THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast

Dreamcast

ISSUE 10 AUGUST 2000 £4.99 www.dreamcastmag.co.uk

EXCLUSIVE DEMO DISC! 3 PLAYABLE GAMES!

THE WORLD EXCLUSIVE PREVIEW!

HALF-LIFE

THE 'BEST GAME EVER' GETS EVEN BETTER!

READY 2 RUMBLE 2

IT'S BETTER THAN ROCKY IV!

F355 CHALLENGE

SO FERRARI, SO GOOD!

VIRTUA TENNIS

YOU'LL 15-LOVE IT!



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CHUCHU ROCKET! ONLINE PLAYER GUIDE
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EVERY DREA[illegible]T GAME REVIEWED & RATED

ISSUE #10 £4.99 (OVERSEAS £5.99)
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REVIEWED: TONY HAWK'S SKATEBOARDING, MARVEL VS CAPCOM 2, DEEP FIGHTER AND MORE

ON THIS MONTH'S COVER DISC

THREE AWESOME PLAYABLE DEMOS!



SUPER MAGNETIC NEO

EXCLUSIVE PLAYABLE DEMO

A one-level demo of a peculiar new platform game. You control Neo, a cute character with a magnetic head that has the ability to switch polarity. Using the power to emit either north- or south-polarised magnetic fields from his head, Neo must make his way through a booby-trapped theme park and thwart the notorious Pinki gang.

As strange as it sounds, you'll discover in the demo that it's also a promising-looking game, and you'll soon get the hang of launching yourself off platforms and attracting objects by using your magnetic powers. If you get to the end of the level you're rewarded with a bonus level.

The full game features four worlds and more than 20 levels, and is due for release later this summer.





WACKY RACES

EXCLUSIVE PLAYABLE DEMO

Presenting the craziest collection of contraptions ever to hit the track, all trying to become the World's Wackiest Racer! The cult cartoon has made it to Dreamcast with all the fun and thrills of the TV series intact.

In this demo you have a choice of two vehicles: Penelope Pitstop in her Compact Pussycat, or the Ant Hill Mob in the Bullet-proof Bomb. Then it's on to Redwood Valley for three laps of the Lumberjack Lake course.

Wacky Races (*ODM* #9, 7/10) captures of spirit of the cartoon series perfectly, with some fantastic sound effects and very competitive races. The full game features 11 cars, more than 20 tracks, and a wide variety of challenges including a great four-player mode.

If you like the crazy action, the game is in the shops now!







TOY COMMANDER

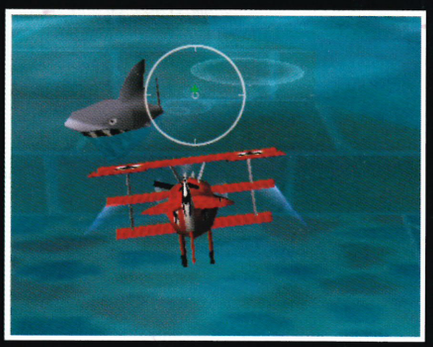
EXCLUSIVE 3 DEMOS IN 1

A brand new summer level of *Toy Commander*, exclusive to readers of *Official Dreamcast Magazine*, starring Matt and Jenny, two dolls who want to enjoy the beach and go swimming. Problem is, things are a bit messy.

Using a truck and a plane, it's up to you to clear the beach of insects and litter and rid the sea of sharks before the pair can work on their tans. Explore the full area and you'll find a few surprises.

Also included on the disc is a bonus Grand Prix level and, for those who missed it the first time around, the exclusive Christmas mission of *Toy Commander* included on DreamOn 4 (given away with *ODM* #3).

Toy Commander (*ODM* #1, 8/10) is a fun, original game featuring 50 missions and 35 different vehicles.





FAULTY COVER DISC?

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...



VIRTUA TENNIS

MOVIE

Already a smash in the arcades, *Virtua Tennis* (reviewed on page 42) is heading to Dreamcast this September, featuring a cast of real tennis stars and some very familiar looking venues. If you want to play it now, head to the arcades. The Dreamcast version is graphically identical, although it feature some exclusive home extras and a great four-player mode.



MARVEL VS CAPCOM 2

MOVIE

An incredible 56 characters line up for Capcom's biggest fighter ever. It's the return of the world's most insane tag team battle starring heroes and villains from Marvel Comics and rivals from the world of *Street Fighter* and an assortment of other Capcom games. Among them are Jill Valentine from *Resident Evil*, Sir Arthur from *Ghosts And Goblins* and a Mexican cactus from... where is he from? Turn to page 78 for a full review.

NHL 2K

MOVIE

Ice Hockey gets the same stunning Sega Sports treatment as *NBA 2K*. Boasting big graphics, tough goalies and, more importantly, fights, *NHL 2K* (*ODM* #9, 7/10) is incredibly realistic, with over a 1,000 motion-captured moves and all the NHL teams and players.



SPACE CHANNEL 5

MOVIE

Sega's crazy dancing game looks like making a star out of groovy chick Ulala, who has already been given an MTV presenting gig and will be paraded in several fashion glossies in the coming months. Saving the world from aliens with hip-hop and dance certainly beats shooting them. Check out this cool movie to see why. The game is due out in September.





06.07.00

BACK TO THE FUTURE!



DO NOT ADJUST YOUR... um, calendar. In this month's issue of *Official Dreamcast Magazine* we feature the best PC game of 1998 and the best PlayStation game of 1999. "Ooh, great," you're thinking, "game publishers are throwing old titles out on Dreamcast to make some easy dosh." Wouldn't be the first time, right?

Well no, not exactly. We've seen the Dreamcast version of *Half-Life* running, and can report that it's looking absolutely stunning. But the visual enhancements are almost trivial (only almost, mind) compared to the Dreamcast-exclusive missions and gameplay elements which the developers are busy adding. Trust us, this is anything but a quick cash-in.

If the original is, as many believe, "the best game ever" (or at least the best PC-based game), then just how good is the Dreamcast version of *Half-Life* going to be? Turn to our extensive preview feature starting on page 8 and make up your own mind. Then start counting off the days to its release.

The other big conversion covered this month, *Tony Hawk's Skateboarding* (reviewed on page 64), isn't radically different from the PlayStation original released last autumn but, hey, if it ain't broke, why fix it?

Skateboarding is not exactly everyone's cup of Lucozade, and yet this game was a massive, massive hit last year. Why? Because it's *original* and *fun*. The Dreamcast version, with its sharp, hi-res graphics, should prove just as popular.

Of course, Dreamcast has a lot more to offer than just games ported from other consoles and the PC – there are stunning original titles and lots of exclusive arcade conversions too.

As I wrote a couple of issues back, the second half of the year is shaping-up to be a very exciting time for new releases. Potential classics include *Virtua Tennis* (previewed on page 42), *F355 Challenge* (page 48), *Dead Or Alive 2*, *Space Channel 5*, *Shenmue*, *Jet Set Radio*, *Black & White*... I could go on and on.

Naturally, *Official Dreamcast Magazine* will be first to bring you news and exhaustive reviews of these games over coming months, starting next issue with a world-exclusive review of – drum roll, please – *Metropolis Street Racer*.

Yep, Bizarre Creations' astonishing-looking racer is nearly here and, barring any last-minute hold-ups in the traffic, next month we'll be the very first to take it for a full, rigorous road test.

The next issue of *Official Dreamcast Magazine* goes on sale on Thursday 3 August. Mark it in your diary *now*.

Take it easy,

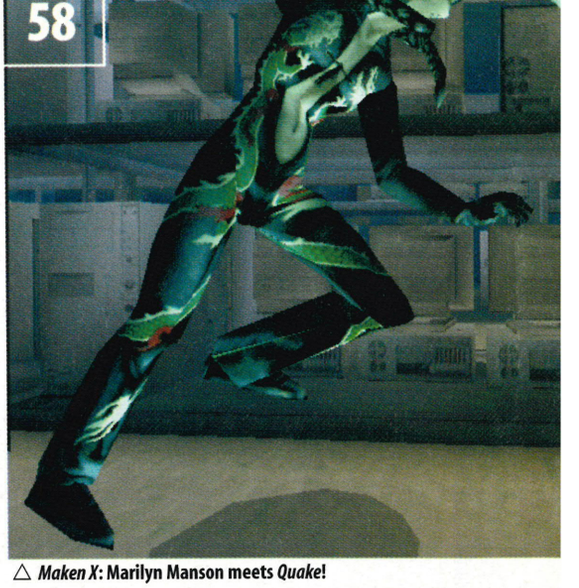
Warren Chrismas, Editor

PS: A REMINDER THAT DREAMCAST'S FIRST ONLINE GAME, *CHUCHU ROCKET!*, IS AVAILABLE FREE VIA DREAMARENA. IF YOU HAVEN'T CLAIMED YOURS YET, WHY NOT? IF YOU HAVE, CHECK OUT OUR TIPS ON PAGE 104.

THE OFFICIAL Dreamcast MAGAZINE

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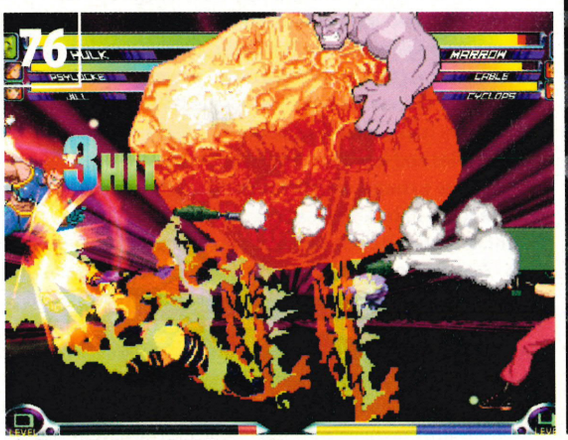
ISSUE TEN • AUGUST 2000



△ *Maken X*: Marilyn Manson meets *Quake*!



△ *Deep Fighter*: the adventure that goes deep down.



△ *Marvel Vs Capcom 2*: Hulk smash!



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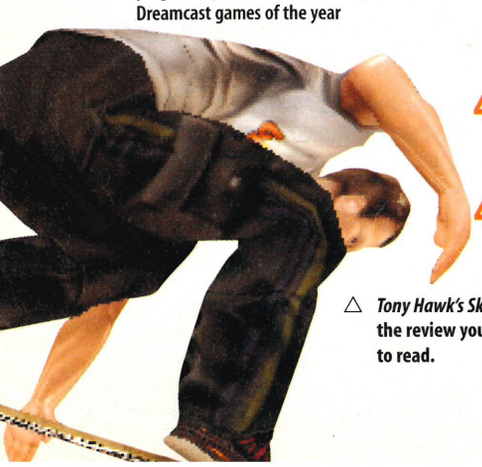
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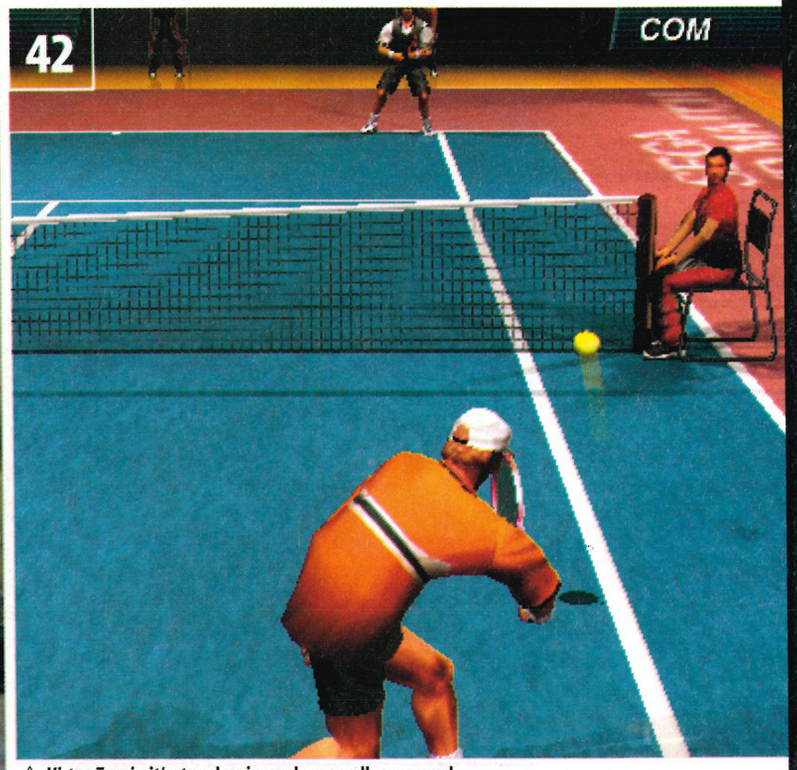
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WHO DOES THIS STUFF?

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



TIM PONTING

So what does a publisher do? "Good question," says Tim. "When someone finds out can they please let me know. Seriously, I guess I run the business end of the magazine." Tim is still very much a gamer though, and reckons the handling in *F355 Challenge* is the best he's ever experienced. His claim to media fame is to have "spent an entire evening drinking with one of the *Bits* girls recently… without realising who she was."



JAIME SHEPHERD

Jaime works in the production department in a job which entails "general contact between the advertising sales team, the advertisers, the printers and the editorial team". While her Dreamcast has recently been entertaining *Sega Swirl*, shopping remainsher first love, and working close to London's Oxford Street places plenty of temptation before her. "It's a great place to be, but I do spend most of my lunchtimes shopping!" Girls, eh?



RADION AUTOMATIC

Freelancer Rad has been a frequent contributor to *ODM*, this month reviewing *Dragons Blood*. A passion for music and games have seen him write for magazines as diverse as *C&VG*, *Sky* and, er, *Minx*. His unusual choice of name also earned him a place in the TV hall of infamy when he had a stand-up row with Chris Evans about it on the *Big Breakfast*: "I was on this game called Judge The Grudge, and he didn't like my attitude. He cut me off."



BENJAMIN WACHENJE

Illustrator Ben is behind the distinctive images that accompany our Jobs In The Industry series, a style that so impressed *Mixmag* that they asked him to design one of their recent covers. A degree in fine art and graphics underpins a life-long obsession with graffiti and hip-hop, which remain the main influences on his work. Ben says he hasn't had the chance to play on a Dreamcast yet but "it's probably about time I got my hands on one".

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

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NO THANKS THIS ISSUE
Phil Neville -- you utter, utter twat

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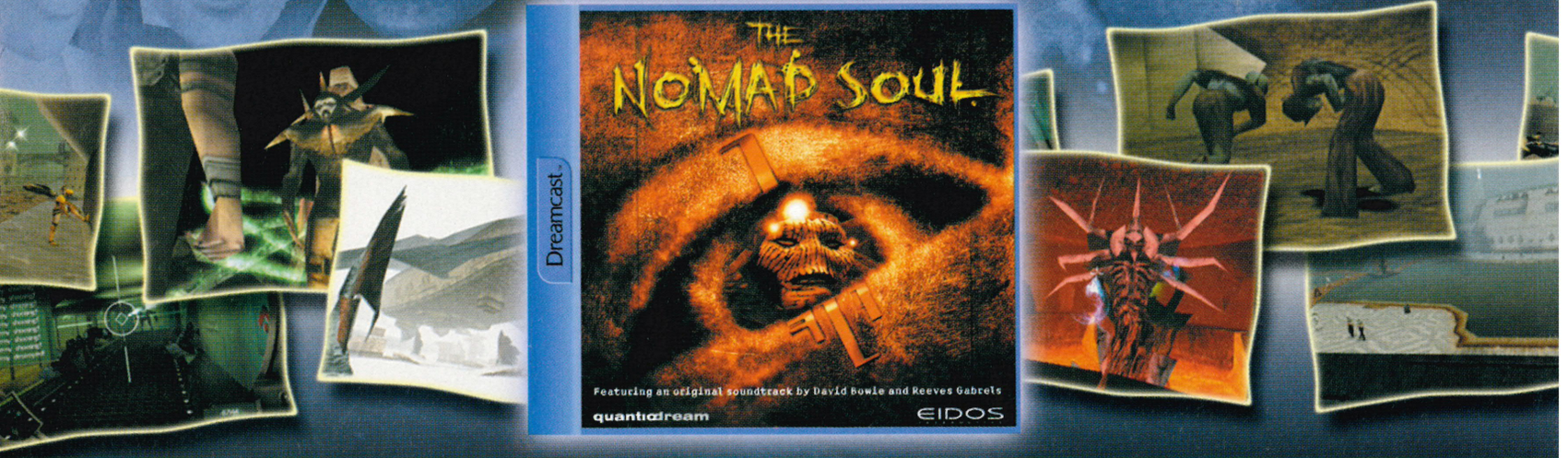
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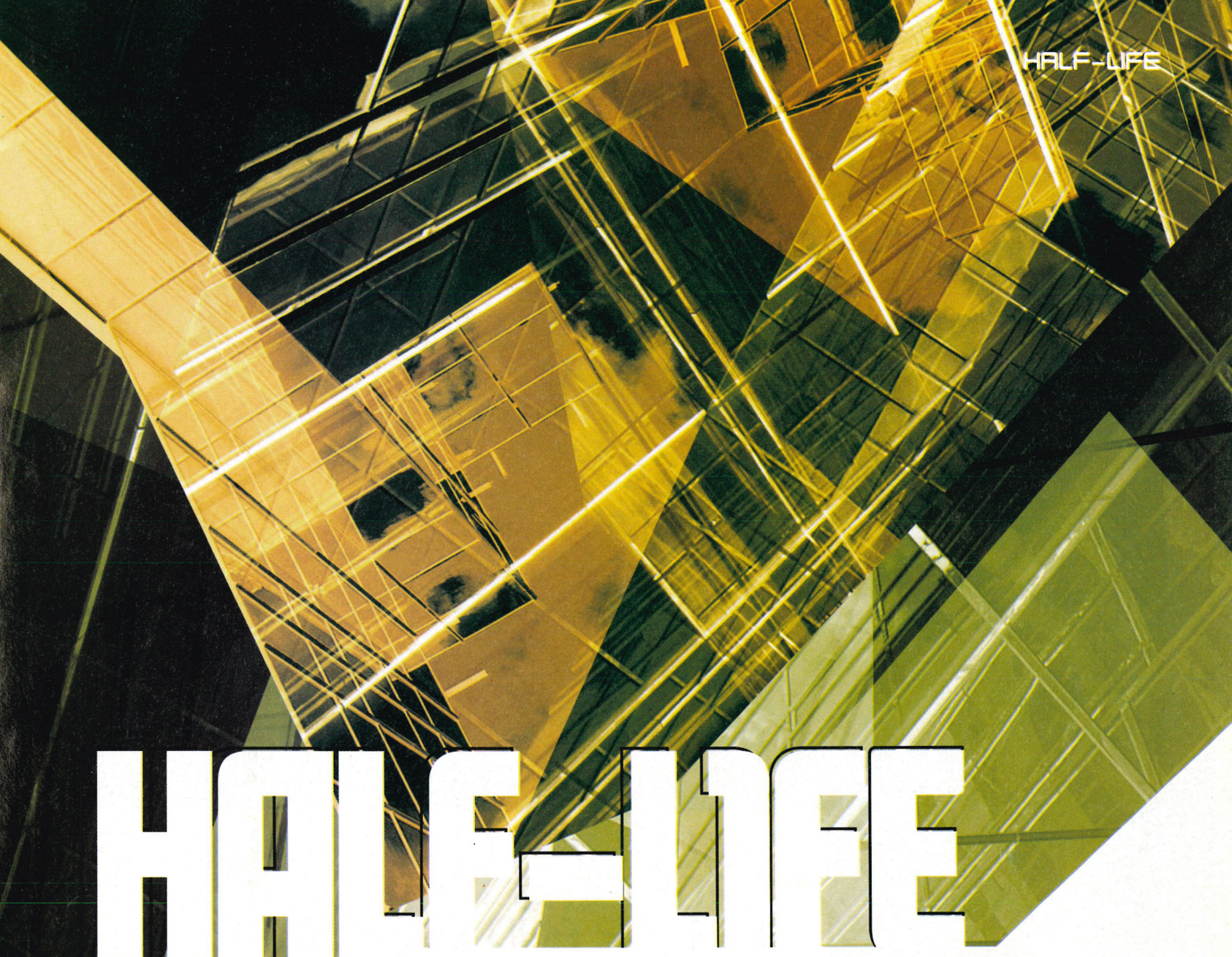
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ILLUSTRATION: **PAUL PRICE**



HALF-LIFE

DUE OUT: **AUTUMN**
PUBLISHER: **HAVAS**
DEVELOPER: **GEARBOX, CAPTIVATION & VALVE**

DON'T LIKE PC CONVERSIONS? WELL IT'S TIME TO STOP COMPLAINING. THE FINEST PC GAME EVER MADE IS COMING TO DREAMCAST, AND **STEVE OWEN** COULDN'T BE MORE EXCITED

CHRISTMAS 1998 WILL be forever etched on my brain. I couldn't tell you whether my sister got her pony or not. Perhaps there was a James Bond film on ITV. Maybe The Two Ronnies were still celebrating 20 years of themselves some 30 years after they first appeared. I couldn't tell you, because I'd been sitting in front of my PC for the previous fortnight making my way through what is still the finest game ever produced – *Half-Life*.

Some might say that honour belongs to *Zelda*, others would opt for *Metal Gear Solid* or *Resident Evil*. But nothing has ever come close to the unparalleled joy and wondrousness that is *Half-Life*. Until 18 months ago I was never able to categorically give the name of a favourite game – perhaps I'd go for *Quake*, maybe *GoldenEye* or possibly *Super Mario Kart*. I can't name a favourite film, book, TV show or band, and yet I am assured enough to name *Half-Life* as the finest, most astonishing, fantastic, brilliant game in the world. It's liberating.

I'm not the only person who has chosen it, either. More than 50 different publications or organisations throughout the world last year named *Half-Life* as The Game Of The Year, or in some cases The Best Game Of All Time (see page 13).

And here's the really good bit: the Dreamcast version is nearly finished. Now, this isn't some half-baked port of a PC game, a process we're seeing perhaps a tad too often. No, *Half-Life* for Dreamcast is promising to be bigger, better and even more astounding, and we just can't wait to get our hands on it.

At a casual glance, *Half-Life* appears to just be another first-person shooter along the lines of *Quake*, *Doom* and *Duke Nukem 3D*. Sure enough, the PC version was created using the same graphics engine (somewhat enhanced) as *Quake II*. But this is to ignore the reasons why *Half-Life* is so popular. While it does all take place in the first person (ie through

△ With half of the game taking place underground, this is your first glimpse of the surface, and how detailed the soldiers are up close.



△ Enemies have amazing artificial intelligence. They'll limp off to find cover when injured or have to reload.



△ As part of the clean-up operation, female assassins are sent in after you. They are nasty.

"*HALF-LIFE* FOR DREAMCAST IS PROMISING TO BE BIGGER, BETTER AND EVEN MORE ASTOUNDING"

the eyes of the main character), and you do shoot baddies with a range of fantastical weaponry, the pulse of *Half-Life* is the story – an engaging tale that leads you from one set piece to the next. If you try to just shoot your way through to the end then you're going to miss half of the game, most of the point and all the subtlety.

Half-Life is best described using a phrase that generally makes games critics like us shudder. It is an 'interactive movie'. Thankfully, in this case that isn't a marketing term used to indicate shoddy real-life videos directed by a programmer and starring the postman, but instead to suggest that the game has a strong narrative, a beginning, middle and end, a range of believable and original characters, pacing, surprises, set pieces, and that you genuinely do influence the outcome, rather than simply selecting one of two choices before being dragged back to the bit of story you were meant to go to in the first place.

Music plays its part too, and *Half-Life*'s is amazing. There's nothing better than a creepy blast of strings hinting that something really bad is about to happen. And a lot of really bad things happen in *Half-Life*. No one wants to read a script before seeing a film, but if you simply must know something about what's going on we'd recommend a quick glance at the 'What's This? A Game With A Plot?' panel on the right.

MUCH IMPROVED

If you think that you might as well get the PC version rather than wait the final three or four months for the Dreamcast version, then you're missing a very important point. *Half-Life* on Dreamcast isn't just a straight conversion, but an entirely new game, greatly enhanced to make the most of Dreamcast's power.

"We didn't want to do a cheap port, where we just made sure that it works and everything else is the same," explains Randy Pitchford, Director of Gearbox Software and producer of *Half-Life* for Dreamcast. "*Half-Life* was one of the first games where every single moment was part of the story. It's not like old-school level-based games, where levels have nothing to do with each other – where you hit a switch, finish the level, get some stats and move on to the next one. In those ports you can throw any difficult levels away and build some new ones in their place and it doesn't change the plot at all. We couldn't do that, so we had to decide where to change the game without affecting



△ Just as the game's got you by the nuts, they send in the military and everything *really* kicks off!



△ When the army start sending helicopters after you, you know you aren't supposed to make it out alive.

the plot or disrupting the universe. We're leaving the game the same as it was. It's just going to look better than it's ever looked before."

Gearbox Software, a fairly new company, are just one of four companies involved in the creation of *Half-Life* on the Dreamcast. Previously they created the highly regarded *Opposing Forces* add-on for the original *Half-Life*, and many of the team worked for 3D Realms and created *Duke Nukem 3D* on PC and its many console spin-offs.

Gearbox are a team of designers, so they've passed much of the technical work to Captivation. "Captivation were the original team that worked with Sega to generate the demos to show to developers when Dreamcast was first revealed," Pitchford explains. "They know the hardware inside out. When we were first deciding who to get to work on the technology, we asked around and Captivation was the name that came up again and again. There are three or four engineers who are just spending all their time optimising the code for Dreamcast."

Valve is the company that created the original game. While they are working on a full-blown sequel for PC called *Team Fortress 2*, they've passed overall control to Gearbox, while retaining some influence over the game's outcome. Finally there's the publisher, Havas, who are stumping up most of the cash in the (safe) bet that they have another massive hit on their hands.

Primarily, *Half-Life* on Dreamcast is a visual triumph. Rather than bringing a two-year-old game to the cutting-edge console, Gearbox have gone back to the drawing board. "We've re-done all the art for the game because Dreamcast is more powerful than ▶



△ At various points in the story other characters help Gordon out. Like this security guard, for example.

WHAT'S THIS? A GAME WITH A PLOT?

If you're fed up with game storylines that are little more than half-baked schoolboy fantasies, then you're going to love the story of *Half-Life*

RAISE YOUR HAND IF YOU'VE EVER bothered to read the so-called storyline which serves as a lazy background for most games. Bearing in mind that the majority of game designers are effectively scientists rather than novelists, plots are often little more than extended bedroom fantasies of lonely ex-teenagers.

If the game wasn't already a technical masterpiece, then *Half-Life* would have been adored simply because it has the ability to tell a story; there's nothing explained in the manual, and there's just a little blurb on the back of the box. The whole yarn is spun out during the game, which means that you control the pace, while being inextricably drawn through the most fantastically realised plot, packed full of twists, surprises, death, betrayal, and a shadowy figure in black who always seems to be just one step ahead of you. *X-Files* fans will love it.

You play possibly the most normal of characters. Gordon Freeman is a research technician at the Black Mesa Research Facility somewhere in deepest, dustiest America. The game begins with a train ride along the periphery of the facility, an atmospheric yet slow start to a game that resembles watching the opening of a movie, but without other people arriving late, pushing past you and dropping popcorn in your hair.

A few minutes later you arrive at the door to your authorised part of the facility, where a friendly guard lets you into the laboratory. It's then that you wonder what it is you're supposed to be doing. You can walk around, chat to other scientists, find your locker… Various people remind you that there's a job to be done, and after changing into your protective suit you should eventually find your way to a huge chamber. Your job is to place some mysterious crystals into a huge machine, but your gut feeling as a gamer is that something is about to go horribly wrong.

Sure enough, an overload causes half of the facility to be destroyed in an explosion of special effects that, if this were a movie, would cost half the budget. Your suit keeps you alive – for now – while half of the facility's other inhabitants are either missing essential bodily parts, being munched on by alien beasts, or have been turned into human/bug-eyed monster hybrids.

We don't want to spoil the story, but as you try to get out of the complex you realise that there's something greater at work here. Someone knows what the crystals do, and now that things have gone wrong they are determined to hide the evidence. What appears to be a rescue party turns out to be an extermination squad. Later rooms show that these aliens have been captured and experimented on. And always the shadowy figure is just out of reach.

***Half-Life* is a story masterfully told. That you control the pace actually works, as set pieces terrify and advance the story. There's never been a game more exciting, more intriguing and more satisfying to finish.**



△ This new improved alien is one of the grunts in the game. You'll be shooting these guys like they're going out of fashion. And with those winkle-picker shoes on they *are* going out of fashion.

the original minimum system specifications for the PC version," says Pitchford. "Unlike with the PC, we knew very early on what our technical limitations would be. Periodically we change these plans though, particularly when you realise that the art that was generated for a PC with a high-resolution monitor looks different when you put it on a television screen. Primarily it was differences like how dark areas looked on a monitor versus how they look on a TV, so we had to change parts of the colour palette. It's not necessarily better or worse, just different."

Certainly, as a man who's seen them both versions, I have to say that the Dreamcast one is looking stunning. There are just so many more polygons on-screen, and the rendering is that much quicker. Every character's detail has been roughly doubled in size, and the difference is amazing. The new models are far more lifelike and realistic. With the scientists, for example, the PC models had lab coats and ties 'painted' on to the objects; on DC they are separate objects, with their own movement and animation. It's a gracefully subtle thing to see ties flapping, while their hands are more complex than just blocks.

Another fantastic element of the game is the atmospheric lighting: deep shadows hiding the horrors awaiting you, clouds of gas reducing visibility, bright red emergency lights painting rotating beams around warehouses.

"The lighting is similar enough so that we don't lose any of the ambience of the original," Pitchford confirms. "But because of the vagaries of Dreamcast we had to rewrite the lighting techniques. It's not dramatically different, and if anything the whole atmosphere is more vibrant. It's like playing the PC version with the best 3D card. Better than that. It beats the PC version hands down."

THE RUMOUR MILL

While there's been plenty of conjecture surrounding the potential release of *Half-Life* for Dreamcast, a DC version of the game has only been official for the last six months or so. Rumours actually started before the design team got started.

"Captivation started playing with code in around October or November," says Pitchford, "and we started working on the new elements at about the same time. Getting it working wasn't too difficult, but optimising and improving it is what has taken the time."

The new elements that Randy Pitchford is talking about include an entirely new chapter to the game, currently called Guard Duty. This is a major addition to the game, unavailable in versions of *Half-Life* on any other format, which is precisely why we decided to pushed the boat out, and dedicate a section of this feature to it (see page 14).



△ Just look at how much more detailed the security guards are in Dreamcast *Half-Life* (right) compared to the PC original (left).

BELIEVE IT!

Half-Life has been named 'Game Of The Year' by more than 50 publications. Here's what some of them said

"THE BEST PC GAME EVER"
PC GAMER US
"THE CLOSEST THING TO STARRING IN AN ACTION MOVIE"
THE CHICAGO TRIBUNE
"*HALF-LIFE* RESTORED MY FAITH IN GAMING"
GAMESPOT.COM
"A DIZZYING MARRIAGE OF NON-STOP ACTION AND NARRATIVE"
COMPUTER GAMING WORLD
"OH. MY. GOD!"
AVAULT.COM
"A SMASH HIT"
THE WALL STREET JOURNAL
"REDEFINES THE GENRE WITH AN ENGROSSING STORY, CRACKING ATMOSPHERE AND SOME OF THE BEST ARTIFICIAL INTELLIGENCE EVER CODED"
PC ZONE
"NOTHING HALF-ASSED ABOUT IT – THIS HAS TO BE THE FINEST SHOOTER EVER CRAFTED"
PC.IGN.COM
"*HALF-LIFE* IS THE BEST ACTION GAME EVER MADE. PERIOD"
DAILY RADAR
"11 OUT OF 10"
PC ACCELERATOR
"*HALF-LIFE* IS AS CLOSE TO PERFECTION AS YOU WILL EVER SEE"
MAXIMUM PC

"EVERY CHARACTER'S DETAIL HAS BEEN ROUGHLY DOUBLED IN SIZE, AND THE DIFFERENCE IS AMAZING"

TAKE AIM

As for the control method: "We have a system that we really like which is the default," explains Gearbox's Randy Pitchford, "but there are a number of presets that other developers here have enjoyed. We like to give the user the option to configure it in any way they want; we're not going to force people down the route we've chosen, particularly not with an action game like *Half-Life*. The goal is to give the players complete control, including support for the keyboard and mouse. We hope the mouse will be released before the game is, because it really feels *right* in *Half-Life*. But having said that, people who have played *GoldenEye* on Nintendo 64 and never ▶

played a first-person shooter on PC probably can't really imagine how you play it with a keyboard, so we've made sure that the controller feels good too."

Despite being 18 months old on PC, *Half-Life* is still being played, primarily because of the huge number of add-ons and modifications that have been released for it by the Internet community. In fact Gearbox's latest add-on, *Opposing Forces*, is currently the most-played online game in the world. Like its technical daddy *Quake*, *Half-Life* has been designed so that amateurs can change all manner of aspects of the game, from the graphics, to the 3D models, to the levels and weapons. Hundreds of extra *Half-Life* levels are available, and even completely new chapters and stories. The game has become a phenomenon.

"Obviously, on Dreamcast you just can't burn your own GD-ROMs," Pitchford explains, in an effort to play down this missing aspect of the Dreamcast game. "There really is no way around that. You might think that you could get new discs, but the game has to continually access core elements of the game, so that it's just not practical to swap discs over. We could have used the VM, but there's only 128k on that. Also, there's no way for Dreamcast users to create their own features. Sure, there's a keyboard and a mouse [the latter isn't available yet], but there's really no interface for designing these things. You'd probably just want to use a PC, and if you were using a PC then you would probably just run the modification on the PC version of *Half-Life*."

This is obviously an issue, particularly if you're used to PC games. But console gamers have never had a game that can be continually expanded and improved, and there's always the option of releasing new episodes of *Half-Life* as cheaper stand-alone games in the future.

SQUAD COMBAT

Some three months after *Half-Life* was released on PC, Valve rather kindly released *Team Fortress Classic* for it, a free download that turned the game into one of the most complex and advanced multiplayer challenges ever. Players joined teams, took particular roles in the squad, and attempted missions against the other side. If you play as a medic you don't have great weapons but you can heal your team and poison the enemy; sappers can use explosives to access certain parts of the map; while heavy weapons experts are slow but can use rocket launchers. The team element meant that everyone had a role to play, and you had to work together in order to win.

Despite the popularity and importance of *Team Fortress Classic*, we still don't know if it –



△ One of your pals, Otis, fulfils the police stereotype of munching on a doughnut. Good lad.

ON GUARD

The Dreamcast version of *Half-Life* will feature an exclusive extra chapter, Guard Duty, that you won't find in any other version. Here's the story…

SUCH IS *OFFICIAL Dreamcast Magazine*'s passion for the forthcoming *Half-Life*, that Gearbox's Randy Pitchford exclusively revealed details of the extra chapter that will be found only in the Dreamcast version of the game. Called Guard Duty, this extra storyline has you taking the role of Barney, one of the unfortunate security guards that you meet and watch getting killed at various points throughout the original game. It's your job to prevent him from becoming an anonymous extra,and turn his role into that of a leading character instead.

"The name 'Guard Duty' isn't set in stone yet," warns Pitchford. "It's essentially a new mini-*Half-Life*. It's a completely separate game. It's not as long as the main game – maybe 30-40 per cent in size – but it's still a substantial new episode."

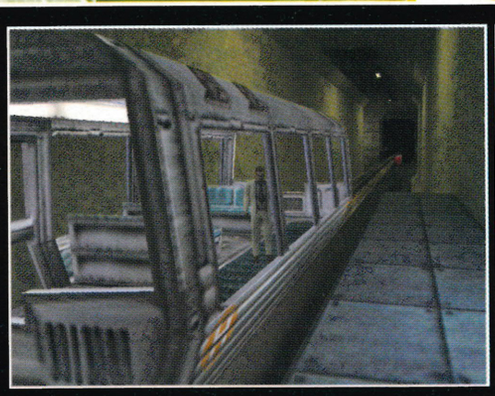
The Guard Duty storyline has been deliberately designed to run concurrently with the original game, which leads to some interesting crossover moments.

"At the start of the original game you're on a tram," recalls Pitchford. "At one point on the journey, if you look to your left there's Barney, banging on a door where he's been locked out. In Guard Duty, that's you. You're standing there, banging on the door, and if you look behind you see Gordon travelling on the tram. You walk through the door and the mission starts.

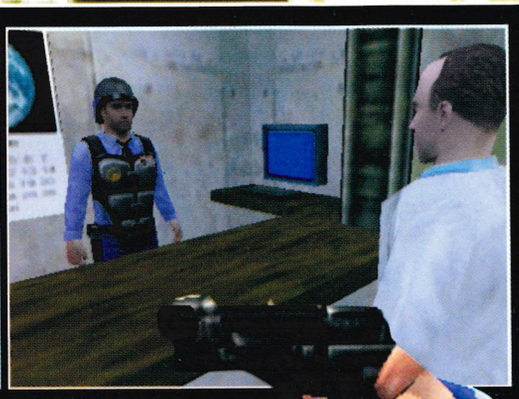
"At that moment the accident hasn't occurred yet, so Barney wanders around having a regular day. After a while you get to see the accident from an entirely new perspective and different location in the facility. As the events of the day at Black Mesa unfold, Barney gets to see the story from his perspective."

This means that you bump into Gordon occasionally, almost as if Dreamcast was completing the original game in your absence.

"There's one point when you're still wandering around," reveals Pitchford, "getting ready for work, going to your locker, putting on your vest and helmet. Then you can walk up to the security room and check out the monitors, and see another part of the facility. In one you can see Gina, one of the other scientists, pushing the sample along a hallway, taking it to Gordon, which is going to cause the accident. If you've played *Half-Life*, you know that something is about to go horribly wrong, but as Barney you're just watching this all going on, seeing that everyone is



△ Here's Gordon Freeman on his way to work, as seen from security guard Barney's point of view. Is that cool, or what?



△ Before all hell breaks loose it's nice to chat to colleagues.



△ This workmate's in charge of some impressive-looking weaponry. One of those could come in handy later on...

doing their job. As a player, you know that in a moment all hell is going to break loose. That's probably one of the more subtle crossovers with the original, but there's lots of them."

Pitchford is determined that *Half-Life* for Dreamcast will be the best first-person shooter to appear on the console, and believes that he could have achieved it simply by releasing the improved version of the original game. But he wants us to enjoy something that no one else can have.

"The other big reason is that it's a story that really needs to be told," he says. "There's a lot of things in the back story of *Half-Life* that there really wasn't time to explore. Things like the original team that went to Xen to get the crystals that enabled the teleportation to happen in the first place; the crystals that Gordon uses to cause the accident at the start of the game. There's the back story that the original writer of *Half-Life*, Marc Laidlaw, really wanted to explore, and there's this very interesting character that *Half-Life* fans have come to adore: Barney the security guard. It became important for us to really start to explain that story, and that's what we've done with the Dreamcast version."

Of course, the huge teams responsible for the Dreamcast version bring about their own problems. Valve created the original game, but Gearbox are responsible for the Dreamcast version, and therefore the Guard Duty missions.

"When we first set out to do it there was a lot of collaboration between ourselves and Valve in terms of the script and how much of the story to reveal at which points," explains Pitchford. "But then Gearbox created the *Opposing Forces* add-on for the PC, and we did much the same thing. We spent a long time making sure the plot elements were correct, so that the stories of *Half-Life*, *Opposing Forces* and Guard Duty were all correct and fixed before we started making the game, much like a movie script. Only then can we build it all."

Certainly Guard Duty looks every bit as atmospheric, explosive, shocking and thrilling as the original story itself. Having played a host of add-ons for the PC version of *Half-Life*, it's clear to see that the professionalism of Gearbox has made Guard Duty not just an extra, but a game in its own right.

△ These houndeyes have a bark worse than their bite. But the bark is ultrasonic, and really hurts.



△ This is one of Barney's workmates, the guard in charge of operating the reception area of the Black Mesa facility.



△ One of the highlights of the game is meeting a huge, tentacled monster fairly early on. This is only a bit of him.

or any multiplayer mode – is going to be included in the Dreamcast version.

"We are in the business of providing entertainment, so we don't want to piss people off with elements that aren't perfect," Pitchford explains. "We've been working really hard on a multiplayer element, on *Team Fortress* and on Dreamcast-versus-PC games, but in terms of making a commitment we're still not there yet. It's a definite possibility that we will release *Half-Life* and then continue to work on the multiplayer aspect and release *Team Fortress* as a separate game. But still the ultimate goal is to get the whole thing working in *Half-Life*.

"While *Half-Life* and Guard Duty might sound like an amazing single-player experience, I don't think we're going to allow ourselves to release the game without some form of multiplayer mode in there. Split-screen is a possible alternative. We're definitely going to do something, I just can't make any promises yet about what form it will take.

"We have a lot of stuff working internally, but there are still a number of technical and logistical issues. We don't want to release anything that isn't working right and isn't really, really fun. We're not interested in putting it in just so that we can say it has the feature."

Half-Life for Dreamcast has a tentative release date of September in the United States, although Gearbox and Havas may be prepared to delay the release by a few weeks in order to get some multiplayer features in place. Even without confirmed details on the multiplayer aspects, there's a very good reason why we've dedicated so much space to *Half-Life* this issue: even as a single-player game it looks nothing short of essential. Watch out for it.



△ Another one of the Black Mesa security guards having an unfortunate encounter with an alien.

HMV

seriously addictive...



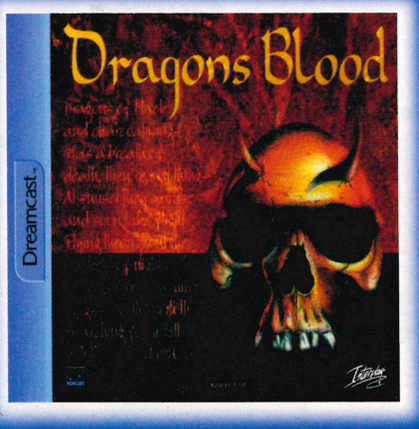
Marvel Vs Capcom 2

Based on Capcom's legendary arcade machine, the Dreamcast conversion delivers a perfect transition boasting every element of the stunning coin-op. Featuring 56 characters, unbelievable control and hyper-fast animation, the world's most insane tag-team fantasy fighting series is back and it's bigger and better than ever.



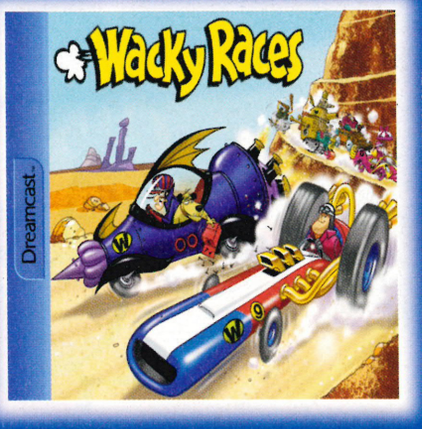
Silver

Evil sorcerer Silver rules over the magical land of Jarrah with an iron hand. As David, you must obtain and master eight magical Orbs that have been scattered far and wide across the magical land through the passage of time. Only these orbs will grant you the power to battle and defeat the evil tyrant Silver.



Dragons Blood

Battle your way through foreboding realms and hardened fortresses as Cynric Brawny "Warrior Of Might" or as the beautiful sorceress Aeowyn. Engage in vicious swordplay as hordes of wielding creatures and mythical beasts with fighting variants challenge your every move. Collect the 30 spells and power-ups scattered over the 15 challenging levels to complete your mission and help serve the kingdom.



Wacky Races

Scrap it out through swampy bogs, dusty dirt roads and quicksand to determine the world's wackiest racer. Compete against all your favourite characters such as Dick Dastardly, Penelope Pitstop and The Ant Hill Mob. Arm yourself with a choice of weapons ranging from the dragon wings and the pancake flipper, to the mechanical walking legs and the buzz-saw wheels.

All titles are subject to availability at participating stores.



buy online at www.hmv.co.uk

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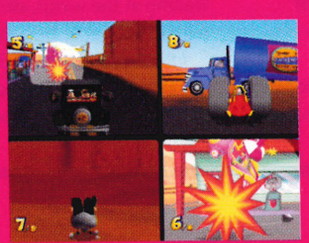
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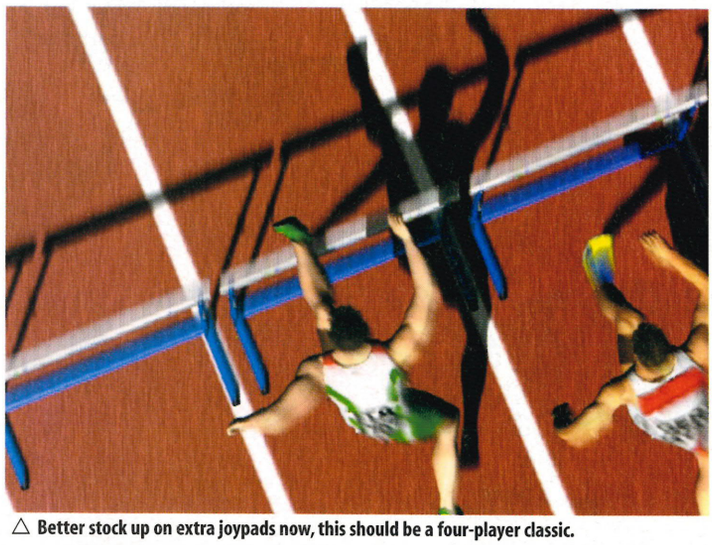




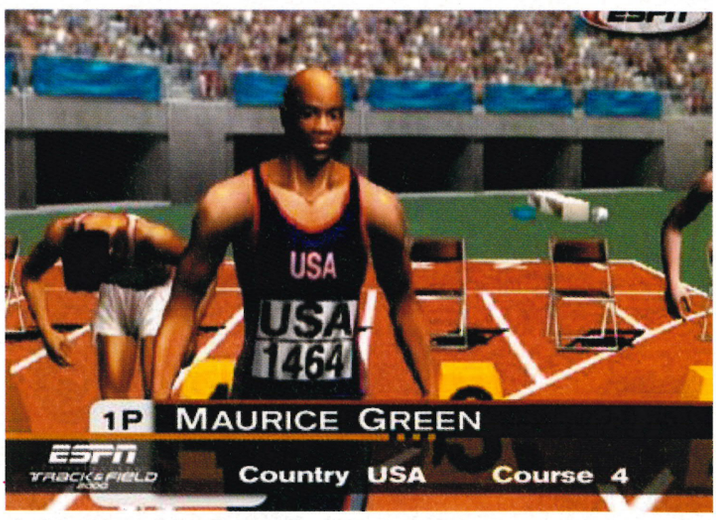




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△ Better stock up on extra joypads now, this should be a four-player classic.



△ The world record holder limbers up for the Dreamcast version of *International Track & Field*.



△ Is this the high jump competition, or a really rubbish hurdler?



△ She can't be Italian; she hasn't got hairy armpits!

ON YOUR MARKS...

First shots of Konami's new button-basher, coming soon to Dreamcast

JAPANESE DEVELOPERS KONAMI are hoping to cash-in on the sports boom during this Olympic year with a new version of *Track & Field*, the classic arcade game from the early 80s which has enjoyed a new lease of life in more recent times on the Sony PlayStation.

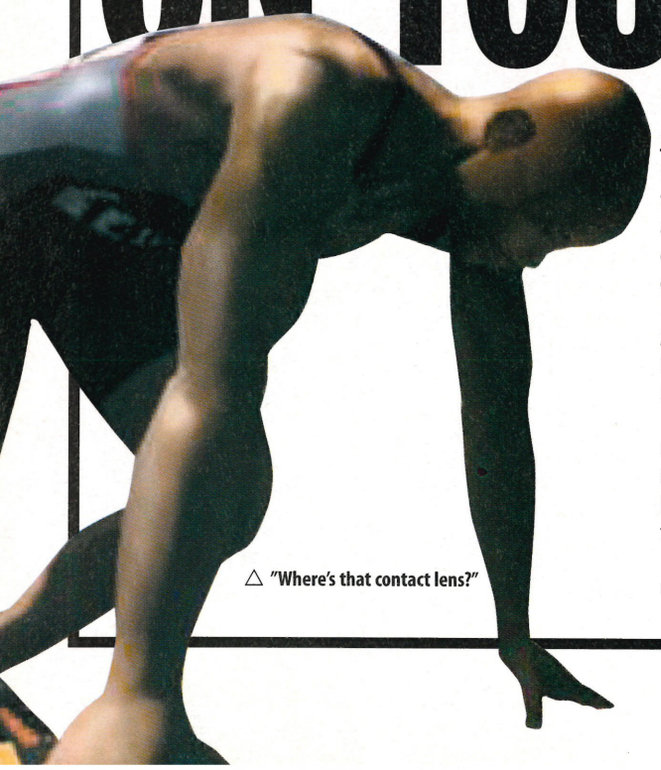
The brand new Dreamcast edition of *International Track & Field* will feature 12 events including the finger-blistering 100-metre dash, long jump, weightlifting and skeet shooting.

Several stars, including 100-metre world record holder Maurice Green, fellow sprinter Ato Bolden and US pole-vaulting champion Jeff Hartwig, have been motioned-captured to give the virtual athletes realistic movement.

Game options will include a full championship mode with points awarded for success in each event. Like the decathlon you'll have to be a master, or at least very good, in all disciplines if you're going to get the final gold. Four players will be able to compete simultaneously which should ensure *International Track & Field* becomes a multiplayer favourite. The game is also expected to include an online rankings option.

Konami will, however, face competition from Eidos Interactive with *Sydney 2000* (previewed on page 52), the official game of the Olympics, which is due in August. Sega, meanwhile, have their own multi-sports title, *Virtua Athlete 2K*, waiting in the wings, although a European release has yet to be confirmed.

International Track & Field is set for release in the autumn. Expect more details in *Official Dreamcast Magazine* as soon as we get 'em.



△ "Where's that contact lens?"



△ *Unreal Tournament* on PC: slightly superior to *Quake III Arena* in the multiplayer stakes?



△ We came, we saw, we kicked his ass!



△ A DC conversion is "being decided".

FOR REAL?

Could Epic's *Unreal Tournament* be heading to Dreamcast?

IT'S LOOKING INCREASINGLY likely that the top PC-based first-person shooter *Unreal Tournament* will be coming to Dreamcast sometime in the future, although nothing has been officially confirmed.

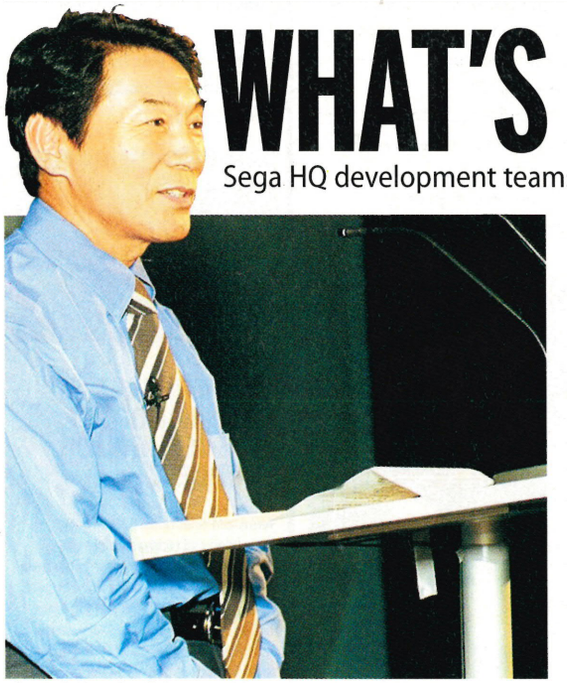
Speculation began after a senior Sega of America spokesperson cited the game, alongside *Half-Life* and *Quake III Arena*, in response to a question regarding PC and Dreamcast compatibility at a developers conference.

While Dreamcast versions of *Half-Life* (previewed on page 8) and *Quake III Arena* have, of course, both been officially announced, *Unreal Tournament* has not. A spokesman for Infogrames, the UK publisher of *Unreal Tournament*, told us that a conversion is "currently being decided", but went on to add that it is "definitely a case of 'watch this space'".

Many people in the PC community regard *Unreal Tournament* as slightly superior to *Quake III Arena* in the multiplayer stakes, so a conversion would definitely be good news for Dreamcast. Watch out for news in future issues of *Official Dreamcast Magazine*.

WHAT'S MY NAME?

Sega HQ development teams renamed, and big boss steps down



△ Shoichiro Irimajiri: stepped down from the top job at Sega.

RESTRUCTURING WITHIN SEGA of Japan has resulted in name changes for all but one of their in-house development teams, with each now financially independent from the parent company.

The AM and Sega Soft names have been replaced by new corporate identities chosen by the teams themselves. Only Yu Suzuki's AM2, which had already become independent prior to the release of *Shenmue* in Japan last year, remains entirely unaffected.

AM8 have now officially become Sonic Team; AM9, who most recently produced *Space Channel 5*, have become United Game Artists; AM5 (who created *Daytona 2*) are now Sega Rosso; while AM3 (the team behind *Virtual On*) have been re-named Hit Maker.

Strangest of the lot is the new name of AM6, who are hard at work on *Jet Set Radio*. It's obviously a happy place to work, as their new title is Smile Pit. Other teams are called Wow, Amusement Vision, Over Works and Digital Media.

Elsewhere in Sega, it's all change at the top. Long-time Sega of Japan president Shoichiro Irimajiri has stepped aside to take the role of vice chairman, where he'll oversee new projects.



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

WHAT'S GOING ON?

News-wise, this month it's a bit like the calm after the storm. Still, that was always going to be the case following E³ (Electronic Entertainment Expo) in May. After all, what company would announce a new game just a few weeks after the biggest games show on the planet?

The answer is not many but, there are still one or two stories that catch the eye. It's good to see that *International Track & Field* is heading to Dreamcast. At the very least it'll be interesting to see how the joypad fares! Now if only Konami would also port across their football game...

The other biggie is *Unreal Tournament*. While I should stress that it's still not confirmed, the chances of it coming to Dreamcast do seem quite high. Hopefully we'll see a positive official announcement in the next couple of months.



△ Not at international football though, eh?

What really caught my eye this month was the news regarding the changes within the halls of Sega of Japan (see 'What's My Name?' left), with Shoichiro Irimajiri, the former president of the company stepping aside. Not very important, you may think, until you discover that his new role within the company is working on a successor to Dreamcast.

Don't go rushing to the nearest car boot sale with your console yet though. It's perfectly normal for a major hardware manufacturer like Sega to be working on new ideas and machines. However, Sega going public on Irimajiri's new role, suggests that there's something interesting on the horizon.

Judging from the number of letters we receive regarding a lack of ads for Dreamcast, many of you must have been delighted to see Sega's advertising campaign during Euro 2000 (and, hey, it lasted longer than the England team's campaign).

A lot of you want to see Sega producing adverts featuring footage from the actual games. A new cinema campaign for *Ecco The Dolphin* chooses this route; hopefully the visuals won't make people vomit their popcorn. For some reason, when I watch anybody play *Ecco The Dolphin* I feel like I'm going to be sick. Don't let that put you off buying it though – if you're at the controls it's fine. Instead take pleasure in the fact that you're inflicting nausea on those around you.

HEAR THIS!
OR BEST NEW MUSIC



BADLY DRAWN BOY
THE HOUR OF BEWILDERBEAST
TWISTED NERVE / XL

Everyone's been wanging on about him for a million years, and finally Damon Gough (aka BDB) releases his debut album. Was it worth the wait? Does the Pope shit in his nappy? A no-fidelity grab-bag of beautiful acoustic songs made out of sticks and bits of string, this is destined for greatness, and will be hailed as a masterpiece from the indie disco to the comedown bedroom. *RA*



VARIOUS
COMMUNICATE
INCREDIBLE

Cool deep trance/house mixed with typical verve and precision by Sasha and John Digweed. Includes recent semi-underground floor-fillers from Breeder (the awesome Slacker mix of *Tyrantanic*), Trancesetters (*Roaches*), Bedrock (*Voices*), a new track from The Orb (*Once More*) and, um, Eric Clapton. No, really. Disc two is particularly good, ending brilliantly with a track from PFN called *Put Your Earphones On* and an instrumental of *Out of Control* from the Chemicals Brothers. Buy it. *WC*



DAVID HOLMES
BOW DOWN TO THE EXIT SIGN
GO! BEAT

If you're really cool and hip and have horizons which extend beyond: a) bloody Euro-trance, or b) bloody Ocean Colour Scene, does David Holmes have a treat for you. Like our son Pat, Dave likes a bit of this, likes a bit of that, as is evidenced by the astounding blend of soul, hip-hop, sleaze rock and 'dance influences' which makes up this album. It's the living tits. Put it on to impress girls (or boys). *RA*



△ Sega covered their backs by poking fun at the British as well as the French and sausage-eating Germans.

YOU AD TO LAUGH

Controversial ad campaign heralds the arrival of online gaming

IF YOU WERE GLUED TO THE TELEVISION during Euro 2000 and were watching the action along with Des and co on ITV, then you probably will have seen Sega's recent advertising campaign.

The TV ads formed part of a £5 million media campaign launched on the back of *ChuChu Rocket!* (*ODM* #9, 9/10) – Dreamcast's first fully-online title – which was released across Europe in early June.

Rather than showing footage of *ChuChu Rocket!* (which, considering its basic look, was probably a good thing), the light-hearted adverts played on nationalism, with separate ads poking fun at the Germans, the French and the English.

While footballers were representing their respective countries (very poorly, in the case of the English side) on the pitches of Holland and Belgium, you could do the same on your Dreamcast by challenging foreign friends to a game of *ChuChu*.

"Online gaming is now here and we intend to tell people about it," said Alison Turner, UK Marketing Director at Sega. "The creative route plays on the different nations' heritage in a fun way that will make European Dreamcasters challenge each other online."

However, while the adverts were clearly tongue-in-cheek, Sega came under flak from some quarters for portraying the countries in a stereotypical and negative light, at a time when English football fans were travelling abroad for the tournament.

Complaints to the Independent Television Commission (ITC) regarding the German-themed ad (which was shown at half-time during the England v Germany match), led to Sega changing the closing line "Come and have a go if you think you're hard enough" to "Get ready to be, how you say, sick as a parrot."

If you went to the cinema during the same period or watched the Discovery Channel on satellite TV, you may also have seen an ad for another Sega title, *Ecco The Dolphin: Defender Of The Future* (*ODM* #9, 9/10).

This advert relied on the stunning in-game graphics of *Ecco* and conveyed the peaceful nature of being a dolphin. As far as we are aware, there have been no complaints regarding this advertisement.



△ Various scenes from the TV adverts. It's not hard to match the pictures to the three nations.



△ The F-150: not actual size.

4 WHEEL THUNDER PRIZES TO BE WON

To celebrate the release of their mighty monster truck game *4 Wheel Thunder* (*ODM* #8, 8/10), Midway are giving away copies of the game and a grand prize of a fabulous remote-controlled monster truck.

The Ford F-150 Thunder Thor is still a behemoth despite it's small form. The one-tenth scale truck boasts front and rear suspension and a top speed of – get this! – 21 kilometres per hour.

One lucky winner will receive the Thunder Thor truck and a copy of *4-Wheel Thunder*, while five runners-up will each get a copy of the game.

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: Like Thunder All Through The Night, Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

The closing date for this competition is Thursday 3 August, so don't delay.



QUESTION: **WHAT IS THE NAME OF THE MYTHICAL GOD OF THUNDER?**

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. Now enter!

ARE YOU THE GREATEST?

Become the Dreamcast games master in the inaugural UK Console Championships

ARE YOU A FAN of *Soul Calibur*? Think you're the best and can beat anybody? Then enter the UK Console Championship and you could be walking away with over £1,000 in prize money.

Official Dreamcast Magazine is teaming up with Gameplay.com, The Playing Fields and the Daily Mirror newspaper to find the best Dreamcast player in the country. Four regional heats, starting in Cardiff on 5 August are to be held, with two qualifiers from each going on to a grand final at the Live 2000 exhibition at Earls Court, London on 23 September.

To compete, you'll need to register by going to www.ukconsolechamps.com, where you can find the rules and full details. But you'll have to be quick – places in each heat are limited, with space for only 64 competitors.

Each regional heat will be held at a prestigious hotel in the area. With 64 competitors in each heat, a process of leagues and knockouts will whittle the competitors down to two.

If you're a regional champion, you'll walk away with a cheque for £250. The runner up will receive £110, with further prizes for those who finish third to eighth. There are also special prizes for the three highest placed ladies, with the top female gamer in each heat being awarded £50.

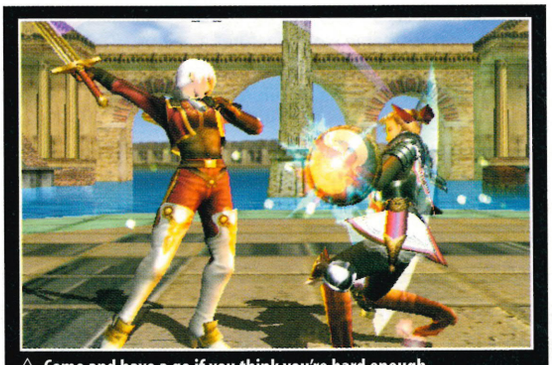
The prizes don't stop there. Make it to the final and you're guaranteed a further £85. Finish fourth and you net £200, third place claims £400, second £600, while the Dreamcast Champion will walk away with £1,000. Oh, and you'll be featured in your favourite magazine (that's this one). But with celebrities like Saracen of the Gladiators in attendance, will you be able to concentrate on the game? Eh?

With separate competitions for Nintendo and PlayStation owners, the UK Console Championships 2000 is the biggest games competition held in the country. It's the first national console event to encompass all three consoles. We'll bring you more information and updates over coming issues.

gameplay
THE GATEWAY TO GAMES



△ **Sure, he was tough on *Gladiators*, but is Saracen a pushover playing *Soul Calibur*?**



△ **Come and have a go if you think you're hard enough.**

WHERE'S IT HAPPENING?

The UK Console Championships will be decided over four regional qualifiers and a grand final. The two best players from each qualifier will compete in the Grand Final.

The date and locations of the regional qualifiers are as follows:

AUGUST 5 – WELSH QUALIFIER – CARDIFF

AUGUST 12 – SCOTTISH QUALIFIER – GLASGOW

AUGUST 19 – NORTHERN REGION QUALIFIER – LEEDS

SEPTEMBER 9 – SOUTHERN REGION QUALIFIER – LONDON

HOW DO YOU WIN?

If you're going to win, you better start training now.

THE GAME TO determine the Dreamcast Champion is *Soul Calibur* (ODM #2, 10/10). The rules are simple: you can fight in any arena, with any of the standard characters using default settings and a standard controller. Each match is determined by a best of three bouts, with the winner determined by most number of bouts won.

The 64 competitors will be split into eight mini leagues. The top two players in each league then go on to the knockout round. Players will continue to be eliminated until the two finalists are left.

GAMES NEWS



BLAME CANADA

Matt Stone and Trey Parker, creators of *South Park*, have dismissed *Chef's Love Shack* (*ODM* #3, 3/10) and *South Park Rally*. In an interview in the June issue of Playboy magazine, they place the blame with the owners of the hit cartoon show. "Comedy Central can go do whatever the **** they want with these characters. They've made all this **** and these video games that we ******* hate," claim the duo.

BUNCH OF LOSERS

England's Euro 2000 football squad relaxed between dismal performances by playing *Resident Evil Code: Veronica* (*ODM* #8, 9/10) and *Tomb Raider: The Last Revelation* (*ODM* #6, 7/10). The publisher of the titles, Eidos Interactive, set up a games room at the Balmoral Spa hotel in Belgium, which acted as a base for the England team.

SEQUEL WATCH

Sega Worldwide Soccer 2001 is currently in development and scheduled to be released early this autumn. Also appearing on the release schedules, albeit a lot further off, is a follow-up to Ubi Soft's *Rayman 2* (*ODM* #6, 8/10). The imaginatively titled *Rayman 3* is pencilled in for release late next year.



THE REAL DEAL

Broadband Studios, a subsidiary of Take 2, have acquired the international rights to create video games based upon popular MTV shows including *The Real World*, *Singled Out*, *Road Rules* and, best of all, *Celebrity Deathmatch*. Expect the first games from the deal to appear on Dreamcast next year.

BUDGET GAMES SOON?

A budget range of re-released Dreamcast games will be launched this autumn if industry sources are correct, with each title expected to cost £19.99. Titles likely to be included are *Sonic Adventure*, *Soul Calibur* and *Sega Rally 2*. Clearly anything that starts with the letter S will be considered.

WATCH THIS!
NEW MOVIES ON VHS



RATCATCHER
OUT: NOW • CERT: 15 • TO RENT

Set in Glasgow during the '70s. Twelve-year-old James lives with his sisters, ma and alcoholic pa on a grim council estate. Beset by guilt for failing to rescue his friend from drowning, he happens upon two sources of relief: a 14-year-old tart with whom he forms an 'intense' relationship, and an unoccupied housing development on the outskirts of town. While not exactly the happiest of films, this study of real hardship is guaranteed to crack even the hardest of hearts. *CE*



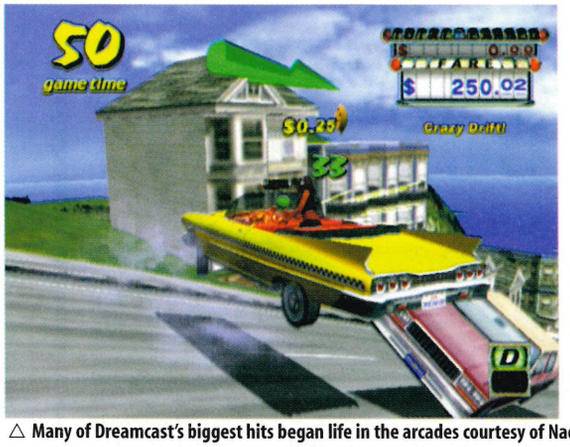
SUMMER OF SAM
OUT: JULY 24 • CERT: 18 • TO RENT

Dubbed *Son Of Sam* by the press, serial killer David Berkowitz kept New York on its toes during the summer of 1977. Spike Lee upset the relatives of the real victims last year by using the murderer's marauding as a backdrop to a more ambitious story linking the glitzy Studio 54 disco life, the burgeoning punk scene and the trials and tribulations of a gang of disaffected Italian-Americans. Great performances from the leads as they swirl through a frenetic cocktail of shootings, fetish parties, sex parlours and re-enactments of the grisly events. *CE*



SIMPATICO
OUT: JULY 24 • CERT: 15 • TO RENT

Nick Nolte and Jeff Bridges star as Vinnie and Carter, two mates who went their separate ways after pulling off a lucrative betting scam. Twenty years later, millionaire racehorse breeder Carter gets a call from drunken bum Vinnie asking for help in getting out of a dodgy scrape. Carter comes to the rescue, only to unveil a hidden agenda – the outcome of which could completely ruin his life. Not to be watched after the pub – the twist-filled plot requires big concentration. *CE*





△ Many of Dreamcast's biggest hits began life in the arcades courtesy of Naomi. Are the new titles destined for the console too?

ARCADE INVASION

New Naomi-based coin-ops on they way. Is this the next generation of Dreamcast titles?

A WEALTH OF NEW ARCADE games based on Sega's Naomi technology are said to be in development, according to leaked reports from Japan. Many of them should eventually find their way on to Dreamcast.

While only a handful of the games have been officially confirmed by Sega themselves, the line-up makes interesting reading for hardened arcade fans.

The full list contains a number of surprises, including a sequel to Yu Suzuki's *F355 Challenge* (the Dreamcast version of which is previewed on page 48) and a third game in the *Virtua Cop* series called *Confidential Mission*.

Other Sega-produced delights we can look forward to include *Crackin' DJ*, a music game which features a pair of cabinet-mounted turntables. and another provisionally titled *Shyaka & Tambourine*, which is along the lines of the maraca-shaking game *Samba De Amigo*.

Also in development are *Sega Strike Fighter* (which, like *F355 Challenge*, uses three screens), *Nascar Rubbin' Racing*, *Air Trix* (a sky-surfing sequel to *Top Skater*), and *Alien Front Online*. The latter, featured in last issue's 100+ New Games feature (*ODM* #9), is expected to be released simultaneously on Dreamcast and in the arcades, with online compatibility between the two.

Among the third-party developers supporting Naomi are Capcom, who have several titles in the works including a sequel to *Rival Schools*, and a beat 'em up super-bout named *Capcom Vs SNK: Millennium Fight 2000*.

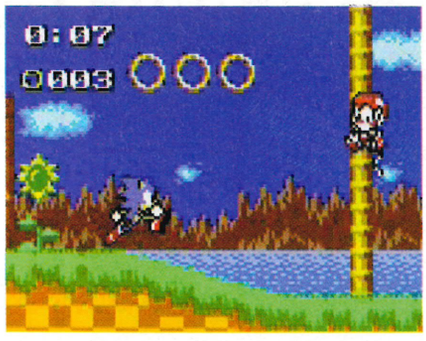
VideoSystems are bringing a version of *F1 World Grand Prix* to arcades, while Treasure are working on a game called *Ikaruga*. Listed as the start of Project RS-2, this could be a sequel to the Saturn shoot 'em up favourite *Radiant Silvergun*.

Conflicting reports have emerged regarding a sequel to *Soul Calibur,* but with developers Namco refusing to comment there's no definite news.

Sega's Naomi arcade system has a very similar architecture to Dreamcast, making conversions relatively simple. Several titles have been or are being ported across, including *Power Stone* (*ODM* #1, 8/10), *Crazy Taxi* (*ODM* #1, 8/10) and *F355 Challenge* (previewed on page 48). We're confident that many of the new Naomi titles will make it to Dreamcast too. Naturally we'll keep you posted with developments.

SNK WITHOUT A TRACE

Japanese developers say farewell to Europe and the US



△ *Sonic* on the Neo Geo PC: catch it while you can!

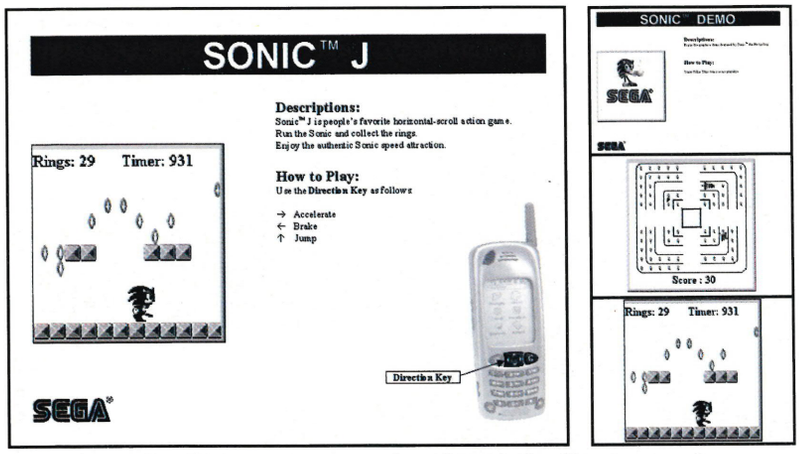
LONG-TIME GAME developers SNK have been forced to withdraw from the European and North American markets following poor sales of the Neo Geo Pocket Color.

The Japanese company, responsible for games such as *Metal Slug* and *King of Fighters*, set itself a seemingly impossible task of competing with the ultra-successful Nintendo Gameboy in the handheld market.

A lack of software from third-party developers may have proved to be the stumbling block, despite support from Sega who granted a license to SNK to produce the excellent *Sonic Pocket Adventure*.

The move effectively spells the death of the Neo Geo Pocket Colour with no further English language titles likely to be released.

However, games developed for Dreamcast and other home consoles by SNK may still appear in the West in the future via third-party publishers. The withdrawal will not affect the planned release of the fighting game *Capcom Vs SNK* (see ODM #9), which is being developed by Capcom.



△ Sonic on a mobile: will it be enough to stop people sending each other silly text messages?

SEGA'S NEW PORTABLE

Sonic and chums to entertain mobile phone users

SEGA HAVE ANNOUNCED a partnership with mobile phone giants Motorola to create videogames for use with cell phones and other mobile devices.

The first games announced in the venture include several appearances from Sega mascot Sonic the Hedgehog, puzzle games *Columns* and *Borkov*, blackjack, and the executives' favourite golf.

The games are being designed using J2ME (Java 2 Platform, Micro Edition), a basic language that's set to be compatible with a large number of wireless phones, pagers and personal digital assistants. Motorola, who co-designed J2ME, hope that the platform will become a unifying standard for wireless devices.

The deal is big news for Sega, who are the first major game publisher to move into the mobile phone content market. "Motorola's strong position as a world leader is an excellent complement to Sega's long legacy in entertainment," said Hideki Sato of Sega Japan. "With Motorola's immense experience and background in innovative products, Motorola is an ideal company for Sega to align with in order to realise our goal of owning a significant share of the wireless entertainment market."

Sega see the mobile phone as a viable gaming platform, claiming that mobile phones will become the third pillar of their business alongside arcade and Dreamcast.

The news was good for shareholders, as Sega stock rose 19 per cent after the announcement – the company's biggest one-day gain in nine years.



HAVE YOUR SAY

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

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

To vote, all you have to do is 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 the winner drawn form the virtual hat each month. Only one entry from each reader will be accepted each calendar month; anyone submitting more than one will be disqualified from the competition, or shot. For logistical reasons we can only accept votes by email.

This month's winner is Anthony Walker from Bloxwich, Walsall. His top choice is *Silent Scope*, followed by *Hidden & Dangerous*, *Phantasy Star Online*, *Sega GT* and *Ready 2 Rumble Boxing: Round 2*. Cheers, Anthony, your VM 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 27% | TOP 5 71% | ETA TBC

There's still no shifting this epic in the making from the top spot. So when's it out? Well, "In time for Christmas" is what a little bird told us. Perhaps we should erect a *Shenmue* advent calendar? Ho ho ho!



2 (2) METROPOLIS STREET RACER (SEGA)

FIRST 17% | TOP 5 55% | ETA SEP

September! Sorry, folks, *MSR* has been hit with another delay, moving it from summer to early autumn. Still, if you've been looking forward to this driving extravaganza, then a few more weeks won't make a difference, right?



3 (7) BLACK & WHITE (SEGA)

FIRST 7% | TOP 5 37% | ETA TBC

A barnstormer of a month for *Black & White*, eating votes and galloping up the chart. It seems you lot want a solid strategy game badly. Either that or you can't wait to see a dancing cow battle it out with King Kong.



4 (3) HALF-LIFE (HAVAS)

FIRST 4% | TOP 5 34% | ETA AUT

Typical: we put *Half-Life* on the cover the month it slips down these charts. Never mind, The Most Wanted chart DJ informs us that it's down one, but up in votes, with a growing number of you putting it at the top of your list.



5 (4) DEAD OR ALIVE 2 (ACCLAIM)

FIRST 2% | TOP 5 29% | ETA AUG

Following criticism from US players, improvements are being added to the Euro version of this fight-fest. Expect more fighters, a 60Hz mode, and none of the jagged lines that are an unofficial extra of the PlayStation 2 version.



6 ( ) PHANTASY STAR ONLINE (SEGA)

FIRST 2% | TOP 5 18% | ETA TBC

This online adventure from Sonic Team, promises to be a simultaneous worldwide release, and will enable you to form teams of four players and go on adventures together. There's no firm release date yet, though.



7 ( ) QUAKE III ARENA (SEGA)

FIRST 1% | TOP 5 15% | ETA TBC

Another big title that's going to cause a storm online, *Quake III Arena* is so big that Sega are designing a mouse to make playing it easier. The PC hit looks relatively unchanged on DC – no bad thing.



8 ( ) JET SET RADIO (SEGA)

FIRST 1% | TOP 5 17% | ETA TBC

It's the quirky visuals of this one that have grabbed your attention but, believe us, it plays as good as it looks. The gameplay is a mix of graffiti, gangs, cops and tricks. This could be the coolest game ever!



9 (6) SEGA GT (SEGA)

FIRST 2% | TOP 5 16% | ETA TBC

100 real-life sports cars and the ability to create your own original cars from scratch. It sounds good but there's still no release date for *Sega GT* even though it's been out for ages in Japan. Expect it 'sometime' before Christmas.



10 (10) HIDDEN & DANGEROUS (TAKE 2)

FIRST 3% | TOP 5 12% | ETA AUG

WWII heroics in this daring men-on-a-mission game. Control a team of four Allied soldiers, sneaking behind enemy lines and causing havoc for the Nazis. Expect tense, exciting action... when it finally arrives.

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)

WATCH THIS!
NEW MOVIES ON DVD



SLEEPY HOLLOW
OUT: JULY 24 • CERT: 15 • £19.99

Tim Burton's excellent gothic horror/fantasy sees Johnny Depp as the eccentric but naive New York cop dispatched to the remote village of Sleepy Hollow to investigate a string of gruesome murders. Friendly Christina Ricci helps him ascertain whether it's the work of a deranged serial killer or something even more sinister. Great extras including a 30-minute documentary that goes Behind The Legend, a ten-minute featurette and lots of piccies. *CE*



STIGMATA
OUT: JULY 10 • CERT: 18 • £19.99

Plucky hairdresser Patricia Arquette's life goes horribly awry when parts of her anatomy begin bleeding. Demonic trances ensue, during which she growls in an ancient tongue. Vatican miracle investigator Gabriel Byrne clicks that this is the language spoken by none other than Jesus, and the two have to wade through buckets of blood and high-camp horror to discover why she's been chosen. Extras-wise there's a 'making of' doc, five deleted scenes in which Arquette gets her kit off, and Natalie Imbruglia's video. *CE*



END OF DAYS
OUT NOW • CERT: 18 • £19.99

Satan-versus-God actioner starring Arnie as boozy ex-cop Jericho Cane struggling to come to terms with the death of his wife and daughter. Suddenly up pops Satan in the form of Gabriel Byrne, whose plan to scupper the whole world at the turn of the new millennium gives Arnie something else to think about. More than an hour's worth of extras include behind-the-scenes footage, nine spectacular SFX clips, and a special soundtrack 'presentation'. *CE*



△ Widely regarded as the best part of *The Phantom Menace*, wait until you try it for real!



△ Sebulba is fast, but his pod is tough to turn.



△ You'll need quick reactions to avoid the rocks.

THE STAR WARS SAGA CONTINUES

Pod racing – very fast, very dangerous. **ALEX HUHTALA** tests his Jedi reflexes

WHY SHOULD LITTLE Anakin get all the glory, burning around the Tatooine desert while avoiding the dirty tricks of a bunch of computer-generated muppets, when you can do the same? That's the great thing about *Star Wars Racer Arcade*: it enables you to participate in the biggest movie of last year, with action so impressive that you really feel like you're the star of the show.

To begin with you're presented with a choice of three different racers, these being the three most famous pods from the film. First up is Anakin Skywalker with his homemade racer – it's small, but has good manoeuvrability and is fairly fast. His arch rival Sebulba is also available, with a bigger vehicle and a higher top speed. The last choice is Ben Quadinaro. You may remember him from the movie as the cabbage-like alien who's left on the starting grid with engine trouble. His vehicle boasts four engines – impressive, but turning is a struggle.

There are four courses to try out, each increasing in difficulty. You start on Tatooine with a short circuit, then comes the water planet Etti IV which features tougher turns and a nasty chicane. Next is Malastare – fast, with lots of twists. Finally, the expert course is set back on Tatooine and is almost identical to the track featured in the movie.

The beauty of this game is the control system. There's no wheel or joystick, instead you control the pod with two throttles, one for each hand. Push them both forward and you accelerate in a straight line; pull down on one, push up on the other and you turn. It's a beautiful system, as it enables you to take corners at any angle.

There are 12 competitors in each race (including up to four humans when cabinets are linked), and the action is guaranteed to get your adrenaline pumping. With rival pods smashing into you and jostling for position, it's best to stay in front of the pack, although this is easier said than done. To help, you're given three boosts per race which, when activated, increase your top speed for from just under 700kph to over 900kph for a few seconds. When you hit the boost button the screen blurs as the pod accelerates – a great effect.

Accompanying the action are some great sound effects and music taken from the movie. Each pod has a distinctive sound, and with speakers positioned around you it's possible to hear who's approaching and from which side, enabling you to block and play dirty.

If you can't get to an arcade to play *Star Wars Racer Arcade*, keep in mind that *Star Wars Episode I: Racer* is due out on Dreamcast any time now. Sadly, it's *not* the same game (it's been developed by LucasArts, not Sega), but watch out for a review in *ODM* real soon.



△ If you liked the film, you'll love this!



△ Don't stall at the start, like in the movie.

STAR WARS RACER ARCADE

DEVELOPER: **SEGA**
FORMAT: **HIKARU-BASED CABINET**
COST: **£2**
AVAILABILITY: **LARGER ARCADES ONLY**
DUE ON DREAMCAST: **N/A**

FOOTBALLERS CALL FOUL

Legal battle over names could change the future of football simulations

A NUMBER OF EUROPEAN clubs and players have begun legal action against publishers of football games that use their names and details without authorisation.

Players are angry that their identities – including name, hair and skin colour, playing position and playing style – have been used without consent, while clubs have alleged that publishers have illegally appropriated team colours and strips.

Games singled out in the prosecution include Infogrames' *UEFA* series, Electronic Arts' *FIFA 2000* and *Euro 2000*, Eidos Interactive's *Championship Manager* franchise and Sony's *This Is Football*.

The problem for the publishers is that there is no single governing body in football that could grant a license to legally include all the relevant details. For example, the Premiership license, used by Electronic Arts in their *FIFA* titles, entitles the publisher to include real team names and the club badges, but not the real players (even though they are included in the products).

Some publishers stray away from any potential litigation by using city and town names rather than club names, and by changing the names, position and shirt numbers of players.

Among the teams involved are in the action are Glasgow Rangers, Feyenoord, Slavia Prague and Vicenza, but other clubs are expected to join them before the case goes to the courts in Belgium in September. If the prosecution is successful it could cost game publishers millions of pounds. We'll be keeping an eye on proceedings over the coming months.



△ *UEFA Striker*: those real names could get Infogrames in trouble.



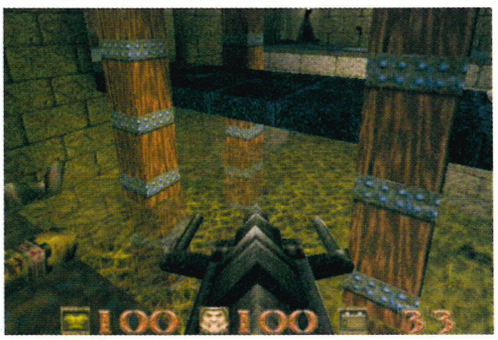
△ *Virtua Striker 2*: who the f**king hell are you?

HERE'S ONE WE MADE EARLIER

Aussie development team converts original *Quake* to Dreamcast, just for fun



△ It's the original *Quake* running on Dreamcast!



△ But don't phone, it's just for fun.

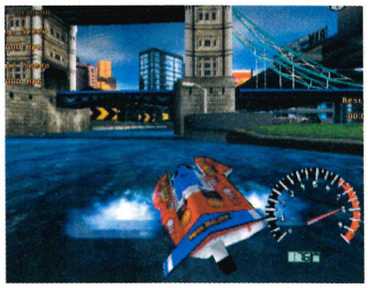
AUSTRALIA-BASED DEVELOPERS Titanium Studios have converted id Software's *Quake* from PC to Dreamcast, but it's extremely unlikely that it will ever go on sale.

The team ported across the classic 3D shooter for fun while they were between projects. Incredibly, they completed the task in little more than a week. All the features of the original game are said to be included in the Dreamcast version, bar the multiplayer network support.

Despite a lot of interest, Titanium Studios have no plans to release the game. Any attempt to do so could be complicated as id Software released the original source code for non-commercial use only. However, the port has proved to be a good advertisement for their PC-to-Dreamcast conversion skills.

Quake III Arena, the latest in the multimillion-selling series, is due to appear on Dreamcast later this year.

GAMES NEWS



HYDRO POWER

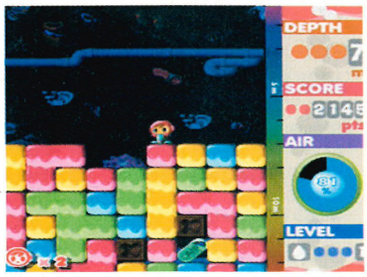
Mattel have a new racing title in development. *HydroSport Racing* is set to feature 20 water-based craft including jet boats, bat-wings and catamarans. There will be over 50 races, set around cities and featuring famous landmarks such as the London Eye and Eiffel Tower. It's due out this autumn.

STUCK IN TRAFFIC

Sega have pushed back the release of *Metropolis Street Racer* to 8 September but, barring any further delays, we hope to review the finished game in next month's *ODM*. Meanwhile, the Dreamcast version of *18-Wheeler American Pro Trucker*, originally pencilled in for a late 2000 release, is now scheduled to arrive early next year. The good news? The extra time is being used to add online features.

SEGA S BEACH

Sega are sponsoring a beach football tournament – in London! Expected to compete are teams representing Arsenal, Manchester United and Liverpool, with several star guests. The Dreamcast Beach Football Challenge will be held on 15 July at Richmond Athletic Ground. See our website (www.dreamcastmag.co.uk) for more details and ticket information.



MR WHOP

In last issue's mammoth 100+ New Games preview feature we referred to Namco's fab new puzzler as *Mr Digger*. It is, in fact, called *Mr Driller*. Quite obvious really, since the game's character uses a pneumatic drill. We apologise for any pain, confusion or suffering this mistake may have caused.

ARMADA IS SUNK

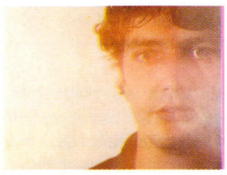
Acclaim have decided not to release the space-based strategy title *Armada* (*ODM* #4, 4/10) in the UK, due to a disappointing reaction from the gaming press (well, we didn't like it anyway). The company will, however, be looking to release *Armada 2*, complete with online features, at some point in the future.

THE DREAMCAST DOORSTEP CHALLENGE

THE RESIDENTS
WHO ARE THEY?



ALLY MILLER
25, musician
FAVOURITE GAME
"*Dino Dini Soccer* on Mega Drive is a still favourite."
FAVOURITE DREAMCAST GAME
Soul Calibur
WOULD YOU SWAP?
"Only if Dino Dini produces a Dreamcast footie game."



ANGUS LIGHT
24, works in film industry
FAVOURITE GAME
Mario Kart
FAVOURITE DREAMCAST GAME
Crazy Taxi
WOULD YOU SWAP?
"I probably would, because there's such a shortage of good games on Nintendo."



PAUL RAYNER
25, DJ
FAVOURITE GAME
ISS 98
FAVOURITE DREAMCAST GAME
Virtua Striker 2
WOULD YOU SWAP?
"Yeah, because there's no new games on Nintendo."



CHARLIE TINSLEY
24, town planner
FAVOURITE GAME
GoldenEye
FAVOURITE DREAMCAST GAME
Soul Calibur
WOULD YOU SWAP?
"Yes I would. Dreamcast's graphics are way better."



△ **Not surprisingly, it's a whitewash, with all four challengees saying they'd swap their N64 for a Dreamcast. Hey, they're not completely stupid, you know.**

EAST END BOYS

But there are no West End girls in sight. Tonight Dreamcast is up against our challengees' much-loved Nintendo 64. **DAN TRENT** is your referee

IF YOU WERE TO CAST THE PLAYERS in the console wars in a boxing movie, it would be the obvious choice to cast Sony as the coldly efficient champion pummelling all challengers. Sega? Well, you could see them as the former champ attempting to bounce back from a vicious defeat. As for Nintendo, well, you might find them outside the arena, Special Brew in hand, accosting passers by with tales of past glories. While Nintendo have undoubtedly come off worst in the battle for the space under your telly, there are still many people who stay loyal to the old contender, and this month's challengees are just one such household.

Living within spitting distance of London's curry capital Brick Lane, nights out for our foursome for beers and a biryani are not exactly unusual, and the N64 often provides the home-time focus, as Paul outlines: "*GoldenEye*'s always on there, especially when we all get in from the pub and feel like having a blast at each other. It helps to work off the aggression!"

International Superstar Soccer 98 is another top scorer in the house, but Ally's favourite footie game comes from an earlier gaming era: "*Dino Dini's Football* on my old Mega Drive is the best football game ever made. All the graphical advances that have happened over the years mean nothing when it comes to the playability of this game." Blimey.

The Internet and PlayStation 2 were two topics that the boys were concerned about when it came to making the decision of whether to swap their N64 for a Dreamcast. Charlie: "The Internet access is a bit scrappy. It's nice idea, but if you're used to doing it on a PC it's just painful. The keyboard and a mouse would make a difference, and £20 for the keyboard is pretty reasonable."

Paul adds: "My mate has a Dreamcast and he's never used it to surf the Net. Having said that, *Quake III Arena* will be great if it works online."

The boys pronounced themselves "baffled" by the frenetic *ChuChu Rocket!*, but the game's four-player aspect was a hit with Charlie: "We soon forgot about trying to get mice into our rockets and just concentrated on trying to get cats into each other's!"

No *ChuChu* was played online, but on a more general note Angus reckons Dreamcast's online capabilities would be of more of interest to those who have no other means of getting online: "All of us have email and Internet access at work, but if you haven't then Dreamcast's definitely worth having."

As for PlayStation 2, the consensus was that Sega were far from down and out, with Paul being even more forthright: "Playstation 2 will do DVD and all that jazz, but Sega have got the better games. I don't want to play three hours of bloody *Final Fantasy*, I'd rather play my mates on *NBA 2K* or *ChuChu Rocket!*"

BACK ISSUES

A 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*
PRICE: £5.99

ISSUE #7 MAY 2000
›THE MUD ISSUE
REVIEWS: *V-Rally 2: Expert Edition, MDK 2, The Nomad Soul, Wetrix+, Jo Jo's Bizarre Adventure, ECW Hardcore Revolution*
PREVIEWS: *Dead Or Alive 2, ChuChu Rocket!, D2, Gauntlet Legends, 4 Wheel Thunder, Deep Fighter*
FEATURES: Jobs In The Industry: programmers
TIPS GUIDES: *NBA 2K, Tomb Raider: TLR, Resident Evil 2* (part 2), *Crazy Taxi*
ON THE DISC: Full game of *Sega Swirl*; playable demos of *Soul Reaver* and *Rayman 2*; movies of *V-Rally 2, Jo Jo's Bizarre Adventure, Wetrix+, Giga Wing*, and *Hidden & Dangerous*
PRICE: £5.99

ISSUE #8 JUNE 2000
›THE EVIL ISSUE
REVIEWS: *Resident Evil Code: Veronica, 4 Wheel Thunder, Grand Theft Auto 2, Street Fighter III: Double Impact, Sega Worldwide Soccer Euro Edition, Tech Romancer*
PREVIEWS: *Jet Set Radio, Tony Hawk's Skateboarding, Black & White, Hidden And Dangerous, Wacky Races, Fur Fighters, Super Magnetic Neo*
FEATURES: Jobs In The Industry: graphic artists
TIPS GUIDES: *Tomb Raider: The Last Revelation, Rayman 2*
ON THE DISC: playable demos of *V-Rally 2, Fur Fighters, 4 Wheel Thunder, Worldwide Soccer Euro Edition*; movies of *Ecco The Dolphin* and *Star Wars Episode 1: Racer*
PRICE: £5.99

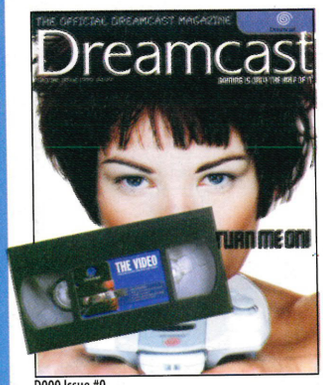
ISSUE #9 JUNE 2000
›THE PREVIEW ISSUE
REVIEWS: *Ecco The Dolphin: Defender Of The Future, ChuChu Rocket!, Fur Fighters, Wacky Races, NHL 2K, Bust-A-Move 4*
PREVIEWS: *Metropolis Street Racer*
FEATURES: 100+ new games; Jobs In The Industry: PR
TIPS GUIDES: *Resident Evil Code: Veronica, Rayman 2*
ON THE DISC: playable demos of *Resident Evil Code: Veronica, Tony Hawk's Skateboarding, Silver*; movies of *Dead Or Alive 2* and *Wacky Races*; plus an interactive tour of Dreamarena
PRICE: £5.99

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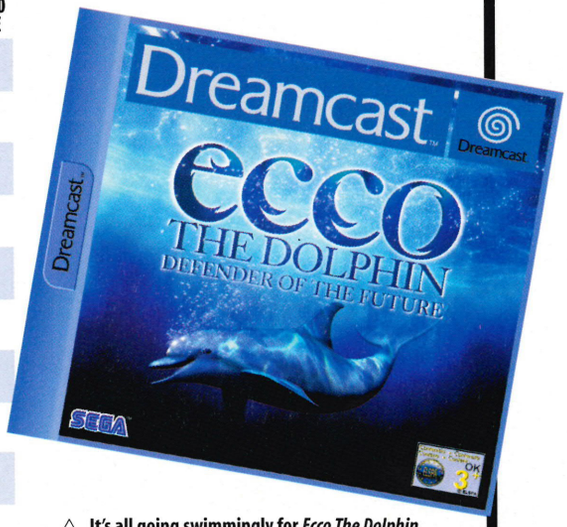
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THE HMV TOP TEN

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 IN ISSUE
1	(-)	ECCO THE DOLPHIN: DOTF	SEGA	9/10	9
2	(-)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
3	(-)	4 WHEEL THUNDER	MIDWAY	8/10	8
4	(-)	ZOMBIE REVENGE	SEGA	7/10	6
5	(-)	V-RALLY 2: EXPERT EDITION	INFOGRAMES	7/10	7
6	(-)	MDK 2	VIRGIN	6/10	7
7	(-)	SWWS: EURO EDITION	SEGA	7/10	8
8	(-)	EVOLUTION	UBI SOFT	8/10	3
9	(1)	CRAZY TAXI	SEGA	9/10	5
10	(4)	SEGA BASS FISHING	SEGA	7/10	1



△ It's all going swimmingly for *Ecco The Dolphin*.

RELEASE DATES JULY/AUGUST 2000

Here's a list of Dreamcast titles due out July and August, compiled with the help of HMV, Sega Europe and the individual game publishers. Release dates are very flexible, so please allow for the odd slip, delay and maybe a complete no-show. Such is life.



△ *Tony Hawk's Skateboarding*: hits the shops on July 7.

JULY 7

Fur Fighters (Acclaim)
Tony Hawk's Skateboarding (Crave)
NHL 2K (Sega)
Roadsters (Titus)
South Park Rally (Acclaim)
Super Magnetic Neo (Crave)

JULY 14

Dragons Blood (Interplay)
Gauntlet Legends (Midway)
Marvel Vs Capcom 2: New Age Of Heroes (Virgin)
Midway's Greatest Arcade Hits Vol. 1 (Midway)

JULY 21

Disney World Quest: Magical Racing Tour (Eidos)
Street Fighter Alpha 3 (Virgin)

JULY 28

Nightmare Creatures II (Konami)
Silver (Infogrames)
Super Magnetic Neo (Crave)
Spirit Of Speed 1937 (Acclaim)

AUGUST

Aerowings 2 (Crave)
Dead Or Alive 2 (Acclaim)
Giga Wing (Virgin)
Heroes of Might & Magic III (Ubi Soft)
Hidden & Dangerous (Take 2)
Maken X (Sega)
Plasma Sword (Virgin)
Renegade Racers (Interplay)
Streetfighter 3: Double Impact (Virgin)
Sydney 2000 (Eidos)
Time Stalkers (Sega)
Toy Story 2 (Activision)

THE ChartTrack TOP TWENTY

ELSPA

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(1)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
2	(2)	V-RALLY 2: EXPERT EDITION	INFOGRAMES	7/10	7
3	(-)	MDK 2	VIRGIN	6/10	7
4	(-)	ZOMBIE REVENGE	SEGA	7/10	6
5	(4)	CRAZY TAXI	SEGA	9/10	5
6	(3)	SEGA WORLDWIDE SOCCER EURO EDITION	SEGA	7/10	8
7	(5)	TOMB RAIDER: THE LAST REVELATION	EIDOS	7/10	6
8	(-)	EVOLUTION	UBI SOFT	8/10	3
9	(6)	SEGA BASS FISHING	SEGA	7/10	1
10	(-)	BUST-A-MOVE 4	ACCLAIM	7/10	9
11	(7)	LEGACY OF KAIN: SOUL REAVER	EIDOS	7/10	6
12	(15)	RAYMAN 2: THE GREAT ESCAPE	UBISOFT	8/10	6
13	(13)	SONIC ADVENTURE	SEGA	9/10	0
14	(14)	POWER STONE	EIDOS	8/10	1
15	(8)	WWF ATTITUDE	ACCLAIM	3/10	2
16	(11)	SOUL CALIBUR	SEGA	10/10	2
17	(10)	UEFA STRIKER	INFOGRAMES	8/10	1
18	(12)	SWORD OF THE BERSERK: GUT'S RAGE	EIDOS	REVIEWED ON PAGE 83	
19	(19)	MONACO GRAND PRIX 2	UBI SOFT	6/10	1
20	(17)	HOUSE OF THE DEAD 2	SEGA	9/10	1

UK sales for week ending 10 June 2000. Compiled by Chart Track © ELSPA 2000



△ *Resident Evil Code: Veronica*: popular with barbecue fans!

CHART ANALYSIS

SUMMER IS SUPPOSED TO BE a quiet time for games but just check out the number of new entries! We'd been waiting patiently for some big releases for a while, and this assault on the charts proves just how badly you wanted something new to play.

It's comes as no surprise to see *Ecco The Dolphin: Defender Of The Future* and *Resident Evil Code: Veronica* battling it out for the top honours in the HMV chart. The latter, in particular, is making plenty of non-Dreamcast owners very jealous.

There are plenty of quality titles elsewhere too, including *V-Rally 2, 4 Wheel Thunder, Bust-A-Move 4* and – at last! – *Zombie Revenge*. And, hey, Ubi Soft's RPG *Evolution* has even made it onto shelves.

If you've bought any of these games, please write into our Reader Reviews department (see page 120) and let us know what you think of them. Cheers!

THE PLAYLIST



OUR FAVOURITE GAMES

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



1 RESIDENT EVIL CODE: VERONICA

EIDOS • *ODM* #8, 9/10

Everything about this game oozes class. The twists and turns in the plot keep you in suspense right until the end, and you're constantly guessing what could happen. Some great weapons and the constant feeling of starring in your own horror movie are what set this apart from anything else.



2 4 WHEEL THUNDER

MIDWAY • *ODM* #8, 8/10

Some lavish visuals and courses that genuinely have no pop-up are just a small starting point for what is one of the most entertaining racing games I've seen in a long time. A well-judged learning curve, loads of secrets and the option to customise your car by winning cash, make it very hard to put down. Oh, and it's got a great split-screen mode too.



3 CHUCHU ROCKET!

SEGA • *ODM* #9, 9/10

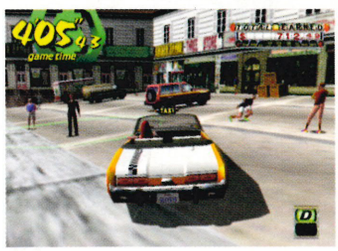
You don't have to spend cash to get this one, of course, because it's available free via Sega's Dreamarena. And what a corker it is too! *ChuChu Rocket!* is best played with friends locked away in a room for a few hours, but the no-hassle online option means you'll always find willing human opponents to play during the day or night. Absolutely blinding.



4 HOUSE OF THE DEAD 2

SEGA • *ODM* #2, 9/10

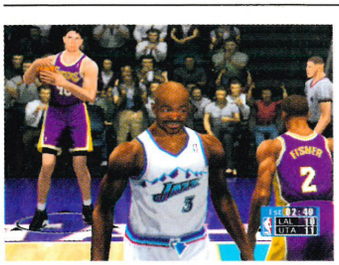
This is the only Dreamcast game I've played constantly since I got my machine. There's something immensely satisfying about spending a few rounds if you need to release a bit of tension. It was the one game that stood out in the first wave of releases, and it still stands out now. One of very few games that really is 'arcade-perfect'.



5 CRAZY TAXI

SEGA • *ODM* #5, 9/10

Burning around the streets, picking up people and causing havoc isn't brain-bending stuff, but *Crazy Taxi* is a top laugh nonetheless. I particularly like the comments and animations of the passengers and drivers. And, hey, hurtling between two juggernauts with a petrified punk in the back is not something you see everyday.



6 NBA 2K

SEGA • *ODM* #5, 8/10

A slow burner this one as it wasn't until I managed to drag a few friends round for a quick game that this really became one of my favourites. You can pull off some excellent dunks and the super-smooth playability and graphics make it seem even more realistic. Learning the controls is easy so you'll be nailing shots from outside the arc in no time.

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

How to win friends and influence people, with ten new games

WOULDN'T IT BE NICE to suddenly have a bunch of brand new games – and good ones at that – to get stuck into? Well here's your chance to win the entire HMV top ten Dreamcast games.

Excited? You should be, because this month it's no average chart, with eight brand new entries making it a very enticing package of stunning new software. Your lips are no doubt going dry while you're reading this; or maybe it's just the summer heat. Whatever, get yourself a glass of water, sit down, and we'll run through what yo can do in some of the games you could win.

Swim with the fishes in *Ecco The Dolphin*, shoot the living dead in *Code: Veronica* or get a car very muddy in *V-Rally 2*. But that's not all! Race big, fat monster trucks in *4 Wheel Thunder*, create multi-coloured substitutes in *Sega Worldwide Soccer: Euro Edition*, see a dog do an Arnie impersonation in *MDK 2*, and do loads of other cool stuff in another four new games.

Fancy winning all ten? All you have to do is answer the ridiculously easy question below, fill in the form and pop it in the post. Then sit back and wait for a month to see if you're the lucky one…

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 (August), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN.

The closing date for entries is Thursday 3rd August 2000.

THE BIG QUESTION: WHAT IS THE NAME OF THE FAMOUS TV DOLPHIN?

A) LASSIE
B) FLIPPER
C) SHEP

ANSWER (circle one): A B C

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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.

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HMV

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EAT THIS! BBQ FAVOURITES



CHUNKY SAUSAGES
PORKINSON • £2.30

A barbecue basic if ever there was one, the humble banger is a must-have for any garden get-together. These chunky traditional numbers are a cut above the average, and a quick browse will unearth all manner of oddball combinations to thrill the sausage aficionado, such as pork and apple or ale and mustard. Not for those on a health kick, but since when has that been the point?



RAINBOW TROUT
SAFEWAY • £1.25

If you fancy yourself as a bit of a budding Jamie Oliver and are after something a little different, then you could do worse than to head to the fish counter and pick up a trout. Taking a trout along is far more impressive than turning up at a barbie with an economy bag of burgers and some baps, and with a little creativity you can conjure up a tasty little dish for very little outlay, never mind the novelty value of having your meal stare up at you as it sizzles away.



HALLOUMI CHEESE
CYPRESSA • £1.85

Veggies usually have a hard time at barbies. With all that meat around the best they can usually hope for is a few rough-cut pieces of veg on a stick with a pitta bread, or perhaps some taste-free veggie sausages. This yummy Mediterranean cheese, however, could well gain you envious glances from the carnivores. Slap it on the barbie and it hardens on the outside while remaining lovely and gooey in the middle. Mmm!

TOYS FOR BOYS AND GIRLS

A radio-controlled blimp, a digital camera and a singing fish (oh yes indeed) are among this month's technological trailblazers and gadgety gotta-haves



RADIO-CONTROLLED AIRSHIP

Radio-controlled cars are one thing, but what about something that flies? Well, for a mere £60 you too can have your very own radio-controlled blimp to smoothly purr its way around your house. Once you've found a source of helium (thanks to Clintons Cards for ours) and balanced the craft with the putty supplied, you're up and away with the perfect means of delivering notes to mates on the other side of the office. The destructive child in you can forget any dreams of recreating the Hindenberg crash in your living room too; the best you can hope for is a puddle of silver plastic and a voice like Mickey Mouse.

Price: £60
Contact: Boysstuff
Tel: 01902 86 18 18
Website: www.boysstuff.co.uk

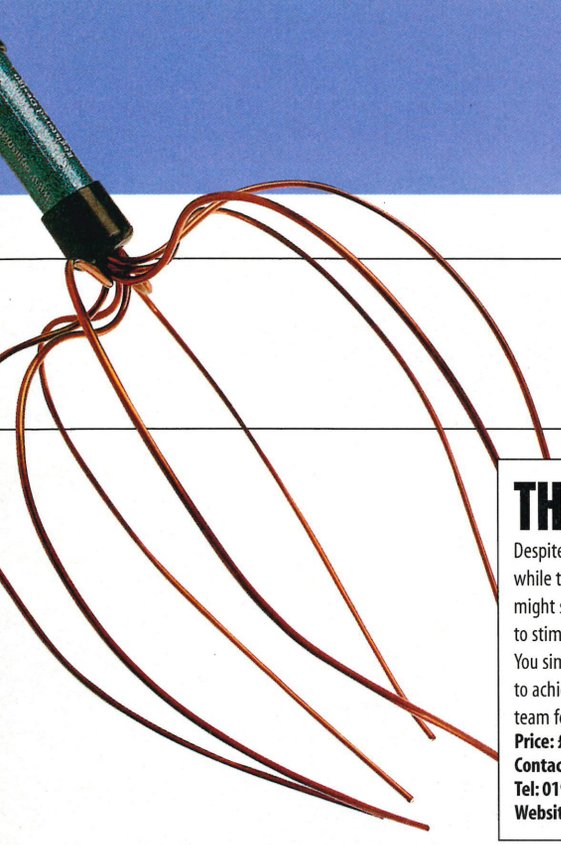


SPOON S.A.M.

Spoon watches have been around for a little while now, and their sleek, solid design has won them many fans. The S.A.M. (Secret Agent Man – no kidding) is the perfect timepiece for the gadget-obsessed, coming packed with little features that will keep you fiddling for hours. Its biggest selling point has to be the scrolling message function that can be used to store phone numbers and email addresses, or leave yourself memos that scroll across the screen at a given time or on a given day. Be careful though: you'll no longer have any excuse for forgetting that all-important birthday or appointment; although there is something very cool about entering someone's phone number into your watch. While the watch is big, its subtle and slightly Seventies sci-fi look certainly make it stand out from the ugly functionality of the G-Shock crowd.

Price: £175
Contact: Face
Tel: 020 7379 1179
Website: www.faceforwatches.com





THE ORGASMATRON

Despite its exciting moniker, the Orgasmatron is designed for external use only, and while the effect is undoubtedly pleasant, it doesn't quite scale the heights the name might suggest. Using a web of malleable copper wires, the Orgasmatron is designed to stimulate pressure points on your scalp and neck and relieve stress and tension. You simply bend the wires to fit your bonce and gently move the device up and down to achieve nirvana. So successful was it in the *ODM* office that the entire editorial team fell into a deep slumber – from which some of them still haven't fully woken.

Price: £15
Contact: Boysstuff
Tel: 01902 861818
Website: www.boysstuff.co.uk

BIG MOUTH BILLY BASS

A singing fish! On a plaque! Big Mouth Billy Bass is just that, and will provoke joy or extreme violence depending on your temperament. Utilising 'syncromotion' technology to enable the tuneful wall hanging to mime along to his favourite tracks, Billy can be set so that any change in light or movement in the room causes him to burst into song. While his repertoire is limited to two tunes – soul classic *Take Me To The River* and Bobby McFerrin's *Don't Worry, Be Happy* – this is quite a thing to see and hear. Once. Any more than that and you'll be writhing in agony as rubbery features once again implores you to drop him into the water or – and this is especially grating coming from an animatronic fish – pull yourself together and "be happy".

Price: £30
Contact: The Gadget Shop
Tel: 01482 87100
Website: thegadgetshop.co.uk





SONY DSC-F505K

With no need for bulky film storage, there are no restrictions to designers' imagination when it comes to digital cameras, begging the question as to why the majority are so uninspiring. This isn't a problem for this hi-tech beastie from Sony, which is dominated by the large (by digital camera standards) Carl Zeis zoom lens that the body rotates around. For the number crunchers among you, the DSC-F505K "offers 5x optical zoom [good] and 2 Megapixel resolution [ditto]". For digital camera virgins, that translates as having a long zoom range from that big ol' lens, and excellent picture quality. Pictures are stored on Sony's very neat Memory Stick system, and you can even record 15-second snippets of MPEG footage. The 505 isn't cheap, but it looks very cool and has plenty of manual override for you creative types.

Price: £700 (approx)
Contact: Sony
Tel: 0990 111999
Website: www.sony.co.uk

PHOTOGRAPHY: **DAN TRENT**













MONEY TO BURN

△ Why risk £100,000 when you only need spend £40?

Is *Ferrari F355 Challenge* is the next best thing to driving the real deal? **DAN TRENT** heads to Donington to find out

Having enough money to buy a Ferrari in the first place means you're not short of a few bob; having the money to risk it on the race track is a pastime that only a very few rich men (no, there weren't any women) can afford. To get the inside line on whether or not *F355 Challenge* is the most convincing Ferrari experience this side of the £100,000 asking price of a new 360 Modena, we took our trusty Dreamcast pod loaded up with a copy of the game to a round of the Pirelli Maranello Challenge organised by the Ferrari Owners' Club. Over the the sound of screaming engines, we talked to fans, drivers and mechanics in an exclusive public preview of Sega's arcade stunner on Dreamcast.

• *If you fancy popping along to a round of the Pirelli Maranello Challenge, check out the race calendar at www.ferrariownersclub.co.uk*



△ Lee, 20, races saloon cars

HAVE YOU DRIVEN A FERRARI?
Not had the privilege yet.
HOW REALISTIC IS *F355 CHALLENGE*?
Tremendous. The braking is progressive, and you can drift it like a real car.
WHAT DO YOU THINK OF THE GAME?
Fantastic!
BEST PLACE TO TAKE A REAL F355?
Spa Francochamps.



△ Dan, 23, tunes golf GTs

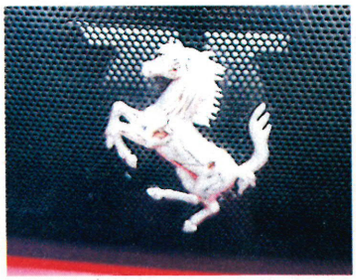
HAVE YOU DRIVEN A FERRARI?
I've been in a few on the track.
HOW REALISTIC IS *F355 CHALLENGE*?
You can use it like a real car, slide it into corners and the like.
WHAT DO YOU THINK OF THE GAME?
It's spot-on handling-wise.
BEST PLACE TO TAKE A REAL F355?
Nurburgring, on the way to Maranello.



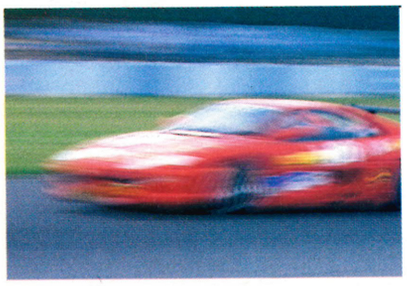
△ Ascanio, 30, works for Pirelli

HAVE YOU DRIVEN A FERRARI?
Yes, a friend of mine has one back home in Italy.
HOW REALISTIC IS *F355 CHALLENGE*?
It's a little bit difficult with the one view.
WHAT DO YOU THINK OF THE GAME?
The graphics are some of the best I've seen.
BEST PLACE TO TAKE A REAL F355?
Monte Carlo.



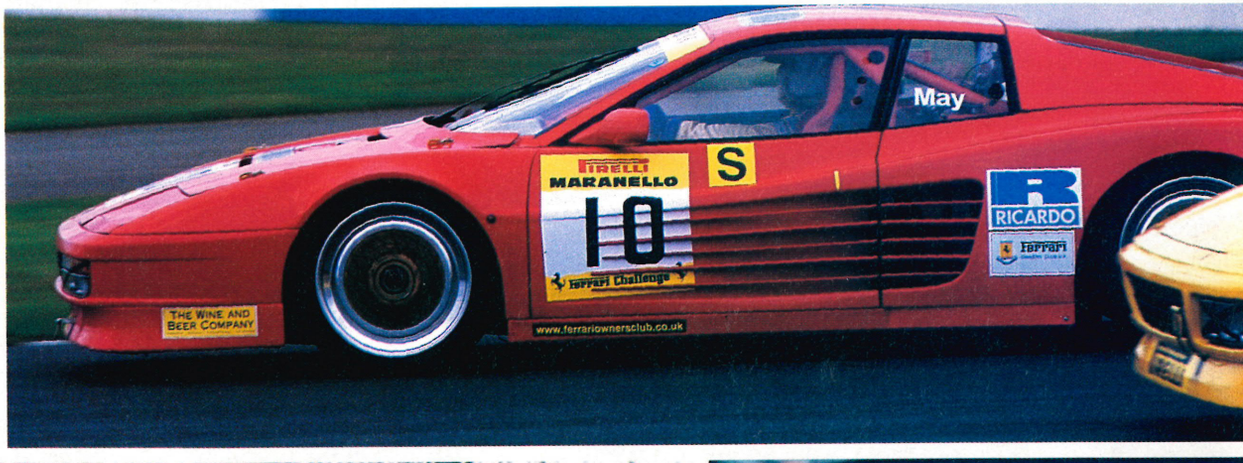




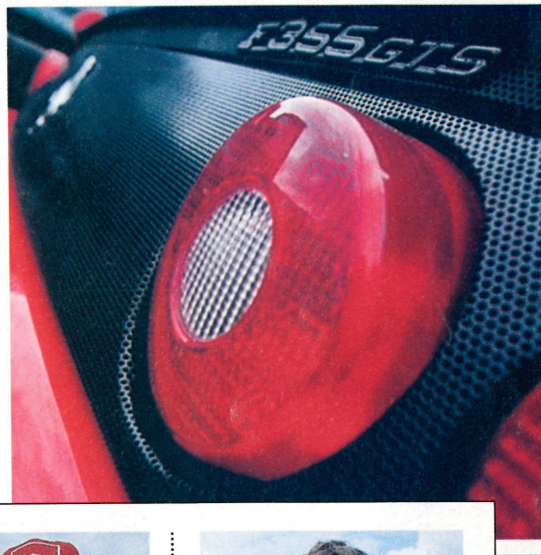














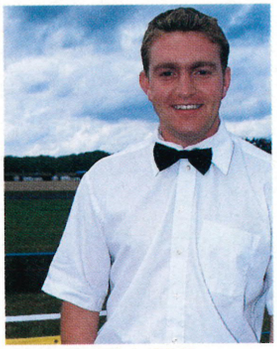
△ RICARDO, 25, WORKS FOR PIRELLI

HAVE YOU DRIVEN A FERRARI?
Never – and I'm Italian!
HOW REALISTIC IS *F355 CHALLENGE*?
It's good, but you don't get the sensation of speed.
WHAT DO YOU THINK OF THE GAME?
Great. I'd love to try it with a steering wheel.
BEST PLACE TO TAKE A REAL F355?
The roads in northern Italy.



△ ADRIAN, 24, SERVICE MANAGER

HAVE YOU DRIVEN A FERRARI?
I've been on the track in a 355.
HOW REALISTIC IS *F355 CHALLENGE*?
Pretty good. The handling is excellent.
WHAT DO YOU THINK OF THE GAME?
I've played it in the arcade and it's brilliant!
BEST PLACE TO TAKE A REAL F355?
The Melbourne Grand Prix track.



△ SIMON, 20, STUDENT

HAVE YOU DRIVEN A FERRARI?
I've been in one.
HOW REALISTIC IS *F355 CHALLENGE*?
Not having driven one, I don't know, but it handles really well.
WHAT DO YOU THINK OF THE GAME?
Playable.
BEST PLACE TO TAKE A REAL F355?
The Melbourne GP circuit.



△ DANIEL, 12, AT SCHOOL

HAVE YOU DRIVEN A FERRARI?
My dad's got a 348.
HOW REALISTIC IS *F355 CHALLENGE*?
It's really skiddy, but I was getting the hang of it.
WHAT DO YOU THINK OF THE GAME?
Yeah, it's a good game and I'd play it loads if I had it.
BEST PLACE TO TAKE A REAL F355?
Somewhere that I could drive really fast.

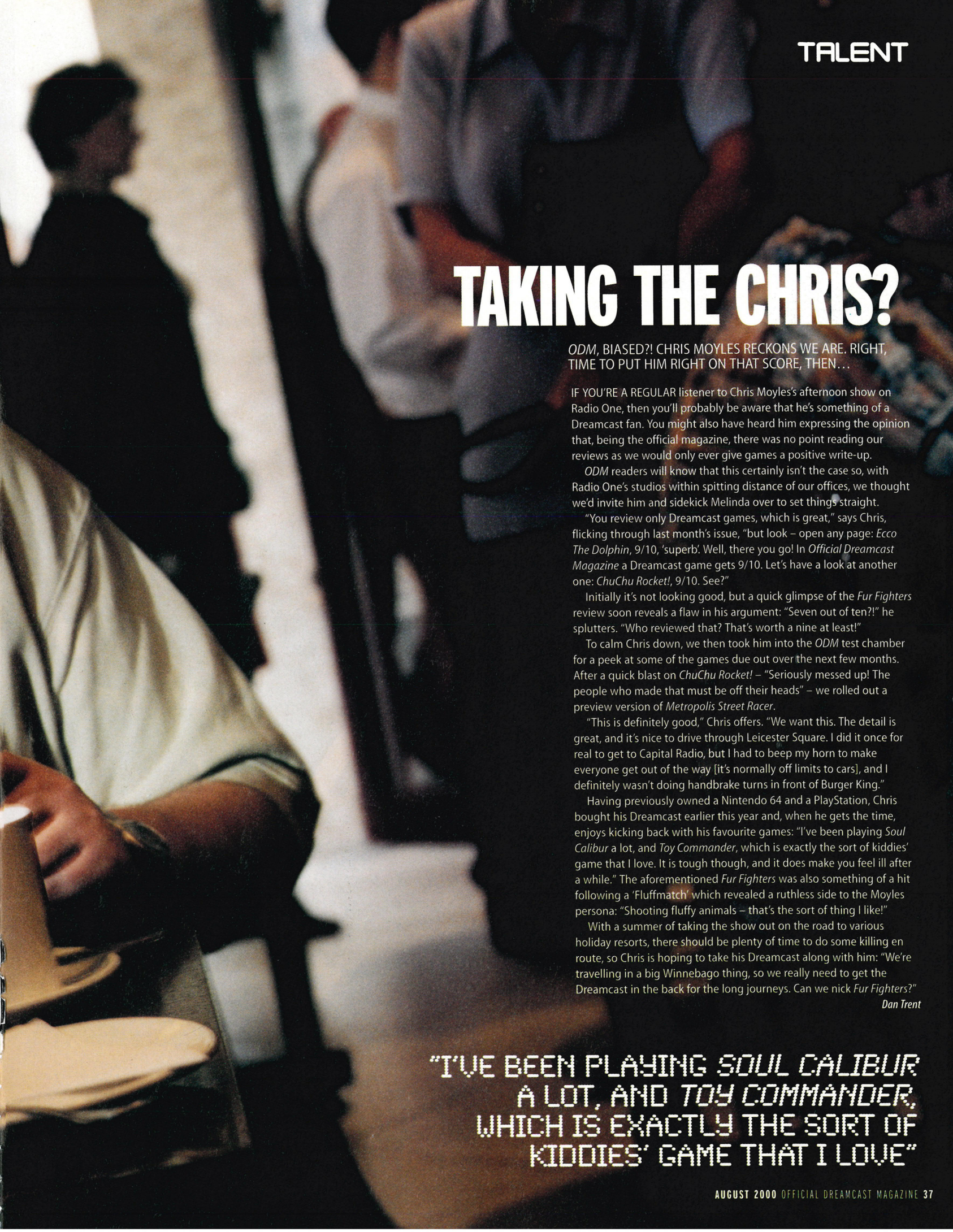


△ MARTIN, 21 NATIONAL POWER

HAVE YOU DRIVEN A FERRARI?
Yes, at the Castle Combe circuit.
HOW REALISTIC IS *F355 CHALLENGE*?
The handling was tail happy – which is about right!
WHAT DO YOU THINK OF THE GAME?
I'd prefer an outside view, but other than that it's great.
BEST PLACE TO TAKE A REAL F355?
Spa Francochamps. I reckon its the best circuit in the world.



PHOTO: DAN TRENT



TAKING THE CHRIS?

ODM, BIASED?! CHRIS MOYLES RECKONS WE ARE. RIGHT, TIME TO PUT HIM RIGHT ON THAT SCORE, THEN...

IF YOU'RE A REGULAR listener to Chris Moyles's afternoon show on Radio One, then you'll probably be aware that he's something of a Dreamcast fan. You might also have heard him expressing the opinion that, being the official magazine, there was no point reading our reviews as we would only ever give games a positive write-up.

ODM readers will know that this certainly isn't the case so, with Radio One's studios within spitting distance of our offices, we thought we'd invite him and sidekick Melinda over to set things straight.

"You review only Dreamcast games, which is great," says Chris, flicking through last month's issue, "but look – open any page: *Ecco The Dolphin*, 9/10, 'superb'. Well, there you go! In *Official Dreamcast Magazine* a Dreamcast game gets 9/10. Let's have a look at another one: *ChuChu Rocket!*, 9/10. See?"

Initially it's not looking good, but a quick glimpse of the *Fur Fighters* review soon reveals a flaw in his argument: "Seven out of ten?!" he splutters. "Who reviewed that? That's worth a nine at least!"

To calm Chris down, we then took him into the *ODM* test chamber for a peek at some of the games due out over the next few months. After a quick blast on *ChuChu Rocket!* – "Seriously messed up! The people who made that must be off their heads" – we rolled out a preview version of *Metropolis Street Racer*.

"This is definitely good," Chris offers. "We want this. The detail is great, and it's nice to drive through Leicester Square. I did it once for real to get to Capital Radio, but I had to beep my horn to make everyone get out of the way [it's normally off limits to cars], and I definitely wasn't doing handbrake turns in front of Burger King."

Having previously owned a Nintendo 64 and a PlayStation, Chris bought his Dreamcast earlier this year and, when he gets the time, enjoys kicking back with his favourite games: "I've been playing *Soul Calibur* a lot, and *Toy Commander*, which is exactly the sort of kiddies' game that I love. It is tough though, and it does make you feel ill after a while." The aforementioned *Fur Fighters* was also something of a hit following a 'Fluffmatch' which revealed a ruthless side to the Moyles persona: "Shooting fluffy animals – that's the sort of thing I like!"

With a summer of taking the show out on the road to various holiday resorts, there should be plenty of time to do some killing en route, so Chris is hoping to take his Dreamcast along with him: "We're travelling in a big Winnebago thing, so we really need to get the Dreamcast in the back for the long journeys. Can we nick *Fur Fighters*?"

Dan Trent

"I'VE BEEN PLAYING *SOUL CALIBUR* A LOT, AND *TOY COMMANDER*, WHICH IS EXACTLY THE SORT OF KIDDIES' GAME THAT I LOVE"



BUMP AND GRIND

HE'S THE MOST SUCCESSFUL SKATEBOARDER IN HISTORY AND HIS GAME IS NOW ON DREAMCAST. WE BOW TO THE KING

TONY HAWK is without dispute the daddy of them all, the leviathan of plywood stunt entertainment. Though not as boozy and reckless as Evel Knievel, he's an American legend who's been at the top of his game for 14 years. His career has experienced peaks like the 900-degree twist he pulled off successfully to win the world skateboarding championships. 900 degrees, people (that's two and a half times around the clock) – the equivalent of Graham Hill winning at Monza using three wheels, or when the Karate Kid whipped out the crane kick to claim glory at the end of the first film.

As Tony's name adorns the hugely popular skateboarding game, just released in enhanced form on Dreamcast (see review on page 64), we at *ODM* thought it right to get some feedback from the Hawk himself.

Tony hasn't just pasted his name on this product to rake in a bit of extra cash, no sir! His involvement included "playing it every step of the way, making suggestions plus providing footage and motion capture". So sort of like a producer, only more busy. While the team knew they had a quality product, even the man himself has been pleasantly surprised at the popularity of the game: "It's great that it has appealed to non-skaters so much. When I was first asked about doing a videogame I assumed that only active skaters would play it."

With all the input he's had, Tony's become pretty handy at the game itself: "My high score is around 200,000 but I never mastered the Holy Shit grind, so my combos were coming up short. I wish I had more time to play; Jamie Thomas is the master."

That may be the case, but in the real world Tony is the first and only skater to successfully complete a full 360 tube ride (as seen in the opening movie sequence of the game). "I have done it three times now," he told us, "once for a print ad, once for our video [*The End*] and once for the Disney *Tarzan* commercial. I don't plan on doing it again."

"I NEVER MASTERED THE HOLY SHIT GRIND"

GOOD KNIGHT, SWEET DREAMS...






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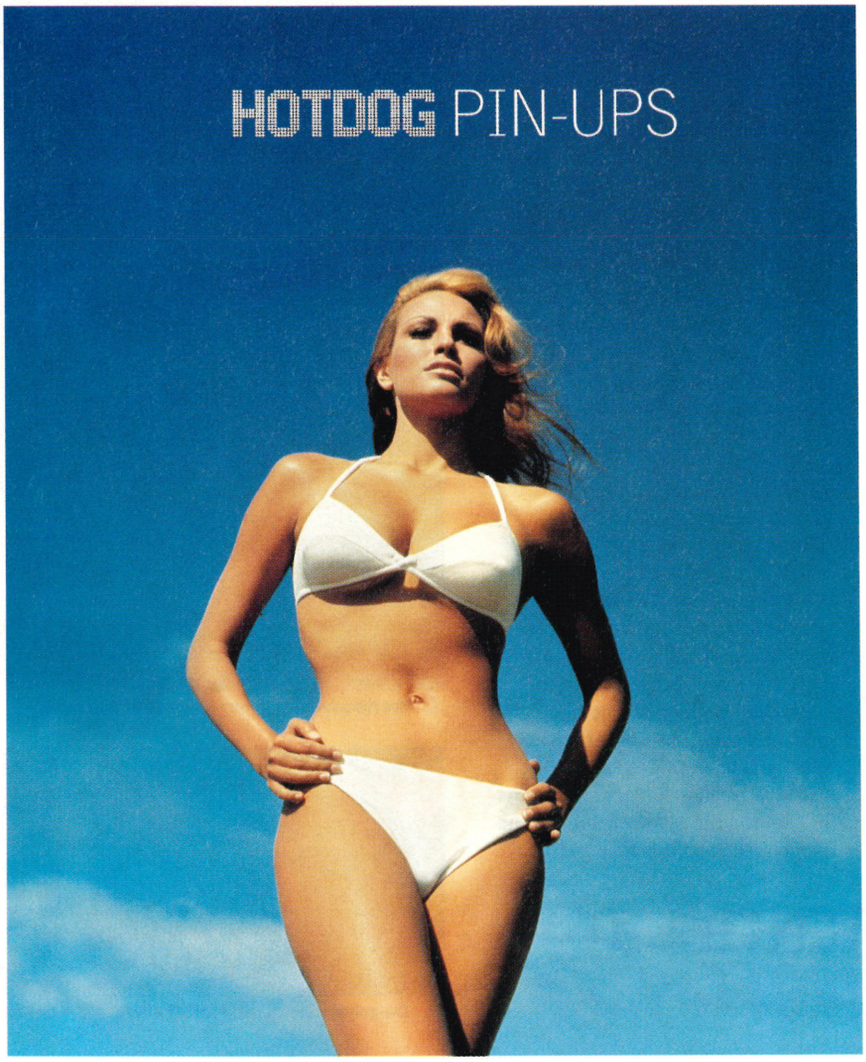
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VIRTUA TENNIS

Anna Kournikova isn't in it, but **DAN TRENT** doesn't really care (not all that much, anyway). This game has the potential to be the smash hit of the summer, and here's why

THE LOWDOWN

DUE OUT: **SEPTEMBER**
PUBLISHER: **SEGA**
DEVELOPER: **SEGA AM3**

WHAT'S THE BIG DEAL?

- It's the arcade hit at home
- Full four-player support
- New play modes over the arcade version
- Amazingly realistic graphics

ON THE CD

BY THE TIME you read this, Wimbledon and Britain's annual two-week obsession with tennis – Anna Kournikova's knickers having their yearly tabloid airing, Sir Cliff no doubt performing one of his 'impromptu' performances to delight the soggy masses – will be either in its final stages or all over. Time to forget about tennis until next summer, then.

Not quite. Because Sega's arcade hit *Virtua Tennis* is coming to Dreamcast and it's shaping up to be the ace in Sega's autumn sports line-up. The *Virtua* sports franchise is an established favourite in the arcades. The Dreamcast version of *Virtua Striker 2 ver. 2001* (*ODM* #4, 7/10) wowed everyone with its amazing graphics and super-fast, arcade-authentic play, even if serious footie fans bemoaned the game's lack of realism.

As you might expect, *Virtua Tennis* resembles *Virtua Striker 2* as far as the slick visuals and straightforward, arcade-derived controls go, but the producers are hard at work to ensure that when you get the game on your Dreamcast there'll be plenty to keep you hooked. To find out exactly how much work has been done on *Virtua Tennis*, we met up with producers Mie Kumagai and Katsumoto Tatsukawa in Tokyo to get the inside story.

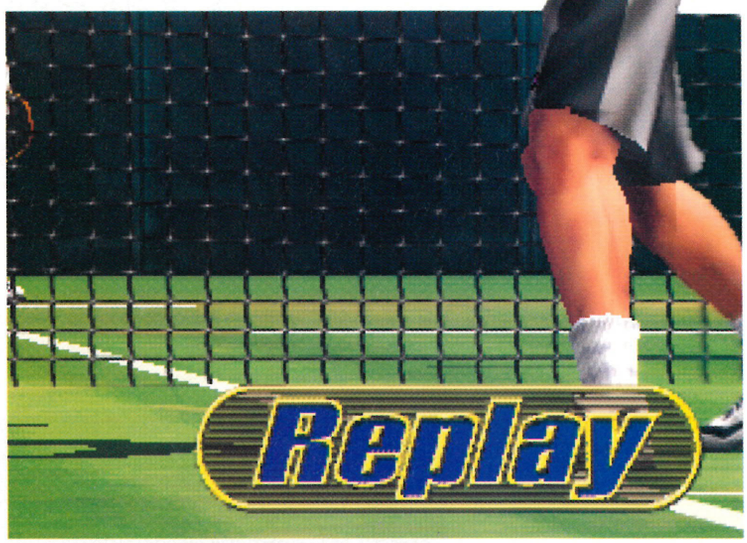
Unusually, the game will be hitting the shops in Europe and America ahead of its release in Japan (where it's likely to go by the name *Power Smash: Sega Professional Tennis*), and it's with the US/European market in mind that the conversion from arcade to console was originally mooted. "Tennis doesn't have the profile in Japan that it has elsewhere," explains Katsumoto, "so we want to see *Virtua Tennis* succeed in the US and Europe before releasing it in Japan, where we may well want to make some changes to make it more attractive to the domestic market."

"We know that tennis games are guaranteed to be very popular in Europe and the US," Mie continues, "and we want to establish it there first. In the beginning we were concerned because we thought there wouldn't be enough interest in a console version, but the coin-op game has been a big hit here in the arcades and it gave us the confidence to go ahead with the conversion."

ADVANTAGE SEGA

One of the most important contributions to the arcade success of *Virtua Tennis* has been the incredibly lifelike movement of the players. This was achieved through the ubiquitous motion-capture, although none of the big stars were directly involved, as Katsumoto explains: "We never actually met the players, but worked from photographs and video footage. We used top Japanese players for the base motion-capture and the actual playing motions, then added detail and

"HAS THE POTENTIAL TO BE A MUST-HAVE"



△ Carlos 'The Mullet' Moya: too big for this screenshot.



△ Use the power bar to vary the speed of your serve.

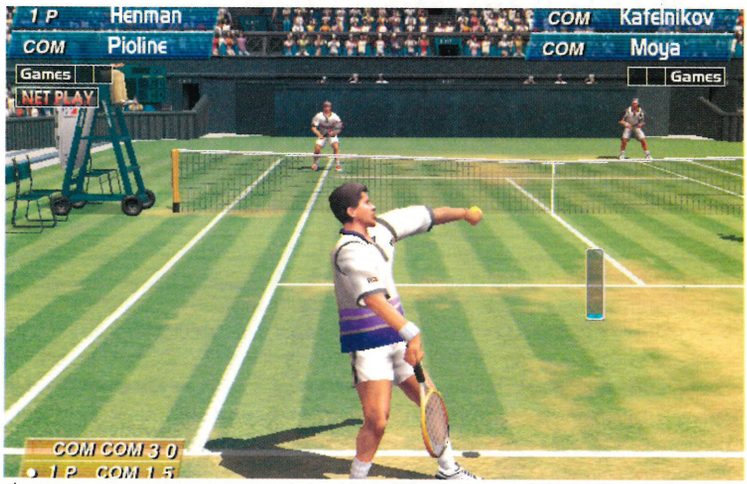


△ The graphics are up there with the best.

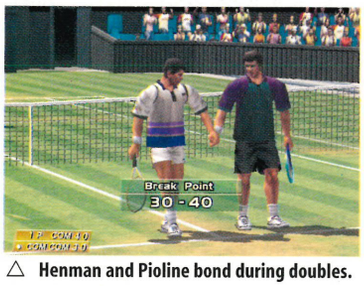


△ You get real-time close-ups between shots.

△ Doubles matches enable up to four players to join in the fun. The computer will play with you if you haven't got any friends.



△ Court surfaces are incredibly detailed and have different characteristics to affect play.



△ Henman and Pioline bond during doubles.



△ The real players look amazingly realistic.

"OFFICIALS REACT TO WHAT'S HAPPENING"

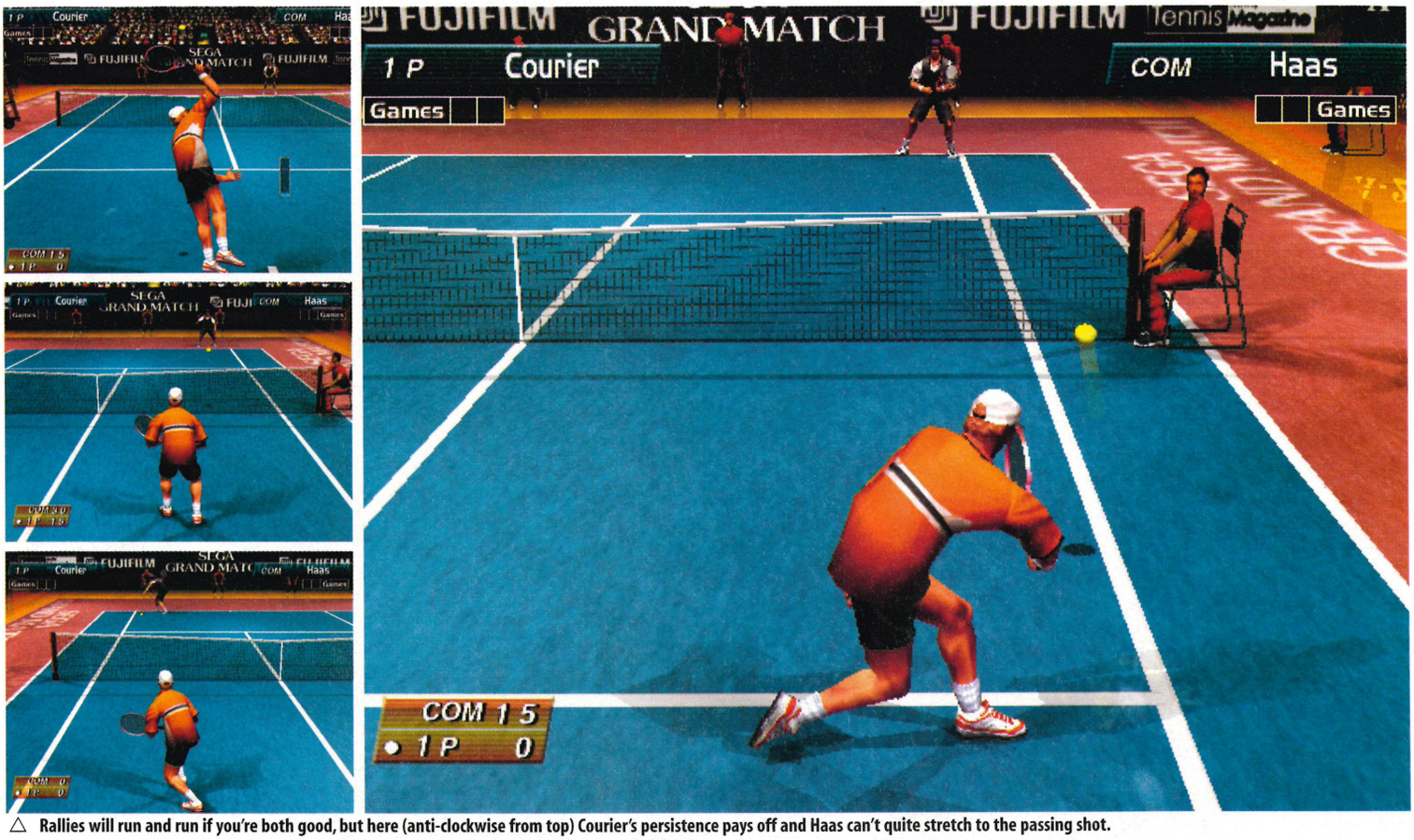
individual victory moves from our research material."

The Dreamcast version will include a further eight players in addition to the eight known stars already featured. Katsumoto: "For the new players we used real people we know, like friends and colleagues, then gave them various different attributes. And new names!"

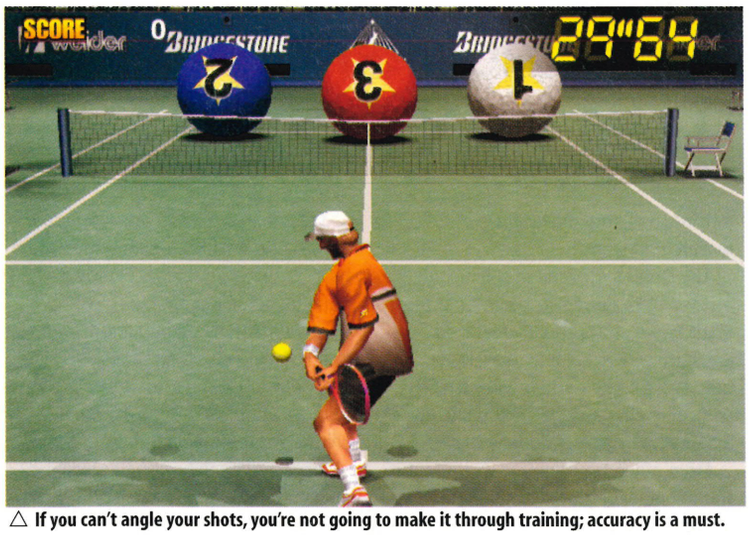
From office tea bunny to world tennis star in one easy move? Anything is possible if you work at Sega Japan. Or so it would appear. Big-name players such as Tim 'Plucky Brit' Henman and Jim Courier are among the eight real players carried over from the arcade version, but Mie was anxious that the game shouldn't end up dominated by one 'name': "If we'd had Agassi, for example, it would become an Agassi game, and we would rather add more players and countries than necessarily have all the big stars."

The same applies to the actual courts and championships, which would again have diverted funds that could have gone on actual gameplay improvements. No Wimbledon, then, but think of it like this: that means no Sir Cliff either. And the grass court does look very familiar indeed. Who needs an official licence anyway?

Produced by the same people who worked on the original arcade title, the conversion has still taken the 15-strong team seven months (at the time of writing) to add the features that will keep you playing long after you've been snared by the incredible graphics. While at its core the game is the same as the arcade version, as Katsumoto outlines there's much that has been added to enhance it: "Along with the arcade mode that everyone will hopefully be familiar with, we've added an exhibition mode which enables you to play a quick game ▷



△ Rallies will run and run if you're both good, but here (anti-clockwise from top) Courier's persistence pays off and Haas can't quite stretch to the passing shot.



△ If you can't angle your shots, you're not going to make it through training; accuracy is a must.

▷ and set up the the match to suit your personal preferences as far as rules and duration go. The biggest addition has to be the world circuit mode though."

"You will have to practice for this level," Mie says. "Each stage will require concentrated training to make you eligible for the next round, and will teach you how to play the game to the level that you will need to succeed. You'll be able to move around the world, training and earning money which can be spent in the shop, where you'll be able to form partnerships with other players and buy new outfits for yours."

Much like *Virtua Striker 2*'s points-for-goals system, *Virtua Tennis* will operate a reward system for well-played shots, except that this time the rewards will be financial, helping you to progress through the game and unlock bonus players and tournaments. The training levels themselves will not only help you get used to how the game should be played, but will also count as bona fide mini-games in their own right, in which you perform a variety of tasks to hone your accuracy and repertoire of shots.

"MOTION-CAPTURE IS USED TO GREAT EFFECT"

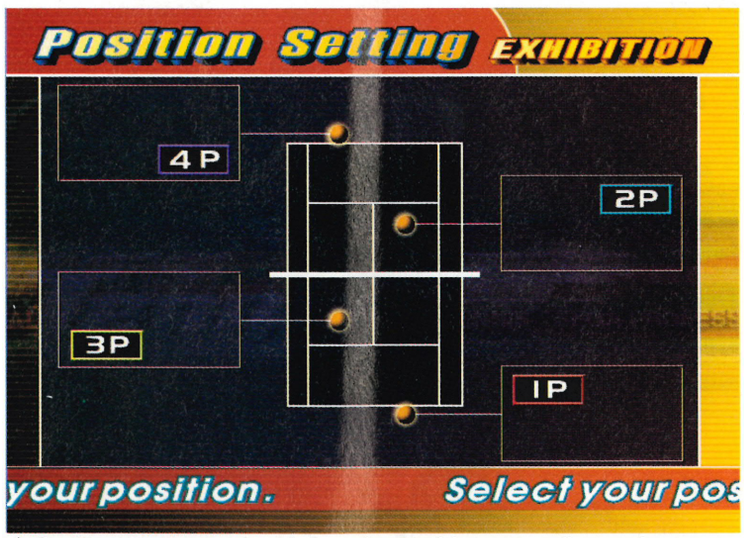
One theme that has run consistently through the other titles in the Sega Sports is superb graphics, and in that department *Virtua Tennis* is assured of winning over fans. The aforementioned motion-capture is used to great effect not only in the playing animation, but also in little touches like victory celebrations unique to each character, and temper tantrums. The detail extends to the non-playing characters too – match officials are far from two-dimensional cut-outs, and react to what's happening in the game.

Another characteristic of the *Virtua* franchise is simple controls, and again *Virtua Tennis* stays true to this formula. "All the buttons are used, Katsumoto explains, "but control is based on the arcade game which used a straightforward lob or smash system."

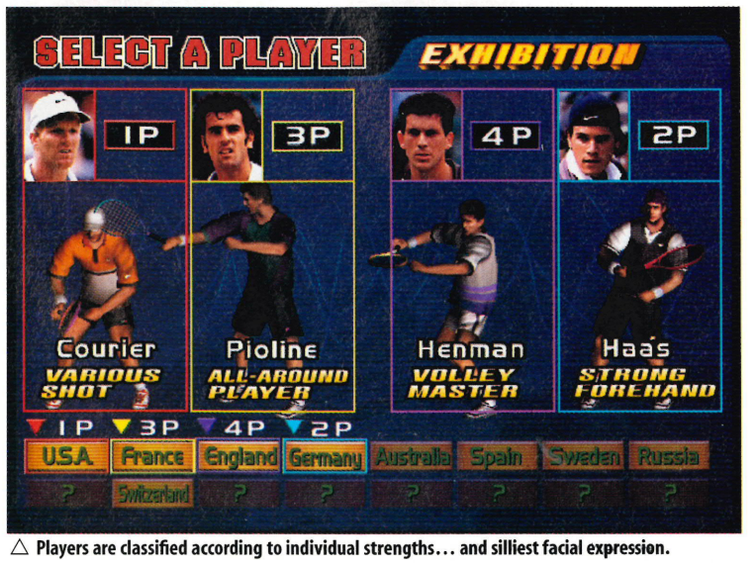
Doubles matches open up a new aspect of the game for Dreamcast users and, with full four-player support, promise superb multiplayer action. With the rallies moving at incredible speed in the singles matches, you should be able to look forward to the same detail and pace in four-player. In two-player you'll have the option of playing against each other, uniting against a computer pairing or teaming up with a computer partner, so there are plenty of options to suit whether you and your mates are feeling co-operative or want to take each other on. Team up with a computer team-mate, and the triggers will control their position to enable you to keep the court covered, making doubles more strategic than simply smacking the ball to and fro as in singles. You'll have to be quick though.



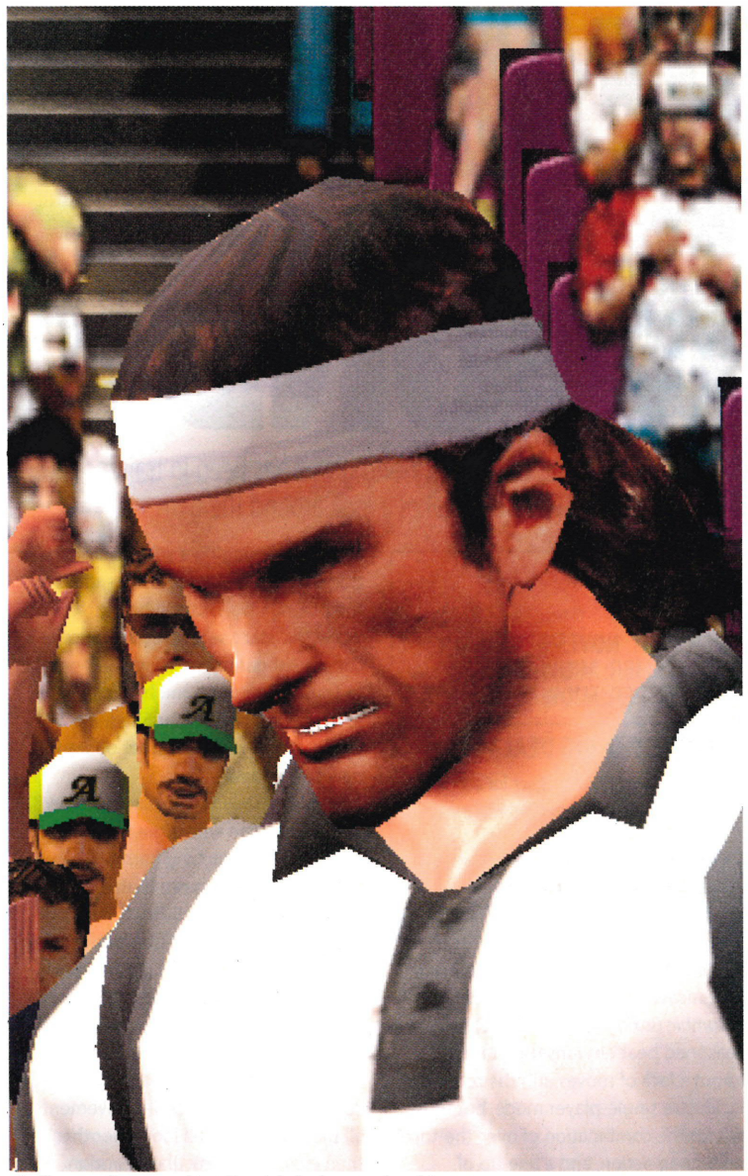
△ Travel the globe *Soul Calibur*-style in the exclusive-to-Dreamcast World Circuit mode.



△ Choose your team-mates and positioning at the start of the game according to preference.



△ Players are classified according to individual strengths... and silliest facial expression.



△ The crowd's taunts about Moya's hair almost reduce him to tears.

The eagle eyed among you may well have picked up on one omission from *Virtua Tennis*: no women. This is a shame for many reasons, especially if you were hoping that the new, lower camera angle might give you a better view of a motion-captured Kournikova or Hingis posterior.

According to Mie, there "just wasn't the time to include all those new players in this version, what with all the other work we've done. We thought it more important to make the game longer-lasting, and with more features, than adding more players. If we ever get to make a *Virtua Tennis 2*, then maybe."

Male-only players notwithstanding, the combination of addictive, arcade-style play and the added longevity of the World Tour and multiplayer variations mean that *Virtua Tennis* has the potential to be a must-have for any Dreamcast owner, not just budding Henmans. At the moment it looks to be heading for a September UK release, and as such should be one of the sports games to watch in the coming months. Stick with *ODM* for all the latest.

"DOUBLES MATCHES PROMISE SUPERB MULTIPLAYER ACTION"

READY 2 RUMBLE BOXING ROUND 2

Everyone's favourite comedy fighting game has been in training for another bout. **DAN TRENT** takes a look around the gym

THE LOWDOWN

DUE OUT: **NOVEMBER**
PUBLISHER: **MIDWAY**
DEVELOPER: **MIDWAY**

WHAT'S THE BIG DEAL?

- An old favourite comes back for another go
- New characters including howlin' mad Michael Jackson
- Radically overhauled and enhanced one-player game
- New outfits, venues, moves and taunts

YOU'D BE HARD pushed to find too many Dreamcast owners who don't like *Ready 2 Rumble Boxing* (*ODM* #1, 9/10). A few seasoned beat 'em fans might moan about a lack of moves and the relatively lacklustre single-player mode, but most fall for the combination of over-the-top punchbag action, and a line-up of characters full of distinctive and amusing attributes.

If it ain't broke, as the saying goes, there's no point messing with it. So for the snappily titled sequel Midway have sensibly left the foundations of the game alone and focused on adding to the gameplay and smoothing up the already solid graphics to keep the title up there with the best.

WHO'S IN THE HOUSE?

Distinctive and over-the-top characters are a *Ready 2 Rumble* trademark, and for the new game the development team have been busy working on some new fighters to complement a selection of the existing favourites. The exact line-up has yet to be finalised but, as we revealed in last issue's news section (Whack Wacko!, *ODM* #9), a 'rumblised' Michael Jackson will be among the new characters, bringing a selection of his trademark dance moves and shrieks to the boxing ring. This will be the 'eccentric' star's second appearance in a Dreamcast game (he'll also be appearing in *Space Channel 5*), and he's joined by towering basketball star Shaquille O'Neal along with a number of brand new contenders.

We've already had a play with Joey T, a chunky Italian with a greased-back mullet and a crunching hammer blow who should prove more than enough to floor most contenders. Other new fighters include Mama Tua, mother of the first game's portliest pugilist Salua Tua (who has given up boxing in favour of wrestling), but sadly the female character pictured in our E^3 preview (*ODM* #9) will not be making the final cut. Thanks to graphical improvements, all the characters will look smoother than ever, with particular attention having being paid to smoothing over the joins between arms and body, and adding detail touches like a wobbly barnet for Afro Thunder.

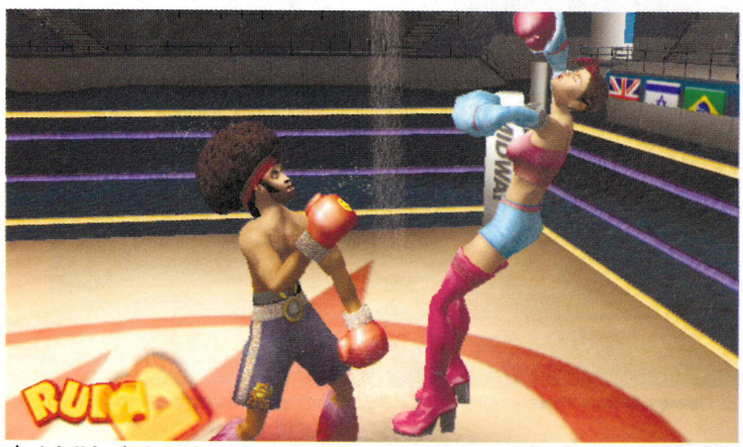
ONCE UPON A TIME

As mentioned, while few faulted the multiplayer game in the original *Ready To Rumble*, the one-player championship mode received a slightly more critical reception, so it's in this area that you'll be able to reap the benefits of Midway's hard work on the sequel.

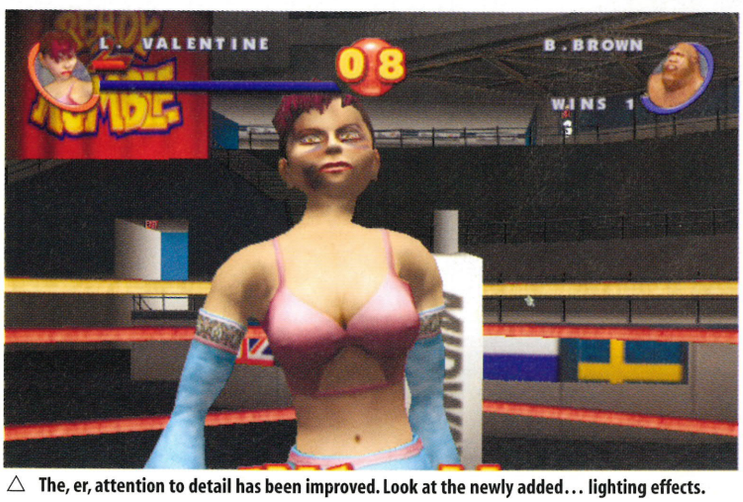
Work is still under way on this aspect of the game, but the prize money-based system has been dropped in favour of a story that unfolds as you progress. Win fights and you'll unlock further challenges and means of training your boxer up to ensure they're competitive. These should include sparring partners and a full training mode to get you up to



△ Brand new characters include Joey T. Midway are still working on the fight venues.



△ Lulu Valentine's new boots don't seem to have helped against a be-headbanded Afro Thunder.



△ The, er, attention to detail has been improved. Look at the newly added... lighting effects.



speed on all the new characters' special moves and unique 'rumble flurries'.

New outfits and training modes are all very well, but the nuts and bolts of the fighting has also received attention to make sure that *Ready 2 Rumble Boxing: Round 2* is just as successful as its predecessor. The fundamentals remain the same, but expect seriously tweaked artificial intelligence from the computer-controlled opponents, and more detailed use of corners and the ropes to add realism. At its core though, the comedy that made the first game such fun hasn't been sacrificed. The new realistic elements just mean that lamping your mate's boxer is even more crunching and satisfying than ever before as the punches land home and the sweat flies.

When *Ready 2 Rumble Boxing: Round 2* hits the shelves in November there will be plenty there to entertain all those who loved the first game, as well as attract a whole host of new fans.



△ True, it doesn't look all that spectacular, but *Railroad Tycoon II* has all the ingredients of a strategy hit.

RAILROAD TYCOON II

"Ah, 34102... 'Lapford' West Country-class 4-6-2, I believe!" **ED LOMAS** gets nerdy

THE LOWDOWN

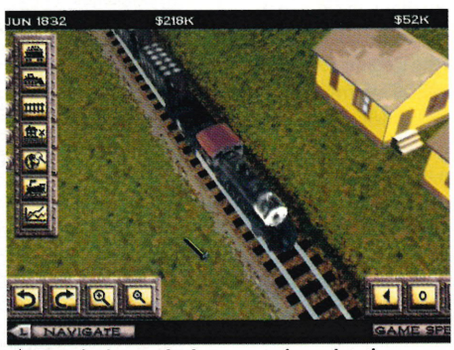
DUE OUT: **SEPTEMBER**
PUBLISHER: **TAKE 2**
DEVELOPER: **TREMOR ENTERTAINMENT**

GRANTED, TRAINS MAY NOT SOUND like the greatest things to make videogames about, but you may well be surprised come this autumn. No, you won't get the chance to blaze through the Channel Tunnel at 180mph as rockets are fired from a chasing helicopter, or even attempt to deliberately catch commuters' jackets in sliding doors. Instead you'll be able to compete strategically and financially against rival companies in setting up the most profitable railways and developing the latest and greatest engines.

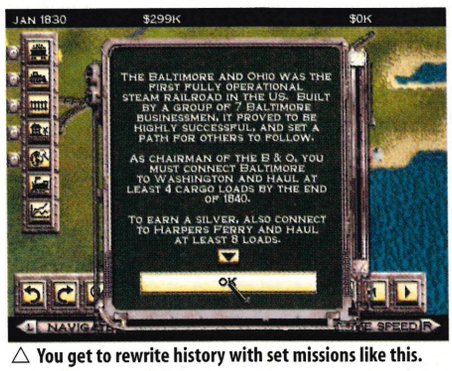
No! Wait! Don't turn the page yet! The *Railroad Tycoon* games are some of the PC's most successful strategy titles, and the forthcoming Dreamcast version is looking like it could be just as big. There are going to be some tasty enhancements too, not least of which is the transition from 2D to 3D graphics. While you'll still play the game from a traditional isometric viewpoint (meaning 'overhead and kind of diagonally'), you'll also be able to spin the view around and zoom in and out to check how all your little trains are doing.

It's simple enough to play as well. You start with a certain amount of money, and you earn more by connecting cities with your railroads, so that the people who live there use your company for all their transportation needs. From there you can go on to connect more cities, buy up rivals, develop more impressive stations and more reliable rolling stock, and so on until you rule the railway world.

The possibilities go on and on, and there'll be more than 70 pre-set challenges from throughout the ages for you to tackle, including all those from the PC original and the *Second Century* add-on pack, *plus* a bunch made especially for Dreamcast. *Railroad Tycoon II* will also be fully playable online, so you'll be able to sit up all night battling with strangers for control of the Liverpool-Manchester freight run. Chuffin' wicked!



△ Zoom in close to check on your trains and stations.



△ You get to rewrite history with set missions like this.

F355 CHALLENGE

Yu Suzuki, the man behind many of the most influential arcade games ever made, speaks exclusively to **ED LOMAS** about his latest DC project

THE LOWDOWN

DUE OUT: **SEPTEMBER**
PUBLISHER: **ACCLAIM**
DEVELOPER: **SEGA AM2**

WHAT'S THE BIG DEAL?

- You get to drive Ferrari F355s!
- The most realistic handling ever
- The world's coolest real-life circuits
- It's genius designer Yu Suzuki's pet project

OUT RUN, VIRTUA RACING, HANG-ON, *Space Harrier, Daytona USA, Virtua Fighter, Afterburner, Shenmue* and many, many more – all have come from the same stable. The people responsible form Sega's own, massive, Research & Development team #2, aka AM2. Under the command of 42-year-old Yu Suzuki, they've made titles that have created entirely new styles of arcade game, the latest being *F355 Challenge*. With a massive three-screen sit-down cabinet, super-realistic handling, a six-speed gearbox complete with clutch, and even a built-in printer which gives a read-out of your driving style, it's not your average arcade racer.

With the game now coming to Dreamcast, *ODM* caught up with Yu Suzuki to find out just what we can look forward to when one of the most expensive arcade games in the world is crammed on to a £40 disc.

Right from the start there was always justified concern that *F355 Challenge* would never be possible on our beloved home console – after all, the enormous arcade machine has four Dreamcast-based Naomi boards all working together at the same time.

"Since we originally used four Naomi boards which all have a slightly higher performance than Dreamcast, we had a lot of hard work to do putting it on to the console," Suzuki told us. "We were very concerned whether it would be possible or not, but it's just as good as the arcade version."

"But but how can this be?" you're no doubt wondering. As Suzuki explained: "Basically through algorithm changes to make it faster. It was very hard work! When we made the arcade version we spent a lot of time getting the car movement and physics just right, but with that done we were able to focus on making the program high-speed for Dreamcast. Lots of optimisation."

The result is already stunning. *F355 Challenge* on Dreamcast is certainly one of the most incredible-looking racing games ever seen, either in the home *or* the arcade. In addition to cars which are indistinguishable from their real-life counterparts (see page 34 for proof of this), the tracks and scenery look completely solid – you won't see buildings and pieces of circuit popping up out of nowhere here.

SO FERRARI, SO GOOD

So far we've only had the chance to try out the arcade's original six courses on Dreamcast – the Italian Grand Prix circuit Monza, Long Beach, Moteki, Sugo and both the long and short versions of Suzuka, where the Japanese Grand Prix is held. We know that five extra real-world circuits are being added exclusively for the Dreamcast version, but as yet no official information has been released on which ones they'll be.

While chatting to Yu Suzuki about the level of realism in the game, however, he let slip that "there are actually drivers who use *F355 Challenge* for training in

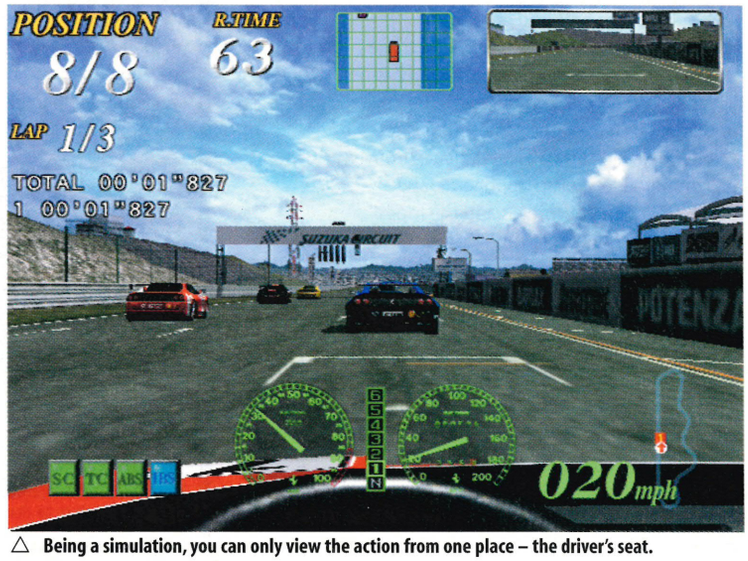
"IT'S NOT YOUR AVERAGE ARCADE RACER"



△ Monza by sunset may look beautiful, but with handling this realistic it's a lot of hard work.



△ The detail on the cars is spectacular – you even see the drivers inside moving realistically.



△ Being a simulation, you can only view the action from one place – the driver's seat.



△ The Ferrari F355 Challenge: V8 3496cc engine, 380bhp, a top speed of 183mph, and does 0-60 in 4.7 seconds. Yours for only 40 nicker.

"THERE ARE DRIVERS WHO USE *F355* FOR TRAINING"

the off-seasons. One guy we met improved by four seconds at Laguna Seca… Oh, that's confidential!"

So, Laguna Seca, one of the world's coolest circuits, is definitely being added to the Dreamcast version! Hopefully the other four will be of the same calibre.

But even though the arcade game itself is more of a simulation than any coin-op before it, the home translation will still have plenty of all-new features. "We have nine additional modes and features which were not in the arcade version especially for the home consumer," Suzuki told us.

As well as a two-player split-screen mode, the option to upload or download replays and lap times from the Internet, a full championship and car customisation options, *F355 Challenge* will also support the Dreamcast link cable (currently available only in Japan) so that two players can connect their consoles and race head-to-head on individual TVs.

The early version of the game we've played also has an unavailable option called Network Play on the title screen, but as yet no official announcement has been made as to what this will entail. "You'll see the name of the modes", taunted Suzuki, "and we want you to guess!" He did confirm that the team were *considering* having *F355 Challenge* as a playable online racing game, but that's all for now.

KEEPING IT REAL

Six months or so after the game's original arcade release, AM2 created special single-screen editions of *F355 Challenge* which could be linked for two-player races. The arcade cabinets also included a slot for Dreamcast VM units, so that driving data could be saved and updated every time a player took their VM with them to the arcade.

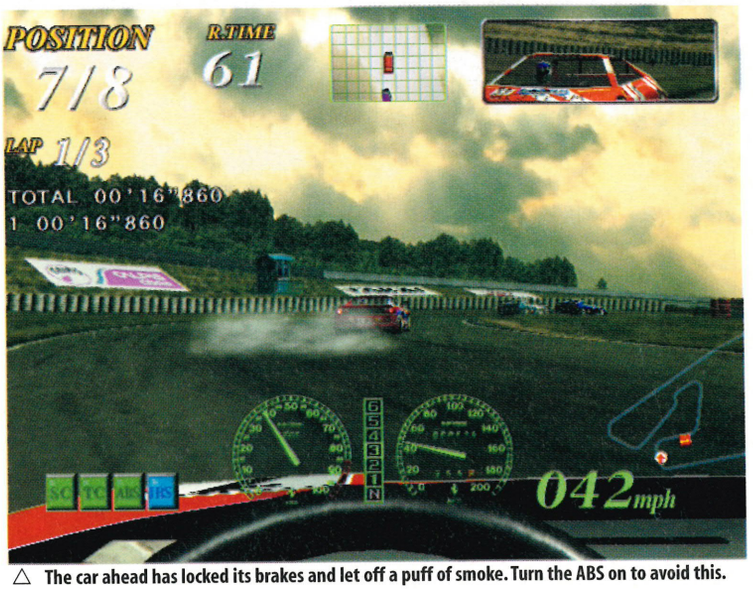
"We are thinking of having some sort of link between the arcade and Dreamcast versions", Suzuki explained. "We are actually doing research on what we can do at the moment. We don't want to build up too high expectations, but we are doing research."

With both the triple- and single-screen editions of *F355 Challenge* being relatively rare in UK arcades, we doubt that a lack of arcade-console VM features would be a concern for the majority of gamers over here. But as we said in our arcade test of *F355 Challenge* (*ODM* #2), it's always been a game that would be more suited to a home console because of its simulation-style handling and steep learning curve.

"I agree," said Yu Suzuki, when we put this to him. "It's probably better for the home because you can put a lot of time into it. In a sense, it's not really a game. The Ferrari is a car which takes time to learn to drive, but which is also fun – it's a very Ferrari-like title."

The high price of playing the arcade version (the triple-screen cabinet often costs £2 a go) no doubt also put a lot of people off. "But it's much, much cheaper than driving a real Ferrari and crashing it!" added Suzuki. "If you break an engine it'll cost you about $80,000 [£52,000] just to replace the engine. I haven't broken one myself, but I *have* spun my F355 before." Show off.

With a September release planned for *F355 Challenge*, we should get our hands on a more complete version of the game very soon. Naturally, as soon as we do we'll bring you a full preview feature. Look forward to it.



△ The car ahead has locked its brakes and let off a puff of smoke. Turn the ABS on to avoid this.



TIME STALKERS

It's taken a while, but the Dreamcast is about to get another attempt at a fantasy roleplayer. **STEVE KEY** assumes the hero's role

THE LOWDOWN

DUE OUT: **AUGUST**
PUBLISHER: **SEGA**
DEVELOPER: **CLIMAX ENT.**

WHATS THE BIG DEAL?

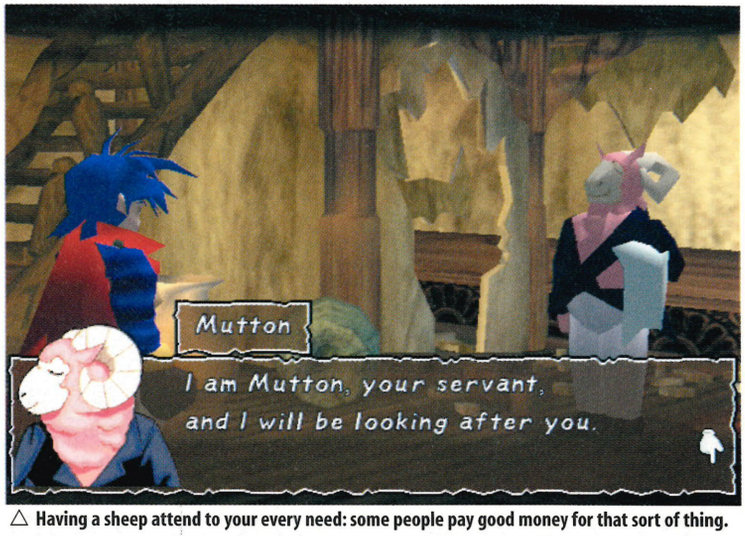
- The follow-up to Mega Drive *Landstalker*
- Enormous game world
- *Pokémon*-style sub-plots
- Hundreds of magic spells and items

SWORDS, SPEARS AND ARMOUR? Check. Lavish magic spells and items? Check. A lead character who's just a young lad but whose destiny it is to save the kingdom and become the hero? Check.

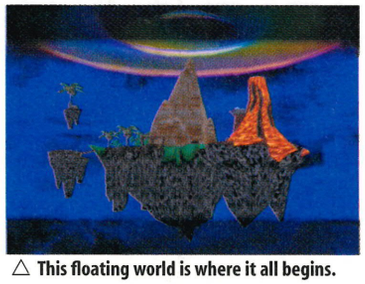
Role-playing games don't often stray from the well-trodden but successful path that involves the above criteria (see *Silver* on page 74 for example), so you can pretty much predict what's coming. But that doesn't stop them being some of the best and most successful games on any machine. For proof see *Final Fantasy VII* on PlayStation, *Legend Of Zelda* on Nintendo 64 and, hopefully, *Time Stalkers* on Dreamcast, the first real RPG to challenge *Evolution* (*ODM* #3, 8/10) on British shores.

As mentioned, the storyline is a simple one. You play as Sword, a young fellow who stumbles upon a time warp that transports him to a floating world constructed from other dimensions. The people on this floating utopia have no idea what's going on, but they proclaim Sword as their hero and saviour. Of course, Sword has no choice but to agree to save them, and it's game on!

He begins with nothing more than a sword in his inventory, but through exploration and the slaying of dungeon beasts he uncovers more items, weapons and handy tools for use in battle. The more enemies he kills, the more experience points he earns and the bigger and stronger he becomes. Increase a level (the first few level ups occur once Sword earns 100 experience points) and he's able to carry more items, use more magic spells and withstand more hits. Attack strength, agility, luck and mental power are some of the elements Sword can improve on through killing goblins or whatever else attacks him. Manually allocating bonus points awarded for finishing a dungeon



△ Having a sheep attend to your every need: some people pay good money for that sort of thing.



△ This floating world is where it all begins.



△ The game features some nice effects.

"SOME LAVISH LEVELS AND IMPRESSIVE EFFECTS"



△ Like all good RPGs, *Time Stalkers* features its fair share of beating the crap out of goblins.



△ Dr Anna will take unconscious creatures off your hands, but she's not so hot on corpses.





△ Some of the levels are suitably spooky.

floor is another way you're able to bump up Sword's stats.

You don't have to worry about Sword undertaking this quest on his own though, as he can recruit many friends to help along the way. Talking to the villagers who appear as each new section of the world is uncovered can lead to mini-plot stories and the chance to increase the size of the team.

There's also a strong *Pokémon* influence throughout. Bashing an enemy until they have only a small amount of energy left leaves them stunned, giving Sword time to capture them. If he chooses to do this, a tube appears and swallows the enemy, keeping it stored in his inventory.

Taking this creature to Dr Anna's hologram in the village (it'll all become clear once you start playing) reveals some extra games. There'll be a total of six of these mini-games to access via your VM, as well as the ability for Sword to keep a complete stash of all the enemies he's come across by capturing them and releasing them into the house containing Dr Anna's hologram.

Time Stalkers has been programmed by the same people that made the brilliant *Landstalker* on Sega Mega Drive and *Dark Saviour* on the Saturn, so their track record is an excellent one. Even at this early stage you can see the graphical quality, with some lavish levels and suitably dank dungeons, not to mention the impressive effects. Some of the camera work leaves a little to be desired, but that should all be sorted out in time for a summer release. *Time Stalkers* has the potential to be a big hit, but we'll have to wait and see whether it achieves that potential.



△ In the first game, you had to follow him in formation. Now you can shoot him down – much more like it.

AEROWINGS 2 AIRSTRIKE

They gave peace a chance the first time, but now, as **DAN TRENT** finds out, it's war

THE LOWDOWN

DUE OUT: **AUGUST**
PUBLISHER: **CRAVE**
DEVELOPER: **CRI**

THE FIRST *AEROWINGS* (*ODM* #1, 6/10) was lovely to look at and featured some of the best controls seen in a console flight sim. What it lacked was teeth, but that has been addressed in the follow-up. *Aerowings 2: Airstrike* will not only do all the things a sequel should do – more levels, more planes – but will also throw a new element into the action: missiles. And guns. Hooray!

All the core elements of the first game will remain in place, including the ultra-strict training regime that you must complete to the satisfaction of the abusive instructor if you want to unlock the real goodies. To provide the incentive to do this, the line-up of aircraft has been increased to include the F14 Tomcat, F18 Hornet and others. And if you get bored with the formation flying, target practice or tactical missions, there'll be a new Versus mode in which you can take on your mates, *Top Gun* style.

The planes themselves are all looking very nicely modelled, and in some of the missions there's the added challenge of operating from a carrier if you reckon you're up to it.

The flight sim genre is relatively under-represented on Dreamcast, with only *Deadly Skies* (*ODM* #4, 5/10) really challenging *Aerowings 2: Airstrike* in the airborne action stakes. It's out in August, so expect a review soon.



△ The rock-hard training mode teaches you the basics.



SYDNEY 2000

The Olympics calls for unrivalled athleticism, skill and commitment. But here's **STEVE HILL** anyway

THE LOWDOWN

DUE OUT: **AUGUST**
PUBLISHER: **EIDOS**
DEVELOPER: **ATTENTION TO DETAIL**

WHAT'S THE BIG DEAL?

- Official game of the 2000 Olympics
- Extremely authentic televisual coverage
- In-depth single-player game
- Unique athlete models for each country

A CONVERTED COWSHED in a field near Warwick is a long way from the sun-drenched beaches of Sydney, but both venues are heavily involved in the Olympics. The Australian city is, of course, hosting the forthcoming games, while the erstwhile bovine residence is home of Attention To Detail, developers of the official videogame of the event.

Having established themselves with futuristic race 'em up *Rollcage* and its recent sequel, ATD's attention is now turned to all things athletic. And while the Olympics themselves might feature some of the more obscure activities that masquerade as sport, *Sydney 2000* has thankfully foregone the vagaries of synchronised swimming and tossing a large ball into the air while twirling a ribbon on a stick, instead opting for a hardcore of 12 proper events.

It's a comprehensive line-up, featuring 100m sprint, 110m hurdles, hammer, javelin, triple jump, high jump, 100m freestyle swimming, Olympic sprint cycling, skeet shooting, super-heavyweight weightlifting, 10m platform diving and kayak K1 slalom. If nothing else, it's two more events than in *Daley Thompson's Decathlon* on the Spectrum. That's progress for you.

While many of the events will be familiar to track and field fans, the selection was finely honed through discussions between the development team and the International Olympic Committee (IOC), who have been overseeing the project.

ATD's Nigel Collier is the producer of *Sydney 2000*, and he explained: "The IOC came up with a couple of ideas, plus I wanted the kind of classic events that you expect. You expect 100m, you expect the hurdles, you expect a jumping and a throwing event. I also wanted some of the novelty events that are a bit more fun, so there's a couple in there. And I wanted a couple of showcase events that show off some of the technology we've got."

RINGS

Clearly, the Olympics have been around a lot longer than videogames, and they're not about to let their reputation be sullied. Everything to do with the game must be double-checked with the IOC, and as Nigel says: "For example, the rings must be spot on. Simple things like that, they want to protect. More importantly, they want to make sure it's authentic, so that's the joint goal that we came up with. I want to make it one of the most realistic sports games that there's been. That's my top-level brief to myself."



△ **Kayaking hasn't featured in many videogames before, strangely enough.**

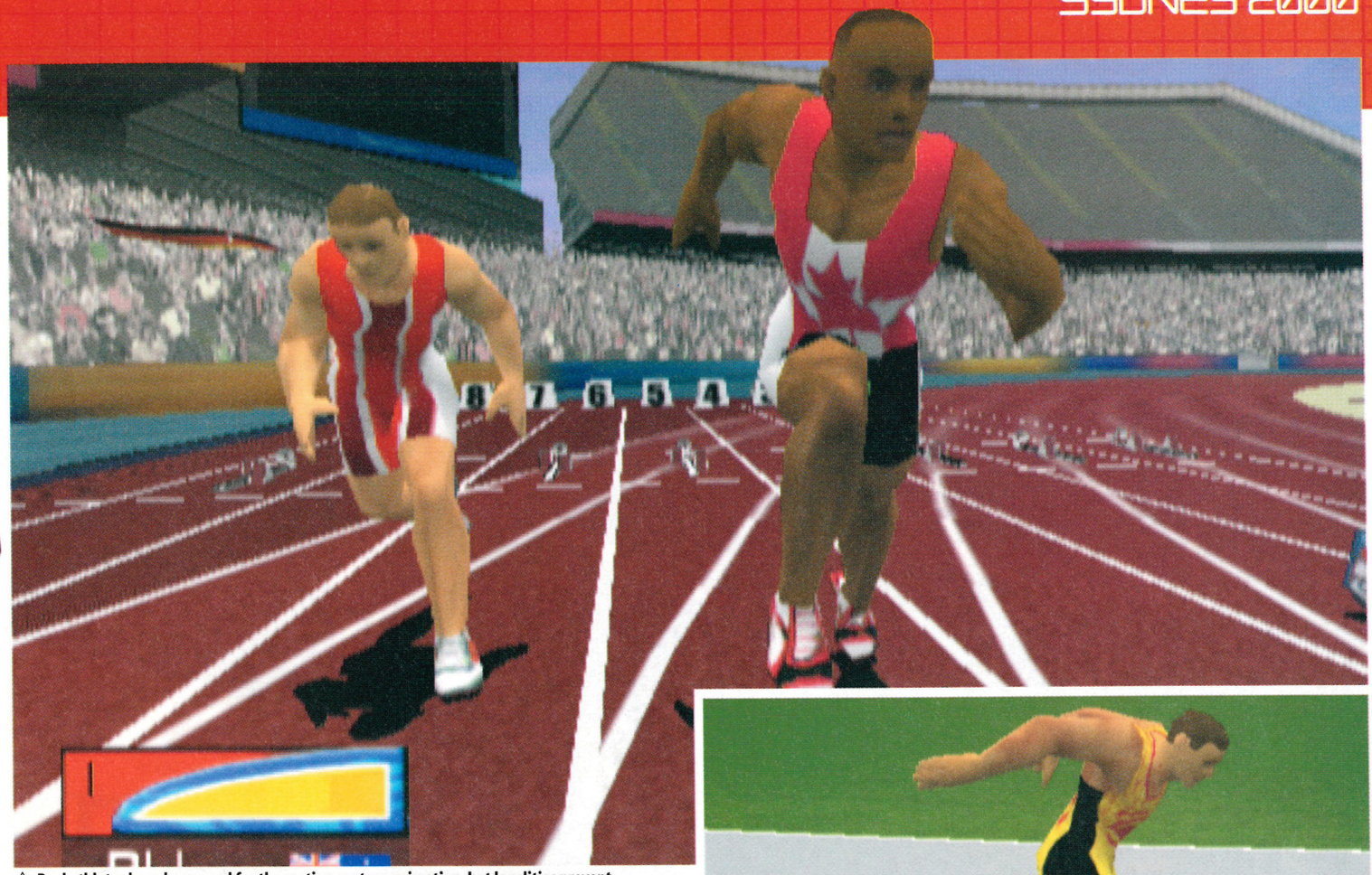
Most people's experience of the Olympics involves watching it on television, quite often at some god-forsaken hour of the night. In order to recreate this, the IOC have provided ATD with architect's plans of the stadiums, blueprints, and even electronic versions. Nigel believes all this "will make the environments particularly realistic, so what you see on the telly is what you're going to get in the game".

This televisual approach also owes a great deal to a setup called the Sydney Olympic Broadcast Organisation, which provides the cameras and the cameramen for the event. "They provide something like 780 cameras for the whole of the Olympics," Nigel explains. "I've got what's called the camera narrative, which is a massive document listing every individual camera, where it's going to be, what environment, if it's on a track, a dolly, if it's hand-held, steady-cam, tripod, the type of lens that's going to be on it… And we've been able to replicate exactly where each camera is, exactly what the lens type is, and exactly how it's going to move for each camera that we're putting in the game. So we've got over 600 cameras in there."

We're not being greedy, but what about the other 180?

"To be honest, some of them are so close you're duplicating. There's no point," reckons Nigel.

"SYDNEY 2000 OPTS FOR A HARDCORE OF 12 EVENTS"

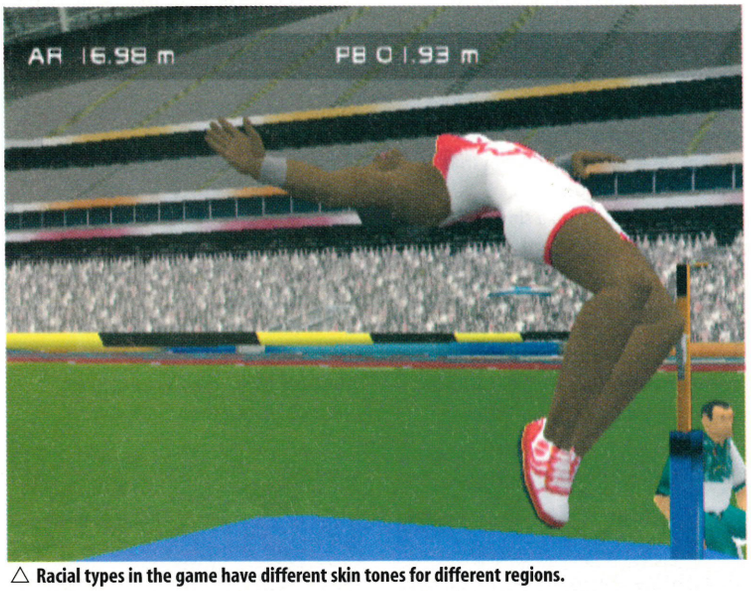


△ Real athletes have been used for the motion capture animation, but legalities prevent their actual names appearing in the game.

"THE GAME FEATURES OVER 600 CAMERAS"



△ Commentary is from the actual TV presenters, including Steve Rider, who'll be taking the rough edges off the English language "thizzafternoon". David Coleman turned it down.



△ Racial types in the game have different skin tones for different regions.

That's still a lot of camera angles, but surely they can't all be workable. To play a game properly there are only certain cameras that are going to be useful. Nigel agrees: "Absolutely, absolutely. And that's a very good point, because one of the things we did is realise this early on. We put in the game camera, which gives you the best view so that you can play the game. When the replay kicks in that's when you can start going to town with the cameras and showing it as it would be on the telly."

But basically, the main game camera is yours. You're not making a television programme.

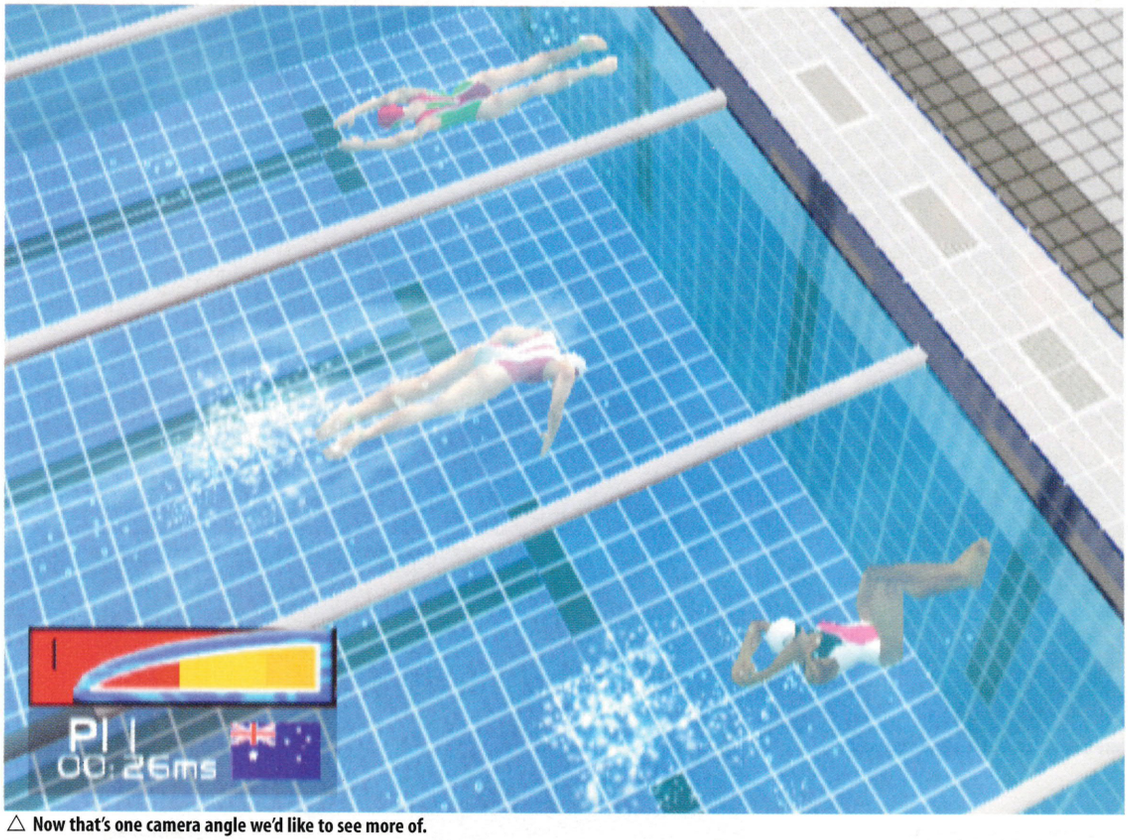
"Absolutely, that's a very important thing to say. It's not a TV programme and it's not a simulation. First and foremost it's a game, that's what's been at the forefront of our minds. It's got to be a fun game to play. And if it isn't that, I think you're missing out on a golden opportunity to bring the Olympics to lots of other people who wouldn't necessarily think of the track and field genre as being an interesting sports game to play."

MONKEY THUMBS

Of course, there have been athletics games throughout the years, and none is lodged more firmly in the psyche of a certain generation of gamers than the aforementioned *Daley Thompson's Decathlon*, which was something of a necessity for any self-respecting Spectrum owner. Countless hours were spent hunched in front of a teak-veneered television while a rudimentary representation of the affable athlete was put through his paces, propelled by frantic tapping of the Z and X buttons on the Speccy's much-maligned rubber keyboard. Success was based on relentless wrist action – something that came easy to teenage boys everywhere – impeded only when one or other of the keys eventually stopped working.

But that was then and this is now. Games are now considered an art form on a par with films, offering months of sophisticated cerebral challenge. Is there a place in the 21st century for alternately tapping two buttons while gurning like a chimp?

ATD certainly think so. "Absolutely," says Nigel. "It's got about an 18-year



△ Now that's one camera angle we'd like to see more of.



△ The hop, skip and jump gets into full swing.

"IT'S NOT TV PROGRAMME AND IT'S NOT A SIMULATION"

heritage and I don't think there's any point in playing around with that. We have brainstormed it a bit, we've tried to push it because I don't want to just accept anything that's gone before. But having said that, if it's not broke, don't fix it. The first thing we did was get this big 3D banana, put it up on the screen, and then developed a tool that made it rotate faster the quicker you pushed the buttons. And people were screaming trying to get this banana rotating as fast as they could. And you know that the fun is in there. That is a good mechanism to use."

Nigel points out though, that the different events do require variations on the technique: "Button bashing is the main foundation for a lot of them, but there's also a stamina method for sprint cycling; there's basically direction and steering for the kayak; there's aiming for the skeet, which again is a different thing; diving is all about timing, so there are lots of different ways of controlling it; button bashing is the basic one that we use for power."

RHYTHM 'N' STEALTH

Button bashing it might be, but it's bashing with control. Nigel cites the 100m as an example: "Initially it's about pushing buttons very quickly, but if you go in and out of rhythm you get penalised, because the 100m is all about rhythm. So these are the kind of different layers we go down to. Graham Knight, the coach who looked after Linford Christie and looks after Colin Jackson, came in and he said: 'It's all about rhythm, and they know the rhythm and the tempo in their mind before they start the race.' We said: 'Great. We'll have that piece of information, we'll put that in.'

"If you are perfectly in rhythm, the athlete demonstrates good technique: you'll have high knees, your arms are pumping backwards and forwards, your head looks straight forwards and stays straight. If you're out of rhythm, your arms go from side to side, your head starts wobbling and your stride goes. And that's updated 60 times a second, so you cannot push the buttons quicker than we can double-check what it is and make sure you get the right visual feedback.

"Now, the subtlety is that you won't see that in the event itself, but when you watch it in a replay it'll be blatantly obvious, and you'll actually see him start flagging and you'll think: 'Ah, crap. I should be pushing faster or more in rhythm.' And you start to learn that that's what it's about.

"So yes, we've taken a simple game mechanic that has existed for 18 years, we've put in things like the rhythm technique, we've put in all sorts of other things as well to do with how you start and finish, and various little subtleties."

Traditionally, track and field games have been great fun in multiplayer, and *Sydney 2000* will facilitate four Dreamcast players going at it like a roomful of gibbons. However, ATD have also made concerted efforts to make the single-player game a deeper experience than any previous titles. As well as the decathlon-style Arcade mode, there's an Olympic mode where you "start off with a Steve Hill or a Nigel Collier, who's a skinny, scrawny bugger, and then you basically train them up from being skinny guys into being these heroic athletes. What you need to do is nurture him in a *Tamagotchi* style, and you see your athlete grow."

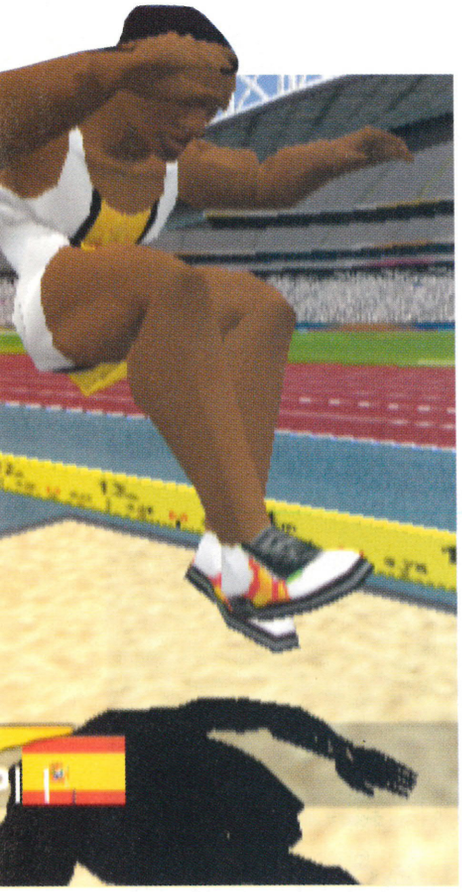
This training will be done in the virtual gym, where each Olympic event is broken down into its constituent parts, which can then be practiced



△ During the actual Olympics, world records will be available for download to your DC.



△ No Old Holborn on display here. Not even a spider's leg. Shame, really.



separately. Nigel explains: "For example, for my money the 100m is about three things: how quick you are off the blocks, how quick you can push buttons in rhythm for the acceleration phase, and then at the end it's how quick you can push buttons in rhythm and hit another button at the right time to get the dip and shave another tenth or two of a second off."

The virtual gym will have exercises that test each of these aspects, with equivalent work-outs for other events. It certainly sounds like a good deal more fun than going to a real gym, at any rate, and you can of course save your finely honed athletes to a Visual Memory unit.

The actual Sydney Olympic Games start in September, but before then ATD hope to have delivered the complete Olympic experience via your Dreamcast. Judging by the amount of background research they've put into the game, they're certainly taking no chances in terms of authenticity.

So, finally, what's the most anal thing in the game?

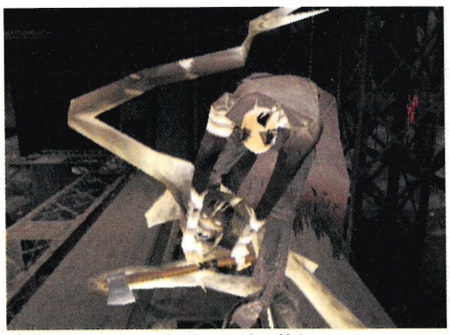
"The grouting between the tiles in the swimming pool," admits Nigel somewhat sheepishly. "I was actually going along photographing the tiles. It's like a sort of off-grey." Now *that's* attention to detail.

NIGHTMARE CREATURES II

Zombies! Blood! **DAN TRENT** thinks this game could be right up your (dark) alley

THE LOWDOWN

DUE OUT: **AUGUST**
PUBLISHER: **KONAMI**
DEVELOPER: **KALISTO**



△ **The zombies and freaks are plentiful.**

BEST INTRODUCED AS the mutant offspring of *Zombie Revenge* (*ODM* #6, 7/10) and *Sword Of The Berserk: Guts' Rage* (reviewed on page 83), *Nightmare Creatures II* is a bloody hack 'em up bathed in gallons of good old gore. You play as the unfortunate Herbert Wallace, victim of experiments by the evil Dr Adam Crowley and left bedraggled, bandaged and looking like Marilyn Manson after a particularly rough night on the tiles. The evil doctor has released hordes of his other creations – zombies and, ta da, nightmare creatures – into the city, and it is up to you to stop them by means of a large axe and a variety of other weapons and spells.

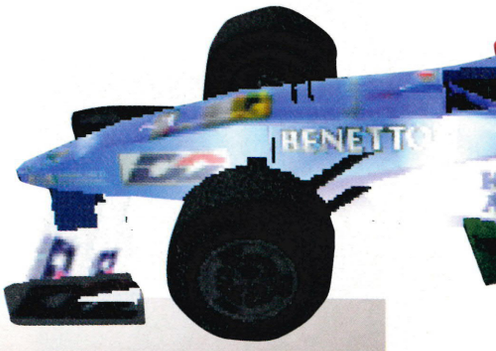
Expect a third-person viewpoint, and straightforward fighting system that switches mode as you approach your enemy to open up extra moves and blocks. There will be some puzzle elements to the game, but the emphasis is firmly on reducing the doctor's mutants to their constituent parts in the most bloody manner possible. To make this even more satisfying, straightforward combos will unleash special death moves for each different foe and, with the amount of hacking required, you should soon be up to speed on how to really make those zombies suffer for your wrecked body and mind.

As you read this, the finishing touches are be being put to the game, which is heading for a late summer release. We'll bring you a full review as soon as we get a finished copy.



△ **Dark and moody is the name of the game in *Nightmare Creatures II* as another zombie confronts our hero.**

F1 WORLD GRAND PRIX II



Yep, Videosystem have been hard at work on a sequel. **DAN TRENT** gets behind the wheel

THE LOWDOWN

DUE OUT: **SEPTEMBER**
PUBLISHER: **VIDEOSYSTEM**
DEVELOPER: **VIDEOSYSTEM**

WHAT'S THE BIG DEAL?

- Slick original gets slicker
- Revised handling
- Full 1999 events added
- Sharpened graphics

FORMULA ONE ISN'T a subtle sport. You can never have spent enough money, have a blonde enough supermodel girlfriend, drive fast enough, or get in the papers often enough. And if you're making an Formula One game then you'd better make sure it reflects the pomp, circumstance and excitement of the real thing, because if you don't you can be sure that someone else will.

The first *F1 World Grand Prix for Dreamcast* (*ODM* #2, 8/10) was a superb looker and tough to drive successfully, with sufficient detail to keep even the most ardent Formula One fanatic happy for hours.

Since the game's release, the busy types up in Videosystem's Manchester development house have been hard at work creating a sequel to take the title on to the next stage. We talked to Michael Lancaster, Project Manager at Videosystem, who gave us the full lowdown on what you can expect to see when *F1 World Grand Prix II* launches in September.

Fans of the original will be pleased to hear that the core of the game remains fundamentally unchanged. Work on the sequel has gone into making it slicker than ever (and, we hope, free from the relatively minor but annoying bugs which blighted the first game).

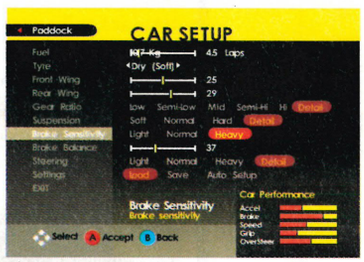
"The bulk of the work has gone into solidifying the code," Michael explained. "We broke it all down, went back in and made everything more stable and smooth-running. The courses were all completely remodelled, and we've added in loads more details such as helicopters flying overhead, and working video screens in the stands."

A Formula One car is obviously incredibly difficult to drive, and for some people the realism of the first game made for a drive that was at times just a tad *too* realistic. That's something that Michael and the team were aware of and have addressed: "We have a test department now, and they've tweaked the handling somewhat. A lot of people did find the first game very challenging. For those looking for a simulation type of game that was great, but we wanted to open it up a little and make it more accessible."

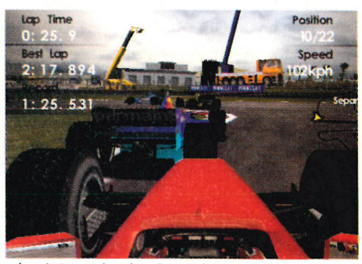


△ Car models have been improved – the new gallery feature shows it all off.

"THIS SEQUEL HAS A MUCH MORE POLISHED FEEL"



△ F1 buffs will love the car setup section.



△ Tight racing is what this game's all about.



△ The smooth graphics and detailed approach remain, but everything's been tightened up.



△ The new broadcast mode means you can familiarise yourself with the courses.



As Michael points out, pleasing everyone is never going to be easy: "You get people who get in from the pub and want to have a quick blast, and then you have people who want to play every Grand Prix, do every practice session, every qualifier, and race a whole season of full-length races. We've got to cater for everyone."

The improvements aren't limited to the handling and interface, however. "The cars have all been remodelled for the new season, as we obviously have to reflect the changes in the real cars," explains Michael. "But there are more general improvements as well: there's proper dishing in the wheels, and the shadows are looking sharper too."

The retrospective approach of the franchise continues. And while that means it's the 1999 cars and drivers rather than the year 2000 season that's featured, the real events are still there and updated accordingly. Michael wouldn't be drawn on whether *everything* would be in there – "The FIA are a bit funny about including things like Schumacher's Silverstone crash" – but there will still be plenty for Formula One fans to get excited about.

Videosystem are promising lots of other detail changes and additions to the game to make it more accessible to a wider audience. Chief among these are a tutorial mode that will take you around the courses and provide information on things such as braking points, corner names and statistics, and a training mode to enable you to put the information to good use in a non-racing environment.

Details such as configurable controls will be there, and reports from the recent E3 show in LA suggest that the game works very well with the various Dreamcast steering wheel accessories, so everybody should be able to find a control setup to suit their taste.

With *F1 World Grand Prix II* due out in September you can expect a review in *ODM* within a couple of months.



△ **Bad guy Triple H (or Hunter Hurst Helmsley for long) giving the Godfather an *hellacious* beating!**

WWF ROYAL RUMBLE

Wrestling never looked so good. And that's the bottom line, cos **ED LOMAS** said so

THE LOWDOWN

DUE OUT: **OCTOBER**
PUBLISHER: **THQ**
DEVELOPER: **YUKES**

THE WWF IS AT AN all-time high right now, with millions of fans all over the world gagging for every fix of 'sports entertainment' they can get. Videogame interpretations have been slipping out of developers' arses at a terrifying rate over the last few years, but not one of them has managed to capture the true spirit of the WWF. Thankfully things are now starting to look up. *WWF Royal Rumble* on Dreamcast is still at an early stage, but it already feels a million times better than the cack we've had to put up with until now – such as *WWF Attitude* (*ODM* #2, 3/10).

You'll have more than 20 WWF superstars to pick from, including The Rock, Triple H and even Vince McMahon, and naturally they'll each have their trademark moves and unique animations. As well as picking the person you're going to play as, you get to choose someone to accompany you to the ring. These companions are not just for effect, however, and during the fight they can be called into action, rushing into the ring and laying the smackdown on your opponent. And don't be surprised if a whole gang of other wrestlers turn up mid-fight and start causing aggro – this being the WWF, anything goes. There'll be up to nine wrestlers in the ring together, which can get quite ridiculously hectic, just like the real thing.

WWF Royal Rumble won't be confined to a regular wrestling ring, there will also be lots of nearby areas available to you, such as backstage, the dressing room, and (bizarrely) a meat locker. All these locations will be packed with bits of scenery that you'll be able to use to your advantage in a number of violent ways. Great stuff!

WWF Royal Rumble is looking as though it could be one of the first wrestling games to succeed in capturing the WWF attitude while also actually being fun to play.



△ **Vince McMahon, owner of the WWF, even gets involved.**



△ **The Undertaker, back from the dead once again.**

MAKEN X

The future will inevitably involve your brain being taken over by an intelligent sword. **STEVE FULLJAMES** can't wait



△ In-game cut-scenes are reminiscent of low-budget Japanese cartoons.

THE LOWDOWN

DUE OUT: **AUGUST**
PUBLISHER: **SEGA**
DEVELOPER: **ATLUS**

WHAT'S THE BIG DEAL?

- First first-person Dreamcast game
- Switch between loads of characters
- Hand-to-hand combat
- In-depth storyline

***MAKEN X* IS NOT EXACTLY A FAIRY STORY.** It goes something like this: boy creates sword. Girl meets sword. Sword takes over girl's head. Girl goes on Far Eastern killing rampage.

This gripping tale of carnage and mayhem is unlikely to feature on children's TV, but at least there's a moral. Namely, don't sneak into suspicious underground research labs when you carry a special marker gene that makes you susceptible to evil biotechnology experiments. You wouldn't believe how often that one catches people out.

In 99 per cent of games the plot isn't important, but we'll go into a little more detail for *Maken X* since there's loads of it, force-fed to you between levels. A research institute, funded by the mysterious Mr Lee, has created a cutting-edge sword-slash-artificial intelligence called Maken, which runs on human chi energy. Just as Maken's final systems are being brought online, a mysterious attacker breaks into the lab and kidnaps Professor Sagama, creator of the AI. His daughter grabs the sword, which merges with her mind and suggests that a little revenge may be on the cards.

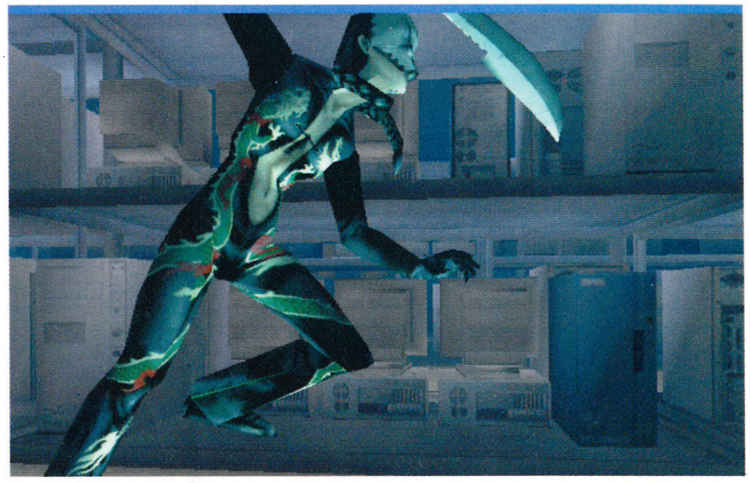
As first-person games go, *Maken X* is a little unusual since it doesn't appear to feature any actual guns. Instead you get big swords, sticks and other gadgets like tazer batons. This gives the combat an unusual close-range spin, and with the ability to block as well as dodge you might be forgiven for thinking you were playing a first-person beat 'em up game at times.

When you encounter an enemy, you can 'lock-on' by tapping the Y button. This makes them the focus of your attention, so you can attack and block without having to worry about turning to face them. This gives a more strategic approach to battles – you'll find yourself concentrating on tactics for beating one guy before moving on to the next. You'll mostly be fighting a selection of hardcore bondage freaks – just about everyone you encounter wears a mask and leather pants, which does make you wonder what game developers get up to in their spare time.

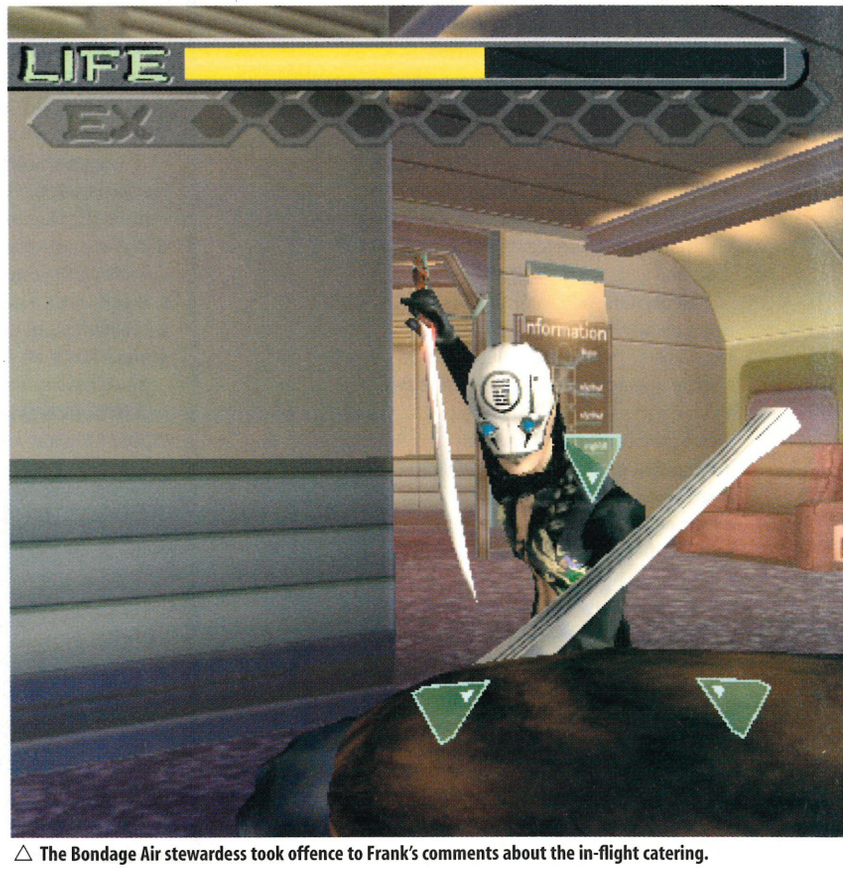
Starting out as pointy-haired schoolgirl Kei Sagama, you can swap characters like dirty underwear by 'brainjacking' between them. You do this mainly to take advantage of the skill set each one possesses. They're ranked on things like power, speed and jumping ability, and most also have a deadly special attack which can be unleashed by holding down the attack button until the 'EX' gauge fills up.

Your adventure will take you from Japan to the furthest reaches of Russia and India, via the delights of Hong Kong and mainland China. There are

"UNUSUALLY, *MAKEN X* DOESN'T FEATURE GUNS"



△ During levels you get little sequences showing the next lot of enemies.



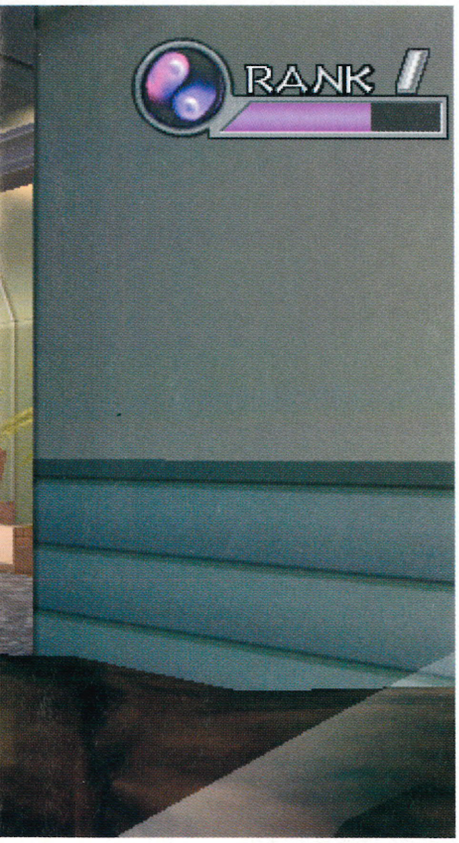
△ The Bondage Air stewardess took offence to Frank's comments about the in-flight catering.



△ Take on red-suited villains in Hong Kong.

something like 20 levels in all, and with various routes through the game, multiple endings and the option to change character every level, you won't be stuck for something to do.

While the wait for *Half-Life* (see page 8) drags on, Dreamcast is missing a decent first-person action game. Fast-paced shooters such as *MDK 2* (*ODM* #7, 6/10) and *Fur Fighters* (*ODM* #9, 7/10) are all well and good, but what we want is something to put one over on those pesky PC geeks. *Maken X* may not be that special something, but it looks as though there's going to be enough here to keep you busy for a while, at least. Check out the *ODM* review next issue, on sale Thursday 3 August, for the definitive verdict.





△ You can really get some speed out of the skiddoos if you learn to powerslide properly.

WALT DISNEY WORLD QUEST MAGICAL RACING TOUR

Visit Disney World for less than 40 quid? **ED LOMAS** checks out this magical deal

THE LOWDOWN

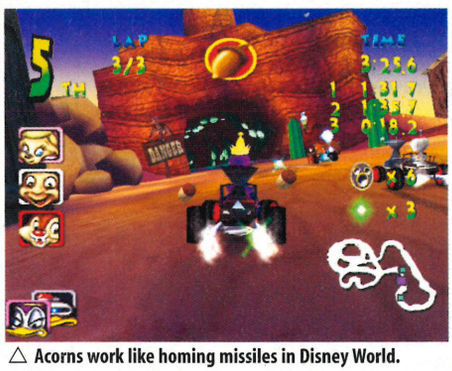
DUE OUT: **AUGUST**
PUBLISHER: **EIDOS**
DEVELOPER: **CRYSTAL DYNAMICS**

IN THE MIDDLE OF WALT DISNEY WORLD is a magical machine responsible for the spectacular firework displays which end every happy day in the theme park. One day, Disney characters Chip and Dale found the machine and accidentally dropped a bunch of acorns into it, making it explode! Now they must travel around Walt Disney World, winning races in each of the park's main attractions in order to get all the parts of the firework machine back together.

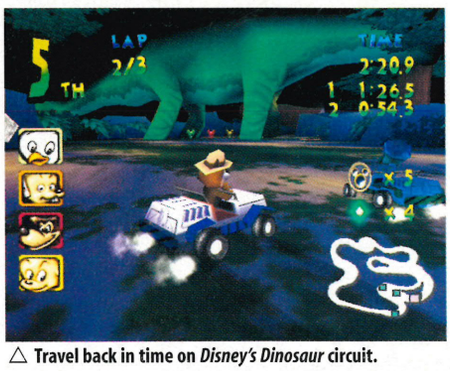
While the story is a typically sweet Disney one, *Walt Disney World Quest: Magical Racing Tour* (or *WDWQ: MRT* for not so long) is looking to be a surprisingly smart, *Super Mario Kart*-inspired racer. As you race around the various courses – such as Space Mountain, Pirates Of The Caribbean and Haunted Mansion – you pick up coins to make your cart/boat/rocket go faster, and power-ups to help you and hinder your opponents. The big thing about the game though is that it's fast – *really* fast. The vehicles whiz along, sliding around corners and simply skimming walls instead of slowing down dramatically. It appears that *WDWQ: MRT* really could be a racing game that can be played by people of every level of non-skill.

The graphics are looking nice and colourful – if a little PlayStation-style simple – and the sound's already brilliantly annoying, with classic Disney tunes bouncing along in the background.

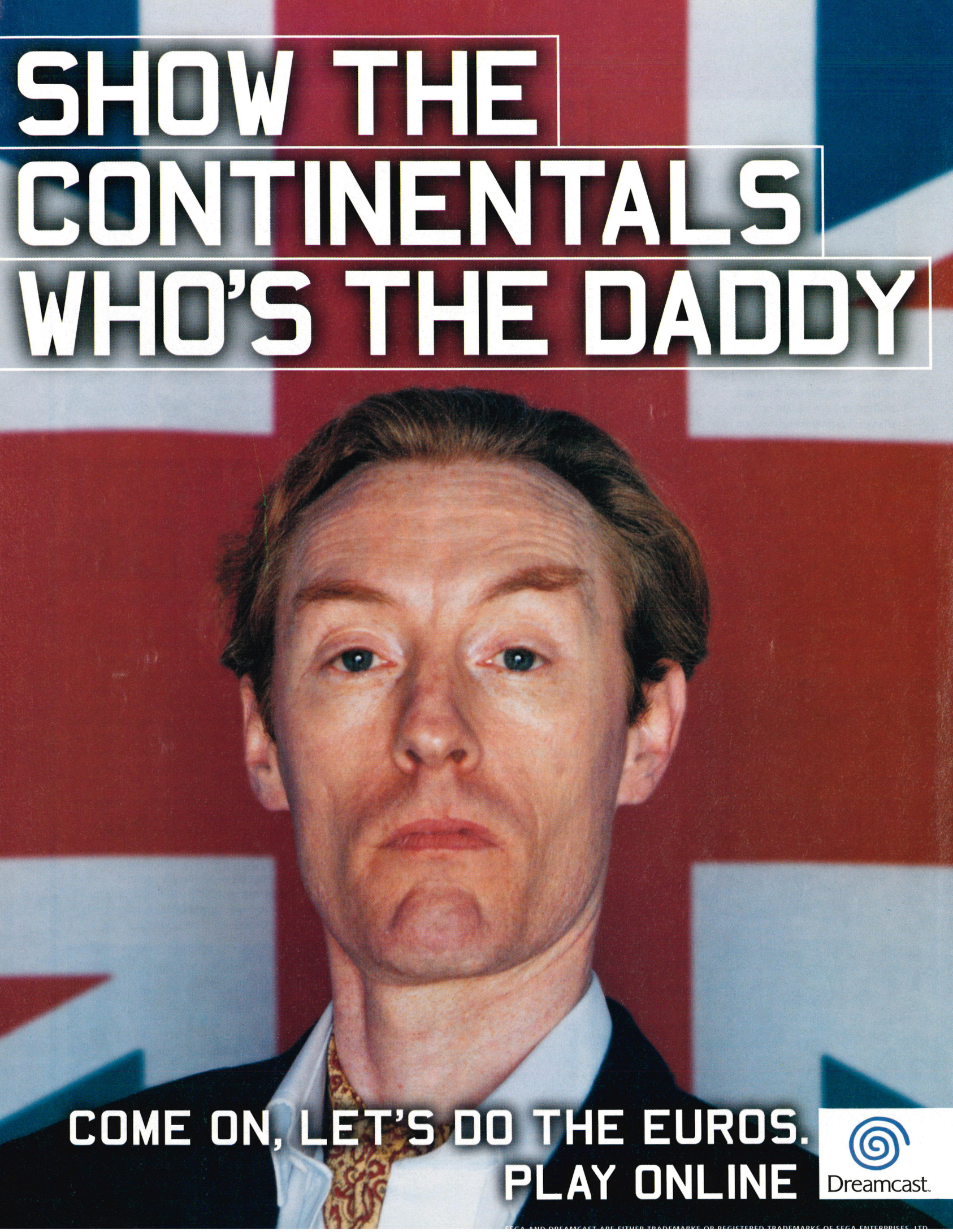
We'll be testing *WDWQ: MRT* fully in time for a review in the next issue of *ODM*, on sale Thursday 3 August. Until then… Hakuna Matata!



△ Acorns work like homing missiles in Disney World.



△ Travel back in time on *Disney's Dinosaur* circuit.



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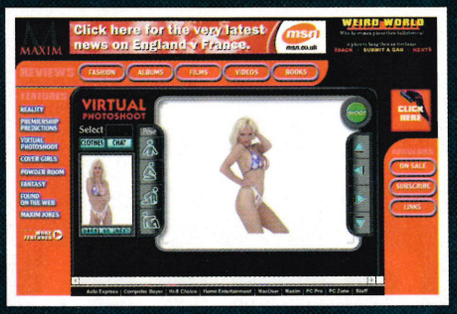
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SUMMER – MAKES YOU GLAD TO BE ALIVE. ALL THAT SUNBURN AND THOSE BRILLIANT HEADACHES. CAN'T GET ENOUGH OF IT



IT'S A BIG DILEMMA: should one play videogames on a hot day or not? It almost feels *wrong* to stay indoors on one of our rare summery days, curtains drawn and covered with a bath towel to block every last beam of sunlight glaring off the TV, volume turned up to drown out the laughter of children playing outside.

But why should it be wrong? The sun's a dangerous thing, sitting up there spilling out billions of gammaflips of radiation, burning our skin and bleaching our T-shirts. If we'd rather spend our day in a darkened house battling through the latest adventure epic instead of getting a headache out in the sun, we should be allowed to do so without feeling bad about it. Besides, we can always go and run around outside another day – a rainy one, perhaps.

Because of this unfortunate stigma attached to summer gaming, there's usually a decrease in the amount of software released in July and August. But not so this year. If anything, the Dreamcast release schedule is already starting to pick up in preparation for Christmas, with progressively more and more titles due out each month until the end of the year. Even though the chances are that you're still stuck into one or both of last issue's essential games – *ChuChu Rocket!* (*ODM* #9, 9/10) and *Ecco The Dolphin: Defender Of The Future* (*ODM* #9, 9/10) – there's a varied bunch due out over the next couple of weeks to help while away those long summer days.

Tony Hawk's Skateboarding is definitely the pick of the bunch, enabling you to almost immediately do things that would normally take years of grazed knees, broken arms and worn-out overly expensive trainers to master.

If you tried out the playable demo of the game that came with the last issue of *Official Dreamcast Magazine*, you'll know just how much fun it is to play. What you probably don't know yet is just how much of a challenge there is to the full game – it certainly isn't something you'll see all of in a day.

Capcom have come up with another winner in the form of *Marvel Vs Capcom 2: New Age Of Heroes*. Taking the whole 2D fighting thing right to the edge, it puts more characters, more animation, more moves, more eyeball-singeing special effects and more cheesy rock music into one game than ever before. It's definitely not for the feint-hearted.

Speaking of which… There are a couple of duffers on their way this month to keep an eye out for. I'll leave you to browse through the reviews and find out exactly what's not up to the kind of standards we expect from our Dreamcast games – and why.

Yes, we're harsh, but we're always fair. And we're a lovely bunch of guys, really.

Hey – don't go changing!

Ed Lomas, Reviews Editor

REVIEWED THIS ISSUE...

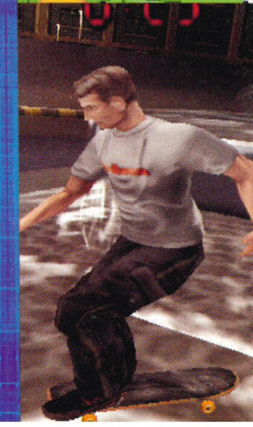
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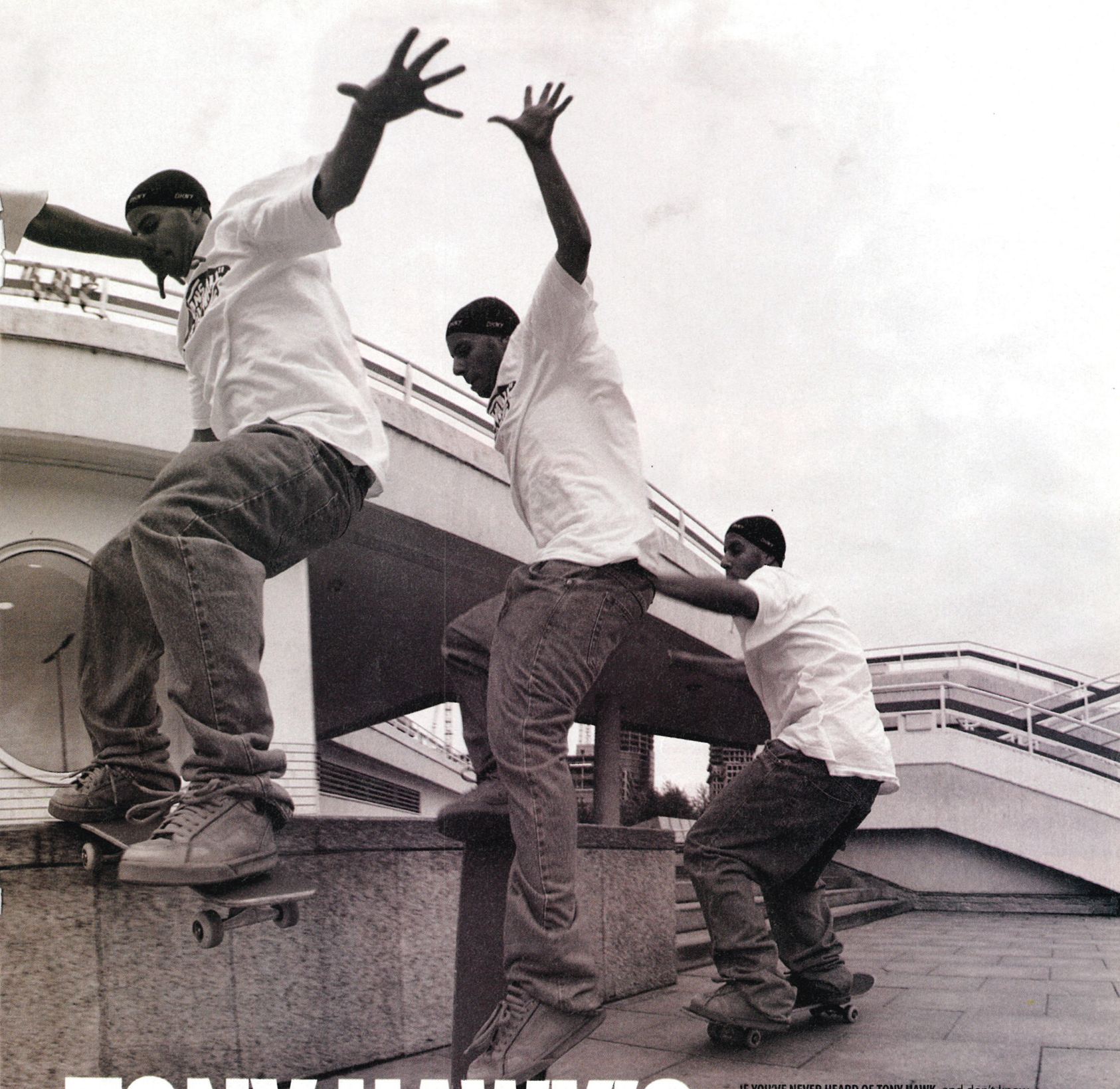
ODM RATINGS

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

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



IMAGE: ALEX @ LODOWN



TONY HAWK'S SKATEBOARDING

The best PlayStation game of '99 comes to Dreamcast looking better than before. **ALEX HUHTALA** blisters his thumbs to prove he's hardcore

IF YOU'VE NEVER HEARD OF TONY HAWK, and don't know who he is or what he does, then you need to know only one thing: he's the greatest. Like Mohammed Ali, Pele or the crafty cockney Eric Bristow, he's the biggest name in his profession. In Tony Hawk's case that profession is, of course, skateboarding.

It's a good thing that he's associated with the game *Tony Hawk's Skateboarding*, not because it bears his name but because, like him, it's simply the greatest in its field. The reason why is simple: it enables someone who knows nothing about the sport to pick up a pad and execute moves and tricks that can only be performed for real by someone who's spent years perfecting them.

The game is split into nine levels containing some of the best course design ever conceived in a videogame. Even more impressive is the way that you can perform ▶



△ **Play as other characters and unlock their boards. Check out Geoff Rowley's 'I Love Beer' design.**

▷ tricks off any object within these courses. Be it a wall, a picnic table or a car, there's the possibility to use it to your advantage, racking up points in the process.

Of the nine courses, only one (The Warehouse) is open to begin with, but within this level there's the opportunity to collect five videotapes. In *Tony Hawk's Skateboarding*, videotapes are the currency that open up more sections of the game, enabling your chosen skater to gain access to better equipment and new levels.

Videotapes are earned by completing separate challenges – initially these involve earning 5,000 points, 15,000 points, locating a hidden tape, smashing five boxes, and collecting five letters that spell the word 'SKATE'. On the first level, as you'd imagine, this is relatively straightforward and points are fairly easy to earn: perform tricks, twist and turn, grab the board and, most importantly, land, and you see the name of the trick and a points total. The way to greater scores is fantastic, as the game employs a multiplier whereby linking tricks together racks up more points.

The 'smash five boxes' challenge is repeated in upgraded form on subsequent levels; at the start it's smash five boxes, on later levels it's smash five police cars or grind five picnic tables. Smashing into boxes requires less finesse than performing a high-scoring trick, but it requires equally important timing. Similar to smashing the five boxes is collecting the letters to spell the word 'SKATE' – easy enough in the opening level, but in later levels the location of the letters can be quite devious. It's worth noting that this isn't a game that has you pulling your hair; failing in a trick or a challenge can be frustrating, but never to the point where you'll throw down the pad in anger. It's all about fun, dude!

The final challenge on each level involves locating a cunningly hidden tape. But, strangely, as you're waiting for the level to load you're shown an image of where the tape is hidden! Again, it's an indication that this is a game where the developers want you to have fun rather than get frustrated.

The challenges keep moving you towards achieving greater scores and becoming more dextrous in performing moves correctly, but they aren't the most important aspect of the game. The most important element is the control system, which enables you to achieve incredible moves and tricks, and makes you fully aware of your surroundings and the parameters of the game in seconds. In this respect, *Tony Hawk's Skateboarding* feels less like a sports simulation and more like *Super Mario 64* or *Sonic Adventure*.

Unlike in *Mario*, there aren't any cute characters to



SPEAK OUT

JEFF BARNHART, PRODUCER OF *TONY HAWK'S SKATEBOARDING*, ANSWERS SOME QUESTIONS

WHAT'S THE BEST THING ABOUT THE GAME?
That the best-playing game around just got a whole lot better on Dreamcast. We were able to keep the gameplay 100 per cent identical to the original version, and we just pumped up the graphics and frame rate to bring the game to its standing glory.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Power Stone 2* and *Dead Or Alive 2*.**

WHICH IS YOUR FAVOURITE SPORTS GAME EVER?
***NHL '98* for PlayStation.**

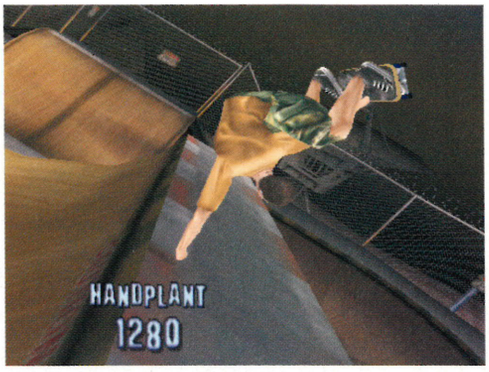
CAN YOU ACTUALLY SKATE?
Not any more. When I was younger I skated like a maniac. Since then I've run into a few problems with my knees, which led to surgery, and I'm not as athletic as I used to be.



△ The Kickflip McTwist is one of Tony's signature moves.



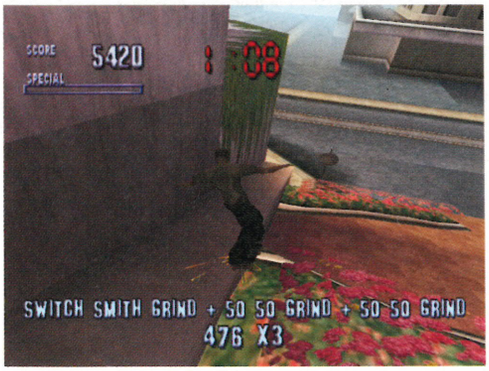
△ Unlock cool new boards as you progress.



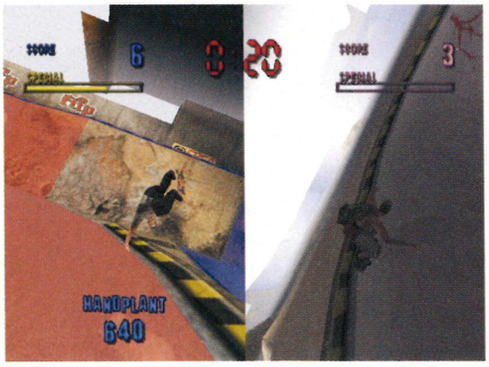
△ The greatest show-off move in the game!



△ The Kickflip Underflip is a very skilful move.



△ Combining tricks kick-starts the score multiplier.



△ The two-player game is just as much fun as the one-player.

guide you on your way. Instead you must endure trial and error, using the carefully planned courses to slowly perfect your moves and learn the limitations of each character. The controls are simple, with separate buttons for a jump or ollie, flip tricks, grab tricks, and grinds or slides. While pressing any of these buttons, you can push the analog stick in any direction obtain a wider selection of moves, such as Madonnas, Japan Airs, Indy Nosebones, Benihanas and so on. If the names mean nothing to you right now, don't worry, they will. It all becomes self-explanatory.

In a way that's the great thing about *Tony Hawk's Skateboarding*: it enables a newcomer to the sport to become an expert quickly, without having to learn the lingo or hang out with skaters at concrete-covered urban dark spots. Not only do you learn the names of complicated moves, you also become familiar with the best skaters, because the game contains the cream of the crop of current professionals. There are ten skaters in total, including Tony himself, plus a couple of secret characters for you to unlock.

Each skater has a range of special signature moves that are available once you've put together a number of regular tricks. Constructing moves increases the special bar that sits in the corner of the screen – once the bar goes yellow you can attempt one of these impressive tricks. Each special move is selected with three buttons: for example Right, Right, B to launch Tony Hawk into a Kickflip McTwist; or Up, Down, B to make Geoff Rowley perform a backflip. Special moves become important in later levels when you're aiming for the higher scores, because the points awarded for performing them are massive. They're also very handy for impressing the judges in competitions.

Yep, placed at intervals between the regular levels are three competitions for you to enter, with gold, silver and bronze medals awarded to the top three skaters. The competitions are a lot of fun, requiring you to perform a one-minute run three times. At the end of each heat the virtual judges award you a score based on style, degree of difficulty and variety, with points deducted for falling. The best two runs count, with the two scores combined to make your total. If you're in the top three at the end you're given a medal. Nice.

Of course, *Tony Hawk's Skateboarding* isn't just for one person at a time – there are also some excellent two-player modes, with the best of the lot being Graffiti, where you must perform tricks using the objects in the course; complete the trick and the object is tagged with your colour. However, if your opponent performs a better trick, scoring more points on the same object, then they tag it instead. When the timer reaches zero, whoever has the most tagged objects wins. You can also face off against someone on any course, attempting to achieve the highest score, or play Horse, which is a turn-based mode ▷



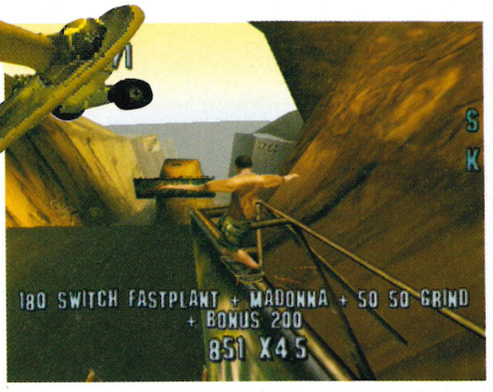
"NEAR-PERFECT GAMEPLAY AND PLENTY OF LONGEVITY"



△ This is a game where practice and experimenting really do reap rewards.



△ Yep, that's some switch, Madonna!



△ The more incredible the trick, the more outrageous the name.







△ The videotapes that you collect in Career mode can be viewed at the end of the game – see how the pros do it for real.

▷ where you try to score the most points on the same object. They're all variations on the same theme – to get a big score – but they can be a lot of fun when both players are evenly matched.

Visually the game is much better than the PlayStation original, with a faster frame rate, and greater depth of field enabling you to see far off into the distance. There is some fogging on later levels, but it's so far off in the distance that it doesn't spoil the fun. Besides, the worst culprit in this respect is the San Francisco level, so maybe it's deliberate. What the game does share with the PlayStation version is the basic textures, although the high resolution on Dreamcast improves their clarity. While it looks good, it could have been even better.

There's one final fault that spoils the game slightly: repetition. Completing the game with one character, finding the hidden tapes and enjoying higher scores is a lot of fun. It's also quite a challenge. But once you've done it, there are nine more characters to do it with all over again. Fine, they have different moves and boards to unlock, but each character has to complete the same challenges. It wouldn't have been too difficult to move the location of the hidden tape on each level, or put the collectible objects in harder-to-reach locations. Instead, for ten characters everything is in exactly the same spot. Which is a pity.

Still, that notwithstanding, *Tony Hawk's Skateboarding* is a lot of fun, imaginatively combining the skill of skateboarding with a finely crafted platformer. The control system that does most of the hard work for you enables you to perform huge tricks within an hour of starting, unlike rival skateboarding games that slow you down by having you concentrate on keeping the board moving and keeping your boarder's balance.

This is a must-play game, with near-perfect gameplay and plenty of longevity. Even if you've never shown any appreciation for skateboarding before, we're sure you'll enjoy it.

PRICE: **£39.99**
PUBLISHER: **CRAVE**
DEVELOPER: **TREYARCH**

VERDICT

THE BEST SKATEBOARDING GAME EVER, BY A MILE

UPPERS
Beautiful level design • Great control system • Long-lasting challenge

DOWNERS
Still looks like a PlayStation game • Repetitive challenges • Thumb blisters

IN ONE HOUR We'd unlocked the school level and were singing along to *Psycho Vision* by Suicidal Tendencies
WEBSITE www.cravegames.com
CHECK OUT Tony's official website at www.tonyhawk.com
MAX PLAYERS 2
VIDEO MODES Full-screen PAL, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD



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△ When it all gets a bit too much, just go into reverse and look at the nice ripple and bubble effects.

DEEP FIGHTER

Facing up to jellyfish, giant pond flies and a persistent enemy race, **STEVE OWEN** finds his wet suit less than flattering

AS MATTHEW McCONAUGHEY discovered in the recent film *U-571*, being in charge of a submarine isn't just about growing a lovely, bushy white beard. There are loads of boring jobs to do too. Ideally, of course, you wouldn't have to do the boring stuff in a game. After all, it's just a game, right?

Criterion Studios, it seems, disagree. In creating the rather lush – if slightly spoiled – *Deep Fighter*, they've become so obsessed with atmosphere, storyline and pseudo-future reality that they've forgotten to strip out the tedious bits in an effort to keep things moving. Let's remember that it's because of trimming that we have a cutting room floor in the first place.

It's not as if the game is so short that they couldn't risk leaving out a mission here and there; it comes on two discs and has around 50 missions. While it might look like a shooter, it's also a puzzle game, so there's plenty of head-scratching to be done. In fact, if your one deciding factor when thinking about which game to buy is the time it takes to complete it, then *Deep Fighter* scores quite highly. However, it might be better to shorten a game time by ten hours if it means ten hours less of just travelling from one location to another.

Predictably, *Deep Fighter* is set in some fictional future world. You play an anonymous cadet in a defence force patrolling a series of mines. Mining ore is essential to the completion of your race's mother ship if your people are to have any hope of getting off a planet that's collapsing from an increasing number of volcanic eruptions and earthquakes.

As the pilot of a mini-sub, you have an entire ocean to explore, complete with ravines, rocky outposts, abysses, research centres and a necessarily modest collection of natural flora and fauna. This is where *Deep Fighter* looks gorgeous, the water appearing to shimmer and flow with the tide as sunlight streams down from the surface. The textures of the rocks are beautifully realised, while schools of fish explore swaying seaweed, and giant lobsters scratch the gritty bed. You'd be happy to just pilot your craft around for a little while – that is, until your MTV-generation attention span forces you to find entertainment elsewhere.



SPEAK OUT

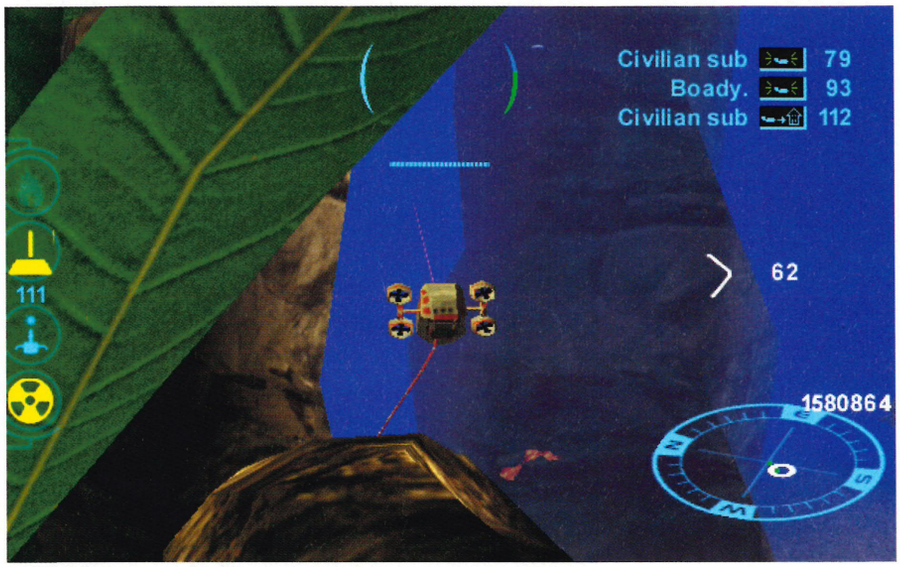
BOB CHURCHILL, GAME DESIGNER AT CRITERION STUDIOS, PROVIDES THE ANSWERS TO SOME OF OUR QUESTIONS

WHAT'S THE BEST THING ABOUT THE GAME?
It's got to be the variety. From the 40-plus individual missions to the styles of play we have incorporated. There is, of course, the combat, which differs from the space shoot 'em ups as you can use the landscape to aid avoiding enemies and their weapons. We also have exploration, boss enemies and puzzle solving – elements rarely found in this genre.

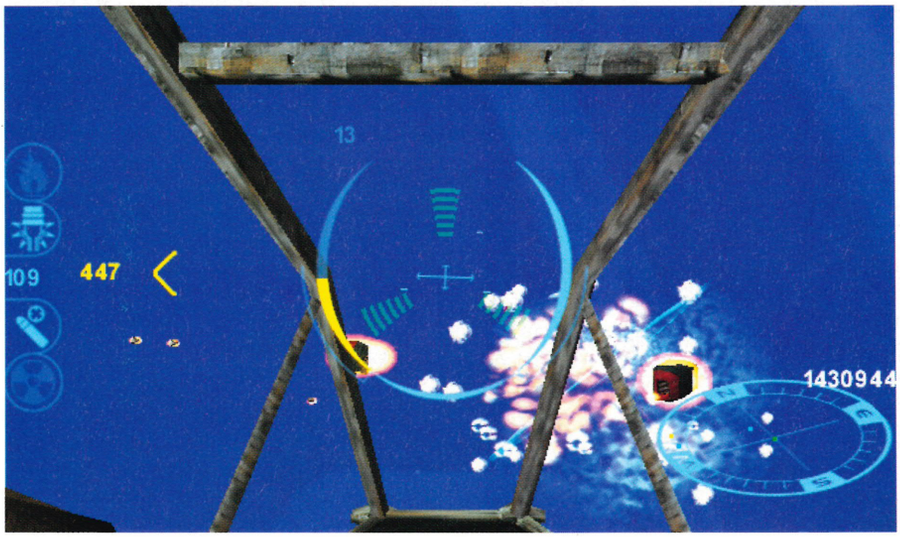
WHICH DC GAMES ARE YOU PLAYING AT THE MOMENT?
***Soul Reaver*. I played it on PlayStation, but the Dreamcast version, with the same great gameplay and superior graphics, just rocks.**

WHICH IS YOUR FAVOURITE SPORTS GAME EVER?
It's got to be *International Superstar Soccer Pro*.

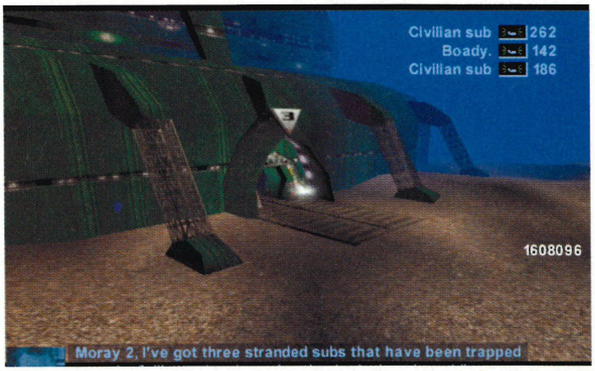
WHICH VIDEOGAME CHARACTER DO YOU FANCY?
No contest – Ulala from *Space Channel 5* is a goddess.



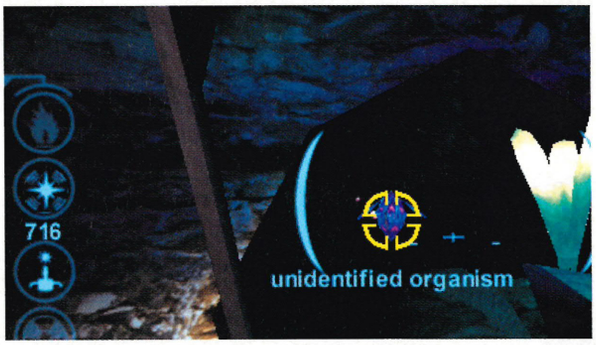
△ Pulling things out of the way or towing them to a new location reminds us of the classic game *Thrust*. A bit.



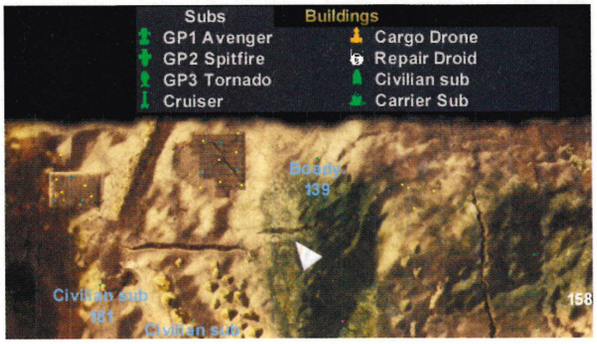
△ The homing missiles make victory against even large numbers worryingly easy.



△ Sometimes you'll get fresh instructions while you're already patrolling.



△ There's more to the ocean than you first thought.



△ A rather ruidmentary map doesn't always prevent you from getting lost.

Because you're just a lowly cadet, you have the opportunity to prove your worth through a series of linked missions, earning promotion and access to improved submersibles, and enabling you to attempt more important tasks. The game works using a strict scripting system. The outcome of the story isn't altered by your performance, but you either succeed (and continue the game) or fail in your mission for one reason or another.

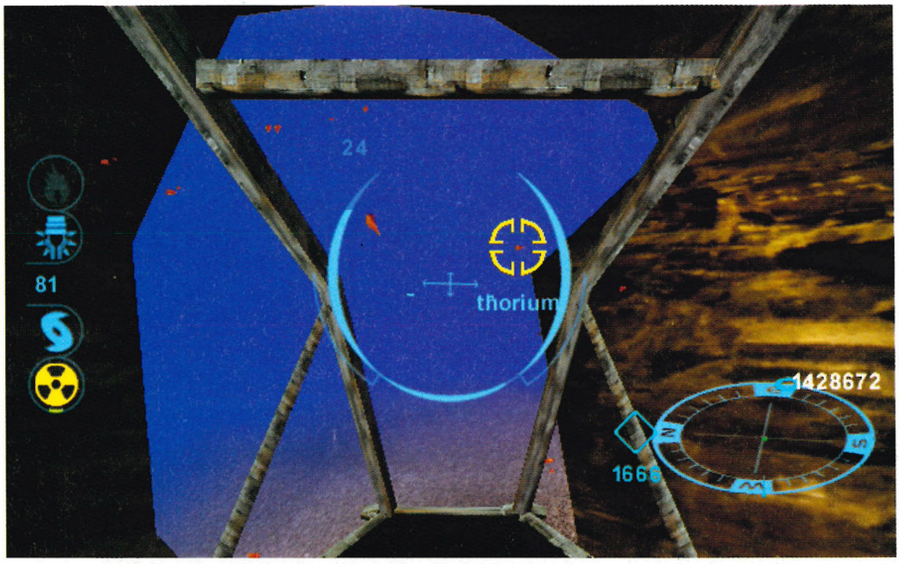
This inflexibility isn't the issue; in fact the game's storyline benefits from following a set pattern. Many missions and chapters are introduced with reasonable quality video clips, somewhat B-list acting, but real-life actors rather than animated ones. One advantage, among other things, is that you can actually fancy one of your co-cadets without being seen as a games nerd lusting after a collection of polygons.

The problem with *Deep Fighter*'s strict scripting system is the inflexibility within each *mission*. The game stubbornly waits for certain 'trigger' events. On more than one occasion you could think that you've completed a mission, and then have to propel your craft around the ocean depths looking for whatever invisible line you were supposed to pass in order to have your accomplishments recognised by the game. Some missions are constructed to appear as if something nasty has just happened that second, but that means you just end up pootling along the sea bed waiting for the script to kick in, and wondering what it is that you're supposed to have done.

"IT'S JUST TRYING TO BE *TOMB RAIDER* OR ANY SPACE ACTION GAME, BUT STUCK UNDERWATER"

The other less than interesting element of this system is the sub-plot that has you manually collecting resources because of a technical issue with the mine. This involves hunting around for bright orange radioactive material, shooting it into little fragments then vacuuming them up. While this makes for a fairly relaxed introduction to your craft and the control system, it's an ongoing process that you're supposed to be doing when you've got nothing else to do. It's strangely reminiscent of your mum repeatedly asking you to clean your room, or the nagging thought that if you find yourself with five minutes spare then you really should do some laundry.

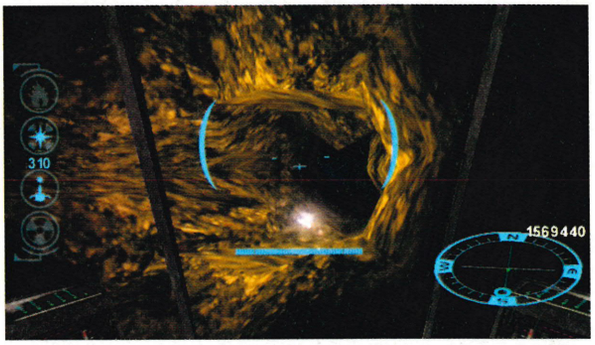
But there are times when *Deep Fighter* caresses your tickle spots with some rather nifty and enjoyable missions. Experimenting with a new BURST engine, you take part in a race with other cadets, accelerating through hoops and over jumps to burst through the surface of the sea. Another has you hurriedly trying to ▷



△ It's these minute shards of Thorium that you have to collect using your onboard vacuum cleaner. Yawn.



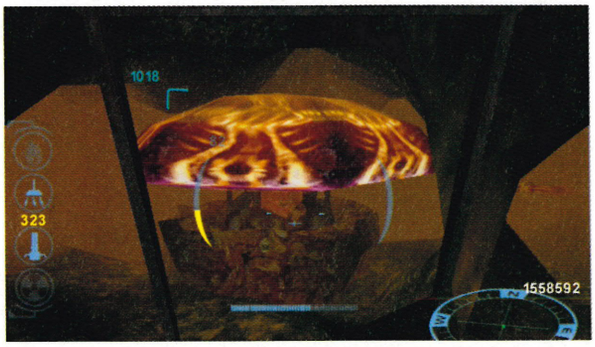
△ You do get the odd glimpse at the surface and promises of other lands.



△ Firing flares into darkened crevices means its less as scary to go down there.



△ There's plenty of marine life going about its business, and only a few of them are harmful.



△ The first 'boss' character is this huge jellyfish, firing out mini-jellyfish.

place a sensor in a cavern of fiery magma and collect some unexpected plant life before you melt. There are plenty of characters (but they're about as original as *Rocky V*), and the game keeps changing and evolving to reflect the ongoing nature of the story. After playing a quarter of the way through the game, you gain access to a completely new area of the planet, which you must map without ever quite knowing what's around the corner. Halfway through you get access to a tiny remote-controlled submarine that can be used to go to investigate a crashed craft.

In fact, Criterion have incorporated a number of technical achievements to keep the game interesting. Very early on you have access to a kind of giant claw which is used to drag items home, and the added weight plays havoc with the manoeuvrability of your own craft. Some mission directives involve travelling down pitch-black tunnels illuminated by firing off flares, which bounce down the tunnel ahead of you lighting up hidden crevices.

Criterion cite *Tomb Raider* as an influence, but *Deep Fighter* is missing one essential element that made the original *Tomb Raider* such a classic: besides the gutsy, busty female lead, *Tomb Raider* made you scared, with set pieces that resulted in terrifying creatures leaping out at you from behind walls. *Deep Fighter*, on the other hand, moves very slowly. Subs just aren't that manoeuvrable, and the momentum of the craft makes sudden changes of direction impossible. The result is that battles with other craft or sea creatures degenerate into a head-to-head shoot-out, rather than the more traditional dodging game. You can always recharge shield energy and ammunition back at base, so it's just a matter of surviving any attack or getting home in the middle of a fight if you can.

Deep Fighter is just trying to be *Tomb Raider* or any space action game, but stuck underwater for originality. But because of this 'feature' the game suffers. It's great to feel like you're patrolling the oceans, and the ongoing story keeps you hooked in the same way that PC games *X-Wing* and *Wing Commander* have done in space, but perhaps it would be better if the realism had been traded for gameplay. As it is, *Deep Fighter* is just an interesting change.

PRICE: **£39.99**
PUBLISHER: **UBI SOFT**
DEVELOPER: **CRITERION**

VERDICT

I LIKE TO BE UNDER THE SEA, BUT I'D RATHER BE DOING LESS HOUSEWORK. MOSTLY

UPPERS
Less murky than *Das Boot* • A variety of missions • Certainly innovative

DOWNERS
Sub is slow to respond • Some missions are tedious • Others are too difficult

IN ONE HOUR A spot of mining, a promotion, and the trashing of some bad guys
WEBSITE www.ubisoft.co.uk
MAX PLAYERS 1
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

6

PRETTY GOOD

For blast-ards EVERYWHERE.



WWW.BARRYSWORLD.COM

no dot.con

The dedicated online service for serious gamers



△ David gets larger the closer you run towards the screen. We're full of interesting information, us.

SILVER

An evil emperor has kidnapped all the nubile women, and strange magic is spreading all over the land? STEVE KEY embarks on another role-playing quest

"TOO DULL TO MAKE YOU WANT TO PLAY IT FOR ANY REAL LENGTH OF TIME"

THE PLOTS FOR ROLE-PLAYING games are usually long and drawn out, and all seem to revolve around the same basic storyline: The local king/emperor/ruler has had his beautiful daughter kidnapped by an evil rogue. The rogue is also trying to awaken a terrible demon/monster/god who was banished to eternal sleep by the elders of the city. Surprisingly, the elders also created runes/orbs/tablets that awaken the demon/monster/god once they're together. The king/emperor/ruler is at his wits' end, but a local lad trained by the wise old man of the village is at hand and the fate of the kingdom is placed in his hands. And so the adventure begins…

Silver succumbs to the same basics, but instead of the daughter getting pinched, the evil Silver (the bad boy of this story) has taken every woman so he can pick and choose his new wife and distribute the others among his men! You play David, a man who's out for revenge after seeing his missus taken from under his very nose.

Silver came out on PC about 18 months ago to a mixed reception from both the media and gamers. Its detailed pre-rendered backgrounds and simple 3D characters were similar in style to those of the original *Resident Evil*, while the gameplay had the classic 'build up your character from scratch' elements found in all fantasy adventure games. The Dreamcast version of *Silver* is identical in every way except for the control method, which has been customised for use on a joypad – and with very pleasing results.

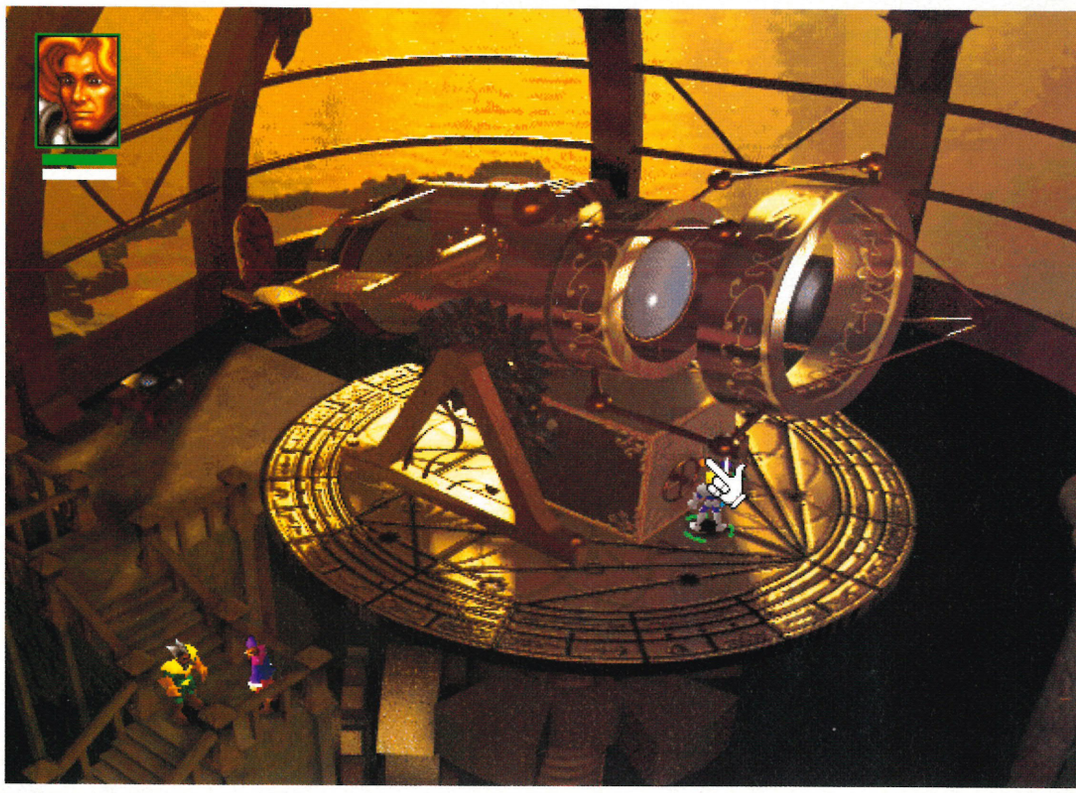
On PC the mouse controlled all David's sword swipes and lunges by holding down a button and sliding the mouse to the left or right. On Dreamcast you simply



△ "Gentlemen, you started without me" is the next line.



△ The monsters drop rats once dead, and you can eat them!



△ Rayman's floaty hand has a mind of it's own. Nobody knows where it will show up next.

hold down the L button and move the analog stick to perform the desired actions. The stick also differentiates between walking and running, depending on how far you push it in a particular direction.

Character development is a big part of *Silver* as you try to build David into the all-conquering hero that he's destined to become. Each boss character you defeat ups David's experience level, and also increases his hit points and magic points. This also enables you to use more powerful items and weapons that you happen to stumble across. Most of the weapon upgrades come simply by picking up swords or axes that enemies drop after you've felled them. To equip a new weapon you just press B to call up the inventory, and move the stick to highlight a particular category.

However, in one of the most ridiculous pieces of programming you're ever likely to see, the game doesn't pause when you elect to flick through your items – but your character does. In which case, any enemies nearby can punch or slash at you with no fear of retribution. If you're in dire need of some health, then you must be super-quick on the buttons or you'll die every time, which is naturally the most frustrating part of a game like this.

IN NEED OF DIRECTION

The first part of your quest comes as you try to intercept Silver's fleeing army as he takes away all the local ladies. In this admittedly small part of the quest, you have no idea of where you're going, thanks in part to there being no map to guide you; only when it becomes clear that you must find the orbs is someone kind enough to give you a map of the province. Which is handy, because it enables you to skip instantly to two or three key areas on a particular island, but you're still not given exact maps of each individual area.

Having static backgrounds that you can interact with by only moving in and out of the screen is a strange concept for a role-player, and one that doesn't work particularly well either. Half the fun with games like this is walking into a new town and seeing all the houses, paths, or places to try to solve puzzles; in *Silver* you walk into the screen and it's pretty obvious from the start where you can and can't go. You can even check by holding down the R button, which brings up icons to show you which doors can be opened – if a door icon appears, you can go through. Likewise a hand icon pointing to an object shows that you must look or use it, and a pair of lips means you can talk to that person. It's role-playing at its dumbest, and is almost insulting at times.

The major problem with *Silver* is that's it's just too slow and doesn't progress at a quick enough pace. As you lumber from screen to screen, there's hardly any variety or new and interesting points to keep you going. The combat system is very easy to get to grips with, but has a baffling auto-aim system that, once it's targeted an enemy, doesn't let off until you've killed it. So you could be standing in front of three knights just waiting to be hacked to bits, but because an enemy the computer wants you to kill is a good ten feet behind you David spins around and starts slashing at thin air, leaving a big 'stab me here' sign on his back.

The camera positions don't help matters much at times either. Because characters get smaller the further away they go from the camera, some fight sequences can take place with seven or eight people no bigger than a centimetre high, all hacking away in one small room at the top of the screen. There are absolutely no tactics involved whatsoever, which in a role-player is more than a little strange.

While *Silver* does offer something a little different from the usual fantasy adventure games, it doesn't quite pull off what it's trying to achieve. It's very easy to get to grips with – which is more than can be said for a lot of role-playing games – but it's too dull to make you want to play it for any real length of time. Some good ideas don't seem to have been thought out properly, and as a result the game suffers and is, quite frankly, not worth the effort.

PRICE: **£39.99**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **INFOGRAMES**

VERDICT

BELOW AVERAGE RPG THAT WILL BORE YOU WITHIN HALF AN HOUR

UPPERS
Good control method • High-detail backgrounds • The ability to turn off all the speech

DOWNERS
Dull • Combat sequences can be difficult • Strange camera positions • Not challenging enough

IN ONE HOUR We found the first orb
WEBSITE www.infogrames.com
MAX PLAYERS 1
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
4
BELOW AVERAGE



△ With a fully-charged super-attack bar you can get your entire team dealing death at once.

MARVEL VS CAPCOM 2 NEW AGE OF HEROES

Superheroes and street-fighting legends square up for fisticuffs. **STEVE FULLJAMES** is your man in spandex tights

"IT'S GOING TO HAVE ITS ARDENT FANS"

EVERYONE KNOWS ONE: THE KIND OF SPECCY KID who lives, eats and breathes comics and would be quite happy spending hours telling you such things as why *Amazing Spider-Man #1* is the rarest book on the planet, and how Dr Doom could kick Ironman's ass any day of the week. Similarly, chances are that you know someone who would gladly hack off a limb to get hold of an original *Street Fighter* arcade cabinet, and who actually scares people away with their descriptions of the *King of Fighters* combo system.

Imagine combining these two very special strands of the human race in some kind of freaky gene-splicing experiment – the kind you only get in comics and videogames, in fact. The result might well be a shambling, mutant creature that would take intense joy from the fact that *Marvel Vs Capcom 2: New Age Of Heroes* brings its two main love interests together in one handy, videogame-shaped package. And if that mental image isn't enough to put you off the rest of this review, you're braver than we are.

While there has already been one *Marvel Vs Capcom* (*ODM* #2, 5/10) game on Dreamcast, the 'Vs' series goes back at lot further than that. After dedicated *X-Men* and *Marvel Super Heroes* games in the arcade, Capcom created *X-Men Vs Street Fighter*, and then *Marvel Super Heroes Vs Street Fighter*. All of them also appeared on PlayStation or Sega Saturn, or both. As character line-



△ *Street Fighter* favourites Chun Li and Sakura exchange kicks.



△ Captain America moves so fast you get a motion-blur effect.



△ Little did Dan know the horde of monkeys only wanted his autograph.

ups got larger and larger, Capcom eventually decided to just go for broke, and throw in as many characters from both universes as possible. *Marvel Vs Capcom 2* is the convoluted result.

Altogether, there are a massive 56 characters to choose from in *MVC 2*. Not all are available from the start: initially, there are only a dozen from each side on offer. In the red corner are the stars of Capcom games past and present, including Ryu, Sakura, Guile and Zangief from the *Street Fighter* games, Jill Valentine from *Resident Evil*, Strider Hiryu from the ancient arcade classic, and loads more you've never heard of – trust us on that one. When we start talking about sombrero-wearing cactii, you know things are getting out of hand.

Meanwhile, in the blue corner are the massed ranks of the Marvel empire. Choose from Spider-Man, Captain America, Cyclops, Cable… The list is seemingly endless. All the Marvel characters have been given special moves based on their superheroic abilities, so while Cyclops is a bit tasty with optic laser blasts, Spider-Man and Iceman can trap their opponents with webs or ice respectively. Correspondingly, the Capcom characters have been tuned up to match, and previously weedy fireball attacks are now screen-filling nuclear explosions.

TACKY TAG TOURNAMENT

Controls have been streamlined for the new age of heroes to make them fit better on a standard Dreamcast pad. Instead of Capcom's typical six-button control system, now there are just two kick and two punch buttons, although experts can double tap the weaker attacks to recreate the old mid-punch or kick. Shoulder buttons are used to call for assists from the rest of your team, either individually or together, and pressing both weak or hard attacks at once tags in the next fighter in your line-up. Characters not in direct combat will also recover from inflicted wounds, up to a point, so it's worth swapping them around strategically to stay alive as long as possible.

When you assemble your three-man team at the character select screen, you have the option of choosing their assist type – the kind of move they do when you call on them for help in-game. It pays to have at least one fighter set to 'heal'-type assists so that you can get the equivalent of a band-aid when you take heavy damage. Each fighter has three assist types, with one of these being recommended – their specialist subject, if you like. So, for example, while Ryu from the Street Fighter series is well-qualified to answer questions on fireball-inflicted pain, *Resident Evil* star Jill Valentine is better placed to hand out life-giving herbs.

Although the characters remain flatter than a two-day old bottle of coke, the stage backgrounds in *Marvel Vs Capcom 2* are rendered in crisp, detailed 3D. They draw inspiration from previous Capcom games and famous Marvel storylines, and look loads better than the fighters themselves, who are blurred on a TV screen, or pixellated if you use a VGA monitor. Backgrounds are also animated, although there's enough going on in the foreground as it is.

Even basic moves typically unleash screens full of pyrotechnics, but nothing prepares you for just how ▷

"EVEN BASIC MOVES UNLEASH THE PYROTECHNICS"



SPEAK OUT

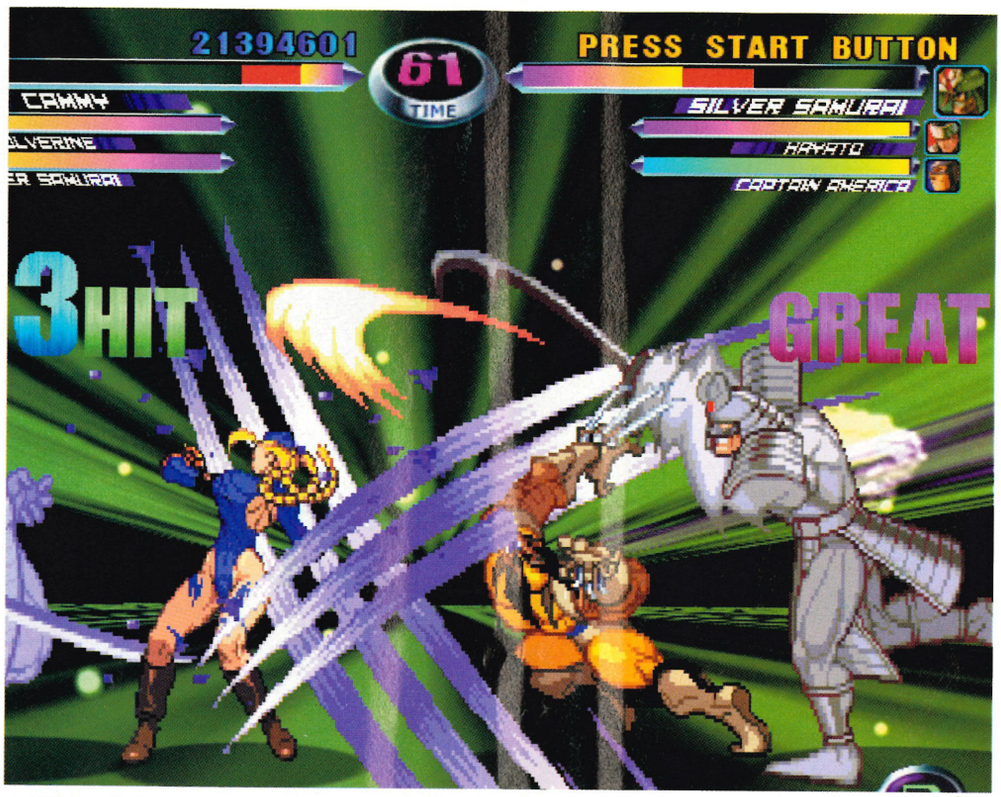
CAPCOM EUROPE'S **COLIN GRANT** SHARES SOME OF HIS THOUGHTS WITH US

WHAT'S THE BEST THING ABOUT THE GAME?
A total of 56 playable characters – a world record. Gamers can pick their all-time favourites from Capcom games and fight against the best of Marvel. As well as that there's insane three-on-three battles.

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
Oh, that's really unfair if I can't say *Resident Evil Code: Veronica* or *MVC 2* or *Power Stone 2*, because that'd be the truth! Failing that, it would have to be *UEFA Striker*.

WHICH IS YOUR FAVOURITE SPORTS GAME EVER?
I'm a football nut, so it'd have to be *World Cup 98* by EA Sports on PlayStation. It's always been my dream to help England to the World Cup final, and now I've achieved it I can sleep peacefully at night.

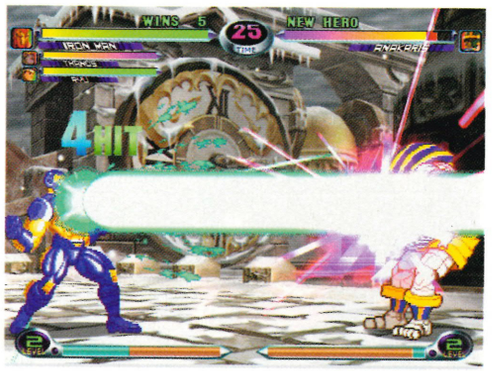
WHO'S YOUR FAVOURITE *MVC 2* CHARACTER AND WHY?
That's a tricky one to answer. I'm a big fan of the classic *Street Fighter* series, and we've put Ryu and Ken in *MVC 2* as well, so it'd have to be one of them.



△ With your whole team on-screen you can be sure massive pain is imminent.



△ Kobun attack in numbers. Usually bearing meat products.



△ Even Ironman's basic attacks are multi-hit spectaculars.

"IT'S NOT FEASIBLE TO PLAY DEFENSIVELY"

▷ ridiculous full-on special attacks are. For starters, the background changes to a mad, warping psychedelic pattern, and then all hell breaks loose as fireballs, guns, bombs, flames, ice, body parts, small armies, large sticks, robots, dogs, zombies and even entire pirate ships are brought to bear on your opponents. With just one character attacking it's mad enough, with all three of your team on the go you literally can't see what's going on for around five seconds as combos in excess of 70 hits are delivered.

Whenever you play in arcade, training or score attack modes, you're rewarded with points for your trouble. These can be used in the in-game shop to pay for extra characters or new costumes for your existing ones. The selection available, and how much they cost, changes each time you go shopping, so if you don't see anything you like you can leave and return for a new set of bargains. It's also possible to trade characters with your mates by downloading the VS.COM program to your Visual Memory unit; two similarly equipped VMs can be used to swap characters.

MY EYES ARE MELTING

At their best, 2D fighting games are a work of art. By comparison, *Marvel Vs Capcom 2* often looks like some obscure piece of modernism painted by monkeys. The huge amount of stuff that has been added to the gameplay – characters, moves and techniques – means that you often have absolutely no idea what's going on, and your best hope for success is to just hammer the special attack buttons until someone dies. Playing the computer feels like you're not in control of what's going on, which is a cardinal sin for a fighting game. As the catchy song on the character select screen so aptly goes: "Gonna take you for a ride!"

It's not all bad though, because with two people playing, most of the frantic action that overwhelms you on your own is reigned in. Since both players are having to concentrate on what they're doing with human-level reactions, you're able to think about what's going on and play the game more like a regular episode of *Street Fighter*. We're not saying there's anything wrong with hugely powerful, screen-shattering special attacks in moderation, it's just that when the super-cheesy Dreamcast-controlled fighters use them to hammer you to bits it gets a little frustrating.

You will, gradually, get used to the way *Marvel Vs Capcom 2* works. It's not really feasible to take it easy and play defensively, as in a regular fighting game. Instead you must attack, attack and attack, taking advantage of momentary lapses in the flow of the other player's game. If you get caught in one too many 70-hit super-combos then you can basically kiss the match goodbye, so it's best not to let them get an attack in edgeways. Taking the time to find and master combos of your own is one of the most enjoyable parts of the game, but is almost entirely pointless unless you're playing a similarly-minded fighting fan.

Way back in the mists of time, everyone loved *Street Fighter* in the way that everyone loves *Soul Calibur* (*ODM* #2, 10/10) or *Power Stone* (*ODM* #1, 8/10) today. And while Capcom's 2D games do still stand up in their own right (check out *Street Fighter Alpha 3*, *ODM* #2, 8/10), the rest of the world has moved on somewhat. So we're left with the likes of *Marvel Vs Capcom 2*, which is gamely trying to keep up with the pack with its fancy 3D backgrounds and 'more is better' approach to special moves. It's going to have its ardent fans, but for some Dreamcast gamers *Marvel Vs Capcom 2* will be a brief bit of confusing entertainment.

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

VERDICT

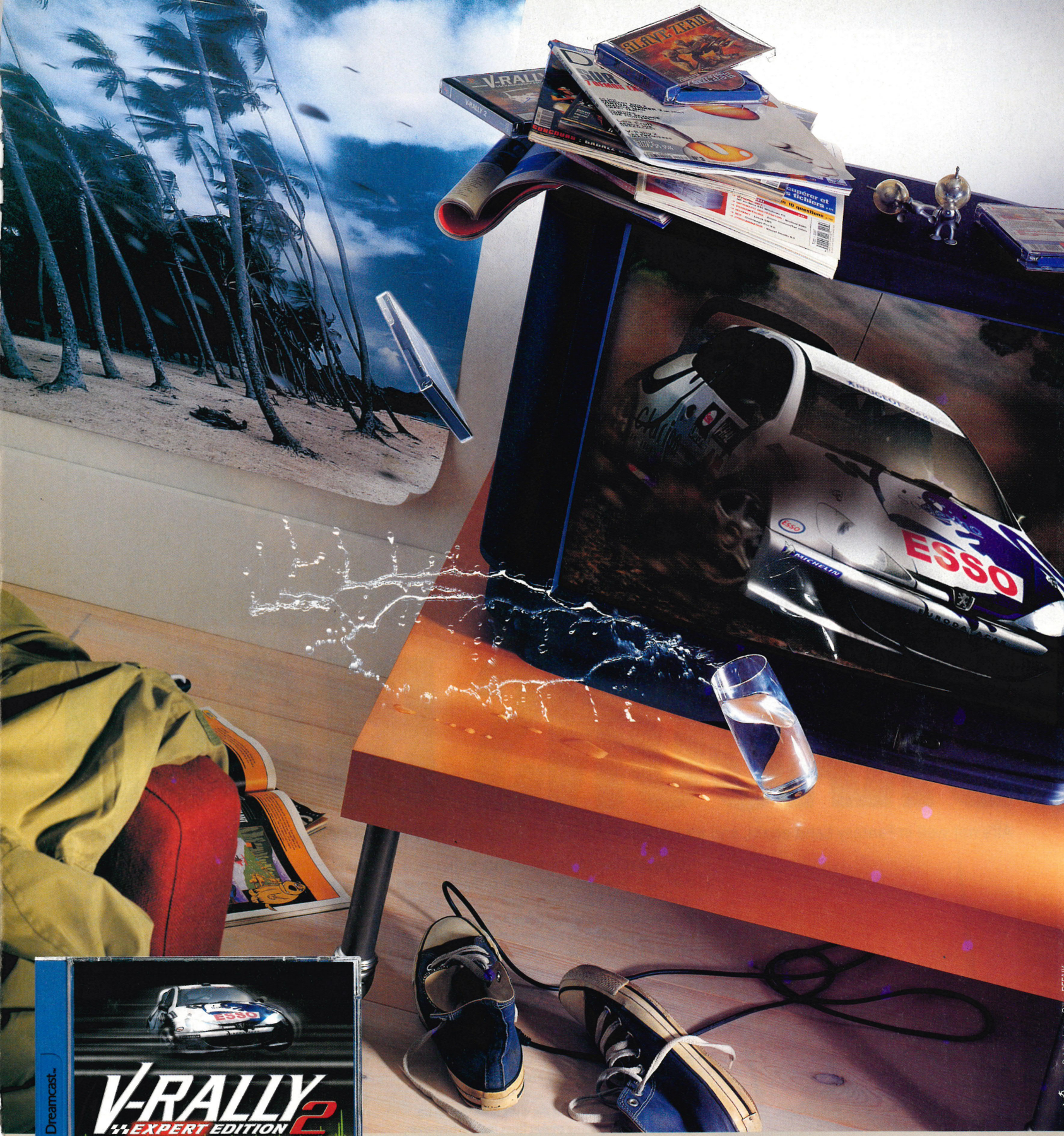
A FLASHY CHALLENGE FOR FIGHTING OBSESSIVES

UPPERS
Colourful characters and backgrounds • Ludicrous special moves are easy to do • Familiar fighters

DOWNERS
Single-player mode too frantic • Flat characters look odd on 3D backgrounds • What the hell's going on?

IN ONE HOUR Eyes and brain had caught up with speed of gameplay. Fingers still lagging.
WEBSITE www.capcom.com
MAX PLAYERS 2
VIDEO MODES Bordered PAL, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
7
GOOD



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Hold on to reality!

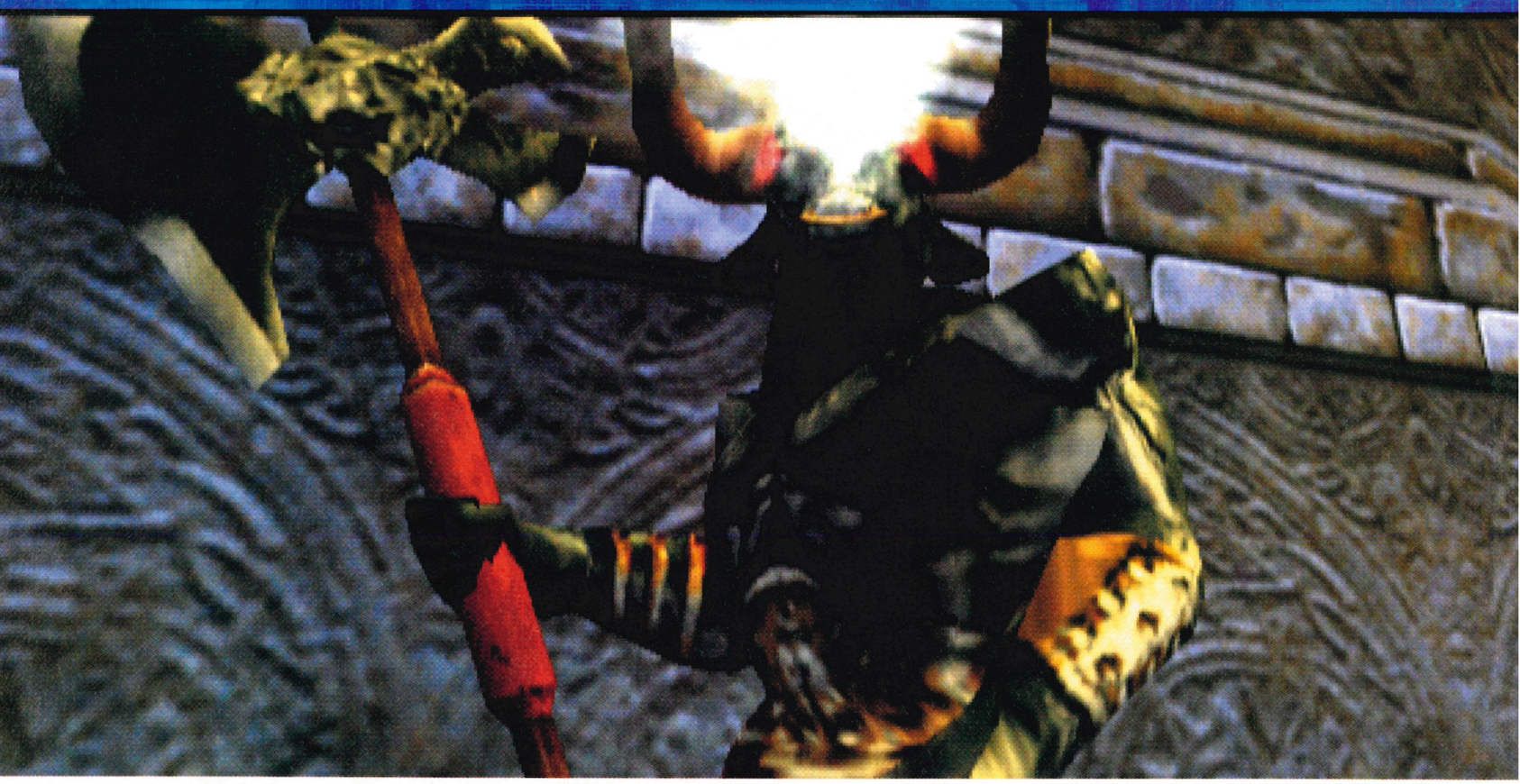


www.v-rally.com

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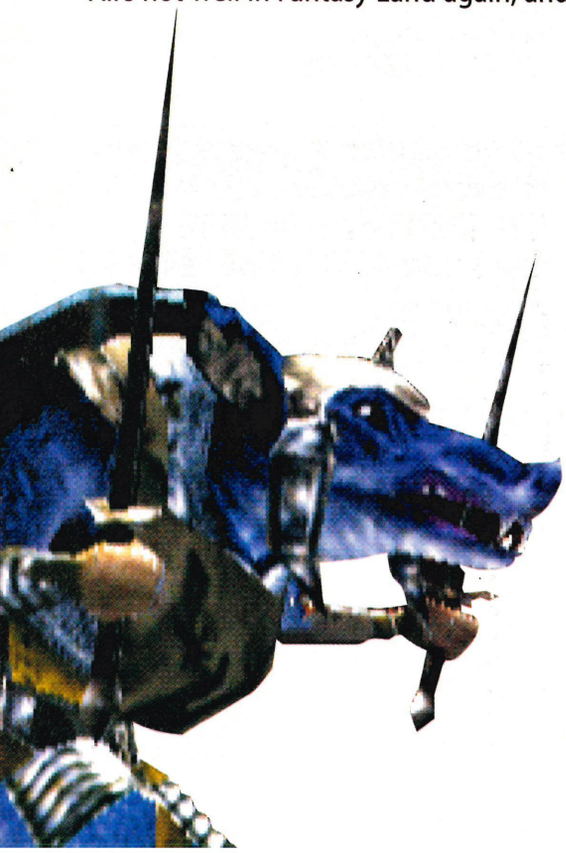
INFOGRAMES



△ This minotuar shows up first as a mid-level boss, and then in big numbers later in the level!

DRAGONS BLOOD

All's not well in Fantasy Land again, and it's hapless Dreamcast owners like **RADION AUTOMATIC** who have to sort things out



HUMAN EVOLUTION IS A WONDERFUL THING, but its success has largely depended on a single fortunate factor in our favour: a lack of decent competition. Tigers, bears, even deadly spiders… great and powerful animals all, but ultimately no match for the wily human race. Dragons, on the other hand, well, they're another matter.

And so we come to the hardest obstacle to the suspension of belief in *Dragons Blood*. In a world teeming with deadly monsters like basilisks, the human race has not only evolved without being eaten, but is also regularly called upon to pull the arses of far more powerful magical creatures like elves out of the fire when the demons show up. Elves, man – mystical forest guardians my arse.

Anyway, the idea is that the elves have stuffed up again in guarding some trinket from the evil hog-men, and you must sort things out by wandering through various primordial terrains, finding stuff, solving stuff and cutting stuff with your tool, all in the glory of the now traditional third-person 3D perspective. Yes, we're in mediaeval *Tomb Raider* country again.

At the outset of the adventure you're offered a choice of two characters: Gnk is a bold warrior with a big sword, lots of what used to be called 'hit points' and limited spell-casting abilities; Hrk is a magician with a weaker constitution, lamer weapon and vastly improved powers of sorcery. One of these is a brute barbarian man, the other is a foxy lady. Can you guess which is which? As is always the way, the barbarian guy has the advantage at the start of the game, with the witchy woman becoming more powerful as she learns more spells.

Both characters have their abilities boosted by finding little fairy things called wisps. There are four of these concealed on each stage, and if you can find them all they reward you with a new spell (her) or item (him) to aid you in your quest. These weapons and spells are stored on a flywheel, and it's here that *Dragons Blood* gets a little more complicated. To its credit, the game is more action-oriented than many of its cousins; the puzzles you're faced with are usually more to do with navigation than logic problems, and there are none of the frustrating time-limited slogathons of the type that blight the *Tomb Raider* series.

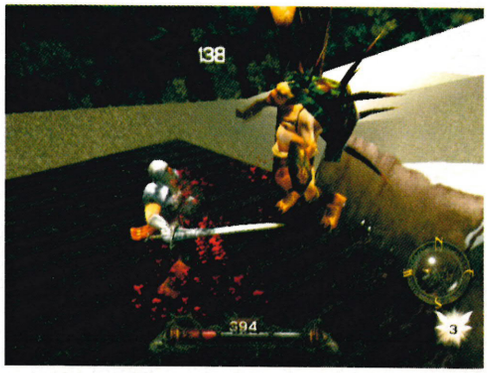
The combat system, on the other hand, is a bit more challenging. Each character has the basic fighting commands of attack, defend (with your shield), jump and strafe – obviously, in this case strafing means jumping to the side. There are the usual limited combos too, but for the most part waging a war against a group of monsters is a feat of spatial geometry, using the strafe buttons to dodge incoming attacks before nipping in for the kill.



△ The freeze spell does its thing.



△ Some creatures need reinforcements before they'll attack.



△ Bowser's less cheerful after leaving the rest of the Mario team.



△ Now *that's* what you call a weapon.



△ Looks like someone will be needing more than a plaster.



△ The shield spell is a real arse-saver.

"NOT THE MOST INNOVATIVE EXAMPLE OF THE HACK 'N' SLAY GENUS"



SPEAK OUT

WE CORNERED **SCOTT BURFITT**, PRODUCER OF *DRAGONS BLOOD*, AND ASKED HIM SOME QUESTIONS

WHAT'S THE BEST THING ABOUT THE GAME?
Everything! There are 15 absolutely massive levels, two ever-changing characters to choose from, over 30 enemies, and more than 20 different spells to use throughout the game, most of which are quite breathtaking. It must be said though, I do have a bit of a soft spot for the Scottish Skeletons. It's also nice to see Dwight Schultz (aka Murdock from *A-Team*) in it.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Crazy Taxi*. A great game to play after a long, heavy night down the pub. Just pick up and play.**

WHICH IS YOUR FAVOURITE SPORTS GAME EVER?
***ISS Pro Evolution*, without doubt the most perfect football game of all time. I'm also the best in the office, which is quite handy. It makes every other footie game look pony.**

ARE DRAGONS WARM- OR COLD-BLOODED?
Only Terry Nutkins would know the answer to that one!

As the game progresses, you have more combat options in the form of your flywheel. This menu can be called up at any time, but your character is left defenceless while you cycle through your available powers. Which makes it kind of frustrating when you want to switch from, say, a heal spell to a freeze spell after you're ambushed, and must watch your character taking knocks as you try toremember the right icon for whatever it is you want to select.

However, combat is made more interesting by another of *Dragons Blood*'s little innovations: the monsters don't just have AI (artificial intelligence), they also have AP – artificial personality. Each creature behaves differently when faced with certain situations. For example: when low-level grunts watch their compatriots getting slaughtered they tend to run away; when giant lizard things make eye contact they bum-rush you. These behavioural traits aren't just unique to each species, either. More powerful specimens of different breeds display a better tactical knowledge, surrounding you and and pummeling away. The system usually works pretty well, but it does have its flaws.

If truth be told, *Dragons Blood* is not exactly the most innovative example of the hack 'n' slay genus. It doesn't really bring anything to the adventure game buffet we haven't grazed on a hundred times before. But it is fun. The graphics might not be the best in the world, but the wide variety of levels and monsters goes at least some way to sustaining your interest. There's a fairly interesting story, too, all of which is related in various animated cut-scenes voiced by none other than *A-Team*'s Captain James T Murdoch, Dwight Schultz.

Ultimately though, *Dragons Blood* lacks that leap of imagination which makes a decent game brilliant. For all its swashbucklery and wit, and monsters with personalities, there's something done-by-committee about it. *Soul Reaver* (*ODM* #6, 7/10) is better.

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

VERDICT

NOT GRIPPING ENOUGH TO GRAB NON-ADVENTURE FREAKS

UPPERS
Lots of action • Interesting AI • Quite original use of spells and that • Associated with *A-Team*

DOWNERS
Graphics ming slightly • Not startlingly original • BA Baracus sadly absent

IN ONE HOUR We rescued the elves' stupid heartstone and penetrated the castle
WEBSITE www.vie.co.uk
CHECKOUT www.dragonsblood.com for a completely unrelated website
MAX PLAYERS 1
VIDEO MODES Full-screen 60Hz option

ODM RATING OUT OF 10
6
PRETTY GOOD



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P008





△ When Guts goes into rage mode one of his eyes glows red; the other one is permanently shut.



△ Armour is no match for the Dragon Slayer.



△ The hand cannon clears groups in a single, messy bullet.

SWORD OF THE BERSERK
GUTS' RAGE

Mindless violence, gore and decapitations – **STEVE KEY** has died and gone to heaven. Or is it hell?

IMAGINE if you took all the best elements from *Resident Evil*, swapped guns and grenade launchers for swords and throwing knives, changed the Raccoon Police Department for a band of villagers lead by a nutcase of a mercenary, and instead of having the T-virus, have a strange plant that contaminates all the locals so that they become zombie-like killing machines. You'd then basically have *Sword Of The Berserk* in a nutshell.

So much of this game is like looking at a medieval version of Capcom's classic. However, 'borrowing' from a quality game isn't a terrible thing, and *Sword Of The Berserk* is actually an okay game.

You control Gattsu (or Guts to his pals), a lone warrior who survived a great massacre many years before. His true love, Casca, also survived, but the horrors of what she saw turned her into a fruitcake, and Guts is trying to cure her. He happens upon a city where a plant called mandragora has turned villagers into crazed zombies. But this plant could also hold the key to the cure of Casca. And so the adventure begins.

The action is split between actual fighting and movie sequences sections, which breaks up the flow of the game somewhat. Just as you think you're getting into the fighting and you've sliced a few of the minions into pieces, you get a ten-minute scene-setter that nullifies the action completely. When you do fight though, it comes fast and frantic and is packed full of gore.

Guts has two main methods of attack: with the Dragon Slayer sword or with his hands. Sadly these consist of nothing more than whacking one of two attack buttons until everything is dead. There are no real tactics or skill involved; as long as you avoid hitting the walls, which causes Guts to be stunned momentarily, you'll breeze through the stages.

Below Guts's energy bar is his Berserk meter, which goes up every time he hits someone or takes a whack himself. Once it's full he has increased power and takes less damage for a short period of time. It's absolute carnage when this happens, because even the toughest enemies are rapidly reduced to a pool of blood.

But because you play with only half the game under your control, it's very frustrating and quickly becomes repetitive and dull – you never really do much other than slice people up.

While it looks nice, you can't help feel that *Sword Of The Berserk* is just an excuse to try to generate a bit of publicity because it's got lots of blood. Worth renting, but that's about it.

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

VERDICT

OKAY FOR A WHILE, BUT NOT ENOUGH LONG-TERM THRILLS TO MAKE IT WORTH BUYING

UPPERS
Decent storyline • Easy to control • Looks impressive • Lots of secrets to unlock

DOWNERS
Too repetitive • Too many cut-scenes • No variation in gameplay • A two-player mode would have been good

IN ONE HOUR Get to the Madragora's village where you meet Eriza the nun

WEBSITE
www.eidosinteractive.com

MAX PLAYERS 1

VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

5

AVERAGE



△ Eeek! Surrounded by big-toothed imps, plus the orc cavalry is on its way. Time to rap that attack button faster than ever before – if you can be bothered.

GAUNTLET LEGENDS

Blasting goblins in 2D used to be everyone's idea of heaven. **JOE HOWATT** finds that 3D may not have been too kind to fantasy

"GAUNTLET WAS THE ELVIS OF GAMING"

RESURRECTING ELVIS would be a great idea. The King pushed hormone-ridden groups of teenagers to hysteria, forced them to teeter – and occasionally tumble over – the brink of sanity itself. Swathed in splendid regalia, Lord Elvis forged a concept, invented a genre and startled an entire generation. Yep, digging up Elvis and dragging the sexiest hips in history kicking and screaming into the 21st century would be a truly fantastic thing.

Until, that is, you're resting on your shovel after a few good hours spade work, and the rotting zombie corpse of Fatboy Presley is standing shakily back on the hallowed grasses of Graceland. Your appetite for the scheme would crumble entirely as he attempted to wiggle his lard in appreciation at being brought back from the dead, grumbed "Uh hu hur" while dribbling maggots from the corner of his twisted mouth, and eventually collapsed in a gargantuan heap of rancid blubber in front of your terrified eyes. Ladies and gentlemen, welcome to the overtly flaccid 3D effort that is Gauntlet Legends.

Gauntlet was the Elvis of gaming, and it should have been left dead and buried. Like The King himself, the original top-down four-player slash 'n' shooter brought tears to the eyes of children as they crowded round the hallowed arcade machine to take roles as Valkyrie, Warrior, Wizard and Dwarf. It was its simplicity that made it great. The way a whole team could work in tandem to massacre mutant hordes and leap into level exits. Enemies ascended in ferocity from banal grunts to fire-spitting demons, and the legendary Death merely added to the experience. Gauntlet was golden.

Cue Gauntlet Legends, the updated 3D version for a new technology and a new age. Although it may not be quite the decomposing abomination described above, it comes pretty close to the mark.

Your simple mission is to find four magical shards from a shattered window of a sacred cathedral by, basically, kicking the crap out of mountains of dozy enemies in four six-level sections of the game. Activating obelisks throughout the levels opens other areas for you. And that's that.



△ Bigger and badder. Flame his stony arse.



△ Things start getting tough when the chopper boys turn up.



△ The first dragon: red and nasty, to be sure. That 'return to the tower?' bit in the botton corner doesn't mean we died, by the way.

After selecting your character – there's a choice of Wizard, Archer, Dwarf, Knight, Sorceress, Jester, Warrior or Valkyrie to begin with, each with varying abilities – you trot off to the volcano Yserbius and the first level, the Valley of Fire. From here on in there are so many holes in the design and graphical appearance that 1,000-odd words honestly isn't enough to fill them all.

Most of the elements from the original have made it across to the 3D incarnation, such as collecting keys to open doors and chests, and the basic concept of being swarmed by various nasties at almost every turn; shame that the essential of 'fun' doesn't appear to have survived the transition to 3D. Enemies emerge from generators, whichchange form throughout the various levels, and the key to moving on is to wade through the hordes and destroy the gravestones, mine entrances and castle doors to stem the tide. Constant repetition of this constitutes a vast amount of the gameplay, leaving you bashing your attack button relentlessly and occasionally unleashing a spell. For hours on end. While your eyes start to droop out of their sockets, and dribble coats the front of your shirt.

Then there's the level design. Advancement depends on finding secret switches hidden behind destructible walls, the first of which appears on the third level. Giving some kind of hint to where these are located would have been nice, as it would have prevented you from walking back and forth in the same scenery for 20 minutes shouting: "What the bloody hell's going on!" before you accidentally hit the offending wall and mutter the word 'stupid' for the next three levels. Grr.

Apart from being misleading, a reasonable job has been done in transforming the idea of mazed dungeons to 3D, with tons of enemies massing on the other sides of walls waiting to give you and yours a damn good slapping. "That's just like in Gauntlet!", you'll say, before pressing your attack button a lot and moving forwards into sword-wielding goblins ad infinitum.

Multiplayer mode does make the entire shebang a great deal more interesting, but players could kill each other in the original, making the more intense battles honestly feverish. No such luck here. More characters means more opponents, and the action gets seriously mental fairly early on, but it really is a question of just killing everything and pressing switches. And as dozens of unshaded, basic-looking enemies plough into each other, it becomes so confused that you genuinely can't tell what's happening. Like a disjointed polygon orgy. Just take a look at some of the screenshots.

The bottom line? You'll be miffed if you fork out the full whack for Gauntlet Legends. It's challenging, but in a dumb way, and in places the graphics verge on the inexcusable. That said, it's a reasonably fun multiplayer game, and the über-cheese of the plot will make you giggle. Definitely not worth raising Elvis from the dead for though. The King is dead. Long live th… Nope, the King is dead.

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

SPEAK OUT



MIDWAY'S SUPERFLY EUROPEAN PRODUCER, **METRO MUSTAFA,** TALKS ABOUT *GAUNTLET LEGENDS*

WHAT'S THE BEST THING ABOUT THE GAME?
***Gauntlet* is a classic and will live longer than you or I – four-player co-operative action without any lag on one machine!**

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Street Fighter Alpha 3*, because it's still tha bomb!**

WHICH IS YOUR FAVOURITE SPORTS GAME EVER?
Old-school *Super Soccer* on Super NES, because it enables the player freedom of choice when shooting at goal. That's what football is all about – goalmouth action, freedom and skill.

VERDICT

IT'S FANTASY BUT FAR FROM FANTASTIC. FORGET IT.

UPPERS
Top (ish) multiplayer • Giant dragons to murder Fantastically OTT plot • Massive, head-stomping battles

DOWNERS
Pants graphics • Repetitive gameplay in the extreme • Frustrating level design

IN ONE HOUR Finished the first four levels, raised character to level 10
WEBSITE www.midway.com
CHECKOUT The original Gauntlet for classic shooting action
MAX PLAYERS Four
VIDEO MODES Full-screen PAL, 60Hz option, VGA compatible

ODM RATING OUT OF 10

4

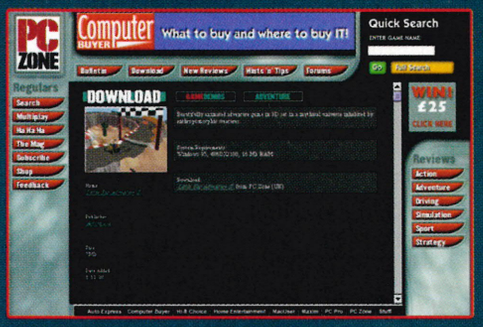
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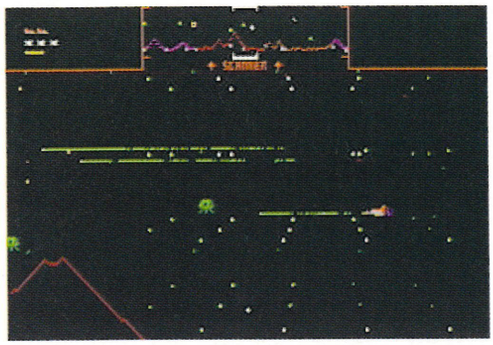
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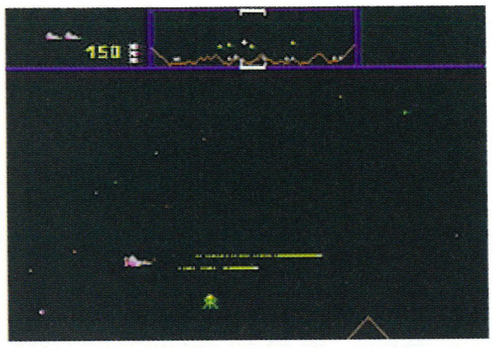
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△ *Defender*: so famous even the Beastie Boys have played it…



△ …but would they still play it today?



△ *Bubbles*: the most house-proud game ever made?

MIDWAY'S GREATEST ARCADE HITS VOLUME 1

Videogaming's murky past is dusted down once again. ALEX HUHTALA adjusts his rose-tinted spectacles

A COLLECTION OF six vintage coin-ops, ranging from the classic (*Defender*) to the downright obscure (*Bubbles*), that will make those old enough to remember go misty-eyed, while newcomers will be pointing and laughing.

As a piece of history, this is a good compilation, featuring some impressive games that were revolutionary in their day. Unfortunately for the modern gamer there have been in the region of 7,200 days since, and in terms of visuals time has been very unkind to these treasures. Unsurprisingly the games are presented pixel-perfect, and contain a number of original features that enable you to tinker with your virtual arcade, increasing lives and altering difficulty settings.

So which are the games included? Well, the most famous one included on the disc is also the oldest. Having first appeared back in 1980, *Defender* is a fine shoot 'em up where you defend humans from alien abductors. Also included is the sequel, *Defender II: Stargate*. *Sinistar* is another space shooter, in which you must gather bombs before the evil Sinistar appears. Basically it's a spruced-up reworking of *Asteroids*, but it contains great synthesised speech. Hearing the machine say: "Beware… I live" and "I hunger" was quite intimidating back in those days, believe it or not.

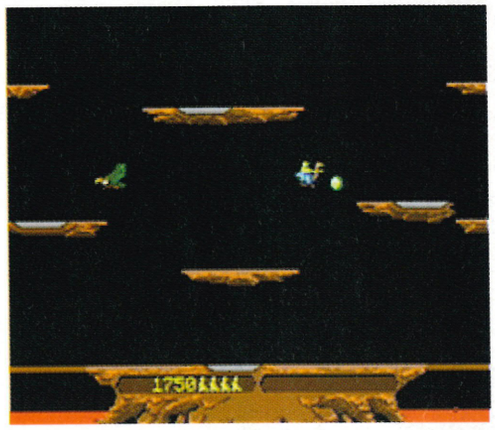
Bubbles is a good example of the experimentation that was evident during the early years of games – the idea is to clean a sink of filth. Next! Climb on the back of an ostrich and prepare to joust in a game imaginatively titled *Joust*. Simple but strategic, with one rule: in order to survive a joust your lance must be higher than your opponent's when you collide. Joust is till very playable today, and it would never work in 3D!

Finally there's *Robotron*. Set in 2084, man is fighting for survival against the machines in this fast and frantic game that features a screen packed with enemies. Interestingly, the most basic machines are called Terminators – in a day when the Arnie movie was still two years away.

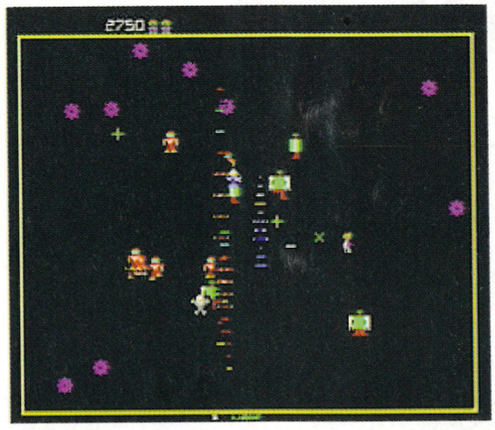
So what do we think of the collection? It's a bit unfair to dismiss the games as rubbish, because they're not; or rather they weren't. Some of them, particularly *Defender*, *Joust* and *Robotron*, even hold up pretty well today. However, we're a bit disappointed with Midway for this release. Firstly because all the games are from Williams (a company Midway eventually bought), and secondly because this compilation has already done the rounds on every console in the past five years – even the Sega Mega Drive and Saturn have already had it!

Six games, with more to follow on other compilations. Sorry, but we want more for our money now.

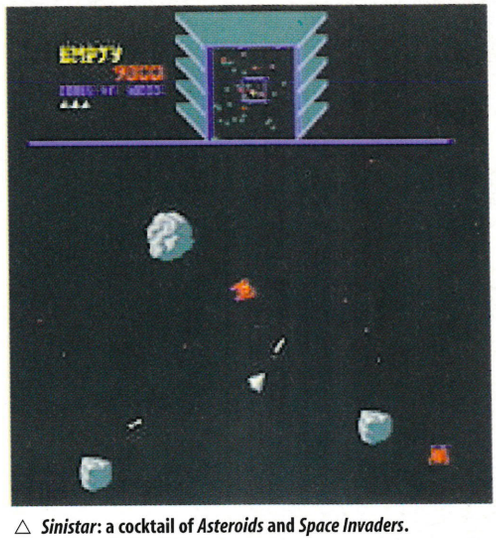
PRICE: **£24.99**
PUBLISHER: **MIDWAY**
DEVELOPER: **DIGITAL ECLIPSE**



△ *Joust*: flap, flap, flappity, flap!



△ Good ideas never die. *Robotron* returned as *Smash TV*.



△ *Sinistar*: a cocktail of *Asteroids* and *Space Invaders*.

VERDICT

IF YOU REMEMBER THE GAMES FIRST TIME ROUND, COOL. IF NOT, AVOID

UPPERS
Classic games perfectly emulated • Plenty of options • Interviews with developers • Rare production artwork

DOWNERS
Tiny pixels can cause headaches • Colour clash • Interviews are five years old! • No analog support

IN ONE HOUR Put *Soul Calibur* on before you fall asleep!
WEBSITE www.midway.com
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MAX PLAYERS 2
VIDEO MODES Full-screen PAL

ODM RATING OUT OF 10

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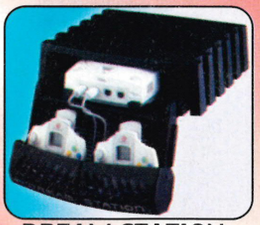
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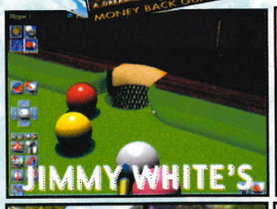
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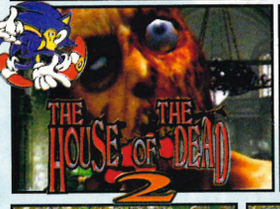






















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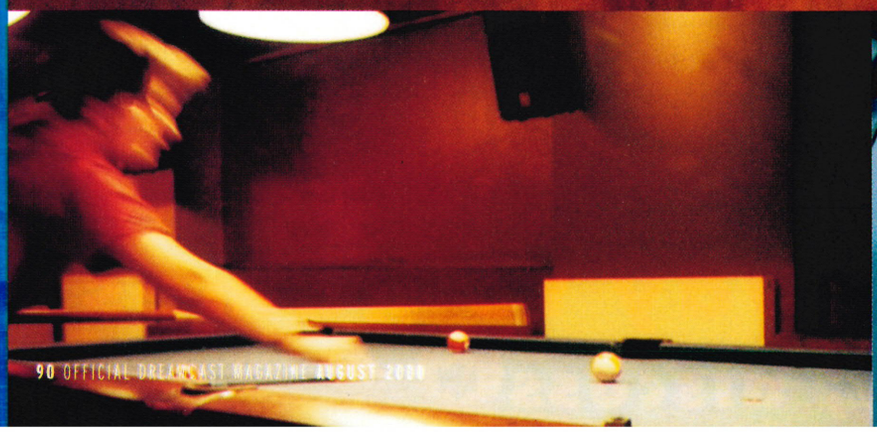


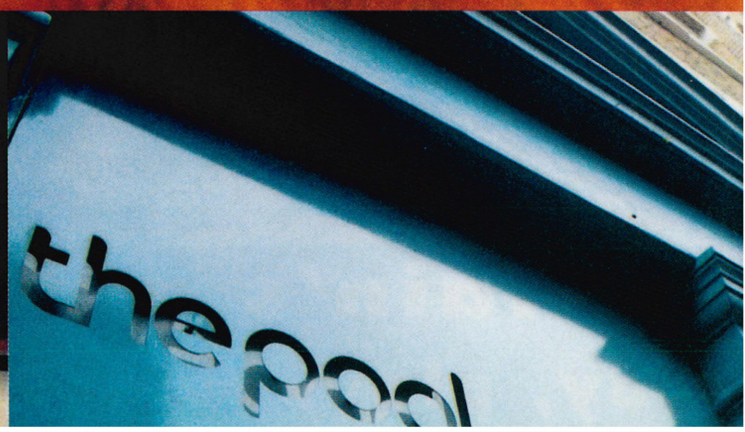
▲ NHL 2K



▲ WACKY RACES

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REVIEWS ROUND-UP
DRINKING...

It's off to the fashionable East End of London for this month's *Drinking & Thinking*. **DAN TRENT** is the man with the dictaphone



WARREN BELLOWING: "Gotta go. We're off to Hoxton for a photo shoot!" down his mobile as we got into the cab wasn't the best way to avoid being labelled as media tarts, but when it comes to bars and clubs, this area of London has some of the best. It's full of fashion designers, photographers (snapper Simon is a resident) and other creative types, and you see lots of 'ironic' haircuts if you go there, but don't be put off, with bars like The Pool around you'll soon be getting with the vibe.

Describing The Pool is easy: it's like your dream sitting room come to life. The music is just the right side of chilled, the seating relaxed, and the choice of beers and food is excellent. The upstairs is split between a 'proper' seated restaurant, bar and area with pool tables and beanbags, while the more spacious downstairs has cosy lighting, and decks for local DJs to strut their stuff on within a varied but predominantly downtempo music policy. Nice.

• The Pool is at 104 Curtain Road, London EC2. Tel: 020 7739 9608. Open 12pm-11.30pm (11pm Sunday), food served daily, pool tables are £10/hour except Saturdays when they're free, and there are DJs each night from Wednesday to Sunday.

...& THINKING

NHL 2K

(*ODM* #9, 7/10)

The '2K' franchise has thus far been heaped with praise for its combination of graphics, realism and gameplay, leaving *NHL 2K* with much to live up to. Several four-player matches held before we left the office meant the game was fresh in our minds.

ED: It's good. It's jerky though. The graphics make my eyes hurt. The default camera view is really confusing, and makes everything judder when the puck is hit really hard.
DAN: I didn't notice that in single-player.
WARREN: Yeah, I think it's more a problem with the four-player mode.
ED: I still don't think it looks that great. It doesn't look as good as Visual Concepts games like *NBA 2K* (*ODM* #5, 8/10). If you look at the detail on the American football one [*NFL 2K* – not released in the UK], you have 22 players or whatever and they're all amazingly detailed, really sharp and smooth and it all moves really fast; here you have half the number of players, their hands are really blocky and it judders.
DAN: I think you're being a bit harsh.
ED: Maybe I am, but we don't need a game that doesn't look fantastic on Dreamcast; the machine is capable of better after all.
ALEX: I'm not so bothered about the look, it's more about the gameplay. It's good rather than great. Ice hockey is an exciting, fast-moving game, but you just don't get that sensation with *NHL 2K*.
DAN: Warren and I were playing it in two-player mode and it was a lot smoother.
ED: But I've played it in one-player and it still isn't all that clear because it's all so fuzzy.
WARREN: Ed, I really don't think you're being fair on this. It's not amazing but it is playable.
DAN: And the detail is really good – the reflections on the ice, the glass flexing when players slam into it. I like the sound, too.
WARREN: One thing I don't like about it is that after you score there's no flashing lights or anything. The Electronic Arts ice hockey games [on Mega Drive and other platforms] always had big fanfares when you scored, but there's no sense of excitement in this.
ED: But a few years ago you had great hockey games on the Saturn and the Mega Drive, and although they may not have looked as nice they had every feature this has got, and it doesn't feel sufficiently better than them. If you play *NBA 2K* it feels leagues ahead of what came before, and this doesn't.
ALEX: It's a step backwards in a way, because in concentrating on the graphics they've kind of overlooked the gameplay.
ED: There are a lot of things they've missed out that were in games from years back.
ALEX: The menu system for changing your players while on the ice is much more complicated than old Mega Drive games where you could just whack a single button.
ED: And the menu blocks the screen, which is annoying when you're playing four-player.
DAN: This all sounds really negative, but overall I think it's a great game. It's the first hockey game we've seen on Dreamcast, it's pretty solid, and I've had a laugh playing it.
ED: I know what you're saying, but it's not in the same league as *NBA 2K* and *NFL 2K*.
WARREN: Er, well you're right about that!



"IT'S THE FIRST HOCKEY GAME ON DREAMCAST, IT'S PRETTY SOLID AND I'VE HAD A LAUGH PLAYING IT"

– DAN ON *NHL 2K*

CHUCHU ROCKET!

(*ODM* #9, 9/10)

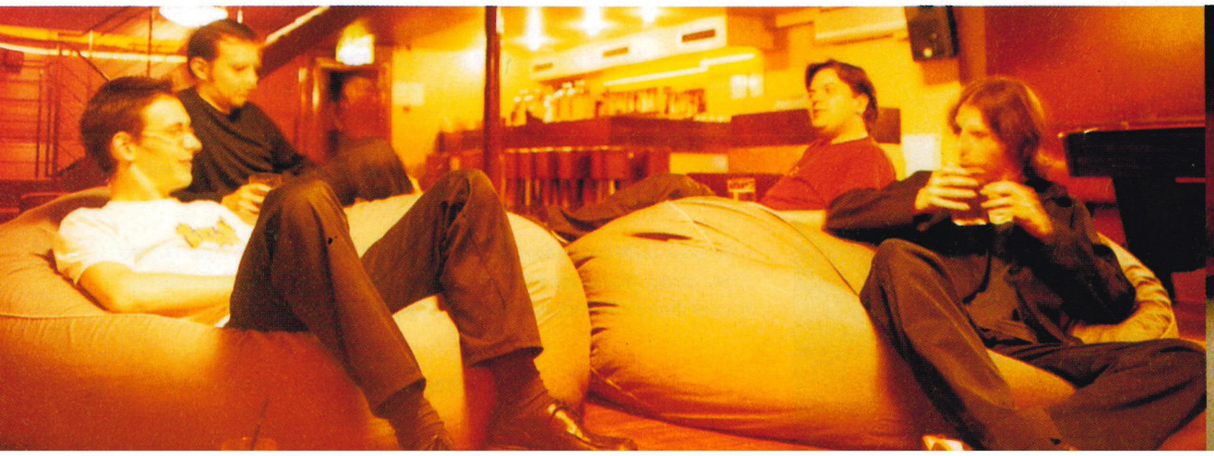
Dreamcast's first genuine online game, and it's free! It may have met with scepticism initially, but the level of interest from Dreamcast owners across Europe meant that Sega had no choice but to release it here. A month on, what do we reckon?

WARREN: It works! We've played it online. Against people, public, readers…
DAN: …And got whupped by a Frenchman!
WARREN: Don't mention that!
ED: I'm happy that people like it and are getting into it. I had this horrible fear about people here taking one look at it and going: "Huh, it's a kid's game. It's got cute characters. They'll never bring it out in England." But it's out here now, and people are wanting to play it because it's a fun game, and not because it's got guns and blood and stuff. It's cool!
DAN: I remember you raving about it when you first came back from Tokyo after the autumn Game Show and saying nobody else really picked up on it.
WARREN: Wahay! We were the first to preview it, weren't we?
ED: First to preview it, first to say it was good, and the first to say they should bring it out in the UK. It's great that it's come out, it's great that everyone loves it. Everything's great!
WARREN: Er, apart from the one-second delay when you play online. I know it's been done intentionally so that everyone plays at the same speed, but…
DAN: It's okay though, you get used to it and it's the same for everyone.
WARREN: But why isn't it only half a second? Surely that's sustainable on the network.
ALEX: It still works, it's just not as immediate.
WARREN: It'll be interesting to see whether practising loads off-line means you'll be rubbish when you play online with the delay. It does screw-up your timing.
ED: It helps you understand what's going on and it's a simple concept. It's all about training your brain to take it all in at once.
DAN: It is superb. The concept is fantastic.
ALEX: I like the way you can play it according to how you feel: you can play defensively, or go after everyone and try to direct cats into their rockets.
ED: The thing that makes it good though – and the best thing about a good puzzle game – is that every action has potentially positive and negative outcomes. If you put an arrow pointing towards your rocket it's going to attract mice but it's also going to attract cats, so no matter what you do something elsewhere gets cancelled out. Online it might

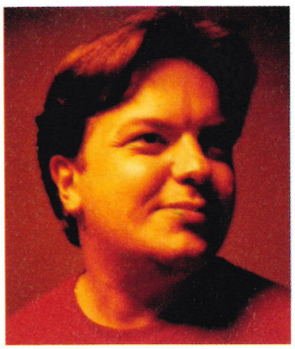


"YOU CAN PLAY IT ACCORDING TO HOW YOU FEEL – DEFENSIVELY, OR GO AFTER EVERYONE"

– ALEX ON *CHUCHU ROCKET!*







"THE GRAPHICS ARE SOLID AND YOU CAN UNLOCK LOADS OF THINGS, BUT THE RACING DOESN'T EXCITE"

– WARREN ON *WACKY RACES*

have been sensible to slow the cats down a bit, because sometimes they're a bit too quick to deflect away.

ALEX: I think it's a real buzz game. I've played it with people who've never played anything on Dreamcast before and they've been more excited about this than any other game.

WARREN: It's the great thing about it being free. If people had to pay for it they might not have given it a chance. I mean, you can see people who've been playing for a little while and they're still wondering what the hell is going on.

ED: But you do reach a point where you suddenly go: "Ah! I know what this is all about now."

WARREN: Definitely. But it takes a while to reach that point, and that's the mark of a good puzzle game.

WACKY RACES

(*ODM* #9, 7/10)

For many of us, *Wacky Races* on TV was part of our upbringing, so anything less than a first-class game version would have been a huge disappointment. Fortunately *Wacky Races* is smart, solid and fun, but does it have what it takes to win over a new generation of fans?

DAN: I like it.

ALEX: It would be better if it was called *Wacky Racists*.

ED: Like a mole game.

ALEX: You take it in turns to whack the most evil racists from history.

WARREN: Enough! It's pretty, but I'm not convinced. I know you guys like it and I think people who remember the series will love it, but I wouldn't buy it. It just doesn't do anything for me.

DAN: Its strength lies in the excellent characters. Because the originals are so strong and identifiable, and they've been used so well, the basis behind the game is really solid. It may well be formulaic, but it's funny and well made, which counts for a lot.

ED: What you're saying about the characters though, and how it's like the cartoon, the thing about the voices is that you *do* notice that it's not the original characters, and that it's Greg Proops doing the commentary. If you're buying it because you want it to be like the cartoon then you'll be disappointed.

DAN: I think you're nit-picking, really.

ALEX: I don't think anyone would remember the commentary as being the best thing from the cartoon.

ED: No, but you remember it, and you realise that this is different.

ALEX: No-one would be so anal about it.

ED: No, of course not, but what I'm saying is that anyone who buys it because they're big fans of the cartoon is going to realise that it's not the same as the cartoon.

DAN: I'm a big fan of the cartoon and it doesn't bother me!

WARREN: I just don't think the racing is that exciting. The graphics are really solid, and I like the fact that you can unlock loads of things and you're going to want to keep playing it, but the racing just doesn't excite.

ALEX: I disagree, because it keeps the spirit of the cartoon: all the races are so close; you can take the last bend in first place and come out of it in eighth, or vice versa.

WARREN: I don't think it's fast enough. It's not slow, but it doesn't do anything for me.

DAN: I think you're being a little harsh. When you get to know it, it gets more tactical: you learn which cars are good on which courses and which power-ups to use where.

FUR FIGHTERS

(*ODM* #9, 7/10)

This eagerly awaited blast 'em up hits Dreamcast in a shower of, well, fluff with its combination of cute characters and extreme violence. Bound to be a winner with the kids, then, and the *Quake*-style 'fluffmatch' means you can also blast your mates.

DAN: It's kind of almost there…

WARREN: I think it's a pleasant game…

DAN: Yeah, all the ingredients are there but it just doesn't quite come together in the mix.

ED: You're right, it doesn't quite hold together. It feels like all the levels are a bit sparse and the textures are a bit plain and, this sounds nasty, but it looks like a game which was developed for Nintendo 64 and then ported over to Dreamcast.

WARREN: But the environments look good.

ED: Yeah, I do like the style – the way it's like a kids' game but it plays like *Quake*.

DAN: It's a good gag and it's a massive game. There's certainly nothing lacking in things to do or ways to do them.

WARREN: There's loads of variation, too.

ED: It is tough, though. It's nice that there's alternate ways of doing levels and the way that you can actually complete a level, but to move on you might have to go through again and find everything.

ALEX: I prefer the puzzle elements. They fit the character of the game better than the shooting bits do. It survives on that alone.

DAN: Don't you think the shooting and all that side is any good, then?

ALEX: I think they work better as a multiplayer thing – in the Fluffmatches.

ED: It does come across that you're doing all your puzzles in areas that are too big, and all the time you have little characters coming at you trying to shoot you.

WARREN: I wasn't impressed with the Fluffmatches. Four-player was atrocious.

ED: It works better in two-player.

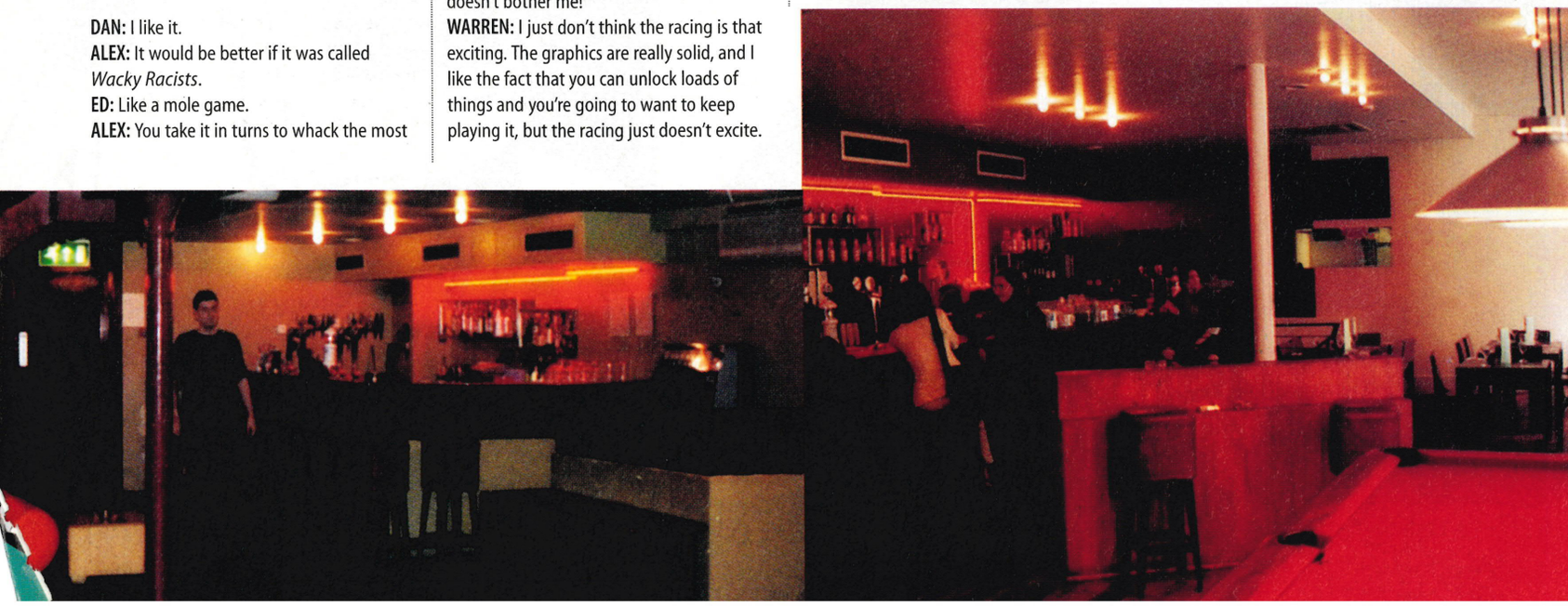
WARREN: Yeah, but then the levels are too big – you need an arrow pointing to your opponent. But, I can see why people like it.

DAN: If you've paid the money you'll make sure you get your money's worth. There's loads to unlock.



"IT LOOKS LIKE A GAME WHICH WAS DEVELOPED FOR N64 AND THEN PORTED OVER TO DREAMCAST"

– ED ON *FUR FIGHTERS*



ILLUSTRATIONS: BEN WACHENJE

PRODUCERS

GAMES TESTER? PRODUCER? ARTIST? WHAT DO THEY DO, EXACTLY? **ADAM PHILLIPS** PROFILES THE JOBS THAT BRING THE HITS TO OUR SCREENS



THE PRODUCER

RESPONSIBILITIES: The producer usually oversees a game's entire production from conception through to completion, and is ultimately responsible for bringing it to the ever-hungry public on time. And on budget.

PROSPECTS: Excellent. If you've made it to producer level and have a good track record, then setting up your own games company is not unheard of.

SALARY: Anywhere from £20k to £40k

QUALIFICATIONS: No particular qualifications are required, but good communication and organisational skills, a love of games and a creative mind are all vital.

LIKE MOVIE PRODUCERS, the actual role of a games producer can be something of a mystery to the uninitiated. In case you were wondering, a games producer is basically the top dog on a software production, overseeing and managing all aspects of getting a game from the initial concept to the finished product. Along with a myriad of other tasks, the job involves liaising with the many different members of the development team to make sure that everyone is aware of what's happening on the project, and making it top priority that they all work well together too. Perhaps most importantly, it's the producer's responsibility to ensure that everyone is kept happy.

With Sega and their Dreamcast games, a typical high-quality title can take up to two and a half years to complete, and there are five basic stages for a producer to take charge of. First up is the concept stage – in other words, the all-important game design. It's during this phase that Sega decide whether or not a particular game idea is viable. A Sega producer will work closely with the developer, and if there are any concerns over the design then it's vital that they're dealt with there and then.

The next stage is what's known as the 'first playable', where the producer and his team transform the game's concept from an idea on paper into a reality. They examine the functionality of the game and make any necessary changes – anything from the play mechanics to the graphics.

Once everyone's happy with how things stand by the time the game has reached 'first playable', it's then time to move on to the Alpha stage. By now much of the game is in place, and it's the last chance to make any fundamental changes to the design. From this point on the 'mould' for the game is set, and the producer must make sure that everyone concerned is happy with the title before progressing to the Beta stage – in layman's terms, the arduous task of testing it for 'bugs' and faults.

With all those pesky glitches ironed out, it's finally time for the game to be released. And to hope that those two and a half years or whatever working on it have been worth all the effort in the eyes of the game-playing public. A stressful time? Oh yes.

I DO IT FOR A LIVING

We profile three producers, taking a brief look at what helped them land the gig, and which games they've had the most fun working on



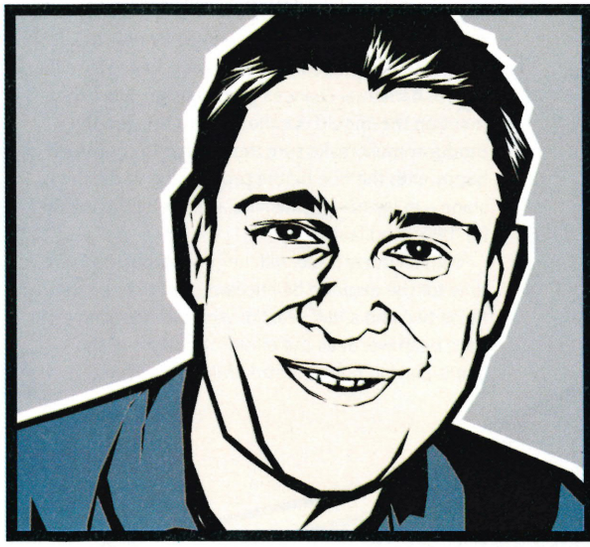
PRODUCER 1

NAME: Dave Nulty
AGE: 31
BACKGROUND: A major games fan, he used to work in an import videogame shop. Was 'spotted' by Sega and told to apply for a job. The boy done good!
PRODUCTION HIGHLIGHTS: Shadow producer (assistant producer) on *Toy Commander*, *Sonic Adventure* and *Zombie Revenge*, and producer on *Ecco The Dolphin: Defender Of The Future*.



PRODUCER 2

NAME: Olivier Raffard
AGE: 25
BACKGROUND:
Started out in the testing department at Infogrames, then worked in the QA (quality assurance) division. Got his first gig as a producer on the *V-Rally* brand.
PRODUCTION HIGHLIGHTS: *V-Rally 2* on Dreamcast. Currently producing *Le Mans* on Dreamcast and *V-Rally 2* on PC.



PRODUCER 3

NAME: Troy Horton
AGE: 27
BACKGROUND: Started at Core Design more than seven years ago in QA, subsequently made associate producer, and has been producing ever since.
PRODUCTION HIGHLIGHTS: *Tomb Raider* (PlayStation/PC/Saturn/GameBoy), *Tomb Raider II* (PS/PC), *Tomb Raider III* (PS/PC), *Tomb Raider: The Last Revelation* (PS/PC/DC), *Ninja: Shadows Of Darkness* (PS)

Q&A

What it's like to be a programmer, straight from the horses' mouths

HOW DID YOU START OUT ON YOUR CAREER AS A PRODUCING?

DAVE: I was recruited by Sega back in 1992. I was actually working in an import videogame shop when I was 'discovered' by Tony Takoushi, who was working for Sega at the time. He suggested that I apply for a job at Sega, and the rest is history.

I worked in various departments before becoming a producer. I always wanted to work closely with games, and this is about as close as you can get without becoming a programmer.

OLIVIER: I was a tester at Infogrames on PC and consoles. I then became console co-ordinator and consoles supervisor in the QA department for two years. In the QA department I was in charge of each *V-Rally* product, so when the previous producer left the *V-Rally* brand I took over the position.

TROY: I started QA at Core Design over seven years ago, and after a fairly short time I was promoted to associate producer. It happened because the industry was changing from 16-bit to 32-bit consoles, and games required more organisation.

WHAT DOES YOUR JOB ENTAIL ON A DAY-TO-DAY BASIS?

DAVE: Problem solving! Not a day goes by without having to deal with one dilemma or another. A day in the life of a producer is never dull, because every day brings new challenges.

OLIVIER: You start your day with checking email (between 100 and 200 per day). We generally have two or three meetings a day – sometimes a lunch-time one as well. You also spend one or two hours a day answering phone calls and writing documents. If possible you must try to meet your development team once a week – this job is all about communication.

TROY: One of the most vital aspects is sitting down with the teams and seeing how things are progressing, ie having a look at what they've done, seeing if it can be improved upon in any way, and then seeing what needs to be done next.

WHAT ARE THE PROS OF WORKING AS A PRODUCER?

DAVE: You get to meet lots of like-minded people, travel the world, and express yourself in a creative way. It's a dream job.

TROY: The biggest pro is the large amount of responsibility you have in order to get a game finished. The stress can sometimes be hard on a person, especially on the teams. Ultimately, the biggest pro is creating a game that people enjoy.

WHAT ARE THE CONS?

OLIVIER: You have to make sacrifices – sometimes with your family or your friends when you're travelling on business. Also, the projects you produce aren't always really interesting. Finally, your relationships with some people on your projects are not always easy.

DAVE: The job comes with a huge amount of

responsibility, and responsibility equals stress. The trouble is that producing quality games takes time, and time is the producer's worst enemy. The pros far outweigh the cons though.

TROY: The cons are often working hours that only the dead would be happy with. At the end of the day though, it's all worth it.

WHAT KIND OF CREATIVE DECISIONS DO YOU HAVE TO TAKE? DO YOU HAVE FINAL SAY ON A GAME'S CONTENT, AND ARE YOU IN EFFECT THE GAME DESIGNER?

DAVE: Game designer? I guess we are to some degree, yes. We do have a great influence on the game content. After all, we are responsible for the game, so it's in our interest to ensure that it's of high quality.

OLIVIER: It depends on your development team. There are three routes. First is the development team who bring the game design to us and we sign it up. The second option is when Infogrames [the marketing and production team] design a game and sign a development team to create it. The third and final route is a collaboration between the development team, marketing, QA and the producer – that's my favourite choice.

TROY: The development teams at Core create the game with input from me and other people. I do have a say on the content, and will offer my opinion when I feel it's required.

WHAT ADVICE WOULD YOU GIVE TO SOMEONE WHO WANTS TO GET INVOLVED IN PRODUCING VIDEOGAMES? WHAT IMPRESSES POTENTIAL EMPLOYERS?

OLIVIER: People who learn and react quickly. It's a profession for passionate people; if you're not, please try another job or else it will be very hard for you. After all, it will be hard even if you are passionate.

The simplest way to get your foot in the door is to have a contact in the industry. Having said that, you can find job offers in the specialised press.

DAVE: Being a games tester is a good place to start. It also helps to know someone in the games industry – it's very word-of-mouth. Also, if anyone reading this is interested, they should send a CV to games companies – you have nothing to lose.

WHAT KIND OF QUALIFICATIONS/SKILLS DO YOU NEED TO HAVE?

DAVE: You don't really need to be that academic. A good attitude, temperament and common sense go a long way. A few years of game experience also helps.

TROY: No qualifications are required, but it does help to have a knowledge of games and some technical knowledge of computers in general.

OLIVIER: You need a lot of motivation. You also need some knowledge of programming, marketing and financial matters, and a real understanding of management. Ultimately, to be sure of success you must think positive.

CASE STUDY

Two and a half years in the making of a classic videogame

GAME: **ECCO THE DOLPHIN: DEFENDER OF THE FUTURE**
PUBLISHER: **SEGA**
DEVELOPER: **APPALOOSA**

FOR THOSE WHO know their Sega games, the original *Ecco The Dolphin* on Mega Drive was without doubt a gaming classic – a title which mixed true innovation and originality with addictive and engaging gameplay.

The Dreamcast sequel continues in this mould, offering gameplay that has received a thumbs-up from *Official Dreamcast Magazine* (*ODM* #9, 9/10). The game's producer, Dave Nulty, has been involved with its production from the very beginning – some two and a half years ago.

Ecco started its life on what was known as a 'set 2 development card' (an early form of Dreamcast's hardware) and a PC. Budapest-based developers Appaloosa created a 3D engine and animation tool from scratch. "It was quite evident from the start that we were on to something special," offers Dave.

Working with around 40 people, Dave would receive builds of the game on a regular basis: "I would review them and report back to Appaloosa. I can honestly say that I never had a typical day working on *Ecco*. One minute I would be working on the music side of things, the next I would be contributing to the game design, as well as approving point-of-sale material and co-ordinating localisation and testing. The list goes on."

Because of the variety, producing the game threw up many challenges. "*Ecco* is big, and is not an easy game to test," Dave explains. "Then there were the usual technical hurdles – frame rate, collision detection issues…

"I guess the biggest challenge was in creating something that was expansive yet compelling. We wanted to retain the essence and uniqueness of the original *Ecco*. Basically, taking *Ecco* into 3D was never going to be easy."

Thankfully though, Dave and his team seem to have pulled it off.

"NOT A DAY GOES BY WITHOUT HAVING TO DEAL WITH ONE DILEMMA OR ANOTHER"

– DAVE NULTY



△ ***Ecco The Dolphin*** **is Dave Nulty's first game as producer, and it's a *splash* hit! (Sorry.)**

FIRST CONTACT

Think you're ready for a shot at producing as career? 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.

AARDVARK SWIFT CONSULTING
www.ardswift.co.uk
01709 876 877

DATASCOPE RECRUITMENT
www.datascope.co.uk
020 7580 6018

ANSWERS RECRUITMENT
www.answers-recruitment.com
020 7580 6018

• For university/college course details, talk to your careers advisor or check out your local library for more details.

VERDICT

IT'S A DREAM JOB FOR THOSE WITH COMMITMENT AND PASSION. IT OFFERS A NEAR-PERFECT BLEND OF MANAGEMENT AND CREATIVITY. IF YOU DO THE JOB WELL ENOUGH, THE SKY'S THE LIMIT

UPPERS

You're effectively the top dog • You can express yourself creatively • In some cases you get to visit other countries to talk to developers and attend important trade shows • You meet people from all walks of life • The money ain't too shoddy

DOWNERS

Like all jobs in the industry, producing can mean long hours and bucketloads of stress • If something screws up, the buck stops with you • There'll be times when you must deal with difficult personalities; diplomatic skills are essential



△ Shinji Mikami: this man's twisted brain is responsible for the *Resident Evil* series.

IN THE HOT SEAT WITH SHINJI MIKAMI

CAPCOM JAPAN'S STAR PRODUCER SHINJI MIKAMI IS THE MAN BEHIND THE EPIC *RESIDENT EVIL* SERIES. HE'S ALSO THE MAN ANSWERING YOUR QUESTIONS IN THIS MONTH'S HOT SEAT

COMING UP: NEXT MONTH'S HOT SEAT WILL CONTAIN THE COLLECTIVE BUTTOCKS OF KALISTO, THE CREATORS OF *4 WHEEL THUNDER* AND THE FORTHCOMING *NIGHTMARE CREATURES II*. THE ISSUE AFTER THAT WE'LL BE TALKING TO *ECCO THE DOLPHIN*'S HUNGARIAN DEVELOPERS APPALOOSA ON YOUR BEHALF. SO GET YOUR QUESTIONS IN NOW!

SHINJI MIKAMI has worked at Capcom Japan for around ten years now, and in that time he's become one of the videogame industry's most respected developers. He started out designing games for Nintendo's Game Boy, then progressed to the 16-bit Super NES, and subsequently took the role of director and came up with a game that was to give birth to one of the most popular series in the world – *Resident Evil*.

Since then he's gone on to oversee the development of *RE* sequels on just about every major format, ensuring that they're all of the same high standard as the original. As a consequence, the *Resident Evil* universe is so solid that all manner of spin-offs and side stories can (and will) be explored in comics, movies and, of course, videogames. We passed questions from *Official Dreamcast Magazine* readers on to Shinji Mikami himself, who was kind enough to take the time to answer them briefly.

MULTIPLE RESIDENTS

Are you ever planning to include a multi-player option in a *Resident Evil* game?

Dave Hutchinson, via email

Shinji Mikami: At this point in time, no.

DEVELOPING FOR DREAMCAST

Do you like developing games for the Dreamcast, and why?

Adam Yates, via email

SM: Yes, I do enjoy working with Dreamcast due to its ease of development. However, I don't like that fact that even though great games are made on Dreamcast the sales figures are sometimes relatively low.

CHARACTER ISSUES

Who is your favourite character in the *Resident Evil* series? Will we see Leon and Ada again?

Frank Sales, via email

SM: Jill Valentine is my favourite character. I'm not sure if we'll see Leon and Ada together again though.

SNUFF MOVIE

What has happened to the *Resident Evil* movie? Is it still in production?

Barry Kriel, via email

SM: Yes, it is definitely in production.

MORE EVIL

Do you have any plans to release any more *Resident Evil* games on Dreamcast?

Nick Wilson, via email

SM: That's undetermined at this point in time.

DAWN OF THE DEAD

When did you start work on *Resident Evil Code: Veronica*? It must have taken ages to design it all.

Jim Hargreaves, via email

SM: We started on its development two and a half years ago – before Dreamcast was even released.

FIRST PERSON PLURAL

The first-person view hidden in *Code:*





△ If you've played *Code: Veronica* you'll definitely remember this bit!



△ Only a warped mind could come up with this kind of thing.

Veronica is great fun. Have you ever thought of producing an entirely first-person game in the style of *Half-Life* or *Quake*?

Anon, via email

SM: I don't know *Half-Life* or *Quake*, unfortunately. At this point in time, I have no plans to make a first person game.

WHICH DIRECTION?

Who are your favourite movie directors? I've noticed sections in *Code: Veronica* that definitely seem to have been influenced by John Woo and the Wachowski brothers.

Nik Burton, via email

SM: Steven Spielberg is my favourite.

RESIDENT EVIL 1.5

Will Capcom ever release the original version of *Resident Evil 2* that was scrapped when almost 80 per cent complete? A lot of fans are very keen to see it.

Kim Larsen, via email

SM: Yes, we had many requests on this issue. However, we do not intend to release a product that is not finished.

THE SHADY FIGURE

At the end of *Resident Evil 2*, a mysterious figure throws your character a rocket launcher. Who is it – Ada Wong, or Annette Birkin?

Ali Bloomer, via email

SM: I am afraid that I can't reveal the secret. The point of this is secrecy. If I were to tell you the answer, you might be satisfied for a moment. However, the imagination and speculation that comes from it being a secret would be lost. And that's the whole fun of it!

ALL-TIME CLASSIC

Which is your favourite game of all time?

Anon, via email

SM: *Family Circuit* on the original Nintendo Entertainment System. It's a really fantastic racing game.

MONSTER MASH

You've already made games about zombies and dinosaurs, what else is there you can make scary games about?

Justin Cox, via email

SM: I love vampires and I have always wanted to make a game about them.

DRAMATIC TENSION

Is it easier or harder to create tension with 3D backgrounds and moving cameras?

Kieron Duffy, via email

SM: It is difficult. It's extremely difficult especially when you have to combine the programming element with the computer graphics. It's not just something for people to watch, but to play as well.

GOING OUT

Which other videogame developers do you most admire, and why?

Bob Shields, Northumberland

SM: Nintendo. Nintendo know exactly what makes games good, and also they're not swayed from right to left due to current trends in videogames. In fact, they have the ability to create massive trends such as *Pokémon*.

UNHEALTHY UPBRINGING

Did you watch a lot of zombie movies when you were young, and if so which is your favourite?

James Peel, via email

SM: Yes I did watch a lot of zombie movies. My favourite is *Dawn Of The Dead*.

MENTAL MODELS

Did you model the look of the characters in *Code: Veronica* on real people? They look so lifelike!

Richie Craig, via email

SM: Nope! They were all made up.

DINOSAURS ON DREAMCAST?

Is there any chance of a *Dino Crisis* game coming to Dreamcast?

Lee Freeman, via email

SM: Yes, there is a chance.

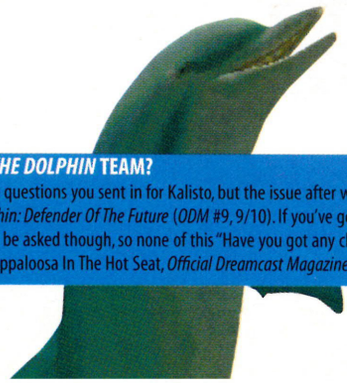
EARLY WORKS

Which games did you work on before the original *Resident Evil*?

Thomas Jay, via email

SM: I used to make mainly Disney games [see the 'Gameography' box for more information].

"I LOVE VAMPIRES AND HAVE ALWAYS WANTED TO MAKE A GAME ABOUT THEM"



GOT A QUESTION FOR THE *ECCO THE DOLPHIN* TEAM?

Next issue we'll print the answers to the questions you sent in for Kalisto, but the issue after we'll be chatting with Appaloosa, the Hungarian development team behind the fantastic *Ecco The Dolphin: Defender Of The Future* (*ODM* #9, 9/10). If you've got any burning questions you want us to put to them, get writing. Only the most interesting questions will be asked though, so none of this "Have you got any cheats for *Ecco*?" rubbish! Send all your questions to questions@dreamcastmag.co.uk, or to Appaloosa In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

SHINJI MIKAMI: GAMEOGRAPHY

While everyone knows about Shinji Mikami's recent games at Capcom, not everyone knows where it all started

WHO FRAMED ROGER RABBIT?

Game Boy, 1991

Mikami's second Game Boy title, but the first to be released outside Japan, *Who Framed Roger Rabbit?* was an action-adventure game based on the Bob Hoskins movie.

GOOF TROOP

Super NES, 1993

Based on the Disney cartoon, *Goof Troop* is another overhead-view *Zelda*-style action adventure game, this time for two players.

ALADDIN

Super NES, 1994

Action platform game *Aladdin* is another major Disney licence where Mikami was responsible for planning much of the game.

RESIDENT EVIL

PlayStation, 1996

Originally released in Japan as *Biohazard*, this caused a stir all over the world. Mikami's *Director's Cut* added a few extra features.

RESIDENT EVIL 2

PlayStation, 1998

Moving from the role of director to producer, Mikami looked after this ambitious sequel. The Dreamcast game scored 7/10 in *ODM* #4.



DINO CRISIS

PlayStation, 1999

***Dino Crisis* replaced *RE*'s zombies with dinosaurs resurrected in a near-future setting. It also introduced moving cameras.**

RESIDENT EVIL 3: NEMESIS

PlayStation, 1999

The third *Resident Evil* takes place during *RE2*'s zombie invasion while a massive psycho called Nemesis chases the player.

RESIDENT EVIL CODE: VERONICA

Dreamcast, 2000

***Resident Evil Code: Veronica* (*ODM* #8, 9/10) takes the storyline, graphics and gameplay of the series to all-new highs. Amazing stuff!**

HINTS & TIPS





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100 **RAYMAN 2**
Part 3 of our 3-part guide to the whole game

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Keep getting beat? Then try these tips

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110 **HELP!**
Your gaming questions answered

111 **CHEATS**
If at first you don't succeed... then cheat, of ourse!

112 **CHALLENGES**
Win a free game – this month, *Marvel Vs Capcom 2*

RAYMAN 2
WALKTHROUGH PART 3

IT'S CUTE, IT'S COLOURFUL, BUT UBI SOFT'S EXCELLENT PLATFORMER *RAYMAN 2* (*ODM* #6, 8/10) IS A REAL TOUGHIE IN PLACES.

GOT YOURSELF STUCK? HAVING TROUBLE FINDING THE SIX CRYSTALS? NO WORRIES, **MATT DYMOND** IS HERE WITH THE THIRD AND FINAL PART OF OUR GUIDE TO EVERY LEVEL







THE PRECIPICE

Yellow lums: 50
Cages: 6

Level 1

1 Most of the level is very straightforward: simply run along the bridges as the ship attempts to shoot them out from under you. The five cages and five lums are en route, so you shouldn't have any problems finding them.

To go through the swing bridge, wait for the ship to crash into it. To open the door to the fortress, shoot the death's head at the end of the level.

Level 2

2 Climb the sinking tower and open the two cages, collecting the shot power-up and lums as you go. Kill the henchman to reach the switch behind him, then climb the ladder and operate the second switch to turn the crane round. Jump on the crane and collect the five lums there (one is at the end, above the globe; there are ten in all). Now go to the tip of the crane and jump towards the tunnel to exit.

Level 3

3 'Helicopter' down into the chasm, following the path indicated by the yellow lums, and destroy the flying bombs. Kill the pirate at the end (lead him in front of the cannon fire if possible) and then free the Teensie from the cage. Collect the remaining lums on the far left of the building (there are 15 altogether). You can find the fifth crystal here too.




THE TOP OF THE WORLD

Yellow lums: 50
Cages: 2

Level 1

4 Bit of a change now. Make the blue-striped pirate charge into the chasm as before, and sit on the chair. Now ride the chair through the course, being careful to rotate yourself out of the way of any obstacles, and grab all the lums along the way.

Level 2

5 Kill the guy in the barrel with the shock gun, by either ducking out from behind the boxes and firing, or deflecting your shots off the walls so that they hit him. Avoid the rolling barrels, and climb the net. A keg can be used more effectively on the barrel-clad pirate here.

Get the cage and all the lums in the room then go to the far-left corner (from the door). You can see a gap with a floating platform. Pick up a keg and use the platform to carry it across the gap so that you can break open the door. This releases a Teensie who opens the vortex at the end.

Follow him back over the gap and climb up the net. Clear the top room of enemies, collect the lums, go up the stairs and exit the level. There are two cages and 17 lums altogether in this section.




THE SANCTUARY OF ROCK AND LAVA

Yellow lums: 50
Cages: 7
Special items: the third mask

• Note: You must have at least 475 lums to advance to this level.

Level 1

6 There's another bonus level entrance on the left. Ly challenges you to a race called The Walk Of Power. Simply navigate the course as quickly as possible, picking up the 50 lums. You get the mega-shot when successful.

Back in the sanctuary level, go right this time and fight the henchman on the net, then jump on the floating keg. The keg takes you into the trunk of a giant tree, which you must climb up inside while avoiding the rolling kegs.

From the top of the tree, jump on the root down below by using the 'helicopter'. On arriving at the suspension bridge, you must break the first cage under the bridge. Collect the purple lum to reach the other end of the broken bridge.

You must do battle with a pirate henchman to enter the temple; there's a shot power-up on the left pillar. In the caterpillar room, the second cage is hanging under the platform at the top, just before the end of the level. There are two cages and ten lums on this level.

Level 2

7 Use the wire netting fixed to the wall to clear the brambles, then cross the gaps, shooting the branches that swipe at you (they do recover after a while). Then go and find the purple water lily platform (in the furthest room) to reach the innermost recesses of the temple. Stone walls block the passage at some points, so shoot them and clear the path. Eventually the platform will be burned away by fire, and you must abandon it just before it disintegrates. Float across the large gap and aim yourself at the platform as soon as you can. Be careful here, as the camera moves around and can be disorientating.




8 In the last room, jump from platform to platform as quickly as possible to get across the expanse of lava, as the platforms sink after a short time. Lastly, fire at the switch in front of you. A platform will come out of the wall, providing access to the final platform. There are two cages and two lums to find on this level.

Level 3

9 Jump on the rotating platform, then climb on to the top platform using the wire netting. Watch out for the lava flow!

You're facing a door guarded by a bramble. Fire at the switch several times until it opens wide enough, then shoot at the bramble and go through the doorway before the door shuts (or before the bramble comes out again). Jump off to the left and land on a platform, and you can open a second cage. The platform sinks quickly, so be careful.

Run past the moving walls as they start to move back again. When you're on the floating cases, shoot the switch to create a platform enabling you to proceed. There are lums behind the two pillars. In the last room, free the Teensie. There are three cages and 20 lums in this level.



BENEATH THE SANCTUARY OF ROCK AND LAVA

Yellow lums: 50
Cages: 4
Special items: flight silver lum

Level 1

10 Ly gives you the power to fly, and you must use it to navigate these lava-filled caves. Get used to flying in the first area, and stock up on health from the red lums.

There's a cage behind a grate. Fly down, where you met Ly, break open the door, and follow the tunnel to get there. Go up through the roof and get the lums, and continue into the tunnel (a fan prevents you flying back again).

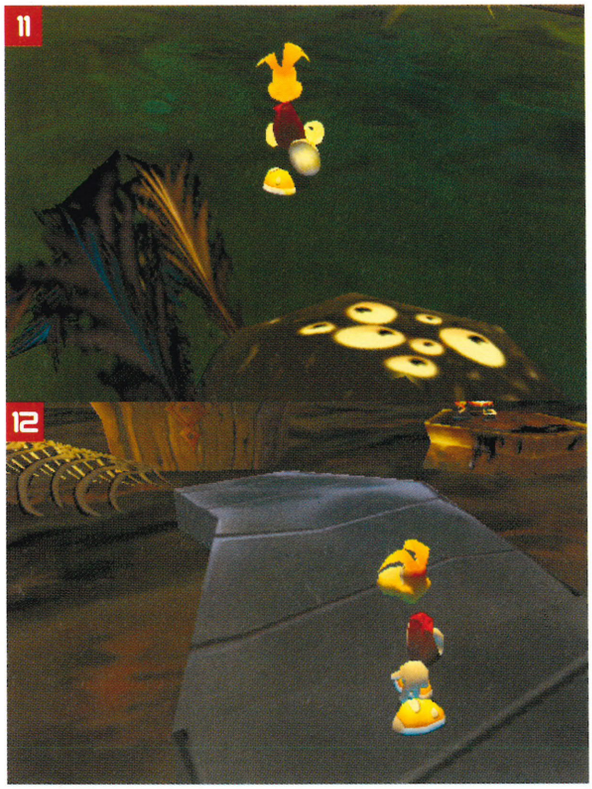
Fly on the right to avoid the flame-throwers, and blast your way through. Get the lums on the pillars, and hit the cage under the bridge. There's a big lum behind the pillar on the ceiling. Break the fragile blocks and drop down the pit. Apart from the two cages there are 12 lums to collect.

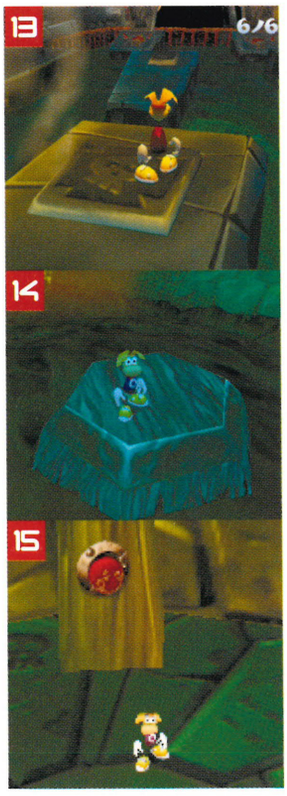
Level 2

There's another fan at the end of the tunnel here, so there's no going back. Try to catch all the lums you can. If you have a lot of health and you're trying to get them all, it's worth killing yourself on purpose so you can go back and try again before picking up the green lum, which then becomes your restart point. There are 28 in all. Two cages are held in a passageway off to the left towards the end of the tunnel.

Level 3

The boss then appears and knocks you flying – or not, because it removes your flight power again. The camera switches to a front view, showing you running away from the boss. Run along the walkways, jumping over the lava and the flames he throws. Jump on to the spider webs to bounce into the air and face the boss in mid-air; he should be passing under a stalactite – shoot it so it falls on his head, then start running again. Repeat this a few times. When he's toast, bounce on the web and grab a purple lum to swing on to the bridge to the tower and collect the third mask.







TOMB OF THE ANCIENTS

Yellow lums: 50
Cages: 6

Level 1

11 There are three main switches to activate in order to access the next level. Each switch releases a floating keg, enabling you to safely cross a wide river.

You must first get out of the tower. To do this, go down the staircases and jump into the small room. A cage is hanging from the ceiling, and a switch opens the exit gate. A spider chases you – you don't have to kill it. Dodge or kill the zombie chickens that zigzag across your path. There are several yellow lums to collect around the spider pit.

12 At the bottom of the pit, on a tombstone, there's the first switch that you must activate. A small spider protects it, but it can be killed with a single blow. The big spider, however, is much more fierce; no sooner is it killed than one of its siblings appears. This is annoying, but since they release red lums when destroyed you can effectively refill your health here.

Get out of the pit, dodge the first spider (if it hasn't already been killed) and go from pillar to pillar over the piranhas. You can either kill them, or go past when they're not jumping.

Rayman arrives in a corridor which provides access to two rooms – take the left-hand room. When going towards the chest, a henchman appears. You don't have to kill him, but it makes the rest of the course easier if you do. Shoot at the hand that comes out of the chest and tries to seize you.

You then have a few seconds' respite before jumping on to the large spider web. Climb to the top of the mast as quickly as possible and activate the second switch.

13 Go back into the corridor and enter the cemetery to the right.

There are several possible paths you can take to reach the third switch, which is located at the rear of the cemetery on the left, behind a tomb. The main thing is to avoid the hands coming out of the tombs (if you blast them, they withdraw for a few seconds) and dodge the shots of the pirate who appears out of a tomb.

Now Rayman can now go to the level exit! Go back into the corridor and climb on to the spider web. From the top you can look through the windows and admire the view of the rooms you've just visited. At the end of the corridor are the kegs you've released, floating in the water to give you a path across. Jump from platform to platform while dealing with the piranhas.

Level 2

14 Move along by lighting the kegs and using them to fly across the gaps. Look out for cages and lums suspended from the walkways.

Blast the pirate then drop down on to a barrel – it will carry you to a web that you can cross (watch out for the zombies). Grab on to the purple lum, and each one that follows on from it, until you reach a climbing net. Destroy the spider at the top, and shoot the cogs to open the pit, which you can exit through.

Take the floating keg, and shoot at the switches to de-activate the lasers. Jump from keg to keg to dodge the henchman's shots, and shoot back.

Climb up the net and destroy the red henchman by throwing kegs at him (you also need one to open the door). Break the cage to get a load of lums, then swing on to the net via the purple lum and leave by the pit.

Level 3

15 The pirates have turned your mate Clark into a zombie puppet via a device that's stuck on his back. Keep as far away from him as possible – he has a huge reach. Run away and shoot at the three buttons, each of which will activate for a short time. If all are on together then a beam crosses the room. Jump over to the opposite side from Clark and he'll trip on it, giving you a free shot at the control device. Repeat this until you've destroyed it. Now open the cage, and the Teenies will create a vortex so that you can leave.

THE IRON MOUNTAINS

Yellow lums: 50
Cages: 3
Special items: fly a pirate ship

- Note: 550 lums are required to enter this level and get as far as the airship.

Level 1

16 To de-activate the lasers, you must turn off the switches around the revolving platform while avoiding the beam. Then jump down the pipe.

As you approach the piranha pond you encounter two pirates – one in front of you and one blocking your retreat. Go back a bit and take out the latter one first, before charging up your shot and blasting the other from just over the lip of the hill.

Open the cage and go on. Climb on to the boxes to get to the balcony. Hit the switch (and the pirate who follows) and get the sixth crystal, which is behind you on the platform. Float down over the river, getting the cage (this is underneath the left-hand platform with the pirate during your descent). Land on the hot air balloon to go to the next stage.

Level 2

17 Ignore the mechanical walker, and stand on the box by the side of the building. When the walker stamps, it's lifted in the air. Make use of the extra height to jump and catch the ledge.

Inside, make the pirate fall into the chasm like the others, and use the gangway to cross the room and open a cage. Also free some of



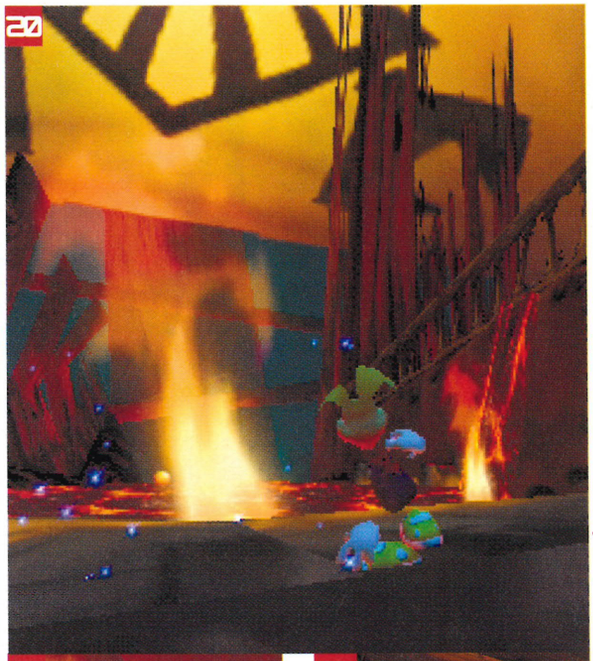
Globox's kids who are behind a 'plastered' door. Use the box to get into the pipe, where you can pick up a running missile. The missile can run on any of the surfaces, so you can charge round on the frame above the building.

What you need to be doing, though, is getting back down to the ground, so disembark by the barrels and turn around so you head over towards the large double doors. Go past in front of them, then turn 90 degrees right to head towards the ramp down into the lowered area. Run up the sloped sides of this area to activate both switches and open the double doors.

18 The metal walker/hen thing will try and squash you, but if you're careful you can get it to hit the menhirs and release lums. If you need to get away, just boost to exit – you must boost over the drawbridge opposite the box where you first entered the fortress.

Level 4

19 By using plums as extra height, you can get to higher platforms and find more lums. After that you encounter Globox's wife, Uglette, who sends you to find him and their kids. The kids are locked up in four mines in the canyon. Steal a pirate boat to go and free them – just navigate around the area until you've found all four. You can then return the kids by going back to the start. One of them found the last mask in the mine, so you now have all four and full power. There are 11 lums to collect in the canyon.







THE PRISON SHIP

Yellow lums: 94
Cages: 0

Levels 1 and 2

20 Fairly simple in theory: you slide down the slope, picking up the lums. It's much more difficult than it sounds though, as it's fast and has lots of obstacles. The next section requires you to accurately shoot switches at regular intervals to complete the passageway. Drop down the pit surrounded by lums at the end.

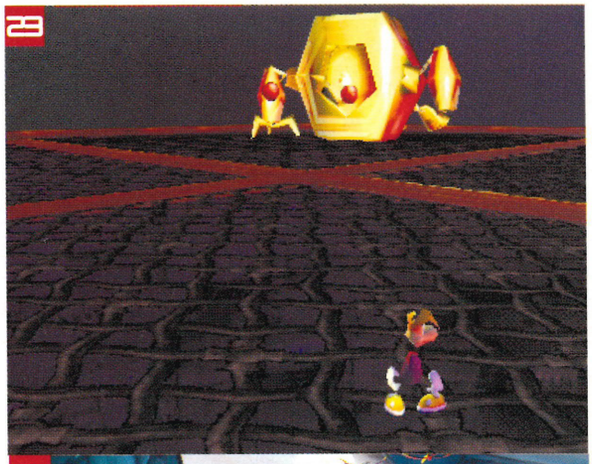
Level 3

21 Go on to the metal footbridge, go left and defeat the heavily armoured pirate. Collect the lums by hanging from the underside of the platform. Climb down until you find the switch – it activates a flying missile. Climb back to the footbridge and get on the missile – you can now fly around the room. On the platform in front of the doors at the other end is a switch, which you must hit carefully in order to progress.

Level 4

22 This is one of the best bits of the game, where you get to fly the rocket through the *huge* pirate mothership, reminiscent of the ending of *Return Of The Jedi*. The music does a reasonable impression of John Williams's score for the movie, too.

Basically, follow the trial of lums, but try to remember where you've been in case you crash and have to start again. Once the lasers start shooting ,keep moving around so they're less likely to hit you. Go into the lit area with the red lums, as it's a slightly easier route. Once you've done, you're ready for the final fight.





THE CROW'S NEST

23 On top of the crow's nest you must fight the Razorbeard-controlled robot. It fires bombs at you, which you can shoot to direct them back towards the robot. The robot also jumps towards you and fires shots at you, so keep moving.

When you've hit him three times with his bombs, the deck collapses and you end up falling. Ly saves you and puts you on a flying missile. You're now in a lava-filled chimney with two closed-ended passageways.

24 In one of these is a glowing ball of light. Fly into it to pick it up, but be careful, as space is very tight. Now you have your energy weapon, turn your attention to the robot. It's suspended by it's arms between two columns, so shoot an energy ball at each hand and it will fall in the lava. Now unload your three remaining shots into it, and replace the energy ball which will have reappeared in one of the corridors. The robot will start shooting deadly homing missiles which track you mercilessly around the area.

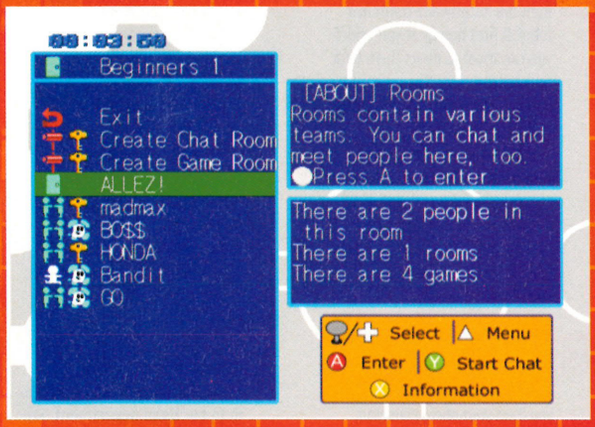
Flying close to walls and making sharp turns through narrow gaps is your best chance of getting rid of them. Keep repeating the sequence and the robot will eventually be destroyed, then you can enjoy the ending.

• And that's it! If you're still having problems, you can write in to our Help! department. See page 110 for details.

CHUCHU ROCKET!

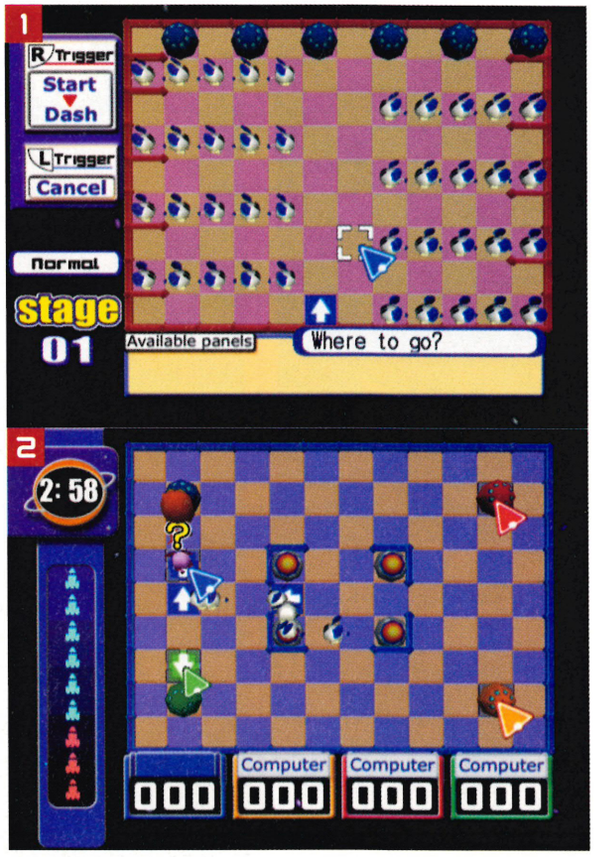
ONLINE PLAYER GUIDE

IT'S FAST, FURIOUS, FUN AND FREE, SO THERE'S NO EXCUSE NOT TO TRY THIS EXCELLENT PUZZLE GAME ONLINE. FELINE HATER **RICH LLOYD** OFFERS SOME HINTS FOR NEWCOMERS



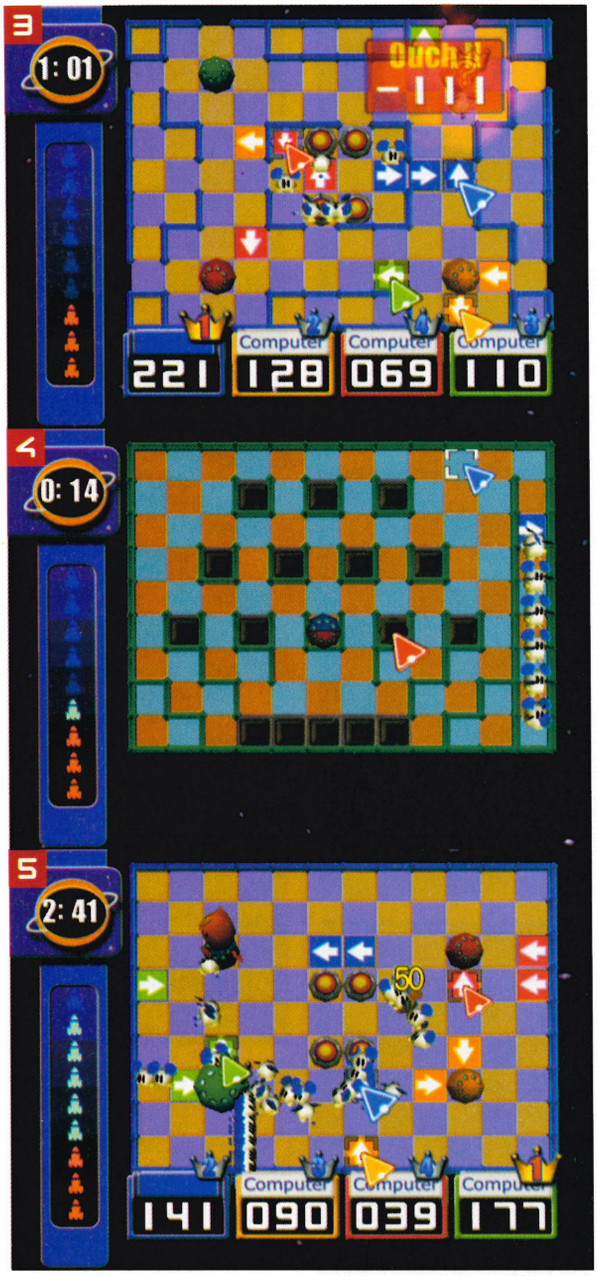
PLAY ONLINE!

- To play *ChuChu Rocket!* online you must first make sure that you've registered on Dreamarena using your DreamKey disc. If you have, than you'll find that you can select the Network 1-4P mode from the game select screen.
- You can play online by yourself against three other players, or if you have up to two other friends with joypads you can play together against other players on the network.
- When logging on to the *ChuChu Rocket!* server you will be asked to enter a nickname and a password. Be sure to remember these details – you cannot change them. If you have a VM plugged in it will store the details for you.
- When connected to the Lobby Server, a list of all the available servers throughout Europe will be displayed. Choose the one you want to enter. A list of rooms will then be shown, which you can enter to find other people to play against. To find out the number of people in a room, or the statistics of a player on the list, highlight the room/player and press the X button.
- From here you can join in a game by entering a room where people are waiting to play, or create a game room and wait for others to join in. When enough people are in the room, press A to play.
- If you persistently have problems when connecting to the server, call Sega's Internet Support line on (09066) 544 544.



BATTLE MODE GENERAL HINTS

1. Take things easy at first. *ChuChu Rocket* is a chaotic game so it is worth spending some time getting used to the one-player puzzle modes before plunging straight into the mad four-player head-to-head game.
2. KapuKapus can dramatically alter the balance of play. When a KapuKapu enters a rocket it removes a third of the ChuChus. Sometimes it can be to your advantage to direct a KapuKapu into your own rocket if it's being directly followed by a Mystery ChuChu or a 50+ ChuChu.
3. There's no winning tactic as such. Don't concentrate on simply getting as many ChuChus as possible into your rocket; always keep an eye on other players' totals, especially in the final moments. A last-second KapuKapu can snatch a victory from the jaws of defeat.
4. Whenever a ChuChu or KapuKapu hits a barrier, they always turn right. Use this to full advantage at all times. If your rocket is against a wall, it's sometimes possible to reduce the number of arrows used by directing the ChuChus into a wall so that they'll then turn right and go into your rocket. By placing an arrow immediately next to a







CHUCHU ROCKET SECRETS

- **Complete the Stage Challenge game to unlock the first secret option. This turns your normal ChuChus into the Chao characters from *Sonic Adventure*!**
- **Complete the puzzle mode in Normal to unlock the Hard mode.**
- **Complete Hard to unlock Special mode, then complete Special mode to unlock Mania. If you manage to complete Mania then you receive another replacement ChuChu character, the Pians from *NiGHTS* for the Saturn.**
- **Other characters can also be downloaded from the ChuChu homepage.**

wall and pointing towards it, you can create a blockage that turns ChuChus and KapuKapus around immediately. As you can see from the screenshot, the arrow pointing into the wall turns the mice around. This is useful when arrow types are limited in one-player puzzle mode.

5 Sometimes it's possible to direct ChuChus straight into your rocket as soon as they have come out of a hatch. Doing this is quite often a bad idea as a couple of KapuKapus can suddenly appear and kill your total, and if someone activates Cat Mania, then you're history. In this screenshot you can see the greedy blue rocket is about to get stuffed.

6 If a KapuKapu walks into an arrow pointing in the opposite direction it will wear the arrow away; after two KapuKapus it will disappear. Remember this during Cat Mania: if your opponents are ganging up and directing the KapuKapus at you, try to deflect them sideways instead of straight back. This will make sure the arrows don't get eaten away.

When playing a network mode battle, always remember the delay factor; try to lay an arrow tile at least four squares ahead so that it appears in time.

7 No matter how well the game has been going, it can all go wrong in the closing moments. If you're winning, concentrate on keeping the KapuKapus away from your rocket, as other players will be sending them in your direction. At the same time, try to make sure nobody else gets a big score with a 50+ ChuChu or a Mouse Monopoly.

It's quite tempting to relax when getting a Mouse Monopoly. Never relax, or someone will send a few KapuKapus along to kill your total.

In battle mode you can only place three tiles at once; never put down any unnecessary tiles.

8 If you're winning, rub it in – taunt the opposition by using the trigger buttons!



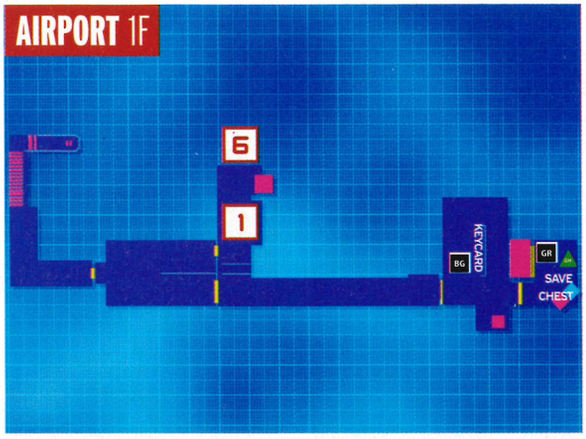
RESIDENT EVIL CODE: VERONICA PLAYER GUIDE PART 2

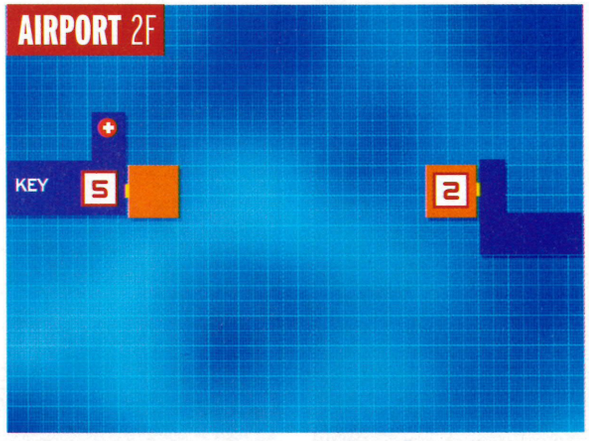
THE ACTION IS HOTTING UP AS MORE HORRIFIC DETAILS OF UMBRELLA'S EXPERIMENTS ARE REVEALED. NEED SOME HELP? NO WORRIES - **STEVE KEY** IS ON HAND TO POINT YOU IN THE RIGHT DIRECTION

KEY FOR MAPS

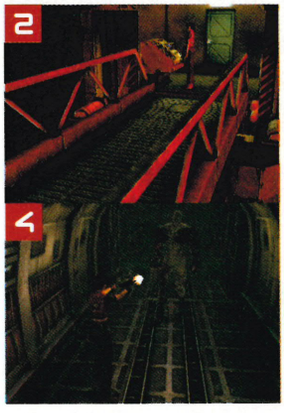
- GH GREEN HERB
- RH RED HERB
- BH BLUE HERB
- FIRST AID SPRAY
- HB HANDGUN BULLETS
- GR GRENADE ROUNDS
- BG BOW GUN ARROWS
- INK RIBBON
- SAVE SAVE POINT
- CHEST STORAGE POINT
- EA EXPLOSIVE ARROWS
- SS SHOTGUN SHELLS











AIRPORT

1 The first thing you must do is take the three proofs and take them to the airport. Put them all in this panel and hit the switch and you get access to the plane.

2 Be sure to pick up the lever from inside the plane and head here. Use the lever on the terminal to raise the bridge so you can work your way back around to the plane and your escape route.

3 This first meeting with T-078 is easy – ten grenades should be enough. Shoot it three or four times until it falls to it's knees. Walk closer and it stands again, so you must shoot it a second time. And then again – the third time, you'll knock it down.

4 This is the toughest fight so far. Make sure you have at least two to three F-Aid sprays or herb mixtures and 20 explosive arrows; about five grenade rounds are helpful too. The key is keeping the T-078 towards the sides of the plane. Avoiding his first slash is difficult, but avoiding the second is easy. Whack the buttons to pick yourself up and leg it to the other end of the plane. Shoot five to six arrow rounds and repeat, taking care not to fall from the back of the plane. When it's weak, hit the blue button by the door to finish it off.



5 When you return to this room, you must restore the oil pressure to the bridge. Firstly, press the buttons in this order: 3, 3, 5. This leaves 1ml in the 5 tank. Now press 3, 3 and 5 to make the 7ml needed to power the bridge.

6 Once the bridge is lowered, return to this room and kill the hunter. Switch off the power on the panel at the back, pick up all three proofs and take them back to the room with paintings and model in it.



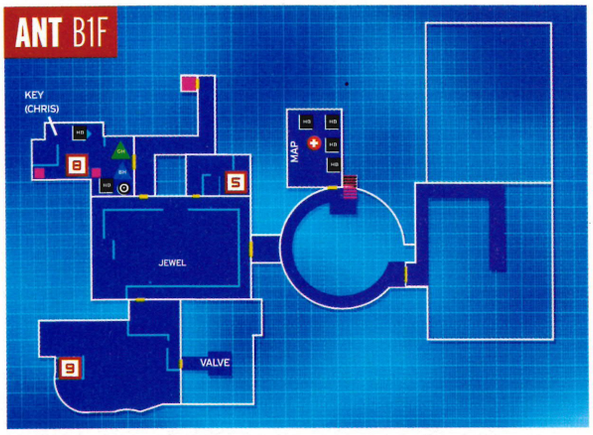
ANTARCTIC BASE

1 Search the cabinets in the back of this room to find the awesome assault rifle. Also pick up the detonator by the dead guy and attach it to the cabinet. When you come back with Chris, use the lighter on it to get some more ammo.

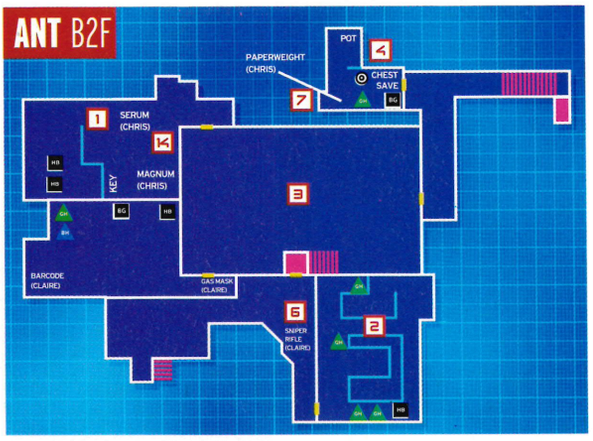
2 This room is often the cause of people getting stuck. Run to the top left of the room and go through the hole in the fence to get to the power supply. Push the switch to turn that on, then run back around to the entrance. Go down the short passage shown in the picture, and move the lever to restore power to the plant.

3 Inside the B.O.W Gas room is a barcode sticker – take it and place it on the box shown. Now start the power-up and you send two crates on the conveyor belts. One releases gas in the B.O.W room, and the other takes the magnum to the weapons room, which you pick up as Chris. Go to the B.O.W room and you can now get the gas mask.

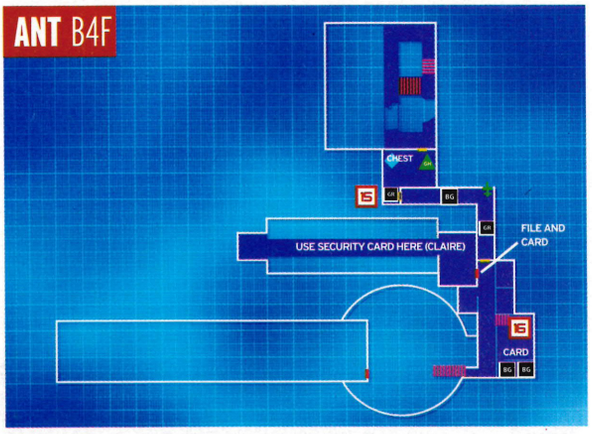
ANT B1F



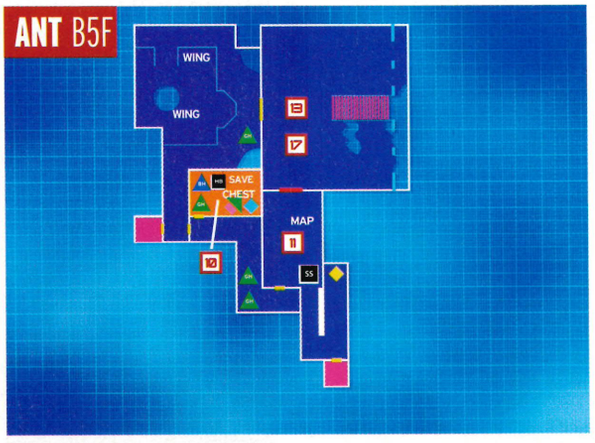
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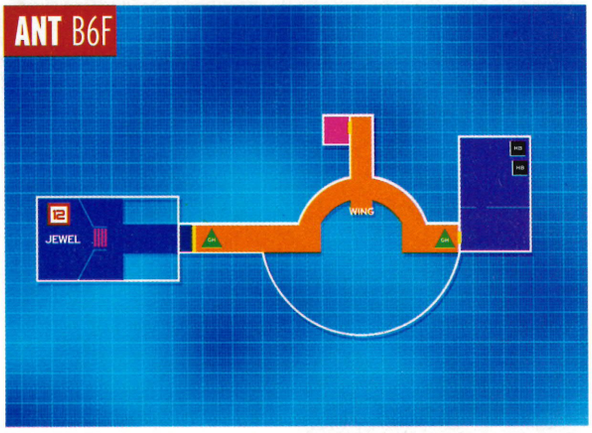
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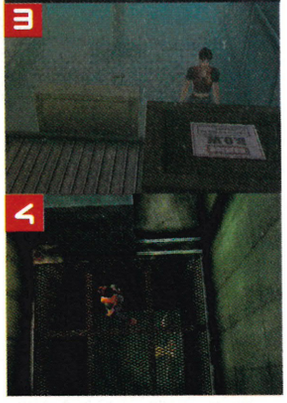
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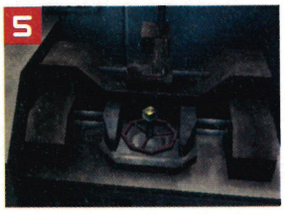


ANT B6F



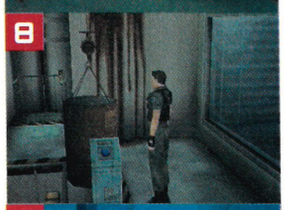




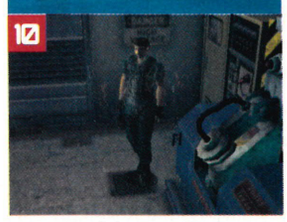












4 Once you've got the electricity on, return to this room where the rat ran from the cabinet, and push the button at the back. This reveals Nosferatu below you. Pick up the plant pot and check the bottom to reveal a key.

5 Once the gas has escaped you must get the valve handle trimmed to fit the pipe that shuts off the gas. Bring it here and use the machine shown before returning to the pipe and turning the gas off.

6 This is *very* important: after the scene with Alfred, you'll notice he drops the sniper rifle. Before you get it, take this chance to stock up on health and ammo, because once you pick it up you automatically climb into the digger.

7 Go to this room first as Chris. Use the key you got from melting the eagle plate here to get a paperweight and a file. Save if you have to, and pick up the extinguisher from the item box.

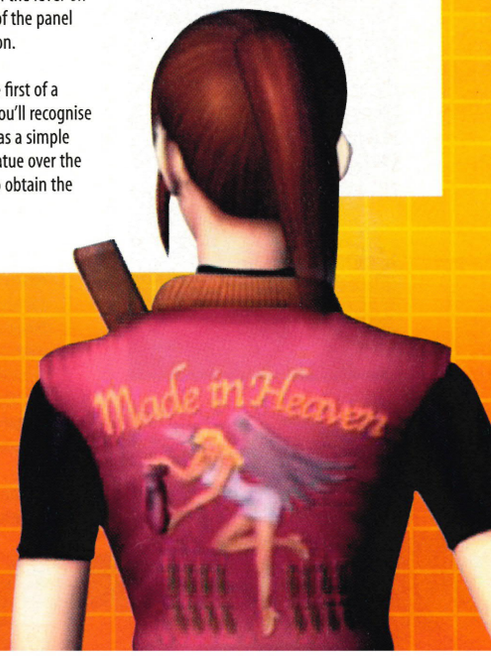
8 Press the blue button in this room, and use the extinguisher on the barrel that rises to fill it up again. Go down the lift and use it put out the fire at the bottom, then walk through to get the magnum. Also, use the lighter on the explosive on the cabinet at the back.

9 You must pick up the valve that Claire left in this room. Once you've got it, zombies break through the ice but there's no point in killing them.

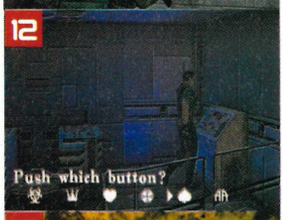
10 To re-supply the power, go to this room and use the valve handle on the socket. Now pull the lever on the left-hand side of the panel and power is back on.

11 Recognise this? The first of a number of rooms you'll recognise from the original has a simple puzzle. Push the statue over the crack in the floor to obtain the map.

12 Approach the panel at the back of the room and press the buttons in this order: AA, crown, heart and spade. When the drawer opens, pop the paperweight inside and the frozen Alfred appears. Take his ring and check it to get the blue jewel.













the concrete hits the floor and you'll see a shadow with a small circle inside. As you run through the circle the concrete falls. That's where you must put the crystal so that it smashes and you get the card.

ANTARCTIC BASE

13 Another familiar room! Run to the top of the stairs and pick up the knife that's there. Go back down and look behind the staircase – Claire has been strung up. Use the knife to cut her free

14 If Claire was poisoned from the sniper fight with Nosferatu, then you must find her some serum. It's location is shown on the map – the room in which you found the magnum; it's on the shelf next to you as you take the lift down.

15 If you stored the shotgun when playing with Chris, you can get some extra ammo here. Push the shelf away and hang the gun on the hooks, and two sets of grenade rounds are yours.

16 Run to the cannon and pick up the note. Tip the cannon to get the crystal ball – but watch out for the falling concrete block. Look where



17 Another boss fight, but this one isn't as tough. We won't reveal too much in the way of details, but here are some tips: When blood trails hit the floor they turn into flames, so beware. About five or six magnum shots are all that's needed. Check the broach you pick up to get the red jewel.



MILITARY TRAINING FACILITY

1 Once you have control of Chris, speak to Rodrigo and he gets eaten by the worm. Go into this room and kill it (it take about three or four grenade rounds to the mouth) and Rodrigo is spat out. He gives you the lighter for your troubles. Now go back into the save room you went through and use the lighter on the torch just opposite the door to reveal some sub-machine guns.

2 This save room is very useful. There's loads to store in the box, and also a small puzzle. Go to the drawers and open them in this order: red, green, blue, brown. Inside the brown one is a Luger that opens some secrets later in the game. Make sure you have the blue emblem card with you too.

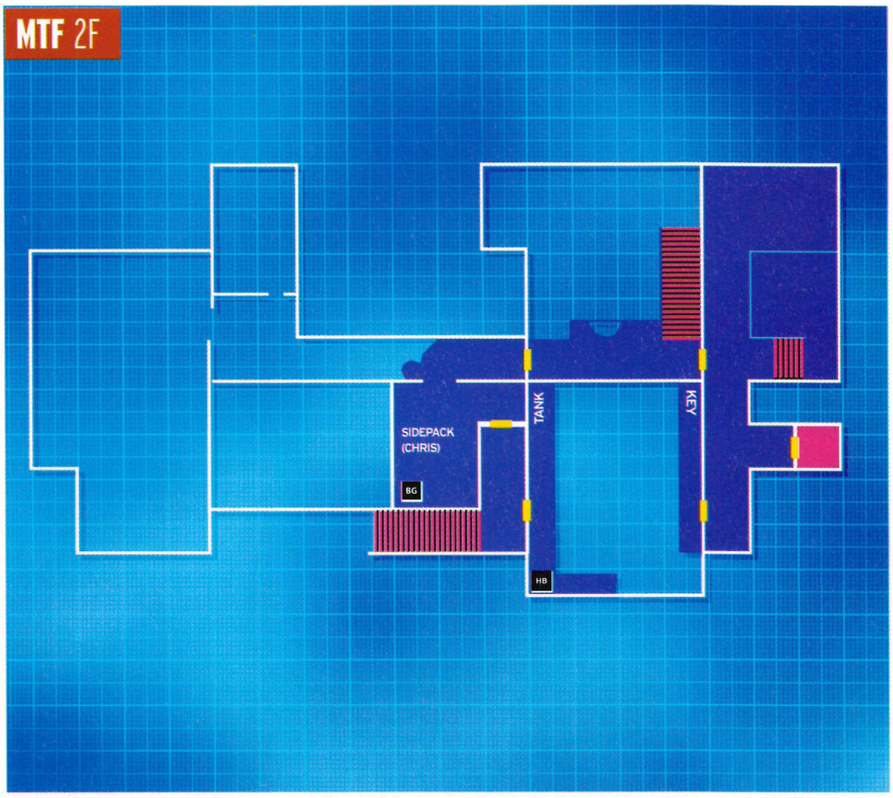
3 Use the battery you get at the end of the hall near the save room on

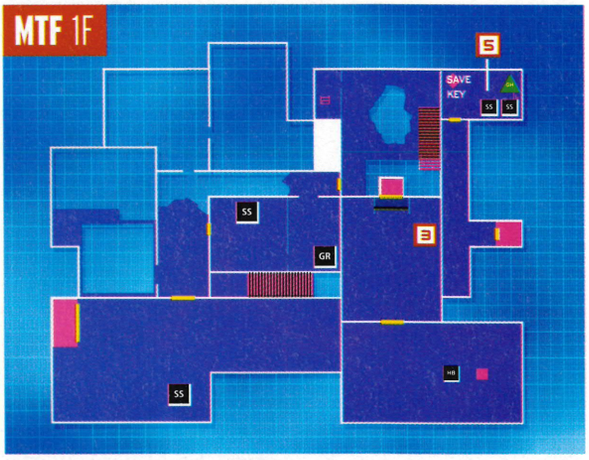


this machine in the garage. Now you can access the rest of the training facility.

4 Use the chemical storage key to open the fridge here, and when the prompt asks you if you want to set the temperature say yes and set it to 128. You now have the first part of the chemical mix.

5 Take the model tank to this room and place it in the replica model at the back of the room. This causes the mirror to move, revealing a panel. Take the key and the file from here and note the spaces for the proofs.



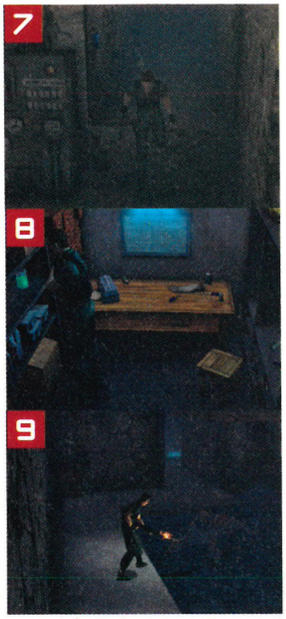




6 Here he is! There are some huge plot details revealed here, but even in this guide we won't reveal them to you. Be prepared for some big twists.

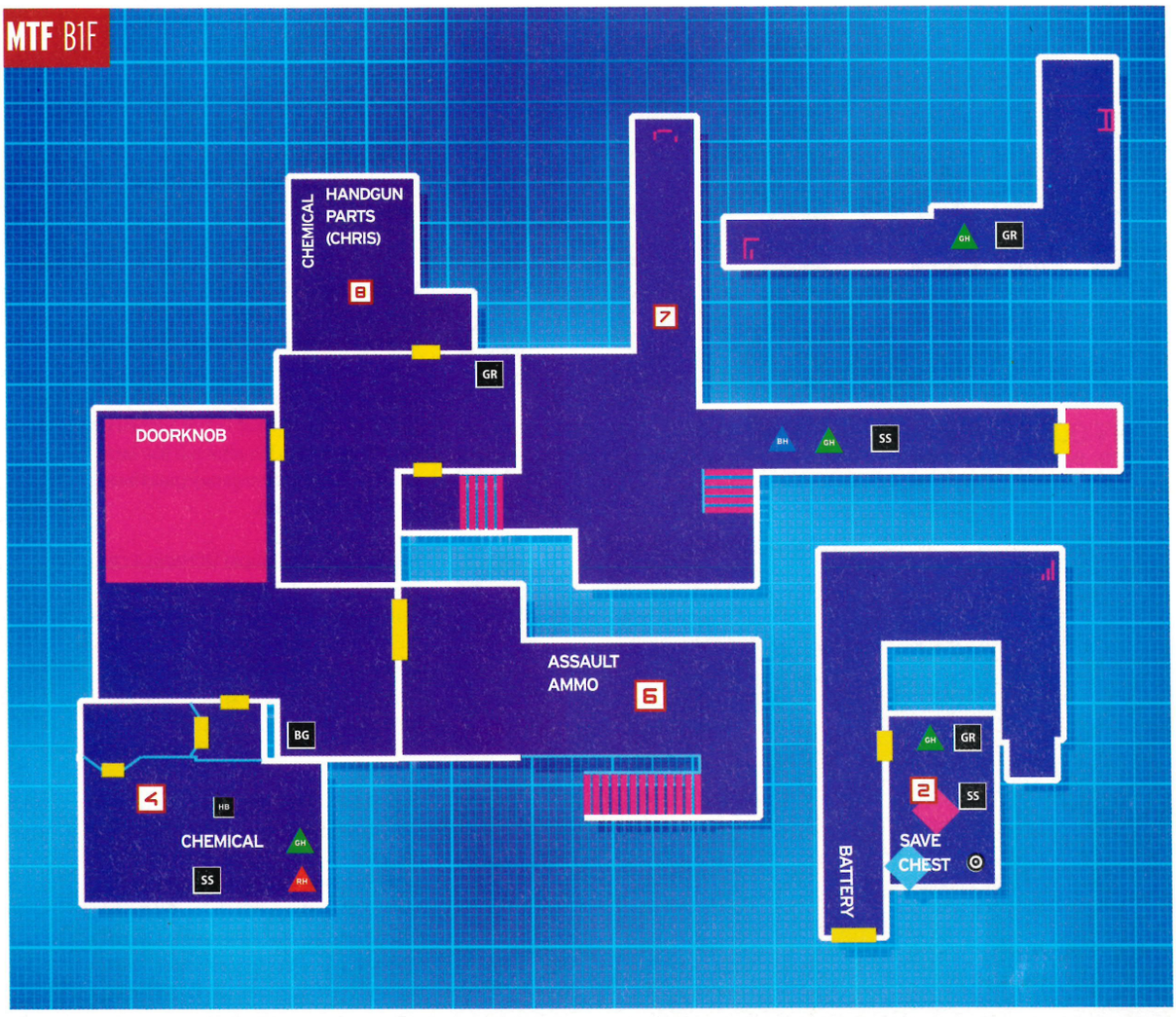
7 You were probably wondering why you still had the emblem card, and here's why: once you get down here, use it in the final card reader to let you back into this room. Discard it afterwards.

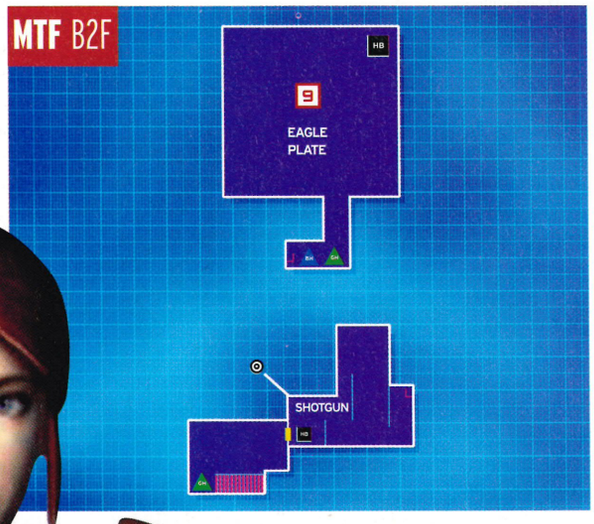




8 The second chemical is stored in this room, so mix the two together to make the final mixture. Now, once you've got the eagle plate, use the chemicals on it to reveal the key.

9 The Albanoid boss is actually quite easy provided you don't get in the water. As you run around the edge of the pool, moving past certain points causes the Albanoid to swim to a different section. Anticipate these and you can get two or three clean shots at the boss. Pick up the eagle plate from the water once it's dead.







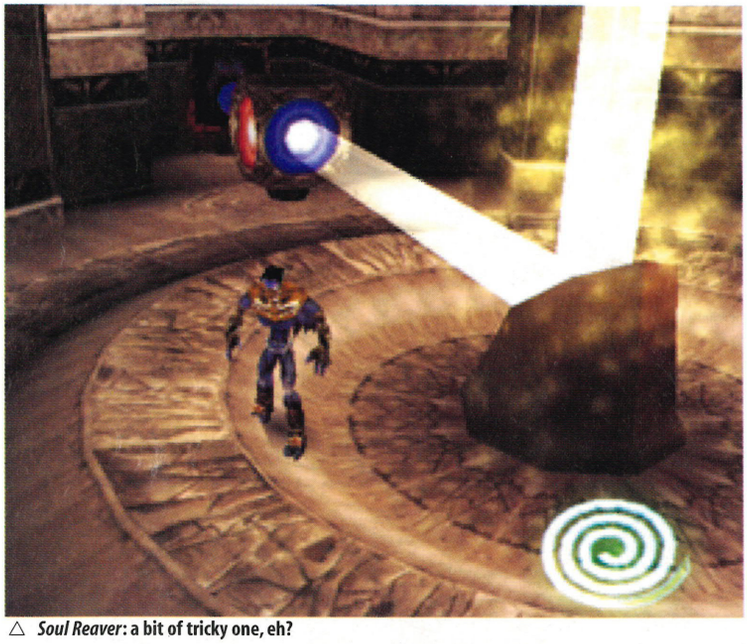


NEXT MONTH...

The final part of the guide will lead you through to the dramatic finale and expose the hidden secrets. Be there.

HELP!

CAN'T QUITE FINISH A LEVEL? STUMPED BY A PUZZLE? WELL WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY TO OFFER SOME HELP. **SIMON WATTS** ANSWERS YOUR QUESTIONS



△ *Soul Reaver*: a bit of tricky one, eh?

LEGACY OF KAIN: SOUL REAVER

On the Oracle's Cave level, I've reached the room below the clock but can't finish the puzzle that's there. What do I do with the blocks?

Jonathon Hughes, via email

You must make the lenses match the platform colour behind them. All you have to do is turn the blue and red lens to blue, and the red and green lens to green. Now go to the other two lenses and turn one to red and the other to blue to make purple. To finish this puzzle, simply constrain the light source to make it shine on each lens.

How do you defeat Kain when you fight him in the Oracle's Cave? He keeps on killing me with his projectiles.

Edward Knight, via email

Run and hit him before he gets a chance to attack on the bottom level. Now get ready, then leap up to him on the next tier and hit him when he appears. You must now jump to the top tier and hit him one last time.

If you still have trouble, try entering Down, B, Up, Left, Up, Left on the D-pad with the game paused and holding R. This gives you full health again.

MDK 2

Is it true that there's a hidden bonus room on level 7a of *MDK 2*? One of my mates is bragging that he found it but he won't tell me where. Please can you help me to find it!

Richard White, Manchester

Yes, it's true, Richard. It's just very well-hidden, like most of the secrets in this game.

After activating the fans and reaching the upper room, stand at the entrance and look to the right. You'll see a black oval where the wall meets the floor. Go through and you'll find sniper grenades, a cloak and some homing sniper shells.

TOMB RAIDER: THE LAST REVELATION

How do I attach the nitrous oxide to my bike? I've tried to use the can which I found on the Citadel level but I can't. Why is this?

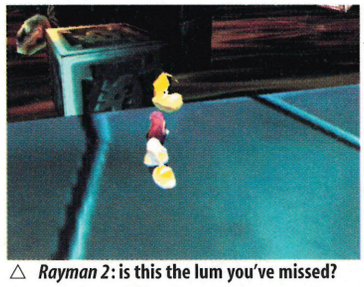
Simon Styles, via email

You must build a feeder to fit the nitrous to your bike. On the Trenches level you can see an overturned jeep. Shoot the guard, go over to the jeep and use the crowbar to prise a valve pipe from the engine. Combine this with the bottle of nitrous oxide and you get the nitrous feeder. The nitrous is like Lara's sprint, giving you a temporary speed boost until the bar runs out.

I'm stuck on the Temple Of Horus. I can't seem to solve the puzzle to get the amulet. I'm in a room where you can see the amulet behind a set of scales with a feather on one and a pot on the other. I've just found a second waterskin in here. What do I do?

Alex Teague, London

Okay, the first thing you need to do is head over to the fountains on the wall. The aim of this puzzle is to fill the pot. However, if you put too much in you'll have to fight an enemy before the puzzle resets. Fill the large waterskin to the top, then combine it with the small one so that you only have about two litres in it. Pour this into the vase to open a hole directly behind you.



△ *Rayman 2*: is this the lum you've missed?

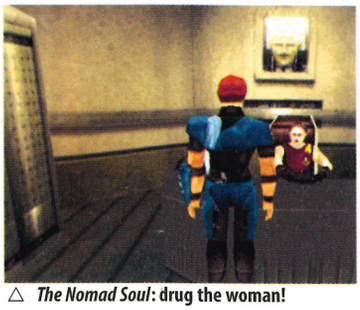
RAYMAN 2

I've collected all the lums in the game, yet I've only got a completion rating of 99 per cent because Razorbeard ate the one-thousandth lum! Is there any way to get it back, or is there something I'm missing which will give me the 100 per cent success rating?

Stuart Tauchert, Leeds

No, Razorbeard ate lum number 1,001! The one you've probably missed is in the Tomb Of The Ancients level. Halfway through it you must raise the floating platforms and then climb a web.

Instead of falling down the pit, fly over the poisonous pond on the left to find a narrow hall in the wall, and land on the platform. Now go down the stairs to get a green lum. Kill the henchmen in the eyes of the giant skull and the first platform will be raised. Jump on to this, shoot the two henchmen and jump on to the next platform. Lastly, kill the final henchmen, leap to the web and jump through the left eye of the skull. Sorted.



△ *The Nomad Soul*: drug the woman!

THE NOMAD SOUL

How do I get into the archives in the Security Headquarters building? I can't seem to get into this area. I need the files to find out what happened to me. What do I need to do?

Chris Buckden, via email

In your apartment you should have found a prescription for a sleeping pill. Take this to the drug store opposite the Security Headquarters before entering. After closing the Jenna case, Captain Lea will ask you to get her a cup of Koil. Get one, and mix the pills with it. Give this to the captain and steal her badge, which you can then use to open the door to the archives where you can find the files that you need.

Sega Rally 2

I just can't seem to unlock the Peugeot 106 in *Sega Rally 2*? I can't complete Arcade mode because it's just too difficult. Can you offer any advice?

Rodney Newman, Wallington

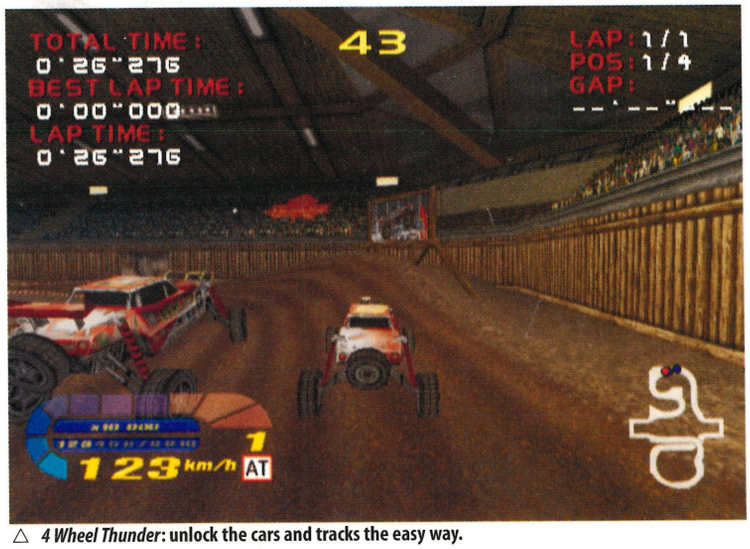
Unfortunately the all cars cheat (on the title screen, press Up, Up, Down, A, A, Right trigger, B, B, Down) doesn't unlock the Peugeot 106. The only way you can get it is by mastering the Arcade mode. Try using a fast car like the Lancia Stratos and you should be fine.

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

CAN'T QUITE FINISH A GAME OR JUST WANT A LITTLE BIT MORE OUT OF IT? THEN TRY THESE GREAT CHEATS. WITH TRICKS LIKE THESE UP YOUR SLEEVE YOU'RE GOING TO FIND GAMING A WHOLE LOT EASIER!



△ *4 Wheel Thunder*: unlock the cars and tracks the easy way.

4 WHEEL THUNDER

Here's the first (and so far only) set of cheats revealed for Midway's great racer. To activate them takes several steps, but you'll hear a confirmation note.

Unlock all cars

1. In the 'press start' menu press TL + X + Start.
2. In the main menu place the cursor on 'option' and press X + A.
3. In the Option menu press Y + B.

Activate all tracks

1. In the 'press start' menu press TL + X + Start.
2. In the main menu press A to enter one-player mode.
3. In1 Player Practice menu press X + Y then A to reach the next screen.
4. Place the cursor on Checkpoint and press X + the analog stick right.
5. Highlight Number Of Laps, press Y + push the analog stick left.

Special Midway car

1. On the Select Track menu press TL + TR + Y + A simultaneously.
2. On the Select Your Car menu press TL + TR + X + A simultaneously.

End credits

1. On the main menu press TL + X + A.
2. On One Player menu press TR + Y + A.
3. On the next three screens until the beginning of the race, press TL + TR + Y + X + A



△ *GTA2*: crime pays and, hey, so does cheating!

GRAND THEFT AUTO 2

Yep, hot-off-the-the press cheats for Take 2's, um, crime simulation, including a useful code to unlock all the cities.

Unlock all levels

To unlock all the different cities, enter your name as SEASAME at the start.

All weapons

Unlock all the guns and go on a supreme killing spree! Just enter your name as BIGGUNS.

Get half a million dollars

If you enter your name as MUCHCASH you start the game with $500,000 – more than enough to get you started in your life of crime.

Enter several cheats

You can enter more than one cheat. Exit the name screen after entering a cheat, re-enter it and type in another one. This means you can choose your level and still have lots of guns to play with.

JO JO'S BIZARRE ADVENTURE

Instead of having to finish the game with different characters to unlock extras, you can use the Music Test (in the Options menu). Listen to the sounds in the order given, then leave the menu and you'll have the secret character.

Shadow Dio: finish Challenge mode with Dio or listen to 385, 415, 444, 475, 502.

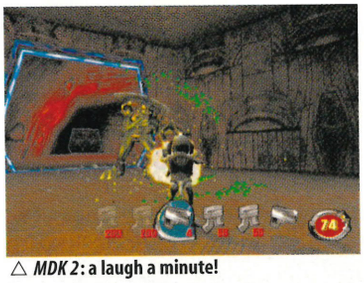
Young Joseph: complete Challenge mode with Joseph or play 744, 751, 757, 743, 758.

Robber Soul: finish Challenge mode with Jotaro or listen to 1000, 394, 1003, 1004.

Kan: finish Challenge mode with Black Polnareff or listen to 1023, 1024, 1017, 470, 1021, 1016.

Hol Horse and Voing: finish Challenge mode with Hol Horse or play 979, 804, 983, 814.

New Kakyoin: complete Challenge mode with Kakyoin or listen to 434, 1001, 434, 1001.



△ *MDK 2*: a laugh a minute!

MDK 2

Here are some mad tricks for *MDK 2*. None of these will help you finish the game, but they're quite amusing anyway.

Kurt in boxer shorts

At the main menu hold L+R and press X,X,Y,X to have the star of the game fight in nothing but his underwear.

Matrix mode

Play as Max the Dog: hold the R trigger and press up on the D-pad four times. All this does is slow everything down.

Race Car mode

Pause the game while playing, then hold down both triggers and press B, A, B, A.

NFL BLITZ 2000

Here are a few quick cheats for Midway's American football sim. The numbers indicate the number of times you need to press Turbo, Jump and Pass respectively, followed by a direction to activate the code on the versus screen. For example, '1-1-1 left' means press each button (Turbo, Jump and Pass) once then left.

Big ball	0-5-0 right
Big head	2-0-0 right
Huge head	0-4-0 up
No head	3-2-1 left
Headless team	1-2-3 right
Team bigheads	2-0-3 right
Coloured ball	3-2-3 left
Invincible	4-3-3 up
Infinite turbo	5-1-4 up
Power-up offence	3-1-2 up
Power-up defence	4-2-1 up



△ *Red Dog*: confused? You won't be.

RED DOG

To date no cheat codes have been unveiled for Argonaut's blaster, but we can reveal how each of the challenges and extras are unlocked.

Level	Extra
Volcano	Challenge 1
Ice	Challenge 2
Canyon	Challenge 3 & 4
Hydro	Challenge 5 & 6
City	Challenge 7
Challenge 1	Upgrade armour
Challenge 2	Upgrade weapon
Challenge 3	Upgrade missile
Challenge 4	Upgrade shield
Challenge 5	Upgrade weapon
Challenge 6	Upgrade armour
Challenge 7	Upgrade weapon
Game (normal)	King of the Hill in multiplayer
Game (hard)	Invulnerability

KNOW SOME GOOD CHEATS?

Well don't keep them all to yourself – send them in to help other gamers out and to show off your greatness. Send your Tips to: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email them to us at tips@dreamcastmag.co.uk. Thanks this issue to Ryan Jones, Tom Ingram, Aryud Worra, Amy Newton, Tas Hossain, Amy at Take 2, Danielle at Lunch PR, Simon at Bastion, Stuart at Sega, Kim at Midway and countless others. Sorry we don't have room to list everybody.

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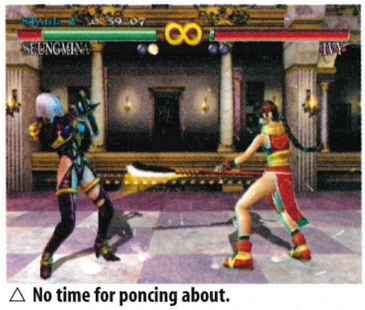


THIS MONTH

The sender of the top entry for each of this month's challenges will win a copy of Capcom's *Marvel vs Capcom 2* (reviewed on page 78) courtesy of Virgin Interactive.



△ Floor it, baby!



△ No time for ponging about.



△ How fast can you go?

CRAZY TAXI

Crazy Box mode, longest jump, Crazy Jump level

You'll have to be very good at performing Crazy Dashes if you want to win this competition, because you need to be going very fast to get a high score.

SOUL CALIBUR

Arcade mode, fastest time, any character

If you want to be in with a chance in this challenge, you'll have to change the number of rounds to one and go for as many ring-outs as possible.

RAYMAN 2

The Walk Of Life level, course 1, fastest time

Use the cobweb trampolines to quickly leap over as many gaps as possible. Try not to glide unless it's absolutely necessary or you'll waste valuable time.

RESULTS

Did you enter a contest in our May issue (*ODM* #7)? Well here's a list of the best entries. Congratulations to the three winners, who each win a copy of *Tomb Raider: The Last Revelation* courtesy of Eidos.

CRAZY TAXI
Arcade mode, most money earned

1.	**76,498.66**	**S DINGWALL, NORTHANTS**
2.	72,044.34	DEAN TAYLOR, CUMBRIA
3.	71,999.81	DEAN TALLON, CORNWALL
4.	70,205.57	HAYDEN BARWICK, W YORKS
5.	69,499.43	SHAUN LOCKER, NORTH'BLAND
6.	66,672.55	CHRIS BESTOW, NORTHANTS
7.	45,265.82	WILLIAM BARR, CO. ANTRIM
8.	42,120.66	RICHARD HOWELL, MIDLANDS
9.	42,089.16	MAX TU, CHELTENHAM
10.	41,987.06	NICK RAPLEY, SURREY

SEGA RALLY 2
Fastest time for five laps, Riviera in Arcade Practice mode

1.	**2:43:811**	**STEVE DOVEY, HERTS**
2.	2:44:275	JAMES BARTLEY, LEICS
3.	2:50:470	CARL WOOLFREY, LIVERPOOL
4.	2:51:284	COLIN JONES, COLCHESTER
5.	2:52:577	JOHN DUFFIN, FIFE
6.	2:52:640	STUART BARBER, NORFOLK
7.	2:53:792	S DEWHURST, PRESTON
8.	2:59:131	DAVE BLACK, ABERDEEN
9.	2:59:237	DYLAN PRICE, CEREDIGIN
10.	3:00:218	A KNIGHT, ESSEX

SONIC ADVENTURE
Fastest time, Speed Highway, with Tales

1.	**0:31:66**	**DEAN TALLON, CORNWALL**
2.	0:49:51	MATTHEW CASEY, LINCS
3.	0:49:86	KEVIN HALLIDAY, NORTHUMB
4.	0:50:19	R J CLIFFORD, TORQUAY
5.	0:50:94	ROBERT FULLER, SUSSEX
6.	0:53:73	STUART SLATER, TAMWORTH
7.	1:00:13	KEITH SUTHERLAND, SCOTLAND
8.	1:02:38	GLENN BURBIDGE, SWINDON
9.	1:04:29	ANTHONY TURNER, NOTTS
10.	1:07:81	MATTHEW ORLINSKI, WALES

HOW DO YOU ENTER?

Play the challenge with your 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 before you do). Now 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 videos or VM units to confirm your scores. The items will not be returned and you will not be included in the competition. Also, *ODM* regrets that we cannot return photos sent in. The closing date for the above challenges is Tuesday 8 August.

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Suzuki Alstare.Rac.
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S
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Virtua Striker 2
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WWF Attitude

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GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*



4 WHEEL THUNDER
MIDWAY • ISSUE #8 • 8/10
To stand out in the crowded racing genre a game must be pretty special. While *4 Wheel Thunder* doesn't really do anything radical, there's no doubting that it's a class act. Superb handling is backed up by excellent graphics with almost no pop-up whatsoever. The great multiplayer games are a welcome extra and compliment the solid solo play.



BUGGY HEAT
SEGA • ISSUE #2 • 4/10
Racing buggies and monster trucks off-road has plenty of potential, but it's wasted on this below-par effort from Sega. 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 stronly suggest you go for *4 Wheel Thunder* instead.



CRAZY TAXI
SEGA • ISSUE #5 • 9/10
On the surface *Crazy Taxi* might not appear to have much depth, but mastering skills such as the Crazy Dash add almost unlimited scope for skilful play. The game looks and sounds amazing, has bags of character, and there are plenty of Dreamcast-exclusive features to keep you playing. One of the best games money can buy.



AEROWINGS
CRAVE • ISSUE #1 • 6/10
A take on the world of formation aerobatics, boasting 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 there's little more here than a pleasant afternoon diversion. The sequel is previewed on page 51.



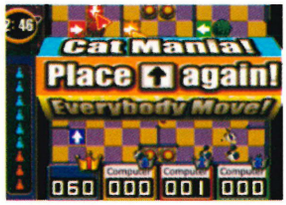
BUST-A-MOVE 4
ACCLAIM • ISSUE #9 • 7/10
While it doesn't exactly tax Dreamcast graphically speaking, the latest version of this puzzle classic is as playable and addictive as ever. Don't worry if you don't know the formula, because brain surgery this ain't; just burst the bubbles and don't let the cuddly little dinosaur at the bottom of the screen get squished.



DEADLY SKIES
KONAMI • ISSUE #4 • 5/10
Aka *Airforce Delta* in Japan. 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.



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*.



CHUCHU ROCKET!
SEGA • ISSUE #9 • 9/10
Huge fun even without the online ability, but add that to the bargain price of, er, nothing and you've got no excuse not to get your hands on a copy. When you do, prepare to be swept along on a madcap ride full of cute squeaky mice and horribly hungry cats. Original, bonkers, and the best multiplayer action around.



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.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

SEGA • ISSUE # 9 • 9/10

A truly epic adventure game that never ceases to amaze, whether by virtue of the stunning graphics or the originality and sense of narrative. As Ecco it's up to you to travel back and forth across time to battle the mysterious alien race known as the Foe, and return the future to a state of paradise where dolphins and humans live side by side. Massive, challenging levels and ingenious design mean it's deep – and that's no pun.





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 lots of wrestlers you've never heard of and you've got one stinker of a game.



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.



HOUSE OF THE DEAD 2

SEGA • ISSUE #1 • 9/10

Dreamcast's first light-gun-compatible game, although it's also playable using a normal controller. There's plenty of replay potential, with scores depending not only on killing all the zombies, but also on killing them with the maximum precision. One of our favourites even several months after its release.



EVOLUTION

UBI SOFT • ISSUE #3 • 8/10

Role-playing games fans have been ill-served on Dreamcast 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 nerd-fest. The game was delayed due to translation problems, but it's out now – honest!



FUR FIGHTERS

ACCLAIM • ISSUE #9 • 7/10

Hugely entertaining and satisfyingly violent despite its childish looks, *Fur Fighters* blends shoot 'em up and adventure basics with a platform look. It sounds confusing, but it kind of makes sense, even if it doesn't quite feel right to play. One thing's for sure though – you certainly won't finish it on the day you buy it. Almost brilliant.



HYDRO THUNDER

MIDWAY • ISSUE #1 • 6/10

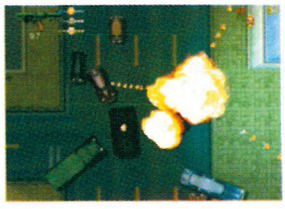
Another simple idea that's been well executed. Pick a super-fast speedboat, then a track, and race, collecting turbo boosts and zooming down short cuts along the way. *Hydro Thunder* has plenty of nice touches, but the whole is somewhat less than the sum of its parts. It's still worth a punt, but don't expect to be dazzled by it.



F1 WORLD GRAND PRIX FOR DREAMCAST

SEGA • ISSUE #2 • 8/10

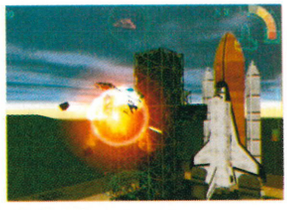
Gorgeous visuals and impressive features. You can race as real drivers, and it accurately simulates events from the real-life 1998 F1 season. You can tinker with your car's settings, and the split-screen multiplayer mode has been well implemented. It's a bit buggy though.



GTA 2

TAKE 2 • ISSUE #8 • 7/10

The once controversial gangster game comes to DC in it's updated guise. While the concept remains strong and there's plenty to admire, the accessibility and charm of the first game has been slightly diluted. Worth checking out for the sheer amount of carnage and the beefed up strategic elements, though.



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.

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*.

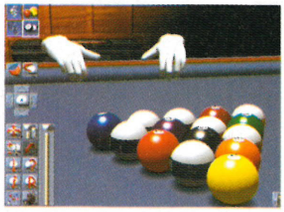
WHICH DC TITLES INCLUDE VM MINI-GAMES?

Try the likes of *Sonic Adventure*, *Trickstyle*, *Power Stone*, *Zombie Revenge* and *Tech Romancer*. *Sega Rally 2* also has a high-score browser, which is a game in theory but isn't actually very entertaining.

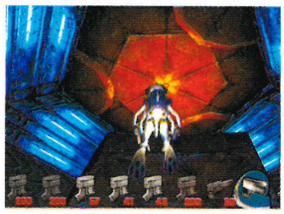
CAN I DOWNLOAD MINI-GAMES OFF THE NET?

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 (er, hopefully). You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

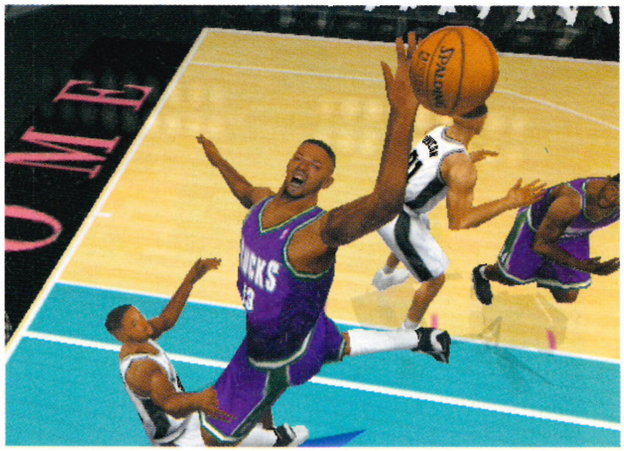
• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk



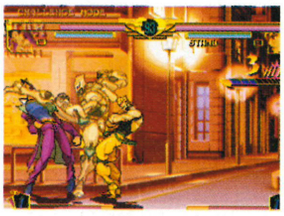
JIMMY WHITE'S 2: CUEBALL
VIRGIN • ISSUE #1 • 7/10
Well, it's a snooker game, so it's not going to appeal to everybody. Still, it's well designed and good fun to play, albeit a bit jerky in the graphics department. You get to play against an assortment of characters, including The People's Champion™ himself. Of course, if you're snooker loopy then you'll love 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 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.



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 tricky to master, and arguably too specialist for its own good.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.



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 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 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*.



NHL 2K
SEGA • ISSUE #9 • 7/10
Originally not up for release in this country, *NHL 2K* maintains the Sega Sports '2K' reputation for quality with superb visuals and easy-to-pick-up gameplay. Whether you can cope with the rock hard goaltenders is another matter. As you might expect, it's particularly good with four players.



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. While it might not appeal to all, fighting fans looking for something a bit different may well find what they're after here and it's worth a look.



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.



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.



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.



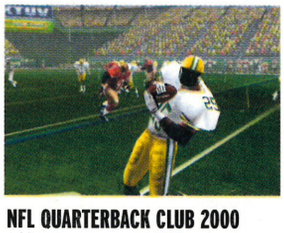
RAYMAN 2: THE GREAT ESCAPE
UBI SOFT • ISSUE #6 • 8/10
One of the most unappealing characters ever has been spoiled with a particularly classy 3D platform adventure. With spot-on controls, loads of clever levels, an entertaining storyline and tons to keep you coming back for months, it's a challenger to *Sonic*'s crown. And the four-player bonus game is superb.



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. Whatever, it's pretty redundant now the sequel is out – see page 76 for a full review.



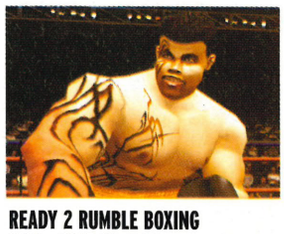
MONACO GRAND PRIX RACING SIMULATION 2
UBI SOFT • ISSUE #1 • 6/10
As it's not officially licensed the lack of real driver names doesn't endear *Monaco* from the start. The plain graphics don't help much either. That's not to say it's bereft of ideas – the classic races are cool – but you only really need 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 *Quarterback Club* is certainly not going to get anyone into the sport. Sega's *NFL 2K1* (when it eventually arrives) will be much better.



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 as you 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 fast, beautiful and very cool.



READY 2 RUMBLE BOXING
SEGA • ISSUE #1 • 9/10
Alongside *Soul Calibur*, this is probably the best DC multiplayer game so far. *R2R* majors in 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.



RED DOG
SEGA • ISSUE #5 • 4/10
This fine-looking futuristic tank shooter finally reached stores at the end of April, but to a very mixed response. Changes were made after we reviewed it, and we've added one to the score to reflect that. It's still got several flaws, notably a high difficulty/frustration level, but the multi-player modes are good.



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.



SEGA WORLDWIDE SOCCER EURO EDITION
SEGA • ISSUE #8 • 7/10
Sega's disappointing footie title returns to the pitch with a promise of higher speed and much tweaking of detail. It's better, but there's still some way to go before Dreamcast gets the soccer game it deserves and needs. Now *UEFA Striker*'s match but not quite there overall.



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.



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 practically crawling rather than running round the pitch. There's also a chronic lack of atmosphere, and loads of annoying bugs which often make matches extremely frustrating.



SHADOW MAN
ACCLAIM • ISSUE #3 • 6/10
It's a platform adventure, yes, but it's definitely not 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.



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.



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.



RESIDENT EVIL CODE: VERONICA
EIDOS • ISSUE #8 • 9/10
If ever a game had a lot to live up to then *Code: Veronica* was it, but thankfully it lives up to the hype – and then some. Huge, gory, immersive and stunning to look at, this is the best *Resident Evil* game on any platform and takes the series to a new level. The epic story is so big that it takes up two whole discs, spanning lots of detailed locations and taking in numerous playable characters. When you eventually make it to the end of the main adventure, you'll find that it's not all over, as extra battle modes give you the chance to take on the undead from a first-person 3D perspective against the clock. While playing *Resident Evil Code: Veronica* is strictly a solo affair, the story and graphics may well gain you spectators while you play – it's really that spectacular.

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). Version 2 of DreamKey should offer more advanced multimedia capabilities.

WHEN WILL VERSION 2 OF DREAMKEY BE RELEASED?
Probably in August. We'll keep you posted.

CAN I USE MY OWN INTERNET SERVICE PROVIDER (ISP) WITH DREAMCAST?
No.

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?
Not officially. There is a work around but, as many have you have found, it's very unreliable. Sega assure us that you'll be able to write emails offline with version 2 of DreamKey.

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. 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.remarq.com and www.deja.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?
ChuChu Rocket! (see pages 37 & 70) is currently the only Dreamcast game that can be played against others online. There are many more due to follow though, including *Quake III Arena*, *Black & White* and *Phantasy Star Online*.

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 A US OR JAPANESE DC ONLINE IN THE UK?
Yes, but only to surf the Web. You won't be able to play on Sega's European gaming network.

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



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*.



STREET FIGHTER III DOUBLE IMPACT
VIRGIN • ISSUE #8 • 7/10
Street Fighter fans will love this perfect translation of the first two *Street Fighter IIIs*, but it isn't likely to do anything much for the rest of the world. With stylish but blocky graphics, very technical gameplay and fewer characters than *Street Fighter Alpha 3*, we recommend all but fans to go for *Soul Calibur* instead.



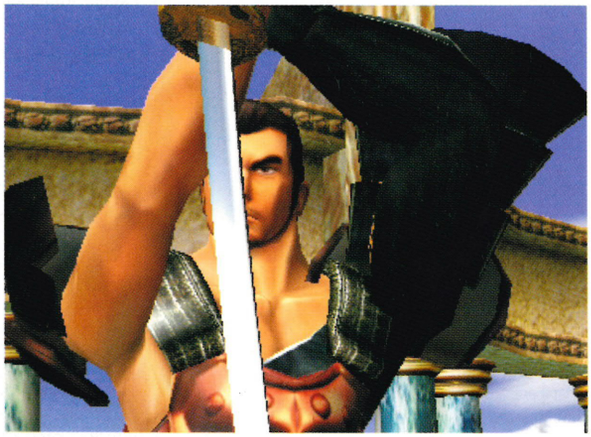
STREET FIGHTER ALPHA 3: SAIKYO DOJO
VIRGIN • ISSUE #2 • 8/10
The best *Street Fighter* game ever, with a bunch of exclusive features including the excellent World Tour mode. This 2D game has far more depth than most 3D fighters could even dream of. Be warned, though: you really need to splash out on an arcade pad to make the most of it.



THE NOMAD SOUL
EIDOS • ISSUE #7 • 5/10
Adventure! Shooting! Beat 'em up! David Bowie! *The 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.



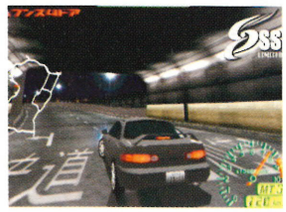
SNOW SURFERS
SEGA • ISSUE #2 • 6/10
If you're a fan of *Cool Boarders* on PlayStation, you'll feel instantly at home with this snowboarding simulation. The courses look nice, but overall the visuals are nothing to brag about. What's ultimately lacking is that crucial edge, and the game just isn't fast enough to give you the thrills that boarders crave.



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.



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 then you should probably give it a go, but don't expect it to hold your attention long-term.



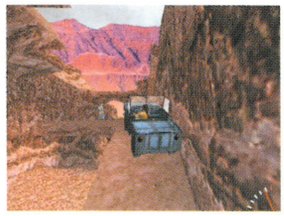
TOKYO HIGHWAY CHALLENGE
CRAVE • ISSUE #3 • 5/10
The idea behind this game is simple: challenge the other drivers on the road to a race and get lots of money if you beat them. The trouble is, with only one track the fun is limited, even with the extra bits that occasionally get added. Although it looks nice, *Tokyo Highway Challenge* is a lacklustre game overall.



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.



TEE OFF
ACCLAIM • ISSUE #3 • 7/10
No, we didn't expect to like a golf game this much either. *Tee Off* is fun, unlike 99.9 per cent 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.



TOMB RAIDER: THE LAST REVELATION
EIDOS • ISSUE #6 • 7/10
Lara finally makes it to Dreamcast in what we reckon is the best *Tomb Raider* 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 Dreamcast's capabilities.



SOUTH PARK: CHEF'S LUV SHACK
ACCLAIM • ISSUE #3 • 3/10
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.



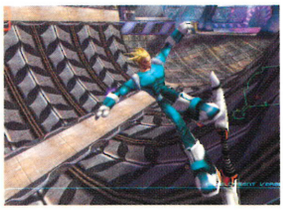
SONIC ADVENTURE
SEGA • ISSUE #0 • 9/10
If you mis-spent your youth on the original *Sonic* games, you're going to love this. *Sonic Adventure* is a massive 3D action adventure packed with variety and stunning set pieces. Not only are there the high-speed platform levels that you'd expect, but there's 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.



TECH ROMANCER
VIRGIN • ISSUE #8 • 6/10
More manic beat 'em up action from *Power Stone* creators Capcom – and the similarities are obvious. *Tech Romancer*'s giant robot action is fun and colourful, but the gameplay lacks *Power Stone*'s sparkle. Good, clean fun for a weekend, but think carefully before buying.



TOY COMMANDER
SEGA • ISSUE #1 • 8/10
At first sight you'd be forgiven for thinking this is just for kids. In fact it's a tough, hardcore wargame that features lots of cute toys. The missions are varied, and there are masses of vehicles to master. Unfortunately the multiplayer mode isn't as much fun as it should be.



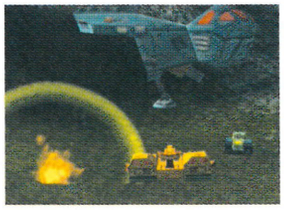
TRICKSTYLE
ACCLAIM • ISSUE #1 • 7/10

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.



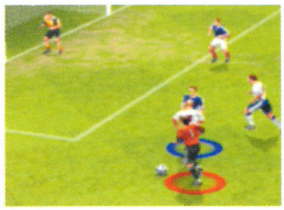
VIRTUA STRIKER 2 VER. 2000.1
SEGA • ISSUE #4 • 7/10

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 a grower, and if you take time to master the controls you'll start really enjoying it.



WILD METAL
TAKE TWO • ISSUE #6 • 5/10

It's a tank game, but one where the emphasis is as much on strategy as it is on blasting. Choose from five tanks, and roll off to pit your wits against some impressively intelligent enemies. Sadly the gameplay is hanging quite precariously on the boring side, and even the split-screen deathmatch is dull.



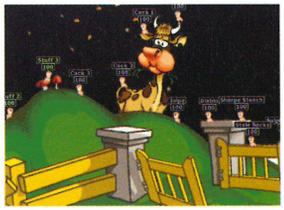
UEFA STRIKER
INFOGRAMES • ISSUE #1 • 8/10

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.



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 occasionally odd collision detection slightly sour an otherwise good flavour.



WORMS ARMAGEDDON
HASBRO • ISSUE #3 • 8/10

One of the most enjoyable multiplayer games around. It certainly doesn't make full use of Dreamcast's graphical power, but the 2D graphics are crisp and well animated, giving the violent little Worms oodles of character. It's another simple concept, with a well-executed turn-based system. Excellent with a gang of friends.



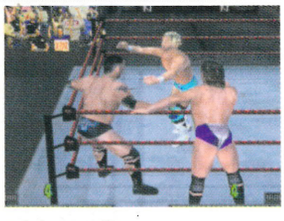
VIGILANTE 8: 2ND OFFENSE
ACTIVISION • ISSUE #3 • 5/10

Another average PlayStation game that's been turned into, er, an average Dreamcast game. The mixture of cars with guns and driving around shooting each other is initially appealing, but the result is not what you'd call spectacular. Still, rented rather than bought it makes for a good night's fun.



WACKY RACES
INFOGRAMES • ISSUE #9 • 7/10

Superb graphics and solid gameplay combine with the classic TV series in this highly competent *Mario Kart*-style racer. Suitably insane power-ups and faithful reproductions of the cars and characters are fun, but ultimately the game is pretty formulaic stuff. Well worth trying out, especially if your friends are also fans.



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.



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.



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. Cute and quirky, but an acquired taste.



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 mini-games then load them back into the main game.

FAQ
FREQUENTLY ASKED QUESTIONS

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. For the record, there's a button marked 'Print' on the Dreamcast keyboard simply because it's based on a PC model.

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 were supply problems, but keyboards are now readily available in stores and via 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. DreamEye should be out before Christmas.

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 haven't officially released VGA boxes in this country, but you you'll find one if you look hard enough.

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 *Crazy Taxi*, *Sega Rally 2*, *Soul Calibur*, *Hydro Thunder* and *Ready 2 Rumble Boxing*.

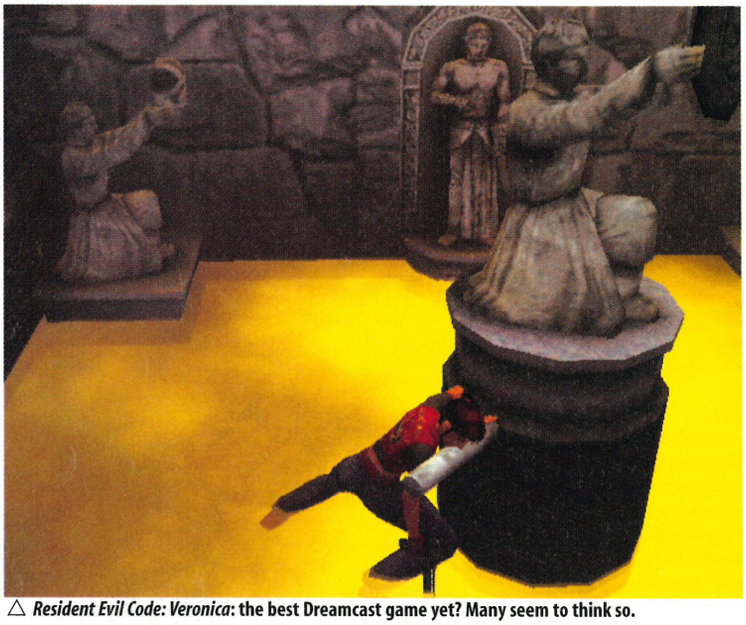
IS IT WORTH GETTING AN ARCADE STICK?
If you like fighting games, yes it is. They cost £34.99 and are practically indestructible, but aren't much use on racing or action games.

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

INDIVIDUAL GAMES, RATHER THAN THE OTHER WAY AROUND. HAPPY WITH A PURCHASE? DISAPPOINTED THAT YOU'VE PICKED UP A DUD? THEN DO WRITE IN AND TELL US



△ ***Resident Evil Code: Veronica*: the best Dreamcast game yet? Many seem to think so.**

RESIDENT EVIL CODE: VERONICA
REVIEWED: *ODM* #8, 9/10

WE SAID: "Capcom continue to amaze us with their survival horror games… An absolute 'must buy' for anyone who owns a Dreamcast – and those who don't."

WHAT YOU THOUGHT

As a big fan of the *Resident Evil* series I was really anticipating this game, and it did not disappoint. The graphics are some of the best on Dreamcast.

Capcom have kept the good old gameplay and added a couple of new tricks such as the moving camera and the first-person weapons. Everything we know and love about *Resident Evil* has been made perfect.

It took me and a friend three days (about 14 hours in total) to finish it, but you get lots of replay value with the battle game, and a fantastic first-person mode.

I'll be playing this game for a very long time to come. With brilliant gameplay and to-die-for graphics, you guys should have gone out on a limb and given it 10/10.

Alan Hoyland, via email

What sells this game is that it creates a world of genuine fear, not just a few shocks that the previous games gave us.

The sound in this game is some of the best I've ever heard, with each room having a particular sound to suit its own individual creepiness. The clap of thunder and flash of lightning in the passage before the mansion on the hill is my personal favourite – gets me every time.

And that reminds me of the weather in the game that changes subtly as the game progresses. That's detail for you, and this game has masses of it.

What also impressed me were the amazing cut-scenes. The 'acting' is the best I've seen in a computer game, and you really do believe the characters' emotions in various scenes. Unsurpassed! Buy a Dreamcast just for this game!

Peter Bridekirk, Henley-on-Thames

I am a '*Resi*' fan and have just finished *Code: Veronica*. The 3D environments, similar to those in *Silent Hill* on PlayStation, make a huge difference to the atmosphere, and the use of the camera is really intelligent. But did they really need all the fogging? I thought it might have been atmospheric to start with, but later (particularly in the Palace) it really annoyed me. What's the point of a sniper feature if you can see only ten feet in front of you?

Also, I think it's about time that Capcom removed the 'opening door' sequence between each room. If this isn't possible then at least make the distance between doors larger. This was alright in 1996, but I find it highly unacceptable now. Don't get me wrong. It's a fantastic game, well worth playing to death, but when a game is this good the small things stand out.

On a positive end note, *Code: Veronica* has the best storyline of all, and there are heaps of surprises and treats for all fans of the series.

Nathan Baseley, via email

This is just a small selection of the dozens of letters and emails we've had regarding *Resident Evil Code: Veronica*. Perhaps not surprisingly, we haven't heard from a single reader who doesn't like the game.

Incidentally, Nathan, Capcom have continued to include the opening door sequences for two reasons: partly for necessity (to disguise disc loading), and partly for effect (to raise the player's anticipation levels).



△ ***Red Dog*: tough as old nails.**

RED DOG
REVIEWED: *ODM* #5, 5/10

WE SAID: "*Red Dog* is undeniably something of a challenge, although that's probably as much to do with the irksome interface as with any cunning game design."

WHAT YOU THOUGHT

I was always going to end up buying this game, because I liked the look of it from the first time I saw it.

Right, then, let's start the review. When I first played *Red Dog* I thoroughly enjoyed it – the control was good, the speed was comfortable and it started fairly easy. I played it a lot and the missions got gradually harder, reaching a tough challenge.

The missions are fun, and the challenge missions are cool, as is upgrading your Dog with everything you win. The multiplayer mode is the best I've played, and I've played *GoldenEye* on N64. The different modes will keep me going for months. The first time I tried out multiplayer I was completely blown away by the sheer enjoyment of it.

It may not last as long as some other games out there, but while it does there's a load of enjoyment to be had out of it. I would give *Red Dog* about 7/10 because of the lack of long-term appeal, and the high difficulty level later on in the game.

Gavin Rogers, via email

We're still getting a trickle of letters regarding *Red Dog*. Some of you seem to like it, but most agree that it gets too difficult. The question is: has anyone actually finished it? Please let us know if you have.



△ ***Crazy Taxi*: Overrated? No.**

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

Are you all blind? How can you possibly say that *Crazy Taxi* had amazing visuals, and that we'd be crazy not to own a copy? Do you actually know of a thing called pop-up? Obviously not, because this game had more of it than a child's picture book.

I had the misfortune of wasting £3.50 on a rented copy, and was dismayed when I picked up the same customer within my first three pick-ups! I played on, only to find that within an hour of playing this game I'd been to almost every destination and had picked up every customer available in the game. I thought that there must be further tracks and cities to fly around and pick up ever more 'interesting' passengers, but no: there's only one other city that you can drive around and that's an almost identical map to the other!

On the good side, there is a certain degree of pleasure to be had from getting tips for dangerous driving and jumping over various obstacles, but this soon wears off when you realise that it's easier than



△ **Claire grapples with yet another mutant freak in *Code: Veronica*.**

taking candy from a kid (while reading his pop-up book).

The handling and manoeuvrability of the cars is spot on, but if you've gone out and spent £40 on this game then you've just paid about four times more than it's worth. I'd expect better titles on a SNES.

Robert Elford, Liverpool

Did we mention the pop-up in the review? Yes. Does it detract from the gameplay and fun? No. Anyone who thinks they've seen and done it all in *Crazy Taxi* within a few hours is seriously missing the point (and, presumably, the Crazy Box mode).



△ ***Toy Commander*: a forgotten gem?**

TOY COMMANDER
REVIEWED: *ODM* #1, 8/10

WE SAID: "This is exactly the sort of thing Dreamcast needs in order to show off its talents."

WHAT YOU THOUGHT

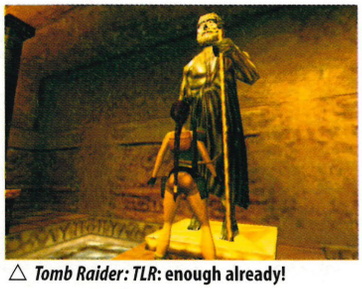
This game is a beautifully crafted piece of software that you can't help but be compelled to play. The graphics are fantastic, the gameplay is judged perfectly and you have a whole house to explore. Value for money indeed.

It plays like *Saving Private Ryan*, except with the flying limbs and bloodshed replaced by toys and fluffy teddies. The multiplayer isn't perfect, but my mates and I played it for two hours solid so it is fun.

One of my friends liked this game so much he's buying a Dreamcast on the strength of it alone. A must buy!

Peter Bridekirk, via email

A timely reminder of this lost treasure because developers No Cliché have produced an excellent three-level demo on this month's cover disc. If you haven't done so already, do check it out.



△ ***Tomb Raider: TLR*: enough already!**

TOMB RAIDER: THE LAST REVELATION
REVIEWED: *ODM* #6, 7/10

WE SAID: "It's good, solid fun, and for PlayStation it's great, but Dreamcast is a different standard and we expect more."

WHAT YOU THOUGHT

Tomb Raider: The Last Revelation is good, but has too many annoying little niggles to be great. You're sometimes left wandering about thinking: "I know I have to do something in this room, but I can't work out what it is."

Another irritating thing is that your shots have the same effect all over the enemy's body; if you shoot someone right between the eyes, they really ought to die instantly. Also, why is there pop-up? Wasn't this supposed to be a thing of the past?

That said, it's absorbing and addictive, so, if they can sort out the few little problems by the next instalment, and use Dreamcast's graphical abilities to the full, then that would be lovely.

Joel Barrick, Old Coulsdon, Surrey

Okay, that's enough on *TLR*. Let's hear what you think of more recent titles such as *NHL 2K*, *Fur Fighters*, *Evolution* and *Ecco The Dolphin*.

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 contributions before publication.

FAQ
FREQUENTLY ASKED QUESTIONS

MISCELLANEOUS

WHAT'S A GD-ROM?
A custom type of compact disc 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. The fab-looking *Metropolis Street Racer* will be released in Europe first too.

HOW COME DREAMCASTS COST £100 AFTER CHRISTMAS BUT MORE 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. Shop around and you should be able to get a DC for less than £200, and several stores now offer the machine bundled with games.

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*, *Dead Or Alive 2*, *Jambo! Safari*, *F355 Challenge*, *Spawn* and *18 Wheeler American Pro Trucker* 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 IN THE UK?
Probably before Christmas, but nothing's been officially confirmed yet. *Shenmue* is a huge game and the translation is taking a while. Naturally, we'll keep you posted on developments. Hey, we want to play it too!

WHEN IS *FIFA SOCCER* COMING OUT?
FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet.

WHEN IS...
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please, please stop emailing us for information on release dates. Pretty please?

• *Have we missed something? If there's anything else you need to know (except release dates, please), email us at letters@dreamcastmag.co.uk*

MOVIE WEBSITES

NEED INFO ON THE LATEST MOVIES OR SOME CLASSICS? WANT TO BUY SOME DVDS? THEN CHECK OUT THESE WEBSITES. **PAUL COWLING** IS YOUR USHERETTE



BLACKSTAR

www.blackstar.co.uk

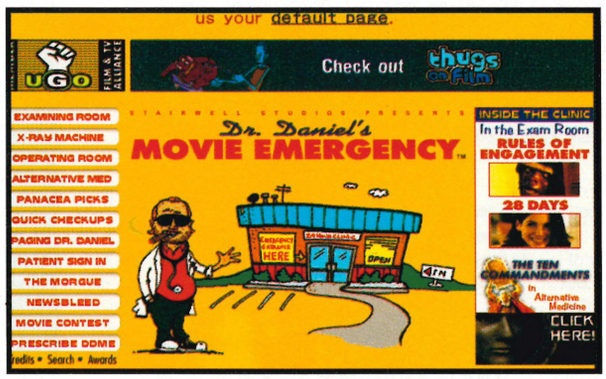
If you need to find some obscure film (or, of course, new releases) on video or DVD, then look no further than Blackstar. They have a massive catalogue of films available, and if the item that you want is not available then you can go on a video hunt.



CARRY ON LINE

www.carryonline.com

Oooh, matron… Here you can find one hundred and one double entendres, plus reviews of the films, together with a gallery of pictures including posters and film stills. There's also news, details of events, and a section on the casts and crews, with all the favourites.



DR DANIEL'S EMERGENCY ROOM

www.stairwell.com/doc

Another kooky place to visit is Dr Daniel's Emergency Room. Check out the different rooms to discover all sorts of facts and information. In the X-ray room they strip movies right down to their bare bones; the operating room features a trivia quiz; Orson's bone yard contains movie quotes; in the news bleed room you can find all the gossip from the movie world. And if you page Dr Daniel he'll give you the answer to any question that's been bugging you!



BRITISH FILM INSTITUTE

www.bfi.org.uk

The home of the British film industry provides information on courses if you want to work in the business, plus details of the Museum Of The Moving Image and the BFI National Library. The making movies sections give details of new productions, new directors and much more.



CHICKEN RUN

www.spielberg-dreamworks.com/chickenrun

Based on the classic war film *The Great Escape*, this is, of course, the latest movie from the people behind Wallace and Grommit. The site has pictures of the animation and details of the stars, including Mel Gibson, who plays Rocky the Rooster.



DREAMWORKS

www.spielberg-dreamworks.com

On this site you can find out everything about Steven Spielberg's company Dreamworks SKG. Includes is their complete filmography, plus upcoming projects, some of which haven't even got a start date yet, such as the sequels to *Men In Black* and *Twister*.



HOUSE OF HORRORS

www.houseofhorrors.com

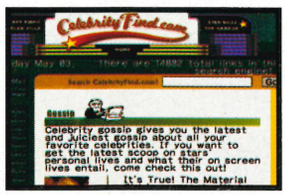
Scared? You will be! At House Of Horrors you can find information on favourite directors in the genre, with some great pictures from films such as *The Thing*, *An American Werewolf In London* and *The Living Dead*. There are also pages dedicated to vampires. Cool.



LISA'S JAPANESE MOVIE LISTINGS

www.geocities.com/tokyo/8353/movies

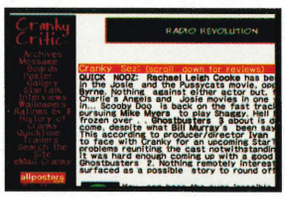
One for fans of Japanese cinema, this site gives listings either by director or film. Here you can find lots films and personnel that we've never heard of, plus traditional favourites such as Akira Kurosawa's *Seven Samurai*, which is given an excellent review.



CELEBRITY FIND.COM

www.celebprofile.com

If you're interested in finding out the latest on your favourite movie star, Celebrity Find – with everything from profiles on actors and actresses to gossip columns – is a good place to start. There are also links to other sites for stars such as Leonardo Di Caprio.



CRANKY CRITIC

www.crankycritic.com

The Cranky Critic gives reviews based on value for money – the higher the money they would pay to see it, the more entertaining it is. There are interviews with stars, plus a catalogue of film posters. Limited releases are reviewed as well as the blockbusters.



GLADIATOR

www.spielberg-dreamworks.com/gladiator

The official site for what many consider to be one of this year's finest flicks. Includes a description of the story, an image gallery, and loads of stuff on cast and crew, including director Ridley Scott. A link leads to information on *The Roman Empire*.



JAMES BERANDINELLI'S REEL VIEWS

www.movie-reviews.colossus.net

James's site has a list of 2,000 films, with a review and a mark out of five for each one. There's also a section on frequently asked questions, such as Who Are You? Mr Berandinelli also does live commentary on big movie events such as the Oscars.



LINCON'S VIETNAM WAR PAGE

www.geocities.com/hollywood/set/4568

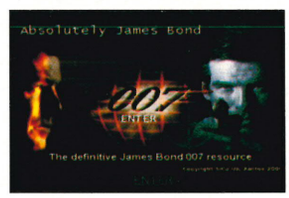
"I love the smell of napalm in the morning!" Yes, a site totally dedicated to the Vietnam war movie experience, with pictures and plot info on *Apocalypse Now*, *Platoon* and *Full Metal Jacket*. Now get down and give me 20, Private Fat Body!

STAR WARS

www.starwars.com

Everything that you'd want to know about this series and more. From *Episode I: The Phantom Menace* to *Return of the Jedi*, the site contains information on the new film, characters, vehicles, weapons, locations and classic moments from each instalment. You can even ask the Jedi council to answer questions about the films.





JAMES BOND FILMS

www.sico.co.uk/bond

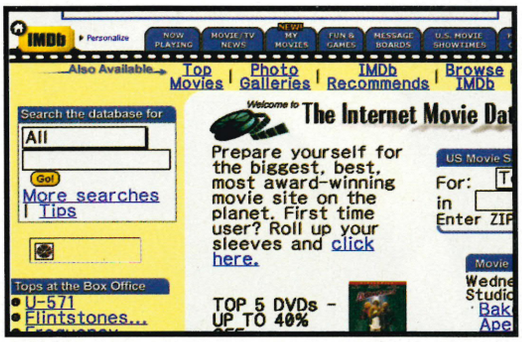
Yes, 007 has his own site – although he probably didn't create it himself, eh? Here you can find information on all the actors from the Bond movies, and also how to make the perfect martini (shaken, not stirred, of course). More importantly, perhaps, there's a section on the Bond girls.



LOSMAN'S BLACK COMEDIES

www.losman.com/black.htm

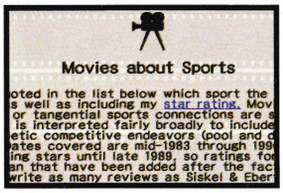
For all you fans of black comedy, this section of Losman's Lair Of Horror site is just what you've been looking for. It has plenty of information on films such as *Dr Strangelove* and *How I Learned To Stop Worrying And Love The Bomb!*, as well as more up-to-date films such as *To Die For* and *Trainspotting*.



INTERNET MOVIE DATABASE

www.imdb.com

The Internet Movie Database is simply massive. All the information is cross-referenced, so if you look for *Close Encounters Of The Third Kind*, for example, the database will come up with links for director, Steven Spielberg, stars of the film such as Richard Dreyfuss and other movies that he's appeared in, plus the genre, classification and a review. There are also movie pictures, news, and competitions to win all sorts of cool stuff. There's even a section on independent film, so the whole range is covered in this excellent site.



MOVIES ABOUT SPORT

www.smart1.net/amens/reviews/sport

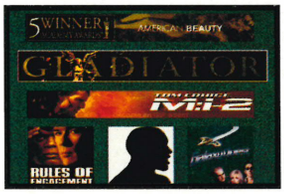
In the past 20 years there have been numerous films focusing on sport. As you might expect, this site covers movies about football, baseball, golf, karate and plenty of others, with each film given a star rating. Bet you can't guess what the karate films are!



ROTTEN TOMATOES

www.rottentomatoes.com

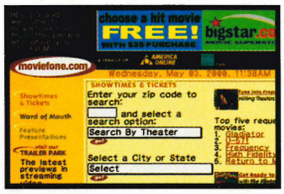
When you need to get the lowdown on a film that's coming out soon, then look no further than the Rotten Tomatoes. This has an in-depth look at what's fresh and what's yesterday's well, rotten tomato. The site includes reviews, polls, analysis and the box office top ten.



UNTIED INTERNATIONAL PICTURES

www.uip.com

Check out all the big releases coming out this summer from studios such as Paramount, MGM and Universal. The films on this site include *Gladiator*, and *Mission Impossible 2* with Tom Cruise. Includes sections with movie news for countries such as Norway, Brazil and Japan.



MOVIEFONE

www.moviefone.com

This US site has the latest news from Hollywood, including charts, new movie news, and interviews with the stars and directors such as John Woo. It also has a fan site of the week, which in the past hasfocused on Salma Hayek. Nice.



THE AMAZING WORLD OF CULT MOVIES

www.awcm.com

Want to know what happens in, say, *Abbott And Costello Meet The Invisible Man*? Then this site can give you some guidance. Although the descriptions are short, you can find absolutely everything, from *Godzilla Vs Giagan* to *Faster Pussycat! Kill! Kill!*



X-MEN

www.x-men-the-movie.co.uk

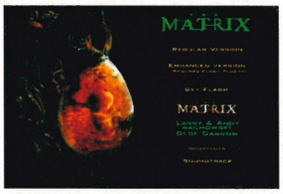
The X-Men with Patrick Stewart as Professor Xaiver? Hmm... Find out about the characters from the film and see how they compare to the original cartoon characters on which it's based. You'll need a PC or a Mac with Flash 4 to access it though.



OH THE HUMANITY!

www.ohthehumanity.com

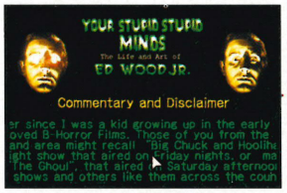
For every *American Beauty* made there's another *Howard The Duck*. Oh The Humanity! looks at the dark side of the movie business and gives some notable films the thumbs down. Strangely though, we couldn't find *Plan 9 From Outer Space*.



THE MATRIX

www.whatisthematrix.com

Follow the white rabbit to join the Zion Resistance and fight the Matrix. At this official site you can find pictures and info, as you might expect. You can also log on to the Zion mainframe and chat to other people all trying to find out what the Matrix really is.



YOUR STUPID STUPID MINDS

www.EndOfLine.com/EdWood

Ed Wood was possibly the worst director of all time, and yet some people regard him as the saviour of the world. Most notable for his love of angora sweaters and wearing women's clothes, this site explores his films and has some great pictures of Vampira.



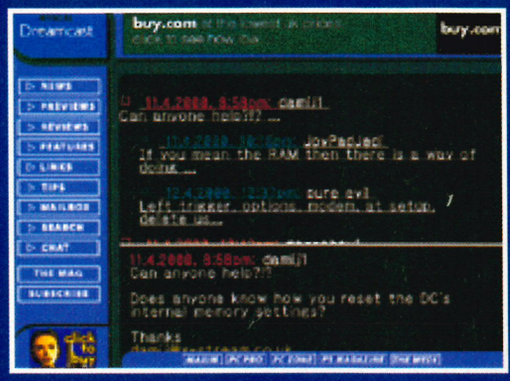
U-571

www.U-571.com

Another of the must-see films this summer (if you can handle the fact that the Yanks have conveniently changed history). To find out the mission objective and personnel for this WW2 submarine film, this is a good place to visit. There are some great photos of the cast on the reconnaissance page, and you also get the chance to send coded messages to your friends by email using the modern-day equivalent of the Enigma machine. Woo!

www.dreamcastmag.co.uk





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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 Dreamcast users in our Live Chat and Chat forums.

www.dreamcastmag.co.uk







△ JASON CHURCH, 25
FORD MOTOR COMPANY
A dedicated lover of shoot 'em ups, Jason has indulged in every console under the sun. Indeed, he says he's been into arcade games "since I could stand on a crate".



△ JIM PRIDE, 28
EUROPEAN PRODUCT MARKETING MANAGER AT SEGA EUROPE
A gaming fanatic since the age of five. Nine years ago he landed a job as a promotional rep at Nintendo, worked his way up to marketing and made the leap over to Sega.



△ DANNY EDGAR, 26
SALES & MARKETING
Another dedicated gamer, he's owned computers such as the ZX81 and Spectrum, and consoles such as the 3DO, Neo Geo and... er... the CDi. His real gaming passion? Adventures and RPGs.

PHOTOGRAPHY: **DAN TRENT**

THE BIG DEBATE

THE BOTTOM LINE

DREAMCAST HAS BEEN OUT FOR A WHILE NOW, SO WHAT DO YOU GUYS AND GALS THINK OF THE SHOW SO FAR? WE GATHERED TOGETHER A GROUP OF *ODM* READERS AND PUT THEM HEAD-TO-HEAD WITH SEGA

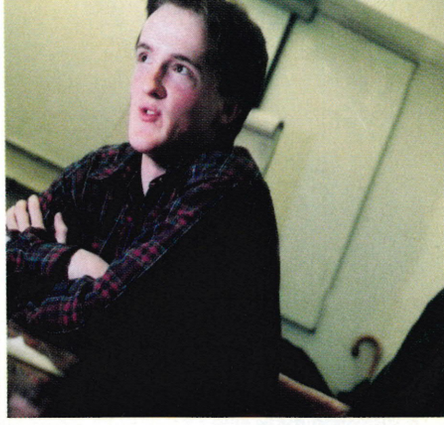
ODM: Turning to Dreamcast's Net capabilities first: do you have any gripes about it?

DANNY: With the arrival of online gaming, people want a flat rate for their Net access. The reason why online gaming is so popular on PC is because they have flat-rate Internet access. For example, you pay £10 a month and you get free off-peak and weekend calls. If Sega could bring that across in conjunction with BT, then you'd get a lot more people taking up the online side of things.

JASON: Yeah, it's going to put people off because the phone bill is going to be so much. It's already £160-£170 per quarter for some dedicated Dreamcast guys, so imagine what it's









△ BENJAMIN WILLBERY, 20
GAMES SHOP EMPLOYEE

Was introduced to the gaming scene via the Atari 2600 VCS. Owned a Mega Drive, and now has a Dreamcast and a PlayStation sitting under his telly. A devout follower of driving games.



△ ALISON TURNER, 30
MARKETING DIRECTOR AT
SEGA EUROPE

Boasts ten years of experience in the games industry. Claim to fame: launching Dreamcast. Claim to shame: launching the Philips CDi.

going to be like sitting there for hours playing a game online. The price is going to be diabolical!

JIM: Part of the deal that we have with BT allows us to change what we do in the future. We are going to continue with them because, at the end of the day, they are the leaders of the pack without a shadow of a doubt. They are changing the way the telephone business works on domestic lines, so hopefully we can incorporate some of that in the future.

ODM: What, ideally, would you like to see happening with Dreamcast's online capabilities?

DANNY: Loads of games! It's great that we're getting the big games – *Quake III*, *Half-Life*, *Black & White*.

It's crucial though that people know all about the online side. Some readers have expressed concerns about *Quake III* and whether the modem will be up to it, especially when playing against PC gamers.

JIM: We don't see it as a big issue at all. Obviously in the world of PC games anyone can have anything – from a modem in the office to something which might transfer huge amounts of data. Thing is, you still have to end up playing against people with a 28.8K modem or something like that on a PC. At least with a Dreamcast we have a common level of games players. We all know what the hardware and modem is, and we all know that we've got the DC network on which we're going to play the games. So we can guarantee the quality between online DC owners playing against each other, and we can make sure that we optimise the games so that they work best with our 33.6K modem.

JASON: I'm still concerned about fighting games though. Let's say if *Soul Calibur* was ever an online game. I don't see how that could work without a really good connection, therefore I don't see how it would work on a 33.6K modem!

JIM: If we come across any difficulties in the future with certain types of games or high-intensity titles, at least we know that DC is an evolutionary machine, so we do have the option of changing people's modems. I'm not saying that's on the cards at the moment because we're very confident that we can pull off most things with the a modem that is in every console and available to use in any home.

ODM: Turning to browser issues, when is the 2.0 version coming out?

ALISON: It's scheduled for autumn, and will give you all the AVI files, MP3 stuff etc.

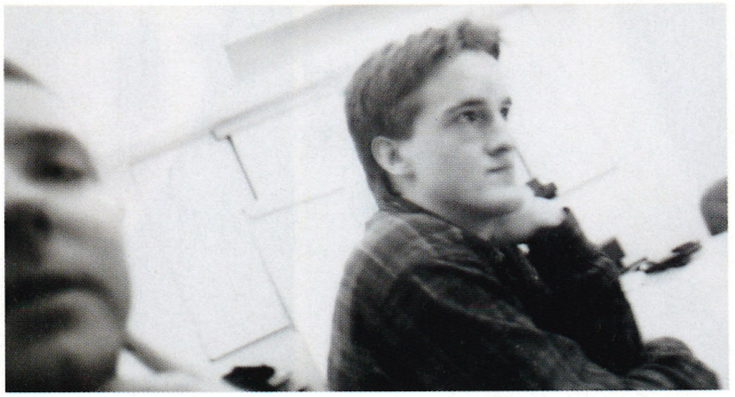
JASON: We still need something to download stuff on to. Any news on the Zip drive?

JIM: The Zip drive peripheral is an ideal medium for that because it's cost-effective and it's very useful for storage of data, whether it be downloading pictures, movies or whatever. But as for when we're going to bring it out, that's ▷











> "WE CAN GUARANTEE THE QUALITY BETWEEN ONLINE DC OWNERS, AND MAKE SURE THAT WE OPTIMISE THE GAMES FOR OUR MODEM"
>
> – JIM PRIDE

a very closely guarded secret at the moment.

BENJAMIN: Are we ever going to be able to store old emails without having to delete them to make room for new ones?

JIM: Yeah, we've had quite a few requests for that. We have just launched a new company [Dreamarena Ltd] which focuses purely on the needs of our online consumers. We're well aware of that issue, and I think you'll find some developments in that area in the near future.

ODM: Are Sega doing enough to market and advertise their system and the games?

DANNY: I'd say no. DC-wise I've only seen about four ads on TV. Magazines are fine – you've really ramped it up – but a lot of people do take note of TV. You see PlayStation games with game footage and, respect to Sony, they do have a strong advertising strategy. It just seems that Sega are or were losing out on the advertising side during the first few months of this year.

ALISON: We took a very different overview of things when compared to our competitors. DC was a different proposition – it was much more general, open and 'together'. The idea was to build up to the second phase of Dreamcast – the launch of online gaming. We did a really strong job of establishing a new brand, now what we have to do is keep it going.

People have to understand all the different attributes of the product. Surfing the Net now includes online gaming, emailing, chatting and playing games. I've changed the buying strategy slightly as well – we're involving ourselves predominantly with Channel 4 and 5 and with satellite TV with a strong football bias. Whereas before we were focusing on a general 16-34 audience, I'm now going for a much more hardcore audience, which is where football comes in. Every time you see a football event you'll see a Sega ad. Programming strategy could also work with specific titles like *Sega Bass Fishing* and fishing shows.

JIM: It's all about specific buying. Fans of a programme genre are going to be fans of that type of game.

ODM: What about games – how do you feel about the software for Dreamcast?

JASON: There are too few titles and there's too much of a gap between the big releases. I find myself buying one game, playing it for a couple of weeks and thinking: "Brilliant, I'll go and get another game," then there's just nothing in the shops for the next month.

JIM: I think it is fair to say that it does quieten down seasonally within our industry, regardless of what we do at Sega can try to do. I'm very happy with the diversity and quality of our line-up so far, and guarantee big-name, ground-breaking games and big-name franchises to come. We know that consumers always want as much choice and as many games as possible, but in reality this can't always happen. We try to make sure that we have new games at least every couple of weeks from our third parties.

ALISON: There is the issue of localising for Europe as well. You know everybody gets really fed up because you see Japan getting everything, and then the States. In Europe we can't just release the American version, we have to localise for the other countries as well before we can do a Pan-European release. That's quite frustrating for English speakers. Fret not though, we've got *Shenmue* coming this year…

[A chorus of "Hurrah!"]

ALISON: … and *Jet Set Radio* and *Space Channel 5* are going to be big.

ODM: Which games would you like to see?

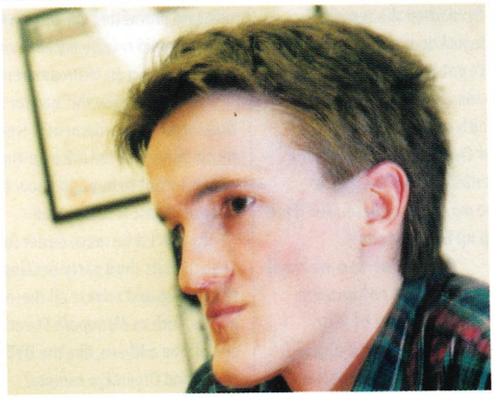
BENJAMIN: More Japanese oddities! Also, with the *18 Wheeler* truck game I've heard about, will we get a stonking great steering wheel peripheral?

ALISON: And a Yorkie bar!

DANNY: Everyone in the chat rooms wants *NiGHTS 2*. That was far and away the greatest game on the Saturn. I really wish you'd do a new version with upgraded graphics but basically the same game – and then do a full sequel, like you did with *Resident Evil* and *Code: Veronica*. Having said that, there are plenty of games I'm really









looking forward to, such as the aforementioned *Shenmue* and *Space Channel 5*!

ODM: We've had a fair few complaints about games being delayed. Does anyone have any thoughts on that?

DANNY: Yeah, especially with *Metropolis Street Racer*. Originally it was planned as a launch game but now it's coming out in September!

JASON: It's very frustrating when you go into a shop and they say it's out next month, then you go on in the following month and they say: "No, it's not out until next month now."

DANNY: Another example is *Dead Or Alive 2*. I do think the PAL version will be improved over the Japanese version, which will make up for the delays. But it's like you say, Jason, when you go into a shop and find out it's delayed I think that turns a lot of fans off, regardless of what machine it is.

ALISON: This isn't a problem unique to Sega, it happens to every company. There's always something that gets delayed. If you start at the beginning of the year and the schedule looks perfect, it never looks like that two months down the line. But you'll find that happens with pretty much any platform.

"WE NEED MORE TRIPLE-A TITLES AND TO TELL SONY WHERE TO SHOVE IT, REALLY"

– DANNY EDGAR

JIM: As a gamer, I sympathise entirely with you guys. Delays are as frustrating as hell. But I also sympathise with developers, because I am closely involved with the people who actually make the games. They've been toiling away for the past two years or more – day in, day out; night in, night out – and they have a lot of pride in their product, so they're only going to release it to you guys when they're completely happy with it. Their only motivating factor at the end of the day is to deliver a good game.

ODM: Looking at peripherals, are you guys happy with the Visual Memory unit?

JASON: The VM's battery runs out after ten hours. I accidentally left one on and the battery went dead. I couldn't be bothered to go and get another one.

DANNY: And the VM's memory does need to be bigger.

BENJAMIN: Yeah, *NBA 2K* takes up a whole card!

ODM: Do Sega have plans to upgrade the VM?

JIM: There are certainly developments underway in Japan for VM upgrades. As to timing and actual size and stuff like that, I can't actually say at the moment. But they are looking at it, because they know it's an issue for the future.

ODM: Do you think Sega is exploiting the VM enough?

DANNY: It's a great little device, and there are loads of opportunities to use it.

ALISON: I agree, but I want to see a few more things being done with it. You can download some stuff, but I don't think enough games make enough use of the VM.

DANNY: I suppose it's also down to the publisher/developer putting VM unit stuff in as well.

ALISON: We actively go back to the third parties and ask them to please put some kind of element in that you can download onto the VM.

BENJAMIN: The best use I've seen of the VM is in *Resident Evil 2*, when it displays how much ammo you have and which gun you've got, so there is no need to pause the game and go into the status screen.

ODM: Any final thoughts on Dreamcast in general?

DANNY: I think the machine is pretty much spot-on. Hopefully it will evolve into something even better. It's about getting it into people's mind sets – especially with PlayStation users, so they know it's a big jump over what they're used to. We just need more triple-A titles and to tell Sony where to shove it, really.

BENJAMIN: I can see Sega giving PlayStation 2 a good run for its money, especially with the online side of things. That's a real bonus.

ALISON: I'm really looking forward to the next few months, because I really think you're going to see the second phase of Dreamcast coming to the fore.

JIM: I'm in a privileged position, because I get to see a hell of a lot of up-and-coming ground-breaking games. I can happily hold up any of them against PlayStation 2. I'm not worried about that frontr. We have games for every genre and for every taste. Oh, and we do online games and content as well! What more do you need?

LETTERS

Got some thoughts on Dreamcast or your magazine? Then why not share them with us and, if your letter is interesting enough, thousands of other readers (see below for how to get in touch). Editor Warren Chrismas responds to this month's best letters

ODE TO ODM

ODM must have been heaven sent,
Your reviews are all honest not bent,
Entertaining and witty,
With layouts so pretty,
We must thank Hayes, Villain and Trent.
For news, you just can't beat your mag,
Though your news ed's 12-hour shifts may drag,
Alex, it's not so bad,
When the last job you had,
Was with puppets they called Zig & Zag.
Drinking & Thinking is great,
But I'm pleased that you don't tempt fate,
By drinking not thinking,
Then nudging and winking,
Renaming it 'Lomas debate'.
Not forgetting Paul H and Paul K,
The *ODM* team makes my day,
It's the best read around,
And for under five pounds,
You'd think Chrismas had come every day!
In view of my previous verse,
(Which may cause the censors to curse),
Invest in a packet,
Of Rad Automatic –
Removes stains before they get worse.

Steve Richardson, Newcastle

Poetry? Nice. Almost funny too. The very lame Chrismas joke blew any chance you had of blagging a free game though. Better luck next time, eh?

THANKS ODM!

Congratulations on a very in-depth and informative review of *Resident Evil Code: Veronica* in your June issue (*ODM* #8). Thanks to you I pre-ordered the game and got it the day it was released.

I've never bought a game before on the strength of review alone but I thought, sod it, if it's shit then I can trade it in.

No need, though. The game has kept me up at night, stopped me going to work by day and even stopped me talking to my wife and family. Just when I think I've cracked it, the bloody game throws something else up in your face.

Having had the game now for seven days and played it constantly, I've finally reached the second disc. The game just does not get any easier but I can't put it down.

So thanks again for reviewing games fairly and justly. I'm hoping that your *Crazy Taxi* review does the game as much justice cos that is gonna be my next purchase. Well done and keep up the good work.

JP Stevenson, via email

If *Official Dreamcast Magazine* gives a game a score of 9 or more, you're *guaranteed* a good time with it. As regular readers will know, we don't give high scores away lightly.

FUN FOR ALL THE FAMILY

I am just writing to say what a fantastic machine the Dreamcast console is! On Christmas Day I got it set up on the widescreen TV in the living room and put a copy of *House Of The Dead 2* in it.

Within minutes everyone in my house was gathered around the TV begging for a go with the light-gun. My mum and dad started blasting chunks out of the zombies on TV, causing a trail of gore and devastation in their path. Quite scary, actually.

Soul Calibur was put into the Dreamcast's drive and my little sister commented that the character Ivy looks "a bit like Zoë Ball", before rather embarrassingly whipping my ass with Kilik.

This is what gaming is all about: bringing families together as they attempt to get past level four on *House Of The Dead 2*. I can only imagine the chaos that would occur if Sega brought *Samba De Amigo* out in the UK. Nice one Sega!

Daniel Marven (aged 14), Guildford

Lots of shiny, happy letters this month. Someone out there must have something to moan about, surely? Oh, hang on a moment, here's one...

GIFT HORSE

What exactly is going on in the Sega HQ? Just yesterday I received a little postcard promoting *ChuChu Rocket!*, saying I could receive my FREE copy, just by logging on to Dreamarena.

Are things really this bad for the Dreamcast at the moment? I would much rather pay full price for the games I want to buy and know that the Dreamcast is selling well.

Wouldn't it be much easier for Sega (and its third party developers) to hurry up and release all these great games, such as *Metropolis Street Racer*, and all the add-ons, like the DVD player and DreamEye camera?

Anyway, great magazine. Only *ODM* can influence my buying decisions. Keep up the good work.

Adam Crebo, via email

Blimey, there's no pleasing some people, is there? If you really want to pay for *ChuChu Rocket!*, Adam, you're welcome to have ours for £40.

Oh, and please, please forget about the mythical DVD drive – it's by no means definite that Sega will ever release such an add-on for Dreamcast.

LEAVE IT!

What an issue! I have to say you guys have pulled out all the stops with July's *ODM*. You had all the usual and much, much more, like the 20 pages dedicated to forthcoming games for Dreamcast!

There is only one thing that annoys me – there's still no sign of *FIFA Soccer*. Do you know if Electronic Arts will ever get round to releasing it on Dreamcast?

Mark, via email

Sorry Mark, as we print in our FAQs every month (see page 121), Electronic Arts still haven't signed-up to produce Dreamcast titles. Of course, if the situation changes, we'll let you know.



THANKS, SEGA!

Oh... my... god! How fantastic is *ChuChu Rocket!*? I was led to believe that I would receive my free copy of this masterpiece on Friday 9 June. But no, it was delivered on Monday the 4th, and by Tuesday I was online playing with people across Europe!

What can I say except a big *thank you* to Sega for the most fantastic console and game(s) ever to hit the planet!

Will Dixon, via email

You like it, then?

GRAND IDEA

I'm annoyed. I bought my Dreamcast to surf the web and save a grand on buying a PC but it turns out that my money has been wasted because there are no internet discount packages that Dreamcast users can take advantage of, such as BT 'Surftime'.

Will Sega follow this growing trend and introduce similar deals to enable unlimited internet access at off-peak times for a monthly charge?

Andrew Campbell, via email

We certainly hope so but, as yet, there's been no official word from Sega Europe. As usual, we'll keep you posted on any future developments.

NO, THANK YOU!

I would just like to say a big *thank you very f**king much* for ruining *Resident Evil Code: Veronica* for us all. I am sure followers of the series since 1996 would have been extremely gutted to find out – before playing the game themselves – that a certain Albert Wesker wasn't dead! Are you completely out of your mind?!

Most magazines have a spoiler alert on their reviews if they are going to give parts of the plot away, but not you lot. You have to go and give things away and ruin it for people without warning us first!! Reviews are supposed to tell the public about the game itself: how it plays, looks and so forth, not important plot lines!

Telling us the general story behind the game is obviously cool, but you seriously overstepped the mark with this one. I can't wait to read reviews of *Ecco The Dolphin* [Er, see last month's issue – Editor] and *Shenmue* before I buy them. Will you be telling us the ending so I don't have to buy them for myself?

If you're going to run reviews like that again, then please warn us beforehand, so that people who are interested in the game can work and find out the plot themselves. I subscribe to your mag because normally you have a great style of writing, but I think you were taking the piss on this occasion.

Paul Lovell, via email

Calm down, Paul! The appearance of Albert Wesker in *Resident Evil Code: Veronica* is no big secret. In fact he even appears on the title screen in the game.

The shock is not that Wesker returns, but the *circumstance* in which he does. Did we give specific details on that in the review? Nope. Did we reveal the ending? No – and we never would for any game. So just back off, alright?

FAILURE

Mice everywhere, can't think straight. Mice all around, can't see past my mouth. Finally we get something for free! But why do it now, Sega, during my GCSEs? I'm going to fail. Cheers!

"Toonnutter", via email

GOT SOMETHING INTERESTING TO SAY ON 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.

AND ANOTHER

Up until the last few weeks, I'd planned to sit back and get some serious revision done, but Sega have gone and brought out *Resident Evil Code: Veronica* as well as giving away free copies of *ChuChu Rocket!*. Cheers Sega, I'm now only going to pass a mere five GCSEs instead of the nine I could have had.

Don't get me wrong, I think Sega are great. But why release these two games during exam times? I'm sure others would have experienced the same problem. But sod it, I still love you, Sega!

Matthew, Newcastle-upon-Tyne

Oh well. Re-sits in the autumn then, yeah guys?

LARA V RAYMAN

Cast your mind back, if you will, to March sometime when two major Dreamcast titles were released. One was a beautifully crafted platform game with DC exclusive features (*Rayman 2: The Great Escape*) and the other was a mere port of a fairly old PC game with no Dreamcast improvements in the control or, more importantly, in that little factor called gameplay (*Tomb Raider: The Last Revelation*). Guess which one Sega decides to market?

The only reason that *Tomb Raider* did not sell that well was because perhaps we are tired of straight PC ports based on tired gameplay that is shoved under our noses year after year after year.

And Sega, if you are going to give us these games then don't just put a sticker on the box proclaiming a picture gallery feature has been added in the hope that some sad people bought the game just to stare at images of Lara Croft. It just doesn't work today.

Put in extra DC exclusive features and improve the graphics and gameplay level to today's 128-bit standards (like *Rayman 2* has done successfully). Get the hint, Sega?

Daniel Marven, Guildford

It's probably worth pointing out that *Tomb Raider: The Last Revelation* is published by Eidos Interactive, so Sega can't be held responsible for any features which appear (or don't appear) in the game.

However, we do agree that a massive marketing campaign based around the game wasn't particularly wise. Shame Sega and Eidos didn't get behind *Resident Evil Code: Veronica* in the same way, eh?

YOU WHAT?

Does anybody else think that Warren looks like that bloke from the BBC TV series *Ground Force*?

Julian Pietrztyk, via email

No.

PRINT OUT

Why is there a 'Print' key on the keyboard if, as you say in your FAQ [see page 119], there isn't a Dreamcast printer coming out?

Gareth Parry, via email

Because the Dreamcast keyboard is based on a PC design. It's as simple as that.

SORTED

In your "Ask Sega" section in the June issue (*ODM* #8), readers were asking for help regarding access to the Dreamarena, and connecting a DC to a hi-fi system. I think I can help out on both counts.

Firstly, to get access to Dreamarena you *must* have set the system parameters to "Accept Cookies", otherwise you will not get past the Select User screen. It took me several weeks and two phonecalls to Sega's helpline before the problem was sorted.

Secondly, I obtained a SCART cable from Special Reserve which had a separate phono lead from the Dreamcast end of the cable for direct connection to the CD inputs on a hi-fi system. The cable cost a mere £8.99, and it sounds fab!

Graeme Christie, via email

You can't expect us to endorse an *unofficial* Dreamcast lead though, can you?

DEAR HELEN...

Could you pass my email address on to Helen Arnold, the European Advertising Manager at Sega Europe, as featured in your April issue (*ODM* #6). Yeah, I know it's cheeky but she's sooooo pretty. Us romantics do this kind of thing, y'know?

Matt Bridges, via email

Jesus, what is it with you guys? Every time we feature one of the *laydees* from Sega Europe we get a load of letchy emails (although strangely none of our female readers ever write in about the male employees).

We're actually hoping to bring you a special 'Babes Of Sega Europe' swimwear calendar with our Christmas edition, although it will probably only run until about April. Oh, and we haven't actually asked them yet, so don't hold your breath.

ASK SEGA

Every month, you can talk directly to Sega. Send us your questions and we'll put them to the people behind the world's greatest console

DREAM AND CAST

Who originally thought of the name 'Dreamcast' for the console, and how did it come about?

Alex Hamlin, Bristol

SEGA: An agency was appointed to work alongside Sega Of Japan in deciding on a name. The name was created based on two elements: 'Dream', enabling consumers and developers to realise their videogame dreams thanks to the outstanding performance of the console, and 'cast' from the word 'broadcast' due to the numerous possibilities of the console with its built -in modem, the dawn of online console gaming, and the upcoming developments of the microphone and the digital camera.



△ ***Shenmue*: will have subtitles and voice-overs.**

PAGE 888

Is it true that *Shenmue* isn't going to have subtitles [in the UK]? I ask because I am deaf and will be hugely disappointed if it doesn't.

Taylor, via email

SEGA: Have no fear, *Shenmue* will feature subtitles as well as English voice-overs.

MUSIC PLEASE

Who wrote/performed the music for *Sonic Adventure* (I particularly like the song *Open Your Heart*), and will Dreamcast music ever be released on CD?

Andrew Burton, via email

SEGA: There are two musicians at SOJ who created the music for *Sonic Adventure*. The musician named Mr Jun Senoue composed the track *Open Your Heart*. Sega Of Japan have released three music CDs of *Sonic Adventure* in Japan. [You may be able to buy them on import.]

ANY LEFT?

Are there any fishing rod controllers for *Bass Fishing* that have the reel on the left-hand side? It's just that every right-handed person in the UK that goes fishing holds the rod with their right hand and reels in with their left.

Martyn Bennett, Sheffield

SEGA: In a word, no. In order to keep with the simulation feel of American bass fishing, the US-style reel – left-handed hold, reel in with the right hand – is used.

BARBIE ANYONE?

I will be taking my Dreamcast with me back to Australia later on this year. What can I do about connecting to the internet over there, as I will not particularly want to be using BT?

Giuseppe Mortellaro, via email

SEGA: You will need to contact Ozisoft, our distributors in Australia, on 00613 94157611 to get a browser disc.

WHY WHY ROCKET?

I would like to say thanks to Sega for my free copy of *ChuChu Rocket!* but I was wondering why give it away for free?

Chris Armitage, via email

SEGA: "If we simply ship *ChuChu Rocket!* to retail we will see many returns, simply because we have Euro 2000 coming up, we have holidays and it's warm. By giving the game away for free, this is a huge promotion for online gaming." – Sega's JF Cecillion, May 19.

D'OH!

I recently bought an ex-rental Dreamcast from my local video shop. It hasn't got a modem but it was a bargain and they assured me that I could buy one separately. I have searched all over the place without success. Do you sell the modems separately or am I stuck without a modem?

James, via email

SEGA: It appears that your machine has come at a cost, as modems are not sold separately. Be wary of buying ex-rental Dreamcasts at a lower price point as most of these are game-only machines that don't have a modem.

GUNNING FOR MORE

I have bought a Dreamcast light-gun with *House Of The Dead 2* (good game – keep it up!), but will there be any more light-gun games, because I haven't heard of any!

Kevin Grant, via email

SEGA: The gun was originally intended for *HOTD2* and at present no other games have been announced. However, we know that other developers are looking into it for new projects.

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 choose 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 115.

YOU KNOW LIFE'S TOUGH WHEN...

...YOU HAVE TO RUN THE MARATHON DRESSED AS SONIC

Running 26 miles is a long enough distance for anyone. Doing it dressed up as Sonic is hell on earth. Just ask 23-year-old fitness instructor Mike George

"THIS WAS MY FIRST MARATHON – Great Ormond Street Hospital and Sega had already asked someone to run it as Sonic the Hedgehog. The person apparently pulled out so they ended up asking me to do it. I'm a personal trainer and am pretty fit but I was not used to running long distances.

"I didn't train in the Sonic suit because I had quite a few problems using it – it weighed seven kilograms, and was just too hot and heavy. So we had to get the costume redesigned to be made lightweight. The day of the marathon was the first time I actually saw the finished modified suit!

"I began the race, and the only thing playing on my mind was how I'd get through the marathon in the suit! I knew that without it I could do the race in four and a half hours, but with the suit on I wasn't sure I would even finish. While lighter, the design of the costume was still really awkward because the head wasn't attached to me in any way – it just sat on my shoulders so it banged around while I ran. I ended up having to run holding Sonic's head in place!

"The spectators were really great though. I couldn't believe the response they gave me – they were shouting: 'Go, Sonic! Run faster! You should win it!' It really helped. The only trouble was that every time I took Sonic's head off to get a drink of water people were shouting: 'Put your head back on!' It was an unbelievable atmosphere – that was probably one of the things that kept me going.

"There were two girls running with me, carrying buckets for donations as well. After two miles though, their buckets were full of change from the spectators, so they had to go and drop off the buckets at one of the marathon inter-stations. We had organised beforehand that there would be carbohydrated drinks for me and a change of buckets for the girls at these 'pit stops', but no one had turned up with the stuff!

"Because of that I ran from two to 14 miles by myself, and between 14 and 17 miles I started to feel the pain. I was stopped briefly after 20 miles by a BBC interviewer who asked me how I was feeling. I said: 'Suicidal.' My sense of humour had gone completely by this point, and I told him to get out of my way because I had to keep running!

"By then I didn't want to carry on at all. It was getting quite crowded as well because people were slowing down due to tiredness. So I had to keep running and dodging them – not an easy thing while wearing a big blue head with limited vision.

"After 23 miles I started to pick up the pace because the end was in sight, and I breezed through it. I finished in five hours 32 minutes. I was a bit hacked off that none of the 'pit stops' had turned up during the race to make sure that I had enough food to keep me fuelled up, so to speak. Thankfully though, one of the girls running with me had managed to get me some bananas at one point. But I did feel elated and pretty good once I'd finished the marathon.

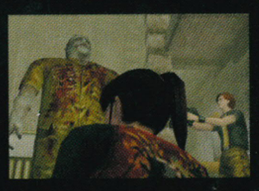
"To be blunt, I would never do the London Marathon again – even without the suit. I'm a pretty fit guy but the distance is just too huge. I did raise nearly £600 for the hospital, and Sega have given me a Dreamcast."

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Do you own: PlayStation ☐ Dreamcast ☐ PC ☐ Gameboy Color ☐

What games do you like? Action ☐ Adventure ☐ Role Playing ☐ Racing ☐

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