

THE OFFICIAL DREAMCAST MAGAZINE



Dreamcast

ISSUE 13 • NOVEMBER 2000 • £4.99

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EXCLUSIVE ONLINE PLAYTEST

QUAKE III ARENA

WE'RE FRAGGIN' FOR IT!

EXCLUSIVE
DEMO DISC!
6 PLAYABLE
GAMES!

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REVIEWED THIS ISSUE...
ULTIMATE FIGHTING CHAMPIONSHIP,
F355 CHALLENGE, POWER STONE 2,
INTERNATIONAL TRACK & FIELD,
SEGA EXTREME SPORTS AND MORE!

ISSUE #13 £4.99 (OVERSEAS £5.99)



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PLUS: CHENMIIE • LE MANS 24 HOURS • TONY HAWK'S SKATEBOARDING 2 • SWS 2001

SIX PLAYABLE DEMOS!



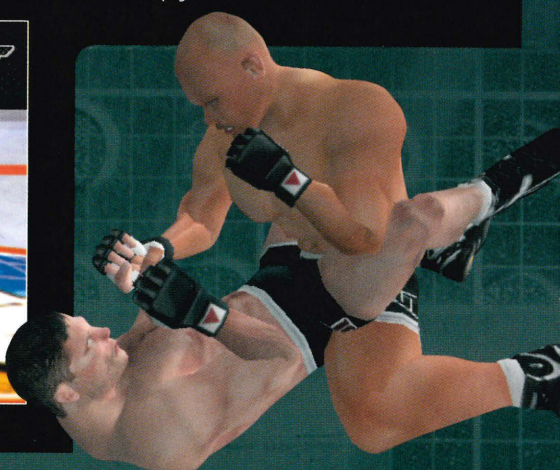
ULTIMATE FIGHTING CHAMPIONSHIP

EXCLUSIVE PLAYABLE DEMO

This is all about pummeling (and we mean PUMMELLING) your opponent into submission. Choose your fighter and then get down to some serious brutality. Use punches, use kicks, use limb breaks. To win, you either have to knock your opponent out (favoured method: repeated punches to the head), or make him give up because he's in too much pain to continue (favoured method: arm bar).

In this demo you can choose Versus mode, with one or two players fighting as either Frank Shamrock or Tito Ortiz.

The full game, which is due out at the end of October, is reviewed on page 54.



SAN FRANCISCO RUSH 2049

EXCLUSIVE PLAYABLE DEMO

An excellent demo which demonstrates a lot of the features found in the full game. One to four players can take part in the Single Race around one track, although the track can be reversed and mirrored, so you have four different circuits!

If you get tired of that, then you can test your car control by entering the Stunt mode or the excellent multiplayer Battle mode. *San Francisco Rush 2049* (ODM #12, 7/10) is available in stores now.



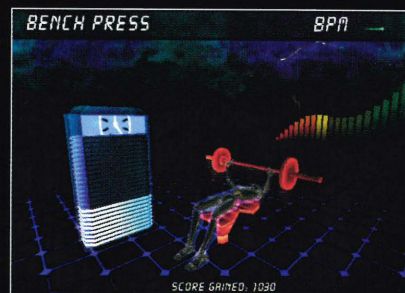
SEGA EXTREME SPORTS

EXCLUSIVE PLAYABLE DEMO

Choose your character and then catch some phat air as you race against both the clock and other competitors. This is no ordinary sports game.

You start on your snowboard but then move on to other extreme forms of transport – hang-gliders and quad bikes. The full game features over 20 different events, including bungee jumping, mountain biking and base jumping, and a fantastic musical score by the likes of Coldcut and Mr Scruff.

Sega Extreme Sports is reviewed on page 74, and should be in the shops by the end of October.



SYDNEY 2000

EXCLUSIVE PLAYABLE DEMO

Another demo of *Sydney 2000* (ODM #11, 7/10), this time focusing on the Cyber Gym section of the game. You get to sample three training events – the self-explanatory Duck Shoot, the traditional weightlifter's favourite Bench Press and a bizarre Light Wall game.

The cool thing is you can upload your scores to the Internet to see how you compare with others! So get those fingers working. *Sydney 2000* is in shops now.

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



RAILROAD TYCOON II

EXCLUSIVE PLAYABLE DEMO

Build a rail system and show the likes of Connex South Central and Virgin Trains how it's done. You must lay tracks, build bridges and even tunnel through enormous mountains to get things going. This demo takes you through one of the single-player missions with four different objectives.

The full version of *Railroad Tycoon II* (ODM #12, 7/10) features online multiplayer modes, and is the first game to support the Dreamcast Mouse. Woo!



TOKYO HIGHWAY CHALLENGE 2

EXCLUSIVE PLAYABLE DEMO

Select from one of eight different cars, choose from a range of aerodynamic set-ups and get ready to race around the, er, highways of er, Tokyo. In this game it's one-on-one racing, with each driver having a power bar. When your rival is in front your meter gradually decreases and when it reaches the bottom, you've lost. You can work out the rest.

Tokyo Highway Challenge 2 is scheduled for release in November. Watch out for a review next month.

MOVIES



LE MANS 24 HOURS

EXCLUSIVE MOVIE

Take an early peek at this gorgeous-looking racing game from Infogrames. Based on the gruelling race of the same name, *Le Mans 24 Hours* features cars from both past and present, as well as an astounding attention to detail. Turn to page 38 for a full preview.



READY 2 RUMBLE BOXING: ROUND 2

EXCLUSIVE MOVIE

You've seen the pictures, now watch Midway's hotly anticipated boxing game strut its funky stuff in your own living room. The sequel offers many more fighters to choose from (including Michael Jackson!), as well as improved graphics. It's previewed on page 45.



SEGA WORLDWIDE SOCCER 2001

EXCLUSIVE MOVIE

The half-decent footie sim gets another update, with female players chief among the new features. This movie shows off some of the stunning animation sequences. Turn to page 46 for more details.

05.10.00

FRAGS FOR THE MEMORIES



IT'S NOVEMBER 1993. A Jiffy bag containing three floppy discs arrives at the office. We unzip the contents on to a hard disk, start the game and find ourselves looking – from a first-person perspective – at some kind of futuristic space station.

We move around and come to a door. A few random key presses later and it slides up to reveal two menacing, blood-stained soldiers. They're coming for us. "What's the fire?" Too late. There's a barrage of unanswered shots and we're left dead on the floor.

Within a matter of minutes there's a crowd of maybe 15 or 20 people crammed in the small space around our PC, watching slack-mouthed. "It actually looks like you're running!" "Look at those textures!" "Check out the flicking lights!" "That's gross!" "What is that on the wall?"

None of us had seen anything quite like this before. We reach some stairs (Stairs! In a first-person shooter!) and the game crashes. We start it up again by simply typing the four letters of its name – D-O-O-M.

We didn't know it at the time, of course, but within a year or two, millions of people would discover this great game for themselves. *Doom* wasn't the first 'corridor shooter' (in fact, it wasn't even Id Software's first), but it was a genuinely groundbreaking title, and in many different ways.

While unquestionably brilliant as a single-player game, *Doom*'s killer feature was its (eventual) support for deathmatches, played either on a local area network or online. Thanks to Id Software, PC gaming, phone bills and, indeed, office network management, would never be the same again.

Fast forward a few years. It's late on Saturday 24 February 1996 and I'm at home surfing the Net. Word has got around that Id have released a public test version of their new, much-hyped 3D shooter *Quake*. I'm now on my very first *Quake* mission – to find and download the bloody thing.

Two or three hours later and I've managed to locate qtest1.zip on an FTP server and, after several long, slow aborted attempts, I've downloaded the 4Mb file. It's tricky getting it started, and there are only three test levels with no enemies but, boy, that game engine – that proper 3D game engine! It runs in hi-res! You can jump! You can look up and down! You can fire grenades that bounce off walls! You can – ouch! – fall down into other rooms!

Quake's 3D visuals were a revelation (in the words of Id Software it made *Doom* "look like a cartoon"), but the finished game had something else too – straight out-of-the-box support for deathmatches played over the Net. True, it was pretty complicated to set up at first, and often the performance wasn't great, but this was the start of global online gaming as PC owners now know it.

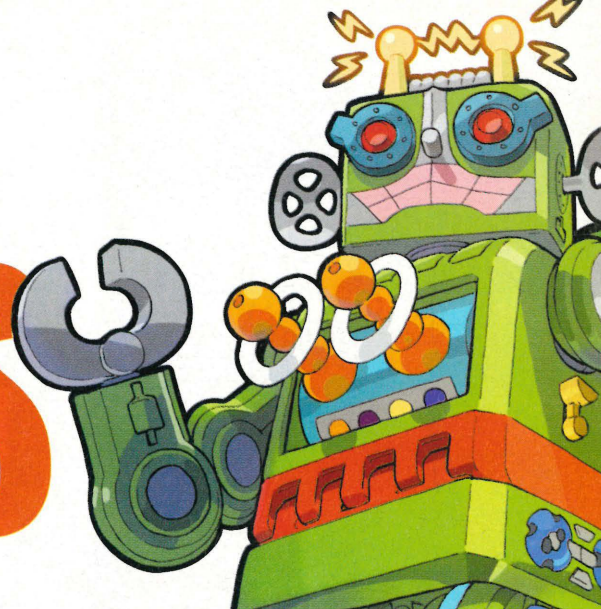
Almost seven years on from *Doom* and Id Software are about to make history again with the release of the world's first console-based online 3D shooter. *Quake III Arena* is previewed on page 8. Don't miss it.

Take it easy,

WARREN CHRISTMAS
Editor

CONTENTS

ISSUE THIRTEEN • NOVEMBER 2000



08

△ *Quake III Arena*: exclusive online playtest! Read all about it!



54

△ *Ultimate Fighting Championship*: gratuitous, mindless violence. Lovely.



△ *Shenmue*. Apparently some people are eagerly awaiting its release.



◀ The Spudinators!
Just what you've
always wanted.

PREVIEWS

8 **QUAKE III ARENA**

This PC giant is coming to Dreamcast next month complete with online play. Read all about one of the biggest games of the year right now

38 **LE MANS 24 HOURS**

The legendary race is heading to Dreamcast and is already looking to be another stunning driving game for the machine

42 **SHENMUE**

What's this? Never heard of it. Only joking – Yu Suzuki's masterpiece is almost ready for its English release and here's the proof

44 **TONY HAWK'S SKATEBOARDING 2**

Only a few months after the original amazed us, Tony's back with a bigger and better looking game

45 **READY 2 RUMBLE BOXING: ROUND 2**

The sequel to the comedy boxing hit is shaping up nicely and we've the first in-game shots of Michael Jackson getting a good beating

46 **SEGA WORLDWIDE SOCCER 2001**

Latest incarnation of Sega's long-running football game – now with women!

47 **POD II**

A futuristic racer that's going to be playable online. In the future. With lasers and stuff

REVIEWS

54 **ULTIMATE FIGHTING CHAMPIONSHIP**

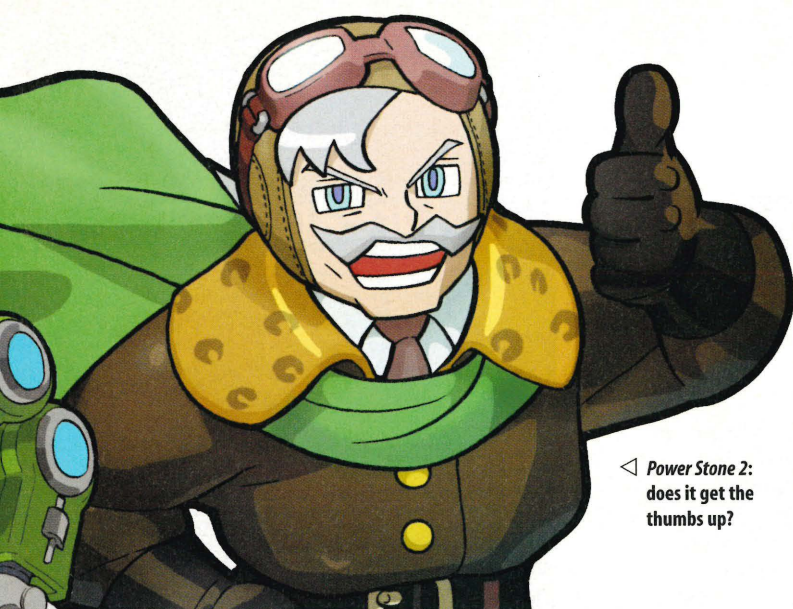
Martial arts experts step into the ring to prove whose the hardest

58 **SPACE CHANNEL 5**

Save the world from aliens with funky Ulala

60 **F355 CHALLENGE**

Hyper-realistic Ferrari racing around famous circuits in Yu Suzuki's other pet project



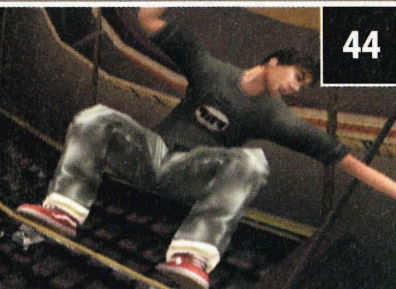
◀ **Power Stone 2:**
does it get the
thumbs up?



72



38

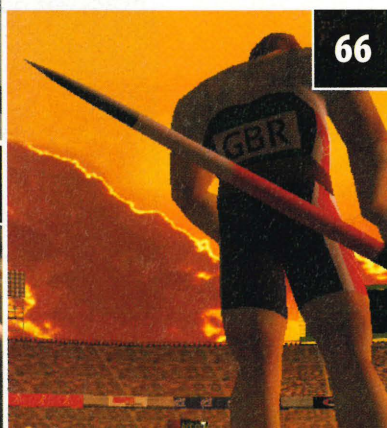


44



58

△ **Space Channel 5:** shake your thang with Ulala!



66

△ **ESPN International Track & Field:** bunch of arse?

64 POWER STONE 2
The colourful return of the OTT fighter, now with even more craziness and a chef!

66 ESPN INTERNATIONAL TRACK & FIELD
Quick – insure your joypads! The athletics button-basher arrives on Dreamcast

70 URBAN CHAOS
It's got a little bit of driving, a bit of fighting, it's a little bit whee a little bit whoo

72 F1 WORLD GRAND PRIX II
Improved sequel to the best Formula 1 game around, promising a glitch-free, smoothly textured ride

74 SEGA EXTREME SPORTS
Quad bikes, hang gliding, snowboarding and bungeeeeeeeeeeeee

76 TIME STALKERS
Role-playing action with a talking sheep – what more do you want?

78 WHO WANTS TO BE A MILLIONAIRE?
We all do. Next question...

80 HIDDEN & DANGEROUS
Heroic World War II exploits in a conversion of the PC hit. Schnell!

FEATURES

30 VOX POPS
Sega invite the public to a movie-style premiere at the Empire, Leicester Square complete with demo pods previewing the big Christmas releases

34 TALENT
Former Olympic athlete Derek Redmond gets physical with *Sydney 2000* and *International Track & Field*. Plus we meet Kazutoshi Miyake of Sega Europe, the toughest COO around

88 DRINKING & THINKING
The ODM team head to Yo! Below, to drink colourful cocktails and discuss recent DC releases, including *Metropolis Street Racer*

92 IN THE HOT SEAT
Infogrames Sheffield Studio, the developers of *Wacky Races*, answer your questions about the cartoon racer

94 JOBS IN THE INDUSTRY
Journalists – what do they know? Wait – that's us! Journalists – the most respected and hard working people in the games industry are featured in the final part of our series

124 THE BIG DEBATE
A panel of experts get together to discuss how to get a job in the games industry

130 END GAME
Learn how a demo version of *Virtua Tennis* almost caused a riot at HMV

HINTS & TIPS

98 VIRTUA TENNIS
Guide to Sega's big hitter. Info on how to beat all the opponents and master the mini games of the World Circuit mode

102 ECCO THE DOLPHIN
Third and final part of the swimthrough that will get you through *Ecco* without getting caught in a net

108 HELP!
Stuck on a game, can't sleep for fear of ridicule, no one else to turn to? Don't worry. We're here to help with all your gaming problems

109 CHEATS
The latest tips freshly squeezed, including descriptions of all the costumes in *Dead or Alive 2*

110 CHALLENGES
Win a copy of *F355 Challenge* by trying a tough new batch of challenges

DREAMCAST OWNERS GUIDE

112 DIRECTORY
Thinking of buying *Red Dog* but don't know what it's like? You need mini reviews of every DC game released in the UK to date

113 FAQs
Become a Dreamcast expert in minutes with a round-up of your frequently asked questions

120 READER REVIEWS
Don't agree with our reviews? Then share your opinions with fellow readers

122 WEBSITES
The web is trawled once again, this month digging up the best TV sites around



△ **Jobs In The Industry:** wanna be a journalist?

REGULARS

18 UPFRONT
The latest news in the world of Dreamcast

26 CHARTS
Upcoming release dates, the monthly charts, win the top ten and get a fiver off games at HMV, phew!

28 GADGETS
The latest inventions to make your life even easier

48 SUBSCRIBE
Get ODM cheaper than in the shops and in your hands before it hits the newsagents

50 COMPETITION
Great Dreamcast prizes up for grabs

87 BACK ISSUES
Missed an issue of your fave mag? Don't worry, there may still be time to get it

128 LETTERS
Share your thoughts on anything, but if it's Dreamcast related – even better

129 ASK SEGA
Got a Dreamcast query? Go on, ask them. You might get an answer!

WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO HELP MAKE OFFICIAL DREAMCAST MAGAZINE



▶ WARREN CHRISMAS

Big cheese and wielder of the editorial stick, Warren's job entails "bossing everyone about, and making sure the thing gets out the door each month." With a background in games journalism on a variety of titles from *The Times* to *PC Zone*, he reckons the best thing about working on ODM is, er, "bossing everyone about!" He's looking forward to getting stuck into *Quake III Arena*, a "vitaly important game for the Dreamcast."



▶ PAUL PRESLEY

Bearing absolutely no resemblance to the more famous Presley, flame-haired Paul is a freelance games writer across several Dennis magazines including *PC Zone* and new kids *PC Gear*. This month he's turned his critical eye upon *Urban Chaos* and, while his background is in PC games, he has a lot of time for the trusty Dreamcast. "There's much less faffing and the games are great," he says. "Especially *Soul Calibur* and *V-Rally 2*."



▶ TANYA CHALKIN

Making our reviews team look cool is a tough challenge for anyone, but it's all a day's work for photographer Tanya. Working in mainly fashion and editorial, she's snapped for *The Guardian Weekend*, *Dazed & Confused*, and *Mixmag* among others but, bizarrely, she seems to enjoy her monthly liaison with the team for Drinking & Thinking. "It's always good fun," she lies. "Everyone is so enthusiastic about having their picture taken!"



▶ JOE ROBERTS

Without doubt our scariest-looking freelance contributor (and that is quite an achievement), Joe is actually a very nice chap. He's also a successful illustrator whose work can be found on numerous covers for books, CDs, DVDs and games. This month he casts his magic on our cover with his superb *Quake III Arena* image, something he enjoyed working on hugely. "I'm a big fan of *Quake* and I'm really interested to see what it's like on Dreamcast."

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

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F1 WORLD GRAND PRIX II

for Dreamcast



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QUAKE III ARENA

ARGUABLY THE DREAMCAST'S MOST IMPORTANT RELEASE OF THE YEAR IS ALMOST HERE, AND, AT LAST, YOU CAN EXPECT YOUR PHONE BILL TO SOAR AS YOU SPEND HOURS ON CONSOLE-LAND'S FIRST ONLINE ACTION GAME. BELIEVE **STEVE OWEN** WHEN HE SAYS THAT LIVING ROOM GAMING IS NEVER GOING TO BE THE SAME AGAIN

IF GAMES WERE MOVIE STARS, *Quake* would be Arnold Schwarzenegger. They don't come any bigger, any more exciting and any dumber than *Quake*. The stories are rank, the depth... well, there isn't any, and yet the *Quake* series gushes pure fun like it was venting arterial blood.

As a series, it's the most played game on the Internet. Literally millions of contests are taking place in every corner of the world. Every Internet server in existence has to put aside some hard disc space, some bandwidth and some processor time in satisfying the virtual violent needs of a nation of gibbing* sportsmen.

And although it's going to be the Dreamcast's first 'proper' game that you can play online, don't forget that the most fantastic version of them all, *Quake III Arena*, is also damn good fun offline. You can charge around the pseudo-gothic killing zones taking out some of the most dangerous and cunning of AI (artificial intelligence) players, or get some mates around and play split-screen slaughter.

Forget the sportsmanship of the Olympics, the rules, the regulations and the frowning when yet another player is caught drug-taking. *Quake* is the equivalent of the Ancient Games. In years to come, sportsmen will be sweaty Quakers, training on a diet of pizza and Coke. Tournaments and competitions will reward the first person to 20 kills, drawing huge crowds for the incredible speed at which the champions move, react and eviscerate.

And if you want to be a gold medallist of the future, you'd better get some practice in as soon as you can.



**Quake*-talk for killing, so-called because the bodies tend to explode into small, visceral giblets of flesh. Er, it's just a game, okay?



△ This isn't looking good. The dude at the back has a rocket launcher and the guy in front of him looks a bit too interested in us.



We're counting down the days. As we write, it's been two days since we last played *Quake III Arena* on the Dreamcast. There's a rather depressing 80 or so days before the finished game is due for release on Friday 8 December.

But if it was 80 or 800, we'd still remember the incredible day we spent playing the game at Sega's London headquarters. Connected to two other Dreamcasts and a PC via a public server, *Quake* once again demonstrated its addictiveness as hours swept past, and the bodies piled up. Believe us when we say that Dreamcast *Quake* is every bit as entertaining as its PC counterpart.

Perhaps the eponymous arenas aren't the best descriptions for the locations in this game. Think less of Wembley, and more of a combination of Hell, a church, a volcano, a palace, H R Giger's *Alien* and the guts that spill from the Tauntaun sliced open by Han Solo in *The Empire Strikes Back*. *Quake*'s fighting arenas are deathtraps stuffed full of passageways, small

"QUAKE ONCE AGAIN REVEALED ITS ADDICTIVENESS AS HOURS SWEEP PAST AND THE BODIES PILED UP"

and large rooms, ammunition and weapons, power-ups and health-booster, walkways, sniper posts, huge jump spots that catapult you to other areas in the level, and, hopefully, some opponents.

Playing from a choice of 32 fantastically detailed and varied characters, your job is simply to kill more than you are killed. You get a point for every character you finish off, but lose one if you manage to kill yourself in the process (such as falling into lava, into oblivion, or accidentally firing a rocket into the wall you're standing next to). Games last for a set amount of time, or until someone reaches a certain score. The scores are revealed, the next level is started, and you

continue. A simple idea that soon turns into hours of entertainment.

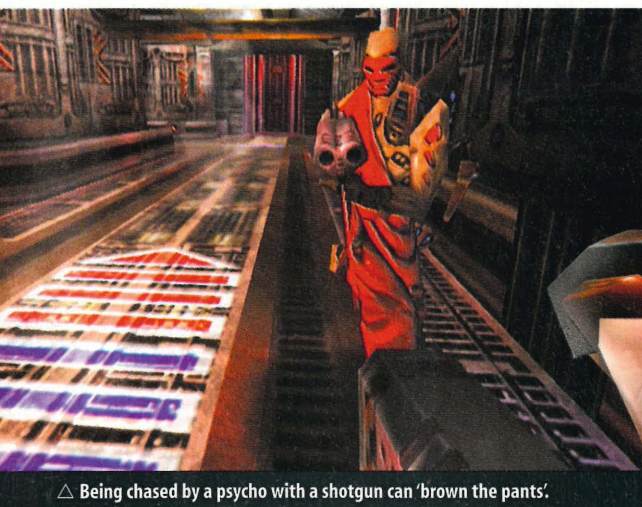
CONSOLE NATION

It works brilliantly on a PC, across an office network or over the Internet. But for the first time it's going to work on a console too. Thanks to the Dreamcast's close ties with the PC, and the Dreamarena link to the Internet, it's possible to play against three other players, be they AI controlled, on another Dreamcast or even a PC. *Quake III Arena* on Dreamcast is going to bring a world of players closer together than they've ever been before.

"I think everyone is going to be impressed by



△ The lightning gun is fabulous, but notoriously difficult over any kind of distance. Fire it into their face, like this, though, and you can't go wrong.



△ Being chased by a psycho with a shotgun can 'brown the pants'.

the online performance of this title," brags Mark Horneff, European producer of *Quake III Arena*. "We have been testing this title online via Dreamarena and the ping times have been excellent."

It's the so-called ping time that affects the playability of any online game. While it may be measured in milliseconds, the time it takes for a bit of information to travel from your Dreamcast (say, for instance, you just pressed the fire button), through the telephone line, via the central computer server, out to your opponent's Dreamcast and back to you again (so that you can see their response) can seriously interrupt gameplay.

On a dedicated office network, PC owners enjoy ping times of about 50ms – barely no different to playing a single-player game. On the Internet, a game needs to ideally stay below 180ms. Anywhere between 200 and 300ms is just about playable. Anything slower and you'll find that your opponent has disappeared around



IT STARTED HERE...

IT ALL BEGAN IN April 1996, with the Internet release of *Quake Test*. A clear progression on from the original 3D action games *Wolfenstein 3D* and *Doom*, *Quake Test* hinted at the direction developer Id was taking.

Despite promising that the finished game would have a single-player mission structure, *Quake Test* was a purely multiplayer demo to test Id's latest technology. Internal office networks buckled under the pressure of a game that wouldn't even – at this stage – work over the Internet.

It was a further four months before PC owners were given a shareware (try before you buy) version of the game, complete with Internet multiplayer options, and two more months before the finished game was released, coming in at around four times the size of the shareware version. Later released on the Saturn and Nintendo 64, *Quake* was an enormous hit.

The key to *Quake*'s popularity was the way it could be modified by bedroom programmers, spawning extra chapters or entirely new games. (*Half-Life* on the PC was effectively just a heavily modified version of *Quake II*.) Most importantly, it gave extra legs to the multiplayer aspect, as gamers created a huge variety of online games, such as Capture the Flag or perhaps most interestingly, *Catch the Chicken*. Key to these free add-ons was something called *QuakeBot*, which removed the need for human players by adding AI multiplayer opponents.

Thus it is, some four years later, that we have the natural progression that is *Quake III Arena*, a pure combat game free of extraneous plotlines, gladiatorial combat for the 21st century, and potentially the forerunner of a future Olympics event. Well, you can hope.



△ Things have moved on a bit since the release of the original *Quake*.



THE WEAPONS

Id Software have kept the number of available weapons to a sensible level in the *Quake* series. Each has a positive and negative side-effect, so no weapon is perfect for every job. Here's a low-down on what you'll be using in the showdowns...



▲ MACHINE GUN



▲ GAUNTLET



▲ RAILGUN



▲ GRENADE LAUNCHER

GAUNTLET

Okay, so you don't want to be stuck with this. When you've run out of ammo your character resorts to putting his dukes up. Nevertheless, it is the weapon of choice for an exceptionally good player that just wants to humiliate opponents.

MACHINE-GUN

You start every level with one of these, which fires quickly but does a pathetic level of damage and is rather inaccurate over any distance. You'd be advised to go looking for something else rather than taking on others with this.

SHOTGUN

Not ideal under most circumstances, since the pellets spread out over any distance and it takes time to reload between shots. However, if you can fire at point-blank range or have collected the Quad Damage (see The Power-ups), it works.

GRENADE LAUNCHER

Popping out round grenades, the launcher isn't particularly accurate. But the delayed explosion (or instant destruction if they hit someone) means that they are great for booby-trapping enclosed areas, or dropping on people from on-high.

ROCKET LAUNCHER

Far too powerful in *Quake*, underpowered in *Quake II*, these little beauties are now just about right. Plenty of damage for a direct hit, but the relatively slow pace of the rockets means that you can jump over them, or step to one side.

LIGHTNING GUN

Absurdly powerful, but again difficult to target, this weapon fires out a blazing pulse of electrical energy. Our experiments demonstrate that they are particularly useful when you run around a corner and into someone.

RAILGUN

This single, sharp point of laser light (the colour is customisable from your character screen) is notoriously difficult to use against a moving target, but if your opponent stands still for too long then just one hit causes 100 points of damage.

PLASMA GUN

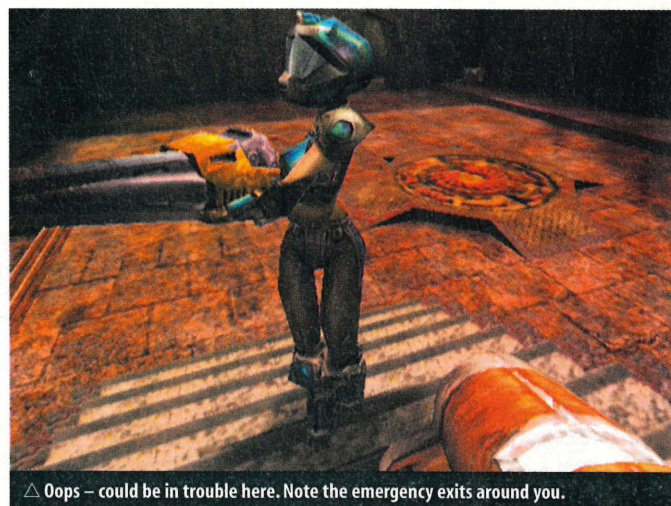
These balls of bright blue plasma energy are fired at such a pace that it's easy to do extensive damage to even the most jumpy of escaping opponents. Watch out, though, because you can damage yourself if you fire into nearby walls or the floor.

BFG 10K

You won't see this very often. A subtle contraction of Big F***ing Gun, the BFG fires off enormous levels of energy, where a direct hit means instant death. The splash damage can be significant too, but you need plenty of ammo.



▲ There's plenty of different character models you can adopt to suit your persona. This undead bandana-wearing freak should be your first target.



▲ Oops – could be in trouble here. Note the emergency exits around you.



the corner in the time it took you discover they were standing in front of you. Not great for an action game.

"The ping times will vary depending on server location," admits Horneff, "but we have taken this in to account and will provide a top class online experience wherever you are."

Sega's own tests have suggested *theoretical* ping times of under 100ms on Dreamarena. We won't know how *Quake III Arena* really performs online until the game is finished and the full servers go live, but we played a pre-alpha version against players across Europe via the Net a few weeks back, and it was certainly playable.

We played some 30 or 40 games during a more recent six hour testing session and there was only a single level where the speed dropped to the point where we were at a disadvantage, although these tests were performed over a closed network session (it doesn't suffer the vagaries of Internet traffic). We were pleased to see the addition of a transmission speed bar – a



△ It would be nice to think that it was just water bathed in green light, but it seems quite likely that it's something more akin to the contents of a septic tank.

coloured indicator that lets you know how good a response time your opponents are getting. It means you can choose to play against people with good ping times (for a fairer game), or pick on some poor suckers with bad connection times (putting them at a disadvantage).

In fact, it all seems to work rather well. We played some games with the Dreamcast joypad (not easy against the PC players), and most with the Dreamcast's own mouse and keyboard combination. Setting up and configuring the controls is identical to the PC version, so that you can make any button, key or movement do anything you please. Like adjusting the seat in a new car, you have to be comfortable if you want to take on some of the best gamers in the world.

FOUR-PLAY

While the Dreamcast is looking great – graphically the game looks identical to a high-end PC – it doesn't have quite the power of its beige counterpart. PC players can indulge in 64-

"HAVING FOUR PEOPLE IN AN ARENA AT ANY ONE TIME MAKES FOR A CLOSER GAME"

player bouts, while eight or 16-player games aren't unusual. Conversely, you'll never have more than three other players on your Dreamcast. Even if you persuade your console to play a character or two, that's one or two fewer slots for humans. It's clearly a technical consideration, but Horneff is unrepentant.

"This was a decision made with the player in mind," he told us. "We wanted to give the best possible experience that we could provide. The more players we have the more load we put on the system, and we didn't want to do anything that might compromise the frame rate or pace of the game. Besides, having four people in an arena at any one time makes for a closer game,

the competition is stronger and more heated and it is also easier to target one player in particular."

Certainly this limitation results in a much more tense and strategic game. You have the opportunity to build up ammo and weaponry while the other three are fighting it out, which makes guarding the best pick-ups all the more important.

Quake III Arena has also lost some of its largest levels as a consequence (you do need to find an opponent after all), but by way of compensation there are at least six Dreamcast-exclusive levels. And, of course, there's the two-player split-screen mode.





△ One of *Quake III Arena*'s greatest innovations is the use of curved surfaces. It may not seem that big a deal, but in previous 3D action games every map had to be very angular.

► "We have worked very hard to make sure that the entire game runs at a steady 30 frames per second," claims Mark Horneff. "One of the tricks is to replace the 3D pick-ups with icons. Another is to redesign the maps for split-screen mode to allow for maximum performance in order to give the player the best possible gaming experience."

The game appears to maintain a steady frame-rate even in the most frantic of four-player games, and our testing day reassured us that *Quake III Arena* is going to be a stonking game whether you play it online or not. But that doesn't mean that the development time has been straightforward.

"Of course with a game of this scope, and not to mention the first major online console game in Europe, there are bound to be a few teething problems," admits Horneff. "Add to this the amazing popularity of the franchise and you suddenly find yourself under a lot of pressure to

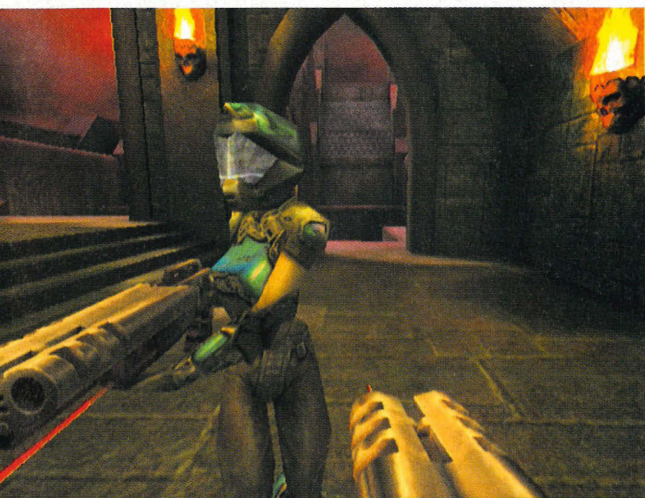
get every aspect of this title right. Thankfully the power of the Dreamcast has allowed us to avoid problems like oversimplified graphics and provide the best in single-player action."

Certainly an important part of the game, as it was with the PC version, is to master the game through the single-player mode. You play in a series of structured competitions against between one and three AI opponents, each given names, personalities, strengths, weaknesses and abilities. For instance, in your first round it's a first to ten kills competition against Crash, a rather naïve opponent that tends to stand still while you pummel her with whatever weapon you first discovered. The second is immediately tougher, although Ranger seems unaware that walking into narrow cul-de-sacs makes ambushing him rather easy. The Arena of Death is the first level to give you more than one computer opponent to play against, but it's a free-for-all, so you can

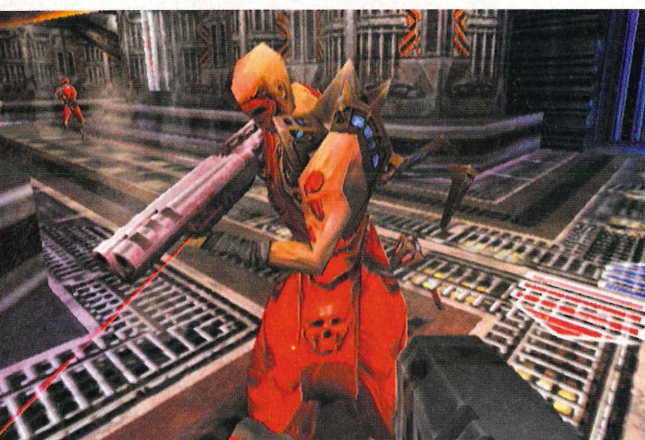
always stand back and take both of them out once they've weakened each other.

The game is split into several tiers, each with several maps and ending with a boss character. You have to win at each map to progress through to the next tier, but you can play each map at any of five difficulty levels. The easiest, "I Can Win," is aptly named – they probably won't fire back that often – while at the other end, "Hardcore" is asking for trouble for all but the most energetic of slaughterers. Single-player *Quake* is not just a practice session. These AI guys are extremely impressive, and very tough. Some of the characters are going to be harder to beat than anyone you can find online.

If you want a storyline, buy a book. If you want hours of your free time to disappear playing one of the most addictively thrilling games to ever appear on a console, then *Quake III Arena* should be just what you're looking for. We can't wait. ☺



△ Improve your chances in a stand-off by mastering the 'circle strafe'. You need to sidestep, run forwards and spin at the same time, so that you run around your opponent, while keeping him in your sights.



△ You can tell whether you should take on approaching opponents by what gun they're carrying. This double-barrelled shotgun suggests that you would do better not to get this close in the first place.



△ A couple of levels have carefully placed lava, stuck just where you're most likely to fall into it, or where the shockwave from a well-placed rocket can blast you. Lava doesn't kill instantly, but you lose health every second.

THE POWER-UPS

Like weapons, most levels have points where power-ups respawn. The key to winning a level is not just to kill others, but to hoard and protect the most powerful collectables. Some of them are activated the moment you collect them and last for a limited time (a small window in the bottom right counts down the number of seconds left), some have an instant effect, while others can be called upon as you need them. Here's a guide...

▽ BATTLE SUIT

BATTLE SUIT

The super-armour reduces the amount of damage done to you by direct hits by 50 per cent, while eliminating splash damage entirely. It also means that you can walk on lava and other harmful surfaces.

HASTE

This speed-up collectable not only enables you to run much faster than normal, but in many cases speeds up the rate of fire of your chosen weapon. Pluses and minuses, then, as you suddenly start running off ledges.



MEDKIT

Stored in your inventory until you choose to use it, the Medkit quite literally gives you a shot in the arm, instantly increasing your health back to 100. Rather useful in a Mexican showdown.

MEGAHEALTH

Suddenly your health leaps to 200, before slowly counting back down to 100, where it will remain if you stay out of trouble. Very handy if you're running away from someone, whereupon you can turn around and start fighting again.

INVISIBILITY

With the benefit of this power-up, your form is reduced to that of just a faint outline, making you exceptionally difficult to spot in a busy firefight. Exceptionally useful, and very difficult to find.

PERSONAL TELEPORTER

It's not quite got the power you might hope – you can't actually decide where you are going to end up – but the Personal Teleporter is rather handy when it comes to getting yourself out of very serious trouble, such as falling to your doom or being shot to pieces.

QUAD DAMAGE

One of the most popular of power-ups, Quad Damage increases the damage any of your weapons does by four. You'd be advised to stop using the rocket launcher in this case, as accidental suicide is rather easy to perform.

REGENERATION

Very useful in a busy fight, Regeneration keeps your health at 200 for a limited time, so long as you aren't getting hit.



△ REGENERATION



IT'S NOT HOW FAST YOU DRIVE...
IT'S HOW YOU



9/10 - OFFICIAL DREAMCAST MAGAZINE

DRIVE FAST!

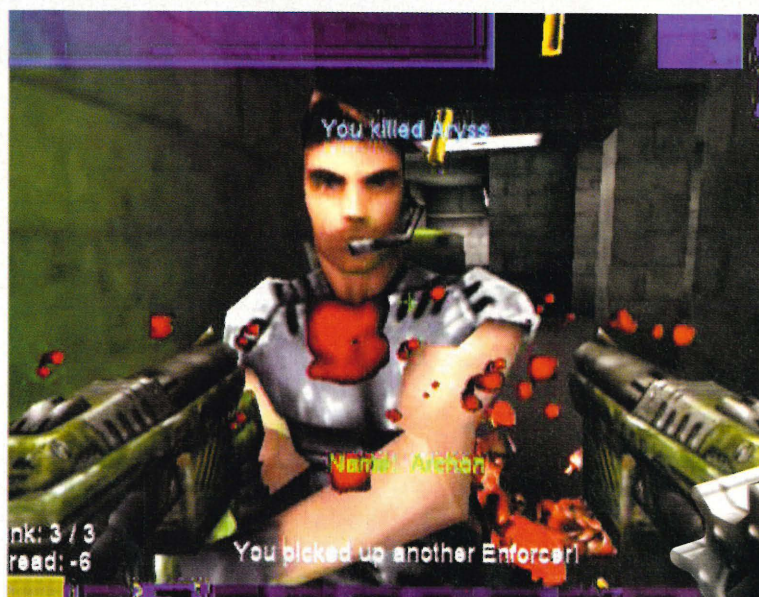


MSRTM
METROPOLIS STREET RACER




Dreamcast

SEGA



△ "Oh I'm sorry, you were saying?"

△ Use two guns to do double the damage. You know it makes sense.

FOR REAL

Yes, *Unreal Tournament* is definitely coming to Dreamcast – here's the proof



YOU'VE ALREADY SEEN screenshots of *Half-Life* and this month's cover game *Quake III Arena* running on Dreamcast. Now *ODM* can show you the first shots of the third big 'corridor shooter' coming our way: *Unreal Tournament*.

Widely acclaimed by PC players as being an even better multiplayer game than *Quake III Arena*, *Unreal Tournament* will be looking to win similar praise from DC owners next year. Many believed it would be a console-exclusive for PS2, but this is not the case.

"*Unreal Tournament* will soon be wowing DC players everywhere – as it did on the PC – with its unsurpassed level design, computer-controlled character AI [artificial intelligence] and sheer visceral action," said a spokesman for publishers Infogrames. "This will be the pre-eminent first-person shooter on the DC."

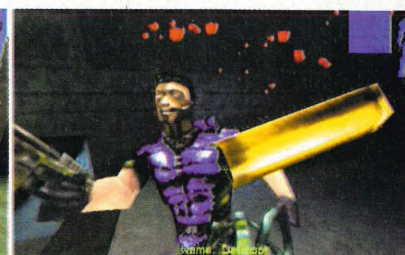
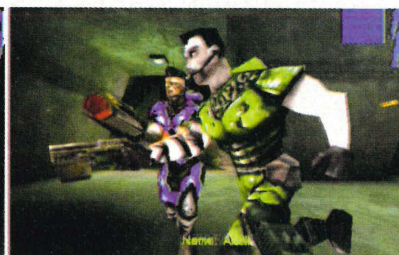
Secret Level, the developers handling the conversion, got the game running on the console – and working online – within two months of starting the project.

The developers are confident they can transport every aspect of the award-winning original, and plan to include new levels and visual effects designed specifically

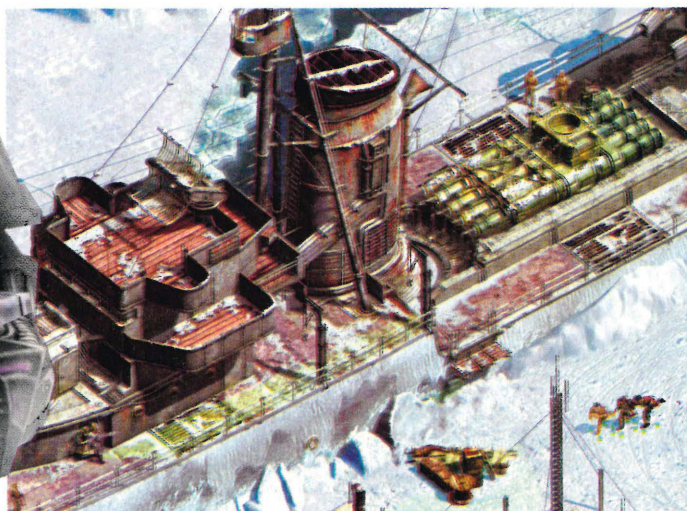
for the console. What's more, the game is expected to support deathmatches for up to eight players online – double that of *Quake III Arena* on Dreamcast.

As with *Quake III Arena*, *Unreal Tournament* can be played as a single-player game, where you battle against computer players called 'bots'. Bots can be used as teammates or opponents, allowing you to play various types of multiplayer games by yourself.

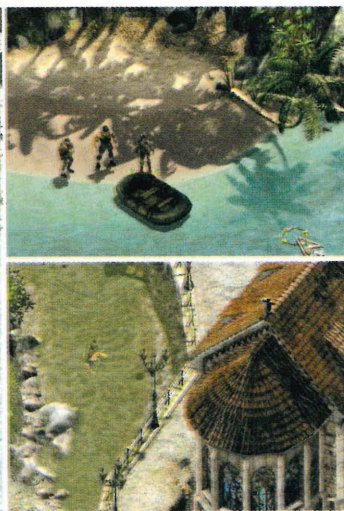
Unreal Tournament will be published by Infogrames during the first half of next year. We'll bring you more news as we get it.



△ The game is currently at an early stage of development. Next time we see it, we're promised it will look a lot better.



△ The commandos specialise in getting into heavily fortified areas. The DC game promises to look just as good as these shots from the PC.



ACHTUNG!

Stand to attention. *Commandos 2* is coming our way

YES, THE SEQUEL to *Commandos*, a huge hit on the PC, is heading to Dreamcast. PC owners are currently licking their lips in anticipation of the forthcoming *Commandos 2*. Now we can confirm that it's heading to DC early next year.

Commandos 2 is a World War II strategy game in which you control a small group of elite soldiers who are involved in dangerous missions behind enemy lines. You command the squad,

with the aim to complete the tasks and bring your men back alive. Each soldier has a unique skill, such as the ability to impersonate Nazi officers, drive vehicles, or plant explosives.

Missions are based on historical events and set in real locations – one requires the destruction of the bridge on the River Kwai, for example.

The original was praised for its challenging difficulty level. It

demanding that you carefully study enemy patrols and the consequences of your actions. The sequel should prove just as tough thanks to improved enemy artificial intelligence.

"*Commandos 2* will give Dreamcast owners the opportunity to experience one of the strongest and most playable PC franchises," says a spokesman for Eidos Interactive. "The Dreamcast version will look very, very similar to the PC game."

The game is likely to support the new Dreamcast Mouse. Online features have yet to be confirmed, but are expected to be included.

Commandos 2 is due for release on DC sometime in first half of next year.



△ *Planet Harriers* is already looking colourful and action-packed. Look out for the original as a bonus game in the forthcoming *Shenmue*.

NEW BATTLE OF THE PLANETS

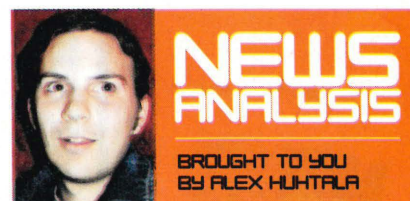
First shots of *Planet Harriers*, the arcade-based sequel to an age-old Sega classic

A FOLLOW-UP TO *Space Harrier* has been confirmed – 14 years after the original first appeared in arcades – and it could be heading to Dreamcast.

Currently in development at Sega Amusement Vision, *Planet Harriers* is a 3D shooter that promises similar frantic action to the first title. This time, however, two players will be able to compete simultaneously and fuse their characters together to launch powerful dual attacks. Other new features include a Lock On system for firing

homing missiles. There will also be a choice of four characters to control. As the action unfolds you will be able to collect tokens on screen that are used to purchase more powerful weapons at the end of each stage.

The sequel has not yet been confirmed for Dreamcast, but as the game runs on Naomi arcade boards (based, of course, on sister technology), we expect *Planet Harriers* to arrive on the console next year. Naturally, we'll keep you informed.



NEWS ANALYSIS

BROUGHT TO YOU
BY ALEX HUHTALA

POPCORN POWER

THIS YEAR, RATHER than display their games on the show floor at ECTS (the European Computer Trade Show, held in London every September), Sega decided to hold an event of their own at the Empire, Leicester Square, one of London's largest and most prominent cinemas.

The event was used to showcase the upcoming range of software for the Dreamcast, and highlight the large number of games in production for the console that boast online play. There were some amazing games on display, but what made the event even more memorable was the fact that the public who collected tickets on the day were invited too.

It was a good move by Sega. Many of the invited journalists and other members of the games industry had seen a lot of what was on offer before. But the public hadn't and made the evening more enjoyable by cheering whenever a big game was displayed on the huge cinema screen and going absolutely nuts at some of the special announcements.

The first cheer came when Sonic entered the building (well, a guy dressed as him), who was there along with other famous game characters. Among the other familiar faces were Kiliik, Sophitia and Voldo of *Soul Calibur*, zombies representing *House of the Dead 2*, not one but three *Ulala's*, stars from the upcoming *Shenmue*, and Afro Thunder and friends from *Ready 2 Rumble Boxing*. Oh, and some small kids who were meant to be the *ChuChu Rocket!* mice.



△ Sonic starts another fight.

After the all-star cast had left the building, the presentation of some of the biggest Dreamcast games on the horizon started. The first two up were *Gun Valkyrie*, a new game you can read about on page 25 and *Headhunter* which we look at on page 22. Both games boast some incredible visuals and while Sega are keeping tight-lipped about the finer details of the pair, they're definitely two to look out for.

Next on display was a 20 minute feature showcasing future online games. Among these were the newly announced *Toy Racer* (see page 25), and *Speed Devils Online*, an update of *Speed Devils* (ODM #1, 7/10).

We'd known it was coming for a while, but the biggest surprise of the night was the announcement of *Daytona USA* on Dreamcast. The audience went mad. Yes, a new version of the classic is coming, and not only with the circuits taken from the arcade and Saturn-based CCE editions; it also supports online play. Sadly, though, we can't show it to you – Sega of Japan won't release images of the game until it is in a later stage of development.

After the *Daytona* announcement the rest of the night seemed a bit of a blur. I remember people cheering when footage of *Samba De Amigo* appeared, almost crying seeing *Shenmue* running on such a big screen and some loud applause at the sight of *Metropolis Street Racer* – especially the London courses.

Hopefully Sega will use a similar public showcase format in the future, as it went down extremely well. But, hey, don't take my word for it – read what other people thought in our Vox Pops feature on page 30.

HEAR THIS!
OR BEST NEW MUSIC



LEMON JELLY LEMONJELLY.KY

IMPOTENT FURY

A compilation of three EPs, this is the first album from the twisted minds of producers Nick Franglen and DJ Fred Deakin. Nothing is too off-centre for chopping and looping into their eccentric compositions, be it kitsch '60s strings or teach yourself guitar tapes. Packed with jazzy good humour, this is dance music from a broader palette whose chilled out happiness helps see off those autumn blues. *DT*



VARIOUS GU017: LONDON

BOXED

The DJ's favourite DJ, Danny Tenaglia, gets behind the decks for the latest in the Global Underground series, this time supposedly inspired by gigs in our capital city. Boxed reckon this is their 'deepest' release to date and they're not wrong – anyone looking for remotely obvious hooks and melodies could be asleep before getting to the re-vamped version of Onephatdeeva's *In And Out Of My Life* halfway through the first disc. Classy, but one for deep, dark house-lovers only. *WC*



MADONNA MUSIC

MAVERICK

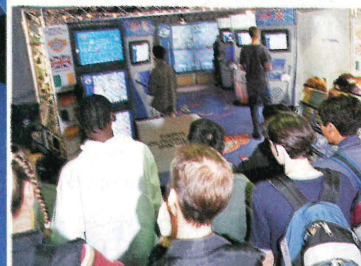
Will the real Madonna please stand up? Madge's latest ranges from the sublime (the first single, *Music*) to the ridiculous (*American Pie*). In-between is a 9-track hotpotch of quirky, uptempo French disco and ballads stamped with the influences of the producers (including Mirwais and William Orbit). It's short and pretty inconsistent but, hey, it's a whole lot more interesting than anything Mariah Carey has ever done. *WC*



△ Shaun and Kevin concentrate on the game while the packed crowd look on.



△ Kevin manages to stop shaking.



△ Standing room only at the final.

I AM THE CHU-AMPION!

Irish contender Kevin Lim becomes the winner of the inaugural European *ChuChu Rocket!* championships

THE BEST CHUCHU ROCKET! players from across the continent battled it out on 16 September, competing for the title of European *ChuChu Rocket!* Champion.

The competition began in July with *ChuChu Rocket!* players invited to upload their best scores recorded during the qualifying period onto Dreamarena league tables. This decided the top four players in each country, who were then invited to compete in national finals. Up for grabs was not only the coveted title, but also a week's astronaut training at the NASA Space Centre in Alabama.

The final was held at key venues across Europe, with Spanish, French and German champions competing from Madrid, Paris and Frankfurt. HMV in Oxford Street, London was the location for the UK champion Shaun Locker and the Irish champion Kevin Lim's challenge.

The contest was played in front of a vocal crowd who shouted out their encouragement for the two 'local' finalists. The crowd could watch the action on a big screen and, as a special treat for Dreamcast fans, experience the forthcoming *Quake III Arena* and the *Planet Ring* game *Dream Dorobo*.

After some closely fought battles and tense final seconds to most of the heats, a champion was finally found. Kevin Lim of Ireland intimidated his opponents by winning the first two games by a comfortable margin. His awesome touch left him temporarily, giving the other finalists a chance to catch up, but he returned to his best, winning the final round with the help of multiple Mouse Manias and several Cat Attacks.

"It was a hard competition," Kevin told us after winning. "I didn't think I was

going to win as I was shaking so much. It was hard to hold the pad." Kevin puts his winning form down to practice and the fact that *ChuChu Rocket!* is one of his favourite Dreamcast games. "I've had my machine since before Christmas and got *ChuChu Rocket!* the day it came out," Kevin explained. "I prefer playing online, as my friends are easy to beat."

While Kevin may be jetting off to America for his astronaut training, he still has time to think about what treats are in store for his Dreamcast. "I'm really looking forward to *Quake III Arena*," he told us, "but I don't know if I'll be the champion of that one."



△ *ChuChu Rocket!*: an online winner and, most, incredibly – it's free!





△ *Planet Ring* boasts a simple interface and appearance, but contains some very addictive games.



YOU CAN RING MY BELL

Introducing *Planet Ring*, the online theme park where you can play games and meet friends

YOU MAY NOT HAVE HEARD of *Planet Ring* yet, but if Sega have their way everyone will soon be talking about it. It's an online theme park, complete with attractions, that you'll be able to experience via Dreamcast this winter.

Planet Ring utilises Dreamcast's online abilities and the new microphone, and is being designed to promote communication. The aim of the project is to allow users to get to know each other and simply have fun.

At the core of the online park is the Ring Information Centre. Here you'll be able to meet friends and chat. If you want to play a game, there's a special area where you wait for other guests who want to do the same.

The park will launch with four main games, each very simple in design. *Ball Bubble* can be played by four players and involves collecting balls in your property by raising

and lowering the playing field. *Kosejik* is a two-player strategy game similar to *Battleships*. *Soar* is a team game for up to four players; each team has a flying machine that both players operate. The aim is to destroy the other team's balloons that help the machines fly. The last of the four, *Dream Dorobo*, is a maze game played by two people who must work together to collect the hidden treasure.

Sega plan for *Planet Ring* to become a real community and will be asking visitors to vote for their favourite attractions. Every three months the least favourite game will be axed, *Big Brother*-style, and replaced by a new game.

Planet Ring is due to open this winter and is being developed internally at Sega Europe by Team Ring, a newly formed group containing members of Sonic Team. We'll bring you more details soon.



△ In the main game you race against a computer rival. (top) The first shot of the two-player mode.

18 AND OVER

Sega fitting DC-exclusive extras to their *18 Wheeler*

IT'S BEEN ONE OF THE BIGGEST hits in arcades this summer, but *18 Wheeler American Pro Trucker* should prove to be even better on DC with the news that Sega are adding a number of new features.

The coin-op, which puts you behind the wheel of a big rig, hauling cargo along busy American highways, has been extremely popular in arcades.

However, as was the case with the likes of *Crazy Taxi* (ODM #5, 9/10) and *Virtua Tennis* (ODM #12, 9/10), Sega are adding features to ensure that a game originally designed to be played for minutes at a time will offer hours of fun in the home.

Among the new features is a Parking mode which will allow you to practice parking to your heart's content, steering the truck and trailer into increasingly tight spaces. There will also be a two-player split-screen mode. Best of all, Sega are promising online modes, although they have not yet revealed how these will work. We'll let you know more as soon as we get the details.

18 Wheeler is due for release on Dreamcast early next year.

GAMES NEWS



FANCY A DONALD?

Here's the first shot of *Donald Duck: Quack Attack* from Ubi Soft. The game stars Donald on a quest to save his beloved Daisy from the clutches of an evil magician. Not only will you have to watch Donald's temper, but race against his cousin Gladstone who's trying to get to Daisy first. The game is scheduled for release early next year.

SMASH HIT

Virtua Tennis (ODM #12, 9/10) has proved to be a real ace for Sega. It made the top of the multi-format sales charts for the week ending September 9. Ironically, the game it knocked off the top spot was *TOCA World Touring Cars* – the PlayStation driving game developed by Codemasters, who recently pulled out of developing for Dreamcast (see news, ODM #12).

MORE EVIL COMING

Capcom have announced that a conversion of the PC game *Resident Evil 3: Nemesis* is to be released on Dreamcast this autumn in Japan. At the time of going to press, Capcom Europe were unable to confirm that the game would come to the UK. However, another of Capcom's PC conversions, *Dino Crisis* (see news, ODM #11), will be available here next year.



HALF-BAKED?

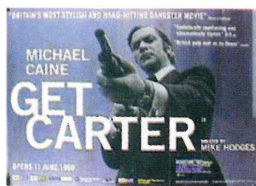
Havas Interactive have confirmed what we've suspected for a while – the Dreamcast version of *Half-Life* will be a single-player game without any online modes. The game is expected to be released on November 29 and we hope to bring you a full review in the next issue of ODM, on sale Thursday 2 November.

BRUMMIE TAXI

Following its summer exploits in Ibiza (see news, ODM #11), the 'real' *Crazy Taxi* will be appearing at the Motor Show, NEC Birmingham, October 18-29. The 19ft Cadillac will grace the *Auto Express* stand alongside Dreamcast demo pods running the game. If you're going to the Motor Show, make a point of stopping by, as there will be Sega prizes up for grabs each day.

CHANGE THE BULB

The release of *Alone In The Dark* has been postponed until the first half of next year. Publisher Infogrames say the decision to release the game at a later date is to give the developer, Darkworks, enough time to bring out a game that will live up to the anticipation. Still with Infogrames, the company are currently staying tight-lipped despite growing rumours that *Driver 2* is heading to Dreamcast. More on this when we get it.

WATCH THIS!
NEW MOVIES ON VHS

GET CARTER

OUT: OCT 16 • CERT: 18 • £12.99

Last chance to buy this classic British crime thriller before the remake with Sylvester Stallone arrives next year and spoils all memories of the 1971 original. Cool as ice Michael Caine (*Muppet Christmas Carol*, *Jaws: The Revenge*) is the London wide boy adrift in bleak and grimy Newcastle, out to prove the death of his brother was no accident and accompanied by a great Roy Budd score. Forget the likes of *Snatch* and *Lock, Stock* – this is the definitive British gangster film, or is it *The Italian Job*? AH



BOYS DON'T CRY

OUT NOW • CERT: 18 • TO RENT

Hilary Swank (formerly best known as *The Next Karate Kid*) won an Oscar for her portrayal of Brandon Teena, a young woman (real name Teena Brandon) who disguised herself as a man and lived as such until her secret was discovered and she/he was brutally murdered. It's a fascinating true story set in rural middle-America that also features a superb performance from Chloe Sevigny as Brandon's girlfriend Lana, who was unaware until the end that he was actually a she. Desperately tragic and painfully moving. JB



AMERICAN PSYCHO

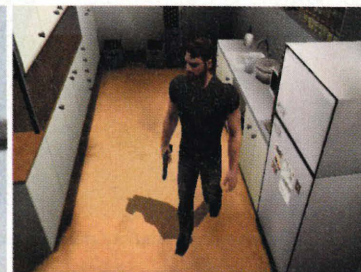
OUT: OCT 9 • CERT: 18 • TO RENT

Bret Easton Ellis's controversial novel about an upwardly-mobile New York serial killer is successfully brought to life. Christian Bale takes the difficult lead role of the details-obsessed yuppie who happens to hack people to death with a chainsaw when his workload gets a bit heavy. It's stomach-churning stuff in places (Hollywood's supply of fake blood must now be seriously diminished), but if you view it as a satire of '80s materialism and heartlessness, it punches the right buttons almost every time. JB

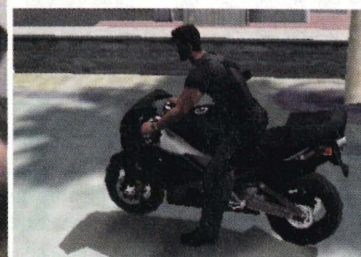
SEGA GIVE US HEAD

Get your motor running, *Headhunter's* on the highway. Looking for adventure? Well it's coming our way

△ Shooting plays a prominent part in the game, but shaving doesn't.



△ Enter buildings and explore the interiors.



△ Use the bike to travel to locations and race.

MORE DETAILS HAVE FINALLY emerged on *Headhunter* – the awesome-looking game which we exclusively revealed in our July issue (ODM #9).

The ambitious title, which is being developed for Sega by Stockholm-based Amuze, combines the action adventure and racing genres, and uses film-like story telling techniques. *Headhunter* is similar in some respects to *Shenmue* (previewed on page 42). Indeed several reports have suggested that it is based on the same graphical engine. This is not the case.

The game is set in a near-future California, where wealthy crime syndicates prosper with the illegal trade of body parts. You'll get to play a (currently unnamed) bounty hunter out to stop the bad guys.

From what we've seen so far, you can expect to visit some stunning Californian locations, with beach front properties and sun-soaked streets providing the backdrops for much of the action.

You will have to search for clues, solve puzzles, use stealth and shoot the baddies. Perhaps more importantly, you'll

also make your way to new locations on a very, very large bike.

While primarily a single player adventure, you'll be able to challenge other players with online motorbike races and battles. Sega also plan on making players use the Internet to locate secret web pages that will allow you to access codes and open new areas in the game.

Sadly, *Headhunter* isn't scheduled for release until the second half of next year. Rest assured, however, that we will be following its progress very closely.

GAMERS TEST THEIR CALIBUR

ODM infiltrates the final regional heat of Gameplay's UK Console Championships

THE REGULAR MEMBERS of ODM were banned from competing in the UK Console Championships, but that didn't stop us from sending a spy to enter the southern England regional heat.

The man for the job? Self-professed *Soul Calibur* expert Chris Edmondson. The mission? To give an insider's perspective of the tournament and to bring us back some prize money.

Chris reports that the

standard was "outstanding" and that watching the best players fight was "awesome."

The event was well-organised, with the format of two warm-up bouts before each tournament fight working extremely well. Mitsurugi and Kilik were the preferred characters, although there were a few incredible Ivy users too.

The final of the heat was between Aamar Rama (who

used Maxi) and Wai Dat Chan (Xianghua). Both players displayed some truly inspired tactics, but Aamar won and picked up his cheque for £250.

The grand final was due to take place at the Live 2000 exhibition on September 22. We'll have a full report next issue. In case you're wondering, Chris reached the quarter-finals, thus failing to win any money. He no longer works for us.



△ Rama: winner of the final qualifier.



△ What secrets will Kirk discover in this log cabin? A razor, perhaps?

THE NEW RESIDENT EVIL?

First look at the new adventure from the creators of *Toy Commander*

NO CLICHÉ, THE FRENCH company behind *Toy Commander* (ODM #1, 8/10), have unveiled a mysterious new game named *Agartha*.

Looking reminiscent of the *Resident Evil* series and the PlayStation game *Silent Hill*, *Agartha* promises more suspense and horror. The game is set in Romania during the winter of 1929. An earthquake has uncovered a subterranean city called Agartha. An evil presence resides in the city, home to the living dead, demons, soldier monks and a character known as

the Sentinel, who is the ultimate personification of evil.

As the hero Kirk, you enter the city and can decide whether to save the innocent people held within, or help the evil creatures escape into the world. The option to wreak havoc or save innocent lives means the game can be replayed a number of times. *Agartha* will also feature mini online adventures that can be played co-operatively or in competition.

Agartha is set for release next year.

include your name, age and full postal address. These details will not be passed to anyone else.

A couple of 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 released on DC abroad, or confirmed as forthcoming Dreamcast releases.

There's no closing date as this is an on-going competition; with the winner drawn from 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 forced to play *Spirit of Speed*. For logistical reasons we can only accept votes by email.

This month's winner is Daniel Iddon from Newquay, Cornwall. His top choice is *Shenmue* followed by *Half-Life*, *Sonic Adventure 2*, *Virtua Tennis* and *Ready 2 Rumble Boxing: Round 2*. Thanks Daniel your VM is in the post. Thanks to everyone else who voted, keep 'em coming!

HAVE YOUR SAY...

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

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

To vote, simply e-mail 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. Your order of preference is important, with different points awarded for each place. Also

YOUR MOST WANTED

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



1 (M) SHENMUE (SEGA)

FIRST	29%
TOP 5	65%
ETA	DEC

In a strange reversal of fortunes, *Shenmue* reigns supreme in the Most Wanted chart this month. Just our little joke; UK gamers will be dancing in the streets when Yu Suzuki's opus arrives. Deservedly so. See the preview on page 42.



2 (2) METROPOLIS STREET RACER (SEGA)

FIRST	11%
TOP 5	43%
ETA	OCT

Say goodbye to *Metropolis Street Racer* (ODM #12, 9/10) from the number two spot, because it's finally getting released! Almost a year later than expected, this gorgeous racer is being let out on to the streets – about time too!



3 (3) HALF-LIFE (HAVAS)

FIRST	3%
TOP 5	37%
ETA	NOV

This monster PC hit looks like creating the same buzz on Dreamcast. Unfortunately the game won't feature online play, but *Half-Life* was always praised for its atmospheric one-player game anyway. Full review next issue.



4 (NE) GRANDIA 2 (UBI SOFT)

FIRST	7%
TOP 5	25%
ETA	2001

The original was a big hit in Japan on the Sega Saturn and the sequel is set to receive more success here. Boasting great visuals and an epic plot, let's hope Ubi Soft try their very hardest to get it out as early as possible next year.



5 (7) SONIC ADVENTURE 2 (SEGA)

FIRST	7%
TOP 5	25%
ETA	2001

Because you demanded it! The few details that we've revealed have whetted your appetites to the extent that you're all agog at the prospect of Sonic Team at their very best. Expect ingenious and almost faultless gameplay.



6 (8) QUAKE III ARENA (SEGA)

FIRST	3%
TOP 5	23%
ETA	NOV

Half-Life may not have online play, but *Quake III Arena* was always designed to be an awesome multiplayer game. Ditto the Dreamcast version. It's on the cover and there's an extended preview starting on page eight.



7 (5) PHANTASY STAR ONLINE (SEGA)

FIRST	3%
TOP 5	24%
ETA	2001

Another major online game, the idea here is co-operation; meet people online and explore a strange, colourful world inhabited by unusual creatures. Thanks to some nifty translation, you can communicate with Japanese players.



8 (5) BLACK & WHITE (SEGA)

FIRST	2%
TOP 5	23%
ETA	2001

The god game with a huge pet creature, determined by how well you treat the island dwellers. Treat them well and the creature reflects their happiness, but treat them badly and the creature will look like pure evil.



9 (RE) JET SET RADIO (SEGA)

FIRST	5%
TOP 5	14%
ETA	NOV

If the national newspapers find out about this game, they'll claim it should be banned. Why? Because you spray graffiti all over a city, with plenty of cops, thugs, and helicopter gunships trying to stop you. Sounds great!



10 (5) F355 CHALLENGE (ACCLAIM)

FIRST	1%
TOP 5	11%
ETA	OCT

The fabulous racer designed by the legendary Yu Suzuki is looking like a real winner on the Dreamcast. It boasts incredible graphics that will have you rubbing your eyes in disbelief. Check out the review on page 60.

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

ERIN BROCKOVICH

OUT: OCT 16 • CERT: 15 • £19.99

This movie has a mini-feature on the real Erin, so we can see whether she's anything like her movie counterpart Julia Roberts (of course she's not). There's also a behind the scenes documentary and 30 minutes of deleted scenes, presumably discarded so we that can spend as much time as possible leisurely focussing on Roberts' short skirts and cleavage-revealing blouses. This is an engaging and gripping drama of one person against the system that proves Roberts is more than just a pretty face. JB



SCREAM 3

OUT: OCT 30 • CERT: 15 • £19.99

The weakest of the comedy-horror series, continuing the story of Sidney (Neve Campbell), Deputy Dewey (David Arquette) and Gale Weathers (Courtney Cox Arquette) while, of course, throwing a whole pile of new ingeniously murdered victims into the mix. Most likely to end up on the slab are the cast of *Stab 3*, the movie series based on the murders that have haunted Sidney's life. There are some nice touches, and a cool cameo from Jay and Silent Bob, but otherwise there's nothing much going on here that we haven't seen before. JB



APOCALYPSE NOW

OUT NOW • CERT: 18 • £19.99

Another chance to watch Francis Ford Coppola's masterful war movie, but now with crystal clear sound that makes you feel those helicopters are going to land in your living room. On DVD, the clarity of Vittorio Storaro's camerawork is near-perfect as Captain Willard (Martin Sheen) journeys through the jungle to assassinate the renegade Colonel Kurtz (Marlon Brando). Harrison Ford, Laurence Fishburne and Dennis Hopper round out the cast. A classic Vietnam movie. JB

ARCADE TEST



△ Amazing. History in the making.

△ Chris has waited years for this day – but still refuses to cry.

FIGHT OF THE CENTURY

The famous Capcom and SNK characters finally get it on, **CHRIS EDMONDSON** can't believe it

IN THE 2D-FIGHTING ARENA there are two old rivals: Capcom and SNK. Over the years both companies have launched enormous fighting game franchises, namely *Street Fighter* (from Capcom) and *The King Of Fighters* (from SNK). Although the Super Nintendo helped *Street Fighter* gain popularity with console owners in the UK, *The King Of Fighters* on the Saturn failed to sell well.

The merging of these two classic series into *Capcom Vs SNK: Millennium Fight 2000* is a real event; imagine if Sega and Nintendo announced a joint *Sonic* and *Mario* game. Better still, it's already on Dreamcast in Japan.

Let's get on to the game. When you first press the Start button, you are asked to choose a 'Groove'. Picking Capcom Groove means that you build your power gauge by attacking your opponent, and this goes up to three levels. Choosing SNK Groove means that you have just one gauge that you have to charge manually, by holding Heavy Punch and Heavy Kick.

After you've chosen your Groove, the Character Select screen appears. Every character in the game is graded on a

Ratio scale from one to three. Ratio one characters are the weakest, while Ratio three characters consist of bosses from various Capcom and SNK games. As the player, you have four points to spend in choosing a team of fighters.

Once you've selected the order that you want your combatants to fight in, it's time to ruck. The graphics are startlingly good – some SNK fans have conceded that the fighters actually look better in this game than in *King Of Fighters*.

On the Capcom side, Ryu and Ken now look older, wiser, and harder. M. Bison has lost weight since *Street Fighter Alpha* and now looks a lot like he originally did in *Street Fighter 2*. Other than these three, however, all of the other Capcom fighters are exactly the same as they were in *Street Fighter Alpha 3*.

Since this is on a Naomi board, all sorts of light trails, flashes and transparencies are on show. The sound is very good, too. The music is a kind of techno-funk, on top of which there are a whole plethora of screams and shouts. The game offers excellent hit effects; when you get kicked in the head, the crunch is wince-inducing.

So here's the final word; it looks great and it plays great – but it's only for fighting game fanatics. If you want a game that will take you literally years to master, or if you want a fine introduction to some of SNK's brilliant characters, seek it out and you will have a lot of fun. Or wait until its arrival in UK homes next year.

The only *Capcom Vs SNK: Millennium Fight 2000* machine in Europe can be found at Casino, next to Goodge Street tube, Tottenham Court Road, London.

CAPCOM VS SNK:
MILLENNIUM FIGHT 2000

DEVELOPER: CAPCOM

FORMAT: NAOMI

COST: 50p

AVAILABILITY: MAJOR ARCADES SOON

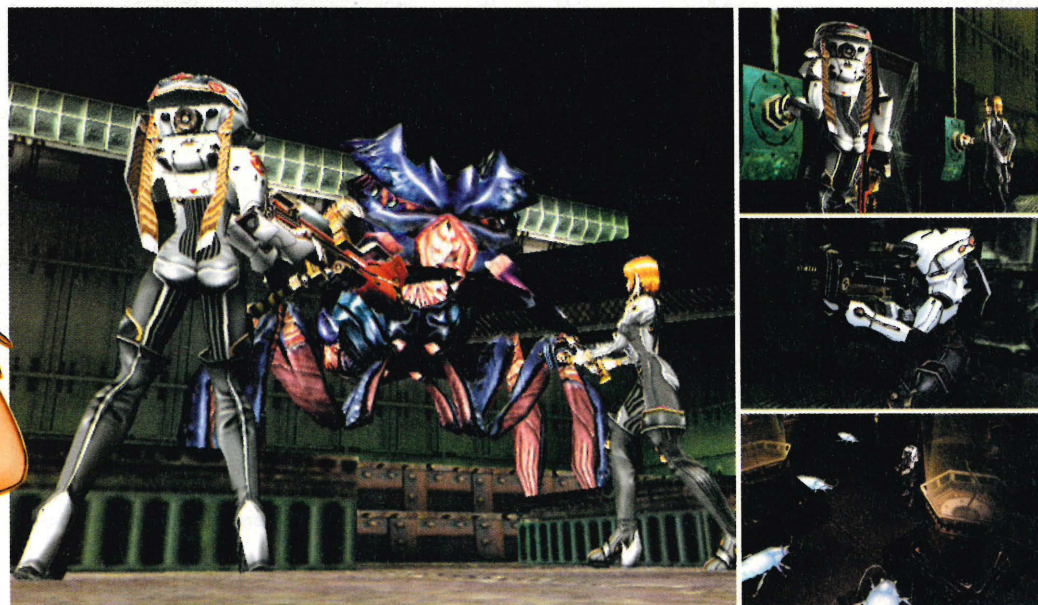
DUE ON DREAMCAST:

OUT NOW (JAPAN), EARLY 2001 (UK)



GUNDAM IT!

Finished *House of the Dead 2*? Here's the first look at a brand new light-gun game from Sega



△ *Gun Valkyrie* boasts gorgeous graphics and ugly creatures.

△ Are we excited yet?

LOOKING FOR ANOTHER game that uses the Dreamcast light-gun? Well, here's some good news – there's one coming from Sega subsidiary Smilebit of *Jet Set Radio* fame.

The name, *Gun Valkyrie*, is still a working title but a number of facts

have been confirmed. It is set in an alternate 1890, where space exploration has already taken place. You'll play a mercenary space soldier, protected by a Power Suit that incorporates a boost system to improve your movement and allow you to defy gravity *Matrix*-

style. It will support the simultaneous use of a DC pad and light-gun.

Gun Valkyrie will feature multiplayer and online options, including co-operative modes. It's due for release on DC next year. Watch out for more details in future issues of *ODM*.

THE TOYS ARE BACK IN TOWN

The cars of *Toy Commander* set for return next year in brand new online racing game

FRENCH DEVELOPERS NO CLICHÉ are working on a spin-off of *Toy Commander* (ODM #1, 8/10), but instead of facing more tough missions in the new game, you'll get to race around the different rooms of Guthy's house.

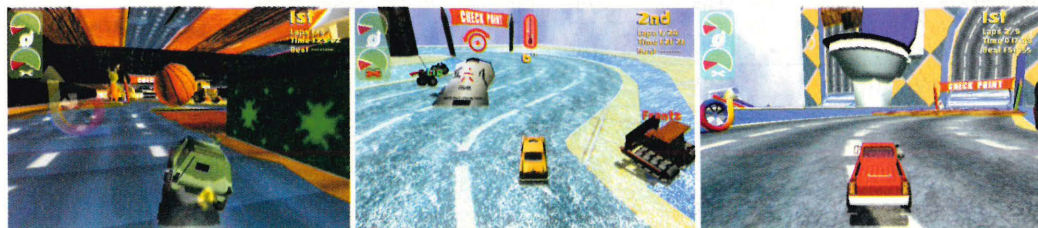
All the ground vehicles seen in *Toy Commander* are to be included in the new game, along with some surprises.

Toy Racer will have multiplayer modes that can support

four players via a split-screen or by playing online.

"No Cliché have managed to combine the innovative brilliance of *Toy Commander* with the ability to race online, without losing a drop of manic racing action," said a spokesman for Sega Europe.

The game is scheduled for release via Sega Europe this winter. We hope to bring you a full preview soon.



△ *Toy Racer* online promises to be fast and frantic, and includes a race around a giant toilet. Brilliant!

GAMES NEWS



WHAT £299 CONSOLE?

Gem, the distributors of Dreamcast in the UK, have put together a special bundle featuring the console and a separate DVD movie player. HMV, Virgin, Amazon and several independent stores have all expressed interest in stocking the £299 package that includes a Dreamcast and a standalone Encore multi-region DVD player.

GRAND PRIX 3 FOR DC

After many months of rumours, Hasbro have confirmed to us that the PC hit *Grand Prix 3* is heading to Dreamcast. The company fuelled further speculation at their ECTS stand, where posters for the PC game featured a Dreamcast logo. The only detail holding up the conversion to the console is decision to include 1999 drivers stats or to wait and include new 2000 season data. We'll have more news on *Grand Prix 3* in the next issue of *ODM*, on sale Thursday 2 November.

SHENMUE HIT HARD

Keiji Okayasu, the director of *Shenmue*, has left AM2 and Sega to work on his own projects. He left the company on September 10, following the departure of Noriko Ishimoto, producer of *Rent-a-Hero*, earlier in the month. Sega have stated that the development of *Shenmue 2*, scheduled for release early next year in Japan, will not be affected by the departures.



HOOPZ DREAMZ

Midway have announced a brand new basketball game for both arcade and Dreamcast called *NBA Hoopz*. The game is the sequel to *NBA Showtime* (ODM #2, 6/10) and is said to boast fast and furious play that is similar to the *NBA Jam* and *NFL Blitz* series. *NBA Hoopz* is scheduled for release sometime next year.

ANOTHER GUN GAME!

Following rumours in *ODM* #10, Hitmaker have confirmed that they have a new light-gun game in development called *Confidential Missions*. The game mixes the action of the *Virtua Cop* series with the espionage antics of a James Bond-style character. *Confidential Missions* is due to be released in arcades from November and to arrive on Dreamcast in 2001.

PUCK IT AND SEE

Sega of America have scrapped plans for an immediate successor to *NHL 2K* (ODM #9, 7/10), despite recently releasing two other sports updates (*NFL 2K1* and the imminent *NBA 2K1*) in the United States. Instead they plan on releasing an improved *NHL* game at a later date, stating they require more time on the ice hockey sequel to include online play. If you bought *NHL 2K* and want more, look out for *NHL 2K2* sometime next year.

RELEASE DATES OCTOBER/NOVEMBER 2000

Here's a list of all the games coming out in the next two months, compiled with the help of HMV, Sega Europe and the game publishers themselves. Note that all of these are subject to change.



△ MSR – the wait is over, finally!

OCTOBER 6

Bangai-O (Virgin)
Railroad Tycoon II (Take 2)
Space Channel 5 (Sega)

OCTOBER 13

Time Stalkers (Sega)
Ultimate Fighting Championship (Crave)

OCTOBER 20

Gunbird 2 (Virgin)
Metropolis Street Racer (Sega)
Street Fighter III: 3rd Strike (Virgin)
Tokyo Highway Battle 2 (Crave)

OCTOBER 27

F355 Challenge (Acclaim)
Le Mans 24 Hours (Infogrames)
Sega Extreme Sports (Sega)

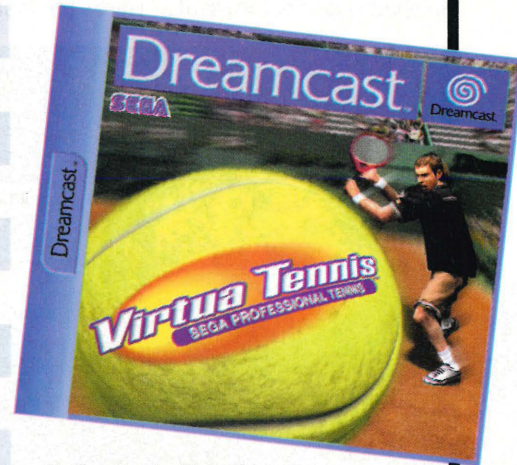
NOVEMBER

Arcatera (Ubi Soft)
Army Men: Sarge's Heroes (Midway)
Chicken Run (Eidos)
Dave Mirra Freestyle BMX (Acclaim)
Disney's Dinosaur (Ubi Soft)
ECW Anarchy Rulz (Acclaim)
European Super League (Virgin)
F1 Racing Championship (Ubi Soft)
Heroes of Might & Magic III (Ubi Soft)
Jet Set Radio (Sega)
Kiss Psycho Circus (Take 2)
Loony Toon's Space Race (Infogrames)
Matt Hoffman's Pro BMX (Activision)
Pod 2 (Ubi Soft)
Ready 2 Rumble Boxing: Round 2 (Midway)
Silent Scope (Konami)
Sno-Cross Championship Racing (Crave)
Super Runabout (Virgin)
Tomb Raider Chronicles (Eidos)
Tony Hawk's Skateboarding 2 (Activision)
Vanishing Point (Acclaim)

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	(-)	VIRTUA TENNIS	SEGA	9/10	12
2	(-)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
3	(-)	SYDNEY 2000	EIDOS	7/10	11
4	(2)	UEFA STRIKER	INFOGRAMES	8/10	1
5	(6)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
6	(1)	DEAD OR ALIVE 2	ACCLAIM	8/10	11
7	(-)	VIRTUA ATHLETE 2K	SEGA	4/10	12
8	(RE)	RESIDENT EVIL 2	VIRGIN	7/10	4
9	(RE)	WWF ATTITUDE	ACCLAIM	3/10	2
10	(4)	GRAND THEFT AUTO 2	TAKE 2	7/10	8

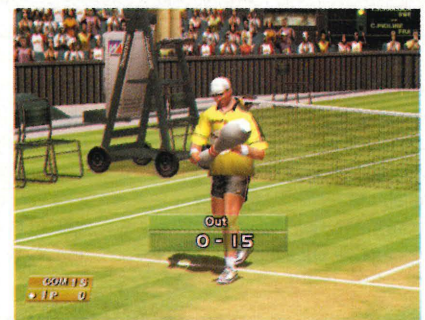


△ Virtua Tennis – We love it! You love it! We're all loved up!

THE ChartTrack TOP TWENTY

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(4)	VIRTUA TENNIS	SEGA	9/10	12
2	(-)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
3	(1)	SYDNEY 2000	EIDOS	7/10	11
4	(3)	DEAD OR ALIVE 2	ACCLAIM	8/10	11
5	(6)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
6	(7)	SEGA BASS FISHING	SEGA	7/10	1
7	(8)	CRAZY TAXI	SEGA	9/10	5
8	(5)	TONY HAWK'S SKATEBOARDING	CRABE	8/10	10
9	(18)	TOMB RAIDER: THE LAST REVELATION	EIDOS	7/10	6
10	(10)	RAYMAN 2: THE GREAT ESCAPE	UBI SOFT	8/10	6
11	(9)	GRAND THEFT AUTO 2	TAKE 2	7/10	8
12	(12)	WWF ATTITUDE	ACCLAIM	3/10	1
13	(13)	UEFA STRIKER	INFOGRAMES	8/10	1
14	(19)	RESIDENT EVIL 2	VIRGIN	7/10	4
15	(2)	VIRTUA ATHLETE 2K	SEGA	4/10	12
16	(16)	WACKY RACES	INFOGRAMES	7/10	9
17	(17)	ECCO THE DOLPHIN: DOTF	SEGA	9/10	9
18	(20)	V-RALLY 2: EXPERT EDITION	INFOGRAMES	7/10	7
19	(15)	MARVEL VS CAPCOM 2	VIRGIN	7/10	10
20	(RE)	SOUL CALIBUR	SEGA	10/10	4

UK sales for week ending 9th September 2000. Compiled by ChartTrack © ELSPA 2000



△ Virtua Tennis: Not just number one in the DC charts, but in the All Formats chart too. Cool!

CHART ANALYSIS

SOMETIMES A GAME appears that dominates your life. One such game is *Soul Calibur*. Another is *Virtua Tennis*. From the moment you pick up the pad and make your first serve, the game just oozes the good stuff. No other game in the chart deserves the top spot more than *Virtua Tennis*, which is why we're pleased that it's done so well.

Hidden & Dangerous is also giving a good account of itself, as is *Sydney 2000*. The ever-popular *Code: Veronica* makes its regular appearance in the middle of the table as well.

And what's that creeping in at the bottom of the Chart Track chart? It's the old and yet excellent *Soul Calibur*. But surely you've all bought this by now?

THE PLAYLIST

OUR FAVOURITE GAMES



YOU CAN SAVE £5 OFF A GAME AT HMV WITH ODM. BUT WHAT SHOULD YOU BUY? WARREN CHRISTMAS PICKS HIS FAVOURITES FROM PREVIOUS ISSUES



1 VIRTUA TENNIS

SEGA • ODM #12, 9/10

Gorgeous visuals and an easy-to-grasp control system give *Virtua Tennis* instant appeal. The real beauty, though, is the fact that behind the glossy exterior lies a game of genuine skill that truly sorts out the Navratilovas from the boys. When we look back at the summer of 2000, this is the game that the ODM team will remember. You simply *have* to own it.



2 METROPOLIS STREET RACER

SEGA • ODM #12, 9/10

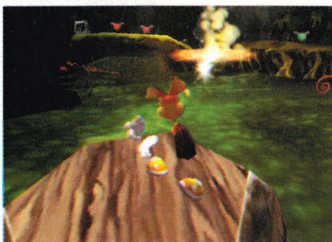
Another stunning-looking game with a huge amount of instant appeal, especially for anyone who knows London or the other featured cities well. If you read last month's review and played the demo, you should already appreciate that *MSR* rewards good driving (in more ways than one), so be prepared to put some effort into it. Buy it... and then take a week off to play it.



3 RESIDENT EVIL CODE: VERONICA

EIDOS • ODM #8, 9/10

Months after release I still find myself demoing *Code: Veronica's* intro sequence to friends. Of course, the actual game's not bad either! It's easily the best and most involving action-adventure on Dreamcast, so if you haven't already got it, you'd better have a good excuse. Winter's coming and the nights are getting longer, so perhaps now is the time, eh?



4 RAYMAN 2

UBI SOFT • ODM #6, 8/10

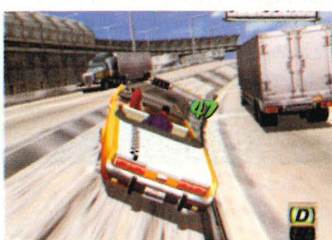
I played *Rayman 2* while it was still in production and ended-up completing the levels in an entirely random order – hardly the best way to appreciate it. I'm definitely going to play the game from start to finish one day though. It's fun to play, gorgeous to look at and packed full of ideas. Well, packed full of the best bits from other platform games, actually. No bad thing, though.



5 NHL 2K

SEGA • ODM #9, 7/10

Not an obvious choice, I know, but I rediscovered *NHL 2K* the other night. Behind the swish visuals the gameplay is fundamentally the same as Electronic Arts' seminal Mega Drive game *NHL Hockey* – one of my all-time favourites. Learn to score properly (i.e. don't keep trying no-hope slapshots from 25 yards out) and it's great fun. *NBA 2K* is fantastic too, of course.



6 CRAZY TAXI

SEGA • ODM #5, 9/10

Yes, yes, I know, a much more predictable choice than above, but when it comes to compiling the list of recommended Dreamcast games, it's simply impossible to leave this baby out. Admittedly it is not the kind of game that I would personally sit down and play for hours and hours at a time, but for quick thrills and laughs, this game remains unsurpassed. *Crazy Taxi* is Dreamcast.

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

Win a gamut of gaming goodness for the price of a postage stamp!

FREE THINGS ARE MOSTLY GOOD. This is because we are lazy creatures, and the idea that we get something for nothing is pretty fantastic.

So imagine that you were casually walking down the street and someone handed you a top Dreamcast title and said "Take this, it's free." Wouldn't that be great? You'd no doubt rush home to tell all your friends about how lucky you are.

Now imagine that this happened ten times in a row on the same street. And think of the games as being some of the very best titles that you can get on Dreamcast, games like *Virtua Tennis* and

Resident Evil Code: Veronica and *Dead Or Alive 2*. It would be incredible.

Well, that's the sort of thing we're offering with the help of HMV, but actually it's not quite the same as walking down a street waiting for generous people – in fact it's much, much easier. All you have to do is answer the very simple question below, fill in the little form, and post it to the address shown. If your entry gets picked out of the hat then soon you'll be hearing the reassuring thud of a bagful of free Dreamcast titles arriving through your letterbox. So get to it!

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 (November), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN. The closing date for entries is Thursday 2 November 2000.

QUESTION: WHO WON THE MEN'S SINGLES AT WIMBLEDON 2000?

- A) PETE SAMPRAS
B) ANDRE AGASSI
C) PETER ANDRE

ANSWER (circle one):

A B C

NAME:

AGE:

ADDRESS:

POSTCODE:

DAYTIME PHONE NUMBER:

EMAIL ADDRESS:

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

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

£5 OFF ANY DREAMCAST GAME*

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

Terms and Conditions:

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

* Applies to full-price software only



SHOOT THIS!
TOY GUNS



SPUDINATOR

MOOSE • £6.99

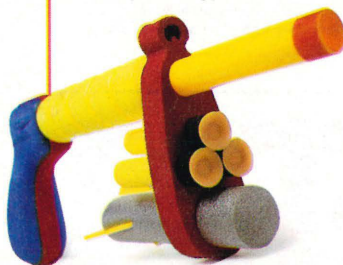
Back in t'good old days, spud guns were powered by small explosive charges and delivered many a painful hit to the family pet or younger siblings. In these peace-loving times, however, the spud gun has become gentrified. But that doesn't mean an end to the fun, and ammo is cheap and readily available. Far more satisfying than a water pistol. *DT*



SUPER SOAKER XP 15

LARAMI • £6.99

Super Soakers are famed for having a water capacity and firing range capable of shaming the average fire engine, but this one is much more discreet in size and ideal for concealed carrying. It works on the same principle, but the limited water capacity means hit and run tactics are the order of the day if you are to escape a soaking yourself. *DT*



POP SHOTZ

OZWEST • £5.99

Constructed from foam to avoid detection in airport metal detectors, the Pop Shotz looks the least harmful and benign shooter on the test, but is actually really good fun. The bigger dart is by far the best and the range is dependent on how hard you can squeeze the handle; but with practice, power and accuracy are literally within your grasp. *DT*

INSPECT-A-GADGET

Virtual reality goggles, a beanbag moulded to your butt, and the opportunity to butcher your very own alien are among this month's technological trailblazers



MARTIANS BRAINZ

If you enjoyed frying ants under a magnifying glass or pulling the legs off spiders in your more sadistic childhood moments, then this gruesome little toy will be right up your street. One of a collection of colourful little critters, this harmless-looking fella and his martian mates have apparently landed on earth and are busy doing martian stuff before returning to the red planet. Your mission is to catch him and then remove his brain from his goo-filled head for 'scientific examination.' Don't worry though kids, apparently martians are perfectly content to have you poking about in their heads and pulling out vital organs, and it doesn't do them any harm at all. Just don't try it on your kid sister, y'hear?

Price: £2.99 Contact: Halsall Toys Tel: 01253 775533 Web: www.time4toys.com



MATSUCUM ONHANDPC

For the hardcore gadget freak comes this wrist-mounted PDA (Personal Digital Assistant) that will have users of those nifty Palm organisers frothing with envy. Although predominantly a convenient means of carrying round addresses, phone numbers and memos, the Onhandpc is actually a fully fledged computer in miniature form. You can plug it into your PC's serial port to enable you to organise your life in conjunction with email and diary programs, such as Microsoft Outlook. It may be chunky, but it's most definitely funky.

Price: £200 Contact: Sanderstead Senses
Tel: 020 8657 1172 Web: www.onhandpc.com



SLIC PEARL HANDS FREE KIT

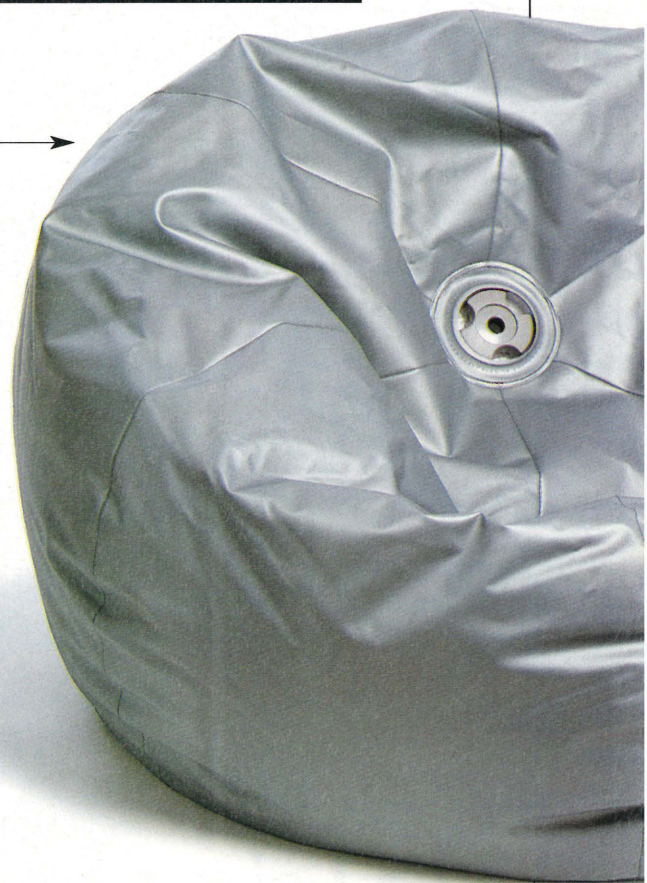
If you're a mobile user worried about frying your brain with those radioactive rays, you might be interested in this little gadget. Seemingly based on those annoying extending leads that people with small yappy dogs tend to favour, the Slc does away with tangles of cable by winding itself back into the casing when you've finished your call. It's available in a variety of colours from the tasteful to the taste-free, and comes with adaptors to fit almost any phone. For owners of Nokia 3210s there is also a replacement battery cover so the unit becomes built in to the phone.

Price: £19.99 **Contact:** Carphone Warehouse **Tel:** 020 8896 5000 **Web:** www.carphonewarehouse.com

MI CHAIR

If you have trouble getting comfy on conventional chairs, the answer is to make your own. With the aid of a vacuum cleaner and a Mi Chair, you can do exactly that. Basically an airtight beanbag in a retro futuristic silver PVC casing; you sit on it, find the position that suits your shape and mood, and attach your Hoover to the valve. By sucking the air out, the chair then retains the shape you created. That is, until you get bored and create another, or someone drops a fag on it and punctures it (don't worry – there's a repair kit included!) Ideal for those extended gaming sessions, or people with odd-shaped rears.

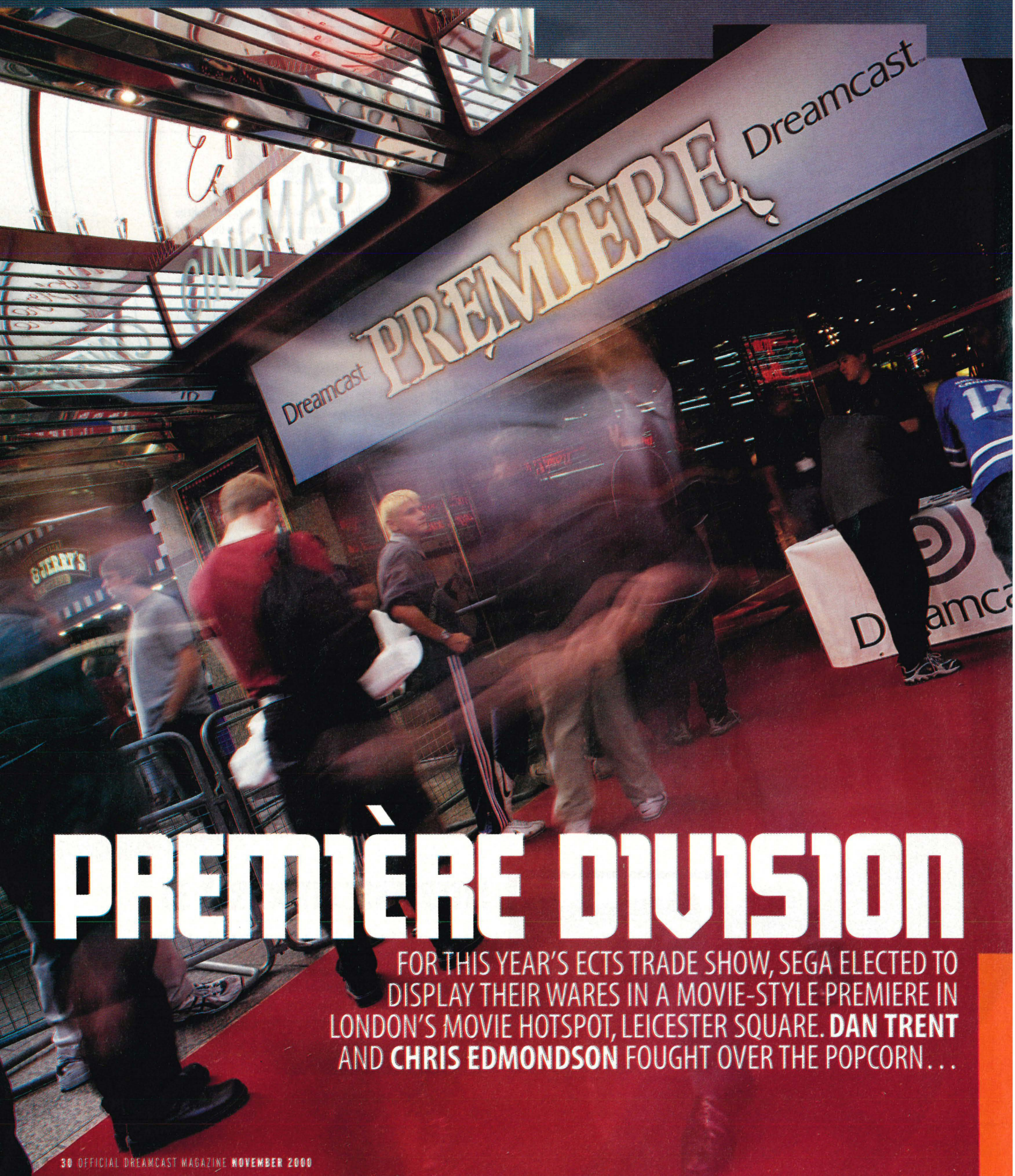
Price: £85.00 **Contact:** Boysstuff
Tel: 01902 861818 **Web:** www.boysstuff.co.uk



INTERSENSE INTER TRAX 30

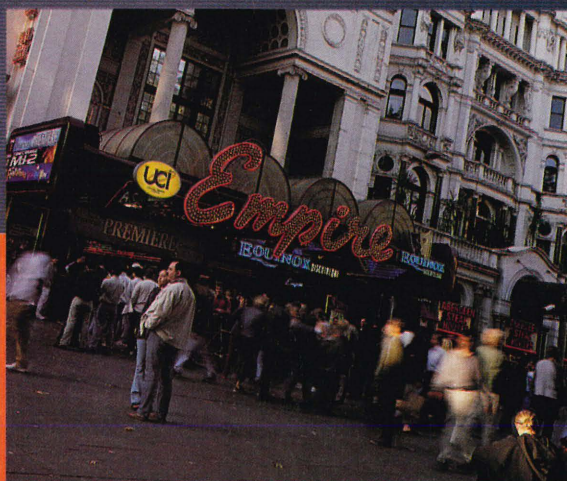
Bundled together with the I-Glasses we featured back in ODM #1, comes this nifty little box of tricks for making those gaming sessions that little bit more involving. Put simply, the Intersense box transforms the I-Glasses into fully-fledged virtual reality goggles for use with first person PC shooters like *Half-Life* and *Quake*. The box replicates the movement of the mouse by sensing where you are moving your head, and alters the view accordingly to make for a unique, if slightly queasy, gaming experience. Don't ask why...

Price: £999 (goggles and Intersense Inter Trax 30)
Contact: Z-Net **Tel:** 01425 629888 **Web:** www.vrheadsets.co.uk

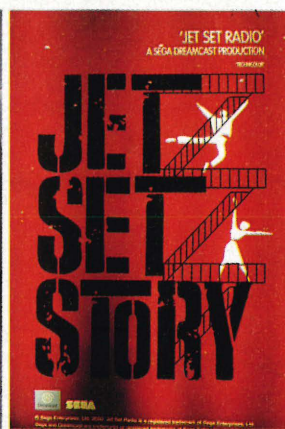


PREMIERE DIVISION

FOR THIS YEAR'S ECTS TRADE SHOW, SEGA ELECTED TO DISPLAY THEIR WARES IN A MOVIE-STYLE PREMIERE IN LONDON'S MOVIE HOTSPOT, LEICESTER SQUARE. **DAN TRENT** AND **CHRIS EDMONDSON** FOUGHT OVER THE POPCORN...



△ The queues build up outside The Empire, while inside Sonic gets ready to rumble for the fans.



△ Dubious displays and some very cool posters were all part of the fun.

THE ECTS GAMES SHOW is traditionally an industry-only affair, but with such an amazing line-up of games on its way, Sega decided that the public should be in on the show. With that in mind, the Empire cinema in Leicester Square was booked and the event opened to all. Remarkably, Sega managed to spring surprises on gamers and industry types alike, with some amazing announcements (see news for all the info), and the party atmosphere was boosted with a parade of characters from Dreamcast games and free popcorn and bottles of Coke for all.

Nice touches included the mocked-up film posters that mimicked famous movie imagery to show off the new games, with a whole set up for grabs in a raffle. The posters included an *Enter The Dragon*-style *Shenmue* poster and a *Mad Max* homage to promote *Quake III Arena*, and there were plenty of pods for people to try the games out for real if you



JF, 28, FRENCH WEB DESIGNER

HOW LONG HAVE YOU HAD YOUR DC?

A year.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Virtua Tennis.

WHAT WAS THE BIGGEST SURPRISE?

Daytona, I didn't know it was being developed.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Shenmue.



DOUGLAS, 27, WORKS ON FRENCH DC MAG

HOW LONG HAVE YOU HAD YOUR DC?

Over a year.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Virtua Tennis.

WHAT WAS THE BIGGEST SURPRISE?

Gun Valkyrie.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Phantasy Star Online, I can't wait for this game!



ARNO, 22, WRITER ON FRENCH DC MAG

HOW LONG HAVE YOU HAD YOUR DC?

From the start!

WHAT'S YOUR FAVOURITE EXISTING GAME?

Jet Set Radio.

WHAT WAS THE BIGGEST SURPRISE?

Daytona USA.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Shenmue.



NELLY, 23, MODEL AGENT

HOW LONG HAVE YOU HAD YOUR DC?

Six months.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Er, let me think... *Space Channel 5*!

WHAT WAS THE BIGGEST SURPRISE?

The graphics in *Virtua Tennis*!

WHAT ARE YOU MOST LOOKING FORWARD TO?

Playing online.



IVAN, 22, DEVELOPER

HOW LONG HAVE YOU HAD YOUR DC?

Six months.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Jet Set Radio.

WHAT WAS THE BIGGEST SURPRISE?

Virtua Tennis.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Virtua Tennis.



STEFFAN, 28, DEVELOPER

HOW LONG HAVE YOU HAD YOUR DC?

Four months.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Capcom Vs SNK. [Er, due soon - Ed]

WHAT WAS THE BIGGEST SURPRISE?

The multiplayer possibilities.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Black & White.



PHILLIPE, 28, DEVELOPER

HOW LONG HAVE YOU HAD YOUR DC?

Three months.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Soul Calibur.

WHAT WAS THE BIGGEST SURPRISE?

Phantasy Star Online.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Black & White.



DRAGON, 27, GAME SHOP OWNER

HOW LONG HAVE YOU HAD YOUR DC?

Since the Japanese launch.

WHAT'S YOUR FAVOURITE EXISTING GAME?

F355 Challenge.

WHAT WAS THE BIGGEST SURPRISE?

Daytona USA.

WHAT ARE YOU MOST LOOKING FORWARD TO?

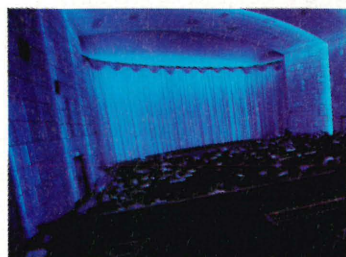
Definitely *Daytona USA*...



△ One lucky punter walked away with a whole set of the exclusive posters.



△ The rush to get in claims another victim.



△ The expectant, popcorn-munching crowd. △ Ooh la la, it's Ulala. Has her wig slipped?



► were prepared to join the queues. ODM's attempts to interview those present were repeatedly sabotaged by Ulala from *Space Channel 5* who was conducting interviews of her own and, inexplicably, having far more luck getting people to talk to her than we were. Things were set to get even better though, and when three dancers in Ulala costumes strutted their stuff in the foyer in an impromptu floor show, the crush of people wanting a closer look threatened to end in chaos. We escaped intact though, and made it into the auditorium to catch the main event...

The presentation itself went down well with all who attended, with *Metropolis Street Racer*, *Shenmue*, *Samba De Amigo*, *Quake III Arena* and, of course, *Daytona USA*, receiving loud cheers from the assembled throng. Sega know they're on to a winner with the line-up they've assembled, and the confidence was apparent in those who were there... so we thought we'd find out exactly what was causing the biggest buzz. 🎮



IKE, AGE UNDISCLOSED (WE DIDN'T ASK AGAIN...)

HOW LONG HAVE YOU HAD YOUR DC?

From the dawn of time.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Ready 2 Rumble Boxing.

WHAT WAS THE BIGGEST SURPRISE?

That I haven't knocked you out yet.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Stand still...



KOUJI, EDITOR OF FANITSU DC

HOW LONG HAVE YOU HAD YOUR DC?

Since 1998.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Crazy Taxi and *Tokyo Bus Driver* - I love it!

WHAT WAS THE BIGGEST SURPRISE?

Phantasy Star Online.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Metropolis Street Racer. And *Ecco The Dolphin*.



PATRIZIA, 26, MARKETING

HOW LONG HAVE YOU HAD YOUR DC?

Ages!

WHAT'S YOUR FAVOURITE EXISTING GAME?

Space Channel 5.

WHAT WAS THE BIGGEST SURPRISE?

Jet Set Radio... it looked great.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Space Channel 5. I've been playing the demo.



SHIRAZ, 26, WORKS FOR TINSEL TOWN ONLINE

HOW LONG HAVE YOU HAD YOUR DC?

Over a year.

WHAT'S YOUR FAVOURITE EXISTING GAME?

F355 will be my favourite.

WHAT WAS THE BIGGEST SURPRISE?

18 Wheeler.

WHAT ARE YOU MOST LOOKING FORWARD TO?

18 Wheeler! I played it in LA and it was wicked.



SANJI, 29, WORKS FOR TINSEL TOWN ONLINE

HOW LONG HAVE YOU HAD YOUR DC?

From the beginning.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Sonic Adventure.

WHAT WAS THE BIGGEST SURPRISE?

Daytona.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Metropolis Street Racer. It looks awesome.



TONY, 30, IT DIRECTOR

HOW LONG HAVE YOU HAD YOUR DC?

Ages!

WHAT'S YOUR FAVOURITE EXISTING GAME?

Soul Calibur, I like the realism.

WHAT WAS THE BIGGEST SURPRISE?

Quake III and the driving games looked good.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Playing *Quake III Arena* against PC gamers. Internet gaming is the way forward.



DOUG, 23, WORKS FOR FHM

HOW LONG HAVE YOU HAD YOUR DC?

Four months.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Er, um, I like *Virtua Tennis*.

WHAT WAS THE BIGGEST SURPRISE?

I was impressed by *Jet Set Radio*.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Jet Set Radio...



CHRIS, 21, LAB TECHNICIAN

HOW LONG HAVE YOU HAD YOUR DC?

I got an import machine back in '98.

WHAT'S YOUR FAVOURITE EXISTING GAME?

Seaman.

WHAT WAS THE BIGGEST SURPRISE?

Daytona USA.

WHAT ARE YOU MOST LOOKING FORWARD TO?

Probably *Daytona*.

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS...



AND REACH FOR YOUR LIGHTSABER.



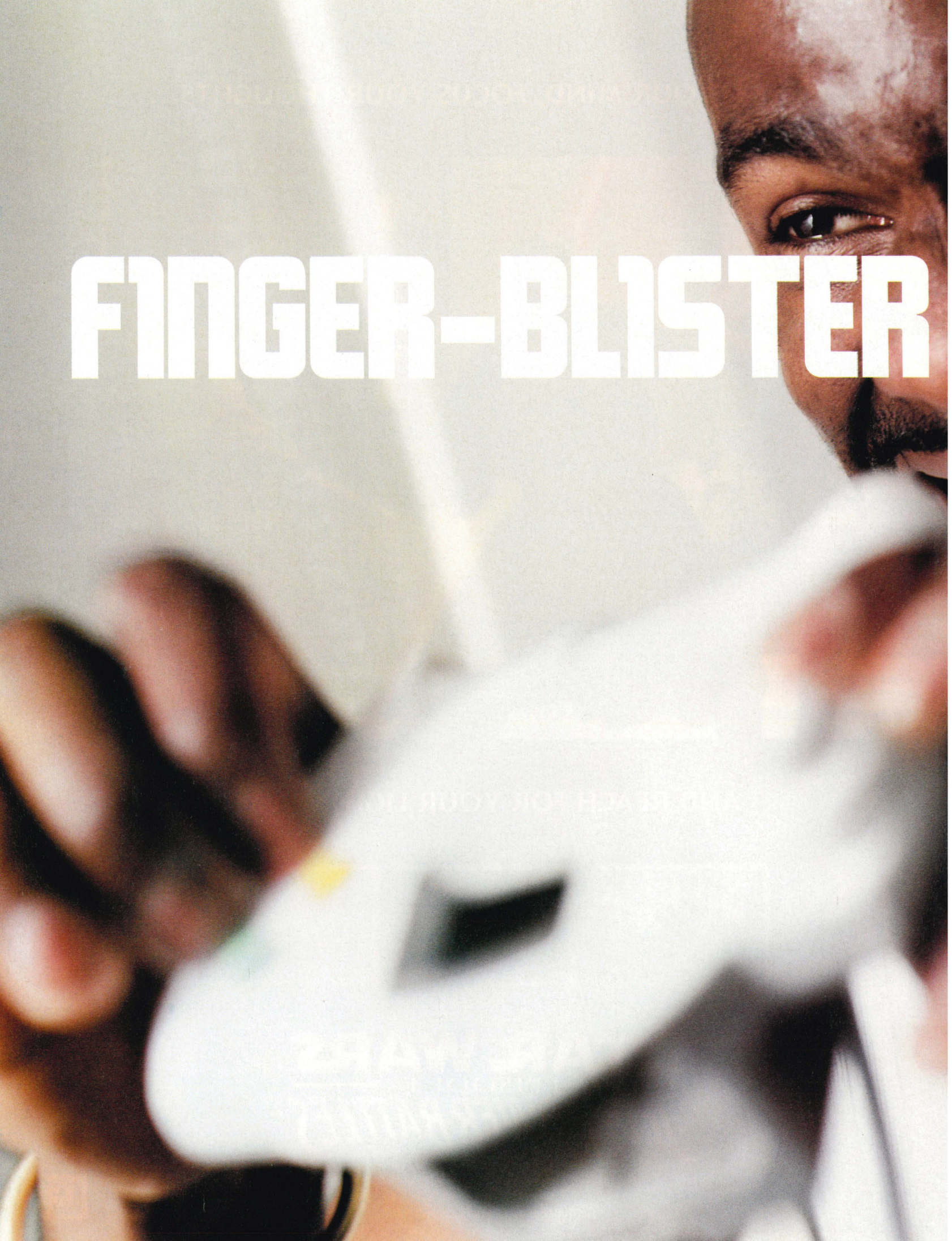
STAR WARSTM

EPISODE I

JEDI POWER BATTLESTM

jedipowerbattles.lucasarts.com
starwars.com
starwarskids.com





FINGER-BLISTER



ING PACE

FORMER OLYMPIC ATHLETE DEREK REDMOND TRIES HIS HAND ON THE VIRTUAL TRACK AND BEATS THE WORLD RECORD! **DAN TRENT** HOLDS THE STOPWATCH



BLISTERED FINGERS ARE BACK! The Olympics have initiated an unprecedented run of button-bashing athletics games over the last couple of months and our fingers here at the *ODM* office have been suffering from the strain! What with *Sydney 2000* (*ODM* #11, 7/10), *Virtua Athlete* (*ODM* #12, 4/10) and the long-awaited revival of *International Track and Field* (reviewed this issue on page 66), we thought it was time to call in an expert.

Derek Redmond certainly qualifies. As part of the medal-winning team of Roger Black, Kris Akabussi and John Regis, he took gold in the World Championships 4x400m relay. He also took part in the 1988 and 1992 Olympics in Seoul and Barcelona respectively. First-hand experience like this made him the ideal man for the job...

While the *ODM* team is not noted for its athleticism, we were surprised to hear that the Olympic village is far from the hive of punishing training we'd assumed. In fact, it's something of a gamer's paradise. As Derek told us, "You need to be able to relax, because at that stage your training is done. You spend a lot of time just chilling with the other athletes. When I was in Barcelona in 1992, there was a whole room full

"THESE GAMES GIVE YOU A BETTER IDEA OF THE SPORT"

of Nintendo machines, and at the World Championships all the athletes had Game Boys and had a huge tennis tournament. It's not often that you're free to just play games!" Derek still has a lot of time for games. "I used to have a Mega Drive, and while I wouldn't advocate sitting in front of the telly all day, they can be quite educational. If my little boy were to play these games he would get a much better idea of the sport."

So how did he do? Well, his first attempt at the 100m in *International Track & Field* wasn't too impressive at 11.76 seconds. "I could do better than that now!" joked an indignant Redmond, "I'll have to change my technique." And change he did, charging to a record-breaking 9.46 seconds, leaving *ODM* puffing and panting for silver.

On to *Sydney 2000*, and the man was on a roll – an astounding 9.12 seconds. The opinion? "I'm sweating! It's not like the old ones where you could get a bottle and get 7 second 100m times, but it's great. I love the detail; the way they stretch and psyche themselves up at the start." An hour, much shouting, and aching fingers later and the opinion hadn't altered. "Good fun, definitely. You can have a laugh on this. Now if anyone asks me what my personal best is, I can tell them it's 9.12!" ☺

PHOTOGRAPHY: DAN TRENT

BISH! BASH! BOSS!

SEGA EUROPE'S KAZUTOSHI MIYAKE
IS A FORMER KARATE CHAMPION.
DAN TRENT MEETS HIM AND
MINDS HIS P'S AND Q'S...



"HE'S GOT THIS DUMMY thing in his office that he hits if he gets annoyed," says Sega's Jim Pride as we arrive – late – for our interview with Sega Europe's Chief Operating Officer.

This is not a good start, but any fears that we are in for a first-hand demonstration of his skills are quickly allayed as Miyake welcomes us into his plush office in the hub of the Sega Europe's HQ. Business cards exchanged, as per Japanese custom, we sit down and he explains his reputation as a hard-man is undeserved. Mostly.

"I started Karate when I was about 13 and took part in competitions to the stage where I was second in Japan," he tells us. "I stopped doing it about 15 years ago, but I still like to punch the training dummy if I get stressed in meetings. I call him PS2!"

"When I go back to see Yu Suzuki I tell him that if I were 20 years younger I would be a great model for *Virtua Fighter*!" he jokes.

Describing his role as "overseeing everything apart from marketing," Miyake's main role is liaising between Sega's Japanese head office and the European base. He is clearly proud of Dreamcast's achievements in the first year.

"The most remarkable thing is the online gaming," he says. "As a pioneer we have no map or guideline, but the reaction to *ChuChu Rocket!* has been fantastic and now we are ready to launch *Quake III Arena*." Miyake is clearly overjoyed that *Virtua Tennis* has gone down well with Dreamcast owners. "We have perhaps a one tenth market share but *Virtua Tennis* is selling more games than any other platform and we are very pleased that people are enjoying this game."

A sign of good times ahead? "Christmas 2000 is very important and I think we have the best line-up of games we have ever had," he says. "I am very excited about the coming year!" We're not going to argue. ☺

"I PUNCH THE
TRAINING DUMMY
WHEN I GET STRESSED.
I CALL HIM PS2!"

seriously addictive...



WHO WANTS TO BE A MILLIONAIRE

Containing all the elements of the record breaking TV show along with a database of 10,000 questions, up to four players at a time can take it in turns to try and answer the 15 questions that stand between them and a virtual one million pounds. Of course, should you get stuck Chris Tarrant is always on hand to offer you your three lifelines as well as checking that it is your final answer.

OUT NOW



WWF ROYAL RUMBLE

Developed exclusively for Dreamcast and the arcade, *Royal Rumble* features all the top WWF characters performing to official WWF themes. This is also the first WWF title to feature up to nine wrestlers in the ring at any one time as well as a unique computer partner facility allowing team attacks.

"Finally someone has released a decent WWF wrestling game for the Dreamcast. A true classic in every sense of the word." - 91% Dreamcast Magazine

OUT NOW



MSR - METROPOLIS STREET RACER

Stunningly realistic graphics and perfectly mapped out cities as well as stunning gameplay all come together to create a racing game like no other. It's not a case of racing as fast as you can - you must drive quickly, accurately and stylishly in order to unlock different areas of each city to explore.

"Spectacular looks and sounds, an ingeniously original design, more than 250 genuinely thrilling circuits, obsessive attention to detail and lastability that's practically off the scale, how can you even think about not buying MSR?"

Answer: You can't so don't!" - 9/10 Official Dreamcast

RELEASED 20TH OCTOBER



RAILROAD TYCOON II

Following on from the massive PC hit you once again take on the role of company director and manage a railroad construction firm that allows transportation of people and cargo from A to B. Invest your profits wisely in local businesses and you may be able to keep up with advancing technology and purchase bigger faster trains. Play online against three other railroad barons to see who can achieve the highest profits and send their competitors to bankruptcy.

"Super-cool graphics. Awesome gameplay." Official Dreamcast Magazine

RELEASED 6TH OCTOBER

*Subject to availability at participating stores. Excludes R.O.I.

buy online at
www.hmv.co.uk

topdogfor games

buy now from over 100 stores nationwide or 0870 5 33 45 78

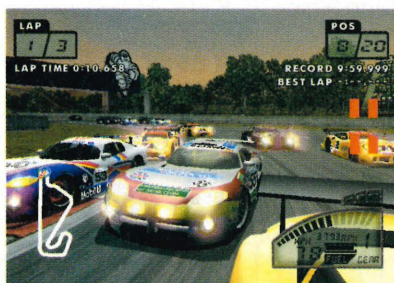


LE MANS 24 HOURS

Got some free time on your hands? 24 hours of free time to be exact? **DAN TRENT** prepares for



△ Close racing is all part of the package and the opponents won't willingly budge an inch.



△ Rush hour traffic. At way, way faster than the speed limit – just like driving in London.



△ Spits of flame from the exhausts are one example of the attention to detail.



△ Porsche have a long and distinguished Le Mans history and are present in the game.

THE LOWDOWN

DUE OUT: OCTOBER
PUBLISHER: INFOGRADES
DEVELOPER: MELBOURNE HOUSE

WHAT'S THE BIG DEAL?

- Real time 24 hour racing!
- Super-smooth graphics
- 11 real tracks
- 40 different cars plus secret bonuses



THE 24 HOUR ENDURANCE race at Le Mans is one of the oldest and most prestigious events in the motor racing calendar, and one that has played host to some of the most significant moments in the sport's history. From the days of the famous sprint start, where drivers had to run across the track to their cars, through the '50s and the battles between Jaguar and Ferrari, to the '90s

and Peter Dumbreck's infamous flying Mercedes, Le Mans has had its share of drama and excitement. Despite that, it has never had the following of Formula 1 in terms of TV audiences, perhaps due to the format of the race (the winner is the car with the most laps within the time slot rather than the more straightforward first over the line) and, more obviously, its duration. Typically, there have been several detailed simulators on the PC and a few half-hearted console

efforts, but now Infogrames are working hard at bringing some of the unique atmosphere of the race to Dreamcast. With the release date fast approaching, we thought we'd take a look and chat with Frederic Arche, Product Manager at Infogrames' motorsport division, to see what we can expect.

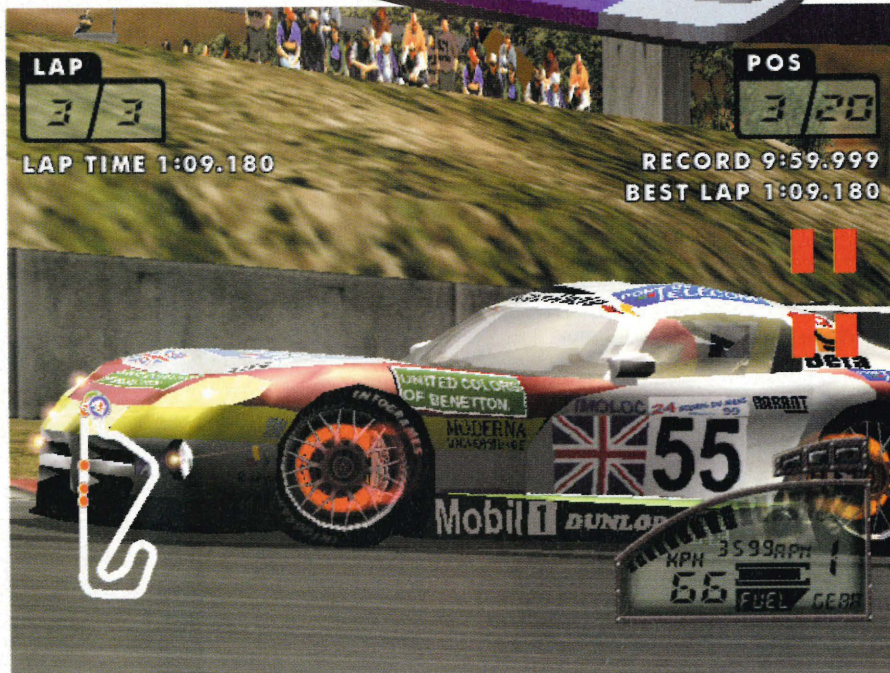
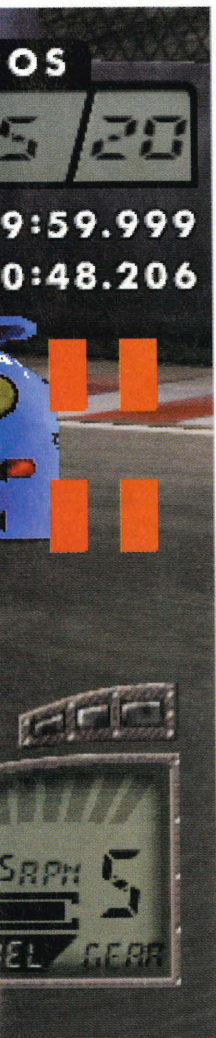
While few details have been released on the game thus far, there has been a fair bit of excitement on the strength of the graphics alone. If you take a look at

URS

some long nights ahead



△ With up to 20 cars on the track at a time, racing can get pretty hectic.



△ You want detail? Check out the glowing brake disks on this Dodge Viper. Nice!



△ The in-car view gives an incredible sense of speed.



△ Heavy traffic on the hairpin at Suzuka, but this aptly-named car seems to be doing alright.

STYLE AND CONTENT

Fancy graphics are one thing, but it seems the developers have been doing their homework too, as Frederic explains. "The development team attended the Le Mans event in 1999 and they met several of the racing teams," he says. "They talked about a variety of elements being incorporated into the game – the performance of the cars, how they behave over a 24 hour period, as well as all of the relevant design specifications." There was also direct input from drivers who have taken part in the race for real. "We talked to Mauro Baldi, winner of the race in 1994 with Anthony Beltoise, and also to Emmanuel Collard, who has taken part in six Le Mans races. They brought their

knowledge of the circuit and the unique race atmosphere that Le Mans generates. They've acted as consultants on *Le Mans 24 Hours* to ensure that the game is as true to the real-life event as possible."

You won't be restricted to racing on just the Le Mans course, though. "There are ten tracks in total: Le Mans, Bugatti, Brno, Donington Grand Prix and National, Catalunya Grand Prix and National, plus three variants of the Suzuka circuit including the Grand Prix track," Frederic tells us. Each one has had a great deal of time and attention lavished on it, and everything is intended to make the experience as close to the real one as possible. "All of the tracks are faithfully represented, from the scenery to the hoardings and

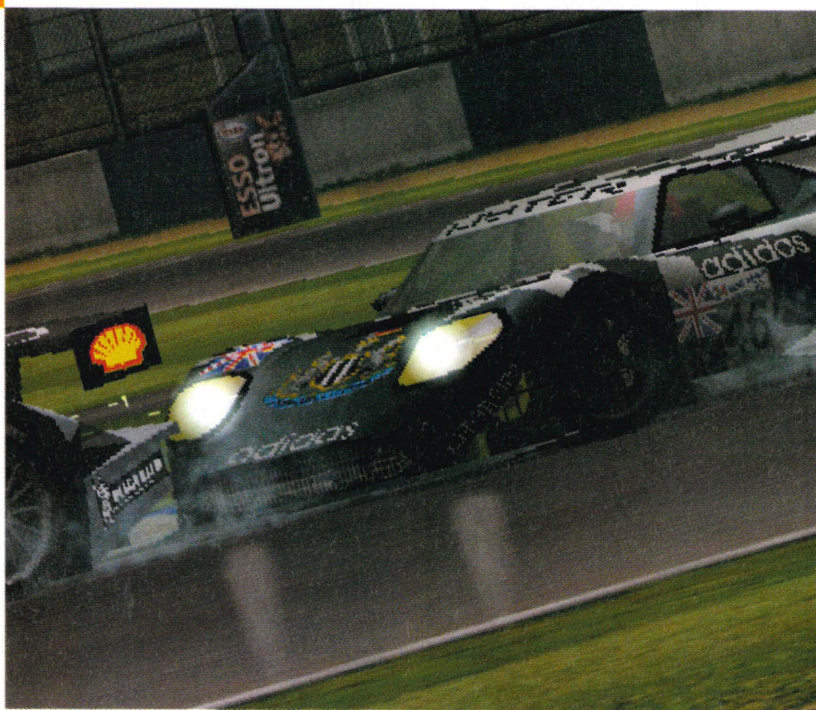
the amount time it takes to complete a circuit of the track," says Frederic. "For example, when you are an outstanding driver in the game you can expect to complete a circuit of the Le Mans track in around three and a half minutes, the same sort of lap times the best Le Mans drivers put up in real life."

HIDDEN PROMISE

Structure-wise, the game won't contain any massive surprises. Tracks and cars are unlocked by winning races in one of three modes: Championship, Quick Race and Time Trial. But don't expect the road to completing the game to be an easy one, with the large number of cars available, quick one. "There are 35 models," says Frederic. "They're divided into GT >

the exclusive movie footage on this month's demo disc, you'll no doubt see why. With quality racers like *Metropolis Street Racer* (ODM #12, 9/10) and *F355 Challenge* (reviewed on page 60) around the corner, *Le Mans 24 Hours* is going to have to be very good to impress. Direct comparisons are going to be easy to make too – the game features several real-life tracks featured in other games, notably the Suzuka GP circuit which features both in *F355 Challenge* and *F1 World Grand Prix II* (reviewed on page 72).

"IT SEEMS THE DEVELOPERS HAVE BEEN DOING THEIR HOMEWORK"



△ The sun may always shine on TV but in *Le Mans 24 Hours* you'll have to contend with varied weather.



△ You'll love the attention to detail in this game.



△ An open top car? In this weather?

▷ and prototypes, and there will also be some hidden cars, but I can't tell you how many! I can tell you that they are very famous cars that have made Le Mans legendary..." Sounds promising.

This may sound all very by-the-numbers, but if *Le Mans 24 Hours* has an ace up its sleeve then it has to be the 24 hour Race mode. If any part of the game can be pitched as a simulator, this is it. It's not a difficult concept – you get to race the full Le Mans circuit over an entire 24 hours, and the winner is the car with highest number of laps by the end of the time period. Race the full length and you will be treated to varied weather, beautifully realised transitions from day to night, and be expected to strategically plan your pit stops around tyre wear and refuelling. As Frederic says,

"You are plunged into this unique atmosphere, day-night-day, pit stops, crowd effects and all the rest. We have tried to recreate the atmosphere that only endurance racing possesses."

With winning Le Mans having as much to do with reliability as speed, we were surprised to see that there was no damage or mechanical failure aspect for you to deal with, although this may make it into the final version. We hope so.

GOT THE TIME, MATE?

A 24 hour Endurance Race is all very well, but not many people are seriously going to be able to sit down and complete it in one sitting. For those in the real world, there are a number of ways you'll be able to play the game. You can either choose the accelerated

time, which crams the 24 hours into anything between ten minutes and 12 hours, or play the full 24 hours in glorious real time, coming into the pits and saving to VM, ready to pick up where you left off at a later date. Frederic is keen on the challenge this represents, "This mode is a real simulation of the Le Mans 24 Hour race, so you will have to deal with the changes in conditions between night and day – it's really fascinating!" He is clearly very proud of the way the game is turning out in this respect. "What I love is the time of day transformation on the full Le Mans mode. You see the sun going down on the track, the shadows lengthening, the stars beginning to appear, the night drawing in – it's wonderful to watch."

Another thing you'll notice from the movie on this month's demo disc and the screenshots around the page is the large number of cars on the track – 20 at a time in most of the races. This certainly adds to the excitement and seems to have been achieved with a remarkable degree of smoothness. Indeed, fears that *Le Mans 24 Hours* might end up as a game only purists can enjoy should be answered by the very close and hectic racing that is inevitable with such a high number of cars on the track. "Everything from the variety of options in the handling of the cars to the overall playability of the game was developed with 'quick access' in mind," says Frederic, by way of agreement. "It's a cliché, but in this case we definitely wanted the game to appeal to a wider audience."

With the game in the closing stages of development we're looking forward to really putting it through its paces, look out for a full review in the next issue of *Official Dreamcast Magazine*, on sale Thursday 2 November. ☺

ALL NIGHT AND ALL OF THE DAY...

Racing overnight is going to be a challenge whether you accelerate the time over ten minutes or go the whole hog and race 24 hours in real time. The transition from day to night has been designed to be as realistic as possible and you'll notice the lengthening shadows and beautiful sunsets before having to hit the headlights and trust your instincts in the dark...

"THE TIME OF DAY TRANSFORMATION ON THE LE MANS MODE IS WONDERFUL"



Suddenly, Alex realised that life
is an exhilarating experience.

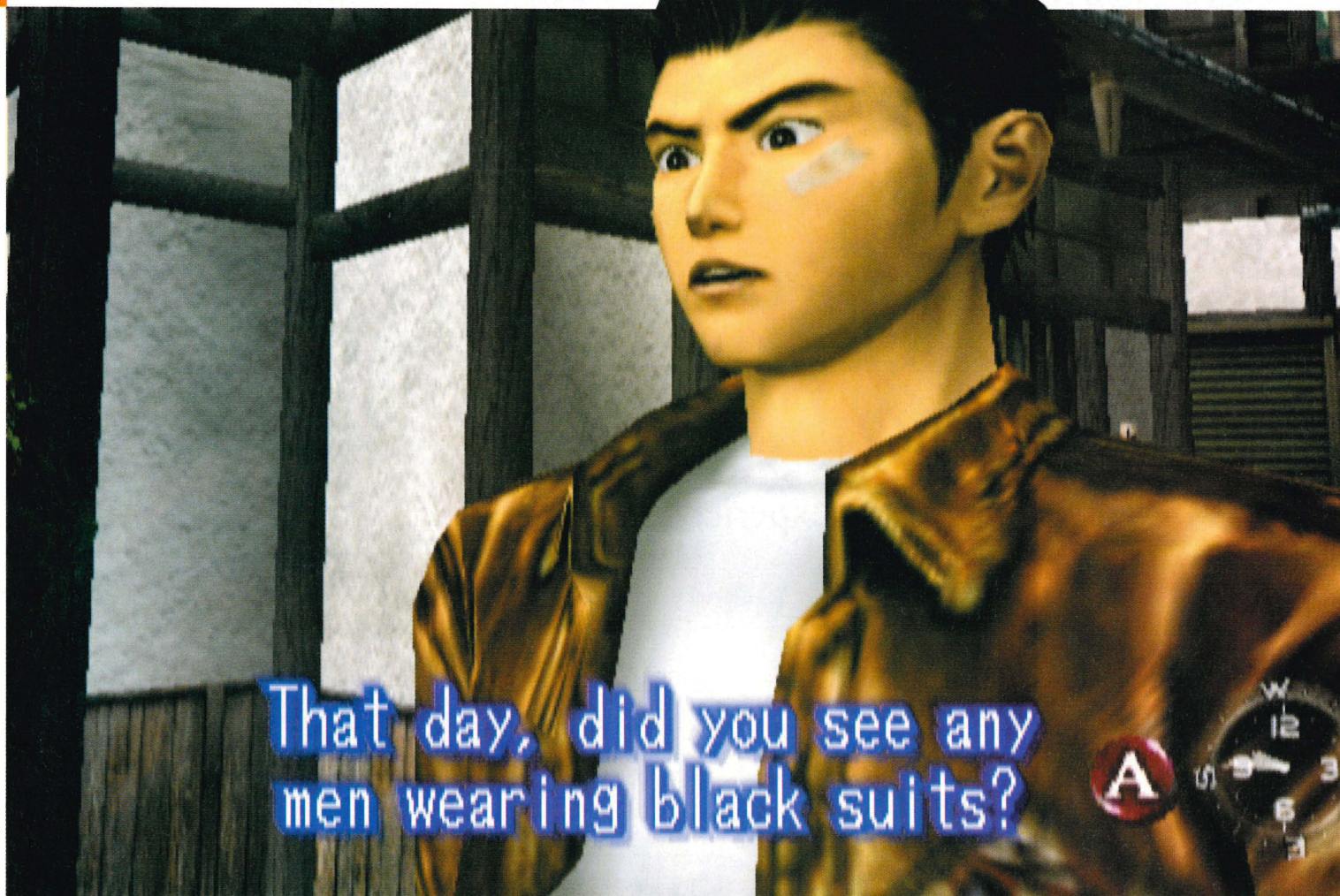
www.nokiagame.com

He started playing the first all-media *Nokia Game* and suddenly an ordinary coffee break reading a newspaper became part of the adventure.

In the *Nokia Game* reality is your game-board. Play using any brand of mobile phone providing it has SMS messaging (e-mail & internet connection also required). Spectacular prizes to be won. See website for details. Register from October 7th to October 30th 2000 at www.nokiagame.com and turn the *Nokia Game* into reality.

*In Reality
it's a game.*

NOKIA
CONNECTING PEOPLE



△ Ryo has to become a kind of private investigator to track down the mysterious men who killed his father. The plot thickens as he pieces together the events of that fateful day, and his father's past.

SHENMUE

With the game we're all waiting for almost here, **ED LOMAS** caught up with creator Yu Suzuki for a quick chat

THE LOWDOWN

DUE OUT: DECEMBER
PUBLISHER: SEGA
DEVELOPER: SEGA AM2

WHAT'S THE BIG DEAL?

- C'mon... it's *Shenmue*!
- It's made by Sega legend Yu Suzuki
- Promises to be a new kind of adventure game
- Incredible graphics and levels of detail

THERE IS A REASON for us not going overboard with our coverage of *Shenmue* – in fact, regular readers will notice that other than our early preview feature back in November 1999 (*ODM* #1), this is the first time we've ever covered it. It's not your average game, you see. It's an adventure which has more in common with big-budget movies than it does with most role-playing games, and therefore can't be treated in the usual way.

We don't want to show you pictures from too far into the game, or of too many characters, or of certain special sections for fear of giving away the plot.

And this is a game where the plot is extremely important – in fact, the plot is practically the game.

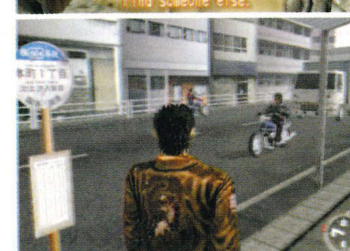
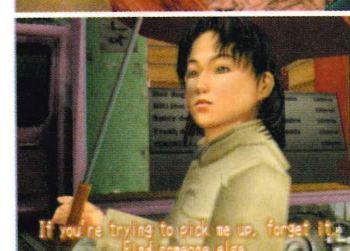
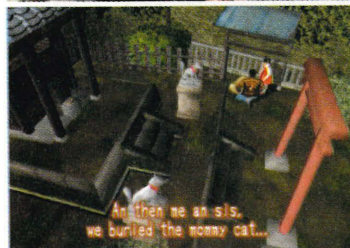
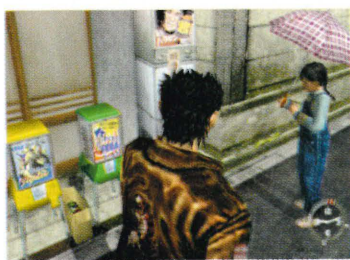
Not that our deliberately small amount of coverage has stopped you lot from getting excited about *Shenmue*: it's been number one in our Most Wanted chart (see page 23) since records began, always getting voted for by around three-quarters of Dreamcast owners. It's officially A Big Deal, let's put it like that. With the UK version now practically finished, we spoke exclusively to the man in charge of the whole project, Yu Suzuki, to find out what to expect.

TRANSLATION STATIONS

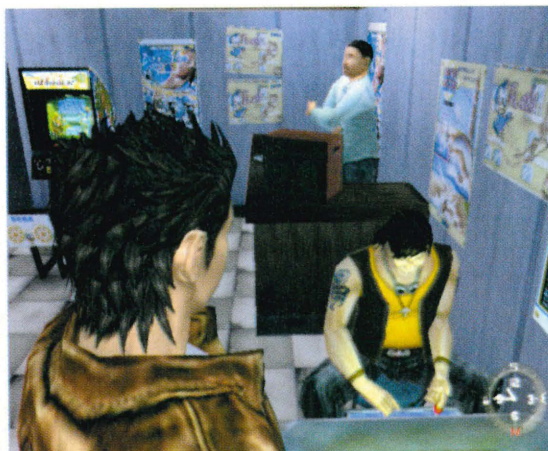
With *Shenmue* safely completed and released in Japan at the end of last year, work started immediately on the massive task of translating it into English. "When we were doing the original Japanese auditions," Suzuki told us, "we auditioned over 100 voice actors, and decided on some we wanted to use for the English-language version back then. Now we're actually working on recording them."

In case you don't already know, that involves one hell of a lot of work – over 100 days of studio time, according to Suzuki. "We've been doing the recording in Japan, but the actor who plays the main character [Ryo] had to go back to New York part-way through," he told us. "His work visa expired after three months, so he went back to get another one."

The re-recording – rather than subtitling – of the many hours of speech had some fans concerned. With so much effort put into getting all of the 500+ characters' voices just right in the first place, the thought of a rush-job translation was something of a worry.



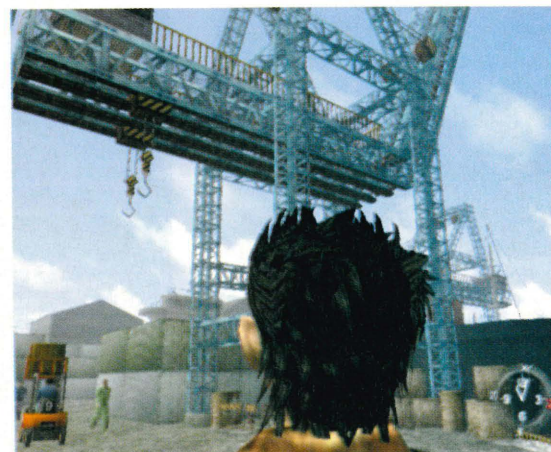
△ This bus stop on the main road isn't just for show. You can read the timetable, and actually take buses to other towns.



△ Notice the *Space Harrier* machine in the corner? It's only ¥100 a credit.



△ Some inhabitants of *Shenmue*'s world aren't particularly friendly.



△ You'll end up admiring the way everything looks – even the cranes!



△ Ryo is one of the coolest (and toughest) videogame heroes for years.

"A LEVEL OF IMMERSION AND FREEDOM NEVER SEEN BEFORE"

But, as Suzuki himself told us, "This time the voice actors' quality is really nice. I believe it's much, much better than the Japanese version." Certainly, from what we've played, the quality of the acting is far higher than we're used to in videogames. The emotional parts of the story will bring a lump to your throat, while mid-fight insults have an excellent air of kung-fu movie cheesiness about them.

So, presentation-wise the UK version of *Shenmue* is looking to be every bit as special as the Japanese original – if not more so. But what's the point of the game? What are we going to actually do when we come to play it?

ROLE-PLAYING? SHMOLE-PLAYING!

Yu Suzuki claims that *Shenmue* is an all-new kind of game that doesn't fit into any existing category, which is why he's invented a genre of his own for it: "FREE – Full Reactive Eyes Entertainment."

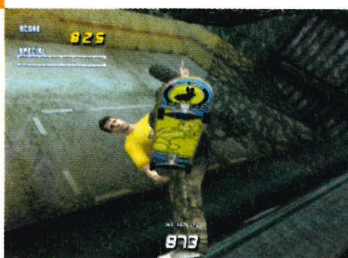
Okay, so his name doesn't really help explain anything at. Basically, *Shenmue* is a heavily story-based role-playing game with a level of immersion and freedom never seen before. You'll be able to pick up and look at almost every object in the game in super-detailed 3D. You'll have to keep an eye on your watch and make sure you get home to bed at a decent time each evening. You'll notice people inhabiting the cities have lives of their own, and go about their business in a totally convincing way. You'll be able to spend days hanging around in arcades, or browsing around shops if you want. It's up to you – the whole adventure is designed to move at *your* pace rather than one determined by the game.

Without giving too much away, the basic story is this: you are Ryo Hazuki, a young man living in a small town in Japan in 1986. Returning home one day, you find a group of men attacking your

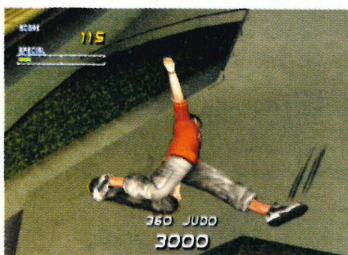
kung-fu teacher father in the family dojo. After forcing the secret location of a mysterious mirror out of him, he is mercilessly killed and the attackers flee. This is where you'll take over. You will be able to go about your virtual life how you want, exploring the town, meeting the locals, and so on. But sooner or later you are going to want to find out who those men were, what was so special about that mirror, and how you can get revenge.

The amount of variety in the gameplay is another area that will set *Shenmue* apart from other adventure games you may have played. Again, we don't want to give away too much, but expect reaction-testing action sequences, vehicles to drive, puzzles to solve, items to trade (with real people over the Net!), hundreds of characters to build relationships with, and fully-controllable fights from the team behind the incredible *Virtua Fighter* series, all spread across four GD-ROMs.

It's going to be Big (note: capital 'B'), no doubt about that. But is it something you're going to want to be a part of? Find out in our extensive, exclusive review of the UK version in the next issue of *ODM*, on sale Thursday 2 November. 🎮



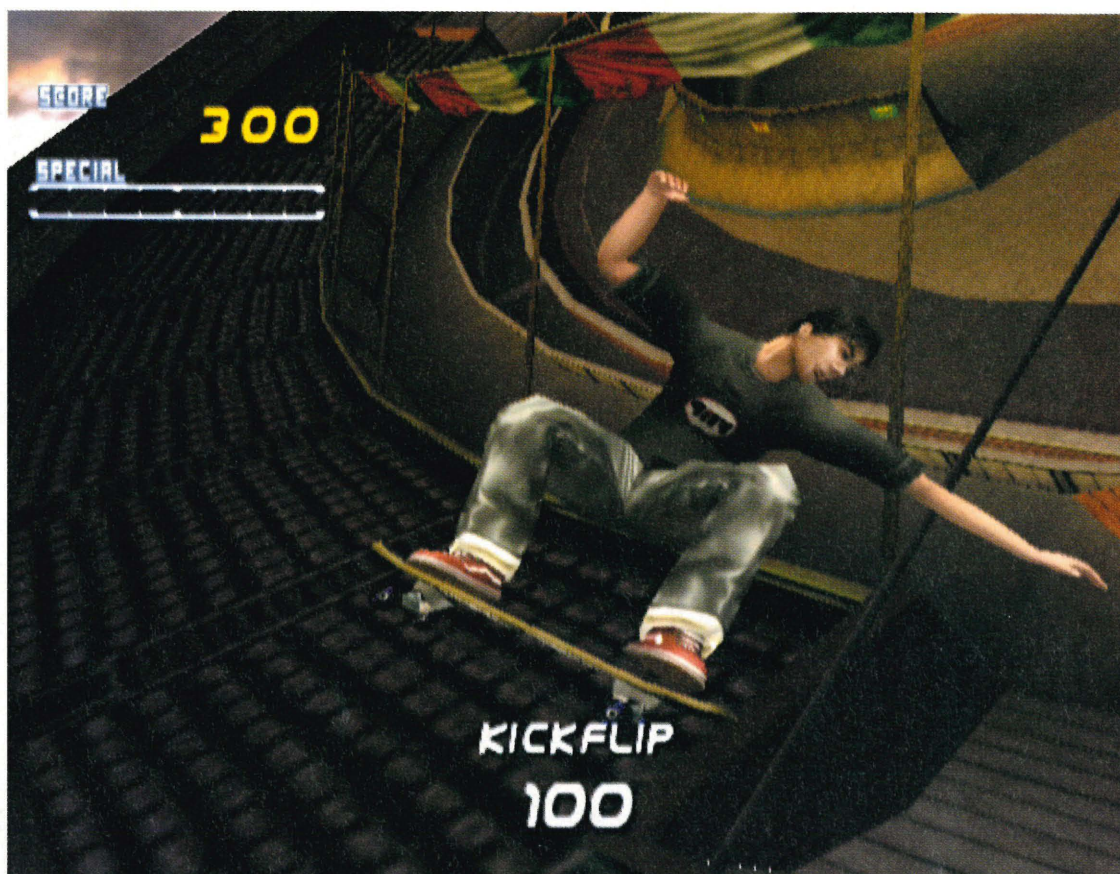
△ Check out the deck design, before he bails.



△ Judo is an impressive trick but tough to land.



△ There are new animations for falling off.



△ The Bullring level has some of the biggest ramps so getting huge air is easy.

TONY HAWK'S SKATEBOARDING 2

The boards are back in town. **ALEX HUHTALA** gets to grips with the second coming of Tony Hawk

THE LOWDOWN

DUE OUT: NOVEMBER
PUBLISHER: ACTIVISION
DEVELOPER:
NEVERSOFT/TREYARCH

WHAT'S THE BIG DEAL?

- The first game is great fun
- Loads more tricks to perfect
- Courses much larger than original
- Create your own skate parks

TONY HAWK'S SKATEBOARDING (ODM #10, 8/10) has barely had time to leave the building and here's the sequel already – what gives? While the original was a great conversion of a PlayStation game released over a year ago, *Tony Hawk's Skateboarding 2* on Dreamcast has been coded at the same time as the PS sequel, which is why we're getting it so soon.

Fans of the original will start salivating at first sight of the sequel. Its improved visuals show off more detailed skaters and far more elaborate courses. But this game doesn't just boast a graphical makeover – everything has been rethought, with bigger skate parks, more pro boarders, far more tricks and loads more challenges than the five per park of the original.

The great gameplay that made *Tony Hawk's* a joy to play is still present. It's all about performing incredible tricks on a skateboard in areas where you'll be using the scenery to make the impossible possible. Moves range from simple to elaborate, with tougher tricks earning you more points. The majority of the game is spent beating your previous best score, or trying to perform a higher-scoring trick. Along the way you'll unlock new boards, levels and improve your skaters' abilities.

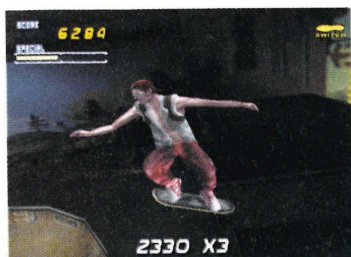
New to the sequel is the way your skater improves as you do. Completing the set challenges earns you cash, which is used to either improve your skaters' stats, like the ability to land a trick or their balance, or you can increase their repertoire of moves by purchasing more.

There are ten different challenges set on each level, five more than in the original game. There's also a hidden tape to collect on each level – these are placed in far craftier places than in the first game and sometimes involve you having to perform certain tasks before you can access them.

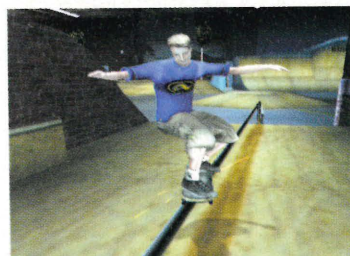
As you complete the challenges your cash total improves, and as you pass set cash goals you unlock new levels where extra challenges await. Also to be unlocked are several competition levels where you compete against other skaters to win medals and cash prizes.

Some of the levels in the sequel have been based on real skating locations, whereas others have been created based on requests the developers

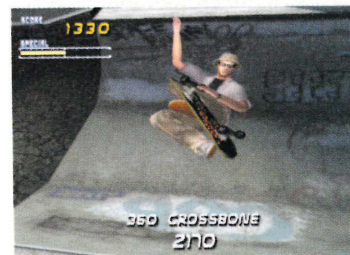
"FANS OF THE ORIGINAL WILL SALIVATE AT FIRST SIGHT"



△ Vanilla Ice – found after a long absence.



△ There are more slide and grind moves. Nice.



△ The little-known Crossbone With Air Guitar.

received from fans of the first game. Coupled with the new tricks available and the fact you can't perform a lot of these until you've earned them, the sequel already feels more realistic. Some of the impossible moves of the first game have been removed and replaced with more special moves per character, such as Tony Hawk's now legendary 900.

MANUAL, QUE?

One of the best new moves is also the simplest. The Manual allows you to combine far more tricks than before. It's like a wheelie that can be used while you skate to another object. Combining different tricks into a flowing move is the secret of achieving huge scores in this game, and the Manual allows you to make a combo that lasts an entire two minute run in a level... if you're good enough.

While the aforementioned additions to the game are nothing to be sniffed at, *Tony Hawk's Skateboarding 2* has one other very cool feature – the ability to create your own park and save it to a VM unit. It may be hot on the heels of its predecessor, but this looks like being one sequel that could surprise us with even more imaginative design and a wider array of tricks. Look out for a full review in an upcoming issue. 🎮

READY 2 RUMBLE BOXING: ROUND 2

Comedy boxing hit makes its way back to the ring. **ALEX HUHTALA** is on the ropes

THE LOWDOWN

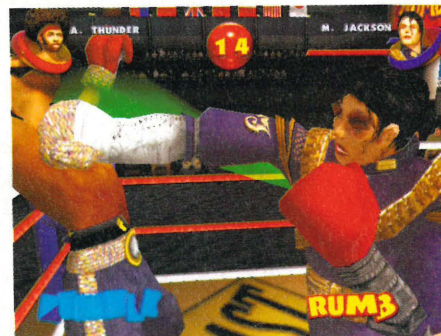
DUE OUT: NOVEMBER
PUBLISHER: MIDWAY
DEVELOPER: MIDWAY



WITH LITTLE OVER A MONTH remaining until the release of the sequel to *Ready 2 Rumble Boxing* (ODM #1, 9/10), we thought it was time to let Midway's Michael out of the bag.

That's Michael as in self-proclaimed 'king of pop' Jackson, who, along with LA Lakers basketball star Shaquille O'Neal, make up two of the new boxers featured in *Ready 2 Rumble Boxing: Round 2*. They're joined by ten of the original stars and 12 new characters that are aiming to make this sequel even more fun than the first. But an extended cast of boxers isn't the only addition to the fun – look out for a much tougher game with plenty more to do.

We're being promised improved artificial intelligence from the computer-controlled boxers, which should make fights a lot more challenging. The competitors also feature a wider range of moves including a new countering system and improved tactics that will see you being forced on to the ropes, or trapped in the corners of the ring

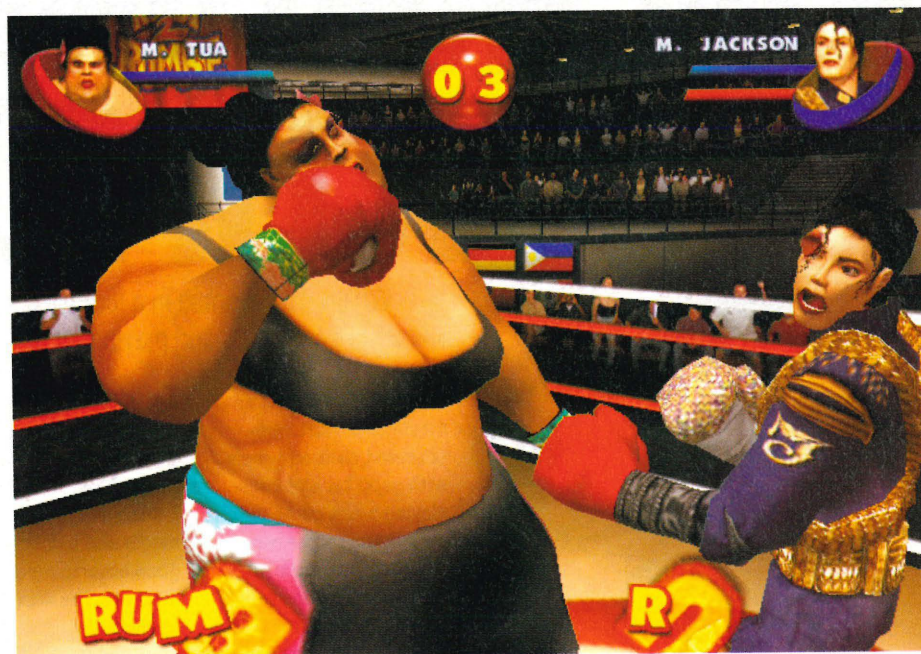


△ Wonder how his fists got so big?

with some devastating new combos, special moves and rumble flurries.

The sequel is set three years after the original *Ready 2 Rumble Boxing*. This is to incorporate the new looks of many of the returning characters and also to add storylines to the single player competition. For example, Afro Thunder – star of the original – has pursued a Hollywood film career, only returning to the ring to show his cousin G.C. Thunder that he's still the champion.

Despite these improvements, and many more that we'll reveal in next month's review, Midway promise that the game will still remain as simple to understand and addictive to play as the original. 🎮



△ "Er... beat it! Just leave me alone. Billie Jean is not my lover!"



△ As you can see, the ladies are a little 'top heavy' at the moment.



△ Making a wall? There isn't a free kick! Doh!



△ The aftermath of another two-footed lunge.

SEGA WORLDWIDE SOCCER 2001

What's this? Women in a football game? **STEVE KEY** is waiting to swap shirts and praying for a communal shower



FOOTBALL IS OBVIOUSLY an intellectual sport. Well-educated, civilised people with good backgrounds playing a nice game of football, or soccer. This goes some way to explaining why women's 'soccer' is huge in America, because the Stateside ladies have found something to play that doesn't involve them getting their baps out or wearing bikinis. And the fact that they are the best womens' team in the

world. Silicon Dreams are hoping to catch on to this popularity by adding female players to *Sega Worldwide Soccer 2001*, as its producer, Steve Archer, explains.

"The female gaming scene is getting bigger and bigger thanks to some very good advertising campaigns," he says. "And with the implementation of all-seater stadiums within the modern game more and more females are attending matches. There is also the element of attracting US publishers to the table. It's

THE LOWDOWN

DUE OUT: NOVEMBER
PUBLISHER: SEGA
DEVELOPER: SILICON DREAMS

WHAT'S THE BIG DEAL?

- Correct teams and players from season 2000/01
- Women footballers!
- Points system with rewards and punishments
- Traditional league and cup settings as well as an arcade mode

a lot easier if we incorporate the females at the start of the project rather than getting 75 per cent down the road of the project's development life."

At the time of writing, no US publisher has decided to sign up *SWWS 2001*, but we'll keep you posted. So presumably there was a need for new motion capture to represent the, ahem, extra moving parts? "We have captured 200,000 frames of high-resolution moves, which took four days of studio



△ Kneecaps are great for relieving tension.

time... and of course upper body movement are all aspects that we have concentrated on to ensure that the players look and move realistically and uniquely from each other." Bingo.

So why should all existing *SWWS* owners want to own a copy of this version then? "It's a whole new product that was started back in October of last year when *SWWS 2000* [ODM #3, 6/10] was in the final stages of development. So now we have two separate styles of game mode in Traditional and Arcade. Traditional will cater for the purist, whereas Arcade mode will include specific games that have been inspired from playing coin-ops, beat 'em ups and strategy games." Sounds intriguing.

Admittedly, this version does look similar to the recent *Euro Edition* (ODM #8, 7/10), despite both having different development teams and being coded side by side. There are also some new Dreamarena facilities that have been long overdue. You'll be able to log on and upload/download secrets or high scores to add a little extra to the game. *SWWS 2001* is very nearly complete, so expect a full review, boobs and all, next issue. ☺

POD II

Mutant alien pod car racing – the F1 of the future.
ED LOMAS takes a look in his crystal ball

THE LOWDOWN

DUE OUT: NOVEMBER
PUBLISHER: UBI SOFT
DEVELOPER: UBI STUDIOS MONTREAL

AN ALIEN VIRUS has taken control of all lifeforms on the distant mining colony of Damethra – including the cars! And now they've gone bonkers, racing each other and spreading the virus even further, mutating as they go. Unsurprisingly, you have to take control of one of these mutant vehicles and win races any way you can.

The scenario may not make a lot of sense, but *Pod II*'s got a number of features that do – full online play, for starters. The original *Pod* was one of the PC's first big online racers and the Dreamcast sequel is set to be just as big, with up to five players from around Europe competing in the high-speed races at a time.

Power-ups dotted around the circuits can be collected to spice things up – speed boosts, lasers, mines, shields, and so on. There are also going to be items to avoid, such as wandering aliens and



△ Whoah – it's like being on a water flume! In a car!

infected areas which will mutate your vehicle further, giving you more to worry about than just the other racers. Also, with the circuits being set on an alien planet you can expect some way-out scenery with ramps, banks, tunnels, aerial roadways, and plenty of shortcuts to discover.

From the early version of *Pod II* we've played, it's feeling fairly similar to the original game – which is a good thing – but we're still waiting to find out how it's going to play online. Expect lots more info in our full review, hopefully next month. ☺



△ In the future, all cars are going to look like VW Beetles after they've had a crash.

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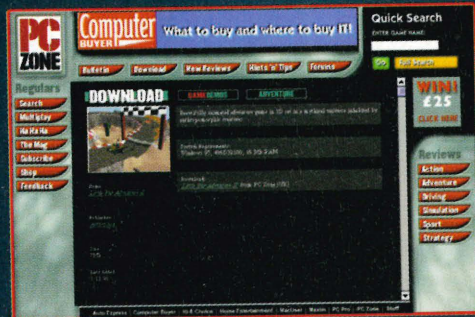
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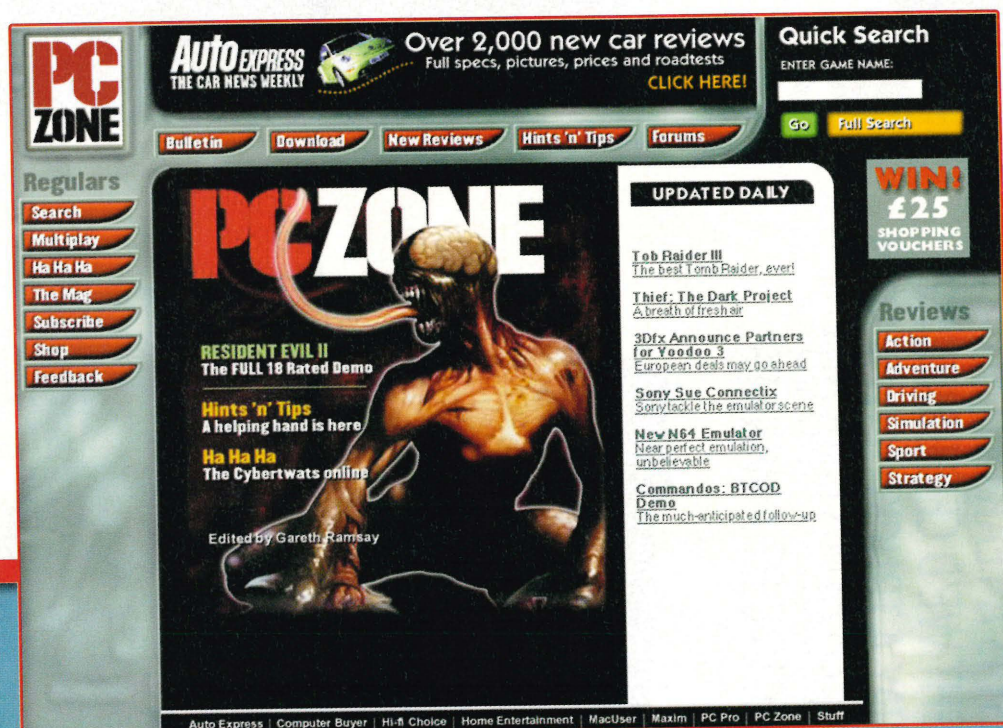


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WIN LOADS OF STUFF!

DREAMCAST IS A YEAR OLD, SO WE THOUGHT WE'D CELEBRATE BY GIVING AWAY A TRUCKLOAD OF SEGA GOODIES. READ ON TO FIND OUT HOW YOU COULD BE A WINNER....



YOU LOVE YOUR DREAMCAST, right? Well, what better way to express that love than kitting yourself out in some exclusive Dreamcast branded togs...? We paid a visit to our friends at Sega, and while they were distracted took the liberty of 'acquiring' a huge quantity of goodies and now we're giving it all away! Yep, we've got everything from *ChuChu Rocket!* sweets to *Sega Extreme Sports*-style snowboards from top manufacturer Salomon to give away, and you can rest assured that you can't buy this stuff in the shops. It's a truly unique opportunity to get your hands on some top quality Dreamcast dlobber!

SO WHAT'S UP FOR GRABS?

FIRST PRIZE: A Salomon snowboard (as shown right with our lovely model Holly McGuire), a football signed by the France All-Stars team from the recent Dreamcast Beach Football Championships, a Dreamcast police-style jacket, a Dreamcast fleece, a *ChuChu Rocket!* t-shirt, frisbee and sweets, a *Tomb Raider* backpack, a Dreamcast personal organiser, a beach towel, a pair of Dreamcast swimming trunks and a bikini. Yes, *that* bikini.

SECOND PRIZE: A Salomon snowboard, a Dreamcast fleece, swimming trunks, *Tomb Raider* backpack, a polo shirt, a games carry case, and an exclusive slinky Dreamcast t-shirt.

THIRD PRIZE: A snowboard, a fleece, *Tomb Raider* backpack, games case, exclusive promo videos, frisbee and sweets.

TWENTY RUNNERS UP: A single item from a lucky dip – it could be anything from a Dreamcast polo shirt to a snowboard!

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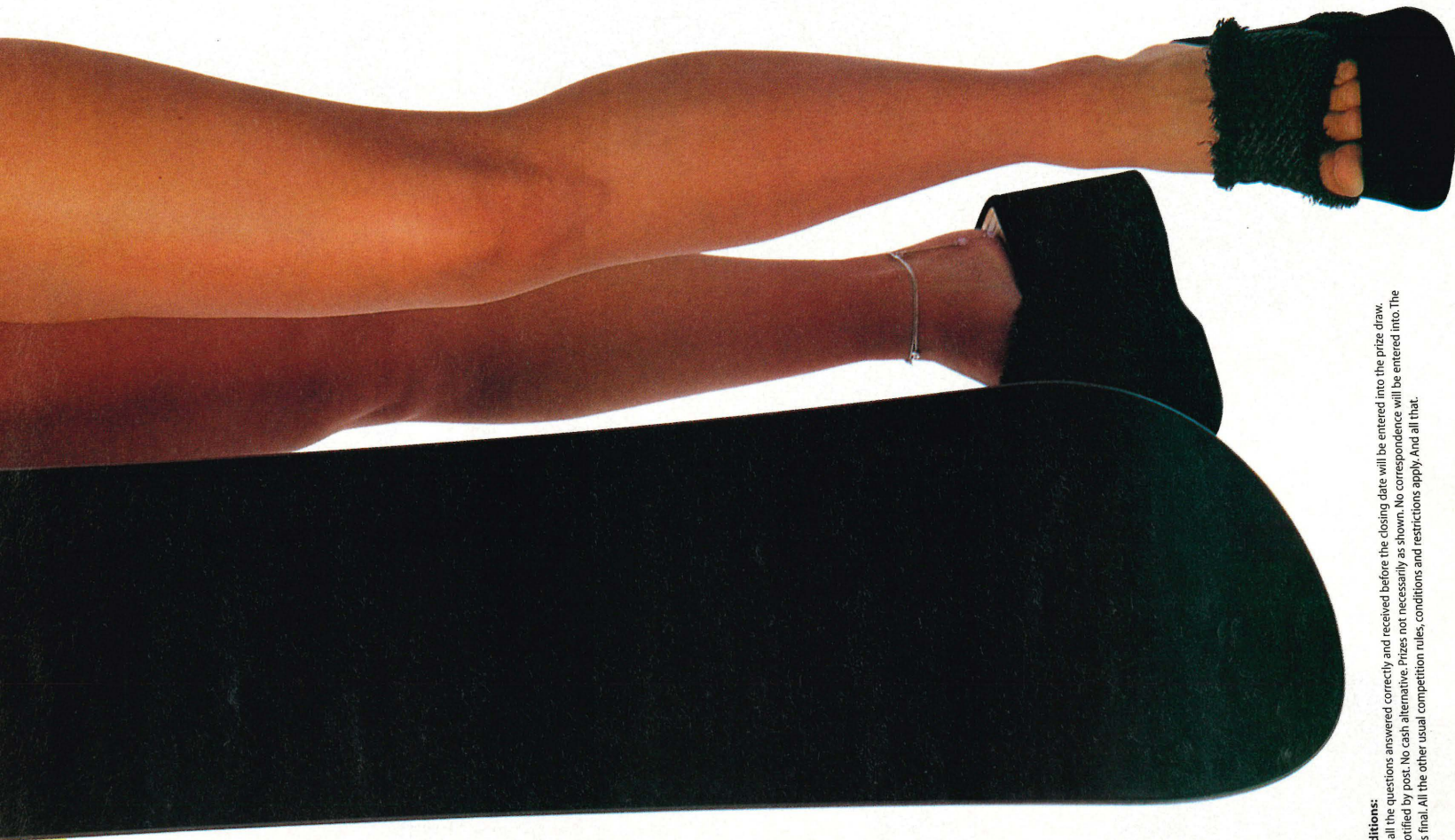
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A 14th October 1999	A Sky blue pink	A Muhammad Ali
B 23rd September 1998	B Orange	B Rocky
C 1st April 2000	C Green and yellow	C Chris Eubank

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Dreamcast 91%
"this really is as good as it gets"

**computer & video
Games** 5/5
"another must have game"




Dreamcast
Exclusively on Dreamcast

Up to 9 Superstars
in the ring



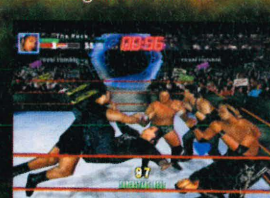
Over 20 Superstars
including the Rock and Rikishi



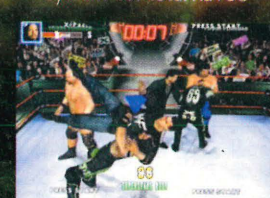
Highly detailed
graphics engine



All the superstar
signature moves



Partner interference
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re:views

YES, WE GET TO PLAY GAMES BEFORE YOU LOT DO. BUT THAT MEANS WE ALSO GET TO LOSE OUR MINDS BEFORE YOU DO...



THE OTHER DAY A car screeched past me at high speed. I caught a glimpse of it from the back and, without thinking, knew that it was an Audi TT. And, because it didn't have a little spoiler, knew that it must be last year's model. You might think there's nothing unusual about knowing that, but the thing is, I have no interest in cars *whatsoever*. The only thing I ever

know (or care) about cars is what colour they are.

So how on earth did my brain instantly know that the blur whizzing through my peripheral vision was an Audi TT? Bloody *Metropolis Street Racer*, that's how. I don't even *care* that it was an Audi TT – in fact, I hate myself for even knowing that's what it was. I must have subconsciously picked up pointless bits of dull car-related information through playing the game so much, and started to confuse them with real life. Which is worrying, especially because it's been years since a game had me this obsessed.

Just seeing neon lights at night sets my brain off on an *MSR* thought: "What if this road was in the game? How would I take that corner? Wouldn't that building look fantastic?" I want to buy a purple Peugeot 206 even though I can't drive, just because I love my customised one in the game so much. I've even had virtual flashbacks while riding in a cab through London's West End, almost wanting to shout to the cabbie that he should be three feet further to the right to be on the ideal line for a massive kudos-earning powerslide around Piccadilly Circus.

I actually believed that I had grown up recently and that, while I still love playing videogames, I was too old and jaded to completely lose my head over one ever again. But it appears not – it's just been years since there's been anything as genuinely absorbing as *Metropolis Street Racer*.

Unfortunately, things are getting worse... I've spent the last couple of weeks playing *Shenmue*, and it's already brought out my true geek colours. I've been walking the streets (in real life, this is...), watching people going about their business and thinking how clever the programming must be to make them look so lifelike. Then I realised that it's because they're 'alive', and that this is 'real life' and not,

in fact, *Shenmue*. I recently had a many-hour session on the game before having to pause for food. I grabbed my coat and made my way outside, where I was confronted by bright sunshine and scorching heat. "But... it was pouring down just now," I thought to myself, before realising that it was only raining in the game and I was acting mental.

I've even noticed that my friends avoid mentioning the existence of either *MSR* or *Shenmue* for fear of another three-hour rant on how to powerslide an MX7 round Parliament Square, or how I've spent all my poor housekeeper's money on toys of Alex Kidd and *NIGHTS*.

Yes, there may have been plenty of top-quality Dreamcast titles up till now, but these two – to me, at least – are on a completely different level. So much so that my poor brain can't handle it. Come December, I expect you'll all be in the same position – see you down the funny farm!

Take care of yourselves... and each other,

Ed Lomas, Reviews Editor

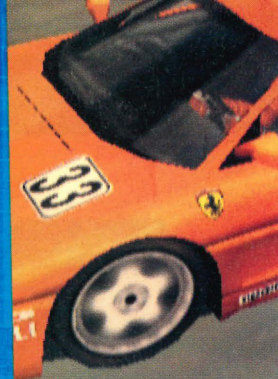
REVIEWED THIS ISSUE...

F1 WORLD GRAND PRIX II (KONAMI)	72
F355 CHALLENGE (ACCLAIM)	60
HIDDEN & DANGEROUS (TAKE 2)	80
INTERNATIONAL TRACK & FIELD (KONAMI)	66
POWER STONE 2 (EIDOS)	64
SEGA EXTREME SPORTS (SEGA)	74
SPACE CHANNEL 5 (SEGA)	58
TIME STALKERS (SEGA)	76
ULTIMATE FIGHTING CHAMPIONSHIP (CRAVE)	54
URBAN CHAOS (EIDOS)	70
WHO WANTS TO BE A MILLIONAIRE? (EIDOS)	78

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 SOUTHEND UTD. 1 NOT WORTH THE PLASTIC IT'S PRESSED ON!

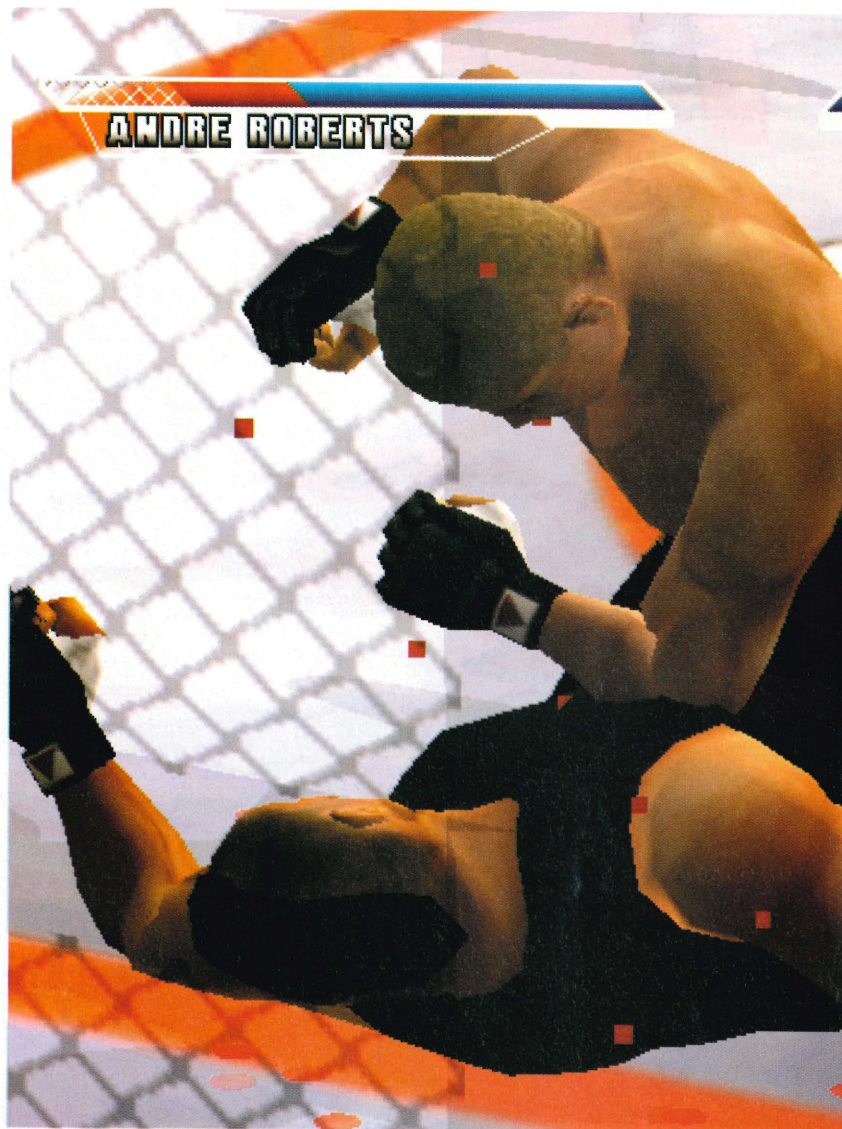




△ The dancing got out of hand during happy hour.



△ Andre gets it. Welcome to a world of pain.

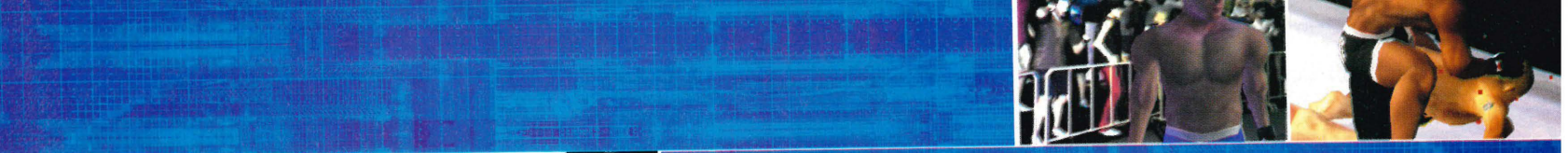


△ Andre takes a damn hard kicking. Check out the blood.

ULTIMATE FIGHTING CHAMPIONSHIP



Genius born from smacking people in the face. **JOE HOWATT** pulls on his spandex pants and prepares to get it on



"EACH CHARACTER SPORTS OVER 5,000 POLYGONS" **UFC**



SPEAK OUT

THE PRODUCER OF **UFC**,
JEFF BARNHART, HAD
A CHAT WITH US
ABOUT THE GAME

WHAT'S THE BEST THING ABOUT THE GAME?

The gameplay, it's what I'm proud of most. The controls are simple and easy to figure out, yet it's also really deep and will keep you busy for a long time if you plan to learn all the moves and styles.

WHAT DC GAMES ARE YOU PLAYING AT THE MOMENT? I've been playing *Wacky Races* every night for the past three weeks, and *Dead Or Alive 2* every time my friends come over. But *UFC* is starting to push it out of the rotation...

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER?

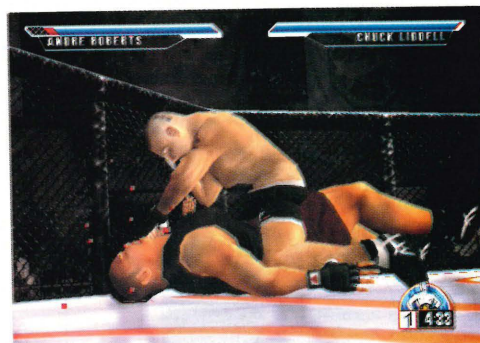
Half-Life has to be the best first-person action shooter, if not the best game ever. Valve did a tremendous job with really immersing the player, making him feel like he was in the game.

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY? I started at Interplay as a tester. I worked on the original *Descent*, along with some other fun stuff like *Lost Vikings* and *Another World*. It was a really good time, getting paid to play games all day.

WHEN DID YOU LAST HAVE A FIST FIGHT?

WHAT HAPPENED?

Junior High, I knocked his tooth out and broke my knuckle in the process. After that we pretty much called it even. Now that I know about 30 *UFC* fighters, and have immortalized 22 of them in a video game, I don't need to worry about breaking any more of my own knuckles. I can call for back-up now.



△ Even the hairs on the fighters' legs are detailed.



△ Tito. Short on nipple.

LET'S MAKE NO BONES about this. Your girlfriend is about to leave you. She's going to take you to dinner in the not too distant future and it'll be fairly obvious you're about to go your separate ways when she informs you of a few tiny personal inadequacies that, to be fair, are unlikely to appeal to any woman. You don't wash regularly. You wear the same underwear for as long as you can get away with. You eat fried breakfasts for lunch five times a week and smoke 40 cigarettes a day. You've harboured a drink habit that is classed as suicidal for your entire adult life, which leads to projectile vomiting at least twice every weekend. You bang on about videogames in the breaks when you're not drunk, under the delusion that women care about such things. You're a man, and you make no apology for it.

The crux in your relationship will come after slumping down in front of *Ultimate Fighting Championship* after two days of heavy drinking, slurring like a 70-year-old morphine addict and generally behaving like an inebriated horse, and a teenage one at that. "Is brilliant this," you'll grunt on whisky breath as she sips her tea and forces a humourless smile. "Looks like real men killing each other and everything." The next day she'll decide to let you down not so gently. *C'est la vie*.

You see, men like violence. Men shout and wince and yelp and scream with glee at stylised killing. Always have and always will. Action films are aimed at men for good reason. Action games are also pushed towards the male of the species, and if ever there was a title that optimised what it means to be a man in the modern world, *Ultimate Fighting Championship* is it. It has no equal in its field. It is realistic, unarmed combat pushed way beyond the limit of acceptable decency, and we can tell you right now that it's going to be a complete smash for Dreamcast.

Ultimate Fighting Championship is a straight simulation of an American TV sport that does exactly what it says on the tin. Fighters take each other on in no-holds-barred combat in a wire ring, known as the Octagon. That's that. Huge men beating the crap out of each other for cash. They break each others' bones, punch each other repeatedly in the face and manage to garner reputations such as The Most Dangerous Man in the World. America's networks have seen fit to practically ban the sport from the US airwaves. And that says a great deal about what you actually get affronted with when you take a peek.

ODM's offices were the first place we got to see the full force of what *UFC* the game can achieve, and the

reaction has been replicated every time we've shown it to a group. Within minutes of the titles rolling, a gaggle of men were crowded around the screen screaming "Kill him!" at opponents and generally losing the plot. Punches look like punches, with Hollywood-style sound effects accentuating the fact. A kick to the head brought yells from the crowd, crunching cartilage inducing hysterical laughter. Remember the scenes from the Coliseum in *Gladiator*? *UFC* lets you create exactly the same atmosphere in your front room. Girlfriend or no girlfriend.

THE REAL THING

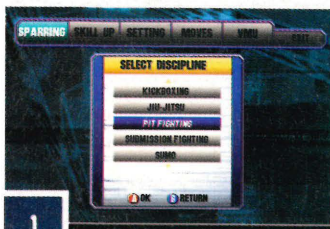
Firstly there's the look of the game. Developers Anchor Inc have created a title so visually breathtaking you'll be on your knees and teary-eyed two minutes after pressing the power switch. In parts, *UFC* looks real. Hulking men grappling on the mat are one thing in a videogame, but when you have to do a double take as a fighter pulls his fist back, you know you're on to a winner. After you select the guys you want to pitch against each other, they parade in front of the audience on their way to the ring. It's beautiful. The rendered crowd is amazingly detailed, and the real-time maulers prancing in front of it causes your throat to catch. We can promise you that you've never seen anything as good as this in its genre, aside from, of course, the backgrounds in *Soul Calibur* (ODM #2, 10/10).

During play the graphics really come into their own. Each character sports over 5,000 polygons, enough to drop your jaw when you see them in action. This is completely believable stuff, right down to the blood hitting the mat. Anchor even put in the right physics for liquid drops, which you can turn off or put right up to full. Gore fans in the house will not be disappointed, although it should be noted that the amount of blood at the highest splat level is still not over the top. Realism was obviously paramount when building the game. ▷

WALKTHROUGH

MAKE YOURSELF A MAN

If there isn't a real-life fighter who takes your fancy, have a go at creating one of your own from scratch.



1

It really couldn't be simpler. Select your man's fighting style...



2

Then select what type of fighter model you want to use...



3

Followed by the all-important colour of his undies and boots...



4

And you're ready to get it on! A bit of training might be a good idea first.



5

Pummell, pummell, pummell... ouch, ouch, ouch! Repeat to fade...

"THIS ISN'T COMIC BOOK VIOLENCE, IT'S BONE-CRUNCHINGLY REALISTIC"

After you get over visuals good enough to make your eyes bleed, there's the depth of play. The list of moves for each fighter will literally make you laugh out loud. Over 100 different attacks and blocks have been included for most of the gargantuan characters, ensuring that you could be chained to *UFC* for months, even years, should you have the inclination. And plenty of you will.

Let's take Eugene Jackson, a freestyle fighter. He has 18 moves for striking and grappling when standing, as well as two dash attacks. Add to that separate punches and kicks for stepping forward (eight moves), stepping backwards (another eight), stepping left (five strikes), stepping right (plus another four) and a further 54 attacks and defences when involved with rolling around on the ground with the opponent, and you get a total of 99. To put this into perspective, there are 22 fighters in the game. If you want to be the master of *UFC*, you're going to have to spend an awful lot of time learning the lingo. Publisher Crave reckons there are over 3,000 moves and 1,200 combos in the game. We hope you're sitting comfortably.

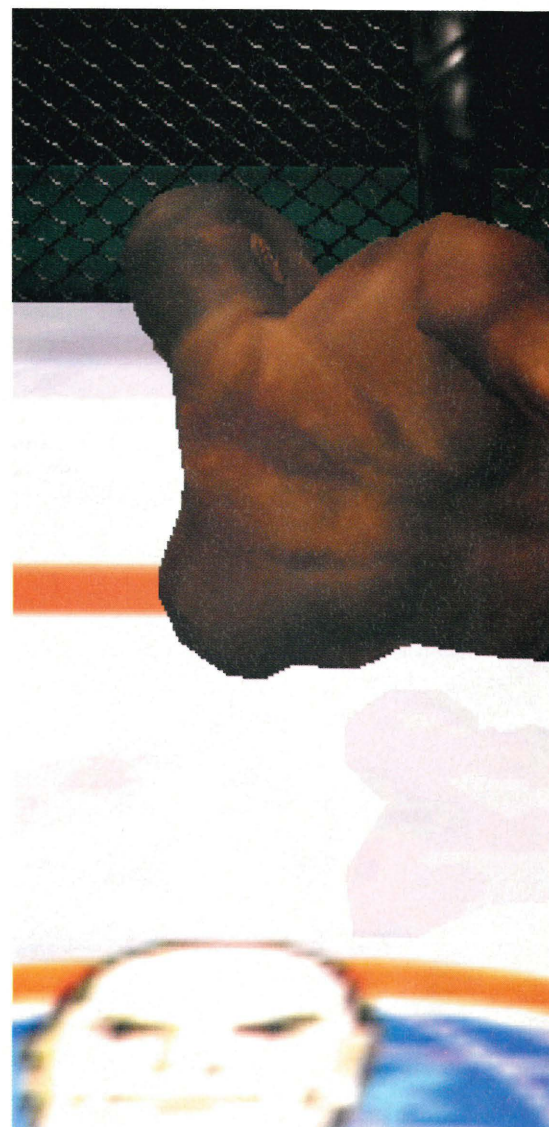
ENOUGH TO MAKE A GROWN MAN CRY

Fighting styles are fully represented, and then some. You'll get to try your hand at freestyle, kick-boxing, jiu-jitsu, grappling, wrestling, submission fighting, ruas vale tudo (eh?), freestyle wrestling and plenty of variations of the above. In case you hadn't worked it out yet, *UFC* is categorically the most complex unarmed combat title ever created. And that's a very heady claim indeed.

In case that wasn't enough in terms of replay value, Anchor have included enough modes to make you weep. *UFC* mode will be the first one you go for, a championship where you pick a fighter from the 22 and try and take him to the winner's circle in the final. Basic stuff in theory, but you'd better be good if you're going to make it to the end.

When you get bored of that – and by that we mean after you've won with every fighter, for which you'll get a tasty secret – have a go at the career mode. Take your man to the top and keep him there, no matter what the computer throws at you. Again, this is no pushover, and you'll become strangely attached to your character. Which in itself is more than a little worrying.

You don't want to play with Frank Shamrock or Ron Waterman, the H2Oman? No worries. *UFC* comes replete with a full Create-a-Fighter mode. You build the man of your dreams from a bewildering array of fighting styles, voice sets, body shapes and costume colours, name him, increase or decrease abilities and stats as you see fit, change all his details or stick with the ones your friendly Dreamcast offers you. Then you stick him on your Visual Memory unit. Then you get so familiar with him you'll have problems fighting with anyone else.



△ Kick to the face. Hardcore action in the Octagon.

The option to train your fighter is intriguing, as you earn skill points in training to make him stronger. Make no mistake that Create-a-Fighter mode will literally double the time you spend in the game, and don't worry if you sneer at similar features in wrestling titles. This is all good, and is a massive pull to keep you coming back for more. You'll be taking your trained character round to your mate's house to kick his arse. And if you fail, you'll go home and train him to the point where he can. We suggest you keep a clock running as you play and add up the total time spent with the game. It's that hard to put down.

Aside from Exhibition mode, which speaks for itself, there's also a Championship feature. Like *UFC* mode, this lets you compete for titles and secrets, and eventually fight with Ultiman, the big silver boss who will have your lovingly trained fighter whimpering like a child if you give him half a chance. By now you've probably accumulated a ridiculous amount of play hours and ruined your social life. And isn't that what playing games is all about?

Secrets are there a-plenty in *UFC*, too. There's a bona fide ruck of them. Push the right buttons and you can alter the body shape, voice, fighting style and nickname of the ashen-faced card girl that parades the ringside



"SERIOUS CONTENTION FOR THE FINEST PIECE OF DC SOFTWARE" UFC



△ More punching on the floor. You're going to see a lot of this.



△ You'll beg to see her after a few minutes in the Octagon.



△ This isn't what it looks like. But Pat does like a good fumble.

between bouts. Press the right switch and you can do the same with Ultiman, 'Big' John McCarthy the referee and the spectacularly grandiose ring announcer Bruce Buffer (brother of *Ready 2 Rumble Boxing's* Michael Buffer). There's a suitcase cheat – which we admit we couldn't access, so remains a mystery – and the ability to alter any fighter if you get them to the end of Career mode. You'll be searching for more all the time you're playing.

At this point, a note should be made at just how adult this game is. This is not for children in any way. *UFC* will undoubtedly ship with an 18 certificate in the UK, and with very good reason – it turns grown men into animals. This isn't comic book violence – it's bone-crunchingly realistic violence, with fists being pounded into the backs of heads, legs being twisted backwards and faces wincing as blood spurts onto the canvas. Please, please, do not give this to little Johnny and his *Simpson*-esque mates.

So how does it compare to others in the genre? When you start pitching games against *Soul Calibur* you know you're on to a serious piece of software. *Soul Calibur* has long been classed as the finest DC fighter around and, while we're not going to dispute that here, *UFC* certainly gives it a run for its money. The major difference

between the two is that *UFC* is real – a brilliant realisation of a magnificently violent sport, while *Soul Calibur* is a fantasy scrapper born of pure gold. For pure escapism *Soul Calibur* can't be beaten, but technically *UFC* takes it. *UFC* is that good, gentlemen.

You should have sussed this by now, but we'll spell it out for you in sound-bites and clichés: *Ultimate Fighting Championship* is an unmitigated success. It's pure bloody brilliance on a disc. It's the most complex fighting title ever created, and one that will have you in its grasp for months. It makes serious contention for the finest piece of software yet made for DC, and, yes, that includes *Soul Calibur*. If there's any criticism we can level at *UFC*, it's that it maybe takes itself a little too seriously, but then what did you expect? Buy it. Tell all your friends about it and make them buy it too. Get down on your knees and pray to the god that put together Anchor Inc and gave them the idea of turning *Ultimate Fighting Championship* into a game. It's a pure joy to behold. ☺

PRICE: £39.99
PUBLISHER: CRAVE
DEVELOPER: ANCHOR INC

VERDICT

A SERIOUSLY GOOD GAME FOR SERIOUS FIGHT FANS



UPPERS

Heart-stopping graphics • Thousands of moves • Tons of secrets • A ref shouting, "Let's get it on, guys!"



DOWNERS

Not for kids. Is that bad? • Fights can be short (if you're rubbish) • Can make you feel sick

IN ONE HOUR Completed *UFC* mode with three fighters
WEBSITE

www.cravegames.com
CHECK OUT The real UFC's official website at www.seg.com
MAX PLAYERS 2
VIDEO MODES Full-screen
60Hz mode, VGA compatible

ODM RATING OUT OF 10

9

SUPERB



△ Who's the bloke on the right? Clue: he's bad.

SPACE CHANNEL 5

Move over Lara, Ulala has taken centre stage and she's looking good. **PHILIPPA NORMAN** feels da funk

DANCE GAMES ARE LIKE MARMITE, you either love them or hate them; there's no in-between. It is possible, however that Sega have created a middle ground. Describe *Space Channel 5* in one word? Funky. In three words? God-damn funky. Sega have given this relatively new, but already flagging, genre a well needed space face-lift, and we're very happy about it.

Ulala, the last survivor from a space crash that occurred ten years prior to our introduction, is a foxy TV reporter for Space Channel 5. The galaxy has been invaded by hot-stepping aliens called Morolians, who on hypnotise everyone into joining their dancing troupe. Ulala has to dance the galaxy to safety while reporting the truth to the people. However, she's not the only cat in town – equally well turned out rival presenters are trying to top the viewer ratings with their

smooth manoeuvres. You have to make sure that Ulala gets her story and dances her way to TV heaven. However, if you're going to dance like someone's dad at a wedding then you can forget it. Think more Michael Jackson and you'll go a whole lot further – especially as he's one of the many people held hostage by the Morolians. Rescue him from his evil captors and he'll be your moon-walking buddy for life.

The principle is simple: watch the Morolian moves, listen to their directions, and repeat. The controls are



△ Those tourists get everywhere.



△ Save the hostages from their dancing frenzy.

refreshingly simple. In fact, this would be a great drinking game as long as you weren't interested in getting past the first level. However, you need to focus on several aspects at once – if you've got a memory like a goldfish you might have some problems. It is also crucial that you watch the icons in the bottom left hand corner of the screen. When the Morolians dance there'll be a blue icon showing; when it's your turn, an orange Ulala icon will flash up. Then you start moving. Not only do you have to follow the dance steps; you must shoot the Morolians and save the hostages at the same time. The A button fires a shot to destroy the aliens, while the B button fires a different one to rescue the hostages. Once freed, the hostage will join your troupe, and if you're any good, you'll have enough recruits to make your own cheesy West End musical. If, however, you're crap, you'll rapidly lose your entourage.

Crucially, the better you perform, the higher your viewer ratings get. Your level of performance also effects Ulala's dancing: if you do well she moves like there's no tomorrow, but do badly and the music gets distorted and Ulala and her troupe will hang their heads in shame and drag themselves about in dismay.

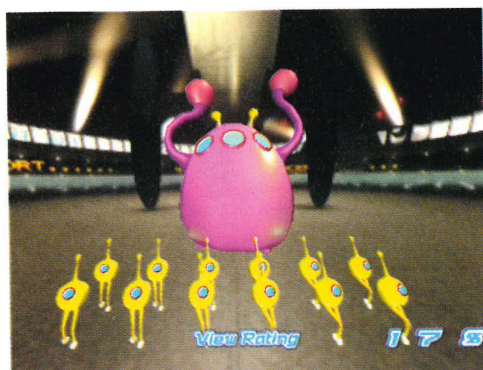
SHAKE IT BABY

An obvious point of discussion in a game based around dancing is the music. After all it wouldn't be much of a game without it – a bit like playing Twister without the mat. Again, the word 'funky' comes to mind. Most of the

"SO MUCH FUN THAT YOU'LL WANT TO KEEP COMING BACK TO IT"



"EVEN ULALA'S KNICKERS ARE COOL" SPACE CHANNEL 5



△ They look silly, but they cause a lot of damage.



△ Put your pants away, you hussy.



△ Save the humans – they will join your posy.



new wave of Japanese dancing games have the odd tune or two that can be listened to a couple of times before the taste police have to be called in, but that's it. The PlayStation's cartoon singalong *PaRappa The Rapper* was not to be knocked, but *Space Channel 5* has a certain style and finesse that puts it in an older age bracket. It has the kitsch cool of *Austin Powers* and the sex appeal of *Barbarella*, *Tank Girl* and Britney Spears all wrapped up in one bright orange PVC-coated package. These funky beats are matched by the coolest selection of outfits you'll ever see off the catwalk – one for each level of the game. Even Ulala's knickers are cool, and yes, you'll see them on more than one occasion.

But there's got to be a down side, hasn't there? Unfortunately, yes – *Space Channel 5* is actually very short. There are only four levels and six bosses to tango with, but then the levels are pretty tricky. Some of the tracks have incredibly fast beats, and the action is very often started on an off beat, a bit like trying to dance to the tones of an industrial drill. It gets even more complicated when the directions are reversed – very, very confusing, especially after a couple of drinks. Having said that, it won't take you long to complete the game, but it does have a great deal of replayability. This game is so much fun that you'll want to keep coming back to it, if only to get a flash of those pants. You can also work to improve your rating figures, and attempt to rescue every last human – a



SPEAK OUT

SPACE DANIEL LLEWELLYN,
SPACE PRODUCER OF *SPACE CHANNEL 5* AT SPACE SEGA
SPOKE TO US. IN SPACE

WHAT'S THE BEST THING ABOUT THE GAME?

Ulala - need I say more?

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?

Virtua Tennis is still doing it for me!

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER?

GoldenEye on Nintendo 64. The play experience is more wide ranging than most first-person shooters. At the moment I think *Quake III Arena* on Dreamcast is the business!

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY?

Games testing for US Gold.

DESCRIBE YOUR DANCING STYLE.

Best way to describe it would definitely be... eclectic.

challenge made more fun by the way everyone one has their own ID card to collect, telling you their name, age, hobbies, and so on.

Space Channel 5 will make you smile – everything about it is pleasing to the senses. The graphics are clean and colourful, even if the backgrounds do look a little grainy at times. The soundtrack is funkytastic and the 78 characters are well developed, well dressed and convincing. The plot is interesting, and there is even a love interest to add a little flavour to the soup.

Even if you usually find the thought of dancing games sickening, we don't think you'll be able to escape the hypnotic charm of *Space Channel 5*. ☺

PRICE: £39.99

PUBLISHER: SEGA

DEVELOPER: UNITED GAME ARTISTS

VERDICT

SEXY, FUNKY, AND A WHOLE LOT OF FUN



UPPERS

Loads of cool characters • Triptastic graphics • Great soundtrack • The best legs in the galaxy



DOWNERS

Could have done with being a bit longer • Or maybe a little cheaper

IN ONE HOUR Got tongued by Space Boss 2 Morolina

WEBSITE www.dreamcast-europe.com

MAX PLAYERS 1

VIDEO MODES

Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

8

VERY GOOD



△ You'll get used to seeing the arse-end of Ferraris.



△ Cut in on the right but watch the mirror. This is like Bullit.



△ By 'eck missus, that car looks a bit quick...



△ "Under the bridge downtown. I could not get enough."



△ Imagine the cost if these three crash. Oh, there's no damage.



△ Judge when to late brake by your opponent's smoke trails.

F355 CHALLENGE

Ayrton Senna once said that "Beyond the limits of speed was flight."
TOBY GUNN takes Yu Suzuki's finest for a spin to test his theory

DEPENDING ON YOUR POINT of view, Ferraris are either gross symbols of opulent wealth, or the zenith of design representing decades of speed and engineering passion. If you're reading this, the chances are you side with the latter and one man who would definitely agree with you is Yu Suzuki, the Japanese games guru behind countless arcade classics and self-confessed Ferrari nut. This isn't the first time he's paid homage to his most fancied ride; you may well remember the original Ferrari racer, *Out Run*. But things have come a long way since those days and there has been a great deal of excitement about the arrival of *F355 Challenge* on Dreamcast.

It seems Ferrari pre-empted this driving simulator during car development, for it can't just be coincidence that the car is called 'Challenge'. Yu Suzuki must have hell getting to the Sega office if this is the difficulty curve of navigating a 355. Certain ground rules must be established to understand this game: 1) This is a simulator – not a funky arcade game and 2) It really does have only one car with no secret cars, or hidden cars, or anything else to do with cars unless it's a Ferrari 355.

Firstly, kudos must be given to the quality of arcade conversion. Considering the original arcade cabinet was



"THIS IS A GAME ABOUT ONE CAR AND ONE CAR ONLY" F355 CHALLENGE



△ Also available in orange...



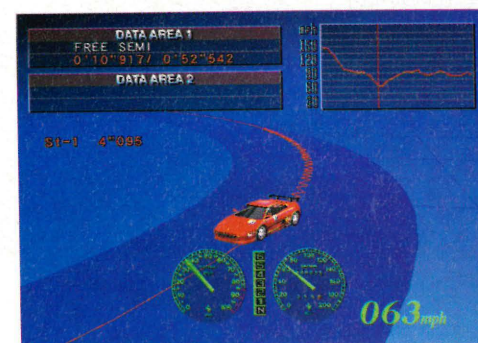
△ ...And two-tone



△ Do as they say - they're here to help



△ Going to the pits lets you appreciate the car's exterior.



△ Study the driving data in Tron mode.



△ With sunset like this it seems Constable was the art director.

supposedly powered by four Dreamcast-standard Naomi arcade boards pushing three monitors plus a force feedback steering wheel, this is a stunning conversion. The view has of course lost the two exterior screens for, even with the cost of maraca peripherals, Sega don't expect you to shell out for two more TVs, although the single-monitor view with widened focal length appears to work well. No matter though, the driving experience is heightened by trigger buttons with a level of analogue sensitivity that escapes most other Dreamcast drivers. This all pushes the game into the category of 'perfect conversion' quite comfortably.

As in the arcade version, this simulator has a training mode and plenty of driver-assist options to keep you on the track should you need them. And to begin with, you will. The essential training mode draws a large red racing line around the course, with the line deviating into a zigzag in the recommended braking areas, plus rally-style arrows to alert you of the corners. The driver-assists include stability control for twitch-free cornering, ABS to stop the wheels locking up on late braking and throttle control to stop your wheels spinning like a Dutch windmill during hurricane season. These can be

"NOTHING
SHORT OF
PERFECTION
WILL MAKE
THIS CAR WIN"

switched on and off at any point during racing, so you can ease yourself into the art of driving a Ferrari. Strangely, there is also an auto-braking feature which does the right foot work for you, potentially limiting your involvement to nothing more than directional changes. These features are here to ease you into this hot bath of a game and, naturally, do make the driving easier. Seeing the icons light up in the corner of the screen, however, can act as a flashing reminder that elements of this simulator are out of your control and you're maybe not driving the full package; especially as your lap times will improve with the assists switched off.

NICE DRIVIN'

Nothing short of perfection will make this car win. Deviation from the precise racing line will lose the fraction of a second it takes for Mr Smarty Pants computer-driver to streak past with a blush of secular lighting. A crash at any part of the race will ruin any chances of ever seeing another opponent's car again. For this is real racing, and in real racing there is no catch-up, though mercifully there is a very quick restart function. Staying on-track to avoid these restarts is ▶



△ After years of practice you'll eventually see this screen.

▷ obviously the key to success, however the car's dynamics do their best to confound you. The engine sinks like a boat with the slightest sniff of wheel spin. Broadside off the racing line and the wheels become skates. Lock the brakes a moment and the car becomes a bob sleigh on an ice rink. Standard race physics you'd think, but this is PhD Car physics in a box.

"You can have any car you like as long as it's a Ferrari." A bastardised version of Henry Ford's quote perhaps but, in case you hadn't noticed this is a game about one car and one car only. It's no *Gran Turismo*, and although the car can have its mechanics altered by tweaking the set-ups, this doesn't do a great deal. The colour can be changed to fool the eye, but at the end of the day it is still the same car with over-the-top stabilisers. And in case you fancy writing the 355 off, there's no damage. Ferrari don't want their cars to look bad now, do they?

Sadly, there's no online network but, the designers have added a ghost car feature. This feature, also present in games like *San Francisco Rush 2049* (ODM #12, 7/10) and *Metropolis Street Racer* (ODM #12, 9/10), enables you to download real hot laps from other players via the web and adds a welcome new level of competition. Apparently professional Ferrari drivers'

laps will soon be available just to show you how dire a driver you are...

FERRARI ESTATE

For those who can handle the beast, there is a lot of game to get stuck into with 11 superb courses, five of them exclusive to Dreamcast. From the learning ovals through to the mighty Monza and the sexy Suzuka, these prestigious, historic racing tracks have been gorgeously recreated in every detail, with zero pop-up.

You need not feel alone in your Ferrari struggle as you have an incredibly smooth 60 frames per second, two-player split screen arcade mode. This smoothness, as with all the best driving games, is at the expense of the arbitrary graphics you get in slower racing games, but it's a balance and nothing important is lost. As well as the split-screen option, there's a link-up option requiring two Dreamcasts, two televisions and a network cable. Well worth borrowing the equipment for (but good luck finding the link cable).

Musically this production is host to the type of in-game rock that you wish was outlawed. While we're on the subject, the engine noise is not the stuff of racing passion either, more the stuff of go-karts. This is a disappointment from the man who gave us the in game



△ The detail around Suzuka is incredible. It never slows down.

**"THIS IS A
SIMULATOR –
NOT A FUNKY
ARCADE GAME"**

radio in *Out Run* aeons ago. Ferraris shouldn't sound like this. Even hair dryers shouldn't sound like this.

So the game is stripped down. All you do is race and race perfectly; this is a one car simulator and doesn't pretend to be anything else. A triumph of software engineering rather than game design. Though it does justify itself with great detail, tracks and control depth, it does seem a little narrow. There will only ever be one driving style that will win this game, like there's only one way to land a plane without dying. It's like the car is a permanent final boss that takes months to kill. ☹

PRICE: £39.99

PUBLISHER: ACCLAIM

DEVELOPER: SEGA AM2

VERDICT

**A PURIST'S DREAM, UNLESS YOU
HAVE HIGH BLOOD PRESSURE**



UPPERS

Smooth graphics • Great tracks •
Brilliantly crafted • Attention to detail



DOWNERS

Only one Ferrari • Perhaps too challenging •
Frighteningly bad music

IN ONE HOUR Simply shouting "Aaaaaah!" at the screen then compulsively hitting restart

WEBSITE www.acclaim.com/games/ferrari355

MAX PLAYERS 2

VIDEO MODES Full-screen
60Hz option, VGA compatible

ODM RATING OUT OF 10

8

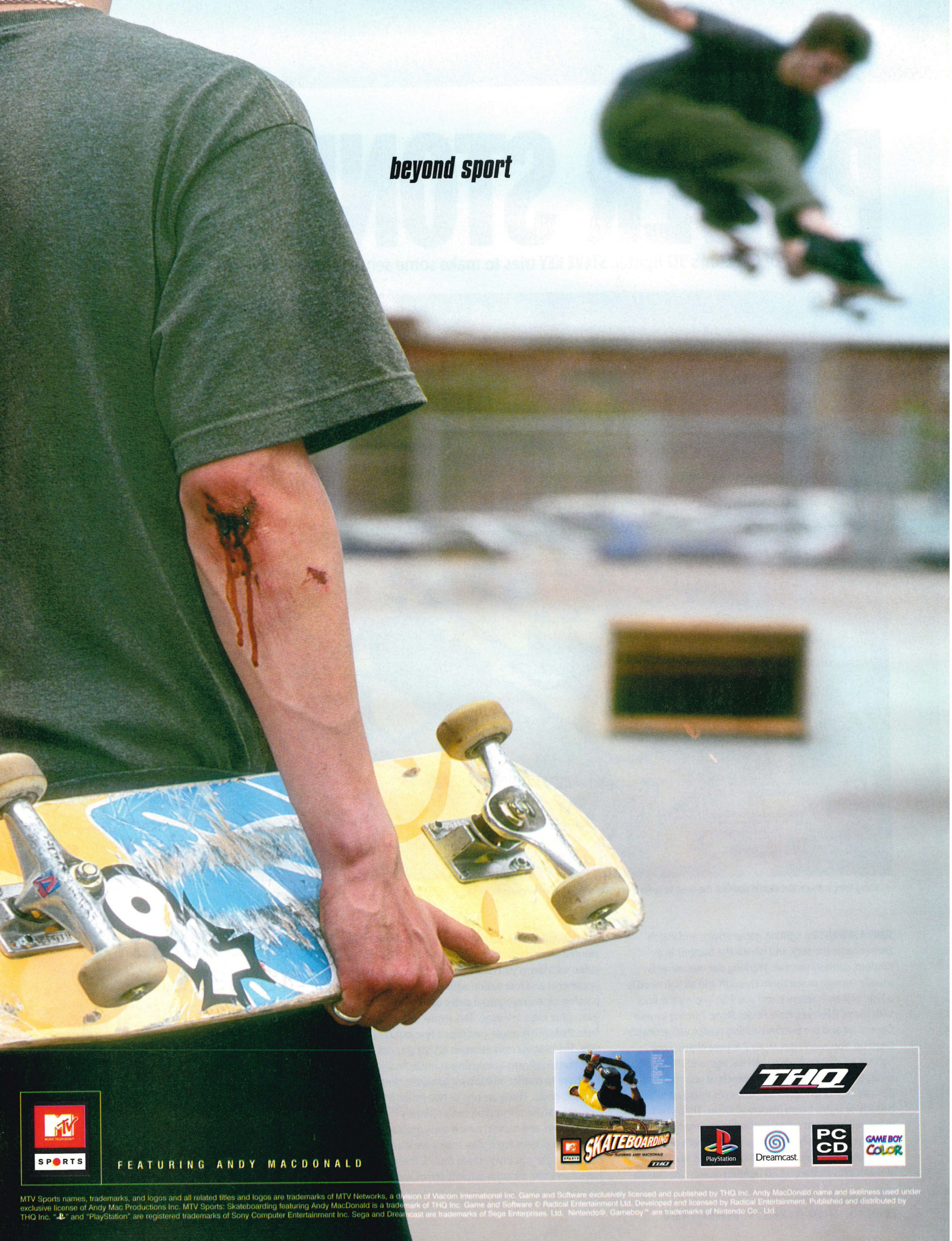
VERY GOOD

SPLIT WINDSCREEN

F355 Challenge's two-player split-screen mode is one of the best features of the game. Unlike many racing games' split-screen modes, the graphics aren't slowed down in any way, meaning you and a friend can genuinely pit your driving skills against one another, rather than battling with sluggish controls and movement.



beyond sport



FEATURING ANDY MACDONALD



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POWER STONE 2

Another dose of Capcom's 3D fighter. **STEVE KEY** tries to make some sense of the madness



△ Wang Tang is down and should you feel the need to revive him, you only have five seconds to do so.

HAND A JOYPAD TO a fighting game novice and watch them wiggle the stick and whack the buttons in a random, comedy manner. Working out one move is usually enough to see them through and all you need is a little skill and patience and you'll be wiping the floor with them. However, have *Power Stone 2* sitting in your Dreamcast and the button-bashing novice will probably clean up. You see, *Power Stone 2* is pure chaos. Four fighters on screen at once with backgrounds that change, morph and generate objects at you constantly. It'll take four or five goes for your eyes to adjust to the barrage of sights being thrown at them. Then you have to try and work out some method to the madness before you can really get to grips with what's going on.

The original *Power Stone* (ODM #1, 8/10) was unique in that it provided a true 3D fighting game. Once inside

the fighting arenas, you were free to go wherever you wanted and do whatever you want. The stages were laden with items you could pick up or throw at your opponents and interaction with the backgrounds was possible by swinging from poles or using rooftops to gain some extra leverage. The sequel doesn't detract from that core formula, just clips a few extras on to the side. The biggest new element is that you can have four human players competing at once. And you don't just have to restrict multiplayer games to simple head-to-head bouts. Three-on-one or two-on-two fights are available, so handicapping better players is simple. You can mix and match human and computer-controlled players too if your mates are washing their hair the night you invite them round. These modes have had some thought put into them, too – it's

"THE QUALITY IS HERE, BUT IT JUST DOESN'T FEEL RIGHT AS A PACKAGE"



△ Three Gems and Wang is on fire. Literally!



△ Destroy two of the legs then attack the head to kill this boss.



△ Get caught in the fire and you'll struggle to get close.



△ Unloading into enemies causes them to drop gems and cash.

possible to revive downed partners by running up to them and pressing the action button, for example, giving them a small amount of your energy so they can continue. There is a time limit during which they stay in this help state and after that runs out they disappear from the arena.

GUNS FOR SHOW

Keeping an eye on what's happening in the background is half as important as watching out for your opponents, because so many different items appear. There are also places where you can physically interact with the scenery, namely gun turrets and vehicles. Walking up to these sections and standing close by will call up a red ring around the object in question, indicating you can jump into it. Make an immediate beeline for the gun turrets because they do some serious damage and are pretty solid protection, not to mention the rate they spew out bullets and missiles. Also look out for the strange vehicles that can be driven to create a bit more on-screen havoc. Tanks, strange bomb-dropping planes and even skateboards are waiting for your skills. Each of these objects that you manipulate to your advantage only has a short amount of life, as they'll disappear after so many bombs have been dropped or explode after they've taken a specific amount of damage. On the flip side, head straight for anyone you see in one of these craft, otherwise you'll be chewing on some missiles.

There's a strong replay factor to *Power Stone 2* thanks largely to the Adventure mode. The purpose of this option is to collect items and money to use in the item shop a little later on in the proceedings. The fights take place in exactly the same manner as the Arcade mode for example, only the emphasis is on you to really hunt

around the stages and open all of the chests, or smash as many of the crates as possible so you can locate all of the items. At the end of a successful bout, you're shown what items and cards you've collected and these become available for use in the item shop.

Once inside the shop, you have the chance to play mad scientist and start messing around with whatever you've collected so far. There are hundreds of items to be discovered, some of which you have to get by combining two existing weapons already in your possession. Others can be made by adding cards to the equation. Material and Essence cards work by adding a specific element to a weapon to increase its strength and power. Some cards don't mix with weapons so you don't actually get any additions to your arsenal for taking that chance. You can see the intention behind including a mode like this, by trying to create a *Pokémon*-style collect and swap feature, but once you've found a couple of weapons that do a job, you tend to stick with them and not bothering to tinker with anything else. There's also a mini-roulette sub game within the item shop, which again rewards you with some huge weapons if you win.

SHALLOW END

There's no doubting that the quality is here in *Power Stone 2*, but it just doesn't feel right as a package. Even though it looks excellent, some of the camera angles leave a lot to be desired. The levels move and change as you fight through them now, and to be honest some of the new sections detract from the real reason you're playing – to fight. The Power Fusion and Power Drive moves, which become available when you collect enough stones, are fun but they're so easy to pull off (with the shoulder buttons), that you don't get any real



SPEAK OUT

WE SPOKE TO YOTA WADA, PRODUCER OF *POWER STONE 2* AT EIDOS, ABOUT THE GAME

WHAT'S THE BEST THING ABOUT THE GAME?

It's great to play with the people who you hate and kick the hell out of them. Ahhhh... it sure does feel great! *Power Stone 2*: a civilized way of sending 'the message'.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?

Hmm... let me think. Right now, I'm playing *Resident Evil Code: Veronica*, *Power Stone 1*, *Power Stone 2*... Oops, they all seem to be my own games! So I guess none other than my own. Sorry!

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER?

Marathon by Bungie Software. It was my first first-person action shooter game, and back then it was revolutionary!

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY?

Producing the Japanese version of Bungie Software's *Marathon 2 Durandal* for Macintosh. Actually, I used to be a big Mac fan! I remember testing the game for 17 hours straight and felt like puking big time.

WHAT'S YOUR FAVOURITE POWER-UP IN *POWER STONE 2*?

The adrenalin rush from playing *Power Stone 2*! Grrr... it really powers you up! To feel the power is to play the game!

satisfaction from using them after a while. Four players will have a riot (probably literally) in beating the crap out of each other using tanks and huge spears, but there never seems to be much skill involved, so it ultimately leaves you without a feeling of satisfaction or sense of achievement. What a shame. ☹

PRICE: £39.99

PUBLISHER: EIDOS

DEVELOPER: CAPCOM

VERDICT

MAD MULTIPLAYER FUN BUT LOSES ITS APPEAL QUICKLY



UPPERS

Four players simultaneously • Backgrounds and locations change mid-fight • New characters



DOWNERS

You need little skill to play it • Difficult to tell what's going on at times • Some awkward camera angles

IN ONE HOUR

We finished the Adventure mode

WEBSITE www.capcom.com

CHECK OUT The Mini Book on your Visual Memory unit

MAX PLAYERS 4

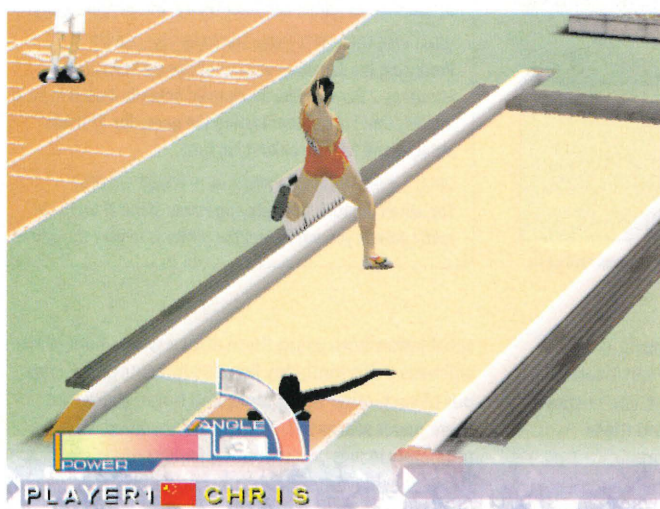
VIDEO MODES Bordered 50Hz, Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

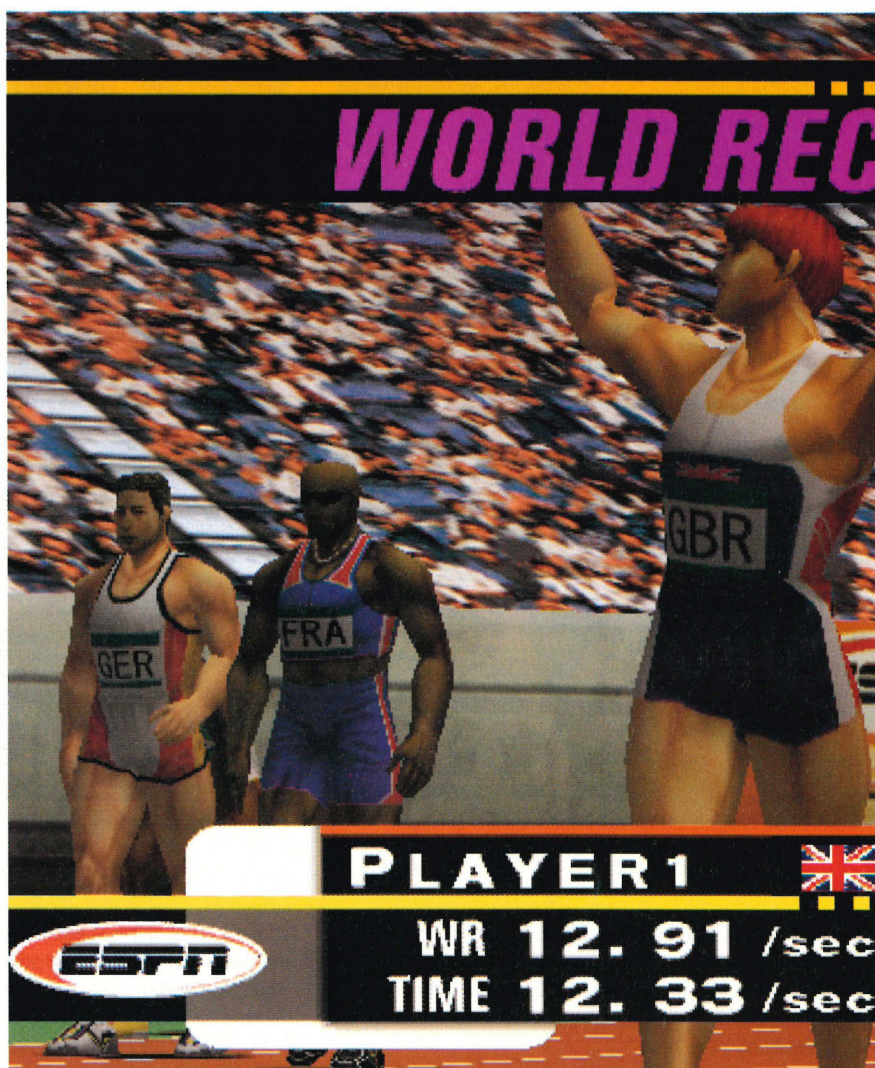
7
GOOD



△ 100m dash: your 'gentle' introduction to athletics. More like total controller destruction!



△ The long jump: run like hell, time it right, and get an angle of about 30 degrees. Easy!



△ It's always good to get a new world record, even when you first play and get one every five minutes.

ESPN INTERNATIONAL TRACK & FIELD

There are so many athletics games around at the moment, anyone would think it's an Olympic year. **STEVE OWEN** is the one wearing the Lycra

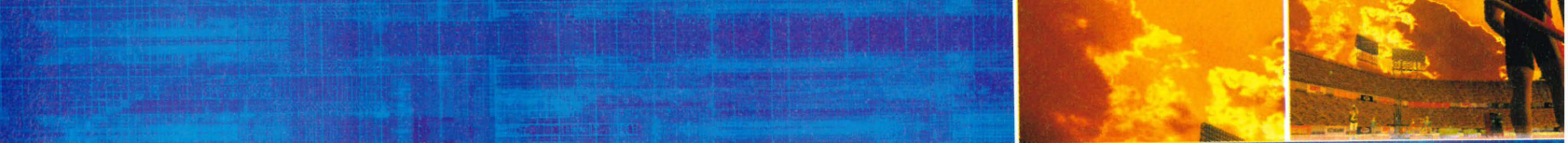
HANDS UP, WHO finds athletics sexy? Not many of us on the magazine, sadly. Most of us prefer our women a tad more feminine, less bulky, slightly more shapely, and wearing outfits with a touch more character.

Which, quite frankly, is just as well considering the shortage of women in Konami's update of its classic *Track & Field* franchise, which arrives just in time to catch the tail end of the furore surrounding Sydney 2000. Of the 12 events that you eventually get access to, only one has you controlling a woman (but at least she's Audrey Hepburn-shaped, which is about as good as you can

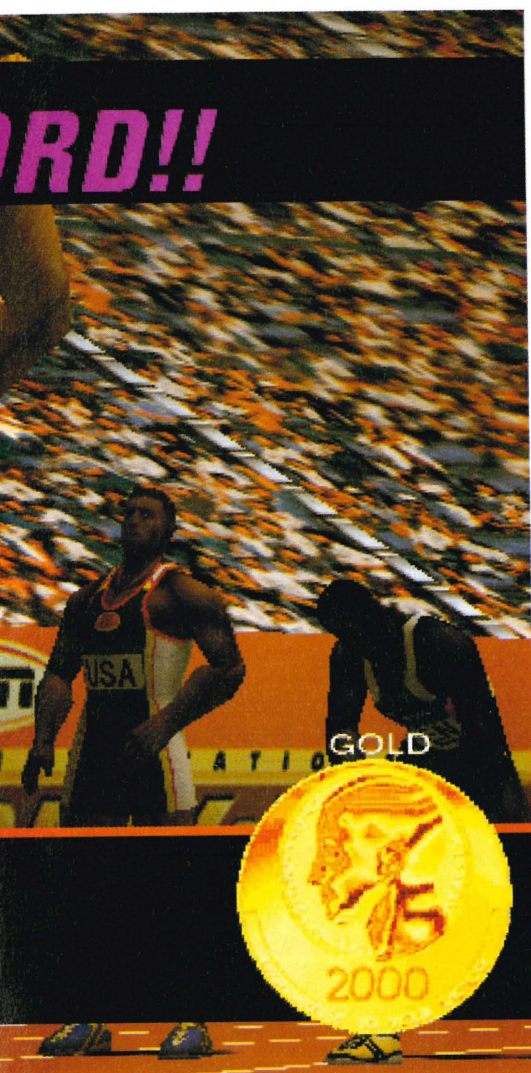
expect in Olympic competition). The rest are dominated by raging testosterone flesh lumps steaming through mainly activities in the search for ultimate victory.

Of course, *Track & Field* has some history, which dates back to the early '80s. Especially the home computer versions. Okay, it's all a bit hazy when you go that far back, but the truth is button-bashing sports games have been around for a while, and always make another appearance every four years or so, coincidentally just around the time of the Olympics.

Sensibly, Konami's latest game isn't trying to do anything radically different. Attempting to totally redesign the genre is risky, and has, to memory, only really worked with the more cerebral, timing-centric *Summer Games* series a number of years back. Instead, *ESPN International Track & Field* just looks lovely, and provides a mix of timing, response, stamina and speed. Just like the Olympics.



"THE ON-SCREEN TEXT LOOKS CHUNKY AND UNTIDY" ...TRACK & FIELD



"IT PLAYS EXCELLENTLY, BUT THE PRESENTATION OF INTERNATIONAL TRACK & FIELD ISN'T PERFECT"



△ For the pole vault you must build up plenty of speed, time it right placing your pole, and flip your body over the top of the bar.



SPEAK OUT

WE GOT IN TOUCH WITH
HANS-JOACHIM AMANN,
EUROPEAN PRODUCT MANAGER
AT KONAMI OF EUROPE

WHAT'S THE BEST THING ABOUT THE GAME?

The gameplay. With *Track & Field* you get the 'original' of the genre. Konami has more than 15 years experience with track & field games. You can feel this during every event.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
F355 Challenge is probably my favourite just now.

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER?
My all-time favourite is *Wolfenstein 3D*. It wasn't just a great game, it also made the whole genre popular.

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY?
That's going back a bit. I was Editor of the first German computer and videogames magazine.

WHAT'S YOUR BEST TIME FOR THE 100 METRES?
It's 9.32 seconds using classic two-finger bashing (no cheating with lighters). I'm sure it's a time your readers will find easy to beat!

THE INEVITABLE LIST

And so, the essential part of any review of this type of game is to let you know what's in it. *Track & Field* starts with just eight events, but it's clear from the Trial mode that there are four more to be found (by, it turns out, getting a certain number of gold medals in the existing events; you need 11 golds to unlock the final event).

The first is an essential inclusion; the 100m dash. It's a great, if somewhat exhausting, introduction to the genre, as you have to simply bash two buttons on your controller to outrun your competitors. But it gives you the basics that act as the foundation for most other events, and, as we'll mention later in the review, it's your opportunity to come up with your chosen technique for maximum speed.

Then there's the long jump; an opportunity to run very quickly for a brief amount of time. The shoulder button comes into play as a regular feature, this time to start your jump. Timing is essential, as you must launch as close to the line as possible, without passing over it, and release the shoulder button as the rapidly increasing jump angle hits 30 degrees. That's three skills you have now; speed, timing, and accuracy.

The horizontal bar gives you a rest from button-bashing, and forces you to become adept at timing and

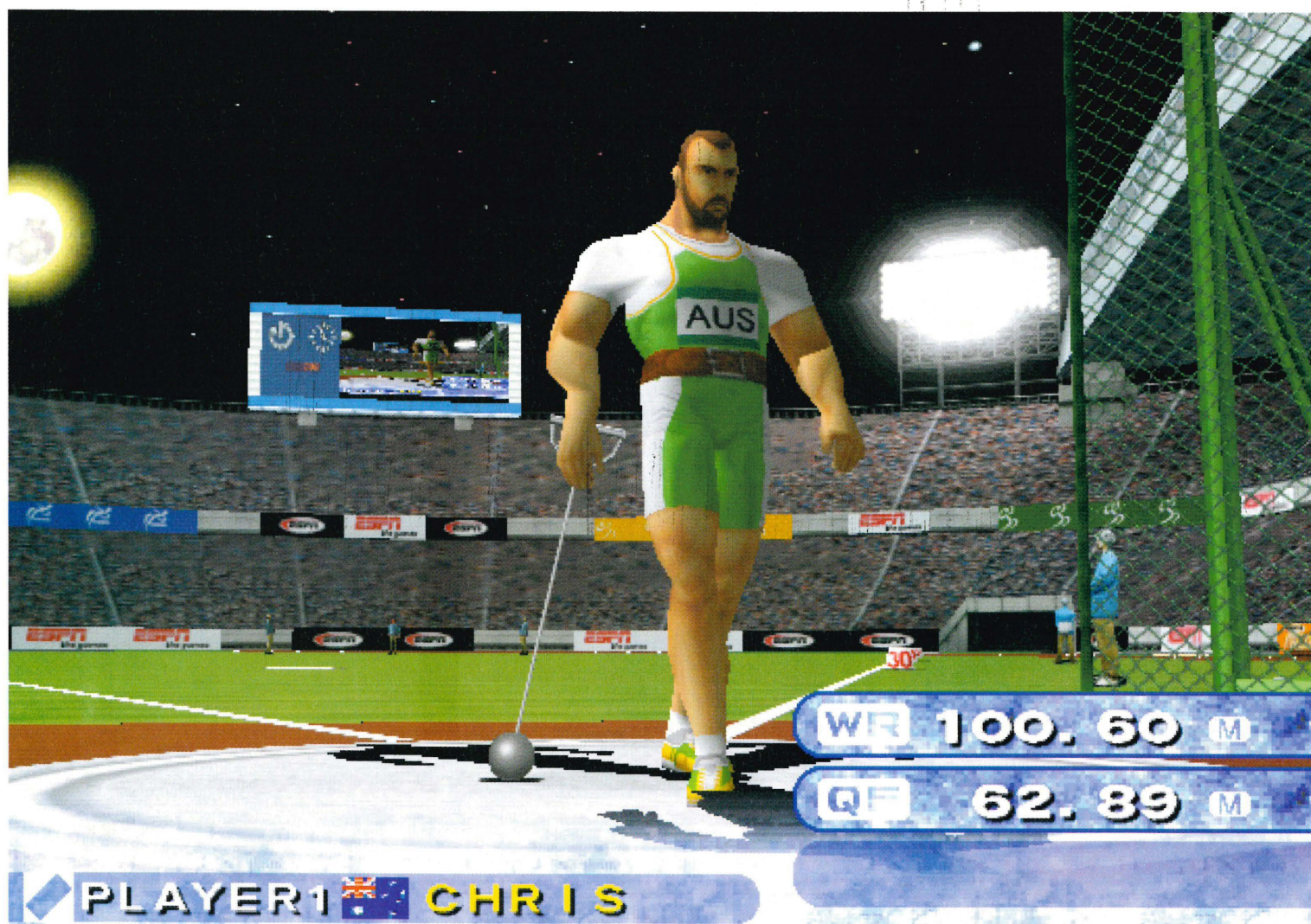
response. To perform the number of tricks demanded you have to repeat a short series of arrows, much like one of Konami's own arcade dancing games.

That's most of what you need to succeed in the other events. The pole vault, hammer throw, 110m hurdles, and javelin throw are speed and timing events. The final of the first eight events, the weightlifting, requires timing and stamina.

Your reward for doing well in these first eight events is to unlock four more. Three of them don't require any new skills, although they do require greater timing and accuracy. But succeed in the high jump, triple jump and vault (that's the one with the girl in it), and you unlock your greatest reward; the enjoyable and interesting, (if unremarkable), trap-shooting. A complete departure from the other events, you must "Call", aim, and shoot at a series of clay pigeons fired from hidden traps.

NICE ENGINE

It plays excellently, but the presentation of *ESPN International Track & Field* isn't perfect. The character animation is generally exemplary, certainly during the obviously motion-captured events themselves. For instance, the horizontal bar competitor looks exceptional as he performs a series of impressive tricks and twists. ▷



△ Stop – Hammer time! Get plenty of speed up as your on-screen character spins round, then press for the angle while pointing through the gap in the fence.

▷ But it's not all perfect. Although there is high resolution VGA box support, the on-screen text hasn't been improved, and looks chunky and untidy. By far the most frustrating, though, are the endless pauses and forced animation the game makes you sit through. There's nothing more amateurish (appropriate, considering this is athletics), than an animation or camera swoop that repeats every single time you play an event, but can't be skipped. Text slowly scrolls across the screen, windows zoom in and out, and you just have to sit there staring, instead of getting on and improving your score.

The sound, furthermore, is generally pretty rough. Absolutely horrible American rock – even worse than normal – annoys on the front screen, while the mixing levels for voices and sound effects are all over the place. Grunts and roars from competitors are always the same, making them as tiresome as the animation you can't skip. Sound may not be the most important part of a game like this, granted, but it's still a shame to find sloppiness from a company of Konami's standing.

BUT THAT'S CHEATING

Yet the major problem with *ESPN International Track & Field*, is that it is too easy to work your way through in one-player mode – we're not going to be the only people in the world who figure out how to beat each and every event, time and time again.

It's well-known among players of the genre, that getting arthritis from actually pressing the A and X buttons like you're supposed to is for mugs. There's always a better and quicker way of doing the job than using two fingers and trying to get your brain to rhythmically and very quickly operate each digit in succession. For instance, in the rather misguided *Virtua Athlete 2K*, some of us found the proximity of the two buttons required the curved end of a fat pen, using a scribbling action to achieve stunning speeds.

Likewise, *Track & Field* is easily beaten through a single pound coin being scraped repeatedly between the two buttons. If you happen to be a cheating scamp with no honour or friends, this will no doubt keep you happy right through to the end of the game, only a matter of hours after you started it. But if you're a *real*

gamesplayer, you'll play with the internationally-recognised rules banning the use of anything other than your body.

It's not just the speed events which can be mastered easily with just a little bit of cunning, either. The horizontal bar, for instance, doesn't use the X and A buttons in the normal 'bash-bash-bash' way. The event seems so hard at first, because you try using the analogue stick or d-pad to respond to the arrow commands. But the moment you realise that the X, Y, A and B buttons work just as well (and aren't as likely to result in time-sapping mistakes), it takes just 20 minutes practice to get an almost perfect score.

So, the simple point is that if you're after a one-player sports game, this isn't the one to go for – *Sydney 2000* (ODM #11, 7/10) offers similar gameplay with plenty of well thought out one-player lastability. *ESPN International Track & Field* is a multiplayer game through and through, and a great one at that. In fact, playing with a group of friends is such an important part of the game that even practising events on your own feels kind of... wrong. Yes, you might set a new world record,

"IT'S NOT TRYING TO DO ANTHING RADICALLY DIFFERENT"

"A MULTIPLAYER GAME THROUGH AND THROUGH" ...TRACK & FIELD



△ For the hurdles, run fast and time your jump. Try not to be at the back. That's the best advice we have.



△ Officials are advised to keep their eyes open for stray javelins.



△ The crowd love a winner, and the winners love the crowd.

but it's far less satisfying when you don't have a bunch of amazed friends watching as you cockily parade around the room in celebration.

Strangely, while the graphics are certainly a big improvement over the four-year-old PlayStation *International Track & Field* (though not as big as we'd hoped), some of the original events have been slightly over-complicated while others have been equally over-simplified. The hammer throw, for example, really doesn't need the spinning graphic in the bottom-left corner showing exactly how many more times you need to spin and exactly when to press the 'throw' button. It may have taken a little longer to master the event without it, but that could have added that little extra bit of skill to the event.

Still, *ESPN International Track & Field* is certainly one of the most enjoyable four-player games you'll find. But basically, you can roughly take one mark off the overall score for each player you're lacking...

PRICE: £39.99
PUBLISHER: KONAMI
DEVELOPER: KONAMI

VERDICT

FRANTIC MULTIPLAYER HILARITY; DISAPPOINTING ON YOUR OWN



UPPERS

A great four-player party game • Excellent character animation • Some imaginatively controlled events



DOWNERS

Boring if you're playing alone • Find the technique and it's easy to beat • Long pauses between screens

IN ONE HOUR We had a blister the size of Cornwall
WEBSITE www.konami-europe.com
MAX PLAYERS 1-4 simultaneous and turn-based
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

8

VERY GOOD

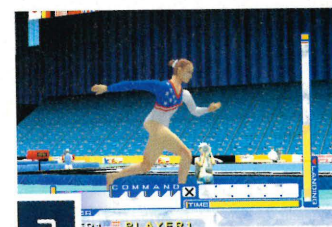
WALKTHROUGH

THE VAULT

Unlocked after a time in the Trial mode, this is one of the hardest events in the game. Being kind-hearted, we thought we'd help you out.



△ Let the judges know you're ready to begin by pressing a button.



△ Button-bash to build up your tech bar; if this is high, the move is more advanced.



△ Press the directions that appear as quickly as possible.



△ Finally, stop the bar as near to the target as possible with one of the triggers.



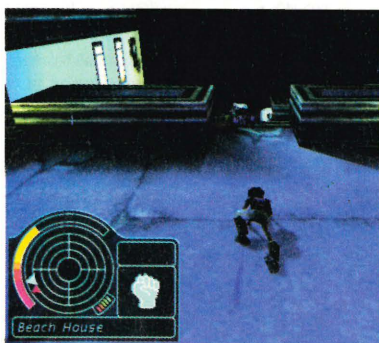
△ Get your skill and timing down to a fine art, and you'll soon be breaking records.

URBAN CHAOS

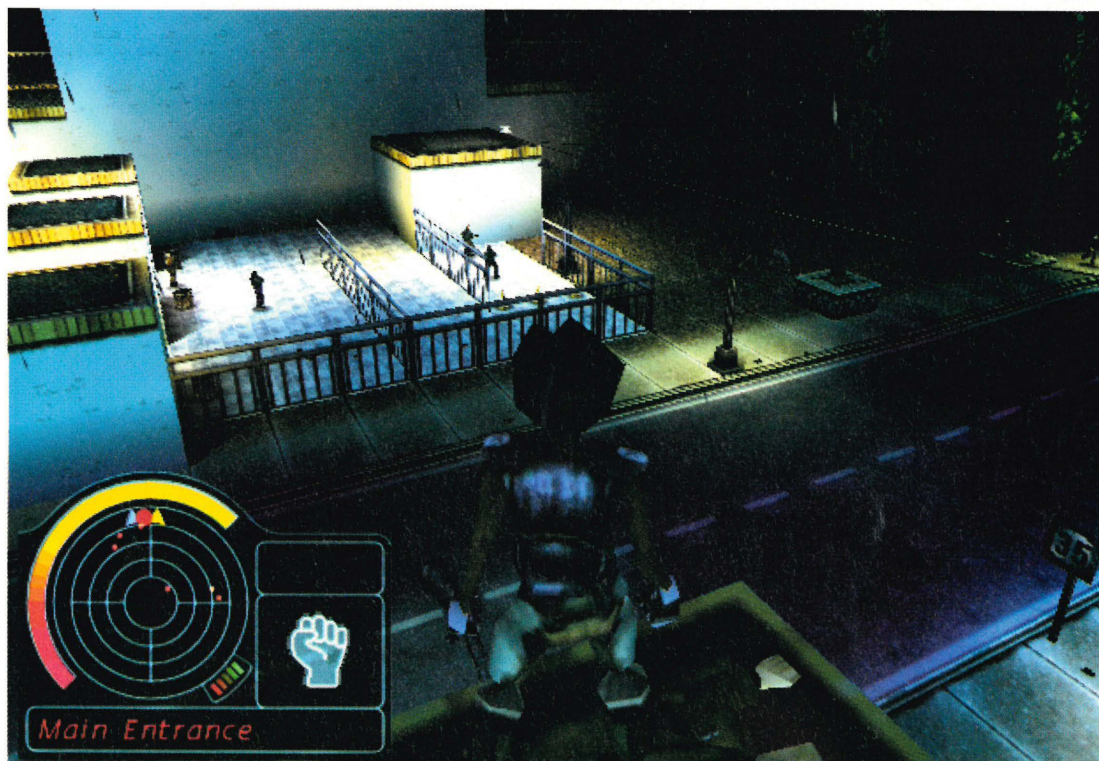
Another dark and violent city of the future. **PAUL PRESLEY** wonders where all the flowers have gone



△ You're not alone out there. Other cops will lend a hand from time to time.



△ D'arci does Lara. Not so much a caption, more a porn film waiting to happen.



△ Sometimes a good vantage point is better than just wading in.

PROOF THAT WE'RE ALL getting old #378. Games set during 1999 are now classed as 'historical epics'. When *Urban Chaos* on PC first burst into the world at the tail end of the last millennium it was a grim warning of things to come. Of how society is forever crumbling and random; violent crime is all we can look forward to. Of course, anyone who's ever spent time in Huddersfield is already acclimatised to it, but for the rest of us *Urban Chaos* could have been considered a training manual. Now we look back on its youthful innocence and laugh as we would at a small middle-class child wearing a suit.

**"YOU'VE A GOOD
SENSE OF
BEING IN
CONTROL OF
THE STORY"**

The back-story is one of the better 'nightmare urban future' scenarios we've seen of late. A rookie cop (you are D'arci Stern!) pounding the beat encounters a series of crimes committed by the eponymous Wildcats gang. At first they're seemingly unconnected – a murder here, an arms deal there, a gang boss meeting in the park. It's only following the rescue of a kidnapped TV reporter that you discover the Wildcats' actions are being secretly supported by the mayor. Add to that the frequent appearance of the mysterious Roper, who in true Obi-Wan mentor-style constantly hints at a bigger picture without ever having the arse-numbing decency to just take a moment and explain it all to you. Oh yeah, and it's New Year's Eve 1999. Can we spell millennial prophecy, children?

UPS AND DOWNS

Now all this would have been the setting for a roller-coaster of a game. Doomsday, badass cops with guns, street toughs with bats, political intrigue – what more do you need? Trouble is it's all let down by one really annoying problem. Basically the control method is far too clumsy. You spend more time struggling to keep

D'arci running in the direction you want her to go than investigating the crimes of the city. Unlike previous home computer versions of the game you do get a choice of control methods, but this essentially boils down to whether you want to have a turning circle of about three miles or an instant switch that causes the camera to be forever swinging around as though it were being carried by a demented monkey.

Irritatingly, that's not the only thing that is wrong with this game. There's the almost psychic nature of the bad guys (who seem to be able to home in on your position from halfway across the city). The tricky targeting system, which in a large-scale encounter sees you shooting as many innocents as criminals. The lack of a side-step function that means you can never sneak around corners. The inability to assign the movement controls to the d-pad. Admittedly, these are all small points but they all add up.

Which is all the more annoying since it's perfectly obvious that there are a lot of damn fine ideas floating around in this game too. The free-form city areas make for great exploration and are chock-full of random crimes and events to encounter. The missions are nice



SPEAK OUT

MUCKY FOOT DIRECTOR
AND *URBAN CHAOS* PROJECT
LEADER **MIKE DISKETT**
SPILLS HIS BEANS

WHAT'S THE BEST THING ABOUT THE GAME?

The 'go anywhere do anything' freedom. Driving, shooting, hand-to-hand combat, platforming, sneaking, all seamlessly put together in a working city environment.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?

I'm playing *Re-Volt*, a brilliant R/C driving game that has been sadly overlooked by many people.

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER?

Quake III Arena. Id Software created the whole genre and they are still its masters. Why does the world need any other first-person shooter?

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY?

Back when I was 13 (that was way back in '83) I was making money writing games for the Commodore 64 and Vic 20 for magazine listings and compilation tapes. Of course, that was when a 16k RAM pack cost you £40...

WHERE'S THE ROUGHEST PLACE YOU'VE EVER VISITED?

Aldershot, heartland of the British Army. Second to that, L.A. at E3 two years ago. One of the testers who went over with us vanished and has never been heard of since.

"DOOMSDAY, BADASS COPS WITH GUNS – WHAT MORE DO YOU NEED?"

and varied as well, with constantly updating objectives as you go along. Plus there always seems to be more than one way to complete these missions, which means you've a good sense of being in control of the story.

HISTORY REPEATING

Developers Mucky Foot really should have taken the time to address these problems for the Dreamcast version, having had a number of extra months' work since the initial PC release. These are all the same criticisms that were levelled at the previous incarnations of the game and to just have buried their heads in the sand and ported it over isn't doing this potentially superb game justice. It's rare enough that we see titles with any decent thought put into them as it is, so when one does actually come along it shouldn't have to suffer from something so basic as a dodgy control method. We can only hope Mucky decide to go for a full-on sequel to give us the game *Urban Chaos* should have been. ☹

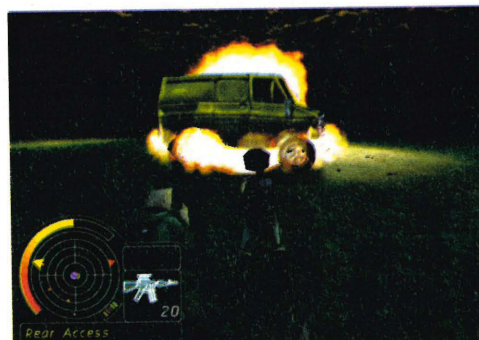
PRICE: £39.99

PUBLISHER: EIDOS

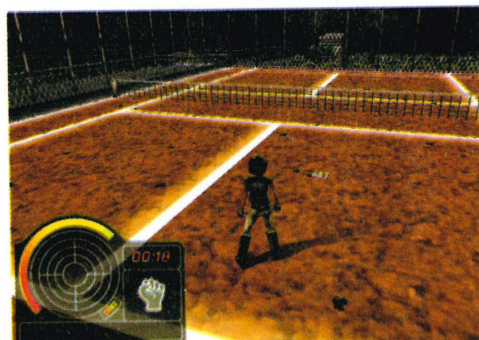
DEVELOPER: MUCKY FOOT



△ Training gives you all the skills you'll need to survive.



△ The bigger the weapon, the better the results.



△ Virtua Tennis anyone?

VERDICT

A GREAT IDEA – NEEDED BETTER STRUCTURE AND CONTROLS



UPPERS

Engaging storyline with fantastic FMVs • Nicely realised city areas • Constantly varying missions



DOWNERS

Annoyingly clumsy control method • Inability to use d-pad for movement • 'Psychic' bad guys

IN ONE HOUR Completed bronze and silver training and the first three missions

WEBSITE www.muckyfoot.com

MAX PLAYERS 1

VIDEO MODES Full-screen
50Hz, VGA compatible

ODM RATING OUT OF 10

6

PRETTY GOOD

"THE MISSIONS ARE NICE AND VARIED" **URBAN CHAOS**

WALKTHROUGH

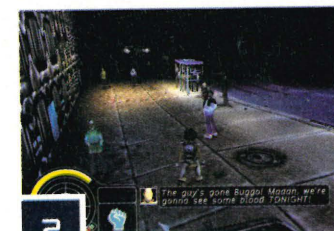
BRING HIM DOWN

One of the early missions sees you preventing a suicidal citizen from becoming pavement pizza. At least in theory...



1

△ Your Sarge gives you the low-down. He just wanted to be a fireman, apparently, but was turned down. Aww, bless.



2

△ Seems the gawpers at the scene would prefer to see him take a dive. Sickos, the lot of them.



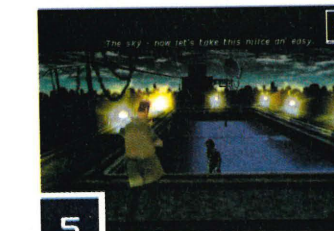
3

△ Best take the quiet route and approach him from the rear.



4

△ A quick spot of ladder-climbing later and we're at the top. Now a quick slide across this handy wire...



5

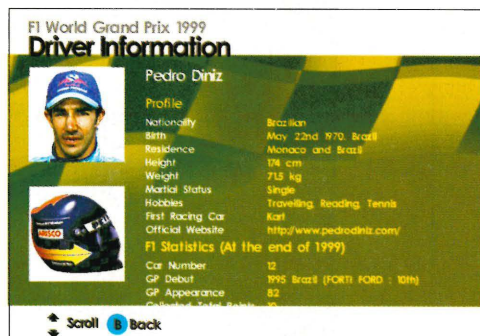
△ ...and it's time to put all that negotiation training to good use. Or you could just shoot him. Whatever.



△ The new Sepang circuit is one of several new additions.



△ Broadcast mode lets you watch an entire race as if on TV.



△ The gallery feature has endless facts and figures... hmm.



△ The already detailed cars are looking even better and there are now working video screens at all the tracks.

F1 WORLD GRAND PRIX II

Can Formula 1 form the basis for a fun game? **DAN TRENT** stands accused of motorsport heresy

WHEN *F1 WORLD GRAND PRIX* (ODM #2, 8/10) was launched last year, it was the first 'serious' driving game to hit the Dreamcast and was well received, bar a few irritating bugs and some tricky handling. Almost a year on and the sequel is with us, promising a glitch-free, smoothly textured and updated ride around all the Formula 1 circuits, with the events from the 1999 season, and the brand new Sepang circuit in Malaysia.

When it comes to developing a Formula 1 title for a console such as the Dreamcast, there are many conflicting ideals to meet and expectations to satisfy. A significant number of your target audience are going to be extremely well-informed, obsessive even, on the world of motor racing, and expect their games to reflect

this and be as realistic as possible. However, F1 cars are so far away from the driving that any of us know that, if you succeed in making a truly accurate and realistic simulation, most people will walk away frustrated. Dumb it down too far though, and you risk the wrath of the fans, leaving a very narrow path to tread.

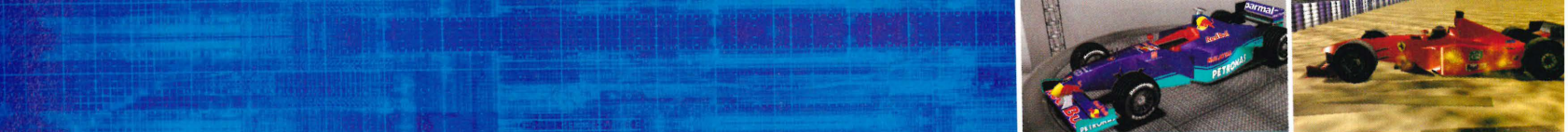
The fact that, barring Murray Walker, most of the people involved in F1 make your average shop window mannequin look charismatic should act as a warning sign that, just maybe, it's going to be difficult to make an F1 game that could genuinely be described as 'fun'.

Exciting, challenging, detailed; these are all words that spring readily to mind, but fun just isn't in the F1 dictionary and that is inevitably going to be reflected in

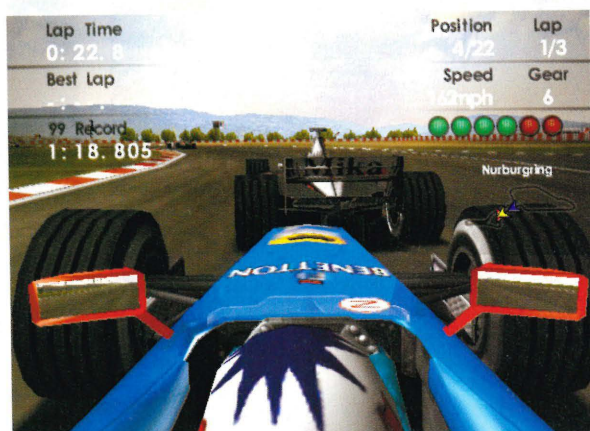
the games. An important consideration if you don't live and breathe the sport. Don't be mistaken into thinking that this is the sound of the ODM games shredder being readied for a feed though, it's simply the case now that *F1 World Grand Prix II* will have its work cut out against games like *Metropolis Street Racer* (ODM #12, 9/10), *4 Wheel Thunder* (ODM #8, 8/10) or *F355 Challenge* (reviewed on page 60).

NUTS AND BOLTS

So what's changed? At first you might be forgiven for thinking very little. Bar a new video introduction and new loading screens, the opening menus are pretty much identical to those of the first game. Launch



"REALISTIC PHYSICS, WEATHER, AND DAMAGE" F1 WORLD GRAND PRIX II



△ You want close racing? You can tailor the game to your level.



△ Full pit crews are typical of the great detail and are smoother than before.

"GET TO KNOW THE GAME WITHOUT SPINNING OFF EVERY CORNER"

yourself into a race and there's nothing that screams out as being radically different, but as Video System's Michael Lancaster explained to us in our preview in *ODM* #10, much of the work has gone on behind the scenes. The code has been sharpened up and textures improved, but fans of the first game will find themselves in familiar territory.

If you're not *au fait* with the game, the basic structure remains a choice of Single Race, Championship and Time Attack modes for one-player and Single Race and One-On-One Match Race in the expanded two-player. Consistent across all modes is a choice of three handling styles, ranging from arcade to full-on simulation with realistic physics, weather, damage and rule flagging all adjustable according to taste and mode selected.

One of the major bones of contention with the last game was the handling, and in particular the steering. It was extremely sharp and difficult to get to grips with. We're glad to report that this is much improved, and both lock and response can be altered in the Car Set-up menu to further add to your options. In Arcade mode the handling is much more accessible, enabling you to get to know the game and circuits – a vitally important aspect – without spinning off at every corner. This also makes the very solid two-player game more playable and consequently much more fun. Also new to the two-player option are other cars to race against, and while we'd prefer a full grid, it is still a vast improvement.

THE CHEQUERED FLAG

Ultimately your enjoyment of the game will depend on your level of interest in Formula 1 itself, but, thanks to a host of improvements, the game is now a much better proposition than before. The handling is still not quite perfect, even if improved, but the game feels a lot more solid, which adds to the enjoyment no end. Sonically, it's nothing much to write home about and that's a shame; truly excellent sound makes all the difference in a game like this and it's something of a missed opportunity. Ditto the lack of proper commentary in the races. While

we're having a little moan, the damage system is good but it's a pity there aren't any truly impressive crashes. Indeed, Schumacher's shunt into Silverstone's tyre wall when he broke his legs hasn't been included, apparently at the behest of the FIA (the body that oversees Formula 1 and hence any licensed games). Overall then, *F1 World Grand Prix* is a very accomplished game and the improvements, while subtle, have made all the difference. If you're looking for a fun, knockabout racing game then you'd be advised to look elsewhere, but it's more than deserving of its official licence and a worthy purchase for any Grand Prix fan. ☺

PRICE: £39.99

PUBLISHER: KONAMI

DEVELOPER: VIDEO SYSTEM



SPEAK OUT

STUART ARROWSMITH,
(AKA GONZ) IS LEAD TESTER
AT VIDEO SYSTEM. HE TOOK
TIME OUT TO SPEAK TO US

WHAT'S THE BEST THING ABOUT THE GAME?

It's a great all-round package. We've made a giant leap in gameplay from the last product, so it's vastly more playable.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
I've been playing *ChuChu Rocket!* a lot – it's just the most addictive game in the world!

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER?
Half-Life. There's just no other first-person shooter that comes anywhere close. The atmosphere just draws you in.

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY?
My fiancée, Cheryl, got me a job as a tester at Ocean (RIP). It was the best job in the world, getting paid for playing games!

WHO ARE YOU ROOTING FOR IN THE DRIVER'S CHAMPIONSHIP?
Michael Schumacher is going to win without a doubt!

VERDICT

NOTICEABLY IMPROVED, BUT STILL NOT VERY EXCITING



UPPERS

Improved handling is more accessible • Solid two-player option • Tutorial mode • Sharpened graphics



DOWNERS

Handling not 100 per cent there • Not all the backgrounds stand up to scrutiny • Tame crashes

IN ONE HOUR

We'd got 1:29:432 at Silverstone

WEBSITE www.videosystem.co.uk

CHECK OUT www.formula1.com

for masses of F1 news and info

MAX PLAYERS 2

VIDEO MODES Bordered 50hz, full-screen 60hz option, VGA compatible

ODM RATING OUT OF 10

7

GOOD



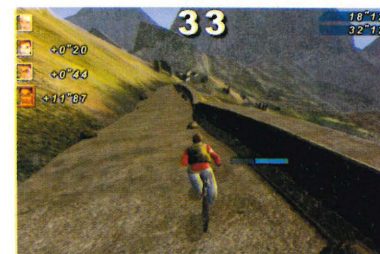
△ You'll believe a man can fly. Well, you'll believe a man can fly when he's dragged by a cable from the back of an aeroplane.



△ Not the world's most exciting race location.



△ "Move, or get a punch in the throat."



△ If your chain comes off out here, you're stuffed.

SEGA EXTREME SPORTS

To succeed at extreme sports requires immense bravery and ludicrous clothes. STEVE HILL is halfway there



IT'S EASY TO MOCK extreme sports enthusiasts, so let's make a start. Mono-syllabic, bleach-haired, body-mutilated freaks with ludicrous facial hair who have nothing better to do than mince about on kids' toys repeating the word 'cool'. Jesus, you can't turn on Channel 5 these days without seeing some Californian buffoon sliding around on a plank. It's a disgrace.

Of course, it's easy to mock from the safety of your sofa, wallowing in your own physical disrepair as if it's something to be proud of. It's only when you actually attempt a bit of extreme sports action that you realise that it can be, if not necessarily 'totally awesome,' then at least 'pretty cool.' A by-product of working in the games industry is going on extravagant press trips, which if well-organised, will often feature some activity other than serious drinking, whether it be snowboarding, riding motorbikes or driving buggies of some sort. As such, we can confidently report that driving quad-bikes and sliding down a mountain in a stupid hat is an extremely exhilarating experience.

Unlike this game. *Sega Extreme Sports* takes six of the titular activities, and does little more than fashion them

into an average video game. Now would seem an appropriate juncture to list the 'sports' featured, and they are mountain biking, ATV quad biking, hang-gliding, snowboarding, bungee jumping and base jumping. However, rather than tackling each activity as a stand-alone pursuit, they are cunningly woven together into what is essentially a post-modern version of TV classic, *Superstars*. For those who can't remember it, *Superstars* involved sportsmen of the day competing in a series of physical activities as prime time TV. For instance, they'd complete 100 squat-thrusts and then leap on to a bicycle for a few circuits, an activity that saw current England manager Kevin Keegan involved in a memorable spillage.

RADICAL?

Back to *Sega Extreme Sports*, and the same theory applies. So for instance, you'll start a track with a bit of snowboarding, dispatch your plank, leg it to an awaiting hang-glider (by frantically tapping A), float around a bit, leap off that and on to a mountain bike, pedal like a mother to an ATV (all-terrain vehicle) and steam your way to the finish. A speed boost is available for most events, and it can be topped-up by performing tricks in



SPEAK OUT

SEGA'S EXTREME PRODUCER, **RADICAL MATT O'DRISCOLL**, TALKED TO US WHILE RIDING A MOUNTAIN UNICYCLE

WHAT'S THE BEST THING ABOUT THE GAME?

It's a fresh concept that allows you to bungee jump, speed-glide, snowboard, race an ATV and a Specialized 'Stump Jumper' mountain bike through all sorts of locations.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT? *Power Stone 2* and *Let's Make A Soccer Team 2* now that the season's started.

WHAT'S YOUR FAVOURITE FIRST-PERSON ACTION SHOOTER EVER? *Duke Nukem 3D*. I really played for hours on end, and I've not looked back. For now it's probably *Unreal Tournament*.

WHAT WAS YOUR FIRST JOB IN THE GAMES INDUSTRY? Testing 7th Guest on CD-i for Phillips.

WHAT'S THE MOST EXTREME SPORT YOU'VE EVER DONE? Not a lot to be honest. I guess crossing the North Circular.



"PHYSICAL VIOLENCE COMES INTO PLAY" SEGA EXTREME SPORTS



△ What's the point?

"SOME OF THE SPORTS INCLUDED ARE LITTLE MORE THAN DECORATION"

each activity. On paper it sounds great. You could even tenuously claim that it's six games for the price of one. However, you'd do well to consider what kind of mental state you'd have to be in to buy a hang-gliding simulator. Nowhere near as disturbed as the man in the queue clutching a bungee jumping game to his bosom.

The fact is, some of the sports included are little more than decoration. The snowboarding is okay, although there are far better snowboarding games available. The quad bikes sections are perfectly playable, despite handling as if being driven on the moon, and the mountain biking is a bit pedestrian without the handy boost. The hang-gliding is actually speed-gliding, in that you are being towed by a light aircraft, but it still makes you wonder why they bothered. That said, it's an interactive feast compared to bungee jumping, which involves grabbing hold of a bar at the nadir of your jump. And the less said about base jumping the better.

AWESOME!

But it's not all bad. The races are often close, and there can be a modicum of tension in attempting to land a hang-glider within sprinting distance of a row of buggies before making a quick getaway. Also, physical violence comes into play, as you can elbow your opponents in the throat and punch them in the face, simultaneously slowing them down and earning a further crucial speed boost. There is a reasonable balance between performing stunts to gain extra speed, and simply keeping your head down and getting on with it. Essentially, this is the crux of the game. Do you risk performing an outlandish 360 degree turn on your

mountain bike in order to gain a few extra seconds of speed, or do you play it safe and take the scenic route? Also, it's possible to excel in certain events. You may be a bit slack at hang-gliding – which essentially involves dodging between balloons – but should you stay in contention and pull off a decent landing, you can make up the time in the snowboarding section. It certainly isn't easy though, and a deal of foul and abusive language will be emitted before progress is made.

Partly through the medium of videogames, extreme sports have become associated with thrash metal music. *Sega Extreme Sports* employs a commendably different approach, offering a selection of mellow sounds from fashionable collective Ninja Tune, with a different track kicking in every time you change discipline. Inevitably, this brings about the problem of growing to hate a track because it's associated with a section that you can't get past, but fortunately the order can be changed. Clearly, you'd be a fool to buy a game merely on the strength of the soundtrack, but in this case it certainly makes a difference.

Overall then, *Sega Extreme Sports* is a half-decent package. The jumping events are a bit naff, but fortunately they are over in seconds. The game is full of bonus tracks to keep you interested, once you've got over the somewhat steep learning curve. Admittedly, it'll never recapture the euphoria of the real thing, but at least you won't break your neck. ☹

PRICE: £39.99
PUBLISHER: SEGA
DEVELOPER: INNERLOOP



△ It looks so graceful until you actually see it moving.



△ Racing ATVs on the beach at sunset – how romantic.



△ Look out for shortcuts that could save valuable seconds.

VERDICT

NOT EXTREMELY GOOD, NOT EXTREMELY BAD



UPPERS

Top tunes • Reasonable graphics • Quite challenging



DOWNERS

Has a steep learning curve • Some utterly pointless events

IN ONE HOUR Frustration was creeping in
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

5

AVERAGE



"FRUSTRATING AND TEDIOUS" TIME STALKERS



△ The first real boss eats it. Use fire spells for maximum damage.

"YOU NEVER FEEL LIKE YOU CAN DEVELOP WITH THE CHARACTERS"



△ You can speak to anyone in the game.

TIME STALKERS

The potential was huge, the finished product isn't. **STEVE KEY** bears bad news

THE DREAMCAST IS STILL without a truly great role-playing adventure game. Nothing has come close to recreating the same excitement and feeling of total immersion that PlayStation owners felt through *Final Fantasy VII* or Nintendo 64 gamers got through *Legend Of Zelda*, for example. The system is crying out for an epic role-playing title and initially we thought that *Time Stalkers* would provide it. Now we've played through the game, it's difficult to feel anything but disappointment.

The biggest problem is that you never feel like you can develop with the characters. As soon as the first major dungeon is completed, your character – called Sword – has already developed at a frightening rate. His magic has evolved nicely as it now attacks an area rather than a specific individual; strength and hit points have rocketed and Sword is truly a force to contend with. As you leave the dungeon however, it all starts to go a little pear-shaped. While thoughts turn to the next few levels and potential spells or weapons that could lie ahead, the game has other ideas. While you do learn lots of new spells, every time you enter a new dungeon all items except five or six vital ones have to be left behind at your house. Sword's experience level drops all the way back to level one and his energy with it. Skills and spells already learnt stay with you, but everything else returns to beginner stage again.

To make this seem even stranger, the enemies get tougher and kill you more often. And if you are sadly killed, you're thrown back to Sword's house and have to start all over again. Frustrating and tedious are two words that immediately spring to mind.

The path that you have to take through the adventure also feels far too linear to make it seem like you have total control. As with most games of this ilk, you have to follow a loose line from A to B and so on. Within this, however, there's usually plenty of scope for branching off, undertaking sub plots and generally doing whatever you like, within the boundaries of course. Unfortunately, *Time Stalkers* doesn't let you do that at all. Simply trying to explore the land is almost impossible because it's so small – new sections and dungeons don't appear until the previous one is completed and even then there are only seven dungeons in total.

This may well read in an incredibly negative fashion, but that is simply because we were expecting a much, much better game from the team behind this. While certain sections may look excellent, the character models for example are quite chunky and don't actually feel as though they inhabit the world in which they claim to be living. The dialogue never seems to have any kind of point to it – apart from the key characters – and to be honest, because there is zero enjoyment to be had in the game, you will never get that desire to continue and evolve your character until he does indeed become the hero of the hour. 60 minutes is probably about as long as he'll be a hero for until the Dreamcast off button is pressed. ☹

PRICE: £39.99
PUBLISHER: SEGA
DEVELOPER: CLIMAX



△ Dr. Alan is a mentalist. Really. He makes mad toothbrushes for goodness' sake!

VERDICT

STARTS SLOW AND DOESN'T QUICKEN UP. DISAPPOINTING



UPPERS

A detailed storyline • Dungeons change every time you play • *Pokémon*-style monster raising



DOWNERS

Not exciting at all • Linear gameplay • Frustrating to play

IN ONE HOUR We'd finished the Fire Dungeon

WEBSITE www.timestalkers.com

MAX PLAYERS One

VIDEO MODES Bordered 50Hz, Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

4

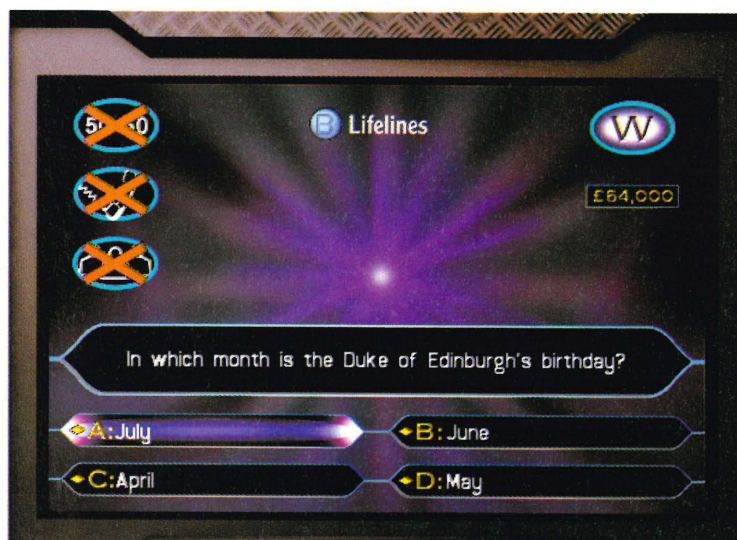
BELOW AVERAGE

BACK...





"THE GAME FEELS A LOT LIKE A LAZY CASH-IN" WWTBAM?



△ C'mon, you *must* know this, surely? No, um, us neither.



△ Oooh, so close. Still, it's only pretend money so who gives a toss?

WHO WANTS TO BE A MILLIONAIRE?

The famous TV quiz comes to your DC. ALEX HUHTALA phones a friend

WHY THIS? WHY NOT *Brucie's Play Your Cards Right*, or a Larry Grayson-era *Generation Game*? Heck, even *Countdown*... but *Who Wants to be A Millionaire*? Why? It's on TV every night as it is. Do we really need a game?

The audience-hogging antics of *Who Wants To Be A Millionaire*? has made games companies sit up and take notice. One golden signature on a fat cheque book later and Tarrant, the biggest cash prize on TV, and the famous jingles are coming to your home, via DC.

The game remains very faithful to the TV show, with the same format of answering 15 general knowledge questions in a row to reach the big prize. Multiple choice answers are displayed on screen – one answer is right, three are wrong. Pick the right one and you inch up the prize ladder. Mess up and you could end up with nowt.

Helping you in your progress are three different lifelines that can each only be used once. The simplest of these is the 50:50, which halves your options by taking away two wrong answers. The next is Ask The Audience, which polls the studio audience (not actually visible in the game, strangely) asking them to vote for what they believe is the correct answer. You don't have to choose what the audience votes for, especially as they're not always right.

The final lifeline is the famous Phone-A-Friend. In reality this allows the contestant to call a friend to help them with the question. In the game, however, a virtual friend is randomly selected from a pool of ten voice actors to help you out. As with Ask The Audience, the advice the virtual friend imparts may not always be right, a bit like their suspicious regional accents.

As you move up the money ladder the questions get tougher, and the voice of Chris Tarrant prompts you for a response with "Is that your final answer?" Likewise, Tarrant leads you down the garden path with mock tension, pretending you've selected the wrong answer, only to turn it round and congratulate you for selecting the right one. He does this on the show, and it works well, but in the game it happens every time you select an answer and becomes quite tiresome very quickly.

More irritating are the poor graphical production values. Most of the game is spent staring at static screens, with some occasional rendered animations of the chair you sit in spinning around – *oh wow...*! The game feels a bit, no, a *lot*, like a lazy cash-in, and proof of this is in the voice acting. Why just voices? Why couldn't they get actors in the flesh, and an audience too? Or better still, allow you to go online to phone the friend? Chris stays off screen too, even though he appears in the quiz machine you can find in most pubs.

Even the multiplayer modes, designed to get people sitting around the console playing together, feels like an afterthought and are quite tedious to play.

If ever there was an opportunity to do a simple, yet popular online game, here it is. If you're a fan of the TV version and want to play it, phone their premium-rate number and enter for real. The game may offer the same format, but it certainly isn't on a par with the show. ❌

PRICE: £29.99
PUBLISHER: EIDOS
DEVELOPER: HOTHOUSE CREATIONS



△ The invisible audience say B.

VERDICT

COMPETENT QUIZ HIDDEN BENEATH CHEAP EXTERIOR



UPPERS

Accurate to the show •
Harder than it looks • No ad breaks



DOWNERS

When the questions start repeating •
Can make you feel very stupid • Chris Tarrant

IN ONE HOUR We were one question away from the big one
WEBSITE www.eidos.com
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option, VGA compatible



...4 MORE!



POWER STONE 2

POWER STONE 2™ IS EVERYTHING YOU WANT FROM A SEQUEL - **MORE** CHARACTERS, **ENHANCED** GAMEPLAY, **ENDLESS** STOCKPILES OF WEAPONS, **DAZZLING** GRAPHICS AND A FANTASTIC **NEW** FOUR PLAYER OPTION.
FOUR PLAYERS = FOUR TIMES THE FUN!

"CAN GAMEPLAY GET ANY BETTER THAN THIS? POWER STONE 2 IS QUITE SIMPLY AN AWESOME GAME."

Dreamcast **92%**

CAPCOM

Dreamcast

EIDOS
INTERACTIVE
www.eidos.com



△ Without fuel in the tanks, vehicles are useless. Something for the government to keep in mind, eh politics fans?

HIDDEN & DANGEROUS

The finest tactical action game on PC finally storms the Dreamcast beach. Veteran **RICHIE SHOEMAKER** is first ashore

WOULDN'T IT BE GREAT if you could step back in time to do things over again, maybe a little differently? A certain Herr Hitler, no doubt still roasting in the fires of hell, must certainly rue the day he decided to storm across the Caucuses rather than the English Channel – an act of monumental arrogance that cost millions of lives. Given his life again, perhaps he would have been a nicer bloke. Who knows, maybe in some alternative dimension he's a doddering old man skillfully helping children cross a road on their way to school. Maybe.

Thankfully the arrow of time doesn't fly so straight in the realm of entertainment we call videogaming. If you

screw up you can easily go back and try again until you do manage to get things right. In games, not only can we pull back the curtains of time; we can walk through them at will. In the case of *Hidden & Dangerous* it is just as well.

Set behind enemy lines during World War II, *Hidden & Dangerous* puts you at the head of a group of 40-odd SAS commandos. The aim is to get through the war, hopefully with the same bunch of heroes you started off with, while at the same time upsetting Jerry's plans for total world domination. As well as sporting such obvious comic book names as Andreas 'Dutch' Gulp and Robin 'Hood' Smedley, each of your willing conscripts can be identified

by their range of five skills – shooting, reactions, stealth, strength and endurance. As you would imagine, some characters are better at sniping, sneaking or taking bullets than others, while many are good all-rounders, with one or two duffers making up the numbers.

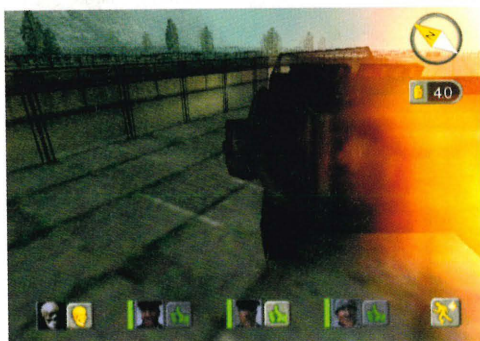
Unfortunately, handpicking your recruits is made more difficult thanks to the same clunky interface that blighted the PC version. While it's simple to select who you want, unless you write down each soldiers' skills (on paper no less), you have no way of telling who is the best man for the job once you embark on a campaign. A minor niggle maybe, but a niggle all the same.



"ONE SHOT CAN KILL, IF IT'S AIMED AT THE RIGHT PLACE" **HIDDEN & DANGEROUS**



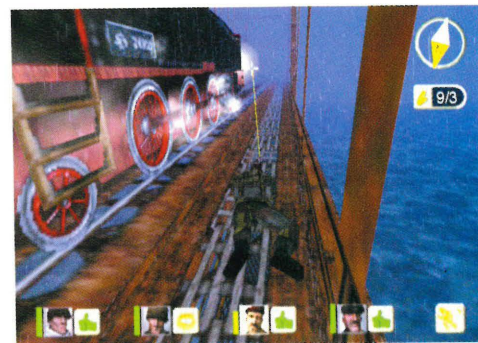
△ Each campaign is preceded by a brief, but good, cut-scene.



△ Just because you're in a jeep, doesn't mean you're invincible. Get a rocket up your exhaust pipe and it's really gonna hurt.

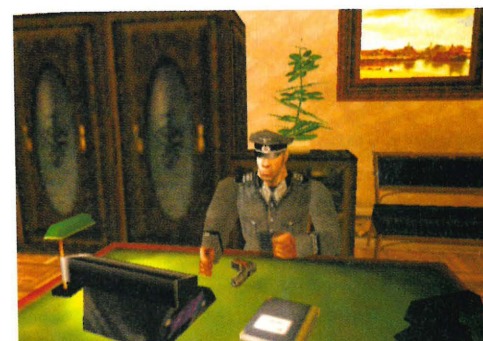


△ Although good, the graphics look they have been scanned and photocopied from the original PC version.



△ That's what happens if you get caught without a ticket.

"KILLING JUST ONE CAN BE MORE A CASE OF LUCK THAN JUDGEMENT"



△ Suicide is painless, it brings on many changes. You die, for starters.

Once you've selected the eight-man team for each of the six sets of missions (bearing in mind you can only take a maximum of four into each separate mission), dishing out weapons, equipment and ammunition is a lot easier. An auto-set-up control will just throw everything into a virtual kitbag, but it's wise to take the time doling out guns and ammo to the people who can make best use of them, and also looking at the mission objectives so you can send your soldiers to the right areas.

COMMAND AND CONTROL

Now, it has to be stressed that *Hidden & Dangerous* is not the high-adrenalin blaster you might otherwise have been hoping for. *Doom* or *Quake*, this most certainly isn't. Running across open terrain shouting "Take that, Fritz!" won't be earning you any medals to take back to your wife and kids. As is the case in real-life (not that we have any personal experience in the field, although we have seen films), one shot can kill if it is aimed at the right place – at, for instance, a head. Consequently, there are no health packs or power-ups

littering the levels. If you're hit and survive, you can be sure a second bullet is going to finish the job and keeping out of sight until absolutely necessary is your number one priority. Thankfully, the same rules apply to the computer-controlled Krauts, but then there are a hell of a lot more of them than there are of you.

The art of killing Germans is not made any easier by the less-than-helpful control system. If you have one of those joypad thingies hooked up to your machine, then getting to grips with the damn thing is going to take some time. With it, you must not only command the chap under your direct control, but also those around you by using pre-set voice commands. The movement of your soldiers isn't a simple case of looking around using the analogue stick and moving with the coloured buttons either. Your soldiers can jump, kneel, lie down, roll over and walk – each requiring the deft finger work of your typical beat 'em up. There are three viewpoints to consider as well, and to win each level button combinations have to be committed to memory and recalled at a split second's notice.

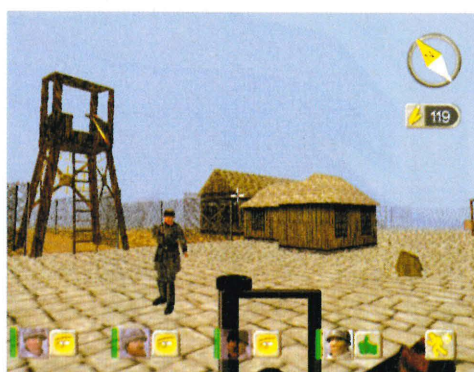
It wouldn't be so bad if the controls weren't so damned sluggish. Trying to line up a shot with a sniper rifle can take hours to perfect using the analogue thumb stick – and this is when the enemy is standing still. With your machine gun readied and a horde of Germans running towards you with guns ablaze, killing just one can be more a case of luck than judgement.

Just as you wouldn't want to be in control of a car that sports handlebars with multi-coloured tassels dangling out the ends, *Hidden & Dangerous* is a game that, when played with a joypad, simply feels wrong. Coming from the PC, where every gamer uses a mouse and keyboard combo, controlling a first-person action game with the Dreamcast pad was always going to be tricky to say the least, but *Hidden & Dangerous* is made worse by the wealth of controls available.

In fairness to the developers, it's the scope of the game and the limits of the controller that hold things back. Those with nimbler fingers than us might have less of a problem, but we found that with a mouse and a keyboard plugged into the Dreamcast things



△ See that tank on the bridge? That's your objective, that is.



△ You have to lie down to fire the (very) heavy machine guns.

"THE GAME HAS UNPARALLELED DEPTH AND ATMOSPHERE"

▷ were made considerably easier, if only for the fact that using a mouse to aim is considerably easier than a tiny analogue stick.

Elsewhere, the difficulty of the game isn't helped by the size of the maps, or the lack of a save-game feature. Completing a mission automatically saves the game, but without being able to save the game mid-mission, there will be many an occasion when you'll be starting missions again and again.

THE DRIVE TO BERLIN

The range of missions available is certainly varied. More significantly, it's obvious the developers have spent as much time watching both old and new war films as they have coding the game. If you know your war films and were brought up on a staple diet of cinematic treats such as *A Bridge Too Far* and *The Dirty Dozen*, you're sure to find a reference to some Hollywood moment in every mission.

Rescuing hostages, simple reconnaissance sorties and planting explosives provide the backbone of most of your objectives, but it's the means by which you must achieve your various objectives that make each mission feel sufficiently different to the last. The ability to plunder German corpses is an early bonus, and you'll soon horde up a cache of weapons, many of which are superior to their Allied counterparts. Later on you'll be able to make use of vehicles from motorcycles, staff cars and trucks up to tanks and gunboats, all of which look and feel realistic and add considerably to the variety and tension in each of the levels – both of which, we're glad to say, are great.

It's the scope and varied missions that make *Hidden & Dangerous* worthwhile. The game is a tense, and at times frantic, action game; full of atmosphere and unendingly diverse as you switch between troops creeping along the ground towards the enemy positions.

At times you will curse the few annoying bugs (your soldiers have more trouble going down ladders than up them, for example). Later on, you'll find plenty of inconsistencies with the artificial intelligence. For instance, your enemy seems to possess bat-like hearing only within a certain radius, outside which they are plainly deaf. Graphically, too, *Hidden & Dangerous* is far from consistent. Some weapons look like paintball rifles and some of the graphics textures are out of synch.

But apart from the control method, every doubt falls away due to the sheer scale of the game and its unparalleled depth and atmosphere. Believe us when we tell you that on completion you will feel like you have done something worthwhile, almost like you have won the Second World War single-handed. How many games can attest to giving you the same thrill?

To change the gameplay would have been to change *Hidden & Dangerous* but playing it with a joystick as it stands is less than ideal. Saying that, *Hidden & Dangerous* is still one of the most original and involving games released on Dreamcast. The levels are huge and challenging, and even though it's frustratingly hard at times, it's difficult to keep away from the game for too long. 📺

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DEVELOPER ILLUSION SOFTWARES

VERDICT

DESPITE ITS FAILINGS, YOU CAN'T FAIL TO FALL IN LOVE WITH IT



UPPERS

Highly original mix of first and third-person action and squad-level strategy • Large and varied missions



DOWNERS

Difficult to control with a joystick • Hard as nails missions • Some iffy artificial intelligence decisions

IN ONE HOUR We nearly finished Mission 1, but we still hadn't got used to the controls
WEBSITE www.hidden-and-dangerous.com
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, Full-screen 60Hz option

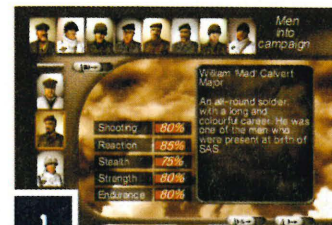
ODM RATING OUT OF 10

7
GOOD

WALKTHROUGH

MISSION POSITION

Your tactical skills are tested before you even begin a mission, as you decide who enters the area, and with what



1

△ If the mission ahead demands you be a little sneaky, pick a decent sniper. One should be standard for every mission.



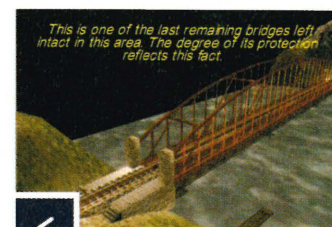
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△ Picking the right weapons isn't all that important. You'll find you'll be nicking all the German kit anyway.



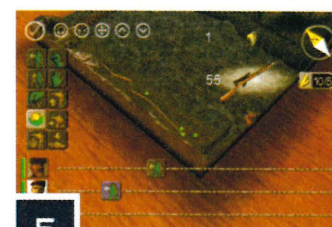
3

△ If you can remember the skills each of your specialists has, then giving them the right kit is made all the easier.



4

△ With men and equipment ready to go, all you need is a briefing. If only soldiers in WWII had briefings this detailed.



5

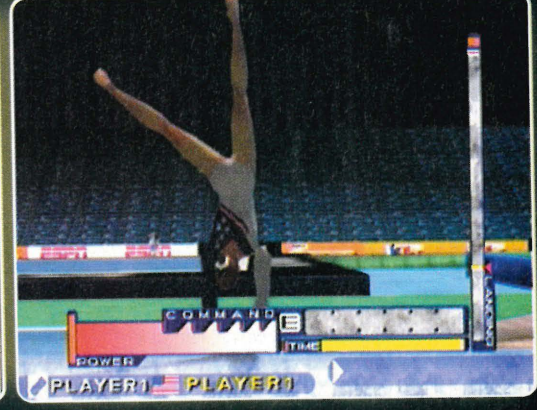
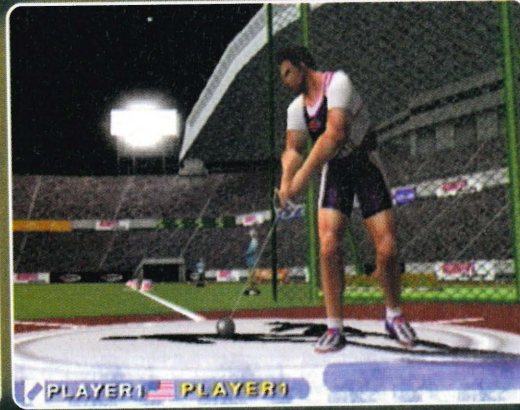
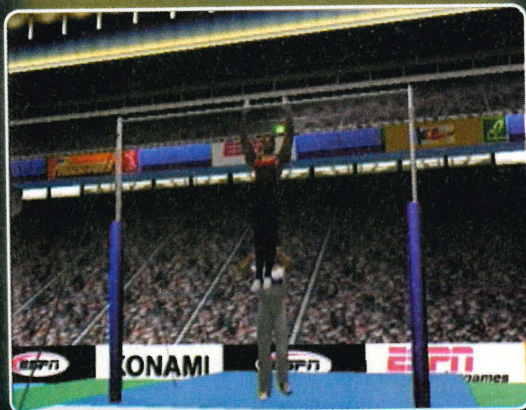
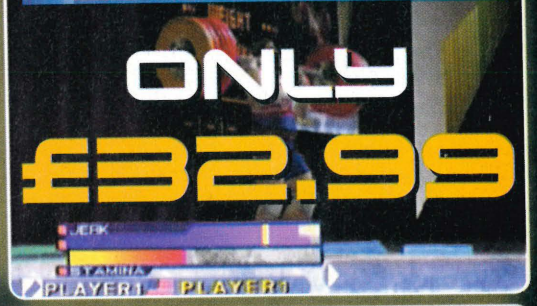
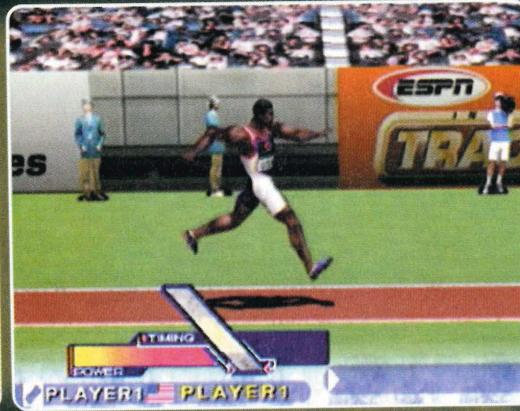
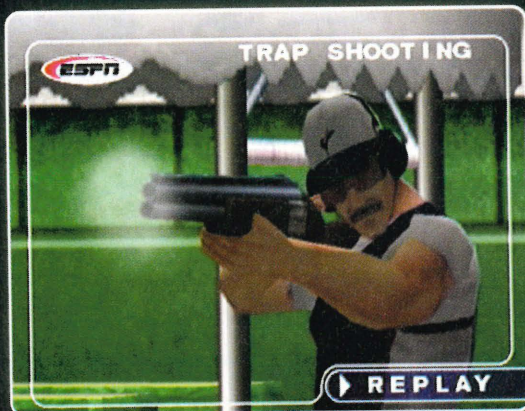
△ Once you've started the mission, you've still got to give your soldiers orders. It takes some getting used to.



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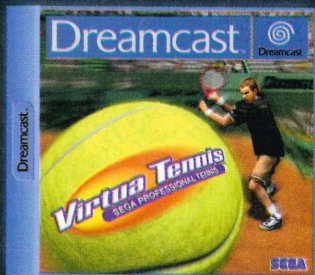
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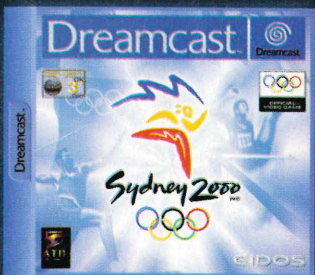


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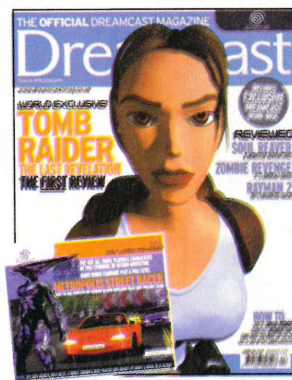
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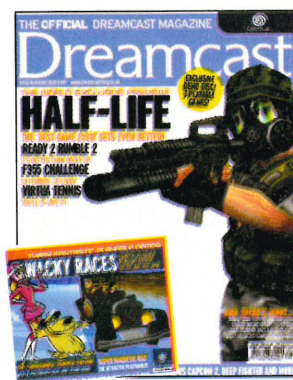
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REVIEWS ROUND-UP DRINKING...

THIS MONTH THE REVIEWS TEAM TURNS
JAPANESE AT THE SWANKY YO! SUSHI.
DAN TRENT REALLY THINKS SO...

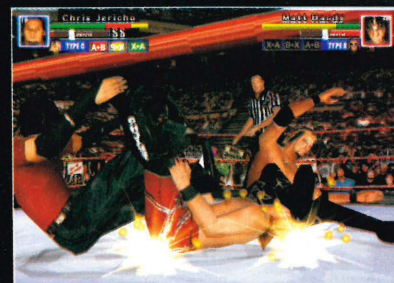
IT'S A MEASURE of the growing sophistication of the British palate that sushi (raw fish, dummy!) has made it out of exclusive restaurants and on to the shelves of Sainsbury's. It doesn't sound very appetising, but more and more people are waking up to the fact that this authentic Japanese food is actually a tasty delicacy. Restaurants like Yo! Sushi have been at the forefront of this drive. With their gadget-laden canteen (food is delivered by conveyor belts and robots take your drink orders), and eye-catching delivery mopeds, the Yo! franchise is a familiar face in London's West End.

For this month's Drinking & Thinking we headed to the downstairs bar, the aptly-named Yo! Below; installed ourselves in the Japanese-style sunken tables, and tucked into the healthy range of cocktails and oriental goodies. In a thoroughly irresponsible move, the designers of Yo! Below installed each table with a self-service beer tap, with which you simply replenish your glass at will, paying the (inevitably substantial) tab upon departure. This, combined with excellent food and at-your-table massages, makes it difficult to leave. Until the karaoke starts...



UP FOR DISCUSSION

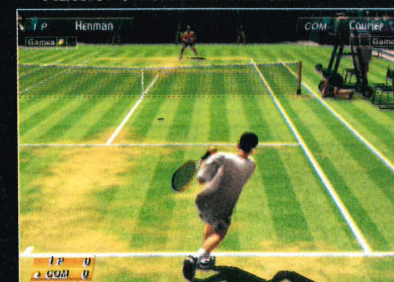
THE OFFICIAL DREAMCAST MAGAZINE TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR RECENT RELEASES. THIS MONTH...



▲ WWF ROYAL RUMBLE



▲ METROPOLIS STREET RACER



▲ VIRTUA TENNIS



▲ SAN FRANCISCO RUSH 2049

• Yo! Below can be found below Yo! Sushi on Poland Street in London's Soho. A new branch is opening soon in East London, see the website on www.yosushi.co.uk or call 020 7287 0443 for further information.

PHOTOGRAPH: TANYA CHALKIN

...& THINKING



WWF ROYAL RUMBLE

(ODM #12, 7/10)

Finally putting to an end the disastrous run of wrestling games so far seen on the DC, *WWF Royal Rumble* is a slick-looking and chaotic barrel of laughs, with the added benefit of real wrestlers and moves from the 'sport'. With Ed and Alex both WWF nuts, this was one game sure to go down well...

WARREN: We love a grapple don't we fellas?

[groans all round]

ED: I think initially it seems really cool, but overall I don't think it's that great.

WARREN: No depth.

ED: What?

WARREN: No depth, no career mode...

ED: I thought you said no death.

WARREN: Well, no death either.

ALEX: It's the greatest arcade wrestling game ever.

ED: It's not! That old one with the big button and Boss Man and Hulk Hogan and that lot in it...

ALEX: And that clown...

DAN: Here we go, who invited the wrestling geeks?

ED: It wasn't *Wrestlemania*, I don't think it was a real one, er, and the *WWF Raw* games on the Mega Drive were quite good, and *Rage In The Cage* on Mega CD.

ALEX: But they weren't arcade.

ED: But neither is this.

ALEX: And you can't even remember the name of the arcade one!

DAN: It's really funny.

ALEX: You compare it to other wrestling titles on

other platforms and it just isn't doing as much. There are more people in the ring, which is a good thing...

ED: You really think it isn't doing as much?

ALEX: Not in terms of the characters and that.

Twenty-two or however many there are just isn't enough in a wrestling game these days.

WARREN: It's weird there are 21 characters in it and there are 30 in the Royal Rumble, how hard would it have been to put in nine extras? Very odd.

ALEX: Even alternate costumes or something.

ED: It does feel like you've actually got more control over it than most wrestling games, but you still end up going whack, whack, whack on the buttons and then if you get in a grapple...

ALEX: Do you whack-whack oops?

[laughs all round]

ED: Well I can't get in a grapple anyway, but you just end up bashing all the buttons.

ALEX: That's 'cos you're rubbish!

ED: But there's only five or six moves you can really do and you get a bit bored, and you're better off just hitting buttons. But with four people it is really funny.

DAN: The Royal Rumble thing is totally mad though!

ED: That is funny, but there are some really pointless things, like where it looks like aliens are teleporting you to another area. No fighting outside the ring either.

WARREN: Yeah, that is bad.

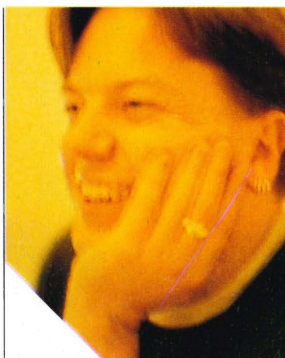
ED: That's why that arcade one which I can't remember the name of was really good, you could get out, grab a chair and batter someone with it.

WARREN: Compared to the other wrestling games we've seen so far, it's great.

ALEX: Definitely, it's leaps and bounds better. But it does need a career mode.

ED: One-player is dull and two-player is a lot better.

WARREN: The more people you've got the better...



"THE BEST THING ABOUT *MSR* FOR ME IS RACING ABOUT ON STREETS THAT I KNOW IN LONDON. IT'S AMAZING"

- WARREN ON *METROPOLIS STREET RACER*

METROPOLIS STREET RACER

(ODM #12, 9/10)

After the months of expectation, this game should require very little introduction. Over a year later than initially expected, *Metropolis Street Racer* is a complex and ambitious game that goes beyond the usual confines of the crowded driving game genre. But then you probably already knew that.

WARREN: The best thing about *MSR* for me is racing about on streets that I know in London. It's amazing.

DAN: When you know how fast you can drive on them in real life — about 5mph usually — it adds a whole new sense of speed when you do it at 150mph.

ED: The best thing is the real seat-of-the-pants stuff, where you're in the in-car view and whizzing along narrow roads with traffic islands and stuff. And the way the tracks are all contoured right. So, like, in London, where the roads are all knackered, you get bounced about all over the place. You actually feel like the car is on the edge. No matter how good you get, the game will always have you feeling like your skill is being tested to the limit. And I like the MC Momo tune.

WARREN: I think the music is...

ALEX: Crap!

WARREN: I wouldn't go that far.

ALEX: I think Richard Jacques [*MSR*'s music maestro] is in the midst of some auto-erotic thing — pun intended — when he was making the music for this!

ED: The lyrics are all quite perverted.

DAN: Why can't you just have Radio 4 on?

WARREN: But anyway... the kudos system. We like

that, don't we? It makes it a mission-based car game which is unusual. You're going to have to put some effort into it and force yourself to get through the earlier stages to get the fast cars...

ED: No, because my favourite cars you find early on.

WARREN: Early on I wasn't that excited, maybe 'cos I'd had such high expectations and I had a slow car, but the further I got into it the more I liked it. But the fact you have to spend time on the earlier challenges means there's a danger you might lose patience with it if you want to move on and see the other stuff. You have to put the effort in. It's not as immediate as most driving games.

DAN: I don't think that's a bad thing...

WARREN: I'm not saying it is, necessarily, but you have to be prepared to put in some time.

DAN: I like that balance between it being quite arcadey in gameplay, but more involved structurally.

ED: But what do you all think about the handling? For me, this has the best bits of the games I like most. *Colin McRae Rally* for instance; all the excitement comes from the way the car feels on the road.

WARREN: I found it odd on that early course, where you go round that block and you're just going round in circles. If you go at full speed you can get round, but go round and deliberately throw the back end out and you get kudos points. What's all that about?

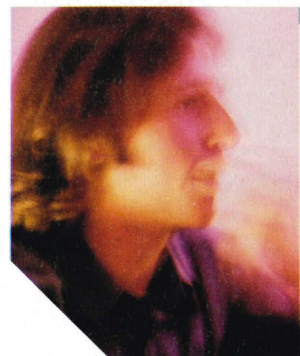
ED: It's because you're learning to drive stylishly!

WARREN: But it's no quicker.

ED: No, but that's the clever thing, you choose whether to get the points for the style, or just get round as quickly as possible.

WARREN: The version I saw over a year ago was a bit pants, and the extra year we've been waiting has been spent making it into an amazing game.

ED: It's the driving game I've been waiting for...



"THERE ARE SOME REALLY POINTLESS THINGS, LIKE WHERE IT LOOKS LIKE ALIENS ARE TELEPORTING YOU TO ANOTHER AREA"

- ED ON *WWF ROYAL RUMBLE*





"THERE ARE SO MANY REALLY GOOD GAMES COMING OUT RIGHT NOW THAT AVERAGE ONES ARE GOING TO BE FORGOTTEN"

— ALEX ON *SAN FRANCISCO RUSH 2049*

VIRTUA TENNIS

(ODM #12, 9/10)

Times are good for Dreamcast owners with games like *Virtua Tennis* and *Metropolis Street Racer* coming out in the same month. One of the most played games here in the ODM office, and source of some of the most intense rivalry ever seen between the otherwise peaceable team; this is one game your DC can't afford to go without.

WARREN: I think it's overrated... only kidding!

ED: It's one of the best multiplayer sports games ever.

WARREN: Why only multiplayer?

ED: One of the best probably in my top ten, but I found the World Circuit mode a bit pointless.

WARREN: World Circuit mode is awesome! You don't expect that level of one-player stuff in a sports game.

DAN: Especially when you consider that it has essentially been tagged on to an existing arcade game.

WARREN: Exactly!

ED: I think you misunderstood me, I wasn't saying it's a bad one-player game; simply that it isn't the most outstanding part of it.

WARREN: It's one of the best sports games ever.

ED: On the World Circuit thing I got bored with the number of doubles matches that you have to play.

WARREN: That's just because you gave up 'cos you saw everyone else doing really well!

ED: No! I started after you guys had completed it all, and played it through, and there's too many doubles matches and you have a really rubbish partner.

WARREN: That's all part of the challenge.

ED: All the little challenges are great, and the singles matches are good. But you see another doubles match open up and you just don't want to play it.

ALEX: It's a different skill.

ED: Can you get a mate to help you on those?

WARREN: No, it's a one-player mode.

DAN: The best thing about it is that they've stuck with the simple arcade controls; you can show it to anyone and within two or three points they're away.

WARREN: This is the significant thing about it; it's the first sports games in ages that essentially uses just one button. *Emily Hughes' International Soccer*, *Sensible Soccer*... with all the classic sports games it's about skill and with one button it's not confusing when you start out. When you master it, it becomes apparent it's all about the way you play. That's the clever thing about this game too; at first you think it's a bit limited, but you soon realise you can pull off any shot you like.

DAN: You stop thinking about playing it as a computer game and you think as if you actually are playing a game of tennis.

ED: You're right. If you have the ball coming towards you, you don't have to think "Which button do I press?" You just plan how you're going to place the shot and what you're going to be doing for the shot after that.

DAN: How you're going to send your opponent about the court so you can catch them out with the next one.

ED: That happens in the best games, and it becomes second nature. Thanks to the simplicity of the controls it becomes second nature much quicker, and instead of developing your finger reactions you're thinking about tactics and how to place the ball. It's especially vital in two-player doubles matches, which are great fun.

DAN: The in-game graphics are great too, the way when you hit a ball down the line you see the chalk fly up and stuff.

ALEX: Some of the calls are a bit dubious though.

ED: But you don't want them to be 100 per cent accurate. And the shadows of the clouds are fantastic.

WARREN: It's all good then.

ALEX: Apart from the music...

ED: Ah, you just turn it off.

WARREN: So, we 40-love it then...

[silence]

SAN FRANCISCO RUSH 2049

(ODM #12, 7/10)

Like *Metropolis Street Racer*, *San Francisco Rush 2049* lets you race the streets of San Francisco, albeit in a twisted, futuristic way. The courses are manic and the cars have pop-out wings to glide over gaps and cut corners. As well as straightforward racing there's a four-player battle mode and it's all good, clean fun, if lacking a little in the detail.

ED: It's funny, I don't think it's particularly good, but I found myself laughing when I was playing it, so it can't be all that bad. You weren't so keen though, were you Warren?

WARREN: Well, it is playable and fun, but there's no way I would go out and actually buy it.

ED: The Battle mode is great.

WARREN: It is a good four-player game, apart from the racing, which is terrible.

DAN: It's diverting...

ED: Yeah, I think it's a renting game rather than a buying game.

ALEX: I think if you were eight you'd think it was the best racing game ever.

ED: Possibly, there's no way of spinning off...

WARREN: The short cut thing looks like fun...

ED: Too hard though, too hard to do.

WARREN: Yeah, and I don't think the main thrust of the game is really anything to get excited about.

ED: I especially don't like the handling of the cars in the races.

DAN: Yeah, the way the camera swings about when you go into a drift is really annoying.

ED: It doesn't ever feel like you're actually driving a

car, it just feels like it's moving about on the screen. And, what's more, the Obstacle mode has got to be one of the worst features I've seen in a game ever, ever, ever!

ALEX: Like *Tomb Raider* in a car!

ED: It is! The four-player Battle mode is worth a look.

DAN: Quite similar to *Red Dog* [ODM #5, 4/10] in a way, I guess.

ED: Mmm, but better.

WARREN: But it's not as good as *4 Wheel Thunder* [ODM #8, 8/10] though.

DAN: Yeah, I was going to say I would compare it to that; but *4 Wheel Thunder* has decent racing, and a better Battle mode too.

ED: Oh yes, nobody is going to argue with that. I'm only comparing the weapons...

WARREN: Excuse me? You want us to compare weapons?

ED: Ha ha ha. No, I'm comparing the Battle mode with the one in *Red Dog*, and this one is a lot better. I like the way you can just swing your car around with the brakes, too.

ALEX: And I like the way the other players are marked as well.

WARREN: It's alright; it's fun and all that.

ED: But you have to remember it costs the same as *Metropolis Street Racer*...

ALEX: And there are so many really good games coming out right now that average ones are going to be forgotten.

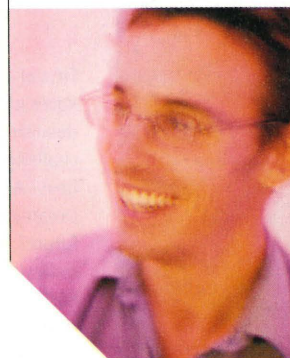
DAN: If you like the sound of it, buy *4 Wheel Thunder* instead.

WARREN: One for people who like driving games with cars that have wings! [laughs]

ED: The wings are a bit pointless.

WARREN: It's like they sat down and came up with a driving game and suddenly went "Hang on, we need to make this more interesting..."

ED: [laughing] That's exactly what they did! ☺



"YOU STOP THINKING ABOUT PLAYING IT AS A COMPUTER GAME, AND YOU THINK AS IF YOU'RE PLAYING A GAME OF TENNIS"

— DAN ON *VIRTUA TENNIS*





IN THE HOT SEAT WITH THE WACKY RACES TEAM

INFOGRAMES' SHEFFIELD DEVELOPMENT STUDIO ANSWER QUESTIONS SENT IN BY OFFICIAL DREAMCAST MAGAZINE READERS

STEVE LYCETT (SL)	ASSISTANT PRODUCER
JOHN BLYTHE (JB)	ARTIST
TONY CROWTHER (TC)	LEAD PROGRAMMER
MARK DIMOND (MD)	ARTIST
NICOLA GRICE (NG)	ARTIST
ALI DAVIDSON (AD)	PROGRAMMER
TRAVIS RYAN (TR)	DESIGNER

COMING UP:
NEXT ISSUE WE'LL BE PRINTING THE ANSWERS TO THE QUESTIONS YOU PUT TO THE DEVELOPERS OF *VIRTUA TENNIS*

PROFILE

BEFORE BECOMING PART OF THE ever-expanding Infogrames in March 1999, the Sheffield Studio was known as Gremlin – one of the UK's longest-established and most respected development companies. Founded in 1984, they have created such classic titles as *Monty Mole*, *Lotus Turbo Esprit Challenge*, *Premier Manager*, *Actua Soccer*, *Actua Golf*, and the... um... 'legendary' platform game *Zool*. The studio now has a number of teams working on games across all formats, naturally including Dreamcast.

The gang behind the recent *Wacky Races* (ODM #9, 7/10) sat down with a bunch of questions sent in by *Official Dreamcast Magazine* readers and came up with these answers.

CAST AWAY

How many of the voices in the game were supplied by the original cast members?

BENJAMIN, VIA EMAIL

SL: Just the one, the actress who portrayed Penelope Pitstop. Warner Brothers found actors who sounded like the original cast to provide the rest.

DREAM MACHINE

What is it like to develop for Dreamcast, and what are your future plans in developing games for the console?

EMMA LLEWELLYN, VIA EMAIL

MD: It's fun, fun, fun – better than working on certain other consoles!

TC: The Dreamcast was like all consoles... difficult to begin with, but once we had got to grips with the hardware, work moved forward quite quickly. The Dreamcast was, at the time of development, the fastest console, so adding high detail models was fun.

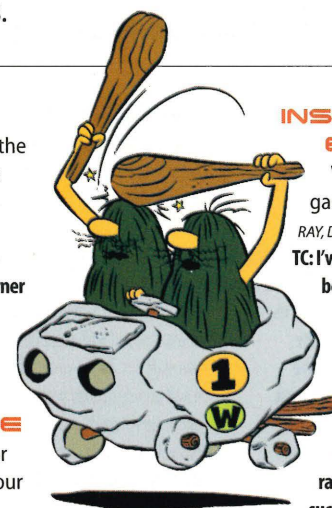
THE MASTERPLAN

First of all, what a classic *Wacky Races* is! A great learning curve and devilishly hard on the '00' challenges! What is next for you boys? Are you planning to exploit Dreamcast's online facilities in the future?

ANON, VIA EMAIL

NG: "You boys?" And ladies!

TR: It'd be brilliant to start getting into the online play elements of games. We originally had plans for *Wacky* to be online, but it didn't make the final cut. A strong multiplayer and online element within future projects is definitely something we would like to focus on, although I couldn't comment on our next projects just yet.



INSPIRATION EXPLANATION

What inspired you to build a game based on this cartoon?

RAY, DARTFORD

TC: I've never written a racing game before, so I thought the experience would be good for me.

TR: Well, we wanted to do a fun racing game from scratch with the emphasis on individual abilities and vehicle skills – the original concept was for a fun racing collect 'em-up. *Wacky Races* is such a great licence with brilliantly designed characters and vehicles, so when the chance came around to use the licence it seemed the right thing to do to merge the two projects together.

CARTOON SERIES

We all know what a great game *Wacky Races* is, but I want to know whether you will be using your great technology to make any more 3D games based on classic Hanna-Barbera cartoons?

JIMAL, VIA EMAIL

SL: It's usual for games technology to be re-used, so it may yet surface in another game. Whether this will be another Hanna-Barbera title has yet to be decided.



△ Expect big bundles like this at the first corner of every race.

THE STUFF OF LEGEND

I heard that programming legend Tony Crowther was involved in developing *Wacky Races* for Dreamcast. What did he actually do, and what does he think of the Dreamcast compared to all the other machines he's programmed for over the years?

GREG RANTZEN, VIA EMAIL

TC: You name it, I put my fingers in it! I mainly concentrated on the hardware render, and working to get the most out of different types of animations up and running in the game. The Dreamcast was probably the best format I've worked on so far, due to the sheer power and speed of the machine.

WEAPON SELECTION

How many of the weapons in the game were featured in the original cartoon series and how many did you make up yourselves? How did you go about choosing which power-ups to include?

JO WISE, VIA EMAIL

TR: There are a few abilities that are inspired by the series in there. We wanted to include some of the more memorable ones, but we also created a huge selection of special moves to be used. We originally had each vehicle with at least 12 individual special abilities (you should have seen some of the Convert-a-Car's abilities that weren't included!), but we cut the list down due to time constraints.

ANOTHER DIMENSION

Was it hard turning the characters and vehicles from 2D into 3D?

ANON, VIA EMAIL

JB: We had a style guide provided by Warner and I took the vehicle designs from that. Using a 3D modelling package I modelled the basic shape, then transferred them to Tony's purpose-built editor for final construction, texture mapping and animation.

CARTOON QUALITY

Do you think today's cartoons will stand the test of time as well as *Wacky Races* has? Personally, I only think a few new cartoons are any good – *The Powerpuff Girls*, *Johnny Bravo*, *Dexter's Laboratory*, *Cow & Chicken*, etc. What about you guys?

*BIG MAC, NEWCASTLE-UPON-TYNE



△ *Wacky Races* takes fun go-kart style handling and puts it in a big, challenging racing game. Stylish stuff!

**"THE BEST FORMAT I'VE WORKED ON SO FAR
DUE TO THE SHEER POWER AND SPEED"**

– TONY CROWTHER

JB: Well, in terms of the racing genre, *Wacky Races* is the perfect licence. A lot of other cartoon licences have been turned into racing games and they just don't work! As for standing the test of time, I really don't think any of the current batch of cartoons will last. Classics like *Wacky Races* are timeless.

TC: *Ren & Stimpy* is top!

MD: Any cartoon that doesn't base itself too rigidly around a certain era/fashion phase will last forever in terms of enjoyment value. As long as it's funny, of course.

WACKY GAMEOGRAPHY

What games did the team work on before *Wacky Races*?

ANON, VIA EMAIL

JB: Me, none. This was my first title as a proper artist. I have worked on some free Internet retro games though.

TC: I've worked on *N20* for PlayStation and *Realms Of The Haunting* on PC.

MD: *Actua Tennis*, *Actua Football* and *Gekido*.

TR: For me *Wacky Races* was my first full project as designer. Previously I designed the battle-mechanics for *Gekido* on PlayStation.

CARTOON OVERLOAD

How many episodes of the *Wacky Races* cartoon did you have to watch while making the game?

CHRIS LITTLEWOOD, VIA EMAIL

JB: A lot!

TC: Two two-hour videos.

MD: Not that many, really. The game has so much more than the cartoon, which was a pretty crude, barren affair. If we'd religiously stuck to the cartoon it would have been a very 'empty' game. It was useful to refer to the cartoon every now and then for style guides though.

AD: I tried to catch the re-runs on Cartoon Network but I have great difficulty getting out of bed on Saturday mornings these days!

SL: Warner provided us with plenty of reference material, and of course most of us had seen the show at some point.

WHAT CAME FIRST?

Did you create the excellent 3D cartoon look of *Wacky Races* before you saw *Jet Set Radio*, or after? Is it a difficult effect to do?

STEPHEN BLYTHE, FIFE

JB: Actually I think we saw a demo from [Australian



developers] Melbourne House and decided to copy that, then *Jet Set Radio* appeared in the magazines! The Melbourne House demo eventually became *Looney Tunes Space Race*, soon to appear on Dreamcast! TC: We added to our renderer when we saw *Space Race* from Melbourne House. *Jet Set Radio* was not on the scene when our demos were floating about.

MORE WACKINESS

Are you planning to make any more games in the same visual style as *Wacky Races*? How about a game featuring just Dastardly and Muttley?

L. EGGLESTON, LONDON

TR: There are no plans in the direct future. Considering the amount of fun we had with the project and some of the ideas that we've come up with during the development, it would be great to go back and do another fun, cartoony game. Dastardly and Muttley have loads of potential, especially with the whole trap and gadget element.

RETRO RISK

Did you think you were taking a bit of a risk producing a game based on a cartoon that is virtually extinct?

ANDYBOY16, VIA EMAIL

JB: Some of us thought that at first, but soon realised how great it was going to be.

TC: Ignore the name – if the game is good the name shouldn't matter.

NG: *Wacky Races* was a game ready to happen, unlike other cartoon-based games which are just made into kart type games regardless of whether the characters fitted or not.

AD: A good cartoon is a good cartoon is a good cartoon. No, it was the perfect licence for a cartoon racer.

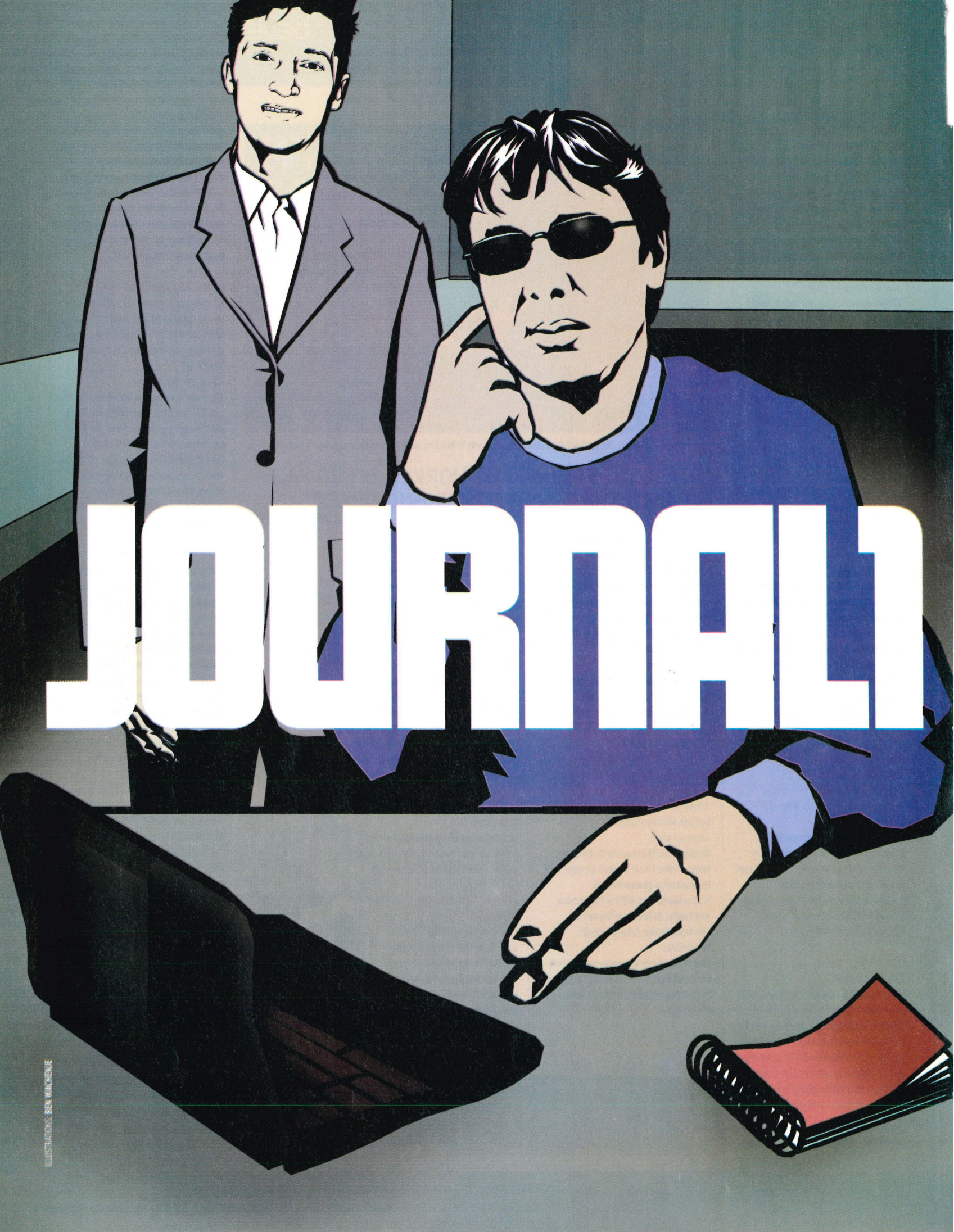
TR: I think from the team's point of view the characters and vehicles were more important to us than riding on the back of the licence. It's a great cartoon, but the whole look and feel allowed us to bring

something a little different to the genre, and to go a bit over the top with special moves and abilities. I also think we wanted to almost re-invent the cartoon look a little, brightening up the whole feel of it. It would be great if the cartoon made a few more fans after playing the game!

GOT ANY QUESTIONS FOR THE CREATORS OF ULTIMATE FIGHTING CHAMPIONSHIP?

Developers Anchor Inc have come up with one of the surprise hits of the year in *Ultimate Fighting Championship* (see page 54), and you have the chance to ask them anything you want in a future issue of *Official Dreamcast Magazine*. Whatever you want to know about the game and its development, just put it in a question and send it to us as soon as possible. Either email us at questions@dreamcastmag.co.uk, or write to Anchor In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.





JOURNAL



STS

GAMES TESTER? PRODUCER? PR EXECUTIVE?
WHAT THE HELL DO THEY DO EXACTLY?
ADAM PHILIPS CONCLUDES OUR PROFILE
OF JOBS IN THE GAMES INDUSTRY

JOURNALISTS

RESPONSIBILITIES: Writing the articles and reviews that you read in this magazine! You also need to be able to hit the dreaded deadlines and work all hours to get the job done...

PROSPECTS: Excellent. A good, versatile writer can turn their hand to pretty much anything, from writing for newspapers and penning books to scripting, whether it be for computer games or films. Blimey!

SALARY: From as low as 6K a year (as a Staff Writer, outside of London) up to 35K-ish for an Editor on a videogame magazine. If you're freelance, the sky's the limit. In theory, at least.

QUALIFICATIONS: The ability to write! Communication skills are also vital, as is being well-organised and able to work under pressure.

WHAT'S A VIDEOGAME journalist? A pain in the ass. Or at least that's what some developers and publishers might think when their precious game gets released and is lacerated into small pieces by the press. The videogame journalist is regarded as a necessary evil by some in the games industry, after all, the journalist plays a pivotal role in influencing a game's success.

While you, the gamer, will of course ultimately decide for yourself, reading a magazine review can offer an insightful analysis of a game, and help you decide whether to part with your dosh. The stereotypical image of a videogame hack is of a bloke sitting round playing games all day, and, while this is a vital responsibility (after all, you do want an incisive review when you shell out for the mag), there are other duties to juggle. Writing news, features and reviews; hitting tight deadlines by working into night; and if you're editing a section in a mag, making sure that everything is coming together and freelancers are on track to hit their deadlines. And then do it all over again the next month. And the next...

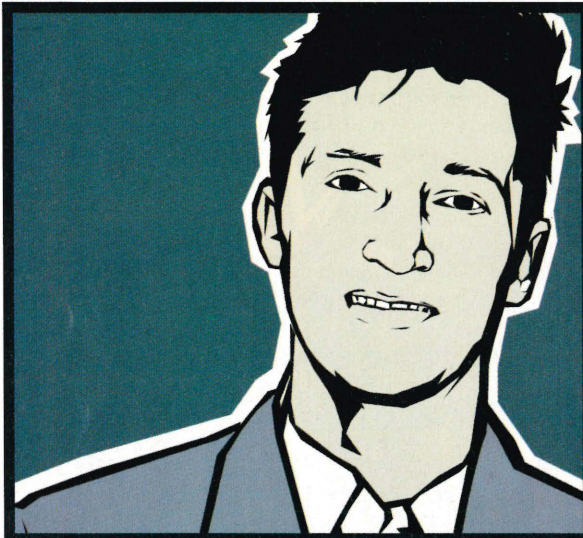
The Editors themselves set the editorial voice and tone of the magazine; meaning that they decide what the magazine 'is', and, of equal importance, what it 'isn't'. The ultimate aim is to produce a magazine that is targeted at a specific audience, which will suit their tastes and interests. If you get the formula right then the mag will fly off the shelves. If you don't, then "Here's your P45, thank you very much."

The bottom line though, for any hack, whether you be an Editor or a freelancer, is of course the ability to write. Under pressure. Also, communication skills are essential. Being able to pitch your ideas and thoughts is vital to whether you have a wage at the end of each month.

Just remember – if you're expecting a nice, cushy ride playing with your joypad all day, you won't last very long...

I DO IT FOR A LIVING

We profile three journalists, taking a brief look at what helped them land the gig, and how they got to be where they are today



JOURNALIST 1

NAME: John Bennett

AGE: 34

BACKGROUND: After getting a degree in English and Russian, John sold advertising space on a tennis magazine back in 1987. While there, he started doing design and writing work as well. He then knocked the sales on the head, freelanced for all and sundry, and went on to become Deputy Editor of a PC leisure title. John has worked his way up the ranks to become Editor of a new magazine, *PC Gear*.



JOURNALIST 2

NAME: Steve Hill

AGE: 31

BACKGROUND: Got a taste for publishing by creating a footie magazine at university. After leaving uni, Steve got a job at Paragon Publishing on *PC Power*. The mag got sold on and he was made redundant. He then went freelance and moved to London. And he ain't looked back since, as they say. Steve has freelanced for *PC Zone*, *Loaded*, *Maxim* and *Official Chelsea Magazine* among many, many others.



JOURNALIST 3

NAME: Steve Key

AGE: 21

BACKGROUND: Got work experience at EMAP Metro at the tender age of 15. After doing his GSEs, managed to land a writing job on *C&VG*. Eventually ended up joining start-up football magazine *Goal* as a Senior Writer, but was made redundant when mag closed down and has been freelancing since the beginning of this year. Steve has written for titles such as *FHM*, *T2 (Telegraph)*, *Max Power*, and *Disney Big Time*.

Q&A

What it's like being a journalist, straight from the horses' mouths.

THE FREELANCER

HOW DID YOU GET STARTED AS A JOURNALIST?

STEVE K: Aged 15, I got work experience at EMAP on *Mean Machines Sega* for a couple of weeks. I pestered them and got a staff writer's job pretty much as soon as I left school at 16. It has just gone on from there really.

STEVE H: I started a footie fanzine at uni called *Is It Red?* which did quite well. I then got an interview at Paragon Publishing and got a job on *PC Power*. I got the interview because I went to the pub with a mate of my brother who asked me if I'd heard of Paragon Publishing. I sent in my details and it was literally a whole six months later that I got a phone call saying: "Can you come in for an interview?" I started there the following Monday!

WHAT DID YOU THINK THE JOB WOULD BE LIKE? HOW DID IT TURN OUT?

STEVE K: When people heard that I had got a job on a videogames mag, the first thing they said was "You're going to get paid to play games!" And they called me all the names under the sun! But I knew from day one it wouldn't entail just that. At school, we'd tried to put a little fanzine together, and that was difficult enough just to create something with only 16 pages. So I knew there was a lot of hard work ahead.

STEVE H: It is a clichéd view – that you just play games all day – but on some days, we do just that!

WHY DID YOU DECIDE TO GO FREELANCE?

STEVE K: I got a bit disillusioned with *Goal* around the start of December, so I decided I was going to go freelance. That's why I started taking on a lot of freelance work in the evenings, so that when I left the job I would have enough of a work base already in place. I just decided that it was the right way to go. To make some proper money. I was made redundant though when the mag closed, so I went freelance earlier than expected.

STEVE H: It wasn't really a decision. I was made redundant and I then sat on my ass for a bit! I began to scrape together bits of freelance and moved up to London within six months. The good thing is, that after working on a mag for 18 months, I had enough contacts and a huge body of work from 18 issues of *PC Power*, plus other odds and sods of freelance that I'd done while I was permanently employed.

WHAT DOES THE JOB ENTAIL ON A DAY-TO-DAY BASIS?

STEVE K: If I'm working from home, it will be forcing myself to get up at a decent hour and to actually get on the phone, and start chasing up a few possible features that were mentioned to me, or cracking on with the work I've already got.

STEVE H: I get up at about noon. I like to at least check my email before *Minder*, and then work from 3pm

THE EDITOR

onwards with music or the TV on in the background. I work my way through to prime-time television and then stop for a break. Then I'll start again at 10/11pm and I often work until three or four in the morning.

WHAT ARE THE PROS OF BEING A FREELANCE JOURNALIST?

STEVE K: You can sleep in! You're the boss! So the amount of work you get is completely down to you. You can get quite a variety of magazines to write for as well – you don't have to stick to a certain genre.

STEVE H: The pro is your life is your own! You can keep your own hours – if you're bored, you can do whatever you like. It has all the benefits of being unemployed or a student, but with money.

AND THE CONS?

STEVE K: If you don't know people and you don't get the work, then you've obviously got no money. It's a lot harder to get motivated as well, especially if you have a bit of a hangover or get up late!

STEVE H: I wouldn't recommend it to people who aren't comfortable with their own company, because working from home is pretty much a solitary experience.

WHAT ARE SOME OF THE BIGGEST CHALLENGES OF BEING A FREELANCE WRITER?

STEVE K: The amount of paperwork you have to do – first off finding an accountant and contacting the taxman. Then once that's done, you're on the Inland Revenue's list of the self-employed and you have to keep and log every receipt, log all of your invoices, and keep everything in order so that when the taxman does come knocking, you're ready for him.

WHAT ADVICE WOULD YOU GIVE TO SOMEONE WHO WANTS TO BE A FREELANCER?

STEVE H: If you're starting out freelance, it might be worthwhile having another job as well. To build up to a level where freelance writing is all that you need to do can take years to get to a good level. I would say the best way is to get a permanent job in publishing initially so you can build up contacts and a portfolio of work.

"FREELANCING HAS ALL THE BENEFITS OF BEING A STUDENT, BUT WITH MONEY"

– STEVE HILL

WHEN AND HOW DID YOU LAND YOUR FIRST JOB AS A WRITER ON A MAGAZINE?

JOHN: By accident. I started selling ads on *Tennis Magazine* a few weeks after university, back in 1987. It was one of those places where you got involved in a bit of everything so I started doing some design work and writing.

HOW DID YOU PROGRESS UP THE CAREER LADDER TO THE LEVEL OF EDITOR?

JOHN: By just picking the jobs that interested me at the time. I did Production Editing on corporate computing mags after the tennis stuff – subbing is actually a very good place to start because it teaches you a lot about the way words work, and deadlines. I kept the freelance writing going because it gave me the chance to experiment with different styles and subjects. I was Deputy Editor on a PC leisure mag for a couple of years because I wanted the commissioning experience. I was the Reviews Editor on a new consumer mag because I wanted to see what a launch was like, and then the Managing Editor on a PC games magazine because it was too tempting not to. And then *PC Gear* came along.

WHAT DOES EDITING ENTAIL ON A DAY TO DAY BASIS?

JOHN: Mostly riding herd on an unruly bunch of creative people, and trying to get the best out of them. Keeping the magazine running smoothly and focused on its audience is a priority, as is continually looking for ways to improve it. There's also a lot of PR – such as meeting people, companies and so on – and stacks of paperwork to do.

WHAT ARE THE PROS OF WORKING AS AN EDITOR?

JOHN: It's your baby. At some stage, someone gets to say "No, this group of people that we're aiming at don't want a mag that looks and reads like that, they want one like this..." That's you, that is! There's nothing like it. Oh, and of course you also get the pick of the press trips...

AND THE CONS?

JOHN: Potential lawsuits, worrying about losing the number one slot, and not getting the time to play games any more!

WHAT ADVICE WOULD YOU GIVE TO SOMEONE WHO WANTS TO GET INVOLVED IN MAGAZINE WRITING?

JOHN: Put yourself about a bit. Offer to work on a trial basis, perhaps, and always have some writing ready to show people. Be willing to take anything that comes along then work your way up, or over, to the job that interests you.

IF JOURNO WANNABES WANTED TO CONTACT YOU ABOUT POTENTIAL WORK, WHAT WOULD GRAB YOUR ATTENTION AND IMPRESS YOU?

JOHN: Samples of work or suggestions for articles are always welcome. I'm most interested in people who have taken the time to look at the mag and work out what we're trying to achieve. Articles with an unusual angle, humour, or opinion are bound to catch the eye. ☺

FIRST CONTACT

Want a job in the games industry? Then try the following recruitment agencies, of the many that are out there, for job listings. Wannabe games journo's should write directly to magazines (don't phone!), including sample writing work, and, ideally, ideas for features and so on.



AARDVARK SWIFT CONSULTING
www.aardswift.co.uk
01709 876 877



DATASCOPE RECRUITMENT
www.datascop.co.uk
020 7580 6018



OPM RESPONSE
www.opmresponse.co.uk
01206 544 044



PELICAN CONSULTANTS
www.pelican-consultants.com
020 8423 3400

• For details of university or college courses, talk to your career advisor or check out your local library for more information.

VERDICT

WELL, WE OBVIOUSLY LOVE PUBLISHING. NO, REALLY. IT'S A TOP JOB WHICH CAN OFFER A HUGE AMOUNT OF VARIETY. AND DECENT MONEY. EVENTUALLY.



UPPERS

Editors get to decide the structure and tone of the mag • Freelancers can work their own hours • PR people have been known to plough hacks with free booze, parties...



DOWNERS

If you crave working in a team environment then freelancing ain't for you • Whether freelancing or in permanent employment, expect long, long hours

HINTS & TIPS

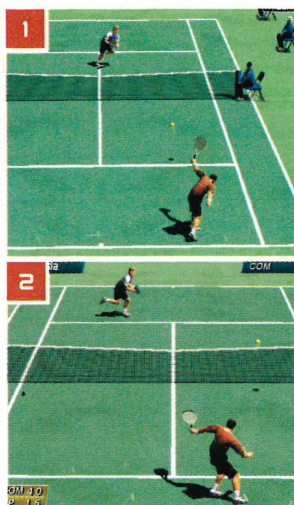


- 98 VIRTUA TENNIS**
Want to play with a tambourine racquet? Here's how!
- 102 ECCO THE DOLPHIN
DEFENDER OF THE FUTURE**
The third and final part of our definitive guide
- 108 HELP!**
Your gaming questions answered
- 109 CHEATS**
If at first you don't succeed... then cheat, of course!
- 110 CHALLENGES**
Win a free game - this month, F355 Challenge

VIRTUA TENNIS PLAYER GUIDE

IT'S THE BEST SPORTS GAME ON DREAMCAST AND IF YOU'RE NO GOOD AT IT, YOU'LL BE LAUGHED AT. NO, REALLY. GOOD JOB **CHRIS EDMONDSON** IS HERE WITH A GUIDE TO TACTICS, TRIALS AND SECRETS, EH?





POSITIONING

1 Although it can be very tempting to stand at the baseline and perform simple returns, you'll leave yourself exposed to drop shots and cross-court shots. As such, sitting on the baseline isn't recommended unless you are very good at predicting where the ball will go.

2 Most players should find themselves in this middle position for 90 per cent of the match. Not only does it allow you to return the ball quickly, but it also means that, as long as you are paying attention, you can't get lobbed.

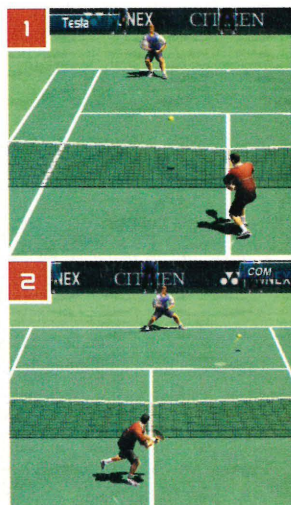
3 If you keep your wits about you, then playing at the net reaps huge rewards. Alert players are able to return any normal shot, and as it will be on the volley the ball will travel very quickly. This will cause your opponent to stumble, or, even better, to dive in their attempt return it. This will leave them wide open for a volley/smash to one of the corners of the court.

However, if someone lobs you when you're standing at the net, then there is little/no chance of returning the ball. So be careful.



4 Doubles is all about positioning. There are many different strategies (i.e. one at the front, one at the back), but the best method that we've found is to split the court into two halves and keep to your side. Be prepared to be a bit flexible with this, however. If your partner is forced on to the edge of the court, come over a bit yourself (into the centre) so that you can successfully return any cross-court shots that your opponents might throw at you.

5 Try not to end up like Courier and Philippoussis in this screenshot. They've left their entire right side open, and if Johansson does a fast shot to that side then he's won the point.



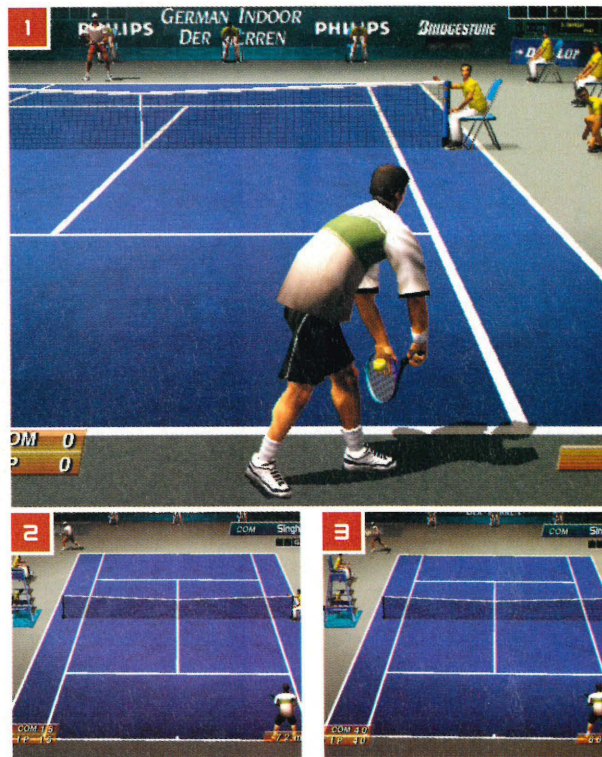
SHOT CONTROL

The longer you hold the shot button, the more powerful your shot will be. So to get maximum power, get into position (i.e. move to where the ball will land) as soon as you can.

When you've reached the right spot, press and hold A and your player will go into what we've termed as 'shot build-up'; he will start to move the racquet even though the ball hasn't reached him. When it does, he'll strike it with tremendous force.

1 Controlling your shot is as simple as holding the direction in which you want the ball to land; so if you want the ball to land on the left side of the court, hold left on the directional pad.

2 If you want the ball to land on the right then hold right on the directional pad. The same goes for up and down. Assuming that you're returning from the bottom of the screen, then pressing up will make the ball land nearer to the baseline, whereas pressing down will cause your player to make the ball land nearer the net (resulting in a drop shot). The longer you hold the direction during shot build-up, the greater the angle.



SERVING

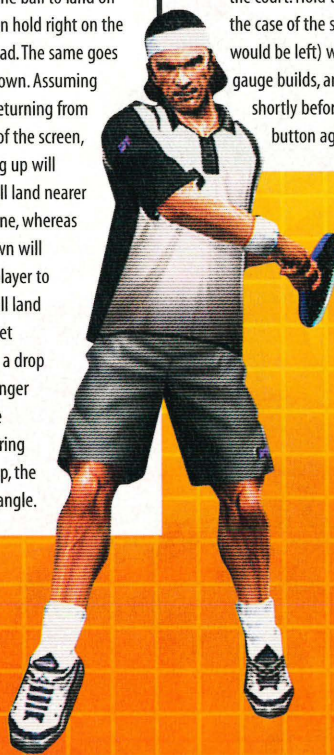
Mastering the serve is extremely important. Get good at it and you'll be able to hold your own against formidable opponents.

1 Unless he's prepared, wide serves are hard for an opponent to return successfully. However, chances are that he will indeed be prepared, because by moving towards the edge of the court you are announcing which sort of serve you are about to attempt.

2 Your typical serve to the edge of the court. Hold that direction (in the case of the screenshot, it would be left) while your power gauge builds, and then release it shortly before you press the A button again.

3 Perhaps the hardest serve to perform and to return in the game. As well as aiming towards the opposite edge of the court, you also make the ball land a bit nearer the net. This means that there is a greater angle on the service and your opponent has to go further to return it. In fact, if they just stand in the default position there is little chance that they'll return it at all. Lovely.

To perform this horrific serve, do as above but also briefly press towards yourself on the pad (in the case of the screenshot, it would be down). Bear in mind that if you press the direction too much then the ball will sail into the net for a fault.

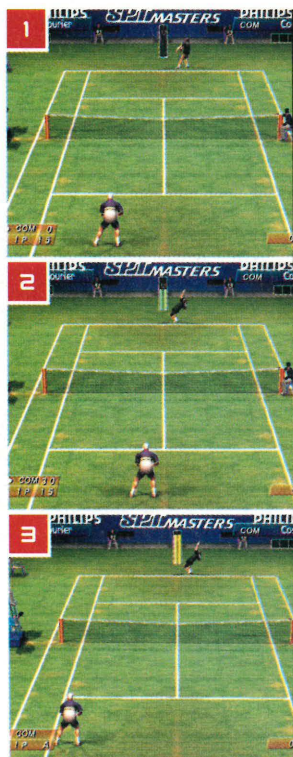




SERVING (CONT)

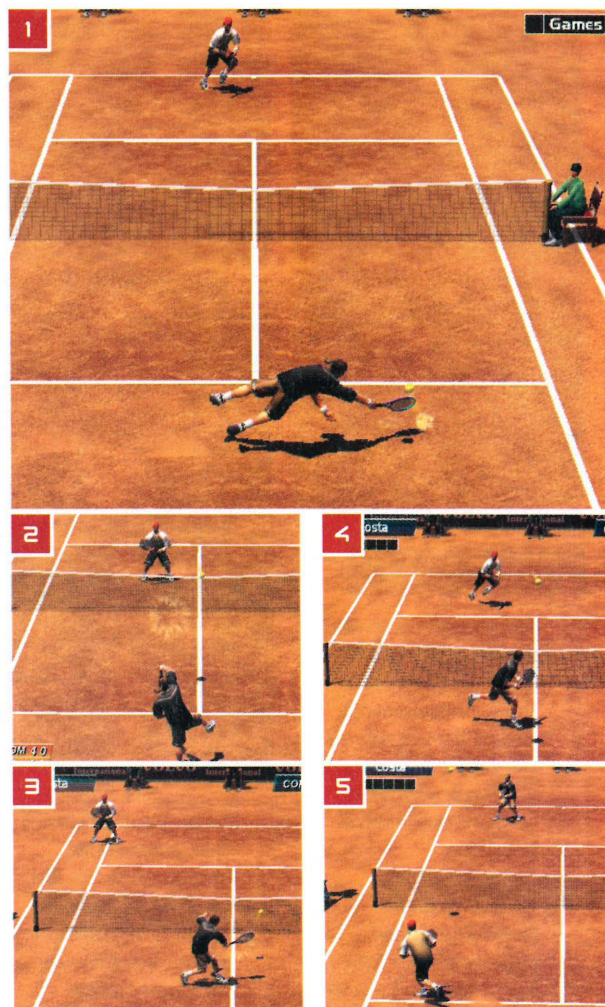
- 4** You should only serve into the middle of the box like this when you're desperate not to make a fault (i.e. on a second serve).
- 5** By serving from the centre, you can get the ball to travel almost straight down the middle of the court; anyone caught unawares will be aced. But that's not all. Serve to the edge from here and you can get quite an angle on a wide serve, often catching unsuspecting opponents off-guard. Clued-up opponents will find them relatively easy to return though.

- 6** You can catch opponents unawares with a soft underarm serve. It's performed by pressing down (or up if you're serving from the far end) and the shot and lob buttons together. However, it is incredibly tricky to pull off, so we'd advise against attempting it too often.
- 7** In a doubles match you can serve from closer to the edge of the court than normal. This means that you can set up some horribly wide serves. Nasty.



RETURNING SERVES

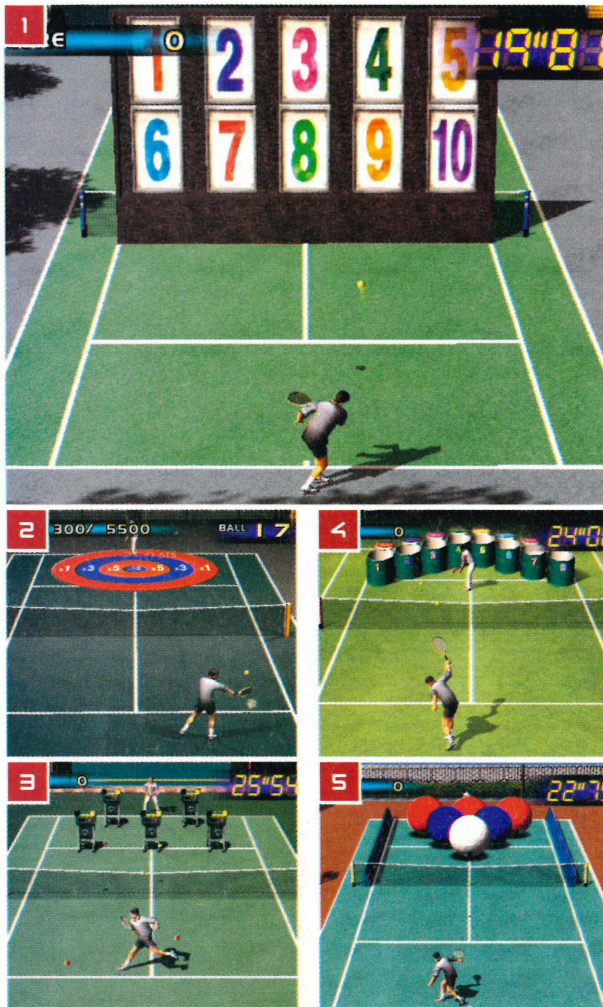
- 1** Although it's not used in real-life tennis, the best place to stand when being served to is in front of the baseline – it puts you in a good position to return serves directed at both the centre of the court and the edge.
- 2** In terms of positioning yourself left or right, take your cue from where your opponent is standing. If he is standing near the centre, then stand nearer the centre yourself.
- 3** If he is standing near the edge, then stand nearer the edge on your side. Return the ball to the nearest edge, as this will be across the court from your opponent and he'll be forced to run all the way over there to hit the ball back at you. Keep him running!



MISC.

- 1** Diving (stretching for the ball when you're too far away) should be avoided at all costs, as it results in a lob. Even if the shot lands in, you'll probably be smashed. Also, it takes a ridiculous amount of time for your player to get up from a dive, so even if your opponent returns the ball relatively softly, you probably won't get to it in time.
- 2** There is no guaranteed method of successfully returning a smash every time, but returning it as if performing a drop shot yields good results. Ideally, you'll want to avoid giving opponents the chance to unleash these cataclysmic shots.
- 3** The cross-court volley works wonders, especially against CPU-controlled players. If you find yourself on the same edge of the court as an opponent, he will invariably attempt a cross-court shot. Keep alert and you'll be able to intercept the shot and volley it into the far corner.
- 4** Only attempt a lob when your opponent is at the net and you're either in the middle of the court or at the net yourself (i.e. not at the baseline).
- 5** Attempting a lob at any other time will result in a returned smash, as the other player will have plenty of time to get under it.





WORLD CIRCUIT TRIALS

1 BIG WALL

Use normal shots and move from right to left, hitting all the boards on the bottom row. Then move back a little and go from left to right, hitting the top row with lobs. Complete this in less than 15 seconds to unlock the Rasta outfit with the tambourine racquet.

2 BULL'S EYE

Stand just in front of the baseline and lob all the balls. Complete this with a score of over 7700 to get the outfit with the sunflower racquet.

3 CANNON BALL

Start from the edge and work in, as sometimes balls will ricochet off and hit another 'cannon'. Complete this in 20 seconds to get the Army outfit with the radio racquet.

4 DRUM SHOOTER

Work from the centre to the edge, as the drums on the edge are the easiest to get. This is all about practising until you get the distances to each drum right. Complete in under 20 seconds to get the giraffe outfit.

5 GIANT BALL

Try your best to hit the giant balls as hard as you can, and don't attempt any cross-court shots. Very tricky, and there's a bit a luck involved, so persevere. Complete this in 15 seconds to earn the fire outfit.

6 PIN CRASHER

Extremely difficult. You shouldn't have to move your position, so stay in the middle when serving to give you the most flexibility. Also, hit the serves at approximately 75 per cent power. Get a perfect score in this (all strikes!) to get the bowling outfit with the skittle racquet.

7 RETURN ACE

Try to hit the corner of the box that's second in from the right on the front row; this should take out a lot of the other boxes. Then it's just a case of clearing up with nice, slow accurate shots. Complete this in two shots to get the Chinese outfit with the wok racquet.

8 SMASH BOX

Try to get right under the lobs and smash the ball into one of the three foremost boxes. It takes some skill, but once you've got used to positioning yourself correctly it shouldn't be much of a problem. For single boxes, move back a bit and use a normal (and more accurate) shot. Complete this in 15 seconds to get the zebra outfit.



SECRETS

1 PLAY AS MASTER

Complete the Arcade mode, on any difficulty level above Easy, without losing a match. After the final, you'll be challenged by Master. Beat him and you'll be able to select him (do this by highlighting Courier and then pressing left).

Tips for beating him? Well, he loves to do evil cross-court shots, so use this against him and do the cross-court volley tactic. Also be aware that every now and again he likes to do underarm serves, so stay on your toes.

2 PLAY AS KING

Go through the World Circuit mode until you're ranked 4th in the world. There should now be a Level 4 Singles Match available in Japan against King. Beat him, and he'll be available to use. To select him, highlight Tinbergen and press left.

As well as being extremely quick on his feet, King hits the ball very, very hard. However, he doesn't get quite the evil angles that Master gets on his cross-court shots. The cross-court volley tactic still works against him however, and this should be your main weapon.

3 UNLOCK OUTFITS

On your way to finishing the World Circuit mode you can buy 20 new outfits. To get the final eight 'comedy' outfits you need to clear the trials with high scores, or within a tight time limit (see World Circuit Trials section for details).



ECCO

THE DOLPHIN

DEFENDER OF THE FUTURE

SWIMTHROUGH FINAL PART

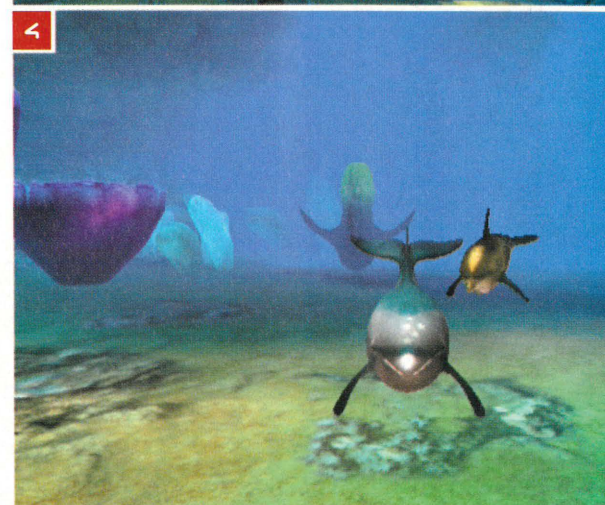
IF YOU'VE MADE IT THIS FAR, THEN THIS FINAL INSTALMENT OF OUR EPIC GUIDE WILL TAKE YOU THROUGH SOME OF THE HARDEST LEVELS EVER SEEN. **STEVE KEY** PICKS UP THE TRAIL ONE LAST TIME



ANGUISH OF DEATH

1 From the start, use the sonar map and head straight ahead. Just to the left of you should be a passage leading up. Go up here. When you reach the end of this passage, you'll see a rock formation blocking a small hole. Jump over here. Just to the right, under the lip of a ledge is a Power of Sonar. Get it and sonar the rocks so they crumble. Just to your right, as you look at the hole, is a group of red fish. Make them follow you and go back through to the area you started in.

2 Exit the passage and swim to your left. Look for a dolphin swimming around a building, who talks about his dad. Look inside one of the holes of the building next to him and you'll see his sick dad. Take the red fish to him. Go back to the other dolphin and he'll tell you to follow. Stick close by and watch. He sonars the plants so they spray clouds of ink, showing you where the stinging vines are. Carefully follow him through. Once in the safe area, he'll teach you this song. Continue straight on using the technique he showed you to creep through the vines and on to the next stage.



ENTRAPMENT

3 Swim forward and hit one of the trumpet plants. Look in the small crevice slightly to your right and pick up the stealth. Now swim slightly right again. Look for the switch near the door (you might not know you've hit it, so look out for the doors opening), and go through.

To the right, on the craft, is a dial that is actually a switch. Charge into it and quickly swim back to your left and go into the hole that's opened (you have to be quick). Once inside the ship, go right and touch the switch. This opens a new door, so swim through. Take the right-hand side at the split.

4 There are two switches in the next room. Hit both, swim through the newly opened door, and you'll be back in the main room of this craft. Now swim to your left and into the door that the second switch opened. One more switch to hit. This takes you to the prisoner. Charge the wires holding him in place at the section where they join the wall.

Once he's free, you make a dash. Just below you when you get control is the dolphin. Talk to him, guide him straight ahead without getting hit, and he'll give you a password to help his friends. Swim straight down the passage and you'll be back at the Anguish of Death.



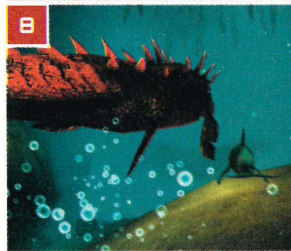
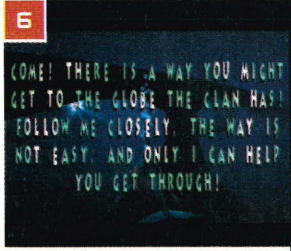
ANGUISH OF DEATH (REVISITED)

5 It's quite a simple task that greets you on your return. Make your way back through the invisible vines using the same tactic as before. When you get to the main area again, some sharks are attacking the dolphins. Kill the three sharks and look for the lone dolphin waiting by a building on his own. There are two, but one has another dolphin swimming very close by and it's not him. Talk to him; he'll recognise the password and let you through to the next stage.

CAVERNS OF HOPE

6 As you move forward from the start, you'll be bombarded by spiky shells. Dodge them and sonar the dolphin charging them at you and continue on. There are loads of these spiky shell dolphins to dodge. At the end of each little corridor is an air pocket if you need it.

Follow the passages around until you're stuck, and leap over the top of the rocks into the continuation of the passage. Follow this around until you reach a clearing. Swim to the little section to your left and look for the glowing ball. Touch it and swim to your left again until you bump into a dolphin and this message appears.



7 This next section is tough if you don't take your time. Once the dolphin has spoken to you, follow him and you'll see him breaking through a barrier. Once he's through you need to follow him and protect him from the clan. Once a clan member appears, sonar them and charge them, and they'll go away. If they hit your pal, he'll swim all the way back to the start. If that happens, you need to swim after him quickly and sonar him so he turns around. Once at the end, he'll bash through another barrier.

8 Swim through and pick up the glyph to give you extra air. Now swim through and you have to fight an alligator boss. There are two ways to beat this boss.

The first is to pick up the Power of Sonar below you to the right and hide in the spikes at the bottom of the bed. Now look at the ceiling and shoot the stalactites until one falls on the alligator. If that doesn't work, make the 'gator chase you and dash into the spikes on the floor. It can't follow you in, so turn around and charge into its belly. Four hits and it's down.

Go through the gap it makes and upwards to the surface. Now swim into the tunnel and on to the next stage.



LAIR OF EVIL

9 At the split in the path, swim right. Once in the next room, swim up through the hole in the roof. In the chamber above, swim through the only open passage before the clan get a chance to kill you. At the end of the next passage you'll meet a dolphin that thinks you're a spy. Swim to the locked door. The dolphin trying to get you has a high rank, so the locked door will open. Swim through and use the tubes stuck to the walls to fling yourself through the tunnel quickly. When you reach the first area you stop in, with a tunnel to your right, swim down it to get to this giant clam.

10 Hit the left-hand switch with your sonar first, and the clam will open. Now sonar the other two so that a ball of ink falls inside the clam. Once the clam has closed and re-opened again, swim inside and look so you're facing outwards from the clam. Sonar the switch you see and the clam will shut with you inside. This will clamp a mark onto your body that will let you access doors with the same markings.

11 Swim back to the chamber with the spy in it, and now you can swim through the previously shut door to your left. In the next room, head for the pipe straight on and slightly left and continue. You'll emerge in a huge room. Go up right and you'll see a dolphin. Talk to him and he'll lead you to another room. Shoot the glowing object on the wall and the fans will stop.

Grab the Power of Sonar and shoot the weed attached to two propellers. Start the fans up and leave. Go back to the giant clam, and hit the switch behind the clam to change the pattern (the one with three lines). Drop ink into the clam and get in so you get a new symbol stamped on to you. Now head back to the massive room. To the upper left is a door that you can now go through. Take the left turn and you'll exit the stage.

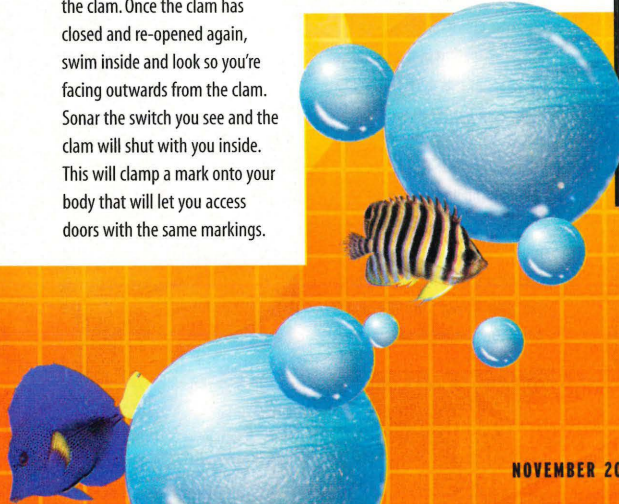


POWERS OF LEVITATION

12 From the start, swim out into the main room. Check the map. You'll see that there are three main sections stemming from a centre point, and at the end of each are some propellers. Swim into them and turn around immediately. Charge into the switch to start the fans and dart out as quickly as you can. Do this for all three and head for the centre where the glyph is.

Enter the building just behind it and swim down. You'll be on a lower sonar map now. Swim straight ahead in the new tunnel and you'll see a dolphin. Swim through the wobbling wall pictured, and get the stealth. Now you have two options. There is a secret game hidden in this room.

13 As you swim through the wobbly wall, collect the stealth and keep swimming forward. You should notice two yellow circles on the floor. If you charge into the one on the left, then you'll be whisked away to a secret game of Dolphin World Football, where you have to nudge a ball into the hole guarded by a clan member. Once inside, you can't exit and the only way out is to quit completely and restart this level, so ignore it if you don't want that chore.



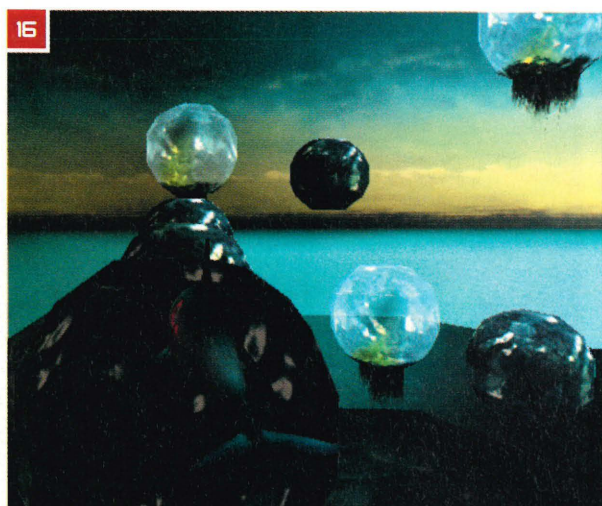


POWERS OF LEVITATION (CONTINUED)

14 Once you've collected the stealth, swim back out and talk to the dolphin. She goes off on an inspection and you have to follow her. Don't get too close though, as she'll stop and go back. This dolphin then swims into a plant that has a secret entrance inside it. You have to quickly swim through before it shuts, and you'll meet an old friend.

After the talk, swim to the main building in the centre and talk to the dolphin by the glyph. Enter the building and go down to the lower levels. Go through as if you were going through to the wobbly wall room, but, before you do, go left. Now look out for all left turns along this corridor. Four of them have these switches in them (pictured). Hit all four to start the generator.

15 The four switches you've touched are located in the inner ring – now you need to move to the outer ring. Again, head towards the wobbly wall room, but right before the entrance turn left again. Keep looking inside all the rooms that lead from this ring until one of the dolphins challenges you to a fight for being a spy. Kill it and flick the switch inside this room. Now swim all the way to the top and you should see the two dolphins inside this machine (if not, you've either missed a switch or one of the fans is turned off). Put your nose in and you'll finish the stage.



HANGING WATERS

16 This is one of the most challenging levels. You start in a small water pipe high above an island. If you charge out of the pipe, you'll die – it's that simple. Leap over the five jellyfish blocking your way. Now fall into the pool at the end. Watch a bubble rise and when it hits the surface swim up inside it.

Once the bubble forms above the water it'll take you in it. You need to leap from the bubble into the tube with the blue vortex in it. Swim again and fall into the next pool. The bubbles are fixed here; you need to jump between them to get in. The grey ones bounce you on instead of sucking you in.

17 Bouncing across the three grey bubbles in a row is the trickiest part. Once you're across, swim forward and take the left split in the path. Charge into the ball with the item floating in the middle of it and sonar this item. It'll create a temporary tunnel so swim back out, down a short way and left. Leap out and into the new tunnel.

Swim on, into the water tunnel just to the left, and into a new pool. There are three exit holes you can jump out of and you need to leap from the middle one (shown in the screenshot).



18 When you need to leap from pipe to pipe, stay near the top because otherwise the current will push you back and you won't make the leap. The higher you are, the more chance you have of making it. As soon as you hit the pipe, hit charge so you don't get thrown out. Branch off to the left and hit the object to open a temporary pipe. Swim into either of the three pipes and swim on.

Avoid the rotating poles and sonar the items you see to make more tunnels. Leap from each one and eventually you'll end up in a bubble. Leap to the second bubble and into the pool. Now swim up underneath the tree trunk-looking object and you'll be in Ice and Fire.



ICE AND FIRE

19 This is one tough boss. When this dolphin is in either his ice or fire form, you cannot harm him. Instead you need to lure him into the opposite element. For example, when you're faced with the ice dolphin quickly swim up to the fire pod at the top of the level and wait. When the ice dolphin swims up and curls up like he's about to charge you, quickly dash out of the way. This will revert the dolphin back to its normal state, giving you the chance to attack him before he changes again. Keep repeating this until he's dead. There's a shoal of fish and some air at the top of this stage.

HANGING WATERS (REVISITED)

20 What now follows is one of the hardest bits we've ever encountered in any videogame! Swim into the tunnel in the pool and through the hole in the rocks. Jump from the end of this tunnel into the floating water tube. You'll be whisked along by the current and have to leap out at the end into another tube.

Now comes the hard part. You have to jump from tube to tube, avoiding the jellyfish-type creatures blocking you. You start in the highest, and there are two below you. Jump to the lowest first. Now swim on. Keep alternating between middle and bottom until you get a clear section. Now leap from here into the middle, and quickly back into the top before the jellyfish sucks you in. Now you'll be taken on again, and eventually you'll come out facing this squid.



21 Here's a tip to help you through this, and maybe even if you're stuck with the previous section. When you get into a tunnel with the current pushing you, hold Y and press down on the analogue stick. This will slow Ecco down to a crawl and the current will guide him on its own. You may need to quicken up on the straight sections, but this works and is really handy. When facing the squid, turn left and jump into the pipe. Use the technique above and you'll end up in another bubble [pictured].

22 Shoot the three tiny tubes with your sonar, and one of the tubes the squid is holding will disappear. Swim back through the pipe and you'll end up in the bubble facing the squid. Go down the left tube again, but this time jump off and into the bubble you see on your way down. From here, jump into the pool nearby. Now look for the bubbles on your right and leap out of the pool and into one. Now you have to bounce all the way along the bubbles as before until you reach another set of tubes. Shoot them and drop into the pipe below. You'll be back at the squid.



23 Again, drop back into the tube on the left and back into the bubble. Return to the pool, but, instead of going back along the bouncing bubble route, jump left into a bubble with a switch. Sonar the switch and go into the new pipe above. In here, sonar the next switch and swim into the second new pipe. At the end of this, sonar the final three little tubes to make the squid plunge to its death. Now, return back to where the squid was, and sonar the three tubes above you to turn on all three tubes again.

24 Take it easy now, this nightmare level is nearly over. Swim through either of the bottom tubes and into a new pool. Swim towards the small hole you see in front of you and jump out into another tunnel. Stop straight away and you'll see two pipes to the left of this tunnel that are gushing out water. You have to jump over these and into the same pipe on the other side. Swim into the final pool and into the plant to get to the second boss stage.



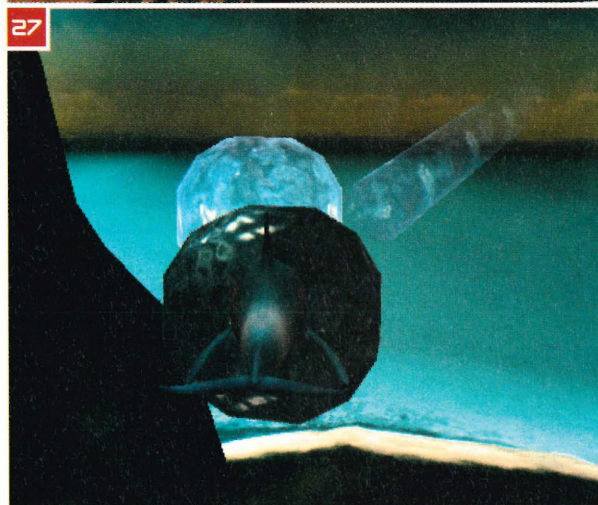
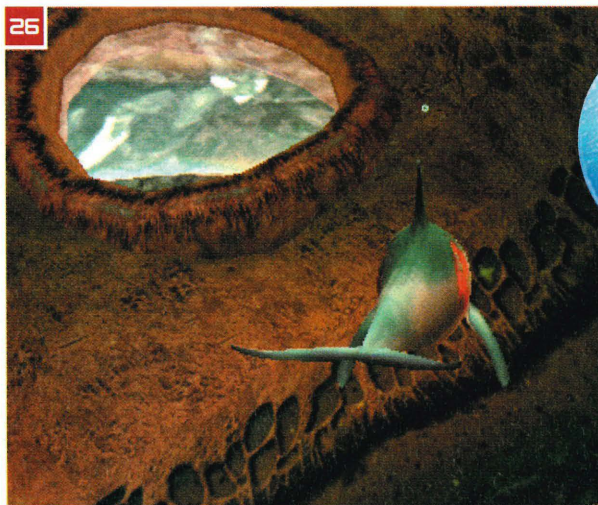
ABYSS OF INFERNO

25 This boss is a lot easier than the first. To start with, it charges into the huge boulders and breaks them up into smaller balls. Then it tries to ram the small balls into you. To kill it, you have to ram them at him. The easiest way is to wait near a group of balls, looking down at the clan dolphin. When it looks as though it's found a ball to push at you, quickly charge into it making sure you nudge it before the clan dolphin does. It'll bounce into the clan dolphin and score a hit. There is air at the pipes that spit out the huge balls.

HANGING WATERS (REVISITED)

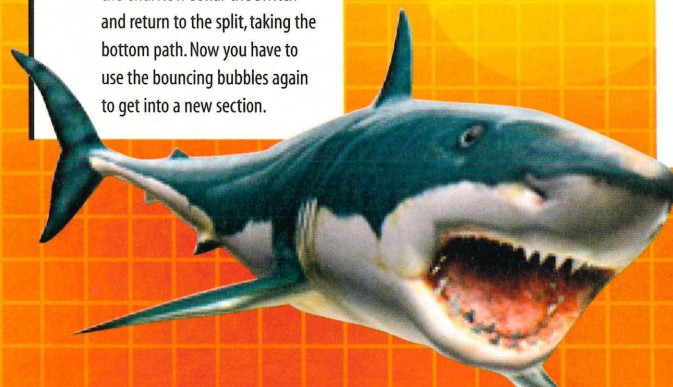
26 You should be getting good at this by now. Swim through the waterfall in the top right and into a new pool. Jump into the bubble at the centre and into the pipe. Keep going until you reach a new bubble. This time, you have to jump down from bubble to bubble, until you reach two pipes. Ride either of them and you'll end up in a new pool, shown in the picture.

27 From here, swim to the window just above the one you see first and you should be able to see a tube behind it. Jump into it and a small current will push you along. At the split in the tunnel, go up first and jump into the bubble at the end. Now sonar the switch and return to the split, taking the bottom path. Now you have to use the bouncing bubbles again to get into a new section.



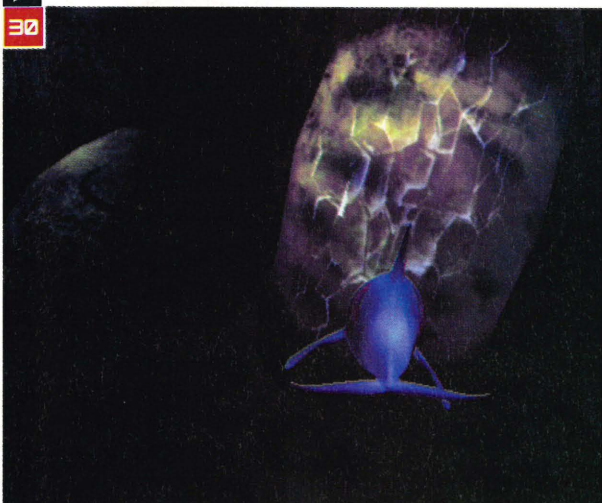
28 Swim into the top pipe and look to your right at the end of it. Jump into the bubble and then down into the next. Sonar the switch and jump down again and into the newly formed tunnel. Swim along here and into the bubble at the end. A couple more bouncing bubbles here, before you reach another bubble with a switch. Hit this and jump into the tunnel leading into a new pool. Look to your left in the new pool and sonar the bird through the little window.

29 Now jump back into the pipe you've just come from and jump back into another pipe. From here, look below you and jump into a lower pipe. Follow this to the end until you see the bird again, at which point you must sonar it again. It'll then pick you up and take you to the pool above. Swim into the central section to exit.





30



31



MUTACLONE

30 You may die a couple of times killing this boss, but like all the others your progress is saved each time you die, so you don't have to start from the beginning. Firstly, swim to the bottom of the stage and charge into the yellow glowing eggs. After the first charge they crack, the second makes them break open. The gas that is released reverses your controls, so beware. Destroy all the pods on the floor and the shield protecting the dolphin above will go.

31 Swim to the top and charge each of the three dolphins. After the third hit, one dolphin will follow you. Quickly swim down and into the one remaining egg that is constantly spilling out gas. Swim into it and face the dolphin. You won't die in here, because the gas confuses the dolphin. Once it's dazed, charge into it. Then swim back into the egg. After four or five hits, the dolphin will die and this level will be over. After a cut-scene, you move on.

32



33



CHANCE OF RECKONING

32 This is the Queen Foe that you need to defeat. First, you need to push the two rocks into the whirlpools to the left and right of you as you look at the Queen Foe. There is a Power of Stealth near the entrance to the main section of this level, to the left. You must get this because it stops enemies from seeing you. To the right of the Queen is a Power of Sonar that you also need to get. Behind the Queen, sonar the rocks around the last whirlpool and push the remaining rock into the gap.

33

33 Now you have to go for the Queen. The cut-scene shows you two eyes and a spot on her back that are vulnerable. Using the Powers of Stealth and Sonar, you have to get in front of her and sonar each eye. Once an eye is hit, charge into it to damage it. Do that for both eyes and the small eye-like section on her back and she'll wilt, opening a passage just behind the tunnel where the Power of Sonar and the bat are found.

34



35

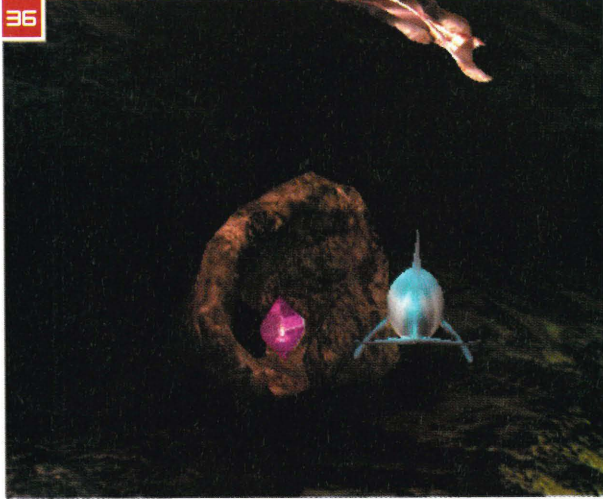


HATCHERY

34 This is a small, but tough, level. First, swim forward and kill the shark. If you look to the left and right of the area the shark was patrolling, you'll see two switches on the wall that glow occasionally. Sonar them when they do, and quickly swim to the thing in the centre that has had its shields lowered. Charge into it, then repeat the process. Three hits and it's down. There are fish and air behind a shield that the boss lowers every so often, so don't leave it to the last minute to stock up. Swim up the pipe the eggs came in to exit.

SEEDS OF POISON

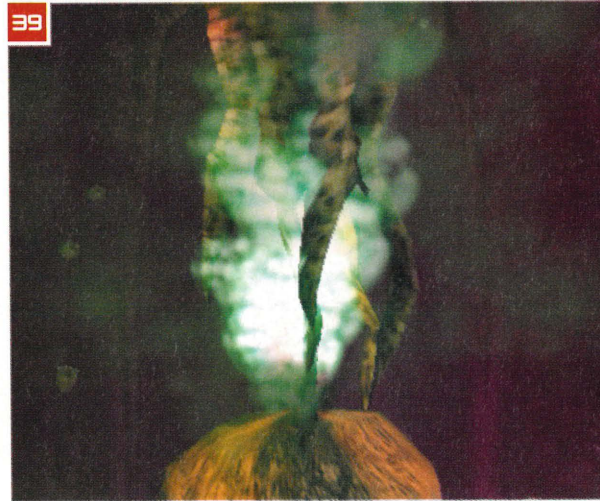
35 A very simple level, this one. Around the outside of the bubbling pod is a Power of Sonar. Collect it, then swim inside the pod and up through the tunnel above. Dodge the wobbly balls that come at you and sonar the blocked section at the top. You'll be attacked, so quickly swim to the bottom and grab some air at the bubbling section and just keep repeating. Easy.



TRANSFIGURATION

36 Another short stage, but still tough. First, swim forward and look for a small tunnel to your left. A series of bats are hanging in the arches above. Keep charging past them so they don't attack until you get to the end. Grab the Power of Sonar and shoot the bats, collecting the Sonar again when you run out. Once three are dead, get the Sonar and swim to the floor opposite you. Sonar this rock to open up another Power of Sonar.

37 Grab this and swim up. Look for a single arch, to the upper left as you look out of this broken rock with one bat on it. Kill the bat and sonar the little rocks surrounding it. One has a Power of Morphing in it. Grab that and go back to find the Power of Sonar. Sonar the creature just in front of you to stop the homing missile being fired. Now touch the blue fish swimming around to morph. As the fish, swim up towards the glyph but near the giant creature in the centre. When you see a red point on its belly swim into it and you're on to the final stage.



HEART OF THE FOE

38 The final boss, and it's not as tough as you'd imagine. Here's how to kill it. Position yourself under one of the four spitting pods. As they spit out the creatures, sonar them into the pulsating heart in the centre of the room. This will stop the heart for a few short seconds. Now you have to charge into it to register a hit. The beat gets quicker with every hit.

39 If you need air, you need to swim to the top of the level. Small bubbles of air surround the creatures that are spat out. As the bubble breaks, you have to grab that air before it hits the ceiling to refill yourself. Once you've registered about six hits, the heart will explode and you'll have finally finished this beast of a game.

• So that's it! Don't forget that if you need some specific help on a part of *Ecco The Dolphin* (or, indeed, any game), you can write in to our Help! department. Turn the page for details.



HELP!

CAN'T QUITE FINISH A LEVEL? COMPLETELY STUMPED BY A PUZZLE? WELL WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY TO SOLVE YOUR GAMING PROBLEMS. **CHRIS EDMONDSON** ANSWERS YOUR QUERIES



△ *MDK 2*: tough right from the start.

MDK 2

How do I defeat the boss on the first level of *MDK 2*? I've tried shooting that floating thing. I've tried shooting the blue bits that the lasers come out of. I've tried everything! Help me *ODM*, you're my only hope!

'PRINCESS LEIA', VIA EMAIL

The answer to this lies in the middle of the massive, rotating craft. Zoom into the centre of it (but not too far, otherwise you'll lose track of where you are) and you'll see four of those special glowing balls.

Take out all of them, and the ship will change shape. Now your target is a ball right in the centre, so zoom right in and take that out too. Stay zoomed in, as now the pilot will be vulnerable and you can shoot him square in the head.

After you've shot him he'll jump out, and so now all you have to do is circle him, constantly firing as you go. It is advisable to use an inflatable Dummy Decoy at this point, and a Super Chaingun would also be of great help. Keep plugging away until he falls over, dead.

CHUCHU ROCKET!

What are the co-ordinates for the Speed Waltz and Haunted House stages in Special mode?

'FURIOUS T', MIDDLESBOROUGH

A nice easy one, this. We'll be using the same rules as last month; the first digit is number of squares across, the second is number of squares down so therefore 1:1 is the top left and 12:9 is bottom right.

To solve Speed Waltz, put your right arrow on 1:2, your down arrow on 5:3, and your left arrow on 9:5.

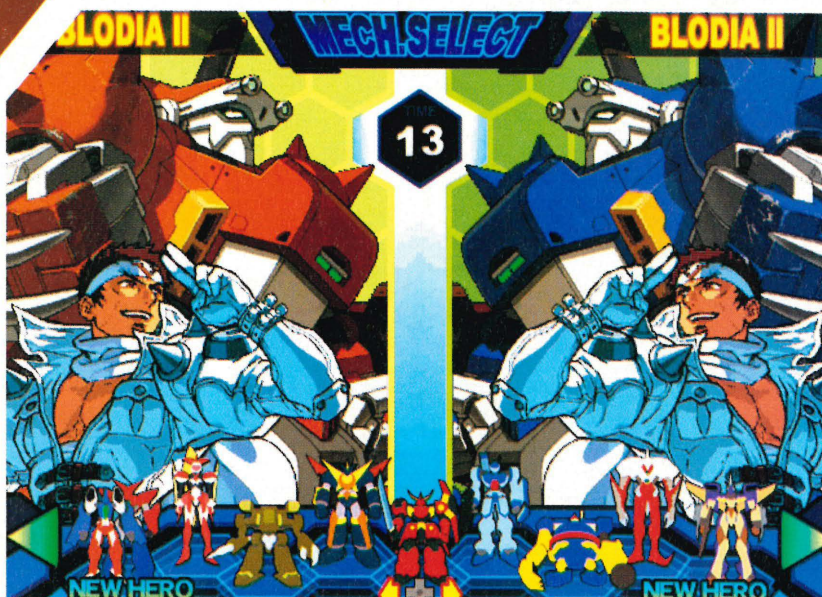
To solve Haunted House, put your up arrow at 6:9, the first left arrow at 9:6, and finally your second left arrow at 12:4.

TECH ROMANCER

I've been playing the VM mini-games for ages, and now I've unlocked Blodia II Custom. The problem is, I don't know his moves! Can you help?

ANTHONY RICHMAN, NORTHANTS

Sure can. The Blodia II Custom is similar to G. Kaiser, although he's got some of his own moves that make him fairly unique.



BLODIA PUNCH	A
BLODIA GIGA CRUSH	B
FULL METAL CHARGE	A + B
BLODIA BIG KICK	Jump, then A
MID-AIR GIGA CRUSH	Jump, then B
BLODIA UPPER	Towards opponent + A
GATLING ROD	Dash, then B
CHASE AND KILL	A or B + Jump (while opponent is floored)
TAI KARA VULCAN	Away from opponent + A
IRON NAIL	Away, then Towards + A

SUPER MOVES

(REQUIRE ONE POWER BAR):

PLANET SMASHER	Away, Towards + A + B
MUTORIKKUSUPORU CANNON	Towards, Away + A + B

NOTE: in the lists above, 'A' and 'B' mean 'A Attack' and 'B Attack' respectively, not A button and B button.

TOMB RAIDER: THE LAST REVELATION

I am stuck on a puzzle in the Burial Chambers where you could see three opened mummy cases and I now have three mummies coming after me. I've tried killing them with my pistol, but it doesn't seem to hurt them at all.

GOLDBERT DY, AGE 11, LONDON

The trick is not to shoot them and keep as far away from them as possible. If you look on the floor of the room you'll see a circular pattern; push the statue on to it. Then a door will open in one of the sarcophagi. Shoot the mummy that's blocking your way and he'll come after you. You can't kill him, so just give him the run

△ *Tech Romancer*: master Blodia II Custom's moves.

around until you can nip into the sarcophagus and make your getaway.

SWORD OF THE BERSERK: GUTS' RAGE

The demon boss in Chapter 5 is impossible! He keeps on killing me and I'm tearing my hair out trying over and over again to kill him. Please help *ODM*.

CHRISTOPHER TONG, LONDON

Voddo The Immortal is probably one of the hardest bosses in the game. He has lots of attacks that hurt a lot, and that horn is absolutely vicious. These tips should help you to overcome him though.

As a general rule, try to stay on his left, as that way he can't gore you with that enormous horn. Run away at first, and, when he attempts an attack, run back in with a jumping attack (jump and then A button). Then run away again, wait for him to attack, and jump back in. ☹

▽ *Sword Of The Berserk*: having trouble with the boss?



NEED SOME HELP?

Then send your gaming problems to us at: Help!, Official Dreamcast Magazine, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively, 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 are unable to provide personal replies.

CHEATS

CAN'T QUITE FINISH A GAME, OR JUST WANT A LITTLE BIT MORE OUT OF IT? WITH TRICKS LIKE THESE UP YOUR SLEEVE YOU ARE GOING TO FIND GAMING A WHOLE LOT EASIER!



△ *Rayman 2*: unlock Globox Disk.

RAYMAN 2

UNLOCK GLOBOX DISK MINI-GAME

Here's a nice easy way for you to play the excellent multiplayer Globox Disk game in *Rayman 2*. On the title screen (with 'Press Start' flashing), hold down the L trigger and R trigger and press B four times. Now an extra option will appear on the main screen, taking you straight to the collect 'em up! Easy!

DRAGONS BLOOD

SUPER CHEAT

Before you can activate the codes listed below, press X, Y, Y, X, X, Y, Y on the title screen. You should hear a sound to confirm the cheat's a success.

SUPER-HARD CHARACTER

To make your character super-hard, pause the game, and then hold the L trigger and R trigger as well as Right on the d-pad. Let go of them, and when you unpause the game you'll be invincible and every hit you do will cause 50,000 damage.

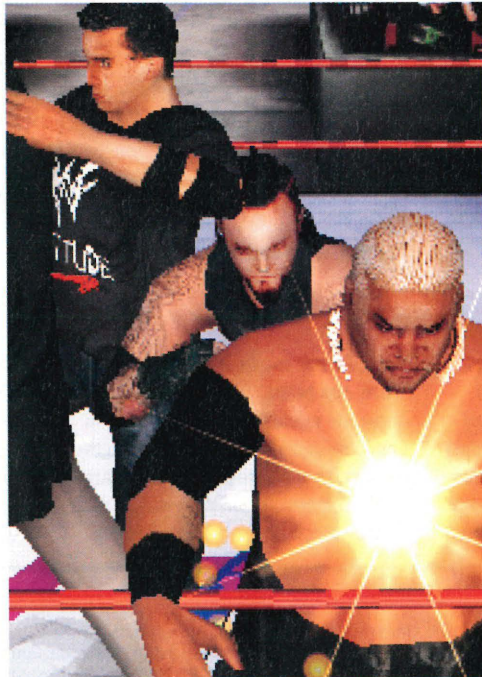
LEVEL SKIP

Once more pause the game, but this time hold the L and R triggers and then press Down on the d-pad. This will skip the current level.

BUST-A-MOVE 4

BONUS CHARACTERS

On the title screen, press Right, Right, X, Left, Left. If done correctly you'll hear a sound. This should let



△ *WWF Royal Rumble*: unleash the Giant Killer!

you choose some extra characters.

BONUS PUZZLES

Once again at the title screen, press X, Left, Right, Left, X. You should hear a sound to confirm correct entry of the code. There should now be more puzzles available to you in Arcade mode.

WWF ROYAL RUMBLE

UNLOCK SHANE MCMAHON

Simply beat the game in Exhibition mode (any difficulty) to unlock the Giant Killer.

UNLOCK VINCE MCMAHON

Finish the Royal Rumble (any difficulty) to unlock the sport's notorious Chairman.

PLASMA SWORD

EXTRA CHARACTERS

When you find yourself on the Character Select screen, follow these instructions to unlock the extra characters.

To get Evil Gamof, the alter-ego of Gamof, highlight Gamof and then press Start + A together.

For Kaede, the hammer-wielding chick, highlight Rain and press Down, Down, Left, Left then Up.

For Rai-On, highlight Byakko and press Up, Down, Left, Left, Right, Left then Up.

STAR WARS EPISODE I: RACER

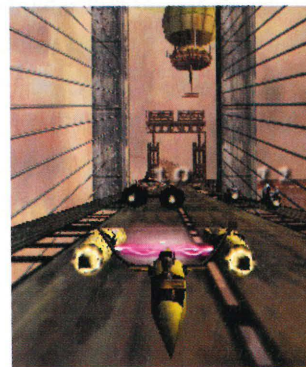
UNLOCK MIRROR MODE

To unlock the Mirror mode, come first in all 24 races in the Championship mode.

UNLOCK EXTRA RACERS

To unlock each racer, simply come first in the corresponding Circuit and Track.

CIRCUIT	TRACK	RACER
Amateur	Beedo's Wild Ride	Aldar Beedo
Amateur	Aquilaris Classic	Clegg Holdfast
Amateur	Mon Gazza Speedway	Teemto Pagalies
Amateur	Spice Mine Run	Mars Guo
Amateur	Vengeance	Fud Sang
Semi-pro	Howler Gorge	Ratts Tyrell
Semi-pro	Sunken City	Bullseye Navior
Semi-pro	Bumpy's Breakers	Ark Bumpy Roose
Semi-pro	Scrapper's Run	Wan Sandage
Semi-pro	Baroo Coast	Neva Kee
Semi-pro	Zugga Challenge	Boles Roor
Galactic	Andobi Mountain Run	Mawhonic
Galactic	Executioner	Toy Dampner
Galactic	Boonta Classic	Sebulba
Invitational	AP Centrum	Slide Paramita
Invitational	Abyss	Bozzie Baranta
Invitational	Inferno	Ben Quadinaros



△ *Star Wars*: unlock extra racers.



DEAD OR ALIVE 2

GET ALL COSTUMES

A lot of you have written in asking about this, so we proudly present a complete list of all the costumes that are available to each character. The first two costumes (C1 and C2) are available by default, so we'll not bother listing them.

Every time you complete the Story mode on Normal difficulty (or above) you get a new costume for that character. Note that some characters have more new suits than others.

AYANE

- C3 Deep purple Shinobi outfit
- C4 School Uniform
- C5 School Uniform with coat
- C6 Weird purple and grey costume (FROM DEAD OR ALIVE 2 ON PS2)

BASS

- C3 Black Wrestling Leotard

EIN

- C3 Red trousers with handcuffs

GEN FU

- C3 Traditional Chinese suit

HAYABUSA

- C3 Blue Shinobi outfit

HELENA

- C3 Weird blue opera costume.

JANN LEE

- C3 Weird white and red costume
- C4 Old costume from first *Dead Or Alive*

KASUMI

- C3 Pink Shinobi outfit
- C4 Black Shinobi outfit
- C5 School Uniform
- C6 School Uniform with coat

LEI FANG

- C3 Old costume from first *Dead Or Alive*
- C4 Old costume from first *Dead Or Alive*
- C5 Traditional Chinese suit

LEON

- C3 Red overcoat and white trousers

TINA

- C3 Catsuit
- C4 Torn clothing

ZACK

- C3 Teletubby outfit
- C4 Shadowman

KNOW SOME GOOD CHEATS?

We'll 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, ODM, Dennis Publishing, 30 Cleveland Street, London W1P 5FF or email them to us at tips@dreamcastmag.co.uk. Thanks this issue to Ali, Andi, Christian, Oliver, Vix Harden, Gaz Palmer, Chris Foulger and the dozens of others who took the trouble to send their tips in. Sorry, we don't have room to list everybody.

PHONE FOR HELP

Having trouble with a game and can't wait to see a reply in these pages? Then you need to check out...

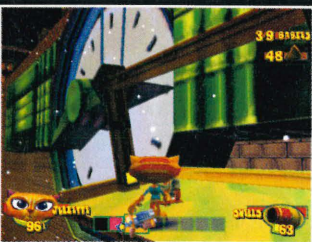
THE OFFICIAL DREAMCAST MAGAZINE TIPS HELPLINE

09064 664477 (UK)
01580 924606 (EIRE)

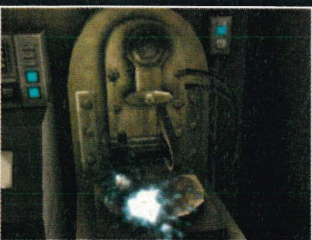
OPEN SEVEN DAYS A WEEK, 8AM-11PM
On the rare occasion that they can't help, your query will be passed on to a support team who guarantee to find you an answer within 24 hours.



△ Get that sinking feeling with Ecco?



△ Flummoxed by Fur Fighters?



△ Stuck in Code: Veronica?

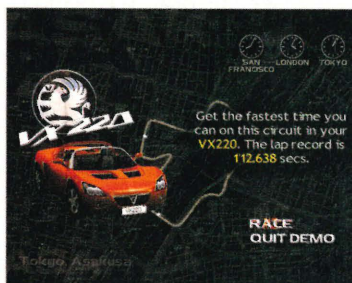
• Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In the case of problems, please call Customer Services on 0870 800 6155 (UK); +44 870 800 6155 (Eire).

CHALLENGES

WANT TO BE A VIDEOGAME LEGEND? THINK YOU'VE GOT WHAT IT TAKES TO COME TOP IN OUR CHALLENGES? THEN PROVE IT, AND WIN A GAME FOR YOUR TROUBLE

THIS MONTH

The sender of the top entry for each of this month's challenges will win a copy of *F355 Challenge*, courtesy of Acclaim.



△ MSR: floor it around Tokyo!

METROPOLIS STREET RACER (DEMO)

Fastest lap, Tokyo demo

A straightforward challenge that every avid reader of ODM can enter. Using the MSR demo from the last issue (Dreamon 13), get the fastest lap possible and send in a photo to prove your driving mastery.



△ Marvel vs Capcom 2: get in a mad ruck!

MARVEL VS CAPCOM 2

Score Attack mode, highest score, any team

Show the world how skilful you are in Capcom's crazy fightfest by getting the highest score possible in the Score Attack mode. Use assists, aerial raves, and mad crossover combos to reign supreme!



△ Star Wars: prove your worth in pod racing!

STAR WARS EPISODE I: RACER

Time Attack mode, fastest lap, Mon Gazza Speedway, any racer

Use your Midichlorian-fuelled instincts to race around Mon Gazza as quickly as you can. It might be worthwhile unlocking some of the faster racers beforehand – some later pods are extremely speedy.

RESULTS

Did you enter a contest in our August issue (ODM 10)? Well here's a list of the top ten entries for each of the challenges in that issue. Congratulations to the winners, who each win a copy of *Marvel vs Capcom 2* courtesy of Virgin Interactive.

CRAZY TAXI

Crazy Box mode, longest jump, Crazy Jump level

1	396.66m	DANIEL MARTIN, LONDON
2	376.93m	DYLAN PRICE, CEREDIGION
3	374.48m	TERRY BONDS, KENT
4	371.44m	JEREMY NAIL, SHROPSHIRE
5	369.84m	JAMES RUTHERFORD, ESSEX
6	369.58m	ANDREW COX, SOUTHAMPTON
7	368.51m	CHRIS THOMPSON, MANCHESTER
8	368.19m	MICHAEL PANJANADEN, B'HAM
9	366.72m	ASHLEY SMITH, SUFFOLK
10	364.90m	JAMES MOSS, DEVON

SOUL CALIBUR

Arcade mode, fastest time, any character

1	00'35"93	MARCUS BUTCHER, SURREY
2	00'35"99	SHAUN LOCKER, NORTH'BLAND
3	00'38"80	DONAL WHITE, IRELAND
4	00'40"12	SADEGH DADGAR, IRELAND
5	00'41"97	NEIL RIDDAWAY, CHESHIRE
6	00'43"92	LEE JACKSON, W. YORKSHIRE
7	00'43"93	KERRY HENDLEY, CHESHIRE
8	00'44"70	BEN ANGEL, SOMERSET
9	00'44"72	BEN CHALLONER, MERSEYSIDE
10	00'45"38	SANOTESH NATH, OXFORD

RAYMAN 2

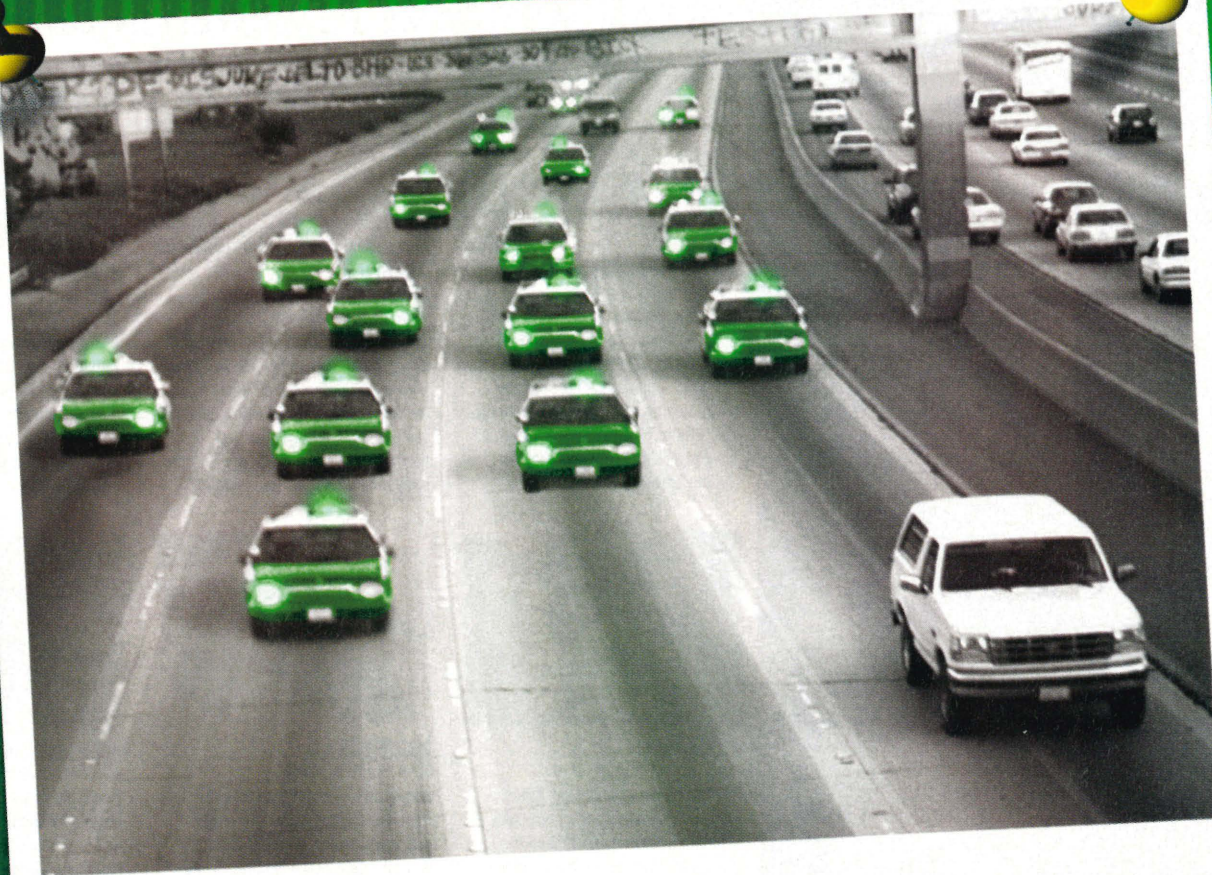
Walk Of Life level, course 1, fastest time

1	01'29"87	ALASDAIR MARTIN, LONDON
2	01'31"93	DARREN IRWIN, NORFOLK
3	01'35"37	MICHAEL BALSON, NOTTS
4	01'37"82	DEAN TAYLOR, CUMBRIA
5	01'38"35	ANNA HART, SUFFOLK
6	01'40"64	PHIL ADAMS, LONDON
7	01'40"95	DAVID HOUGHTON, DORSET
8	01'41"12	MARIE LETZGUS, LANCs
9	01'42"47	IAN OVENDEN, HANTS
10	01'42"98	ANDREW BAWDEN, CHESHIRE

HOW DO YOU ENTER?

Play the given game 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 and turn the flash off). Now post your photo, along with your name and address to: Challenges, Official Dreamcast Magazine, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Note: please do not send in digital photographs or post videos or VM units to confirm your scores – they will not be returned and you will not be included in the competition. Also, ODM regrets that it cannot return photos. The closing date for these competitions is Monday 13 November.

You can run but you can't hide



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no dot.com



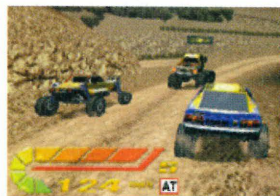
The dedicated online service for serious gamers

Dreamcast™ OWNER'S GUIDE

GAMES DIRECTORY	p112
VISUAL MEMORY FAQ	p113
ONLINE FAQ	p115
PERIPHERALS FAQ	p117
READER REVIEWS	p120
MISCELLANEOUS FAQ	p121
WEBSITE REVIEWS	p122

GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN ODM



4 WHEEL THUNDER

MIDWAY • ISSUE #8 • 8/10

Race monster trucks and dune buggies around long outdoor courses and indoor arena tracks. Collect cash bonuses as you go to upgrade your mud plunger, and grab nitro boosts to help outrun the competition. Excellent handling, and great graphics with no pop-up make this one of the best DC racers so far.



BLUE STINGER

ACTIVISION • ISSUE #0 • 7/10

Playing as Elliot Ballade or his sailor friend Dogs, you must rid a mysterious island of freaky mutants by shooting them in the face, solving the occasional puzzle along the way. Looks swanky, but dodgy controls, rubbish camera system and badly-paced story mean you're better off with *Code: Veronica*.



CAESARS PALACE 2000

INTERPLAY • ISSUE #12 • 3/10

A large but uninspiring collection of gambling games, including Blackjack, Red-Dog (not *that* one), Craps and Video Poker among several others. The aim is to make money betting your stack of chips, not going bust in the process. A cheating dealer (computer) who almost always wins ruins any potential enjoyment.



AEROWINGS

CRAVE • ISSUE #1 • 6/10

Show off your aerobatics skills in *AeroWings*, a pacifist's flight sim that concentrates on how well you fly rather than what you shoot. Learning to fly in formation is unique for a videogame, and you can save replays of your best performances to VM. Pretty graphics, but sadly the gameplay is pretty vacant.



BUGGY HEAT

SEGA • ISSUE #2 • 4/10

Dreamcast's other off-road monster truck/dune buggy racer. Race around reasonably well-designed courses. Bonkers internal view features an inset look at your steering and gear changing antics. One of the first games with online features, but *4 Wheel Thunder* makes *Buggy Heat* redundant.



CHUCHU ROCKET!

SEGA • ISSUE #9 • 9/10

The first online game for DC, and free too! Guide as many mice as you can into your rocket while avoiding the cats, playing single-player puzzles, or against others locally or online. Online there's a delay between pressing a button and the corresponding action, which irritates, but the strength of gameplay shines through.



AEROWINGS 2: AIR STRIKE

CRI • ISSUE #11 • 6/10

The original *AeroWings* was a solid game, but lacked a crucial element: missiles. The sequel answers the criticism and delivers what the public wants but, while it looks great, the missions are still a little limiting. Flight sim fans will love it, but *AeroWings 2* will struggle to win over new fans. Almost there!



BUST-A-MOVE 4

ACCLAIM • ISSUE #9 • 7/10

Fiendishly simple: clear your quota of bubbles by firing ones of the same colour up the screen to group at least three together, making them disappear. Play in puzzle mode, against the computer or a friend. Looks basic, but the secret addictive ingredient is enough to make you play it non-stop for hours.



CRAZY TAXI

SEGA • ISSUE #5 • 9/10

You're a cabbie in a virtual city, ferrying people around as fast as possible. Fares are graded by distance, and there are routes through the city to learn. Clever gameplay bonuses are based on scaring passengers and driving like a loon. The DC version adds a whole extra city and challenges over the arcade original. You'll never stop playing it.



DEADLY SKIES

KONAMI • ISSUE #4 • 5/10

A violence-oriented flight sim that puts you at the controls of a number of exotic jet fighters. The twist is that you're out to earn money, and if you trash a plane you must pay for a new one. Fast moving, detailed graphics and simple controls, but a lack of imagination leaves the playing experience a little cold.



DRAGONS BLOOD

VIRGIN • ISSUE #10 • 6/10

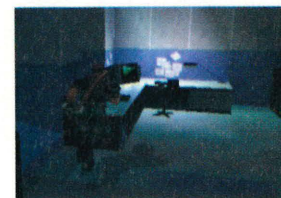
Another fantasy-themed action game, this time starring a chap with a really big sword who's out to decapitate as many monsters as possible. A little more wit than most games of this type – creatures you fight have personalities – but playing it is an unengaging experience. Not the greatest looker on Dreamcast.



ECW HARDCORE REVOLUTION

ACCLAIM • ISSUE #7 • 3/10

ECW isn't the most well-known of grappling leagues, and basing the game on the dodgy WWF Attitude engine wasn't too smart. As usual you can create your own mutant wrestlers, and there are tons of play options, but the controls are unresponsive and gameplay is pretty tedious. One to avoid.



FIGHTING FORCE 2

EIDOS • ISSUE #4 • 3/10

You are hard-as-nails Hawk Mason, a one-man army out to save the world from the evil Nakamichi corporation. The action moves around the world, and there are plenty of guns and explosions, but the drab, 'tarted-up PlayStation' graphics and dull, linear gameplay make this one to leave on the shelf.



DEAD OR ALIVE 2

ACCLAIM • ISSUE #11 • 8/10

The eagerly awaited pretender to *Soul Calibur's* (ODM #2, 10/10) crown is finally here. Although graphically superior, it doesn't quite knock Namco's classic off its perch. Gameplay-wise it achieves a fine balance for both beginners and hardened beat 'em up fans. And it *does* look better on Dreamcast than PlayStation 2...



DYNAMITE COP

SEGA • ISSUE #2 • 5/10

Kick, punch, throw, shoot and bludgeon your way through a terrorist-infested cruise liner with the aim of saving the President's daughter. Most of the scenery can be picked up and chucked or used as a weapon, and there are amusing set pieces. Just a shame it's slow, not very thrilling to play and over far too quickly.



EVOLUTION

UBI SOFT • ISSUE #3 • 8/10

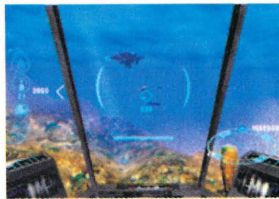
One of the first role-playing games on Dreamcast. *Evolution* will keep genre fans happy as well as entertain novices, because it combines a great storyline with a simple, intuitive interface. Cutesy graphics, but the underlying challenge will keep anyone busy for a good while. Definitely recommended.



FUR FIGHTERS

ACCLAIM • ISSUE #9 • 7/10

Six cartoon killers set out to rescue their stolen children in this massive action adventure. Looks like a cute platform game, but plays like a rock-hard shoot 'em up. Intermittent puzzles keep you on your toes. Funny, nice to look at and easy to get into, but the puzzling and shooting don't quite fit together properly.



DEEP FIGHTER

UBI SOFT • ISSUE #10 • 6/10

A mission-based shoot 'em up set underwater. Your sub is heavily armed, and comes with a variety of appendages useful for manipulating important objects. The storyline keeps you involved, and patrolling the oceans makes for an original experience. Interesting ideas, but not very interesting execution.



ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

SEGA • ISSUE #9 • 9/10

Underwater epic based on the exploits of a young dolphin out to save Earth. The plot tells of trouble with timelines, and it's up to Ecco to restore the true course of history, via more than 20 levels of hardcore dolphin action. Looks amazing, sounds brilliant, and plays like a dream.



F1 WORLD GRAND PRIX FOR DC

SEGA • ISSUE #2 • 8/10

A serious driving sim with gorgeous graphics and all the features you can eat. Real drivers, real teams and real courses are all in, plus a solid split-screen option. And you can tinker with your car's settings. Possibly worth picking up cheap, but the sequel is out now. It's reviewed on page 72.



GAUNTLET LEGENDS

MIDWAY • ISSUE #10 • 4/10

A long-awaited 3D update for the top-down, dungeon-based classic. Up to four players can take on the evil hordes of Skorn, and there are head-stomping battles, massive dragon bosses and fairly shambolic graphics along the way. Repetitive and frustrating to play, and generally not worth your money.

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. (The 4x Memory unit, without a screen, is due out at the end of October for around the same price).

WHY DOES IT 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*.

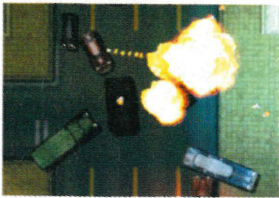
WHICH DC TITLES INCLUDE VM MINI-GAMES?

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).

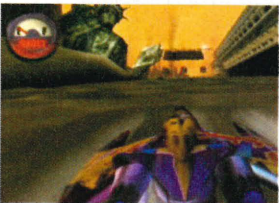
• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk



GTA 2

TAKE TWO • ISSUE #8 • 7/10

Steal a car and cause trouble on the streets of an anonymous near-future city. You're free to do pretty much whatever you want as long as you carry out your missions, but most problems can be solved with extreme violence. Not as 'controversial' as the original, but worth a look for the sheer amount of car carnage.



HYDRO THUNDER

MIDWAY • ISSUE #1 • 6/10

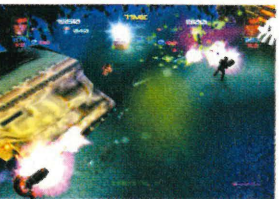
A refreshing change from conventional driving games. You race powerboats, so the action is fast and furious, and there are power-ups to collect and short cuts to discover. Has some nice touches, but the whole experience doesn't really come together as well as it could or should. Worth renting, at least.



MAKEN X

SEGA • ISSUE #11 • 5/10

Formed around a suitably silly plot concerning an artificially created intelligence forming itself into a sword and possessing the mind of a young girl; *Maken X* could so nearly have used its ideas to good effect. Instead the crushingly dull-cut scenes and inflexible controls conspire to frustrate, not excite.



MILLENNIUM SOLDIER: EXPENDABLE

RAGE • ISSUE #0 • 7/10

A mindless shoot 'em up inspired by crusty classics like *Commando* and *Ikari Warriors*. It's an old idea, but the graphics are suitably updated and the game is easy to pick up and play. But its simple nature is also its downfall, with nothing of substance here to keep you interested.



HOUSE OF THE DEAD 2

SEGA • ISSUE #1 • 9/10

Take out the rampaging zombie hordes with your light-gun before they trash an entire city. You need to keep your finger on the trigger and an eye on your ammo. Get a second gun for two-player games, or John Woo action on your own. A thrill at every turn, this is a DC must-have, although replay value is limited.



INCOMING

RAGE • ISSUE #1 • 6/10

Gorgeous-looking shoot 'em up that boils the genre down to the basics: shoot the bad guys and try not to hit the good guys. Fighters and tanks are among the military hardware on offer. Gameplay soon becomes repetitive and uninvolved, despite the looks. Disengage your brain before you play.



MARVEL VS CAPCOM

VIRGIN • ISSUE #2 • 5/10

It's games versus comics in a 2D tag team battle royale to the death. Loads of recognisable heroes, loads of flashy special moves, loads of cartoon carnage, frantic but easy-to-learn gameplay. What more could you ask for? It will have its fans, but it's redundant now that the sequel is out.



MONACO GRAND PRIX RACING SIMULATION

UBI SOFT • ISSUE #1 • 6/10

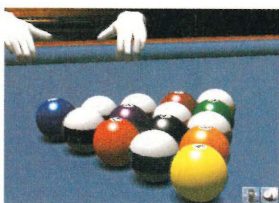
A reasonably accurate F1 simulation, hampered by the lack of an official licence — meaning no real driver or team names — and slightly basic graphics. That said, it plays well enough, and there are the usual car tuning options. *F1 World Grand Prix II* (reviewed on page 72) is a better option.



METROPOLIS STREET RACER

SEGA • ISSUE #12 • 9/10

Race around the real streets of London, Tokyo and San Francisco in some very desirable cars, and an Astra. Not just stunning to look at, but great to play too, with some novel gameplay ideas that will shake up the driving genre. Best of these is the kudos system that rates the way you drive, awarding points for stylish driving that unlock new circuits and vehicles. With over 250 circuits, this is a massive, must-have game. Yours to own, from Friday 20 October.



JIMMY WHITE'S 2: CUEBALL

VIRGIN • ISSUE #1 • 7/10

You have a choice of snooker and various versions of pool, with darts and old arcade games thrown in as a bonus. It's well-designed and fun to play, with an intuitive interface and astoundingly realistic ball motion. Jimmy White is here in name only; the actual playing experience is fairly anonymous.



MARVEL VS CAPCOM 2

VIRGIN • ISSUE #10 • 7/10

Fifty-six Marvel and Capcom heroes face off in one of the most over-the-top fighting games ever. Special moves are easy, and screen-filling pyrotechnics are common. Familiar characters and smart backgrounds give *MVC 2* a bit of new-fangled gloss. Overwhelming to play at first, but fight fans will soon work it out.



MORTAL KOMBAT GOLD

MIDWAY • ISSUE #1 • 5/10

The greatest hits of *Mortal Kombat*, with most characters from the series, with gallons of blood and guts. Despite being in 3D it looks a little shaky, and gameplay isn't a patch on more modern fighters. The *Mortal Kombat* games went a bit wrong some time ago, and this does nothing to repair their reputation.



JO JO'S BIZARRE ADVENTURE

VIRGIN • ISSUE #7 • 5/10

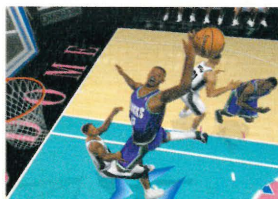
Certainly one of the weirdest fighting games we've ever seen, and as Japanese as they come, registering way off the end of the 'crazy biscuits' scale. The flat fighting action is frenetic, and there are some fantastic attacks which need finger mangling combos to pull off. One for committed fighting game fans only.



MDK 2

VIRGIN • ISSUE #7 • 6/10

Inventive action adventure that combines shooting, role-playing and puzzle elements with three unique main characters. Looks great, and some of the locations are really, really strange. It's involving too, with loads of alien baddies to blast. A massive adventure, but the intense difficulty level can be off-putting.



NBA 2K

SEGA • ISSUE #5 • 8/10

One of the finest-looking sports games you'll ever see. More details and statistics than you'll ever need, but the game itself plays like a dream. Gorgeous graphics, and matches flow like the real thing. Basketball may have limited appeal in the UK, but *NBA 2K* is worth checking out to see how sports games should be done.



LEGACY OF KAIN: SOUL REAVER

EIDOS • ISSUE #6 • 7/10

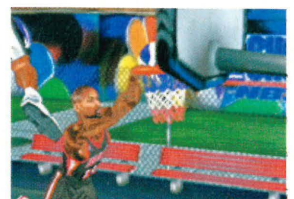
Playing as undead dude Raziel, you're faced with a massive quest through the physical and spiritual planes. Sharp graphics, cool special effects and some immense levels. The real-time shifting between dimensions is particularly nice. A lot to do, but the rewards are there as long as you have the patience.



MIDWAY'S GREATEST HITS VOL 1

MIDWAY • ISSUE #10 • 3/10

Loads of classic old games on one disc, the highlights here being *Defender*, *Joust!* and *Robotron*. The emulation is perfect, but the jarring colours and tiny pixels can make the action hard to make out. A wealth of archive material for retro fans, but this package was doing the rounds with the last generation of consoles.



NBA SHOWTIME: NBA ON NBC

MIDWAY • ISSUE #2 • 6/10

The basketball counterpart to *NFL Blitz*. The real rule book is thrown out in favour of fast and furious gameplay, pared down to the bare minimum. Doesn't look as good as the superlative *NBA 2K*, but with three friends this is loads of fun. Long-term appeal is limited, but it's fun for the occasional spare ten minutes.



NIGHTMARE CREATURES II

KONAMI • ISSUE #12 • 2/10

An action-horror game that provides nothing scary, unless you count the horrendous controls and shocking PS quality graphics. As for the game, you wander around dull corridors attacking the marauding zombies and other assorted creatures with an axe. A nightmare alright, but for the wrong reasons.



NHL 2K

SEGA • ISSUE #9 • 7/10

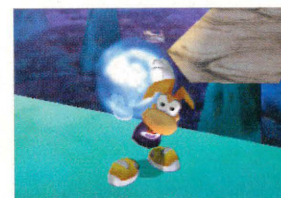
NHL 2K followed in the footsteps of basketball sim NBA 2K, and didn't disappoint. It looks superb, and gameplay is smooth and fast-moving. Multiplayer modes are excellent, but not enough is done to attract new fans to the sport. Plus the goalies are impossible to beat! It will please hockey fans though.



POWER STONE

EIDOS • ISSUE #1 • 8/10

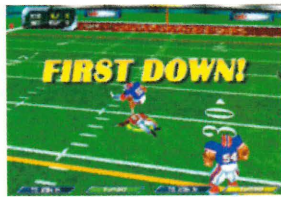
A lunatic fighting game with complete 3D freedom of movement. Appealing characters, insane combo attack, well-designed fighting arenas, and loads of weapons and other power-ups. Power Stone is colourful, fast, clever and great in two-player mode. The sequel is reviewed on page 64.



RAYMAN 2: THE GREAT ESCAPE

UBI SOFT • ISSUE #6 • 8/10

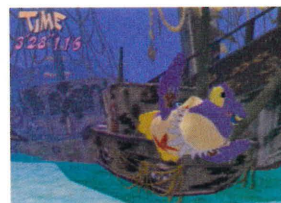
Not the most endearing game character, but Rayman 2 is nevertheless a classy platform adventure. Well thought out controls, excellent level design, some stunning set pieces, and even an entertaining plot. Possibly even more universally appealing than Sonic Adventure because the pace is calmer.



NFL BLITZ 2000

MIDWAY • ISSUE #1 • 7/10

American football, and not taken at all seriously. All the better for it too, because it has simpler rules, fewer players on the pitch, and ridiculous flaming ball power-ups. Violence is also acceptable without penalty. Originally an arcade game, so it is hampered by a lack of depth, but this is chaotic fun and great with four players.



PEN PEN

INFOGRAMES • ISSUE #2 • 6/10

Cute, wacky penguin-based characters compete over a combination of running, swimming and tobogganing events. Easy on your own, but slightly more appealing with three others. Bonus items increase replay appeal very slightly, but it's slow to play and not very engaging. Possibly worth a go in four-player.



PSYCHIC FORCE 2012

ACCLAIM • ISSUE #2 • 7/10

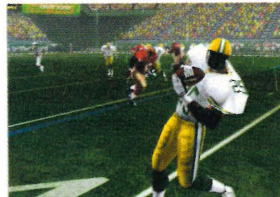
An inventive 3D fighting game that takes place in mid-air, with massively powerful characters flinging psychic attacks at each other. Quality visuals, and the anime-style heroes have the obligatory big hair and enormous fireballs. Plenty of gameplay depth, but Psychic Force 2012 has the whiff of the obscure about it.



READY 2 RUMBLE BOXING

MIDWAY • ISSUE #1 • 9/10

Most boxing games rely on realism, and are accurate but dull. R2R takes the other approach; with cartoon boxers, OTT special moves, and the insane Rumble mode that will have your opponent bleeding on the canvas in seconds. Great fun to play. The sequel (previewed on page 45) is due out soon and looks even better.



NFL QUARTERBACK CLUB 2000

ACCLAIM • ISSUE #2 • 5/10

NFL Quarterback Club used to play a great game of Yank footie, but this first DC version has gone wrong somewhere. Graphics aren't great, and the control system is sluggish. Comprehensive stats and options, but who cares? Average football games don't sell, so what chance average American football games?



PLASMA SWORD: THE NIGHTMARE OF BILSTEIN

VIRGIN • ISSUE #11 • 4/10

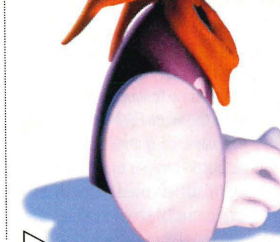
Disappointing beat 'em up that will do nothing to entice either hardened fans or those new to the game. Overly simple combos, not enough characters and a lack of plot means it's hard to feel involved and, with the wealth of excellent fighting games available, it's hard to recommend.



RAILROAD TYCOON II

TAKE 2 • ISSUE #12 • 7/10

Like the title suggests, make money out of building railroads. Connect cities, haul cargo, buy businesses and issue shares, in an effort to get rich and expand your railroad. Or not, as there are plenty of missions where you're required to take a break from the empire building. Not as dull as it looks or sounds, and you can play it online too!



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).

WHEN WILL VERSION 2 OF DREAMKEY BE RELEASED?

Very soon, but details hadn't been confirmed at the time of writing. Watch out for news on our website (www.dreamcastmag.co.uk) or Dreamarena.

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.

ARE SEGA PLANNING A FLAT-RATE SERVICE LIKE BT'S SURFTIME WITH FREE CALLS?

They're looking into it, yes. We'll bring you news as soon as we have it.

WHY CAN'T I ACCESS CERTAIN WEBSITES?

Because Dreamkey has a built-in child lock to filter out 'inappropriate' content. Annoyingly, this also includes some legitimate sites like Hotmail.

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! is currently the only Dreamcast game that can be played against others online. Railroad Tycoon II will be next. There are many more due to follow, including Quake III Arena (previewed on page 8), 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



RED DOG

SEGA • ISSUE #5 • 5/10

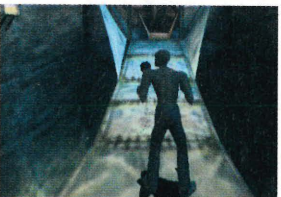
A futuristic shoot 'em up that puts you at the controls of the titular Red Dog; a versatile and heavily-armed tank. Graphics are sharp and detailed, and the multiplayer options are great, especially with four people. On the downside, the high difficulty level can be frustrating, spoiling the overall experience.



SAN FRANCISCO RUSH 2049

MIDWAY • ISSUE #12 • 7/10

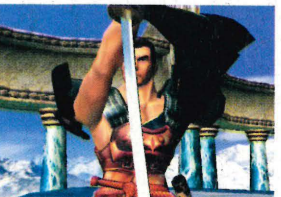
San Francisco of the future is full of ramps, loops and cars capable of rocket-like speeds that have the ability to fly and do stunts. There are better racing games, but do they offer multiplayer Battle modes or stunt arenas? Or how about an Internet Ghost mode that allows you to download new competitors from the Net?



SHADOWMAN

ACCLAIM • ISSUE #3 • 6/10

An adult-oriented 3D adventure converted from Nintendo 64, packed with gore, swearing and voodoo magic. Gameplay switches between the living world and the afterlife. Cool but freaky music and sound effects, and the storyline is good, but dull level design lets the side down badly.



SOUL CALIBUR

SEGA • ISSUE #4 • 10/10

The best fighting game money can buy. Fantastic character design, silky-smooth animation and perfectly balanced gameplay. You can pick it up and play straight away and do well, but there's also a world of depth to get into. More moves and combos than you'll ever be able to learn; you'll be playing it forever. Own this game!



RESIDENT EVIL 2

VIRGIN • ISSUE #4 • 7/10

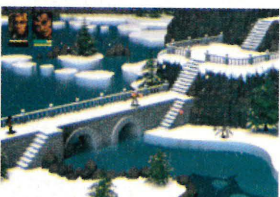
Classic survival horror hits Dreamcast. Playing as Claire or Leon, it's up to you to rid Raccoon City of a zombie infestation. As well as the shooting, puzzles need to be solved, and limited ammo adds to the tense atmosphere. A straight port of the PlayStation version, so slightly pointless now that *RE Code: Veronica* is out.



SEGA BASS FISHING

SEGA • ISSUE #1 • 7/10

The kind of oddball but appealing game that Sega excel at. Fishing rod controller in hand, it's your job to catch the biggest fish you can find, within a strict time limit. Looks gorgeous, but you'll only get a couple of weeks of play before the attraction wears off. Still, it's the ultimate game to bring out at parties.



SILVER

INFOGRAMES • ISSUE #10 • 4/10

A rare thing, this: a role-playing game developed in the UK. A mixture of detailed, pre-rendered locations and console-friendly controls make *Silver* easy to get into, but the spark that makes the best RPGs take over your life isn't there. An attempt at something a little different, but the results are boring.



SOUL FIGHTER

CRAVE • ISSUE 2 • 6/10

Fantasy fighting adventures are popular on Dreamcast. *Soul Fighter* also has adventure elements, and using attacking combos to build up magical power is a good idea. A worthy challenge, but the gameplay remains the same throughout. It's too easy to wander from area to area using the same few buttons to win.



RESIDENT EVIL CODE: VERONICA

EIDOS • ISSUE #8 • 9/10

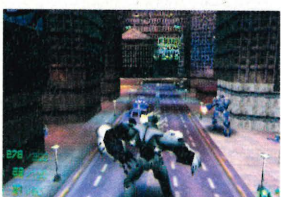
A brand-new installment of the brilliant series, and available only on DC. Looks far better than any of the previous versions thanks to the gorgeous, fully 3D graphics and special effects. It's tough as well; you'll run out of ammo every five minutes. But the storyline, atmosphere and violence will keep you playing through the night.



SEGA RALLY 2

SEGA • ISSUE #1 • 8/10

Sega Rally is an all-time arcade classic, and nearly all the magic is brought home in this DC conversion. More cars and tracks have been added, but the real appeal is the car handling, which is tuned to near-perfection on Dreamcast's analog pad. There's more depth in *V-Rally 2*, but this *SR2* comes top in terms of gameplay.



SLAVE ZERO

INFOGRAMES • ISSUE #5 • 6/10

Take control of a 60-foot robot and stomp around a futuristic city, shooting stuff, blowing things up and trampling on innocent bystanders. Fifteen single-player levels and a four-player deathmatch mode mean there's plenty of meat here. Sadly a lot of slowdown and a high difficulty level spoil the party.



SOUTH PARK: CHEF'S LUV SHACK

ACCLAIM • ISSUE #3 • 3/10

A quiz game for up to four players, featuring all the *South Park* kids and their mates. You play mini-games and answer questions. Success comes through a knowledge of useless trivia rather than having any particular skill. You either love or hate *South Park*, but everyone is going to hate this. The worst game on DC.



RE-VOLT

ACCLAIM • ISSUE #3 • 7/10

Race remote-controlled toy cars around larger-than-life locations. Crisp graphics, inventive tracks and fast, power-up grabbing gameplay mean you'll be impressed initially, but sadly a lack of depth means that the novelty soon wears off. Multiplayer modes are worth checking out, though.



SEGA WORLDWIDE SOCCER 2000

SEGA • ISSUE #3 • 6/10

The best football game on the Sega Saturn gets its first Dreamcast outing. As you'd expect, the graphics are vastly improved, but gameplay is too slow, which in turn means there isn't much of an atmosphere. The potential is there, but we would advise you to go for the newer *Euro Edition* instead.



SNOW SURFERS

INFOGRAMES • ISSUE #2 • 6/10

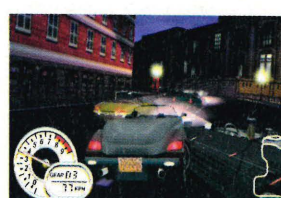
Choose a board and rider and leap off the top of a mountain. Courses look nice, but on the whole the graphics aren't great. Competent in terms of gameplay, but a bit slow, when breakneck speed is what the sport is all about. Dreamcast's only snowboarding game so far, but that isn't enough to make it worth buying.



SOUTH PARK RALLY

ACCLAIM • ISSUE #12 • 6/10

The *South Park* clan kidnap *Mario Kart* and replace the subtleties of the greatest cartoon racer of all time with their crude brand of humour. Some of it works, with a nice variety of challenges, good multiplayer modes and a wide range of power-ups. Spoiled by a poor difficulty setting with later levels very easy to complete.



ROADSTERS

TITUS • ISSUE #11 • 3/10

Oh dear. With the number of quality driving titles about, *Roadsters* needed to be excellent if it were to stand a chance. Sadly the game is a stinker; barely adequate graphics, terrible handling and lame attempts to add a bit of quirkiness in the form of random environmental disasters. Avoid.



SEGA WWS EURO EDITION

SEGA • ISSUE #8 • 7/10

Sequel to Sega's own-brand football game. Much needed improvements have resulted in more detail and a faster pace. Player animation is now smoother, and their artificial intelligence has been upgraded too. As good as you're going to get for the time being. The third in the series is previewed on page 47.



SONIC ADVENTURE

SEGA • ISSUE #0 • 9/10

The gaming world's most familiar face returns. A combination of jaw-dropping, incredibly fast set pieces and more laid-back exploration sections. Six playable characters means you get six different adventures, and there's a cool plotline to tie everything together. Sonic in full effect shows what Dreamcast can do.



SPEED DEVILS

UBI SOFT • ISSUE #1 • 7/10

An offbeat racing game featuring police chases, speed traps and UFO invasions. A strong two-player mode, and always fun to play. Excellent funky music, and cars can be upgraded. Courses are massive – possibly even too big – but they're all full of detail and animated hazards. Fairly easy to complete though.



SPIRIT OF SPEED 1937

ACCLAIM • ISSUE #12 • 3/10

Don't be fooled; there's nothing remotely speedy about this antique race game. While the 1937 setting and period details are commendable, the action and graphics are not. The frame-rate slows the 'speed' to a crawl and the races are hampered by a limited number of competitors. A clever idea, but a shoddy game.



STREET FIGHTER ALPHA 3

VIRGIN • ISSUE #2 • 8/10

All your favourite *Street Fighter* characters in one place, in one of the best 2D fighting games ever. Cartoon looks are great, and there's an excellent World Tour mode to keep you busy. Gameplay is the same as it's ever been – tuned and balanced to perfection. You'll need arcade stick controllers to get the most out of it.



SWORD OF THE BERSERK: GUTS' RAGE

EIDOS • ISSUE #10 • 5/10

More fantasy hacking and slashing. The main character, Guts, certainly gets a bit of a strop on as body parts fly everywhere. Good storyline, impressive graphics and lots of secrets to discover, but loads of cut-scenes mean play is fragmented and gets repetitive. Perhaps worth renting.



TEE OFF

ACCLAIM • ISSUE #3 • 7/10

Golf games are generally pretty straight-laced, so it's refreshing to see one that doesn't take itself seriously. *Tee Off* features exaggerated cartoon golfers, simple gameplay and attractive courses, with no statistics to weigh you down. Up to four players can take part, and the more the merrier.



STAR WARS EPISODE I: RACER

ACTIVISION • ISSUE #11 • 6/10

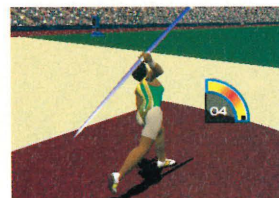
A full year after the commotion and the PC and N64 versions, the Dreamcast gains the attention of the *Star Wars* marketing machine. Comparisons to *WipeOut* are not unfair and the game moves at a hell of a lick, but it's a little lacking in imaginative features and is unlikely to sustain interest over the long term.



SUPER MAGNETIC NEO

CRABE • ISSUE #12 • 6/10

Platform fun based around Neo, a little guy with a magnetic head who's out to stop the Pinki Gang causing chaos at his favourite amusement park. Use the polarity of magnets scattered everywhere to move around the levels. A novel idea with bright, cute graphics, but lurking beneath is some frustrating gameplay.



SYDNEY 2000

EIDOS • ISSUE #11 • 7/10

A huge and all encompassing game that competently tackles the world's biggest sporting spectacle and lets you act it all out in the privacy of your front room. There's a distinctive and consistent look to the game and the controls are straightforward – just bash those buttons. A great effort with a few flaws.



THE NOMAD SOUL

EIDOS • ISSUE #7 • 5/10

A futuristic, alternate-dimension action game featuring David Bowie, *The Nomad Soul* is a huge adventure with plenty of shooting, fighting and puzzle solving. There are some interesting ideas here, but they don't work as well as they might. Obviously converted from a PC game to make a quick buck.



STREET FIGHTER III: DOUBLE IMPACT

VIRGIN • ISSUE #8 • 7/10

Bringing two versions of the *Street Fighter III* arcade game together, *Double Impact* has well-animated characters, loads of moves to learn, and endless appeal if you can find a similarly-skilled mate. As technical as *SF* games get, but not as much fun as *SF Alpha 3*.



SUZUKI ALSTARE EXTREME RACING

UBI SOFT • ISSUE #2 • 7/10

A superbike racer, meaning high-speed two-wheel action, and with the endorsement of the Suzuki racing team. You also get varied, twisting courses and a good two-player option. It's very, very fast, but bikes aren't as appealing as cars, and there's some dodgy pop-up and collision detection problems.



TECH ROMANCER

VIRGIN • ISSUE #8 • 6/10

More manic fighting action from the creators of *Street Fighter* and *Power Stone*, this time with giant robots scrapping it out. The graphics are colourful and detailed, but the essential spark that makes Capcom's best games brilliant is missing, and after a weekend's play the attraction wears off.



TOKYO HIGHWAY CHALLENGE

CRABE • ISSUE #3 • 5/10

Racing for cash against other drivers on the highways of Tokyo. In fact, make that 'highway', because there's only one really long course. Great graphics, but the cars are all lookalikes rather than the real thing, and the lack of variety soon gets boring. May appeal to car nuts, but hardly a well-rounded racing experience.

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.

DOES THE LIGHT-GUN WORK WITH GAMES OTHER THAN HOUSE OF THE DEAD 2?

Currently no, but more compatible games are expected soon.

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. It should be out at the end of October.

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 to take pictures and take part in video chat on the Internet. Dreameye should be out in early 2001.

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 seen as a bonus.

WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?

It's an add-on that plugs into your 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*.

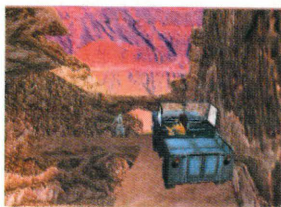
IS IT WORTH GETTING AN ARCADE STICK?

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.

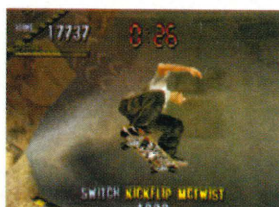
• Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk



TOMB RAIDER: TLR

EIDOS • ISSUE #6 • 7/10

Lara Croft arrives on Dreamcast for the fourth incarnation of her franchise. Set almost entirely in Egypt, *The Last Revelation* gets back to what makes *Tomb Raider* great: mind-bending puzzles, and loads of them. The best *Tomb Raider* game, but nothing new has been added for Dreamcast.



TONY HAWK'S SKATEBOARDING

CRAVE • ISSUE #10 • 8/10

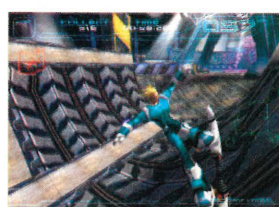
The sport's leading light, Tony Hawk, is now under your control. Excellent control system and genius level designs. As with the best score-attack-type games, you're always trying to beat your last best trick. Loads to do, innovative split-screen options, but sadly fairly drab graphics. See page 44 for the latest on the sequel.



TOY COMMANDER

SEGA • ISSUE #1 • 7/10

A tough, mission-based wargame which gives you control of toy tanks and planes rather than real military hardware. All the action takes place in a giant house, which gives rise to some inventive locations to discover and tasks to complete. A lot harder than the 'for kids' appearance might suggest.



TRICKSTYLE

ACCLAIM • ISSUE #1 • 7/10

Futuristic hoverboarding on the streets of London, New York and Tokyo. There are stunts to learn, in the style of snowboarding games, but you're also racing against other riders. Lovely graphics, and VM mini-games are an incentive to keep playing, but a lack of speed lets it down.



UEFA STRIKER

INFOGRAMES • ISSUE #1 • 8/10

More realistic and accessible than *Virtua Striker* and more playable than *Sega WWS*. It's not the greatest-looking kickabout, but the official UEFA licence means it features loads of European teams and competitions. It doesn't do anything spectacular, but this is currently as good as football gets on DC.



VIGILANTE 8: 2ND OFFENSE

ACTIVISION • ISSUE #3 • 5/10

The idea of cars with guns strapped on is very American, and *Vigilante 8* is even set in the Deep South. Varied locations, and all the vehicles have different handling characteristics and unique weapons. Motorised combat is fun for a while, but the game doesn't rank very high on the 'spectacular' scale.



VIRTUA ATHLETE 2K

SEGA • ISSUE #12 • 4/10

Athletics game in the Track & Field mode that falls far short of greatness due to only containing seven events. The button-bashing controls are effective but become redundant in several events that include a stamina bar, spoiling the fun. Short to complete and with no extras to unlock, this should be sent back to the arcades.



VIRTUA FIGHTER 3TB

SEGA • ISSUE #1 • 7/10

The third incarnation of the original 3D fighting game hits DC. Some of the best beat 'em up gameplay you'll find, with characters you might actually care about. On the downside, the conversion from the arcades added hardly anything. Once an innovator, *VF3tb* now looks a little shabby next to *Soul Calibur* and *DOA 2*.



VIRTUA STRIKER 2 (VER. 2000.1)

SEGA • ISSUE #4 • 7/10

Football, arcade style. National teams, Cup modes, rankings and tournaments, plus extra stuff to uncover. Graphics are excellent, as you'd expect from a Sega arcade game. As an arcade conversion it doesn't play like you'd expect it to, but it does have its charms. Take time to master the controls and you'll enjoy it.



VIRTUA TENNIS

SEGA • ISSUE #12 • 9/10

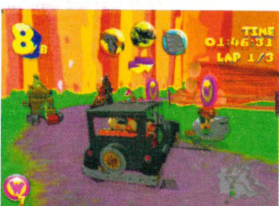
An excellent arcade game becomes even better on the Dreamcast, and the top sports title on the console. Gorgeous graphics and the simple but intuitive controls hook you into the action. The excellent World Circuit mode adds the longevity that's often missing from arcade conversions. Buy it!



V-RALLY 2 EXPERT EDITION

INFOGRAMES • ISSUE #7 • 7/10

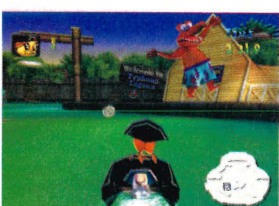
V-Rally 2 sent back to the garage for DC, resulting in the heavily reworked *Expert Edition*. Fast-moving, loads of courses and cars, nice graphics, multiplayer modes and so on, but slightly suspect handling spoils the experience — you feel like the car could tip over at any moment. Still, it has more substance than *Sega Rally 2*.



WACKY RACES

INFOGRAMES • ISSUE #9 • 7/10

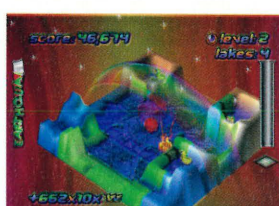
Dick Dastardly and the gang in a stunning-looking *Mario Kart*-style racer. Cars and characters are recreated well, and the power-ups are suitably insane. Four player split-screen is, as ever, the highlight. Far better production values than the cartoon ever had, but you'll get the feeling you've seen it all before.



WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR

EIDOS • ISSUE #12 • 5/10

Not a lot about this tired *Mario Kart* clone is magical. Pick a Disney-ised chipmunk or similar creature and race around the streets of Disneyland to retrieve some lost acorns. Hmmm. Four-player split-screen is fun for a while, but graphical glitches and boring power-ups spoil the proceedings.



WETRIX+

TAKE TWO • ISSUE #7 • 6/10

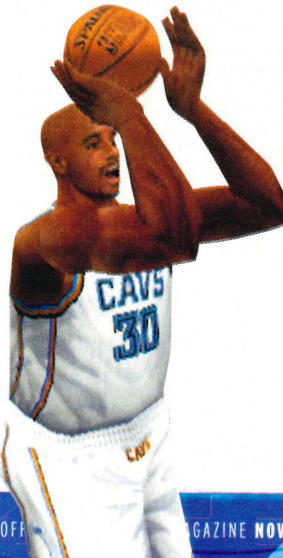
A puzzler in which you build up land into pools to collect water, then zap it with fireballs to score points. Ice cubes, bombs and reverse-building blocks eat away at your containers. Psychedelic looks hide a two-year-old Nintendo 64 game. Tries hard, but gameplay is just too monotonous.



WILD METAL

TAKE 2 • ISSUE #6 • 5/10

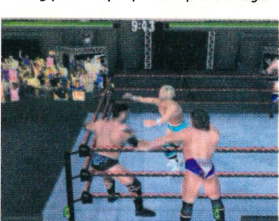
It's a tank game, but with the emphasis on strategy as much as on blasting. Choose from five tanks, and roll off to pit your wits against some impressively intelligent enemies. Sadly the gameplay is on the boring side, and even the split-screen deathmatch is dull thanks to the endless, dull scenery.



WORMS ARMAGEDDON

HASBRO • ISSUE #3 • 8/10

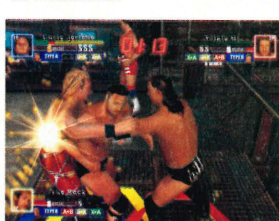
Basic 2D graphics hide one of the greatest multiplayer games ever created. Turn-based gameplay can be slow, but it ensures no-one gets overwhelmed by the action. Crammed with humour, and the graphics are crisp and well-animated despite their simplicity. The infamous 'one more go' factor is very strong.



WWF ATTITUDE

ACCLAIM • ISSUE #2 • 3/10

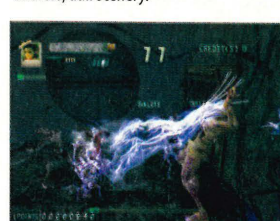
WWF is a licence to print money, so it's almost criminal that *WWF Attitude* is so awful. Badly animated wrestlers don't respond to clunky controls, and gameplay is just uninspiring. Honestly, we don't hate wrestling; but we do hate bad wrestling games. Check out *WWF Royal Rumble* instead.



WWF ROYAL RUMBLE

THQ • ISSUE #12 • 7/10

Nine wrestlers can appear on-screen at once, resulting in over-the-top action that is even more enjoyable in multiplayer. The spectacle is let down by the arcade approach, with little reason to play in the single-player mode and only 21 wrestlers to choose from. Still, the best wrestling game on DC and a lot of fun with friends.



ZOMBIE REVENGE

SEGA • ISSUE 6 • 8/10

A *HOTD* spin-off, but ditches the sharp-shooting for a more wholesome fists-and-feet approach. Superb graphics, and with two players it's like an undead *Streets Of Rage*. Another arcade-perfect conversion, with DC extras such as VM mini-games to beef up your character before loading them back into the game.



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E
Ecco The Dolphin
ECW Hardcore Revolution
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G
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H
Half Life
Hardcore Hunter
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House Of The Dead 2
Hydro Thunder

I
Incoming

J
Jo Jo's Bizarre Adventure

K
King Of The Fighters 99

L
Legacy Of Kain: Soul Reaver

M
Marvel vs Capcom 1 & 2
MDK 2
Metropolitan Highway Battle
Millenium Soldier: Expendable
Mortal Kombat Gold

N
NBA 2K
NBA Showtime
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NFL Quarterback Club 2000
Nightmare Creatures 2

P
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Powerstone
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Puyo Puyo

R
Racing Sim.: Monaco GP
Rayman 2
Ready to Rumble Boxing
Redline Racer
Resident Evil: Code Veronica

S
Resident Evil 2
Re-Volt
Roadsters

S
Sega Bass Fishing: Get Bass
Sega Rally 2
Seventh Cross
Shadowman
Shotoku Highway Battle
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
South Park
Speed Devil
Star Gladiator 2
Star Wars Episode One: Racer
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Street Fighter 3 W Impact
Street Fighter Alpha
Super Speed Racing
Suzuki Alistare Extreme Racing
Sword of the Berserk

T
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Tee Off Golf
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Time Stalkers
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Tokyo High Way Challenge
Tomb Raider 4
Toukon Retsuden 4
Toy Commander
Toy Story 2
Trickstyle

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Uefa Striker

V
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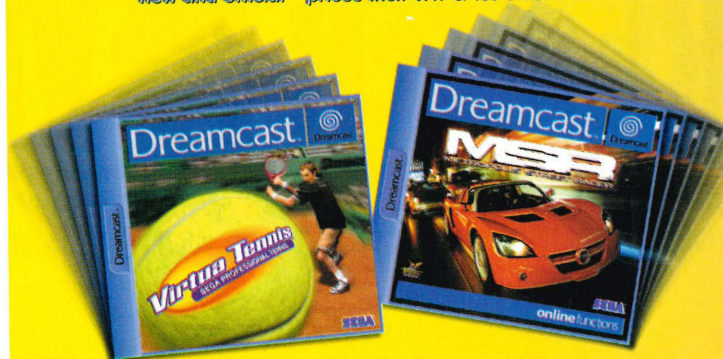
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CONSOLE + one of CODE V, Crazy Taxi, HED, Powerstone 2 or Sydney 2000	£164.99	MadKatz Force/Vibro Pack	£22.99	Soul Calibur, MDK2 or Deadly Skies	£19.99
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		Ferrari 355, Powerstone 2, Space Channel 5,		Dead or Alive 2 or Furgitators	£23.99
		Half-Life, Starlancer, Quake 3 etc.			

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READER REVIEWS

THE BIT OF THE MAG WHERE YOU TELL US WHAT YOU THINK OF GAMES. HAPPY WITH A PURCHASE? DISAPPOINTED THAT YOU'VE PICKED UP A DUD? THEN WRITE IN AND TELL US



△ *Ecco The Dolphin*: you love it, don't you?

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

REVIEWED: ODM #9, 9/10

WE SAID: "Check *Ecco* out even it doesn't look like your cup of tea, because it would be a crime to miss out on one of the most original and pleasant games on Dreamcast."

WHAT YOU THOUGHT

Wow! I have to say that this is one of the best games I have ever had the pleasure of playing through, and one of the most rewarding to complete. The whole game is just awe-inspiring, with brilliant set pieces and some of the most fiendishly designed levels in any game.

Forget the likes of *Tomb Raider*: TLR and all the other cheap PlayStation conversions, as *Ecco* surpasses them all with its brilliant ambience, originality and style of play. It makes a great change from the standard beat 'em ups and driving games that dominate the computer games market at the moment.

It is just a shame that so many people will either not complete it, or just play through it with a guide in their hands. Yes, it can be highly frustrating, but once a puzzle has been solved the feeling of euphoria is unsurpassed. A must-buy game for anyone who considers themselves a true gamer.

GRAHAM HANKS, VIA EMAIL

I bought *Ecco The Dolphin* the day it came out and was really impressed by the amazing graphics.

I got stuck (surprise, surprise!) on Perils of the Coral Reef and I thought it was a bit boring. But after a hell of a lot of looking around – and a little help from the guide in your September issue [ODM #11] – I got on to the next level and it's great!

Once you figure out what you're doing it's an amazing game. The levels vary a lot and you soon start getting hooked. Although there's no guns or zombies, it does get quite scary in bits and the soundtrack puts you into a semi-conscious trance.

Don't be put off by the tranquility at the start – really get stuck in and it's definitely one of the best games on Dreamcast.

BEN TOLFREE (14), VIA EMAIL

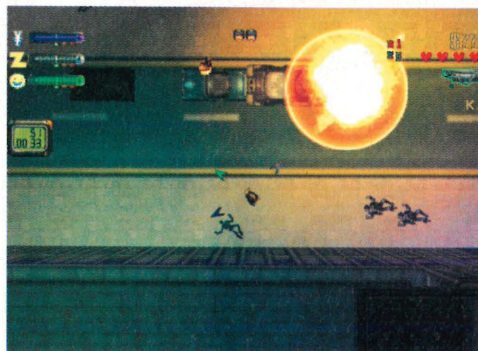
Positive feedback on *Ecco the Dolphin* is still flooding in. Yes, it's pretty confusing at times and, yes, it can get stupidly tough, but as these letters (and the dozens of others we've received) prove, it's a great game and well worth persevering with.

If you're stuck in the tricky final stages, check out the third and last part of our definitive guide, which starts on page 102.

GTA 2

REVIEWED: ODM #8, 7/10

WE SAID: "Apart from the futuristic setting, it's far better than the original and if you've never played GTA you've been missing out."



△ *GTA 2*: your mother wouldn't like it.

WHAT YOU THOUGHT

It's the kind of game that should either be made illegal or used as a training video for would-be joyriders/murderers. That's what makes it so good!

If you manage to stop just nicking as many cars as possible and killing enough people to get the SWAT team after you, there are loads of missions to do.

It's so easy to pick up, and you get straight into it. The graphics are only 2D but that's just how it is, okay?

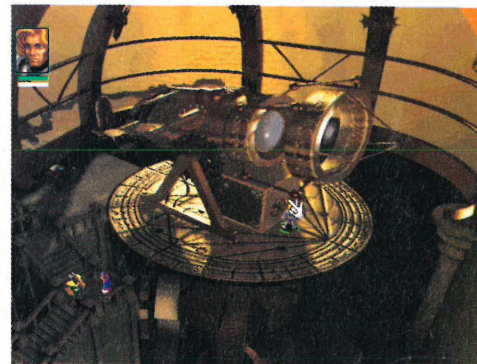
There are loads of nice touches in it, like the radio stations which change depending on the type of car you pinch. And that some people are so unhappy when you drag them out of their cars, that if you don't drive off quickly they'll turf you out and on to the floor!

There's more to it than that, of course. The jobs get harder and you need respect for some of them. You'll get on to new cities to wreak havoc in. If you're still not sure about buying it and own a PC, there's a demo at www.gta2.com.

BEN TOLFREE (14), VIA EMAIL – AGAIN

GTA 2 is a game which is criminally (pun intended) overlooked by many because of its use of an 'old skool', top-down view. As we said in the review, though, it really doesn't make enough of DC's power.

Anyway, good to hear that a 14-year-old is having so much fun pretending to break the law. Does your mother know about this, Ben?



△ *Silver*: it's rubbish. Don't buy it.

SILVER

REVIEWED: ODM #10, 4/10

WE SAID: "Very easy to get to grips with but too dull to make you want to play for any length of time."

WHAT YOU THOUGHT

During the brief time I owned a PlayStation (two months), I had possibly the greatest role-playing game ever made: *Final Fantasy VII*. I loved it to bits.

So when I saw *Silver* on Dreamcast, I instantly rushed out and bought it despite your review score (shame on me). The ad had said "Say goodbye to your social life as *Silver* is the greatest RPG to grace the Dreamcast".

Only one snag: it's pants. I hated all the characters (what kind of heroic name is David anyway?), the voice actors are terrible and I completed it in two days.

Difficult? No. Interesting? No. Predictable? Very much so. I own nine of the greatest games ever created, so owning this tripe was an embarrassment. I took it back and got *Ecco* instead.

'MANGA MAN', VIA EMAIL

Well, what can we say? Told ya so! We don't review and rate games for a laugh, you know.



△ *Wild Metal*: it's not very good.

WILD METAL

REVIEWED: ODM #5, 6/10

WE SAID: "You start the game wondering who you are, why you're there and what you're doing. After a few hours of play, you're likely to be wondering why you're bothering."

WHAT YOU THOUGHT

In *Wild Metal* you have to use your tank to go around collecting eight objects and depositing them into stores littered around the landscape. Sounds boring, right? It gets worse.

The graphics are all right in some places, but the landscape just looks so bland! It's the same textures over and over again, and all you can see is hills for miles around – incredibly low-detailed hills. And fogging.

Finding the stuff is hard. The map is really awful. It's just a radar display superimposed over the screen to tell you where objects are. The levels are large and repetitious so it is easy to get lost. And the whole thing moves so slowly that even for the most patient soul it's a chore to play.

The multiplayer option first reminded me of *Death Tank* on the Saturn, but this isn't nearly as good. *Death Tank* was a strategic *Worms*-style game, but in *Wild Metal* you find your enemy and simply fire repeatedly until one person blows up, because movement is so awful.

Using your scoring system, I would have given this a 3/10... and that's if I was feeling generous.

MIKE, VIA EMAIL

We'd forgotten about *Wild Metal* and with good reason. The concept behind the game isn't a bad one, but as you say – and, indeed, as we said in the review – playing it is a real chore.

MDK 2

REVIEWED: ODM #7, 6/10

WE SAID: "A vast game that only an extremely patient man will complete, but that's not to say it's a bad game by any means. It features some genuinely ingenious moments."

WHAT YOU THOUGHT

Ok, so it's a hard game – but I think most gamers would appreciate the challenge that *MDK 2* provides.

I played my way through to about level six, then found I was struggling like hell. So I replayed the first five levels again and enjoyed the fact that I completed all the levels first time (except for that stupid Asteroids clone which, admittedly, should have been left on the developers' scrap heap).

I also found that the practice meant that I was much better at controlling the characters. This improved my enjoyment of the game even more and stopped any more furniture-smashing episodes from occurring.

Personally, I like the humour of the camp cut-scenes – sometimes the jokes are a bit weak but I think they add to the whole weird flavour of the game. I mean, a superhero janitor!

My only complaint about the game would be that there are a couple of really obtuse puzzles. That aside, it's full of variety in the level design and the mix of game types really adds to the fun. After sneaking and sniping around with Kurt it's fun to blast the seven shades out of anything that moves with Max and then you have the Doc's strange challenges for a more cerebral diversion.

I would give this game 8 out of 10 – with the proviso that you get a game guide to help you out on the couple of areas where the puzzles are boringly perplexing.

R HOUGH, VIA EMAIL

We were possibly a bit harsh with our score, but we stand by all the negative points raised in the review. Indeed, you mention many of them yourself.



△ *MDK 2*: may make you smash-up furniture.

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 more than a regular CD-ROM (650Mb).

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 *Ecco The Dolphin*, *Toy Commander* and *Tomb Raider: The Last Revelation*, generally come out first here though. *Metropolis Street Racer* will be released in Europe first, too.

WHAT IS THE RRP (RECOMMENDED RETAIL PRICE) OF A DREAMCAST?

£149.99. Look around though, and you may find it cheaper and/or bundled with free 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* (reviewed on page 60), *Spawn* and *18 Wheeler American Pro Truck* 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?

Friday 1 December, according to Sega Europe's latest release schedule. *Shenmue* is a huge game, and the translation has taken a while. Check out the preview on page 42 for the latest details. We'll be reviewing it next issue.

WHEN IS FIFA SOCCER COMING OUT?

FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet.

WHEN IS...

Arrrrh! 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?

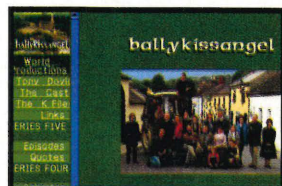
• Have we missed something? If there's anything else you need to know (except release dates, please), email us at letters@dreamcastmag.co.uk

WHAT DO YOU THINK ABOUT THE GAMES YOU'VE BOUGHT?

Send your comments (in under 200 words please!) to Reader Reviews, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. 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 submissions before publication. Oh, and please do not send in reviews of reader reviews!

TELEVISION WEBSITES

READ ABOUT TELEVISION ON YOUR DREAMCAST ON YOUR TELEVISION. OR SOMETHING. POGGY ROUNDS-UP THE BEST TV-RELATED SITES AROUND



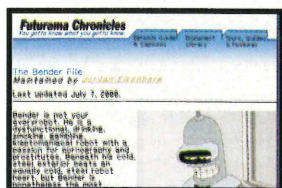
BALLYKISSANGEL

www.world-productions.com/ballykissangel
One for your Mum from the new *Last of the Summer Wine*. Except you watch it. Secretly. When you're feeling a bit pale of a Sunday. Surprisingly ordered site which also links to spooky sci-fi series *Ultraviolet*, if you get caught staring at tractors.



CHILDREN'S TELEVISION WORKSHOP

www.ctw.org
The name rings a distant bell, doesn't it? They taught you how to count to 12 when you were just a nipper, and now it's time to welcome back Big Bird and his flip-top head friends. Featuring some of the most inventive web-based games promoting road safety ever seen.



FUTURAMA

www.frcr.com
The getting-progressively-funnier cousin of *The Simpsons*. The design takes the idea of functionality over style to new extremes, but a wealth of exclusive interviews with the programme creators makes it worthwhile. That and a guide to robots, which is always a good plan.

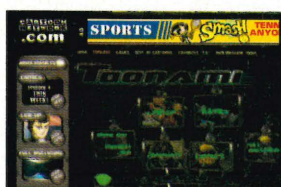
JERRY SPRINGER

www.universalstudios.com/tv/jerryspringer
Your husband's run off with the neighbour's dog, the paper boy's brewing moonshine in your shed and you can't speak without giving yourself RSI of the wagging finger. Yup, you live in Jerry Springer land. All the 'Jer-reey' favourites are here, including a comprehensive list of comedy programme titles and the chance to apply to appear on the 21st century's greatest freak show.



THE BILL

www.thebill.com
The UK's longest-running sturdy black shoe advert and premier RADA finishing school. You can't go wrong with the odd half an hour of 'tarts' and 'snitches'. Includes episode guides plus the chance to chat with fellow viewers about the best angle to swing that baseball bat.



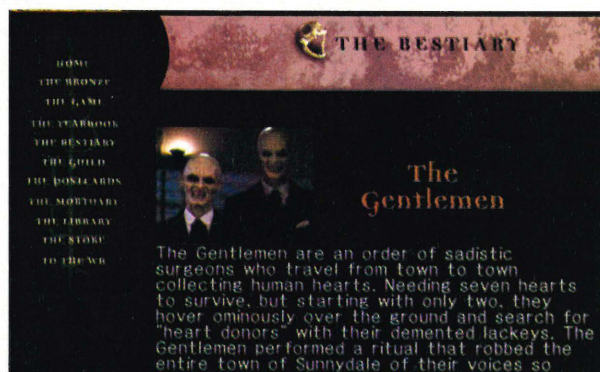
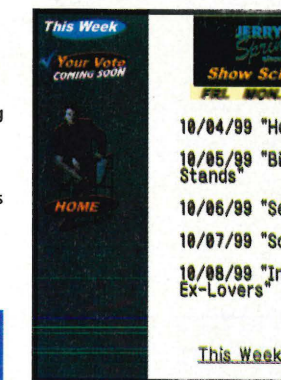
CARTOON NETWORK

www.cartoonnetwork.com
Not quite at the cutting edge of children's entertainment in the same way as Nickelodeon, but the Cartoon Network site still has a slew of Yogi Bear and his pick-er-nick baskets. For which, of course, we should all be heartily glad, Mr Ranger Sir.



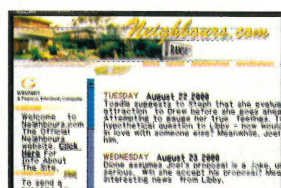
NBC

www.nbc.com
Broadcasting monolith with a surprisingly clean, informative site. One-stop shop for *ER*, *Friends*, *Frasier* and um, *Sunset Beach*. As they are US listings you can also get confused and think everyone is mainlining Oil Of Olay next time you see the shows in the UK.



CNN

www.cnn.com
Having won news supremacy in the Gulf War, CNN have been reluctant to give it up, and rightly so. While the US news reporting style may seem a little over-enthusiased for those used to the good old BBC, they are consistently fast and accurate.



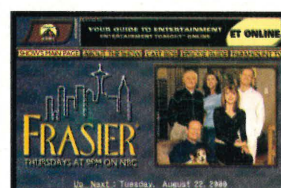
NEIGHBOURS

www.neighbours.com
Where good neighbours become good friends; baring coons, murders and thrice-weekly car crashes. The main attraction is the Aussie episode guide so you can wow your friends with your Mystic Meg abilities without having to bond with any of those curious Antipodean types.



EASTENDERS

www.bbc.co.uk/eastenders
Keep up with the latest adventures of Albert Square's happy-go-lucky residents here, plus oddities like 'Dot's Diary' in which you can read about her starching and bleaching concerns, although bizarrely not her covert sponsorship by Superkings Menthol.



PARAMOUNT

www.paramount.com
Never before in the history of entertainment has one television channel been able to cause infinite joy and infinite pain in one hour-long burst. Contact the people who took it upon themselves to schedule *Frasier* followed by *Roseanne* here. Please.

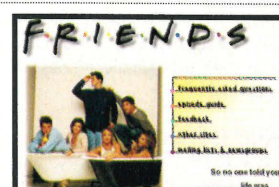


ROBOT WARS

www.robotwars.co.uk
Got a dustbin that could do with being a bit more vicious? An excess of lawnmower spare parts cluttering up the garage? This site will provide you with all the technical know-how to make your neighbours fear the rattle of your whisk. You said, sad people.

BUFFY THE VAMPIRE SLAYER

www.buffy.com
Top design, a low-spec option and a rare novelty in official sites – a newsletter that actually gives you interesting, exclusive information. Novel, or what? Buffy.com should be the template for all fan sites, plus it's a bit scary. Not just a collection of photos of the lovely Sarah Michelle Gellar – although there are plenty of those – there's plenty to do, including essential tips on how to identify and ward off any demons. Which should come in handy if you find yourself living over a Hellmouth.



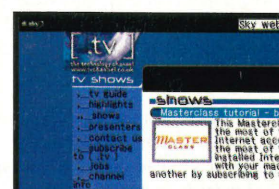
FRIENDS

www.friends-tv.org
A working history of hair trends over the last few years, although sadly a missed opportunity with no dating family tree, or the recipes for Joey's top sandwiches. Contains full scripts in case you have any clever plans for next year's Edinburgh Festival.



RADIO TIMES

www.radiotimes.beeb.com
Christmas just wouldn't be Christmas without the hefty double edition of the *Radio Times*, but sadly with TV listings available in every paper, there's no need to buy it the rest of the year. Fail to boost their circulation by copying Delia's recipes here.



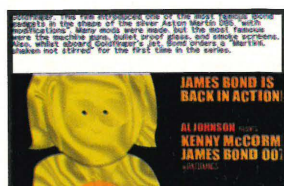
SKY.TV

www.tvchannel.com
Digital Technology showcases its wares here, with all the gadgety e-zone fun you could ever need. Intriguing as much for its information as for the knowledge that there are people out there who have to make hour-long programmes about Javascript.



NICKELODEON

www.nicktv.co.uk
 "He lives in a pineapple under the sea. Absorbent and yellow and porous is he." 'He' is SpongeBob Squarepants, and he's bringing the word 'porous' to your Saturday mornings. Nickelodeon's outstanding site has programme info, competitions and even a section telling you how help out in your local community. This is one of the best-looking sites on the Dreamcast, but be warned that their corporate colour is eye-piercing orange. And they are big on corporate identity.



SOUTH PARK

www.totalsouthpark.com
 Whereas the Comedy Central site is largely merchandise-based, this is a true fan site. There is a healthy amount of irreverence here, such as 3D James Bond spoofing artwork, as well as the more predictable Deaths Of Kenny. A must-stop site for lovers of the foul-mouthed four.



TV CREAM

www.tvcream.org
 All your late night arguments over whether the Littlest Hobo was actually a husky or an Alsatian can be solved on this retro site. We're sorry to report that, tragically, you can't download the many, many wondrous theme tunes on your Dreamcast.



UK PLAY

www.ukplay.com
 The UK's only devoted comedy and music channel, which is a bit sketchy in real life, but far more entertaining in the virtual world. If you wasted your youth listening to Carter instead of reading *The Iliad*, then Mark and Lard's quiz will be even more satisfying.



STAR TREK

www.startrek.com
 Ye cannae change the laws of physics, but you can have them explained in minute detail here. All the *Star Trek* 'science' justified here, plus a whole lot more, including some fancy blue-prints of the Enterprise in case you have a bit of room in the garage.



TV GO HOME

www.tvgohome.com
 Television listings satire ape-ing the *Radio Times*. It only comes out once a fortnight, but if the likes of *Monkey* and *Daily Mail* Island came out any more frequently the loss to our beloved nation's GDP would probably be unsustainable. Hilarious.



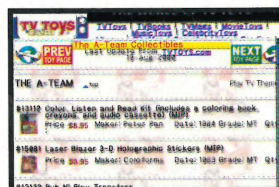
XENA

www.xenafan.com
 She's a warrior princess, oh yes she is. And she attracts the kind of fans that have a penchant for dominant women with large breasts, leather corsets and swords. Needless to say, it's hours of fun and you'd be missing out if you didn't visit them all here.



TOP OF THE POPS

www.totp.beeb.com
 It may be past its heyday, but the BBC's teen karaoke show is still good for two things: leering, and yelling 'CALL THAT MUSIC?' at your poor, defenceless television screen. Go to mock, but leave knowing the colour of all of Boyzone's pants. Oh, the shame...



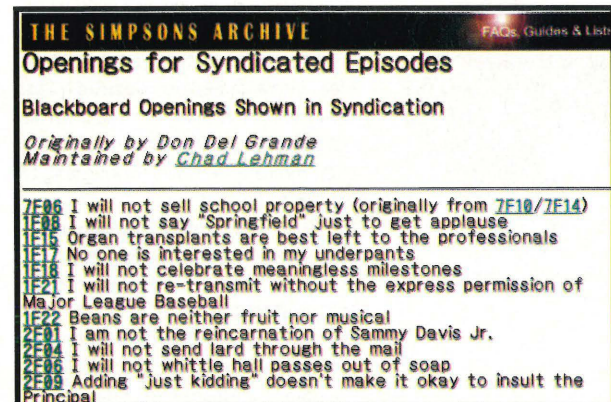
TV TOYS

www.tvtoys.com
 Helluva a TV merchandising site that should be bookmarked purely for its *A-Team* section. With a Mr. T exercise book (not to mention a Paint By Numbers set, or an abundance of trading cards!), there's really no excuse to delay writing that pity list any further.



X-FILES

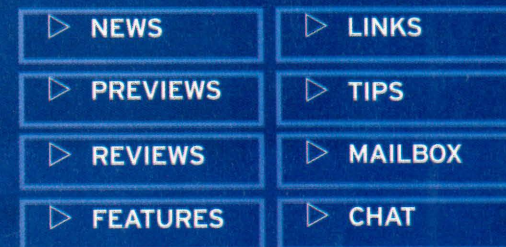
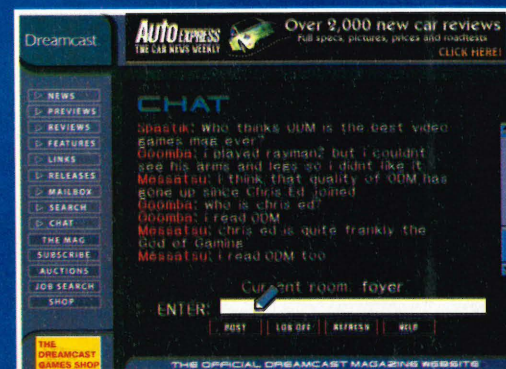
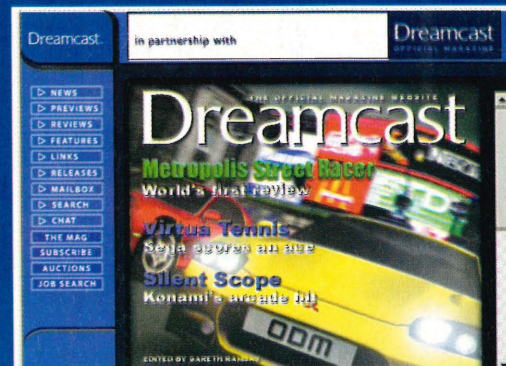
www.thex-files.com
 Get your *X-Files* email address here, just in case you want your friends to call you 'Spooky'. Or hide you in an underground experimentation chamber. Anality is rewarded here with a competition to match the prop to the episode. Prizes include a trip to Los Angeles and DVDs.



THE SIMPSONS

www.snpp.com
 Yellow skin: once synonymous with jaundice and not to be laughed at unless you fancied a public flogging. Add a bit of blue hair, though and bring on a decade of hilarity. Unlike the official site, this has everything you really want to know, and in top quality amateur-vision. Sadly, Dreamcast users can't create their own blackboard messages, but anyone with a spare few minutes and their boss's number will find endless joy in the definitive list of Bart's prank phone messages.

www.dreamcastmag.co.uk



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



 PAUL WILKES, 25
WORKS FOR DATASCOPE RECRUITMENT

With a background in 3D design, Paul now specialises in placing games artists within the industry. Has been playing games "since I was a youngster."

 NATHAN SMETHURST, 28
ASS. TESTING MANAGER, LIONHEAD

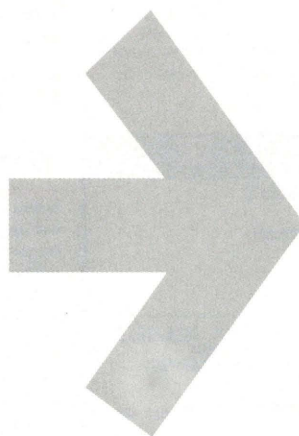
Was a furniture mover, but because they played videogames all the time, Andy Robson persuaded him to give testing a go. Worked at Bullfrog alongside Andy, and then ended up at Lionhead Studios.

 SIMON FIELD, 22
SALES EXEC FOR A MEDIA GROUP

Been into gaming since owning an Amiga. "Got quite bored with my PlayStation and sold it. I bought a DC at launch and it has been a big hit with me." Wants to move into videogame marketing.

THE BIG DEBATE GIVE US A JOB, MATE!

AS OUR JOBS IN THE INDUSTRY SERIES DRAWS TO A CLOSE, *ODM* BRINGS TOGETHER READERS AND INDUSTRY EXPERTS TO DISCUSS HOW YOU CAN MAKE THAT ALL-IMPORTANT FIRST BREAK INTO THE GAMES WORLD



ODM: What basic skills do you think people need to break into the games industry?

NATHAN: A passion for games. That's the bottom line.
[murmurs of agreement.]

ANDY: I think you also need to know what people like in games and have the ability to be able to put those ideas into a game. You also need good communication skills, because if you're working in a team and can't communicate, then you're not going to be able to do anything!

ODM: So how about making the all-important first move into the industry? Do you think games testing is a good route?

PAUL: As a recruitment bod, it's not an area we actually deal in because all the games companies get relentless



DAVE CLARIDGE, 21
STUDYING FOR A BA HONS DEGREE

Been playing games since he was a kid. Used to be one of those "really spoddy hardcore gamers", but is now your more casual PS/DC player. Wants to be a videogame journalist.

JANE MASON, 32
HEAD OF HUMAN RESOURCES, SEGA

Been in the games industry since March this year. "You don't really have to have a games background to do what I do. I wanted to take on a job in a new set-up so to speak, and I'm enjoying it!"

ANDY ROBSON, 28
TESTING MANAGER AT LIONHEAD

Got his industry break in '95 by phoning up Bullfrog. Began as a work experience lad there and subsequently got taken on as a testing temp for six weeks. Now at Lionhead, developers of *Black & White*.

CVs sent to them directly. We charge a fee to companies to find them skilled and experienced people, or good graduates with the appropriate qualifications such as programmers, artists etc. You can't just come to me and say "I'm into games and I want to be a games artist!" though. Candidates are going to need to show me artwork that's relevant to games. They need to show that they are into games as well

– serious contenders will probably have done some 3D modelling, developed some characters and so forth. But there are two sides to getting into the industry – there are those avenues for people without specific qualifications such as games testing.

ANDY: Yeah, but I've met a lot of people who have come into the industry as testers and they are top programmers now! Testing lets you see

everything. It's not like if you are a programmer – all you pretty much do is program. That's your niche. At least with testing, you see everything – I deal with coders, artists, sound, producers etc, so you do tend to get an overall view.

ODM: So how should people go about impressing potential employers?

PAUL: I think if someone approached me wanting to be a tester, they should obviously express a clear

interest in games on their actual CV, i.e. not just in the covering letter. Perhaps if they did a critique of a game for example, it would make them stand out.

ODM: What stands out for you guys at Lionhead when it comes to choosing testers and the like?

ANDY: If we are interested in someone, we'll actually get them in. You can't tell from an email what someone is like, or from what they have put on their CV. They could have ten A-levels but still be a total twat.

NATHAN: Attitude counts for a lot. We get about five guys in a week and maybe four out of the five will just sit there and say: "I am now a game designer – this bit of the game is crap, that bit is really good. Do it like this, do it like that." A lot of them are like that – it's arrogance.

"IF YOU'RE WORKING IN A TEAM AND CAN'T COMMUNICATE, THEN YOU'RE NOT GOING TO BE ABLE TO DO ANYTHING!" – ANDY ROBSON



SIMON: Gamers, though, probably come in thinking that they are great at games, so they think they can create them as well. I think every gamer thinks "I would do that much better than they did," but it's not as easy as that, obviously!

ODM: What impresses you most at Sega?

JANE: I get a lot of on-spec CVs via email, and I tend to be able to pick out someone who is suitable. We actually get a lot of our testers through an agency. The odd phone call that I do get from someone wanting a testing gig, I'll put through to the agency we use. In other areas like design, you ought to have a good degree and you must have an interest in games. That is fundamental. Put on the front page of your CV what your aim is i.e. "I want to get a career in the games industry because etc, and here are the skills that I can offer..."

ODM: What are some of the worst mistakes made by applicants, though?

JANE: Spelling errors! If you can't spell-check something, then you have no attention to detail. Another problem is that some interviewees try and tell you what they think you want to hear. Whereas what you really want is to see the real person and to hear their views.

PAUL: From the game artist's point of view, there's a certain way that artwork for the games industry should be presented. If they send five oil paintings in with their CV, then fine, I can see they are good artists, but it doesn't show that they want to do games art. What I want to see is some pencil sketches, or at least some Photoshop work, or something that is presented in a form that I can then pass on to a games company. Often people send me CVs without any artwork at all! They say "If you would like me to send you my artwork, then give me a call on this number..." Well, you're an artist! So the artwork should be included with your CV!

JANE: Yeah, we were looking to recruit a designer a couple of months ago and we had 65 applications, 55 of which had just sent us three bits of A4 paper with black typing on them! There were only ten which we actually found interesting because they had different ways of presenting their CVs. Those are the ones you look at and think "Yes, this person is interested in showing their individuality and creativity."

PAUL: Yeah, it's the same with coders for example – a little example of their programming can really show off their style and skills.

ANDY: With coding, you've got to have a good demo, and then you can really go places.

ODM: How useful do you think work experience is?

JANE: We've done a couple of placements. In the summer season, we do get phone calls asking if we're doing any work experience; but you phone up a few departments and they're like "We're a bit pushed at the moment." I think that someone actually needs to say every year "Right, we're going to get ten work experience students in and we're actually going to run a work experience programme." Something that's good for both the employer and the person coming in, i.e. not just stacking crates! But because the industry moves so quickly, it's difficult carving out that time.

ANDY: At Lionhead, I'll phone up the local schools up to offer work experience! Work experience just gives people an idea of what the industry is like. In fact, we get people coming in from all over the world – Europe, Australia, America – and we don't let them just move crates. They are made to feel part of the team. If you make

"SOME INTERVIEWEES TELL YOU WHAT THEY THINK YOU WANT TO HEAR. WHEREAS YOU WANT TO SEE THE REAL PERSON" – JANE MASON



them feel part of the team, they will do things for you!

JANE: Do you have work experience people in every week?

ANDY: Yeah, we do it all year round. We're booked up 'til 2002! And that's only because there are not enough places to do it elsewhere.

NATHAN: And with work experience lads, they can come in and offer a fresh perspective on what you're working on, which is bloody useful!

ANDY: The thing with kids, is that they need opportunities. But I don't think there are enough opportunities for youngsters to come in and get a look at what the industry is like, to see

what the working environment is all about; and then perhaps get them thinking "Cool, this is what I want to do!" I know people who worked on work experience for me, and they're now in the industry making a living!

ODM: At the end of the day though, isn't the industry really about who you know and not what you know?

ANDY: It's a bit of both.

PAUL: There's no doubt, though, that if you have the right qualifications and you're interested in games, you can get interviews. Then it's down to you being the right person for that company and having the right 'personality match'. Having said that though, if you've got a mate who works in a games company, it can help you get into the industry.

DAVE: I did some work experience on *Later* magazine, and I got that through someone I knew on my college course. They knew a guy who worked there. While I was there, I actually had to write a rejection letter

to someone's application for work experience, and they were far more qualified for my position than I was! It was only because I happened to know someone in the industry that I got the gig in the first place.

SIMON: The big issue, though, is that there is this feeling that the games industry is something which a lot of people would like to work in but feel it is impossible to get into. A bit like the film industry!

ANDY: So they never even bother trying to get in?

SIMON: Exactly.

ODM: So, like film schools are for the film industry, could the game design courses that have sprung up help people get into the industry?

PAUL: I think that there is an 'in-between' which is more effective. With game design courses, I've spoken to some companies who are reluctant to take those kind of graduates on because they feel the student has had views imposed upon them by the uni of how game design should be done.

What they prefer is a person with basic skills, the enthusiasm, and who has the ability to be taken in the direction that the company wants to take them in. From the arts side of things, a more broad-based 3D design course is probably going to give you more freedom to approach the games companies rather than a specific games design course.

ANDY: Ultimately, I don't think you can teach someone game design – it's a natural gift that you either have or don't have. You can't teach people how to be original.

ODM: So, to sum up, what advice would you give to someone reading this who really wants to get into the games industry?

PAUL: You shouldn't think that it is an impossible industry to get into.

ANDY: If you want something badly enough, you'll go out and get it. Have some balls about it and have some self-confidence. But don't come across as arrogant! Write to every games company in the country if you have to! The jobs are there! ☺

• For some valuable tips on CV and interview preparation, check out www.datascope.co.uk/sendcv.html. The final part of our Jobs In The Industry feature is on page 94.

"DON'T THINK THAT IT IS AN IMPOSSIBLE INDUSTRY TO GET INTO" – PAUL WILKES

LETTERS

Got some thoughts on Dreamcast, Sega or your magazine? Well don't keep them to yourself – share them with us and, if your letter is interesting,

thousands of other readers (see below for contact details). Editor Warren Christmas responds to this month's best letters

HEY MOANER

Why does everyone criticise Sega and your mag in your letters page? I have noticed that 50 per cent of letters are nags, whines or people with a deprived sense of humour.

How is ODM going to give 99.9 per cent of its readers a laugh without offending 0.1 per cent? I am a younger subscriber at 13 years and it seems people take your mag for granted. I understand that it must be hard keeping such a detailed and humorous mag up to date. If you think about it they could just ignore all the bad letters and

complicated drivers or settings etc, and the graphics of this machine are awesome!

And don't forget the Internet browsing function. I don't have a keyboard but I still feel happy browsing around! *ChuChu Rocket!* is great – the online play is really cool.

I mean, all you Dreamcast owners out there, if you haven't played a PC game online, no wonder you blame *Chu Chu* to have a delay online. Even super-doooper PCs with ISDN cables also have lag during games, and there is a delay between shooting a rocket and actually seeing it.

And anyone who has surely can't have missed all the teams that have formed. I am a member of one, United Kingdom Gamers (UKG), and we help each other with games other than *Sonic*. Some of us have become very good friends.

With teams comes rivalry – XTC are ours. There's also at least one French team. We have members from all over the UK and North America and I feel this creates a really true-to-life community.

And the same thing has happened with *ChuChu Rocket!* At UKG a couple of us are currently organising a league to play each other, and negotiations have begun for a tournament against XTC.

The most exciting thing for us now must surely be *Phantasy Star Online*, where the team thing will certainly be a huge factor for us. All these three games are Sonic Team's. Doesn't that tell you something?

And I am only speaking about the *Sonic* community. I've no clue what goes on around Dreamarena and the chat rooms there, but I suspect it's pretty much for us.

This is what gaming has become. And it's damn good!

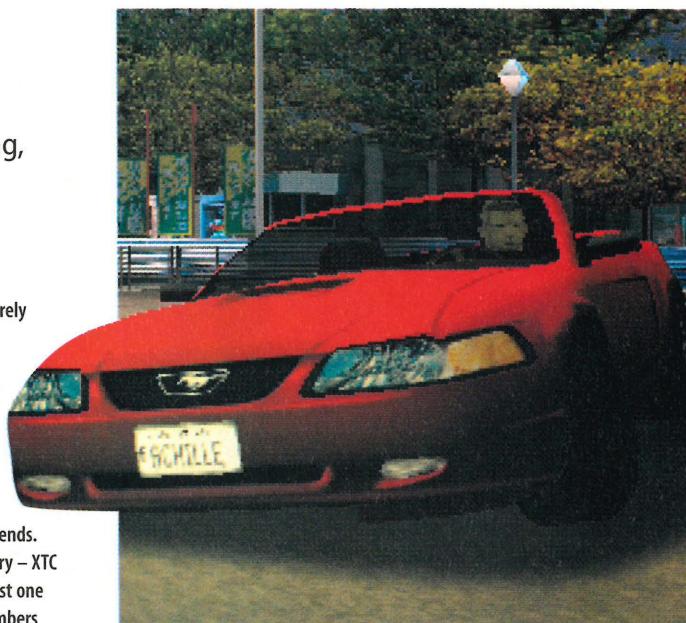
NIK (UKG), VIA EMAIL
Amen to that.

ONLINE CHUMS

Great interview with Mr Cecillon last month – it certainly keeps us DC owners confident in Sega.

My children and I do not use the Internet very often on our Dreamcast, but we would like to. I think the cost of calls is a major consideration for many families. It would be a very good idea for Sega to team up with BT (Surftime) and offer a service with a monthly fee but free calls. I, for one, would let someone play online every evening.

I might have misread the article



ABOUT THAT DEMO...

I own a PlayStation and have never felt like getting *Gran Turismo*. I've admired it from afar, yes, but never considered buying myself a driving game. Well that all changed when I played the *Metropolis Street Racer* demo [ODM #12] on my Dreamcast.

I turned it on with mild curiosity and turned it off four hours later to get something to eat. And that was just the demo! If it had this effect on me what's it going to do to a real driving fanatic?

A number of things of things struck me, including, of course, the incredible graphics and the realism of the car handling.

But most of all it was the sense of being a virtual tourist. The fact that this is Tokyo rendered in incredible detail, and that if I went there I would recognise it, and even know my way around these areas. That, for me, is mind-blowing.

MAURICE PIERSE, VIA EMAIL

I'd just like to say cheers for the fantastic *MSR* demo you gave away this month. Everything about this game is excellent, from the amazingly detailed graphics down to the finely tuned handling.

I will definitely be pre-ordering this game from my local games store now I've had the chance to play it. Thanks to everyone involved.

ANTHONY HERSCHELL, VIA EMAIL

The *MSR* demo is so brilliant! The Vauxhall is really fast and throaty and the graphics are amazing! Plus, it's a Time Attack, so you keep driving around for as long as you like!

BEN TOLFREE, VIA EMAIL

I just want to say a big thank you for getting us a playable demo of *Metropolis Street Racer*. It felt good to drive around Tokyo in a VX220. My whole family was amazed by the graphics. It really shows what a Dreamcast can do.

PAUL, LIVERPOOL

This is just a small selection of many letters and emails we've received regarding the *Metropolis Street Racer* demo from last month's cover disc. One thing is for sure, if you liked the demo, you're going to love the full game.

Think you're good at the demo track? Then prove it! Enter our challenge (see page 110) and you could win a free copy of *F355 Challenge*, courtesy of Acclaim. If you missed last month's issue, you can get hold of it from our back issues department (see page 87 for details).

"WHOEVER JUDGES THESE GAMES IS STUPID. I EXPECT AN APOLOGY SOON"

– DANNY FORREST

put down only letters like mine. Great job!

KESY (13), VIA EMAIL

Okay Kesy, here's a couple of happy letters just for you...

I LOVE DC!

I am a hardcore PC fan. I love the Voodoo 3D graphics cards, I love *Quake III Arena*, and I just love using the keyboard-mouse configuration.

After coming over to England from abroad, I realised that I wouldn't be able to afford a PC for a long time, and that drove me nuts.

Anyway, I was walking around in the Trocadero and I saw *Virtua Tennis*! Wow, I thought, arcade games are getting good! Then, to my surprise, I saw a local game store was displaying it on the Dreamcast!

After that, I read that *Quake III Arena* is about to be released, with full online compatibility! That really pushed me. I got hysterical and bought my DC. And what a decision!

I mean, it's just like having a PC but much cheaper with no

And what about Naomi. Imagine seeing a super Sega game in the arcades and suddenly realising that is going to come even better on your DC in a few months time!

I congratulate Sega for releasing such a great console. Take it as this: DC is a cheaper, better, nicer leisure PC. No one can deny that.

ALI ALSAWAF, VIA EMAIL

Maybe we're reading too much into this, Ali, but do we get the impression you like Dreamcast?

ONLINE CHUMS

I just felt it was time someone pointed out how generally amazing the Dreamcast community is. While people are complaining about the lack of online games, they seem to overlook what Dreamarena has done already – probably more than Sega could possibly have hoped for.

Sonic Adventure has become more than a game. For over nine months people from all over the world have been competing in the Sonic World Ranking competitions.

GOT SOMETHING INTERESTING TO SAY ON DREAMCAST OR THIS MAGAZINE?

Email us at letters@dreamcastmag.co.uk or send a letter to Mailbox, Official Dreamcast Magazine, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. 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, spell check and add punctuation to letters before publication.

on Dreamarena and Dreamkey but will we be able to write mail offline? It would cost me a fortune to write emails on Dreamcast.

ANDREW SMYTH, VIA EMAIL

Well, yes and no. The email system is part of Dreamarena (the portal) and you always have to connect to access it. But you can disconnect while typing and then reconnect when you're ready to send the message.

SCORE BORE

Hey thumbs up on a great magazine – I really like reading it. Let's get to the point, okay? The reason I'm here is because I'm very displeased with the scores you give the games. I can't believe how unfair you are.

The moves aren't too flashy and the gameplay gets repetitive, but *Dead Or Alive 2* is still a really good game and should have got at least 9/10. *Tony Hawk's Skateboarding* should have got higher too. *Power Stone* is wowwee as well and should have got 10/10.

You practically praise *Soul Calibur* [eh? - Ed]. I'm kinda bored of that now since I've completed it all. What's more I've noticed in your mag that you give nearly all your games 5, 6, 7 or 8. That's very unfair to gaming companies.

Whoever judges these games is stupid. I expect an apology soon.

DANNY FORREST, VIA EMAIL

Er, right. Don't hold your breath, Danny.

TIME PLEASE

In your August issue (ODM #10) you set a challenge for the longest jumps in *Crazy Taxi*. I have some pretty good scores (my best is 348m) but I bought my mag on the day that I went to see my grandmother so I didn't get a chance to enter. By the time I got back it was too late.

I also had some reasonable but not spectacular scores that I could

have entered for the *Soul Calibur* challenge in the same issue. Obviously I'm a bit pissed off. I would have written earlier but a day after I was off to Spain.

Can't you extend the time you give for challenges? It would allow people to get better scores and enable people like me to enter.

By the way, I'm the guy who sent the complaint about a game scoring 2/10 being compared with Leyton Orient on your reviews intro page [see page 53]. You said you'd change it if Orient got into the top seven in Division Three.

Orient are now third (on August 8), so will you replace Orient with West Ham, Brighton or Southend?

LIAM BROWN, VIA EMAIL

We probably could have lived without details of visits to granny etc, but point taken regarding the tight deadline for our Challenges. The closing date for this month's (see page 110) is November 13 which should give everyone plenty of time.

A reminder to anyone wishing to enter that you should read the rules carefully. We only accept photographs for Challenges.

As for the football thing, we've replaced Orient with the truly atrocious Southend United... for now.

LUST FOR CLAIRE

I would like to pronounce the best female game character is the one and only Claire Redfield. She's the best cyberbabe I have ever seen in a game, maybe even in reality.

Lara Croft, pack your bags and your silicones because Claire is taking over! The best game of the year would absolutely have to be *Resident Evil Code: Veronica*. I really am in love with my Dreamcast.

STEVEN LUST, NETHERLANDS

And your name is Lust?!



△ Claire from *Code: Veronica*. Pretty? Yes. Nicer than Lara? Maybe. Real? No.

ASK SEGA

Every month we give you the chance to talk directly to Sega. Send us your questions (contact details below) and we'll put them to the people behind the world's greatest console

VF4?

Is it true that you are making a *Virtua Fighter 4*? If yes, will it come to the Dreamcast?

TONY DURANT, VIA EMAIL

SEGA: No comment...

SPORT FOR ALL?

Will Sega be releasing *NBA2K1* and *NFL2K1* in Europe? If so, will we be able to play games over the Internet like they will in the US?

David Lee, via email

SEGA: We are still discussing these great games with the teams responsible to see what can be done for the European market.

ANDROMEDA PAIN

One of my favourite games on Sega Saturn was *Panzer Dragoon Saga* by team Andromeda. Is there any chance of a sequel on Dreamcast?

ANTHONY NOBLES, VIA EMAIL

SEGA: This development team no longer exists – they now work for other teams in Japan. A lot of people would like to see a new *Panzer Dragoon* game but this is not expected on Dreamcast.

MUSIC PLEASE

Will there be any music-making software appearing for the Dreamcast in the future?

STEPHEN WORKMAN, VIA EMAIL

SEGA: Developers are keen to make a music program and make use of Dreamcast's excellent sound chip, but no products have been confirmed.

THAT HERTZ

When you release the budget range of games do you plan to include a 60Hz option in the older games such as *Virtua Fighter 3tb* and *Sega Rally 2*?

ANTHONY HERSCHELL, VIA EMAIL

SEGA: The games will be released in their original format. If a team did not support 60Hz first time then the re-release will be the same.

TRILOGY TRAGEDY

I've played Sega's *Star Wars Trilogy* at the arcade. Will it be coming on the Dreamcast?

C. SHARMA, VIA EMAIL

SEGA: This game was created for the arcade only, so no Dreamcast version will be created.

NOT SHINING

Will there be a *Shining Force* game for the Dreamcast and if so, when?

AF DAY, VIA EMAIL (AND A MILLION OTHERS)

SEGA: There are no plans to do so at present.

NBA IN TOWN

Will we see *Virtua NBA* on Dreamcast?

MICHAEL ALLSOP, ANNESLEY WOODHOUSE

SEGA: No. *Virtua NBA* is for the arcades only. The *NBA2K* range, with their console-specific game modes, is for Dreamcast.

YEAH, DREAMON

Now that Sega have signed a film content deal with Virgin for Dreamarena is there any chance of seeing movie trailers on future editions of the Dreamon demo disc?

S MURPHY, VIA EMAIL

SEGA: Unfortunately no. The film content on Dreamarena can be updated as quickly as every five minutes, but each Dreamon demo disc requires weeks of preparation. Any possible content such as that on Dreamarena would be very old news by the time it was released on Dreamon demo discs. However, the demo discs are designed to be very flexible and we are planning to do other interesting special features shortly.

WONDERFUL WOOLIES

I was in Woolworth's when I saw a copy of *ChuChu Rocket!* on sale for £29.99. What's this all about then? I thought the game was free?

PHIL MOUNTY, VIA EMAIL

SEGA: This is just a pricing error on the store's part. *ChuChu Rocket!* is still free to all Dreamarena users. Just click through on the banner before you get to Dreamarena to order your copy.

RIGHT STRIPE

When I play my Sega games, I only get a black stripe on my television and the picture is more to the right than the left. What can I do?

ROGER, NORWAY

SEGA: For any technical question like this you should call the helpline on (0)8456 090 090.

NEVER STARTS

I've got to *The Game That Never Ends* level in *Ecco The Dolphin* and instead of loading it returns me to the start up menu. I've exchanged the disc, but the problem remained. Could there be a problem with the memory card or is there some crazy software glitch?

ANDI, VIA EMAIL

SEGA: We're a bit puzzled here by this – it's the first both Dave Nulty (the game's producer) and the test department here have heard of it. If you've tried a replacement it sounds like it could be related to the save game.

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, 30 Cleveland Street, London W1P 5FF. Please note: each month we chose the best of the queries, pass them on to Sega Europe and print their responses. Before writing please check that your queries haven't been answered in our FAQs starting on page 113.

YOU KNOW YOUR JOB'S TOUGH WHEN... ...YOU HAVE TO DEFEND YOUR DREAMCAST PODS FROM *VIRTUA TENNIS* FANATICS

Virtua Tennis is going down a storm with punters. Neil Bainbridge, a 30-year-old Liverpoolian and one of HMV's games managers, should know. When he got a pre-release demo, things got just a tad heated...

"WE GOT THE WHITE LABELS [pre-release copies] of *Virtua Tennis* at the end of July. We had the game running on the demo pods and one on the massive TV screens we have in our flagship store in London.

"As soon as we put it on, we started playing it ourselves to get a feel for it. When it's a big game, I like the staff to be able to recommend a game to the customers not just because of the way it looks, but also for the gameplay. I remember the thing that got to me was the ability to pull off shots between your on-screen character's legs! When we first saw that, everyone creased up laughing.

"We let other people have a go and were managing it pretty well. We had a 'winner stays on' set-up and stuff like that, but if people stayed on too long, we had to say 'Sorry, you've had your go. Time for someone else!' We couldn't do the four-player option because the pods don't accommodate four players, unfortunately. Unless you have the front open which we weren't going to do, as the game would have walked out of the store!

"Anyway, the game was massively popular. People were clambering for it. There was even one customer who offered us £70 for the promo. He was like 'I want it now! I'll give you £70 for the promo!' We had to tell him we'd happily take his reservation for the release date, but we couldn't sell him the promo disc!

"In another incident, there were two guys who were getting 'a bit worked up' over the game. They were playing against each other and were trying all the different shots and stuff. The competition was not 'friendly' shall we say. We had to ask them to keep the noise level down as we could hear them screaming at each other over the music!

"It is understandable that they were getting so heated though. After all, when you are playing *Virtua Tennis*, you can get so caught up in it. If you miss a match-winning shot, sometimes you can say the 'wrong thing.' The incident did raise the eyebrows of other customers, but only in the sense that they were watching a pretty intensive game of tennis.

"Another sign of VT's popularity was when the September issue of *ODM* came out [with *Virtua Tennis* on the demo disc]. We did a display of the magazine right next to the pods and all the mags went very, very quickly. People were buying the mag because they wanted to have a go on it – even if it was just a taster.

"We also had people claiming that they would buy a Dreamcast when the game comes out. Some wouldn't have normally thought of buying a DC, but were now interested in it because of *Virtua Tennis*'s sheer playability and great graphics. Anyway, we now have the game on display on only one of the pods, but we can't have people playing on it anymore because we'd have queues all round the counter – especially as the kids are on their holidays. It would just turn into total mayhem!

"Nevertheless, we're expecting the same 'wow effect' with *Metropolis Street Racer* and *Jet Set Radio* when they come out!"

• *Virtua Tennis* (ODM #12, 9/10) is out now.

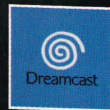


URBAN CHAOS™

“Combining incredible looks with an impressive logical adventure styling and plenty of face-slapping, head crushing action, Urban Chaos certainly looks like a winner”
DREAMCAST MAGAZINE



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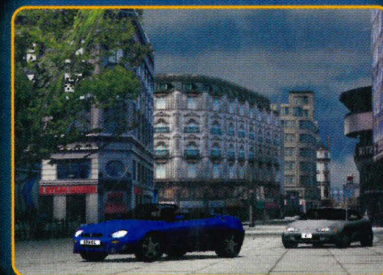
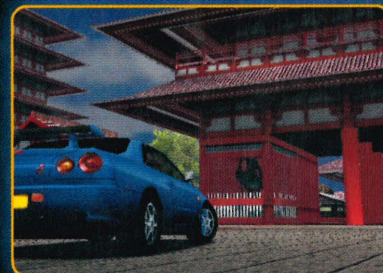
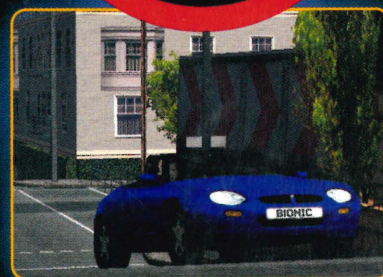
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