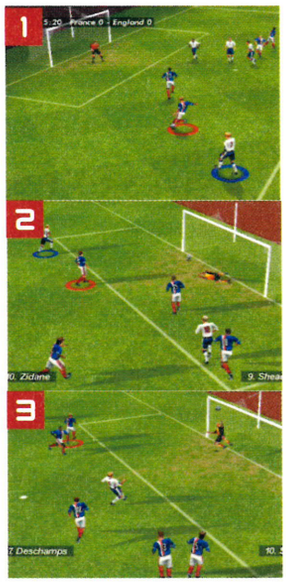
2 The short pass is exceptionally useful for overwhelming the opposition's defenders and the goalie for that legendary goal.

3 The long pass is better used to get your players into position. Use this to pass to a forward in space or to clear the ball from your end.

4 A through ball is probably the most useful of all your passes. Hold down the control button (L trigger) before making a short pass and your player will automatically run to the ball. Just remember to release the trigger before shooting.

SHOOTING & SCORING

Use X to shoot and hold it down to add power. Now add swerve to your shots – blistering!



1 Hold down the Shoot button while heading towards the goal. You're unable to change your course. However, you can aim the shot using the directional controller while you hold down the button. Release it to shoot.

2 To make it more difficult for the goalie to save, power up your shot by holding the X button for longer, and put swerve on the ball by pressing left or right on the D-pad.

3 If you press Y as soon as you release the shot, you add height to it. Not only is this good for putting the ball over the goalie's head, but when used in conjunction with some swerve, you can aim for the corners of the net where he'll never save it.

PENALTIES

Games against evenly matched opposition often end in a penalty shoot-out. These tips should help to tip the balance and ensure you win. To take a penalty, use X.



1 Aim your shot by using the directional controller. The best place is one of the top corners. Hold down the X button to decide where you want the ball to go. The longer you hold it, the closer your shot will be to the post and bar. Hold it too long and you'll miss; just over one second is perfect.

2 Saving a penalty is a lot harder than taking one, but it can make the difference between winning and losing. Try to predict the direction of the ball, and press the directional controller and X to dive for it.



CROSSES & CORNERS

You can score most goals from crosses, corners and set piece throw ins. Use the Y button to cross.



1 When you take a corner, use the triggers to adjust the height of the arrow. Try to aim it for one corner of the box; don't aim too close to the goal or the keeper catches it.

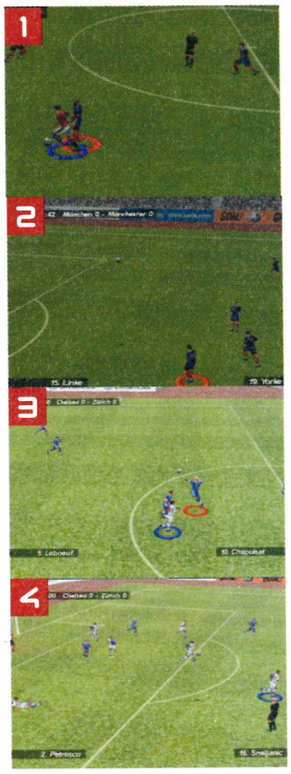
2 Once the ball is airborne, run in to meet it and press X to perform a header or kick (depending on how high the ball is). With luck you should score first time.

3 Crosses are similar to corners, but can be used as regularly as you like. Simply run up the side of the pitch and use Y to cross the ball. Tap the X button to make the strikers in the box attempt to score from the cross.

4 Depending on where the ball is when you hit shoot, your player either performs a header or kicks the ball into the back of the net. Use the directional controller to add swerve to your shot.

DEFENDING & SAVING GOALS

Defending is a difficult thing to master – lucky then, that the goalkeepers do it automatically.



1 When defending, your main priority is to get the ball out of your area. When tackling the opposition, it's safer to use the A button so you don't risk fouling and giving away a free kick.

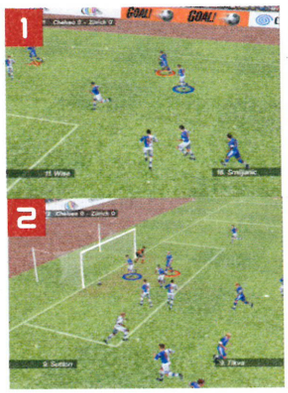
2 When you get possession of the ball, use the long pass to quickly clear it. Also, if you can get it to one of your forwards, you'll probably have an open run at the goal.

3 If the ball is crossed into the box, hit X to have one of your players head it upfield. Be careful when you do this, because if you tackle someone accidentally you may concede a penalty.

4 Your goalkeeper does most things on his own, but without your defenders you're going to come unstuck. If you have a lot of trouble, try a formation like 5-3-2 which gives you more defenders.

BASIC TIPS

Once you have mastered all the basics, it is time for you to take on the Dreamcast. Here are a few tips to make things easier for you.



1 The computer is very good at intercepting your passes so it's often easier to dribble the ball from one end of the pitch to the other. Use the R trigger to sprint if another player tries to intercept you.

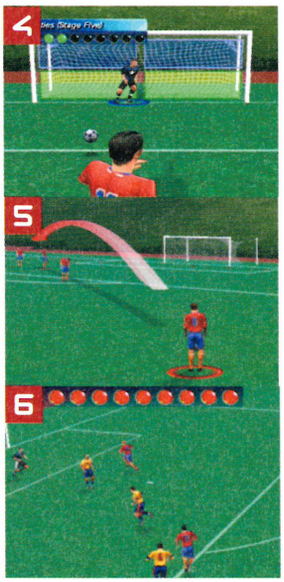
2 Often the best way to score is to cross the ball to one player and then quickly pass to another when the goalie runs out and leaves an open goal.



CERTIFICATION MODE HINTS

In this mode, getting three, five or seven points opens up new teams and contests for different awards.





1 The shooting stages require you to simply score. Once the goalie is introduced, either lure him out and run around him, or hit powerful shots into the corner of the net. When needed, simply out run the defenders.

2 Passing. Once the defenders are introduced, simply pass to your free man and try to put a shot past the goalie. With the set piece stages, get a man into space and pass to him. On the final stage, you need to pass quickly to avoid the defenders.

3 Defending requires you to stop the ball. Use X to intercept mid-air balls and clear them before the Dreamcast's players get to them. On the final stages, use the wall to stop the ball and another player to clear it.

4 Always aim for the corners of the net and the keeper should have great difficulty saving your shots. Just don't charge in too fast and miss.

5 Set pieces require you to pass to your players and score. Make sure you remain in the marked area. When it comes to beating the wall, you'll have to learn to control the free kick and aim for the corners.

6 Freeplay asks you to score up to 10 goals in a two-minute time limit. Try to get into decent shooting positions and go for the corners. Keep cool, don't panic and you should be fine.

ADVANCED TIPS

Here are some tips and tactics that will help you to defeat even the best opposition. Always avoid harsh tackles in the area, and remember to use a through ball pass in the area to make shooting that little bit easier for you.



1 Every team has its own individual flaws, so pick on your opposition's weakness. If you're playing against a weaker team, exploit their lack of speed by sprinting, and use an attack-based strategy. If you are playing a stronger team, strengthen your defence.

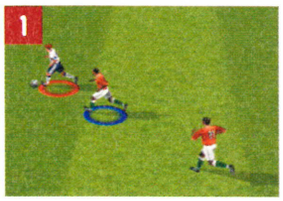
2 A nice way to catch out the opposition is to run towards the goal with the ball, then turn and head away before hitting X to perform a surprise attack.

3 Although risky, the sliding tackle (X) is very useful for getting the ball away from a fast player. Try to slide in front of him and you'll avoid committing a foul. Have a team-mate nearby for back-up.

As you run in, charge your shots by holding down the X button. Tap X as you release it for a powered up shot that seems to confuse the keeper. Scoring an 88mph stonker with Beckham puts a big, fat smile on your face.

BALL SKILLS THAT PELÉ WOULD BE PROUD OF

It won't be long before you've got to grips with all of the main moves in *UEFA*, but don't despair. There are some moves that are pure magic, that you can now add.



1 Fancy showing off a bit? Here's how. Dribble the ball in one direction by holding L, then tap in the other direction. Your player starts doing kick ups. Release L and you can shoot, or pass to another player who can put the ball round the confused keeper.



DEVELOPER'S TIPS

Here are some playing tips direct from the Rage team. Master these and you'll be unstoppable. With a little time spent practicing you could be as good as the developers themselves.



CORNER LIKE BECKHAM

Confuse the goalie and sneaky one straight into the net.



To score from a corner, aim for the six yard area close to the nearest post and run up to meet it as if for a glancing header. As you head it, press the d-pad towards the goal. The keeper has trouble with this angle and will miss.

FORMATION

The best formation and tactic to use is a balanced 3-5-2. This gives you plenty of width to cross the ball and frees up players for attacking and defending.



1 Against a weaker team you may want to switch to attack, but you should remain with 3-5-2. In the Classic matches you need to score a few goals in a short time, so use an attack-minded formation.

DEALING WITH A NASTY CASE OF THE SCHMEICHELS

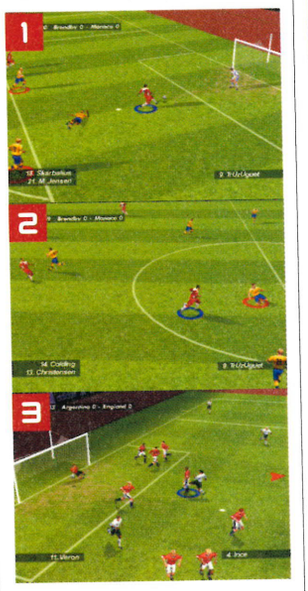
Once you are through the defence, you've only got the goalie to beat.



If the opposing goalkeeper races out to narrow down your shot angle, chip the ball over his head and into the net by holding 'control' and tapping Y.

IT'S A TEAM GAME

A football game like this is one you're bound to play with your mates. Here are some tips on how to successfully play a co-operative match with one of them.



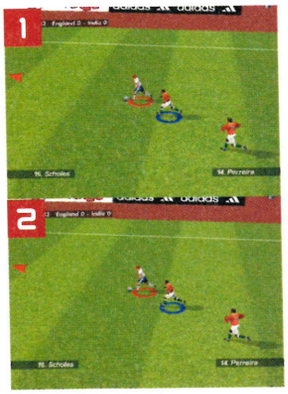
1 One of you should run the ball into the area, and when the keeper runs out to stop you pass to your mate who should be positioned at the other side of the box.

2 When defending, one of you should knock the ball away from the other team with a tackle, while the other player waits to collect the ball and runs upfield. Then change to players further down the pitch and go for a goal.

3 It's very easy to back off when your friend is trying to score. This isn't the best idea, as the keepers are very good at stopping the ball but fumble it a lot. So, if you run up in support you can sometimes score off the rebound.

SCORING FROM 30 YARDS

Want to know how? It's easy!



1 To score from a distance, run towards the penalty area and power up your shot for a few seconds. As you release the shot, push down on the d-pad (or up if you're really far away).

2 You should take the keeper by surprise and score. To add swerve, press down and back on the d-pad as you release the shot. Moving the controller slightly to the side dictates the direction it swerves.

CHEATS

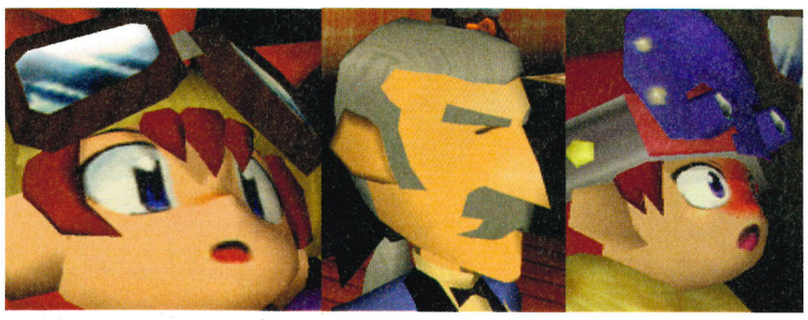
Here are two fantastic cheats for *UEFA* to make winning that little bit easier.

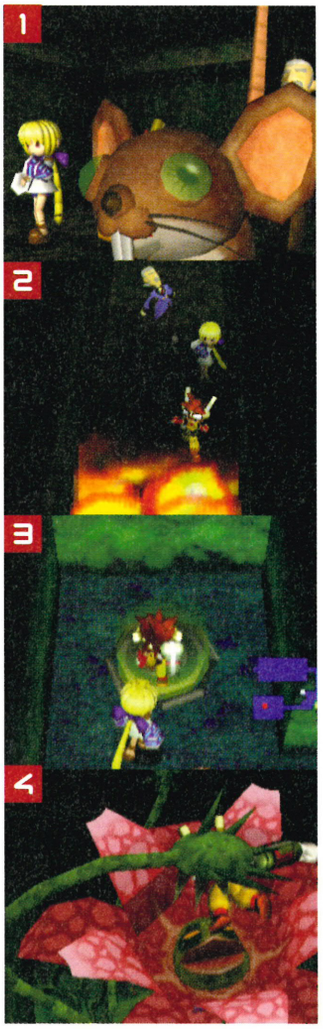
Unlock all Awards: Teams and Competitions. At the competition, select screen (first screen). Press UP, UP, Right, Right, Y, Y, Y.

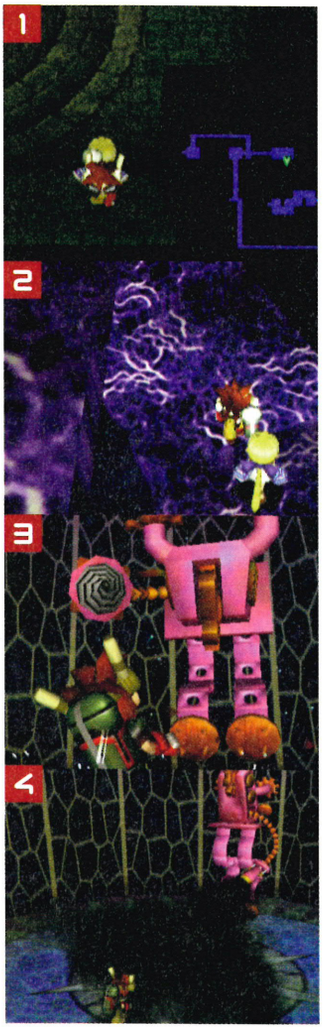
Remote Control Ball: Pause the game while playing (you must be using the analog stick) and using the d-pad, press Up, Up, Down, Down, Left, Left, Right, Right TL, TL, TL, TR, TL, TR, TL. Now if you hold down TL and TR on the pad you used to enter the cheat, you can control the ball with Left and Right on the analog stick. If used properly, this can give you a subtle advantage against your opponent.

GET TO GRIPS WITH EVOLUTION

DREAMCAST'S FIRST RPG TAKES QUITE A WHILE TO BEAT, BUT IF YOU FOUND YOU JUST CAN'T HACK IT THEN TAKE A LITTLE HELP FROM US







DUNGEON 1 (HEAVEN RUINS)

1. This level is pretty short and simple (only 10 floors). You should use it to get to know the enemy's attacks and how to beat them. Watch out for the freak-sized mice, they have a mean bite and take a few hits to kill.
2. After a while you start to notice the hidden traps. Some of these can give you power-ups, but others can harm you. The risk is up to you.
3. By the time you reached the tenth floor you should be on a power level of at least ten. If you're not then you should probably leave the level and fly back to a lower floor.
4. This plant can be real tough, especially when it gives itself more HP. Watch out for when it's hungry – it'll eat you and spit you out, taking away half your energy. Beat this bitch with plenty of specials and magic.

DUNGEON 2 (DESCENT RUINS)

1. This dungeon takes a while to get through, but as you must get a power level of 26 you're going to need that extra time.
2. The last two floors don't have enemies, although they are huge. Be careful you don't fall over the edge of this spiralling staircase.
3. The boss on this stage is huge, and you're going to need to have at least level 26 to take the punishment of his electric charge. Obviously the lightning-based attacks don't have much effect on this guy, so try other weapons.
4. This boss has three main attacks: electric shock (which he uses two goes for), a power drill, and a smoke screen which usually blinds your character's vision. So make sure you have plenty of eye potion.



DUNGEON 3 (SHEOL RUINS)

1. The stage is set in a lava-filled level, and instead of progressing upwards you go downwards. The traps on the stage are obvious, but it's best to walk along the side of the corridors to make sure.

2. After about seven floors your surroundings change. The first room in this new environment is full of enemies. A perfect opportunity to strengthen your characters.

3. After about 15 floors you should reach the boss – a giant moth with lots of HP. You need to be on at least level 36 to stand a chance of beating this winged thing.

4. The boss has two attacks: the powder hits all characters for around 1,000 HP, and the other is a whirlwind which takes 800 HP off just one character. Magic and strong hits will kill off this beast.



DUNGEON 4 (SHADES RUINS)

1. This dungeon has a lot of new enemies, although many of them are just stronger versions of others seen earlier in the game. By the end of this level they'll be stronger than the first boss!

2. Once you've reached the twenty-first floor and you're at around level 50, you're ready to confront the boss. Make sure you pop your woollies on, as he can conjure up quite a freeze.

3. This boss is a giant gold robot with two attacks. The first is an ice cube that can freeze you, the second is a lock-on attack that hits all characters and knocks off about 1500 HP!

4. Don't use Linear to fight at all, she's most useful healing herself and the injured characters. To kill off the boss, quickly use Mag and Chain/Pepper's final attack. Once he's dead, head off home.



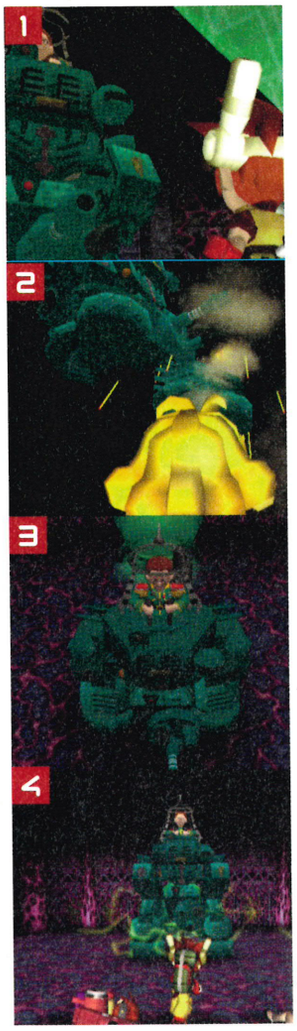
NOT OVER YET

1. Gre is being held hostage by the general as he wants Linear. They take Linear, but Gre is later freed. You must make your way to your plane and fight a tank.

2. When you arrive on the ship, choose to have Gre look after the plane, and bring Chain and Pepper with you to fight.

3. Now make your way to the end of the ship and fight as many enemies as you can. When you reach the lift, choose DOWN and you're then facing the general. You need a level of 82 for this boss.

4. To beat this guy, keep healing with Mag and attacking with Pepper's final attack. It shouldn't take too long. After the fight he runs away. Take this time to go back and have about 200 fights, as you need to be on level 92 to stand a chance against the next boss.



THE GRAND FINALE

1. It's what you've been waiting for throughout the whole game: Mecha General. His attacks are very powerful, so you must be prepared to heal with Mag after every hit.

2. To hit the boss hard you must attack him with Pepper's final FP attack and try to heal her FP with potions and magic.

3. This mother of all bosses has around 30,000 HP, so you need to get him with Pepper's final attack three times, which will take a while.

4. Well done. You have beaten the final boss. Sit back and enjoy what appears to be the ending.



TO INFINITY AND BEYOND

1. After beating the game, remember to save onto your VM! Now you'll see that there's *another* dungeon. Go to the society and pick it, and choose Pepper as your side-kick.

2. This dungeon is there for the purpose of powering up to your heart's content. You can find the lizard boss after the twenty-sixth floor. He doesn't take long to beat.

3. Once the lizard boss is dead, go back to the society and pick a mission. You'll notice that instead of a new mission there's the option to go back and choose previous dungeons to play for fun.

4. Congratulations! You have completely thrashed *Evolution*. Now go out to a bar and have some naaolin on us!



IN THE HOT SEAT

WITH MARTYN CHUDLEY

ODM READERS FIRE ALL THE QUESTIONS THEY WANT ANSWERED IN THE DIRECTION OF THE MAN FROM BIZARRE CREATIONS

NEXT TIME: SEND YOUR QUESTIONS FOR THE PRODUCER OF *V-RALLY 2*

Bizarre Creations sprang to life 12 years ago when Martyn Chudley decided to start a games company. Their first title was little-known *Combat Crazy*, a budget game for the Commodore 64. When Sega unveiled their Megadrive in 1992, Bizarre were convinced from the outset that it had potential and wrote *Fatal Rewind* and *Wiz 'n' Liz* specifically for the new console. In 1996, the success of the PlayStation lured Bizarre into releasing *Formula 1*, a racing game using the formula one licence. By the end of that year it was Europe's best-selling game and Bizarre Creations were established as quality developers. That team of one has expanded to 30 staff and continues to grow, thanks to their ambitious plans for *Metropolis Street Racer*. Previewed last issue (see page 35 if you missed it), *Metropolis* is a racing game set in London, San Francisco and Tokyo. The streets are all accurate representations of their real-life equivalents, making the game phenomenally realistic. Due for release in April, we're waiting with baited breath. Bizarre are also working on *Furballs*, which we previewed a couple of months ago and which is due around Easter.

TIME FLIES

How long does it take to code a big game like *Metropolis Street Racer*? Is there a lot of research involved?

Paul Reid, via email

It takes about two years to produce a highly detailed game such as *Metropolis* for the Dreamcast. This is longer than it would take for the 32-bit consoles because there's so much more you can do with a more powerful machine like Dreamcast. Also, the high levels of realistic detail in the game have meant that the research has been a major and time-consuming part of the project, involving taking more than 35,000 photographs, 40 hours of video footage and people flying more than 250 thousand air miles!

MULTIPLAY MSR?

Will *Metropolis Street Racer* have a two or four-player mode?

Jonathon Simpson, Weymouth

Currently it has a two-player mode. Although we've not planned on a four-player mode as yet, it's certainly something we'll look at.

VM FUN

Are you plannig to make some use of the VM in *Metropolis Street Racer*? There must be loads of great things you could do with it.

James Weiner, Oxford

The VM will be used in the game for a number of purposes, but we can't give too much away as yet. Sorry.

ONLINE ACTIVITY

I haven't seen much done with the Dreamcast modem in any of the games we've seen so far. Do you have anything special planned for it?

Ramez Vafa, Bournemouth

Yes, we'll definitely be using the modem in *Metropolis*, but as with the VM we're not allowed to give too much away just yet.

SHOOTING STARS

So far *House Of The Dead 2* was the only game to use a light-gun. Are you considering releasing a game which is compatible with this peripheral?

Graham Klein, Harlow

We thought about it for *Furballs*, but as a third-person shooter it's not really the right type of game. And we haven't found a way of getting it into *Metropolis* yet! But maybe some day.

DC EXCLUSIVE

Is *Furballs* going to be a Dreamcast exclusive? If it isn't, then what differences does it have from the other versions? I've got a PC.

Michael Savage, via email

***Furballs* is not exclusive to Dreamcast, although the DC version will be the first one to hit the shelves. We want each version of the game to make the most of the hardware it's played on, and so the Dreamcast version has been optimised to take advantage of the machine's cool features.**

GOOD LOOKER

People go on and on about the way a game looks and all the great graphics, but I feel they're forgetting the most important thing – gameplay. I'm not saying the graphics aren't important but if it doesn't play well then it doesn't matter how good it looks. Graphics should be thought of as the icing on the cake. They're not the cake itself.

Ashley Nogsworth, Shropshire

Of course. The unfortunate thing about screenshots is that they don't show you the game – and we've all been bitten by getting



△ *Metropolis Street Racer* shows off its sumptuous graphics.

a game because it looked good in the magazines. Gameplay is the most important thing, and although visuals will draw someone into the shop to look at the demo pod, if the game isn't playable then it's not worth buying. Everyone at Bizarre wants to play a game as well as look at it so you can bet that we'll be working on making it as much fun as we can.

BACK TO SKOOL

As there is a revival of old-skool games at the moment, do you plan to release any traditional 2D platformers?

Jason Bryan, via email

We did think about doing *The Killing Game Show* or *Wiz 'n' Liz* on DC! But seriously, we're more into 3D games. We feel that with clever design you can still provide the intensity of 2D gameplay but in a more impressive 3D environment.

DREAM MACHINE

What do you consider to be the most important thing about Dreamcast – both in general and for the year?

Kelly Safa, Hertfordshire

The most important things are the machine's price point, its great game content and its overall image, which leads to a huge appeal for gamers and non-gamers alike. For the year 2000 the buzzword has to be online gaming. At the moment people can buy a Dreamcast as a cheap and simple route to the Internet, but when online gaming kicks off properly it'll open up a whole new realm for console users.

BALLS

I was reading about *Furballs* and it sounds great, but where on earth does an idea like that come from? You're not called Bizarre for nothing.

Paul Sutherland, Reading

"FOR THE YEAR 2000 THE BUZZWORD HAS TO BE ONLINE GAMING"

Thanks. *Furballs* was really an evolution of the types of games that the team enjoyed playing and which they felt they would be best at developing. And in this way we've hopefully made a game which blends exciting gameplay from a number of genres to create something a little different.

IMPRESSED

What impresses you most about Dreamcast? Is there anything about it you'd like to change?

Sarah Lantsdown, Essex

I think it's the overall power and flexibility of the hardware for the price. Not only is it an easy machine to start working on for all types of developers, but there's also plenty of scope for pushing the machine more and more at a lower level. And for £200 the consumer gets an awesome games machine, an Internet browser, free email and online gaming. Nope, there's nothing we'd really want to change, apart from maybe a couple of extra buttons on the joypad.

FOUR PLAYER?

Will *Furballs* utilise all four joypad ports?

Gordon McBain, Lanarkshire

It depends on whether we implement four-player options, which still isn't decided as yet I'm afraid.

BIG DREAMS

The UK launch of Dreamcast was an amazing success. Did you expect it to be this big?

Tom Everest, London

I don't think anyone in their wildest dreams could have hoped for such an amazing reception. Dreamcast has gone straight in there at 'street level' – in the supermarket the other day we overheard a five-year-old and his father talking about "that new Dreamcast machine" looking interesting. How long did it take PlayStation to get this sort of popularity?

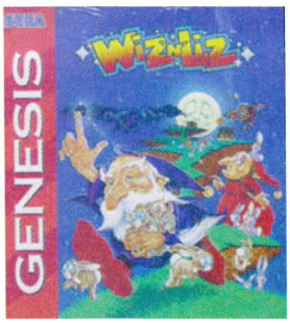
TALK TO INFOGRAMES

Next month we'll be printing the answers to the questions you sent us to put to the AM3 team in Japan, responsible for *Crazy Taxi*.

The following issue we'll be talking to the producer of racing smash *V-Rally 2*, which is coming to Dreamcast in April. But we need your questions now. What did you think of their last game? What do you want to see in the Dreamcast version? Get your emails off to us at: ***questions@dreamcastmag.co.uk*** or write to ***Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.***

TIMELINE

A potted history of Bizarre Creations.



WIZ 'N' LIZ (1993)

This was created after someone had the idea to remove violence from games. If was a platformer aimed at a young audience. The objective was to collect 'wabbits' and complete various sub-games.



FORMULA 1 (1996)

Published by Psygnosis, *Formula 1* was one of the first hyper-realistic F1 sims. It sold bucketloads and spawned a whole series, released over the following years. It was written in 14 months by just 14 people!



FORMULA 1 '97 (1997)

In 1997 came an updated version of the original *F1* game, this time with improved visuals and a more accessible front end. Predictably, the game went on to achieve impressive sales.



FURBALLS (due EASTER)

Bizarre are targetting the *South Park* audience with this bunch of cute and furry characters on a mission to rescue their families. We'll let you know how the humour shapes up when it comes out for review around Easter.



METROPOLIS SR (due APRIL)

Here's the one everyone's been waiting for since before Dreamcast launched. This racer features sponsored cars and some of the most realistic courses ever seen in a driving game. It could well be the definitive Dreamcast game.

IN THE HOT SEAT WITH SEGA

EVERY MONTH WE GIVE YOU THE OPPORTUNITY TO TALK DIRECTLY TO SEGA. SEND US YOUR QUESTIONS AND WE'LL PUT THEM TO THE PEOPLE BEHIND THE WORLD'S GREATEST CONSOLE

CALL SEGA

Sega have set up three phone line services to cover all your Dreamcast queries:

CONSUMER SERVICE LINE
08456 090090
Call this number if you have a technical problem with your console, or questions about when and where you can buy products.
Cost: local call rates.

INTERNET SUPPORT LINE
09066 544544
For questions about DC's online facilities, including the Dreamkey software and connection problems.
Cost: 60p per minute.

HINTS & TIPS LINE
09067 532222
Hints, tips and solutions for any of Sega's Dreamcast titles.
Cost: 75p per minute.

If you're under 18, ask permission from whoever pays the phone bill before calling, or you'll be for it.

MUSICAL CHAIRS

I tried to download a music video from the Internet but was rejected several times. Please help?

Paul Stockley, Bournemouth

You were rejected because Sega's current version of Dreamkey does not support that type of file. It does however, work with videos that use the MPEG Sofdec system. We'll have a new version of Dreamkey available later this year which will offer a real evolution in terms of services and features. We'll keep you all up to date with progress.

TV GENERATION

I own a Sony Trinotron 28-inch television. It's not wide-screen, but when I tried to calibrate the gun for *House of the Dead 2*, it wouldn't work properly. What can I do?

Jason Church, Dagenham

If you go into your TV's options menu and set Auto Picture to the OFF position you should find that this solves your problem. If the problem persists you may want to speak to those lovely people at Sony and ask them why their TV doesn't work with the World's fastest selling console. Should be good for a laugh!

THE MASTER

I'm still a bit confused with the whole Internet thing. My browser seems to think that the master user – me – is a German. What's more, I can't turn off parental guidance, which I think is stopping me reading my Yahoo accounts. What do you suggest?

Alex, via email

If your Dreamkey is talking to you in German, you need to change your personal settings. Once on Dreamarena access the Admin section (bottom left of the home page, in orange). Select Modify User and then just select Personal Details. You can now choose your preferred language. If you decide that you want to disable the parental lock then you can follow the instructions in the Help section of Dreamarena. (I take it this is just to access Yahoo rather than anything distasteful?)

For any other queries about the Internet in general you can ring the Internet Support line on 09066 544 544 (calls cost 60p/min).

INAPPROPRIATE?

Are you going to release *Chu Chu Rocket* in the west? You didn't release certain Saturn titles because they were "not suitable for a western audience", so is this the case for *Chu Chu*? Please say it ain't so!

Ian Gander, Essex

We can't confirm a date yet but things are looking good for *Chu Chu Rocket* fans!

STRATEGIC THINKING

Will there be any strategy games like *Age of Empires* coming out on Dreamcast? And are there any football manager games planned?

Andrew Ackerman, via email

Yes indeed, there are a number of titles on the horizon from both Sega's own stable and third party publishers alike. (See DC-Bound on this page for more information).

LANGUAGE BARRIER

Is it possible for me to play games from the US or Japan on my European Dreamcast, or do I need an add-on like the N64?

Richard Poole, via email

Your European PAL Dreamcast will only play European PAL games. There is a security system built in to Dreamcast to help prevent the import of foreign goods.

READY TO RUMBLE?

What's up with the official Dreamcast rumble pack? I can't find it anywhere!

Will Medcalf, via email

If you can't find any in the shops near you, why not buy it online from our DreamShop on Dreamarena?

WRESTLE MANIA

Are there going to be any other wrestling games coming to Dreamcast besides *WWF Attitude*? If there are, when will they be out?

Jim Walton, via email

There certainly will be more wrestling games. There may even be one from Sega themselves...

WRITE TO US

Want to get something off your chest or get the official response to a query that's been bothering you for ages? What are you waiting for, then? Get writing. Address your letters to:

Sega Q&A, ODM, 19 Bolsover Street, London W1P 7HJ. Alternatively, email us at sega@dreamcastmag.co.uk. We're waiting to hear from you.



?DC BOUND?

CHAMPIONSHIP MANAGER 3

Many of your letters ask if certain games are coming to Dreamcast from other formats. Well, this is where we find out for you, and if they're not we ask why.

WHAT IS IT?

Champ Man is the undisputed king of football manager games, with more stats and strategy than you can shake a stick at. PC owners are currently enjoying a new update, *CM 99/00*, and it's also available on the Mac for the first time.

COMING TO DC?

"Highly unlikely", according to developer Oliver Collyer. The reason is that it needs too much damn disk space. "To implement a proper in-depth *Champ Man* game requires a hard disk, or equivalent mass-storage device," he says. "Unfortunately, Dreamcast, like every other console to date, hasn't got this."

Okay, so the Zip drive will hopefully be released next year, but disks will probably only be able to hold 100Mb. When you consider that PC owners need way more than that to be able to save games, you can see what he means. In fact, Collyer believes that football management sims have so far rarely worked well on console formats.

"Without some kind of hard disk or ultra-fast Internet connection, it's not possible to have the depth needed for a good management game. On a console, this sort of game needs to be different – firstly because the resolution on a TV is lower than on a PC monitor, and secondly because it needs to work without a keyboard or mouse."

Still, Collyer has been impressed by Dreamcast, although he's waiting for what he describes as a "really good" football game to come out before buying one himself. Meanwhile, the *Champ Man* team are focusing on their next objective – "to create the ultimate online football management game".

However, there is good news for us Dreamcast owners on the football management front. According to Sega's Mark Hartley, they're "already working on a cracking management game for Christmas 2000, but you can expect another one before that as well." So there you have it: budding Alex Fergusons among you won't have long to wait.

CHATBACK

DISAGREE WITH SOME OF OUR REVIEWS? THINK WE SHOULD HAVE GIVEN A GAME A HIGHER OR LOWER SCORE? WELL, THIS IS WHERE YOU GET TO TELL US WHAT *YOU* THINK. ANY GAME FROM ANY ISSUE CAN BE WORSHIPPED OR SLAMMED. GO ON, BE BRUTAL



△ Universal appeal, it would seem.

SOUL CALIBUR

REVIEWED: *ODM* #2, 10/10
WHAT WE SAID: "Do *not* let yourself miss *Soul Calibur*."

WHAT YOU THOUGHT

"*Soul Calibur*. Oh, the very name gives me goosebumps! Few games have touched me so profoundly, and none as much as this Namco luminary. Yes, I could wax lyrical about its graphics, the soundtrack, the options and how utterly complete it is, but this letter would end up a novel, so I'm not going there. Don't be cynical, I *don't* work for Namco. I am Joe Public who bought this remarkable game and who only wanted to continue the acclaim, that's all."

Andy Prigg, Devon

"Two words: *Soul Calibur.* If this game can't convince thousands of *Tekken*-loving PlayStation owners to buy a Dreamcast then nothing will. This game is everything the original *Tekken* was for PlayStation, but looking far grander. No borders, full speed, no glitches. This game certainly exploits the graphical power of Dreamcast.

Nathan Baseley, via email

COMMENT: Quite right, Nathan. We've had a massive amount of positive mail about this game. Can there possibly be anyone out there who *doesn't* love it? Join us next month for more songs of praise.



△ A lone voice of support speaks out.

WWF ATTITUDE

REVIEWED: *ODM* #2, 3/10
WHAT WE SAID: "The world's most ludicrous sport made dull."

WHAT YOU THOUGHT

"Three out of ten for *WWF Attitude*? Crap! Utter crap! Just because you have something against wrestling doesn't mean you have to give it 3/10. You said: 'Lots of characters, lots of options, lots of boredom.' Logic? I don't think so. Getting a bunch of students to play the game in your Fourplay section doesn't mean anything – they weren't even big wrestling fans! I went out and bought *WWF Attitude* as soon as it came out and I'm glad I did."

Johnathan Huntley, Scotland

"Why oh why didn't I listen to your review? Being a big fan of the WWF I went out and bought this title straight away. But from the moment I put it into the machine I was disappointed. Although your screenshots looked nice, the character animation was abysmal. It really put me off playing the game at all. I've now exchanged it for the lovely *Ready 2 Rumble*. Hmmm… maybe I prefer boxing."

Ian Larcombe, via email

COMMENT: What can we say? We stand by our review. It's a terrible game – no matter how drunk you are!



△ Problems with the light gun?

HOUSE OF THE DEAD 2

REVIEWED: *ODM* #1, 9/10
WHAT WE SAID: "You'll always come back for more."

WHAT YOU THOUGHT

"After reading a few reviews (including yours) I decided to splash out £59.99 on *House Of The Dead 2* with the Dreamcast gun. Once I'd arrived home and calibrated the gun properly, I found that compared to my *Time Crisis* gun (PlayStation) it was pants. *HOTD2* is stunning, but my point is that I spent an extra £20 to get the gun which turned out to be rubbish."

Qamer Khan, High Wycombe

"My favorite arcade series has now finally hit the home console, and for the first time it is actually 100 per cent arcade perfect. My one gripe was that I have a 100Hz television and the gun does not function properly on it, so I'm reduced to playing it on a crummy old 14-inch TV."

Shelley Harries, Essex

COMMENT: *House Of The Dead 2* is one of those games you just can't put down – especially with the light gun. For technical reasons though, the light guns cannot be used on 100Hz televisions or LCD/flat panel screens. Most (though clearly not all) televisions should work fine.



△ There are better footie games coming.

SEGA WORLDWIDE SOCCER 2000

REVIEWED: *ODM* #3, 6/10
WHAT WE SAID: "Above average football sim that could do better."

WHAT YOU THOUGHT

"I played *Sega Worldwide Soccer 2000* the other day and I really disliked it. I felt it ran slow, and never at one moment did I enjoy playing it. Maybe that's just me, but after that experience I am now eagerly anticipating *Virtua Striker 2000*. It dominated the arcades, so let's hope it does the same on Dreamcast. I think your score of 6/10 was too generous."

Richard Gladwell, Sussex

"Although this game has been getting a hard time from nearly all the magazines, I would like to point something out. The graphics may not be up to the usual Dreamcast standard, and there may not be a whole heap of options, but everyone is forgetting that it's still a thoroughly enjoyable game. I bought *Worldwide Soccer 2000* despite the bad reviews, and I'm glad I took the risk. Why not have more than one point of view in your reviews?"

Alex Whitley, Cheshire

"Here we go. *Sega Worldwide Soccer 2000* is another dismal footie game. When are we going to see something with a bit of sparkle? Come on Electronic Arts, hurry up and announce something soon – we know you can do it."

Dave Watkins, Chagford

We want to hear from you. Send your comments to: Chatback, Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email them to: letters@dreamcastmag.co.uk with 'Chatback' in the subject line.

ARE YOU UP TO IT?

Prove your worth by coming top of our challenges and you could win a fantastic Dreamcast prize.

WHAT YOU NEED TO DO

You can enter any of the challenges set. Here's how... Play the given game with a camera at the ready. When you get your score, quickly take a picture of the screen and post it, along with your name, address and score to: High Scores, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

SOUL CALIBUR

SURVIVAL MODE, MOST WINS, ANY CHARACTER

Battle your way through Survival mode with the character of your choice. Rack up as many wins as you can and then take a photo of the results screen. Get a high enough ranking and a copy of *TrickStyle* is yours.

SONIC ADVENTURE

FASTEST TIME LOST WORLD,WITH SONIC

Tear through this perilous level, avoiding the many traps along the way. Take a photo of the end results screen showing the time, and send it in. You're going to have to be quick to be in with a chance of winning.

SEGA RALLY 2

FASTEST TIME, FIRST COURSE

Complete three laps of the first course as fast as possible. Use any car and get a pic of the final time.



Come top in any of the challenges set this month and you could win a copy of Acclaim's amazing *TrickStyle*. Better get practicing.

SALVATION IS AT HAND WITH TIPS Q&A

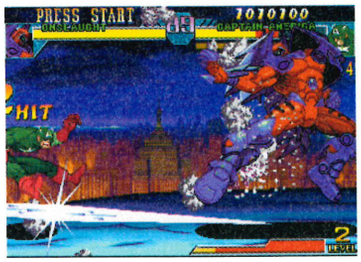
THIS IS WHERE WE ANSWER THOSE GAMING QUERIES THAT HAVE BEEN DRIVING YOU TO DISTRACTION EVER SINCE YOU BOUGHT YOUR DREAMCAST

BLUE STINGER

I have retrieved the lab pass card from Rat's Bar and taken it back to Janine, but I need a code. Can you help?

Jamie, via email

Try entering 0513. Hope that helps.



△ ***Marvel Vs Capcom*: save characters to a VM.**

MARVEL VS CAPCOM

Is it true that Onslaught is a playable character in the Dreamcast version of *Marvel vs Capcom*?

Colin Porter, via email

After beating all six hidden characters and saving them to your VM, Onslaught mode opens up.

SONIC ADVENTURE

Whenever I try to race my Chao it always loses. I've tried feeding it all sorts of animals but it still crawls in every race. Please help.

Simon King, via email

You can't train a chao just in the game. Put the chao in your VM and play with him there. Not only will he learn to walk, but if you win enough memory games he'll also be much faster than he ever was before.

How do you defeat the Zero Robot with Amy in *Sonic Adventure*? It doesn't seem to take any damage when I hit it with her hammer.

Josh Robson, Cardiff

Avoid its attacks and hit its head to knock it into the electric fence. Its helmet pops open. Simply hit its weakpoint and repeat until it explodes.



△ **Cheat your way to victory every time with these *Ready 2 Rumble* codes.**

READY 2 RUMBLE

Is there any way to get cash easily in *Ready 2 Rumble*? The training is getting really expensive.

Nick Mullen, via email

Nope, but there is a trick to help get cheap training. Highlight the training before the one you want, and tap right. As the screen is moving, hit 'A' and you get the item you want for the price of the one before it.

Could you give me some moves for Damien Black in *Ready 2 Rumble*?

Stuart Lambert, N Ireland

Here are two of Damien's most useful moves. For the Pitchfork hit left, right, Y. To pull off the Blackheart Spear hit left, left, right, B.



△ **With Inferno at your command no opposition should pose a threat to you.**

SOUL CALIBUR

How do I unlock Inferno as a playable character? I've finished the game with all the characters and got Edge Master, but not inferno.

John Ashley, via email

Get Xianghua's third costume from Mission Battle, and then select her in Arcade mode by pressing Y+A. Finish the game in this outfit and you earn Inferno.

In *Soul Calibur* does Sophitia have a hidden swimsuit costume like she did in *Soul Blade*? Can you tell me any good moves with her to help amaze my mates?

Hamid Khan, S London

Unfortunately, in her third costume she's wearing armour. Try hitting Y+B, X, Y quickly to perform a great combo.

Inferno keeps pulling off a special move on me where he spins around the screen with his weapon out. Is it possible to pull off this move while playing as him?

Alex Newton, via email

It sure is! This move works while Inferno is imitating any character. Rapidly hit kick, up, Guard to pull this off.

TOKYO HIGHWAY CHALLENGE

I'm trying to earn the Porsche in *Tokyo Highway Challenge* but I'm getting thrashed every time by the last of the devils. Can you help?

Daniel McCleod, via email

All you can do is get your car tuned to the max and keep trying. You need an almost perfect race to win, although the computer does sometimes crash. Persevere and you will eventually win.

TRICKSTYLE

I'm having a bit of trouble with *TrickStyle*. Are there any cheats that I can use?

John Bevin, Leeds

There are indeed. 'CITYBEACONS' unlocks everything, and 'TEAROUND' makes you win whatever position you're in. 'TRAVOLTA' gives you unlimited special moves, and 'INFLATEDEGO' activates big head mode.

PHONE FOR HELP

Having trouble with a game and can't wait to see a reply in these pages? Then you need to check out

THE OFFICIAL DREAMCAST MAGAZINE TIPS HELPLINE ON 09064 664477

OPEN 7 DAYS A WEEK, 8AM-11PM

• *Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In the case of problems, please call Customer Services on 01753 755937.*

CONTACT INFO

We want to help you with your gaming problems. Write to us at: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Or email us at tips@dreamcastmag.co.uk

CHEAT ZONE

WE'LL HELP YOU WIN EVEN THE TOUGHEST GAME

BLUE STINGER

Rewards for finishing the game

Completing *Blue Stinger* opens up different cheats which become available when you start a new game.

Extra Health

Finish the game once for 200 Hassy drinks which gives you near-invincibility and enables you to save money for other stuff.

Laser Gun

Complete it twice and you get a four beam laser gun which is unavailable in any shop or vending-machine.

Mad mode

Three times will open up mad mode. This gives you 200 Hassy drinks, all weapons and full ammunition. Go kick some tail.

BUGGY HEAT

Get a secret Buggy

Finish the Expert season in 1st place and you get a new Buggy named Beelzebub.

MILLENNIUM SOLDIER: EXPENDABLE

Cheat Codes

With these cheat codes you can storm through this game with ease. All of these codes need to be entered while you are playing the game.

Credits

A, B, left, A, B, right, B, A, down, TR

Extra Lives

A, B, X, Y, TL, TR, up, down, left, right

Instant Win

TL, TR, TL, TR, left, right, left, right, Y, X

Level select

Up, down, up, down, up, down, left, right, right, Y

Level skip

Y, Y, X, X, TL, TR, down, down, up, up

Shields

Up, down, left, right, X, up, down, left, right, Y

Grenades

Down, down, down, down, down, up, up, up, up, TR

MORTAL KOMBAT GOLD

One button Fatalities and easy endings will give you more than an edge over the Dreamcast.

At the 'Press Start Button' screen you need to press up, up, down, down, left, left, right, right. You should hear Outstanding. Press Start, highlight Arcade and then press TL+TR. A cheat menu should appear on screen, containing:

Easy Endings: Defeat one character in arcade mode to see the ending.

Fatal 1: Press High Punch to perform your fatality.

Fatal 2: Press Low Punch for the second fatality.

Pit Fatal: Down and high punch for your level fatality.

Danger: This activates one-hit deaths.

SOUL CALIBUR

Want to unlock all nine hidden characters in Soul Calibur? Here's how...

All of the bonus characters

Namco's stunning 3D fighter features a staggering nine hidden characters. Here's how to get them all.

Hwang: Finish the game with any character.

Yoshimitsu: Finish with two characters.

Lizardman: Complete the game with three characters.

Siegfried: Finish it with any five characters.

Rock: To earn Rock, finish with seven characters.

Seung Mina: Win with nine characters.

Cervantes: Complete it with ten fighters.

Edge Master: Becomes available once you've won with all characters.

Inferno: Now complete the game with Xiangua in her 3rd costume.

TOY COMMANDER

If you pause *Toy Commander* while you're playing then you can enter these codes:

Upgrade Weapons

Pause the game, then hold TL and press X, A, Y, B, A, X. If you entered the code correctly, you get to hear a tone.

All Rooms Available

Pause the game, then hold TL and press A, Y, X, B, Y, X. Listen out for the tone.

99 Heavy Ammo

Pause the game, then hold L and press A, B, X, Y, B, A. If you entered the code correctly, you hear a tone.

Fix Toy

Pause the game, then hold L and press A, X, B, Y, A, Y. You hear a tone.

DYNAMITE COP

There is a hidden mini game in *Dynamite Cop* which you can unlock by completing any of the three missions. For infinite credits, beat the first three missions and don't run out of credits.

TRICKSTYLE

Enter INFLATEDEGO for Big Head mode and IWISH for unlimited time on all levels.

CLASSIC CORNER

SOME ALL-TIME GREAT CHEATS FOR THOSE OLDER TITLES

HOUSE OF THE DEAD 2

Display Score

To get the two hidden endings you need to get certain scores. It is sometimes frustrating not knowing how well you are doing. Here's a code to show your score. At the first screen press d-pad left, left, right, right, right, left, right and then press Start. A zero should appear in the left corner of the screen.

POWERSTONE

To play as the bosses you need to finish the game with every character once. If you want to play as the final boss (only in vs mode) then you need to finish the game using no continues.

READY 2 RUMBLE

To unlock Bronze Class you need to enter your gym name as Rumble Power. To unlock Silver Class enter your gym name as Rumble Bumble. To unlock Gold Class enter your gym name as Mosma!. Finally, if you want to unlock Champ Class and the hidden fighters then you need to enter your gym name as Pod5!. Easy, innit?

VIRTUA FIGHTER 3

Play as Dural in any mode

When you're on the character select screen, press down, up, right, left, Start. Dural now appears and you can select her as normal. Press A for silver Dural and press Start+A to play as Gold Dural.

YOUR TIPS

KNOW ANY GOOD TIPS? SEND THEM IN AND IF WE PRINT THEM YOU CAN WIN A COPY OF MIDWAY'S *HYDRO THUNDER*

DYNAMITE COP

To play as Bruno from the first *Die Hard* arcade game, collect all the pictures in the game. To play as Cindy, select Ivy and press start.

Jamie O'Dell, Yorkshire

SONIC ADVENTURE

During Sonic's action stages you can control Tails with the other pad. Any rings that Tails collects are added to Sonic's total. This is the closest you get to two-player in this game.

Stephen Burrows, London

MARVEL VS CAPCOM

To play as Roll from the Megaman series, highlight Zangief and press L, L, D, D, R, R, D, D, L, L, U, U, R, R then select her as normal. You can also select Sentinel as a helper by holding start MP+MK+FP, and Shadow with Start LP+MK+FP.

Tony Lee, via email

POWERSTONE

When Valgas gets all three Gems, don't run off. Instead, stay close and when he jumps to do a fireball kick, leap and knock him out of the air.

Stephen Griffiths, via email

SOUL CALIBUR

If you finish the game once with any character, you get Hwang as a new playable character. Each time you complete it from then on you get another hidden character.

Vikram Bodur, Barnes

Unlock metal mode by buying pictures for your gallery during Mission Battle, and then press the R trigger when selecting your character. When the battle begins, your fighter looks as though it's made of liquid metal.

John Boyd, Scotland

TOKYO HIGHWAY CHALLENGE

Lacking funds and can't quite beat the next opponent? Try challenging a racer you've already beaten and you still get money for beating them. Keep on doing this until you get enough money to upgrade your vehicle.

Damon Horsefield, S London

TRICKSTYLE

On both the UK races you can break through Big Ben by using the hammer drill. Both are short cuts which can help you to win the race.

Laurence Morgan, via email

VIRTUA FIGHTER 3

To play as the Alphabet man, press start on Akira, Lion, and then Pai before selecting the character you want to play as. You're now playing as the Alphabet man.

Alan Reza, via email



△ CLIVE ROBERTS, 34, CO-DIRECTOR OF DEVELOPER DEEP RED

Began as a board game bod for Hasbro, then climbed across to computer games development. Handling the business side of things, he's brought the likes of *Risk* and *RollerCoaster Tycoon* to our screens.

△ SYMON HAMER, 28, PROJECTS MANAGER FOR LONDON GAMING CAFÉ, THE PLAYING FIELDS

Used to work for the Red Cross in Switzerland. Oh, and he's a bona fide games head as well – he's been banging away at joypads and keyboards for the last 24 years.

△ MICHAEL DAVIDSON, 28, CHEMOTHERAPY NURSE

Started with the early consoles and moved on to an MSX, then got himself a Commodore 64 . Now owns a Megadrive, SNES, PlayStation, Saturn, PC and N64! Fret not, a Dreamcast is on the cards.

FIGHTS & FRIGHTS

HORROR AND VIOLENCE: GAMES PLAYERS LOVE IT, BUT ARE WE REALLY GETTING THE BEST OF BOTH WORLDS?

ODM: What's the scariest game you've ever played?

MICHAEL: *Alone In The Dark*. I remember the time I was playing it on my PC in the kitchen when my other half had gone to bed, and the dogs in the game attacked my character out of nowhere. I physically jumped back from the screen thinking: "Jesus Christ!" The only other time I remember jumping in my seat was when I played *Resident Evil* – the bit where you walk down the corridor for the first time and rabid zombie dogs jump through the window.

ODM: So why are classics like *Alone In The Dark* so effective?

CLIVE R: The *Alone In The Dark*



△ MARK VALE, 23,
SALES ASSISTANT
Started out his gaming life on the Atari 2600. Moved on to an Amstrad, then a Megadrive, SNES, PC and now finally, a Dreamcast.

△ CLIVE WADEY, 26,
CAR PARTS SALESMAN
Been playing games since the age of ten. Was a devoted follower of the PC, but got sick and tired of downloading patches and bought a N64. Thankfully, he got a Dreamcast for Christmas.

point is a really interesting one, because it was never regarded as a terrifying game. Infogrames were never known for producing brilliant graphics, but they were really clever with the music and they always had this strange single track running in the background of the game. You would be scared shitless at various points in the game – you knew the threat was coming because of the music, but you didn't know where the threat was coming from.

MICHAEL: It's like film music in the way it builds up when something is about to happen.

CLIVE W: Yeah, you know something's going to happen when they play that music, you know to expect something. You're still scared shitless when it happens even though you knew it was going to.

CLIVE A: Has anyone seen *The Sixth Sense* which is out at the moment? There were huge reports about people having fits, people getting really upset and having panic attacks. It's exactly the same thing. The film implies impending doom because you know the whole scenario is being built up – here's the music; you know he hasn't switched the light switch on; and all that kind of stuff. You know it's coming. It's exactly the same as *Alone In The Dark*. There aren't that many games out there that actually manage that process particularly well, it's either all overt violence or the *Grand Theft Autos* of this world.

CASUAL GAMING

SYMON: It's the threat of violence with *Alone In The Dark*. Yes, the sound is very important – it's the promise that the consequences of your actions may or may not result in death, and that makes you hesitate. And it's during that period of hesitation when fear begins to build up, and that's something which happens all the way through *AITD*, right to the end. I haven't really seen anything similar since then. It did help that it was a technical advancement for games at the time and it was absolutely beautiful. I can still vividly remember the dog thing suddenly jumping in through the window!

MICHAEL: It's about transference. It's like when you're watching something on TV or at the movies, and to me it's about almost imagining myself in that setting. *AITD* is probably the closest that a computer game has got to that for me.

CLIVE A: Another game that I found scary which I don't think other people did is *Syndicate*, because of the scale and the terror of being blown away – when you've been slaughtered a dozen times, and you know that you've got just a few seconds before the enemy comes round the corner in a car and twats you! ▷

PHOTOGRAPHY: DAN TRENT



MICHAEL: No game yet has scared me enough to give me sleepless nights though. Nothing has given me that feeling of "Ooh, this could be real." Books and movies have done that for me, but not computer games.

MARK: For something to give an ongoing sense of shock and horror it has to be more story-based. With *Silent Hill* and other horror games it's more instant – it's little things that make you jump. Whether you can build a genuine sense of fear and atmosphere without turning it in to a big film with little games bits in it is another question.

ODM: What is it going to take for computer games to become as scary as films like *Jaws*?

SYMON: Suspension of disbelief. And you don't need the greatest graphics in the world to do that. Edgar Allan Poe was doing it over 100 years ago with a typewriter. And probably some serious drugs! You need an intelligent designer who understands the psychology of the person playing to be able to create truly scary sequences of events. You could say: "Look, this is a computer game. We don't need to make these people so realistic, just go with the story." Use the characters like props, like puppets. Puppet stories have been entertainment for donkey's years. Computer games just need an intelligent storyline behind them.

MARK: Maybe they need to be more character-driven to truly scare us.

MARK: Not a faceless character with a gun.

CLIVE R: Are you all collectively saying that we as developers, have not achieved that yet, and that therefore you as games players, haven't felt the level of terror or certainty that you get from movies?

MARK: Well, something like *Metal Gear Solid* did have proper characters like the bosses. They came from different countries, like the sniper who's Kurdish. The programmers added a bit of background and made it a bit more believable in that sense. It wasn't just 'A through B'.

INTENSITY

ODM: So do we need to be concerned about the characters we're playing and fighting to make games more intense?

MICHAEL: We've all played as Lara Croft, but I don't become Lara Croft. I'm controlling a computer game, I'm not controlling that character's destiny.

CLIVE R: What would it take to get to that point?

MICHAEL: I'm not sure. I agree that graphics aren't that important. I've got to believe what's going on on the screen and I've got to believe that what's going on could happen. Maybe the interaction process, which is different from film, detracts from the experience, because if I'm using my mouse or console pad I'm always one step away from being that character. Where as if I'm sitting there passively watching a film, even if I interact I'm still watching what's going on. My imagination can take me in there rather than having to think: "Okay, I have to press the A button to kick." I think maybe that's the difference. I think it's about storyline and character. *Alone In The Dark* and *Resident Evil* had little bits where I'm sure that I actually believed that I was playing that character and controlling their destiny. But a lot of the time I don't.

ODM: Turning to the issue of violence in games...

CLIVE R: Why are *Carmageddon*, *Grand Theft Auto* and other overtly violent games so successful?

SYMON: *Carmageddon* isn't overtly violent. There's no social context whatsoever in those games. But with something like *Kingpin* it shows a complete social context in the first person, in the sense that you communicate and intimidate, let's say, female characters and you can shoot them as well. After you've shot them you can also mutilate them. And it's no accident, you have to program for that. It's not required at all, and I would say that *Kingpin* is certainly one of the most violent games I've ever seen. It's not scary, not at all, but it's horrific.

CLIVE R: I don't think I would say *Carmageddon* is scary, but to say it's not violent is wrong. In *Carmageddon* you can run people over... [If you have the Splat Pack – Ed].

MICHAEL: It's cartoon violence. It's unrealistic violence. You can run little old ladies over and they then turn into a big 'splish'; the windscreen wipers kick in and you wipe them away.

CLIVE R: I'm sorry that you feel that's cartoon violence. I mean, Homer Simpson getting twatted on the back of the head is cartoon violence. So is Tom and Jerry when Tom gets smacked on the head with a frying pan making it flat, and then it pops out as he's running after Jerry. But to watch someone

> "IT'S HOW THE VIOLENCE IS HANDLED THAT MAKES IT FUN AND AMUSING AND ACCEPTABLE"
>
> – OLIVER



"IT'S BACK TO THE IDEA OF TRANSFERENCE. IT'S ME EXPRESSING MY ANGER"

– MICHAEL

spread over the windscreen… Okay, give me another example where cartoon violence ascends to that level of violence and accuracy?

MICHAEL: Ren And Stimpy.

SYMON: Itchy And Scratchy – as in the Simpsons. They've got to be up there with *Psycho*!

MICHAEL: Look, I've seen what happens when people get run over. They don't get squishy – unless you live in Alice Springs where there's no speed limit! Normally though, if you were to hit an old lady she'd just bounce off the windscreen and then have to be taken to casualty. Grannies don't turn into a big squish which is then cleaned off with your windscreen wipers! Now *that's* the difference between cartoon and real violence.

ODM: Just what do you think is the appeal of violence in games? Why do the majority of us appear to love it so much?

MARK: It's more mass killings, especially with most shooting games. It's not the fact that you're killing someone, it's how many!

CLIVE A: It's also the way it's created. If you look at *Pulp Fiction*, how many people wet themselves laughing when he accidentally blew that guy's head off in the back of the car? It's how the violence is handled that makes it fun and amusing and acceptable. That's why I think games are so successful, because they handle something that is a terribly taboo subject – killing people is not very popular in real life. In a game though, it can be handled in such a way that makes it vaguely amusing, actually quite cool and brilliant.

CLIVE W: There's nothing I like more than coming home after a hard day at work and kicking some ass, whether it be *GoldenEye*, *Quake II* or mowing down some innocent pedestrians in *Carmageddon* – I think it's great. You can do all of the things that you can't do in real life.

MICHAEL: If I go home and play *Tekken*, I beat the crap out of nine combatants and get through to the end. Then I do it all over again! Does this mean I'm instantly going to go out and beat people up on the streets? No, because playing the game is an achievement thing first of all – ie "Hooray for myself!" And if I've had a bad day at work, it's also a release of anger, because I'm beating someone up but I'm not beating them up on the tube or train during morning rush hour! It's back to the idea of transference. It's me expressing my anger in a more healthy form, which I think people have been doing for years. Even when we were kids.

KILLING THOUSANDS

MARK: Violence in games is also for people who've played games from a fairly young age. As a kid you liked cartoons, then when you got older you wanted to watch action and horror films. As a games players you still want a good game, but at an adult level – you want the adult themes.

CLIVE A: I don't think games sell though because they're inherently violent, they sell because they're well advertised or they have a great theme or gameplay. In *Risk* the computer game, 5,000-6,000 soldiers will be shot by yourself, but no one will go out and buy *Risk* because it's an incredibly violent game, they're going to buy it because it's an awesome strategy game. In the same way, I don't think people go out and buy *Carmageddon* because it's an incredibly violent game, they buy it because it's got a good rep and it's slightly edgy.

ODM: Are there any Dreamcast games that have impressed any of you because of the way they use violence in the gameplay?

CLIVE A: *Ready 2 Rumble* is one of the first games that shows the impact of real violence, and it's just amazing. And here's me playing the non-violence issue! I generally just play the girl whose got the great baps and she's also really fast around the ring. In the end, if she's taken a good pasting but has won, she has half her teeth missing, a couple of black eyes and looks really hammered. You just think "Cool." It's really funny, because you suddenly identify and empathise with the character and what she's been through to win.

ODM: Finally, would you guys ever buy a game purely because it had a reputation for being violent?

CLIVE A: I haven't bought a game because it's very violent, I've bought a game because it was very good, and it turned out to be very violent. No problem with that. Violence doesn't add to a game – and I'm not saying this because I'm anti-violent games – but a game can be completely non-violent and be just as good.

MICHAEL: At the end of the day it's down to good gameplay. I've played certain demos which are incredibly violent, and you think: "But it's a crap game, so why the hell would I buy it?"

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WWF INDIFFERENCE

More beefcake American rednecks pretend to get annoyed with each other in this most tedious wrestling game yet. Cobbled together by a design team of two people over the course of a week, *WWF Indifference* has already been hailed as "another wrestling game" by several magazines who couldn't care less. Some of the wrestlers look like they do on the telly, but most just look like lonely old men. Frankly, they're just going through the motions. They left school at 16 with no qualifications, worked as a labourer for 20 years, then got lucky and became a wrestler. It's either that or the social.

TIRED RACERS

A collection of men get together to drive some cars. They'd rather not, but there's really no alternative. How else are they going to get home? Some of the cars have colourful paint jobs, but most are faded red, and dirty. The courses in the game are based on real roads, with constant traffic and a top speed of 15mph.

The kids in the back are fighting again, but they never listen so there's no point in telling them to shut up. Might as well let them kill each other.

There are roadworks on the A390 again – that'll add another 20 minutes. And the tape player's chewed up the Phil Collins cassette.

BORED COPS 3

Sequel to *Bored Cops 2*. Based entirely in a small café in South London, two bored police officers sit around desperately trying to do anything but fight crime. Evil drug baron Dr Blake Evangelist is on the lose, but they couldn't really care less; maybe they'll go out later and check that the car's okay.

Only another two hours until knocking off time, then it's off home to beat up the wife and take it out on the kids. How are you supposed to afford those trainers on a cop's pathetic salary? Work all day? And for what?

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HIDDEN COMPO: What was the date of Dreamcast's UK launch? Mark entries 'Hidden Compo' and mail them to the usual address by Thursday 27 January. Last month's winner is Sarah Dent from Oxford, who wins a funky VM unit for correctly answering that Beachy Head is in West Sussex.

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