THE OFFICIAL DREAMCAST MAGAZINE

# Dreamcast

ISSUE 08 JUNE 2000 £4.99 www.dreamcastmag.co.uk

FREE DEMO DISC! 4 PLAYABLE GAMES!

EXCLUSIVE UK REVIEW!

## RESIDENT EVIL CODE: VERONICA

IT'S HERE! FULL SCREAM AHEAD!

FIRST DC PLAYTESTS AND SCREENSHOTS:

## BLACK & WHITE

## HIDDEN & DANGEROUS



AND...

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PLUS: JET SET RADIO, GTA 2, WACKY RACES, 4 WHEEL THUNDER, TONY HAWK'S SKATEBOARDING

Dreamcast JUNE 2000
THE EVIL ISSUE
RESIDENT EVIL CODE: VERONICA EXCLUSIVE REVIEW • REVIEWS: 4 WHEEL THUNDER • GTA 2 • SHAWS EURO EDITION • PLAYER GUIDES: TOMB RAIDER TLR • RAYMAN 2

# Out Snipe!



# KURT









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## 3 Types of Action
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# Out Think!



# DR. HAWKINS



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# ON THIS MONTH'S COVER DISC

# FOUR AWESOME PLAYABLE DEMOS!




## V-RALLY 2 EXPERT EDITION

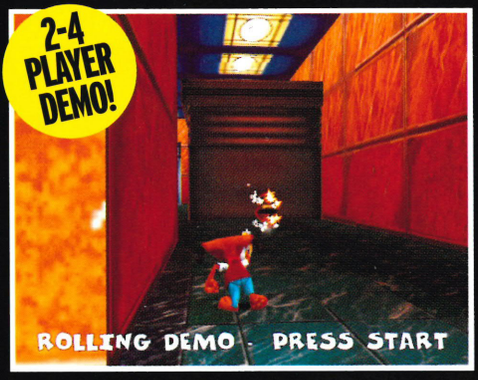
### EXCLUSIVE PLAYABLE DEMO

Get behind the wheel of a highly tuned rally car and let rip on the two playable tracks available on this super-smooth driving game. In last month's review the experts from *Auto Express* magazine stated that the Peugeot 206 featured in the demo is "hugely enjoyable to twirl through the corners". Now you can find out what they mean by putting the car through its paces, racing against the clock through the mud and snow, battling against the elements to put in that winning time. Last month's review described *V-Rally 2* as "astonishingly fast and good looking", and after a spin on this demo we're sure you'll agree.







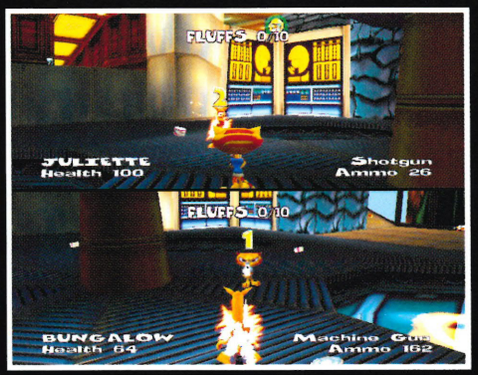



## FUR FIGHTERS

### EXCLUSIVE PLAYABLE DEMO

With *Fur Fighters* and *Metropolis Street Racer*, the busy bods at Bizarre Creations are putting the finishing touches to two of the most eagerly awaited DC games. Despite that, they still found the time to create a playable demo of *Fur Fighters* exclusively for readers of *ODM*!

Watch the rolling demo before getting into the Fluffmatch mode that turns the multiplayer shooter format on its head with cute, fluffy characters and full-on shooting action. With four of the six characters playable and a devastating array of weapons, this demo is guaranteed to have you and up to three friends glued to your control pads.










## 4 WHEEL THUNDER

### EXCLUSIVE PLAYABLE DEMO

Driving fans are in for a treat with this month's Dreamon as we present the second of our playable racers. Take to the dirt in gigantic monster trucks and nimble off-road buggies and battle it out in this super-slick racer from same stable as *Hydro Thunder* (*ODM* #1, 6/10).

The demo features two of the game's eight cars, a test track plus a full race on the Scandinavian indoor circuit to test your reactions to the maximum. If this demo whets your appetite, then turn to page 76 for the complete lowdown of the game in our full review. In the meantime, fire up your Dreamcast and get muddy!






### FAULTY COVERDISC?

**If your demo disc is damaged or faulty and you're a subscriber, please return it to *Official Dreamcast Magazine*, CD Replacement, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, UK. We will endeavour to replace it as soon as possible. If you're not a subscriber, please request a replacement from your point of purchase.**

**NESTLING ON THE COVER OF THIS COPY OF *OFFICIAL DREAMCAST MAGAZINE* IS THE LATEST INSTALMENT OF DREAMON. WHAT DO YOU GET? READ ON...**




## SEGA WORLDWIDE SOCCER EURO EDITION

### EXCLUSIVE PLAYABLE DEMO

While the first edition of *Sega Worldwide Soccer* (*ODM* #3, 6/10) was a decent enough footie game, it wasn't without its flaws. The main criticism of the first Dreamcast version was a lack of speed, but one look at the *Euro Edition* demonstrates that this problem has been completely eradicated, and gameplay has been beefed up with new player models, tweaked opposition AI, and commentary. Play as Sega-sponsored Arsenal or St Etienne to find out exactly how much better this new version of *SWWS Euro Edition* really is, then turn to page 90 for the full review.







## ECCO THE DOLPHIN

### MOVIE

Following the exclusive preview in last month's *ODM*, here's a chance to see Ecco in action with this extensive footage from the game. Stand by to be amazed by the incredible graphics as the Mega Drive hero makes it over to Dreamcast. It's out in June by the way, so expect a full review next month.



## STAR WARS EPISODE I RACER

### MOVIE

A first look at the Dreamcast version of the super-quick racer based on one of the most thrilling cinematic sequences of recent years. With DC's power, this promises to be the fastest and smoothest pod racer yet. We'll review it next issue... if Activision get around to sending us a copy!

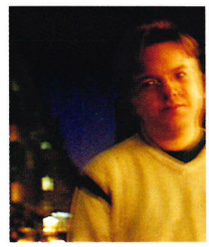






11.05.2000

## IT'S HOT, HOT, HOT!



**WAHAY! SUMMER'S COMING!** Well, um, I hope it is by the time you read this, because as I write it doesn't even feel like spring. Still, it doesn't *really* matter – there's so much good stuff happening on Dreamcast over the next couple of months that you probably won't even notice what the weather's doing outside!

Got something nice planned for the Spring Bank holiday? Well cancel it. It looks as if *ChuChu Rocket!*, Dreamcast's first proper online game, will be released on May 26.

Mark my words, this bonkers Japanese puzzler is going to be absolutely massive. As suggested in our report on page 22, it's well worth watching for details on Dreamarena over the next few weeks.

As if *ChuChu Rocket!* wasn't enough to be going on with, Eidos Interactive have bought forward the release date of *Resident Evil Code: Veronica* – to the very same day! Turn to page 10 for our exclusive review of the finished UK code. Or just save time and place your order right now!

June's not looking too ropy either with *Tony Hawk's Skateboarding* (previewed on page 54), *Fur Fighters* (page 57) and *Ecco The Dolphin: Defender Of The Future* among the many planned highlights. (Apparently there's some big football tournament happening that month too.)

And July? Well that should see the release of *Metropolis Street Racer* (which looks better and better each time we see a new version), and *Dead Or Alive 2* which, as we explain on page 27, is being enhanced before we in Europe can get our grubby mitts on it (rest assured though that it should be well worth the wait).

Yes, there's a lot of great stuff happening right now. So much, in fact, that we've had to increase the size of the magazine this month to get it all in! Jesus, is it hot in here, or is it just me?

Take it easy,

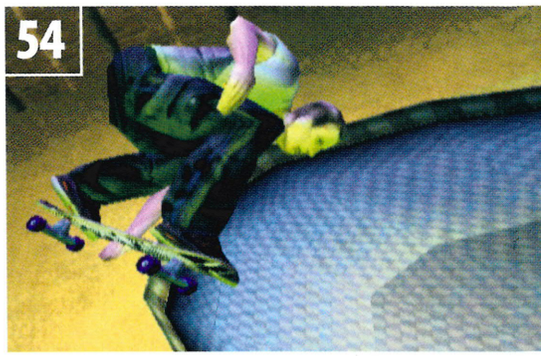
*Warren Chrismas, Editor*

**PS: WE'VE GOT ANOTHER RED HOT ISSUE AND A VERY, VERY SPECIAL DEMO DISC LINED UP FOR THURSDAY 8 JUNE. TURN TO PAGE 72 TO ENSURE YOU DON'T MISS OUT. SEE YOU THEN!**

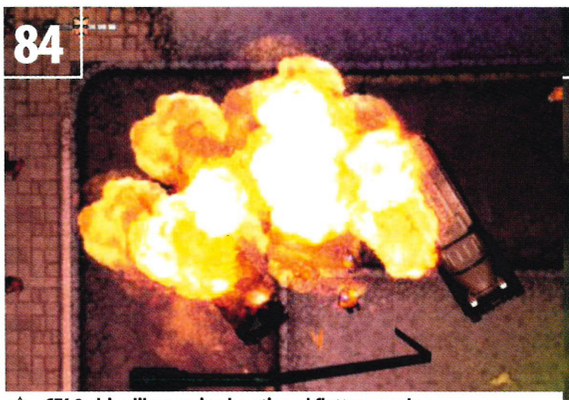
THE OFFICIAL Dreamcast MAGAZINE

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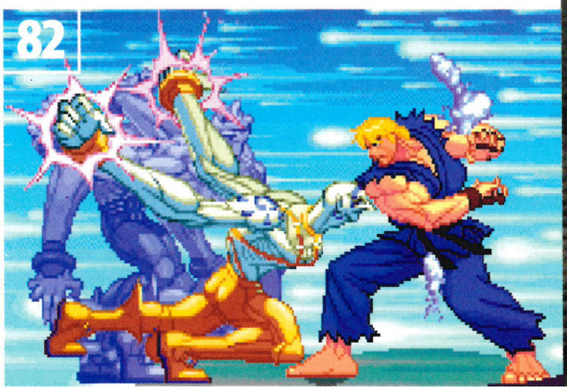

△ *Tony Hawk's Skateboarding*: acrobatic fun on four wheels and a plan




△ *GTA 2*: drive like a raving lunatic and flatten people.




△ *Resident Evil Code: Veronica*: big, bad and beautiful. Check out our exclusive UK review feature on this instant classic.




△ *Street Fighter III: Double Impact*: two threes *do* go into one.

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The skateboarding legend brings his awesome boarding title to Dreamcast, and he's looking particularly sexy this time




◁ *4 Wheel Thunder*: mad vehicular fun. Page 76.


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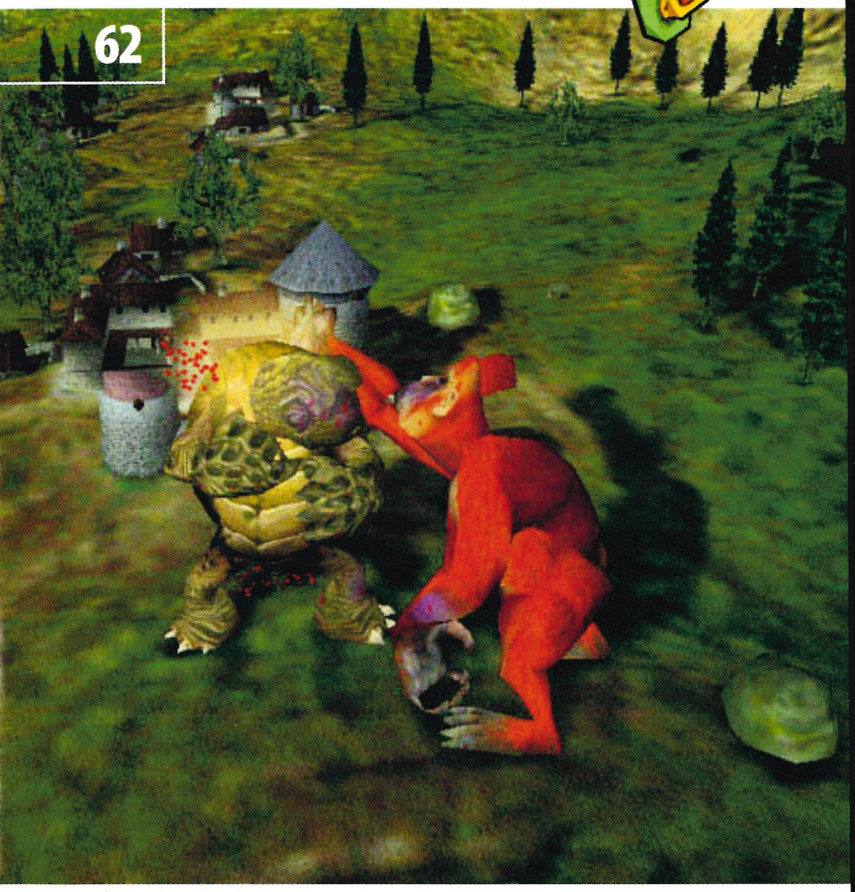

## REVIEWS


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**76 4 WHEEL THUNDER**
Monster trucks, buggies and other types of mad American vehicles compete over a wide variety of tracks in this fun multiplayer racer. Lots of great mini-games too




△ *Jet Set Radio*: a first look at the coolest game you've never seen!




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**90 SEGA WORLDWIDE SOCCER EURO EDITION**
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▷ *Tech Romancer*: robots in disguise. Page 88.



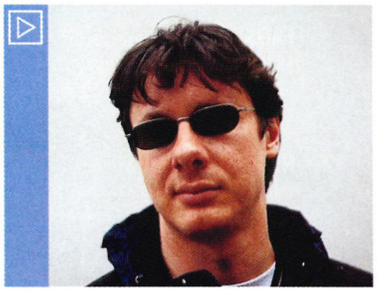
# WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO HELP MAKE *OFFICIAL DREAMCAST MAGAZINE*



## ALEX HUHTALA

Alex is the new kid on the block, having just joined us from an unofficial PlayStation magazine where he was consumer editor (whatever that is). Previous to that Alex worked at *C&VG* (when it was good) with our Ed Lomas, so he knew a little about what to expect here at *ODM*. What he probably didn't expect were 12-hour days and seven-day working weeks. Unlucky! Like Ed, his favourite ever game is *NiGHTS* on the Saturn. Spook!



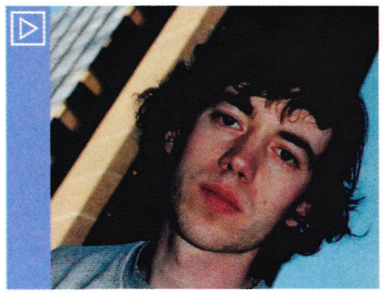
## STEVE HILL

Freelance writer Steve has been about a bit, writing for the likes of *PC Zone*, *Play*, *Maxim*, *Loaded*, *FourFourTwo* and *Football Heroes Monthly*, among others. His fave game ever? "It's a toss up between *Sensible World Of Soccer* and *Championship Manager 2*," he says. His fave Dreamcast game is *UEFA Striker*. Despite his love of football Steve supports Chester City. At the time of writing they're in the Football League. Just.



## STEVE KEY

Everton fan Steve has five years' experience writing for *C&VG* (when it was good), *Mean Machines Sega* and the sorely missed *Goal*. These days he contributes to the *Daily Telegraph*, *Max Power* and, of course, *ODM*. His favourite game ever was *Resident Evil 2*... until *Code: Veronica* came along! Read what he thinks of it on page 10. Bizarrely, Steve looks exactly like a zombie in the intro of *Resident Evil 3* – but with Rod Hull's hair.



## SIMON CLEMENGER

Simon photographs us for our Drinking & Thinking feature each month (see page 98). He's worked for style mag *Dazed And Confused* and has shot some dead famous people including the Manics. Curiously though, he's reluctant to talk about it. "Can't you just ask me about my favourite games?" he asks. "I've been up all night playing *StarCraft* on my Mac!" Fave game ever? "*Elite* on the BBC." Hardcore!

# NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

### SEGA

SEGA CONSUMER LINE (GENERAL ENQUIRIES)
UK **0845 609 0090** [1]; EIRE **01560 925 555** [1]
SEGA INTERNET SUPPORT LINE
**0906 654 4544** [2]

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NO THANKS THIS ISSUE
Pizza Hut (Camden branch) for screwing up our order – twice! – while we were on deadline. B*stards!
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Dreamcast

INDOOR CHAOS!

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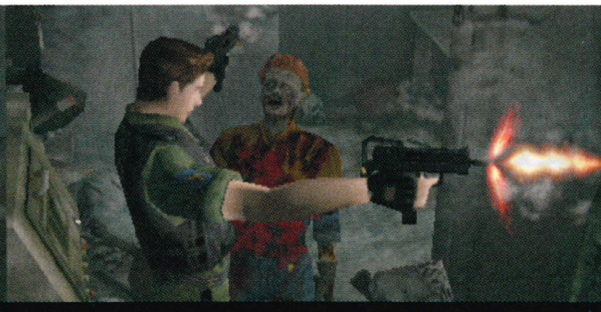
# RESIDENT EVIL



△ It's not safe to go into the water. Unless you fancy a few thousand volts up you.

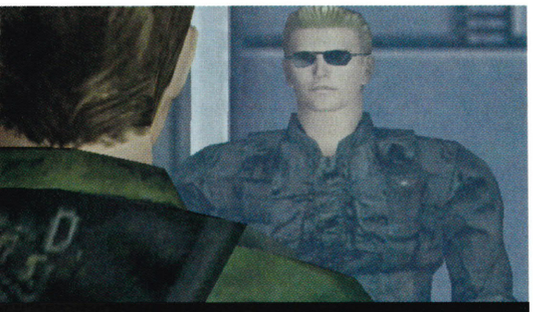


△ Chris will aim at zombies off screen as well, just to give you another little helping hand.



△ Unfortunately, you can't just wave the guns around randomly. Instead they automatically aim at enemies.

# CODE: VERONICA



△ Bad to the bone, but back to torment Chris. His hatred of Redfield runs very deep.

ESSENTIAL

PRICE: **£39.99**
PUBLISHER: **EIDOS**
DEVELOPER: **CAPCOM**

## WE ALL KNEW IT WAS GOING TO BE GOOD, BUT NOBODY PREDICTED THAT IT WOULD BE *THIS* GOOD. **STEVE KEY** SCOOPS HIS JAW OFF THE FLOOR

YOUR MIND TELLS you to walk away. There's no rational reason to walk into the next room, because your worst nightmare could be waiting to skewer you on its claws. Then again, it could be a safe haven with the valuable health and ammunition you so badly need. The final few rounds in your glock are spent into the decaying flesh of the last visible zombie as the empty shells ping onto the nearby wall. Then all is still…

Retracing your steps just a few rooms takes you back to temporary safety, but your imagination is racing with the possibilities of what the next few minutes hold. You reach for the door, and slowly turn the handle as your heartbeat quickens to a sprint. The door is open and you walk through…

Then they appear. Zombies: two, three, some more crawling into view. You back into a corner, and others slither through windows. The sub-machine gun bullets tear into everything around you.

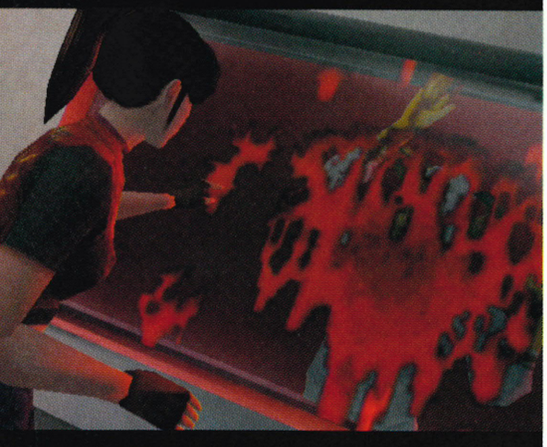
Remember the scene from *Terminator 2* when Arnie is standing at the window of the Skynet building unloading into everyone and everything outside? How much of a rush did that look? *Resident Evil* provides you with the closet equivalent once you've got a couple of Uzi 9mms in your hands. And that's just the tip of a Titanic-sized iceberg.

*Code: Veronica* is the fourth game in the multimillion-selling 'survival horror' series, and is the true follow-on to everything that's already taken place in the *Resident Evil* universe. The reason for the series' phenomenal success is a combination of fantastic graphics, brilliant storylines and – some would say – most of all, an absolute ton of blood, gore, head chunks and limb removals. Though the violence may be graphic, it's all done in such a wonderful, *Evil Dead*-style way that it's far more likely to cause

△ When you do get control of Steve, he has two fully loaded sub-machine guns. It'd be rude not to use all the ammo.



△ The bow gun is weak, but it's worth the effort to see the zombies with arrows stuck in their eyes.



△ You'll love this bit. We guarantee you will.

disgusted chuckles than genuine distress.

The story running through the series focuses on the Umbrella corporation, a pharmaceutical company that has been researching the deadly T-virus. Designed for military use, the virus makes the infected carrier a bloodthirsty zombie that'll destroy anything in its path. As you might expect when mysterious corporations start messing around with deadly zombification viruses, the research didn't stay confined to the lab for long.

As depicted in the first *Resident Evil*, released on PlayStation in 1996, an outbreak of the virus occurred at the secret lab deep in Raccoon Forest. Chris Redfield and his S.T.A.R.S (Special Tactics and Rescue Squad) Bravo team went into the forest and, after being chased into a spooky old mansion, discovered all manner of horrific freaks lumbering about.

*Resident Evil 2* (*ODM* #4, 7/10) followed Chris's sister, Claire Redfield, and a young cop named Leon S Kennedy as they attempted to get out of Raccoon City after it too was overrun with zombies. The third game, *Resident Evil 3: Nemesis*, recently released on PlayStation, takes place in the hours immediately before and after the second game, ending with the nuking of Raccoon City (see our *Resident Evil* timeline on page 14 for complete information overload).

Fast forward three months and Claire Redfield is captured while sneaking around Umbrella's European HQ looking for her brother Chris. Thrown into a distant island prison, she must work through another survival horror in *Code: Veronica*.

It's had as much hype as any Dreamcast game, and has consistently been voted one of *ODM* readers' Most Wanted games. Now it's time to see whether it's delivered the kind of gaming experience that turned heads way back in 1996 when the first *Resident Evil* was released. But then when have Japanese developers Capcom not to come up with the goods when they're expected to?

## BRAIN-BUSTING BLOCKBUSTER

If ever a game felt like a movie, then *Code: Veronica* is surely it. Right from the start it's as though you've got a clapper board in your hand rather than a joypad. The opening sequence (see page 10) is a brilliant mix of game footage, rendered sequences and teaser sections that's more of a trailer than an introduction to the game. All it needs is a gravely voice-over man and kids

"IF EVER A GAME FELT LIKE A MOVIE, THEN *CODE: VERONICA* IS SURELY IT"



△ The monster had a terrible case of underarm fungus, as Claire found out to her cost.

throwing sticky Maltesers in our hair and we're in the front row of the cinema.

Once you've played for a few minutes, the thought and effort the programmers have put in comes shining through. For the first time in any *Resident Evil* game, you actually feel as though you're a physical presence, genuinely affecting what happens around you. This is due mainly to the immense power of the console that the programmers worked with. Just wandering around the levels shows these qualities – the escape from a prison cell right at the start of the game is the first example where you'll see what we're talking about. The glow from your lighter as you wander around the nick is no challenge for Dreamcast.

A swinging lamp subtly casting moving shadows is even more impressive, and it doesn't become any less so when you've seen it as many times as we have. The further you get into the mad world of the Umbrella Corporation, the better the levels get. The Private Residence at the back of the Palace deserves a special mention because of its brilliant 'haunted house on the hill' feel; the dolls that adorn every corridor stare blankly at you to add to the feeling that you're being watched; the huge body hanging in the hall is as bizarre as it is creepy.

The look of the various locations is complemented superbly by the camera work and intelligent positioning of the view. There's a good blend of the stationary views that have been used in previous *Resident Evil* games, and the all-new moving cameras. This feature has been impossible to implement in the series before now because no games machine was able to generate all the scenery – as well as the characters – in real time, but you'll wonder how we ever managed to live without it.

It works fantastically when Claire stumbles into a room and hears the familiar groaning of zombies or the tapping of dog claws on the floor. Neither of you can see them, but you both know they're there. As you walk along the corridor the camera follows every footstep before panning out to reveal the horde waiting for you inside. The camera moves around corners, follows you through rooms and rises as you climb stairs and ladders.

Stationary cameras are also placed to make you wonder just what's waiting. You get cameras flicking to an enemy's eye view as it watches Claire, Steve or Chris run past, and virtually all the views are placed where you'd imagine security cameras to be situated. It feels as if Big Brother really is watching you all the time.

The storyline is definitely the most complex of the series, with some excellent plot twists and genuinely unexpected shock moments that do make you jump. There's something about being scared by a videogame that's completely different to being spooked by a movie. Because the character is in your hands and you're the one

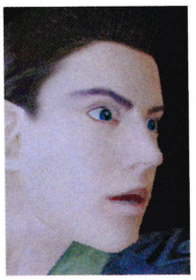
# WHO THE HELL ARE YOU?

The main characters in the story develop and reveal secrets from their past which are of paramount importance to the plot. To give you a taster of what to expect, here's a run-down on the five main stars



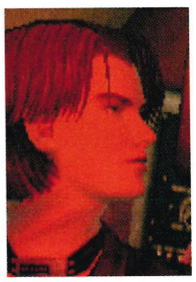
## CLAIRE REDFIELD

The main character in the game, Claire is trying to find the whereabouts of her brother, Chris. She spent the whole of *Resident Evil 2* looking for him, only to discover that he'd gone to Umbrella HQ in Europe. Three months later, as shown in the intro, she's captured and incarcerated on a prison island where she unwittingly stumbles into another zombie horror.



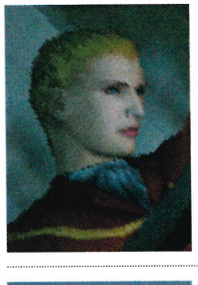
## CHRIS REDFIELD

Playable for a large portion of the game, Chris gets a tip-off of Claire's location from Leon S Kennedy, Claire's friend from *Resident Evil 2*, and sets out to find her. He's too late to find her at the prison, but soon heads for the Antarctic where she was last seen. This is Chris's first main role since the original *Resident Evil* and it reunites him with an old 'friend'.



## STEVE BURNSIDE

Steve is a prisoner on the island along with Claire, and has also fortunately managed to avoid zombification. There's a strong romantic interest between Steve and Claire right from the start of the game where they first meet. Steve has a troubled past, as his father was caught stealing info from Umbrella, and is believed to be a prisoner on the island too.



## ALFRED ASHFORD

The Ashfords are the founder members of Umbrella Inc, and Alfred is keen to keep the family name alive. He's not all the ticket, as you soon find out, but then again neither are any of his family. He believes Claire Redfield attacked the hidden base from which she's trying to escape, and is determined to kill her for it.



## ALBERT WESKER

What a return! He was impaled by the Tyrant at the end of the first *Resident Evil* after it emerged that he double-crossed the S.T.A.R.S team that both he and Chris Redfield were members of. Chris believed him to be dead, but his first appearance in this game is one of the best moments, especially as it's totally unexpected!

# RESIDENT EVIL TIMELINE

We take a quick look at how events have unfolded in the *Resident Evil* universe to date.

***Code: Veronica*** **is the fourth game in the *Resident Evil* series, and with a fifth title on the way – *Resident Evil Zero* – there are no signs of the action letting up. *Zero* will be set before all of the existing titles and is currently only planned for release on Nintendo 64. It will star Rebecca Chambers (who appeared in the first game) and is likely to tell the story of how the Alpha team met with their doom, as well as filling in lots of unanswered questions about the series. Here's how the chain of events reads so far…**

**1972** Umbrella opens as small pharmaceutical company.

**1973** Chris Redfield is born.

**1975** Jill Valentine born. Leon Scott Kennedy born.

**1977** Claire Redfield is born.

**1983** William Birkin appointed head of T-Virus research in Chicago.

**1986** S.T.A.R.S. formed in Raccoon City.

**1992** Umbrella funds major construction in Raccoon City.

**1993** Birkin is moved to Raccoon City after officials become aware of his research.

**1996** Umbrella starts building labs in Raccoon City.

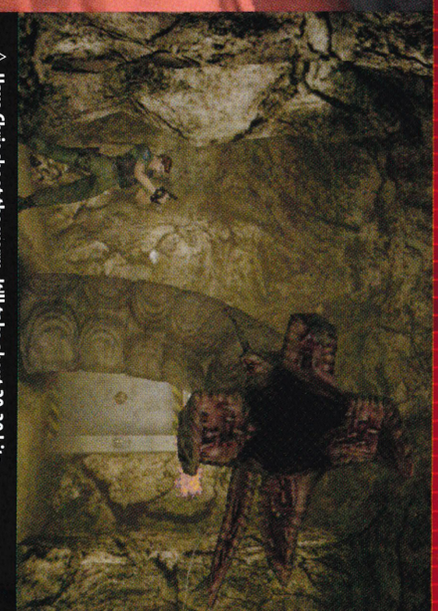
**1997** Brian Irons appointed Chief of Police. He is paid by Umbrella to keep quiet. Albert Wesker becomes leader of S.T.A.R.S. Barry Burton joins S.T.A.R.S. and persuades Chris Redfield to join. Ada Wong, a spy sent to obtain info on Umbrella, becomes the girlfriend of a researcher.

**1998** **MAY 11** T-virus outbreak.

**MAY 27** *The Raccoon Times* reports on a mutilated body found in Raccoon River.

△ **The electric worms are called Albanoids and they grow at a frightening rate. As you'll find out later in the game.**





△ **Have Chris shoot the worm. It'll take about 20-30 hits.**

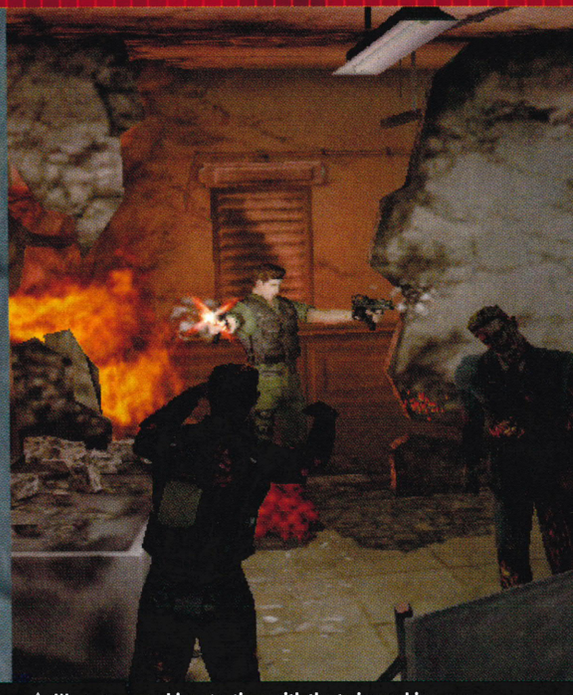
making the decisions, imagination takes over and puts you in the middle of the action. But be prepared for some legendary plot twists that will amuse, shock and even baffle you. An appearance from a character who was presumed dead from a previous *Resident Evil* is one of the best bits for pure 'wow' factor. His appearance is never properly revealed until Chris meets him head to head, but when it is… well, it's one of the game's 'defining moments.'

## MIND CONTROL

The control method hasn't changed much since the start of the *Resident Evil* series – 'if it ain't broke, don't fix it' certainly applies here. The right trigger button puts the characters into shooting position, with A firing whatever weapon is equipped. X and Y bring up the inventory and the map respectively, with A acting as the action button for picking up or using any equipment from the inventory. To run you simply hold the B button. You can use both the analog stick and the d-pad, but unfortunately the analog stick isn't configured to work properly with the game. It doesn't make any difference if you push the stick all the way forward or move it gently, the characters still move at



△ These moths are the most annoying creatures in the game. Every time you leave this room they respawn again!



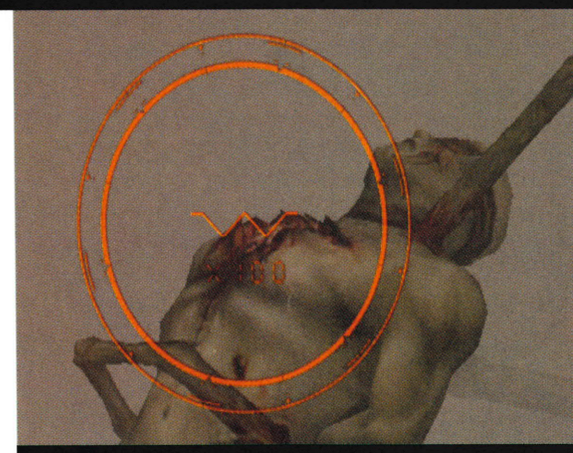
△ Waste two zombies at a time with the twin machine-guns.

exactly the same speed. But generally speaking the game is very easy to pick up.

The 180-degree spin move first seen in *Resident Evil 3* on PlayStation has made it into *Code: Veronica*. It's a vital move in your arsenal, and is performed by holding down on the pad and tapping the run button. It's especially handy if you're surrounded by enemies, because you can blast one in the chops with a shotgun, then spin around and decapitate the second before they've even realised what's happened.

However, one thing worth mentioning is the general *lack* of gore. If anything, the violence level has been toned downed as the programmers have gone for a more subtle approach. There's certainly a lot more background blood smears and nastiness, but you never actually see much of it take place. You find diaries and notes from some of the people involved, and if anything this is far worse than seeing it happen because you can only imagine what occurred. Seeing a torture room that looks as though Dulux have been in and given it a double coating of Corpuscle Red is really quite grim. But this is nothing compared to the trail of blood and the tidal wave of claret smeared all over the guillotine located in the grounds of the prison.

When you aim a shotgun at the head of a zombie and squeeze the trigger, you get an amusing quartet of chunks flying off in all directions, but the head of the zombie stays firmly attached to its shoulders. In previous *Resident Evil* games, one shotgun blast could relieve a zombie of its brain, one shoulder



△ The sniper rifle in full effect. Aim for the heart and squeeze that trigg

**JUL 23** S.T.A.R.S. Alpha Team investigate incidents in Raccoon Forest and are killed. Bravo Team enter and uncover Umbrella plot. Bravo team find out that Wesker works for Umbrella. They escape to Raccoon City.

**JUL 26** S.T.A.R.S. survivors recover. They attempt to warn others but fail.

**AUG 24** Chris goes to Europe to find Umbrella HQ.

**SEP 22** Umbrella's G-virus recovery plan starts. SWAT teams sent to labs on outskirts of city. Birkin is shot and injects himself with virus. He kills all SWAT teams. Sewer rats catch T-virus and spread it throughout Raccoon City.

**SEP 23** First zombie sightings in city.

**SEP 26** Raccoon City Police Department attacked by zombies. Umbrella Biohazard Counter Force (UBCF) dropped into city.

**SEP 28** Jill tries to escape city. Teams up with UBCF to escape.

**SEP 29** Leon S Kennedy arrives for his first day's work with the RPD. Claire Redfield arrives in town looking for brother Chris.

**SEP 30** Claire, Leon and Sherry Birkin, daughter of William Birkin, escape the city. Claire vows to find her brother.

**OCT 1** Raccoon City nuked.

**DEC 17** Claire Redfield breaks into Umbrella's Paris lab and is captured.

**DEC 27** Claire is transported to a prison on Rockfort Island. Meanwhile, 15 years after injecting… Woah, wait a minute! We'll leave that for you to discover.

**GAME KEY:**

RESIDENT EVIL
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL CODE: VERONICA



△ This is part of the torture chamber. Looks like Claire's been dishing out some of her own brand of pain.



△ Just a single hit from these poison hunters is enough to infect you with their disease.



△ Claire's attempt to join Altern8 falls on deaf ears.



△ He's certainly a demented young man, but Alfred is also a ruthless killer. Which is nice.



△ Say hello to Nosferatu. He's another creation of Umbrella and one that needs a damn good beating.

## "IN ANY GOOD HORROR FILM THE MUSICAL SCORE IS AS IMPORTANT AS THE ACTION, AND THE SAME APPLIES TO *CODE: VERONICA*"

and maybe a couple of arms. Not this time though. Killing the floored zombies isn't as much fun now either. When your ankles were being munched on, Claire used to punt the head clean off and Chris would stomp it to a pulp. They both make the same animations, but in both cases the zombies remain fully intact, with just a couple of squirts of blood spraying out. It's not a major flaw, but it just seems strange not to go the whole hog. It's like watching WWF on terrestrial TV – you never see the decent bits but you still know what's happening (someone's almost always being hit on the head with a table).

In any good horror film the musical score is as important as the action, and the same applies to *Code: Veronica*. And how the programmers have gone to town with the effects and creepy music. Little things like adding a pounding heartbeat to a creaking door are perfect for building tension, especially as the background music blends in so well. Every now and again you notice a rise in tempo and pitch of the music to make you think that something nasty is about to happen, putting you on edge. A crash of drums and a dramatic piano roll follow, and the shotgun is primed in anticipation. But this is just the standard music messing with your mind. The tone of the music also changes depending on the room you're in: stroll into a safe room with a save-game typewriter (that's right, you really do save your position at typewriters in *Resident Evil* games) and you're treated to a soothing blend of instruments that give you a welcome breather from the madness outside.

Picking up on the noises each enemy makes is also a key point; entering a room and hearing a groaning noise is worrying only if you've got no ammo or little health. However, the 'pad pad pad' of dog paws is not good, because you're never sure exactly how many there are. The clicking claws of a hunter (big, green amphibian freak) is even worse, because they lunge at you from miles away. One minute you're staring at a blank screen, the next a huge arm with razor-sharp claws is making a swipe for your head. Rattling cages and cabinets are another good way to instill caution, and Capcom go to town with this.

A classic moment occurs part way through Claire's adventure. She enters a room and immediately there's a rattling sound. The cabinet in question is found and you really don't want to open it – you just know there's a zombie inside, but it's impossible to ignore. As you click up the handle it leaps at you in a panic – 'it' being a rat that runs off. And that's it. But now you know that,



△ Chris meets up with Rodrigo, who helped Claire at the start.

next time it could be anything – good or bad. It messes with your mind, man.

### LIVE THE NIGHTMARE

You don't just 'play' *Code: Veronica*, you get *immersed*. Every shot you fire, every hit you take is making you think:. "Should I have saved the shotgun ammo and used a weaker weapon? Should I have waited a little longer before gobbling those three herbs?" It's all part of the experience and beauty that is *Code: Veronica*. As a general rule of thumb, it's worth remembering that everything you still have in your possession has a use. If it's no longer needed, then the game will offer you the option of discarding it, but not if an item is required later in the game.

A popular trick the designers have added into the game involves objects that appear to be useless. If you pick up something that you can't find a use for, go into your inventory and check the item in the 3D viewer; spin it around and press A to see if it can be dismantled in any way. For example, when a pot is found, spinning it upside down might reveal a key stuck to the bottom of it. Simple, yes, but something not many think of trying.

Combining items is another way to get you out of a jam, and it's usually the things that you wouldn't normally think to mix together. As always, the files and notes left all over the levels are the clues to finding out what goes with what. Reading everything you pick up is a must, because they always contain something of use no matter how trivial it might be.

Going in with all guns blazing is a satisfying way to play, but not always the most practical. The laser-guided cameras Chris encounters, for example, are easily dodged. They shine beams of light around the corridors, and if the beam is broken they sound an alarm and a hunter is dispatched to deal with the problem. Wait outside their range long enough, however, and the beam switches off for a second, enabling safe progress.

It's also sensible to lure two or three zombies together before letting rip, that way you can get them all with just a single shotgun blast. Zombies are now generally tougher than ever before, and if you don't get the chance to aim for the head, two shotgun blasts are needed instead of one. Hunters require four hits unless you can get three good close range blasts in, and the annoying moths that regenerate every time you leave their little lair need careful shooting. If you don't score a body hit, a wing will drop off and the moth will flap about on the ground. No need to waste any more ammo though – just run over it to squish its guts out!

One small negative point about *Code: Veronica* is the general lack of enemies. Zombies, bats, dogs, spiders and hunters are the most common, and apart from the various boss mutations you don't get much else. The zombies react in different ways, which means concentration has to be high in order to avoid losing unnecessary health, but generally you're not troubled. Certain zombies surprise you by practically sprinting to get a munch on some flesh. These attacks usually come after a cinematic cut-scene or if you trigger a sequence by picking up something



SOURCE: http://members.aol.com/edinteract/index.html

# THEY LIVE!

## Mad doctor **RADION AUTOMATIC** investigates D.I.Y. zombie creation.

ZOMBIES. THE SLOW-WITTED, shambling foot soldiers of undeath, zombies have plagued mankind for thousands of years, scaring us with their rotting faces and sometimes feasting on our warm flesh. Cool! And that's why everyone wants a zombie pal of their own to play with and talk to in strange sucking, wheezy moans. Clammy zombies (or 'zuvembies' in Creole) have a number of handy uses, too. You can stick knives in their heads without hurting them, or use them to scare away meddling kids from your abandoned gold mine.

But making zombies is difficult; you can't just download a FAQ from the Internet and get to work in your lab. Oh yes, it looks easy in the movies when people find a strange artifact or accidentally read out a written spell, but that kind of trickery doesn't wash in the real world. Zombies can usually be created only by the power of voodoo or, in Haiti, by breaking certain prescribed social edicts.

Conjuring an evil spirit into the body of another person (ie making a zombie) is a bit of a faff. The big theatrical spells are easy enough if you have no shame, but first you need to acquire a baffling array of voodoo accoutrements, including an altar loaded with candles and gew-gaws, a baphomet (a kind of a runic necklace), lots of tasty root oil, gris-gris and, especially, some 'mojo bags' of various evil herbs and trinkets (not to be confused with a 'juju bag', which would be for good magic). Sadly most of you will never master the intricacies of voodoo, as it's a folklawic blend of paganism, Catholicism and primitive superstitions, and is a bugger to learn if you don't speak French Haitian Creole.

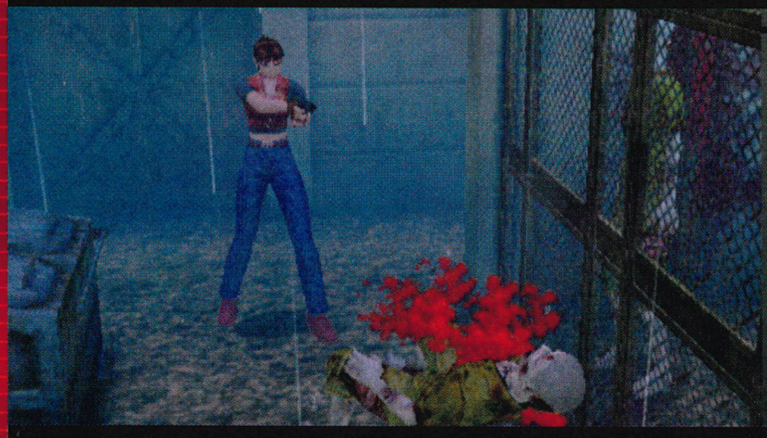
The only other reliable way of making a zombie is to force feed someone drugs for a period of time and then turn them loose in the streets, although this doesn't guarantee them immortality. But don't be too disappointed – many of the zombies reported to be wandering around the world are actually merely "mental health service users."

Even if you do manage to create a proper zombie (or crack-head) there are inherent drawbacks. They smell like dead bodies, for one thing. They shed skin. They shed guts. But most annoyingly of all for the modern magus, corpse-men are essentially pack creatures who need a firm hand at the tiller from a qualified necromancer. Modern scientific methods of zombie training – such as the 'positive reinforcement' techniques used to tame Bub the mild-mannered janitor zombie from *Day Of The Dead* – are still at the early stages.

The difficulties inherent in commanding an army of reanimated cadavers without sufficient experience are comprehensively detailed in the 1971 Disney flick *Bedknobs And Broomsticks*, when Jessica Fletcher from *Murder, She Wrote* takes on the Nazis. If, at a pinch, you really must convince your enemies that you have an attack force of living death, the best thing to do is hang around a provincial nightclub at three in the morning and shout "Follow me everyone, I've got doughnuts!" Whether or not the follow-up command of "Destroy the village, my pretties!" is obeyed is a bit of a shot in the dark.



△ Mr Burnside is constantly trying to make a move on Claire. Does he ever succeed?



△ A useful ammo-conserving tip early on is to knock zombies down with the handgun and stab them with knife when they're grounded.



△ We're only guessing, but this guy looks pretty dead. Don't you agree?

and the only way to prevent them is with a swift grenade round, explosive bow gun or shotgun to the head.

Which brings us nicely to the weapons. Claire starts her adventure with nothing but a combat knife, but that soon changes when a handgun is found only a few minutes into the action. From then on, all manner of firepower is collected, but it's by no means in plentiful supply. Claire finds herself armed with a bow gun and grenade launcher as her main weapons, and Chris finds the shotgun and sub-machine guns as his tools. Both can use most of the weapons collected – something worth noting if you're stuck for ammo with Chris, but not with Claire. Whoever you're controlling can pick up ammo they can't use and store it in an item box for whoever has the appropriate weapon to retrieve at a later date. This swapping between Claire, Chris and Steve is very important for making progress easier.

Perhaps the finest gun in the game is the sniper rifle that Alfred uses at one point. Once he's dropped it (we don't want to reveal too much on *why* he drops it), be sure to retrieve it, because you'll need it to defeat the next boss. Once equipped, and you hold the right trigger button to shoot, the game cuts to a view through the eyes of Claire and you see the action through the sight on the gun. Using the other trigger button zooms the sight in, giving you the chance to aim exactly at the desired target.

One other word of advice: as you near the end of the first disc (the game comes on *two* GD-ROMs) and have to raise the bridge, collect any ammo you know you've left anywhere and bung it in the item box before rejoining Steve. We're not going to reveal anything else, but it prevents an already difficult section from being even tougher due to a lack of ammo.

## "EVERYTHING ABOUT *CODE: VERONICA* OOZES A CLASS AND QUALITY THAT YOU'LL FIND ONLY IN A *RESIDENT EVIL* TITLE"

### DEVILISHLY GOOD

Everything about *Code: Veronica* oozes a class and quality that you'll find only in a *Resident Evil* title. As each instalment reveals a more creative and compelling storyline, the plot twists come thick and fast and you find trusting anyone even more difficult. Everything about the main players in the game has you guessing, and the snippets of information that get pieced together to reveal the big picture will tease you enough to guarantee at least another hour of play. You'll



△ This is a nasty boss. Dodging his claw swipes is almost impossible, and you must use some other object to kill him. Any ideas?



△ Giant bats are a pain in the arse. The high-pitched squeak they let off as you shoot them is most satisfying.



△ If the spiders get too close they eat you. If you keep them at a distance they gob at you. Just get rid of them as quickly as possible, okay?

probably finish *Code: Veronica* within a few weeks of buying it because of the intense sessions you'll play it for. But it'll never be out of the Dreamcast, because it's such a compelling game.

The whole game looks absolutely amazing, and the quality gets steadily better the further you get into the adventure. British gamers are treated to a full-screen version of events which, although slightly slower than the Japanese and American versions, still plays at lightning pace. Every new section you open up has something to make you gasp and smile in admiration, or at the very least make you think: "I should have known that was going to happen." You never go more than a couple of rooms without thinking that something major is waiting for you, and it doesn't disappoint. Even if it's just a new batch of zombies, or a puzzle that triggers a chain of events in your mind, there are always just enough unsolved mysteries or unexplored rooms. There's no danger of too much being revealed in one go so that you get swamped, but the interest level is still always kept at a constantly high level. It's a very clever, very delicate balance, and it's been done *perfectly*.

We've already touched on the fact that it feels as though you're playing through a film, but this has to be the game's main quality. The characters do genuinely look scared or shocked in places, and sad or happy in others. There's no more satisfying feeling than working out the testing brain teasers and revealing an item that clicks in your mind, making a whole section of the quest slot into place.

Sadistic as it sounds, blowing semi-alive people away in a flurry of gunfire is bloody brilliant and highly recommended. Capcom continue to amaze us with their survival horror games, and this is easily the best of the bunch. *Resident Evil Code: Veronica* is an absolute 'must buy' for anyone who owns a Dreamcast -- and those who don't. Persuade your mates to get one just for this game. Tell anyone who'll listen, because we have our first true contender for game of the year.

## VERDICT

**IN A WORD: AWESOME. A GAMING EXPERIENCE UNRIVALLED ON DREAMCAST. YOU MUST HAVE!**

**UPPERS**
Supreme graphics and sound • Gripping storyline • Perfect difficulty setting • Amazing intro sequence

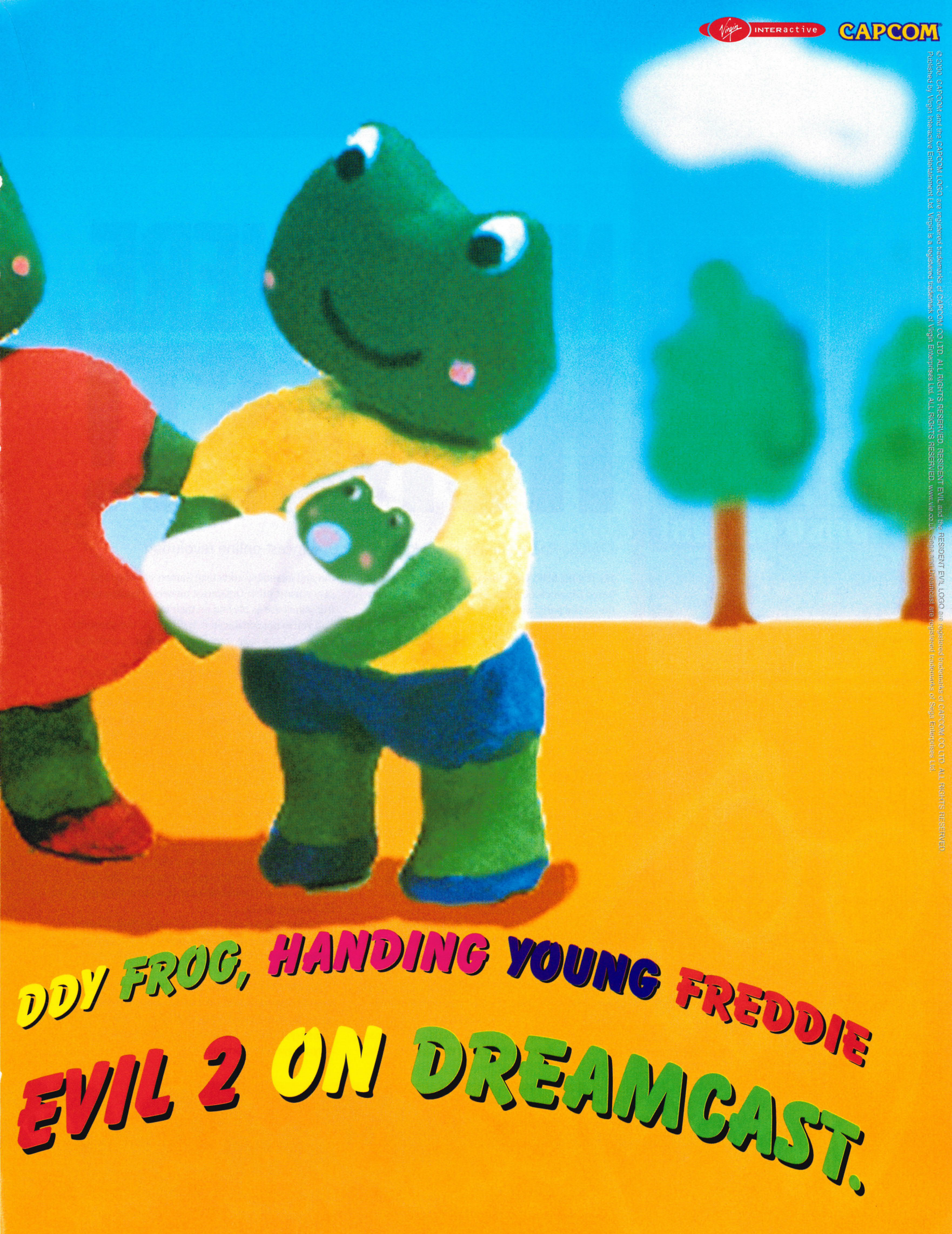
**DOWNERS**
No 60Hz mode • Very slow-moving in places • Slightly dodgy character animation

**IN ONE HOUR** We were well into the palace
**WEBSITE** www.capcom.com
**CHECK OUT** Complete the game fulfilling certain criteria and get a first-person view mode!
**MAX PLAYERS** 1
**VIDEO MODES** Full-screen 50Hz

ODM RATING OUT OF 10

9


"GO AND HAVE SOME FUN" SAID DA
A COPY OF RESIDENT




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△ Confused? You won't be – *ChuChu Rocket!* is easy to grasp.




△ See this sign and expect all hell to break loose!

# NEARLY HERE, HONEST!

## *ChuChu Rocket!* finally set to kick off the Dreamcast online revolution

**YES, IT'S THE NEWS** we've been waiting for: Europe-based Dreamcast owners will finally be able to join the online party with *ChuChu Rocket!*, which is expected to be launched at the end of May.

Anyone with a copy of Sonic Team's action-puzzler will be able to compete in real-time matches against other gamers in Europe, and see how they fare with a with a series of online tournaments.

"The release of *ChuChu Rocket!* represents a genuine milestone in videogaming history," Sega Europe spokesman Mark Hartley told us. "For the very first time, European gamers will be able to play a multiplayer game online, on their TV, on a console. This is what the Dreamcast concept revolves around: the combination of gaming and communication."

Running at a frenetic pace *ChuChu Rocket!* looks a little confusing initially, but it's based on a very simple concept. The aim is to guide as many rampant mice as possible into your rocket by rapidly placing directional arrows on screen. You're up against a time limit, mouse-hungry cats and, of course, other players.

Up to four competitors can fight it out simultaneously on a single Dreamcast or online. One-player challenge and puzzle modes are included.

So why did Sega choose such a simple title with which to launch their online gaming network? "*ChuChu Rocket!* is the ideal game," claims Hartley. "It's simple to understand, easy to pick up and play, fun and incredibly addictive! Gamers can chat and play against other Dreamcast owners in Europe with the same ease as playing on their own."

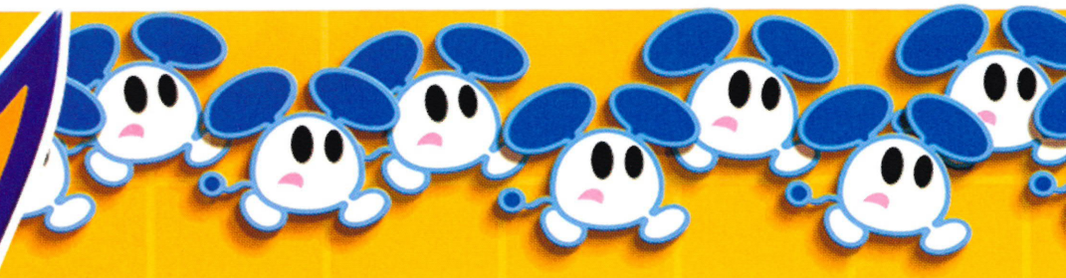
If you're not convinced that *ChuChu* is the game for you, then Sega have some very encouraging words to say to us regarding their online plans for the coming months: "Dreamcast is more than capable of running games like *Quake III* online, and we intend to deliver that kind of game this year. We want people's first experience of online gaming to be a fun and inviting experience, and that's what *ChuChu Rocket!* delivers. Once this job is done we can move on to the more sophisticated games like *Phantasy Star Online* [see page 26] and *Black & White* [page 62]."

At the time of writing, the launch of *ChuChu Rocket!* and the full online gaming network is expected on Friday 26 May. The retail price of the game should be around £29.99, although Sega Europe suggest there may be some surprises in store. Indeed, *Official Dreamcast Magazine* strongly recommends that you keep an eye on Dreamarena for developments over the coming weeks.

We have a finished version of *ChuChu Rocket!* here in the *ODM* office, but as we couldn't test the public network there seemed little point in reviewing the game in this issue.

Needless to say we'll be testing it comprehensively over the coming weeks, and we'll bring you a full report in next month's edition of *ODM*, on sale Thursday 8 June. In the meantime, don't forget to keep an eye on Dreamarena!








△ The arcade version of *Silent Scope*. Large queue not pictured.



△ Zoom in on the action to pick off small targets.



△ It's you against a fighter plane. Shoot! Quick!

# SILENT BUT DEADLY

## Konami aim to please with a Dreamcast version of ace coin-op shooter Silent Scope

**IN A SURPRISE MOVE** Japanese game publishers Konami have announced that *Silent Scope* will be coming to Dreamcast later this year.

The game is massively popular in arcades, partly due to its innovative display system. The main action is viewed through a normal monitor while a sniper scope in the cabinet-mounted rifle allows you to zoom in on, and pick off, smaller targets.

*Silent Scope* sees you take on enemies in a number of different situations: it could be a sniper on a rooftop, a helicopter dodging through buildings, or somebody behind the wheel of a moving car. It's also worth keeping an eye on innocent parties – bizarrely, zooming in on a beautiful woman can earn you a bonus life!

Konami have yet to confirm whether the Dreamcast edition will be light-gun compatible but support is expected. Regardless, the sniper scope feature will definitely be incorporated in the game – players will move a cross-hair around the screen and zoom in on targetted areas with a simple press of a button.

The screenshots shown above are from the arcade original. We'll bring you the first Dreamcast shots, and more news, very soon.

# KEEP ON TRUCKING

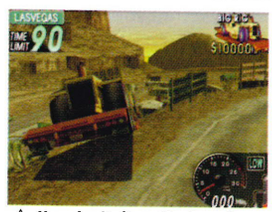
## Yes! Sega's big-rig arcade game is homeward bound

Sega have announced that they're bringing the Naomi-based arcade game *18 Wheeler American Pro Trucker* to Dreamcast this autumn.

The game puts you behind the wheel of a big-rig juggernaut as it rolls down America's highways, and is the latest in the company's 'real life career' series which has already scored a huge hit on the console with *Crazy Taxi* (*ODM* #5,9/10).

*18 Wheeler* has several similarities to *Crazy Taxi*. Instead of delivering passengers to destinations you haul cargo. You must make deliveries as quickly and as safely as possible, because the more damage you receive, the less your load is worth. Making the job difficult are a number of obstacles including Sunday drivers and tornadoes. You can avoid these hazards by taking different routes, but leaving the highway could land you in even deeper trouble – you could find yourself driving down a crowded beach or off the edge of an unfinished bridge, for example.

As with *Crazy Taxi*, expect plenty of new home features to add to the arcade action.




△ Hey, don't sit on the fence!




△ "We've got a great big convoy!"



# NEWS ANALYSIS

DAN TRENT REPORTS FROM TOKYO



## RISING IN THE EAST

As I soon found out, The Tokyo Game Show (TGS) is a bewildering introduction to Japan for the first-time visitor. If you saw the report on the autumn show in our November issue (*ODM* #1), you'll know that the Japanese are crazy for their games, and turn up in their thousands for the opportunity to see and play forthcoming releases.

While smaller than the autumn show, pundits were billing the first TGS of the millennium as a crucial one for Sega in the face of the recent launch of PlayStation 2. As it turned out, Sony's presence at the show was distinctly lacklustre compared to the stunning line-up from Sega.



Demonstrations of the Dreameye camera promised interesting extra abilities for your Dreamcast, but of course games dominated the proceedings. The queues to get a first go on the DC version of the mental maraca shaker *Samba De Amigo* (featured in *ODM* #7) were huge, and it was truly bizarre to see visitors taking it so seriously.

A looped video of Sonic Team's *Phantasy Star Online* (see page 26) also drew very big crowds. Not much on the game itself was revealed, but there's little doubt that this game will be a key weapon in Dreamcast's future online armoury. No confirmation yet on when we're likely to see it in the UK, but naturally we'll keep you posted.

Sega's superb-looking *Jet Set Radio*, shown for the first time in Tokyo, caused a huge buzz (read all about it in our exclusive preview starting on page 48), as did playable versions of *Power Stone 2* and *Tokyo Highway Challenge 2* (page 35).

Overall, it was a very good show for DC fans, but they'll be many more announcements at the $E^3$ trade show in Los Angeles in May. *ODM*'s Warren and Ed will both be there, so watch out for extensive coverage in our next issue, on sale Thursday 8 June.

## HEAR THIS!
DA BEST NEW MUSIC



### THE MICRONAUTS
BLEEP TO BLEEP
SCIENCE

You know when games crash and let off hidous high-pitched squeals? That's what most of this 45 minute album sounds like. The Micronauts, probably best known for their bizarre Chemical Brothers and Underworld remixes, have put some of the most terrifying noises ever made together with rollock-hard Daft Punk-style beats and come up with something that's as distressing as it is fascinating. Brilliant! *EL*




### VARIOUS
TYRANT
DISTINCT'IVE BREAKS

A fab two disc compilation mixed back-to-back by Craig Richards and Lee Burridge, regulars at Sasha's highly-rated Tyrant nights in London (Fabric) and Nottingham (The Bomb). Don't expect to know many of the choons (Layo and Bushwacka's Deep South is the best known track), but do expect weird vocals samples, deep house and lots of cool, funky breaks. Yep, we like. *WC*




### BAD RELIGION
THE NEW AMERICA
SONY GERMANY

If you liked the tracks they provided for *Crazy Taxi*, you'll love this. And if you didn't, you, er, won't. This is the squillionth album from Bad Religion, and musically is pretty much business as usual – punk rama-lama with lyrics that often display a surprisingly sharp social conscience. If the idea of a brainier Offspring floats your boat, you could do a lot worse than to pick this up – after checking out our interview on p46 of course. *SD*

# MR MOJO'S RACING

## Austin Powers is set to drive you crazy, baby!

**THE SELF PROCLAIMED** International Man of Mystery is gearing-up to bring his unique brand of groovieness to Dreamcast this autumn, with *Austin Powers: Mojo Rally*.

Following an initial announcement a couple of months back (see news, *ODM* #6), publishers Take 2 Interactive have now revealed that the game will be psychedelic re-working of Nintendo's classic *Mario Kart*. As you might expect, however, the game will not be featuring an overweight Italian plumber.

Instead, you'll be able to play as Mike Myers' comedy creation Austin Powers, or some of his friends and enemies from the hit movies *Austin Powers: International Man of Mystery* and the sequel, *The Spy Who Shagged Me*, including Vanessa Kensington, Felicity Shagwell, Frau Farbissiner, Mustafa and Basil Exposition. There will also be several hidden characters to find, including Number Two and Dr. Evil's pint-sized clone Mini Me.

Each of the characters will boast different strengths and weaknesses that will define their racing style. They'll also say their popular catchphrases as they scoot around the circuits, with samples taken directly from the original films.

▷ "Do you feel horny? Well, do ya?" etc etc.

"*Mojo Rally* will take full advantage of the Dreamcast's 128-bit mojo to create the grooviest racing game around," said a spokesman for Take 2.

On a more serious note, Tony Beckwith, managing director of programming team Climax Brighton, added: "Like its big screen inspiration, the game embraces action, adventure and comedy, wrapping all three together in that distinctive 60s style."

# GLADIATORS READY

## Fight for your life in this sport of the future

**GUILDFORD-BASED** Lost Toys, a new development team founded by ex-Bullfrog employees, are to bring their first project to Dreamcast later this year.

The provisionally entitled *MoHo* is a futuristic 'sports' game which sees death-row convicts fight for the title of People's Champion in gladiatorial arenas.

Players will need to make use of attack combos and trick moves to beat opponents and prison guards. Several arenas will be included, each with different game rules. These include King of the Hill, where you must occupy a hill for as long as possible, and Last Man Rolling, which is a battle to the death.

The developers are promising that *MoHo* will be unlike anything currently available. "We're going to bring playability and originality back into focus with our game designs," said Lost Toys director Glenn Corpes.

We should find out if he's right this autumn when the game is published by Take 2 Interactive.

△ *MoHo*: not to be confused with Mojo. D'oh!




# YANKS A LOT!

## Sega give away Dreamcasts and prove that America really is the land of the free

**SEGA ARE TO GIVE FREE** Dreamcasts to Americans who sign up for their new Internet service provider (ISP) service called Sega.com. However, the offer, which is due to begin in the United States in August, will not be repeated in Europe.

Existing Dreamcast owners who sign up for for the service will receive a $200 (£127) rebate and a free keyboard. However, at $21.95 (£13.90) a month, use of the ISP will not be cheap, particularly compared with Europe equivilents; here, of course, an increasing number of Internet services are available for free. Sega.com users will also have to commit to the service for a full two years.

Sega claim that the deal could raise the Dreamcast user base in America to six million before the end of the year. Which is good news for Dreamcast owners everywhere, as an installed user base will be more attractive to third-party game developers.

While described by some industry analysts as risky, the move clearly displays Sega's commitment to online gaming. *ChuChu Rocket!* (see page 22) is due very soon, and a host of other titles currently in development, including *Phantasy Star Online*, *Black & White* and *Quake III*, will include full online functionality.

What about the UK? Sega have told us they are working on a deal that will be equally appealing to the European and Japanese territories.

"The European offer will not be an equivalent to the American announcement," a Sega spokesperson told us. "The business model in America is completely different, so an identical package in Europe would be impossible, although the emphasis on online gaming and entertainment will certainly be the same."

Sega are due to announce new European plans within the next few weeks. We'll have full news in the next issue of *ODM*, on sale Thursday 8 June.

# CARTMAN WANTS A DREAMCAST!

## Sega get free plug in a new episode of South Park

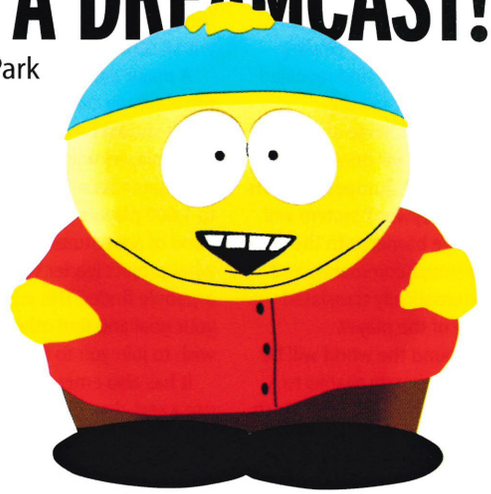
**WATCH OUT for the new series of South Park this autumn. In the first episode of the fourth series, recently aired in the United States, the kids get embroiled in organised crime as they bid to earn enough money to buy a Dreamcast!**

**The money-making scheme begins when Cartman awakes to find that the tooth fairy has left him two dollars for a tooth he left under his pillow the previous night.**

**With his new-found wealth Cartman aims to buy a skateboard. However, he soon changes his plans when he realises that if his friends all combine their lost teeth they'll soon make enough money to buy their own Dreamcast.**

**Events get out of control when the boys learn of another gang's involvement in the same scheme. But do they get their console?**

**To find out, you'll have to catch the episode, titled *Tooth Fairy's Tats 2000*, when it's shown in the UK later this year on Sky One and Channel 4.**



## GAMES NEWS



### KONAMI AND THE MOVIES

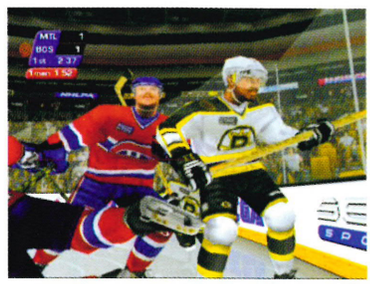
A new licensing deal between Konami and film company Universal Pictures will see an influx of new games on Dreamcast before the end of the year. The first games to be announced under the new deal are those based on last summer's hit movie *The Mummy* and *Dr Seuss' How The Grinch Stole Christmas*, which will be released in cinemas this winter. The company are also releasing *Woody Racing*, a *Mario Kart*-style racer featuring Woody Woodpecker.

### ACCLAIM GO BUST!

Acclaim have confirmed that *Bust A Move 4* is coming to Dreamcast late this summer. Already a huge hit on almost every other console known to man, the popular action-puzzle game involves matching coloured balls into groups to make them disappear; if the screen fills with balls, you lose.

### LET IT BLEED

Climax Graphics, the developers of *Blue Stinger*, are working on a new survival horror game called *Illbleed*. The title refers to a haunted house whose owner has posted a million-dollar prize for anyone who can escape from it alive – not so easy, given that it's filled with booby traps and monsters! There's no news yet on a likely release date.



### WHAT THE PUCK?

Annoyed that there's still no sign of a UK release for Sega's American football title *NFL 2K*? Well here's some more bad news for sports fans: it looks as if their hockey game *NHL 2K* won't be coming here either. Sega Europe do, however, have plans to release the game in more hockey-friendly European countries like Sweden and Denmark.

### SNOW JOKE

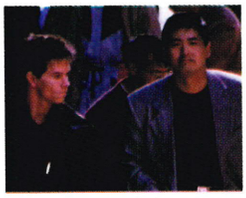
Crave Entertainment are bringing their PlayStation snowmobile racing game to Dreamcast this autumn. *Sno-Cross Championship Racing* will feature Yamaha snowmobiles, and courses from around the globe which can be raced on at any time of the day. A track editor will also be included.

## WATCH THIS!
NEW MOVIES ON VHS



### 8MM
OUT: MAY 8 • CERT: 18 • £14.99

Nic Cage is gumshoe Tom Welles, who gets sucked into the underworld of S&M after being asked by a client to establish whether the apparent murder in the 8mm snuff movie she found in her dead husband's belongings is real. Poor Catherine Keener is his missus who gets pushed by the wayside as he becomes more and more embroiled in the dirt, and Joaquin Phoenix provides the laughs as the streetwise porn bookshop assistant who helps Welles out. *CE*



### THE CORRUPTER
OUT: MAY 15 • CERT: 18 • £14.99

Chow Yun-Fat stars as the first Chinese-born immigrant in the NYPD who has used his ties with the Triads to rise through the ranks. As one of the most highly decorated officers, and the main man in the highly respected Asian Gang Unit, it's his job to keep the peace in Chinatown. When the Triads find themselves under threat from the very violent Fukienese Dragons, the Unit takes on idealistic new recruit Marky Mark Walburg. Suddenly Yun-Fat finds his powerful position compromised. An above-average actioner. *CE*



### FIGHT CLUB
OUT: NOW • CERT: 18 • TO RENT

Jack (Ed Norton) is a bored chronic insomniac desperate to bump up his self-esteem. He meets Tyler Durden (Brad Pitt), who teaches him that the greatest high is achieved not by self-improvement, but self-destruction. Cue The Fight Club, where men beat the crap out of each other for the ultimate thrill – or is there a hidden agenda? A witty, powerful and disturbing study of the human psyche from *Seven* director David Fincher. *CE*



△ Sven, Pierre, Codi, and um, Dave from Dagenham take on a big orc.



△ Check out the player on the left with the *NiGHTS*-style hat. Coolio!



△ The team battle against a huge dragon. Go team go!




△ Talking to other players should be straightforward.

# PHANTASTIC VOYAGE

## Sega's epic online adventure could be heading for Europe much sooner than expected

**SONIC TEAM HAVE** released new screenshots and information on their keenly anticipated online role-playing game *Phantasy Star Online*, and revealed that it's set for a summer release.

Designed with a worldwide audience in mind, the adventure will enable Japanese, American and European players to play together. A 'keyword' system will hurdle the language barrier with the game's basic greetings, commands and action words automatically translated into the language of the player.

Players from around the world will be able to chat and co-operate thanks to a unique method of communication which allows the player's phrases – such as "Attack the dragon!" – to be constructed with a series of simple symbols.

A major element of the game will be the ability to create your own adventures and it should be relatively easy to find other players who share similar goals. Each game server will be able to host up to 1,000 players at once, and to find a band of adventurers you'll need to use what project leader Yuji Naka has dubbed a 'people finder'. This enables you to enter your goal and find other players who wish to join you to form a team.

It has also emerged that the game will use a real-time combat system – a move which may not please fans of traditional role-playing games.

*Phantasy Star Online* was originally expected to be launched at the end of the year in Japan, but recent reports suggest that it could be set for a June release. While it seems highly unlikely that we'll see the game in Europe that early, Sonic Team have stated that they're "hoping for a simultaneous global release."

Sega Europe could not confirm a UK release date at the time of going to press but we'll bring you more news in the next issue of *Official Dreamcast Magazine*, on sale Thursday 8 June.




## WIN LARA CROFT!

A LIFE-SIZE MODEL OF LARA CROFT IS UP FOR GRABS – AND PLENTY OF FONDLING

**To celebrate the release of *Tomb Raider: The Last Revelation* (*ODM* #6, 7/10), Sega have given us a life-size model of Lara Croft to give away to one lucky reader.**

**Yes, if your correct entry to the compo below is the first out of the hat you could be waking up with Ms Croft, or even using her to hang your jacket on. The prize will be delivered to the winner's home in a huge crate and is sure to be a talking point for years to come for whoever wins it.**

**Imagine going down the pub and telling the locals that you slept with Lara last night, then backing up your claim by introducing them to your model. Or turning up on *Antiques Roadshow* some time in the future with Lara tucked under your arm, and being told she's worth a fortune because so few were made. Make no mistake, this is a real limited-edition prize.**

**All you have to do to be in with a chance of winning is answer the simple question below and send it, along with your name, address and age, on a postcard or the back of a sealed envelope, to: Where Are We Going To Put That?, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Closing date is Friday 9 June.**

QUESTION: **WHICH ACTRESS IS TO PLAY LARA CROFT IN THE UPCOMING TOMB RAIDER MOVIE?**

Terms and conditions: Only entries completed and received before the closing date will be entered into the prize draw. The winner will be notified by post. No cash alternative. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions (available on request) apply. Away you go!




△ **Jill can call on zombies and other monsters for help. And check out those 3D backgrounds!**

# CAPCOM'S MARVEL

More than 50 characters line up for *Marvel vs Capcom 2*

**VIRGIN HAVE ANNOUNCED** that *Marvel vs Capcom 2* will be released on Dreamcast later this year. The game will be Capcom's biggest fighter ever, with a roster of more than 50 fighters, among them heroes and villains from Capcom's range of games and the pages of Marvel comics, and record number of playable characters with an initial line-up of 24.

Among them are Jill Valentine of the *Resident Evil* series; Ryu, Guile and Zangief from *Street Fighter*; and Dr Doom, Spider-Man and Wolverine from Marvel comics.

New characters will become available as you play the game; the more time you play, the more characters can be unlocked by using a Visual Memory unit.

The number of characters isn't the only appealing part of *Marvel vs Capcom 2*. It will feature three-on-three fights and limitless Hyper Combos, Crossover Counters, Advancing Guard and Super Jumps, all of which are popular features from previous Capcom fighting games, and which we'll go into more detail about in a forthcoming preview.

"Capcom have gone all out to produce the most expansive fighting game ever created," said a spokesperson for the company. "We took *Marvel vs Capcom* and delivered it bigger and better in *Marvel vs Capcom 2*. This game is an outstanding example of incredible arcade gameplay coming home in its purest form."

# DEAD AGAIN

*Dead Or Alive 2* is moved back to July

ACCLAIM HAVE delayed the release of *Dead Or Alive 2* to allow developers Tecmo time to include new features.

European Dreamcast owners will see an improved version of the game which recently went on sale in the United States, with additional features taken from the PlayStation 2 and Japanese *Millennium* editions. It's expected to contain new characters and costumes, as well as a 60Hz mode.

"The PlayStation 2 release is a much more solid title," a spokesperson for Acclaim told us. "It makes for a much better game."

The Dreamcast version will be just as good – if not better – when it finally arrives in the UK. It's now scheduled to hit shelves in July.



## GAMES NEWS



### PARTY TIME FOR SONIC

*ODM* has learnt of a new *Sonic* game in development called *Sonic Square* (possibly *Sonic Party* in the US). It features a collection of puzzle games starring characters from the *Sonic* and *Virtua Fighter* series, and is said to be similar in style to Nintendo's *Mario Party*. Expect more news on this next issue. Meanwhile, Sega's spiky hedgehog mascot made a blink-and-you'll-miss-it-appearance in the recent London marathon – or a person dressed up as Sonic did, anyway. News that he completed the race in 20 minutes and collected 97 rings are unconfirmed.

### MP3 VM STYLE

Sega showed a prototype of a new breed of VM unit at the Tokyo Game Show. With the ability to download MP3 files from the Internet, the device features 64Mb of memory which enables you to store in the region of two hours of music, and contains a headphone jack so that you can listen to music on the move. According to Sega, a European release is definitely part of their plans.

### DON T MISS PAC MAN

Namco have confirmed that their next Dreamcast release will be *Ms Pac-Man Maze Madness*, a 3D maze game similar to *Pac-Man World* on PlayStation. It will feature six playable characters and more than 180 mazes. The next release for the company after this will be a *Namco Museum* compilation featuring *Pole Position* and *Pac-Man* among others.



### HOLLYWOOD OR BUST

Oscar-winning actress Angelina Jolie will play Lara Croft in the forthcoming *Tomb Raider* movie, which will hit cinemas next summer. Jolie has previously appeared in *Hackers* and *The Bone Collector*, and will also appear alongside Nicolas Cage and Vinnie Jones in *Gone In 60 Seconds*.

### TANKS A LOT

Sega plan to release a Dreamcast version of their PC game *10-Six: Own Mine Defend Attack 24-7* (catchy name, eh?), an online tank battle that can support up to one million players simultaneously! In the game, you mine land to earn money, and build tanks to defend your territory. There's no news yet on a release in Europe but we'll keep you posted.

## WATCH THIS!
NEW MOVIES ON DVD



### EAST IS EAST
OUT: NOW • CERT: 15 • £19.99

Last year's surprise Brit hit about the trials and tribulations of a mixed-race family growing up in 1970s Salford. It stars veteran actor Om Puri as a proud Pakistani chip shop owner bent on getting his Lancashire-born missus and their seven thoroughly modern kids to adhere to traditional Pakistani values – with hilarious and disastrous consequences. There are loads of extras, including director's feature-length commentary and interviews. *CE*



### THE WORLD IS NOT ENOUGH
OUT: MAY 22 • CERT: 12 • £19.99

Brosnan travels from the River Thames to the Caspian Sea on the trail of baldy villain Robert Carlyle who's threatening to blow up an oil pipeline owned by French fancy Sophie Marceau. Scantily clad nuclear physicist Denise Richards and her trusty palmtop are on hand to diffuse potentially explosive situations. Heaps of goodies including a gander at Bond's gadgets, a tribute to Broccoli and a look behind the scenes. Excellent. *CE*



### THE TEXAS CHAINSAW MASSACRE
OUT: NOW • CERT: 18 • £17.99

Hooper's 1974 bloodfest about a bunch of hippy kids who end up as barbecued brunch for a family of cannibalistic ex-slaughterhouse employees is still as terrifying as it was way back when. This digitally remastered version has a director commentary, loads of out-takes, groovy Seventies trailers and alternative footage. *CE*




△ Al Simmons, aka Spawn: Wanderer of the Dark. He's got a pair of extremely large guns and he's not afraid to use 'em.

# THE WHOLE WORD IN HIS HANDS

Four huge Hellspawns knocking hells bells out of each other? Hey, count **STEVE KEY** in!

**MULTIPLAYER GAMING HAS** really taken off in homes over the last few years and should, of course, get even bigger when the online action starts for real on DC.

Bizarrely though, the arcade fraternity has been left behind. Sure, you can play beat 'em ups head to head and race linked-up driving games, but very few arcade machines are designed with multiplayer features as a priority. *Spawn: In The Demon's Hand*, Capcom's 3D battle arena game, is an exception.

*Spawn* is based on Todd McFarlane's hugely popular comic book series and it proves to be an excellent licence, providing the programmers with the perfect ingredients to make an absolutely mental fighting game in which chaos rules.



Spawn, the lead character, is the afterlife of a former government official assassinated by colleagues. Rather than stay in hell, Al Simmons (as he was formerly known) made a bargain with the Devil to get to see his wife. Returning as an officer in the demon Malebolgia's army of Hellspawn charged with Hell-born energy, Spawn faces the choice of using his powers for good or evil. To save what little humanity is left in him, he opts to battle Malbolgia's evil. And that's where you come in.

As you'd expect with an arcade game it's very easy to get to grips with. You have standard attack and jump buttons, with a combination of the two providing a few additional moves. A third button switches between weapons, while a 'look' button enables you to switch to a first-person view for sniping.

In the single-player mode you choose from one of 11 characters (several more are hidden), each with different moves, speed and jump capabilities, and close-/long-range weapons options including guns, swords, claws, grenades, mines, hammers and axes.

You fight across seven different stages, each of which varies in style – one consists of a simple, single area, while another has ten connected rooms. Learning the various layouts and using appropriate weapons and tactics is vital.

All the levels are filled with crates, boxes and drums that hold various power-ups and weaponry in a *Power Stone* stylee. The weapons definitely add appeal to the single-player experience. At the end of the game you're shown how many swords, claws and guns you've found, and trying to find them all hits your pocket for a fair few pounds.

But, as you might expect, it's the multiplayer mode that really makes *Spawn*. While you'll currently be hard-pushed to find a full set-up in UK arcades (we haven't yet), up to four cabinets can be linked together. This enables two to four players to co-operate and work through 11 stages (the original seven plus four extras) or fight team battles.

Sound good to you? Well here's the good news: it's coming to Dreamcast!

### SPAWN: IN THE DEMON'S HAND

DEVELOPER: **CAPCOM**
FORMAT: **NAOMI-BASED CABINETS**
COST: **£1**
AVAILABILITY: **CURRENTLY LIMITED IN UK**
DUE ON DC: **LATE 2000/EARLY 2001**

# WRESTLEMANIA!

## The Rock and co coming back to Dreamcast in new WWF game

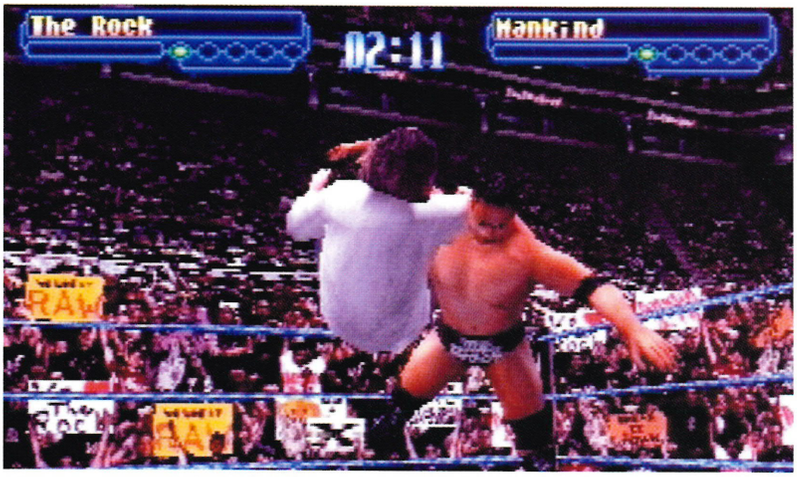
**SPORTS ENTERTAINMENT'S** biggest stars are heading back to Dreamcast in a brand new game being developed by Yuke's, the Japanese outfit responsible for the recent PlayStation smash *WWF Smackdown*, and scheduled to be released this autumn.

*Smackdown*, a revamp of Yuke's successful *Toukon Retsuden 4* and already released on Dreamcast in Japan, will serve as the engine for the as yet untitled new WWF game.

The WWF licence – previously signed to publishers Acclaim, who have already released *WWF Attitude* (*ODM* #2, 3/10) and *ECW Hardcore* Revolution (*ODM* #7, 3/10) on Dreamcast – changed hands last year with a ten-year exclusive deal between WWF Entertainment Inc and publishers THQ.

The first fruits of the new deal have already seen hits on both the Nintendo and PlayStation, with a Dreamcast game next on the list. What we won't see is a port of an existing title, but instead an entirely new WWF game.

With THQ already announcing a sequel to *Smackdown*, this bodes well for the Dreamcast game, as you can guarantee that it will boast plenty of improvements over the current version. We'll bring you the first screenshots soon.




△ **The Rock in action on PlayStation. He'll soon be back on Dreamcast in a new WWF game.**




## HAVE YOUR SAY

Vote for the best up-and-coming Dreamcast games and you could be waking up with a free Visual Memory unit!

THERE ARE A ZILLION Dreamcast games in development around the world, but which ones are getting you most excited? Let us know and, courtesy of Sega, you could blag a Visual Memory unit (worth around £19.99) for absolutely nothing.

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. You must also include your name, age and full postal address. Note: these details will not be passed on to anyone else.

A couple of important rules: It doesn't matter if a release date for a particular game has yet to be set (they rarely are until the last minute), but you can only vote for games which have been confirmed as forthcoming Dreamcast releases.

There's no closing date, as this is an on-going competition, with a winner drawn from the virtual hat each and every month. Only one entry from each reader will be accepted each calendar month; anyone submitting more than one will be disqualified from the competition. For logistical reasons we can only accept votes by email.

This month's winner is Mitchell Edwards, aged 15, from Telford in Shropshire. His most wanted game is *Resident Evil Code: Veronica*, followed by *Metropolis Street Racer*, *Shenmue*, *Ecco The Dolphin* and *Dead Or Alive 2*. Well done, Mitchell. Your VM unit is in the post. 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 (1) SHENMUE** (SEGA)

FIRST 31% | TOP 5 70% | ETA TBC

It always makes it to number one here, but when is it coming out? No word from Sega, even though the English translation is continuing at a steady pace. Expect an announcement at E³, the US game show held early May.



**2 (3) RESIDENT EVIL CODE: VERONICA** (EIDOS)

FIRST 18% | TOP 5 58% | ETA JUL

Switching places with *MSR* each month, *Code: Veronica* makes it back to number two. The game is reviewed on page 10, and this should be the last time we see it in the Most Wanted chart.



**3 (2) METROPOLIS STREET RACER** (SEGA)

FIRST 12% | TOP 5 64% | ETA JUL

More people voted for *MSR* than for *Code: Veronica*, but most placed it lower down their lists, which is why it's at number three. An indication of people getting tired of the wait? Doubt it. We expect it to climb again next month.



**4 (4) HALF-LIFE** (HAVAS)

FIRST 7% | TOP 5 54% | ETA OCT

*Half-Life* retains its place in the chart while *Quake III Arena* didn't register enough votes to get into the top 10. That's what happens when one game is slated for a release while the other is still (officially) unconfirmed.



**5 (5) ECCO THE DOLPHIN** (SEGA)

FIRST 2% | TOP 5 32% | ETA JUN

Another imminent release is a firm favourite among you voters. The opportunity to be a dolphin and swim around attractive environments seems too exciting to pass up. Expect a comprehensive review next issue.



**6 (9) BLACK & WHITE** (SEGA)

FIRST 5% | TOP 5 24% | ETA TBC

Peter Molyneux, the brains behind *Black & White*, was voted developer of the year at a recent industry award bash. And he hasn't released a game in the past two years! Proof that *Black & White* is getting people excited.



**7 (6) SEGA GT** (SEGA)

FIRST 2% | TOP 5 27% | ETA TBC

Sega have finally confirmed that this simulation (already out in Japan, of course), *is* coming to UK but only a brave man would predict when exactly. Seems Sega Europe are more interested in *Metropolis Street Racer* right now.



**8 (7) DEAD OR ALIVE 2** (ACCLAIM)

FIRST 2% | TOP 5 18% | ETA JUL

It was meant to be here by now – the end of April, we were told. Then, faster than a speeding bullet, the game was whisked back to a later date. Read why on page 23, and start marking off the days on a calendar – again.



**9 (-) CHUCHU ROCKET!** (SEGA)

FIRST 2% | TOP 5 12% | ETA MAY

The first appearance here for Europe's premier online game. Don't be put off by the simple looks, *ChuChu* is a devilish and addictive game. Watch out for a full review in the next issue of *Official Dreamcast Magazine*.



**10 (10) ALONE IN THE DARK IV** (INFOGRAMES)

FIRST 2% | TOP 5 11% | ETA TBC

Once *Code: Veronica* is released we expect this to go higher in the charts. Until then you can get more about the game by heading to the brand new official website at www.aloneinthedark.com. Keep on voting, people!

TBC = to be confirmed

| | |
|---|---|
| FIRST | Percentage of voters placing the game at the top of their Most Wanted lists |
| TOP 5 | Percentage of voters including the game in their Top 5 Most Wanted lists |
| ETA | Estimated time of arrival (release in UK) |

# WORM WAR THREE

## The worms return with an online extravaganza

GOOD NEWS FOR fans of *Worms Armageddon* (*ODM* #3, 8/10) and the popular action-puzzle series – a brand new version of the game is coming to Dreamcast before the end of the year, complete with full online functionality.

*Worms World Party* is set to include dozens of new features, but top of the list is online support for up to six players dialing-up from anywhere in the world. Developers Team 17 promise that there will be "hardly any discernible lag" (time delays) during play.

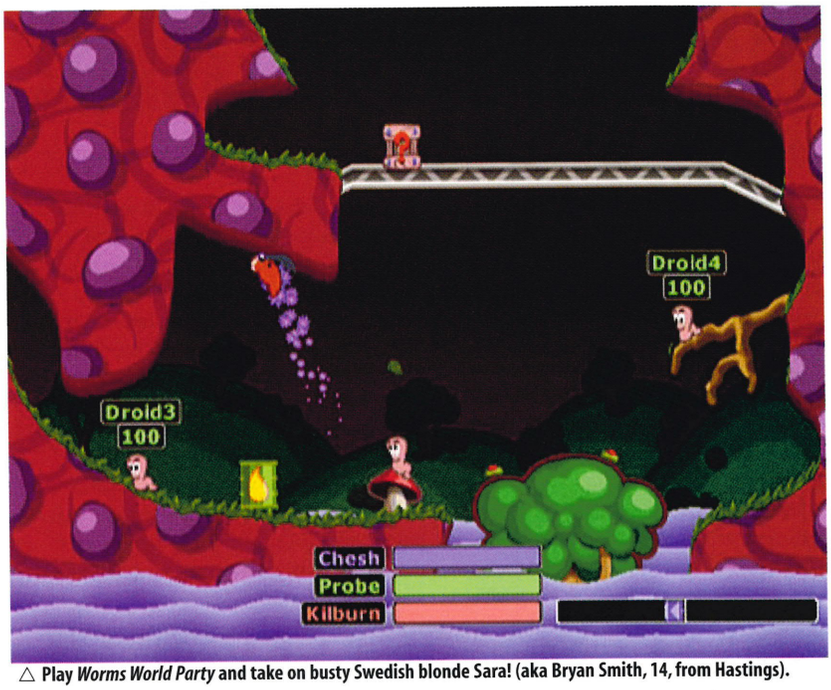
Players will be able to compete in over 40 specially designed multiplayer levels, chat to others online, form clans, compare scores on ranking boards, and see where online opponents live by using world location maps.

Other new features include a Wormpot, which will allow for over 400 (yes, 400) different game styles, including Fortress, Bully and Goliath modes, plus single and multiplayer deathmatch and boss levels.

Newcomers will be welcomed too, with expanded training modes and a comprehensive worms weapon library that explains what the many weapons are capable of.

The Dreamcast edition will also include Visual Memory-based sub-games and "better control support."

Publishers Hasbro Interactive have yet to announce specific release details, but *Worms World Party* is expected to hit shelves before Christmas. We will, of course, keep you posted.




△ Play *Worms World Party* and take on busty Swedish blonde Sara! (aka Bryan Smith, 14, from Hastings).



# DISNEY MAGIC



## Tear up the streets of Disney World

**TAKE A TRIP TO WALT DISNEY WORLD** without leaving your house in a new racing adventure game from Eidos called *Walt Disney World Quest: Magical Racing Tour*.

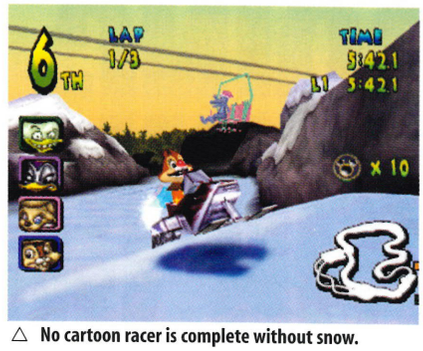
Having one of the longest names in game history, *Magical Racing Tour* enables you to race around the magic kingdom with 3D tracks based on the most famous rides. Promising a total of eight tracks, among them will be familiar attractions like Space Mountain, Pirates Of The Caribbean, Big Thunder Mountain Railroad and Haunted Mansion.

Before you race you're asked to select a character from the likes of recognisable Disney favourites Jiminy Cricket, Chip & Dale, and five all-new characters designed specially for the game. Each character has different attributes such as stamina, luck, top speed, turning and acceleration.

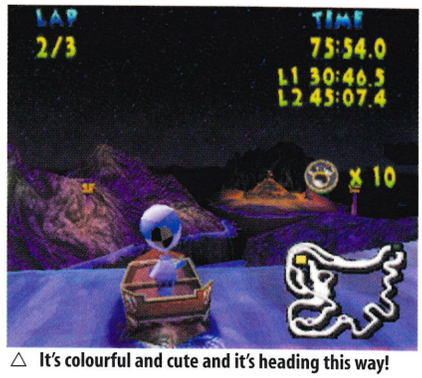
You can also make use of weapons and rewards that are littered around the track, which enable you to go faster or equip you with missiles to launch at other players. To keep up with the competition, you also need to learn how to power-slide and use turbo jumps.

You can do more than just race against other characters though, as the quest part of the game challenges you to recover lost pieces of a firework machine that are hidden throughout Walt Disney World. You can also battle against your friends in the Disney match arcade mode, where you take part in head-to-head competitions to test your skill, or race against each other with a four-player split-screen mode.

The game is scheduled to be released in June.




△ No cartoon racer is complete without snow.




△ It's colourful and cute and it's heading this way!

STOP

IF GAMING IS YOUR WORLD, IT'S BEST YOU STAY AT HOME

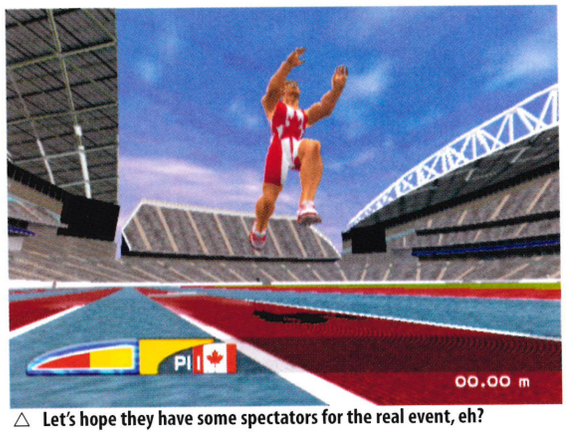
URwired.com

GAMES DELIVERED TO YOUR DOOR

# GOING FOR GOLD



Sydney 2000




△ Let's hope they have some spectators for the real event, eh?

## Compete in the Sydney 2000 Olympics without breaking into a sweat

**EIDOS HAVE RELEASED** a few more details on *Sydney 2000*, the official videogame of the summer Olympics, due on Dreamcast this August.

*Sydney 2000* will feature major track and field events as well as sprint cycling, skeet shooting, weightlifting, diving and a kayak slalom. All the virtual sports stars will benefit from the motion-capture of Olympic athletes.

Modes of play will include Arcade, Coaching and Olympic. The latter will enable you to train a squad of 12 athletes (one for each event), all gunning for gold medals. Before reaching Sydney, however, you'll need to compete in competitions and qualifying heats. A virtual gym will enable you to improve athlete's abilities by building up stamina, strength, skill and morale. Aside from increasing performance levels, working out will also alter each athletes' appearance.

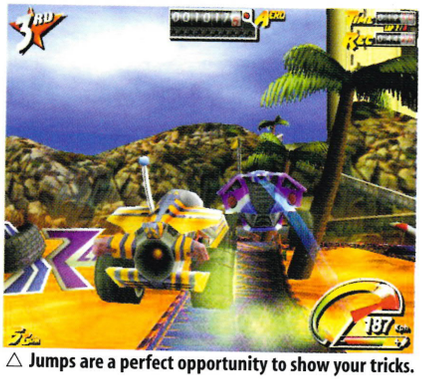
Developers ATD are taking the project very seriously, claiming that every location featured in the game is based on actual design blueprints and, therefore, architecturally correct. Explaining the company's commitment, ATD's Chris Gibbs told us: "Our aim is to produce the most realistic sports game ever, and to deliver the Olympic experience to game players throughout the world."

We'll find out for ourselves this summer how well they've succeeded. Expect a full preview soon.






△ Oooh, isn't it looking pretty?



△ Jumps are a perfect opportunity to show your tricks.

# CONTROL YOURSELF

## Go car-razy with *Stunt GP*, Team 17's radio-controlled stunt racer

**YORKSHIRE-BASED TEAM 17**, the developers behind the excellent *Worms Armageddon (ODM* #3, 8/10), have released some juicy details on their upcoming radio-controlled racer *Stunt GP*.

As the name suggests, it will be more than just a straight racer. You'll have the chance to perform various tricks and earn 'aeromiles' which can be used to upgrade your car and unlock extra features and options.

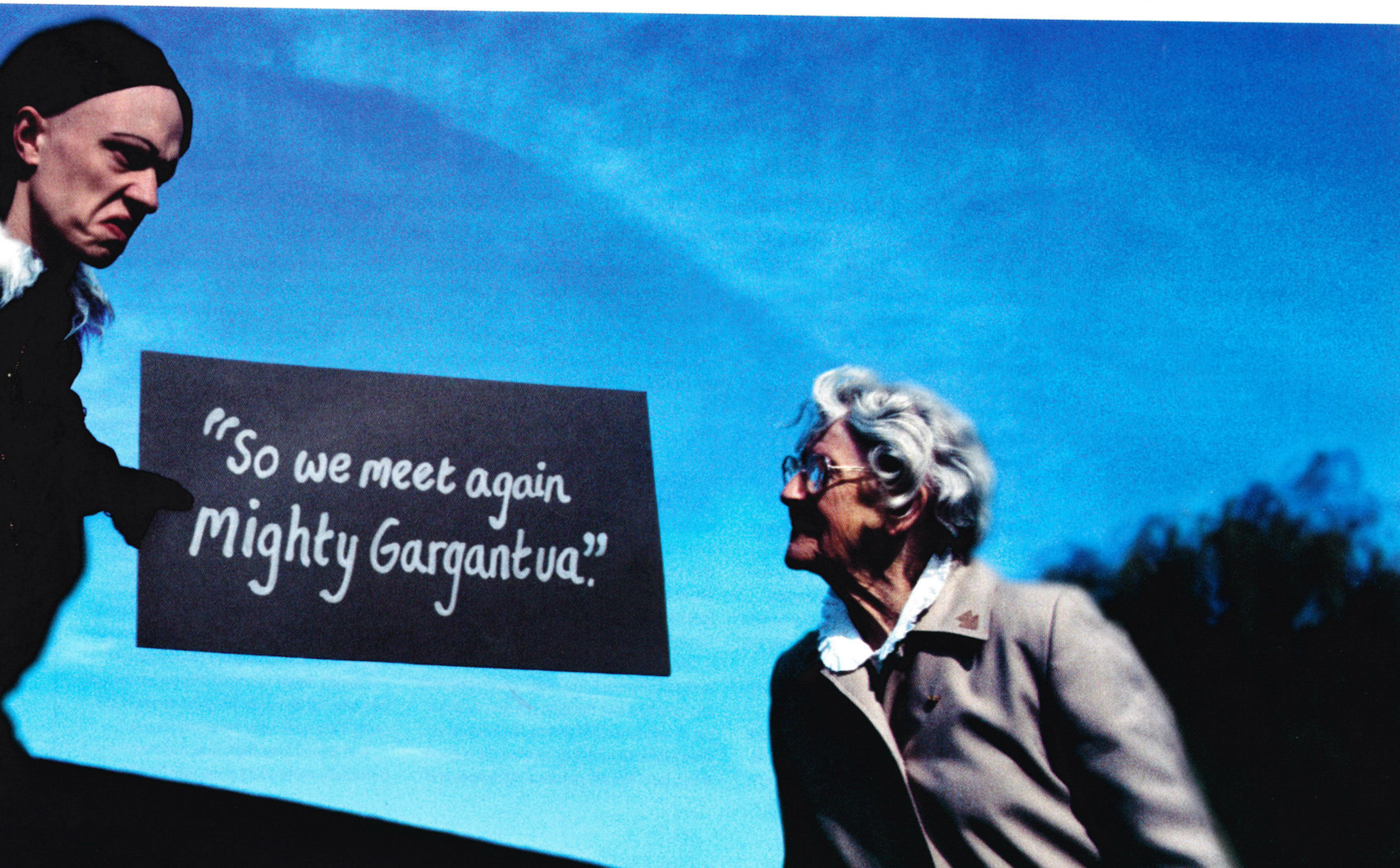
*Stunt GP* will include 16 different car models and 24 different tracks, with plenty of corkscrew twists, loop-the-loops, ramps and jumps designed to test the player and show off the game's advanced physics engine.

"There's a lot of room for experimenting," a spokesman for Team 17 told us. "Add the stunts, which come as you get more confident, and it's a game that grows with you."

Expect to see various gameplay options including a full tournament mode and stunt challenges and, for players who want a shorter game, quick races and freestyle modes.

Want to know more? Well, watch out for a full preview in next month's issue of *Official Dreamcast Magazine*, on sale Thursday 11 June.





THE DREAMCAST DOORSTEP CHALLENGE

## THE RESIDENTS
WHO ARE THEY?



**BOB CURBISHLEY**
29, actor
**FAVOURITE PLAYSTATION GAME?**
*Ace Combat 2*
**FAVOURITE DREAMCAST GAME?**
*Aerowings*
**WOULD YOU SWAP?**
"Definitely!"



**EMMA HARRIS**
27, actress
**FAVOURITE PLAYSTATION GAME**
"Er, don't really have one."
**FAVOURITE DREAMCAST GAME**
*Ready 2 Rumble*
**WOULD YOU SWAP?**
"It's not mine to swap, but yes."



**SIMON COLENUTT**
28, works for BT
**FAVOURITE PLAYSTATION GAME**
*Metal Gear Solid*
**FAVOURITE DREAMCAST GAME**
*Crazy Taxi*
**WOULD YOU SWAP?**
"I like *Crazy Taxi*, but for games content no, not at the moment."



**MARTIN**
34, actor
**FAVOURITE PLAYSTATION GAME**
*Metal Gear Solid*
**FAVOURITE DREAMCAST GAME**
"*Ready 2 Rumble* or *Soul Calibur*. I can't make my mind up."
**WOULD YOU SWAP?**
"Er... yeah, I think I'd have to."




△ **"A console, a console, my kingdom for a console!" This month's thespian household votes 3-1 in favour of swapping their PlayStation for a Dreamcast.**

# ACTING STUPID!

If Withnail and his friends were around today they'd be playing computer games, reckon our thespian challengees this month. **DAN TRENT** takes his seat in the stalls

**THE ACTING BUSINESS** can be famously bitchy, so what better way to work out those differences than with a quick pummelling of your foe on *Soul Calibur*? Martin can't think of one: "While we all get on in the house here, there are people you meet in the business who you just want to set about with a big sword like Nightmare's!" (Martin is available for children's pantos etc.)

Along with students, the stereotype of the out-of-work actor sitting around, living off the dole, would make you think that gaming would be the number one activity in this house. But while every stereotype has its elements of truth, Bob is keen to set the record straight: "You still have to pay the bills, and there's always stuff to learn for rehearsals and the like, so we don't play all the time. Having said that, I am understudying at the moment and I spend a lot of time sitting about backstage, so I'd kill for a Dreamcast in my dressing room."

Back in the house, PlayStation plays host to a variety of games, but certain ones have stood out. "Martin and I spent many a long night getting through *Metal Gear Solid*," says Simon, "and I really like the strength of the story and the filmic atmosphere. Apart from that we like a bit of a drive on stuff like *Gran Turismo*, and *Tekken* always goes down a storm."

So how does Dreamcast compare? "Superb!" says Martin. "I really love fighting games, and *Soul Calibur* totally blew me away. It's got something for everyone, in that you can take it seriously or just arse about and you still have a good time. It looks stunning, and I'd swap PlayStation for Dreamcast right now for that game alone."

Strong praise indeed. Simon, however, isn't so convinced: "I'm really impressed with the graphics, but the games seem to lack a bit of substance. I hear that *Tomb Raider* is now available, and that can only be a good thing, but I like my games a bit deeper and darker. Having said that, I absolutely love *Crazy Taxi*. It's got that arcade feel spot-on. And while that's not what I particularly go for, I really enjoyed playing it."

Even non-gamer Emma found herself getting in on the action: "I usually leave the boys to it when they start with the games, but the boxing [*Ready 2 Rumble*] was really good fun. Lulu Valentine kicks boys' arses!"

All well and good, but the time has come to make a decision. Martin is perfectly happy to make trade their PlayStation for a Dreamcast: "I've spent many a happy hour on PlayStation, but this has to be the way forward."

Simon still won't be swayed though, admitting that it is impressive, "but I think in the end I'd rather hold out for PlayStation 2 and still be able to play my old favourites."

Emma's desire to communicate has swayed her vote: "I'd be happy for them to make the swap if it means I can email my friends."

And Bob? "I love flight sims, and *Aerowings* is beautifully done, so it's a yes vote from me."

# GENKI'S NEW CHALLENGE

## Hot new sequel to Tokyo Highway Challenge announced

**JAPANESE DEVELOPERS** Genki have announced a sequel to *Tokyo Highway Challenge* (*ODM* #3, 5/10) and it's set to greatly improve on the original.

The basic premise remains the same – you challenge other drivers to road races with the winner rewarded by way of cash prizes. This money can be then be spent on new cars and upgrades.

Genki claim that *Tokyo Highway Challenge* used just 20-30 per cent of Dreamcast's power but they aim to make full use of the console for the sequel which, as the screenshot here shows, features vastly improved graphics.

*Shutokou Highway Battle 2* (or *Tokyo Highway Challenge 2,* as it's likely to be called over here) is expected to include 60 different cars, 300 rivals and 120 parts for car improvements.

Like Namco's *Ridge Racer* games, *Tokyo Highway Challenge* contains a single track with new circuits opening up as you progress. The sequel will be no different in this respect, although the total length of the new course (180km) is said to be six times that of the original.

*Shutokou Highway Battle 2* will also feature a new Bashing mode. The idea here, as the name suggests, is to wreck opponent cars by driving into them.

*Shutokou Highway Battle 2* is scheduled for a June release in Japan. No UK publisher details have been confirmed but we expect that to change very soon. We'll keep you posted.



△ **Ooh, that looks nice. But will it play better than the original?**




# THE WORD ON TH

Sega have successfully established Dreamcast as a strong brand in its own right. **STUART DREDGE** finds out how




△ Sega have begun using some, er, unconventional forms of advertising.

**TALK TO ANY HIGH-POWERED** ad executive nowadays and the buzz word they always mention is 'branding', no matter what market they operate in. And the games industry is no exception. We like to think the success of a console depends solely on the quality and quantity of its games, but establishing a strong brand identity can often be as important. When Sega were preparing to launch Dreamcast last year, they knew that they were going up against PlayStation's dominance. To regain the initiative, Dreamcast would need to establish an equally strong brand.

## SOCIAL INTERCOURSE

What Sega's marketing people came up with was the idea of 'social gaming'. Dreamcast would be positioned as a multiplayer gaming experience, whether that meant four mates in a room or thousands of players online. The strategy focused on Dreamcast's four joypad ports, detachable VM units and online capabilities.

The aim was to promote the console as a social tool, rather than solely as a machine for people who should get out more. "Videogames are no longer played alone in the bedroom," says Sega's Mark Hartley, "they're now part of the real world. All sorts of people play games, and gaming is now much more integrated into their social lives."

Sega actually took advice from anthropologists when coming up with this definition, linking modern gaming to the social activities of ancient humans who played games as a way of sussing out possible enemies and allies. The idea was to establish a strong brand for Dreamcast that would tap into our genetic instinct to play together.

Of course, Sega's other main aim with Dreamcast has been to sell the concept to non-gamers as well as hardened joypad busters. Being the most powerful console yet, it was always going to excite gamers; Sega's big push has been in establishing the Dreamcast brand in the minds of the general public.

## FOOTBALL FOCUS

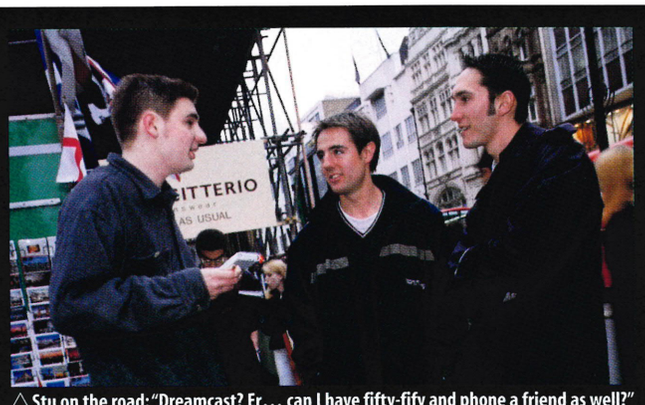
If you're a football fan, you'll already know how they've done that: Sega sponsor three high-profile European football teams: Arsenal, St Etienne and Sampdoria. The cost of this sort of sponsorship is high, but as Mark Hartley explains, the benefits are worth it. "Football is hugely popular worldwide, and people are passionate about it," he says. "By having the word 'Dreamcast' or 'Sega' on the shirts of these three teams' players, we gained an enormous amount of exposure to our target market. Our logo is seen on TV sports

# WELL WHAT DO YOU KNOW?

How well known is Dreamcast? We went to find out

It's all very well for Sega to babble on about how strong the Dreamcast brand is, but the only way to find out is to venture out on to the streets. We investigated whether Joe and Jane Public have heard of Dreamcast, and if so whether they know what it is. If they do, then Sega's much-maligned marketing activities have been successful.

And the results? Well, you might be surprised to find that a whopping 87 per cent of our survey had not only heard of Dreamcast, but also knew that it was a games console. Admittedly a fair few people took some prompting before remembering that it was Sega who produced it, but on the whole it seems that the British public is fully aware of Dreamcast. The next step, of course, is to get them all to buy one.



△ Stu on the road: "Dreamcast? Er... can I have fifty-fifty and phone a friend as well?"

# E STREET

coverage, on the news, in newspapers, magazines and all the teams' promotional merchandise."

There's also been the sponsorship deal with MTV's popular R'n'B show *The Lick*. This has included exposure at various '*Lick* parties' up and down the country, with Dreamcast 'pods' in place to sell the merits of the console to celebs and trendy clubbers alike.

That's not to say that Sega have ignored traditional games advertising, despite what many of you might think. Although it's fair to say that television schedules haven't been swamped with Dreamcast ads, Sega are ramping up their TV campaign. This includes the pure 'branding' ads featuring the three barbers and three small boys, as well as game-led ads for the likes of *Tomb Raider: Last Revelation* and, more recently, *Sega Bass Fishing* (*ChuChu Rocket!* will be next).

**DREAMCAST, INNIT**

Sega argue that it's not necessarily the amount of advertising that counts, but the quality and placement. Ads for the above games have been running alongside 'cool' lifestyle shows aimed at Sega's core target audience of 18-30-year-olds – *Da Ali G Show* is a good example. Those of you with keen eyes will probably also have spotted the odd billboard or fly-poster advertising Dreamcast or specific games.

Finally, Sega take the view that the best way to build a strong brand for Dreamcast is to get people playing on it! That's where the demo pods fit in. "We've placed hundreds of them in stores up and down the country to give punters the chance to play for themselves," says Hartley. "At the end of the day one of the strongest ways of building our brand is to let the product speak for itself."

In fact you can back up that statement with another simple truth: no matter how strong the Dreamcast brand is, it's the games that really count. If there aren't enough decent games out, all the branding knowledge in the world won't help. "People buy a certain game because they like that game, not because they like the machine," says Hartley. "Even so, the branding of the machine has to make a statement which matches how people feel about playing their games. If that happens, the whole experience starts to gel together and a sort of 'movement' is born'."

So there you have it. Rest assured that Sega have plenty of plans to promote the Dreamcast brand in the months ahead – a good thing, bearing in mind that PlayStation 2 is on its way to the UK. As usual you'll read about any new initiatives here in *ODM* first.

## GIVE US A SWIRL

WHAT'S THE LOGO ALL ABOUT?

Dreamcast™

**As you can't have failed to notice, Sega opted for a swirl as the Dreamcast logo. It was chosen by *D2* creator Kenji Eno in conjunction with Sega Japan's Irimajiri-san.**

**"Eno suggested that the swirl represents a universal presence," says Sega's Mark Hartley. "It's a very simple shape which is easily recognised, yet has a lot of mystical value. Swirls and spirals appear all over the place, yet they all seem to match."**

**Oh, and the orange swirl used in Japan and the United States was changed to blue to avoid conflict with similar, trademarked logos already in use in Europe. So now you know.**




## RELEASE DATES
MAY/JUNE 2000

Here's a list of Dreamcast titles due out in May and June, compiled with the help of HMV, Sega Europe and the various game publishers – who each send us different dates! Release dates are very flexible, so expect the odd slip, hiccup and complete no-show.

### MAY 5
Caesar's Palace 2000 (Interplay)
MDK 2 (Virgin)
Roadsters (Titus)
The Nomad Soul (Eidos)

### MAY 12
Dragon's Blood (Interplay)
Sword of the Berserk: Gut's Rage (Eidos)
Tech Romancer (Virgin)

### MAY 19
4 Wheel Thunder (Midway)
Grand Theft Auto 2 (Take 2)
Street Fighter Alpha 3 (Virgin)

### MAY 26
ChuChu Rocket! (Sega)
Resident Evil Code: Veronica (Eidos)
Sega Worldwide Soccer 2000: Euro Edition (Sega)
V-Rally 2: Expert Edition (Infogrames)



△ *Fur Fighters:* due in June.

### JUNE
Giga Wing (Virgin)
Deep Fighter (Ubi Soft)
Ecco The Dolphin (Sega)
Formula 1 Racing Championship (Ubi Soft)
Fur Fighters (Acclaim)
Heroes Of Might & Magic 3 (Ubi Soft)
Hidden & Dangerous (Take 2)
Nightmare Creatures 2 (Konami)
Plasma Sword (Virgin)
Star Wars: Episode 1 Racer (Activision)
Stunt GP (Hasbro)
Take the Bullet (Sega)
Time Stalkers (Sega)
Tony Hawk's Skateboarding (Crave)
Toy Story 2 (Activision)
Wacky Races (Infogrames)
Walt Disney World Quest (Eidos)
Zombie Revenge (Sega)

# THE HMV TOP TEN

The ultimate guide to what's hot in the world of Dreamcast games on the streets of Great Britain

| POS | LM | TITLE | PUBLISHER | RATING | REVIEWED ISSUE |
|---|---|---|---|---|---|
| 1 | (-) | SEGA BASS FISHING | SEGA | 7/10 | 1 |
| 2 | (1) | CRAZY TAXI | SEGA | 9/10 | 5 |
| 3 | (-) | TOMB RAIDER: TLR | EIDOS | 7/10 | 6 |
| 4 | (3) | NBA 2K | SEGA | 8/10 | 5 |
| 5 | (4) | RAYMAN 2 | UBI SOFT | 8/10 | 6 |
| 6 | (5) | NBA SHOWTIME | MIDWAY | 6/10 | 2 |
| 7 | (8) | HOUSE OF THE DEAD 2 | SEGA | 9/10 | 1 |
| 8 | (2) | SOUL REAVER | EIDOS | 7/10 | 6 |
| 9 | (6) | VIRTUA STRIKER 2 | SEGA | 7/10 | 4 |
| 10 | (RE) | SONIC ADVENTURE | SEGA | 9/10 | 0 |




△ Nothing fishy about *Sega Bass Fishing*, having hooked the top spot this month.

# THE ChartTrack TOP TWENTY

ELSPA

| POS | LW | TITLE | PUBLISHER | RATING | REV |
|---|---|---|---|---|---|
| 1 | (-) | SEGA BASS FISHING | SEGA | 7/10 | 1 |
| 2 | (1) | TOMB RAIDER: THE LAST REVELATION | EIDOS | 7/10 | 6 |
| 3 | (2) | CRAZY TAXI | SEGA | 9/10 | 5 |
| 4 | (3) | RAYMAN 2 | UBISOFT | 8/10 | 6 |
| 5 | (6) | HOUSE OF THE DEAD 2 | SEGA | 9/10 | 1 |
| 6 | (4) | NBA 2K | SEGA | 8/10 | 5 |
| 7 | (5) | SOUL REAVER | EIDOS | 7/10 | 6 |
| 8 | (9) | SONIC ADVENTURE | SEGA | 9/10 | 0 |
| 9 | (7) | SOUL CALIBUR | SEGA | 10/10 | 2 |
| 10 | (8) | TEE OFF | ACCLAIM | 7/10 | 3 |
| 11 | (10) | WWF ATTITUDE | ACCLAIM | 3/10 | 2 |
| 12 | (11) | POWER STONE | EIDOS | 8/10 | 1 |
| 13 | (13) | SEGA RALLY 2 | SEGA | 8/10 | 0 |
| 14 | (12) | DEADLY SKIES | KONAMI | 5/10 | 4 |
| 15 | (RE) | NFL BLITZ 2000 | MIDWAY | 7/10 | 1 |
| 16 | (RE) | READY 2 RUMBLE BOXING | MIDWAY | 9/10 | 1 |
| 17 | (16) | VIRTUA STRIKER 2 | SEGA | 7/10 | 4 |
| 18 | (17) | UEFA STRIKER | INFOGRAMES | 8/10 | 1 |
| 19 | (15) | SPEED DEVILS | UBI SOFT | 7/10 | 1 |
| 20 | (14) | JIMMY WHITE'S 2: CUEBALL | VIRGIN | 7/10 | 1 |

UK sales for week ending 14 April 2000 Compiled by Chart Track © ELSPA 2000




△ We want a British *Bass Fishing*, with shopping trolleys, and old car parts.

# CHART ANALYSIS

IT SEEMS LONG that delays don't put you lot off purchasing a game, as the game at number one confirms. We reviewed *Sega Bass Fishing* way back in issue one but it was held in release limbo until finally being allowed to come out to play in April. Good word-of-mouth and lots of features in angling magazines no doubt helped it to the top.

*Tomb Raider: The Last Revelation* didn't last too long on the top and the word is that sales have been dissapointing – a bit of a surprise given the amount of advertising behind it.

Elsewhere in the charts there are few real changes with most titles hovering around the same positions they held last month. It's interesting to see that *House Of The Dead 2* is still doing okay. It would probably be doing even better if Sega managed to get some more light-guns in the shops!

# THE PLAYLIST



OUR FAVOURITE GAMES

**YOU CAN SAVE £5 OFF A GAME AT HMV WITH *ODM*. BUT WHAT WOULD WE BUY? THIS MONTH, ALEX HUHTALA PICKS HIS FAVE TITLES FROM PREVIOUS ISSUES**



## 1 SONIC ADVENTURE

SEGA • *ODM* #0, 9/10

It's getting on a bit now but I can still happily go back to this game to replay levels and each time I spot something new – maybe a short cut, or a different route through a level, or even a new breed of chao. Sure, you can play through it in a weekend, but this game deserves more time and attention devoted to it than that.



## 2 CRAZY TAXI

SEGA • *ODM* #5, 9/10

A blast from start to finish, and the extra home features really add a lot. I usually split my playing time between a normal arcade game, then choosing a 10-minute drive and just cruising around ignoring the customers. Plus the freeway between the baseball stadium and the downtown area reminds me of *Out Run*.



## 3 POWER STONE

EIDOS • *ODM* #1, 8/10

This game has split fans of Capcom fighters, but I love it. The pace of the fights is much faster than anything else around, and there's so much to do in each bout. There are weapons, objects that can be used as weapons, special moves, and big stages with lots of different levels. It's the most inventive fighting game in years.



## 4 SOUL CALIBUR

SEGA • *ODM* #4, 10/10

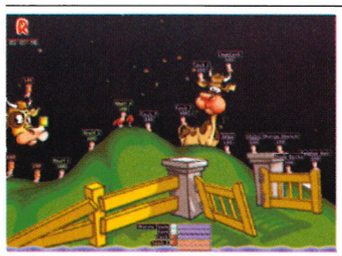
Below *Power Stone*? Yup, but it's a close call. I could tell you about the cool fights, but I won't, cos like everyone else I'm blown away by the graphics and sound, which are head and shoulders above anything else around. The characters are huge but move with real grace. Favourite bit: the Venice stage.




## 5 SEGA BASS FISHING

SEGA • *ODM* #1, 7/10

After the adrenalin rush you get in most games, it's good to have this in your collection just so you can put your feet up and relax. With the fishing rod controller it's even more authentic and fun. The only downside is the lack of longevity, but as a game that's best played in 10 minute bursts, its pretty much essential.



## 6 WORMS ARMAGEDDON

HASBRO • *ODM* #3, 8/10

I like strategy in games, so this fits the bill perfectly as something that's fun and gets you thinking. It looks simple, but you play it for hours at a time. Use your arsenal to destroy rival teams of worms – sounds easy. But the most satisfying part is using a ninja rope to creep up on an enemy, then flicking them into the water. Great!

# WIN THIS MONTH'S TOP TEN GAMES FROM HMV!!!

That's ten brand new games for the price of none

WE KNOW WHAT you lot are like. You save your money for the big-name games, the ones we give the top scores to, and nothing else gets a look in. That's because you can't afford everything, right? So you only pay for the best. Well now you can pretend you're loaded to the gills by owning the entire top ten.

Just think of the look of amazement you'll receive from friends and the gasps of admiration you'll receive from a lover when their eyes gaze upon your heaving pile of software. As their fingers caress the spines of the boxes with those fancy words, their heart will race as they pause on games like *Rayman 2* and *Soul Reaver*. Their minds will be blown by your intimate knowledge of software they could only dream of owning.

This competition was so popular last month that we're running it again with the same prize. The only thing that's different is the question you must answer to win the prize and the HMV Top Ten. With new entries like *Sega Bass Fishing* and *Tomb Raider: The Last Revelation* it's looking pretty hot. So what are you waiting for, eh?

**Complete this coupon, then cut it out (or make a photocopy), stick it inside an envelope and post it to: *ODM* Top 10 Games Comp (June), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN.**

**The closing date for entries is Thursday 8 June 2000.**

**THE BIG QUESTION: WHICH OF THE FOLLOWING IS A TYPE OF FISH?**

**A) GUITAR**
**B) BASS**
**C) MARACA**

**ANSWER (circle one):** A B C

**NAME:**

**AGE:**

**ADDRESS:**

**POSTCODE:**

**DAYTIME PHONE NUMBER:**

**EMAIL ADDRESS:**

☐ Please tick if you do NOT wish to receive details of special offers or new products from HMV or other companies

Terms & Conditions: Strictly one entry per person. Only entry forms with the correct answer, received before the closing date, will be entered into the prize draw (no, really). No cash alternative. The editor's decision is final. No correspondence will be entered into. All the other usual *ODM* competition rules, conditions and restrictions (available on request) apply.


# £5 OFF ANY DREAMCAST GAME*

HMV

CUT OUT THIS COUPON AND TAKE IT ALONG TO AN HMV STORE TO RECEIVE £5 OFF ANY FULL-PRICE DREAMCAST GAME

**Terms and Conditions:**
1. This voucher entitles you to a saving of £5 off any Dreamcast game priced £39.99 or more at participating HMV stores. 2. Valid until Thursday 8 June 2000. 3. Only one voucher per transaction. Cannot be used in conjunction with any other voucher or promotion. 4. Offer is not open to employees of HMV, Dennis Publishing, their agencies or anyone directly connected with the offer. 5. Photocopied, damaged or defaced vouchers will not be accepted. 6. Cash value 0.001p

## EAT THIS! ICE CREAMS




### FAB
NESTLÉ • 65p

Old-skool favourite the Fab seems to have a place in the heart of generations of youngsters. Reasonably priced in a world of Magnums *et al*, the Fab's brilliance comes from its simplicity and refusal to move with the times. Genuinely refreshing during a hot and sticky game, this should be top of your list if you really want to feel chilled, and is far superior to the standard sickly sweet ice cream and chocolate. *DT*




### MAXIBON
NESTLÉ • £1.10

Sounding more like a sanitary product than a piece of confectionery, this new creation from Nestlé combines horrifically sweet ice cream with a coating that's half choc 'n' nut and half an anonymous and strangely textured biscuity material. You certainly get value for money as far as quantity goes, but be prepared for a struggle if you don't have a particularly sweet tooth. An interesting alternative, but no real threat to the all-conquering Magnum range. *DT*




### M&M'S ICE CREAM
MARS • 90p

Following Mars, Bounty and all the others, M&Ms now make the journey from the sweet counter to the chiller cabinet with this take on the classic cornet. Free of gimmicks, the M&M is yer basic vanilla ice cream cone topped with, yes, special miniature M&Ms. Perfectly acceptable but somewhat run of the mill, a little more imagination could have made all the difference. *DT*

# TOYS FOR BOYS AND GIRLS

A hard-case phone, a watch that even tells the time, retro-style ear muffs and a must-have for fans of metal (heavy or otherwise) are among this month's technological trailblazers




## SEIKO MID-AIR WATCH

The ideal partner to the tough-as-nails Ericsson over there on the right, this beast of a watch from Seiko answers the age-old problem of, er, watch strap slippage. Akin to having your blood pressure taken, the watch attaches itself like a limpet via an inflatable pad on the base, securing the watch to your wrist with a few pumps. Once in place the watch does all the usual things you'd expect, including telling the time (duh!), world time zoning, and five different ways of informing you that it's time to wake up. Apparently something of a rarity, this watch has been a huge hit in gadget-obsessed Japan, and is available in limited quantities over here.

**Price: £150**
**Contact: Face**
**Tel: 020 7379 1179**
**Website: www.faceforwatches.com**

## GRADO SR60 HEADPHONES

"Broadsword calling Danny Boy. Broadsword calling Danny Boy..." Perfect for those going for the World War II wireless operator look, these headphones from Grado take the back-to-basics approach and marry it with sound quality several times better than many fancier-looking modern variations. While the actual mechanics of how this is achieved is doubtless highly exciting to those with a technical bent, but the bottom line is that they're comfortable, well made, and make your favourite tunes come alive inside your head. Eighty quid might sound like a lot, but relatively speaking these cans are reasonably priced, and if you love your music then they're well worth plugging into your MiniDisc or walkman.

**Price: £80**
**Contact: Goldring**
**Tel: 01284 701101**



## ERICSSON R250 PRO MOBILE PHONE

If namby-pamby phones aren't your bag and you're happy to go against the 'small is beautiful' grain, then this new beast of a handset could be just the ticket. The Sherman tank of mobile phones, the R250 will take all the punishment you can throw at it and come back for more. Water, gravity, errant girlfriends... nothing troubles the armoured casing and completely sealed mechanism. Which means you can take your phone where other mobile users would fear to tread. While it's intended for people who spend their time hanging around building sites and the like, the R250's resolutely unfashionable but functional design could actually count in its favour. If you reckon driving a Hummer is cool, then you're just going to have to have an R250.

**Price: around £100 (varies according to network)**
**Contact: Ericsson**
**Tel: 0990 237 237**
**Website: www.ericsson.com**




## THE METAL DETECTOR

Live out your airport security guard fantasies with this nifty gadget which doubles as the essential accessory for the budding treasure hunter and paranoid club owner alike. Lost your keys? Simply wave the scanner over the sofa and, hey presto... you still can't find them, but at least you found that 50p piece that you lost two years ago and had clean forgotten about. In a controlled scientific test we took the metal detector to the local park, and within five minutes we'd found a couple of rusty nails, 9p in loose change, and a Mini Metro that had been buried by joy riders. No doubt there were more wonders concealed beneath our feet, but the parkie came and chased us off for digging up his floral display.

**Price: £24.95**
**Contact: The Gadget Shop**
**Tel: 0800 783 8343**
**Website: www.gadgetshop.com**




## MOUSE PHONE

Ever feel like you're just another peripheral plugged into the company mainframe via your computer? Then this gadget ain't going to help. Doing exactly what it says on the tin, this is a PC mouse and telephone combined into one convenient bundle. Our office test bunny pronounced it "okay, but you look like a fool sitting there holding a mouse to the side of your head". Which is a fair point, and one that may well put off even the most committed of gadget freaks, although a hands-free headset is included. While it's difficult to find fault with the design or performance, you can't help thinking "Why?"

**Price: £29.99**
**Contact: Gadgets On The Web**
**Tel: 0116 270 5522**
**Website: www.gadgetsontheweb.com**




PHOTOGRAPHY: **DAN TRENT**




# EASY LEFT... MAYBE!

If you go down to the woods today... you'll find *ODM* and the Dreamcast pod in the picturesque Epping Forest, putting *V-Rally 2 Expert Edition* through its paces for the folks of Essex. **DAN TRENT** meets some confused people




△ *V-Rally 2* on the Epping Forest stage.

MUCH OF THE RALLYING in this country takes place on forest tracks of one kind or another, so to get the flavour of being on a rally stage we set up the pod on one of Epping Forest's huge network of paths and tracks. Epping Forest is a popular location for people escaping the smog of London for a blast on their bikes, a quiet stroll, or quick canter on their horses, so there were plenty of people around keen to have a crack at Dreamcast's most exciting driving game to date. One run-in with the park wardens later ("Do you have a permit for that… What is it?!") and *V-Rally 2 Expert Edition* (*ODM* #7, 7/10) was ready for its first public outing.



### △ CHRIS, 18 PARTS TECHNICIAN

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Colin McRae."
**WHAT CAR DO YOU DRIVE?**
"Ford Focus."
**CAR OF CHOICE IN THE GAME?**
"It had to be the Focus."
**WHAT DO YOU THINK OF THE GAME?**
"It's good, and the fact that you crash properly is better than a lot of other games. The damage makes it all more realistic too."



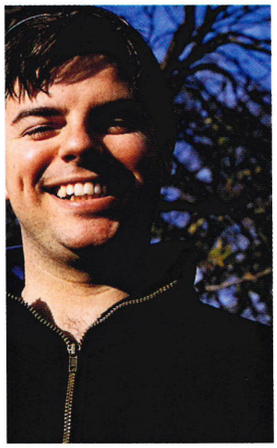
### △ GAVIN, 22 ADMIN

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Tommi Makinen."
**WHAT CAR DO YOU DRIVE?**
"I don't. Probably just as well going by the state of my car in the game!"
**CAR OF CHOICE IN THE GAME?**
"Subaru."
**WHAT DO YOU THINK OF THE GAME?**
"The control is good, and it moves really fast. Top!"



### △ LYNDSAY, 34 DENTAL NURSE

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Mansell?"
**WHAT CAR DO YOU DRIVE?**
"A Polo."
**CAR OF CHOICE IN THE GAME?**
"The blue one!"
**WHAT DO YOU THINK OF THE GAME?**
"Exciting but hard. It's really intense. I like driving games but I get frustrated when I crash all the time. That's not how I drive in real life, by the way."



### △ MARK, 28 SYSTEMS ANALYST

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Richard Burns. I won a competition and got a drive with him!"
**WHAT CAR DO YOU DRIVE?**
"A Fiesta."
**CAR OF CHOICE IN THE GAME?**
"The Subaru Impreza, of course!"
**WHAT DO YOU THINK OF THE GAME?**
"I think it's great. The handling is really realistic, and while it is hard it's really addictive."



### SARAH, 24 STUDENT

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Colin McRae."
**WHAT CAR DO YOU DRIVE?**
"A Land Rover. It's good in sloppy fields."
**CAR OF CHOICE IN THE GAME?**
"Peugeot 206."
**WHAT DO YOU THINK OF THE GAME?**
"Really good graphics, and exciting, but the steering's really sensitive and I kept crashing."



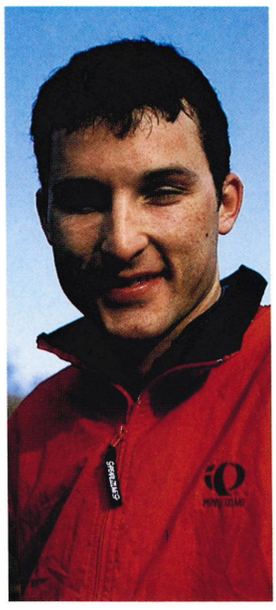
### △ JOHN, 27 GROUND WORKER

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Colin McRae."
**WHAT CAR DO YOU DRIVE?**
"Jaguar Sovereign."
**CAR OF CHOICE IN THE GAME?**
"The EVO 6."
**WHAT DO YOU THINK OF THE GAME?**
"Pretty good. I like my driving games, and this is quality. Good tracks, nice graphics… an excellent game."



### △ JORDAN, 9 AT SCHOOL

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Er… no."
**WHAT CAR DO YOU… ER, CAR OF CHOICE IN THE GAME?**
"The Seat."
**WHAT DO YOU THINK OF THE GAME?**
"The graphics are great, and it was nice and easy to play. I like rallying games, and it was really good to play."



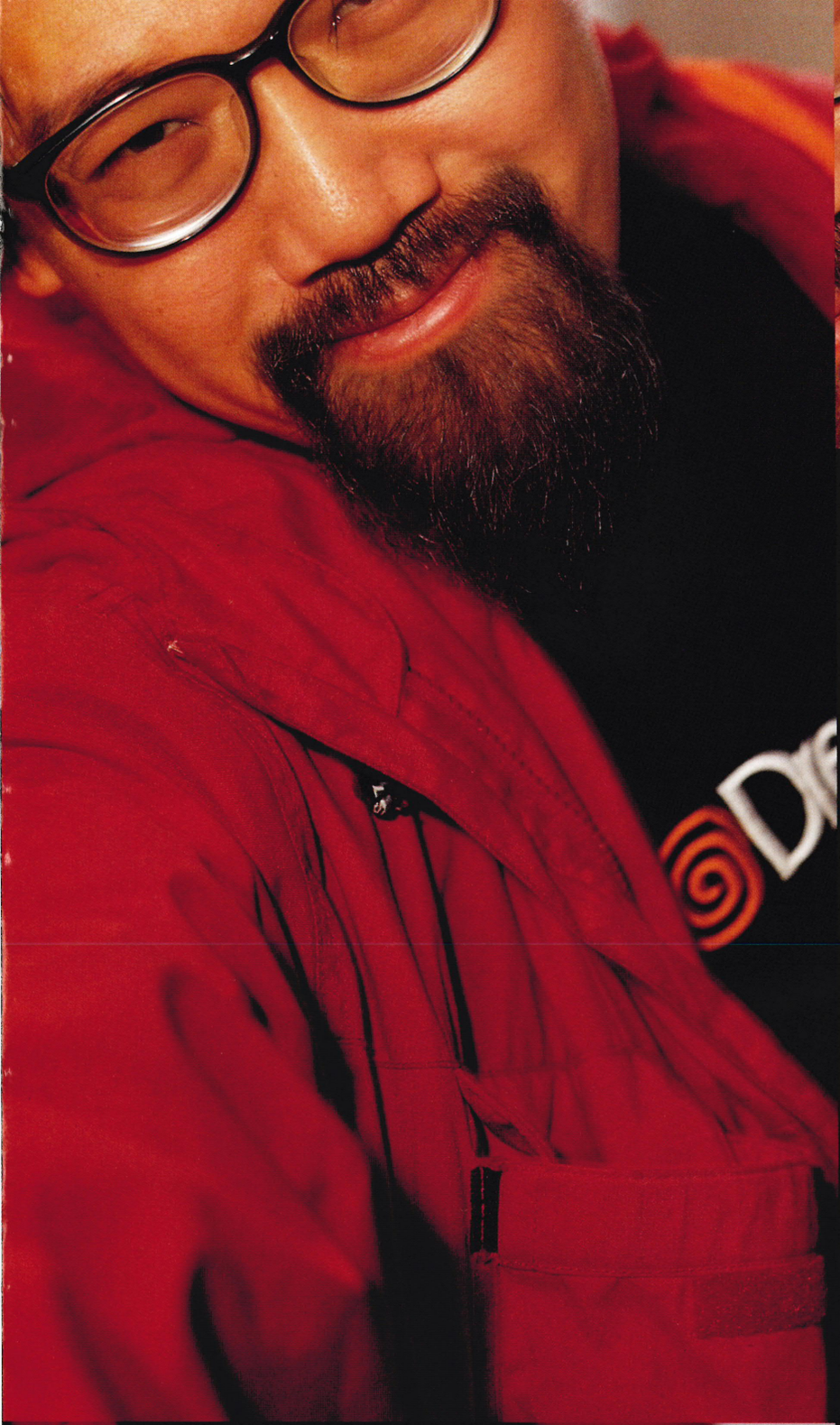
### △ JAMES, 28 ELECTRICIAN

**CAN YOU NAME A FAMOUS RALLY DRIVER?**
"Juha Kankkunen."
**WHAT CAR DO YOU DRIVE?**
"Fiesta."
**CAR OF CHOICE IN THE GAME?**
"Lancia Stratos."
**WHAT DO YOU THINK OF THE GAME?**
"Good graphics and tracks, but I wasn't so keen on the controls – a bit too tricky to pick up, but with practice I'd get it."






PHOTOGRAPHY: **DAN TRENT**



# BIG IN JAPAN

MEET KOUJI AIZAWA, EDITOR OF THE JAPANESE OFFICIAL DREAMCAST MAGAZINE *FAMITSU DC*. **DAN TRENT** DOES THE INTRODUCTIONS

**WANDERING AROUND THE** awesomely big and crowded Tokyo Game Show is an intimidating experience if you don't know the lingo and happen to be nursing crippling jet-lag. Lucky for us, then, that we had Kouji Aizawa to guide us around, introduce us to all the right people and help us avoid the wrong ones.

Kouji is editor of *Famitsu DC*, the twice-monthly bible for Dreamcast fans over in Japan, and cuts a distinctive figure with his larger-than-life personality and ludicrous facial hair. Is that his secret to getting into such a prestigious position within the gaming world? "Oh no! I've been into games since I was 12 years old, and I used to play *Space Invaders* and *Pong* with my friends. Then, during the time I was at university, I had a part-time job writing about games and computers, and that's how I ended up where I am today."

If you've ever seen a Japanese games magazine, you'll know that, even if you disregard the obvious language barrier, they're very different from the magazines over here. "In general, UK game magazines are larger than the Japanese ones and the design is nicer," says Kouji. "The other main difference is that you have the disc with demos and movies on it, which is a brilliant thing to have. Not many magazines in Japan have the opportunity to do that, and certainly not with every issue."

A quick scan through the pages of *Famitsu DC* reveals that every available inch of space is crammed with information to feed the voracious appetite for games that the Japanese seem to have. "We don't have space for pictures of models, which is a shame because they are cool and cute!" jokes Kouji.

With more than 20 staff and the same number again freelancing, he heads a large team (much bigger than *ODM*'s), but with more than 100,000 readers to satisfy every fortnight they have their work cut out.

So what's currently creating the biggest buzz among Dreamcast owners over in Japan? "*Phantasy Star Online* and *Grandia 2* are both causing a lot of excitement here [at the Tokyo Game Show], but there's also a lot of interest in games like *Shenmue 2* and *Seaman 2*. Network titles are also top of the list for many Japanese gamers," says Kouji.

As for his personal favourites: "*Crazy Taxi* has to be my number one favourite, but I also love *Space Channel 5*, *Seaman* and *The Typing Of The Dead*. I'm looking forward to seeing *Tomb Raider* on Dreamcast, and everybody is looking forward to *Metropolis Street Racer*."

See? Japanese Dreamcast owners aren't *that* different from us.

*Dan Trent*

"EVERYBODY IS LOOKING FORWARD TO *METROPOLIS STREET RACER*"



# NOT SO DAFT PUNKS

THE BAND BAD RELIGION HAVE MADE SOME CRAZY MONEY FROM *CRAZY TAXI*

**WHADDYA MEAN YOU** haven't heard of Bad Religion? I bet you've heard their music: they're the bad-ass punk rawk band who feature on the soundtrack of *Crazy Taxi*. Sure, they've been around for more than 20 years, but they've influenced the likes of Offspring, Green Day, Blink 182 and countless other West Coast bands with an attitude and loud guitars.

Anyway, the release of *Crazy Taxi* ties in nicely with Bad Religion's new album, *The New America*, released in May. And as the band are about to embark on a world tour, they'll have plenty of time to polish up their *Crazy* skills. We asked singer Greg Graffin what he thinks of the game.

"It's a really cool Japanese interpretation of what American driving is like," he says. "Of course, you can't actually hail taxis on the street in California, you have to book one on the phone, and then if you're lucky it'll turn up 20 minutes later. I can appreciate that that wouldn't make such a fun game!"

Although *Crazy Taxi* is hardly a 'tame' game, the lack of actual violence has impressed Greg: "It was important to me that the game didn't entail actually killing anyone. Then again, some of my friends have played it, and they told me that our music fits perfectly, because listening to it makes you want to crash into things. I guess that's a compliment!"

If playing *Crazy Taxi* has left you itching to see Bad Religion in the flesh, you'll get your chance later this year. Along with a short summer tour over here, the band will probably play the Reading festival, despite being unceremoniously booted offstage there two years ago for over-running. "Eleven thousand fans were practically rioting," remembers Greg. "It was utter chaos. But then chaos is what we thrive on."

*Stuart Dredge*

"IT WAS IMPORTANT THAT THE GAME DIDN'T ENTAIL KILLING ANYONE"

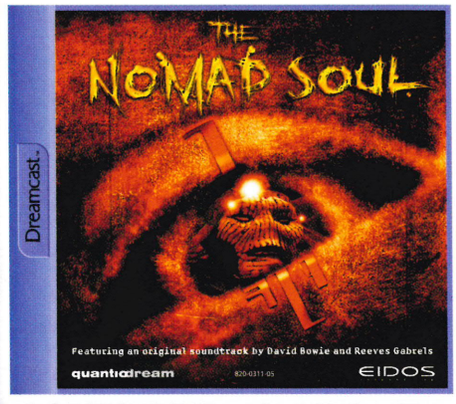
HMV

# seriously addictive...



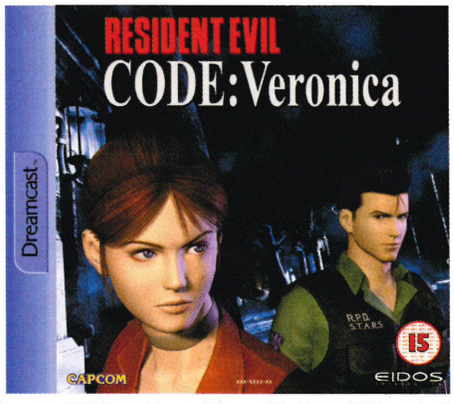

## 4 Wheel Thunder

Realise your dreams to race some of the most powerful off-road vehicles available to man. Monster trucks, buggies, jeeps and quad bikes are just some of the machines at your disposal as both indoor and outdoor events offer you the challenge of your life. "A great arcade racing game with some beautiful circuit design." DCUK




## The Nomad Soul

Immerse yourself in the gaming experience of the Millennium. Your soul has been transported into a strange body in a strange dimension and you must talk, fight, drive, investigate and freely explore the world around you to find deliverance. If you die, you are virtually reincarnated and your soul enters the body of the first person who touches you. Features a soundtrack by David Bowie.




## Resident Evil - Code: Veronica

The latest in the *Resident Evil* series, exclusive to Dreamcast, sees Clare Redfield continuing in the search for her brother, this time in Umbrella HQ. With two CDs containing days and days of action and gore, *Code: Veronica* is the most stunning and extensive *Resident Evil* yet. "Dreamcast's extra power means that Capcom's collective twisted mind can run free. It's far more sinister than any of the other *Resident Evil* games" Official Dreamcast Magazine




## Street Fighter Alpha 3

With 33 playable characters, three player simultaneous combat and tons of options, the most complete fighting game comes to Dreamcast. Includes internet support so you can unlock hidden characters and upload high scores to compete for the number one position across Europe. "Some of the most finely tuned gameplay ever created." Official Dreamcast Magazine

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topdogforgames

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△ Mini-skirts, flying helmets and rollerblades. Nice. You wait, C&A will be stocking them within the year.

# JET SET RADIO

## THE LOWDOWN

DUE OUT: **TBC**
PUBLISHER: **SEGA**
DEVELOPER: **SEGA**

### WHAT'S THE BIG DEAL?

- Totally original concept and look with gameplay to match
- Incredibly detailed and fully interactive city environments
- Stunning cartoon-style 3D graphics
- Superb sense of style based on Japanese street culture

It's one of the most exciting and original games yet seen on Dreamcast. **DAN TRENT** tunes in and tells you why you won't want to miss it

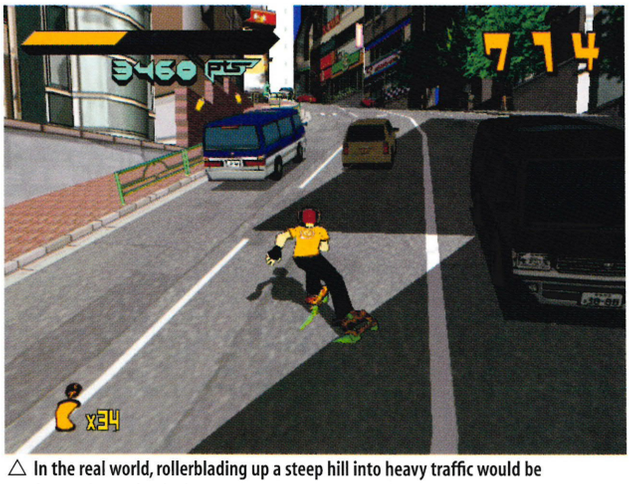
**THIS GAME WILL BLOW** your mind. Simple as that. You may not know it yet, but by the time you've finished reading this preview and taken even the most cursory of glances at the exclusive screenshots, *Jet Set Radio* will be at the top of your 'most wanted' list and you'll be counting off the days to its release like a jailbird waiting for parole.

After a tiny piece of footage showing just a few confusing seconds of the game was shown by Sega at the end of last year, everyone who's come into contact with it has been going wild. And all over a game that, until this April's Tokyo Game Show, was a complete mystery. Now, exclusively, *Official Dreamcast Magazine* can bring you the first real game details, having played an early version for outselves. Better than that, we also hooked up with the game's producer Takayuki Kawagoe, designer Kikuchi Masayoshi and programmer Kazuhisa Hasuoka in Japan to find out exactly why *Jet Set Radio* is causing so much excitement.

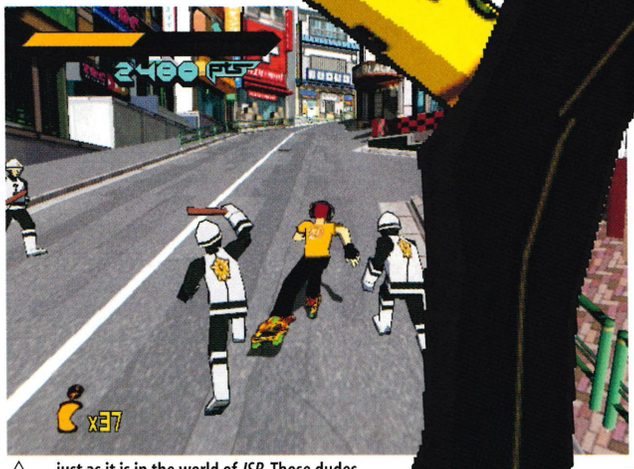
For a start it's a game that will, without doubt, provoke a huge amount of indignant letter writing and campaigns for bans from busy-body *Daily Mail* readers. But that won't be for the reasons that are usually wheeled out. *Jet Set Radio* isn't violent, there isn't any blood, and it doesn't feature scantily clad, improbably proportioned women. The reason this game is going to get up




△ Burger Queen, eh? Naughty! "No time to stop for junk food, I'll graffiti the window instead."




△ In the real world, rollerblading up a steep hill into heavy traffic would be frowned upon by the law...




△ ...just as it is in the world of *JSR*. Those dudes won't let you off with just a caution, either.

the noses of those intent on outlawing any type of enjoyable activity is that it celebrates youth culture, loud clothing, inline skating and – horror – graffiti.

The basic premise involves a gang of rollerblading teenagers in a fictional neighbourhood of a large Japanese city. The game itself is all about keeping your gang of mates one step ahead of rival gangs and the police, who share a common disregard for your need to 'tag' your territory with your gang's signature.

At the centre of it all is the outrageously barneted DJ K, who pumps out tunes over the airwaves on his pirate station called – wait for it – *Jet Set Radio*. These tunes, along with other bits of information, are received on a special watch-cum-radio worn by you and your gang.

As Takayuki puts it: "You'll constantly find yourself on edge, because you'll always be getting bothered by either the police or the other gangs, and from day to day you don't know what form the trouble will take, so it will keep you on your toes."

While there will be a definite structure to the game, and some form of final boss ("We don't want to give anything away that might spoil the game for people"). Takayuki emphasises that the game's underlying theme is "about having fun and being delinquent! It's all about skating around and having a good time with your friends."

## ANIMATED CONVERSATION

While the storyline is as crucial to a game's success as the way the whole thing looks, it's fair to say that the biggest buzz about *Jet Set Radio* concerns the amazing graphics, which are quite unlike anything you'll have seen before. Everything in the game is underlined by this unique graphical style, which takes its influence from Japanese manga cartoons, and gives the characters and backgrounds such a distinctive appearance. While it may look simplified and stylised, this style of graphics has never been possible before.

"We've been researching ways of doing graphics like these for a while, and now with Dreamcast we have the ability to make them a reality," explains Kazuhisa. "It takes a very, very long time to produce and, as high as the technical demands are, ▷




△ DJ K is the man with the tunes on the titular Jet Set Radio. The music isn't finalised, but it's already sounding extremely cool. Expect the end product to feature some of the funkiest tunes around!

▷ it's as much the creativity of the team that has made it all possible. It's like an animated version of 3D polygons based on the world of manga that we like to call the Manga Dimension."

While Takayuki remains tight-lipped on exactly how it was done, he's happy to explain *why* they went to the effort of creating something so revolutionary: "The industry is lacking in original games, and new ideas in general, and it's getting kind of boring. Everybody is doing games with millions of polygons, and it's not that interesting any more to just make things look real. You can use as many polygons as you want, but to really express yourself creatively you have to use a little more imagination. This team has been unique in that all the members are really young. And while there has been a lot to learn, this has meant that people aren't blinkered to what is possible, and that makes it all more creative."

Manga (the Japanese comic and cartoon style) is an important influence on *Jet Set Radio*'s distinctly Japanese flavour, a country where the popularity of animated films and comics is far higher than it is over here. The game doesn't wear specific influences on its sleeve though. "With the size of the team, everybody has brought their own little influences from their particular favourite manga to the project," says Takayuki. Also, just as no specific cartoon has influenced the team, neither has any particular game: "Japanese street culture and fashion – as well as manga, of course – have been the main influences.

"THE AMAZING GRAPHICS ARE QUITE UNLIKE ANYTHING YOU'LL HAVE SEEN BEFORE IN A GAME"




△ "Screeeeeeech!" If the sound of scraping metal is too ear-piercing, you're too old, mate.




△ Yeah, yeah, very impressive, but god is that going to hurt if it all goes pear-shaped.

If you go around Japan you'll see the way street fashion and attitude is mixed with kitsch clothes, and the influences would be obvious."

It's clear from the way the team refer to the game that they're extremely proud of what they've achieved, and without being arrogant about it they know that they've come up with something special. "It's a subtle feature, but the modelling of the shadows is one of the most important aspects of the graphics, and I'm proud of the fact that this type of lighting would be impossible on PlayStation 2," says Kazuhisa. "Wherever you look at the characters, whether they're the main character or just appearing in the background, they're all surrounded by outlines to maintain the cartoon feel, and that is unique."

### PAINTING AND DECORATING

Following the tiny amount of teaser footage shown at the Tokyo Game Show last September, there was little doubt that *Jet Set Radio* would be one of the most eagerly anticipated games at the spring show. That Sony seemed to have very little on display for the much-hyped PlayStation 2 only focused people's attention on exciting games like *Jet Set Radio* over on the Dreamcast stand.

While all this talk of shadow modelling and revolutionary graphics is all very exciting, the real fun started when we got our exclusive first play of the game. Following the lead of the somewhat stern-looking teacher, we copied her every move and were soon picking up the skills that will be required later in the game. Grinds and tags were all performed with ease, but combining the two took a fair bit of coordination and timing, and promises to provide serious challenges later in the game.

Basic moves like jumps and grinds are available to all the characters but the finished version of the game will contain ten playable characters, all ▷

# THE MAIN MEN

The pioneering graphics you see on these pages took a great deal of effort from the development team, and we were lucky enough to get the chance to meet a few of them face to face to get the latest on one of the most inventive games yet seen on Dreamcast



### TAKAYUKI KAWAGOE

Producer, Sega of Japan

Overseeing the whole project and so keen to talk about it that we could hardly get a word in edgeways, Takayuki is hugely proud of the team's achievements, and stresses the importance of creating new and exciting games that break new ground: "Everybody just seems to be making the same old games, and it is getting kind of boring. The industry is definitely lacking in creative games, and new ideas in general."



### KAZUHISA HASUOKA

Senior programmer, Sega of Japan

The quiet member of the team, Kazuhisa is apparently the brains behind the amazing graphics in *Jet Set Radio* – not that he'd take the credit himself. Having previously worked on *Sega Rally 2*, he thinks the most important element of the graphics in *Jet Set Radio* is in managing to make the shadows move realistically. However, he wouldn't be drawn on how it was done: "There are too many ears at the game show!"



### KIKUCHI MASAYOSHI

Project planner, Sega of Japan

Game designer Kikuchi shares his colleagues' understandable enthusiasm for the ground-breaking game that they've come up with in the shape of *Jet Set Radio*. For him the most exciting part has been that "a lot of people have been wanting to make manga characters come to life in a game, and now with the Dreamcast we have that ability. It's a very exciting development."



△ "The sand people are easily startled…" Obi Wan may have been right, then, but their Tokyo cousins look hard.



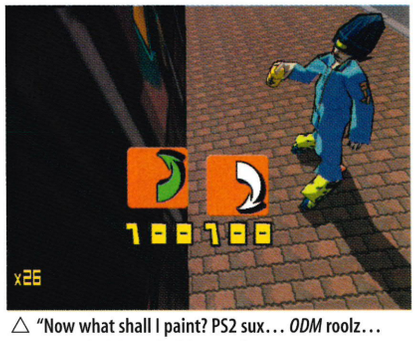
△ As the man says, "It's all about



△ Now you're just showing off! Shadows are in real time and are the key to the success of the graphics.



△ The 3D environments are beautifully realised and the detail is gobsmacking.



△ "Now what shall I paint? PS2 sux… *ODM* roolz… Hmm, decisions, decisions…"



△ Spray your tag and rack up through your Dreamcast.

▷ with their own special moves and abilities. With the simple controls helping us straight into the action, we were soon following our flying-helmeted friend, who had us leaping on railings and tagging cars, vans and street furniture like there was no tomorrow.

True to their word, the development team seem to have come up with a game that plays every bit as good as it looks. Everything moves with amazing smoothness, and the shadows that Kazuhisa is so proud of are incredibly effective at bringing ther characters and sceneryto life.

From what was on show, the later stages of the game look like being far more frenetic, and the speed and skill required to make good your escape from both the law and rival gang members should put paid to any fears that the lovely graphics come at the expense of either longevity or involving gameplay. While Sega are keeping their cards close to their chests as far as the actual content of the game goes, it seems that in order to complete your missions you must be extremely accurate with both your skating and your tagging to avoid getting nabbed. Not all the tags are required simply at ground level, so complex sequences of jumps and tricks, plus inventive use of available street furniture, will all be needed to reach some of the more inaccessible spots.

## SKATING THE NET

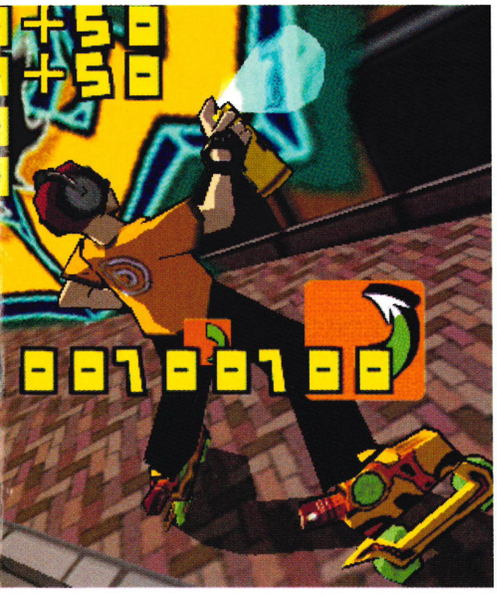
The amount of thought that has gone into the production of *Jet Set Radio* is a reflection of Takayuki's determination to make the game something really special. With a little pressurising, we managed to get him to reveal some of the exciting extras they are including in the game.

The best of these is the ability to edit

"ONE OF THE MOST EXCITING-LOOKING CONSOLE GAMES TO COME OUR WAY IN A LONG TIME"



being delinquent and having a good time." Amen to that.



the points. Extra tags will be available to download

the tag your gang uses to your own taste. Apparently there will be new tags available on the Internet which you'll be able to download and trade with other gamers before gleefully decorating your (virtual) neighbourhood. There's also talk of new missions available through your Dreamcast's modem, although what these might involve wasn't open for discussion.

So there you have it. Games like *Jet Set Radio* just go to prove that Sega are still one of *the* creative driving forces in videogaming today. We'll be keeping a close eye on the game's development, so stick with *ODM* for the latest news on one of the most exciting-looking console games to come our way in a long time.



△ It's bright! It's colourful! It might make you feel a bit queasy! *Shadow Man* this game is not.

# SUPER MAGNETIC NEO

A colourful, fun-filled feast of magnetic fun. So the game's creators would have us believe, anyway. **DAN TRENT** takes a peek

## THE LOWDOWN

DUE OUT: **MAY**
PUBLISHER: **CRAVE**
DEVELOPER: **GENKI**

**THE JAPANESE LOVE** of all things kitsch and colourful is no mystery, particularly when it comes to computer games. One look at the ker-azy™ *Super Magnetic Neo* leaves no doubt as to his nation of origin or to what kind of game you can expect, but there's more to this little fella than his magnetic head and wobbly butt cheeks.

First impressions of him are those of a colourful, Dreamcast-based *Crash Bandicoot* clone, and this doesn't seem to be that far from the truth; certainly the viewpoint and general mechanics appear very similar to the PlayStation favourite, but this character has some interesting and original talents.

The '*Magnetic*' part of the title derives from Neo's magnetic head that has pop-up magnets of both poles. This enables the little chap to attract or repel items and characters or attach himself to hanging walkways on a whim. This inventive feature is simple to operate and, as long as you can understand the principles of magnetism and follow the simple colour coding of items, opens up a host of interesting little moves.

Whether you'll be enamoured with the sugary cuteness that dominates the game remains to be seen, but stick with *ODM* for the full lowdown next issue, on sale Thursday 8 June.



△ Opposites attract: select the magnet to the same polarity as that of your foe and he'll find himself drawn to you.




# TONY HAWK'S SKATEBOARDING

All the fun of skateboarding but without the need for those hideous knee pads. **ALEX HUHTALA** bails and gets bloody

## THE LOWDOWN

DUE OUT: **JUNE**
PUBLISHER: **CRAVE**
DEVELOPER: **TREYARCH**

## WHAT'S THE BIG DEAL?

- Best PlayStation game of '99!
- Loads of tricks and challenges
- Go anywhere, do anything
- Excellent two-player games

**STILL BEMUSED BY THE FACT** that Sega haven't yet seen fit to release the excellent *Top Skater* arcade game on DC? Well never mind that now, because skateboarding legend Tony Hawk is heading your way with a game that bears his name and his unique skills.

A huge hit on PlayStation at Christmas, *Tony Hawk's Skateboarding* received rave reviews and 'big ups' from game fans for having intuitive controls that made it easy to execute a wide variety of moves. The courses were equally impressive, with ramps, half-pipes and rails everywhere that enable you to perform tricks and score points in a quest to unlock further challenges.

Hats off to publishers Crave, then, for spotting such a hit long before the game was released on PlayStation. With the original development team, Neversoft, concentrating their efforts on a sequel (possibly on Dreamcast before the end of the year), the conversion fell into the lap of Treyarch, small developers looking to make a name for themselves with their Dreamcast debut.

Time spent with a playable Dreamcast version reveals almost a straight port from the original game. The only major difference is the appearance, the game now having a greater depth of field and far cleaner graphics. It's clear at this early stage that DC is going to receive the best-looking version of the game, with the great play mechanics that made it such a hit on PlayStation intact.

To understand why *Tony Hawk's Skateboarding* made it to the top of many 'Best of '99' lists, we'll quickly run through the many modes of play and features that will be available.

## GLEAMING THE CUBE

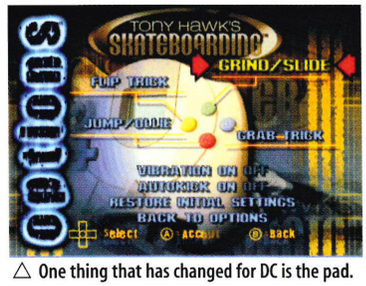
The real beauty of the game is the ability to go anywhere and do whatever you like: race against other boarders, go for a high trick score, locate secret areas or enter a competition against real pros. There are a wide variety of events, and the challenge increases with every new level you enter.

The majority of levels are split into five challenges, illustrated by video tapes for you to collect. Two of these are high point scores for you to beat – one is easy to surpass, the other requires more practice and bigger tricks. Also on each level are five letters that spell out the word 'skate'. Guide your boarder into these letters to pick them up, and collect them all to earn another tape. What

"LOTS OF DETAILS THAT PLAYSTATION GAMERS HAVE NEVER SEEN"




△ Hawk gets air, while player 2 is about to fall.




△ One thing that has changed for DC is the pad.




△ The man himself. He looks almost human! Ignore his shadow in the background, it should look better in the finished game.

## "DC IS GOING TO RECEIVE THE BEST-LOOKING VERSION"

makes this challenging is the location of the letters, with some positioned at the top of a ramp and others in mid-air, requiring you to jump obstacles to reach them. The fourth tape is earned by performing a pre-set challenge in the level. This could be knocking over five crates or performing a grind on five separate picnic tables – of course, you must find the objects before you can complete the challenge. The final tape to be earned is a hidden one that, funnily enough, is concealed somewhere in the course, often put in a hard-to-reach place that requires a gravity-defying trick to reach.

On each level there's a two-minute time limit counting down so there's no time to waste. The game doesn't require you to try to earn every tape per run – earning just one is challenge enough, especially in later levels. The timer gives the game a sense of urgency and breaks the action into short, sharp bursts. After two minutes of trying to break a high score, you're grateful to rest your thumbs.

As well as unlocking later levels, earning tapes also enables your skater to progress in their career, improving their statistics and giving them a wider choice of boards. That may not sound important, until you realise that the game doesn't give you just Tony Hawk to play with, but also a good selection of his pro-skateboarding buddies.

Along for the ride are Bob Burnquist, Rune Glifberg, Chad Muska, Geoff Rowley, Kareem Campbell, Andrew Reynolds and others, all of whom are really famous in the skate world, even if you might not have heard of them. The group is split between Street and Vert (half-pipe) specialists, with each skater having at least two distinct special moves that can only be performed once the Special bar in the top corner of the screen is completely full.

Filling the Special bar is straightforward: perform big tricks and link together impressive sequences of moves. However, failing to land a trick results in the boarder eating gravel, gets you no points and wastes valuable time. It also makes the Special bar shoot back down towards empty. Doh!

### TRICKY STUFF

Tricks are performed with a neat control system utilising separate buttons for kick tricks, grabs, grinds and crouching. Adding a direction as you press these causes a variation in the trick, resulting in the difference between, for example, a Benihaha and a Madonna. Holding down the direction causes the skater to go into a spin, multiplying points for every 360-degree turn that's performed while airborne. With enough practice you'll be performing intricate combos with ridiculously long names that take up the whole of the screen, and earning impressive scores in the process. *Tony Hawk's Skateboarding* is set to be perhaps the greatest score attack game since the wonderful *NiGHTS* on the good old Sega Saturn.

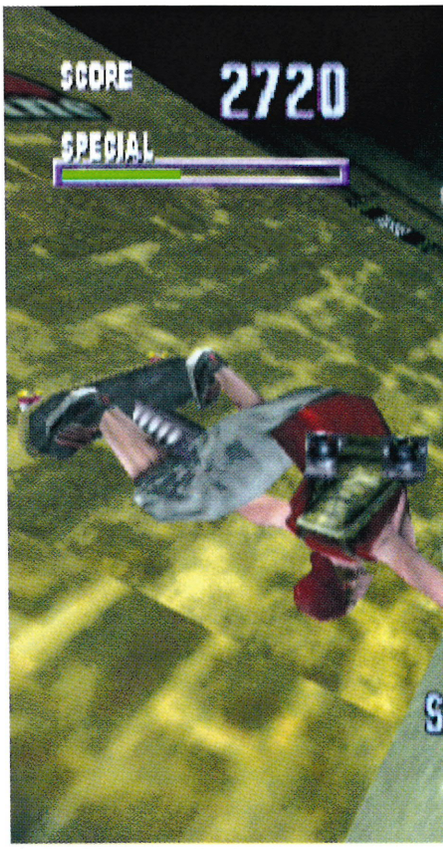
Tricks are possible anywhere, so unlike with some other skating games you don't find yourself taking 30 seconds to get from one object to another; here everything comes thick and fast and with no set route, and ▷




△ Will hit the floor head first, or board first? Only your fingers can decide.




△ Only on the Dreamcast version can you tell that Tony's wearing combats.




△ A handplant looks cool but doesn't score much.

▷ you're able to decide on your own path through the level. Many are enclosed environments where you find yourself happy to stay in one particular area, knowing that you can rack up points before moving on.

Perfecting just one particular trick isn't enough, however, as repeating a trick on the same run scores fewer points. As in a real skate competition, variety is the way to score higher. To reiterate this point you even compete against the other pros in bona fide contests where judges hand out overall scores at the end of a run. Each skater is allowed three one-minute sessions in each contest, with the best two runs producing an average score. Gold, silver and bronze medals are awarded to the top three skaters, but if you want to see the best ending you'll want to replay the competitions and go for gold.

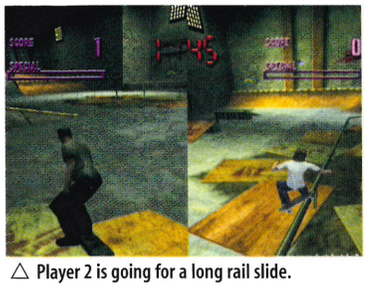
The game also boasts impressive physics, working as you'd expect them to do in real life. This makes it possible to string the moves together, with the ability to judge a skater's momentum and plan your point of attack accordingly. You must also keep an eye on the balance of your skater. It's not so important when returning to terra firma thanks to a conveniently placed ramp, but a necessity when going for grinds along rails, walls, billboards or whatever else you can find to perform a grind on.

Carefully adjusting the balance is performed by tapping left or right on the analog stick to compensate for the way the skater is leaning; it can be the difference between a 200-point grind or one that racks up 5,000. Although the physics make the game feel realistic, it's worth noting that once you're good enough you can perform feats that still aren't possible in the real world.

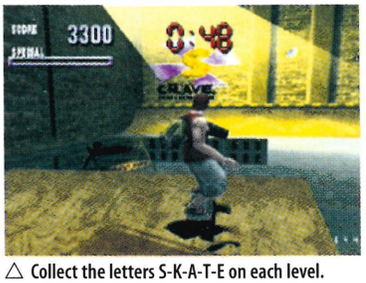
Besides the Career mode that enables you to win extra boards for each skater and unlock the later levels, there are several other modes of play. A Free Skate mode gets you learning the courses in no time, without the incursion of the two minute-time limit. There's also two-player fun to be had with a split screen and a number of different two-player games. By far the best of these is Graffiti mode, where two players can compete at the same time, the aim being to tag each piece of equipment by performing the highest scoring trick on it, and whoever has tagged the most pieces of equipment at the end of the run wins. Of course, you can always win back anything that has already been tagged – in fact stealing tags from your opponent is half the fun.

Overall, *Tony Hawk's Skateboarding* should retain the great playability and

"THE PHYSICS MAKE THE GAME FEEL REALISTIC"



△ Player 2 is going for a long rail slide.




△ Collect the letters S-K-A-T-E on each level.




△ Plenty of ramps and places to grind.




△ Blimey, it's a long way to fall.




first-class level design that made the original game such a treat to play. But what else can we expect of the Dreamcast conversion? It's worth noting that, like Lara's recent trip to DC, a fairly straight conversion is pretty much all we can expect, albeit with greatly improved graphics. There are lots of little details visible that PlayStation gamers have never seen: for example, it's clear in the Dreamcast version that Tony Hawk is wearing combat trousers – a small bonus to followers of fashion everywhere. That's what 1,600 polygons per character can do for you.

Skate fans, or even those who have never dared to step on to a board, should keep an eye on this. We hope to bring you a review next issue, on sale Thursday 8 June.




△ Oomph! This is where knee pads help.




△ Could you possibly shoot one of these loveable little characters? Course you could.

# FUR FIGHTERS

Cute and violent collide in this bizarre shooter. **ED LOMAS** goes down to the woods

## THE LOWDOWN

DUE OUT: **JUNE**
PUBLISHER: **ACCLAIM**
DEVELOPER: **BIZARRE CREATIONS**

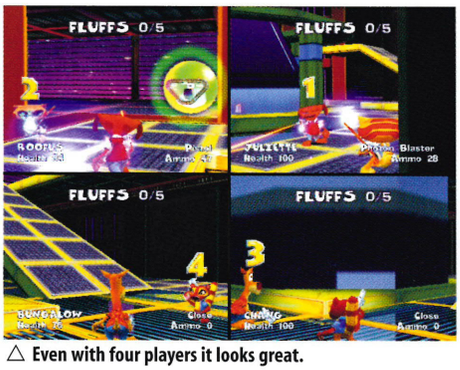
ON THE CD

**WHILE ONE HALF OF BIZARRE** Creations is busy beavering away making *Metropolis Street Racer* for Sega, the other half of the Liverpool-based team has been working hard on *Fur Fighters* for Acclaim.

Originally titled *Furballs*, *Fur Fighters* is a high-speed blaster with cheerful, bouncy platform sections. And *Tomb Raider*-style puzzles. And masses of violence and chunky weaponry. And a cute collection of fluffy main characters. All mashed up with a warped sense of humour. An unusual combination, for sure.

The basic idea is to find and rescue the baby animals located around the enormous levels, while completing set missions along the way. There are six playable characters, each with their own unique abilities which include wall climbing, digging, jumping, gliding and so on. As you play you come across teleport points which enable you to change character mid-level. Not only is this essential for getting past certain sections, but the babies can be rescued only by their respective parents.

With detailed, cartoon-style graphics, an excellent soundtrack and loads of ingenious touches, to us *Fur Fighters* is looking like a hit. Check out the demo on this month's cover disc to see for yourself.




△ Even with four players it looks great.




△ A snowy day in New Quack City.



# WACKY RACES

If you can remember this, you're too old to be playing games. Or are you? **STEVE HILL** steps back in time

**THE LOWDOWN**

DUE OUT: **JUNE**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **INFOGRAMES**

**WHATS THE BIG DEAL?**

- It's bleedin' *Wacky Races*, innit?
- Every character is featured
- Even devious Dick Dastardly
- And his canine cohort Muttley

**AT ANY DRUNKEN GATHERING** of people of a certain age, conversation all too often turns to the subject of classic kids' television, a mass communal experience that, thanks to the current surfeit of TV channels, many of today's youngsters will sadly be denied. Once the obvious subjects have been exhausted – *Starsky & Hutch*, *Charlie's Angels*, *Dukes Of Hazzard*, *Six Million Dollar Man* – a few cartoons are inevitably thrown into the mix as sobriety subsides and rose-tinted enthusiasm abounds. *The Hair Bear Bunch* is always guaranteed to be a big favourite, as is the sinister *Mr Benn*, and indeed *Captain Pugwash*, its reputation abetted by the urban myth that it was littered with sexual language. However, lurking deeper in the frazzled psyche of many of today's bright young things is *Wacky Races*, a rudimentary piece of animation that has nevertheless stood the test of nostalgia.

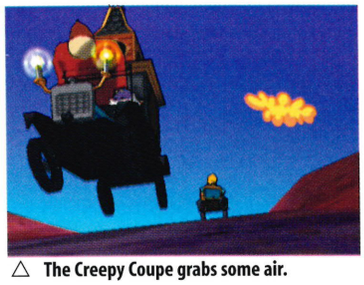
A fairly basic formula, each episode consisted of a cross-country car race between 11 outlandish teams and their equally unlikely vehicles. Pub bores can probably reel off the entire starting line-up, but the real interest was of course provided by the villain of the piece, Dick Dastardly, who, with occasional help from his dog Muttley, resorted to vicious underhand tactics in his quest for victory. Suffice to say that over the course of 52 episodes he never troubled the scorers.

Generally considered an essential part of any proper '70s childhood, the series actually began in America in 1968 and was first broadcast here the following year. Apparently inspired by the Jack Lemmon/Tony Curtis film *The Great Race*, as well as *Those Magnificent Men In Their Flying Machines*, the cartoon represented something of a departure for Hanna-Barbera, signalling the beginning of a more anarchic phase with less technically complex animation. *Wacky Races* was nevertheless a massive TV hit, and even spawned two spin-offs: *The Perils Of Penelope Pitstop*, and *Dastardly And Muttley In Their Flying Machines*.

**"ALL THE CHARACTER AND CARS, BROUGHT TO LIFE IN GLORIOUS 3D"**



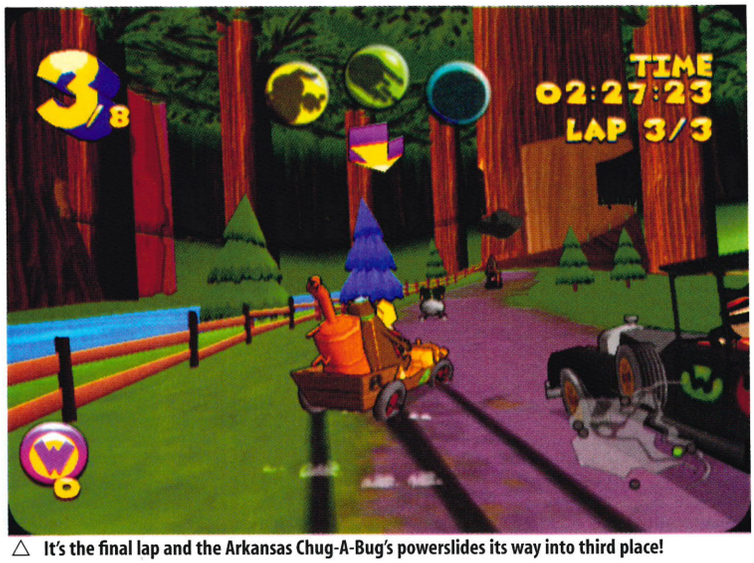

△ Don't worry, Dastardly & Muttley are in.



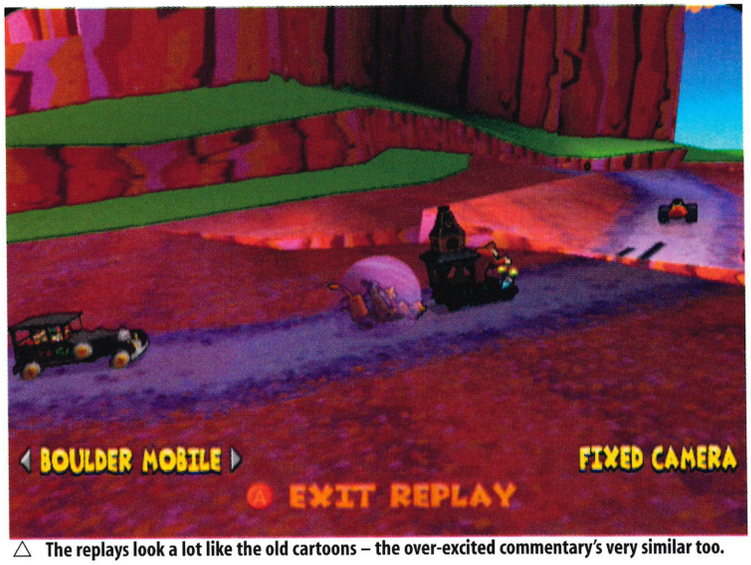
△ The Creepy Coupe grabs some air.

## TV PARTY

It's *Wacky Races* that we're concerned with here though, and if ever a television programme suggested a videogame then this surely is it. There have been some extraordinarily tenuous links over the years, but no high-concept interpretation is required here. It's a cartoon about a race, so it doesn't take a great leap of imagination to realise that a cartoon racing game would be a victory for common sense. And that's exactly what we have: an ancient 2D cartoon transformed by the Awesome Power Of Dreamcast ™ into a 3D racing game. How postmodern is that? It's a




△ It's the final lap and the Arkansas Chug-A-Bug's powerslides its way into third place!




△ The replays look a lot like the old cartoons – the over-excited commentary's very similar too.

△ A bit of a bundle here as the racers head into the hairpin turn by a slightly modified Mount Rushmore. You can see how all the vehicles bend and wobble as they bump into each other.

safe bet that if you were to travel back in time and inform a mesmerised nipper that in a quarter of a century he'd be able to actually drive one of the cars in the cartoon he was watching, he would have been very confused indeed.

And therein lies the rub. A sizeable cross-section of people who remember *Wacky Races* will inevitably now be bitter men for whom the low drone of the treadmill is the sound of their hopes being shattered. In all probability they're unlikely to be bucked out of their stupor by the prospect of recreating happy childhood memories via an overtly zany racing game. Likewise a somewhat simplistic game with vibrant colours and a fun element is a perfect recipe for young kids, the majority of whom are more likely to be able name 151 Pokémon than to identify Dick Dastardly's dog.

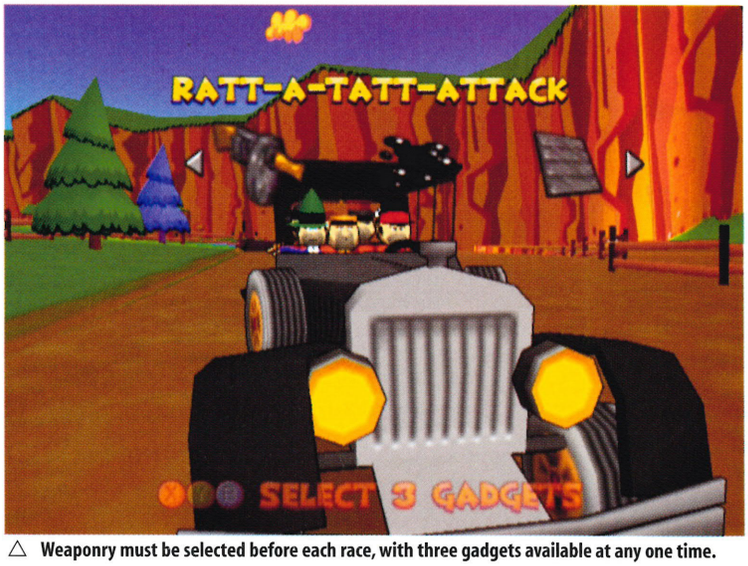
Barring a high-profile re-run of the series, this is a quandary that the marketing mooks will have to ponder, and frankly it's not our problem.

## CHARACTER REFERENCE

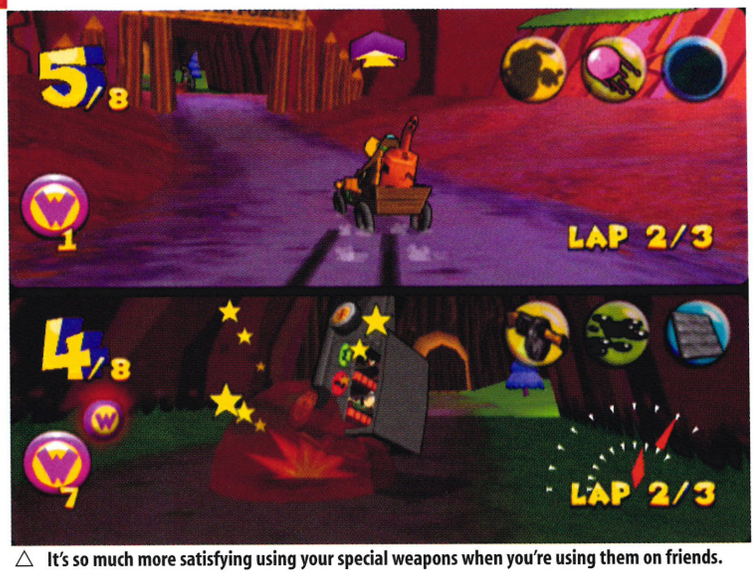
We're just here to tell you how it is, and judging by our sneak preview it's like *Wacky Races*. All the characters and cars are featured, and they've been brought to life in glorious 3D. For the record, we have Peter Perfect in the Turbo Terrific, Rufus Ruffcut and Sawtooth in the Buzzwagon, Sarge and Meekly in the Army Surplus Special, all seven members of the Ant Hill Mob in their Bullet Proof Bomb, ingenious inventor Pat Pending in his Convert-A-Car, glamour interest Penelope Pitstop in The Compact Pussycat, the Slag Brothers – Rock and Gravel – in their Boulder Mobile, the Gruesome Twosome in the Creepy Coupe, Red Max in the Crimson Haybailer, Luke & Blubber Bear in the Arkansas Chug-A-Bug, and of course Dastardly & Muttley in the Mean Machine. Eight are available initially, with the remaining three – including Dastardly & Muttley – being unlocked pending success in a boss-style challenge. In keeping with the series, ▷




△ Penelope Pitstop. The original voice actress was used again, even though she's now over 70!




△ Weaponry must be selected before each race, with three gadgets available at any one time.




△ It's so much more satisfying using your special weapons when you're using them on friends.




△ Four-player races are a whole lot of fun. Lots of sneaky tactics to be used here.

▷ each vehicle is equipped with a number of gadgets and weapons with which to scupper the opposition.

Travis Ryan is the designer of the game, and he explained how this will work: "All 11 vehicles in *Wacky Races* have their own unique collection of zany abilities and attacks to use in the game. Although every ability follows basic play guidelines, they're all very individual. Players will be able to see swooping pterodactyls which enable the Boulderdmobile to fly, The Ant Hill Mob's tricky Concrete-a-Coat Gun, and we've even got a transforming vehicle – The Convert-a-Car – which actually transforms during the race.

"Each ability is themed towards each of the individual characters and vehicles, and several of these were taken from the cartoon. Fans should find it fun trying to spot the originals such as Batter-Up Power and Ratt-a-Tatt-Attack Power, but there is a stack of new abilities included. We had a lot of fun coming up with these, and they all fit the feel of *Wacky Races* perfectly."

## TAXI FOR TRAVIS

As was the case in the cartoon, it's all about crossing the finish line. As Travis says: "The general format of the game is incredibly simple: finish a race in the highest position possible, by whatever means possible. You can try to race straight for the finish line without using any of your vehicle abilities, but players will find that they need to use them to do well in a race, as opposing vehicles will be trying everything they can to stop vehicles dead in their tracks."

As for the handling of the vehicles, there will actually be two modes, Kart and Advanced, offering two different levels of control.

"We've managed to take all players into consideration with *Wacky Races*," says Travis. "Kart offers the player a simplistic and fun approach to the action, although it presents a much more responsive feel to previous kart racers on the market. The Advanced handling style offers a much more realistic yet accessible approach to the control of each vehicle, as vehicles react more to the terrain and so on, the player having to use acceleration and brakes much more wisely. Both styles offer their own unique feel and varied play mechanics. The slide button from Kart mode, for example, is replaced with a handbrake while playing in Advanced. It's quite a challenge for players wanting to learn and master both styles."

## CAR-TOON FUN

*Wacky Races* on TV was undeniably a wonderful thing, and messing with such a classic clearly has its pitfalls, as altering it beyond recognition would be tantamount to sacrilege. Thankfully the game's designer agrees: "Recreating the feel of the cartoon was definitely one of the main design points. The cartoon was brilliant in that there were no rules; vehicles and characters alike could do just about anything that suited them.

"I think we've captured this well, as no vehicles share the same moves. Tracks are also presented as worlds for players to race within, and the look and feel of the game definitely has that distinct cartoon look and feel to it."

Having played the game, we're tempted to agree with him. Culturally, *Wacky Races* might not be the most obvious choice for a game conversion in the year 2000, but logistically it's something of a belter. How the finished game turns out remains to be seen, but rest assured we'll let you know whether it's Dastardly or Muttley.




△ Collecting the 'W' tokens dotted around the course gives you more firepower.



△ Sarge and Meekly in the Army Surplus Special heading to the next set of races.

# released on bail

[& dreamcast] 28th april




www.gta2.com

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# BLACK & WHITE

Can **KEITH PULLIN** make sense of the back-flipping cows, 400-foot tall apes and dancing zebras? Here's hoping

## THE LOWDOWN

DUE OUT: **OCTOBER**
PUBLISHER: **SEGA**
DEVELOPER: **LIONHEAD STUDIOS**

### WHAT'S THE BIG DEAL?

- The first game from Peter Molyneux for four years
- The most advanced creature intelligence ever
- A fully interactive environment, meaning you can pick up trees, people, rocks, horses, sheep...
- Characters can throw their own faeces. That's good, right?

**ONE THING WE CAN** definitely guarantee about *Black & White* when it's released this October is that it will be like nothing you've ever played before. Lionhead supremo and 'god game' pioneer Peter Molyneux has a reputation for creating hugely successful, offbeat games (*Populous*, *Magic Carpet*, *Dungeon Keeper*), and *Black & White* continues that legacy with some style.

Convention has been cast aside to create what can only be described as the world's first intelligent sand pit. Confused? So are we. But *Black & White* is literally a behemoth of a game where you can do pretty much whatever you want. Influences include the 1933 version of *King Kong* and an *Outer Limits* film called *The Sand Kings*.

Other more bizarre personal incidents have also contributed to the game's general feel. "When I was a kid, whenever I saw an ants' nest I always used to try to destroy it," explains Molyneux. "After a while I used to put sweets around the nest and watch the ants come out and, you know, just be god over these little ants that were down there. It's just a fantastic feeling being able to do that, and that's what I want to bring to *Black & White*."

So, what does this mean exactly? Well, in a nutshell, *B&W* is a game where you're a kind of omnipresent being floating around a world, trying to attract worshippers in order to grow stronger and more powerful. You can do this in a number of ways. The first is to be really nice to people, give them what they want (bountiful harvests, good health, great sex – all that), and make them worship you because you're so unbelievably fantastic. Another way is to create fear, dread and awe in people by picking them up in your giant hand and hurling them down the side of a mountain and into the sea. The more they fear your wrath, the more they'll try to please you. Well that's the theory,

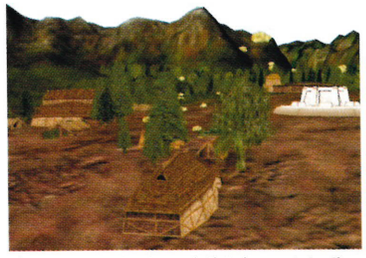
"THE MOST INTELLIGENT, SELF-AWARE REAL-TIME GAME THAT'S EVER EXISTED"



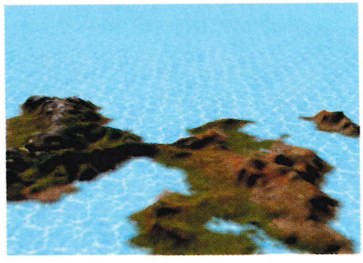
△ These pictures are taken from the first playable version of *Black & White* on Dreamcast.



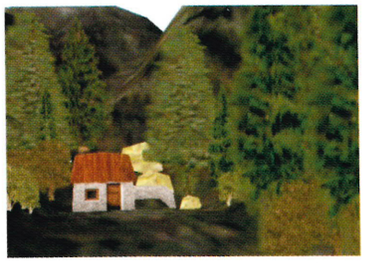
△ Certain details still need to be added...



△ ...such as the dynamic lighting and shading.



△ But rest assured, it'll look even better soon.



△ We promise to keep you totally up to date.



△ Your private creature changes its appearance as you teach it new tricks. This one looks mean.



△ This nymph appears occasionally to give you new spells as and when you earn them. Encourage as many of Eden's inhabitants as possible to worship you in order to make yourself even more powerful.

## "EACH CREATURE EVOLVES INTO A UNIQUE PERSONALITY"

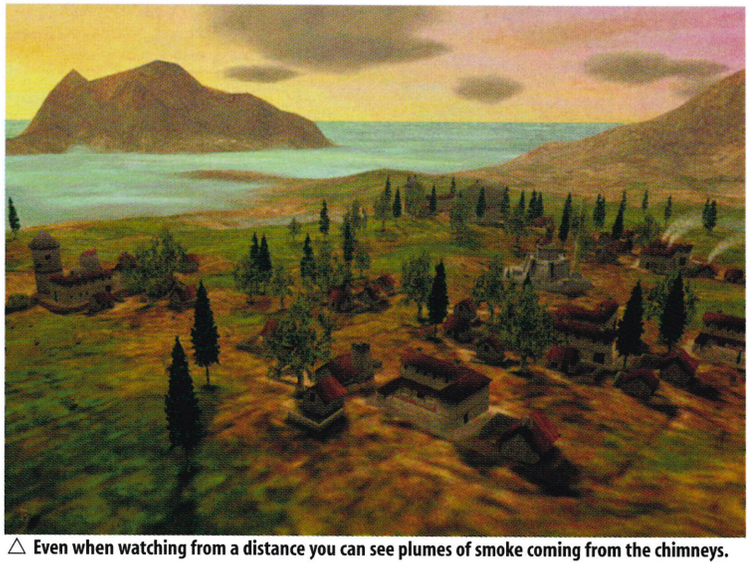
anyway. But there are other factors to consider, of course.

### FEEL THE POWER

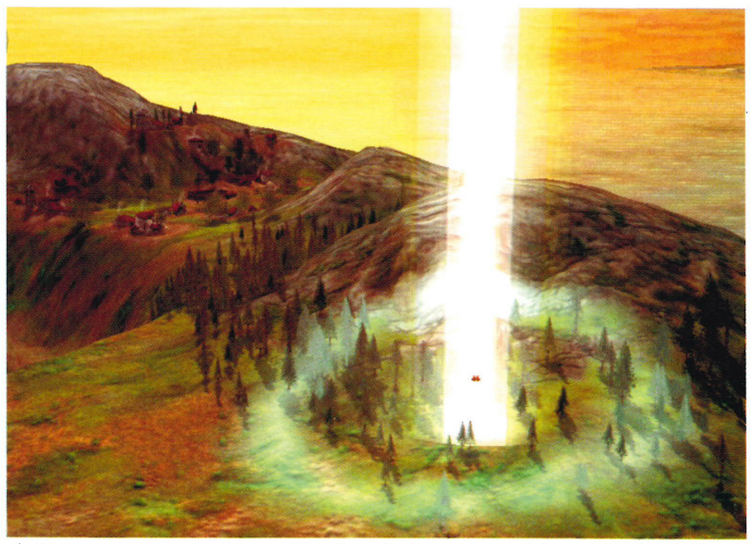
To say that *Black & White* is a 'god' game is wrong. If anything it's closer to being a role-playing game or an adventure game along the lines of *Legend Of Zelda* on Nintendo 64. It's a story, with a beginning, a middle and an end. Not that you'd realise it at first, because you're so wrapped up in exploring the amazing world with its fantastic beaches, awesome mountain ranges and bustling villages that it doesn't even strike you that there could be a reason for your 'godly' presence, so engrossing is the world you find yourself in.

The difference between *Black & White* and other games of this kind though, is the fact that here you don't just look, you can touch, feel and really experiment with the things you find. According to Molyneux, this sublime interaction is integral to the game: "What I wanted to do was design a beautiful world that you're able to interact with and do anything you like in. If you want to be the evilest, meanest son of a bitch that's ever existed, just go out there and destroy everything. Or if you want to be benevolent, kind, caring and compassionate, and try and make it the most wonderful world ever, you can do that as well."

At this point let's make it clear that the game can be completed either by being good or bad, it makes no difference whatsoever. Interestingly, the world also changes around you depending on your actions. If you're a good god, the sky is blue, birds are singing and everything's lovely. However, if you're a right tosser and enjoy throwing people into the sea or crushing them with rocks, then the ▷



△ Even when watching from a distance you can see plumes of smoke coming from the chimneys.

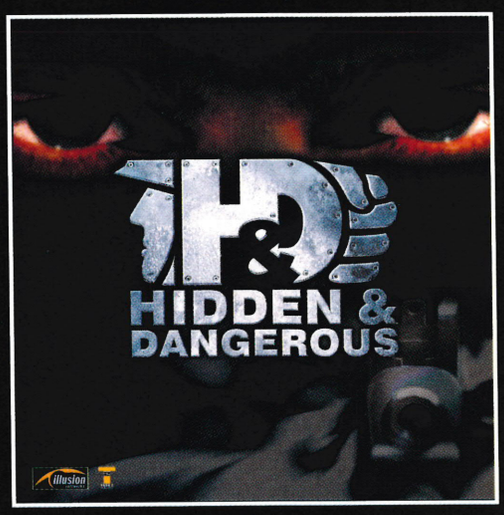


△ You've got to give your minions a short, sharp shock every now and then to keep them in line.

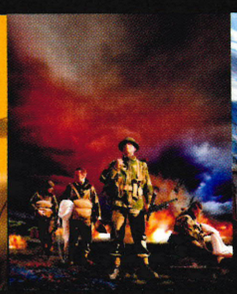
# SAVE YOUR PRIVATES

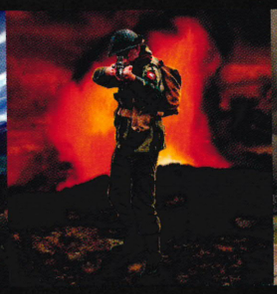
"H&D is one of the most atmospheric, utterly engrossing pieces of gaming entertainment to grace the video games scene in the last 12 months"

dreamcast MONTHLY




**HIDDEN & DANGEROUS**
**THE TAKE 2 BESTSELLER NOW ON DREAMCAST**




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△ Clearly this is a fairly undeveloped helper. You'll need to put in a bit of time training it up if it's going to survive.



△ Scraps between the gods' giant creatures can get pretty vicious. Whose chances do you fancy here – the ape or the tortoise?

▷ world's not such a pleasant place: dark clouds roll in, fiery crevices open up and the world becomes a kind of living hell. If you live in Milton Keynes you'll know what we mean.

Just remember: everything you do, every action, every decision, has some effect somewhere in the game. To say *Black & White* has artificial intelligence is an major understatement; it's shaping up to be the most intelligent, self-aware real-time game that's ever existed.

## NOW THE FUN STARTS

As you've probably already guessed, you're not alone on the glorious planet of Eden. There are eight other variously aligned gods who, like you, fancy their chances at world domination. These gods look after tribes such as Aztecs, Egyptians and North American Indians, among others.

Each god has a servant on the ground who helps out. Luckily you too have such a helper, in the guise of an indigenous creature such as a cow, ape, wolf, tiger, turtle or bear. Indeed, Lionhead have confirmed that the Dreamcast version will actually feature two creatures more than the PC version, one of which is a big, fluffy, cloud-like sheep. The other is "a secret". In other words they don't really know yet.

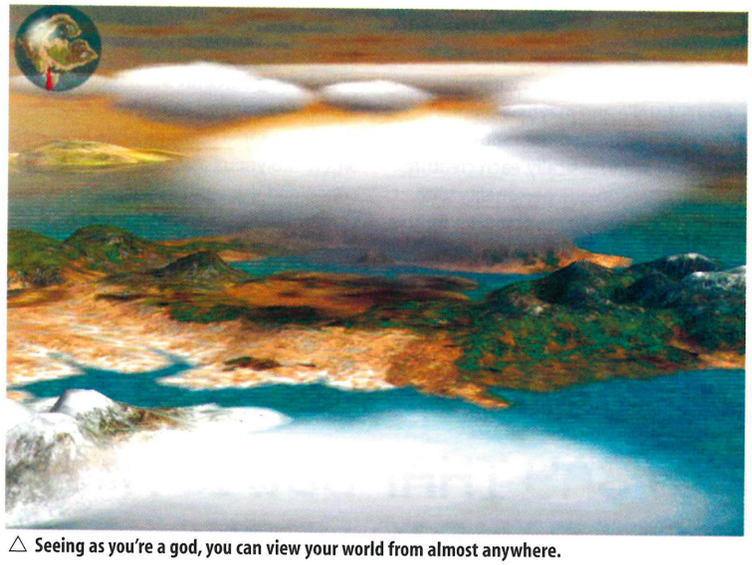
At the start of the game you get to choose which animal your helper should be. You must then teach your little friend about life, which happens by the creature watching your every move and learning from it. So if you're cruel and nasty, your creature does exactly the same. Likewise if you're generous to your worshippers, then your creature obliges by helping them out whenever he can.

In all this teaching you must find a happy medium. For example, if another god is attacking your village and he's ordered his slavering, rabid wolf to annihilate everything in sight, it's no good trying to defend with a cute, furry ▷

**"YOU CAN HAVE THE SAME WEATHER IN THE GAME AS OUTSIDE YOUR WINDOW"**



△ You'll be able to pick your creature when you start the game. There'll be more on Dreamcast.

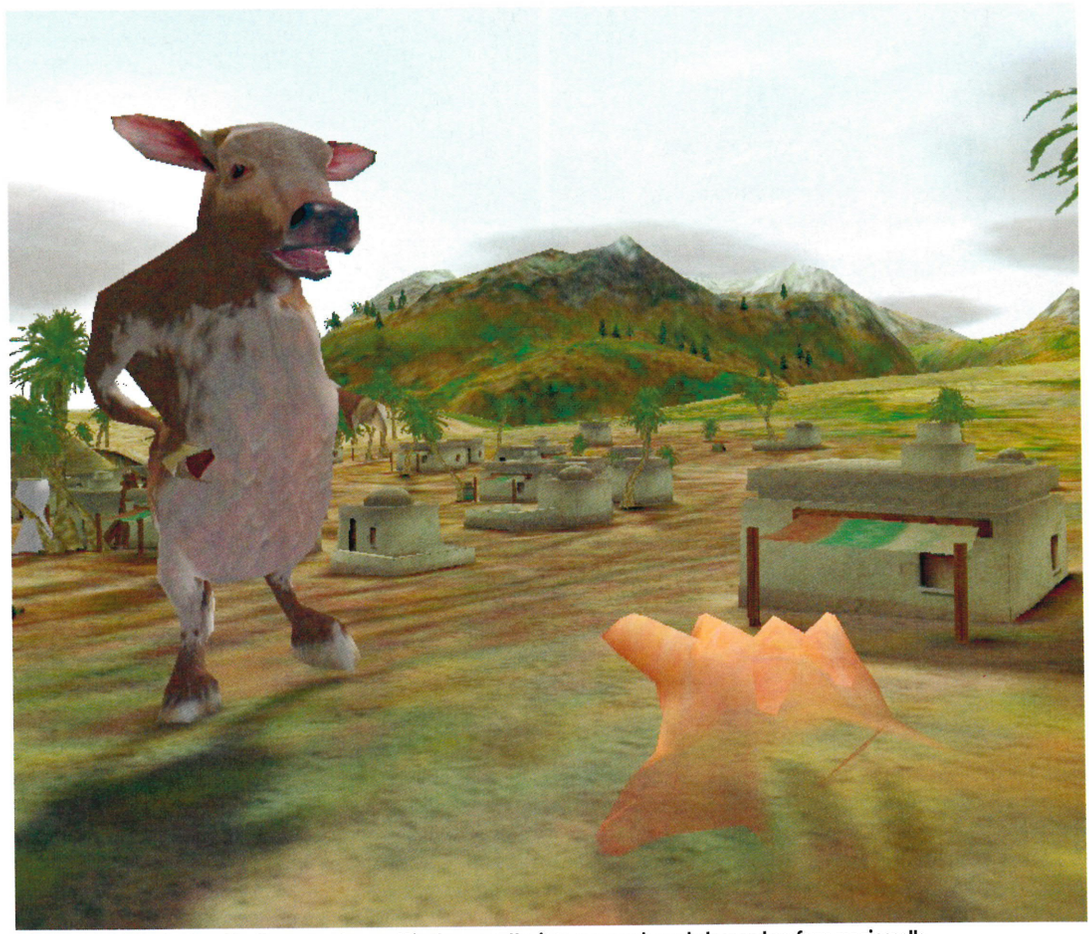


△ Seeing as you're a god, you can view your world from almost anywhere.

## PORTA-PET!

PLAY *BLACK & WHITE* ON THE MOVE

*The Gathering* is a small standalone program that enables you to create your own *Black & White* creature and then chat, fight or just hang out with other players in a specially designed online *Black & White* environment. The good news is that it's free to download and will be out before *Black & White* itself. Check out www.lionhead.co.uk for more details. The even better news is that you can save your creature onto a spare Visual Memory unit and carry him around with you Tamagotchi-style. Joy.



△ That giant floating hand is all you see of yourself in the game. Use it to command your helper and perform magic spells.

▷ little tiger that wants nothing more than to be nice. You'll get nowhere. The trick is to encourage a wholesome education that enables your creature to cope with as many situations as possible. You can even discipline them with a few slaps here and there.

While your creature learns, his appearance changes and he grows. If he works hard he might get quite toned, if he eats too many pies he puts on a bit of weight; good creatures wear a constant smile and maybe a bit of a halo, evil creatures sprout fangs and develop a sneer. Basically, each creature evolves into a unique personality with unique looks. They even scar after fights. The chances are that nobody else in the world (that's *our* world – the real one) will have the same pet creature that you have. These are Tamagotchis on a scale you've never imagined. And yes, you can take them online and you can have a whale of a time.

When these buggers scrap with each other you know about it. Some of the fight sequences between the creatures are easily as good as *Dead Or Alive 2*, and the range of moves is incredible: uppercuts, hooks, roundhouse kicks… Believe us,when you witness a 400-foot tall cow performing a back flip it's not something you forget in a hurry.

And then there are the spells. Needless to say there's your usual array of lightning bolts, fireballs, skeleton armies, storms and tornados – it's all token stock in a game like this. However, where Molyneux and Lionhead are concerned there must always be something new and exciting. In this case it's the interface, which is based on making shapes with the controller, or, as Lionhead Studios put it, 'gesturing'.

Basically you move the analog joystick on your Dreamcast control pad to make an on-screen shape. For example, drawing a circle in the playing area creates a fireball, a star creates a different spell, and so on. Obviously an infinite number of shapes means an infinite number of spells, and although the team haven't gone too overboard in this department it's not difficult to see that the potential is awesome.

But it's a system that is also not without its drawbacks, as Molyneux let slip: "One of the cheats with the gesture power-ups was going to be my signature. I thought this was a brilliant idea until Sean pointed out to me that my signature would be known by everybody who owned *Black & White*. All they had to do was get my credit card details and… Clearly that would be a mistake." Quite.

"TO SAY THAT *B&W* IS A 'GOD' GAME IS WRONG"

### DREAMCAST RULES

On another note, it's good to see that Lionhead appear to be thinking quite hard about how they can work in some specific Dreamcast-only stuff. Let's face it, the last thing we need is another thoughtless PC conversion, and thankfully that's a road that Molyneux and chums have no intention of going down: "On the Dreamcast version, one of the cool things is that you can turn an option on and *Black & White* will boot itself up, and download the weather information about the place where you live, so you can have the same weather in the game as outside your window."

A nice touch – that is unless you happen to live in England, of course, where hail storms, lashing rain and freezing fog might get on your tits a bit after a while.

Other little gimmicks include a game moon that's identical to the moon outside your window – somehow all those chips and things inside your Dreamcast know exactly what day it is and automatically know how the moon is going to look. It's all very clever indeed. Far too clever for a simple journalist to understand.

So, it looks as though this keenly anticipated PC title has plenty to make Dreamcast owners equally as moist. And as Mr Molyneux himself says: "It's much more 'consoley' than anything I've ever done before."

Make of that what you will, but just remember this: not everything in black and white makes sense.

# BACK ISSUES

## SUMMARY OF WHAT'S IN EACH ISSUE

**ISSUE #0** OCTOBER 1999

**›THE GET-STARTED ISSUE**

**REVIEWS:** *Sega Rally 2, Sonic Adventure, Blue Stinger, Incoming, Millennium Soldier: Expendable, Trickstyle, Power Stone*

**PREVIEWS:** More than 60 upcoming Dreamcast games

**FEATURES:** Beginner's guide to Dreamcast; the *Grange Hill* gang check out DC games

**ON THE VIDEO:** Exclusive footage of 35 future Dreamcast games

**PRICE: £5.99**

**ISSUE #1** NOVEMBER 1999

**›THE JAPAN ISSUE**

**REVIEWS:** *Ready 2 Rumble, Power Stone, UEFA Striker, Trickstyle, Virtua Fighter 3tb, Toy Commander, House Of The Dead 2* and more

**PREVIEWS:** *MDK 2, F1 World Grand Prix, Shenmue, D2, Resident Evil: Code Veronica*

**FEATURES:** Tokyo Game Show report

**TIPS GUIDES:** *Power Stone, Virtua Fighter 3tb*

**ON THE DISC:** Playable demos of *Sonic* and *Millennium Soldier*; rolling demo of *Buggy Heat*; movies of *Toy Commander, Suzuki Alstare Extreme Racing, Speed Devils, Hydro Thunder*

**PRICE: £5.99**

**ISSUE #2** DECEMBER 1999

**›THE FUTURE ISSUE**

**REVIEWS:** *Soul Calibur, F1 World Grand Prix, Marvel Vs Capcom, Suzuki Alstare Extreme Racing, Snow Surfers, Soul Fighter* and more

**PREVIEWS:** *Sega Worldwide Soccer 2000, Fighting Force 2, Furballs, Re-Volt, Evolution, Worms Armageddon*

**FEATURES:** The future of gaming; games rooms of the future

**TIPS GUIDES:** *House Of The Dead 2, Ready 2 Rumble Boxing*

**ON THE DISC:** Playable demos of *Dynamite Cop, Buggy Heat*; movies of *Soul Calibur, NFL Blitz 2000, F1 World Grand Prix*

**PRICE: £5.99**

**ISSUE #3** JANUARY 2000

**›THE RACING ISSUE**

**REVIEWS:** *Worms Armageddon, Evolution, Shadow Man, Re-Volt, Tee Off, Vigilante 8, South Park: Chef's Luv Shack, Worldwide Soccer 2000*

**PREVIEWS:** *Metropolis Street Racer, Crazy Taxi, NBA 2K, Plasma Sword, Zombie Revenge, Resident Evil 2*

**FEATURES:** Fantasy Vs Reality

**TIPS GUIDES:** *Soul Calibur* (part 1), *Sega Bass Fishing*

**ON THE DISC:** Brand new *Toy Commander* level; playable demos of *Snow Surfers, Suzuki Alstare* and *F1 World Grand Prix*; movies of *Evolution, Sega Worldwide Soccer 2000* and *Soul Fighter*; Sega preview trailer with *Crazy Taxi, Metropolis Street Racer, Zombie Revenge*

**PRICE: £5.99**

**ISSUE #4** FEBRUARY 2000

**›THE BLOOD ISSUE**

**REVIEWS:** *Virtua Striker 2 v2000.1, Resident Evil 2, Deadly Skies, Armada, Fighting Force 2*

**PREVIEWS:** *Crazy Taxi, 4 Wheel Thunder, Metropolis Street Racer*

**FEATURES:** Violence in games; bloody games previewed

**TIPS GUIDES:** *Soul Calibur* (part 2), *UEFA Striker, Evolution*

**ON THE DISC:** Playable demos of *Sega Worldwide Soccer* and *Re-Volt*; movies of *Crazy Taxi, Rayman 2* and *Deadly Skies*

**PRICE: £5.99**

**ISSUE #5** MARCH 2000

**›THE TAXI ISSUE**

**REVIEWS:** *Crazy Taxi, NBA 2K, Red Dog, Slave Zero*

**PREVIEWS:** *Grand Theft Auto 2, Metropolis Street Racer, Rayman 2*

**FEATURES:** 2D Vs 3D; gaming in the real world

**TIPS GUIDES:** *Soul Calibur* (part 3), *Shadow Man, Worms Armageddon*

**ON THE DISC:** Playable demos of *Rayman 2, Street Fighter Alpha 3* and *Red Dog*; movies of *Slave Zero* and *Virtua Striker 2*; slide show of *Ecco The Dolphin*

**PRICE: £5.99**

**ISSUE #6** APRIL 2000

**›THE LARA CROFT ISSUE**

**REVIEWS:** *Tomb Raider: The Last Revelation, Rayman 2, Soul Reaver, Zombie Revenge, Wild Metal*

**PREVIEWS:** *V Rally 2, Ecco The Dolphin, Sega GT, Resident Evil Code: Veronica, Tony Hawk's Skateboarding, The Nomad Soul, Sword Of The Berserk*

**FEATURES:** The Lara phenomenon; jobs in the industry: games testers

**TIPS GUIDES:** *Virtua Striker 2, Resident Evil 2* (part 1)

**ON THE DISC:** Rolling demo of *MSR*; playable demos of *MDK 2* and *Slave Zero*; movies of *Tomb Raider: The Last Revelation, Soul Reaver, 4 Wheel Thunder, Wild Metal, Deep Fighter* and *Heroes Of Might And Magic III*

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**ISSUE #7** MAY 2000

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# HIDDEN & DANGEROUS

War is a horrible thing in real life. But in videogames it's a different story altogether, as **RICHIE SHOEMAKER** knows



△ Jesse Ventura's character from *Predator* is hidden in the game. Naah, he isn't really. We lied.

## THE LOWDOWN

DUE OUT: **JULY**
PUBLISHER: **TAKE 2 INTERACTIVE**
DEVELOPER: **ILLUSION SOFTWORKS**

### WHAT'S THE BIG DEAL?

- Original mix of squad-based combat and 3D strategy
- A rarity for consoles – a 3D shooter that requires brains
- More than 40 characters to control, each with different skills and abilities
- Ten vehicles to drive and 15 authentic weapons to fire

**FORGET JUMPERS FOR GOALPOSTS,** the worst thing every lad growing up the depressed Seventies had to make do with was a hastily stripped-down twig for a rifle in the daily ritual of pretend war. Still, it wasn't all bad; the prize for being shot by imaginary bullets was a kiss from a make-believe nurse, usually the girl who would regularly perform handstands against the gym wall.

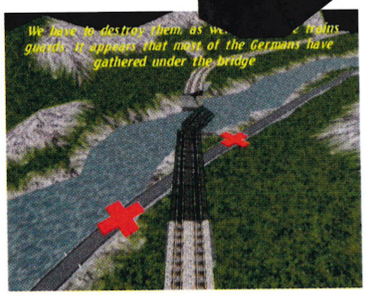
Outside of school the wars continued. In summer, battles raged in the nearby woods, with pine cones for hand grenades and Y-shaped sticks for weapons. In winter, wars were fought across hallways and bedrooms, with hundreds of Airfix soldiers dwarfed by dozens of Action Men, with sister's Sindy dolls at the rear in case of a medical emergency. And when it was all over and time to clear the battlefield, the *Warlord* annuals would come out and we'd all pretend to be Lord Peter Flint or Union Jack Jackson, dancing around in those BHS pyjamas with the Vikings on the front, our imaginations winding down before bedtime. Happy days…

But all that was before computer gaming, before the days of *Pong* and *Space Invaders*, and some 20 years before the likes of *Hidden & Dangerous*, the game regarded by most PC owners as the perfect mix of realistic wartime action and squad-level strategy.

Unless you missed the movie on last issue's cover disc (*ODM* #7), or somehow missed the point of the above outpouring of nostalgia, you'll know that *Hidden & Dangerous* is all about the messy art of war, in this case the sequel to World War I – which for the benefit of those about to sit their GCSE History occurred in 1998 and starred Tom Hanks.

Unlike the PC, where tactical shoot 'em ups are ten a penny, you're unlikely to find any for the home entertainment system known as a console. In the past you could be forgiven for thinking that most developers thought that games like *Hidden & Dangerous* just weren't suited to little grey boxes under the TV, as if the people who play action games that require some tactical savvy to complete are somehow below the level of your typical Dreamcast owner. The truth is that, up until now, consoles just couldn't handle the mammoth open environments or the human-like artificial intelligence.

Dreamcast is, of course, the exception – anything a PC can do, Dreamcast can do better. Moreover, in the case of *Hidden & Dangerous* the ubiquitous




△ Each mission starts with a detailed briefing.



△ Check out the classic 'bins' view!




△ Four healthy soldiers just gagging to mash some Germans. Bet they're all dead in minutes.



△ With *Hidden & Dangerous* being the realistic war game that it is, this guy isn't going to last long in the open. You must plan everything meticulously and be as stealthy as possible if you're going to survive.

## "SOME OF THE MOST INTERACTIVE SCENERY YOU'LL EVER PLAY THROUGH"

Dreamcast can do it without crashing every five minutes. The PC version of *Hidden & Dangerous*, you understand, had more bugs than your typical New York apartment – and still has. To ensure that the same fate doesn't befall the Dreamcast version, the developers are pulling out all the stops, and unlike with most console ports of PC games, they've decided to code the game themselves rather than farm it out to a third-rate developer. A wise move.

### THINK BEFORE YOU SHOOT

So, apart from the fact that *Hidden & Dangerous* is a first-person action game that presents you with the task of killing Nazis, what else do we know about it? Well, for one thing, rather than the usual you-against-the-world scenarios that most games seem to palm us off with, it has a cast of more than 40 SAS operatives for you to choose from, four of which you can take into each mission. Moreover, unlike in most action games, where you're seemingly invincible, able to soak up more hits than RoboCop, in *Hidden & Dangerous* one shot to the head is pretty much game over. To succeed in any one mission you must equip the right troops with the right equipment and, if you're to fulfil your objectives in the next mission, make sure they survive. Sometimes losses are acceptable, often unavoidable. Sometimes you can get by with only one man, but lose all four and it's back to the start.

Split over six campaigns set throughout Italy, Germany, the Balkans and the Baltics, the 23 missions take in almost every influence you care to mention, from classic war films like *Where Eagles Dare* and *The Guns Of Navarone* to *A Bridge Too Far* and *Where Eagles Dare*. Sometimes you must rescue spies held for interrogation in German camps, at other times you're setting explosives to destroy a submarine pen, or escorting defectors to safety. One mission just requires you to escape without being seen, but with at times more than 100 Germans in each map – more if you're playing on hard level – keeping out of sight until the last minute is very much a priority in every mission. Taking on a dozen Germans, no matter how dumb they are, almost certainly gets your men killed.

*Hidden & Dangerous* boasts some of the most interactive scenery you'll ever play though. Thanks to one of the most versatile 3D engines in existence, your soldiers are able to move from forest into the most lavish buildings, replete with paintings of the Fuhrer himself, and without so much as a hint of slowdown. Not only that, but each of the vehicles in the game can be entered, and if the fuel tank isn't dry you can turn the ignition key and drive away. In fact ten different vehicles will be available, from trucks ▷



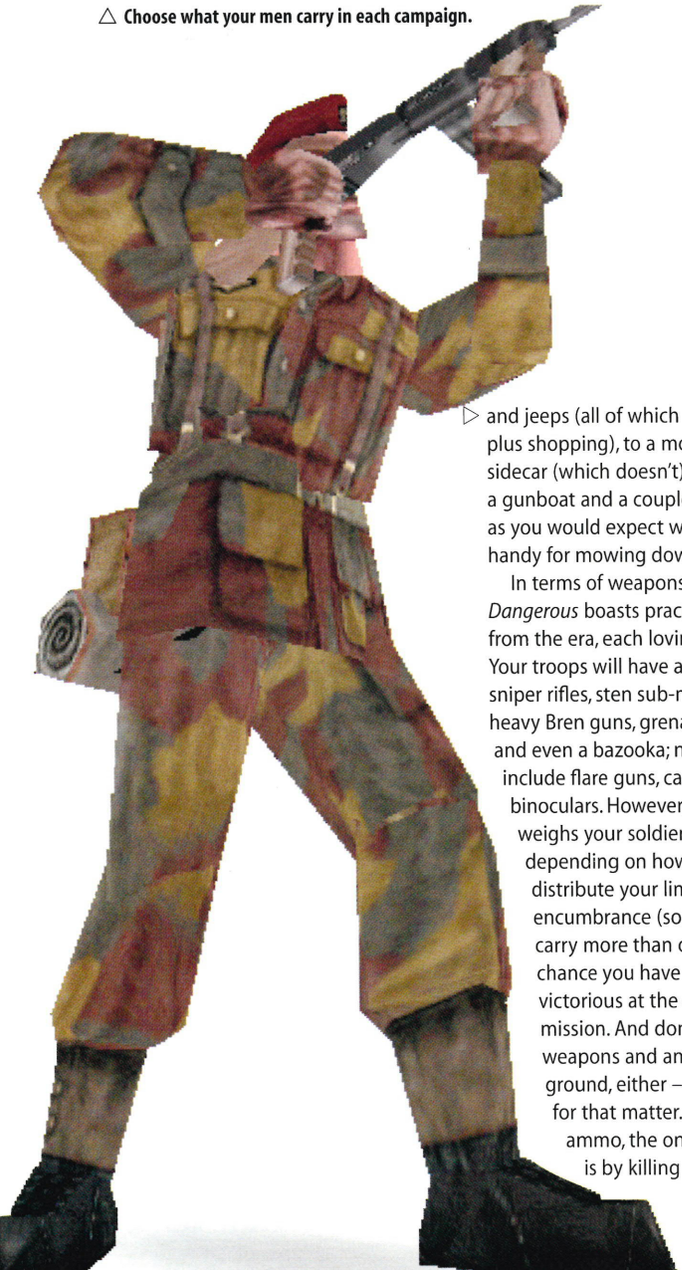
△ Here, disguised as German soldiers, you must make your way inside an enemy base.




△ Choose what your men carry in each campaign.



△ This is the kind of motor you want to be cruising around the town centre in with Shabba Ranks playing at full blast.



▷ and jeeps (all of which easily seat four plus shopping), to a motorcyle and sidecar (which doesn't). There'll even be a gunboat and a couple of tanks, which as you would expect will be pretty handy for mowing down the Hun.

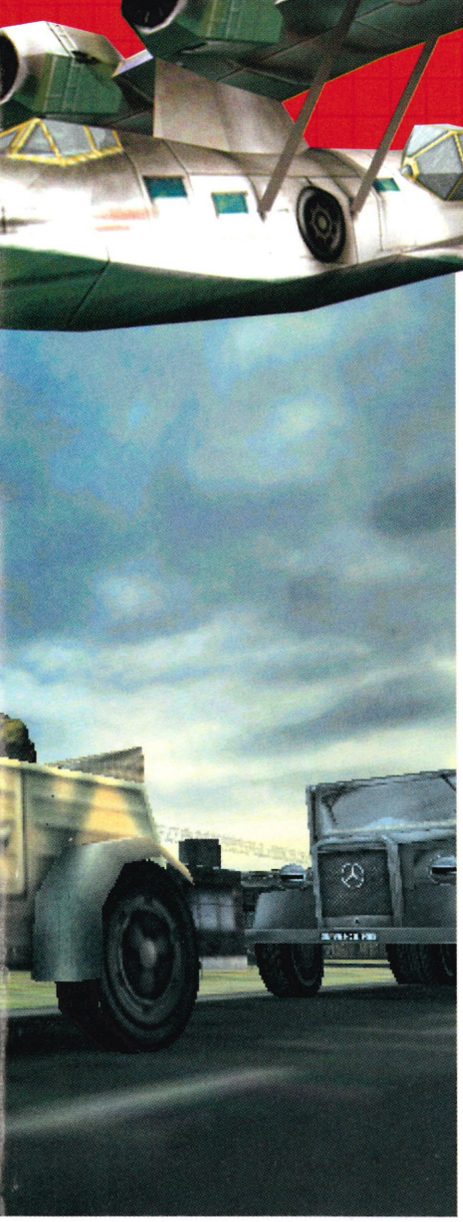
In terms of weapons, *Hidden & Dangerous* boasts practically every one from the era, each lovingly recreated. Your troops will have access to pistols, sniper rifles, sten sub-machine guns, heavy Bren guns, grenades, mines and even a bazooka; non-lethal items include flare guns, cameras and binoculars. However, each item weighs your soldiers down, and depending on how effectively you distribute your limited encumbrance (some soldiers can carry more than others), the more chance you have of emerging victorious at the end of each mission. And don't expect to see weapons and ammo lying on the ground, either – or health packs, for that matter. If you run out of ammo, the only way to stock up is by killing more German guards. Which, apart from making your job that much easier, means you can rifle their corpses and steal their equipment – handy, when you think about it, especially as the German sniper rifle has a longer range that its British equivalent.

## COVER VERSION

In terms of gameplay, what with having four commandos to look after, *Hidden & Dangerous* isn't just about switching between soldiers and moving them one at a time. Apart from being incredibly laborious that would also be unnecessary. Thankfully the soldier under your direct control is able to issue a number of voice commands, either to tell your group to scout ahead or make them hit the ground and take cover, hold fire or let loose until they run out of bullets. If you want to tell each one of your men exactly where you want them to go, you can even switch to a nifty 3D map with which you can co-ordinate and time your attacks. By selecting from a number of icons, you can tell one person to take a route, and stop halfway and cover the rest as they move up the other side of the map. As in the 3D view, you can even tell your soldiers to run (which will probably alert any nearby guards) or crawl along on their bellies. And if they get it wrong or run into trouble you can quickly jump in and join the fight.

Compared to its PC cousin, *Hidden & Dangerous* is already looking a belter – even better if seen on a large TV. Publishers Take 2 recently visited the *ODM* office with what they called "very early code", and although some textures were still to be put in place, what we did see made up for in promise what it

"ALREADY LOOKING LIKE A BELTER"





△ The detailed backgrounds are flat, but they're animated in such a way that they look solid enough to eat. Yum!

# SILVER

**STUART DREDGE** continues his quest for a fix of elves, goblins and beardy wizards

## THE LOWDOWN

DUE OUT: **JUNE**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **INFOGRAMES**

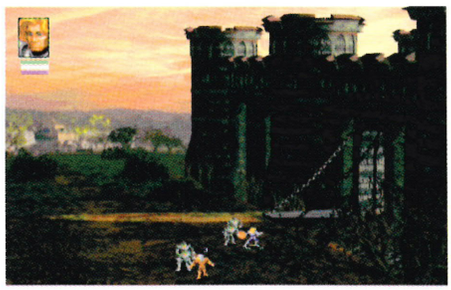
**RELEASED ON PC LAST YEAR**, *Silver* is a role-playing game with a classic sword and sorcery plot involving an evil sorcerer, a damsel in distress and a clean-cut hero. While it went down relatively well with PC gamers at the time, it looks as though *Silver* has now found its true home – Dreamcast. "Even though it was developed for PC, it's really a console game," says producer Judi Spiers. "It should fit the expectations of console players much better, so we're expecting higher sales than the PC version."

This isn't just a straight conversion of the PC game, either. For a start the fiddly point-and-click mouse control had to be replaced with an all-new system using the buttons and analog stick created especially for Dreamcast. "We've also provided a training session to ease you into it at the start of the game," adds Spiers.

Our early play-test of the Dreamcast version of the game suggests that this new combat system should work well, as it enables more beat 'em up-style combos as well as accurate movement. Faster loading times and the ability to save at any time (as opposed to fixed save points) should help Dreamcast *Silver* make an impact when it's released in June. Look out for the full review in the next issue of *ODM*, on sale Thursday 8 June.




△ The new training section lets you learn the controls.



△ You can recruit new team members as you progress.

lacked in polish. Although the control system will obviously be different (PC gamers are no doubt still scoffing at Dreamcast's lack of mouse support), when we had a quick sortie on the game it was remarkably simple to get the hang of the Dreamcast controls, even for seasoned mouse users.

Unfortunately we're told that there are currently no plans to include any multiplayer modes. The PC version at least had a co-operative four-player option, but then with so much going on on-screen and with time ticking by, perhaps there isn't the time to work that much magic.

How the rest of it hangs together we'll see in a couple of months, by which time we'll hopefully have what is sure to be a true original for console fans. Maybe now it's time to finally throw away those Action Men (and those pyjamas, for that matter).



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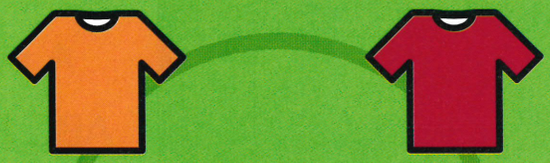
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# re:views

## HOW CAN SOMETHING SO EVIL BRING SO MUCH HAPPINESS TO SO MANY? THINK HAPPY THOUGHTS!



**THIS MONTH** we're lucky enough to have been graced with something very special – a game that can truly be described as 'essential'.

Too many people claim that too many games are *soooo* brilliant that you just *must* have them or your life won't be complete. But what's the point in saying that everything's great? The only people who can afford to buy all of these so-called 'essential' games are the kind of people who don't bother reading reviews – they just buy everything anyway, just to get rid of some of the piles of cash making their mattress all lumpy.

In *Official Dreamcast Magazine* we do things differently. We know that most normal people buy a game every month or two, so we've kept our rating system down-to-earth. Average games get an average score (five), bad games get less than five (such as four… or two), good games get more than five (say… eight, or maybe six), but only truly spectacular games get our 'Essential' award.

As you'll see when you buy it – and you *will* buy it – *Resident Evil Code: Veronica* is one such truly spectacular game. It looks and sounds better than anything that's gone before it, and has had a mind-boggling amount of effort put into the design of its characters, locations and storylines. Even if you can't be bothered to play the whole adventure through yourself, move in with a *Code: Veronica*-owning friend for a week or so, buy loads of Bourbon biscuits and tea bags, and watch them play it through instead. The story and direction really are thrilling enough to stand up entirely on their own – even without gameplay, *Resident Evil Code: Veronica* would still be great!

Another top release this month is Midway's *4 Wheel Thunder*, the best racing game we've played for ages. Single players get marathon 12-vehicle cross-country challenges as well as four-way indoor sprints, while two players get to take each other on in a fantastic selection of battle modes. The most addictive two-player driving game since *Super Mario Kart*? Reckon it might just be!

*Sega WorldWide Soccer Euro Edition*'s been a lovely surprise this month too – check out both the review on page 90 and the playable demo on this month's cover disc to find out just how entertaining it can be. *Street Fighter III: Double Impact* is here, and it's perfect (for those of us who can *never* get enough of the series); *GTA 2* is as enjoyably rebellious as we'd hoped; and even the ever-so-slightly obscure *Tech Romancer* is a funky old game.

Everything's wonderful this month, readers. Let's keep it that way, eh?

Keep 'em peeled,
*Ed Lomas, Reviews Editor*

## REVIEWED THIS ISSUE...


| | |
|---|---|
| 4 WHEEL THUNDER (MIDWAY) | 76 |
| GTA 2 (TAKE 2) | 84 |
| RESIDENT EVIL CODE: VERONICA (EIDOS) | 10 |
| SEGA WORLDWIDE SOCCER EURO EDITION (SEGA) | 90 |
| STREET FIGHTER III: DOUBLE IMPACT (VIRGIN) | 82 |
| TECH ROMANCER (VIRGIN) | 88 |


### 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!








# 4 WHEEL THUNDER

After recent madness in the back of a taxi, **STEVE KEY** hops into monster trucks, quads and buggies for a spot of off-road insanity

ON THE CD

**YOU CAN KEEP ADDING MEMORY** to consoles, doubling the bits and trebling the polygon counts, but one thing remains the same: it's all well and good having rounded breasts, smooth joints and no fogging, but if the game plays like a dog then what's the point in having 20 million polygons on screen or some other such nonsense?

Look at Sega's best titles and they all have some of the most original and involving gameplay you'll ever find. Right from *Sonic The Hedgehog* through to *Virtua Cop*, these games have wowed people all over the globe. Now look at recent Dreamcast games. *Crazy Taxi* (*ODM* #5, 9/10) is a game unlike anything seen before and is brilliant to play. It has the added bonus of looking fantastic. But when you can pick it up and play for either ten minutes or ten hours, then you have a game that'll rightly become a Dreamcast classic. Also take *Rayman 2* (*ODM* #6, 8/10): not perhaps a title you'll all be putting right at the top of your wish lists, but it's an excellent platform game in its own right.

*4 Wheel Thunder* fits that same bill perfectly. You may ▷


Crazy
Crunch



not think it yet, but this arcade-style off-road racer is an excellent example of the potential of Dreamcast.

It's also a game that draws your attention right from the word go, whether you're a player or a spectator. Take the graphics as a starting point. Check out the playable demo on this issue's cover disc and you won't find a single bit of pop-up in the game. While some of the levels may be a little sparse and empty in places, others display entire buildings, from the smallest brick right up to the most massive constructions.

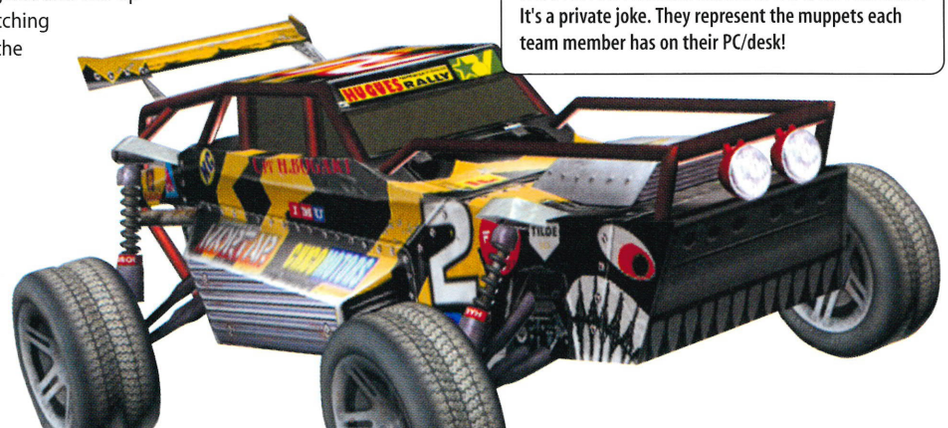
But there's a catch, right? Enough blanket fog to cover Neville Southall's bed five times over? Well, we're glad to say no. The only time you see fog is when you're playing the night stages, and even then you're concentrating so much on working out the next bend that you don't so much as bat an eyelid. The further you get into the game, the better looking the levels get as well, and you start to pick up on the small details that the game throws up: leaves at the side of the track getting churned up and caught in your slipstream; tumbleweed rolling through the desert stages.

## POCKET MONSTER TRUCKS

From the moment you start playing *4 Wheel Thunder*, you also feel the benefits of an incredibly simple yet rewarding control system. The two triggers are used as the brake (left) and accelerator (right), with the analog stick steering the vehicles; the boost is activated by holding A. The cars all have very different characteristics, and it's very noticeable once you gain control. Right from the start you're power-sliding around corners with relative ease; but this is useless until you start picking up the boost power-ups that litter the tracks.

All the other cars move faster than yours, and there's no getting away from that fact. If you try to race without the aid of a boost, you'll be left for dead and never, ever get anywhere. On most of the circuits it is possible to almost continuously boost around the tracks without letting go of the button, but that takes an excellent knowledge of the tracks. When you pick up one of the two icons – red gives you nine seconds of boost, blue gives four – the boost bar on the right-hand side of the screen rises. It can hold a maximum of 20 seconds of boost at any one time, and you have complete control over it. A useful tip is to use it in conjunction with the brake and your front wheels lock a little, enabling the power from the boost to spin you around. It takes practice, but you eventually get the hang of it.

The B button is also a useful tool to keep in mind as you're racing, because it's the handbrake. A word of warning before you use this though: it's more powerful than you might expect. The moment you use it in conjunction with the boost, you spin through 180 degrees and end up watching all the






## SPEAK OUT

**MAXIME DELERIS**, ART COACH AT KALISTO, ANSWERS SOME QUESTIONS ABOUT THE GAME

WHAT'S THE BEST THING ABOUT THE GAME?
**It has outstanding, highly detailed graphics, offering an intense feeling of reality. Moreover, the game engine is really powerful, running at 60fps in single *and* two-player modes, exploiting Dreamcast's capabilities and reinforcing the real driving sensations.**

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
***Dead Or Alive 2* and *Resident Evil Code: Veronica*.**

WHAT WAS THE LAST TRULY ORIGINAL GAME YOU PLAYED?
***The Nomad Soul*.**

WHAT'S THE BEST MULTIPLAYER GAME YOU'VE EVER PLAYED?
***Rainbow Six Rogue Spear* on PC.**

WHAT ARE THE ANIMAL BALLOONS IN THE GAME ALL ABOUT?
**It's a private joke. They represent the muppets each team member has on their PC/desk!**



△ Ignoring boost icons can lead to other areas.



△ Rival cars don't pick up the boost icons.



△ This beast is the bonus monster truck.



△ Racing around Greece in the sunset. Lovely!



△ The beam changes according to the scenery.



△ Flaming rocks erupt from the lava as you race through. Very cool.



△ Snow stages are a nightmare in the buggy.



△ The helicopter is one of the replay cameras.



△ The Jordan stage has at least 15 routes.

other racers go shooting past you. Trying to work out the exact time when you should use the handbrake is difficult, because it's just as easy to use the brake and boost combination, bounce off a nearby wall, and continue without losing too much speed. Only you can find the style that works for you – and you'll have a blinding time working it out.

There are many secrets and rewards for long-term playing in *4 Wheel Thunder*. In each of the three game modes, only one set of tracks is open from the start, with more becoming available when you complete each one. Once you complete a specific game mode, new tracks are awarded and bonus cars appear on the vehicle selection screen.

There are four basic classes of vehicle – four-wheel truck, buggy, jeep and quad – and two different customisations of each class that you can customise yourself by competing in the championship mode. The quads are probably the best all-round cars, as they have good speed with average handling. If you really want a challenge, then the buggies are good because they have absolutely no grip whatsoever. The bonus cars you pick up are well worth using because they're considerably better than anything you already have access too. Manual and automatic transmissions are selectable on all cars as standard. Once you think you've found the car you want, you can try it out on a test track without competing in a race.

## POWERFUL CIRCUITRY

The indoor mode is perfect for starting up because it's fast-paced and the races are always close, so you won't get left behind. The handling seems a lot more sensitive too, so you really can take those corners at breakneck speeds while shaving split seconds off your lap time. The indoor courses are perfect in their difficulty curve, with the later tracks being a real arse to win. You'll have no trouble getting into second place, but trying to catch the first-placed car can be very difficult. Almost too difficult at times.

"ONE OF THE MOST ENTERTAINING DRIVING GAMES YOU'LL FIND"

This is particularly the case in outdoor races, where 11 other cars start one by one before you do, a lot like *Sega Rally 2*. Near-perfect use of the boost and a mastery of powerslides is needed if you're going to make it into first place. It can be quite disheartening and off-putting knowing that you're going to have to learn each and every track to such an extent that you can tell when a palm tree is about to come over the horizon, and when a pot hole is waiting around the next corner.

Even if you're enjoying a game as much as we enjoyed *4 Wheel Thunder*, there are only so many times you can race one track before it starts getting a bit tedious. Having said that, if you've spent hours winning two of the final group of outdoor tracks, only to lose continuously on the final circuit, then you won't want to give up otherwise you'll have to do it all over again the next time you play. And that's no good either.

## TWO-SEATERS

*4 Wheel Thunder* has had a tremendous amount of thought put into it, which is why it's such a good game to play. This really shines through in the two-player games, because as well as straight head-to-head races there's also a complete set of special games to add a little spice to the proceedings.

Bomb is a simple idea, but a funny and challenging game once you and a mate have blown each other up a few times. You pick your arena, which are bowl circuits with few obstacles in them, the countdown time and the number of wins needed for victory. Once you're thrust into the arena, it's then up to you to pass the bomb on to the other player before the timer runs out. To do this, all you do is drive into the side of the other car. You then leg it and stay away from the other player for as long as you can.

Bomb Race works on the same principle, except that this time the bomb is transferred between cars when one of them falls back into last place. If you stay in last position for the amount of time remaining on the bomb's timer, then boom! Game over, man.

Balloon is another good variation on the type of multiplayer games made famous by *Super Mario Kart*. Whichever track you pick has red and blue balloons dotted all over it. Your car is assigned a colour, and it's down to you to drive through the balloons of that colour. Each time you do, two seconds are added to your total time, which then increases the length of the race and usually the distance by which you're winning. You ▷




△ Match three symbols and you clean up three grand.




△ Simply ram the guy with the trophy to pinch it from him.




△ Once the timer reaches zero, the unfortunate holder of the dynamite goes out with a bang and up in flames. Oh well.




△ The monster truck as you first see it. Nothing special.

△ Now the speed has trebled, and roll bars have been added.

# TUNE-UPS HELP YOU DRIVE MORE EASILY

Tinker intelligently with your ride and turn it into one hell of a monster of a monster truck!

Competing in the Championship mode gives you the chance to fiddle about with some of the cars and race with an additional goal in mind – to make some cash. Each race you compete in can earn you money in a couple of ways. Depending on your position and performance in the race, you're given points. Finishing first obviously gives you points, but the time left also adds on points, which are then converted into cash at the end of the race.

You can also find money, mostly $50, hidden around the tracks, which add to your total. Most of the in-game money icons are located in sections which require you to go out of your way to find. The rewards are worthwhile, however, because the later courses have $300 bonuses stashed away in them.

As a final note, there's a bonus game that you get during the championship mode – a giant fruit machine. It costs $50 a pop and the jackpot is $3,000.




△ The aim of this mode is simple: just drive through balloons of your own colour to add seconds to your time.




△ Player one is in a bad way. He may be just behind, but he's got no boost left so his opponent will run away with the race.

▷ still have to win the race though, so picking up every balloon isn't the practical way to go about doing so – you must be selective.

The final game is the Tag mode. At the start of the race is a trophy, and you must collect it. Once you do, a timer starts ticking, logging the number of seconds you've held on to it. The object here is to make sure the trophy is in your possession for more than 50 per cent of the game time. The other twist for all these multiplayer modes, however, is that you only ever have one boost bar to play with, and there are no extra boost power-ups to pick up. So if you go shooting off, splashing all your bonus speed up the wall, then you quickly find you have nothing left to prevent your opponent from beating you. It's touches like this that go a long way to making *4 Wheel Thunder* excellent rather than just good.

## ROADWORKS AHEAD

The graphics come into play again once you start getting some variable weather conditions. Tracks that you raced through in daylight and brilliant sunshine come around again, only this time it's night or pouring down with rain. Night levels are especially tricky, because little lumps and bumps in the road are even less distinguishable, so you must be extra careful not to hammer it unnecessarily.

Another little touch worth mentioning is the effect of the headlights on the cars. Watch them in the replays and you can see how the track details physically affect the distance and location of the beams.

Maybe you haven't been getting excited about *4 Wheel Thunder* before now, but it's one of the most entertaining, challenging and best-looking driving games you'll find, and one that's well worth spending time really getting into. Even though it looks excellent, the emphasis here is firmly on gameplay, and that's something a lot of developers seem to overlook these days. Excellent stuff.

PRICE: **£39.99**
PUBLISHER: **MIDWAY**
DEVELOPER: **KALISTO**

## VERDICT

### THE MOST ENJOYABLE DREAMCAST RACING GAME YET

**UPPERS**
Superb-looking levels • Excellent multiplayer modes • Good learning curve • Customisable cars

**DOWNERS**
Gets repetitive after a while • Not enough variety of tracks • Music gives you a headache

**IN ONE HOUR** We finished the second set of indoor tracks
**WEBSITE** www.midway.com
**MAX PLAYERS** 2
**VIDEO MODES** Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

8

INFOGRAMES

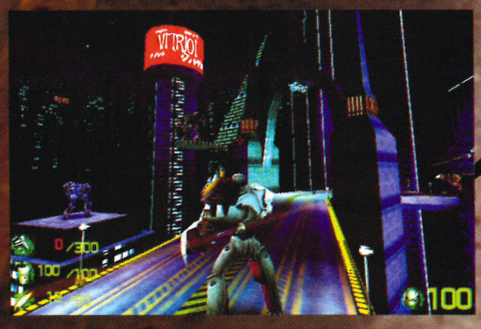
Dreamcast.

PC CD ROM

"... A GAME OF EPIC PROPORTIONS
...THE GRAPHICS ARE SUPERB..."
DREAMCAST MONTHLY 8/10

"...A TOP ARCADE TITLE,
WITH STORMING ACTION..."
PC GAMER 82%

# SOMETHING BIG IS ABOUT TO HIT THE STREETS










# SLAVE ZERO™

## THE NEXT BIG THING

16 CITY-SPANNING MISSIONS, CAR CRUSHING, ENVIRONMENTAL INTERACTION,
RAGING 3D GRAPHICS AND SOUND, BATTLE READY MULTIPLAY MODES




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△ You wouldn't expect a one-armed pensioner wearing nothing but a bit of sacking to be much of a fighter, but Oro can really kick some ass.



△ Sean parries a punch and hits back hard!

# STREET FIGHTER III DOUBLE IMPACT

**Thought we reviewed this ages ago? Aha! Fooled you! ED LOMAS gets it on with the *all-new* old-skool scrapper**

**YOU LOVE *STREET FIGHTER*** games, don't you? We all do – well, everyone reading this does, anyway. At one time *Street Fighter* was the biggest game in the world. *Street Fighter II* on Super Nintendo had practically every gamer hooked, and the prospect of *Street Fighter III* was just *the* most exciting thing ever. Sometime in the future, it would eventually arrive, guaranteed to be the biggest game of all time. No doubt about it.

So why, when it finally made it to the arcades in 1997, did nobody – apart from the most hardcore of fans – so much as bat an eyelid? The problem is that in the five years of waiting for the big '*III*', Capcom merely put out what seemed like an unlimited supply of updates and semi-sequels, without ever making the title that so many people wanted. After *Street Fighter II*'s *Championship Edition* and *Hyper Fighting*, *Super Street Fighter II* and *Super Street Fighter II Turbo*, *Street Fighter Alpha 1* and *2*, *Street Fighter EX* and various other spin-offs, most people just gave up on the series.

The eventual arrival of *Street Fighter III* was treated by many as just another of these updates rather than the world-shattering event it once could have been. Those who took time to play the game, however, found that it felt more like the original *Street Fighter II* than anything in between.

The '*Double Impact*' in the title of the Dreamcast version refers to the fact that two versions of *Street Fighter III* are included on the GD-ROM – both the original game and the first update, *Street Fighter III 2nd Strike: Giant Attack*. This updated version is likely to get a lot more play simply because it adds a couple of extra characters, new attacks for everyone, and a few slight gameplay additions.

The best-of-three rounds scrapping is very similar to previous games, with the usual six-button control system (three punches and three kicks) and a selection of special moves for each character. A 'super' bar at the bottom of the screen stores special energy used to perform each fighter's powerful Super Art special move, much as in previous games. However, you don't get to pick which move you want to perform mid-fight, instead you must take your pick before you begin.

Everyone has three of these Super Arts, which are displayed after you choose your character. Naturally, the Art you choose has some kind of bearing on the way you need to fight: certain Super Arts need lots of charging up, others charge quickly but are difficult to use, some are defensive, and so on. Once you've found your favourite character you need to find which Super Art best suits your playing style. It's a system that works a lot better than it sounds, and makes the game feel considerably more tactical than the all-out *Street Fighter Alpha 3* (*ODM* #2, 8/10).

## DIRTY PARRY

Another 'major' addition to the *Street Fighter* formula is the parry system. Now, as well as being able to block attacks by holding away from your opponent, you can parry them by tapping forwards at precisely the right moment. If you get the timing just right your character flashes blue and recovers instantly, ready to counter-



"CONSIDERABLY MORE TACTICAL THAN THE ALL-OUT *STREET FIGHTER ALPHA 3*" **STREET FIGHTER III**




△ Use the 'EX' version of a special move and you glow gold.




△ Cripes! It's a Super Art showdown, and it's gonna hurt bad.




△ The demon Akuma makes an obligatory appearance.




△ You can't beat a good old bit of Shinkuu-Hadoken, can you?




△ There are a number of variations of each background.




△ Before each fight you need to choose your Super Art.

## "ANIMATION THAT'S SMOOTHER AND MORE INTRICATE THAN IN ANY OTHER 2D FIGHTING GAME"



### SPEAK OUT

**PETER JONES,** HEAD OF PUBLISHING AT VIRGIN, INVITES US INSIDE HIS MIND

WHAT'S THE BEST THING ABOUT THE GAME?
**It's all the 'best', from the quality of the smoothly enhanced animation, to the depth and variety of game modes, to the response and feedback on the controller. This game takes the *Street Fighter* series to new heights. Fast, high-quality arcade fighting in your own home.**

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
**I've been playing *Crazy Taxi*, which is a lot of fun, but I just keep being drawn back to *Soul Calibur*.**

WHAT WAS THE LAST TRULY ORIGINAL GAME YOU PLAYED?
**That's a toughie. *Tetris* was pretty ground-breaking in the originality stakes, *Doom* was also pretty amazing for it's time. I lost a lot of sleep over those two.**

WHICH IS THE BEST MULTIPLAYER GAME YOU'VE EVER PLAYED?
**There are so many. For one-on-one it's a toss up between *Soul Calibur* and *Double Impact*, although I think *Double Impact* does have the slight edge. For local network multiplayer we play the usual *Quake III Arena* or *Unreal Tournament*.**

WHO'S YOUR FAVOURITE STREET FIGHTER CHARACTER?
**Chun Li. Definitely. Saucy, sexy, dangerous and fast.**

attack without taking any damage. Balls-up your timing though and you get an embarrassing slap in the mush.

The balance of risk and reward that parrying contains works well, as it takes plenty of practice before you feel confident enough to try it often in proper fights. *Double Impact*'s Parrying Training – Sean throws basketballs while you try to knock them all away with parries – helps you perfect the timing. This section also pops up as one of the bonus games in arcade mode.

Who's Sean? Oh yeah, he's one of the new characters. Ryu and Ken are the only two fighters to have survived from the original line-up of world warriors, and they're joined by 10 new boys and girls (13 in *2nd Impact*, including secret character Akuma). The fighters vary quite dramatically in terms of fighting style, look and overall appeal: street brawler Alex and one-armed hermit freak Oro are great, for example, while capoeira-dancing Elena is a bit on the bland side.

A number familiar *Street Fighter* traits have been reworked, recycled and redistributed among the new guys: Necro not only has stretchy Dhalsim-style arms, he also has electrical powers similar to Blanka's; English boxer Dudley has elements in common with both Balrog and DeeJay; Sean fights like both Ryu and Ken, but with slightly different special moves. Thankfully, most of the fighters have enough character to carry even the most familiar of moves stylishly.

So, we've got plenty of cool characters. We've got animation that's smoother and more intricate than in any other 2D fighting game ever (in fact, it's often a little bit *too* intricate, such as the way Ryu's trousers waft around like they're being bellowed with hot air even when he's standing still). We've got super-accurate control and gameplay physics that have the benefit of eight years of testing and tweaking.

All impressive stuff, but *SFIII: Double Impact* still isn't the ultimate in videogame combat. Its chunky, tactical feel will appeal to those who enjoyed *Street Fighter II* but have been turned off by the over-the-top-ness of the *Alpha* games, but there isn't really anything sufficiently spectacular to make it worth rushing out for. 2D fighting fans should note that this is one of the smartest ever, but for the majority of people *Street Fighter Alpha 3* is a better – albeit not so good-looking – bet.

PRICE: **£39.99**
DEVELOPER: **CAPCOM**
PUBLISHER: **VIRGIN**

VERDICT

**TOP-QUALITY TITLE THAT SCRAP FIENDS WILL LEARN TO LOVE**

**UPPERS**
Beautiful artwork and animation • Excellent new characters • Near-perfect control • The parrying system

**DOWNERS**
Awful with standard pad • The original game is scruffy in places • Urien and Elena are a bit crap

**IN ONE HOUR** Whupped Gil's underpanted arse
**WEBSITE** www.capcom.com
**CHECK OUT** www.fighters.net for proper fighting game fandom
**MAX PLAYERS** 2
**VIDEO MODES** Bordered PAL, full-screen 60Hz mode, VGA compatible

ODM RATING OUT OF 10

7

△ Okay, hot-shot, how are you gonna get out of this one? You've crashed the ambulance you were joyriding in so you'll just have to shoot your way out.

# GTA 2

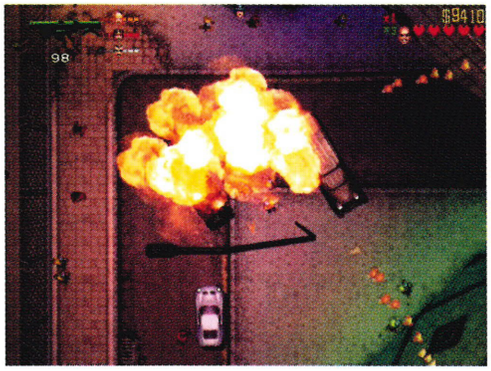
**It's sick and it's wrong. RICHIE SHOEMAKER at last finds a game to suit his warped sense of humour**

***GRAND THEFT AUTO*** has received its fair share of criticism in the past, most of it due to the controversial nature of the game. For those who might have lived the last few years in solitude, it involves stealing cars, delivering suspect packages to street-corner thugs and generally flouting the law in order to climb the criminal ladder of respectability.

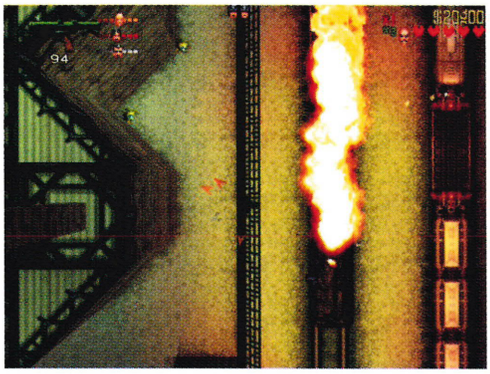
*GTA 2* is the sequel to *Grand Theft Auto*, both of which have been available for some months to PC and PlayStation owners the world over (with the exception of people in countries like Brazil, whose laws



"THE WORLD OF *GTA 2* IS CONVEYED TO YOU VIA A BIRD'S-EYE VIEW" **GTA 2**



△ **Lucky there's no such thing as insurance in *GTA 2*.**



△ **Nice flame effects, eh? You'll be seeing lots of them.**




△ **Caught by the fuzz. Do not pass go, do not collect £200. Don't worry, prison sentences in *GTA 2* only last a few seconds.**

prohibit the killing of Little Computer People). In its day, *Grand Theft Auto* caused something of a stink in the papers, on television and in the corridors of power when it was first released. As is so often the case, the furore that surrounded it lasted a couple of weeks and the world then moved on to something else equally banal.

In an effort to sidestep the controversy this time around, the sequel to *Grand Theft Auto*, acronymously titled simply *GTA 2*, is set in the future ("three weeks from now," says the manual). The skies are in perpetual twilight (though you can play the game in the original 'daylight' mode), the vehicles look like they've been taken from the set of a '50s sci-fi film, and the streets of the city are fought over by a number of criminal gangs, from the pleasure-seeking Loonies and Rednecks through to the high-tech Zaibatsu and Russian mafia.

Although not given a name, *GTA 2*'s city is split into three zones: the Downtown area, where you start the game and must frequently return to save your progress; the Residential area, which is perhaps the darkest map; and the Industrial zone, which seems to be populated by foreign students. Each zone – effectively a self-contained city – is conveniently split into four regions, one of which is neutral and the other three controlled by one of the seven gangs. As well as armed gang members, who pretty much stick to their own side of town, each part of the city is home to regular citizens, some of whom are harmless, others religious fanatics just asking to be killed (you earn bonuses if you run them down as they parade in single file), and the rest just petty thieves who'll try to either mug you or nick your car from under your nose.

## DO ANYTHING YOU WANNA DO

For anyone who might have played the original *Grand Theft Auto*, the streets of the sequel are a lot more dangerous the second time around. For example, if you calmly slow down at a red light, don't be surprised if you're pulled from your vehicle and left by the roadside. At other times you might be approached for the price of a cuppa, the result of which is quite likely to be a swift blow to the head.

The police too are a lot more effective than in previous versions: run into the back of a police car, steal a vehicle while they're cruising by or run over a pedestrian, and they swing around, sound the alarm and pursue you with relentless efficiency. Of course, in pursuit mode the cops can easily be lost among the labyrinthine alleyways, and unless you inadvertently kill a bluecoat (in which case the Wanted Level goes up) they soon lose interest and you can safely take to the streets once more.

Basically, you can do what you want as long as you don't get caught in the act. As an adrenalin-seeking videogamer, you're perfectly within your rights to go ballistic and fry dozens of civilians with a flame-thrower, just so long as the police are a few blocks away munching on doughnuts and korfee. Be warned though: the cops are never that far away, and 'going postal', either in a car or on foot, almost certainly gets you busted. A lesson for us all, perhaps.

Apart from a few unwanted police entanglements, usually the result of pulling innocent motorists from their cars and taking each vehicle for a spin (and usually leaving them in a smouldering heap for the authorities to tow away), much of the early part of the game is spent getting used to the lay of the land. Because the streets all run from north to south or east to west, with plenty of bends thrown in to move between them, each part of the city can look very much like the rest, and for the first couple of hours it's an easy place to get lost in.

## "AS GOOD AS ANY OTHER VERSION SO FAR RELEASED"

Unlike most driving games, *GTA 2* doesn't give you the option of seeing the world from behind the wheel. Which is just as well considering you'd be constantly wiping blood and bone from your windscreen, which wouldn't be much of a hoot. So, from high above, be you inside or outside your vehicle, the world of *GTA 2* is conveyed to you via a birds-eye view. Cleverly, depending on how fast you're moving, the camera zooms in and out accordingly.

On foot you can see the world around you in more detail, but less of it. Jump into one of the faster cars in the game and find a long straight to hurtle down, and your view zooms out almost to the point that you can see the traffic up ahead that you're about to plough into. It's a fantastic system that very few people seem to comment on, partly because it works so well and you're not meant to notice, and partly because it gives the illusion that the world of *GTA 2* isn't that flat. Which, in fact, apart from a few walkways linking some of the buildings, it is.

## A LITTLE RESPECT

As with its more contemporary predecessor, the aim in *GTA 2* is simple: to earn the respect of the criminal fraternity by succeeding in a number of missions and earning lots of cash. To secure gainful employment, ▷

## SOUNDING OFF

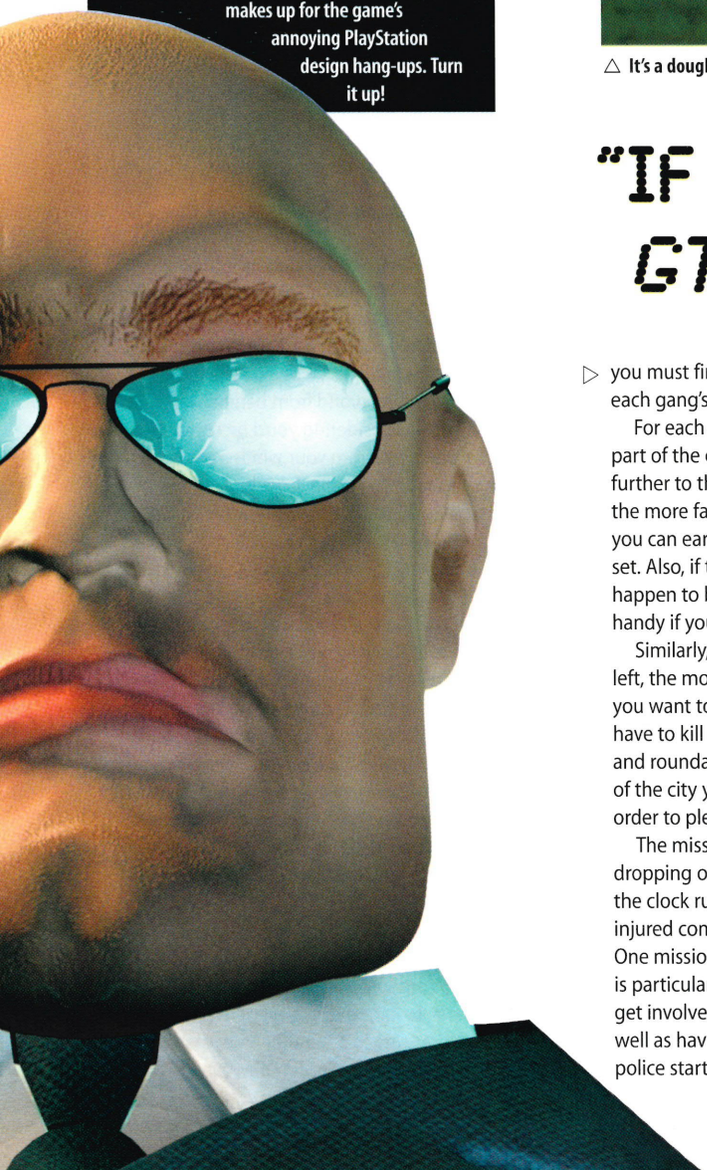
CONVEYED TO YOU VIA THE MEDIUM OF YOUR IN-CAR STEREO, THE SOUNDTRACK TO *GTA 2* HAS TO GO DOWN AS ONE OF THE BEST FOR ANY GAME

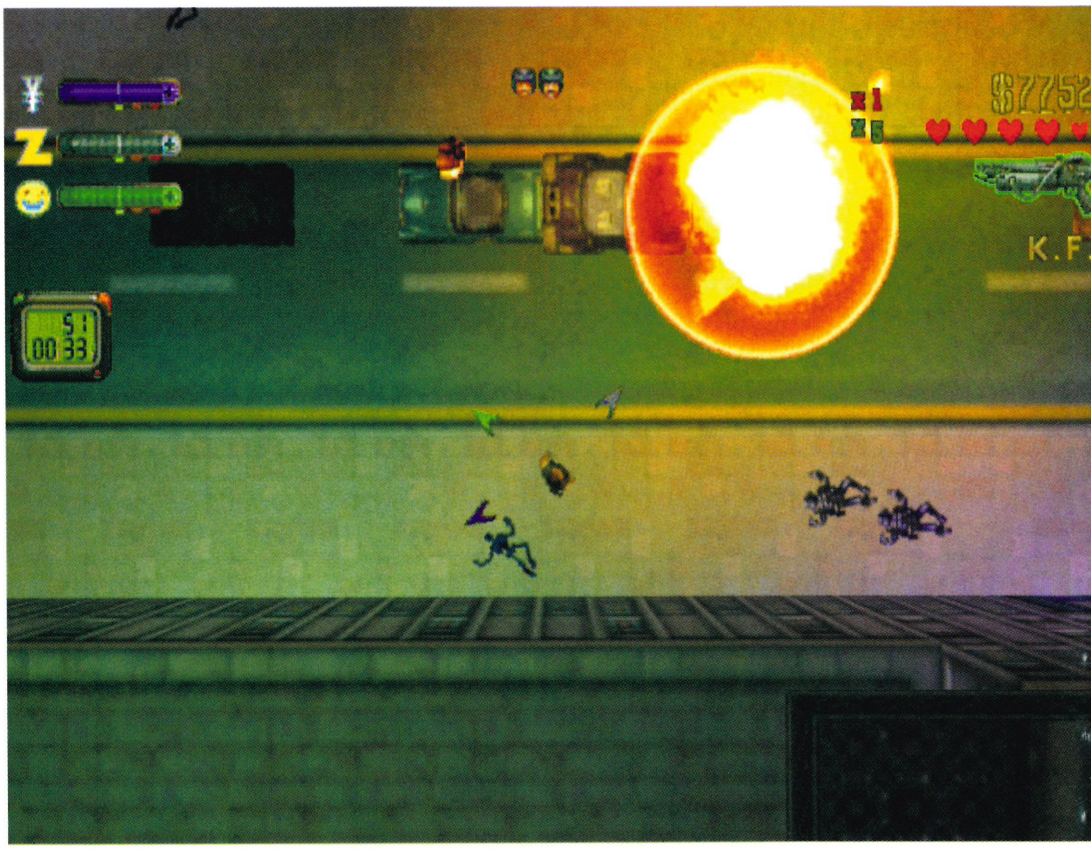
Occasionally funny and always funky, your car can pick one of two citywide stations. Caller phone-ins viciously rip the piss, one in particular saying that the crime wave gripping the city is the result of spiritual masturbation, which the caller goes on to describe as "putting the hand on the penis of your soul and stroking".

Sometimes you're listening to the radio and suddenly find yourself ploughing into the side of a squad car. Unfortunately the police are far from sympathetic in such instances.

The sound effects too, from wailing sirens and squealing tyres, are fantastic, and though you can't always see what's going on you can often hear it – all the better if you have a stereo TV. Deranged psychos take pot shots at passing cars, and on impacting with flesh you can almost hear the snapping of spines.

Offensive it may be, but *GTA 2*'s audio almost makes up for the game's annoying PlayStation design hang-ups. Turn it up!





△ It's a doughnut the size of the street! Oh, wait, it's just another explosion. A nice big one though.

## "IF YOU'VE NEVER PLAYED *GTA*, YOU'RE MISSING OUT"

▷ you must first find a pay phone, which you can find in each gang's manor.

For each of the three organisations operating in your part of the city, the screen shows a coloured bar; the further to the right you manage to fill with green lights, the more favour you curry with the gang and the more you can earn by successfully completing the tasks they set. Also, if they really like you they'll protect you if you happen to be attacked in their territory – which can be handy if you've got the rozzers on your back.

Similarly, the further the coloured bar extends to the left, the more hostile that group will be towards you. If you want to work for that organisation, you may first have to kill a few of their enemy. It's all a case of swings and roundabouts, really, and to progress to the next part of the city you must constantly piss off one group in order to please one of the others.

The missions themselves are varied, and range from dropping off packages to a number of 'dealers' before the clock runs out, to nicking an ambulance to ferry an injured comrade back to your employer's headquarters. One mission, where you must steal a police SWAT APC, is particularly tricky, because in order for SWAT teams to get involved you must *really* piss off the cops, and as well as having dozens of patrol cars to fend off, the police start setting up road blocks. Later on you can expect the Feds and even the National Guard to turn up – tanks and all.

Though the missions are all similar in nature, success can vary due to a number of factors that are outside your control. For example, computer-controlled carjackers can raise the eye of the local constabulary, and in doing so can force you on foot to take the train or find walkway routes between tall buildings.

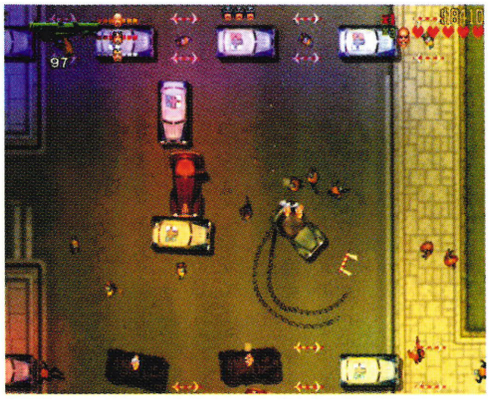
Although the fact that you can indiscriminately kill the population with gay abandon, recklessly destroy cars and disregard the law isn't a deal clincher, the free-form nature of the game that enables you to do so most certainly is. If you like, there are multiple ways in which you can play the game: if you can't be arsed to get involved with inter-gang rivalries, then you can just nick cars and sell them off for a small profit; or why not just go around running down everyone at $20 a head. Of course, using either of these methods it may take you years to complete the game, but at least you have the option to go freelance.

### CRUISE CONTROL

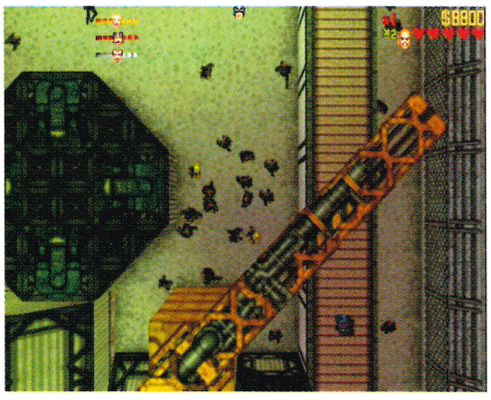
With more than 100 vehicles to drive and 15 weapons to fire, either on foot or from your car, *GTA 2* offers plenty of variety. And considering the limited layout of the cities and the top-view you're forced to play through, each car




△ Another dodgy job – fantastic! Bank robbery? On my way!



△ How many cops does it take to stop a crime? More than this!




△ Tired of the roads? Then go on foot and put the boot in.




△ "Oh, I'm sorry, did I run you over? Your friend too, and her..."

remains remarkably distinct, both in its looks and how it handles. The Schmitt three-wheeler, for example, is without doubt one of the game's worst models – easily damaged, difficult to control and, for its size, fairly nippy. In contrast, would-be carjackers will find plenty of truck cabs inching across town, all of which can make short work of a police roadblock. Other cars include ice-cream vans, Beetle-like bugs, buses, roadsters, sports cars and four-wheel drive off-road beasts. Compared to the vehicles in the original *GTA*, which had more of a contemporary feel, *GTA 2*'s futuristic fleet of cars is something of a let-down. But then we should be thankful that game designers DMA didn't go the whole hog and insert a batch of hovercars.

On PlayStation, which is the ageing platform *GTA 1* and *2* were primarily designed for, the game pretty much pushed the hardware as far as it could go. On Dreamcast, with the console's superior power, memory and graphics capabilities, *GTA 2* doesn't so much feel rushed, more like a blatant (but heart-warmingly good) cash-in. If *GTA 2* had been designed for Dreamcast from the outset, getting lost would never be a problem, and we might have seen great, arcing roads and multi-tiered junctions rather than the snap-together Scalextric feel of the maps. You would also have expected that cars would be able to flip over. But alas we're instead given a direct port which, apart from high-resolution graphics and coloured lighting, doesn't really add much to the version of the game released last year. You would have at least hoped that a few multiplayer options would have been inserted, and if not some future online capabilities then at least a two-player split-screen mode.

Still, we shouldn't really complain. As we all know by now, Dreamcast is a piece of piss to program when it comes to porting PC games over to it, and *GTA 2* for Dreamcast is easily as good as any other version of the game so far released. Ignore what others may tell you about it being nowhere near as good as the original. The simple fact is that, apart from the futuristic setting of *GTA 2*, it's far better than *GTA 1*, and if you've never played *GTA* on any platform then you've obviously been missing out.

PRICE: **£39.99**
PUBLISHER: **TAKE TWO**
DEVELOPER: **DMA**

## VERDICT

### BREAKING THE LAW HAS NEVER BEEN SO MUCH FUN

**UPPERS**
Original mix of top-down action and reckless driving • Non-linear missions • Plenty of variety with lots of cars

**DOWNERS**
Unexciting maps • Not enough use made of DC's superior power • Not much different from previous versions

**IN ONE HOUR** We'd completed one mission, been run over twice and arrested four times
**WEBSITE** www.gta2.com
**MAX PLAYERS** 1
**VIDEO MODES** Full screen 60Hz option

ODM RATING OUT OF 10

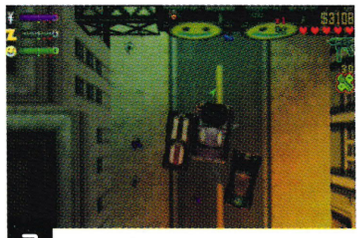
**7**

## DRIVETHROUGH
## CALL THE COPS

If you've ever felt like flouting the law big-style but have never had the wheels nor the bottle, *GTA 2* gives you the chance to do so



**1** ▽ Starting outside the Training Mission (geddit?), the first thing we need to do is find some wheels.



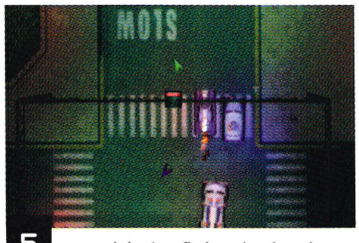
**2** ▽ The Yakuza want us to mow down a few Loonies, just to prove our loyalty. Shouldn't be too much of a problem.



**3** ▽ Shit! The filth saw me knock over a few pedestrians, and now we've gone and killed a copper.



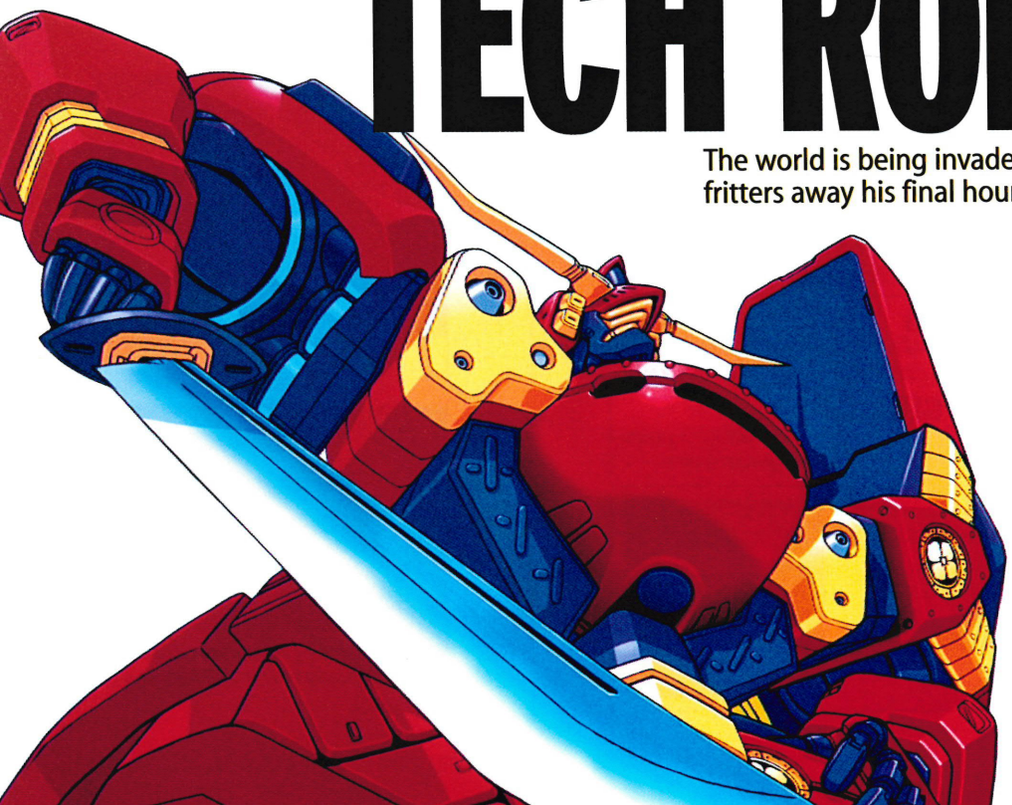
**4** ▽ Road blocks and SWAT teams are everywhere. There's only one way out of this...




**5** ▷ ...and that's to find a paint shop that will respray your car. $5,000 well spent.

△ These being gargantuan battle-bots, they're not going to settle for just a little bit of pathetic blood when they're hit. Oh no, we're talking nuclear-sized explosions all the way, baby!

# TECH ROMANCER

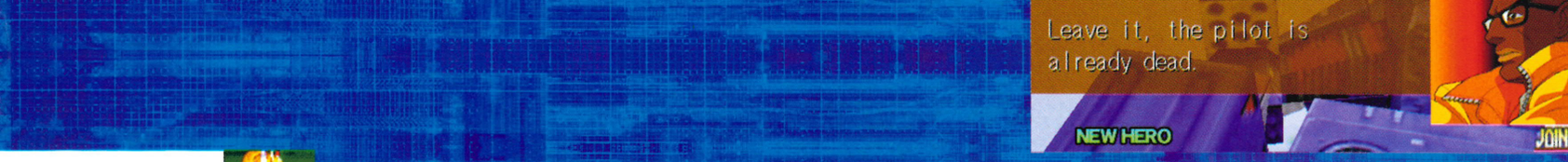


The world is being invaded by giant robots! No, really! **RADION AUTOMATIC** fritters away his final hours with Capcom's latest rucking game

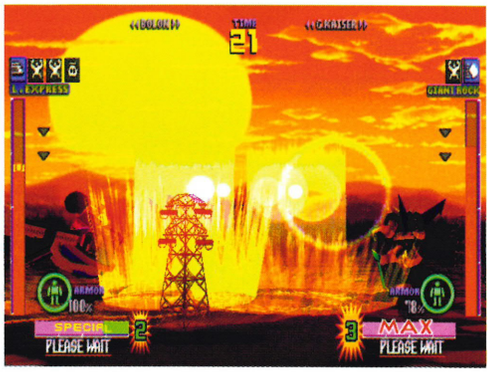
**BATTLE ROBOTS HAVE COME A LONG WAY** since *Short Circuit*. *Tech Romancer* is a beat 'em up dedicated to a strain of combat mechanoids which dwarf not just lovable Johnny 5, but also the laboratory in which he was created. These robots are proper big. And when they meet, it's *moider*.

The general field of battle will be instantly familiar to anyone who's played a 3D beat 'em up before. However, the sense of scale is a little more exaggerated in *Tech Romancer*. Bouts take place on missile bases or on the outskirts of cities, with the protagonists towering over the surroundings. Of course, when dealing with combatants of this size it's inevitable that the scenery is laid waste by giant missiles and toppling mechanoids. However, the combatants are so huge that most buildings only come up to shin height, so you hardly notice when they're destroyed.

Still, what *Tech Romancer* lacks in collateral damage it makes up for with some truly outrageous attacks. Most of the robots are vastly different from each other, and although there are a couple of boring, manga-style humanoid droids there are also some more




"THE MOVES ON OFFER ARE AS INDIVIDUAL AS THE ROBOTS THEMSELVES" **TECH ROMANCER**




△ **Just tap 'Y' and 10,000 homes lose their electricity.**

# "IF THIS GAME IS ABOUT ANYTHING IT'S ABOUT ATMOSPHERE"



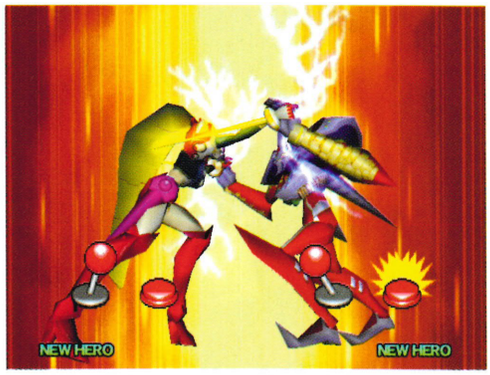

△ **With drills for hands you can tunnel under the ground.**




△ **When your damage bar fills all the way up, you go boom.**




△ **Some robots have a choice of pilots or special weaponry.**




△ **When you get in a tussle like this, pump dem buttons!**

imaginative designs, like the weirdy robot made out of houses and boats, and a shapely pink lady robot with big android thingies. As with any good beat 'em up, the most interesting-looking characters are devastatingly crap to use until you get the hang of things, and all the slow, complex attacks you used to hate turn out to be the best moves in the game.

The moves on offer are as individual as the robots themselves, but they conform to a fairly basic pattern. There are light attacks, which are usually robo-punches at close quarters and phaser blasts at long range, and heavy attacks – usually a short-range grenade lob. These are supplemented by Special moves which are often uncommonly simple to perform, usually requiring a forward/back movement or a combination of simultaneous button presses.

There are slightly more complex Extra moves, which are frequently anti-air attacks to stymie leaping battlebots. Then there are Super moves, which can be used only when your Super gauge, filled by fighting, is at maximum. Super attacks generally fill the whole screen with missiles, or show off a mid-air multiple hit combo but, unsurprisingly, they're very slow and leave your robot open to a counter-strike. Finally there's the Final Attack. Activated when you're nearing death's door, this is the foolhardiest of all attacks – but it does have the advantage of knocking your opponent out with one hit. There's also all manner of grapples, dodges and charging moves, all of which take a bit of learning, but it's worth making the effort.

## THERE'S SO MUCH IN IT

With so much competition for your fighting game pound these days, it tends to be the little things that make or break a title, and *Tech Romancer* has little things by the score. It's kind of like a 3D giant robot version of the latter-day Marvel pugilism games (such as *Marvel vs Capcom – ODM* #2, 5/10), with heaps of outlandish, screen-filling special moves backed up with a load of counters and retaliations which are easily forgotten about, but add a lot more depth to the gameplay. And that doesn't apply just to the attacks. The winner's energy bar doesn't replenish after a round, you can smash through your foe's armour, there are special items that you can pick up and use any time… there's a fair bit going on here.

Fans of the Visual Memory unit are well catered for too. There's a number of collectable sub-games, ranging from the simple but brilliant *Love And Punch* (good and bad characters flash up on screen, and you must love them or punch them accordingly) to the far more intricate flying game Janken Fight. Each of these awards you points which you can trade in to unlock secret characters, full-motion video scenes and even a kind of jigsaw puzzle thing (this was used as a competition to win Dreamcast animation cells in Japan, but there's no word as to whether it will happen in Europe).

The main problem with *Tech Romancer* is that the scale of the characters and the range and types of their attacks makes it kind of messy to play. You really must specialise from the start and learn how to use all the different types of attack if you don't want to just sit there hammering aimlessly at buttons all day. The graphics aren't magnificent, but they do their job by constantly filling the screen with effects and explosions. It's a shame that very static animé and carelessly translated dialogue boxes of the cut-scenes don't live up to this, because if this game is about anything it's about atmosphere. There are already a billion trillion fighting games for Dreamcast, and while *Tech Romancer* has a lot of novel features the big selling point is the havoc wreaked by giant robots.

The over-the-top nature of the attacks and giant graphics belie the amount of skill you need to actually play the game well. If you're of the 'can't be arsed' persuasion, then it's likely that you'll get bored after a week or two of random button battering. If you're a bit more of a beat 'em up trainspotter and you've got an equally enthusiastic second player on tap – a little brother, perhaps – then *Tech Romancer* should stride purposefully right up your street.

PRICE: **£39.99**
PUBLISHER: **VIRGIN**
DEVELOPER: **CAPCOM**

**VERDICT**

**EXCITING FOR FIGHTING FANS NEEDING SOMETHING DIFFERENT**

**UPPERS**
Loads of cool moves • Big robots • Tons of explosions • Lots to learn

**DOWNERS**
Graphics sometimes a bit confusing • Special moves techniques not very 'natural' • Can give you a headache

**IN ONE HOUR** We got to the fifth opponent in Story mode, no continue
**WEBSITE** www.capcom.com
**MAX PLAYERS** 2
**VIDEO MODES** Full-screen 60Hz option, VGA compatible

**ODM RATING OUT OF 10**
**6**




△ Hmm... I guess that'll be appearing on *They Think It's All Over* before too long.

# SEGA WORLDWIDE SOCCER EURO EDITION

**With four football games in eight months, Dreamcast should be doing pretty well. But STEVE OWEN thinks that we're not quite there yet**

**THROW ENOUGH OF THE STUFF** and it sticks, say some. Perhaps Sega think that if they release enough football games during Dreamcast's early months then one of them has *got* to be perfect. For yer average football fan with a console, this isn't a bad idea, but sadly even with arrival of *SWWS Euro Edition* there's no such thing as the perfect Dreamcast football game. Bugger.

A quick skim through the back issues of *ODM* shows that the first DC version of *Sega WorldWide Soccer* was released just last Christmas. The same Banbury-based development team have produced this version, handily tying in with the imminent European Championships, but the consequence is that it hasn't changed *that* much in five months.

To be honest, anyone who bought the original *SWWS 2000* might be a little peeved about being expected to fork out another £40 so soon. A free upgrade would have been preferred instead of a game that, in reality, just fixes some of the niggles of the original. Certainly *SWWS Euro Edition* is a much better experience than




△ If he's lucky he'll just about make contact before the striker gets inside the penalty area.

*SWWS 2000*, but put a couple of screenshots from each game side by side and we won't punish you for failing to spot the differences.

**"FEELS REALLY GOOD, BUT IS LET DOWN BY SOME ANNOYING, NIGGLY PROBLEMS"**

### GARY SPEED

The major complaint with the first game is that it lacks pace. Stuart Dredge described it in *ODM* #3 (where it scored 6/10) as "a bunch of pub players ambling around the pitch the morning after a curry". A pseudo-fitness bar can now be found in the options screen, which directly affects the game's speed; or, to put it another way, it varies the quantity and fatty content of last night's curry. At the top end (simply a tuna salad) the players whip around the pitch like the Lucozade bottles have been accidentally filled with Red Bull. Slide it to the other end (chicken phall, keema nan, special rice, four poppadoms, onion bahjee, ice cream to finish) and you've got plenty of time to react to your opponent's passing – just as long as you can lollop there in time.

Of course, there's a three-way difficulty bar, but mysteriously there's also one for, er… shot speed. It really is a literal translation – how hard you strike the ball (and, indirectly, how likely the keeper is to stop it). It's a puzzling addition that borders on the control freak. In the next version, are we to expect slider bars for crowd rudeness, Manchester United jaminess and mullet length? We certainly hope so.

So, set on just the fast side of medium, *SWWS Euro Edition* is a far more pleasurable experience. It really is end-to-end stuff, packed with incidents, flourishing moves and plenty of opportunities to increase your lead or get back into the match. It's the main reason why this game has gained a mark on its predecessor.

### EUROPEAN UNITY

Aha, but we're getting ahead of ourselves here. With a titular and temporal tie-in to Euro 2000, clearly there must be some specific link between the game and the Championship. Well, in a word, no. The game does include a mock-up of the Championship structure – groups of four teams, with the winners and runners-up going into the knock-out stage – but for legal reasons it can't be called Euro 2000, and it doesn't default to the current line-up, although it does feature the actual 16 teams that have qualified. What it doesn't include (and does miss) is the qualification process, where our Scottish readers could have ensured an entry for their national squad.

What we've got instead are more than 50 new teams; it's possible to create many different international and club competitions. Perhaps more importantly, there's been no fudging of the proper names: Arsenal are called Arsenal, not the shameful Highbury; Rangers are Rangers, not Glasgow Blue; and Bierhof is in fact Bierhof, ▷




△ A celebration, or yoga? You decide.




△ "The keeper never had a chance, Peter."




△ "Wooooooooaaaaah... Your-sheeeee-aaaaaaah!"



# "MIGHTILY GOOD FUN, IF OCCASIONALLY FRUSTRATING"

▷ not Beerhov, Bearoff or Beeeurrrrhofffff. Quite why this change of officialdom has come about we're not sure, but hopefully it just means that Sega's lawyers have been locked up and told not to be so pathetic. These players are in the public domain, and we want to play as the real England squad, not some bastardised and cheap soundalikes.

The commentators (James Richardson, Peter Brackley and Trevor Brooking) have been dragged in to rattle off some more names, but they still haven't been woken up fully. As before, they mumble away as you play, occasionally screaming a name out when you press the wrong button and accidentally shoot from the halfway line. It all adds to the atmosphere nicely, but you're still more likely to notice it on the odd occasion it gets things amusingly wrong than when it consistently gets things right. Ah, who'd be a videogame commentary, eh?

Still on the subject of atmosphere, the improved stadium graphics certainly help things. Not only are the buildings themselves detailed and clear, but the crowd really does look like thousands of fidgety fans. There are even little stewards in little luminous yellow jackets standing in front of the little steps that the little spectators would come out of. They may all look a bit blocky when you stop and examine them one by one, but as a whole, the effect of playing in a packed stadium is pretty believable.

## LIST OF SHAME

It seems like it's been almost all criticism so far, but only because the game feels really good, but is let down by some annoying, niggly problems. Let's get these out of the way first.

The worst of the lot is that it's surprisingly difficult to get your player on to the ball. You must run onto it *exactly* to collect it, whereas for the sake of game speed and fluidity it would be better if somehow the ball 'snapped' to your boot if you got close to it. To put it another way: say the ball is rolling along the ground from the keeper's clearance, and it reaches the back of your midfield. You'd be quite keen to scoop the ball up here, because if you don't there's only the last line of your defence left, and if they don't quite pick the ball up either then, well, you can imagine. The problem is that you run at the ball and *think* you've got it, then charge back up the field. Or pass it, which just so happens to be the same button as a tackle when you *haven't* got the ball. Which means that you foul the opponent who *has* collected the ball. You get sent off. The nation hates you. And your skinny wife. You get the idea.

Less annoying – until it happens when the game is at a very important stage, is the following list of problems. The best camera angle is the traditional side-on view, but it's rather too close to the touchline. This isn't a problem unless you want to dribble along the very edge




△ The players' heads turn to follow the ball around the pitch. They look almost human!




△ "If we shuffle up the field like this and keep the ball in the middle, they can't possibly tackle us."




△ Loft it in and pray that your guys get to it before theirs do. (*Football Rules Explained*, ©2000)




△ "Off. Off. Off. Off. Off. Off. Off. Off…"

of the wing, in which case the angle gives you no idea of what's any further than five feet away from your player.

Then there's the through ball, which is by far the more useful pass than to feet, but it's not always implemented very intelligently. A through ball should be paced and positioned to ensure that an attacker can shake off his defender. But sometimes it's just pushed a couple of yards away from the kicker simply because of the direction the striker was going at the time. It should really *always* be played into space towards the goal, irrespective of which direction the player is facing. In other words, it should always be put ahead of the player, and not to the feet of an opposing player (who you didn't realise was there anyway).

Then there's what seems to be lots of standing around. Unless they're the front two, your lazy players don't seem too keen to move around much. Clumps of team members fight for space (with the result that the pass or shoot buttons just dribble it around the three or four of them rather than getting rid of it), study their navels, or watch the opposition charge towards your goal. This is particularly horrible from a corner or an attacking set piece. If the ball skims out, then control obviously changes to the nearest player. But when you're following the ball it's difficult to spot which player you've got, which makes moving to collect the errant sphere before the enemy get there rather tricky.

If we get away from Dreamcast for a second, Electonic Arts' *FIFA 2000* does a much better job, with a computer-controlled player collecting the ball and *then* giving you control. You don't feel mollycoddled (well, we don't), but it makes defence possible.

Oh, and one more thing: the ball has been seen to pass through a keeper's body and into the goal, which is rather annoying to say the least (although in fairness it doesn't happen very often).

There are other some other niggles, but these are matters of opinion. For example, there's no indication of whether there's anyone ahead of you to receive a pass. Sorry to harp on about it, but *FIFA 2000* has arrows pointing to possible passing opportunities, and a colour code to hint at how successful the pass is likely to be, and we wouldn't mind if Silicon Dreams shamelessly stole the idea.

The final one (honest!) is that headers and volleys are difficult to perform because it's tricky to get into the



△ No, mate, forget about the cameraman and concentrate on the game behind you. Oops – too late!

▷ right place *and* get the timing right when the player might be off-screen. Silicon Dreams' passion for slider bar options could extend to a loosening or tightening of how precise you need to be.

### THE GOOD STUFF

So, blimey, that's most of the review slagging the game off. As it happens, *SWWS Euro Edition* plays better than the other three football games for Dreamcast, looks better than two of them, and is mightily good fun, if occasionally frustrating. Play against a weak team and you've got a good introduction, but it gets better as you start to master its intricacies.

Better still is its multiplayer mode. While it doesn't have the arcade simplicity of *Virtua Striker 2* (*ODM* #4, 7/10), the four-player option is a welcome one (maximum two on one side), and a great bonding experience. Stringing one-twos together or even selflessly doing most of the work and passing for their simple slot home is extremely satisfying.

Cliché accepted, it's fast and furious and it's possible to string some lovely moves together. The keepers are good, but you don't always need to hammer the ball home; sometimes a side-footed ball along the ground beats the keeper too. As such, if you have patience and are not easily annoyed, then *Sega WorldWide Soccer Euro Edition* should keep you very happy throughout Euro 2000. (And if the game is anything to go by, England will get knocked out in the second round – remember folks, you read it here first.)

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **SILICON DREAMS**



**VERDICT**

## THE BEST DREAMCAST FOOTIE GAME SO FAR, BUT STILL FULL OF ANNOYING FLAWS

**UPPERS**
Variable speed of play • Looks fantastic • Loads of teams and players

**DOWNERS**
Occasional lapses in commentary precision • No official status or competitions • A cupful of little niggles

**IN ONE HOUR** We got through to the knock-out round of the pseudo Euro 2000.
**WEBSITE** www.sdreams.co.uk
**MAX PLAYERS** Four
**VIDEO MODES** Full-screen 60Hz option, VGA compatible

**ODM RATING OUT OF 10**

7

## WALKTHROUGH
## SCORING THE CLASSIC GOAL

There are classic goals and there are impressive goals. So, um, we're going to show you how to score a classic




**1** ▽ From the kick-off, play backwards to give your strikers time for to get forward.



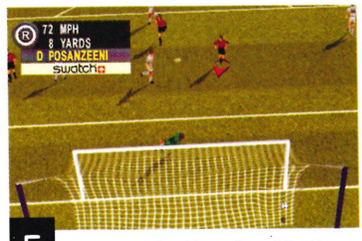

**2** ▽ Avoid playing to the feet, but keep up the momentum by passing in front of your winger.




**3** ▽ Don't let the opponent's midfield bully you off the ball. Keep your back to him, thus encouraging the foul if they tackle.




**4** ▽ Get close to the corner flag then cross the ball. Now you've just got to hope that the £10 million striker has done his job.




**5** ▷ Result! He's lost his marker, giving him time to control the ball and twat it into the back of the net.

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Giga Wing
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House Of The Dead 2
Hydro Thunder
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King Of The Fighters Dream Match 99
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Shadow Man
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Star Gladiator 2
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Suzuki Alistare Extreme Racing
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Tomb Raider 4
Toukon Retsuden 4
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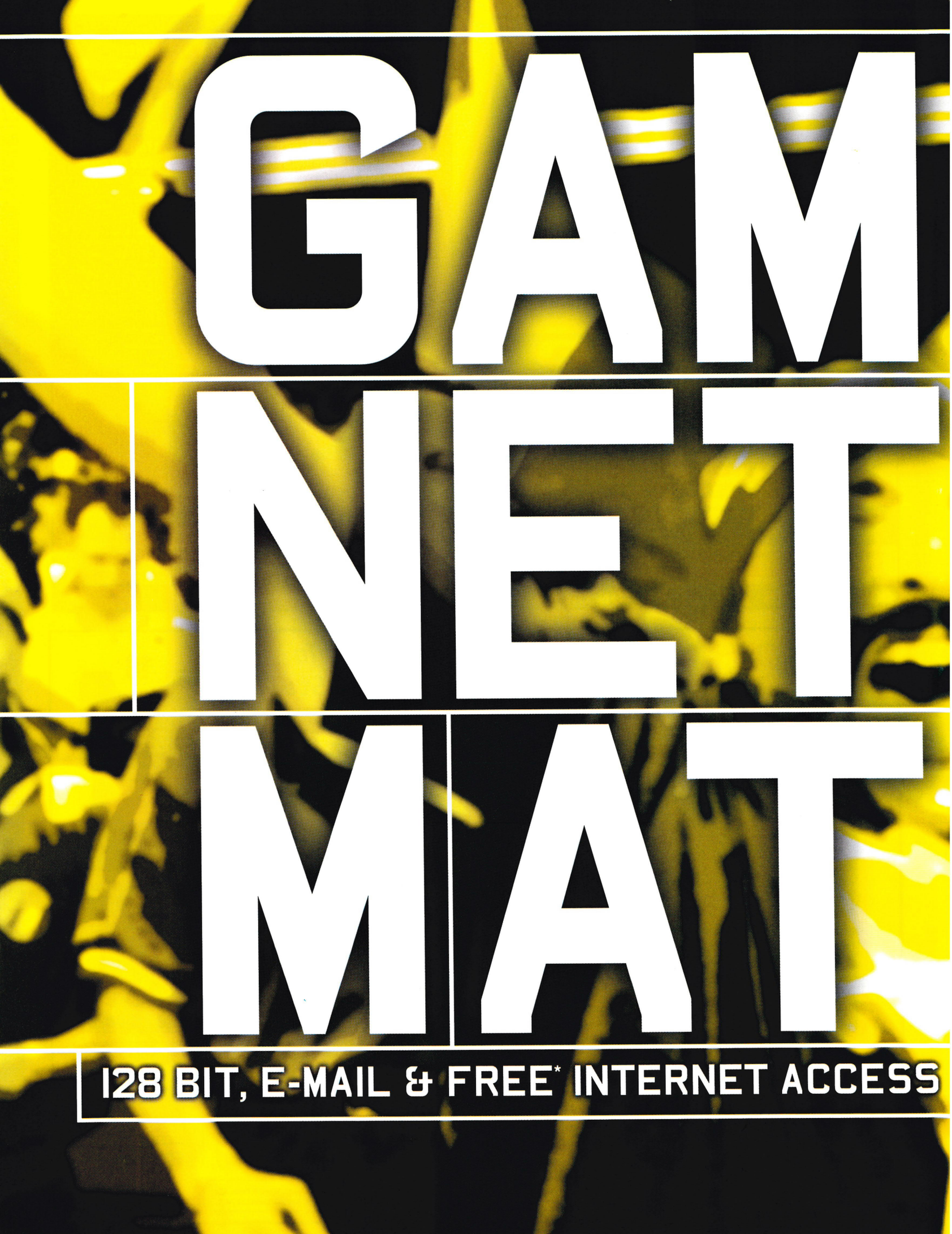
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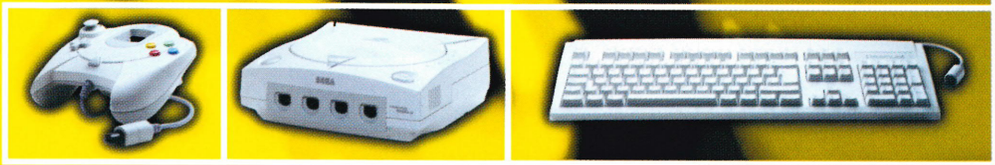
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# UP FOR DISCUSSION

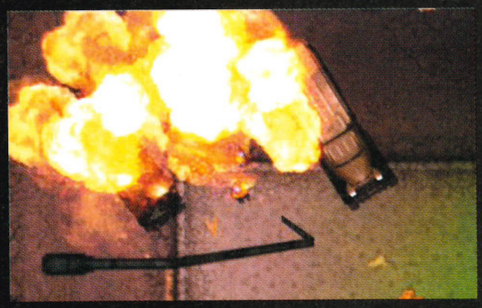
THE *OFFICIAL DREAMCAST MAGAZINE* TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR OF THIS ISSUE'S MOST INTERESTING NEW RELEASES. THIS MONTH:




▲ 4 WHEEL THUNDER




▲ TECH ROMANCER

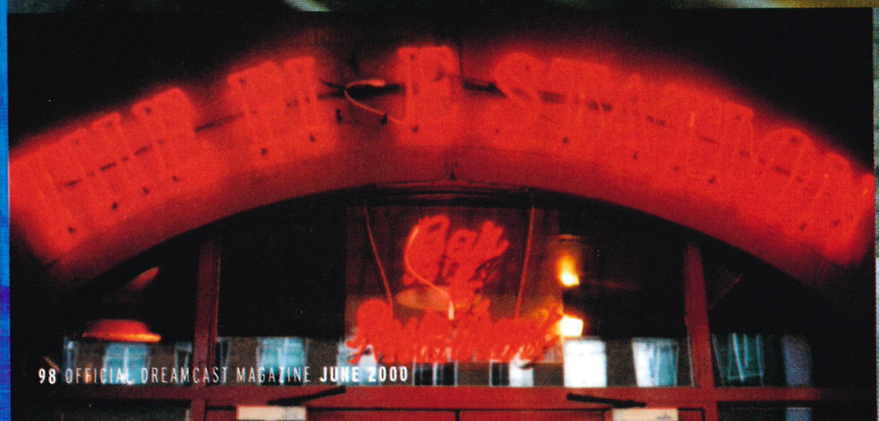


▲ GTA 2



▲ RED DOG

PHOTOGRAPHY: SIMON CLEMENGER





REVIEWS ROUND-UP

# DRINKING...

The Fire Station's previous residents have long since hung up their hoses, but their spirit lives on in this buzzing London bar. The *Official Dreamcast Magazine* team headed down there to chew the gaming fat




TUCKED UNDER LONDON'S Waterloo station, and a short walk from the London Eye (the Millennium Wheel, to you and me), The Fire Station is a popular stop-off for passing commuters and more serious eaters and drinkers alike. Offering a wide range of local beers and a fully fledged restaurant in its spacious Edwardian interior, the bar has an airy atmosphere a million miles away from the claustrophobic interior of the typical pub.

Dating from 1910, the building served as a fire station until the early '70s before becoming the headquarters of the London Ambulance service, and was then bought and converted into a bar.

According to manager Clint, The Fire Station is always busy thanks to the traffic of commuters and Eurostar passengers from Waterloo Station, so if you fancy trying out the mouth-watering menu then it's worth booking ahead. As for the bar itself, there's the usual selection of draught and bottled beers plus a rotation of real ale from a variety of small local brewers. For those who appreciate these things, the recent awarding of a 'cask mark' for the quality of the beer demonstrates The Fire Station's quest to please everyone from suited commuters to die-hard pint-suppers.

While the bustling atmosphere made our usual quiet, measured debate impossible, with the beer flowing it wasn't long before the conversation was doing the same, and new boy Alex was getting into the swing of things.

• *The Fire Station is located at 150 Waterloo Road, London SE1. The bar is open usual pub hours and the restaurant licensed until midnight. For table bookings and function room enquiries phone 020 7620 2226.*

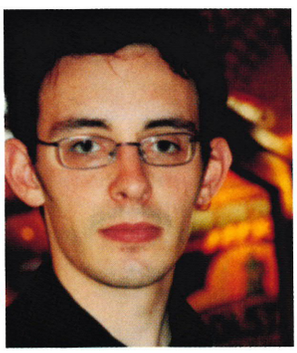
# ...& THINKING

## 4 WHEEL THUNDER

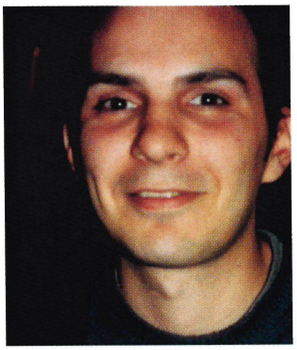
(REVIEWED ON PAGE 76)

**Furious, mud-filled racer with some innovative features, in which you pilot a range of monster trucks and buggies over huge courses packed with short-cuts, jumps and nitro boosts. The game went down well with our reviewer, but what do the panel make of it?**

**DAN:** Mudtastic!
**WARREN:** What do we *really* think? For the record I really like it. It's very simple, it's nice and fast, there's a fair bit to it, and I really like the indoor one-player mode because it reminds me of *Ironman*.
**ED:** *Ironman Stuart's Super Off Road Racer*!
**WARREN:** Thank you, yes. One of the best games *ever* back in the arcades and on Amiga and PC. Anyway, that was a fab game, and if *4 Wheel Thunder* had a top-down multiplayer mode it would be the best Dreamcast game ever!
**DAN:** It's a good, solid game, even though when you first look at it you think: "Oh, it's just another racer and it doesn't do anything new." But it's so nicely done that you can't help liking it.
**WARREN:** I'll tell you what I don't like, and that's the reliance on the turbo boost thing.
**DAN:** That makes it more interesting.
**ED:** Yeah, that's what made *Hydro Thunder*.
**ALEX:** If it didn't have that it would be really dull.
**WARREN:** I just think it's over-reliant on it though. Unless you pick up virtually every single one you don't stand a chance.
**DAN:** There are plenty of them though. It's never really that much of a hindrance and it really adds something to the racing.
**ED:** Exactly, you get to learn where they all are and learn the short cuts and it makes it more interesting. Having said that, a lot of the courses feel like they were designed for an off-road racer, which of course they were originally, and then Midway came on board and the boosts were added to make it fit in with *Hydro Thunder*. It means you have these really narrow tracks and these enormous trucks that just skim over the bumps, and it's really tricky to get around at that sort of speed.
**ALEX:** I think there's a bit too much variety between the vehicles. You've got the little buggies that are really fast, then you have the huge, great monster trucks that are really slow, and if you have a two-player game it seems it can get too mismatched.
**ED:** That becomes less noticeable as you upgrade the cars though, and the differences between them do narrow.
**DAN:** You also get used to knowing which trucks are best for which tracks, and that makes a real difference.
**WARREN:** What about the multiplayer stuff, then?
**ALEX:** The bonus games are really good because they add to the main game without diluting any of that part's strengths. You wouldn't want to play them instead of the main game, but they're a good extra to have. They spice it up nicely.
**DAN:** The physics and the handling of the cars is fantastic in the way they move over the bumps, and the way the suspension bounces and moves with the terrain. What's really clever is that even though it's all quite 'realistic', the cars are really easy to drive and it has that great arcadey feel to it
**ED:** The look of it is really impressive. It goes on and on and on, it's really smooth, and there's almost no pop-up whatsoever. Some of the courses do look a bit bland though – the landscapes are a bit empty and it can at times look like a dull PC game.
**DAN:** It doesn't really matter though.
**WARREN:** That's right. I'd much rather have the speed than a few extra trees in the background.
**ED:** And the music's top!



"THE PHYSICS AND THE HANDLING OF THE CARS IS FANTASTIC IN THE WAY THEY MOVE OVER THE BUMPS"
– DAN ON *4 WHEEL THUNDER*



"WITH THE COLOURS AND THE COMEDY SOUND EFFECTS IT'S ALMOST LIKE A GIRLS' FIGHTING GAME"
– ALEX ON *TECH ROMANCER*

## TECH ROMANCER

(REVIEWED PAGE 88)

**Giant robots battle it out. Yet another cartoon-style fighter from Capcom, *Tech Romancer* contains all the trademark lunacy and colourful graphics and includes a few special ingredients. If you like your manga and Japanese fighting games, then you'll like this. But will it appeal across the board?**

**WARREN:** *Power Stone 0.75*! It's really, really similar to *Power Stone* – the sound effects, the explosions...
**ED:** There are loads of games like it though, not just *Power Stone*.
**WARREN:** Yeah, but this is *so* similar, but without the 3D environment or anything like that.
**DAN:** I quite like it, and I'm not the biggest fan of these Capcom-style fighting games simply because I'm rubbish at them. It is a real laugh though.
**WARREN:** Big robots stomping around cities is always going to be a winner.
**ALEX:** But with the colours and the fireworks and the comedy sound effects it's almost like a girls' fighting game!
**WARREN:** Noooooooo!
**ALEX:** Seriously!
**ED:** It's just very Japanese. The stories in the story mode are really bizarre. Mad stories and cool characters.
**DAN:** I love the graphics. The cartoon-style manga thing works well and makes it stand out.
**ED:** I think it's a bit confusing to look at, especially things like the guy who's made out of houses and buses and stuff.
**DAN:** I don't think it's that bad. It looks great.
**ED:** Yeah? The other thing is, you're supposed to be fighting in cities and stuff, and I don't think you get a very good sense of scale.
**WARREN:** It is always hard to do.
**ED:** Maybe, but there's just not enough scenery. It'd be much cooler if it was like *Godzilla*, and you're in a city and you knock each other over and crush loads of buildings and stuff.
**ALEX:** In *Godzilla* you had a much better sense of scale and they used a variety of camera angles, whereas here it just looks like a standard fighting game. The attempt to bring some scale seems like a bit of an afterthought.
**DAN:** I think it is, but ultimately that doesn't take too much away from the play itself.
**ALEX:** Compared to something like *Virtual On* it begins to look a bit basic.
**ED:** It is trying to emulate *Virtual On* a bit, because you've got your long-range attacks and a bit of strategy and stuff, and that has to have something to do with the fact that *Virtual On* is massive in Japan.
**WARREN:** Hats off to Virgin for releasing *Tech Romancer* over here though, because while it's not likely to sell in huge numbers it is nice to have things like this available in UK versions.

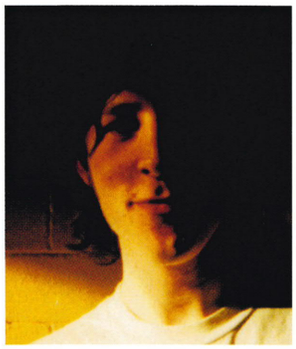
## GTA 2

(REVIEWED PAGE 84)

**The original *Grand Theft Auto* was a massive hit on PC and PlayStation, and it's easy to forget the uproar that it caused in the media. A few years on and the nation's gamers haven't turned to drive-by shootings and hit-and-run tactics to fund their habits, and the proper sequel has arrived on DC.**

**ALEX:** I really liked the original one, and I think if you liked that then you'll like this. But I do think they've over-complicated a few little things and damaged the appeal of what was a really immediate 'buzz' game. For someone who hasn't seen it before, I just wonder whether it eases you in quickly enough.





"THE CONTROLS ARE REALLY ANNOYING, AND IT ALL JUDDERS WHEN YOU DRIVE FAST"

– ED ON *GTA 2*

**DAN:** Do you reckon that's got anything to do with its PC roots?
**ED:** Hmm, I don't know. It just doesn't seem to lead you in by the hand enough.
**WARREN:** Having said that, it always used to be about exploration and figuring things out for yourself.
**DAN:** I did find that for the first few hours I spent playing it, it was difficult to know what you're supposed to be doing.
**WARREN:** You never know what you're doing anyway, Dan!
**DAN:** Well, granted, but you're aware that there's so much more going on than what you know about, and there are all the power struggles between the different gangs and you have to play them off against each other. You can't get into that straight away though, and you just end up running people over and going on shooting sprees.
**WARREN:** But that's the whole point, isn't it? You can't argue that going around shooting people and running them over isn't fun! I really liked the original, and I can see myself putting in a lot more time on this one, but only because I didn't play it to death the first time around. If I had done, then I think I'd be a bit sick of it by now, because there's not that much difference between them except for the damn lighting – it's awful, just totally unrealistic.
**ALEX:** It's all set at night, and the whole look of it is different from the first one, which was all bright and set in the present day. At least then you could see what everything was, because it was so familiar, and you could tell straight away which were the fast cars and stuff. With *GTA 2* being set in the future, everything can get a little bit confusing.
**ED:** I know what you mean. Some of those futuristic cars are really weird looking – and you can't tell which way round they're facing! The design of the city can be quite frustrating, and the little people still look terrible.
**DAN:** But the look of the game has never claimed to be a selling point, has it? It's all about gameplay and depth.
**ED:** Granted, but the controls are really annoying, and it all judders when you drive fast. And you lose yourself under buildings and bridges now.
**ALEX:** That's right. So much of it now is running up buildings and shooting people from the top of them, and finding little ramps to go up and down, and you can't help thinking that if it was in 3D it would be so much better.
**ED:** The stuff with all the gangs is good though – choosing which gang you want to work for and keeping them all happy.
**WARREN:** It does have a lot of depth to it, but it's a shame there's no multiplayer or online mode, because if you could have a load of people playing in the same city it would be awesome. Maybe with the next one.

# RED DOG

(REVIEWED ODM #5, 4/10)

**Argonaut's much-delayed tank shooter finally made it into stores at the end of April. Changes were made since we last looked at the game, but have they made any difference? We thought it only fair that we give it another go.**

**DAN:** So, er, why are looking at this one again?
**WARREN:** Well, Argonaut held back on the release of the game after we reviewed it. We were told it would be coming out in March, but changes were made before it was released.
**ALEX:** So what does everyone think now?
**ED:** It's nice, but it's nothing too amazing, it really isn't. The multiplayer mode is the only part that does anything for me.
**WARREN:** And most of those multiplayer sub-games are in *4 Wheel Thunder*.
**ED:** The thing I don't like is that there's not much feeling of actually driving anything. It's very light, and you especially notice it in the deathmatches, where you're wanting to spin round quickly and chase people. Although you can use that strafing move, you just slide around so much that you get really frustrated. There's no feeling of any weight in the vehicle, and you don't really feel anything when you get hit – there's no thump or flash or anything.
**ALEX:** I like the way you can see so far off into the distance and pick people off from far away. That's really rewarding.
**WARREN:** I like the graphics, they do look smooth.
**ALEX:** Yeah, the enemies and everything look great, but the handling of the tank spoils it and you end up constantly blaming the controls.
**DAN:** I just don't feel that there's anything in the concept behind the game that makes you want to play it. It may look good and have nice little features, but without any attempt at explaining who you are, why you're there, introducing any characters or anything like that, it's difficult to become involved in it.
**WARREN:** There should have been cut-scenes at the beginning or something, because when the instructions come up you're like: "Why should I care?" Like Dan says, you just don't care what happens. And the difficulty ramp is terrible, because you go straight in and it just starts bombarding you with stuff.
**ED:** You start off okay, then you get part of the way through the first level and explode. There's no 'you're about to die, you've been hit loads, get out of there' feeling, and you just have to learn where you're going to have to be careful.
**WARREN:** You learn by dying, and that's really frustrating when it happens over and over again.
**ALEX:** Definitely. There should be a training level or something so you can get used to the controls.
**WARREN:** There are times in the later levels where you get trapped in a corner and you're battling with the controls, and suddenly you're getting bombarded with fire. It's really unfair. I think it is miles better than *Wild Metal* though. The nice thing about this is that the environment has some really nice detail. You get to feeling that you're actually doing something in a world.
**DAN:** But I still don't think it engages you enough to make you actually want to explore it all.
**ALEX:** I tried, and found some secret areas, but there's no point to them, because all you find is a load more enemies and one tiny little power-up that you use up getting there in the first place.
**WARREN:** There's the typical problem where you end up meeting a boss for the first time: if you die you have to face them with no power-ups or anything and you don't stand a chance.
**ED:** There are some nice ideas and you can see all the potential, but it's missed out on a few basic tricks, and you just get really annoyed with it.
**ALEX:** I think there are people who will really get into it though.
**ED:** You're right, but I can't help feeling that it looks and plays like a PC game.
**WARREN:** Exactly! But Alex, what score would you have given it?
**ALEX:** Hmm... possibly a seven, but marking down on the control and lack of involvement.
**DAN:** Four is harsh, but I wouldn't give it much more.
**WARREN:** I would have given it a six, I think.
**DAN:** I'd have said five.
**ED:** Yeah, me too.
**WARREN:** That's settled it, then! Sort of.



"THE DIFFICULTY RAMP IS TERRIBLE, BECAUSE YOU GO STRAIGHT IN AND IT JUST STARTS BOMBARDING YOU WITH STUFF"

– WARREN ON *RED DOG*







ILLUSTRATIONS: **BEN WACHENJE**

# ARTISTS

GAMES TESTER? PRODUCER? LEAD ARTIST? WHAT DO THEY DO, EXACTLY? **ADAM PHILLIPS** PROFILES THE JOBS THAT BRING THE GAMING HITS TO OUR SCREENS

## THE ARTIST

**RESPONSIBILITIES:** Dreaming up the visual style of the game, realising that vision with 3D and 2D packages, then honing it to near-perfection.

**PROSPECTS:** Excellent. Videogame artists can end up as artistic directors of their own companies. And with the skills learned you can also turn your hand to other areas of multimedia.

**SALARY:** Junior position salaries can begin as high as £16,000. After that the sky's the limit if you end up running your own company.

**QUALIFICATIONS**: Some kind of art qualification is useful, but the number one priority is to have a solid portfolio showing off your skills, imagination and ability.



**THEY SAY THAT FIRST** impressions count for a lot. And it's the role of the videogame artist to create that good impression from the off. When you get that latest game home and boot it up for the first time, if the graphics don't wow you then there's a fair chance that the game won't either. There are exceptions, such as *ChuChu Rocket!*, but they only prove the rule.

The actual job of an artist in the production of a game is three-fold. The artist must first come up with a visual style for the game. While the likes of *Tomb Raider: The Last Revelation* and *Rayman 2* may essentially be platformers, the differences visually are poles apart, and it's down to the artist to dream up the look that best suits the game. Most artists begin by sketching out ideas, characters and locations on, yes, paper! With a pencil!

Only once the basic look is in place does the artist usually move on to a computer to create the art that will be featured in the game. These days that generally means extensive 3D modelling, building a game world and all the objects in it using a 3D package. And let's not forget those very vital 2D elements: every 3D object needs a texture map. Think of it as skin that's wrapped around a 3D object to make it look real. For example, to turn an unremarkable 3D rectangle into, say, a treasure chest, the artist takes the appropriately textured 2D 'skin' and applies it to the rectangle. There's also the text, maps and overlays to consider, which are usually created in 2D packages.

The artist also creates the animation which makes a pretty but pointless 3D model turn into a convincingly fluid-moving enemy. Finally there are the environmental effects, where additional art effects such as lighting, reflections, special effects and camera movement all combine to add the 'X' factor to a game that gives it a true atmosphere.

With so many artistic elements in a single game, you find that each specific area is usually handled by a different artist, all under the direction of the lead artist. The lead artist's role is to create the visual style of the game, and then ensure that it remains consistent throughout the game by overseeing the other artists' work.

The kind of people who land art jobs are hugely varied, but the main factor is having a strong portfolio. Games companies have been known to sign up artists for junior roles who have little or no experience; the important factor is that the candidate can demonstrate that they have artistic skills by the shedload, boast as wide a range of different abilities as possible, and have enthusiasm pouring out of every orifice – like every job in the games industry, you'll need it when you're working long, long hours. A good knowledge of 3D packages such as 3D Studio and 2D packages such as Adobe Photoshop is also highly useful.

As for the competition for vacancies, there's certainly plenty when it comes to the top-flight jobs, but overall the games industry can find it difficult to recruit enough talented people to fill all the available positions. Which ultimately can only be good news for the budding videogame artist. ▶

# I DO IT FOR A LIVING

We profile some videogame artists, taking a brief looking at what helped them land the gig, and which games they've most enjoyed working on



## ARTIST 1

**NAME:** Jon Dugdale

**AGE:** 31

**BACKGROUND:** While doing a design course, Jon grew increasingly interested in 3D graphics. Using a 3D package, he put together some of his own demos and sent them off to games companies. His demos were forwarded to Bizarre Creations by Psygnosis, and he landed his first gig.

**JOB HIGHLIGHTS:** *Formula 1* (PC/PlayStation), *F1 97* (PC/PS), *Metropolis Street Racer* (DC)



## ARTIST 2

**NAME:** Ed Hayden

**AGE:** 32

**BACKGROUND:** Originally studied architecture at university, and eventually moved into 3D animation. Created a short action sequence, and landed his first job because of it. He then eventually moved on to work at Criterion Studios.

**JOB HIGHLIGHTS:** *Trickstyle* (DC)

"BY WORKING TOGETHER, OFTEN NEW IDEAS ARE CREATED THAT ARE BETTER THAN THE ORIGINAL ONES"

– ED HAYDEN, CRITERION STUDIOS

# Q&A

What it's like to be an artist, straight from the horses' mouths

**What made you decide to become a videogame artist, and how did you get started?**

JON: A friend was already in the industry as a freelancer, so I was constantly seeing developments from early days of the ZX81 to the Atari Jaguar. At first I was just curious, but when 3D graphics started to kick in I became very interested. This was because I was regularly using 3D packages at college. I was studying product and furniture design, but you can only go so far with a kettle or a chair!

So using 3D Studio, I put some examples of my work together. In 1995 I sent a demo showreel off and it was forwarded to a new company called Bizarre Creations. After producing another demo I got the job.

ED: I originally studied architecture at university. It's a good course for a videogame artist because it crosses between art and technology.

After deciding that architecture in the UK didn't offer enough innovation, I decided to learn how to use a 3D package. I spent the summer of '91 learning 3D Studio and put together a short action sequence. I landed my first job by showing this at a 'show and tell' session.

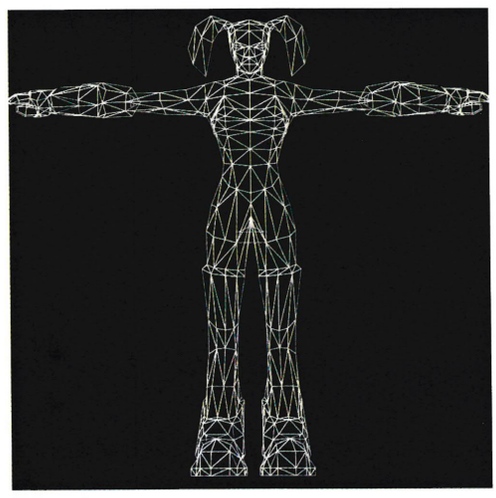
**What did you think the job would be like, and how did it turn out?**

JON: As I said, fortunately a friend had been working in the industry for seven years so I knew roughly what to expect. Because it was a small company at that time, with only three employees including myself, I was really thrown in at the deep end. That really helped me to develop though, because there was nobody else to rely on.

**What does the job entail on a day to day basis?**

JON: Constant examination of what you did the previous day, and lots of feedback from fellow employees.

ED: My job is extremely varied. On a day to day basis I deal with every aspect of the artistic development of the game, from the production of storyboards for each of the game's moments, through to finished artwork. A lot of time is spent in discussion with other artists, the game designer and programmers.



# CASE STUDY

## From storyboard to hoverboard with *Trickstyle*

During the early stages of development I'd typically be designing the look of the game and gathering appropriate source material. Later on in the cycle I may be designing in-game characters or building the worlds. At the end of the project I'd be 'polishing' the game by things like balancing the lighting or refining the special effects.

**What are the pros and cons of the job?**

JON: The pros are seeing your work in the final game. Cons are the long, stressful hours.

ED: The pros of being a lead artist is that you have ultimate control over the look and style of the game, but you also have the responsibility that goes with that. If something doesn't get done or isn't done to the correct level of quality, it's your job to get it right.

**How do you co-ordinate with the other departments on a project? Can your designs inspire gameplay ideas?**

JON: We don't have other departments, just development teams working on different games. Hopefully the final games have an element of everybody's personality built into them.

ED: One of the most important aspects of games creation is teamwork. It's impossible for a person to work alone, an artist and programmer have to work together in order to create anything. Often by working together, both have to compromise on some aspects. But by working together, often new ideas are created that are better than the original ones.

**What advice would you give to someone who wants to be a videogame artist?**

ED: To put together a really high-quality portfolio. The important things to show are a great range of different styles and the ability to visualise any subject. Secondly, it's important to learn at least the basics of 3D and 2D art packages.

JON: Learn how to draw first. Just because you can use a piece of software doesn't mean that you're an artist. The best method of introduction is a demo CD or showreel – we won't even look at people who don't first show us what they're capable of. In general, computer experience isn't a must, but it is preferred.

GAME: **TRICKSTYLE**
PUBLISHER: **CRITERION STUDIOS**
DEVELOPER: **CRITERION STUDIOS**

WHILE DC OWNERS are spoilt for choice when it comes to games with top-flank graphics, there are some titles with exceptional merit. *Trickstyle* is one such gem, its gaming experience and cyberpunk graphics blending to create an extreme sport in a believable future world.

Lead artist Ed Hayden and co drew visual cues and inspiration from a variety of sources. "The idea was drawn from comic books such as *2000AD* (The Midnight Surfer and The Silver Surfer)," says Ed, "to films such as *Rollerball*, *The Running Man* and, of course, *Back To The Future II*."

Before Ed even considers cracking on with rendering, he begins with the basics: "The process always starts with sketching the characters. As time went by, the characters evolved more organically on paper." It was only when a character was fully fleshed out, both in terms of looks and background story, that he transferred the design into a 3D package and created the final character for the game.

One of the trickiest aspects of the game's visual looks were the cities used as the backdrop to the action. "The game features our view of how some of the most interesting cities in the world will look in the future," says Ed. "Being based just outside London did help, as London offers lots of opportunities for landmarks. The other two cities featured are New York and Tokyo, and me and Craig, the game designer, spent some time in both cities with our video cameras. That certainly helped when it came to integrating the landmarks into the racing action."

Finally, experienced artists like Ed know that you must take into account a machine's limitations so that you don't end up with so much on screen that the game crawls to a halt: "There were some elements that we removed near the end because we felt they would have too big an impact on Dreamcast's performance. For a first-generation title, I think we probably pushed DC's capabilities pretty hard."

## FIRST CONTACT

Think you're ready to be an artist, dahhhhling? Then check out the following recruitment agencies, of the many that are out there, for job listings. Remember: don't waste their time with frivolous phone calls

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020 7580 6018

**Pelican Consultants**
www.pelican-consultants.com
020 8423 3400

• For details of university/college courses, talk to your careers advisor or check out your local library.

## VERDICT

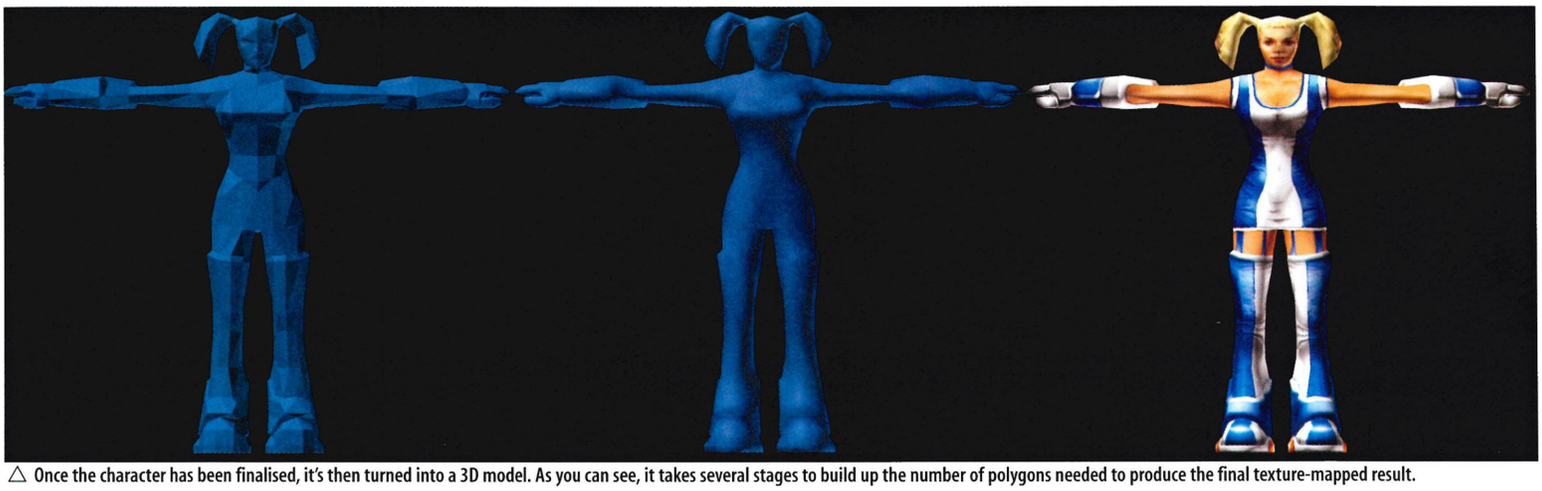
**If you have the skills and the portfolio, then your prospects are excellent. We reckon that the role of the artist is one of the best ones in the industry**

### UPPERS

• Salaries start relatively high compared with the likes of game testing • If you're a lead artist, it's your vision that'll be up on the screen • The jobs are there if you have the talent • The skills you learn can be used elsewhere in the multimedia industry

### DOWNERS

• It's those long, long hours, burning the midnight oil again. And having bugger all social life when the deadlines begin looming • It can be painstaking work. But that's why you love it, right?



△ Once the character has been finalised, it's then turned into a 3D model. As you can see, it takes several stages to build up the number of polygons needed to produce the final texture-mapped result.



# IN THE HOT SEAT

## WITH EDEN STUDIOS

THIS MONTH, THE PRODUCER OF *V-RALLY 2 EXPERT EDITION*, **OLIVIER RAFFARD**, ANSWERS QUESTIONS SENT IN BY READERS OF *OFFICIAL DREAMCAST MAGAZINE*

**COMING UP:** NEXT MONTH WE'LL BE PUTTING YOUR QUESTIONS TO ARGONAUT, DEVELOPERS OF BUGGY BLASTER *RED DOG*

**BACK IN JANUARY** 1998, Eden Studios was formed from one of French corporation Infogrames' most successful in-house development teams. Though their earlier titles, such as *Asterix The Gaul*, *The Smurfs* and *Tintin*, weren't particularly big over here in the UK, they were absolutely huge in Eden's home country. In fact they were so big that they almost certainly helped Infogrames reach their current status as one of the major players in the videogames industry.

But their biggest worldwide hit came with the release of *V-Rally* on PlayStation, PC and – eventually – Nintendo 64. Blending realism and arcade-style gameplay with more circuits than ever seen before, it went straight to number one and stayed there for ages. The upgraded follow-up, *V-Rally 2 Expert Edition* (*ODM* #7, 7/10), hits Dreamcast this month and looks set to repeat its previous successes.

Eden now employs more than 40 people and is working on a number of top-secret games for a variety of formats. Even so, *V-Rally 2 Expert Edition*'s producer, Olivier Raffard, sat down with a bunch of questions set by readers of *Official Dreamcast Magazine*. Here are his answers.

### V-REALLY?

How realistic are the cars in the game compared to the cars in real life in terms of speed, handling etc? Have they been balanced, so no one car is better than the others?

*Anon, via email*

**OLIVIER RAFFARD: The cars are very realistic. Even if they have quite similar engines, like in reality some cars are better than others. It depends on several technical factors, and also on your driving style. You've gotta play in order to find out!**

### EASY DREAMING

How much easier was it to convert the game to Dreamcast than converting the original to Nintendo 64?

*Anon, via email*

**OR: To do the Dreamcast version was more difficult, in fact. It's because we've redone all the textures, all the cars, all the dynamics and so on. That wasn't the case for Nintendo 64. The Dreamcast version is not a port of the PlayStation game, we've worked on it for the last two years.**

### MEAN MACHINES

Which is your favourite car to use in the game?

*David Paul, Rochdale*

**OR: Personally, I love playing with the Peugeot 206. In fact it's the only car with which I've won all the championships. Otherwise, I have a lot of fun driving the old Group B cars such as the Peugeot 205 or 405.**

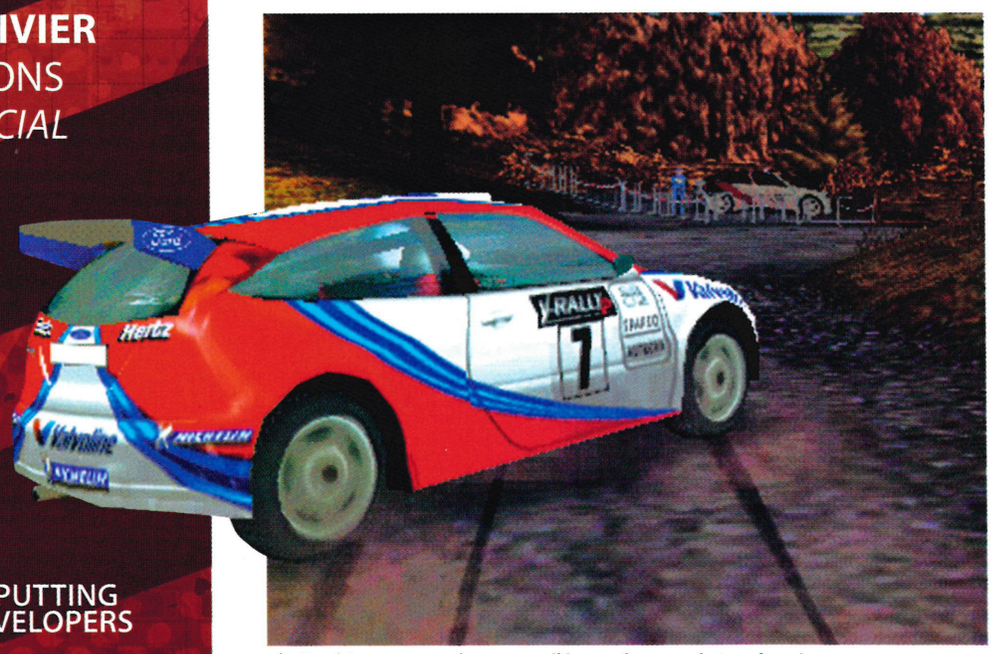
### ROAD WORKS

When you make the championship courses, which track designer do you use? Is it much more advanced than the one we get to use?

*Philip Adams, via email*

**OR: The name of the tool we use is Twilight. It's a really powerful in-house tool, but the track editor/generator included in the Dreamcast version is much more powerful than the one you have on your PlayStation.**

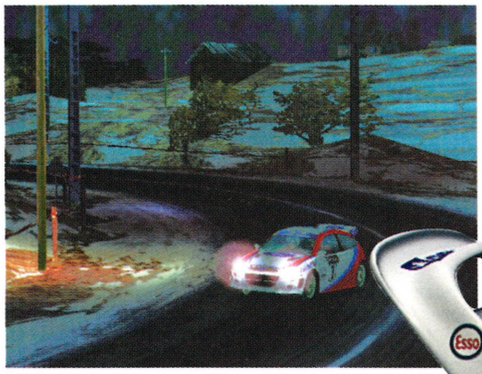
**The gap between the technology used**




△ **Hey, it's not easy getting a car to slide out of a screenshot you know!**



△ Each car in the DC edition is made up of 2,200 polygons.



△ So now we know – the 'V' stands for victory. Or virtual.




**by game developers and that which you have at home is getting smaller. When you create your own track on *V-Rally 2 Expert Edition* you'll see that the quality is exactly the same as a built-in track.**

## PANEL BEATING

Racing games don't often show car damage after crashes, but *V-Rally 2* does. Is it really difficult do or something?

*Guy Thomas, via email*

**OR: No, it's just a matter of time and/or authorisation from car manufacturers.**

## DRIVING TEST

Did you get to go rally driving for real to get a feel for the way the cars handle?

*Keith Stevens, via email*

**OR: Yes, of course. We're working really close to the real rally world in order to increase our experience. Infogrames are deeply involved in rally thanks to the sponsorship of the V-Rally of France – Tour of Corsica. It enables us to have access to a lot of useful information.**

## END OF THE MILLENNIUM

Why did you change the title from *V-Rally 2: Millennium Edition* to *V-Rally 2: Expert Edition* at the last minute?

*Jon Flint, Brighton*

**OR: In fact, everybody agreed to call the game *Millennium Edition*! It was fashionable, you know – we are in 2000. But it's because it is fashionable that it's a problem. Something fashionable is destined to run out of steam, so we made studies, we questioned our customers, and finally opted for *Expert Edition*.**

## TITLE CHALLENGE

What does the 'V' in the title actually stand for?

*Kevin Tomlinson, via email*

**OR: 'V' stands for victory, but also virtual.**

## EXTRA DETAILS

How much more detail do the cars in the Dreamcast version have than the ones in the PlayStation version? They look so much better!

*Matt Riches, via email*

**OR: Yes, indeed, there are more than double the number of polygons per car on the Dreamcast version! [2,200 polygons on DC, compared to 800 on PlayStation] That's why the cars look much more realistic. When you play, you have the feeling of watching a real rally on TV!**

## RACING CHAMPION

Which are your favourite driving games of all time, and did any in particular influence the way *V-Rally 2* plays?

*Melanie Woolley, via email*

**OR: *GP1*, *Out Run* in the arcades, and *Rally Masters*. *GP1* for the sensation, the realism and the choice of tunings; *Out Run* for the fun and the arcade spirit; and *Rally Masters* for the handling.**

## UP AND COMING

What are you working on next? Can we start looking forward to a *V-Rally 3* designed specifically for Dreamcast?

*Kev Nicholls, Birmingham*

**OR: *V-Rally* is one of the most popular brands in the videogame industry, therefore I won't betray a secret if I say that we have some plans on next-generation consoles. Stay tuned!**

## STARRING ROLL

Why did you decide to make the cars so easy to roll? Surely it's not as hard as that to keep a real rally car on its wheels?

*Jordan Currie, via email*

**OR: Try *V-Rally 2 Expert Edition* on Dreamcast and you will see that's it's not so easy to make the cars roll!**

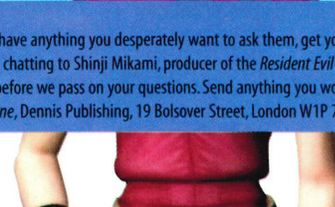
"THE DC VERSION IS NOT A PORT OF THE PLAYSTATION GAME"

OLIVIER RAFFARD



**WANT TO SPEAK TO DR. EVIL?**

Next month we'll be putting questions supplied by readers to Argonaut, developers of *Red Dog* for Sega. If you have anything you desperately want to ask them, get your questions to us as quickly as possible and we may just be able to include them. The month after we'll finally be chatting to Shinji Mikami, producer of the *Resident Evil* series. We've delayed the interview to give you a chance to play his latest title – *Resident Evil Code: Veronica* – before we pass on your questions. Send anything you would like him to answer to questions@dreamcastmag.co.uk, or to Capcom In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.



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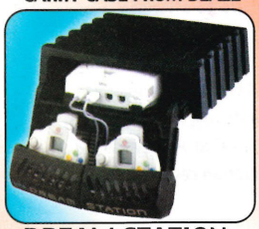
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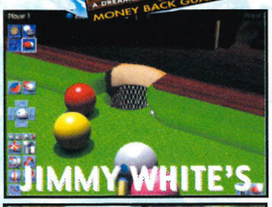
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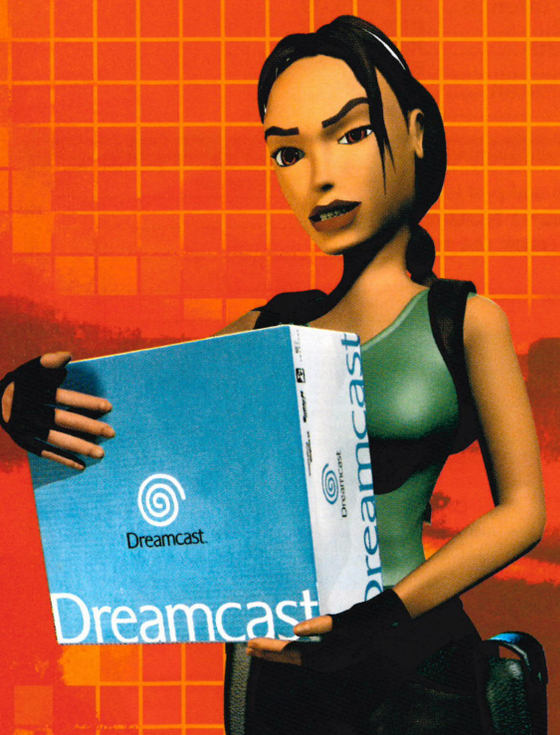
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# TOMB RAIDER THE LAST REVELATION

## WALKTHROUGH PART 2

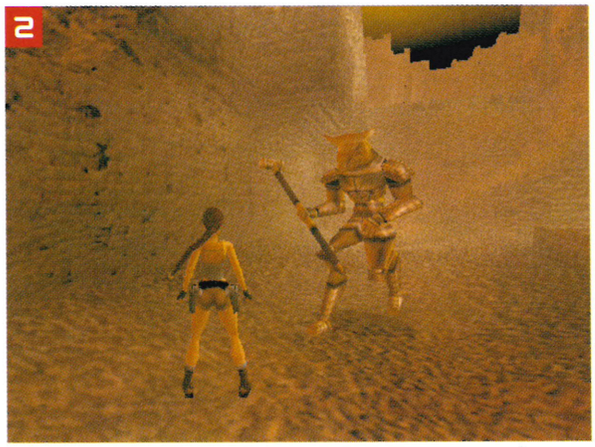
STILL SPENDING LATE NIGHTS STRUGGLING WITH LARA? WELL RELAX, **MARK HILL** IS HERE TO GUIDE YOU THROUGH THE SECOND HALF OF THE ACTION-ADVENTURE



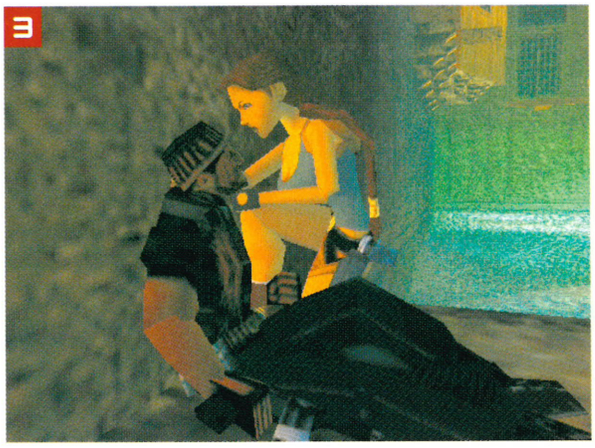



## CHAMBERS OF TULUN

1 Still on the motorbike, run over a soldier and try to avoid the sniper on the balcony. Jump over the pit, get off and go inside the building. Go through the small hole until you find the armoured minotaur – you can't miss him.

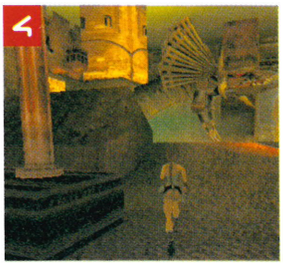


2 Once he's noticed you, lure him into the Chambers. Go to the top of the building, climbing rocks and pillars and jumping over an archway. Push the switch to close the doors at the bottom, thus trapping the chasing minotaur. Get out of the building via the rope towards the south, get back on your trusty old bike, jumping right over the pit all the way, taking a long run up to the wheel. Rotate it to open the door on the right, and run out through it as fast as those slender legs can carry you, because the minotaur will be bursting through the doors you closed earlier. Climb up the ladder on to the next level, making sure Lara clings on as the minotaur rams into it.



## CITADEL GATE

3 The first thing you find in here is a dying soldier on the floor. Lara talks to him via a cut-scene, then it's time to run in the opposite direction, away from him. Get yourself prepared for the impressive sight that is Azizus, an enormous fire-breathing dragon.



4 Don't waste ammo by shooting it, just wait until its blown some lethal fireballs then run past it. Keep going past the annoying locust swarm, turn down the alley on the left-hand side, and make it through the hole in the wall to the room with coffins. There are four levers here which you need to pull. Climb down one of the holes, and use the crowbar as the handle for the switch to open a door in the other hole. Through that one, you open the door near the coffins.

Next is another tricky rope-swinging exercise. Get on the rope and jump into the opening on the south wall, following this with various jumps until you get to the ladder. Climb up it, and keep up the acrobatics until you find the crashed truck. Get the nitrous oxide canister, steering well clear of the fire, jump over to where the taxi is, and sprint all the way to the start of the level where you can talk with the sergeant.

Next you should head back to the Chambers of Tulun for a quick visit. Get past the minotaur (he's really got something against Lara), go all the way back to where you left the motorcycle, and ride it up the hill to the north.



## TRENCHES

5 In the street with the palm tree, go through the doorway behind the tree and head north till you reach the building; go up the street on the left to avoid the mounted machine-gun. From there hide behind the wall of sandbags, crawl to the gun, and blow it up by shooting through the opening in the wall. Drop down the hole and crawl through the opening and past the steam pipes.

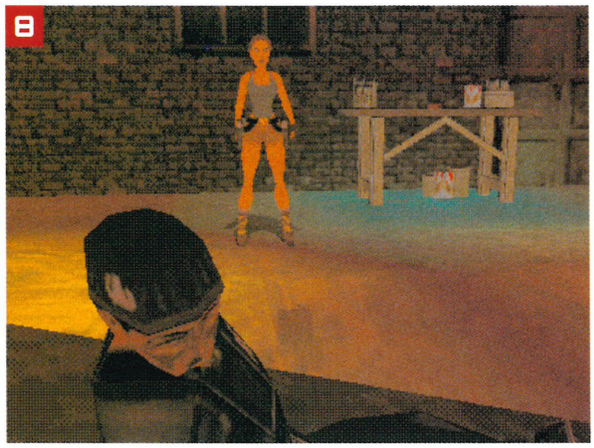


6 Climb up and blow up the flame-thrower, then get back down to the street, picking up the weapon code key next to the dead soldier along the way. Head on to the other side of the pit and shimmy over until you find another smashed up jeep. Use the crowbar on the engine to get the valve pipe, which you can now combine with the nitrous oxide. Return to the motorcycle and use the combination on it to fit the nitrous oxide and really soup up the old pile of metal.

Now you need to go back to the Chambers of Tulun (yes, again). Turn east there and use the nitro boost near the pit to jump over it and into hole in the east wall. Get off your bike, go through the white and yellow door and keep going till you find the wooden torch. Light it in the room before, and go back up the ramp to the ledge under the sprinklers. Use the torch on the sprinklers and go through the newly opened door. Press the switch, and climb on to the box in the pulley room and get into the room above



7 Break the lock by shooting at it, and get your dirty little hands on the key. Now you're ready to go back to the trenches. Head north-east near the palm tree, and jump over to the alcove on the right. Press the switch to open the trapdoor above and destroy the grey rock. Shimmy round the corner and cross over to the opposite side of the street. Open the door with the key you got from Tulun. Jump over to the next building, shimmy along and then climb up to a hole through which you can blow up the electrical box on the other side of the street by hitting the red button. Go back to your trusty bike, nitro your way up the stairs and jump over. Get off, and go through the door that opened when you fused the electrical box.



## STREET BAZAAR

8 It's back to the moribund soldier. Get the mine detonator, the jack body from the car and the handle from the table. Go through the doors by pressing the red button, then go through the door at the top of the ramp and climb the ladder next to the hole in the wall. Swing towards the right to the hole that leads to a small room. There you'll find a padlocked trapdoor. To open it you must combine the car jack body and the handle from the top of the blocks. Go through the trapdoor, taking care to avoid both the swarm of locusts and the lightning rod, and push the box behind it to discover a machine. Push this into the lightning rod, making the tile underneath go down. Grab the ladder on the other side of the roof bridge, shimmy round the corner, slide down the roof and go through the opening that takes you into a room with crates.

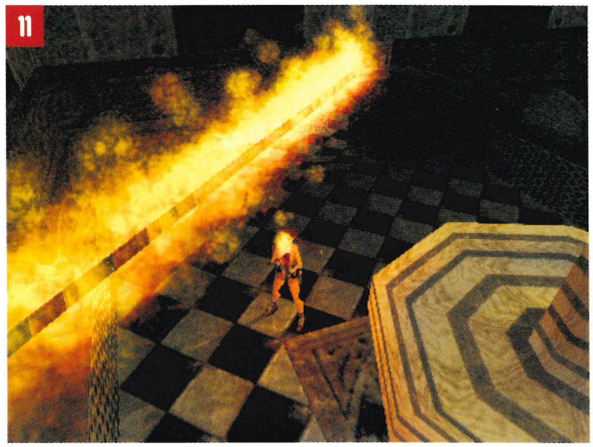


9 Here you can get the mine codes, after which you'll be persecuted by a large bull. Don't waste ammo trying to kill it; like the one earlier in the game, you must use it to ram open all the crates (which gives you some nice pick ups) and the door to get out of here. Keep going until your find yourself in the trenches once more. Combine the mine detonator with the codes and use it to blow up the mines. Pushing the red button opens the door that takes you back to the motorcycle, which you can then drive up the hill round the corner to finish the level.



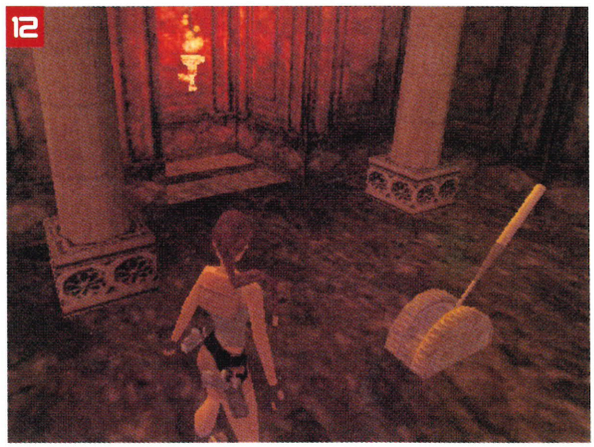
## CITADEL

10 After freeing Jean-Yves, go through to the next room and up the stairs to where the switch and the torches are. Pull the switch to open the golden doors in the first room, and take the torch. Light it on one of the burning torches, and use it to burn the rope that you can find in the alcove below.



11 Follow the tunnel and, once the cut-scene is over, go in with all guns blazing. Hang on to the ledge towards the west and jump over to the stairs. At the top of the stairs, monkey swing along the ceiling and drop into the pool. Swim through and, once you're out, jump to the ledge.

After much shuffling, shimmying and leaping you should come to a hole in the wall that you can crawl into. Drop down the other side and do a backwards summersault as soon as your feet touch the ground. Jump forward and hang on the wall, shimmy to the left then jump over to the opposite side, killing the soldier in blue before going up the stairs.



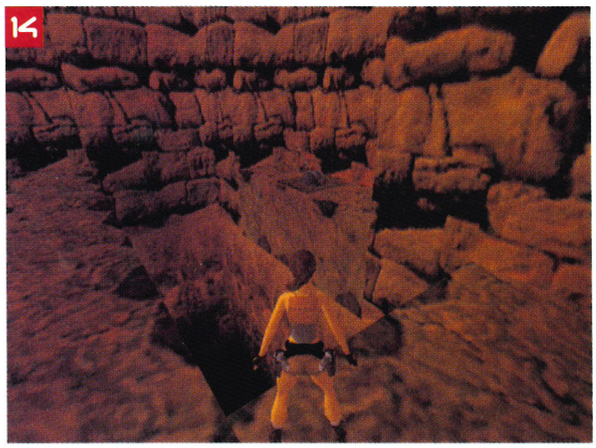
12 Turn to your right, and turn off the flame trap below by pulling the switch. Drop down and carry on down the stairs until you reach the compass puzzle; you must keep checking the compass in your inventory to solve this one. Move each block to the compass point it has written on top of it and all the doors will open. Go through the one towards the west, climb up to the ledge and drop through the trapdoor into the pool. Swim through the tunnel on the left and pull the lever on the ceiling by jumping up and hanging from it. Then swim through the tunnel facing north on your compass and go back to the room with compass puzzle. From there take the door towards the east and pull the switch to lower the water level further on.

Next you must go through the north door in the room with the compass, get into the water, climb up and pull the switch. Go through the tunnel to the north again and pull the chain now that the water level has really gone down. Go through the door you've just opened, taking care to avoid the indestructible crusaders, although you do need them to hack open a way out with their swords; wait in front of the wooden planks and get out of the way when they attack you. Go through the freshly bashed opening and follow the route through until you reach the pit. Hop in and run to reach the next level. ▷




## SPHINX COMPLEX

13 Blood-pumping action from the start, here. Kill the two enemies and get the silver key that one of them drops. Open the door with it and jump over to the two switches, pulling both of them in turn. Go through the next door that this action opens and slide down into the pit.




14 Jump over to the ledge on the left and then to the platform on the north side of the pit. Carry on to the next one, past the locked wooden door, then climb up and kick in the grey door into the building. Push the bookshelf and shoot the crate to open a passage you can crawl through. Pick up the metal blade in the next room and make your way back through the pits towards the front of the sphinx, past the doors with the 'Do Not Enter' sign, until Lara finds the white stone and triggers a cut-scene. Go to the right of the sphinx and make your way across more pits until you reach a door. Behind it you should find a wooden handle inside a crate – take it and get back to the sphinx. Combine the handle with the blade to make a shovel, and use it to dig in the bit of ground in front of the sphinx with a crack in it, then drop into the hole you've just dug.




## UNDERNEATH THE SPHINX

15 Walk towards the sleeping bull statues to wake one of them, and get it to follow you into one of the small rooms. Press the switch just outside the room to trap the bull inside, then repeat the process with the other bull and the second room.

Now that you can do things calmly, pick up the scrap of paper lying next to the adventurer's skeleton. After reading it you should be able to figure out what to do with the symbols on the wall. The order to press them in is: eagle (A), the two reeds (I) and the slope (Q). Go through the door that opens towards the west to get more clues by looking up the chutes near the statues with your binoculars and flashlight. Now go back to the first room and press the hieroglyphs to spell out 'AQI'. Jump over the pit past the door that opens next, and carry on till you reach the hole in the wall. Crawl through it and twist down the corridors to get the stone then find the lever. Pull it and go back to the hieroglyphs to press 'QIA', opening yet another door.




16 Jump over another pit, pull the switch on the west wall and put your hands in the four small holes in the wall to open the grate. Grab the stone and return for another bash at the symbols. This time do the combination 'IQA' and get the stone from the new door after pressing some more levers and switches. The final combination is 'QAI', after which Lara will have to get wet.

In the pool, you need to pull all the levers you find, making sure you rise to the surface for air any time you feel like you're going to drown. Climb out and get the final stone, which you should take west and out into the room with coloured chutes. Put all the stones you've collected into the slots, and swing over the abyss to the get the scripture. It's acrobatics time as you jump back to get the next one, then sideways, then roll twice. You should now have four scriptures and be ready to jump and swing your way to the end of the level.




## MENKAURE'S PYRAMID

17 Climb to the top of the rock formations, and hang from the trapdoor to open it. As soon as you climb up, get out your meanest weapon, because you're about to be attacked by two giant scorpions. Go north past the pit to the base of the pyramid, go to the right of it to the building with the guard, and kill the scorpion before the guard dies (so make sure you don't shoot him).




18 As a reward you get his keys and the keys to the armoury. What you really need to arm though, is your patience, because climbing the pyramid seriously tests it. Basically it involves lots of jumping and hanging on to ledges, requiring extreme precision. Use the flattest bits of rock you can see, otherwise you'll just end up right at the bottom again.




# INSIDE MENKAURE'S PYRAMID

19 Run past the swinging blades, taking care not to be sliced in half. Use the crossbow or the revolver with the laser sight to blow up the star on the ceiling (you'll notice that Lara stops to look at it).




20 Jump into the coffin, past the two mummies, and use the ropes to swing over the spiked pits. Push the lever that's up the ramp, and swing back the way you came. Go round the corner to the second pit, and through the trapdoor that opened with the lever you just pushed. After you've killed the hawk-headed guardian, use the crowbar to wrench the western shaft key from the wall with the star. Swing back across the first pit and go through the new door. Use the switch to open another door and get out of the pyramid into the fresh air.

Make your way into the small pyramid. Inside, shimmy across the bars on the ceiling, past the blades, and pull the chain to open a gate. Go through it to get near the room with the hieroglyphs from the previous level. Go to the right of the sphinx and use the guard's keys to unlock the doors.




# THE MASTABAS

21 Get the can of petrol from the petrol station. Shoot the boards with the 'Danger' sign and open the trapdoor. Drop down and make your way to the three golden lion heads; you must shoot the gems in their mouths – jumping while you shoot helps.

Through the door, past the mummies, you can pick up a small waterskin before following the tunnel back and taking the south tunnel. Climb up and shoot the next 'Danger'-boarded door you come to. Turn east and repeat the process with the other lion heads. Pick up the bag of sand. Continue through to an opening and, climb up and shoot yet another set of boards.




22 Take the wooden torch from inside the building and do the same old lion head routine. When you come to the three scales, you must put the sand on the right scale, the petrol in the middle, and fill the waterskin from the pool to empty on to the left scale. Light the torch to ignite the petrol in the scale. Go through the door, pry the key from the wall using the crowbar and go into the east room. Turn left, jump over the ledge and enter a new building.




23 Open the trapdoor, go through the tunnel and keep shooting boards and lion head gems until the end, where you get hold of another key.




# THE GREAT PYRAMID

24 Follow the tunnel and climb out into the tomb. Jump over the pit, into the building and over another pit to the pyramid. Slide down and start climbing, starting with a jump to the west, then climb until you can jump east and so on. Jump across the chasm to a ledge, turn left, slide down and jump to a ledge ahead. Just keep doing this till you reach the end – it's an acrobatic no-brainer.







# KHUFU'S QUEEN'S PYRAMID

25 Use the armoury key on the gate to get lots of goodies, go up the ramp and jump on to the ledge on the left of the pit. Keep jumping from ledge to ledge, then turn right and jump to yet another ledge. It's all a bit tedious as you keep jumping, until you get to a boulder you must push aside. Go through the trapdoor into the maze of the pyramid and keep turning left through the corridors, pressing the pressure pads to lower the blocks ahead, until you reach the guardian.

26 Kill the guardian and yank the key from the star on the wall with the crowbar. Make your way through the maze, climb up, jump over the abyss and open the door with the key.





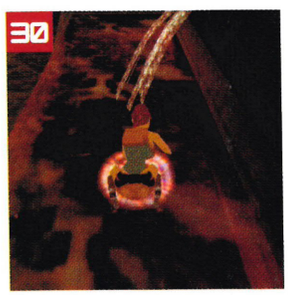


# INSIDE THE GREAT PYRAMID

27 Go through the east tunnel to the first pit and through a gate, avoiding the sliding block traps. Get the torch from the room with the marble basin and light the torches on the wall. Go through the opened gate into the blue room, use the shaft keys in the niches and use the switch.

28 Not much further to go now. Return down the ramp and use the lever to open another gate, go through the tunnel and carry on downhill. Jump over the next few pits, hop down to the ledge and jump over the last pit, through the gate and down the opening towards the west.




# TEMPLE OF HORUS

29 Get the big waterskin and fill it at the sides, pour it into the small waterskin then empty what's left on to the scales. In the room below you need four litres of water rather than two. Fill the large one and empty it into the small one. Now empty the small one and combine it with the large one again, refill the large one and combine it again with the small one and then put it on the scales.

30 Do the same later, but using only one litre. Below the room with the blue light, you can put the scriptures on the pedestals around the statue. Get the amulet from the moat, go through the gate and pull the switch. Pull another one later on, go though the hole next to stalactite and climb up into the blue room. Now it's a case of avoiding traps and pits until you reach the end. And that's it!

# RAYMAN 2
## WALKTHROUGH PART 1

DON'T BE FOOLED BY THE CARTOON-STYLE GRAPHICS -- *RAYMAN 2* (*ODM* #6, 8/10) IS A REAL TOUGHIE IN PLACES.

FOUND YOURSELF STUCK? HAVING TROUBLE LOCATING THE SIX CRYSTALS? NO WORRIES. **MAT DYMOND** IS HERE WITH THE FIRST PART OF OUR GUIDE TO EVERY LEVEL IN THE GAME






## GENERAL HINTS

- **Your shadow is essential. Use it to work out where you're going to land when floating to another platform or to an object.**
- **When fighting, get into the habit of locking on to an opponent with the left trigger. Charge up your shots if possible – they do more damage in one hit.**
- **Aim your throws and jumps towards purple lums and other objects by holding both triggers to go into 'look around' mode and get the object centralised. You'll be facing the right direction when you return to the normal view.**
- **If you hear a loud ticking noise, quickly collect all the red lums in the area, which extends Rayman's life bar.**
- **Kegs kill sleeping pirates instantly and do three times more damage than a normal shot.**
- **If you're trying to collect all the lums on fast-moving sections where you can't backtrack, it can be worth killing yourself deliberately so that you get another go at them. It doesn't cost you much in terms of health.**

## THE WOODS OF LIGHT

**Yellow lums: 5**
**Cages: 2**

1 The first stage is designed so that you can get used to the controls. Stand on the Stones of Thought if you need control reminders and hints from Murfy.

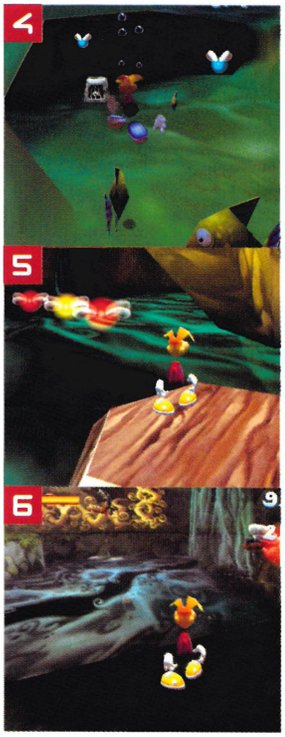
Follow the stream until you come to the first cage, then shoot it open to collect the first yellow lums. The grate opens and you can fall down the gap to continue.

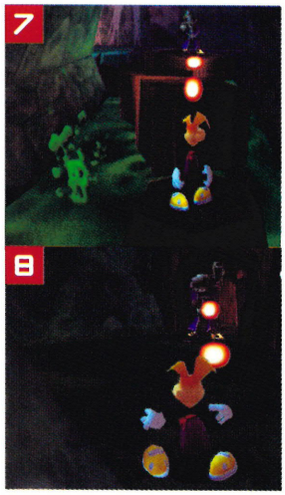
In the next area, jump on to the platforms in order to collect the second and third lums. Jump into the stream and look behind the waterfall to get a fourth. Walk back up the stream and back on to the platforms until you reach a hint stone.

2 Now jump and use your helicopter hair to glide over the stream to the platform on the other side. Here you encounter Globox's kids and discover your first mission (which is to free Ly, the fairy) and the role of the Teensies.

Follow the tunnel to a large room with a load of butterflies and two large rocks. Stand between the rocks and jump repeatedly, collecting the fifth lum you need to exit the level.

3 Free the Teensies from the cage at the top to activate the Hall of Doors level which enables you to navigate the different worlds. Collect the first crystal, then jump into the vortex to leave.





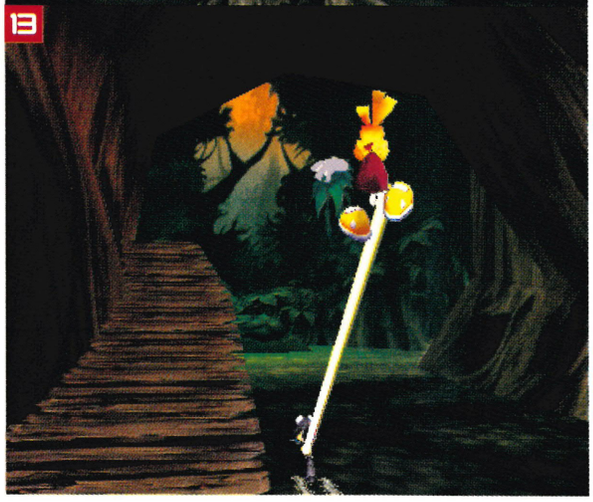










# THE FAIRY GLADE

**Yellow lums: 50**
**Cages: 7**
**Special feature: Ly gives you the power to swing from purple lums**

### Level 1

**4** Jump into the water on the right of the bridge and enter the tunnel to find a cage containing lums. Now return to the start and jump on the mushroom under the huge branch. You can hang from the vines on the branch and move left towards the switch. Follow the tunnel, shoot the piranha, and jump on to the raised platforms to reach the switch – shoot it and head for the doors by walking on top of the branch.

**5** In the next open area, go left and jump over the water at the narrowest point. Cross the cargo net and get up on the structure. Go as far right as you can and use both triggers. You'll see a barrel and a platform below – jump and aim to land on the platform. Hop on to the barrel and let it carry you to the lums. Climb back up to the top of the structure to reach the exit.

### Level 2

**6** Climb up the vines on the tree, cross the long branch then slide down the stream. In the next area you can hear a caged lum but you can't get to it from this level – you must come back via Echoing Caves.

### Level 3

**7** Enter the pirate fortress to free Ly. You'll see a cave to the left. As the pirate starts shooting powder kegs at you, climb up to the top to find a cage and some lums. Now go back outside.

To open the sealed trap door in front of the fortress, you must stand on the trapdoor so that the henchman aims at it. Move out of the way before he hits, and the keg opens the passage. Jump over the crates and climb up the wall, avoiding the barrels, then blast open the door.

**8** Laser beams block the entrance to the rest of the fortress so you must head left. To open the laser door you must find out how to get to the switch located above it. Fight the pirate (lock on with the trigger, and step left or right to avoid his shots) and pick up the barrel. Go back outside and destroy the door opposite to get to a cage.

Climb up to the next room, trampoline on the cargo net, and you should reach the switch and a couple more pirates. Shoot the switch and drop into the now safe passage.

### Level 4

**9** To free Ly you must destroy the three areas of the machine which have plasters stuck on them, which you do by throwing kegs. You need to be a bit clever though, because it keeps throwing bombs at you. When a bomb approaches, throw the keg straight up (A button), then shoot the bomb (B button) and catch the keg again. Then, when close enough, throw the keg at the plaster (B button).
By freeing Ly you get the ability to swing from purple lums (do this by shooting at them). You also learn about Polokus and the four masks, which become your main quest throughout the game. Head up to the new purple lum and follow the path to exit.

### Level 5

**10** Free the Teensies to activate the vortex. You'll find the first crystal next to the cage – get it. Return to the Hall of Doors and gain access to the next stage. Look out for the yellow lums on the pipes in the fall at the beginning. There's a cage on a pipe, protected by a sleeping henchman. Also watch out for the lums in the updraught in the following area. There's also a cage hanging in the crow's nest at the top of the level.

### Bonus

**11** By getting all the lums and cages on a level, you earn the right to play a bonus game. By alternately tapping the A and B buttons you can race a baby globox against a pirate. If you win, Rayman gets an extra item (normally health or shot power-up).

# THE MARSHES OF AWAKENING

**Yellow lums: 50**
**Cages: 5**
**Special feature: entrance to the Cave of Bad Dreams**

### Level 1

**12** The fallen tree to the left leads to the Cave of Bad Dreams, but you must meet Clark on the Menhir Hills before you can get in. Firstly, go over the lily pads to the net, and climb along until you can jump over to the walkway on the other side. Free Ssssam the snake, then hang on to him by the scarf to water-ski across the marshes. If you duck while water skiing, you move faster and can destroy the Zombie chickens.

There are four cages in this level; Ssssam is locked up in one. The others are towards the end, around the tree, and can be destroyed by water-skiing over them. There are 25 lums, four of which appear when you press the switch after the swinging blade.

### Level 2

**13** Cross the marsh, picking up the lums, until you reach solid ground and the cage where the Teensies are imprisoned. They open the exit. There are 25 lums to pick up on the posts, and one hanging on the fishing rod belonging to the pirate on the small boat. ▷









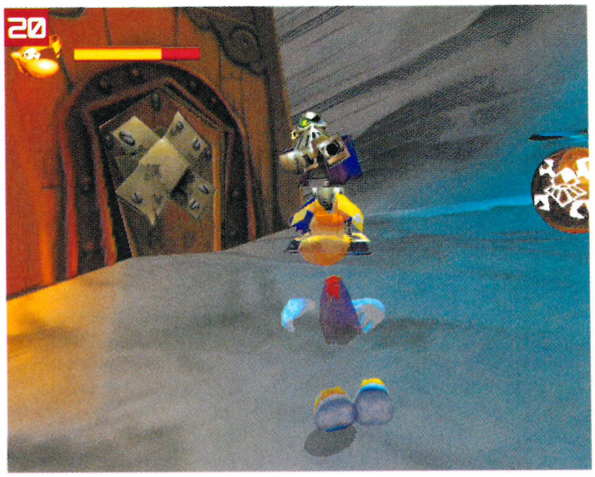






















## THE BAYOU

**Yellow lums: 50**
**Cages: 7**

### Level 1

14 There's a passage immediately to the left which provides access to Ly's Bonus Level – provided you have at least 60 lums. Shoot the bombs fired by the pirate ship as you ride on the barrels. This level is full of wooden walkways that collapse soon after you stand on them, so be quick. The pirate ship will also attempt to shoot some out from under your feet, so be ready to jump as soon as the cannonball hits.

15 Climb the ladder, then fire at the switch to activate the gangway. Go over the pontoons and the planks. Free the purple lums held prisoner in the cage and destroy the pirate. Using the purple lums, jump on to the keg and shoot the zombie chickens (there are five yellow lums in this passage).

16 At the end of this course, jump on to the root – there's a cage under the right-hand tip. Jump on to the lowest planks while picking up four yellow lums.

Follow the planks and you soon see a purple lum, which helps you access a fourth cage. Return to the path and you can find the fifth cage under the last solid platform.

### Level 2

17 Watch out for the piranha at the end of the trunk. Jump opposite – there are two yellow lums to the right. Follow the path round and defeat the pirate. Avoid the falling and rolling kegs, and hop on to one to get enough height to grab the red lum. Now jump over the deadly pools, again avoiding the rolling kegs. Do you see that metal walkway? There's a switch, just out of sight on the left, which extends it.

18 The pirate in the blue and white striped shirt will charge at you. Wait on the edge where you just landed, and jump just before he hits you – he falls. Shoot the switch, and run down the corridor, avoiding the swinging blades. If you're quick you can get to the other end before the laser beams come back on.

Set the Teensies free to active the vortex to return to the Hall of Doors. Bounce up to the top on the trampolines and exit.

## SANCTUARY OF WATER AND ICE

**Yellow lums: 50**
**Cages: 2**

### Level 1

19 You must have at least 100 lums in order to advance to this level. A cage is located on the pier behind you at the start. The other is in an underwater passage just inside the cave entrance – just follow the blue lums. There's also a crystal to be collected here.

Climb the rope ladder and fight the pirate, but be careful of him burrowing underground and appearing under you – he'll kill you instantly.

20 Blow up the two wooden doors using the kegs at the side of the building on the right. Pick up the two magic spheres and, matching the colours, throw them on to the pyramidal plinths that stand in front of the door to the Sanctuary. There are 40 lums to collect on this level.

### Level 2

21 The other ten lums are collected during the downhill slide. Some can be acquired by braking when taking a bend on the inside, others by jumping.

When facing the boss, keep progressing by swinging across the purple lums. Don't approach each head on, instead swing slightly to the side to avoid the boss's shots. At the end of the stage, blast the stalactite so that it drops on the boss's head.

22 Before going through the waterfall and continuing, walk to the left or right to go behind it and get the lums. Now you get the first Mask – pass it to Polokus.

## THE WALK OF LIFE (BONUS LEVEL)

**Yellow lums: 50**
**Cages: 0**

23 This is a simple race in which you must keep up with Ly and collect the 50 lums, but you must also make it to each of the checkpoints in time. The most awkward part is navigating the lily pads on the water.

• *That's it for this month. Watch out for the second part of our guide in the July issue of* Official Dreamcast Magazine, *on sale Thursday 8 June.*



## DC-EXCLUSIVE FEATURES

**The Dreamcast version of *Rayman 2* has three bonus games not present in the Nintendo 64 and PC editions. These are unlocked as you collect crystals throughout the adventure**

All the games are accessed via Globox Village in the Woods of Light. You can find it opposite the two tall rocks which you need to jump between to get to the vortex (you must grab a purple lum and swing across).

One of the games has you jumping around a tower of blocks, collecting all the red lums as quickly as possible. The second gives you a set of webs to bounce across as you attempt to gather lums as quickly as possible. The third gives you access to an excellent multiplayer game, Globox Disc.

Ubisoft have promised that three more mini-games will become available when unlocked via their website. The first is available now, and involves collecting red lums by swinging higher and higher on a set of purple lums.


FUR

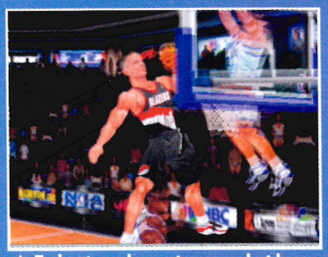
## PHONE FOR HELP

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

**09064 664477 (UK)**
**1580 924606 (EIRE)**

OPEN SEVEN DAYS A WEEK, 8AM-11PM
On the rare occasion that they can't help, your query will be passed on to a support team who guarantee to find you an answer within 24 hours.



△ Trying to rack up a top score but keep ballsing things up?



△ Trying to box clever but not having a crate time of things?

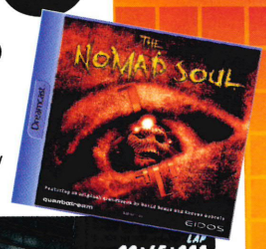


△ Near the end of an adventure but find the game has a sting in the tail?

*• 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 0870 800 6155 (UK); +44 870 800 6155 (Eire).*

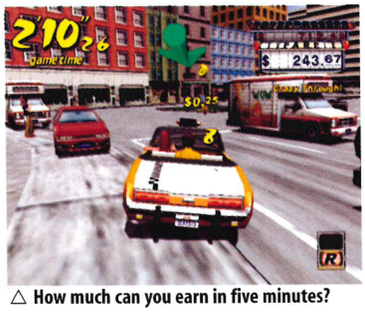
# CHALLENGES

THINK YOU'RE A GAMING PRO? THEN PROVE TO US THAT YOU'RE THE BEST AND YOU COULD WIN A GAME FOR YOUR TROUBLE




## THIS MONTH

Win one of the challenges below and grab yourself a copy of *The Nomad Soul*, courtesy of Eidos Interactive

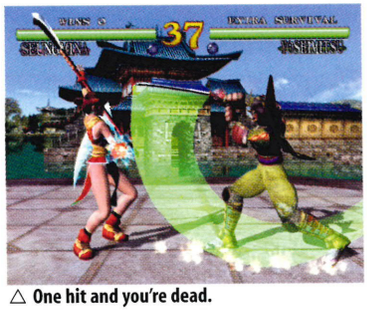



△ How much can you earn in five minutes?

### CRAZYTAXI

**Original mode, most money earned in five minutes**

Work for five minutes in the Original city, grabbing as many fares as possible. Now take a photo of the records screen, clearly showing your score and that you worked a five-minute session.



△ One hit and you're dead.

### SOUL CALIBUR

**Extra Survival mode, most wins, any character**

Here's one to test your reactions – the first hit kills, so this really is a challenge. Get loads of practice in and have your camera at the ready to record your highest number of wins.




△ No time for sightseeing.

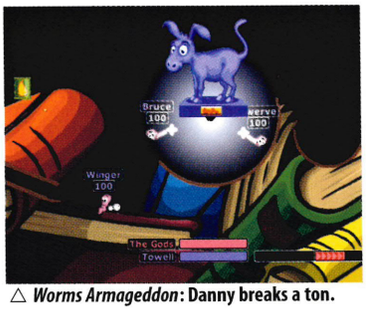
### RE-VOLT

**Museum 2 stage, fastest time**

Grab your remote and tear your way through this remote-control racer. Use any short cuts you know and any car you like (yes, any), and get a photo of your best time. Note: check Cheats (page 121) for some codes.




△ *Soul Calibur*: the time is right for Ben.




△ *Worms Armageddon*: Danny breaks a ton.

## RESULTS

Did you enter one of the challenges from our March issue (*ODM* #5)? Here's a list of the best entries.

### SOUL CALIBUR
**Time Attack mode, fastest time, any character**

| | | |
|---|---|---|
| 1. | 2'03"91 | BEN MURDOCH, East Sussex |
| 2. | 2'05"36 | EDWARD PATTERSON, Norfolk |
| 3. | 2'09"38 | ADRIAN SMITHERS, Kent |
| 4. | 2'13"28 | GREGORY DAVIN, Manchester |
| 5. | 2'15"13 | STEPHEN HILLS, Leeds |
| 6. | 2'24"61 | SIMON LARKIN, Kent |
| 7. | 2'39"71 | RUSSELL SMITH, Yorkshire |
| 8. | 2'46"54 | MATHEW POWELL, Wiltshire |
| 9. | 2'56"59 | JESSIE DALE, Essex |
| 10. | 2'58"57 | SARAH TAYLOR, Yorkshire |

### WORMS ARMAGEDDON
**Best deathmatch score**

| | | |
|---|---|---|
| 1. | 101 WINS | DANNY PHILLIPS, Merseyside |
| 2. | 98 WINS | ARYUD WORRA, London |
| 3. | 82 WINS | CRAIG WELLS, N. Ireland |
| 4. | 80 WINS | LANCE COOPER, London |
| 5. | 75 WINS | JUSTIN DILLEY, Beds |
| 6. | 56 WINS | JAMIE BROCK, Essex |
| 7. | 50 WINS | JAMES MURPHEY, Yorkshire |
| 8. | 34 WINS | G A BOURNE, Shropshire |
| 9. | 32 WINS | NEVILLE GREGORY, London |
| 10. | 30 WINS | ROBERT GILLIBRAND, Liverpool |

**HOW DO YOU ENTER?**

Play the given game with a camera at the ready. When you get your score/time, quickly take a picture of the screen (it's a good idea to darken the room and turn the flash off first). Post the photo, along with your name and address to: Challenges, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Note: please do not email digital photographs to us or send in any videos or VM units to confirm your scores. We can not take responsibility for their return and you will not be included in the competition. Also, *ODM* regrets that we can not return photographs.

# FIGHTER



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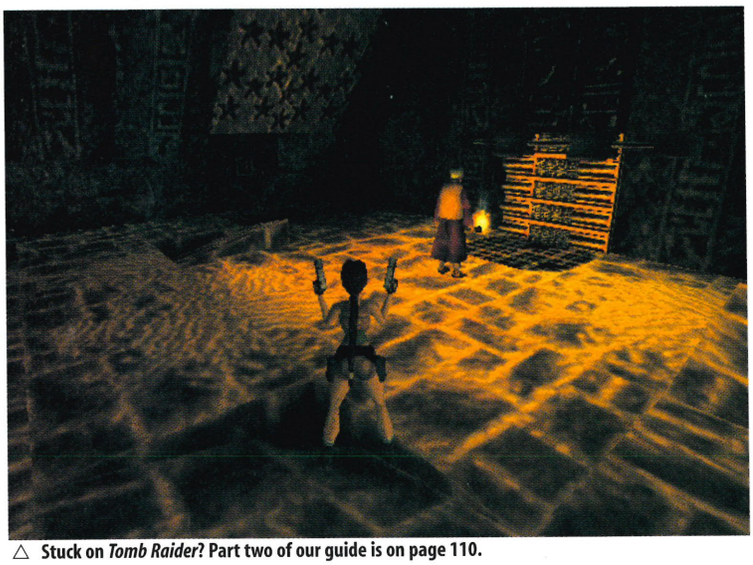
Dreamcast.

FUR FIGHTERS™

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# HELP!

COMPLETELY STUCK IN A GAME? HAVEN'T A CLUE WHAT TO DO? WELL WRITE IN (CONTACT DETAILS BELOW) AND WE'LL DO OUR BEST TO HELP. **SIMON WATTS** ANSWERS YOUR QUERIES



△ **Stuck on *Tomb Raider*? Part two of our guide is on page 110.**

## TOMB RAIDER: THE LAST REVELATION

I'm stuck on the second level in *Tomb Raider: The Last Revelation*, after the cut-scene showing the room filling with quicksand. What do I do?

*Craig Atkins, via email*

**Turn around and head through the passage on the left – this room doesn't contain quicksand. Grab the eyepiece and medkit before heading to the room where the robed man was. Follow him and grab the other eyepiece after he deactivates the trap. Combine them to make the Eye of Horus, and slot this into the hole in the wall to the right of the other room. Of course, if you read part one of our player's guide in last month's issue (*ODM* #7) you'll know all this!**

## BLUE STINGER

I can't beat the end boss in *Blue Stinger*. I know how to beat him, but I just loose too much energy when I'm holding off the invincible monsters just before. Please can you help?

*David Lloyd, Shropshire*

**The trick with these monsters is to not waste any important weapons; keep the monsters at bay by using Dogs and his handy mini-gun. Strafe as you fire, and you should reach the end boss when you still have a lot of energy and bazooka shells.**




△ ***Crazy Taxi*: learn to Crazy Stop.**

## CRAZY TAXI

How do I get my cab to stop within the circle around the fare? I always seem to overshoot the mark?

*Jamie Mean, Essex*

**It is quite difficult to stop sharply in *Crazy Taxi*. The best approach is to do a Crazy Stop – brake hard and simultaneously put the car into reverse. That should do the trick.**




△ ***Sega Swirl*: rack up a high score.**

## SEGA SWIRL

Have you got any hints or tricks that I can use to get a really high score?

*Matthew Phillips, via email*

**First you should pick a colour and stick with it. Eliminate all other colours, especially singles, early on. Also try to go for columns, as you get an additional bonus for these. Obviously you should always try to get the largest combos possible.**

## RAYMAN 2

On the Bayou level in *Rayman 2* I keep losing just after leaping to the evil tree. The fat man won't die when I shoot him. What do I do next?

*Edward Tauchert, London*

**Jump over the fat guy and he'll run into a pit. Hit the red switch to turn off the lasers, then quickly rush to the ladder and go down it. Go to the big pipe with two trampolines, and jump on one to get some yellow lums and to free a Teensie. Follow him and he opens the magic door for you. Turn to page 114 for part one of our walkthrough.**

How do I beat Foutch the lava boss? He keeps on touching me, at which point I die. What am I doing wrong?

*Jonathan Pieris, Nottingham*

**Run away from him and round the path until you reach the web. Leap on to this and hit the lavacicle to hurt him. Repeat this two more times and he'll beg for mercy.**

## SOUL CALIBUR

I heard that in *Soul Calibur* you can change the colour of Sophitia's underwear. How do you do it?

*C Wong, Bristol*

**Press and hold one of the following buttons while the match is loading; holding up or down on the d-pad adjusts the darkness of the colour: A=pink, B=blue, K=black, A+B=light blue, A+K=light green, B+K=light red, A+B+K=yellow.**




△ ***Worms Armageddon*: driving Lisa loco.**

## WORMS ARMAGEDDON

I've been trying to complete the Do The Locomotion level in *Worms Armageddon*. I've tried at least 50 times but can't do it. Please can you help?

*Lisa O'Shea, via email*

**Walk underneath the first enemy, and fire-punch left so that it lands in water. Blowtorch under the tree, then backflip to get a girder. Use the girder between the tree and the train. Cross the girder and blow the mine (walk close, then jump away). Continue right, use the bungee and drop down to the utility crate. Use the jet-pack to reach the crate on the right and finish the mission.**

I'm really stuck on level 15, Trouble on Mount Wormore, in *Worms Armageddon*. Can you help me toast the General?

*Danny Vimes, via email*

**Change worm, and ninja over as far as you can, going close to the mines to set them off. Uzi the enemy worm and keep heading for the General. A crate containing dynamite should appear on top of the sign around now – grab it and then stand on the hill and Uzi a hole through to the General. Now drop the dynamite at his feet and wave goodbye.**

I can't finish level 28: Stolen Goods. Please help me as it's driving me nuts!

*Mike Johnson, via email*

**Walk down the right side of the letter E and let them kill your other worm. Start cutting through the letters. Retreat at the end of each turn. A girder below the P and the R enablest you to get between them. Stay under the R and blast the P. Use a small verticle girder to bridge the gap between O and P. Now cut through and get the carpet bomb and use this on the enemy worms.**

**NEED SOME HELP?**

Then send your gaming problems to us at: Help!, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ, or, email us at tips@dreamcastmag.co.uk with the subject heading 'Help!' and the name of the game you need help with. Please note: each month we print a selection of questions and answers in *ODM*, but we regret that we're unable to provide personal replies.

# CHEATS

STUCK IN A GAME OR JUST WANT TO GET MORE OUT OF IT? THEN TRY THESE! CHEATS DO SOMETIMES PROSPER, YOU SEE




△ *ECW Hardcore Revolution*: hidden characters and very well-hidden gameplay.

## ECW HARDCORE REVOLUTION

### Unlock hidden wrestlers

They're not cheats as such, but you can unlock hidden beefcakes by playing career mode and fulfilling the following conditions…

Beulah McGillicutty – win the ECW World Tag Team belt.
Bill Alfonso – beat career mode with Rob Van Dam.
Cyrus The Virus – win the ECW World TV belt.
Joel Gertner – win the Acclaim belt.
Joey Styles – win the Acclaim belt.
Judge Jeff Jones – beat career mode with Mike Awesome.
Louie Spicolli – win the ECW World Heavyweight belt.
The Jobbers – defend the ECW World Heavyweight belt five times.
Taz – win the ECW World Heavyweight belt.
Tommy Rich – win the ECW World TV belt.
Sheik – win the ECW World Tag Team belt.

## MDK 2 (DEMO)

### Invincibility

Here's a little trick to use on the demo of *MDK 2* on our March issue (*ODM* #6) cover disc. With invincibility you can look around properly without fear of dying. At the beginning of the demo, when Dr Hawkins is explaining the controls, wait until he gives you the grenade. Don't throw it, but instead hit down on the d-pad and snipe the door lock ball. The Doc stops talking and you loose the grenade, but you're invincible, enabling you to pound the aliens with ease.

## JIMMY WHITE'S 2: CUEBALL

### Play Jimmy from the start of the game

Enter the snooker room and click the bottom of the grandfather clock. This should take you into a mouse hole. Look right and you can see a large piece of cheese with a sign on top saying 'CHEAT ENABLED'. Now go to the menu and select your opponent.

## SONIC ADVENTURE

### Power-up your chaos

Get one of the nuts off the trees and stand at the top of the room facing down towards the pool. Now go to the corner of the room to the left of the pool. There's a pillar in the corner. Go to the right of the pillar and press forward and drop the nut, which reappears in the middle of the room. Feed the nut to it then pick up the chao when the nut is at its smallest. Now feed the chao the nut and it reacts (you'll know if it's worked). Note: this cheat can be a little temperamental.

## NBA 2K

### Cheats

Here are a couple of codes we didn't have room for last issue. Enter them at the code entry screen.

HIMOM – displays a hidden programmer's message. Pointless, we know.
COACHOUCH – hurts the coaches. As you play you'll notice that the coach keeps on doubling up and clutching his ribs in pain.

### Extra point on free throw

When taking the last free throw, you can control the centre before the ball reaches the hoop – take control of him and jump at the basket. He should perform an alley-oop, and you get two points instead of one.

### Cheat your friend out of their free throw

This only works in multiplayer mode. When your opponent gets a free throw, wait until they're almost lined up then press start. This resets their aim. Do this a few times and they run out of time and get a penalty.




△ Play as more of the Midway programmers in *NBA Showtime*.

## NBA SHOWTIME

### More hidden Midway characters

If you still want more players in this game, here are a few that you probably haven't seen before. Just enter the names and PIN codes at the Enter Initials screen to unlock them.

Andy Eloff: ELOFF, 2181
Chris Skrundz: CMSVID, 0000
Dave Grossman: DAVE, 1104
Eugene Geer: E GEER, 1105
Jason Skiles: JASON, 3141
Jeff Johnson: JAPPLE, 6660
Jim Gentile: GENTIL, 1228
Jim Tianis: DIMI, 0619
John Root: ROOT, 6000
Jon Hey: JONHEY, 8823
Larry Wotman: STRAT, 2112
Paulo Garcia: PAULO, 0517
Mark Guidarelli: GUIDO, 6765
Mark Turmell: TURMEL, 0332
Matt Gilmore: MATT G, 1006
Mike Lynch: LYNCH, 3333
Paul Martin: STENTR, 0269
Rob Gatson: GATSON, 1111
Sal DiVita: SAL, 0201
Tim Bryant: TIMMYB, 3314
Tim Moran: TIMCRP, 6666




△ *Re-Volt*: use the Probe UFO and leave your opponents behind.

## RE-VOLT

### Edit progress table

Enter your name as GOATY and you should hear a confirmation tone. Now go back to the main menu and open the progress table. You should see a little target symbol. Move this over any crosses in the table and press A to turn the crosses into ticks.

### Probe UFO

There's a secret UFO vehicle in the game, and it boasts insane speed and the ability to float after a jump. If you want this hidden racer but don't want to spoil your fun by entering the CARTOON cheat, call yourself YUEFO and scroll through the boxes to find it hidden off the screen.

## SEGA SWIRL

### Boost your score

Use this trick to get the highest possible score in this superb puzzle game featured on last issue's (*ODM* #7) cover disc. In Practice mode, play until you have a big combo (20 or more swirls), then delete the combo, and while they're disappearing hit start and choose to restart a new level. You should start with a new set of swirls, and the points from the last combo credited to your score.

**KNOW SOME GOOD CHEATS?**

Well don't keep them to yourself – send 'em in and help everyone else out! Send your hints, tips and cheats to: Tips, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email them to us at tips@dreamcastmag.co.uk. Thanks go to Tom Ingram and Stephen Ruff, who each win a copy of Acclaim's *Tee Off*. Thanks also to Ryan Jones, Darren Riches, Tas Hossain, Amy Newton, Aryud Worra, Bob Cod and countless others. Sorry we don't have the space to list you all!

Dreamcast.

# OWNER'S GUIDE


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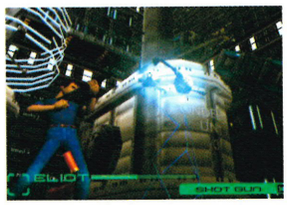



# GAMES DIRECTORY

## THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*



### AEROWINGS
CRAVE • ISSUE #1 • 6/10
*AeroWings* is a take on the world of formation aerobatics, which boasts bags of style but not much in the way of content. This flight simulation rewards your flying skills rather than your fighting skills, but when it boils down to it it's little more than a pleasant afternoon diversion.



### BLUE STINGER
ACTIVISION • ISSUE #0 • 7/10
*Blue Stinger*, an early Dreamcast release, sees you wandering around killing freaky monsters and solving occasional puzzles – much like *Resident Evil 2*, in fact. However, a long, drawn-out story and dodgy controls slow down the action, and much of the acting wouldn't even make it into *Sunset Beach*.



### DEADLY SKIES
KONAMI • ISSUE #4 • 5/10
Aka *Airforce Delta*. Completely average and rather drab-looking blaster that fails to improve upon *Aerowings*' flight sim aspirations, and doesn't really make it as shoot 'em up in its own right. A little more imagination and some more nimble planes could have made this game a lot better.



### ARMADA
ACCLAIM • ISSUE #4 • 4/10
*Armada* puts you in charge of a small gunship to stop aliens threatening the peace of the universe. Just like classic title *Asteroids*, in fact, except with lots of extra upgrading and role-playing story elements. It's a good idea, but somehow it's ended up as a samey game that's a waste of time.




### BUGGY HEAT
SEGA • ISSUE #2 • 4/10
Racing buggies and monster trucks off-road has plenty of potential, but it's wasted on this poor game. It's slow, unresponsive and dull to play. The online features are innovative, but otherwise *Buggy Heat* is firmly at the bottom of the pile. We suggest you go for *4 Wheel Thunder* instead.



### DYNAMITE COP
SEGA • ISSUE #2 • 5/10
Yes, you're a cop, but you're also a martial arts expert, which is handy. Using your fists and a variety of weapons, your job is to take on gangs of enemies and rescue a kidnapped damsel. To be honest, it's not a great game though. It's slow, gets dull pretty quickly, and is far too short to hold your attention for long.



### ECW HARDCORE REVOLUTION
ACCLAIM • ISSUE #7, 3/10
Using the same engine as *WWF Attitude* (*ODM* #2, 3/10) was never going to make for the best of games, and the claimed improvements are way off what was needed. The controls are unresponsive, and the gameplay is somewhat tedious. Add to that a whole bunch of wrestlers you've never heard of and you've got one stinker of a game.



### F1 WORLD GRAND PRIX FOR DREAMCAST
SEGA • ISSUE #2 • 8/10
Gorgeous visuals and an impressive collection of features. You can race as real drivers, and it accurately simulates every event from the real-life 1998 F1 season. You can tinker with your car's settings to your heart's content, and the split-screen multiplayer mode has been well implemented. A bit buggy though.



### JIMMY WHITE'S 2: CUEBALL
VIRGIN • ISSUE #1 • 7/10
Well, it's a snooker game, so it's not going to appeal to everybody. Still, it's well designed and good fun to play, albeit a bit jerky in the graphics department. You get to play against an assortment of characters, including Jimmy White himself. Of course, if you're snooker loopy, you'll love it. If not, it might not be your cup of tea.



### EVOLUTION
UBI SOFT • ISSUE #3 • 8/10
Heavily delayed since we reviewed it, but by the time you read this it should be on the shelves. No, really. Role-playing games fans have been ill-served on DC so far, but *Evolution* should keep them happy, while also being the perfect entry point for novices. Its simple interface and absorbing storyline mean that it's far more than a stat-heavy nerdfest.



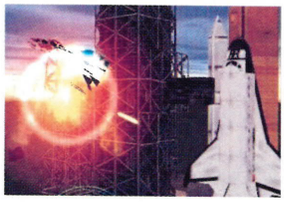
### HYDRO THUNDER
MIDWAY • ISSUE #1 • 6/10
Another simple idea that's been well executed. Pick a super-fast speedboat, then a track, and race, collecting turbo boosts and zooming down short cuts along the way. *Hydro Thunder* has plenty of nice touches, but the whole is somewhat less than the sum of its parts. Still worth a punt, but don't expect to be dazzled by it.



### JO JO'S BIZARRE ADVENTURE
VIRGIN • ISSUE #7 • 5/10
Cartoony and very Japanese in flavour, *Jo Jo's* is a frenetic slice of animé action that's a little tricky to master, and arguably too specialist for its own good. Typically crazy special moves with equally hardcore combos required to achieve them mean that this is a game for beat 'em up purists rather than button bashers.



### FIGHTING FORCE 2
EIDOS • ISSUE #4 • 3/10
Core Design's first Dreamcast game, coming along in the days when we were still unsure whether *Tomb Raider* would ever make the leap. *Fighting Force 2* borrows elements from the Lara games, as well as old Mega Drive fighting game *Streets Of Rage*. Unfortunately, the results are uniformly dull.



### INCOMING
RAGE • ISSUE #0 • 6/10
The definition of a brainless shoot 'em up: kill the bad guys and avoid killing the good guys. You get to control an aeroplane, tank and Harrier jet (among others), and although it looks amazing, the action soon gets repetitive. Ultimately, there just isn't enough here to make it worth buying.



### LEGACY OF KAIN: SOUL REAVER
EIDOS • ISSUE #6 • 7/10
Eidos's creepy classic is ported across to Dreamcast, complete with sharper, smoother graphics, and some beautiful special effects and touches. The sheer scale of the levels is impressive enough, and the gameplay is a nice mixture of killing and puzzling, but you need a fair amount of patience to get through it.

### CRAZY TAXI
SEGA • ISSUE #5 • 9/10
**On the surface, *Crazy Taxi* might not appear to have much depth. Yeah, it's fun to race around the city picking up rides and smashing into things, but the novelty soon wears off, right? Wrong. Mastering skills like the Crazy Dash adds almost unlimited scope for skilful play as you try to top your highest score. The game looks amazing, has bags of character, and there are plenty of DC-exclusive features, including a whole new city to terrorise. One of the best games money can buy.**




## FAQ
FREQUENTLY ASKED QUESTIONS

# VISUAL MEMORY

**WHAT'S A VM?**
A VM (Visual Memory) is a memory card that plugs into your Dreamcast controller and enables you save game data. It's absolutely essential for titles like *Sonic Adventure* and *Tomb Raider: The Last Revelation* where you want to save your game position. The official Sega Visual Memory unit costs £19.99.

**WHY DOES IN HAVE AN LCD SCREEN BUILT INTO IT?**
To show additional information (hit ratios in *Ready 2 Rumble Boxing*, player data in *NBA 2K*, for example) when you're playing games. Also, when the VM is unplugged from a controller you can play mini-games (eg the Tamagotchi-style *Chao* game from *Sonic Adventure*). These are 'downloaded' via Dreamcast games or direct from the Net, and are stored in memory.

**HOW MUCH INFORMATION DOES A VM HOLD?**
128k, divided in 200 'blocks'. In other words, enough to store save data from several titles and/or a mini-game.

**HOW MANY BLOCKS DOES EACH GAME USE?**
It depends on the game, but here are some examples: *Crazy Taxi* (23 blocks), *Sega Rally 2* (20, plus 61 for high-score browser), *Sonic Adventure* (10 for save games plus 28 for Chao data), *Soul Calibur* (12 blocks), *Virtua Fighter 3tb* (12 blocks), *Vigilante 8* (5 blocks).

**WHY DOES MY DREAMCAST BEEP WHEN IT STARTS UP?**
The beeping is your DC telling you that the VM unit's batteries have run out.

**WHERE CAN I GET NEW BATTERIES FOR IT**
Try Tandy if there's one near you. You can also order them online at www.chipsworld.co.uk. The model number is CR2032 and they cost about £4 for a pair.

**WILL I LOSE MY SAVE GAMES IF THE VM'S BATTERIES RUN OUT?**
No. You won't be able to play mini-games on it, but it will still work as a memory card.

**I'VE HEARD OF A VM ANIMATOR FOR PCS. WHERE CAN I GET ONE?**
You can download the animator and loads of sample animations from Booyaka (www.booyaka.com) and Planetweb (http://dreamcast.planetweb.com/community/vmu/).

**WHAT'S THE POINT OF VM ANIMATIONS?**
There isn't a point as such, it's just a bit of fun. *Ghostface* (based on the movie *Scream 3*) is our favourite. Others well worth a look include *Star Wars: Episode II*, *Alien Encounter* and *The Great Battle*.

**WHICH DC TITLES INCLUDE VM MINI-GAMES?**
Try the likes of *Sonic Adventure*, *Trickstyle* and *Power Stone*. *Sega Rally 2* also has a high-score browser, which is a game in theory but isn't actually very entertaining.

**CAN I DOWNLOAD MINI-GAMES OFF THE NET?**
Yes you can, although there aren't many about yet. Sega America have released an American football game (see www.sega.com), and Sega Europe are expected to release something similar in the future. You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

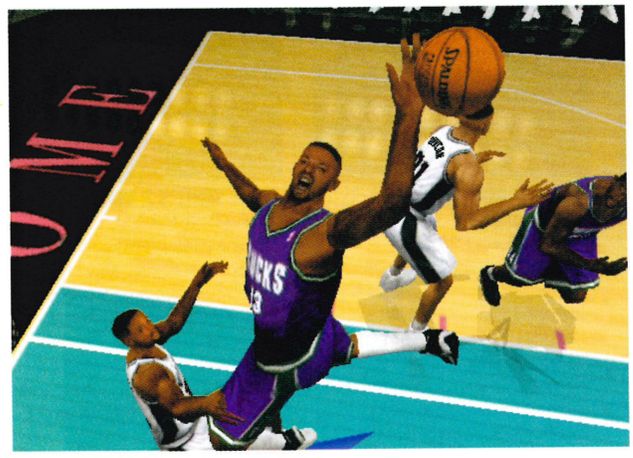
*• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk*



### MARVEL VS CAPCOM
VIRGIN • ISSUE #2 • 5/10
The ultimate tag team fight, with heaps of classic game and comic book characters duking it out. It's certainly crazy. Often it's difficult to tell what's going on, making button-bashing the only way to go. It's fun at times, but if you want a quality 2D fighting game, check out *Street Fighter Alpha 3*.



### MORTAL KOMBAT GOLD
MIDWAY • ISSUE #1 • 5/10
Once upon a time, *Mortal Kombat* was great, spiced up by gallons of blood, death moves and predictable tabloid condemnation. Sadly, over time people have realised that actually the whole concept is a bit rubbish. This 'Gold' edition has lots of new characters and moves, but is still nothing to write home about.



### NBA 2K
SEGA • ISSUE #5 • 8/10
**The best Dreamcast sports sim yet, this effortlessly outclasses the rather lacklustre football games produced in Europe. There's a wealth of detail and statistics, but the game itself also plays like a dream. Matches ebb and flow like the real thing, and the player creation system means it could be you outjumping Shaq and co. Our only big reservation is the way saved seasons fill up a whole VM, so you must splash out £20 extra to get the most out of it, but for sports fans it's worth it.**



### MDK 2
VIRGIN • ISSUE #7 • 6/10
Sprawling and inventive action adventure that combines RPG, shooting and puzzle elements as you battle the alien hordes. If you've been craving for a long, involving game, then this could be just the ticket. But it ain't easy, and the rock-hard level of difficulty can at times be infuriating.



### NBA SHOWTIME: NBA ON NBC
MIDWAY • ISSUE #2 • 6/10
It's the counterpart of *NFL Blitz*: fast, over-the-top, and based on a US sport that's not so popular over here. It's great when played with three friends, but its long-term appeal is limited. Still, if you're a fan of the old *NBA Jam* games it's bound to float your boat. We're sticking with the more heavyweight *NBA 2K*.



### RAYMAN 2: THE GREAT ESCAPE
UBI SOFT • ISSUE #6 • 8/10
One of the most unappealing characters ever has been spoiled with a particularly classy 3D platform adventure. With spot-on controls, loads of clever levels, an entertaining storyline and tons to keep you coming back for months, it's a challenger to *Sonic*'s crown. And the four-player bonus game is superb.



### RED DOG
SEGA • ISSUE #5 • 4/10
Originally due out in October, this futuristic tank shooter has only just reached shops. Our reviewer wasn't very impressed with it in our March issue. However, Argonaut made several last-minute changes before the game was released, so we decided to take another look at it – see page 101.



### RESIDENT EVIL 2
VIRGIN • ISSUE #4 • 7/10
This should *finally* be out by time you read this (honest), but it's a bit late now, innit? – *Code: Veronica*, the latest in the series, is here. True, *Resident Evil 2* is a classic, but it's hard to see why anyone would want this on Dreamcast now, especially as it's essentially a straight port of the PlayStation and PC versions.



### MILLENNIUM SOLDIER: EXPENDABLE
INFOGRAMES • ISSUE #0 • 7/10
If you're a fan of old-skool games like *Ikari Warriors* or *Commando*, then you'll probably love this. Shoot anything that moves, and plenty of things that don't. However, for the rest of us it's not exactly long-term fun, and at times the action can get too confusing.



### NFL BLITZ 2000
MIDWAY • ISSUE #1 • 7/10
Like *Ready 2 Rumble*, *Blitz* puts fun ahead of realism. That's why it has simpler rules, fewer players on the pitch at once, and flaming balls, if you'll pardon the expression. You can stomp on the other team as much as you like without fear of a penalty, too. In four-player mode it's great, chaotic fun.




### POWER STONE
EIDOS • ISSUE #1 • 8/10
**Certainly one of the most original beat 'em ups for a long time. You've got full freedom of movement around the 3D arenas, your aim being to collect three power stones, transform into a super-powered version of yourself, and give your opponent a good thrashing. There's also loads of weapons, massive combos and stuff to throw around. It takes a while to master, but it's still amazingly fast, beautiful and very cool.**



### MONACO GRAND PRIX RACING SIMULATION 2
UBI SOFT • ISSUE #1 • 6/10
As it's not officially licensed the lack of real driver names doesn't endear *Monaco* from the start. The plain graphics don't help much either. That's not to say it's bereft of ideas – the classic races are cool – but you only really need one F1 game and this ain't it.



### NFL QUARTERBACK CLUB 2000
ACCLAIM • ISSUE #2 • 5/10
Considering that average football games don't go down particularly well in the UK, an average American football game has no chance. Weak graphics and very slow controls mean that *NFL Quarterback Club 2000* is certainly not going to get anyone into the sport. Pray that Sega release *NFL 2K* soon!



### READY 2 RUMBLE
SEGA • ISSUE #1 • 9/10
**Alongside *Soul Calibur*, probably the best Dreamcast multiplayer game so far. *Ready 2 Rumble* majors on almost cartoon-like arcade action, so there's a variety of larger-than-life boxers, lots of outrageous special moves, and the bone-crushing Rumble mode to ensure that few matches go beyond three rounds. As a one-player game its appeal might wear off after a few weeks, but if you're playing 'winner stays on' matches with a bunch of friends it'll last and last.**



### RE-VOLT
ACCLAIM • ISSUE #3 • 7/10
Right from its initial premise, *Re-Volt* is different: racing remote controlled cars is a novel idea. There's crisp graphics, speedy action and a cool multiplayer mode. However, it's not the most complex of games, and it will only hold your attention for so long before you start to tire of the novelty.



### PEN PEN
INFOGRAMES • ISSUE #2 • 6/10
Well, there's nothing else like it, for sure. *Pen Pen* sees you racing a variety of cute, cuddly characters by walking, sliding on your belly and swimming. It's relatively easy in solo mode, but the four-player split-screen option is a hoot. Still, at full price *Pen Pen* is far too shallow to make it worth your hard-earned pennies.



### PSYCHIC FORCE 2012
ACCLAIM • ISSUE #2 • 7/10
It's got everything you'd expect from a Japanese Animé game – stylish big-haired heroes, enormous fireballs and the whole thing takes place in mid-air. It's got niche appeal, but fighting fans looking for a new experience may well find what they're after here.



### SHADOW MAN
ACCLAIM • ISSUE #3 • 6/10
It's a platform adventure, yes, but it's definitely not something just for the kids. *Shadow Man*'s gore, swearing and voodoo magic mean that it should appeal to older gamers, but the dull level design mean that it probably won't. Still, the storyline's involving, and we're big fans of the freaky music and sound effects.




### SEGA WORLDWIDE SOCCER 2000
SEGA • ISSUE #3 • 6/10
Originally an excellent Saturn game, this latest Dreamcast incarnation isn't up to scratch. It's slow, for a start, with your players crawling rather than running round the pitch. There's also a chronic lack of atmosphere. Check out page 90 for a review of the new (and hopefully improved) *Euro Edition*.




### SEGA BASS FISHING
SEGA • ISSUE #1 • 7/10
We promise we had no idea when we reviewed it that *Bass Fishing* would take so long to come out. It's the ultimate novelty game – fun for a while, but after a couple of weeks its allure goes. The fishing rods are ace though, and if you're having a party, people will be queuing up for a go. Funny lot.



### SLAVE ZERO
INFOGRAMES • ISSUE #5 • 6/10
Okay, so it's not the fantastic first-person shooter that Dreamcast owners are crying out for, but *Slave Zero* is still a pretty decent game. Its potent mixture of big robots and *Blade Runner*-esque scenery is entertaining, but it's spoiled by chronic slowdown and a high degree of difficulty.



### SPEED DEVILS
UBI SOFT • ISSUE #1 • 7/10
It's no surprise that a crazy racing game with hurricanes, police chases and UFOs went down a storm here when it was released. The two-player and arcade modes are ace, and the music most definitely has The Funk. However, it is a little easy at times, and has since been superceded by the likes of *Crazy Taxi*.



### HOUSE OF THE DEAD 2
SEGA • ISSUE #1 • 9/10
**They don't come much more simple to play than this. *HOTD2* is Dreamcast's first light-gun-compatible game, although it's also playable using a normal controller if you're strapped for cash. There is a storyline, but we're arsed if we can remember it: all you need to know is that you progress through the levels blasting zombies away. There's plenty of replay potential, with scores depending not only on killing all the zombies, but on killing them with the maximum precision. If you're rich, you could even splash out on two guns and make use of the excellent two-player mode. One of our faves, even several months after its release.**

## ONLINE

**WHY CAN'T I PLAY .WAV FILES ON MY DREAMCAST?**
You can, as long as they're embedded in Web pages. The DreamKey browser can also play .au and .aiff sound files, and has partial support for Javascript as well as Macromedia Flash (version 3). DreamKey v2 should offer more advanced multimedia capabilities.

**WHEN WILL DREAMKEY V2 BE RELEASED?**
Probably in August. We'll keep you posted.

**CAN I USE MY OWN INTERNET SERVICE PROVIDER (ISP) WITH DREAMCAST?**
No. (See Ask Sega, page 137.)

**HOW MUCH DOES IT COST TO USE MY DC ONLINE?**
Calls are charged at nationwide local rate.

**WHAT NUMBER DOES THE DC DIAL?**
The number in the UK is 0845 757 6339.

**CAN I ADD THE NUMBER TO MY BT FRIENDS & FAMILY LIST?**
Yes. And if you nominate the number as your 'best friend' number you can get further discounts.

**CAN I WRITE EMAILS OFFLINE?**
Yes. Once you reach the Compose screen, go into the L trigger menu and select 'disconnect'. Write your mail and then reconnect to send it.

**WHY CAN'T I ACCESS CERTAIN WEBSITES?**
Because DreamKey has a built-in child lock to filter out 'inappropriate' content. Annoyingly, this also includes some legitimate sites like Hotmail.

**HOW DO I SWITCH OFF THE PARENTAL LOCK?**
Log on, press the left trigger and select Option from the menu. Now select Modem, followed by AT Setup. Choose Delete Memory, and select Yes to confirm. Now switch off your Dreamcast, as instructed. Switch the machine back on and create a new account. Enter your personal details and you'll be taken to a new screen where you can choose a user name and password. At the bottom you're asked if you wish to turn off the Internet filter. Check the box and continue. Note: you can only do this if you are over 18.

**CAN I ACCESS NEWSGROUPS ON DREAMCAST?**
Yes, via sites like www.deja.com and www.remarq.com which provide a Web interface for newsgroups. Sites like these aren't among the easiest to browse on DC, however.

**WHICH NEWSGROUPS ARE WORTH LOOKING AT?**
That depends on your personal tastes. For Dreamcast gaming, uk.games.video.dreamcast is a good place to start.

**CAN I STILL RECEIVE EMAILS EVEN WHEN MY DC IS SWITCHED OFF?**
Yes! Your mail is stored on Sega's servers and isn't affected by what you're doing with your Dreamcast.

**HOW CAN I PLAY GAMES AGAINST OTHERS ONLINE?**
You can't right now but online play is coming very soon with games like *ChuChu Rocket!*.

**OKAY, SO WHICH GAMES CURRENTLY HAVE ONLINE FACILITIES?**
*Sonic Adventure* (ranking table and chao nursery), *Buggy Heat* (ranking table and ghost opponent mode) and *Sega Rally 2* (ranking table) are among those with online facilities. Others, like *Rayman 2* and *Tomb Raider: The Last Revelation*, include bonuses which can be unlocked by going online.

**ARE SEGA GOING TO RELEASE A FASTER MODEM?**
Eventually, but nothing definite has been announced yet.

**CAN I USE US OR JAPANESE DC ONLINE IN THE UK?**
Yes, but only to surf the Web. You won't be able to play online with an import DC when full the gaming service is launched.

**I'M HAVING PROBLEMS WITH MY DC ONLINE. WHO CAN I CALL FOR HELP?**
Call Sega's Internet Support Line on 09066 544544 (calls charged at 60p per minute. Seek permission of the person who pays the telephone bill before calling).

• *Have we missed something? If there's anything else you need to know about using the DC online, email us at letters@dreamcastmag.co.uk*

# GAMES DIRECTORY



### STREET FIGHTER ALPHA 3: SAIKYO DOJO
VIRGIN • ISSUE #2 • 8/10
The best *Street Fighter* game ever, with a bunch of exclusive features including the excellent World Tour mode. This 2D game has far more depth than most 3D fighters could even dream of. Be warned, though: you really need to splash out on an arcade pad to make the most of it.



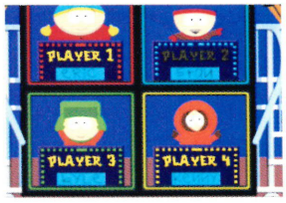
### SNOW SURFERS
SEGA • ISSUE #2 • 6/10
If you're a fan of *Cool Boarders* on PlayStation, you'll feel instantly at home with this snowboarding simulation. The courses look nice, but overall the visuals are nothing to brag about. What's ultimately lacking is that crucial edge, and sadly the game just isn't fast enough to give you the thrills that boarders crave.



### SEGA RALLY 2
SEGA • ISSUE #0 • 8/10
One of the finest arcade racers ever. Loads of edge-of-your-seat racing, looks to die for and some superbly designed tracks. There's also the innovative online rankings system which enables you to compare your best times with other gamers. If it's arcade action you want, then *Sega Rally 2* will have you smiling.



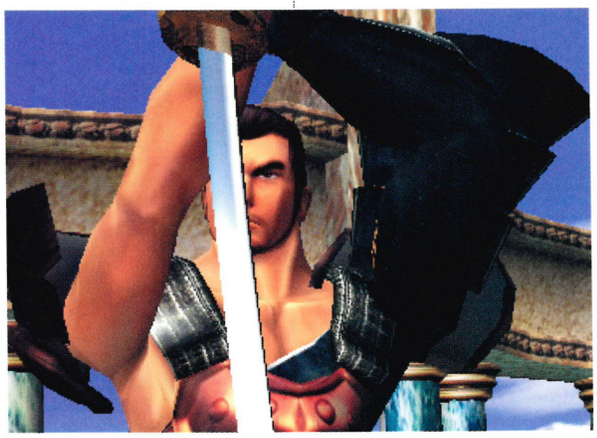
### SUZUKI ALSTARE EXTREME RACING
UBI SOFT • ISSUE #2 • 7/10
Reviewer Stuart liked it for its high-speed, varied tracks and fun two-player mode, everyone else at *ODM* hated it for its blatant pop-up and poor collision detection. If superbikes are your thing you should give it a go, but don't expect it to hold your attention long-term.



### SOUTH PARK: CHEF'S LUV SHACK
ACCLAIM • ISSUE #3 • 3/10
*Chef's Luv Shack* is a quiz game for up to four players, where you play mini-games and answer questions. Unfortunately you need a lot of useless trivia knowledge to succeed, and although it does feature all your favourite characters it's nowhere near as good. One to avoid, in other words.



### SOUL FIGHTER
CRAVE • ISSUE #2 • 6/10
An unspectacular fantasy fighting game with adventure elements running through it. There are some good ideas – such as the way you can use attack combos to earn magic power – but overall the gameplay is too samey, with you wandering from room to room tapping buttons as you go.



### SOUL CALIBUR
SEGA • ISSUE #4 • 10/10
**There's no doubt that this is the best-looking beat 'em up ever, with excellent characters, super-fluid animation and hundreds of perfectly balanced moves. The best thing about the game is the way that anyone can pick it up and start having fun straight away. That said, it takes a long time to master, and if you're battling against a similarly skilled mate it's a game that'll have you entranced for hours at a time. If you've got a Dreamcast, you *must* own this game.**



### SONIC ADVENTURE
SEGA • ISSUE #0 • 9/10
**If you mis-spent your youth on the original *Sonic* games, you're going to love this. *Sonic Adventure* is a massive 3D action adventure packed with variety and stunning set pieces. Not only are there the high-speed platform levels that you'd expect, but there's also a healthy dose of proper exploration. The camera angles are occasionally dodgy, and the speed can sometimes be overwhelming, but this is a quality act through and through.**



### TEE OFF
ACCLAIM • ISSUE #3 • 7/10
No, we didn't expect to like a golf game this much either. *Tee Off* is actually fun, unlike 99.9% of golf games, because it's entertaining rather than over-realistic, and its cute manga characters are a step up from Colin Montgomerie and Nick Faldo in the charisma stakes. With four players it's even more entertaining.



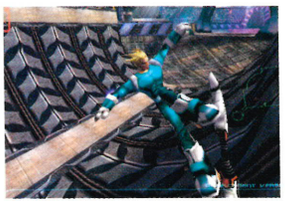
### THE NOMAD SOUL
EIDOS • ISSUE #7 • 5/10
Adventure! Shooting! Beat 'em up! David Bowie! Nomad Soul incorporates all of these things in an ambitious free-roaming future urban environment. Full of interesting ideas that sadly don't quite make the grade, *The Nomad Soul* is worth a look, but don't expect too much. Deep down it's just convenient conversion.



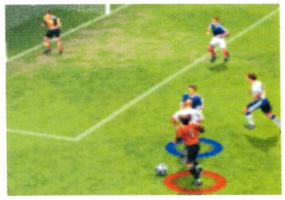
### TOKYO HIGHWAY CHALLENGE
CRAVE • ISSUE #3 • 5/10
The idea behind this game is simple: challenge the other drivers on the road to a race and get lots of money if you beat them. The trouble is, with only one track the fun is limited, even with the extra bits that occasionally get added. Although it looks nice, *Tokyo Highway Challenge* is a lacklustre game overall.



### TOMB RAIDER: THE LAST REVELATION
EIDOS • ISSUE #6 • 7/10
Lara finally makes it to DC in what we reckon is the best *TR* yet. Everything that's made the series so popular is here, and it all looks better than ever. It's just a shame that more work wasn't put into making the most of DC's capabilities.



### TRICKSTYLE
ACCLAIM • ISSUE #1 • 7/10
We weren't quite sure what to make of *Trickstyle* when it first surfaced in our office. It's a great idea and looks lovely, but its lack of speed made it a little hard to get into. Still, if you like the idea of racing on futuristic hoverboards and performing flashy tricks, then it's definitely worth a look.



### UEFA STRIKER
INFOGRAMES • ISSUE #1 • 8/10
*UEFA Striker* looks a bit ropy at times, but it's definitely better than *Sega Worldwide Soccer* and far more accessible than *Virtua Striker 2*. The biggest bugbear about this footie sim is the goalies, who seem to save anything that's not a header or volley. Still, with two (or more) players it's great fun.



### VIGILANTE 8: 2ND OFFENSE
ACTIVISION • ISSUE #3 • 5/10
Another example of an average PlayStation game that's been turned into, er, an average DC game. Its mixture of cars with guns and driving round shooting each other is initially appealing, but the result is hardly spectacular. Still, rented from a video shop it makes for a good night's fun.



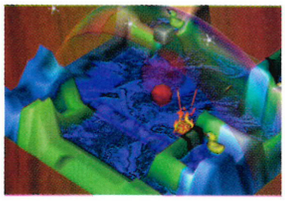
### VIRTUA FIGHTER 3tb
SEGA • ISSUE #1 • 7/10
With slightly disappointing graphics and sound, and only a few extra features, this arcade classic had lost a lot of its impact by time it reached Dreamcast. It's still a beat 'em up, of course, but with classy rivals like *Soul Calibur* around, *VF3tb* feels a little ragged around the edges.



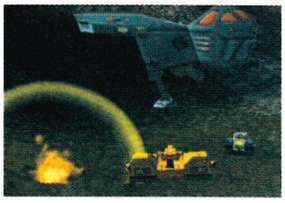
### VIRTUA STRIKER 2 VER. 2000.1
SEGA • ISSUE #4 • 7/10
Arcade perfect but with extra bits too. Cup modes, rankings and tournaments all add to what was already a very good game. However, it doesn't play much like real football – it's more a quirky arcade interpretation of it. It's definitely a grower, and if you take time to master the controls you'll start really enjoying it.



### V-RALLY 2 EXPERT EDITION
INFOGRAMES • ISSUE #7 • 7/10
A favourite on PlayStation, *V-Rally 2* has undergone a major re-working for Dreamcast and the results are generally good. Fast moving, lovely graphics and multiplayer support are welcome, but some graphical glitches and odd collision detection sour an otherwise good flavour.



### WETRIX+
TAKE TWO • ISSUE #7 • 6/10
Interesting puzzler that is, in the words of our reviewer, "the kind of thing you might expect to see if *Tetris* got a bit randy and mated with the office water cooler." Create pools to catch the falling water, and zap 'em with fire. Don't let it spill though. Cute and quirky, but it's an acquired taste.



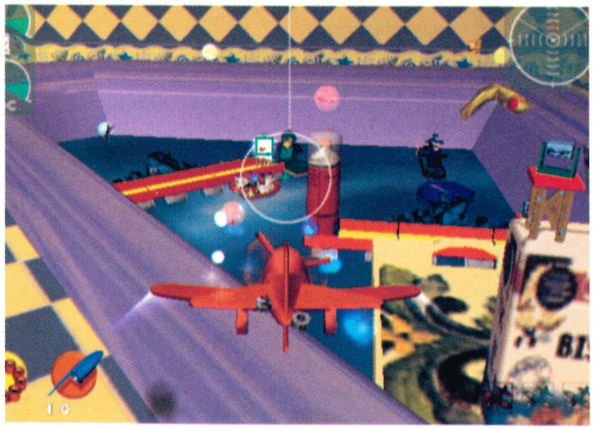
### WILD METAL
TAKE TWO • ISSUE #6 • 5/10
It's a tank game, but with the emphasis on strategy as much as on blasting. Choose from five tanks, and roll off to pit your wits against some impressively intelligent enemies. Sadly the gameplay is on the boring side, and even the split-screen deathmatch is dull.



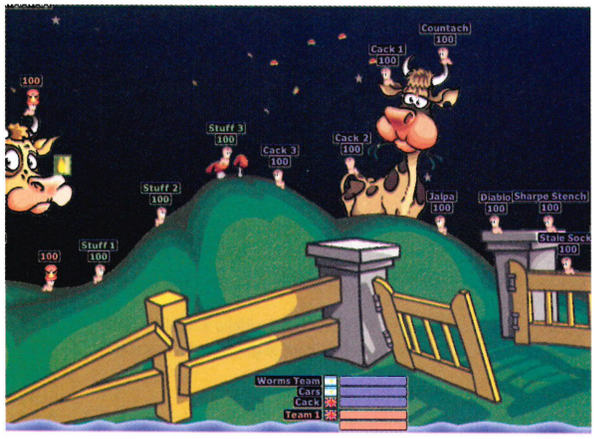
### WWF ATTITUDE
ACCLAIM • ISSUE #2 • 3/10
No, we didn't slate this game because we've got anything against wrestling, we slated it because it's dull. The wrestlers are badly animated and unresponsive, while the gameplay is clunkingly uninspiring. *Attitude* has succeeded in making one of the most entertaining spectator 'sports' plain boring.



### ZOMBIE REVENGE
SEGA • ISSUE #6 • 7/10
It's *House Of The Dead*, except in 3D! Sort of. Another arcade-perfect conversion, complete with lots of DC-exclusive extras. Best is the VM support, which enables you to download your character, beef them up with a few mini-games then load them back into the main game. Sadly it's been delayed until June.



### TOY COMMANDER
SEGA • ISSUE #1 • 8/10
**At first sight you'd be forgiven for thinking *Toy Commander* is just for kids. In fact most kids would have problems getting past the first level! It's a tough hardcore wargame that just happens to feature lots of cute toys, targeting a more mature audience than your average *Pokemon* fanatic. The missions are varied, and there are masses of vehicles to master. Unfortunately the multiplayer mode isn't half as much fun as it should be. Nevertheless, *Toy Commander* is still one of Dreamcast's more imaginative titles.**




### WORMS ARMAGEDDON
HASBRO • ISSUE #3 • 8/10
**There's no doubt that this is one of the most enjoyable multiplayer games around. It doesn't make full use of Dreamcast's graphical power, but the 2D graphics are crisp and well animated, giving the Worms oodles of character. It's another simple concept – blow up all the enemy worms – with a well-executed turn-based system. The solo modes are good enough, but they're really more for practicing your skills. The real fun comes from humiliating a few mates.**

## PERIPHERALS

**I'VE HEARD THAT THE SEGA LIGHT-GUN WON'T WORK WITH SONY SUPER TRINITRON TVS. IS THIS TRUE?**
Turn off the Auto Picture facility of the television and you'll be okay.

**I HAVE A 100HZ TELEVISION, AND THE DREAMCAST LIGHT-GUN DOESN'T WORK. WHY?**
This is because the screen refreshes faster than the game, so the light-gun hits aren't registered properly. There's nothing you can do about this, we're afraid.

**WHY SHOULD I BOTHER WITH A SCART LEAD?**
Simply because it will improve picture quality compared with using the RF cable (or 'TV lead') which is supplied with the DC. A fully wired RGB SCART cable is the best option, but check that your TV is compatible before shelling out.

**WHEN WILL THE DVD PLAYER BE COMING OUT FOR DREAMCAST?**
Nothing official has been announced yet.

**WHEN WILL THE ZIP DRIVE BE RELEASED?**
Sega are working on one, but there are no details yet on when we're likely to see it in the UK.

**WHAT'S A ZIP DRIVE?**
It's a storage device which uses discs which can hold 100Mb of data (ie approximately 700 times more than a VM).

**ARE SEGA RELEASING A MICROPHONE, AND IF SO WHEN?**
Yes, if and when the weirdo Japanese pet simulator *Seaman* is released.

**WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT WEB PAGES?**
It's extremely unlikely.

**ARE SEGA RELEASING A HARD DRIVE?**
It's also unlikely. You won't need one as well as a Zip drive.

**WHY CAN'T I FIND A DREAMCAST KEYBOARD?**
There have been supply problems but they should be in stores now. You can also buy them online through the Dreamshop on Dreamarena.

**WHAT'S ALL THIS I HEAR ABOUT A DC CAMERA?**
Sega announced a camera add-on recently. You'll be able to use it take pictures and take part in video chat on the Internet. There are no release details as yet.

**WHAT'S A VGA BOX?**
It's an adaptor that enables you play DC games on a PC monitor, offering much improved picture quality. Sega hasn't officially released it in this country but you can get third party versions.

**WHY DON'T ALL GAMES SUPPORT A VGA MODE?**
Because it takes extra time for the developer to include support, and some don't think it's worth their while since only a tiny proportion of gamers have a VGA box. If support is included, then it should be a seen as a bonus.

**WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?**
It's an add-on that plugs into you controller and makes it vibrate in time with the on-screen action. Expect to pay £14.99 for an official Sega one. It's compatible with virtually all games, and really good with *Sega Rally 2*, *Soul Calibur*, *Hydro Thunder* and *Ready 2 Rumble*.

**IS IT WORTH GETTING AN ARCADE STICK?**
If you like fighting games, yes it is. They cost £34.99 and are practically indestructible, but aren't much use on racing or action games.

**IS IT WORTH GETTING A STEERING WHEEL?**
Only if you feel like splashing out – the official Sega model costs £44.99. Obviously you can only use them for driving games, and the standard DC pad gives you analog steering, acceleration and braking, so there's really no need.

*• Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk*

# READER REVIEWS

BOUGHT A DREAMCAST CLASSIC OR A DUD? THINK WE'VE GOT A REVIEW SPOT ON OR COMPLETELY WRONG? THEN WRITE IN AND LET US KNOW - WE'D LOVE TO HEAR FROM YA



△ ***Shadow Man*: you don't like voodoo, do you?**

## AEROWINGS
### REVIEWED: *ODM* #1, 6/10

**WE SAID: "Many will fail to see the point of a flight sim in which you can't engage your more aggressive tendencies."**

**WHAT YOU THOUGHT**

This game is so boring that I nearly fell fast asleep in the cockpit – and there could have been a few disasters there!

Apart from in the other sections where you learn a few tricks and fly through some hoops, all you do is fly around with no intent or purpose. There's no combat, it's impossible to keep in formation, and there are no racing modes to compete either against the computer or your mates.

I reckon *AeroWings* deserves more like minus six out of ten than six!

*Bryan Critchley, via email*

**Reading between the lines, we get the impression you don't like *AeroWings*, Bryan.**



△ ***AeroWings*: better games are available**

## LEGACY OF KAIN: SOUL REAVER
### REVIEWED: *ODM* #6, 7/10

**WE SAID: "If you have the patience of a patient saint, there's much to be had from *Soul Reaver*, and plenty to see and do."**

**WHAT YOU THOUGHT**

I've just finished reading your review of *Soul Reaver*, and I don't believe seven is a good enough score. It's is one of the most satisfying and rewarding games I've ever played. If there's one thing I hate it's games that are too short and too easy to complete – games like the *Resident Evil* series, which you can finish in a weekend.

When *Soul Reaver* came along it was like a breath of fresh air. This game is the greatest challenge I've had for a long while. It took me about a month to complete, and that's the type of longevity I crave. It is possible to lose your way, true, but you can't create a world as big as this without the possibility of getting lost.

You say that the regenerating vampires are annoying, but I think it prevents boredom setting in when you get lost. At least you have something to do rather than walk around aimlessly – something which really pissed me off in the *Tomb Raider* games!

*Paula Whelan, via email*

**The fact that you can kill regenerating vampires to stop you from getting bored is hardly a compelling reason to buy a game, is it? Sorry, but parts of *Soul Reaver* drove us nuts.**

## SHADOW MAN
### REVIEWED: *ODM* #3, 6/10

**WE SAID: "If you want a game that will scare the bejesus out of you, wait for *Resident Evil Code: Veronica*."**

**WHAT YOU THOUGHT**

I quite enjoyed *Shadow Man* at first, and began to wonder if you guys were being a little bit harsh to the poor voodoo man. But then all the pieces slipped into shape – this is the most boring piece of gothic gaming I've played in ages.

The baddies aren't that bad, let alone scary. The only thing that freaked me out in the entire game were the sound effects in the playroom level, where you can hear a young infant being tortured with a drill (genuinely disturbing, that).

I'm annoyed with myself that I didn't realise how dull it is sooner. I should have taken it back using the well-worn "I bought it for a friend's birthday by mistake" excuse. Rent or borrow, but do not let 40 pounds cross your palms!

*David Bridekirk, via email*

**Well hey, we did say wait for *Resident Evil Code: Veronica*. Turn to page 10 – we think you'll like it!**




△ ***Marvel vs Capcom*: the sequel looks better!**

## MARVEL VS CAPCOM
### REVIEWED: *ODM* #2, 5/10

**WE SAID: "Get *Street Fighter Alpha 3*. Rent *Marvel vs Capcom* when you want to give your brain a rest."**

**WHAT YOU THOUGHT**

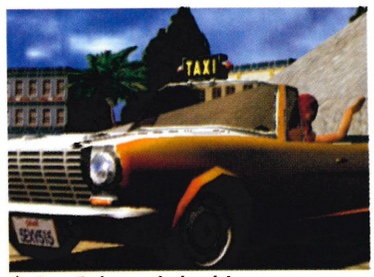
Why oh why did you give *Marvel vs Capcom* such a low score? It's extremely addictive and fun to play. Okay, so it's a bit easy, and a 2D game isn't much of a graphical development, but I've played the *Street Fighter Alpha 3* you gave on the demo and it was shite in comparison.

I got *Marvel vs Capcom* the same day as I got *Crazy Taxi* and I'm still playing it. I'm trying to unlock all the secret characters – not such an easy task.

I'd give it seven out of ten – not brilliant, but not crap. A definite game for beat 'em up fans.

*Joseph Rafferty, Workington*

**Hmm... "Not brilliant, but not crap," you say. So you mean it's pretty average, then, right? Well, as explained on page 75, average games score five out of ten in *ODM*. Anyway, *Marvel Vs Capcom 2* is looking much, much better – see our news section for details!**




△ ***Crazy Taxi*: enough already!**

## CRAZY TAXI
### REVIEWED: *ODM* #5, 9/10

**WE SAID: "A game that will impress anyone who sees its incredible visuals. A Dreamcast title you'd be crazy not to own."**

**WHAT YOU THOUGHT**

Right, then, where do you want to go? A quick spin to PlayStation town? A smooth trip to N64 village? Or a fun-filled experience to the best game on Dreamcast? You're already there if you own a copy of the adrenalin rush that is *Crazy Taxi*!

With excellent speed and smooth graphics, this is the one game that *must* be under the hood of your Dreamcast! It's 12 tons of addictiveness stuffed into a big, yellow bag labelled 'FUN'!

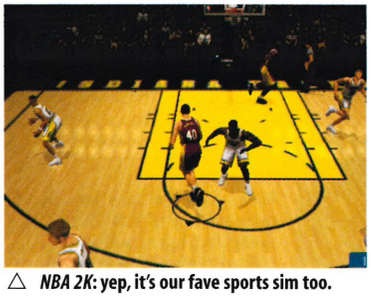
*Alex Hamlin, Bristol*

I think you were very lenient with your review of *Crazy Taxi*. I got the game because of the review in *ODM*, and was disappointed when I finished it within three days of buying it.

I completed all of the practice modes on the first day, and I'm able to play with the bike taxi. I've come first with all the characters, and I'm now bored of the same drones saying the same thing and going to the same places. The only thing that prevents this game from being completely dull is the fact that you can be as reckless as you want. I must admit that it was funny at first, but I'd give it a two out of ten for longevity.

*Chris Jakubowski, Bradford*

**You can't have "finished" *Crazy Taxi* in three days, Chris, it's an open-ended game! Anyway, we reckon that's enough reader comments on *Crazy Taxi*; let us hear what you lot think of *Red Dog, Sega Bass Fishing, Tomb Raider: The Last Revelation* and *Rayman 2* now.**



△ ***NBA 2K*: yep, it's our fave sports sim too.**

## NBA 2K
### REVIEWED: *ODM* #5, 8/10

**WE SAID: "If American sports can be this good on Dreamcast, then there's no reason why it can't be done for others."**

**WHAT YOU THOUGHT**

This is another great game from Sega with excellent gameplay and graphics. The multiplayer mode is fantastic, and there's a wealth of detail and statistics to keep you interested for ages.

The only down side is that save games take up a whole Visual Memory unit, but in the long run it's well worth splashing out an extra £20 for one. It's by far Dreamcast's best sport simulation yet. Let's just hope they can produce a footie game with the same standards!

*Darren Riches, via email*

**We doubt that American-based Visual Concepts will ever do a 'soccer' game. It would be nice to see their excellent-looking American football game *NFL 2K* over here though. Sort it out, Sega!**




△ ***Sega Swirl*: did you get yours?**

## SEGA SWIRL
### NOT REVIEWED (FREE ON THE COVER DISC OF *ODM* #7)

**WE SAID: "Windows users have *Minesweeper*, now Dreamcast has its own free, compulsively addictive puzzle game."**

**WHAT YOU THOUGHT**

In theory *Sega Swirl* should be the dullest, most boring game to hit Dreamcast, but it's got me really hooked! Okay, so it doesn't show off Dreamcast's graphics capabilities particularly well, but the gameplay is definitely there. Not a bad game for a game that cost diddly squat!

*Darren Riches (again!), via email*

I've been playing the game for ages trying to beat the computer at the multiplayer challenge. The computer opponents are rock hard to beat, and lure you in giving them firework bonuses.

Excellent work from Sega! Release it again with an Internet play mode and it's a sure-fire winner for pulling in the crowds – look what *Tetris* did for the Game Boy!

*Ian Roberts, via e-mail*

**Good to hear that so many of you liked *Sega Swirl*. How many of you missed our last issue? Ha, well you missed one of the most addictive games since *Tetris* – and it was *free!***

**Those of you who missed the game can get it by ordering our May issue (*ODM* #7) from our back issues department (see page 67).**

**Incidentally, Ian, while nothing's definite yet we're hoping to bring you a version with full online capabilities sometime in the future.**



△ ***Ready 2 Rumble Boxing*: we love this game!**

## READY 2 RUMBLE BOXING
### REVIEWED: *ODM* #1, 9/10

**WE SAID: "*Ready 2 Rumble* is the game your mates will want to play when you all pile back from the pub."**

**WHAT YOU THOUGHT**

*Ready 2 Rumble* is the most enjoyable game on Dreamcast. The tongue-in-cheek humour is what drives the game to its gameplay limit. All the characters are well designed, with fluid animation, and taunts which knock you out with the humour.

One of my favourite touches that Midway introduced is the way boxers come up with nasty bruises, and even change their facial expression while fighting. Nice.

The championship mode makes the game more interesting, and there's a slightly professional angle to the whole experience. Overall, if you're looking for great graphics, stonking gameplay and roaring humour, you've come to the right game. *Let's rumble!*

*Alex Hamlin, Bristol*

**We'd guess you'll be interested in *Ready 2 Rumble Boxing 2*, then, right? Yep, us too. Watch out for a preview in *ODM* some time soon.**

**WHAT DO *YOU* THINK OF THE GAMES YOU'VE BOUGHT?**

Send your comments to Reader Reviews, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email them to letters@dreamcastmag.co.uk with the words 'Reader Reviews' and the name of the game you're commenting on in the subject line. We reserve the right to edit before publication.

# FAQ
FREQUENTLY ASKED QUESTIONS

## MISCELLANEOUS

**WHAT'S A GD-ROM?**
A custom type of CD used for Dreamcast games. They hold up to 1GB (1024MB), which is larger than a regular CD-ROM (650MB).

**CAN I COPY DREAMCAST GAMES?**
No you can't. It's illegal anyway.

**WHY CAN'T I PLAY JAPANESE OR AMERICAN GAMES ON MY UK DREAMCAST?**
Dreamcast games use something called 'territorial lock-out', a data track specific to the part of the world in which the game is supposed to be sold and played (ie Japan, Europe or America). This helps stop illegal imports of foreign goods.

**WHY DO GAMES COME OUT IN JAPAN AND AMERICA MONTHS BEFORE THEY DO IN THE UK?**
Because it takes time to convert them for our TV system (PAL) and to translate them into all the European languages. Games developed in Europe, like *Toy Commander* and *Tomb Raider: The Last Revelation*, generally come out first here though.

**HOW COME DREAMCASTS COST £100 AFTER CHRISTMAS BUT £200 NOW?**
Tower Records held a special promotion in January but only had a limited number at that price. It was effectively just a gimmick to attract people into their stores. If you shop around on the Internet you should be able to get a Dreamcast for under £200.

**WILL SEGA BE REDUCING THE RECOMMENDED RETAIL PRICE OF DREAMCAST?**
Eventually, yes, but probably not for a while yet.

**WHEN'S DREAMCAST 2 COMING OUT?**
A little impatient, aren't we? The average lifespan of a console is five years, so there's a while to go yet.

**WHY DO RELEASE DATES KEEP CHANGING?**
Making games isn't an exact science, so it's often hard to tell how long it will take to finish them. Games are usually delayed to make them better though.

**WHO'S NAOMI?**
Naomi is Sega's latest arcade hardware and it's very similar in design to Dreamcast, so coin-op to DC conversions are easy to do. *Crazy Taxi*, *Virtua Striker 2 v2000.1*, *Dead Or Alive 2* and Namco's *World Kicks* are all Naomi games.

**WILL ALL NAOMI GAMES COME TO DREAMCAST?**
Not necessarily. Some arcade games don't work well as home conversions.

**WHY CAN'T MY DC PLAY WINDOWS GAMES?**
Because it isn't a PC. Some Dreamcast games use Microsoft's Windows CE technology, but that doesn't make your Dreamcast a PC.

**WHEN IS *SHENMUE* COMING OUT?**
There's no confirmed release date yet. *Shenmue* is a huge game and the translation will take a while.

**WHEN IS *FIFA SOCCER* COMING OUT?**
*FIFA* is published by Electronic Arts, who haven't signed to Dreamcast yet. A version of Konami's *International Superstar Soccer* – which many consider to be the best football game around – is coming some time though.

**WHEN IS...**
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please stop emailing us for information on release dates!

*• Have we missed something? If there's anything else you need to know (except release dates!), email us at letters@dreamcastmag.co.uk*

# SHOPPING WEBSITES

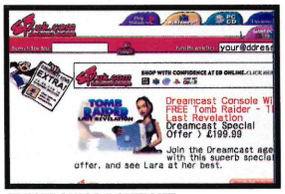
## GO SHOPPING ON YOUR DREAMCAST! NEVER LEAVE YOUR HOUSE AGAIN! **POGGY** CHECKS OUT SOME OF THE BEST ONLINE SHOPS AROUND



### AGENT PROVOCATEUR

www.agentprovocateur.com

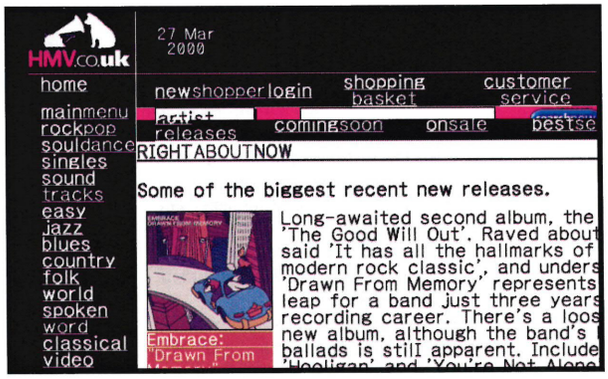
Lingerie online. Not only a source of inspiration, but also ends the need for nasty interaction with the shop assistants in M&S. A little pricy, but ideal for keeping those slightly odd tastes under wraps. Ideal for the teacher's/boss's birthday.



### ELECTRONICS BOUTIQUE

www.eb.uk.com

The online division of everyone's favourite cut-price games store, although sadly without the second-hand section. There's free delivery with a choice of delivery times, which makes it perfect for those rash, gotta-have, late-night purchasing moments.




### HMV

www.hmv.co.uk

All the usual HMV fare, but without being inflicted with the *Best Of Swing 3* while you're flicking through the heavy rock section. Lacking only a corner for the local 15-year-olds to linger all Saturday. HMV have recently introduced live Web-casts and chats, so you can ask Harry Enfield what it's like to be a balding man dressing up as a teenage boy. No discounts for online purchases, but dramatically reduces 'walk in, immediately forget what you want' syndrome.



### BAKINBOYS

www.bakinboys.co.uk

These are the boys to meet your bun-style needs. £9.95 plus p&p is a bit hefty for 12 muffins, but they do come in a swanky box with a card. As a bonus there's a selection of jokes that you can email to your friends. As if muffins by post isn't amusing enough.



### ETOYS

www.etoys.com

Toys for all ages. For older children there's the Britney Boutique, where you can buy a Britney Spears doll and dress it in the 'uniform' of your choice, and eToys promise a refund of you're not fully satisfied with, say, the blondness of her hair.



### GAMEPLAY

www.gameplay.com

Gameplay promise to match or beat any other online retailer, which effectively makes them the best value online, even before you count free first-class delivery. The only flaw is that Dreamcast users can't access the Liam Gallagher versus Robbie Williams boxing game.



### JUNGLE

www.jungle.com

Turn your computer into a monster capable of taking over Russia... or finally buy that printer cartridge. All products are explained in detail, so you don't have to look like a fool in front of the techies at Tandy any more. Payments can be made online or over the phone.



### KITSCH

www.kitsch.co.uk

"Funny Mr Potato Head, eyes and ears and funny noses..." Yup, he's right here, along with lava lamps and a hula doll that dances on your dashboard. Need something to bribe the difficult student in your life? Look no further than this haven of tack.



### BOL

www.bol.com

Professing to be the most international bookseller on the Internet, Books Online enables you to visit shops based all over the world. Fifty per cent off many best-sellers, plus next day delivery, and you need never appear uncultured again.



### EXPEDIA

www.expedia.co.uk

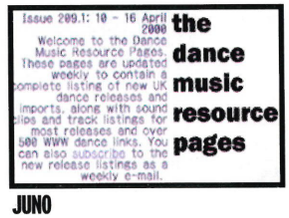
A no-frills site (also linked to Lastminute.com) for all your travel needs. The fast fare finder takes you to the cheapest air fares, and also tells you which types of malaria you can expect to pick up when you get there. Nervous fliers can also pick a seat near the emergency exit.



### HOT BOX

www.hotbox.com

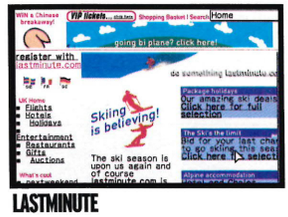
Gadget-tastic, this site has a history of bizarre sales. Specialising in obscure gifts for people who have everything except a remote-controlled flying saucer and a foldable micro-scooter. Free UK delivery, and £900 will see you playing table football by the weekend.




### JUNO

www.juno.co.uk

Not the most visually exciting website(it looks particularly bad on a DCt because of the large text size), but this is nevertheless *the* place to go online if you're after dance choons. The catalogue is updated twice weekly, with lists automatically sent out by email if you wish.



### LASTMINUTE

www.lastminute.com

Sadly, Lastminute.com is often limited to whether you can get to their office in time to pick up the tickets, but the dice men among you shouldn't miss the opportunity to wake up in Chigwell and go to sleep with a broken leg in the Alps.

### EBAY

www.ebay.co.uk

Like an online version of *Swap Shop*, eBay provides you with the chance to sell your original die-cast Han Solo and bid for an array of oddities. Those with an aged aunt's birthday on the horizon can check the grab bag page, where 30 items are selected at random: choices include a musical Toby jug, a Van Gogh painting and an orange sapphire. Everyone else can expect to bid £3 for a *Star Wars* annual number one, and £3,000 for a six-foot Stormtrooper. You can also chat with other users about what odd things they might want to sell.




### KITBAG

www.kitbag.com

All the football, rugby and cricket shirts you could wish for, plus replicas of your favourite grounds. Or you could go in for the Blackburn Rovers three-piece toiletry set. Now there's no excuse not to promote your home team's latest change of sponsor. Includes a personal address book so your friends can send you gifts directly.



### LAST ORDERS

www.lastorders.com

This claims to be the UK's largest online off-licence. While it's not as comprehensive as the local Oddbins, they promise next-day delivery, plus you can win lager by submitting your opinions. With 24 Strongbow at £14.99 you can't really go too far wrong.




## AMAZON

www.amazon.co.uk

The younger, European brother of Amazon.com, the book-selling monolith credited with taking e-commerce to the masses. Books, videos, CDs and DVDs at less than high-street prices, all delivered to your door often as soon the next day, complete with a shiny Amazon bookmark to impress people on the tube. You're also given the chance to rate books and put your reviews online. Comedian Rob Newman took it one step further and reviewed his own book. Click here to play with his head.




## MOVIETRAK

www.movietrak.com

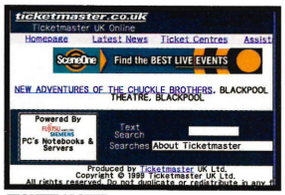
The UK's first online DVD rental shop. For just £2.99 you get seven days' rental, same day dispatch and an envelope to return it in. You can only order one title on your first visit, but once they feel they can trust you then going to Blockbuster suddenly seems defunct.




## PET PLANET

www.petplanet.co.uk

Not quite cats delivered to your door. However, you can by all manner of pet paraphernalia, and by registering you can find out about vets in your area, plus Pet Planet will send you an email reminding you when vaccinations and check-ups are due. For your pet, that is.




## TICKETMASTER

www.ticketmaster.co.uk

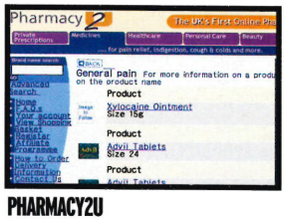
Theatre, comedy, music and sports tickets without actually needing to leave your bed. Become massively cultured while avoiding box office queues. The only disadvantage is that Ticketmaster's often 'enthusiastic' booking fees are still present online.




## NIKE

www.nike.com

There's something reassuringly lazy about having sporty clothing delivered to your door. A limited number of people each day can customise their trainers with text of their choosing. If it's Nike you want, you can't go wrong here.




## PHARMACY2U

www.pharmacy2u.co.uk

You can't get Viagra sent to your door, but you can get private prescriptions filled (*not* NHS ones). Delivery is from next day to four days. You can also contact pharmacists to discuss any medical problems that you may not wish to consult your GP with face to face.




## VIRGIN CLOTHING

www.virgin-clothing.com

All the hip and happening clothes you need. There's even a section where you can decide what to wear by mood or occasion, although it isn't specific enough to include 'hungover on a Monday morning and at work with a huge client meeting to go to'.




## SWATCH

www.swatch.com

Once Swatch just made watches. Now they've reinvented time. 'Internet time', as they've dubbed it, is the same around the world, so it's ideal for late-night sessions with gamers in Japan. No more complicated adding and "Is it summer time?," just "see you at 4.35."




## WAITROSE

www.waitrose.com

Avoid the trolley wars etc by having Waitrose deliver your noodles direct to your cupboard. Unlike many online supermarkets services, Waitrose deliver across the country, although goods are limited to wine and organic food, so it's maybe all a bit (too) healthy.



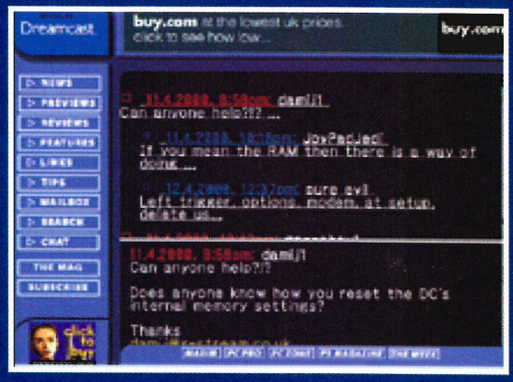

## MOBILES

www.mobiles.co.uk

Now that mobile phones look more like top spying gadgets than black plastic bricks, there's every reason to own one. An online sales assistant makes sure you pick the best model and tariff for your needs, plus the site carries all the latest news from the world of mobile communications. First time online buyers will be reassured that they follow the Which? Webtrader code of practice. They're also members of the Guild of Master Craftsmen, but don't let that fool you into thinking you can get the latest mahogany Nokia with walnut inlay. Sadly.


www.dreamcastmag.co.uk




NEWS
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OFFICIAL DREAMCAST MAG
WEBSITE

Okay, so you've read the mag. Well that's just the half of it – our website is second to none.

ODM Online is updated daily with the latest news from the world of Dreamcast. If it's happened or happening, then you can bet you'll find out about it here first.

As well as our ever-growing archive of definitive reviews, previews and features, there's also the chance to make new friends and swap hints and tips with thousands of other DC users in our Live Chat and Chat forums.

www.dreamcastmag.co.uk

△ STEPHEN AUGUSTYN, 29
FREELANCE PRODUCT DESIGNER
Has been playing games for about 15 years, from the early days of ZX81 and Spectrum right through to PlayStation, N64, Dreamcast and PC. Says he does have a girlfriend. Honest.

△ MATT BROUGHTON, 29
PR MANAGER AT INFOGRAMES
Started out as a journalist on magazines such as *PC Review*, *C&VG* and *PlayStation Plus* before moving to GT Interactive, recently acquired by Infogrames.

△ KEVIN BUCKNER, 40
DEEP RED GAMES
Set up his company two years ago and recently released *Risk 2*. In the past he's worked at Hasbro Interactive, Electronic Arts, Microprose and Thorn EMI.

## THE BIG DEBATE

# NO CLICHÉ?

SPORTS SIMS. DRIVING GAMES. BEAT 'EM UPS. MORE SPORT SIMS. YET MORE DRIVING GAMES. EVEN MORE BEAT 'EM UPS. *ODM* ASKS A HANDFUL OF VERBOSE INDUSTRY PEOPLE IF 'ORIGINALITY' IS A FORGOTTEN WORD

**ODM: Gamers seem to love beat 'em ups, driving games and sports sims. What's their enduring appeal?**

**KEVIN:** I think it's their accessibility – you can dive straight into the game and pick it up with no need for a manual. There's no effort required.

**PENROSE:** I think it's the fact that it simulates something from real life and you get a chance to play it in a more controlled environment.

**MATT B:** You can also get to do what you can never do in real life. In games you can drive a car like an idiot without ending up hitting a tree. It's being able to do everything you want to do but never would in real life.

**STEPHEN:** As Kevin said, it's about the accessibility. You've got a



△ MATT O'DRISCOLL, 25
PRODUCER AT SEGA EUROPE
Has been working at Sega for five years. Before that he worked at Philips on the CD-i. Produced *NBA 2K* and *Red Dog* for Dreamcast.

△ PENROSE TACKIE, 27
SENIOR PRODUCT MANAGER
AT INFOGRAMES
Has been playing games since the 8-bit era. Started off with a Commodore 64 and has followed the games scene ever since. Prior to working at Infogrames he was an account manager at McCann-Erickson. Jumped ship because "this is far more sexy!"

△ GARY PETERS, 25
DESIGN ENGINEER
Has owned everything from Speccy, Amiga, PC Engine, Atari Lynx through to DC. Hasn't got a PC though. Yet.

clear goal, you know exactly what to do, and it's something open to the more casual gamer. You're not given a vague, almost artificial goal that you often get in an RPG.

**MATT B:** Also, if you play stuff socially, these sort of games tend to be a lot easier to have a 'winner stays on' scenario. You can't do that with RPGs, really. Sports games like footie or driving lend themselves to social gaming.

**ODM: Is there a problem though, that because they're so successful they're blocking more original game content and ideas?**

**KEVIN:** There is a danger of falling into the 'me too' situation where everyone says: "I've got to do a *FIFA*!", so everyone produces a football game that's remarkably like *FIFA Soccer* [Electronic Arts] but called something different!

**MATT B:** I don't know if such games do block out originality though, because anyone with spark still comes up with the good stuff. You've still got your Molyneux's [Peter, co-founder of Bullfrog, who are currently working on *Black & White*] coming up with new ideas. If you've got people who are just good at programming and are trying to improve existing genres, then let them have a go. I'm quite happy to have yet another *International Superstar Soccer* [top PlayStation/N64 game] as long as it improves on the last one. It's not exactly pushing the boundaries, but…

**ODM: Do you think that the reason there are so many beat 'em ups, driving games and so forth is also down to gamers *wanting* more of the same?**

**PENROSE:** Well, the market drives what most publishers do, otherwise you wouldn't be in business. You have to be driven by what your customers want. However, the profit motive also means that you do look to satisfy the demand, instead of looking to other areas where you're going to have to take a big risk and possibly not get a return. It's a two-sided coin.

**KEVIN:** I think if you did a focus group and asked people what they wanted, what they'd tell would be exactly what they've already got! It's that sort of conundrum, really, when developers go out and set a new standard, like Id Software did with *Doom*. They created something that, if you'd asked a thousand people, they would never come up with and call it *Doom*! Instead they'd say: "Give me whatever the last big thing was."

I think it's a pitfall that most publishers fall into, because they're looking at investing significant millions of dollars every time they launch a product, and how they can guarantee the bottom line – it's not on the new stuff, it's always on version two or three of the old stuff!

**STEPHEN:** A lot of people who bitch about the lack of originality are people of our age group who've grown ▷

PHOTOGRAPHY: DAN TRENT



up from the 8-bit period, when it could literally be two blokes in a loft bashing out code. Now though, because people's expectations are so much higher, they want the FMV, they want CD-quality music and so on, and all this stuff costs money! You can't afford to take such risks with games. If the future of your company depends on a couple of titles a year, you can't afford for both of them to be high-risk.

## MONEY TALKING

**ODM: But are there enough innovative developers out there at the moment anyway?**

**MATT O'D:** You see developers working on new games, but it's finding the publishers to back them up. The development gets to a certain level, and no one's interested in it or no one's offering enough money for it so it gets scrapped. So the teams disband.

I've seen it happen. You go into a developer's, see their work and think: "Wow! That looks brilliant!" You then go back and champion it, but the publishers say: "Yeah, that sounds good, but we want *FIFA*!" It's a shame, because I think innovation is definitely there.

**ODM: So is the problem just down to the money not being there?**

**"GAMEPLAY USED TO RULE THE ROOST. BUT IT DOESN'T ANY MORE, TECHNOLOGY DOES"**

– KEVIN BUCKNER

**MATT O'D:** It's convincing someone take it on as a publisher and inject money into it.

**MATT B:** You used to have your five-man teams back in the beginning, now there are 40 people. Not because it takes 40 people to make this incredible vision, but that physically it's the number of bodies you need to churn out all the renders, sound and graphics. The developers might still have started off with an idea in a similar way to those two kids in their bedroom back in the old days, but the trouble is that because of the expectations of punters now, it's got to be something pretty amazing looking or gamers won't even look at it.

**ODM: But is that true of something like *ChuChu Rocket!*? Production-wise it's hardly revolutionary, but gamers are still raving about it.**

**GARY:** Yeah, why aren't aren't more innovative Japanese games you keep hearing about being released over here? We hear about them all the time in the press…

**MATT B:** You may keep hearing about them, but you hear about them as novelties. It's like *Parappa The Rapper* – the real reason that kicked off is because everybody went: "Bloody hell, that's a bit crackers!" It did genuinely well and was received well, but if it hadn't been so bloody weird then everybody would have been going: "Look at this crap."

I remember it turning up from an importer one day, and I went into a magazine publisher, saying: "You've got to see *Parappa*. We just don't know what it's about. It's, like, paper-thin people, and one bloke is an onion and the other is an elephant…" And then a month later all the mags were going: "It's the best thing!" I think it's because people are so bored. Sometimes they take originality and weirdness and blow it out of proportion because they're so relieved not to have to review another three football games that month. They applaud a game for being a bit wacky.

**GARY:** How come games like that get published in Japan in the first place though? Is it that the publishers over there are more open to originality?

**KEVIN:** I think the answer is that in Japan they still create games first and then market them, whereas in Europe and America we tend to decide what we're going to want from a marketing perspective, and *then* develop the game, and it's the wrong way round.

**STEPHEN:** Perhaps the publishers could take a more bilateral approach to it: they could have the mainstream stuff which pays for their Ferraris, and then they could go for the more quirky stuff. You're obviously restricting yourself to the type of game you can do, because *ChuChu Rocket!* doesn't cost as much to develop as *Final Fantasy XXVI*. But that's possibly the way to encourage innovation without the cost – you make small-scale games and sell them cheaper.

**ODM: Could developers do more?**

**KEVIN:** Some developers do get sucked into the pursuit of technology as well. Unfortunately many don't know



gameplay, and gameplay used to rule the roost. But it doesn't any more, technology does. You could be looking at the best game you've ever played or seen, but it may not be cutting-edge technology, so therefore the developer brings it back and starts again. Most development cycles are spent developing the technology, and not the actual game! That's why you might see a game being squeezed into the product during the last three months of development! It ends up being a pitiful little game – even though the technology is great.

**MATT B:** Sometimes there's a really fine line between the developer being innovative and too precise, and not just making a game, releasing it and seeing how it does.

The first game I worked on when I joined GT two and half years ago was *Duke Nukem Forever* [on PC], and it's due out at the end of this year! It's not our decision. We'd love to publish it, but the developers are like: "No! No! We're not ready yet." When it comes out though, it'll be awesome. As long as it *does* come out!

## SWEET DREAMS

**ODM: Turning to Dreamcast, have there been any games that have really impressed you with their innovation?**

**GARY:** *Crazy Taxi*!

**STEPHEN:** I'd go along with that. *Crazy Taxi* is fantastic. It's a brilliant and original game. Even my girlfriend loves it!

**MATT O'D:** We play it in the office big-time. We love it. It's fantastic and fast. Even if you do badly at that game you still have a lot of fun – I mean, you just jumped off a multi-storey car park and nearly knocked over a vicar!

**MATT B:** I think that for fun the game should get 11 out of ten, but I don't think there's anything innovative in there that I haven't sampled in some other fashion before. As long as a game is fun though, does anything else really matter?

> "AS LONG AS A GAME IS FUN, DOES ANYTHING ELSE REALLY MATTER?"
>
> – MATT BROUGHTON

**ODM: Are there any games coming out on Dreamcast which could be different and move things on?**

[Momentary pregnant silence]

**MATT B:** *Black & White*, but that's a game that was originally developed for PC.

**STEPHEN:** But is it really original, or is it just *Populous* running into *Pokemon* at high speed?

**MATT B:** I think you're right, but I think that sometimes if you look at the product as a whole, even if the component parts aren't that original it can still be new and different. With *Black & White* there is a lot of very familiar stuff in there, but it's the first time all those things have been put together in this way.

**PENROSE:** If you look at *Shenmue*, that's hinting at what DC can do. To me that's the most exciting development coming up for Dreamcast.

**STEPHEN:** *Shenmue* is definitely a game I want to get my sweaty mitts on!

**MATT O'D:** Yeah, *Shenmue*. People are going mad for it. They're very excited about it.

**PENROSE:** If you look at the games industry since the early '80s though, what new genres have been created? I can't think of any particularly brand new genres. All the old genres are still there, but people are evolving them.

**STEPHEN:** We're out of the revolutionary stage and into an evolutionary one. Back then it was like: "Bloody hell! Shooting stuff in a tube! *Tempest*! Brilliant!" But is there anything completely new left to do, and is it necessarily such a bad thing that we're just evolving things? It's like *ChuChu Rocket!* – I'm sure you could find threads in the past that lead to the game, but it doesn't detract from the fact that it's a brilliant game and completely hat-stand!

I think that one of the problems with innovation is also the matter of perspective. With something like *Abe's Oddysee*, interacting with the other creatures was great. But someone else could look at the game and say: "It's just a 2D platformer." It's coming back to this issue of evolution, as opposed to revolution. There aren't that many places left to go, but as long as we can develop what we have got and think of new spins on it, and new ways of presenting it and combining it, then does it really matter as long as the games are good?

**MATT B:** Fun is fun, no matter how you get there. That's the bottom line.

# LETTERS

Got some thoughts on Dreamcast or your magazine? Then share them with us and, if your letter is interesting, every other reader (see below for contact details). Editor Warren Chrismas responds to this month's best letters

## SAMBA MAGIC

**After reading in your May issue (*ODM* #7) that Sega may not be bringing out *Samba De Amigo* in the UK, I felt that I had to write in to express my views.**

**From what I've seen of it, *Samba De Amigo* looks like a fantastically original game and brilliant fun too. As *Sega Bass Fishing* and *Crazy Taxi* have proved, there's a market out there for games that provide a unique experience. The games market needs original titles like this to break it free from the cycle of fighting and driving games that are plaguing it at present, and *Samba De Amigo* can do that.**

**This is the first time that I've ever been compelled to write in to a magazine about a subject that I feel strongly about. Please publish this letter, because I 'm desperate to play *Samba De Amigo*!**

***Daniel Marven, Guildford***

This is one of several letters we've received regarding *Samba De Amigo*. Rest assured that we'll be passing them all on to Sega Europe. As for the lack of originality in modern games, make sure you check out this month's Big Debate starting on page 132.

## HE SHOOTS, HE SCORES

**Good job at keeping the review scores down. It's quite refreshing to see a magazine that doesn't award any half-decent game 90 per cent.**

***Tamas Bown, via email***

Trust us, Tamas, we'll never, ever give a game more than 90 per cent – if only because we don't use percentages! Whatever, it's nice to know that our strict review system is appreciated by readers. Many game publishers won't agree with you though.

## PLEASE RELEASE ME

**I noticed that someone had written in to ask for a games release schedule to be put into your magazine. I would like to agree with that request, mainly because I want to buy *Nomad Soul* and need to know which date in April it's being released!**

***Matt, via email***

You haven't been paying attention, have you? We've been running release dates for the past two issues! This month you can find them on page 38. *Nomad Soul* (*ODM* #7, 5/10) has slipped slightly but should now be out at the beginning of May.

## ARRRRGH!

**I've played it again and my new high score is £30,537.93. This is shown in the attachment.**

***Joseph Rafferty, Workington, Cumbria***

What? Oh, that's your *Crazy Taxi* score, is it? Well if it was intended for our Challenges department, why did you send an email (and with an attachment – grrrr!) to our letters address? As explained clearly in the rules (see page 118), you must send in a letter and enclose a photograph.

Sorry, folks, but we receive hundreds and hundreds of letters and emails every week (yes, week). If you want to enter a competition, vote for your most wanted games or write to us, it's absolutely *vital* that you follow the instructions given in the relevant section of the magazine and write to/email the correct address. If you don't, there's really no guarantee that your letter or email will reach the right department.

## NEVER NETHERLANDS

**I was unable to find your magazine in bookshops here in the Netherlands, and I'm very interested in subscribing. However, the subscription form on your website does not have a country selection, and it says specifically that the price quoted is UK-only. Is there any way for me to subscribe to your magazine?**

***Cho-Yan Wong, Netherlands***

Sorry, Cho-Yan – and indeed to all our other readers who live abroad – but I'm afraid we can't offer overseas subscriptions due to contractual reasons. *ODM* does find its way into newsagents in many parts of the world each month though, and overseas readers can order back issues directly from us (see page 67 for information).

## METROPOLIS NOW

***Metropolis Street Racer* looks fantastic, but despite the amazing detail rendered on the environments the actual cars look a bit simplistic in terms of lighting. You get the feeling you're looking at large plastic toys – they're not shiny enough and don't have enough reflections to look realistic. I hope this changes before the final version is released.**

***Maurice Pierse, via email***

Relax. *Metropolis Street Racer* is still very much in development at Bizarre Creations and is improving every week.

The rolling demo of the game on our April issue (*ODM* #6) cover disc was a good taster but, trust us, the latest version of the full game looks way, way better. We'll be bring you a comprehensive update in the next issue of *ODM*, on sale Thursday 8 June. Incidentally, as I write, *MSR* is still on course for a July release. Not long to go now!

## OUTCAST COMING?

**I read a few months ago that the Dreamcast conversion of *Outcast* had been scrapped. However, in the interview with Bruno Bonnell from Infogrames in your April issue (*ODM* #6) he stated: "*Outcast* is promising as well, because we're adapting it specifically to Dreamcast." For the benefit of myself and anyone else who thought the game had been canned, could you say when it can be expected?**

***Jonathan Coates, via email***

Well spotted, Jonathan! According to Infogrames' PR department in the UK, Bruno made a mistake – *Outcast* is not coming to Dreamcast. The company does, however, have lots of other Dreamcast titles on the way, including *Silver* (previewed on page 57) and *Wacky Races* (page 58).




## SUPERMARKET SWEEP

**I saw the latest issue of your magazine [*ODM* #7] while shopping at a local supermarket recently and popped a copy in our basket. In the car on the way home my wife was checking our receipt and suddenly there was a squawk of horror.**

**"That Dreamcast mag was five bloody quid!" she says.**

**"Yeah," I said, quickly trying to think of a valid excuse for spending such an amount on a magazine, "but look, there's a free game on the cover disc!"**

**"A free game on a mag costing £5?! Yeah, right!" she says, pouting, and she strops the whole way home.**

**Two days later I haven't been able to get near my bloody Dreamcast because she's hooked on *Sega Swirl*! What a fantastic bit of software. Okay, you can see its roots in *Bust-A-Move*, but I think *Sega Swirl* is even better. I don't know if it's because it's faster or because the high-res graphics and nice lighting effects make it a more enjoyable experience, but either way it's hats off to you guys!**

**As my wife eventually said: "That's the best five quid's worth in a long time."**

**PS: I'm a jobbing cartoonist. I've done a two-minute scribble and attached it.**

***Steve Ward-Davies, via email***

The *ODM* team's first priority is, of course, to please our readers but, hey, we're always keen to satisfy wives when we can.

Thanks for the letter and the excellent cartoon, Steve. A copy of *ChuChu Rocket!* is on it's way to you courtesy of Sega – we figured your other half might like that too.

## OI, SEGA!

**First of all, congratulations on producing a first-class magazine. To be honest with you I usually steer clear of 'official' magazines because I don't feel that I can trust them, but personal experience has proved you to be spot on in your reviews and advice.**

**Secondly, I want to give a nod to Sega themselves for delivering such an impressive piece of kit as Dreamcast – it is truly the gamer's choice! With outstanding 128-bit power, four controller ports, a versatile range of peripherals and multiplayer capability over the Net coming soon, who could ask for more?**

**Unfortunately, with sales slowing it would appear that Sega enthusiasts are drying up as the world gets ready for PlayStation 2 (although it was good see Sony humbled at launch due to dodgy memory cards, disappointing DVD playback and a poor games line-up).**

**I would think that now is the time for Sega to hit the world hard with**

**GOT SOMETHING INTERESTING TO SAY ABOUT DREAMCAST OR THIS MAGAZINE?**
Email us at letters@dreamcastmag.co.uk or send a letter to Mailbox, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Please note: all letters and emails sent to us are read by all the *ODM* team. While we respond when we can, we simply do not have the time to send personal replies to everyone. Sorry! Also, we reserve the right to edit letters before publication.

**advertising, promoting their product as a real contender. They can start by confirming that the games we want are coming to Dreamcast, instead of just allowing hints and rumours to surface. There's a stack of magazines with lists of confirmed Sony titles and estimated release dates – hell, I even read that *Quake III* and *Half-Life* were coming to PlayStation 2 before they were confirmed for DC by Sega!**

**Sorry I ranted on for a bit, but the topic is important to me as a games player. I don't want to see anybody's console go under – I'd rather have several choices, with each company fighting to produce the best original game or version. Although I suppose my personal opinion lies with DC!**

***'Accident Man', via email***

Top stuff, um, 'Accident Man', and not just because you say nice things about us!

We have to agree regarding the release date situation. Believe us, we wish we knew the likely release dates of games such as *Jet Set Radio, Virtua Tennis, Sega GT* and, yes, *Shenmue*. Alas, Sega just don't like releasing medium- to long-term forecasts.

Regarding Dreamcast advertising, Sega are now stepping things up a gear – we've got a special report on page 36.

### SEGA ON PS2?

**I read on a website that Sega are planning to bring out *Crazy Taxi* and some of their other titles on PlayStation and PlayStation 2! All I can say is what are they thinking? What's the point of buying a Dreamcast if Sega are going to port their so-called exclusive titles to other formats?**

**If this turns out to be true, there are going to be an awful lot of very angry and disappointed DC owners, and I personally will certainly never buy a Sega product again. I feel betrayed by this news.**

***Steven Rutherford, via email***

Don't believe everything you read on the Internet! Sega have definitely not – repeat *not* – announced that they're working on games for the Sony consoles. Happier now?

### UM, SORRY!

**You utter, utter, utter, utter, b*st*rds! I have two 3,000-word essays to write, shopping to do, a house to decorate, a garden to sort out and a fiancee who demands attention. And what do you do? You go and put *Sega Swirl* on the cover disc *and* give me the Web address for the Shockwave version of *ChuChu Rocket!***

***Swirl* is so fantastic I can't stop playing. As for *ChuChu*, it was okay, but I should think that the multiplayer will be loads better.**

**I have now wasted an entire weekend and a week and achieved nothing but some not-too-bad scores. I am considering taking legal action.**

***James Flaxman, via emails***

What can we say? Sorry!

### DOG GONE

**When the hell is Really Exciting Diversion, Delayed – October? Gone (or *Red Dog*, for short) coming out? It was planned for October, but then it was delayed. Then I heard it would be out in time for Christmas, but it wasn't. Then I heard it was coming out on March 3, but it didn't arrive. Then I heard the release was planned for late March… and it *still* isn't out! Where is it?!**

***Gavin Rogers, via email***

It should be out now, honest! We don't know of any specific reasons behind the hold-ups, but developers Argonaut spent weeks tweaking the game until its nipples were sore. Indeed, several changes were made to the game after the review in our March issue (*ODM* #5), which is why we've decided to look at it again on page 98.

### SPIKED

**Ten out of ten for the magazine's style, reviews and previews; minus several million for the complete uselessness of your recent *Tomb Raider: The Last Revelation* walkthrough.**

**May I suggest that if you're going to do walkthroughs you actually make them accurate and useful? I don't think "slide then sprint to the left" is particularly helpful when Lara has got 15-foot long spikes embedding themselves in her skull.**

***Fiona, via email***

Sorry, Fiona, a guide for *The Last Revelation* designed to take you – literally – step-by-step through the game would take up dozens of pages, and that would mean less news, preview and reviews. Our walkthroughs are designed to give you a helping hand where needed. If you're really completely stuck somewhere in a game, then you can always write to our Help! department (see page 120).

# ASK SEGA

Every month, you can to talk directly to Sega. Send us your questions and we'll put them to the people behind the world's greatest console

### BT PHONE HOME

Why can the American Internet browser disc for Dreamcast work with any ISP they want, and yet we can only use BT?

*Neil Dexter, via email*

**SEGA: Dreamcast owners must pay a monthly membership fee to use the online services in America. Thanks to our partnership with BT we can offer you Internet access and email with *no* monthly charges.**

### IT'S BROKEN!

What the hell is wrong with Dreamarena? When I connect it tells me to select the user, but whatever I select it doesn't do anything. I've re-registered four times and I can't do anything. The only way I could send this mail was to send it through *Sonic Adventure*! Could you tell me what I'm doing wrong?

*Chris Rollason, via email*

**SEGA: Something sounds amiss. Please ring the customer services number on 08456 090 0980 (local call rate applies) and they'll talk you through the process.**

### FILE ERROR

In the instruction manual it says that Dreamcast is capable of viewing movie files mpeg, avi etc with great ease. However, when I try to view these files I always end up with the message "the page cannot be displayed". Please tell me why, or if possible tell me how to get around the problem.

*Sean Keverne, via email*

**SEGA: The manual doesn't actually say that (check page 24). We will be including more and more features in future upgrades of DreamKey; DreamKey 2.0 is currently expected to be ready by the end of the summer.**

### ROCKET SCIENCE

When *ChuChu Rocket!* arrives in the UK, will it come with the special controller that comes with it in Japan?

*Edward Chivers, via email*

**SEGA: No. Sorry, *ChuChu Rocket!* will be released as a standalone game in the UK.**

### GETTING HI

How can I hook up my Dreamcast to the aux phono inputs of my hi-fi so that I can have stereo sound? I'm using a SCART lead to connect to a mono TV at the moment. Can I use a 'through' SCART connector that has a phono lead taken off the L/R pins of the SCART lead? These are about £15, so I want to know whether it will work before forking out my hard-earned cash.

*Paul Dexter, via email*

**SEGA: That should work. Dreamcast does send a split stereo audio signal down the SCART lead.**



△ ***Sega GT*: coming to Britain "towards the end of the year", according to Sega.**

### GT TO GO?

I read recently that *Sega GT* may not be released in Britain. I was gutted at this. Please tell me it isn't true. I want that game!

*Michael Reizlein, via email*

**SEGA: Then you'll be glad to hear that *Sega GT* will be coming to Europe towards the end of the year.**

### DCTV?

Will there ever be any combined TVs and Dreamcasts coming out in the UK, like the ones in Japan? They look great.

*Peter Storkhill, Norwich*

**SEGA: Sorry, probably not.**

### GRIDIRON GRIDLOCKED

I really want to play *NFL 2K*, but no one seems to know whether it will even be released over here. Can you shed any light on the subject?

*Kieron Giles, via email*

**SEGA: There's no news yet, we're afraid.**

### MEMORY BANKS

Will Sega be bringing out their coloured VM units in the UK?

*Steven Davies, via email*

**SEGA: As we've said before, possibly, but first we need to sell through enough of the original VMs.**

### GISSAJOB!

Are there any jobs available at Sega for game testing? I am 14 years old and very, very keen.

*Christopher Merritt, via email*

**SEGA: Keep an eye on our corporate website at www.sega-europe.com There is a section there for job vacancies.**

**GOT SOMETHING YOU WANT TO ASK SEGA?**
Email your queries to us at sega@dreamcastmag.co.uk or send a letter to Ask Sega, Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Please note: each month we chose the best of the queries, pass them on to Sega Europe and print their responses. Before writing, please check that your queries haven't been answered in our FAQs starting on page 123.

# YOU KNOW YOU'RE...

## ...OBSESSED WHEN YOU FREEZE NUTS OFF FOR A COMPUTER GAME

How good is *Quake III Arena*? Twenty-four-year-old Canadian Chris Mulley thinks the game is so good that he risked frost-bitten 'appendages' to win a *Quake* competition

"I SAW THE CONTEST 'GET NAKED With PQ' on the Planet Quake website. The compo was simple: you had to pose in the nude with the *Quake III Arena* PC game box, making sure that the box covered your privates. After all, they do have laws about exposing yourself over here in Canada!

"I decided to go for it, and reckoned the best time to do it would be over Christmas while visiting my family up in Nunavu. I came up with the actual visual idea when I was on the flight there. I wanted to take the picture in front of an innuksuk, which is a mass of stones arranged to look like a human from a distance, and actually acts as a marker on the arctic landscape. I also liked the idea because it tied in with the stone motif featured so heavily in *Quake*. I guess I knew I'd win the competition, because the idea was so outlandish.

"The fateful day finally arrived and I was up and out by 8am. In that arctic region of Canada the sun comes up at about 8am and goes down at 11.30am, so I didn't have much time. I drove around trying to find a suitable place to shoot the picture, and the only innuksuk I could find was near a satellite communications place.

"I did try to take a couple pictures by myself with the camera on a tripod, using the timer, but I couldn't get the timer set to give me enough time to run in front of the camera and take off my coat and hat – it was so cold that I had to leave them on. To make matters worse the batteries in the camera kept dying.

"This process, eventually aborted, took two hours. I went home and said that I needed someone to come and take the pictures for me – and keep the camera warm. My dad volunteered, and we ended up at the location with me wearing just the coat and hat. Cars drove by and all the occupants looked at us, wondering what the hell we were doing!

"My dad was laughing his ass off, he couldn't believe I was doing it. After a few more cars had gone by I finally said: 'This is it! I've got to do it now!' and threw off the fur hat. That was actually the toughest part, because I already had frostbite on my ears from the other day due to the intense cold.

"The moment came, and I stood there, and then I threw off my coat. It was unbearably cold – minus 28 degrees Celsius [-20F] plus a wind chill factor that made it even colder! It's actually dangerous to expose yourself like that – even with your ears and other appendages covered you can get frost bite within a couple of minutes. If you look at my expression it looks like I'm laughing, but I was actually shivering and my teeth were chattering. My dad was laughing his head off – he had to put the camera on the tripod so that he could actually take a steady picture!

"Needless to say I put my clothes back on very quickly after the photos were taken, and leapt into the car, putting my coat and hat on. I also stuck my fingers right in front of the heater vent.

"I knew I could do it, and I'm actually proud because I won. I got a Planet Quake jacket, all the *Quake* software with all the expansion packs, a T-shirt and some other software.

"If you want to win a competition, give them more than they want; don't be afraid to go over the top and be creative."

• *The Planet Quake website is at www.planetquake. com*

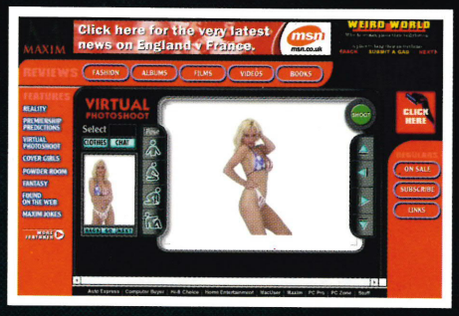


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