THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast

Dreamcast

ISSUE 14 • DECEMBER 2000 • £4.99 www.dreamcastmag.co.uk

EXCLUSIVE DEMO DISC! 6 PLAYABLE GAMES!

SHENMUE



FIRST FULL UK REVIEW AND EXCLUSIVE FOUR MINUTE MOVIE TRAILER

STEP BACK IN TIME, EXPERIENCE THE FUTURE



ALSO THIS ISSUE

DAYTONA USA, HALF-LIFE, JET SET RADIO, LE MANS 24 HOURS, READY 2 RUMBLE BOXING: ROUND 2, SILENT SCOPE, 4x4 EVOLUTION, SEGA GT, EUROPEAN SUPER LEAGUE, WORMS WORLD PARTY, TOMB RAIDER CHRONICLES AND MORE!

ISSUE #14 £4.99 (OVERSEAS £5.99)

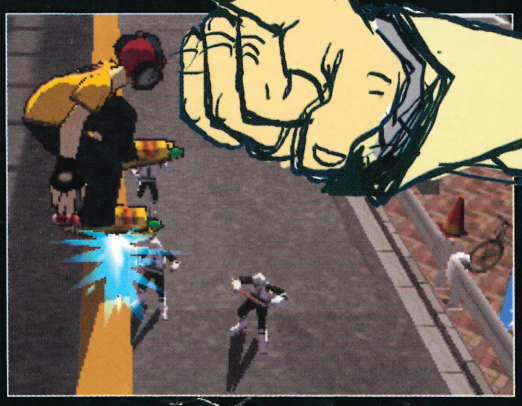
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DEAD OR ALIVE 2 PLAYER GUIDE • DREAMCAST PERIPHERALS • OVER 130 GAMES RATED

WHAT'S ON THIS MONTH'S COVER DISC →

SIX PLAYABLE DEMOS!







JET SET RADIO

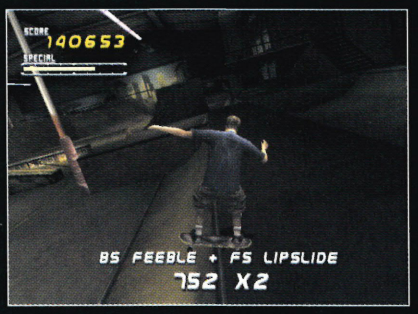
EXCLUSIVE PLAYABLE DEMO

Experience the new graphic technology known as Manga Dimension, the technique that powers *Jet Set Radio*, making it one incredible-looking game, make no mistake.

Take control of Beat as he learns a range of tricks and proves his skill. Then, once you've persuaded Gum and Slate to join you, choose your character and tackle a level, featuring the challenge of a rival graffiti artist and the nuisance of the local cops. Play the demo, then read the review starting on page 70.







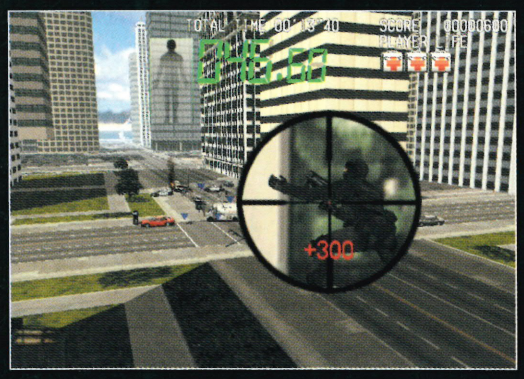
TONY HAWK'S PRO SKATER 2

EXCLUSIVE PLAYABLE DEMO

Tony Hawk's Pro Skater 2 expands on the original *Tony Hawk's Skateboarding* (*ODM* #10, 8/10) with far bigger levels and a much greater scope.

Control Tony in one of the new areas – a huge indoor skate park that allows you to test many of the new tricks, including the important manual, and plenty of new bail animations.

Each level of *Tony Hawk's Pro Skater 2* has ten challenges – the high trick score is just one of them.



SILENT SCOPE

EXCLUSIVE PLAYABLE DEMO

Feel the same tension and excitement as the classic arcade original, as you attempt to hit the targets with pinpoint accuracy. For your enjoyment, here's the entire first level of the Arcade mode.

Help the police reclaim control of the streets by tackling the terrorists from the vantage point of the rooftops. See if you can spot a beautiful bikini-clad babe for an extra life, and take down the first thrilling boss.

The full game, which will have you sniping at terrorists from helicopters, rooftops and speeding cars, is reviewed on page 88.









POD 2

EXCLUSIVE PLAYABLE DEMO

Race cars with strange alien powers that enable vehicles to mutate. If you hadn't guessed already, *Pod 2* is a futuristic racer, and it boasts eight tracks.

In the demo you get to race one of two vehicles, Crab or Cougar, challenging five other vehicles on the Volcano circuit. Make use of the power-ups and look for shortcuts.

In the full game (due for review next issue), you'll be able to test your skills against other players online.

FAULTY COVER DISC?

If your demo disc is damaged or faulty and you're a subscriber, please return it to *Official Dreamcast Magazine*, CD Replacement, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ. We will endeavour to replace it as soon as possible. If you're not a subscriber, please request a replacement from your newsagent/point of purchase. If you have persistent problems, please return the disc to Disc Replacement, *Official Dreamcast Magazine*, 30 Cleveland Street, London, W1P 5FF, and we'll send you a new one.

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









KAO THE KANGAROO

EXCLUSIVE PLAYABLE DEMO

A cute platform game starring a comedy kangaroo called Kao. K-O, geddit? The energetic marsupial of the title is always ready for a fight, equipped with his boxing gloves, spinning tail attack, and the ability to jump with his powerful legs.

The island Kao must explore is full of exotic creatures to battle and deadly traps to avoid. In the full game there's also a variety of vehicles to help your progress. In this demo you'll get to test Kao's moves and have a roam around a section of the island. *Kao The Kangaroo* is previewed on page 65.



UEFA DREAM SOCCER

EXCLUSIVE PLAYABLE DEMO

The demo allows you to take control of a male or female European national team as you try and score the fastest goal in the Time Attack mode.

Once you've scored a super-fast goal, upload the data on to the Dreamarena web portal and you could win a prize – see page 25 for more details.

Sega Europe's *UEFA Dream Soccer* (previously known as *Sega Worldwide Soccer 2001*) is scheduled to go on sale on December 8. Watch out for a full review in the next issue of *Official Dreamcast Magazine*.

MOVIES



SHENMUE

EXCLUSIVE MOVIE

Arcade legend Yu Suzuki brings his unique vision to Dreamcast with *Shenmue*, an epic adventure game that will amaze you. Join Ryo Hazuki on his quest to discover why his father was murdered. It should be some journey.



READY 2 RUMBLE BOXING: ROUND 2

EXCLUSIVE MOVIE

A sneak peak at the sequel to the comedy boxing hit. Like the original, it will have you in stiches (geddit?). Midway's *Ready 2 Rumble Boxing: Round 2* is reviewed in full on page 76.

SUPER RUNABOUT

EXCLUSIVE MOVIE

A mission-based driving game that contains every type of vehicle under the sun, from a weedy scooter to a massive tank. *Super Runabout* is reviewed on page 100.

LOONEY TUNES: SPACE RACE

EXCLUSIVE MOVIE

Bugs Bunny and friends race rocket-powered space racers in a contest that spans the galaxy. Offering 12 courses and a host of great acme gags. Turn to page 96 for the review.

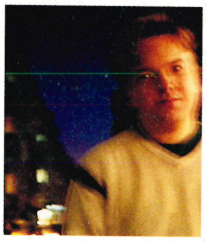
EUROPEAN SUPER LEAGUE

EXCLUSIVE MOVIE

The top 16 clubs in Europe compete to see who's the best. Promises recognisable real-life players and fully authentic stadiums. It's previewed on page 62.

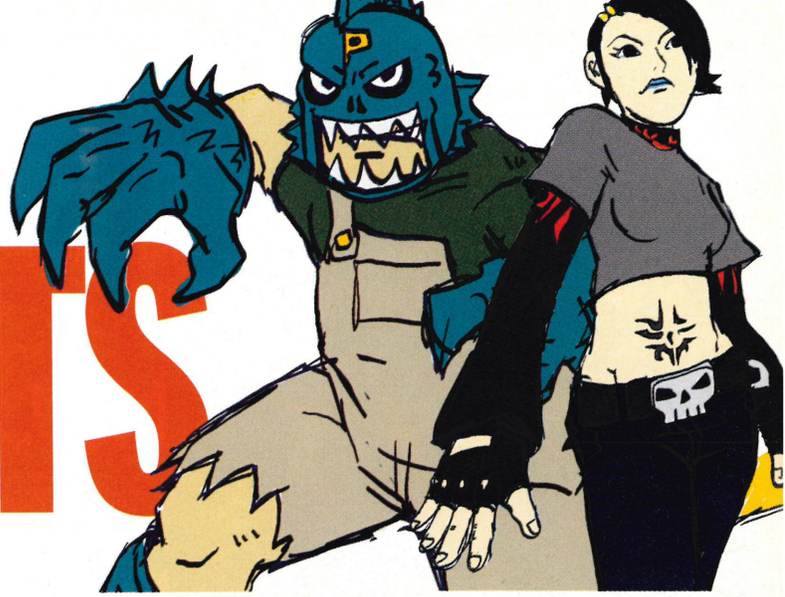
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BLAH, BLAH, BLAH...



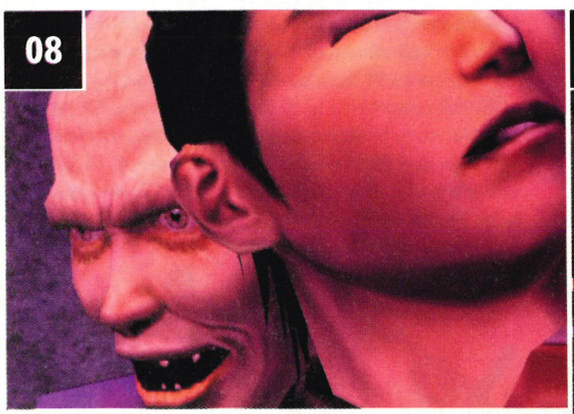
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THE OFFICIAL Dreamcast MAGAZINE



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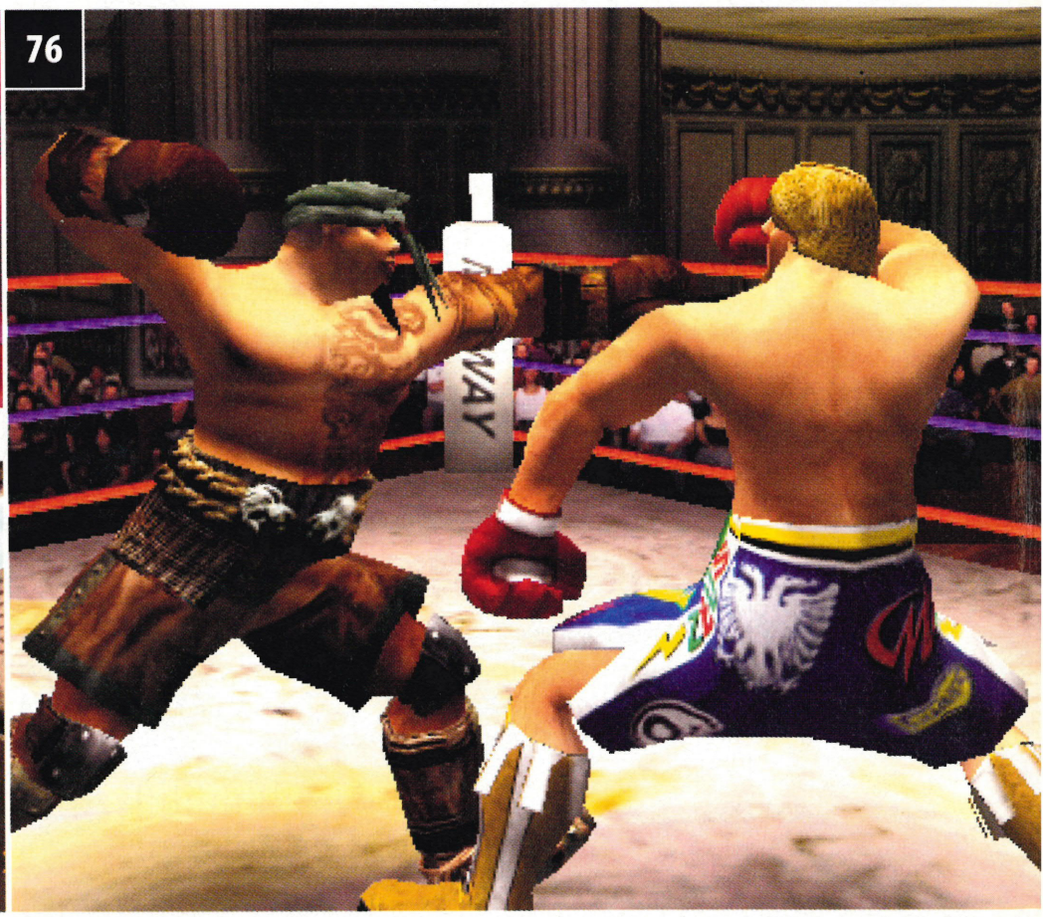
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△ *Shenmue*: at long, long last! But has the wait been worthwhile? Duh!



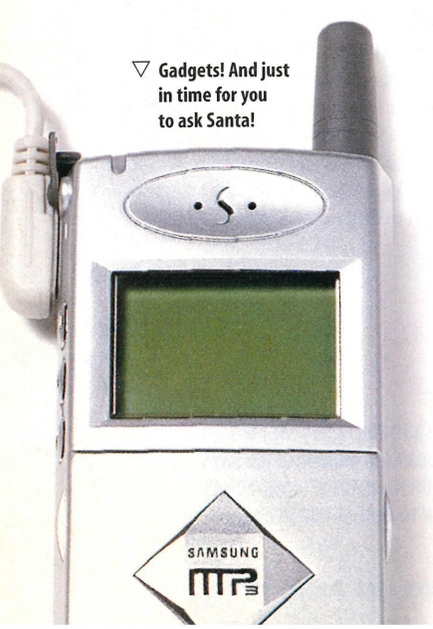
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△ *Half-Life*: the long-awaited classic PC game is on its way to Dreamcast.



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△ *Ready 2 Rumble Boxing: Round 2:* the funniest boxing game ever returns, and Afro's brought more friends.



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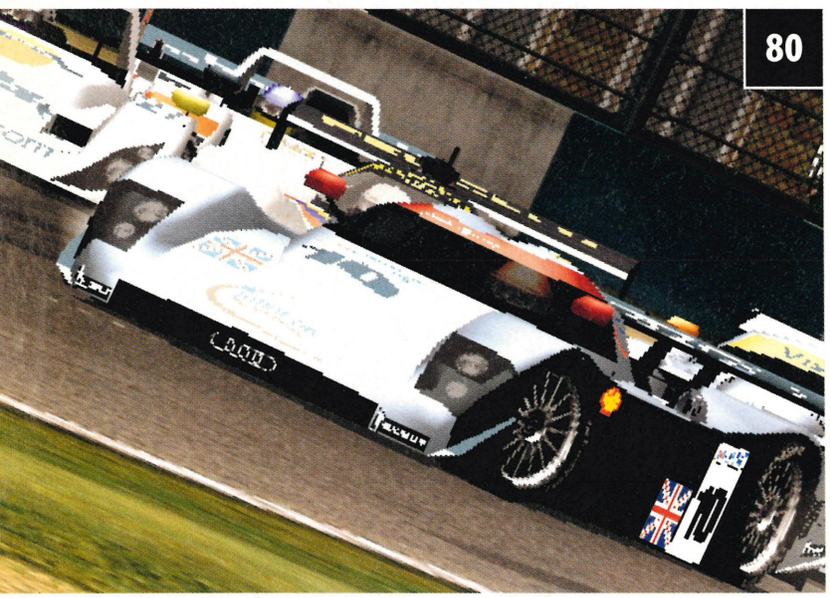
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◁ *Jet Set Radio*: paint the town red… or any tag you prefer.



△ *Le Mans 24 Hours:* can you handle it? Or will you end up gibbering wrecks like we did?

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Yu Suzuki's epic game finally arrives. Read the review, what else can we say?

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Graffiti, rollerblades, hip-hop and rival gangs – it all adds up to one of the coolest games ever

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100 SUPER RUNABOUT
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WHO DOES THIS STUFF?

THE GOOD, THE BAD AND THE UGLY (YOU WORK IT OUT) IN THE *ODM* TEAM...



ED LOMAS

Reviews editor Ed has been raving about *Shenmue* since he saw it at last year's Tokyo Game Show. Now he's played it he's even more enthused. "It's changed my life! Actually, it is my life, or rather it's my other life. And it's better than my real one 'cos I'm really hard in the game." Ed's 'new' life seems to involve excessive consumption of crisps and pop and the compulsive collection of NiGHTS (Yuji Naka's classic Saturn game) memorabilia. No change there, then.



DYLAN DAVIES

Writer of this month's *Le Mans 24 Hours* review (page 80), freelancer Dylan achieved notoriety on *The Big Breakfast* when he was disqualified from a feature on the Dreamcast launch for sneakily eating a banana (contestants were starved for 24 hours to see how long they could play *Sonic Adventure* for before the hunger became too much). He claims the best thing about working on *ODM* is "smelling Ed Lomas' hair" and he's a big fan of *Jet Set Radio*.



PHIL MADGE

Phil is our new senior designer, and joins us this month from *The Net* magazine. A graduate in graphic design, he's eager to see all the new games first. "I've played quite a few things on the Dreamcast but I'm looking forward to seeing more – I really liked *Virtua Tennis* for a start." He's only a nipper, so we've promised his mum we won't be letting him play anything gory or stay out late and get drunk on cheap lager. Not in the first month anyway.



MICHÈLE DU RANDT

Raised in Liverpool but born in South Africa to Dutch parents (confused yet?), Michèle is a freelance designer working alongside art ed Steve. After a spell on teen mag *Bliss* she has since worked for *FHM*, *Heat* and *Smash Hits* and, apparently, likes working on *ODM* "because it's so organised." Right. Her favourite Dreamcast game is *Tony Hawk's Skateboarding*, although her character of choice is Bob Burnquist. "He's much cooler than Tony!" she says...

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

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SEGA CONSUMER LINE (GENERAL ENQUIRIES)
UK **0845 609 0090** [1]; EIRE **01560 925 555** [1]
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HINTS AND TIPS

SEGA HINTS AND TIPS LINE (SEGA GAMES ONLY)
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ODM HINTS AND TIPS LINE (ALL DREAMCAST GAMES)
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ODM BACK ISSUES (SEE PAGE 119)
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THANKS THIS ISSUE
Guy Bertrand, Tiffany Suchard, Paul and Thomas Hayes, Kevin Eason, Juvenile Seagulls, your mum

DEADLINE CHOON OF THE MONTH
Luke Slater – *All Exhale (Futureshock mix)*

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ARMY MEN
SARGE'S HEROES









IT'S A DIRTY JOB, BUT SOMEBODY'S GOTTA DO IT.

The Army Men™ franchise makes its smash debut on Dreamcast™. As Sarge, you must undertake 16 daredevil missions to rescue your Commandos from the clutches of General Plastro and the evil Tan army. An arsenal of explosive weaponry awaits, including bazookas, sniper rifles and flamethrowers. For a little R&R, play battle mode with up to three friends, choosing from nine different characters. Only you can bring peace to the Plastic World again. Good luck, soldier! Oh, and watch your step.

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MIDWAY

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SHEN

THIS IS ONE SITUATION WHERE 'IGNORANCE IS BLISS' REALLY DOES RING TRUE – THE LESS YOU KNOW ABOUT *SHENMUE* BEFORE PLAYING IT, THE BETTER. **ED LOMAS** TRIES NOT TO SPILL THE BEANS...

ESSENTIAL ON THE CD

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **AM2**

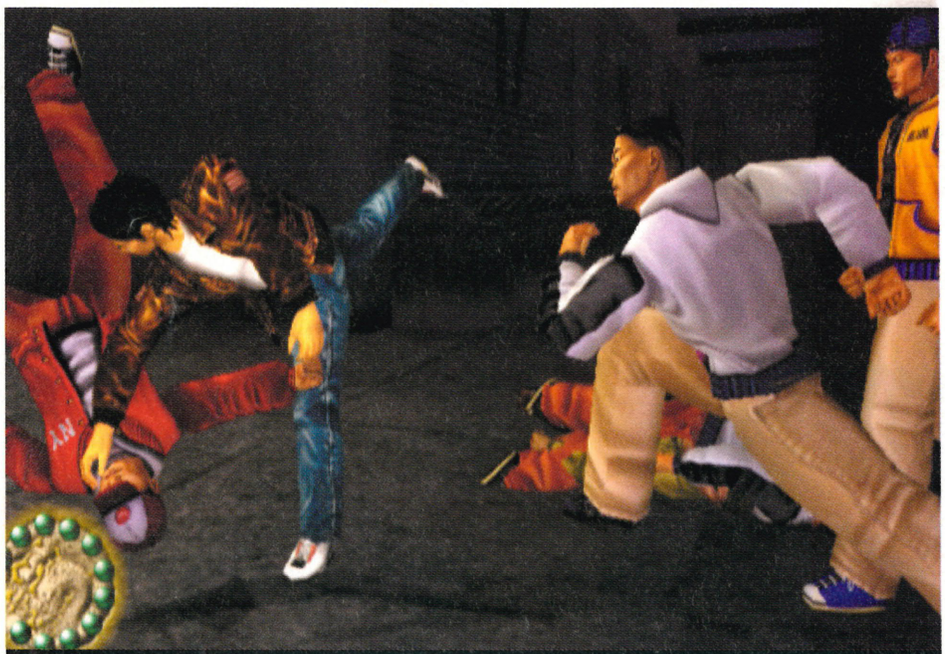
IT ALL BEGINS ON a snowy day in small town Japan, late in November 1986. Ryo Hazuki, a hardworking college student, arrives home to find his family dojo's sign smashed in two and a black car parked outside. Realising something's seriously wrong, he creeps into the grounds to find his housekeeper lying injured on the floor. "Ryo-san! I'm alright, but Hazuki-sensei...," she says, pointing towards the dojo itself. The massive wooden doors of the dojo are closed, but suddenly smash open as Fuku-san, a live-in student of Ryo's kung-fu teacher father, comes flying out with his face badly cut. "Ryo-san...!" he mumbles before passing out.

Creeping into the dojo itself, Ryo finds his father facing off against a man in long, flowing silk robes, beautifully embroidered with the image of a dragon; a scar on his cheek, and a pleated ponytail hanging almost to the ground. "Stay back, Ryo!" his father warns.

"For the last time, where is the mirror?" the robed man demands. "I have no intention of telling you," replies Hazuki-sensei, assuming the traditional Hazuki-style king-fu stance. He strikes out, but his opponent effortlessly avoids every attack, finally choosing to hit back with a massively-powerful roundhouse kick to the face.

Ryo, unable to watch his father being beaten in this way, rushes at the mysterious man, getting knocked to the floor in an instant. While incapacitated, he's plucked off the floor by his throat and held in the air, his feet dangling above the ground. "Hand over the mirror. Or else... your son!" demands the man, straightening his palm ready for a fatal blow, Ryo struggling for breath as his windpipe is squeezed.


DIGITAL MANIPULATION: STEVE NEAVES



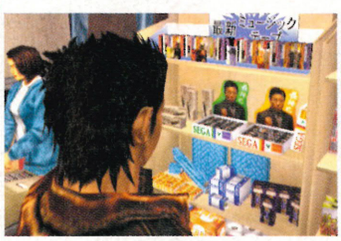
▲ The full-on 3D fighting sections can get extremely hectic, with massive numbers of thugs taking you on at once.



▲ Sinister phone calls are all in a day's work for Ryo.



▲ Having a chat with the boss over a nice cuppa.

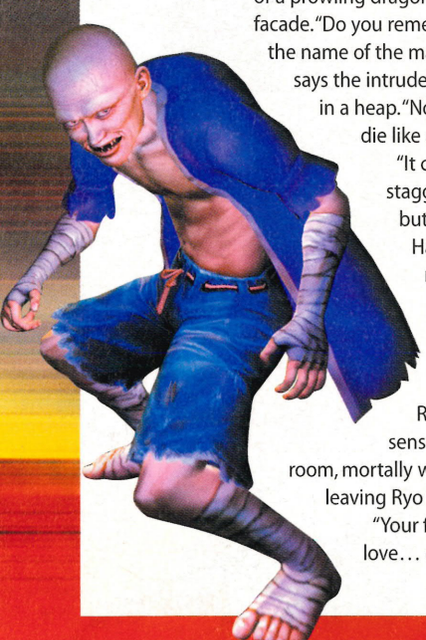












"Wait! The mirror… it's buried. Under the cherry tree," Hazuki senior reveals, not able to see his beloved son suffer any more. Two black-suited agents retrieve the mirror from its hiding place – it is an intricately carved green disc set with gold and precious gems, the image of a prowling dragon embossed on the polished facade. "Do you remember Zhao Sun Ming? That's the name of the man you killed in Meng Cun," says the intruder, dropping Ryo to the floor in a heap. "Now get up. I'll allow you to die like a warrior…"

"It can't be…" Ryo's father staggers to his feet and shakily, but determinedly, assumes the Hazuki-style stance once more. He punches, but his opponent effortlessly avoids the attack, planting a powerful two-handed blow of his own straight in Ryo's father's chest. The old sensei is sent flying across the room, mortally wounded. The men depart, leaving Ryo to crawl to his father.

"Your friends… keep those you love… close to you," whispers Hazuki senior, before breathing a final breath and closing his eyes for the last time. Ryo holds his body in pain and shock. "Father… Noooooooooo!"

FADE TO BLACK

An alarm clock rings. It's 8.30am, four days later, and Ryo wakes up. He climbs out of bed and stands in his bedroom, perfectly still, looking at a blank wall. He's waiting for you.

From this point on, it's up to you what happens. It's up to you to find out who those men were, what that mysterious mirror was, and why they wanted it so badly. It's up to you to take Ryo around his small town, to talk to the locals and his friends, to manage his finances, to make sure he gets home at a decent time every night. From this point on, you *are* Ryo Hazuki and it *is* December 1986.

The first thing you'll want to do as Ryo Hazuki is figure out how to move around *Shenmue* (pronounced *Shen-moo*). The game controls are simple: the d-pad lets you walk in any direction, the analogue stick lets you look around. The L trigger makes you run, R trigger allows you to look at things from Ryo's perspective, X opens your handy notepad, Y your inventory, and A is used to interact with anything that can be interacted with. A few minutes of poking your way through Ryo's underwear drawer and you'll soon have the hang of things.

Also worth learning at an early stage, is that *Shenmue*'s world runs to its own time. A clock is constantly visible in the bottom right corner of the screen, moving at a speeded-up rate of roughly one *Shenmue* hour to five real-life minutes. The sun rises every morning, passes across the sky and sets in the evening, with all the game's inhabitants going about their business accordingly. Shops open and close at set times, buses run to timetables, and people can be found hanging out in their favourite bars after they finish work. You even have to go home to bed at a decent time every night to make sure you have enough sleep before your alarm goes off at 8.30 the next morning. Learning to fit in with this virtual society is essential if you're going to get anywhere.

Ryo lives in a big family home on top of a hill in the small village of Yamanose (pronounced *Ya-ma-no-say*) with his housekeeper Ine-san (*Ee-nay-san*) and close friend Fuku-san (*Fook-san*), a resident student of his late father. They are both devastated at the loss of Hazuki-sensei, as you'll learn when you chat to them at the very start of your adventure. They'll do anything they can to



help you get over the tragic events of that stormy day, with Ine-san even helping out financially with a daily allowance of ¥500 left on the sideboard by the front door each morning. You should spend a while getting to know your way around the rooms of the Hazuki residence before rushing off into town to irresponsibly waste all your cash (as you no doubt will as soon as you get the chance).

It's while browsing through your new home that the scale of *Shenmue* will first hit you. Not only is it technically the most incredible-looking game ever made, but it's also been designed and built with a level of detail way beyond anything seen before. Each room is packed with intricate 3D objects, most of which can be picked up and inspected in close-up, giving everything a believably cluttered look, just like a real home. Unusually for a videogame, lots of effort has gone into each and every item you'll come across – not just those which are of particular significance. Lots of things have been done simply for effect, just to make the game feel more realistic. For example, you can pick up the home phone and dial one of the numbers in your notebook to get a local weather forecast for the day. And yes, it will be accurate – not just to what is going to happen in the game, mind, but also to the

INTRODUCING...

There are over 500 characters in *Shenmue*'s world, each with a unique appearance, personality, voice and occupation. While you'll end up coming into contact with many, many more, here are a few it's important to know about right from the start.



RYO HAZUKI

The hero of our story. Ryo's a hardworking college student who's been knocked sideways by the death of his father. He's well-respected by everybody in his local community, as both a thoughtful young man and a talented martial artist.



INE-SAN

Housekeeper at the Hazuki residence, Ine-san is a kind of aunt to Ryo, and looks after him well. She gets very concerned if he comes home late, and is worried at the thought of him getting involved with the people who murdered his father.



FUKUHARA

Nicknamed Fuku-san, he's a dedicated student of Ryo's father who lives in the Hazuki household. He's a good friend of Ryo's, and had a great respect for his father. He'll do whatever he can to help Ryo, but is very concerned for his safety.



NOZOMI

Nozomi is an old friend of Ryo's who works in a flower shop in Dobuita town. She always takes an interest in what Ryo's doing, and often seems to be acting strangely around him. Maybe there's more to her friendship than meets the eye.



TOM

Dreadlocked Tom is from America, and runs a hotdog stand which he sets up in various locations. He's always dancing to his radio, and is always more than happy to chat to Ryo, even if his Jamaican-style accent is quite painful to listen to.



LAN DI

The mysterious Lan Di is seen killing Ryo's father in the opening sequence. How did the two know each other? Where is Lan Di from? Where has he gone? What did he want with the mirror? What was the mysterious style of kung-fu he used?



▲ You can upload your *Hang-On* and *Space Harrier* high scores to the Internet.



▲ This mysterious weirdo turns up occasionally, and always causes a whole load of trouble.



actual weather on that day back in December 1986 in the same region of Japan. See – we're talking *serious* amounts of detail here. This can actually be very daunting at first, knowing that there's a whole world out there, and that it's almost as complex as the real one…

The main town of Dobuita (*Doh-boo-ee-ta*) is roughly a 20 minute walk from Ryo's house, passing through small villages on the way. Being from the respected Hazuki family, many of the town's inhabitants know Ryo and are happy to chat with him at any time, helping out whenever they can. Again, this can be daunting to begin with – there are hundreds of unique characters, each with their own little virtual lives and personalities, and it's in your best interests to get to know as many of them as possible. Say you want to know something about a motorbike, for example. Who's the best person to ask? Probably Ono-san, the guy who runs the bike shop in downtown Dobuita. But it's 9.30pm, and the shop's going to be shut by now. Where on earth could he be? If you know him well enough, chances are you'll know where he likes to hang out at night, or which way he walks home in the evening, and will be able to track him down quickly. You'll still find him eventually even if you don't know his personal routine, it's just that it'll take that little bit longer as you ask other people who know him well.

Before too long you'll be passing people in the street and knowing their names, where they work, what kind of thing they might be able to help you with, and whether they're likely to have the time to talk to you, just from a quick glance. A unique experience in videogaming, that's for sure.

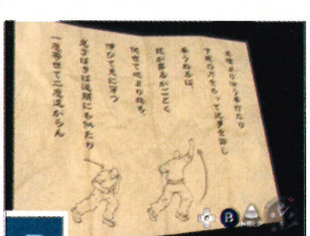
The town of Dobuita is packed with shops and stalls of all kinds, and is always bustling with life. There's Jupitor's Jackets, run by a cheeky chappie who's always trying to get you to trade in your trusty brown leather jacket; Ajiichi's, a restaurant owned by a friendly Chinese couple; Tom's Hotdog Stand, run by Ryo's American/Jamaican friend who's almost constantly dancing; the Tomato supermarket, where you can buy essential supplies and enter a raffle to win exclusive Sega-related toys; there's even a fortune-teller who'll give you mysterious hints if you cross her palm with silver.

THE ART OF FIGHTING

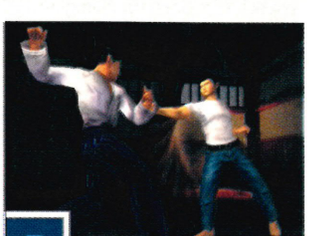
Being the son of a respected kung-fu teacher, Ryo's a bit tasty in the old fighting department. As such, you'll need to spend time learning and mastering moves so that you can hold your own if you're ever involved in a 'Free Battle' scrap.



1 △ This is Ryo's moves scroll, which shows how powerful each of the moves he's learned are.



2 △ Some moves become available in the form of extra scrolls, which are found or bought on your travels.



3 △ Spar in the dojo with Fuku-san, or practice on your own until you've mastered a move completely.



▲ Most of Dobuita town's shopkeepers are willing to help Ryo in any way they can.



When you first reach the town, the last thing you're going to want to do is ask people about your father's death. It's like being on holiday, with money burning a hole in your pocket and all sorts of new places to go and things to try out. It's just a guess, but we reckon one of the first places you're going to find yourself hanging out is the 'You Arcade' at the Suzume Park end of Dobuita's main street. As you may have heard already, this arcade features a number of games for you to play around with, including Sega classics *Hang-On* and *Space Harrier* in all their arcade-perfect glory. There's also a jukebox loaded with classic Sega tunes, a darts machine, and a punchbag-style game to test your reactions. Just outside the front door there are a couple of little machines that will end up taking a large portion of any gaming fan's virtual cash – for just ¥100 you can buy a little plastic ball containing a 3D toy, normally of a character from a classic Sega title. There are over a hundred of these toys to collect, some of which are extremely rare, and some of which can only be earned by completing difficult tasks throughout the game. All the Virtua Fighters are there, as is Sonic and his friends, and NiGHTS, and the 'Type_0' dragon from the *Panzer Dragoon* series, Alex Kidd, the bosses from *Fantasy Zone*, even the beaked creature you could ride on in *Golden Axe* is featured. Building a decent collection of toys is something that's likely to take up a lot of your time for the first few days of the game.

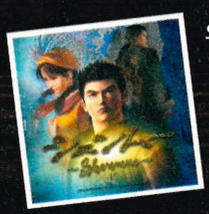
But before long you'll get a bit tired of hanging around at the arcade, buying things you don't need. You'll notice Ine-san getting worried about you arriving home late at night, and Ryo looking more tired when he gets up each morning. You'll even start to feel bad about wasting the money being left for you in good faith each day. And, sooner or later you're going to want to get stuck right in, track down those men, and get revenge for what they did to your father.

TALK IS CHEAP

The majority of *Shenmue* is spent moving around the big 3D locations freely, talking to people as and when you want to. There's no fiddly choosing of phrases to be done here – just stand near somone and press the A button to talk. Ryo will speak to them automatically, often mentioning what his current task is, prompting them to pass on any useful information they may have. This way, even if you're completely stumped and can't work out where you need to be going next, you can chat to absolutely anybody in the street and find out whether they know anything of interest. By asking a few people you can piece together their separate bits of information and figure out what it is you need to do without having to refer to a walkthrough guide or randomly try things out until something works. It may take a little longer, but you *will* make it there in the end.

That's another very clever thing about *Shenmue* – it's almost impossible to get 'stuck'. No matter what you do, you'll always be getting helpful hints that will keep things moving. It's not possible to die in the game

PASSPORT TO SUCCESS

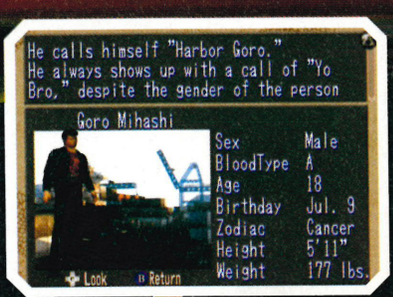


***SHENMUE* COMES ON FOUR GD-ROMs, only the first three of which make up the adventure itself. The fourth disc, known as the *Shenmue Passport*, contains a collection of bonuses designed to add to the replay value of the game. You can get an explanation of a number of gameplay features from highly-detailed characters. These are particularly impressive as you can use a joypad to move the camera view and a light-source around their faces, zooming in and out as you want.**

Important scenes that you've witnessed in the adventure can be replayed at any time, as can all of the tunes you'll come across. But most interestingly, the *Shenmue Passport* lets you go online and get news, hints and extra bits of info about the game. There's even a database featuring detailed information about every one of the hundreds of characters you'll come across in the game – even the animals!

Top scores in the various mini-games can be entered into online leagues, and you can trade items you've collected for extra-rare goodies. We'll be covering this a lot more next issue.

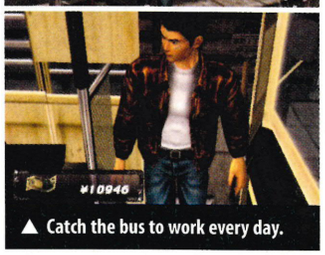






▲ Check out Tom's deliciously hideous '80s clothes. Tight orange cords – lovely!





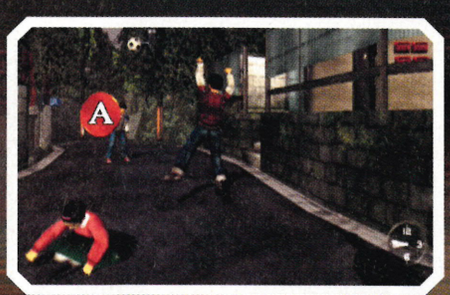
▲ Catch the bus to work every day.

QUICK THINKING

THE QUICK TIMER EVENTS (QTEs) are action sequences which test your reactions in much the same way as real-life situations would. All they need from you is a lightning-quick button press when an instruction is flashed up on the screen, nothing more. It's very simple stuff, but these QTEs form some of the most exciting and dramatic parts of the game, especially because they're all so brilliantly planned and directed.



This machine in the arcade lets you hone your reactions by punching the pads as they flip forward. The best thing is, it doesn't hit back if you mess up.



You've got to be ready at all times, as QTEs can pop up at any moment. Here, for instance, if you don't move quick enough you get a football in the face!

either. Lose a fight and the story will either go off on a different route, or you'll have to attempt the section again. It may not sound like much of a punishment, but retrying bits is particularly nasty because it ruins the feeling of being in your own little world and reminds you that this is really just a videogame.

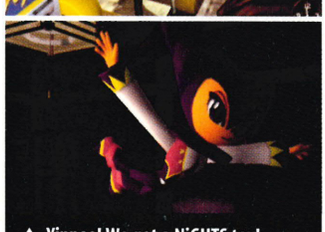
As well as the 'Free Quest' gameplay of the main game, there are a few distinct styles that you'll also need to master while playing *Shenmue*. First off, the Quick Timer Events (QTEs). These are pre-scripted sequences which test your reactions by flashing directions or buttons on screen, and giving you a split-second to hit the right response. Now, although this may sound extremely simple and boring, these sections are actually some of the most thrilling in the whole game. Say you're walking down a dark alleyway in a dodgy part of town and a couple of punks come up to you. At any point, one of them could come at you with a bottle, making a left arrow flash up on screen for just half a second. If you don't hit the right direction in time, you'll get a bottle smashed over your head. If you do, you'll dodge the attack and probably have the opportunity to hit back with a well-timed kick to the chest.

The point is that these QTEs can happen at any time, and without any warning. As such, you'll find yourself gripping the pad tightly whenever you're in a dangerous-looking situation, eyes staring at the screen, ready to react the instant anyone dares try anything on. As well as dramatically adding to the tension, the QTEs are all fantastically directed, with action sequences that rival Jackie Chan for sheer brilliance of choreography.

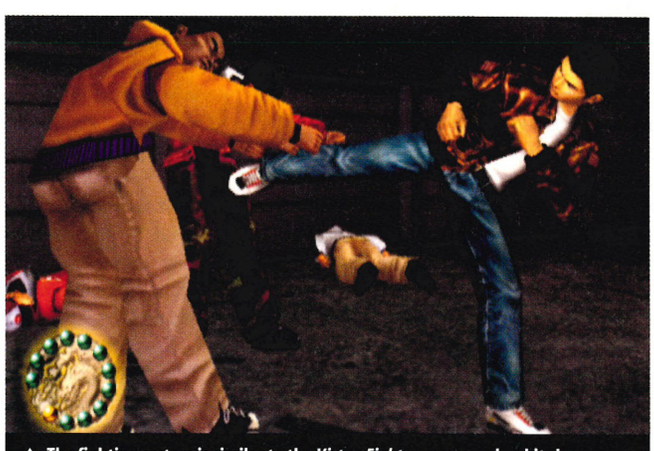
But this being a game by Yu Suzuki's AM2 – the team behind the genius *Virtua Fighter* series –

"THERE ARE ACTION SEQUENCES THAT RIVAL JACKIE CHAN FOR SHEER BRILLIANCE OF CHOREOGRAPHY"

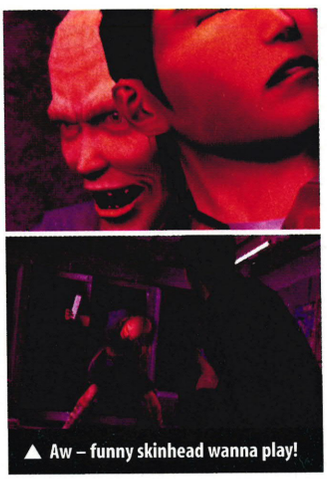




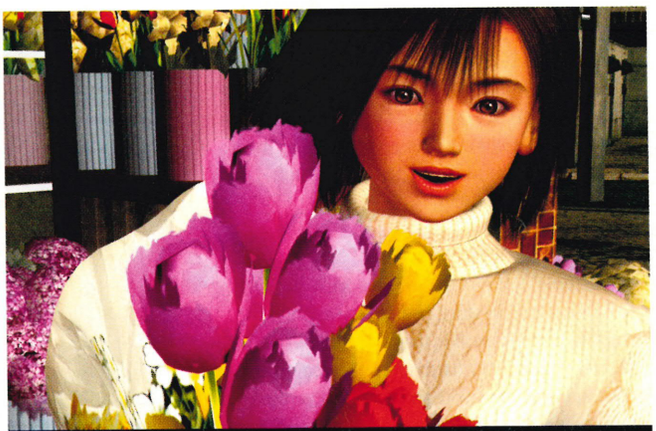
▲ Yippee! We got a NiGHTS toy!



▲ The fighting system is similar to the *Virtua Fighter* games, only a bit slower.



▲ Aw – funny skinhead wanna play!



▲ The lovely Nozomi. Just what is her relationship with Ryo? Will we ever know?

there's a whole lot more to fighting than just tapping a button when you're told to. The Free Battle system gives you complete control over Ryo's movements, linking punch, kick, dodge and throw buttons to create your own combinations and figure out special attacks. Ryo carries a moves scroll around all the time, which contains a list of all the techniques he's learned so far, with new ones being added as and when he masters them. The really interesting thing is the way new moves are learned – it's up to you to figure out how to perform them. Instead of being told a button combination, another character might explain how he's doing an attack ("See how I shift my weight backwards while grabbing the opponent, then trip him as I step around his side?") then ask you to copy him. You'll need to think logically about how to pull the move off, with it being added to your list of available attacks once you've got it spot on. This is one point where a Visual Memory unit comes in handy, as the joypad's screen displays hints to let you know when you've got parts of the technique correct.

The Free Battle sections themselves often see Ryo taking on a number of



SPEAK OUT

DAVE NULTY, PRODUCER OF THE EUROPEAN VERSION OF *SHENMUE*, SPOKE TO US ABOUT THE GAME JUST BEFORE WE BEAT HIM UP

WHAT'S THE BEST THING ABOUT THE GAME?
The level of interaction and the semblance of reality is really something. *Shenmue* took a lot of money and a lot of time to create. It shows.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Virtua Tennis*, which is ace!**

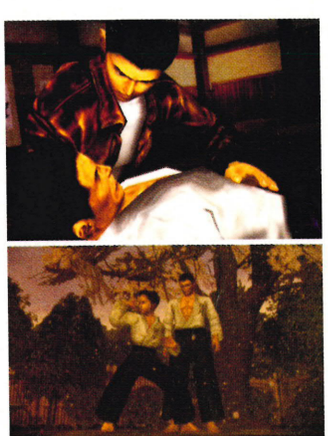
SHENMUE: HIT OR MISS?
A triumph!

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
***Unreal Tournament*. It's a good outlet for taking out all your stress. That's a lie – I actually get more stressed playing it 'cos I'm cannon fodder! Great fun though.**

WHAT'S YOUR FAVOURITE TOY OUT OF THOSE YOU'VE BOUGHT IN *SHENMUE*?
I was too wrapped up in the story to stop for buying toys! Okay, Alex Kidd – that was the first game I had on my Sega Master System.



▲ Ryo's father, the great Hazuki-sensei. What secrets did he keep from his son?



▲ A flashback to happier times.

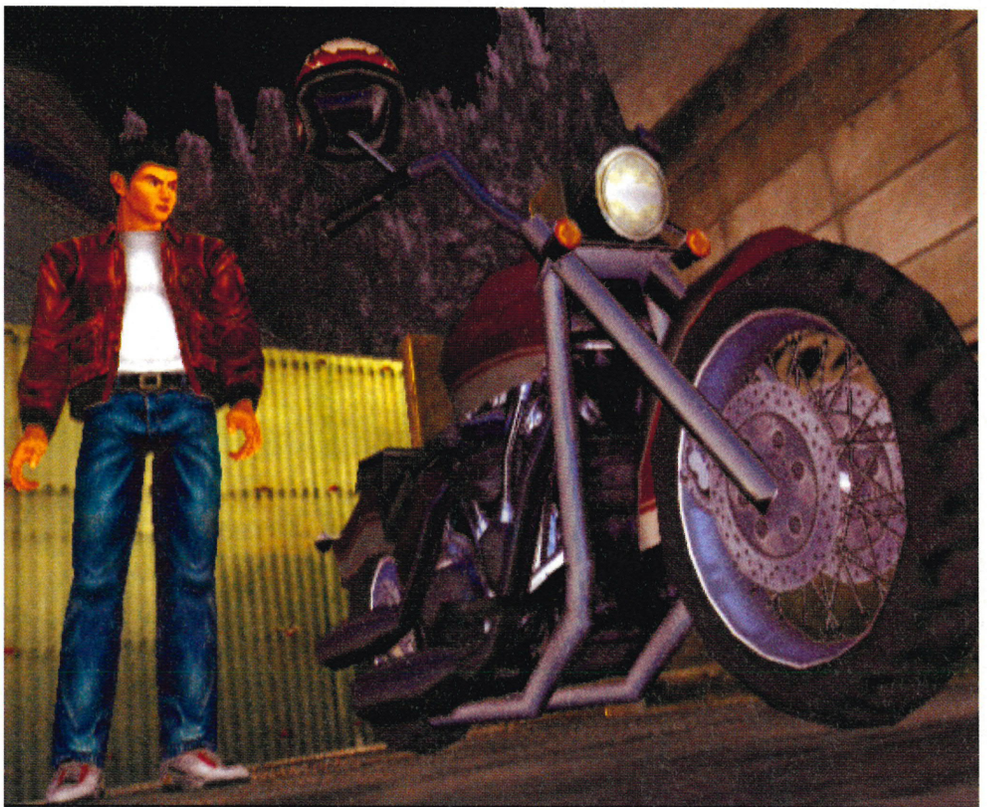
enemies at once – quite frightening at first, but you'll soon learn to have confidence in his technique, especially once you single out some favourite attacks. It's important to practice your kung-fu every day so as to keep in shape, so there are areas dotted around the place that can be used for a bit of quick training.

A THING OF BEAUTY

But the thing that makes *Shenmue Shenmue* isn't the fighting. It's the story, and the feeling of complete immersion in it, that's so special. That's why we're trying very hard not to talk too much about the characters you'll come across, or the kind of things you'll get to do. A big part of the *Shenmue* experience is the feeling that it's all a one-off; that this is happening to you, and to you only. The adventure is there to be had by everybody else, but they'll each play it in their own way, and at their own speed. If you can't be bothered to track down someone you need to speak to, don't. Go down the arcade for a bit. Explore the town. Go home and play on your Sega Saturn (yes, we know they weren't around in 1986, but c'mon – give Sega a bit of poetic licence…).

Or if you're feeling really clever one day, why not sit down and get straight to business, working your way ever closer to the bad guys without wasting time chatting to people in the street or looking after an injured kitten. It's *up to you*, and that's surprisingly unusual in adventure games. To begin with the realistic, almost mundane, day-to-day life in small-town Japan may not seem like a lot of fun. In fact, we spent the first day or so of game time complaining that this was one of the most boring games we'd ever played, and that the only good thing about it was *Hang-On*. There didn't come a particular moment when we realised that *Shenmue* was something very special, either. We just started to think and talk about the game as if it were real life. We started to actually *care* about the characters, we started to know who were our friends and who were our enemies, we started to learn our way around the city, where different people lived and worked. It's a slow and subtle process, but *Shenmue* gradually grows on you – not taking over your life, but becoming a second one.

The quality of the production in every area is astounding. You'll see where all the years and all the millions of pounds have gone when you play it, as it genuinely sets new standards in just about every way. It's the most beautiful game ever made, no doubt about it – and not just in a graphical sense. The music is fantastic, the story is brilliantly all-encompassing (action, drama, intrigue, love, fear, good, evil), the setting is spectacular, and the direction stunning. Even the voice acting is generally of a very high standard, although a few people have voices so annoying that you'll never want to ask them for their help. A few dodgy accents and cheesy bits of script ruin the effect slightly, but overall it's amazing stuff. One quick warning – there are a few mild swear words which could upset some people: a few 'sh*ts', a couple of 'b**tards' here and there, but nothing too strong or gratuitous.



▲ Saaaay, that's a nice bike! Wouldn't it be great if you could borrow it from your friend and take it for a ride…?

"THE *SHENMUE* EXPERIENCE FEELS AS IF IT IS HAPPENING TO YOU AND TO YOU ONLY"

Oddly enough, it's hard to know for sure how good *Shenmue* is as a game, even when you've played it all the way through as we have. The d-pad controls are a little fiddly at times, and the QTEs are basically just the same simple gameplay as 20-year-old titles like *Dragon's Lair*. Waiting around for shops to open can get a bit boring at times, too, and the 'actor' who plays your friend Mark just *cannot* act. But these few minor complaints are of no relevance whatsoever when you look at *Shenmue* as a whole – it's genuinely the most incredible gaming experience there's ever been, and one you really do need to experience for yourself.

You can't get stuck, and you can't die, meaning once you've got beyond the introduction sequence, you *will* make it to the end one day. And when you do, you'll agree that it was the best £40 you ever spent on a game, whether it's the 'best' one ever made or not. Don't miss out on it, for your own sake.

VERDICT

THE MOST AMAZING GAME EVER MADE. YOU *MUST* EXPERIENCE IT

UPPERS
The best-looking game ever • Fantastic direction • Believable characters • Thrilling story

DOWNERS
Control a little clumsy at times • It ends (and we'll have to wait ages for part two)

IN ONE HOUR We were wasting all our money in the arcade
WEBSITE www.shenmue.com
MAX PLAYERS 1
VIDEO MODES Bordered 50z, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
10
GENIUS!

PRICE: £39.99 • PUBLISHER: SEGA • DEVELOPER: AM2

HMV

recommends..



Star Wars™: Episode I - Jedi Power Battles™

Adopt the role of Jedi Knight, as you attempt to neutralise the threat of Trade Federation ascendancy and take back the Theed Royal Palace in fast and furious lightsaber assaults. Your Jedi skills will be tested to the full as you ward off legions of battle droids, destroyer droids, native beasts from Tatooine and Naboo and then ultimately the sinister Darth Maul. Choose to fight as Obi-Wan Kenobi, Qui-Gon Jinn, or selected Jedi Council members as you work your way through each of the 10 levels either on your own or, in two player mode, with a fellow Jedi by your side.

Out Now



Metropolis Street Racer

Exclusive to Dreamcast, the most adrenaline-packed racing game ever created with over 40 convertible cars to choose from, including Mercedes, Alfa Romeo and Toyota. Combining 250 routes you have the chance to race real-time around the streets of London, Tokyo and San Francisco. Log onto 'Dreamarena' and compete against drivers all over Europe by lap time and highest 'Kudos' score. For a limited period only, exclusive to HMV, when you reserve and buy *MSR* you'll receive a stunning MSR branded watch. "How can you even think about not buying MSR? Answer: You can't so don't." 9/10 Official Dreamcast

Released 3rd November



Dave Mirra Freestyle BMX

Choose one of 10 riders including 10-time World Champion Dave Mirra and his closest challenger: Ryan Nyquist. Spin, grind and stall your way through 12 fully interactive vert, street and dirt tracks. Simple, intuitive controls and an innovative trick system allow hundreds of stunts. Create and modify new tricks as you expand your repertoire to contain more than 1,300 different high scoring moves. Great multiplayer action with 10 different games. Also features a killer soundtrack with tracks from the likes of Cypress Hill, Social Distortion, Rancid and Deftones.

Released 3rd November



Kiss: Psycho Circus - The Nightmare Child

Enter the hellish world of the *Psycho Circus*, a dark place somewhere between fantasy and reality, where landscapes shift and nothing is quite what it seems. You have been called upon to acquire the power and the weapons of four Kiss elders and then hunt down and destroy the *Nightmare Child*, along with any hideous creations you meet on the way. Offering up to 50 enemies on screen at any one time (more than any other game in history) and a unique artificial intelligence system whereby two enemies will never react the same, *Psycho Circus* is the darkest, most atmospheric first person shooter available on Dreamcast.

Released 3rd November

All titles are subject to availability at participating stores. *Subject to availability.

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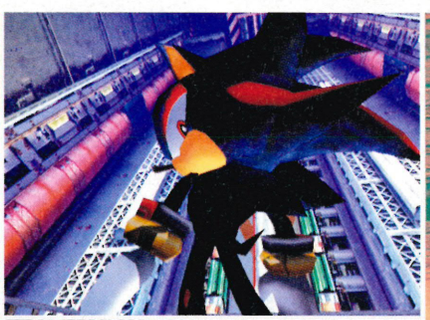
buy now from over 100 stores nationwide or 0870 5 33 45 78

SONIC'S ADVENTURE CONTINUES

We meet the head of Sonic Team to discuss the latest on *Sonic Adventure 2*



△ Sonic explores the streets of San Francisco at a strangely sedate pace.





△ The mysterious new Sonic-like character (top).

SONIC TEAM HAVE RELEASED some stunning new screenshots of the sequel to *Sonic Adventure* (*ODM* #0, 9/10). We took the opportunity to chat with the developers' boss, Yuji Naka, on a recent visit to London, to see what we could find out.

Sonic Adventure 2 is going to be quite different to the original, that's for sure. Gone is the extended cast – only Sonic, Knuckles and Dr. Robotnik remain.

According to Sonic Team "the drama of *Sonic Adventure 2* begins with the appearance of a mysterious hedgehog." One of the new images (see top right) shows a character that resembles Sonic in a darker and meaner form.

Naka confirms that this character is very much a key to making the game different to *Sonic Adventure*.

"We haven't revealed details *anywhere* yet, except *that* screenshot," he told us. "I can't say anything else right now."

One character we can tell you more about is Knuckles. For the sequel the echidna gets two more moves – the ability to swim and a devastating punch called a Spiral Upper attack.

But what of Sonic? Well, the star hasn't been ignored. It seems he's been playing *Jet Set Radio*, as his new moves include the Grind, allowing him to slide down park rails or the thick vines of the jungle.

"Right now we're making *Sonic Adventure 2* in San Francisco, so maybe it will be a bit more towards Western tastes than Japanese," said Naka. "The relocation helps the creative side of making the game; to give us a different air."

Perhaps the most important news is on the release date. Naka told us that Sonic Team are aiming for a worldwide simultaneous summer release, although according to Naka "it could be earlier."

Naturally, *Official Dreamcast Magazine* will keep you fully up-to-date with the latest developments.



△ Dr. Robotnik battles his own robots in one level.



△ Sonic's about to enjoy some sky surfing.



△ Dr. Robotnik looks up at the 'new Sonic'.



△ **A couple of flash motors race around the streets of London – just like the game. Clever!**

CORONATION STREET RACER

Long awaited racer receives major television advertising campaign

KEEP AN EYE ON the TV during November – the mighty *Metropolis Street Racer* (*ODM* #12, 9/10) is due to drive on to the screens of an unsuspecting public.

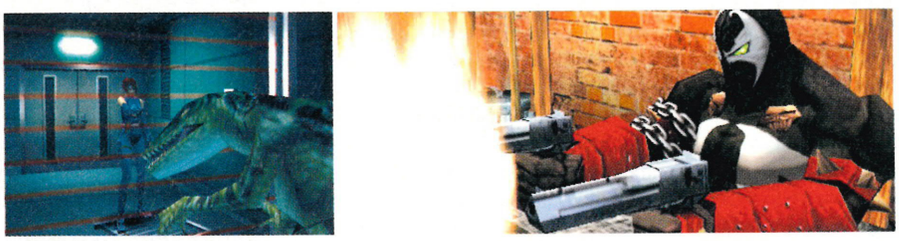
The concept for the campaign is to blend real footage of the locations featured in the game, with footage of *Metropolis Street Racer* in action. However, test audiences unfamiliar with *MSR* have found it difficult to spot the difference between the two.

"We had a few problems – a sample audience could not distinguish what was real and what was game footage," a Sega spokesman told us. "We had to re-cut with *MSR* written in the top left corner to make it clear what was real and what wasn't."

At time of going to press Sega had booked two very prominent slots – during the network premiere of *Jurassic Park: The Lost World* on ITV, and during the break of the Manchester United versus Dynamo Kiev Champions League game on November 6.

"Dreamcast's biggest game is being advertised in the company it deserves – between a literally huge film and Europe's biggest football competition," Alison Turner of Sega Europe told us. "The blend of spliced real and in-game footage to a thumping soundtrack encapsulates the true feel of the game."

After suffering numerous delays, *MSR* was finally due in stores on Friday 3 November.



△ ***Dino Crisis* and *Spawn* – two of the Capcom games Virgin are set to release over the coming months.**

VIRGIN GETTING BLOODY

Virgin to release four more from Capcom, including *Resident Evil 3: Nemesis*

ZOMBIES RETURN TO DC this winter with the arrival of *Resident Evil 3: Nemesis*. Virgin Interactive have snapped up the European distribution rights along with *Dino Crisis*, *Spawn* and *Rival Schools 2*.

Both *Dino Crisis* (previewed on page 61) and *RE3: Nemesis* are conversions of successful PlayStation games. The Dreamcast editions will boast a number of new features beyond improved graphics, including full use of Visual Memory displays.

"We've always held the *Resident Evil* games in the highest regard," says Sean Brennan of Virgin Interactive. "We're proud to be launching the best game in the series in a greatly enhanced form."

Dino Crisis and *RE3: Nemesis* will be released before the end of the year, with *Rival Schools 2* and *Spawn* scheduled to arrive early in 2001.



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

INSERT COIN

THE ARCADE BUSINESS has been in decline for many years and the simple, obvious reason behind it is the success of the home games market, with the quality of console titles rapidly catching-up with what is available in arcades.

No doubt about it, the Dreamcast has caused even more of a threat, not only by offering *perfect* (if you discount loading times) arcade conversions but with some titles released on the two platforms simultaneously.

Want proof? Look at the current import offering *SNK Vs Capcom* – the game we featured in our Arcade Test section last month (*ODM* #13). When we went to play it we were told it was the only machine in Europe and that it was currently only at a test stage. Only two days after playing a test version of the arcade game, we received a boxed copy of the home version from a Japanese importer.

Even when there's a considerable gap in release dates, the arcade market can still suffer. *Virtua Tennis* (*ODM* #12, 9/10) has been a massive hit in arcades during the summer, but enter one now and nobody's playing it. Why? Simple, the Dreamcast version is here and it's better.

These games have one thing in common. They both run on Naomi – Sega's successful arcade board (essentially a Dreamcast with more memory). In the past year we've seen a number of incredible arcade games running on Naomi, then arriving on Dreamcast in a matter of months.



△ ***Virtua Fighter 3* was all good. Roll on *VF4*!**

We've also seen older titles running on Sega's Naomi predecessor, Model 3, also arrive on the console, looking practically identical to the arcade counterpart. Even when multiple Naomi boards are used, as with *F355 Challenge* (*ODM* #13, 8/10), the Dreamcast has been able to replicate the experience. *Star Wars Racer Arcade* and this month's featured arcade game *NASCAR Arcade* (page 24) use Hikaru – another Sega board, which is more powerful than Naomi. Dreamcast have yet to tackle a Hikaru- based game, but that's due to the game being based on licensed properties.

In the future we'll be treated to both arcade and home versions of forthcoming Naomi games like *Confidential Mission* (visually the best Naomi game yet), *Virtua Tennis 2*, *SNK Vs Capcom 2* and a host of others.

So what are Sega's arcade division going to do about it? The answer is Naomi 2. The new board looks very similar to the older model in terms of design, and shares many of the same components, but with a host of new graphical tricks and greater polygon processing power it seems the arcades are about to make a serious fight back.

Could we be about to witness an arcade revival, where the graphical power is leaps and bounds ahead of the home market, as it was for many years? Or does Dreamcast still have a trick up its sleeve? Will Sega release a Dreamcast add-on, as has been rumoured on the Internet?

Don't hold your breath. Whatever happens, it looks like Sega are about to enjoy another long period of arcade superiority, complete with the return of *Virtua Fighter*. For Dreamcast owners currently spoiled on quality arcade conversions, that can only be a good thing.

HEAR THIS!
OR BEST NEW MUSIC



VARIOUS PAST LESSONS/FUTURE THEORIES
DISTINCTIVE BREAKS

Slam (aka Orde Meikle and Stuart McMillan) serve-up an excellent two disc dish of funky light techno. Combines cool and groovy underground stuff that nobody's heard of with better-known tracks including *Dirge* (Slam Mix) from Death In Vegas, Josh Wink's *How's Your Evening So Far?*, the excellent Mad Mike String Mix of Aztec Mystic's *Jaguar* and Slam's own recently re-released classic *Positive Education*. Very, very cool. *WC*



VARIOUS NUBREED
BOXED

Hot on the heals of Danny Howell's stunning *Nubreed* effort comes the third in the series, this time mixed by the fast-rising Home resident Steve Lawler. Takes a fair while to get off the ground but stick with it and the deep, progressive beats eventually grab hold. For maximum enjoyment get a Spanish-speaking friend to translate the first track on disc two – *Sex On The Beach* by Tantric. It's absolutely filthy. *WC*



COCTEAU TWINS STARS AND TOPSOIL
4AD

Not a greatest hits album as such but a collection of Cocteau Twins tracks from 1982 to 1990, including the dreamy-sounding *Iceblink Luck*, the dreamy-sounding *Sugar Hiccup* and the, er, dreamy-sounding *Watchlar*. Featured here to prove that we like a bit of indie and that we're not totally obsessed with dance music. Although, of course, this makes for an excellent post-club chill-out album. D'oh! *WC*

SOUL SURVIVOR

19-year-old Martin Casey beats all in the inaugural UK Console Championships



△ Martin receives his prize… and the Power Of Greyskull!

FOLLOWING MONTHS OF hard-fought regional heats, the grand final of the Gameplay UK Console Championships took place at the Live 2000 exhibition in September, with Martin Casey of Glasgow crowned Dreamcast champion.

Incredibly, Martin, 19, only started playing *Soul Calibur* (the game used throughout the competition) after he read about the UKCC in our August issue (*ODM* #10), although he did spend three hours practising every day.

Large crowds gathered in front of a giant video wall to watch the final stages of the competition at the Live 2000 technology show at Earls Court. The crowd were treated to a thrilling finale with Martin beating Wai Dat Chan from London in convincing fashion.

"I thought I had a good chance," Martin told us. "The level of competition was really high, but I think I deserve to win with the amount of practice I put in. Playing games has always been a big part of my life. I'm so proud. It's quite an achievement."

Martin collected £1,250 for winning the competition – £1,000 for coming out on top and £250 for winning the Scottish regional heat. What does he plan to do with it? "I'll definitely buy more Dreamcast games, and maybe a PC," he told us. "I'd really like to become a professional game player and go from competition to competition. But most of the big tournaments are for PC only, so I'd like to get one."

Curious to know what *Soul Calibur* character the winner used? Mitsurugi is the answer. "He's got so much power and speed," says Martin. "He's got sweeps from every position and so many combos. I've been using Mitsurugi for about three hours a day for three months now and I'm still learning new moves with him. He's the best character in the game."

As co-sponsors of the competition, *Official Dreamcast Magazine* would like to thank everyone who took part, making the UK Console Championships a great success, and also the event organisers, Gameplay, for all their hard work. Take a look at www.ukconsolechamps.com to see the full competition results, or to check on future competitions.

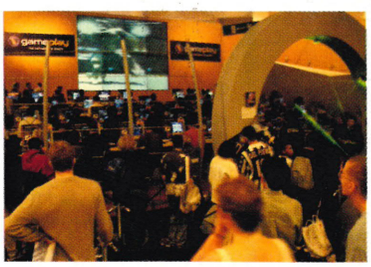
△ Mitsurugi – the character of choice for the UKCC champ.



△ Mitsurugi in all his *Soul Calibur* glory.



△ Play this for three months and win cash!



△ The crowds watch the tense final get underway.

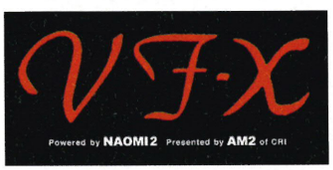
NAOMI'S BIG SISTER

Sega debut Naomi-beating arcade technology. That'll be Naomi 2 then…

SEGA'S NEXT generation of arcade hardware, Naomi 2, was unveiled at the recent JAMMA 2000 show in Japan. The board will power Sega's next crop of arcade releases including a new version of *Virtua Fighter*.

At first glance Naomi 2 seems to share many of the same specifications as its predecessor, but improved graphical performance comes by way of hardware-based transform and lighting and environmental mapping.

Moving these processor-hungry calculations away from the central processor allows the board to create a staggering 10 million polygons per second – four times the amount the current Naomi board is capable of.



△ **AM2's current teaser for *Virtua Fighter X*.**

"Once again Sega is pushing the frontiers of interactive entertainment still further into the future, giving developers a platform to program arcade titles on they could have only dreamt about less than two years ago," said a Sega spokesperson.

Sega displayed in-game footage from three Naomi 2-based games currently in development – *Virtua Striker 3*, which boasts improved player models, animation and stadiums, a brand new racer called *Club Kart*, and a bike racing game *Wild Riders* that features impressive comic-book style graphics, similar to those in *Jet Set Radio*.

A new version of *Virtua Fighter* was not displayed at JAMMA 2000, but its existence was confirmed with a logo that read "*VFX*, powered by Naomi 2, presented by AM2 of CRI."

Little is known about the game – currently codenamed *Virtua Fighter X* – at present but we are promised that details and actual footage will be presented at an official unveiling soon.

The first games using the Naomi 2 board are due for release in arcades early next year.

NAOMI 2 SPECIFICATIONS

CPU: SH4 128-bit RISC CPU	**Model Data Memory:** 32Mb	MIP Mapping, Tri-Linear Filtering, Anti-Aliasing,
Graphic Engine: Power VR2	**Media:** ROM Board, GD-ROM	Environmental Mapping, Specular Effect
Sound Engine: Super Intelligent Sound (!)	**Colours:** 16.77 million colors	**Game Port:** JAMMA Video System
Processor: 32-bit RISC CPU (64 channel ADPCM)	**Geometry Ability:** 10,000,000 Polygons per second	**Optional:** GD-ROM, Network
Main Memory: 32Mb	**Rendering Ability:** 2,000 Mpixels per second	**Other:** Dual Monitor Ability, compatible with RS232C
Graphic Memory: 32Mb	**Effects:** Bump Mapping, FOG, Alpha Blending,	(Serial communication port)

SHOW US THE PUPPIES

Eidos Interactive get ready to release the hounds

DISNEY'S 102 DALMATIONS: *Puppies to the Rescue* is heading to cinemas all over the country this Christmas and, thanks to Eidos Interactive, it's coming to Dreamcast too.

102 Dalmations is the live-action sequel to – yes – *101 Dalmations*. Both the film and game see the evil Cruella De Vil once again trying to capture the dogs of the title.

The heroes this time are Domino and Odball, two of Dottie and Dipstick's puppies, who are out to rescue their brothers and sisters, whom they believed have been dognapped by De Vil. The game is set to follow the plot of the film quite closely. The search for the missing pups will take you through 16 levels, featuring the likes of Piccadilly Circus and Big Ben.

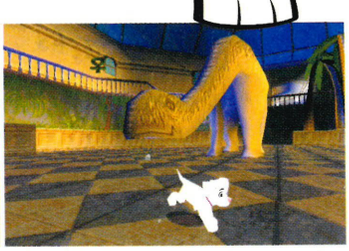
Puppies to the Rescue is set for release in December.



△ **Where are the other 101 dalmations then?**

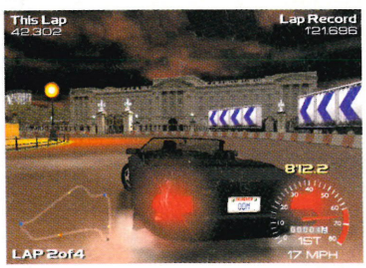


△ **Who said the DC doesn't have any kids' games?**



△ **Seconds before another puppy 'disappears'.**

GAMES NEWS



WIN A VAUXHALL VX220

Dreamarena launches a *Metropolis Street Racer* competition on November 6, offering visitors the chance to win a Vauxhall VX220 sports car. Each week until January 29, 2001, Sega will set three questions based on the three major cities featured in the game. Answering these as quickly as possible earns you kilometres. On January 29, the person who has earned the most kilometres wins the car.

GUESS WHO?

Secret characters are currently in vogue, with two prominent sequels set to include some very special extra characters. If you don't want to know who they are, stop reading now! *Tony Hawk's Pro Skater 2* features a certain web-slinging superhero, while *Ready 2 Rumble Boxing: Round 2* offers not only Michael Jackson and Shaquille O'Neal, but two extra characters. One is the most powerful man in the world, and the other is his wife…

GAMES MADE ILLEGAL

Malaysia has banned video arcades, ordering all owners to close their premises. The government believes games are an addictive vice, especially for the young, and that they promote gambling. America is also protecting a younger audience from unsuitable material with GameWorks, a major arcade chain, planning on introducing an identity card scheme, allowing only visitors over the eligible age to play games featuring fighting and guns.



JET SET NOT A CRIME

The city of Milwaukee has asked Sega not to release *Jet Set Radio* (reviewed on page 70), as they currently spend over $1 million a year removing graffiti. City officials believe *Jet Set Radio* will encourage graffiti as it makes defacing public property seem fun and cool to young people. Sega are claiming graffiti is a respected art form. However, aware of the controversy the game could create, they've added a disclaimer when the game loads warning of the difference between art and vandalism.

MORE THE MERRIER

Dreamcast sales have seen a sharp increase in America according to figures posted by PC Data. Following price cuts of the console, average weekly sales between July 23 and September 30 rose 156.5 per cent. It's too early to tell if the European price cut of the console will have a similar impact on the market, although early reports indicate that *Virtua Tennis* is helping to sell a lot of new machines.

WATCH THIS!
NEW MOVIES ON VHS



GALAXY QUEST
OUT NOW • CERT: PG • TO RENT

Sigourney Weaver (stunning in a blonde bimbo wig), Alan Rickman (silly in a Klingon mask) and Tim Allen are ageing cast members of a once-popular space-adventure TV show. They now make their living posing at sci-fi conventions. Meanwhile, a bunch of real aliens who've based their society on broadcasts of the show believing they were 'historical documents' decide to beam up the cast in a bid to save their planet. Now the 'crew' have to deliver their lines for real. Very funny piss-take of *Star Trek* and its fans. *CE*



MAN ON THE MOON
OUT: NOV 27 • CERT: 15 • TO RENT

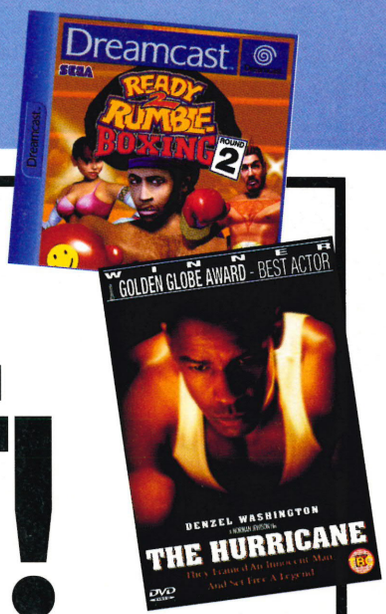
Andy Kaufman was best known for his role as the squeaky-voiced mechanic Latka on the '70s sit-com *Taxi*, and most recently as the inspiration behind the REM song that shares the film's title. But he was also one of America's most outrageous stand-up comedians who enjoyed and deliberately cultivated a love/hate relationship with his audience. In a tailor-made role, madcap Jim Carrey perfectly captures the late Kaufman's increasingly insane antics – with the help of the original *Taxi* cast and Courtney Love as his long-suffering girlfriend. *CE*



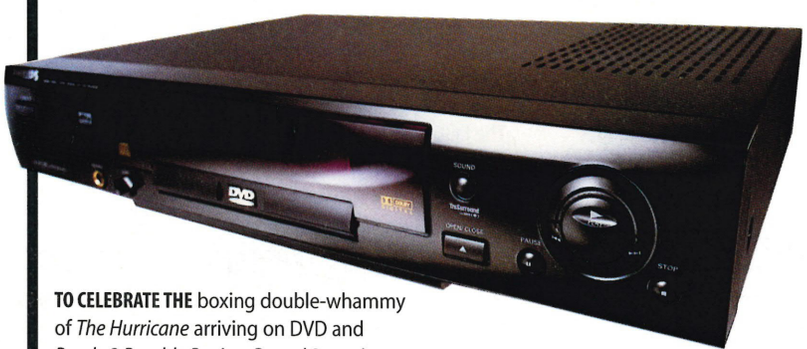
LOVE, HONOUR AND OBEY
OUT NOW • CERT: 18 • TO RENT

The *Final Cut* team reunite for this tale about a bunch of London dodgy geezers. Ray (Winstone) is leader of the Norf and Sean Pertwee the Sarf. When Ray's nutter henchman Jonny (Lee Miller) nicks Sean's stash of coke all hell breaks loose. Meanwhile, the other Ray (Burdis) is having problems 'getting it up' and, desperate to please his missus Kaffy (Burke), employs some interesting tactics to rectify the problem. Another great British indie-flick which manages to be both funny and stomach-churningly evil. *CE*

TECHNICAL KNOCKOUT!



WIN A PHILIPS DVD PLAYER, *THE HURRICANE* ON DVD AND *READY 2 RUMBLE BOXING: ROUND 2*



TO CELEBRATE THE boxing double-whammy of *The Hurricane* arriving on DVD and *Ready 2 Rumble Boxing: Round 2* coming out on Dreamcast, we've teamed up with Warner Home Video and Midway to give away copies, along with a fantastic top prize – an awesome Philips 750 DVD player.

The Hurricane, a true story of an innocent man's fight for freedom, is one of the most inspiring and powerful films of the year. Denzel Washington stars as boxer Rubin 'Hurricane' Carter, a strong contender for the World Middleweight boxing title in 1966, who is wrongly arrested for the murder and sentenced to three life terms in prison. His arrest created outcry and the autobiography he penned years later in prison inspired activists to help prove his innocence.

The DVD features a behind-the-scenes making of *The Hurricane* documentary, a feature length commentary by director Norman Jewison, plus footage that didn't make it into the cinema release.

Ready 2 Rumble Boxing: Round 2 (reviewed on page 76) is, of course, the sequel to last year's smash-hit *Ready 2 Rumble Boxing: Round 2* (*ODM* #1, 9/10). It boasts an extended roster of brawlers with even fancier moves, and a far more extensive career mode. If you enjoyed the first bout, you're sure to love this.

One lucky winner will walk away with the Philips DVD 750 plus a copy of *The Hurricane* DVD and *Ready 2 Rumble Boxing: Round 2*, while ten runners-up will receive a copy of the DVD and the game.

To be in with a chance of winning, answer the simple question below and send it, along with your name, address and age, on a postcard or the back of a sealed envelope, to: Technical Knockout!, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.

Please note: *The Hurricane* has a 15 certificate so we will only accept entries from readers aged 15 or over. The closing date is Thursday 30 November.

QUESTION: WHICH FAMOUS ACTOR PLAYS RUBIN CARTER IN THE GREAT NEW WARNER MOVIE *THE HURRICANE*?

TERMS AND CONDITIONS: only entries received before the closing date with the correct answer and the sender's age will be entered into the prize draw. The winners will be notified by post. No cash alternative. No correspondence will be entered into. The editor's decision is final. No really, it is. All the other usual competition rules, conditions and restrictions (available on request) apply. Alright?

SOCCER SHOCKER!

Name change for Sega Europe's new football game

SEGA WORLDWIDE SOCCER 2001 is no more – or, at least, the name isn't. Following an agreement between Sega Europe and UEFA license-holders Infogrames, the game will now appear on shelves as *UEFA Dream Soccer*. Want proof? There's a demo on this month's cover disc (turn to page 25 for details on an exclusive demo competition).

We can also reveal that a new team of commentators have been signed to add their words of wisdom to the action. They are Alan Green, the voice of *Radio 5 Live*, Helen Chamberlain of Sky's *Soccer AM* and Barry Venison of ITV. *UEFA Dream Soccer* is scheduled for release on Friday 8 December. Watch our for a full review next issue.



△ **ITV's Barry Venison and *Radio 5 Live*'s Alan Green are *UEFA*'s commentators.**



△ Two of these images are from the film, two from the game – can you tell which are which?

GRINCH AND BARE IT

Jim Carrey's new movie is coming to your console at Christmas

HERE ARE THE first shots of *The Grinch*, based upon the upcoming Jim Carrey movie *How The Grinch Stole Christmas*.

The Grinch is the story of a green, furry character outcast from the fantasyland of Whoville because of his strange looks. He begins to despise the residents and plans to deprive them of Christmas.

You get to control The Grinch as he plots to sabotage the festivities, armed with a bizarre array of weapons, including a Rotten Egg Launcher, Slime Shooter and something called a Love Shield.

The Grinch is the first game based on a Universal Pictures property to be released by Konami following a deal signed by the two companies earlier this year. Other Universal properties that are set to appear on Dreamcast include *The Mummy*, based on last year's hit movie and *Woody Woodpecker Racing* (see page 26). Konami also have games in production based upon the forthcoming *Jurassic Park 3* and early '80s horror classic *The Thing*.

The Grinch is set for release in December to coincide with the film hitting the cinemas.



HAVE YOUR SAY...

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

THERE ARE LOADS of Dreamcast games in development around the world, but which ones are getting 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 email us at vote@dreamcastmag.co.uk using the subject heading 'Vote DC!'. Please include, in order, a list of the five games you're most looking forward to, with the most keenly anticipated at the top. Placing them in order of preference is vitally important, with different points awarded for each place. You must also include your name, age and full postal address. Note: these details will not be passed on to anyone else.

A couple of 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 DC releases.

There's no closing date as this is an on-going competition, with the winner drawn form the virtual hat each month. Only one entry from each reader will be accepted each calendar month. Anyone submitting more than one will be disqualified from the competition, or forced to play *Roadsters*. For logistical reasons we can only accept votes by email.

This month's winner is Ben Walton from Darlington. His top choice is *Jet Set Radio* followed by *Grandia 2*, *Phantasy Star Online*, *Metropolis Street Racer* and *Tony Hawk's Pro Skater 2*. Thanks Ben, your VM is in the post. Thanks to everyone else who voted, keep 'em coming!

YOUR MOST WANTED

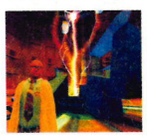
THE DREAMCAST GAMES WHICH YOU, THE READERS, SIMPLY CAN'T WAIT TO PLAY



1 (1) SHENMUE (SEGA)

FIRST 27% | TOP 5 65% | ETA DEC

It's on the cover, there's a massive review starting on page 8, plus there's a four-minute movie on this month's cover disc. Proof indeed that *Shenmue* is on its way and we're mad about it. You are too, as it's been at the top spot forever.



2 (3) HALF LIFE (HAVAS)

FIRST 9% | TOP 5 48% | ETA NOV

Half-Life makes a final move towards glory, benefiting from the release of *Metropolis Street Racer* (last seen heading to store shelves November 3), we see this long-desired treat edging closer to the peak of the chart.



3 (7) PHANTASY STAR ONLINE (SEGA)

FIRST 7% | TOP 5 32% | ETA 2001

Sonic Team's online role-playing game is looking more incredible every month. Share the adventure online with friends from around the globe, or play by yourself and allow the advanced AI to convince you you're playing with others.



4 (5) SONIC ADVENTURE 2 (SEGA)

FIRST 3% | TOP 5 33% | ETA 2001

Sonic's back in what's looking like being a truly amazing sequel. We'll all be playing this one real soon thanks to Sonic Team's plans for a simultaneous worldwide release. See page 18 for the latest details.



5 (9) JET SET RADIO (SEGA)

FIRST 4% | TOP 5 28% | ETA NOV

If you've checked out this month's cover disc you don't really need us to rattle on here about how great the game is, 'cos now you can tell for yourself, right? Whatever, *Jet Set Radio* is reviewed on page 70.



6 (6) QUAKE III ARENA (SEGA)

FIRST 2% | TOP 5 26% | ETA DEC

It could have been an amazing autumn for Sega, but due to delays on some key titles it's going to be a December to remember instead. Watch out for a full review of *Quake III Arena* next issue.



7 (8) BLACK & WHITE (SEGA)

FIRST 3% | TOP 5 21% | ETA 2001

One of the highlights of next year will be Peter Molyneux's latest masterpiece. He's a bit of a PC legend, and *Black & White* is getting us real excited. It's got a giant cow for starters. That's got to be worth at least an 8/10 on its own.



8 (NE) TONY HAWKS'S PRO SKATER 2 (ACTIVISION)

FIRST 2% | TOP 5 36% | ETA DEC

Tony Hawk is back. It's like he never went away having been in a hit Dreamcast game, like, five minutes ago. The sequel is shaping up to be just as good, but you can see for yourself by playing the stunning demo on the cover disc.



9 (4) GRANDIA (UBI SOFT)

FIRST 1% | TOP 5 14% | ETA 2001

What happened? Last month this game crashed into the number four spot from out of nowhere, a month later and nearly nobody is voting for it. Did it visit your house, eat all your food and leave a mess in the bathroom or something?



10 (NE) 18 WHEELER (SEGA)

FIRST 1% | TOP 5 13% | ETA 2001

Sega's big rig arcade hit is heading down the highway early next year. Like *Virtua Tennis* (*ODM* #12, 9/10), *18 Wheeler American Pro Trucker* promises plenty of original home modes, like the Parking mode, for instance. Sounds like fun.

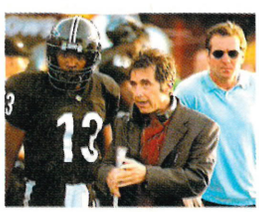
TBC = to be confirmed

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)

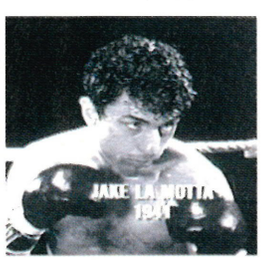
WATCH THIS!
NEW MOVIES ON DVD



GLADIATOR
OUT: NOV 21 • CERT: 15 • £24.99
Ridley Scott's Roman epic sees Russell Crowe as the celebrated General Maximus who, having led the Roman army to victory and been given absolute power by the dying emperor, is sold into slavery by the devious heir. Maximus is forced to become a gladiator, and it's from the lion-infested Coliseum that he seeks his revenge. Nail-biting, thought-provoking, with oodles of great SFX, this stunning two disc package includes a 50 minute doc about the real gladiators, a 100 page production journal and 20 minutes of deleted scenes. *CE*



ANY GIVEN SUNDAY
OUT: NOV 27 • CERT: 15 • £19.99
The Miami Sharks are falling apart. The ageing star quarterback is injured, the new owner (Cameron Diaz) is a mercenary cow and the ace new quarterback (Jamie Foxx) has no respect for the old ways. Can jaded but devoted coach Al Pacino pull it all together? Sounds cheesy, but Oliver Stone's hard-hitting look at corruption in America's biggest sport makes our soccer shenanigans look like skipping. Another two-disc package, this also comes with a monumental four hours of extras – music videos, stacks of behind-the-scenes stuff, documentaries and trivia games. *CE*



RAGING BULL
OUT: NOV 20 • CERT: 18 • £19.99
This two-disc special is to commemorate the 20th anniversary of Scorsese's '80s biopic of Jake La Motta. Robert De Niro plays the legendary pugilist who rose from New York's back streets to clinch the world middleweight title but got too violent, incarcerated, and fat. There's also a new documentary featuring interviews with La Motta himself and Oscar-winning editor Thelma Schoonmaker, a selection of La Motta's favourite jokes, a 16-page souvenir booklet and a clutch of postcards. *CE*

ARCADE TEST



△ A cameraman risked his life for this shot.



△ Tobacco sponsorship? No, chocolate!



△ Hit the brakes too hard and the machine flips over. Hence the roll bars. Honest.

ROLLING START!

What's so great about driving around and around in circles? **ALEX HUHTALA** visits a local arcade to find out

WHILE EA SPORTS may not want anything to do with the Dreamcast, they're still happy to team up with Sega's Arcade division to share their lucrative NASCAR license. The end result is *EA Sports NASCAR Arcade*. Not the snappiest name ever, but then the game is far from conventional.

NASCAR is a cross between the classic *Daytona USA* (see page 48) and *F355 Challenge*. Like *Daytona*, it features tight oval circuits packed with loads of cars all going flat-out bumper-to-bumper. However, when you're racing it has the same strict level of control as *F355*.

EA's NASCAR license allows them to include the real circuits, cars and drivers. That may not be too significant for us Brits, but America is going to go nuts for this game because it's the most realistic representation of the NASCAR sport ever.

You're presented with a huge range of over 30 cars and drivers. Take your pick and it's off to a rolling start. On the Novice Talladega circuit you won't need to go out of fourth gear during the race, or even take your foot off the gas.

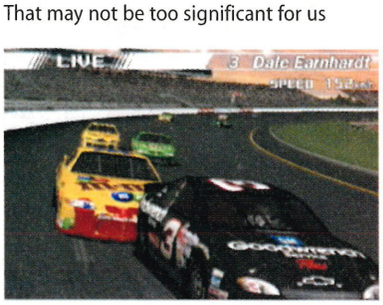
If you've played *F355 Challenge*, you'll know that the tiniest mistake can leave you at the back of the pack with no hope of reclaiming your position. In *NASCAR Arcade* it's a little more forgiving, but only on the Novice circuit.

The Intermediate level – Richmond – is an oval circuit too, but the turns are a little tighter. So you will have to use the brakes, and possibly go down a gear for corners.

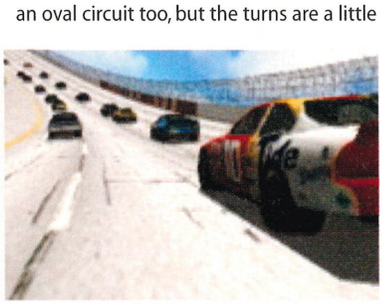
The Expert track is Watkins Glen, and no ovals in sight. It's still quite small, but has some very sharp corners. You'll need every gear. For once, an expert level is just that.

The major addition to the excitement of *NASCAR* is the ability to slipstream past other cars, i.e. tucking yourself behind another car and utilising the lowered wind resistance. You can either stay tucked behind the car jockeying for position, or use the extra speed to slingshot past them.

NASCAR Arcade is a great game offering arcade thrills with a dose of realism and strategy. The graphics are first class, but then it's running on a Hikaru board, so what do you expect? The real star, though, is the racing. It may not seem impressive at first, but learn to slingshot and you're sure to feel the excitement.



△ Hey, it's the M&Ms peanut car again!

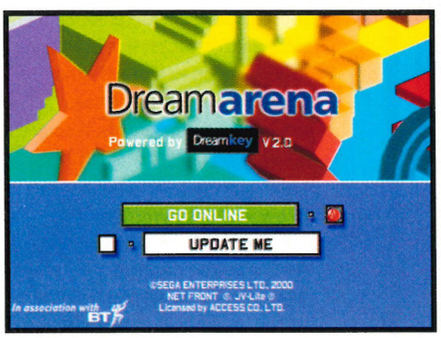


△ If in doubt, do what everyone else does.

EA SPORTS NASCAR ARCADE
DEVELOPER: **SEGA ROSSO**
FORMAT: **HIKARU**
COST: **£1**
AVAILABILITY: **MAJOR ARCADES SOON**
DUE ON DREAMCAST: **UNKNOWN**

DREAMKEY 2.0 GETS A RE-CUT

Release of upgraded Dreamkey browser put back until next year



△ **Dreamkey 2.0's title screen. The now somewhat ironic Update Me option actually refers to user settings.**

PLANS TO LAUNCH Dreamkey 2.0 before the end of the year have been shelved with Sega Europe postponing the release until 2001 in order to add new features.

As we revealed in an exclusive preview in our October issue (*ODM* #12), the new browser has a number of new functions including an instant messenger service that allows you to send and receive voice notes with the Dreamcast Microphone (see page 43). It also offers a simplified registration process, a more compact on-screen keyboard and full support for the Dreamcast Mouse (page 43).

The area that has caused Sega Europe most concern is the multimedia support. We dubbed Dreamkey 2.0 "multi-mediocre" as, like the original browser, it only supports limited Javascript and Flash version 3, making many websites inaccessible. Sega have confirmed that multimedia is the area they plan to improve before the public release, with improved Flash and Javascript support high on the agenda.

Dreamkey 2.0 is currently scheduled to arrive Easter 2001 at the latest. We'll bring you more news as soon as we get it.

GOAL OF THE MONTH

Play this month's *UEFA Dream Soccer* demo and win prizes

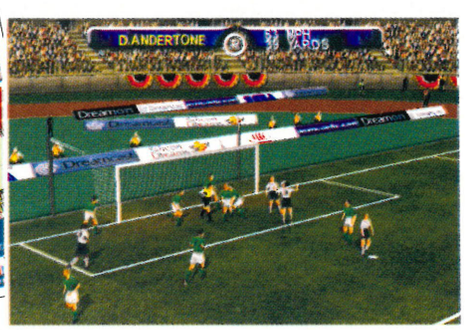
THE DREAMON 15 DISC that came with the issue you're holding now contains a special *UEFA Dream Soccer* competition where you can win some cool Sega prizes.

The competition uses the game's Time Attack mode. Simply pick a team, wait for the ref to start the action and try and score the fastest goal possible. As soon as you score the game is ended and your goal time can be saved to a memory unit.

Use the link from the demo's menu to upload your data to Dreamarena and your fastest goal is entered into a table, where you can see if you have one of the fastest goals in Europe.

Check on Dreamarena for details of the prizes and the closing date of the competition.





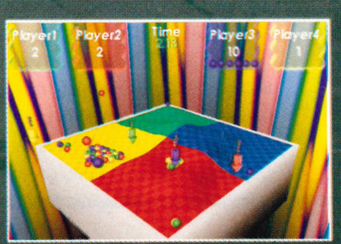
△ **Sega, we hope you have milliseconds on your stopwatch.**

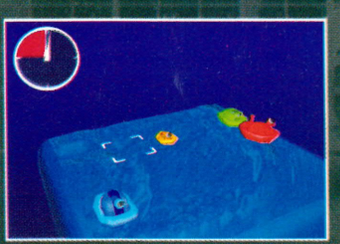
COMING NEXT MONTH

DOUBLE DISC SPECIAL

NEXT MONTH *OFFICIAL DREAMCAST MAGAZINE* BRINGS YOU 2 COVER DISCS!

AS USUAL YOU'LL GET the latest Dreamon disc, containing exclusive demos and movies of the latest Dreamcast games. And, as a special Christmas bonus, you'll also get *Planet Ring* – a brand new set of multiplayer games from Sega Europe – absolutely free! *Planet Ring* utilises the Dreamcast's online facilities to take you to another world – an online theme park where you can meet friends and play a variety of fun games. The park launches with four main attractions...





• **BALL BUBBLE**
A four-player battle to gather the most balls on a shifting landscape (playable online or off).

• **SPLASH**
Destroy enemy ships in this strategy game for two (playable online or off).





• **DREAM DOROBO**
A navigator and thief co-operate to steal treasure from a deadly maze.

• **SOAR**
Teams of two battle each other in an aerial battle that requires skill and cunning.

DON'T MISS ISSUE 15 OF *OFFICIAL DREAMCAST MAGAZINE* ON SALE THURSDAY 30 NOVEMBER

VIPERS 2 AT LAST

Better late than never! The classic beat 'em up *Fighting Vipers 2* is finally heading to Dreamcast



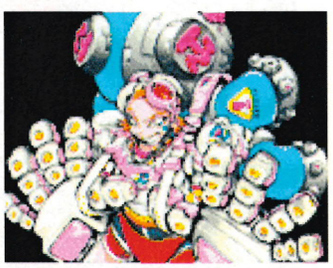
△ **The announcement as it appeared on the AM2 website, and the stars of *Fighting Vipers 2* saved from another year on the panto circuit.**

IT MAY HAVE BEEN gathering dust in arcades for a few years, but *Fighting Vipers 2* is still deemed ripe enough for a Dreamcast conversion.

AM2 confirmed the news the game is coming our way with an announcement on their website.

For the uninitiated, *Fighting Vipers 2* is a beat 'em up in which fights take place in small confined areas surrounded by walls and fences. Each character wears body armour that can be shattered if hit enough times.

The original *Fighting Vipers* was a big hit on the Sega Saturn, spawning the classic *Fighters Megamix* – a game that allowed you to battle with the



cast of *Fighting Vipers*, *Virtua Fighter 2* and a host of other AM2 characters.

When the Dreamcast console was first announced many believed a conversion of *Fighting Vipers 2* was a certainty, along with *Scud Race* and *Daytona 2*, but many had given up hope of ever seeing this arcade trio on the console.

With the announcement of *Daytona USA* (see page 48) and now *Fighting Vipers 2*, it seems Sega have not forgotten what the fans always wanted, even if it is two years later than expected.

With *Fighting Vipers 2* already several years old, AM2 realise they will need to add extra features to the home version and have revealed that several new characters will be added to the cast.

Fighting Vipers 2 is scheduled for release next year. We'll bring you more news as we get it.



△ **A Dreamcast, earlier today.**

HAPPY BIRTHDAY DC!

Dreamcast sales soar as Sega Europe celebrates a successful year

SEGA EUROPE CELEBRATED the anniversary of the launch of the Dreamcast during October by confirming the company has exceeded first year sales targets. Yep, they've sold over one million Dreamcasts across Europe.

During the year over 2.5 million Dreamcast games have been sold and over 400,000 European owners have registered for Dreamarena services.

"These results pay credit to everyone who has helped make Dreamcast a success," says JF Cecillon, CEO of Sega Europe. "The ongoing support of the development community means gamers can look forward to some stunning new games over the next few months and beyond."

It looks like being a profitable few months for Sega, with the company about to release the highly anticipated *Shenmue* in time for Christmas, and confirming that ten online titles will be released by spring of next year, including *Quake III Arena*, *Black & White*, *Phantasy Star Online* and *Daytona USA*.

WOOD YOU BELIEVE IT?

Yet more cartoon characters head to the Dreamcast races

WOODY WOODPECKER WILL BE the latest cartoon character looking for glory on Dreamcast this Christmas.

In common with most other cartoon-style titles that have appeared on the console, *Woody Woodpecker Racing* is a karting game featuring cute characters and plenty of power-up weapons.

Rather than the usual assortment of missiles and oil slicks, players will be able to use tennis rackets, frozen fish, boxing gloves and tomatoes to thwart opponents.

The vehicles are also slightly different from the norm, with monster trucks, stock cars and comical jalopies among the daft cars available.

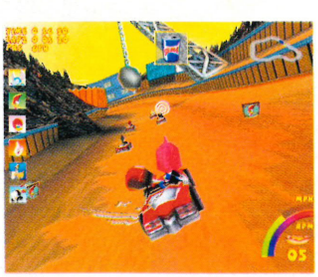
Woody Woodpecker Racing includes 16 different courses and all your favourite characters including Woody himself, of course, plus Wally Walrus, Knothead, Buzz Buzzard and the legendary Chilly Willy.

Game options include a split-screen mode enabling four players to compete simultaneously.

Woody Woodpecker Racing is scheduled for release this December via Konami. Watch out for a review real soon.



△ **Doesn't Woody Woodpecker have wings? So why does he need a car to race?**



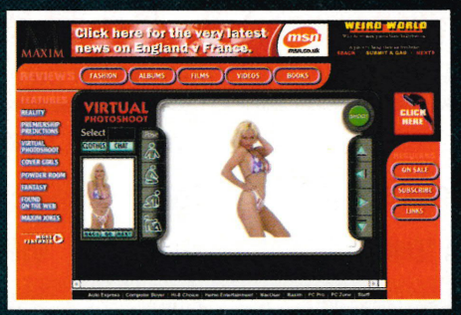
△ **Cue the hilarious 'Wa-ha-ha-he-hey' sound effect. You know the one.**

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the web magazine for men



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- Chat

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- On-line Dating
- Events Guide
- News & Sport
- Shops On The Net

AND MUCH, MUCH MORE...

Maxim Quiz

Think you know all about pop culture? Take the Maxim Culture Quiz and win a year's subscription to the magazine

RELEASE DATES
NOV/DEC 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.

NOVEMBER 3
Looney Tunes: Space Race (Infogrames)
Metropolis Street Racer (Sega)
Time Stalkers (Sega)

NOVEMBER 10
ECW Anarchy Rulz (Acclaim)
Frogger 2 (Hasbro)
Ready 2 Rumble Boxing: Round 2 (Sega)
Toy Story 2 (Activision)
Ultimate Fighting Championship (Crave)

NOVEMBER 17
Army Men: Sarge's Heroes (Midway)
Dave Mirra Freestyle BMX (Acclaim)
Silent Scope (Konami)
Street Fighter III: 3rd Strike (Virgin)
Super Runabout (Virgin)
Tokyo Highway Battle 2 (Crave)

NOVEMBER 24
4x4 Evolution (Take 2)
Disney's Dinosaur (Ubi Soft)
European Super League (Virgin)
Jet Set Radio (Sega)
Mr Driller (Virgin)
Pod 2 (Ubi Soft)
Sega GT (Sega)
Sno-Cross Championship Racing (Crave)
Speed Devils Online (Ubi Soft)
Tomb Raider Chronicles (Eidos)

DECEMBER
Capcom Vs SNK (Virgin)
Chicken Run (Eidos)
Dino Crisis (Virgin)
Donald Duck: Quack Attack (Ubi Soft)
Ducatti World (Acclaim)
F1 Racing Championship (Ubi Soft)
Half-Life (Havas)
Heroes of Might & Magic III (Ubi Soft)
Kao the Kangaroo (Titus)
Kiss Psycho Circus (Take 2)
Quake III Arena (Sega)
Samba De Amigo (Sega)
Shenmue (Sega)
Starlancer (Crave)
Star Wars: Demolition (Activision)
Stunt GP (Virgin)
UEFA Dream Soccer (Sega)
Vanishing Point (Acclaim)
Worms World Party (Virgin)

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	(-)	WWF ROYAL RUMBLE	THQ	7/10	12
2	(1)	VIRTUA TENNIS	SEGA	9/10	12
3	(-)	WWTBA MILLIONAIRE?	EIDOS	3/10	13
4	(-)	POWER STONE 2	EIDOS	7/10	13
5	(RE)	WACKY RACES	INFOGRAMES	7/10	9
6	(2)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
7	(-)	SPACE CHANNEL 5	SEGA	8/10	13
8	(-)	INTERNATIONAL TRACK & FIELD	KONAMI	8/10	13
9	(RE)	CRAZY TAXI	SEGA	9/10	5
10	(3)	SYDNEY 2000	EIDOS	7/10	11



△ The *WWF* lay the smack down on the charts once more.

THE ChartTrack TOP TWENTY

ELSPA

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(2)	WHO WANTS TO BE A MILLIONAIRE?	EIDOS	3/10	13
2	(3)	VIRTUA TENNIS	SEGA	9/10	12
3	(1)	WWF ROYAL RUMBLE	THQ	7/10	12
4	(4)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
5	(5)	POWER STONE 2	EIDOS	7/10	13
6	(6)	SYDNEY 2000	EIDOS	7/10	11
7	(-)	SPACE CHANNEL 5	SEGA	8/10	13
8	(-)	URBAN CHAOS	EIDOS	6/10	13
9	(11)	UEFA STRIKER	INFOGRAMES	8/10	1
10	(15)	VIGILANTE 8: 2ND OFFENSE	ACTIVISION	5/10	3
11	(18)	SEGA BASS FISHING	SEGA	7/10	1
12	(13)	FUR FIGHTERS	ACCLAIM	7/10	9
13	(9)	CRAZY TAXI	SEGA	9/10	5
14	(10)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
15	(8)	DEAD OR ALIVE 2	ACCLAIM	8/10	11
16	(RE)	SOUL FIGHTER	CRAVE	6/10	2
17	(14)	V-RALLY 2: EXPERT EDITION	INFOGRAMES	7/10	7
18	(7)	INTERNATIONAL TRACK & FIELD	KONAMI	8/10	13
19	(19)	TONY HAWK'S SKATEBOARDING	CRAVE	8/10	10
20	(RE)	MDK 2	VIRGIN	6/10	7

UK sales for week ending 7 October 2000. Compiled by Chart Track © ELSPA 2000



△ Who is buying this game? Chris Tarrant must be richer than we thought.

CHART ANALYSIS

THE HMV CHART has gone new entry crazy this month, and last month's top three sellers barely survive the onslaught of new releases.

The biggest surprise is the success of *Who Wants To Be A Millionaire?* It's a no-brainer that a game of the hit show would sell so well, but word reaches us that it's actually selling in far greater numbers than official figures suggest, with the quiz being sold in many stores that Chart Track don't monitor. The biggest of these is Tesco where the game is apparently flying off the shelves.

So, while you may not want to be seen dead buying, or indeed playing, *WWTBAM?*, the mums and dads of Britain are lapping it up, along with the ingredients for the Sunday lunch.

THE PLAYLIST



OUR FAVOURITE GAMES

YOU CAN SAVE £5 OFF A GAME AT HMV WITH *ODM*. BUT WHAT SHOULD YOU BUY? ALEX HUHTALA PICKS HIS FAVOURITE TITLES FROM PREVIOUS ISSUES



1 VIRTUA TENNIS

SEGA • *ODM* #12, 9/10

I'm not a huge fan of the sport, but I love *Virtua Tennis*. The reason is that you can play against anyone thanks to a simple control system that accommodates both beginners and advanced players alike. It was a great arcade game, but Sega seem to have finally learnt the importance of home options, and the new World Circuit side of the game is definitely where it's at.



2 SOUL CALIBUR

SEGA • *ODM* #2, 10/10

A year since release and I'm still playing this. It's the best fighting game on the console and it seems to get better with age. I've been playing it more since covering the UK Console Championships for the news section, especially after listening to some of the winning strategies and favourite characters of those competing. It's true – Mitsurugi is definitely the man.



3 RESIDENT EVIL CODE: VERONICA

EIDOS • *ODM* #8, 9/10

I still haven't finished this one and it currently sits on top of a large stack of games that I intend to complete once I get a spare minute. It's another showcase game for Dreamcast, boasting impressive visuals and some spectacular set pieces. It seems the further you get in the game, the more incredible it becomes, and the zombies look better than ever.



4 POWER STONE 2

EIDOS • *ODM* #13, 7/10

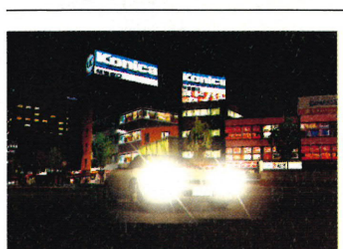
As sequels go, this is both good and bad. The fighting side of the original is practically forgotten and is replaced with a massive selection of props and weapons that turn the action into Capcom's equivalent of *It's A Knockout*. It doesn't reach the same heights as the original, but it's still fun and no other game fills the screen with this much action or brighter fireworks.



5 SONIC ADVENTURE

SEGA • *ODM* #0, 9/10

I can't include them in this chart, but I've been playing lots of *ChuChu Rocket!* (ineligible because it's free) and *Samba De Amigo* (released December) recently. So instead of picking them, I'm going to choose *Sonic Adventure* to represent the genius of Sonic Team. Now I'm just going to flick back a few pages and look at the *Sonic Adventure 2* shots some more.



6 METROPOLIS STREET RACER

SEGA • *ODM* #12, 9/10

As driving games go, this is certainly the daddy on the console. Speed around the incredible cities, marvel at the sights and most importantly push the cars to the limit. The reward system for good driving isn't just a gimmick, but adds a valuable extra dimension to a driving game. It took its time getting here, but *MSR* is going to be played and imitated for years to come.

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

It's the Happy Meal in game form and it could be yours if you enter

OKAY, HERE'S THE DEAL. If you answer the incredibly simple question below, fill in the form and put it in the post, you could be the recipient of the ten games sitting on top of the HMV chart. How fantastic is that? It's the gaming equivalent of sitting with a lottery ticket, watching the lottery being drawn and all your numbers being called out in order – you winning the big one. Except this is far easier and cheaper than the lottery and it'll bring you far more joy.

Who wants to be a millionaire anyway? The local press putting your photo with one of those huge cardboard cheques in the paper, which in turn encourages lots of strange people to come knocking on your door asking to borrow money. Having to drink bottles of champagne at a time, waking up with a huge headache and the only food in the house being 50 tins of caviar. Being a millionaire isn't all good.

But should you win the top ten games, you could be a *virtual* millionaire, thanks to *Who Wants To Be A Millionaire?* Or maybe grappling with The Rock and Triple H in *WWF Royal Rumble*, or perhaps getting on down with Ulala in *Space Channel 5*.

As you can see, life is far easier with Dreamcast, so go on, enter the competition. Just make sure you remember the stamp.

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 (December), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN. The closing date for entries is Thursday 30 November 2000.

QUESTION: WHAT POPULAR SATURDAY MORNING SHOW DID CHRIS TARRANT HOST?

A) SMTV
B) TISWAS
C) GOING LIVE

ANSWER (circle one): A B C

NAME:

AGE:

ADDRESS:

POSTCODE:

DAYTIME PHONE NUMBER:

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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*

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** Applies to full-price software only*

DRINK THIS! CAFFEINE HITS



CAPPUCCINO

COFFEE REPUBLIC • £1.40

The winning combination of a single espresso shot and plenty of frothed milk ensures the cappuccino a place as the coffee of choice for many people. Coffee Republic get top marks for letting you choose your own topping (cinnamon or chocolate), and the frothiness of the milk – the weak link of many a cappuccino – was spot on. The all-rounder's choice. *DT*



EXPRESSO MACCHIATO

COSTA COFFEE • £1.45

The macchiato is this caffeine addict's hit of choice, with the small amount of milk taking the rough edge off the double hit of espresso. This one had a drop too much milk, almost heading off into cappuccino territory, but the coffee was reassuringly potent. It certainly delivers the kick you need to get you going, but drink too many and you'll start feeling psychotic. *DT*



CAFÉ MOCHA

STARBUCKS • £1.95

The anti-capitalist's enemy, Starbucks is steadily conquering the coffee-drinking world, committed to turning us all into juddering caffeine junkies with their huge measures. Their mocha, a mix of coffee, steamed milk, cream and cocoa, is typical: big, brash and no subtlety. Pricey, but perfect for the sweet of tooth in need of a combined sugar and caffeine hit. *DT*

INSPECT-A-GADGET

A James Bond-esque spy camera, a keyboard that will take all you can throw at it, and the ultimate PDA add-on are among this month's technological trailblazers





UBINETICS PALM COMPANION

Another example of gadget-twinning, this neat device clips to the back of the already funky Palm Vx PDA (Personal Digital Assistant), and transforms it from a notebook and organiser into a fully-functional dual band GSM phone. This means you can use your PDA address books and contact list in conjunction with the phone, or download email and surf the Net wherever you happen to be. The package looks too sleek for words and will ensure your place at the head of the gadget pack, albeit at considerable cost as you need to set aside around £300 for the PDA itself.

Price: £100 (approx) **Contact:** Ubinetics
Tel: 01763 262222 **Web:** www.ubinetics.com



ROLL-UP KEYBOARD

If your current PC keyboard is just too damn, well, solid for you – a common problem – you might be better off with one of these. The now *de rigueur* translucent casing is made of slightly pervy-feeling rubber, but means you can splash coffee about as much as you like without fear of making your computer write 'xaoziuy' every time you hit return. On a more practical level, the standard PS/2 socket (no, not PS2) means you can plug it into almost any PC, or, perhaps more usefully, a PDA such as a Palm or Psion.

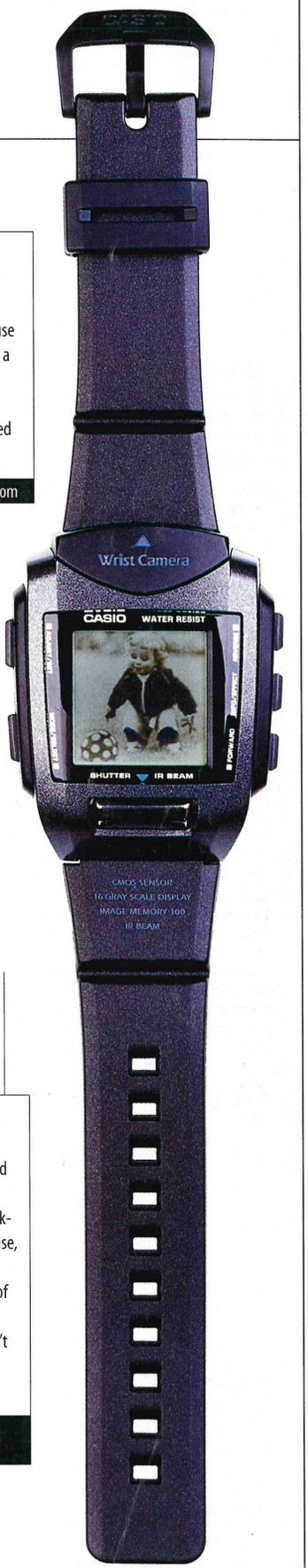
Price: £38 **Contact:** iwantoneofthose.com
Tel: 0870 241 1066 **Web:** www.iwantoneofthose.com



NIKE AIR PRESTO

Nike's latest attempt to 'revolutionise' the humble trainer attempts to do away with troublesome sizing problems, by offering only three: small, medium and large. To ensure a comfy fit no matter what size or shape your feet, the shoes use "new materials" that stretch to give slipper-like comfort and a snug fit over a variety of feet sizes. There's also little danger that the shop won't have your size, thereby freeing you from the nail biting "But will they fit me?" moment that committed trainer junkies will know only too well.

Price: £70 **Contact:** Nike **Tel:** 0800 0561640 **Web:** www.nike.com



CASIO WQV-1 WRIST CAMERA

Whether you're a budding 007, or just a bit of a lech who likes taking pictures of girls' chests, you're going to love this gadget. Only slightly bigger than a standard G-Shock, the wrist camera can store up to 100 black and white images which you can then download to your PC and email out as required. It's all a bit basic, and if you're after a proper digital camera you're probably better off looking elsewhere, but as a conversation piece and fun toy it's hard to beat.

Price: £179.99 **Contact:** Casio **Tel:** 020 8450 9131 **Web:** www.casio.co.jp



VIRGIN/SAMSUNG MP3 PHONE

There seems to be an obsession at the moment with building MP3 players into all manner of electrical gadgets. We've had MP3 watches, combined MP3 and cassette players, and now, in collaboration with Samsung, Virgin have built one into one of their sleek-looking little phones. It does actually make some sense, and, if you can be bothered with all the associated downloading and transferring, reduces the amount of clutter you have to carry around in your pockets. The MP3 player is a little basic, and the sound quality isn't up there with the best, but it's perfectly serviceable and the phone is still on the small side of average.

Price: £349 **Contact:** Virgin Mobile
Tel: 0845 6000 600 **Web:** www.virgin.com/mobile

PHOTOGRAPHY: **FOTO THEME**

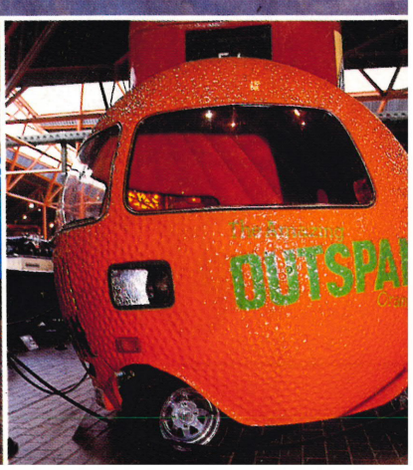


24 HOURS ON THE ROAD

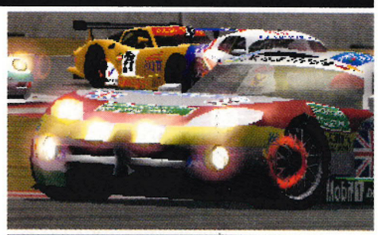
THE NATIONAL MOTOR MUSEUM AT BEAULIEU WAS **DAN TRENT**'S VENUE OF CHOICE FOR AN EXCLUSIVE PUBLIC VIEWING OF *LE MANS 24 HOURS*















△ *Le Mans 24 Hours*: **reviewed on page 80.**

OVER THE YEARS, the 24 hour race at Le Mans has been linked with some of the biggest names in motoring, for whom success in the race has been a key factor in their image. In the '30s it was the supercharged Bentleys, in the '50s the Jaguars ruled the roost, and the '70s belonged to Porsche. More recently Toyota, Lister, McLaren, and BMW have all seen success, and several of the cars that have become synonymous with Le Mans have found their way to the National Motor Museum.

We figured visitors to Beaulieu would be well placed to judge whether or not *Le Mans 24 Hours* does the classic race justice, so we placed ourselves next to the museum's prized 1936 Bentley, to see what they thought...

• Beaulieu is situated in the New Forest, Hampshire and plays host to numerous motoring events throughout the year. Ring 01590 612345 or check out www.beaulieu.co.uk for further information.



RICHARD, 21, GRADUATE

What did you make of the game?
I thought the game was fair enough, but there are a lot of driving games about at the moment...
Best thing about it?
The night driving looked great.
How would you survive a 24-hour race?
A few cans of Red Bull...
Longest sitting on a driving game?
Um, a few hours I think.



NIGEL, 28, CLEANER

Favourite driving game?
That Nigel Mansell one on the SNES.
What did you make of the game?
The best driving game I've played!
Best thing about it?
It's smooth. Much better than things used to be.
How would you survive a 24-hour race?
Ooh, I don't know.
Longest sitting on a driving game?
Four hours... I don't think I could do 24!



STUART, 24, MANAGER

Favourite driving game?
Crazy Taxi is good fun. I like my driving games.
What did you make of the game?
Very realistic, but the controls are sensitive.
Best thing about it?
The day to night scenario is very good.
How would you survive a 24-hour race?
[laughs] 48 hours of sleep the day before!
Longest sitting on a driving game?
I used to play *Road Rash* for hours at a time.



CHRIS, 6, SCHOOLBOY

Favourite driving game?
I've got a rally game, I can't remember it's name!
What did you make of the game?
It's good, you can go really fast!
Best thing about it?
The car changing colours as it gets dark...
How would you survive a 24-hour race?
Lots of water, to keep cool.
Longest sitting on a driving game?
Um, don't know... (Mum pretends not to hear)



BOB, 28, OPTICIAN

Favourite driving game?
F355 Challenge.
What did you make of the game?
I enjoyed it, especially the day to night bit.
Best thing about it?
The flames from the exhaust were good.
How would you survive a 24-hour race?
Plenty of Mars bars and a big bottle of Evian.
Longest sitting on a driving game?
Not too long, it's very bad for your eyes!



KEVIN, 37, PROGRAMMER

Favourite driving game?
Grand Prix Legends on my PC.
What did you make of the game?
Good graphics, and I like the DC controller.
Best thing about it?
The 24-hour thing is interesting.
How would you survive a 24-hour race?
By getting a team mate!
Longest sitting on a driving game?
Two hours in one sitting.



ELLIOT, 6, SCHOOLBOY

Favourite driving game?
I've got a Saturn and I play *Sega Rally*.
What did you make of the game?
I think it's brilliant!
Best thing about it?
The smoke and the flames coming off the car.
How would you survive a 24-hour race?
A drink of water and some sandwiches to eat!
Longest sitting on a driving game?
Um, two hours.



THOMAS, 27, ARTIST

Favourite driving game?
I've spent a lot of time on *Gran Turismo*.
What did you make of the game?
The handling will take some getting used to...
Best thing about it?
I really like the graphics, very sharp.
How would you survive a 24-hour race?
A lot of coffee!
Longest sitting on a driving game?
Oh, I don't know, definitely a few hours.



TONY, RETIRED DENTAL SURGEON

What did you make of the game?
Great fun, you need a lot of subtlety with the controls and I didn't have it!
Best thing about it?
Oh, it was marvellously detailed.
How would you survive a 24-hour race?
Are there any legal drugs to keep you awake?
Longest sitting on a driving game?
A couple of minutes just now!



TIM, 43, ACUPUNCTURIST

What did you make of the game?
I reckon it would take a lot of practice to get good and then it would be fun.
Best thing about it?
The attention to detail is great...
How would you survive a 24-hour race?
Amphetamines! Just kidding... strong coffee!
Longest sitting on a driving game?
I never really play them for that long, a half-hour race would be about the most I'd play.



CLARE, 9, SCHOOLGIRL

Favourite driving game?
Sega Rally on my Sega.
What did you make of the game?
It was quite difficult, but it was fun.
Best thing about it?
I like the controls.
How would you survive a 24-hour race?
Orange squash!
Longest sitting on a driving game?
An hour in one go...



DENISE, 48, ANALYST

Favourite driving game?
Daytona in the arcades.
What did you make of the game?
You need a light touch with the steering.
Best thing about it?
The visuals are very nice.
How would you survive a 24-hour race?
A drink, no, I mean a *drink*!
Longest sitting on a driving game?
Oh, not long...

PHOTOGRAPHY: **DAN TRENT**


SEGA
SEGA GROUP
SONIC
TEAM
社長
中　裕司



SONIC TEAM PLAYER

MEET THE MAN WHO'S DONE MORE FOR HEDGEHOGS THAN *ANIMAL HOSPITAL*. **ED LOMAS** TALKS TO YUJI NAKA

SEGA OWE THIS MAN, big time. Starting as a lowly programmer on a dating adventure designed to attract girls to games 17 years ago, he's since managed to create some of the biggest-selling and most respected videogames of all time, as well as provide Sega with their corporate mascot – Sonic The Hedgehog. Not bad as he's only just turned 35.

The title on the card says impressively "President & CEO, Sonic Team Ltd", but Yuji Naka hasn't exchanged his gaming overalls and flat-cap for a pinstripe suit just yet. Still working as Producer on all Sonic Team titles, he's very much a hands-on kinda boss.

"I just see myself as part of the team," he told us, noticeably embarrassed at the way he's been elevated to an almost god-like level by some fans. "I don't feel like I'm anything special – I think there are lots of people who are as important as I am."

The game that really gained him cult status was *NiGHTS: Into Dreams*, Sonic Team's 1996 debut Saturn game and a personal labour of love for Naka, who acted as both producer and lead programmer on the title. "I know a lot of people love it and want us to make a sequel," says Naka, "but for us it's a really important game. Like the way Spielberg likes *ET* so much he won't remake it, I don't want to make another *NiGHTS*."

The hearts of thousands of *NiGHTS* fans can be heard crashing to the floor. "As soon as we realised this, we stopped making it." Um… *stopped* making it?

"Yes, we made it up to a certain point. You know linear sensors? Well, we made this system where you could remove the cable from the original pad and control *NiGHTS* like this," Naka explained, enthusiastically looping and twisting a copy of *ODM* around in front of him. "It was called *Air NiGHTS*. We made it on Dreamcast for a while as well, but we stopped."

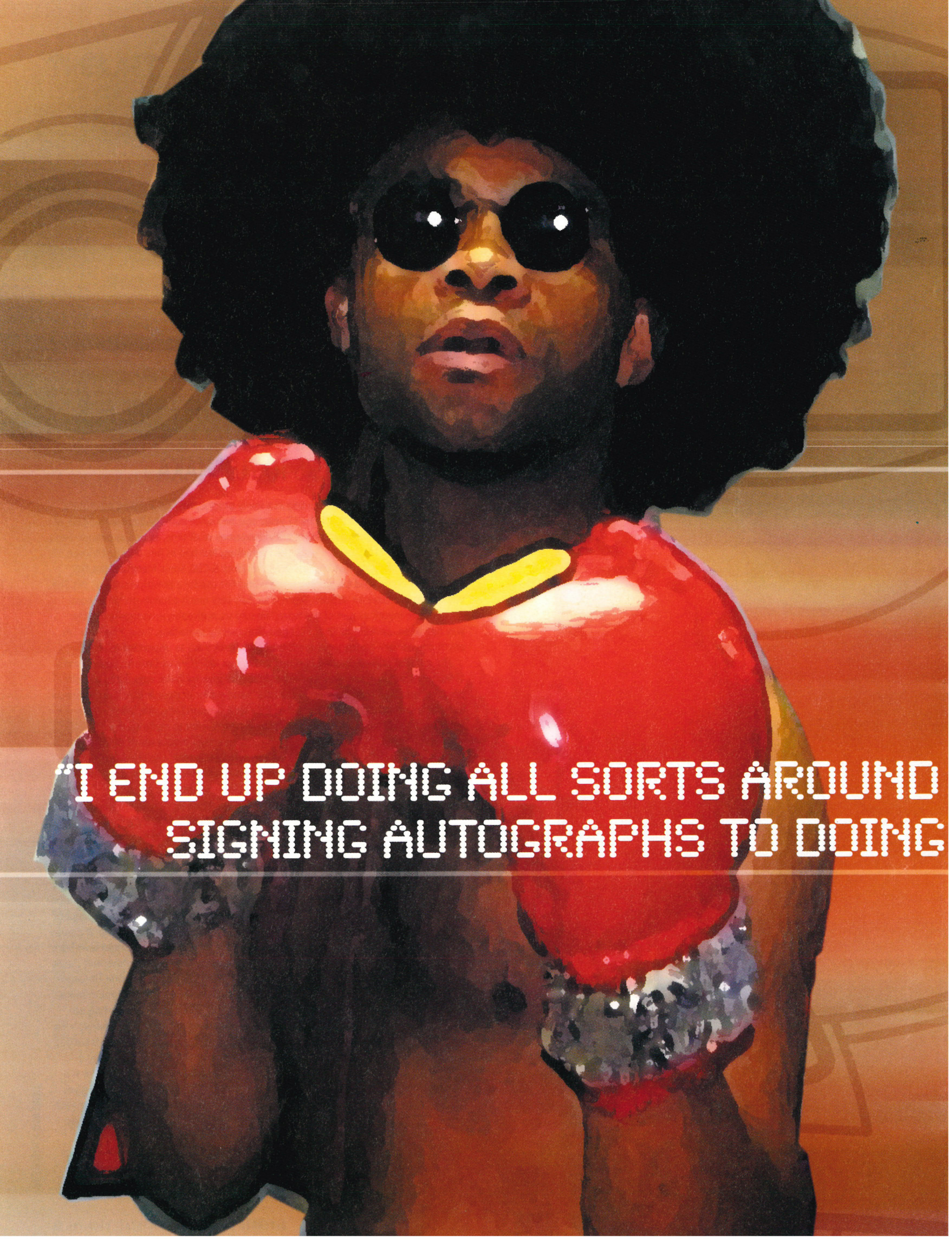
"I DON'T FEEL LIKE I'M ANYTHING SPECIAL – I THINK THERE ARE LOTS OF PEOPLE WHO ARE AS IMPORTANT AS I AM"

Naka's Sonic Team have a number of games in development for Dreamcast right now, such as the amazing-looking *Sonic Adventure 2* (see page 18) and *Phantasy Star Online*, the latest in a series Naka started programming more than 12 years ago. So don't go writing off those sequels we're gagging for entirely – we may just see that version of Naka's debut yet.

"*Gal's Garden* is fun even if you play it now!" he chuckled. "The main character is a girl, and there's a guy she likes, so she gives him a flower. Then you have to compete with another girl to get the guy!" Um… sounds great. What about *Gal's Garden Online*?

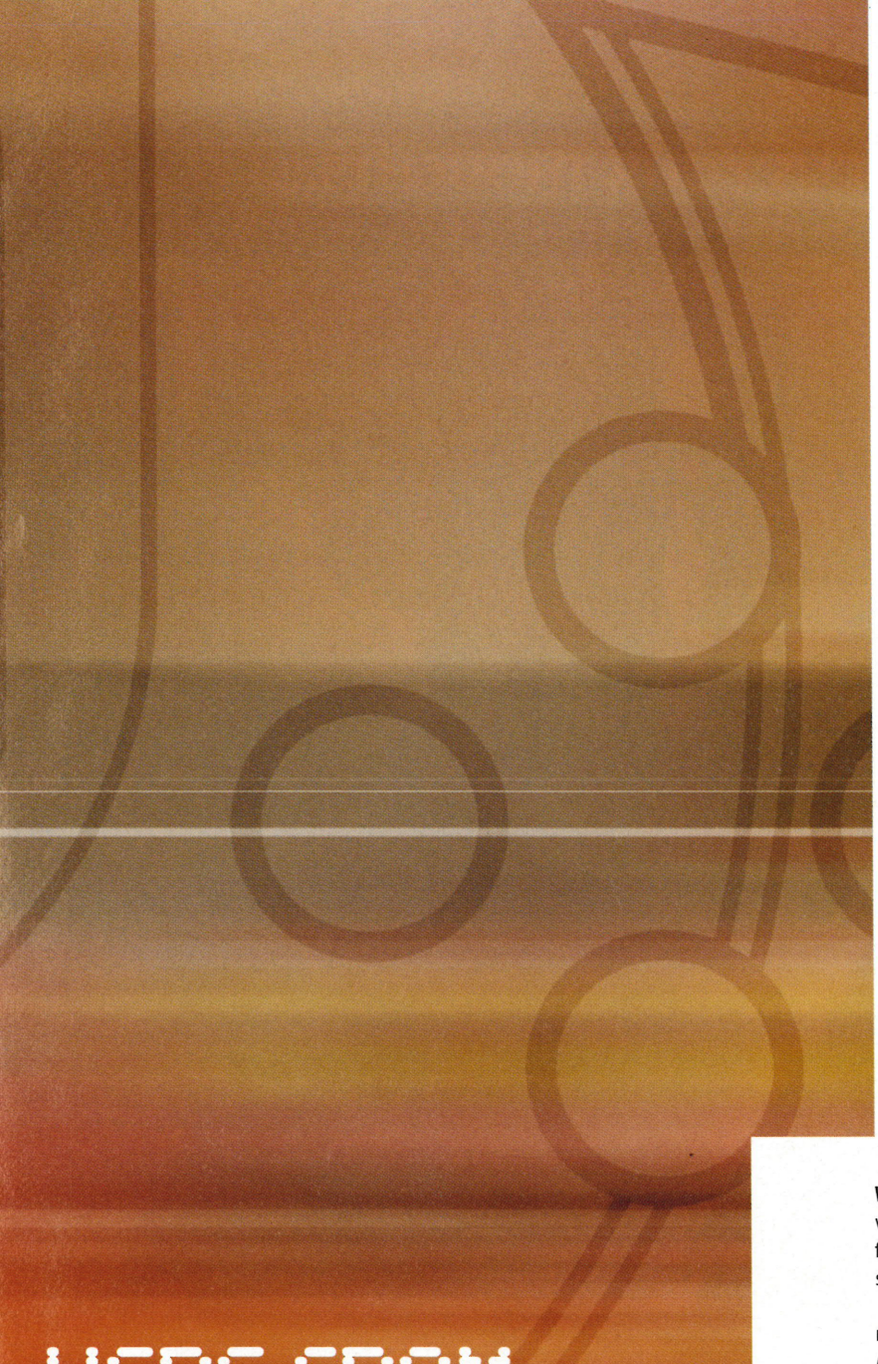
"Yeah!" replied Naka, gazing thoughtfully into the distance as though he were genuinely considering the idea. "Cool!"

PHOTOGRAPHY: **DAN TRENT**


"I END UP DOING ALL SORTS AROUND
SIGNING AUTOGRAPHS TO DOING

DANCE SUCKA!

IF YOU THOUGHT AFRO THUNDER WAS LARGER THAN LIFE, BE PREPARED FOR A SHOCK. **DAN TRENT** TALKS TO THE MAN BENEATH THE WIG, MIDWAY'S ORPHEUS HANLEY...



DIGITAL MANIPULATION: **STEVE NEAVES**

WHEN *READY 2 RUMBLE BOXING* (*ODM* #1, 9/10) hit the shelves just over a year ago, it was pretty clear from the beginning who the star was. Sure, there were better fighters in the game who could pound him into the canvas without breaking a sweat, but when Afro Thunder starts doing his do there's little doubt who's the king.

With his extravagant barnet, louder than loud outfits and jive talkin' taunts, he ranks up there with the fighting game greats. And, with the arrival of *Ready 2 Rumble Boxing: Round 2* (reviewed on page 76), he's back and he's brought his brother, JC Thunder, along to join the fun…

But Afro Thunder is no game designer's daydream – he's alive and kicking and works at Midway's headquarters in San Diego, California.

To all intents and purposes, the improbably named Orpheus Hanley *is* Afro Thunder. He supplements his day to day work in Midway's development studio by dressing in all the gear and becoming his alter-ego to entertain the masses at industry events, such as the recent launch of *Ready 2 Rumble Boxing: Round 2* in Las Vegas.

Orpheus works as a sound composer and scriptwriter, so involvement in the original *Ready 2 Rumble Boxing* was a natural move. But who came first, Afro or Orpheus? "A little bit of both," he told us. "It is my image, my motion capture, and of course, *my* voice!"

When we asked him what he thought lay behind Afro Thunder's popularity, Orpheus was emphatic. "Because he's fast, funny, hip and real!" he told us. "He's me!" he added, modestly. "A lot of Afro's personality is a lot of Orpheus'!"

With Orpheus and Afro so closely related, it's not surprising to hear that the line between fantasy and reality blurs and Orpheus finds himself inadvertently slipping in and out of character. "It's an on-going joke here at the Midway offices," he admits. "I end up doing all sorts around here from signing autographs to doing kids' parties."

It does mean he can get out and about, though, and he's a regular sight at trade shows and other events. "It's very exciting," he says. "It's a lot of work but there's a nice payoff because I enjoy travelling and meeting people."

As for the future, there are no plans to pension Afro off for the time being. "You can believe that Afro will be a *big* part of Midway for a long time to come," says Orpheus. And while he's not a boxer in real life, Orpheus and Afro share at least one common passion. "I'm always ready to dance, baby!" he says. Listen to the man!

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS...



AND REACH FOR YOUR LIGHTSABER.





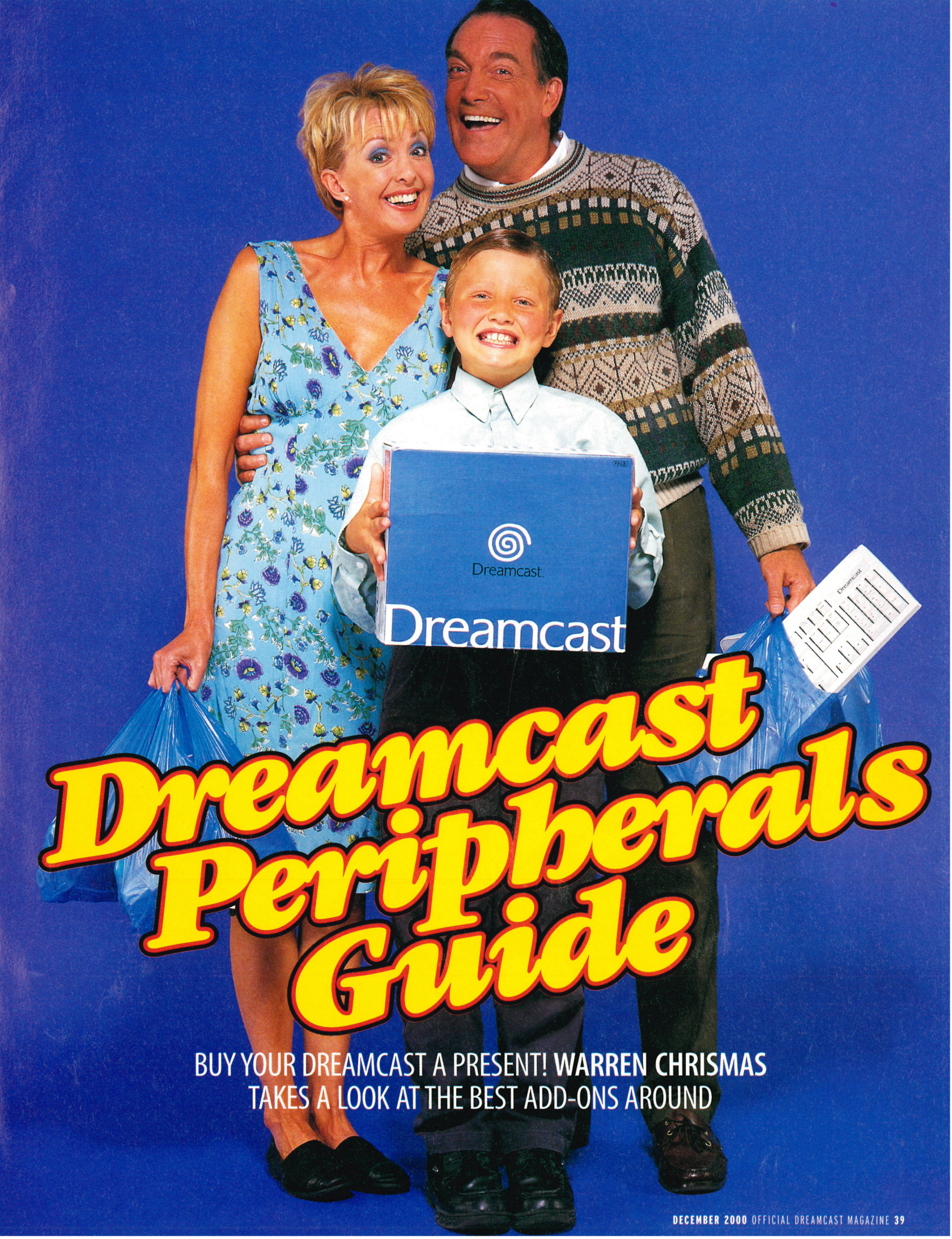


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Dreamcast

LUCAS Arts



Dreamcast Peripherals Guide

BUY YOUR DREAMCAST A PRESENT! **WARREN CHRISMAS** TAKES A LOOK AT THE BEST ADD-ONS AROUND


A
DREAMCAST CONTROLLER
AVAILABLE IN FIVE DIFFERENT COLOURS!
PHOTOGRAPHY: TIM KENT. MAKE-UP: JULIA CARTA. MODELS: GUY BERTRAND, TIFFANY SUCHARD AND THOMAS HAYES



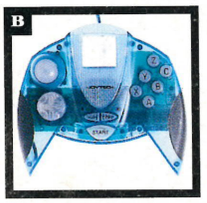


JOYPADS



SEGA DREAMCAST CONTROLLER

Not the most comfortable joypad ever created (and we've got blisters on our fingers and thumbs to prove it), but it does the job. Watch out for the limited edition coloured versions.
Colours available: white, clear blue, clear green, clear orange, clear yellow
Price: £19.99 • Rating: ★★★★☆



JOYTECH CONTROLLER PLUS

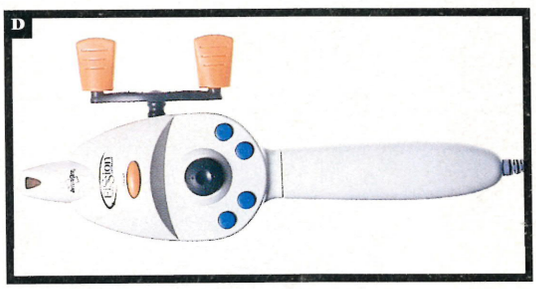
Includes Z and C buttons (used, for example, in Capcom beat 'em ups), and largely redundant slow motion and turbo fire features. It's uncomfortable to hold and looks tacky.
Colours available: clear blue, charcoal, clear orange
Price: £19.99 • Rating: ★★☆☆☆



MADCATZ DREAM PAD

Features rubber grips on the handles, Z and C buttons and an option to swap functions of buttons. A fine joypad if you get used to idiosyncrasies such as a loose analogue pad.
Colours available: white, clear red, clear blue, clear purple, clear green, clear orange
Price: £17.99 • Rating: ★★★☆☆

FISHING ROD



INTERACT FISSION FISHING CONTROLLER

The Sega rod never made it to the UK and the Mad Catz Rumble Rod is hard to find, leaving this as the only readily-available rod on the market. Essential if you have *Sega Bass Fishing* and amusing when used as a sword with *Soul Calibur*.
Colours available: white
Price: £19.99 • Rating: ★★★★☆

ARCADE STICK



SEGA DREAMCAST ARCADE STICK

Features an arcade-style joystick and six micro-switched buttons (including Z and C buttons for beat 'em ups). Wonderfully robust and heavyweight, it's a must-buy if you're into fighting games. Although a pretty pointless buy if you're not.
Colours available: white/grey
Price: £34.99 • Rating: ★★★★★

SOFTWARE

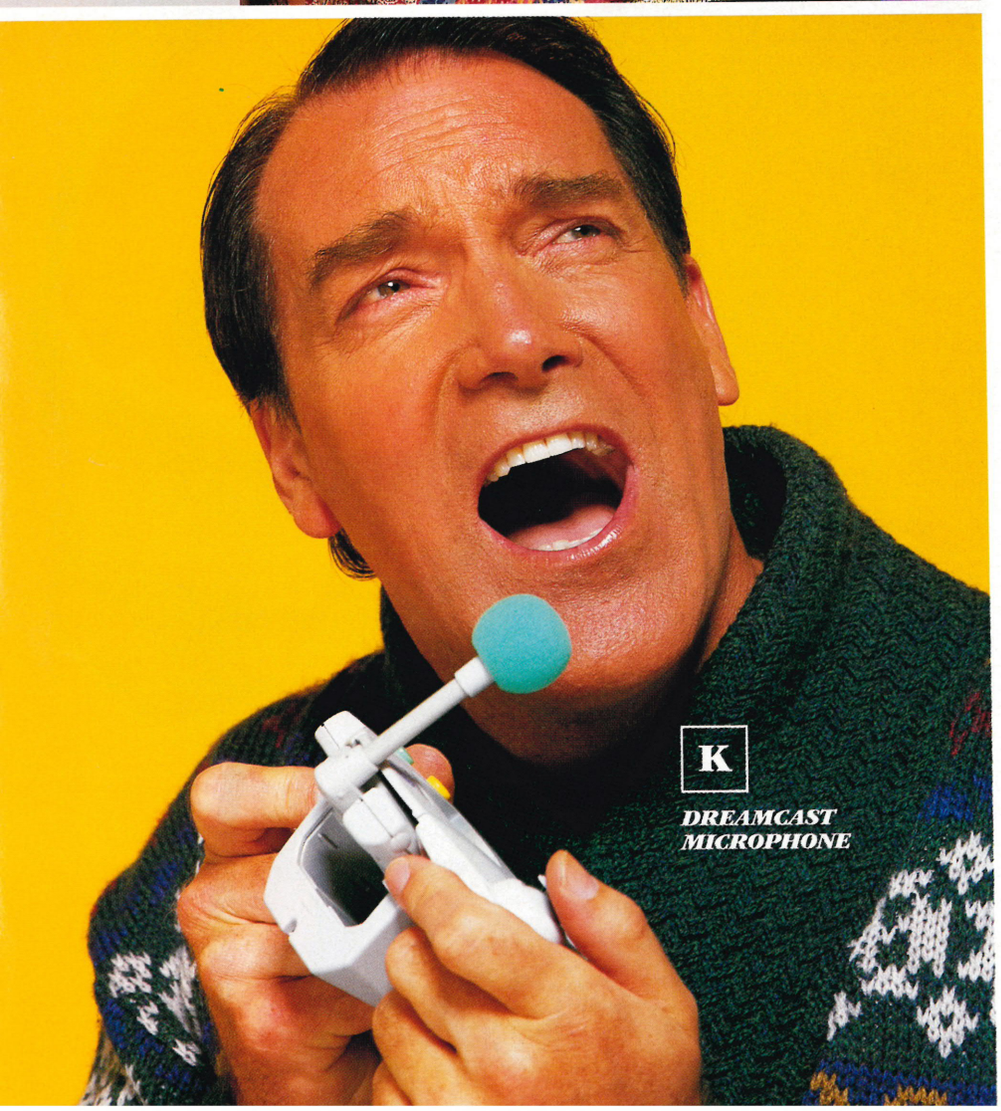


DREAMCAST GAMES

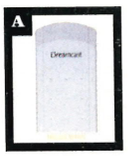
Dozens of brilliant titles including *Virtua Tennis*, *Crazy Taxi* and *Soul Calibur*. Plus a few shite ones like *Buggy Heat*, which you'll find in the bargain bin of your local videogames store. Coming soon: *Metropolis Street Racer*.
Colours available: don't be silly
Price: under £39.99 • Rating: N/A


A D
DREAMCAST
VIBRATION PACK
AND VISUAL MEMORY
DON'T
DELAY,
BUY ONE
TODAY!
Dreamcast
SEGA
Visual
Memory
Unit
SLEEP
MODE
A
B
Dreamcast





RUMBLE PACKS



SEGA DREAMCAST VIBRATION PACK

Feel the force (well, a slight rumble) when you, say, clip a kerb in a racing game or hit a shot in *Virtua Tennis*. This Sega model is basic but, hey, it does the job.

Colours available: white

Price: £14.99 • Rating: ★★★☆☆



MAD CATZ FORCE PACK

Does exactly the same job as the Sega Vibration Pack and to similar effect but includes a 'Red Action Indicator' which lights up when Force Pack is activated. Er, great!

Colours available: white

Price: £14.99 • Rating: ★★★★☆



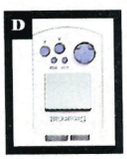
JOYTECH JOLT PACK

Beats the other vibration devices thanks to a slightly stronger rumble effect, although there's not really a whole lot of difference. It is, however, a fiver cheaper. Nice.

Colours available: clear blue, clear black

Price: £9.99 • Rating: ★★★★★

MEMORY DEVICES

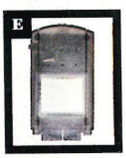


SEGA DREAMCAST VISUAL MEMORY

You simply *have* to own a VM for the unique LCD display used by many DC games. Doesn't need batteries unless you use it out of the controller. Just as well 'cos it eats 'em for breakfast.

Colours available: white

Price: £19.99 • Rating: ★★★★☆



DATEL DC-X16

Has 16 times the capacity of a VM although the memory is split into 16 separate 'pages' that, annoyingly, take 20 secs to access. You can copy files to a PC via the supplied lead.

Colours available: clear black

Price: £39.99 • Rating: ★★★★☆



JOYTECH 1MB MEMORY CARD

A good option if you already have an official VM and are looking for a cheaper second memory card. Don't be mislead by the name – the capacity is actually the same (200 blocks).

Colours available: clear orange, clear blue, clear black

Price: £12.99 • Rating: ★★★★☆

KEYBOARDS & MOUSE

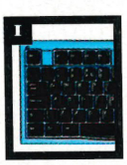


SEGA DREAMCAST KEYBOARD

Essential if you use your Dreamcast online for writing emails or web browsing. It's based on a PC keyboard which explains some of the redundant keys like Print Screen and Scroll Lock.

Colours available: beige

Price: £19.99 • Rating: ★★★★☆



DATEL SURFBOARD

A funky-coloured alternative to the official keyboard. Has the same key layout but includes extra S1, S2 and S3 buttons. Some may not like the key response too much, though.

Colours available: clear blue

Price: £19.99 • Rating: ★★★★☆



SEGA DREAMCAST MOUSE

Compatible with *Quake III Arena* (and the next Dreamkey release), and therefore a must-buy. This three-button mouse is too light for our liking, but it'll do. Due out real soon.

Colours available: white

Price: £17.99 (TBC) • Rating: ★★★★☆

MICROPHONE



SEGA DREAMCAST MICROPHONE

A must for anyone wanting to use *Planet Ring* (see *ODM* #13) or the excellent voice messaging system in the upcoming Dreamkey 2.0 (see *ODM* #12). It's out due out soon.

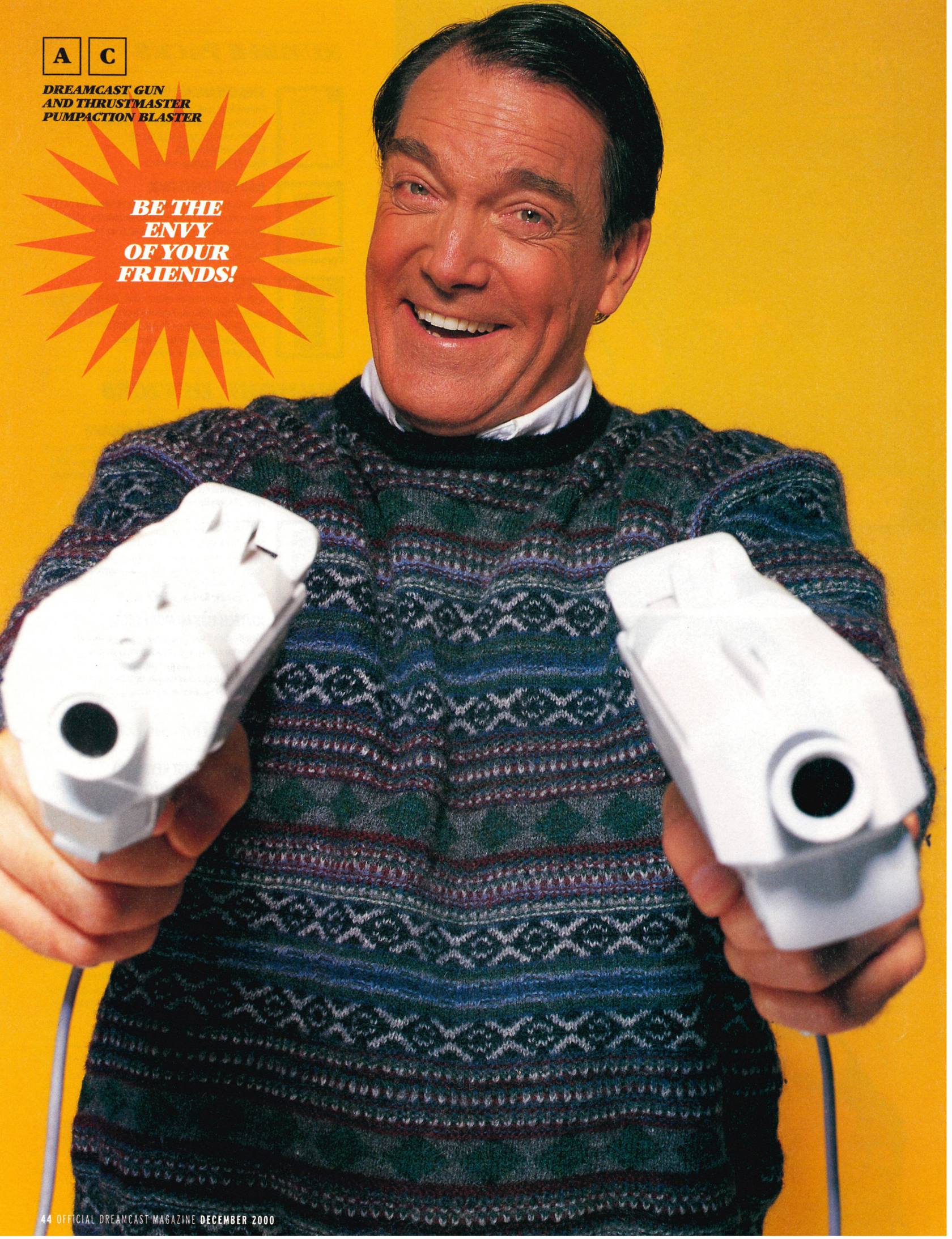
Colours available: grey

Price: £14.99 (TBC) • Rating: ★★★★☆

A C

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LIGHT-GUNS



SEGA DREAMCAST GUN

Basic light-gun which, according to Sega, has a "realistic feel". The only game it's compatible with is *House Of The Dead 2*, but at least two more gun games are due on DC next year.
Colours available: white
Price: £24.99 • Rating: ★★★☆☆



MAD CATZ DREAM BLASTER

Looks like a crap phazer gun but is the most comfortable light-gun to hold. Includes flashing lights(!), an auto-reload option, and an auto-fire facility. Bang goes your accuracy rating, then.
Colours available: white
Price: £24.99 • Rating: ★★★★☆



THRUSTMASTER PUMPACTION BLASTER

A nice-looking gun featuring a cool sliding manual reload switch, as well as auto-reload and auto-fire options. Feels cheaply made, though.
Colours available: white
Price: £24.99 • Rating: ★★★☆☆

STEERING WHEELS



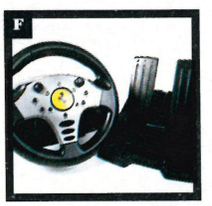
SEGA DREAMCAST RACE CONTROLLER

A very basic wheel with finger paddles which act as accelerator and brake (there is no pedal unit), and annoyingly no d-pad. It's pretty solid but there's no clamping mechanism.
Colours available: black
Price: £44.99 • Rating: ★★★☆☆



MAT CATZ MC2 RACING WHEEL

A solid wheel and pedal set with well-placed controls, a gearstick, a funky light-up rev counter, built-in vibration and a calibration facility. Base incorporates leg grippers for use away from a flat surface.
Colours available: white
Price: £49.99 • Rating: ★★★★☆



THRUSTMASTER RACING WHEEL

A Ferrari-licensed wheel (with, rather bizarrely, four finger paddles) and pedal combo. Looks smart and features a good desk-clamp system. No built-in vibration, sadly, but very good value.
Colours available: black
Price: £39.99 • Rating: ★★★★☆



JOYTECH JORDAN RACING WHEEL

A Jordan-endorsed package featuring pedals (not shown) and an oblong-shaped steering wheel with built-in vibration and a side-mounted gear lever. Cheap construction and poorly-placed buttons let it down badly.
Colours available: black
Price: £49.99 • Rating: ★★☆☆☆

VGA ADAPTOR



BLAZE DC VGA

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Colours available: white
Price: £14.99 • Rating: ★★★★☆

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MAD CATZ	01992 707400	www.madcatz.com
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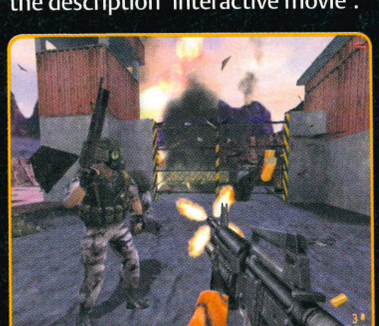
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HALF-LIFE



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The best game ever on the PC is now even better on the Dreamcast. As scientist Gordon Freeman you must try to escape from the massive Black Mesa laboratory complex, which has been invaded by aliens and a ruthless Special Forces squad bent on wiping out everyone. Half-Life is the best single-player shoot-'em-up ever, with amazing cinematic gameplay and a non-stop, ever-challenging level structure. The Dreamcast version also has a whole extra episode that wasn't on the PC where you get to control a hapless security guard as he tries to escape as well. This is the only game to truly earn the description "interactive movie".



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△ Bash into things and your car crumples up.



△ Extra-slidey handling is a *Daytona* tradition.



△ What are you waiting for? Like the man says, "Go!" Go on. In your own time...



△ The new courses have that good old *Daytona* feeling. As simple as the map looks, you can guarantee there'll be one really awkward corner.

THE LOWDOWN

DUE OUT: **EASTER 2001**
PUBLISHER: **SEGA**
DEVELOPER: **GENKI / SEGA AM2**

WHAT'S THE BIG DEAL?

- Eight-player online racing
- Classic arcade-style play
- 40 cars race at once
- It's *Day-tohhh-naaaaaaaaa*!

DAYTONA

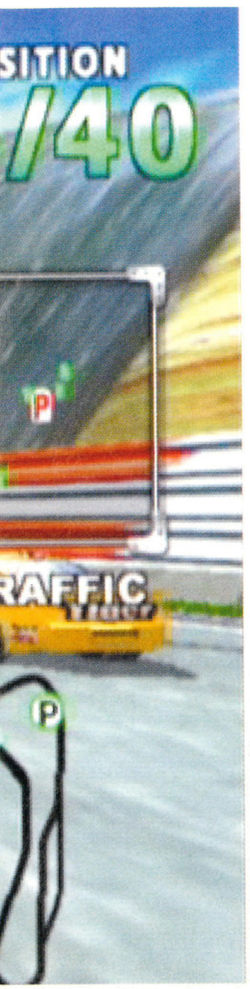
One of the best arcade games ever made is coming to Dreamcast.

RACING GAMES THESE DAYS have split into two distinct styles. On the one hand we have the realistic crowd, the F1 sims and the *Metropolis Street Racers*, where recreating what real cars are like to drive is very top of the to-do list. On the other hand we have the 'kart' game, which generally involves taking long-forgotten cartoon characters and making them drive round castles in beach buggies. But there is a third way, as our glorious leader is so fond of saying. And in the case of the Dreamcast, that third way is *Daytona USA*.

"IT'S SIMPLY PEDAL TO THE METAL ALL THE WAY"

There are loads of old games that cause enthusiastic players to go all glassy-eyed in reminiscence, but only a handful that are actually any good when you dig that Spectrum cassette out of the attic or track down a dusty coin-op cabinet in a seaside arcade. *Daytona USA* is firmly in the 'any good' camp. It's what Sega used to do – and arguably *still* do – best. A high octane, adrenaline-packed, arcade racing game. And now, after literally years of rumour and conjecture, Sega have finally confessed and admitted that they're doing a *Daytona* game for Dreamcast. And we've played it.

Daytona USA is all about driving insanely powerful stock cars around banked ovals and winding street circuits at breakneck speeds, with up to 39 other cars competing for your racing line. On some courses you have a rolling start, so there's no clean getaway to worry about. There's no pit strategy or fuel consumption to fret over either. It's simply pedal to the





△ Desert City first appeared in the Saturn version.

"IT SHOULD BE AN ONLINE EXPERIENCE THAT EVERYONE CAN ENJOY"



△ There's always loads going on around the track.



△ Roadworks will never be the same again.



△ You might not want to drive a car this colour, but you can be sure it's damn fast.



△ Very silly crashes: another fine *Daytona* essential ingredient.

USA



STEVE FULLJAMES starts his engine

metal all the way round, powersliding your way to glory. Get a corner wrong and smash into the barrier, and your car will just flip end-over-end a couple of times and keep going as if nothing happened.

BATTLE ON THE NET

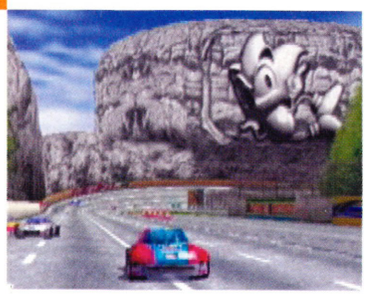
There's no denying that a Dreamcast version of *Daytona* is a brilliant idea. The only real hitch comes in reminding people what the game actually is. After all, the original hit the arcades over half a decade ago, and the Saturn didn't exactly fly off the shelves. Even Sega's PR representatives only had fuzzy recollections until they started playing it. Could it be that today's gamers wouldn't know or care what *Daytona* was if it hit them in the face?

Well yeah, possibly. But it shouldn't be hard to do a swift re-education. After all, that arcade heritage is virtually irrelevant when you consider the promise of full online racing. No swapping ghost lap VM saves here – we're talking about battling racers from all over Europe, possibly the world, live. That *Daytona USA* doesn't look or feel as gloriously realistic as *Metropolis Street Racer* (*ODM* #12, 9/10) won't matter a bit when you can pop online and take on your mate from Scotland, or Newquay, or just round the corner.

In addition to a conventional split-screen multiplayer option, Sega is planning to incorporate eight-player online racing into *Daytona USA* for Dreamcast. Arcades are far less popular than they were even a few years ago, so it makes sense to have a go at turning the Internet into a more friendly substitute. No more broken gear levers and fag burns on the seats, just quality racing action against actual people. Or that's the plan at least. Dreamcast online gaming is taking a notoriously long time to sort out, especially in Europe where the phone network is so much more fragmented than America or Japan, so Sega is likely to keep *Daytona USA* in the workshop until it's absolutely right.

STREETS AHEAD

Daytona USA hails from a time when you could put just three tracks in an arcade racing game and get away with it. The initial Beginner course is the Triple Seven Speedway, a simple banked oval with only one nasty corner and the famous 'Sonic Wall', where Sega's spiky mascot is carved into a cliff face. Next up, for Intermediate players, comes Dinosaur Canyon which offers more of a challenge and incorporates one of the most exhilarating sweeping bends you'll ever see in a racing game. Finally, the Sea-Side ▷



△ The famous 'Sonic Wall' in all its glory.



△ The 'traffic' box on the right is a radar to let you know where other cars are around you.



△ One of the new cars. It's going to grip like a leech, but doesn't look too quick.



△ The replays show all your slip-ups in excruciating detail. One to discard here.

▷ Street Galaxy is the Expert course, and so long that you only have to do two laps, as opposed to the Beginner course's eight.

Naturally, a Dreamcast racer with only three courses would be laughed off the shelves, so Sega are working on adding more tracks. You'll also get the National Park Speedway and Desert City, two middling-difficulty circuits created for *Daytona USA: CCE*, the Saturn semi-sequel, plus three all-new courses. These are currently going by the names of Circuit Pixie, a fast, flat oval, Mermaid Lake and the deliciously titled Rin Rin Rink. Whether the three courses (again following the Beginner, Intermediate, Expert pattern) from *Daytona USA 2* are due to make an appearance has yet to be confirmed.

Car selection was limited to just one choice of motor, the Hornet, in the original game. This was increased to three in the sequel, but the Dreamcast version looks like it's going to outdo them. A vastly increased line-up includes the arcade originals, and new additions such as a pace car kitted out with flashing lights, and something that looks (and drives) like a rocket on skateboard. The first arcade *Daytona* also included a cheat allowing you to race as a horse, of all things, so you can expect cheesy bonus vehicles here too.

BLUE BLUE SKY

A vital part of the *Daytona* arcade experience was the music. Cheesy Japanese rock with some of the

"WOULD TODAY'S GAMERS KNOW OR CARE WHAT *DAYTONA* WAS?"

ONE DAYTONA AT A TIME



So what's this *Daytona USA* thing all about then? Why should I be excited about a seven-year-old arcade game? If you're asking yourself questions like these, you need to catch up with our handy *Daytona USA* history lesson.

DAYTONA USA (1994)

One of the first games to use Sega's Model 2 arcade system. Featuring up to eight cabinets linked together, force feedback steering, analogue acceleration and stunning graphics for the time. *Daytona USA* was converted to the Sega Saturn as a launch game, and while the conversion played well, the 32-bit console just couldn't handle the graphics.

DAYTONA USA: CCE (1996)

Championship Circuit Edition (above) was the second attempt at a Saturn conversion, this time with two all-new tracks and more playable cars. It featured better graphics, but it wasn't developed by the original team, and had slightly iffy car handling as a result. The Japanese version was further improved, and allowed for link-up races with two consoles.

DAYTONA USA 2: BATTLE ON THE EDGE (1998)

Full-on arcade sequel, running on Sega's Model 3 system. More visual gloss, as you'd expect, with the Beginner track under a huge glass dome and a massive Expert track set in Virtua City. Still fantastic to play, but the 'experts' claim the old magic wasn't there.



△ Battles like this will end in tears for someone.



△ Wing-to-wing racing is what *Daytona* is about.

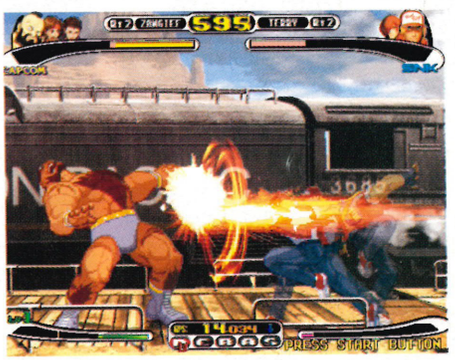
best/worst (depending on your point of view) lyrics ever written was blasted out of the speakers on either side of your head as you battled for position on the 777 Speedway. Any attempt at a home conversion would be missing something without it. Fortunately, Dreamcast *Daytona USA* won't be. A playtest of a very early version of the game was enough to confirm that, yes, those crazy *Daytona* tunes are included for you to dance along to while careering around corners.

At the very least, *Daytona USA* ought to be another solid racing game for Dreamcast. But if everything works out the way Sega is planning, it should be an online experience everyone will be able to enjoy. You won't have to upgrade your brain to work at *ChuChu Rocket!* speeds. You won't have to shell out for a mouse and keyboard to get the most out of it like *Quake III Arena*. You'll just be able to turn up, choose a car, and cause a little motor mayhem.

You can still find *Daytona USA*, with up to eight machines linked together in some cases, in arcades all over the country. If you've never played it, we recommend you go and get some practice in. If Sega's plans for the Dreamcast version come together, you're going to need it. Instantly recognisable or not, *Daytona* is going to be a big deal next spring, when Dreamcast's online game plan really starts to get into its stride. Naturally, you can expect *Official Dreamcast Magazine* to keep you bang up date with what's going on.

CAPCOM VS SNK

The biggest 2D fighting games clash head-on. **STEVE KEY** picks up the pieces



△ One roasted fist sir, coming right up.

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **CAPCOM**
DEVELOPER: **CAPCOM**

ARCADE-GOERS HAVE LONG been split over their 2D beat 'em ups, with two games ruling the roost. Some went with Capcom and the original one-on-one game, *Street Fighter*, while other sided with SNK and their own version of events, typified in the *King of Fighters* series. For the first time, however, Dreamcast owners can get the best of both worlds thanks to this mouth-watering collaboration.

You all know the routine by now – pick from a selection of characters and beat the crap out of everyone. However, *Capcom Vs SNK* has a couple of twists on this theme. For a start you'll be able to team up any of the available characters, so you can have Ryu and Terry Bogard combining as well and Ken and Ryu. And each of the characters now has a rating that will determine your selection. A team is made up of a total of four points with the weaker characters using just one point, and the strongest using three. For example, you could select Ken and Ryu and that would complete your team as they are worth two points each. But Ken, Sakura and Blanka could be teamed-up at the same cost. The weaker the character, the less damage they'll inflict and the more they'll take.

There's also a wealth of secrets, including alternate versions of characters, hidden fighters and loads of different game modes. Far too much to mention in this short space, but needless to say the review in the next issue of *ODM* will reveal all.



△ Erm, do you think that's the end of the fight, then? We get the feeling it is.



△ Don't shoot the guy in the armoury, the machine gun cameras advise against it.



△ Remember this face. He crops up a lot.



△ Fat security guards come as standard.



△ In Blue Shift you get to team up with the army, rather than fight against them.

HALF-LIFE

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **HAVAS**
DEVELOPER: **VALVE**

WHAT'S THE BIG DEAL?

- Possibly the best told story in the history of video games
- Beautifully directed, so that it really terrifies you
- The characters and levels have been rebuilt to take advantage of the DC
- It's got an extra story exclusive to the Dreamcast

Get a life? Get *Half-Life*! **STEVE OWEN** checks the progress of the highly anticipated PC conversion

***HALF-LIFE*. TWO YEARS ON**, and it's probably still the PC's best game. Two years on, and it's about to make its console debut. And it will be good. It won't just be God that is pleased. If you've never played, seen or even heard of the game then you are in for the fright and the surprise of your life, because *Half-Life* really is the Holy Grail of Gaming. It deserves the following moniker more than anything that has gone before it, even if the phrase has some ugly connotations: *Half-Life* is the first, the only, true Interactive Movie.

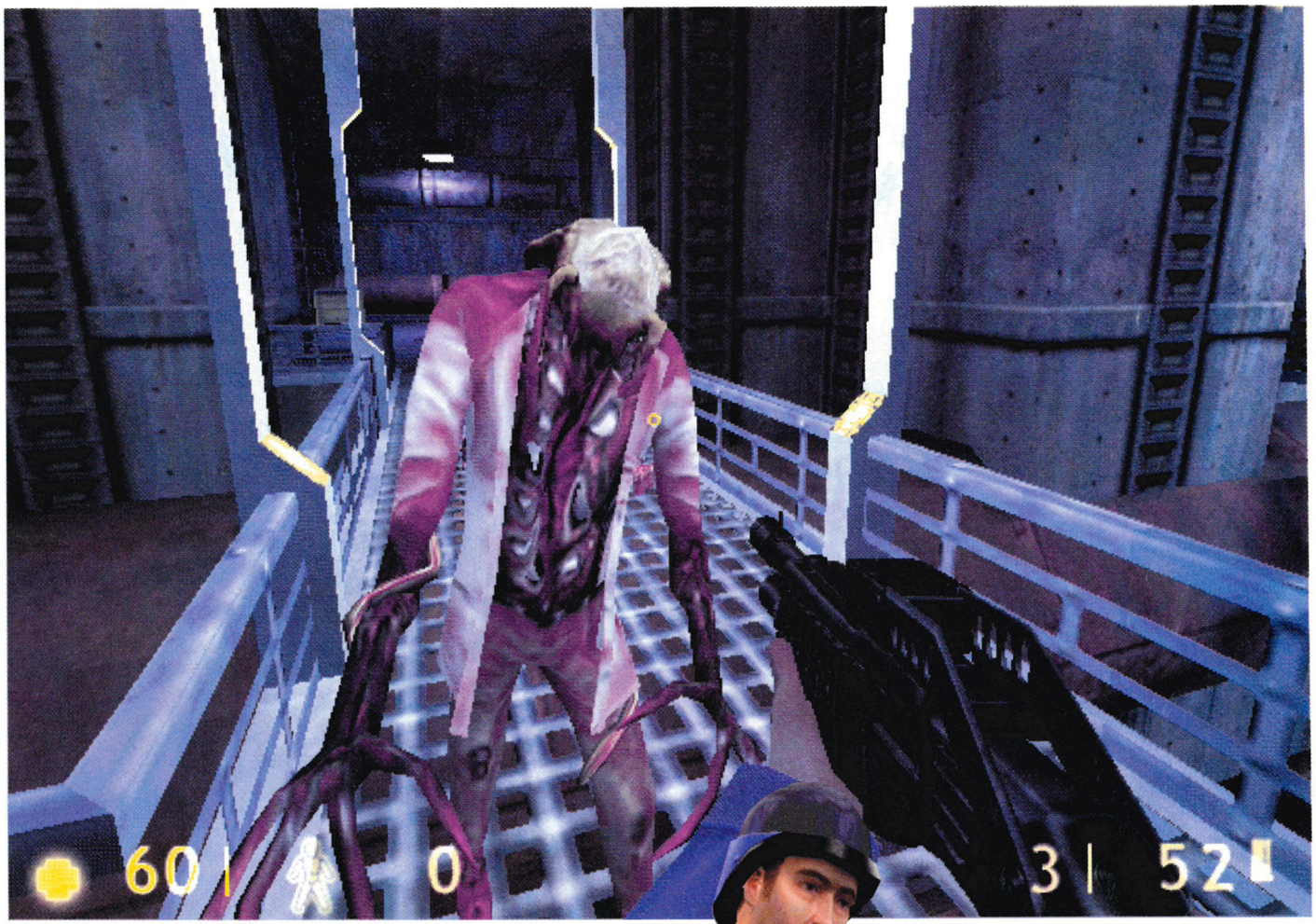
You will be forgiven for thinking, at first glance, that it resembles a *Quake* clone – a first-person shooter where you run around imaginative alien landscapes shooting creatures with a variety of enticing weapons. Then you realise that this corresponds to about five per cent of the overall effect. That's like calling *Die Hard* an action film, and conveniently forgetting that it's Bruce Willis, Alan Rickman, and the humour that made it great.

You see, *Half-Life* is a combination of the most astounding of factors, many of which have indeed been borrowed from *Quake* and science fiction and horror movies. But Hollywood is rightfully jealous that it's the relatively small group of developers called Valve that has created the amorphous, exquisitely directed whole that is *Half-Life*. It is a story game, interspersed with some wonderful action set-pieces, a few puzzles and truly evil characters, but more importantly making it perfectly obvious what is about to happen. Believe us when we say that scary moments are made that much more scary when you know they are just around the corner. The trick is that you just don't know what it *is* that's about to be really scary. Oh, you've got to play it.

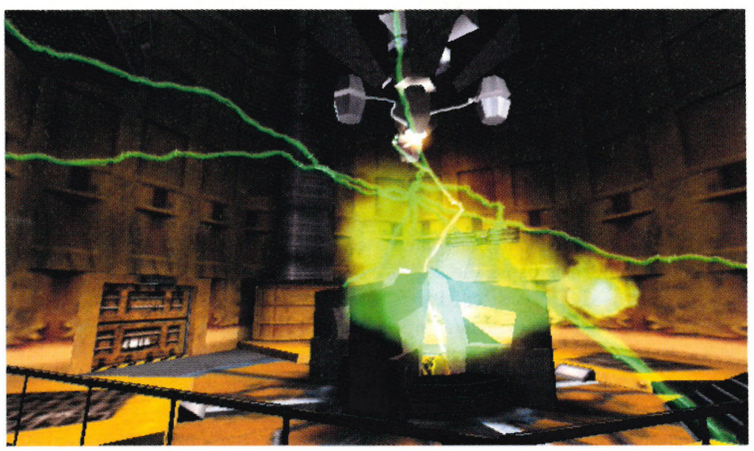
AND WE HAVE

We can say this with some authority now, because we've been given a version of the game to play through this month. Right up until a week before deadline we ▷





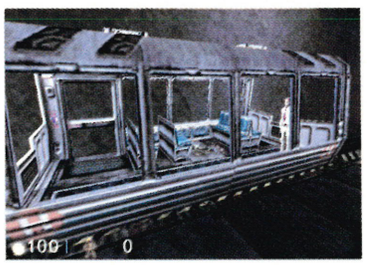
△ The little alien things attach themselves to the heads of scientists. Funny, but nothing too scary.



△ The Kryptonite soup boils over again. D'oh!



△ Never ask a scientist to repair consoles.



△ If only Gordon knew what was to come...



PLAYING WITH YOUR BUDDIES

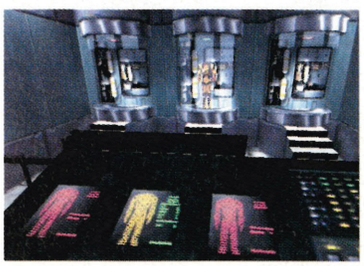
On the PC, *Half-Life* plays host to one of the most exciting multiplayer games on the planet, in the form of Team Fortress Classic. Anticipation for something similar on the Dreamcast has been building, but the bad news is that when it comes to playing *Half-Life* with your mates, the best you'll get is to take it in turns to play through one of the two single-player stories.

Havas' decision may not be a welcome one, but it was either release *Half-Life* as a single-player game and provide a separate multiplayer game next year, or keep developing for another six months or so before releasing the game. As you might have guessed, they went for the former option.

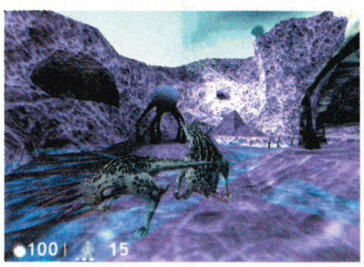
Two years ago we spent a fantastic four weeks playing through the single-player game on the PC before ever trying the multiplayer games, so we can at least confirm that *Half-Life* is going to keep you enthralled for enough time to warrant at least double its £40 price. Don't be too upset that we're a while away from an online version.



△ These horrible little things appear throughout.



△ Your HEV suit protects you against attacks.



△ Escape from the frying pan and into the fire.



△ The Dreamcast enjoys showing off its more detailed characters.

were hoping that it would be a finished version, ready for review. But as the days slipped by we became increasingly aware that it just wasn't all in shape.

But what the hell, we spent hours playing it anyway.

When you start the game, you're given three options of where to head. PC owners will be familiar with two of them: the main game and the training ground. These two are linked, in that you play the game's main protagonist, the unlikely hero Gordon Freeman. The training ground is used to gain familiarity in using your HEV suit, protective clothing that also helps you jump further, sneak around silently, provide armour against the perils of any laboratory about to be ransacked by aliens, and to understand your heads-up display and how to use your weapons.

The main game starts deceptively slowly, a real film-opening technique of immersing you within the world, setting the scene, indirectly introducing your character and your job, and pointing out quite how far underground you are when the you-know-what hits the fan. You're just a modest scientist, sent to find and put on your suit, before finding your way to the science lab. Both the main game and the training level seem identical to their PC counterparts.

BLUE SHIFT

But the third option from the main screen is unique to the Dreamcast version. Dubbed Blue Shift, it's the same story but from the viewpoint of one of the many guards that patrol the Black Mesa Research Facility. Many of the timelines in this chapter cross over with the main game. Indeed, even as you pull up to your guard post in an automatic shuttle service, you see a separate shuttle bus trundle past carrying someone who looks much like Gordon Freeman from the game's cover image. Sure enough, were you to return to the opening sequence of the main story, you can see, through the eyes of Freeman, the very same guard knocking on a door.

This crossover has been retained throughout the chapter. While you don't actually interact with Freeman in Blue Shift, you often see him in the distance, going about his escaping and alien-annihilating business.

Blue Shift seems every bit as carefully constructed as the main game. The opening sequence is just as detailed and atmospheric. The first few challenges are familiar as you recover your uniform and sidearm (um, don't shoot the bloke in the armoury, although you're likely to be rather tempted). Scientists and colleagues can be overheard discussing the problems with some of the machinery that morning, adding to the feeling that something's *bound* to go horribly wrong.

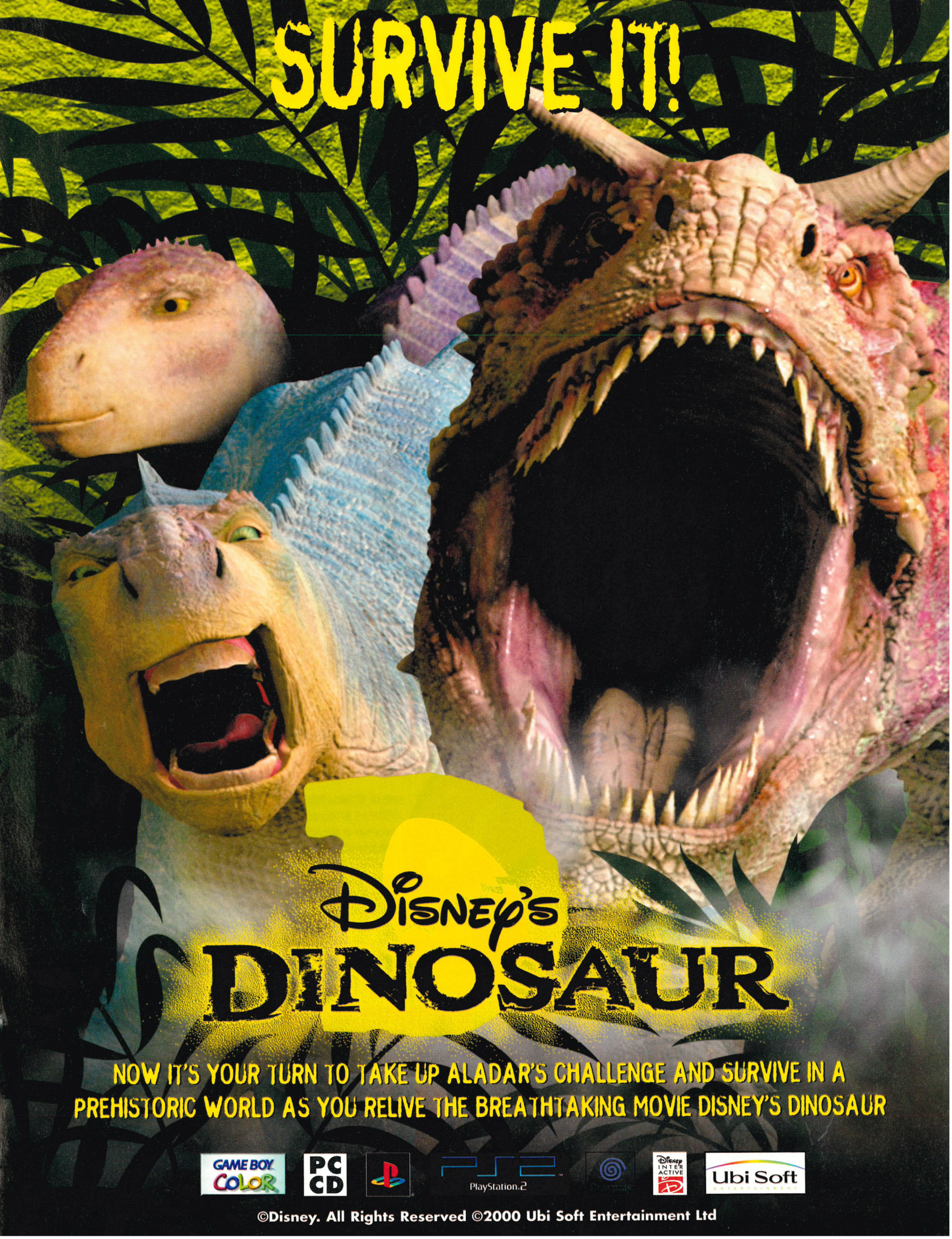
And this is where *Half-Life* really works as a game, as a piece of unique entertainment. Anticipation is a great emotion and, combined with fear and surprise, the two stories really know how to play with your emotions. Playing *Half-Life* can be just as exhausting as *ESPN International Track & Field* (*ODM* #13, 8/10), for example.

"THE TWO STORIES REALLY KNOW HOW TO PLAY WITH YOUR EMOTIONS"

YOU MUST LEARN CONTROL

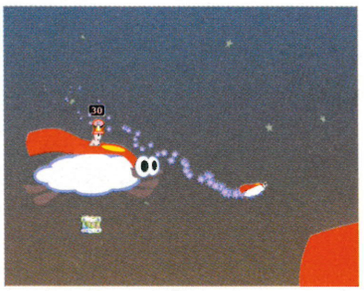
Of course, the PC's mouse and keyboard combination lends itself very well to control of these games, and fortunately the Dreamcast's own combination of controllers will be available by the time the game is released. But one thing that we have learnt with this playtest is that *Half-Life* is better suited to the standard controller than, say, *Quake III Arena* is. *Half-Life* is less dependent on split-second reactions, certainly at the beginning, which means you should be perfectly adapted to the standard control mechanism before the game gets too difficult. If you've ever played *GoldenEye* on the Nintendo 64, you'll be familiar with using the analogue controller to look around, the four main buttons to move, and the triggers and digital pad for shooting, jumping, ducking, opening doors and selecting weapons. It all starts to feel quite natural after about 30 minutes.

Just a few more weeks to go, then. You can be assured that, as long as the game's release date doesn't slip (fingers crossed), we'll have a full review – of the finished game – next issue.


SURVIVE IT!
Disney's
DINOSAUR
NOW IT'S YOUR TURN TO TAKE UP ALADAR'S CHALLENGE AND SURVIVE IN A PREHISTORIC WORLD AS YOU RELIVE THE BREATHTAKING MOVIE DISNEY'S DINOSAUR
GAME BOY COLOR
PC CD
PlayStation.2
Ubi Soft
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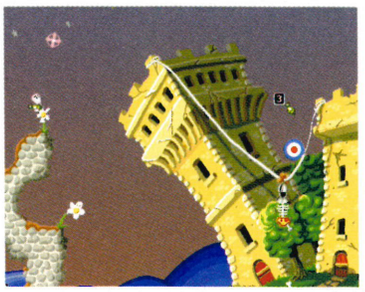
△ Another worm bites the dust.



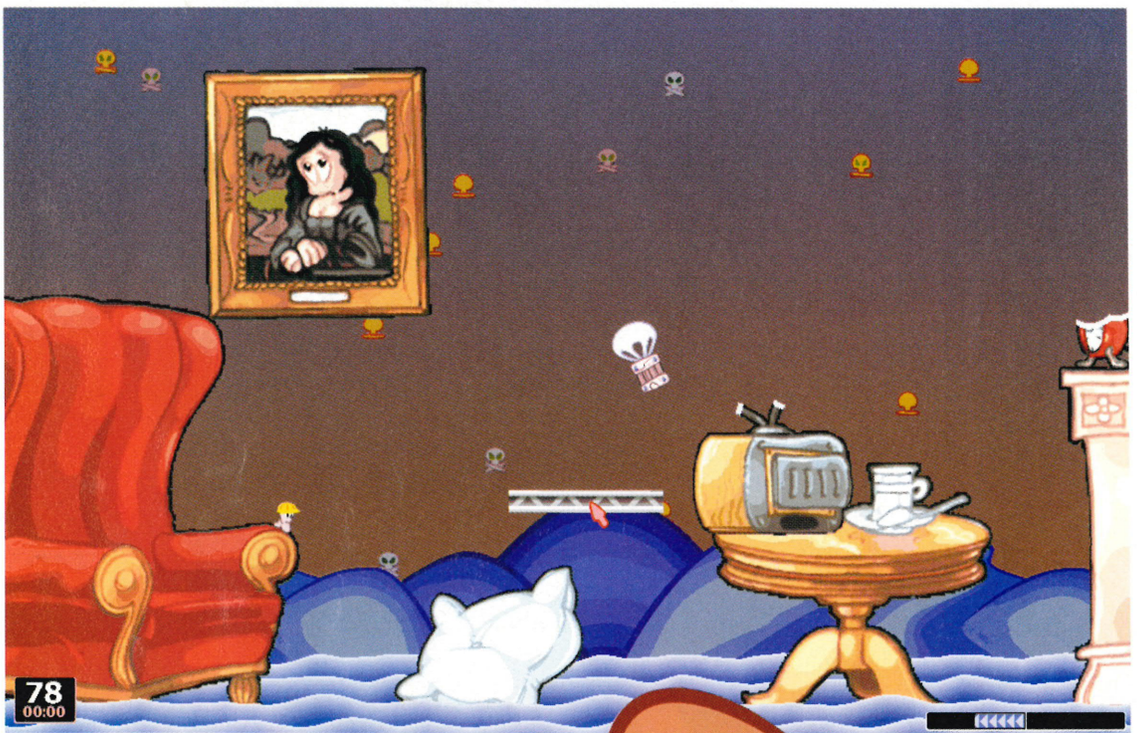
△ Superworm to the rescue.



△ Master grenade warfare to win.



△ Target practice helps you train.



△ Girders offer protection and can act as a bridge.


△ Where there's smoke, there's worms.

"THE MAJOR ADDITION TO GAMEPLAY IS THE ABILITY TO BATTLE ONLINE"

WORMS WORLD PARTY

After surviving Armageddon, **ALEX HUHTALA** worms-up for a World Party

FANS OF *WORMS ARMAGEDDON* (*ODM* #3, 8/10) prepare to go weak at the knees – the popular invertebrates are making their way back to Dreamcast in the biggest *Worms* game yet. Not familiar with their wriggly exploits? The first thing you need to know about *Worms* is that it's incredibly simple. It looks basic with 2D levels and tiny characters, and it's simple to learn with easy to understand gameplay. And here's the rub: it's great fun to play. These factors have helped make the game a great success, with endless revisions of the popular concept appearing on home platforms since the Commodore Amiga days. The original idea has been recycled and tweaked until the crossroads we're at now, eagerly awaiting the latest incarnation: *Worms World Party*.

Worms has always been based around survival. You control a team of four worms, who battle rival teams in a fight to the death. A dazzling array of weapons add to the fun, ranging from an extended finger (ideal for pushing enemies into the sea below) to Armageddon, where nature takes violent revenge on the landscape. Each worm has 100 health points, and each weapon does different amounts of damage. If a worm's health reaches zero, it dies. If you control the last worm standing, you win. Like we said – simple.

Worms World Party offers more of the same. Surprisingly though, it doesn't add

THE LOWDOWN

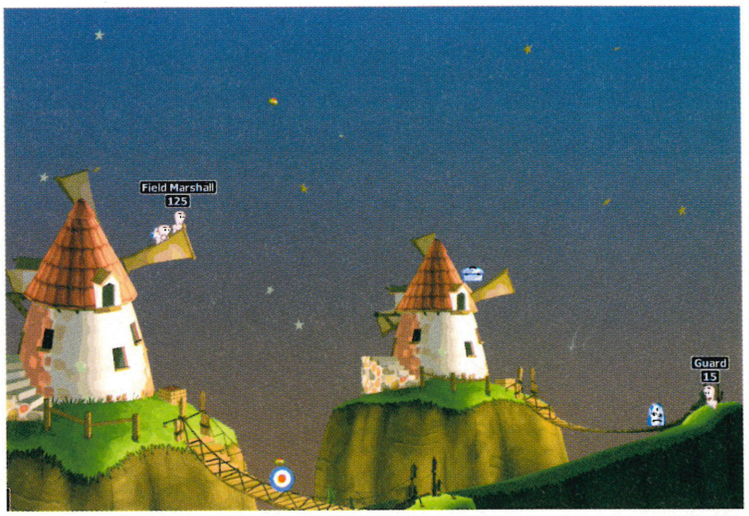
DUE OUT: **NOVEMBER**
PUBLISHER: **VIRGIN**
DEVELOPER: **TEAM 17**

WHAT'S THE BIG DEAL?

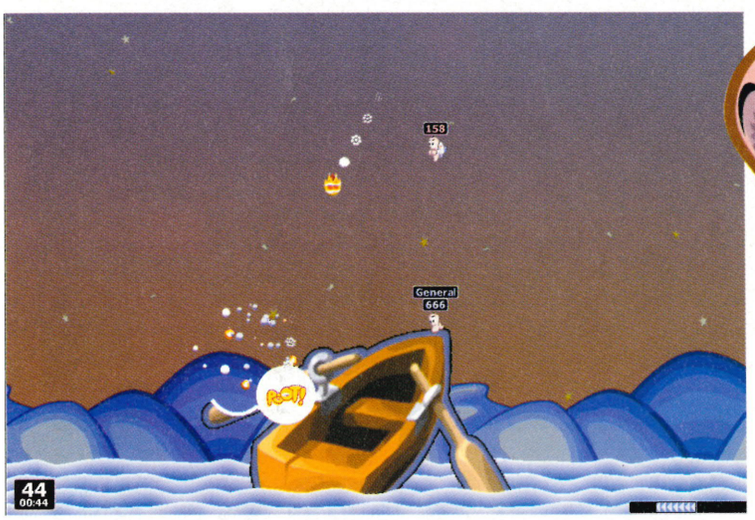
- Multiplayer classic goes online
- New single-player modes
- Training levels for beginners
- Weapon library with tips on use



△ Wormicide: what a way to go. Not a parachute in sight.



△ The worms show a bit of Dutch courage.



△ A jetpack is always handy when there's a shortage of land.



any new weapons to the series. "The reason is that we've taken the weapon classes about as far as they can go," explains Paul Kilburn, producer of *Worms World Party*. "*Worms 2* contained lots more weapons than the original game, but the most popular weapons are still the staple ones – bazooka, grenade, shotgun and ninja rope. Any weapons we could add we felt would merely be novelty weapons and as such felt the development time could be better utilised."

Instead of new weapons, the major addition to gameplay is the ability to battle online. As anyone who has played *Worms Armageddon* against friends will testify, this could be worth the price of admission alone. Playing online is easy to set up and due to the turn-based nature of *Worms*, varying network speeds won't be any problem at all, as Paul explains. "Any fluctuations in connection don't have an effect like they would have in a first-person shooter, where you could shoot at where you think someone is, only to find that lag problems had not shown you their correct position, making you miss. You could say it's an ideal network game."

Developers Team 17 have been testing the online side of *Worms World Party* for several months. We joined them online, and, after a few hours of deathmatch action, can safely predict that you're going to be spending a lot of time playing this. And, as the title suggests, you'll be able to play against opponents from all over the world.

GET OFF

Online won't be the only way to play *World Party*, as Paul explains. "The single-player game has been redeveloped because of all the things we wish we could have put in *Armageddon* if we'd had an extra year to sit around saying 'wouldn't it be cool if…'"

There's over 40 single-player missions incorporating a variety of game styles. And these aren't the same levels seen in *Worms Armageddon*. "All the missions have been completely redone," Paul confirms. "Though in the odd instance we have recycled the actual landscape in order to accommodate every new idea we've come up with. Ideas come thick and fast – each level seen in *Worms Armageddon* has taken up to six weeks to put together and we required around 80 levels. The design team have really excelled making these new missions. Most of the missions are unlike any seen in the original DC game."

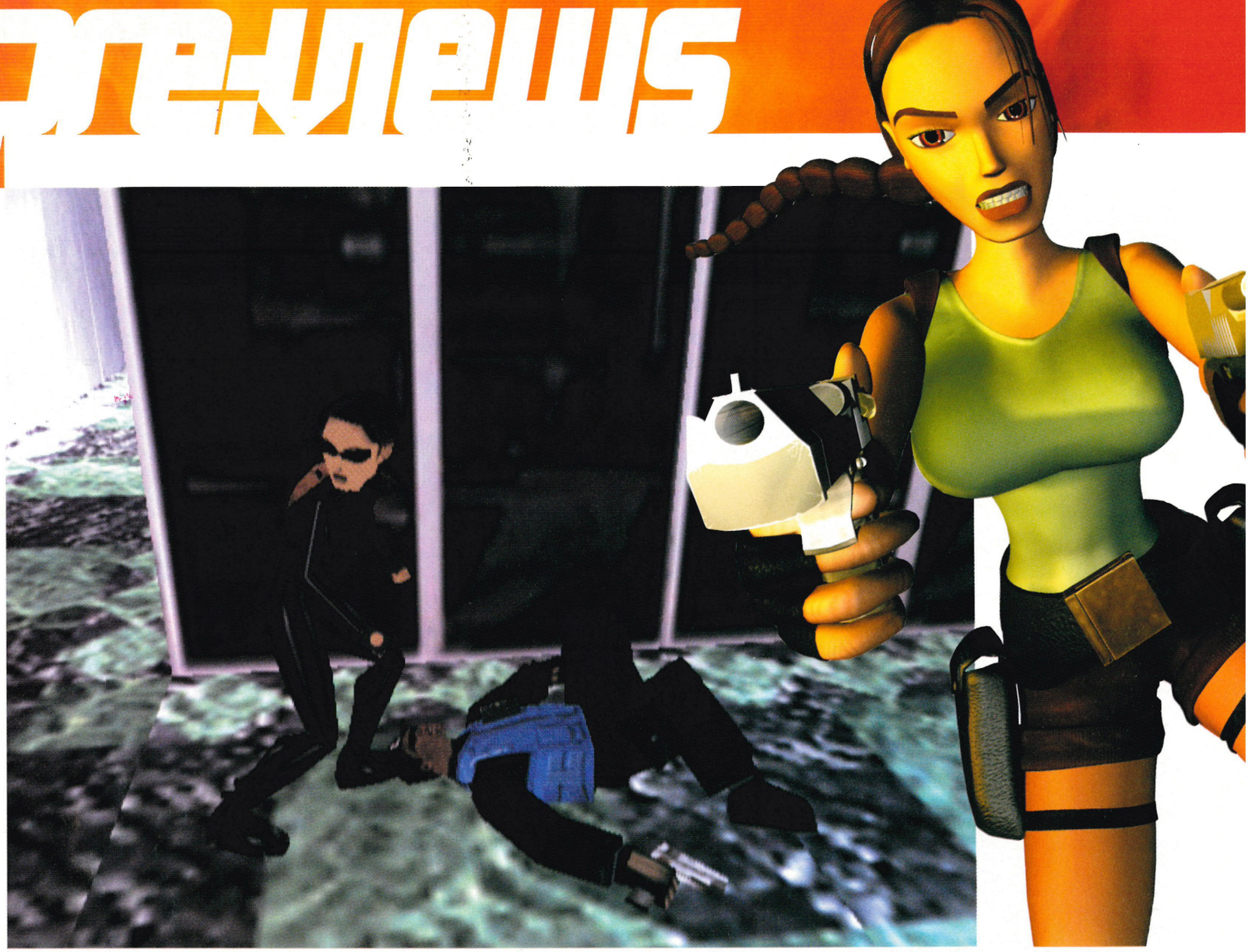
"MOST OF THE MISSIONS ARE UNLIKE ANY SEEN IN THE ORIGINAL DC GAME"

Another revamped area is the training mode, with 20 levels to help beginners and advanced players master the extensive range of weapons. The new Time Attack mode is already a big hit within Team 17. "You have a variety of tasks to do against the clock," Paul tells us. "It's led to a bitter rivalry in the office, with people spending literally hours trying to shave that extra hundredth of a second off the time. We haven't had as much fun at work in ages!"

The single-player deathmatch has also been given an overhaul. Boss levels have now been added to really test your skills, plus enemy worms use secret advanced techniques. Another new feature is a weapons library. Here you'll be able to read about every weapon featured in the game, and learn the best ways of using them with tips gathered from the best *Worms* players in the world.

Finally, Team 17 have listened to the Dreamcast fans of *Worms Armageddon* who loved the first game, but wanted to customise some of the finer aspects of play. "It's not as much as the PC version, but we think the level of customisation on Dreamcast *Worms World Party* is just about right for what a console audience could wish for," says Paul. "What we hope to encourage through our web page is utilise user feedback. We can pretty much set the online games to how people want them. We'll listen to the people who play the game and add or change the game rooms to what people want."

Before we let him get back to the game, we've got one final question for Paul: Why do programmers like sheep so much? "I've no idea," Paul replies. "I don't think it's programmers in general, just Andy Davidson, the original creator of *Worms*. He had a weird obsession with sheep, ice cream, Chewits, washing machines and never going to the bar. Strange, that."



△ Hmmm, if we didn't know better we'd say it looks like somebody got *The Matrix* on DVD for Christmas.

TOMB RAIDER CHRONICLES

Adventure, excitement, **ALEX HUHTALA** craves not these things. So what's a girl like Lara Croft to do?

THE LOWDOWN

DUE OUT: **NOVEMBER**
PUBLISHER: **EIDOS**
DEVELOPER: **CORE DESIGN**

WHAT'S THE BIG DEAL?

- It's Lara Croft - even your gran knows who she is
- New skills, new puzzles
- Four separate adventures
- Didn't she die in the last game?

LARA CROFT IS BACK, er… except she isn't. Well, she is, but she's not. Let's start again. Lara Croft, the cyber-babe extraordinaire, who was left for dead at the end of *Tomb Raider: The Last Revelation* is back. Sort of.

The fifth outing in the highly successful series features a brave new concept: let's ditch Lara. Well, the Lara we all know and love/hate anyway. As fans of the series may remember, the shocking secret that was contained in *The Last Revelation* is that Lara didn't make it out of the final tomb alive. Or did she? *Tomb Raider Chronicles* continues the story, but rather than think of a lame way to resurrect the dead star (that's left for the next game), *Tomb Raider Chronicles* begins with her funeral!

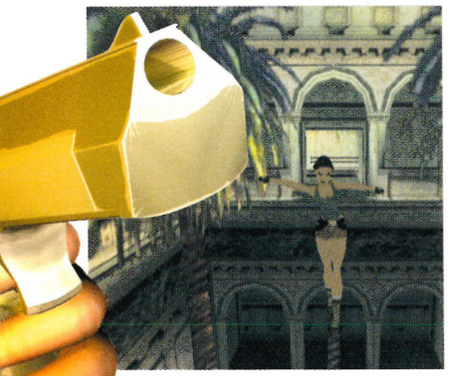
Calm down – it's a memorial service as her body hasn't been found, but still her friends want to pay their last respects, which is where the fifth game begins. As Jean-Yves, Winston and Father Dunstan gather together, they reminisce about the good old days and the times they shared with Lara. These tales provide the backdrop for Lara's all-new adventures, told in flash-back, linked to the stories of each guest.

"The game features four adventures from Lara's past," explains Adrian Smith, operations director at Core Design. "The levels are set in very diverse locations – Rome, a Russian submarine base and U-boat, a hi-tech tower block and a mysterious island that features ghosts and all manner of strange creatures."

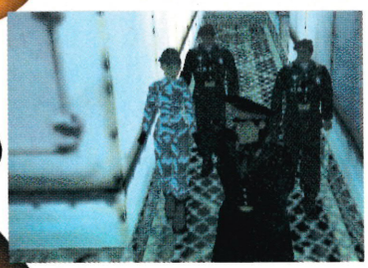
New moves designed for the new adventure include tightrope walking, parallel bar swinging and a grappling hook gun that fires a rope for Lara to swing from. "These features allow brand new ways to explore and traverse the environments," claims Adrian. "We also have stealth moves since enemies now react to sound, more miscellaneous animations, a new 'search' move, and far wider use of the inventory and the Combine option. You'll also play an adventure as Young Lara – but she has no weapons so the player will have to rely on setting traps and solving puzzles."

Tomb Raider: The Last Revelation (*ODM* #6, 7/10) was criticised for looking too similar to the PlayStation version. This time, Core plan to make the game look like it belongs on Dreamcast. We won't have to settle for a straight port of the PC version either, as Core promise to strive to take advantage of the console.

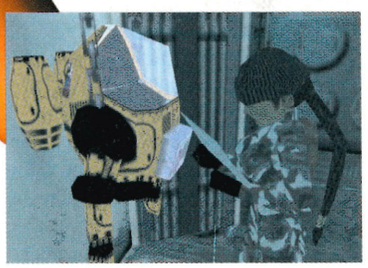
So what's the most amazing thing about the game? "The ending," claims Adrian. "The game is the most cinematic to date,



△ Lara looking like her usual self.



△ Lara is detained by the Russian Navy.



△ One oversized gadget prop… check!

utilising many cut-scenes and cameras to give depth to the story and the action. *Tomb Raider Chronicles* is a real consolidation of everything we've ever done, featuring the best elements of all the previous *Tomb Raider* adventures combined with loads of new features. We've really included as much as we possibly can and are very happy with the results."

Tomb Raider Chronicles is the last game in the series to use the traditional *Tomb Raider* engine, but a true next-generation *Tomb Raider* has been in development for over a year. The further adventures of Lara Croft are rumoured to be much darker in atmosphere and will feature self-contained adventures that go on to form (through subsequent games) a much larger puzzle – an idea inspired by the long-running conspiracy elements of the *X-Files* TV show. We asked Adrian if the next Lara Croft game is coming to the console too. "We're exploring all consoles, including Dreamcast," he replied promisingly.

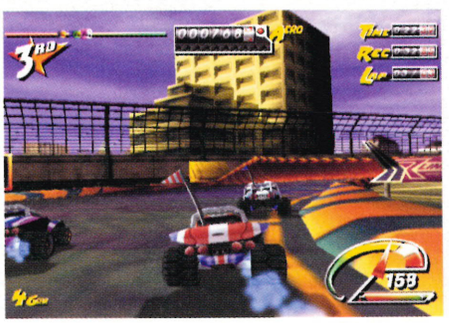
Meanwhile, you can look forward to *Tomb Raider Chronicles* and a review next issue. Then, late next year, maybe we'll be able to enjoy the 'true' return of Ms Croft.

STUNT GP

Little cars do big stunts? Four-way split-screen mode? **STEVE KEY** needs a sick bag

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **VIRGIN**
DEVELOPER: **TEAM 17**



△ That's a very small block of flats in the background.



△ Using the boost unwisely will cause spectacular crashes.

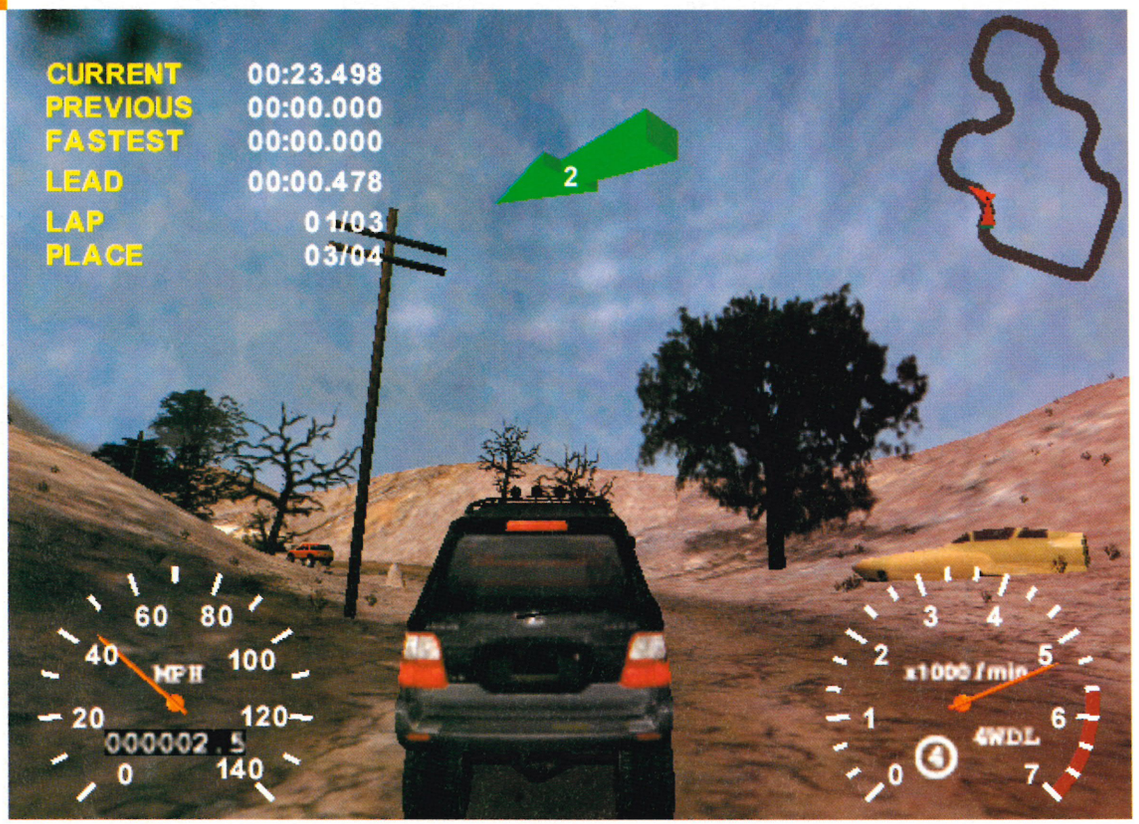
CONSIDERING EVERY TYPE of driving game is catered for these days, it's no surprise that variations of the same theme are cropping up now. After *Re-Volt* (*ODM* #3, 7/10) comes *Stunt GP*, where the remote-controlled cars are the same, but the emphasis is on you to perform some death-defying stunts (well, death-defying if you imagine little people driving the cars).

In order to make your stunts as easy as possible to execute, there are a multitude of ramps, jumps and sections on the courses where you can start earning some points. Using your boost button will also help to bump up the maximum speed and give you some huge airtime, which will also add trick points to your score. There's a pinpoint collision detection system too, so if you so much as shave an opponent's wheel, you'll find vertical 720° spins become the norm. With this in mind, the crossover sections of the track can become a complete chaos zone.

The cars are going to be fully customisable, and to quite a level of detail. Flicking through the accessory catalogue will show everything the game has to offer, so you can drool over the latest modifications. Coupled with the split-screen four-player mode, there is certainly a lot of scope. We'll hopefully be checking it out in detail in the very next issue of *ODM*.



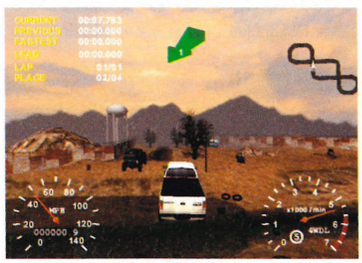
△ The cars even have little headlamps for night stages. All together now, "Ahhhhh!"



△ No visual damage, but a reasonable amount of detail, especially considering the online options.



△ Customise your very own *Scooby Doo* wagon.



△ With wraparound maps, the emphasis is on fun.

4x4 EVOLUTION

There's more to this driving game than meets the eye. **DAVE WOODS** takes a peek under the bonnet

THE LOWDOWN

DUE OUT: **NOVEMBER**
PUBLISHER: **TAKE 2 INTERACTIVE**
DEVELOPER: **GATHERING OF DEVELOPERS/TERMINAL REALITY**

WHAT'S THE BIG DEAL?

- Online capabilities
- Cross-platform online capabilities
- Track-free racing
- Real-world physics

DRIVING GAMES. TEN-A-PENNY, and each one sees fit to make the same bold claims. "Progressive, advanced artificial intelligence makes it more real than life itself." "An experience so real you'll fit seatbelts to your armchair." Yeah, yeah. We've heard it all before.

So why are we pointing you in the direction of *4x4 Evolution*? Polish the surface and you might wonder what the fuss is about. It's yet another off-road game, with a so-so helping of 15 different tracks, and the latest trucks to throw around them. As well as jostling with AI drivers, you'll have to dodge oncoming traffic, gates, trees and tractors. By navigating your way through these safely you'll win yourself a pot of money, which will enable you to build on your base vehicle. It all sounds hauntingly familiar doesn't it? But there's a twist in the tailpipe.

If all goes according to plan, *4x4 Evolution* will be the first driving game to sport full online capabilities, which means you'll finally be able to sample the multiplayer experience the official Dreamcast adverts were screaming about this time last year. It's getting better isn't it? But there's more. *4x4 Evolution* will actually boast an online mode that enables you to take on up to three other Mac and PC players as well as other Dreamcast brethren. Revolutionary stuff, and something that could signal the start of transparent gaming. Forget the platform, enjoy the game. We like.

"ONLINE GAMING ISN'T 4X4'S ONLY NOVEL MOVE..."

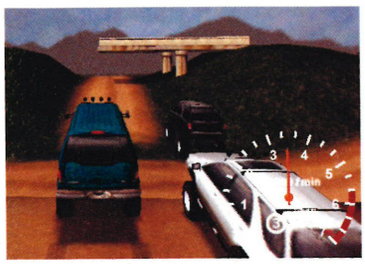


△ Our game of 'chicken' backfired.

BUT WILL IT WORK?

Now because this is a first, we'll forgive you for being sceptical. After all, the Dreamcast hasn't exactly fulfilled its online promise, and taking the plunge to host cross-platform gaming first time around is a pretty bold move. Hell, we're not going to believe it until we've sat through the first race without getting ejected from the server or suffering the indignity of crawling around some anonymous vegetation at under 10fps. However, the preview code that we've been given shows a pretty solid single-player experience. If Terminal Reality delivers (and they must have put the game through some pretty rigorous testing to get to the stage where they're happy to release all three versions simultaneously), then you could be in for something rather special.

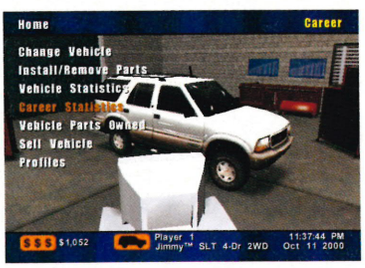
And online gaming isn't the only novel move the game's got. Tracks are going to vary wildly, from desert landscapes and oilfields, through to airplane graveyards, half-built racetracks and top-secret military testing grounds. You'll be able to drive wherever you like, and unlike other Dreamcast titles you won't find yourself



△ Look, big jumps and everything!



△ Track-free racing and pitch-black conditions.



△ Win a race and spend your dosh on new parts.

bumping into invisible barriers. Instead, the developers have concocted wraparound maps that mean you won't ever stray too far off course, or discover that the world is flat by falling off the edge. Put simply, you'll select your own path and hope that it's as quick or quicker than your opponents'. The only thing you have to promise is to navigate your way through a succession of numbered gates.

You'll also be able to choose from over 70 licensed vehicles, including the latest models from Chevrolet, Toyota, Dodge, Nissan, Ford and Mitsubishi – although as usual these come with their own set of baggage in that the idiots won't let their babies take visual damage. Instead, the internal physics model will calculate damage and give you a hint by smashing your headlights. And, although the game is primarily an arcade racer, there's going to be enough tweaking and customising to add more than a hint of simulation to the proceedings.

Add to the mix four different time zones (day, dusk, night and pitch black), four different weather conditions (clear, rain, fog and dense fog), a stunning graphics engine and real-life physics, and you can understand why we're very much looking forward to receiving finished review code in the next few weeks.

DINO CRISIS

It's *Resident Evil* meets *Jurassic Park*, and **STEVE KEY** is holding the flare

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **CAPCOM**
DEVELOPER: **CAPCOM**

IT'S SAFE TO SAY that the Dreamcast conversion of *Resident Evil 2* (*ODM* #4, 7/10) was more than a little disappointing, as it actually looked worse in some ways than the PlayStation version did. Whatever the reasons behind that strange occurrence, we can safely report than the same will *not* be happening with *Dino Crisis*. Even at this early stage, comparisons should be made with the PC version more than anything else.

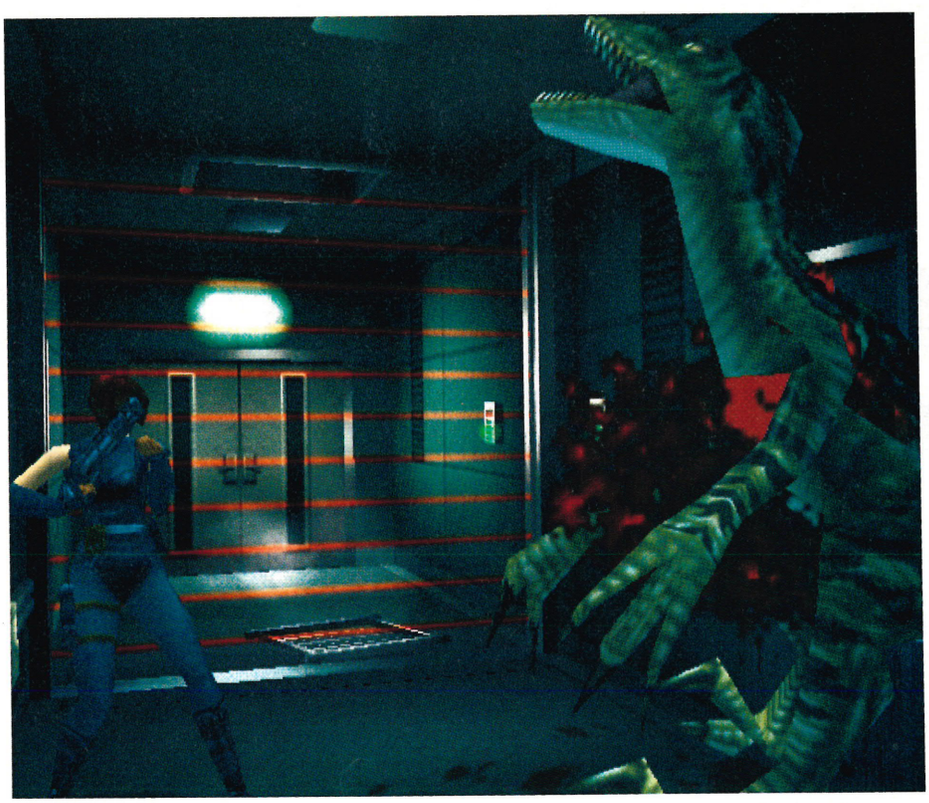
In case you're unfamiliar with the storyline, Dr. Kirk is a scientist previously thought dead but has now been discovered safe and sound on a remote island. He is busy conducting experiments on a new form of energy, which in turn has caused dinosaurs to come back to life.

You control a special agent called Regina who is dispatched along with other team members to bring back Dr. Kirk alive. But we all know it'll never be as simple as that.



△ The shotgun is still the messiest weapon you start with.

Dino Crisis features the same mix of puzzles and action as the *Resident Evil* games and, until *Code: Veronica* (*ODM* #8, 9/10) came along, was the only one of Capcom's survival horror games to feature moving camera angles. Your reactions will also be tested, as Regina will get caught on a crumbling ledge, for example, and only the speed in which you press the buttons will save her. There's the standard mix of dinosaurs as well, from 'raptors and pterodactyls right up to the ferocious T-Rex. But has it stood the test of time? We'll let you know soon.



△ So you wanna be a T-Rex? Here's a couple of slugs for you.



△ Sony make their mark on the San Siro.



△ Rightly so, you dirty so-and-so.



△ Robbie Fowler, replete with nose-clip. Where's that white line?

EUROPEAN SUPER LEAGUE

Another football game for the Dreamcast. **STEVE HILL** receives another goal kick to the soul

THE LOWDOWN

DUE OUT: **NOVEMBER**
PUBLISHER: **VIRGIN**
DEVELOPER: **VIRGIN**

WHAT'S THE BIG DEAL?

- 16 of the best teams in Europe
- Accurately replicated stadiums
- Real player faces and names
- Arcade and simulation modes

ON THE CD

THE ADVENT OF A European Super League has been talked about in footie circles for years, with little evidence to suggest it will ever occur. Virgin Interactive have jumped the gun though, and decided to create their own, in the form of a videogame: *European Super League*. It will feature 16 of Europe's finest, namely: AC Milan, Ajax, Bayer Leverkusen, Barcelona, Benfica, Borussia Dortmund, Bayern Munich, Gothenburg, Inter Milan, Juventus, Liverpool, Manchester United, Marseille, Olympiakos, Paris Saint Germain and Real Madrid.

The game's producer, David Casey, explains the criteria for the line-up. "We wanted to get the best teams from the major territories – England, Spain, France, Germany, Italy – and then selected one well-known team from other countries to make up the 16," he says. "One problem we did have is that we can only have two teams from the Premiership because EA has a contract with all the teams. Bastards."

The deal with each club not only allows the recreation of the stadiums and real player names to be used, but actually lets their facial likenesses be recreated, a first for football games. As David says, "I think the facial likenesses are important, as it makes the game more official and realistic. I also think that the facial textures in every other football game on all formats, including PlayStation 2, are crap. The players look nothing like they're supposed to in real life. We've had people from the clubs recognise their players on the PlayStation version, so when they saw them on the Dreamcast they were blown away."

Aficionados of pretend football may remember a PC and PlayStation game called *Viva Football*. *ESL* uses a modified version of the same engine. Clearly, Virgin



△ **Formations can be tampered with. And that.**



△ **A 'golf game' method is used for set pieces.**



△ **Sort that lot out, ref.**

are hoping to be more successful this time round. According to David, "One of the main reasons that *Viva* failed was that we missed the World Cup by eight months. When *Viva* was released people wanted club teams. It's hard to go up against the might of *FIFA* and *International Superstar Soccer*, most people either want one or the other. If your game is slightly different to them, it's dismissed. Thankfully, there's no *FIFA* or *ISS* on Dreamcast, so we can be judged on our own merits."

But this isn't going to be a straight translation of the ageing PlayStation game, as David explains. "We've tried to make *ESL* more accessible [than *Viva*] by slowing the game down and making the controls easier to use. Players will react instantly to your commands like in *FIFA*, and there's a beginner control method to allow people to play using only a few of the buttons. They can then move over to the advanced control method, which will give them more freedom and control."

The near-complete version we've played would appear to back up this claim. It still needs some work – one lofted clearance took 30 seconds to come back down, for instance – but we're not dismissing it yet. Look out for a review soon.

MOHO

Will prisons of the future be like this? **STEVE KEY** is hoping for parole

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **TAKE 2**
DEVELOPER: **LOST TOYS**



△ ***MoHo*: Strange concept, but full of promise.**

DOES ANYONE REMEMBER *Marble Madness*? The classic arcade game with the trackball where you used to guide a little marble around all sorts of weird levels? Well, whether you do or not, *MoHo* is like the 21st century version of that. Except that instead of just controlling a little ball, you also have a robotic humanoid on top of it.

Set in futuristic prisons, the idea is that you're an inmate of the gaols in question where one route to freedom is to compete in a series of gladiatorial-style challenges to earn the right to escape. After beating one prison, you're transferred to the next until you're finally let back into the system. There are a variety of different games you have to complete in order to secure your release, ranging from simple beat-the-clock trials or races up to more complex powerball games and king of the hill challenges. Within these there are gold medal times that will add yet more challenges. These then open up bonus prisons and other secrets. An early playtest shows that there are already a few excellent graphical effects that add a touch of class to the proceedings with rippling effects and lighting.

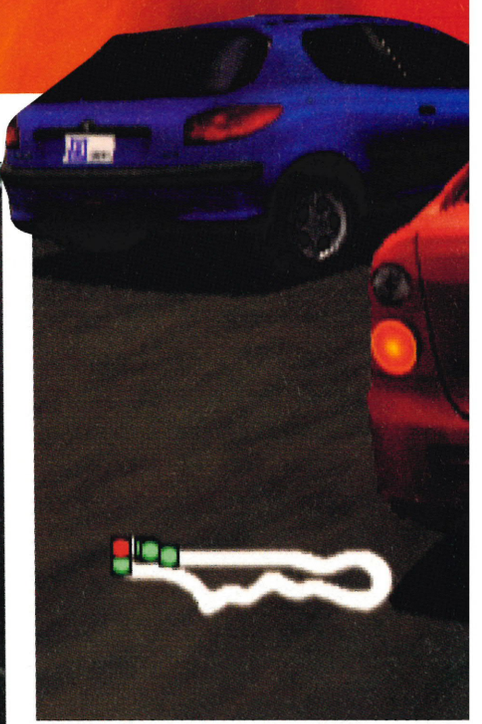
MoHo is a strange idea for a game, but more often than not these turn out to be the real corkers. Check out the next issue of *ODM* for the full exposé.



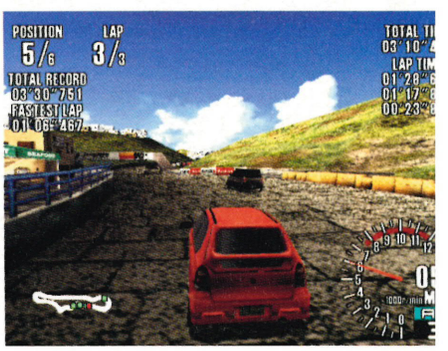
△ **Prison conga lines were such good fun.**



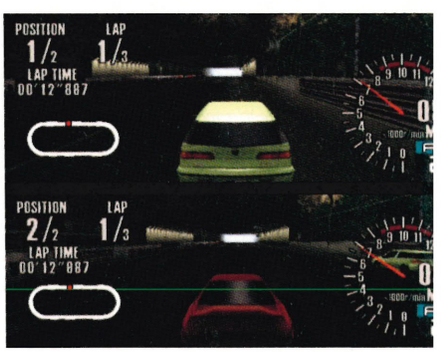
△ A fairly pointless bit of advertising, when you think about it.



△ Check it out. Brake lights and everything.



△ Cobbles won't do the suspension any good.



△ Split-screen mode for hot two-player action.

SEGA GT

The Dreamcast's answer to *Gran Turismo*? Non-driver **STEVE HILL** asks the questions

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **SEGA**
DEVELOPER: **SEGA**

WHAT'S THE BIG DEAL?

- Accurately replicated cars
- Realistic handling
- Special European edition
- Guitar-based techno rock music

AVID READERS OF THIS august organ may recall a preview way back in the April issue (*ODM* #6), which expounded the delights of forthcoming Japanese racer, *Sega GT*. Those of you who have been counting the days until its release may be therefore be devastated to learn that you're never going to see it. Don't start blubbering yet though, as what you are going to see is an 'all-new' European edition of the same game, specifically honed to its release territory. What this essentially means is that the exotic Japanese cars of the original have been replaced by vehicles almost exclusively made in Europe.

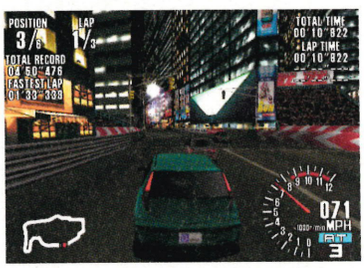
It seems a reasonable ploy, but nevertheless we pinned the game's Executive Producer, Kats Sato, in a corner and asked him why they bothered. "Sega wanted to provide European manufactured cars so the European version felt familiar to the player," he told us. "Besides adding a whole range of European cars, Sega Europe felt the Japanese version of *Sega GT* lacked the kind of handling the European gamer would expect from a driving simulator. We've also added a Special Event Race, which will only be accessed when the player has gained a certain brand of car."

Motoring enthusiasts may be curious to know exactly what they'll be driving when the game comes out. According to Sato, "Cars that are exclusive to the European version include the Alfa Romeo, Opel, Fiat and Audi, as well as Mercedes, Peugeot, Renault, Ford and finally Dodge, which is actually an American manufacturer. We viewed many manufacturers but decided on those because they are some of the most respected and recognisable across Europe."

Developing an original driving game these days is a near-impossible task, but Sato is confident that *Sega GT* will not be swamped. "There are many driving games out there for the player to choose from, but there's always room for one more. Sega has yet to release a simulator of such scale and attention upon Dreamcast owners. For those used to *Sega Rally* and *Daytona USA*, it should be a breath of fresh air."

The key word here is 'simulator', suggesting that *Sega GT* will be far from a simplistic arcade romp. As Sato says, "Using physics that are based on each of the car manufacturers' data, *Sega GT* is a driving simulator. The player will be able





△ A city at night. Remember: dip, don't dazzle.

to balance the cars according to their individual driving style by adjusting suspension levels, gear ratios and torque values. This doesn't mean *Sega GT* will not be fun, but the type of game *Sega GT* is favours realism over romping."

We've had a dabble with the new version in the office, and this would appear to be borne out. *Mario Kart* it isn't, with braking and accelerating requiring exact timing if any success is to be had. Although, that said, on easy level it's pretty hard not to win. Some concession to arcade handling comes in the choice of tyres, which can be set to grip or drift, depending on whether you like to indulge in dramatic powerslides or not.

As for the tracks, they don't drastically deviate from the usual canyon, countryside and city template, but they certainly look impressive enough. Like the man says, "Using the power of Dreamcast, Sega hope that the circuits don't appear too familiar on a visual scale. The most important issue however, is that the circuits provide the correct balance of gameplay."

And finally, what other racing game is it most similar to? "You could say it bears some resemblance to *Gran Turismo*," says Sato.

Now where have we read that before?

KAO THE KANGAROO

An all new platform star is about to hit your Dreamcast. **STEVE KEY** says "G'Day!"

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **TITUS**
DEVELOPER: **TITUS**

KANGAROOS HAVE MADE A few cameo appearances in games throughout the years, but in *Kao the Kangaroo* it seems as though we have our first marsupial to have his own game.

As you'd expect by the name and the looks, this is most definitely one for the younger generation of Dreamcast owners. It's bright, colourful and offers a fair amount of challenge while still being entertaining. The basics don't stray too far from the tried and tested methods of platform games, in that Kao has to collect coins hidden throughout the levels, of which you have your snow, ice, lava and forest stages. But it still looks as though it exudes a certain amount of charm. Both analogue and digital controls can be used at any time during play, something you may find yourself alternating between as the tricky walkways get thinner. One new idea that particularly caught our eye is the fact that you set your own restart points by placing flags. Whether this will become frustrating or not remains to be seen, but you only get a small amount of restart points and finding extra ones in the levels is also quite rare.

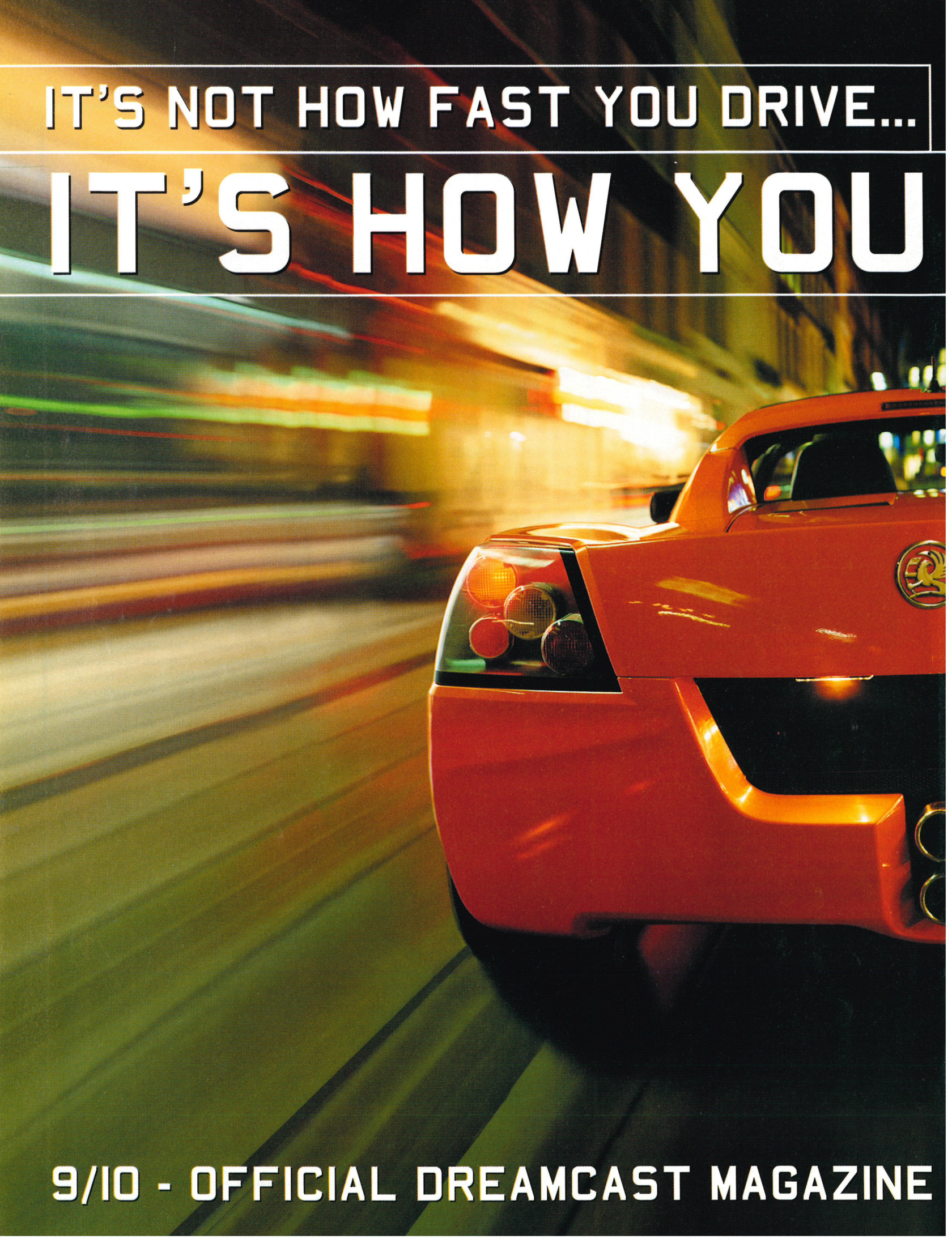


△ One swift right hook turns enemies into, er, pretty stars.

If you're looking for something to buy a younger brother or sister this Christmas, then this could be what you're looking for. The potential is certainly evident, and whether it lives up to it will be revealed very shortly.



△ The icon above Kao's head gives you another checkpoint.


IT'S NOT HOW FAST YOU DRIVE...
IT'S HOW YOU
9/10 - OFFICIAL DREAMCAST MAGAZINE

DRIVE FAST!



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PO12

re:views

THERE ARE SOME THINGS YOU DON'T NEED TO ANALYSE. YOU JUST NEED TO ENJOY THE EXPERIENCE, Y'KNOW?



YOU'VE NO DOUBT NOTICED the *Shenmue* review at the front of the magazine by now (see page 8). And you've probably seen the *Star Wars: Jedi Power Battles* review as well (see page 94). Both games are on Dreamcast, but you'd hardly think it from playing them. One looks like a beautifully stylised version of real life, while the other looks like a few bootleg 'Space Warz' toys juddering their way around corridors made from Weetos packets. One's been crafted over the course of seven years by more than 250 dedicated people, while it's hard to see how the other can possibly have taken more than a week or two for a couple of trainee programmers to knock up. One takes a whole bunch of gameplay styles and fuses them into a graphic adventure with a unique feeling of freedom, and the other makes you hit things until they fall over, then move right and hit some more things then move right and fall through the scenery and die.

Now, I'm not just trying to say that *Jedi Power Battles* is crap, or that you shouldn't enjoy playing it. Hey – it's *Star Wars*, for goodness' sake. You can use a Lightsaber! My point is simply that those kind of games aren't what we all bought Dreamcasts for, and it's things like *Shenmue* that serve as big slaps to the face, reminding us just how incredible Dreamcast really is. It's not a 'PC in a box', it's not a 'PlayStation with better graphics' – it's a Dreamcast, and it's capable of so much more.

Thankfully, there *are* plenty of top-quality developers making a real effort to design and create games that actually demonstrate what a fantastic machine Dreamcast is – and it's for this same reason that games which don't are so frustrating. On some console formats, there would be a good chance of *Power Battles* even outselling *Shenmue*, but judging by the games that have done well up until now, there's very little chance of that happening on Dreamcast. Owners of the machine thankfully seem to have respectable taste, and can tell when something has been created with the gamer in mind, as opposed to pound signs.

We know from our Most Wanted chart (see page 23) that a surprisingly *huge* number of you have been waiting eagerly, along with us, for *Shenmue* for more than a year now. That's why it's so nice to be able to say, at last, that it's genuinely one of the most exciting and entertaining gaming experiences ever made.

If you ever forget why you bought a Dreamcast, it's *Shenmue* that will remind you, not *Jedi Power Battles*.

Hey – be careful out there,
Ed Lomas, Reviews Editor

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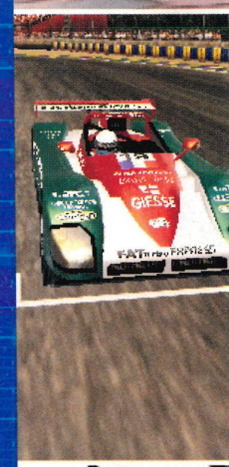
ODM RATINGS

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

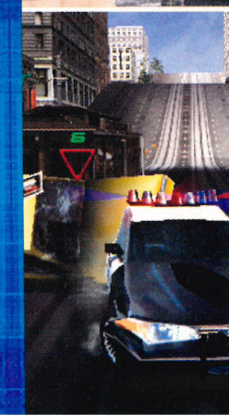
10 PERFECT! A GAME WHICH EVERYONE *MUST* OWN. 9 AN ESSENTIAL BUY. GET IT, GET IT, GET IT! 8 EXCELLENT STUFF. HIGHLY RECOMMENDED. 7 A GREAT GAME WITH A MINOR PROBLEM OR TWO. 6 GOOD BUT WITH AT LEAST ONE MAJOR SHORTCOMING. 5 STRICTLY AVERAGE, RUN-OF-THE-MILL STUFF. 4 BELOW AVERAGE. PLAY BEFORE YOU BUY!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







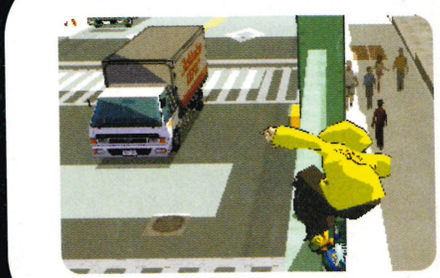












JET SET RADIO

Save Tokyo-to by skating like a loon and vandalising everything in sight. **STEVE FULLJAMES** got da madskillz

ON THE CD

EVOLUTION IS A WONDERFUL THING. Back in the days when we wore short trousers and all this was just fields, games were based around shooting things with big guns or hitting things with big sticks. It was like that because that was all you could do with a 16-colour display and a wonky joystick with one big red button. Now, in these enlightened times of analogue this and that, frames per second and polygons with everything, game developers can indulge their more peaceful natures and create experiences that don't require punching people repeatedly in the face. Things like *Jet Set Radio*.

Okay, it's still not all sweetness and light. Faced with a choice between *Bloody Fists of the Apocalypse* and *Legacy of Cane: Basket Weaver*, it doesn't take much brain power to work out which one the average gamer is going to go for. But *Jet Set Radio* is riding on the crest of a wave of appealing, yet basically non-violent games, such as *Tony Hawk's Skateboarding* (*ODM* # 10, 8/10) or *Ecco The Dolphin* (*ODM* #9, 9/10), that may just prevent kids from turning into martial-arts obsessed, pensioner-mugging wannabe terrorists. ▷

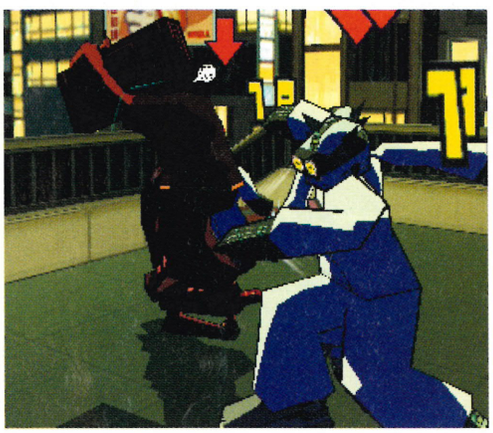
"WHEN YOU SEE THE GRAPHICS YOU'LL BE PICKING UP YOUR JAW"



△ With a bit of practice you too can bust moves like these.



△ *Please* don't try this at home.



△ Pick stronger characters such as Combo for the boss levels.



△ Stay high to avoid the law.



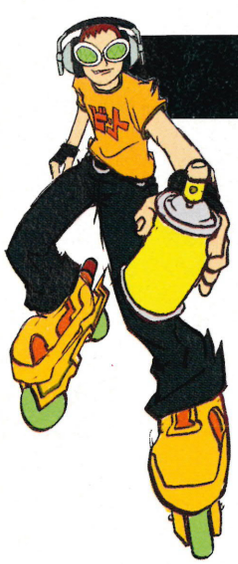
△ If the cops pile in you can sneak away.

▷ But there's just one snag. Your mission, when you take control of one of the streetwise GG gang, is to deface the fictional city of Tokyo-to with the phattest graffiti you can manage. That's not a sub-plot either – your sole reason for playing is to scrawl over bus stops with marker pens. No doubt this will strike fear into the nation's moral guardians. They've already tried to ban it in parts of America. So by all means try this at home, just not on the streets, ya hear?

LET MOM SLEEP

Your gang, the GG's, starts out as a small crew of three rollerblading kids – Bert, Gum and Tab. Every couple of levels you'll be challenged to skate-off by a rival. You'll either have to impress them with your moves or beat them in a race to a distant tag spot. If you win their admiration, they'll join your team. If all goes well, by the end of the game you'll have ten characters to choose from, each with their own strengths and weaknesses. Combo, the huge dude with the ghetto-blaster, is powerful but won't earn you high tag scores as his technique is weak. On the other hand, tricky kid Yo-Yo can't take many knocks, but is as good as they come with a spray-can. Maverick DJ Professor K, the voice behind the Jet Set Radio pirate station, narrates the story as it unfolds.

Ranged against you are enemy gangs and the long arm of Tokyo-to law enforcement. The gang named Noise Tank are techno-terrorists, armed with tank-track rollerblades and mechanised spray-arms. Poison Jam hail from the sewers of Kogane-cho and like to leave plagues of frogs in rival territories. Meanwhile, the Love Shockers are jilted girls out to spread a little heartbreak of their own. You also have Police Captain Onishima, who can call on tear gas troops, police dogs, motorcyclists, helicopters, and even tanks in his increasingly futile attempts to 'do you in'. Most of these hazards can be avoided with a bit of skilful play, and in some cases even destroyed.



IN THE 'HOOD

Jet Set Radio takes place across five districts of two cities. Here's our rough guide to the 'hoods you'll be tearing up in your quest to save the day



1 △

SHIBUYA-CHO

The GG's home ground, set in perpetual daylight. Includes a recreation of the real-life Shibuya bus station, a half-built motorway, half-pipe water culverts and a hilly shopping district.



2 △

KOGANE-CHO

Poison Jam's home. Densely packed housing, buildings on stilts over waterways, a junkyard, sewers and tunnels, and a polluted orange sky. It may look tranquil, but the cops are out in force.







△ Crowds of people will scatter if you skate through them.



SPEAK OUT

JET SET RADIO'S PRODUCER, **DJ DAN LLEWELLYN**, TOOK TIME OUT TO SPEAK TO US ABOUT HIS LOVELY GAME

WHAT'S THE BEST THING ABOUT THE GAME?
Where do I start? *Jet Set Radio* has everything – an excellent storyline, superb visuals and outstanding audio. Oh, I nearly forgot about one important ingredient – the gameplay. Rest assured that *Jet Set Radio* plays as well as it looks!

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***MSR*, *MSR*, and even more *MSR*!**

SHENMUE: HIT OR MISS?
Hit! Are we talking about the same game?

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
***Super Sprint* for its sheer simplicity and *Saturn Bomberman* for its multiplayer mayhem.**

WHAT RADIO STATION DO YOU NORMALLY LISTEN TO?
Jet Set Radio! I listen to Radio 1 and KISS also when the radio doesn't waiver into some classical music station.

"THE GAMEPLAY IN *JSR* IS AS OLD-SKOOL AS IT GETS"

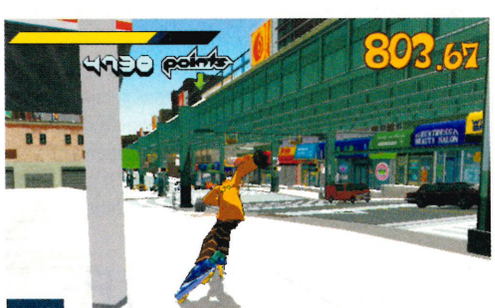
The rise of realistic 3D graphics has largely led to the demise of the cartoon-style visuals that made older games so cool to look at. *Jet Set Radio* attempts to bridge the two by using a style of shading that results in everything being drawn in vibrant, flat colours with chunky black outlines. A single frame could easily be mistaken for an animation cel, but when you see it all moving with smooth real-time shadows and lighting for the first time, we guarantee you'll be picking up your dropped jaw.

It's a fairly new technique that's also popped up in a couple of other Dreamcast titles, namely Infogrames' *Wacky Races* (*ODM* #9, 7/10) and forthcoming *Looney Tunes: Space Race* (see page 96), and you can bet your bottom dollar it's going to get copied to death over the next couple of years. It's not just this graphical style that makes *Jet Set Radio* one of the best looking games on Dreamcast; there's also a skip-load of detail in all the levels, with piles of bikes and bin bags you can plough through and knock over, and signs and road cones that wobble when you hit them. Even parked cars rock on their suspension if you grind off them.

You'd expect a game as visually fresh and funky as *Jet Set Radio* to have an equally cool soundtrack, and ▷



3 △ **BENTEN-CHO**
Noise Tank's city of the night, filled with neon skyscrapers and working over and underground rail systems. Plenty of bridges and rails to grind – Benten-cho looks just like downtown Tokyo.



4 △ **BANTAM STREET**
Loosely based on Chicago, this cool new area features an elevated railway, petrol station, fire escapes to grind and its own skatepark. Your wall riding skills come into full effect here.

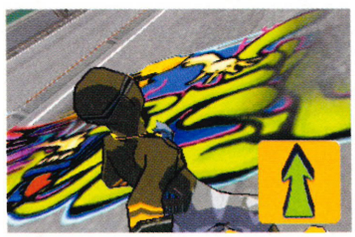


5 △ **GRIND SQUARE**
Grind City centre, reminiscent of New York's Times Square. Most of the action takes place high up, on ledges and neon wires strung across the streets, so fall and you'll take loads of damage.

IT'S ALL IN THE WRIST

HOW TO THROW TAGS LIKE A PRO

Tags come in three sizes: small, large and x-large. Small ones are easy: hit the trigger as you skate, grind or leap past a small arrow and your rider automatically sprays. Larger tags are harder. Directions flash up on screen and you must match the sequence with the analogue stick. It gets more complex depending on who you're playing with, but more complex moves give out more points. The chain is broken if you miss a move, but you can try again. If you get shot, or otherwise harassed by the cops, you'll also mess up. All red arrows must be tagged to complete the stage. The green ones are bonuses.







△ Tag designs (or 'pieces') are by real-life artists.



△ You need quick reflexes to tag on the move.

▷ that's exactly what it's got. There's a mixture of in-house and licensed Japanese tunes that range between J-pop, dance, rock and reggae. These are complemented by tracks from Western artists such as Jurassic 5, Mixmaster Mike, Feature Cast, and O.B. One for the extra levels added to the American and European versions of the game. And, incredibly, the music even mixes between tracks almost perfectly while you're playing, with cuts and scratches that would put Zoe Ball's better half to shame.

GRACE AND GLORY

Despite the stunning cartoon graphics and detailed 3D world, gameplay in *Jet Set Radio* is as old-skool as it gets. Like an antique arcade game, you have to collect x and do y without being caught by z. In this case, x is cans of paint, y is spray graffiti, and z is the cops and their army mates. You can almost picture it presented as a side-on platform game, with a little guy on skates and two frames of animation making "wacka-wacka-wacka" noises as he tries to reach the level's safe area.

On top of this simple idea is the trick system, which helps you get to those hard-to-reach tag locations. You can use sewer channels as you would half-pipes to get up high, or grind off a stair rail to reach the top of an old warehouse. Leaping into a wall lets you wall-ride, so you're quite literally skating along the side of a building. From there you can jump again to get even more air, or jump between rows of advertising hoardings to grab that elusive radio icon, giving you a new piece of graffiti.

Most missions are based on skating and tagging. The three districts of Tokyo-to (see the 'In The 'Hood' section for more info) are each split into three or four areas, and challenges are either focused in one small section or spread out all over the district. Typically, you have to tag a set number of locations within a fairly generous time limit. There are also race missions, which give you a place to tag and you have to work out the

"THERE'S A SKIP-LOAD OF DETAIL IN ALL THE LEVELS"









△ The exclamation mark means something nasty is about to happen.



△ Slam into rival skaters to steal paint from them.

"AN INTERNET OPTION LETS YOU SAVE SMALL WEB IMAGES TO A VM TO USE AS TAGS"



△ Swearing at the TV won't help beat them.



△ These cute radio icons give you more graffiti designs.



△ New area Grind Square is animated and illuminated.

fastest way to get there, preferably ahead of your rival. Finally, gang encounters set you the task of chasing down and tagging the members of the enemy crews. You have to get 'em ten times each, but fortunately they follow set paths through the levels. After each level your score is calculated, and you're given a rating from Pedal to Jet power accordingly.

Collecting radio icons in the levels unlocks new graffiti styles, including tags from the licensed music artists on the soundtrack. Sega have brought in some real graffiti artists to create over 100 tag designs, but if you aren't completely happy with those then there's also the option to make your own. The comprehensive tag editor lets you draw out text in English or Japanese, then resize and rotate the letters, change the perspective, add textures, or just paint all over your creation. An Internet option also lets you go online and save off small web images to a VM to use as tags.

UP-SET ATTACK

Jet Set Radio is a rare thing: a game that actually turns heads in these days of generic racers and fighters. It looks and sounds fresher than a fridgeful of lettuce, and you'll always be able to find more tricks and nuances to the control system. But there's just one little problem. Whisper it if you like, but the game isn't actually that long. And it's fairly easy to complete, too. In fact, there are just 15 main missions, and once the tutorial is out of the way, you'll probably see half of them in a full day's play.

That's not to say the game suffers, but as you play out the awesome final boss encounter and watch the credits roll, you'll be left wanting more. Maybe more could have been made of the new city added for the Western release. A split-screen option would have helped too – just look at the longevity of *Tony Hawk's Skateboarding* and, ironically, its two-player graffiti mode. But really we're picking holes in something that doesn't deserve any.

While the fun is over all too quickly the first time around, as Professor K says "Someone will always have their eye on taking over Shibuya-cho." Whether it's replaying the levels to try and get that elusive 'Jet' rating, or just because you want to want to explore and gather all the tags, there's always a good excuse to go and play *Jet Set Radio* some more.

VERDICT

SMALL, BUT FAR COOLER THAN A GAME HAS ANY RIGHT TO BE

UPPERS
Fantastic graphics • Fantastic soundtrack • Varied challenges

DOWNERS
It's all over too quickly • A bit too easy • No two-player mode

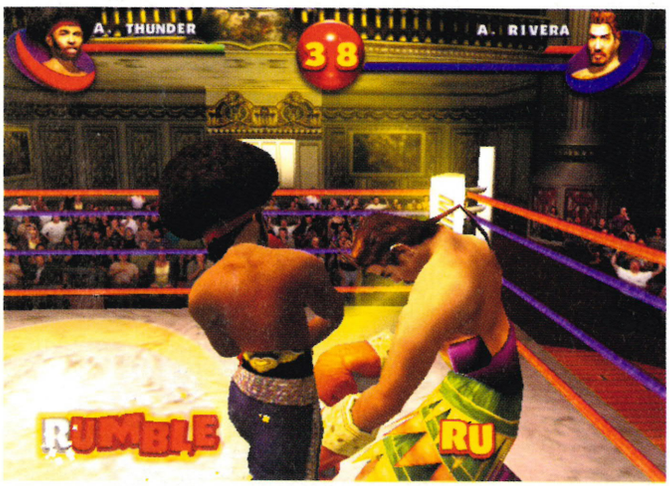
IN ONE HOUR Defeated Poison Jam, almost nailed Noise Tank
WEBSITE www.smilebit.com
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

PRICE: £39.99 • PUBLISHER: SEGA • DEVELOPER: SMILEBIT



△ It's *Ruuuuuuumbleman*!



△ Thunder's hard as nails. Keel heem!



△ Rumbling Italian punching action from Valentine.

READY 2 RUMBLE BOXING: ROUND 2

Call the doctor! **JOE HOWATT** takes on the cheesiest men and women in boxing and surfaces with a bloody nose and a huge grin



ON THE CD

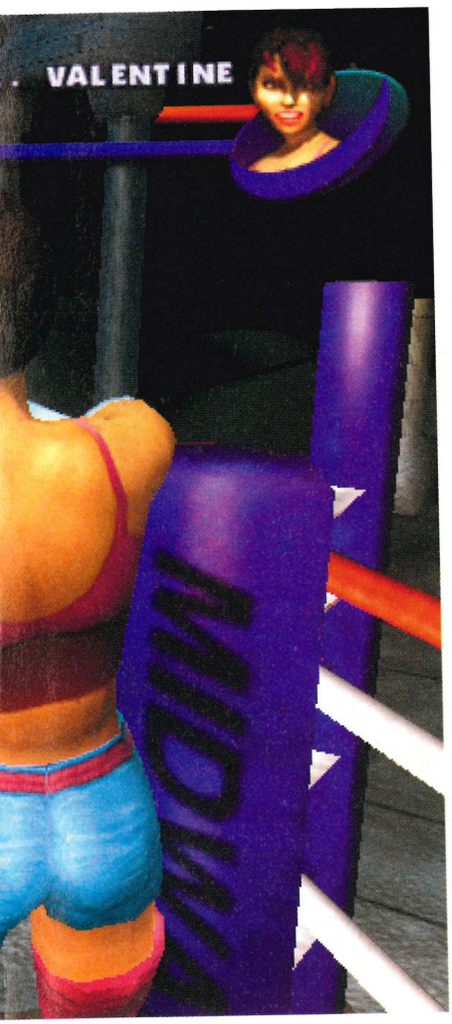
PUGILISM. THE SPORT OF KINGS, if horse racing hadn't been invented about 600 years before it. The honour of the ring. The scream of the crowd. The ambulance crew that scrapes the loser off the mat. Ah yes, boxing is the most farcical and exciting spectacle in modern sport. There's no finer one, then, to make a complete mockery of.

When Dreamcast launched just over a year ago it was backed with a couple of stellar titles. *Sonic Adventure* (*ODM* #0, 9/10) was the absolute daddy, but warming up in the dressing room was a game that sold the console to the masses. A ridiculous fighter that showed off at least some of the graphical power of the machine, and immediately had you chuckling, no matter how cynical you may have been. *Ready 2 Rumble Boxing* (*ODM* #1, 9/10) made an overnight icon of a certain Afro Thunder and changed the way the industry and public viewed the brain-wringingly dull genre of sports games. It was actually *funny*.

Over-the-top in the extreme, the satirical fighters sported solid muscles and the mental characters 'rumbled' when they landed enough heavy punches, giving them glowing gloves and insane speed with which to barrage opponents. It was basic in terms of mechanics, but the overall style of wailing boxers jumping around the ring belting each other was just too cool to pass up.

Ready 2 Rumble Boxing: Round 2 was inevitable, and put into development immediately. After taking a look we can tell you that fans of the first are going to be more than happy with the result. Everything from the original has been overhauled and added to, including more fighters, an even more eccentric power-up system and some of the most famous faces in the world making an appearance.

Graphically, the sequel is streets ahead of the original. The models are lovingly created in full 3D and the detailing on the characters will make you laugh as soon as you see them. Afro Thunder's chest hair is more than enough to show this off, and there looks to have been a serious polygon boost on each of the fighters. All good so far.





△ You am de man. Don't you know.



△ Michael gives it to Afro full in the face.



△ Happy hour, dancing mania, yada, yada, yada.



△ Knokimov takes it to the bridge.

"YOU WON'T BELIEVE SOME OF THE SECRET FIGHTERS"



SPEAK OUT

WE HAD A QUIET WORD WITH **EMMANUEL VALDEZ**, *READY 2 RUMBLE BOXING: ROUND 2*'S LEAD ARTIST

WHAT'S THE BEST THING ABOUT THE GAME?
The best thing is that it's a fun game. It's easy to get into and the humour will get anyone laughing.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***NFL2K1*. The art is top notch, the gameplay is fierce, and the online gaming capabilities are a welcome addition.**

SHENMUE: HIT OR MISS?
***Shenmue* is a definite hit. Yu Suzuki has created a masterpiece that is in my opinion, and many others in the industry, the first 'real' next generation game.**

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
***Super Bomberman* on Super NES. It's easy to play, the levels were original, and the action was intense.**

WHO'S YOUR FAVOURITE NEW BOXER?
Either Michael Jackson or Robox RESE-4. Michael has superb boxing skills and a lot of style with his dance moves. I like the quirkiness of Robox's design and he is very hard to beat.

The amount of playable characters in the game has been upped to 22, although you only get to start with 12 in Arcade mode. There are secret characters a-plenty, and Midway has really gone to town on the design. Rocket Samchay and the green-haired Freak E Deke are some of the first to arrive, but you'll get a new one every time you finish the Arcade mode with a separate character. Don't be fooled into thinking it's easy to get ahead: on our first attempt we only managed to get to the fourth round out of 12. Taking it to the bridge with all of the initial punchers you get your hands on is going to take you a serious amount of time, even if you're the Don of the Ring. But it's well worth it. You won't believe some of the secret fighters Midway has managed to get into the game. Our hands are tied here, but you're in for a very pleasant surprise.

It's no secret now that boy-voiced moonwalker Michael Jackson and 18 foot tall ring-slapper Shaquille O'Neal make an appearance, and the way Midway has handled the two is enough to make you howl. Jackson screaming "Rumble!" when he gets the chance will have you and yours rolling in the aisles, for the first few times at least.

PUNCH DRUNK

Down to the mechanics of the actual fighting. Little has changed from the first game on the surface, but a couple of features have been added to keep the *Rumble* die-hards happy. As in the original, every time you land a significant punch you spell a letter of the word 'rumble'. Get all six letters, punch both triggers on the joypad and your fighter bellows their specific sound-bite, such as Boris ▷



△ She's outta there! Strike one.



△ Three rumbles: super punching power!



△ [Squeaky voice] "Ow!"

'The Bear' Knokimov's, "I feel no pain!" Then it's simply a case of running at the opponent with gloves glowing white, smacking all your buttons and landing punch after punch on his mug until he falls into a heap on the canvas.

Unlike the original, there are now three levels of rumble-power. Get all of the letters a first time and keep on going, and the word carries on powering-up. You can even go a third time. At any point you can pull the triggers to give you the upper hand in the fight, but wait until 'rumble' is glowing white hot and you've basically won. Punch combinations at this level of steroid-fuelled madness will literally send the opponent flying out of the ring. The poor sucker doesn't stand a chance, but the possibility of getting to a third 'rumble' in one round is fairly slim.

Controlling the actual fights is exactly the same as the original. You have a button for high left and right punches, can combine them with left and right on the joypad to throw in some hooks, and can put in the dodgy kidney and body punches with the other two buttons. Blocking is done with the triggers, L for low block, R for high. Moving the d-pad while blocking will cause the fighter to duck and weave. And that, ladies and gentlemen, is that.

If there was ever a criticism that could be levelled at *Ready 2 Rumble*, it was that it was basically too simplistic when you got down to the nitty gritty of actually punching people in the face. The same rings true for the sequel, but you can almost forgive the fact considering the amount of fighters and extras Midway's added to an already technically acceptable fighter. Look, it's funny, alright? That's all you need to know.

Once you get bored of Arcade mode you'll be wanting to chance your arm at taking your favourite gladiator to the top of his game. Championship mode was in the original, but plenty has been added to spice up your quest for hard-hitting, leather-smacking glory.

You start off in the locker-room in order to select your champion. From there on in it's a world of blood, sweat and tears for you and your man. We'd like to say at this point that Big Willy Johnson in the absolute king. We've trained him to be a hero in the ring, and if any of you disagree, bring your characters round to us and we'll teach you a Willy-lesson you'll never forget. And that's a fact.

Heavy bag, punch bag, skipping rope, sway bag, rumble aerobics, rumble pads and two nutritional regimes – each upping your skills in various areas – all are necessary to teach your boxer before heading into competition. As in the rest of the game, the mode is completely OTT, and if you score perfectly on any of the exercises you'll be given 110 per cent and pronounced a Rumble Master. Grades go from beginner to bouncer and bruiser. It's all good fun, but shows a fairly serious depth, certainly enough to keep the majority of gamers happy for more than a few weeks.

The tasks are simple enough to begin with. Take the heavy bag, for instance. You face the red sack and are given six moves to remember quickly; left jab and hook, right jab and hook, and left and right body punches. You're told to perform one of the moves within a tiny time limit – get it wrong and you lose percentage. After five or so moves you're given a score.

Similar is true of the sway ball, which made an appearance in the first game. It's a little like Simon Says, the only difference being that if you get it wrong you get smacked in the face with a large leather inflatable. Dodge left, right and back in the same pattern as the instructor and you'll soon be wearing your Rumble Master badge with pride. After each training period the results are saved to your VM unit, so there's the added opportunity to get round to your mate's house to get it on.

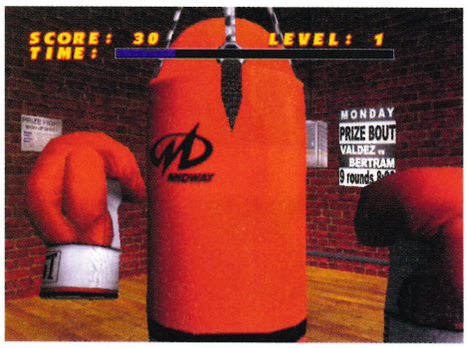
The fighter you select is trained over a month before you get to take him or her into the world of title and prize fights. The sky's the limit. Big Willy Johnson from the great walled city of Chester has every chance of being the next Rocky, provided you give him the right punching and dodging skills. Although fans of the original will spot many of the training schedules from the first title, the entire mode actually makes you want to play the game. Rest assured that those of you getting *Ready 2 Rumble Boxing: Round 2* in your Christmas stocking will while away many a happy hour getting your chosen fighter into shape.

The innovations don't stop there. During any fight you can change the way you view the action, and the level of choice is likely to make Joe Public drool. First-person views can be taken from either boxer, the camera can be made to rotate around the ring, you can view the fight from just under the ropes, take a bird's eye view, a telephoto view or simply plump for the normal camera angle, amongst others. Most of these were in the original, but it still makes for a heap of fun.

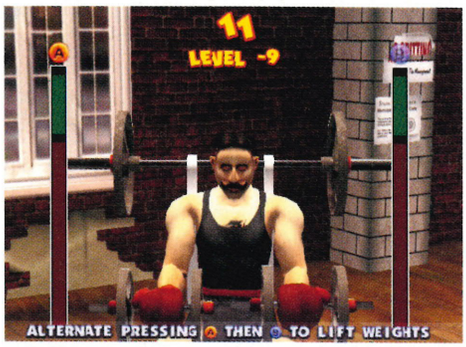
First-person view is made all the better for the beefed-up graphics, and the immediacy is increased as a

TRAIN STATION

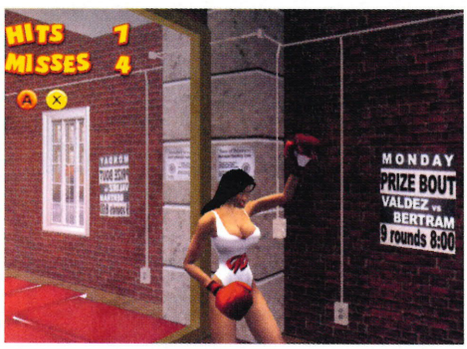
The training part of Championship mode is extensive and funny enough to keep you tapping buttons for hours. It's basically a series of mini-games you have to take your fighter through before bringing them into the ring to face the best, brightest and bulkiest bruisers in the boxing arena. Make sure you train your boy or girl well, it's tough out there...



△ The heavy bag builds up your stamina.



△ Big Willy lifting weights. You lot just live in the gutter.



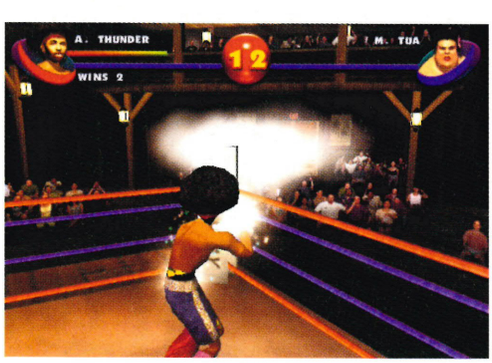
△ Dancing with a silicon woman improves your agility.



△ Skip training and visit the Juice Bar instead.



△ One of the new characters, Robox. Looks a bit rubbish, really.



△ Touchdown. Tua's not coming back from that.



△ Blood makes his move to knock 'im ov.

result. Once again, the high number of options is a decent pull for the gamer.

Other touches include a display on the VM screen in your joypad. Every time you get knocked out, a punch and health meter on the LCD display tell you when, and if, you're going to get off the canvas. During the fights you'll be able to see how many punches you've thrown and how many have actually hit the mark in percentage terms. Not that you'll have time to keep an eye on this of course, but it's a nice idea all the same.

HEAD-2-HEAD

As a two-player game, *Ready 2 Rumble Boxing: Round 2* is a great laugh. The entire idea of over-the-top fighting is pushed to the limit, and big groups of drunken Christmas friends will be smacking each other in the face and laughing about it for as long as the beer lasts. Or until the women in the room get bored.

Ready 2 Rumble Boxing: Round 2 quite simply takes everything the original excelled at, accentuates it and puts it into a much tighter, better-looking package. The extra real-life characters verge on the unbelievable, and if you think taking Michael Jackson into a world of pain and hurt is funny, just wait until you see what's in store later in the game.

It's genuinely funny to watch all the little taunts and expressions Midway has put into the play, and the 'rumble' system is as easy to access and gloriously over-the-top as it ever was. The only problem with it is that plenty of you will get bored after half an hour.

Sorry, but it's true. The fighting system is too basic for the so-called 'hardcore' gamer, and it could easily be said that it's too similar to the original. Once you've heard all the comedy expressions and seen all the moonwalking, jive-talking, ring-leaving jumping around, there's little to keep you glued to the screen other than the Championship mode, which, to be fair, is acceptably addictive.

Maybe we're being too cynical, as the title is bound to be a Christmas smash and is genuinely brilliant fun while it lasts. The comedy elements and the sharp, detailed graphics make this a completely worthwhile buy, and the extras should keep the majority coming back for more for a good while after slipping the disc into the console. Go out and buy it. Then call the doctor. Then moonwalk around the ring, suck beer from a bottle and laugh your arse off until you get bored.

VERDICT

A GOOD LAUGH BUT STILL A LITTLE TOO SIMPLISTIC

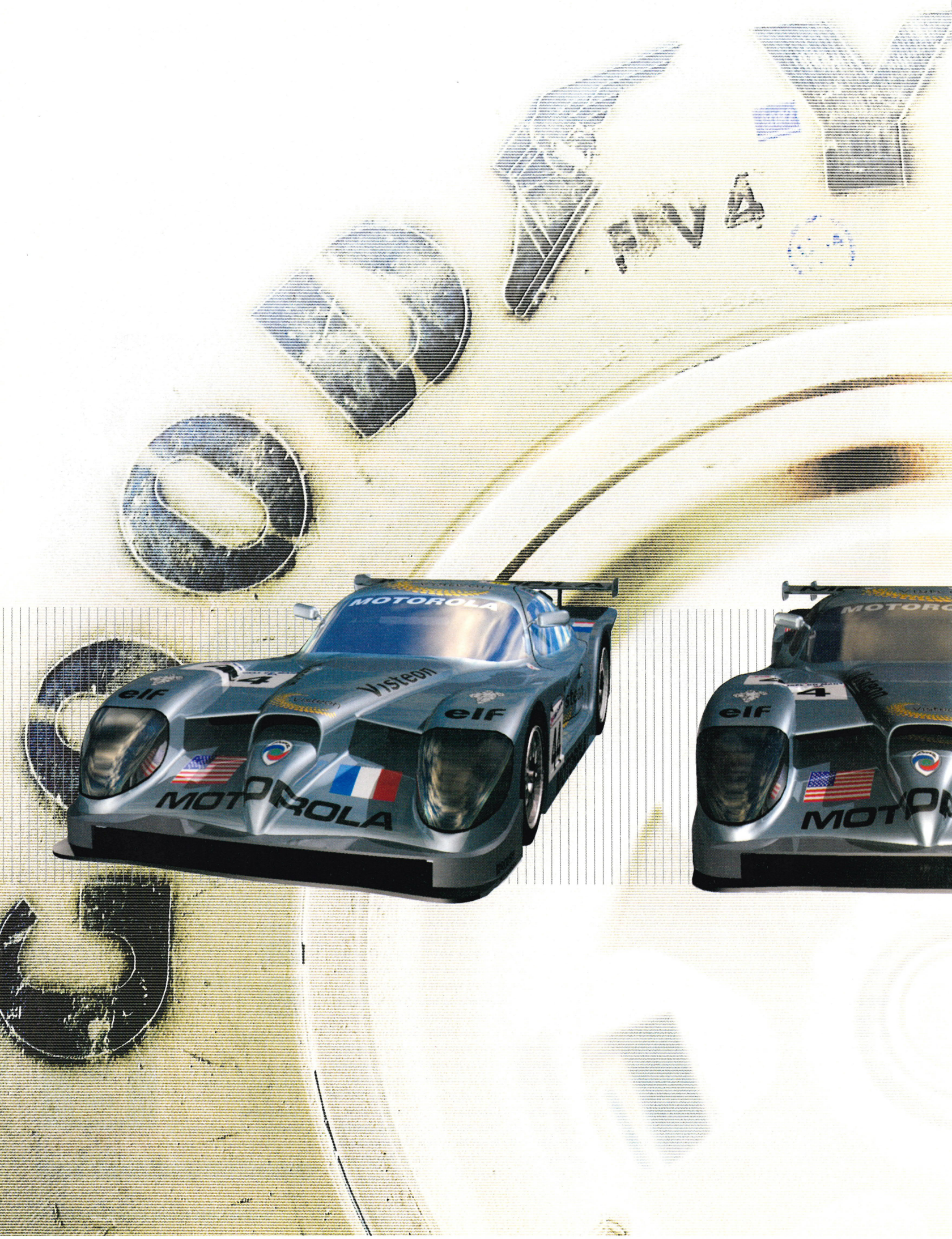
UPPERS
Top-quality, imaginative character design • Funniest game you'll play this Christmas • Loads of hidden extras

DOWNERS
Fighting system too basic • A fair chance of getting bored quickly • Tough to get the extra bits

IN ONE HOUR Got to the fourth round of Arcade mode
WEBSITE www.midway.com
CHECK OUT The rumbling ref's homepage: www.letsrumble.com
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

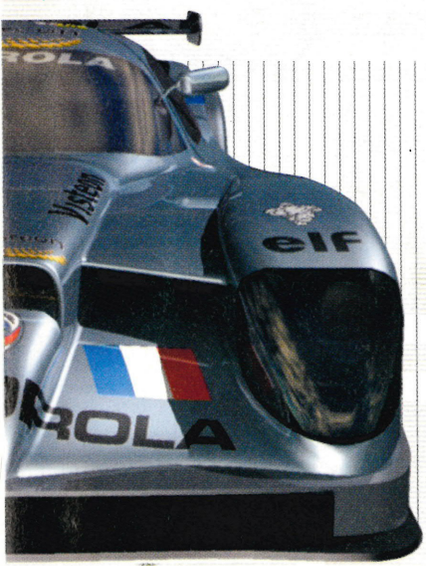
PRICE: £39.99 • PUBLISHER: SEGA • DEVELOPER: MIDWAY

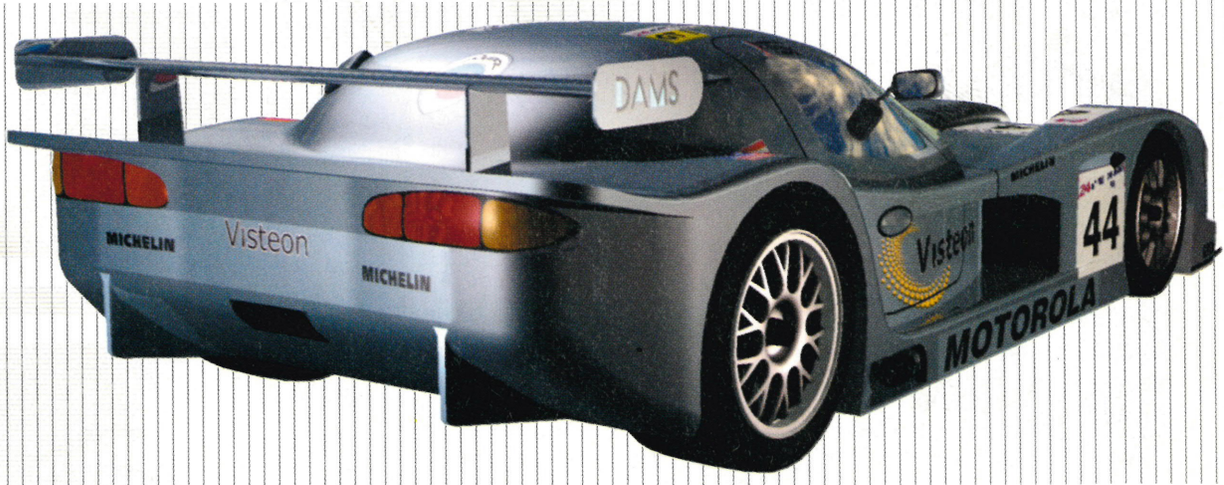

MOTOROLA
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LE MANS 24 HOURS





Day-long races? **DYLAN DAVIES** sets his watch and starts the engine of Infogrames' ambitious racer



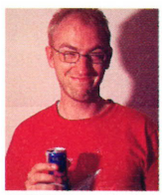


SOUNDS A BIT LIMITED doesn't it? A niche racing event simulator – Infogrames would be mad to do that. But no, what we have here appears to be a fully-fledged racing game with enough to keep Joe Punter happy for some considerable time.

At the offset, *Le Mans 24 Hours* allows you to play only four tracks – Suzuka East, Donington National, Catalunya and, of course, Le Mans. Similarly, you can only open the rookie GT cars to race on these lovingly replicated courses. As such, you'll have work your way through the Championship mode to unlock a more bespoke class of car, and further tracks including the full Suzuka and Donington circuits, making a total of ten variations. So, as you can tell, when it comes to track choices this isn't exactly *Metropolis Street Racer* (*ODM* #12, 9/10) – this is a very different kind of racer. The cars are incredibly detailed, with all classes represented from the small-but-naughty GT Porsches up to the powerful-yet-sexually-gentle Audis and Prototype racers. As is the current trend in real-life racing games, no damage can be inflicted upon these cars – it's not even an option, so you can happily travel around bouncing off everything you can hit. ▷

LE MANS, AND ON, AND ON...


DRIVER 1: DAN TRENT


DRIVER 2: DYLAN DAVIES

Having a 24-hour race option naturally made us think – who'd play a racing game for a whole day without a break? What are the physical and psychological effects of this ordeal? Now, many people think game journalists are lightweight wussies unable to get out of bed for anything other than free alcohol and PR lunches. Well, here at *Official Dreamcast Magazine* we're game animals. Hell, we leave teeth marks on joypads. Here is the sorry diary of Team Dreamcast's endurance marathon.





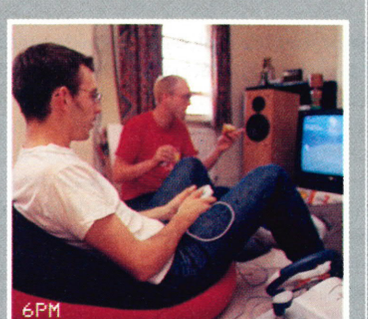




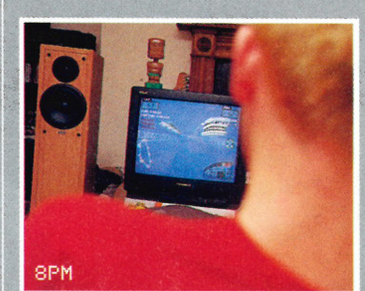

4PM

4PM: First shift – me. It's raining and we qualify in 24th place out of 24. Not the best start. However, with grit and determination we have wads of time to make up ground. Luckily, choosing tyres is easy in the wet. Start. Fresh as a daisy, Team Dreamcast storms out like an adrenaline pony, moving up to 16th place by the end of the huge, easy straight. By the end of the nasty hairpin we're back to 24th. This pattern is repeated for two hours.

6PM: It's still pissing down. However, 19th place is now pretty safe as we've remembered to remember the niggly corner. Red Bull consumed. Complaints of madness becoming more frequent. Red Bull reaches bladder and a new driver is employed: Dan.


6PM

8PM: Starting to get dark. Still raining in Le Mans. I look out of window to see dreamy red sunset over central London. Concern over new driver is brought up. He's not played the game much before and seems to have slipped to 24th again, losing nine laps to the next driver. Current driver sent to bed and new driver employed.


8PM

10PM: Beers drunk while waiting for next session not the best idea. Still raining – *really* raining. Engine noise causing madness and auditory hallucinations ("is that my phone?"). Still in 24th place. Wondering what's happening outside in the real world. Look to see a man fall over a box. It's pitch black in Le Mans and the faster cars are bothering Dan as they aggressively push past. "Bastard!" he cries. "This guy's a complete bastard!" Our lap times are slipping like our back wheels.

12AM: Still raining. Time for a freshly-drunk Dylan to take the wheel. The helmet feels used, like your grandad's hat. Tyres are worn – no one notices as we spin out continually. I put the car on its roof reaching for a can of Red Bull. Think about the outside world sleeping, having dreams devoid of engine noise. Still in 24th. Cry into helmet.

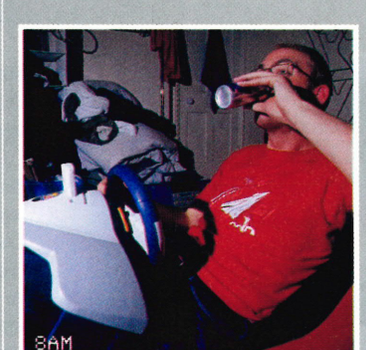
2AM: Realise the wheels are knackered. Slipstream a Dodge Viper to attain record speed of 207mph. Get too immersed in watching the numbers on the speedo and crash. Come in for tyres, cigarettes and Nutri-Grain bar. Arms hurt, eyes hurt and ears hurt. Children across the land are sleeping. Start making up song by flicking through the gears to change engine note.

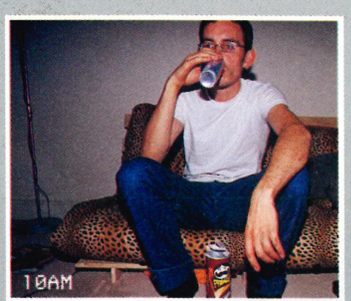
2.15AM: Manage to play the "Nah-nah-nah" bit of *Hey Jude* by the Beatles using gear shift. Still raining. France should now be flooded. Dan's asleep. I start to doze off as well, and have a dream about an underwater Grand Prix.

4AM: Half way! Wake up. Shout to wake up Dan. Pass the controller. Still in 24th place due to slumber. Drink some more Red Bull and think about great books I've never read.

6AM: Still raining. Awake to find Dan has found his one-ness with the game. We are only 5 laps down. Dan has developed a nasty thousand-yard stare.

6.20AM: Dan set team lap record. Celebrate by putting the stereo on.


8AM


10AM

6.21AM: No music genre seems to be suitable. Jazz was the worst. Trumpets and engine noise don't mix, like chilli and ice cream sandwiches followed by strawberry milkshake.

8AM: Time for me to take over again. So tired I'm putting the car into reverse while working out how many times I could have watched *The Last Emperor* in the same time. Approximately five. It could be the Red Bull, but we're flying around this French monsoon raceway. We're cockily overtaking everything automatically. This pure one-ness: a Zen rhythm of driving, broken only by the sound of the milkman whistling *Oh Carolina*.

10AM: Still raining, still 24th. Briefly visited by the ghost of my nan telling me I'm wasting my time – I tell her that she's not dead yet. Ghost vanishes. It's surely Dan's turn.

12PM: Dan's final shift. Strangely 24th and strangely wet. Over the next four hours something strange happens. We move up into 22nd – without noticing. It is a truly emotional moment. Champagne is opened as a Red Bull tear rolls down my cheek. This final leg is like saying goodbye to a noisy repetitive friend.





2PM: Guess what? Still raining! But we don't care! We're perfectly happy to be 22nd, considering it took us nearly 20 hours to make up two places. Good laps put in with new-found optimism.

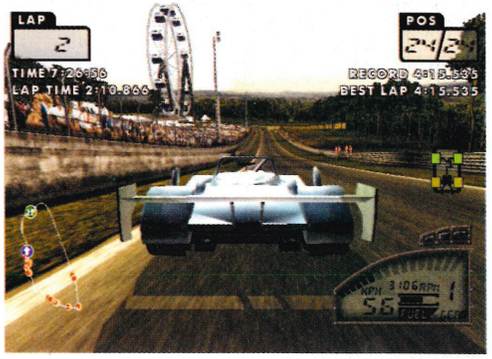
4PM: Champers drunk, and so am I. Expectations of the end ceremony are high. "Congratulations! You finished 22nd!" It's a miracle we finished at all. Still raining. By now France should be sunk under three feet of water. Go to the options menu and realise 'Always rain' was selected. Too late now. Or is it early? What day is it anyway?

SUMMARY: 24 hours in the wet. Why? Because we had to for the sake of experimentation and information. What did we learn? Check your options screen and buy more Red Bull. Talk about the loneliness of the long distance runner – this was isolation of the hardcore race investigators. It really was a one-off video game experience, but you know what? I still wanted another go. Surely a sign of the game's quality. Or too much Red Bull.

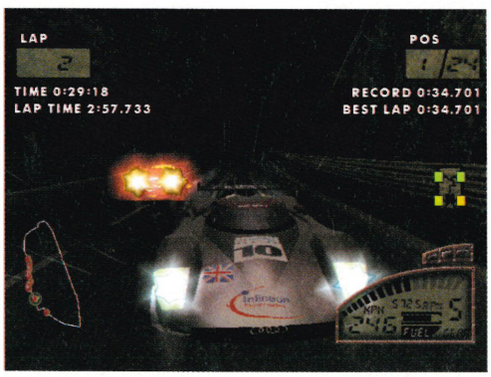




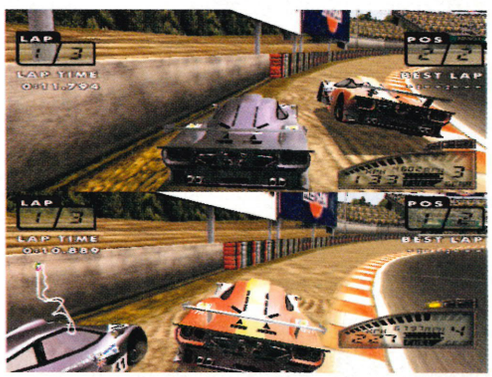
△ The first class Replay mode highlights those minute mistakes.



△ Sun-arise, early in the morning.



△ Bogey at six o'clock – a challenge for anyone wearing a helmet.



△ The ever smooth multiplayer mode falls foul of dodgy driving.

▷ Graphically, *Le Mans 24 Hours* is sublime. The draw distance (the point on the horizon where bits of scenery appear) is as far off as jet packs for school kids, and the amount of detail surrounding the tracks seems exhaustive to the point of obsession. Every other detail of racing visuals is here: brake disks lighting up, vapour trails off the rear spoilers and concave track marks on the wet. The most stunning feature, however, is the progress from day to night to day in the Le Mans 24 Hours mode. Depending on the duration of the race, the light falls, shadows lengthen and a lush canopy of stars seamlessly envelops the track. No-one who has seen this feature has been anything less than amazed at its fluidity. Also, the smooth frame rate has yet to slow down on us. We've tried and failed. Even in the multiplayer mode the game is as smooth as greased linoleum. In four-player mode (for you big-screened people) the game runs above 30 frames per second without any grumbles.

Realistic weather effects have been included to add realism to the experience. Raindrops accelerate according to speed, leaving droplets on the television screen. Clouds gather, the world turns grey, and a mist falls on to the track. Sadly, the reflections on the watery track are not as effective as some games, such as *Grand Prix 3* on PC (coming soon to Dreamcast). There's some reflection of the cars' lights, but the track still looks the same except for tyre tracks and mist trails from the other cars.

A game this detailed deserves the perfect physics engine for the cars. Looking at the cosmetics, it's hard to believe that there's room for this aspect and, on first attempt, the handling does seem a little too forgiving and simple. Three levels of handling exist: Rookie, Intermediate and Expert. Rookie adds auto braking, Intermediate retains some driving aids such as throttle assist, whereas Expert throws all those out of the window, handing complete control to you. Strangely, after a few hours of play, you become used to the handing and realise it's quite detailed – not as detailed as *F355 Challenge* (*ODM* #13, 8/10), but many of the facets are there. Over-steer a corner and feel the revs drop, and so on. One criticism is it's not that easy to drift the car – i.e. getting the back end out. It may seem ungrateful to have such traction-happy rear-ended vehicles, however it seems strange that it's so easy to put the power down without any over-steering consequences. In many ways it seems a little arcadey, even on the most difficult setting. It's reminiscent of ▷



SPEAK OUT

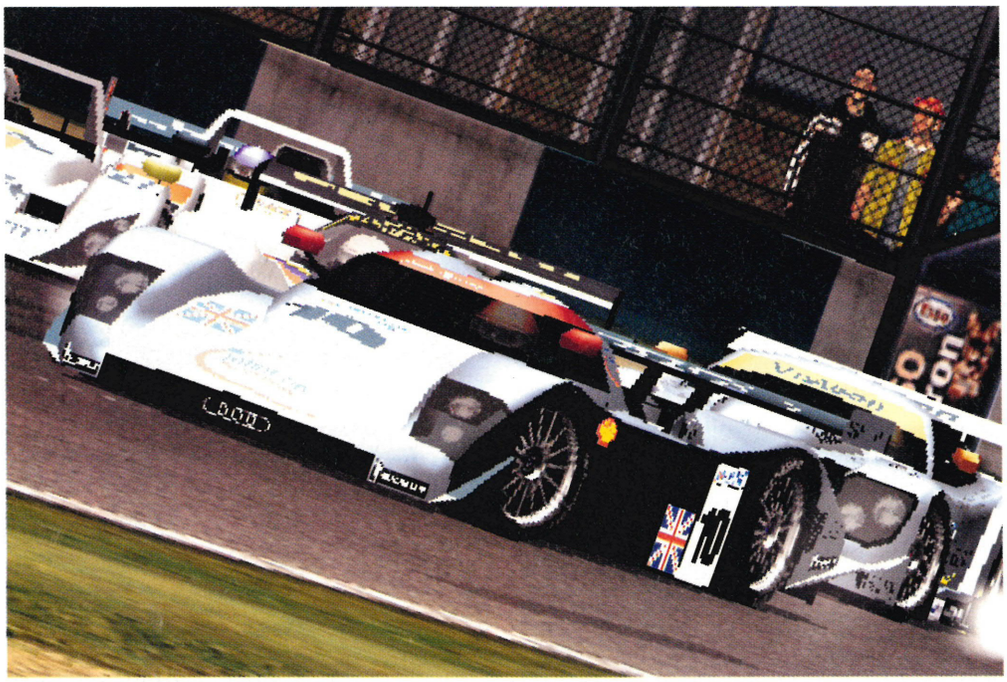
PRODUCER OF *LE MANS 24 HOURS*, **OLIVIER RAFFARD**, TOLD US THIS IN THE POST-RACE PRESS CONFERENCE

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***V-Rally 2 Expert Edition*, *Sydney 2000*, *International Track & Field* and *Virtua Tennis*.**

SHENMUE: HIT OR MISS?
I haven't played the game. RPGs aren't my cup of tea!

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
On console? *Mario Kart 64* on Nintendo 64 for the fun and the gameplay, and *GoldenEye* also on Nintendo 64 because it's a very good single-player game and a very good multiplayer game (the number of options are very interesting in multiplayer).

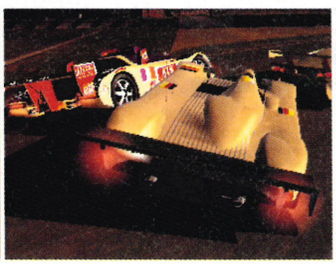
WHAT'S THE LONGEST YOU'VE PLAYED *LE MANS* IN ONE SITTING?
I honestly don't keep track of the time. All I will say was that it was many hours!



△ Many cars into tiny corner no go. It'll end in tears, you know.



△ Landing gear down – you are cleared for landing. Oh my God, it's full of cars!



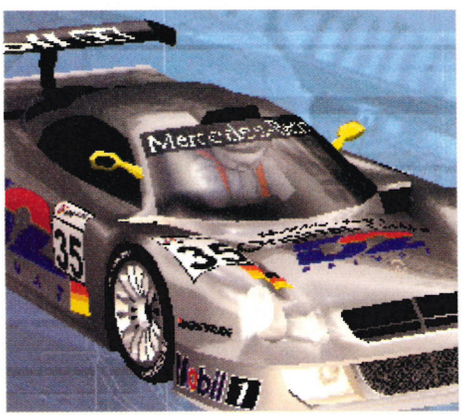
△ Opponents can be used as brakes too. A nice change from advertising cigarettes.



△ Turning into a bath that all class of car can enjoy.

CAR OVERLOAD

There are around 50 cars in total. These are unlocked by completing the championship stages. Lovingly recreated, even the lethal 'flipping' Mercedes is included. For those of you unfamiliar with the history of this car, it's responsible for one of the most surprising crashes in race history. Doing over 220mph on the main straight at Le Mans, a small gust of wind infiltrated its experimental aerodynamics. The result was a Mercedes taking to the air like back-flipping plane. It finished its flight in the woods, several hundred yards from the track. Amazingly the driver walked away – rumours have it to the pub. In true *Official Dreamcast Magazine* style we tried this experiment ourselves. Sadly, we were unable to take flight no matter how little downforce we applied. But we went to the pub anyway.



△ Please choose your dangerous vehicle. Flip automatically or manually?

"GRAPHICALLY, *LE MANS* IS SUBLIME"

▷ *F1 World Grand Prix II* (*ODM* #13, 7/10) in that respect. Also, there doesn't seem to be enough difference in handling between the various cars – the same laws apply to all, which is a shame. Variety is cut accordingly.

SPEED GARAGE

As in most race games there is a workshop function, but unfortunately it's not as thorough as, say, the graphics. There are only three levels of downforce, which does little to the handling characteristics of your beast. Worst of all, gear ratios can't be tweaked, the result being that even on the longest flies-in-your-teeth straights on the mighty Le Mans track you'll never need the top gear. We like top gears and look forward to using them as often as possible; when they're denied we sulk for hours.

Le Mans 24 Hours has some of the finest engine noises heard for weeks. Should you choose a 24 hour race this is all you'll hear, so it'd better be good. Not only does each car have a meaty-sounding engine, but also great backfiring exhausts and ker-chunky gear shifting. Nerdy but nice.

Racing is tough. Due to the multi-classed nature of the game, some cars will be significantly faster and better than you. In a longer race they'll soon start lapping your class. This is often done by barging you off the road, and your first knowledge of this will be bouncing off a barrier as a Dodge Viper with an engine powerful enough to time travel roars past. This is doubly frustrating because of the lack of rear-view mirror. It shouldn't be the player's responsibility to hit a rear-view button constantly.

All these details aside, the main selling point of this game is its 24 hour mode (see 'Le Mans, And On, And On…'). You'll be relieved to hear that you don't have to race the full distance in one sitting – by pulling into the pits you can save your progress and steadily chip away at this mountain of a mode. Once you've unlocked better cars you can re-enter in a more competitive class, and so on. This really is the game and this is what sets it apart, or puts you off, depending on preference.

Le Mans 24 Hours, even with its gripes, is another finely-crafted racing game, but with the likes of *Metropolis Street Racer* around, it's kind of hard to see where it fits in. There are, after all, several games around which allow you to take realistic sports cars around Suzuka and other world tracks – and perhaps more successfully than this. *Le Mans 24 Hours* is endurance above anything else, and worth trying once even if it's just to waste a day in style.

VERDICT

FANTASTIC IN SOME WAYS, FRUSTRATING IN OTHERS

UPPERS
Wonderful graphics and environments • Loads of cars • A unique race experience

DOWNERS
Handling can raise a few eyebrows • Maybe not enough tracks • Difficult learning curve

IN ONE HOUR Still struggling on the Rookie mode
WEBSITE www.infogrames.com
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

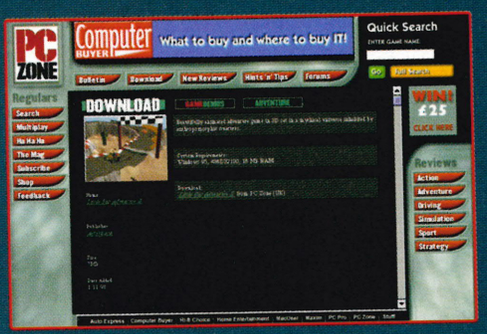
ODM RATING OUT OF 10
8
VERY GOOD

PRICE: £39.99 • PUBLISHER: INFOGRAMES • DEVELOPER: MELBOURNE HOUSE

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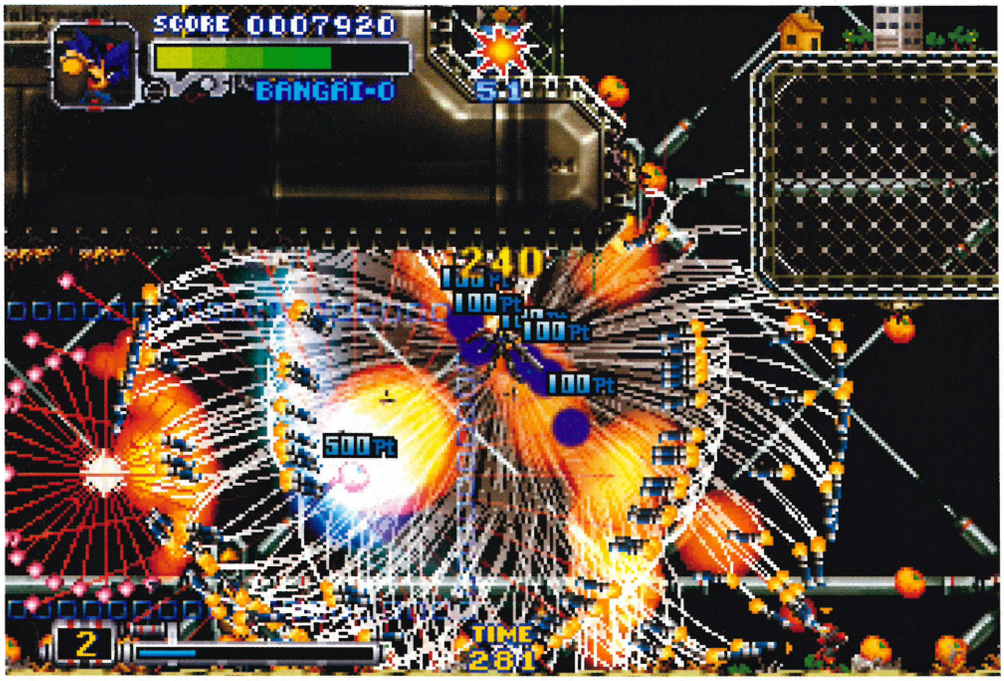
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Health Warning: The PC Zone web-site can feed your addiction to games



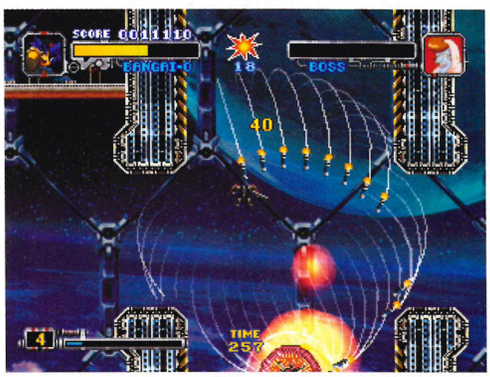


"IF THE SCREEN MELTS, YOU'VE GOT THE HANG OF THINGS" **BANGAI-O**



△ **In times of trouble, quantity carpet bombing is always the solution.**

"SHOOT AROUND CORNERS AND FILL ROOMS WITH ANNIHILATION"



△ **Thrill as Bangai-O destroys the weirdy, long blue-faced boss.**

BANGAI-O

2D shoot 'em ups will never die! **DYLAN DAVIES** steps into the second dimension



△ **It looks like a nebular-cum-disco frenzy.**

BANGAI-O LOOKS LIKE the stuff of old-skool legend. Appearance-wise, it's a cross between *R-Type* and *Bombjack*. Were it in the arcade, you wouldn't expect to pay more than 20p for a game, and if you had to guess which machine it was running on you may think of the words 'Commodore' and 'Amiga'. It implies a time when the Tories were in power and Sunday night was bath night. But to avoid this game on its appearance would be missing the point. *Bangai-O* is a modern, simplistic, over-the-top, fun blaster. No-frills style.

The point of the game is, naturally, to destroy everything on screen, navigate the levels and kill the boss. There is more to *Bangai-O*, though. To score the really big points, you attempt to receive bonuses for the amount of mayhem you deliver, measured by the number of explosions on screen at any one time (up to 400!). If the screen melts with explosions, you've got the hang of things.

Using the L trigger, you can alternate between two characters, Riki and Kami, a brother and sister out to avenge their father's death at the hands of the evil SF Kosmos Gang. Kami has the laser power; Riki the more accurate, but less potent, heat-seeking missiles. The laser is the most fun, as it can be ricocheted off walls, effectively shooting around corners and filling rooms with a deadly mesh of annihilation. Hitting the R trigger sends out a super bomb of hundreds of shots, the number dependent on the amount of threat on screen at that moment.

Controlling Kami and Riki is beautifully simple: d-pad for flight in any direction and the analogue stick for weapon direction and fire – simply point and it will shoot. If you can't handle having your hands so close together, you can always use the A, B, X and Y buttons for eight-way shooting. Again, no-frills gaming.

As you progress later into the game, apart from the amplified number of opponents, the levels become more difficult to navigate. Certain coloured walls can be demolished with certain weapons, so character choice is more important than simply choosing which method of death you'd like to dispense.

The icing on *Bangai-O*'s cake though, is the wonderful Japanese to English translations. We'll never know what "During shingling off!" means, but it happens, apparently, every time we die. The character dialogue and artwork (Animé, of course) is hilarious, with some bosses communicating via the media of childrens' drawings. You will laugh, sometimes for the right reasons, at this game.

It's difficult to gauge *Bangai-O*, due to its simplicity and the fact that it's almost from another era. However, this sort of fun is rare these days. No 3D game could sustain 400 characters on screen without slowing down to a crawl. Its simple exterior masks some great game design and huge levels. If you think you can handle a cosmetically inferior game with no outline except kill, destroy, and kill again, this is a great way to stay up late.

VERDICT

QUITE SIMPLY, A FANTASTIC HARDCORE JAPANESE SHOOTER

UPPERS
Fun, fun with a gun! • Instantly accessible • Quirky to the point of eccentric

DOWNERS
Graphically feeble, though practical • Not enough weapon variety • No two-player co-operative modes

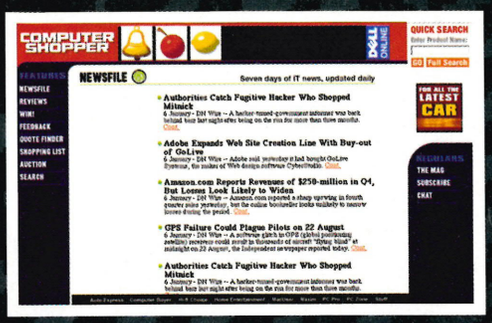
IN ONE HOUR We discovered a new boss and learned to shoot through walls
WEBSITE www.vie.co.uk
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option

ODM RATING OUT OF 10
7
GOOD

PRICE: **£39.99** • PUBLISHER: **VIRGIN** • DEVELOPER: **TREASURE**

www.computershopper.co.uk

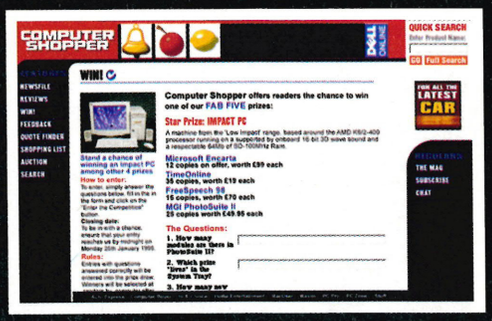
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CHAT
Your technical questions answered



△ A word of advice: always try for the headshot. It hurts more.

SILENT SCOPE

Calm down. **JOE HOWATT** is moving into position. Take the shot. He's homing in. The President's daughter must be saved. Hurry up. Take the shot!

ON THE CD

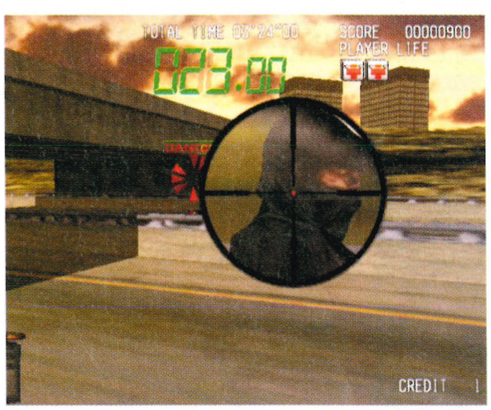
BILLY ZANE WAS A bit of a chancer. Put it this way: if your commanding officer woke you up one morning and gave you the choice of crawling round a jungle full of hostiles with 'Crazy' Tom Berenger, the chances are you'd say "No", right? Not Billy. The lure of sniping action was too much. Lying in wait to pop the enemy in the head from massive distances obviously appeals to some. If it does to you, you're in luck; *Silent Scope* will give you all the fun of long-range killing in the comfort of your very own home.

The premise of the game is straightforward in the extreme. You move a target around a fixed screen, shooting evil terrorists as you go. Polish them all off and your view changes to another set of circumstances, where you have to repeat the feat. As you progress, things get increasingly tough until you beat the final boss. And that's it.

It may sound almost ridiculously basic, but when you chuck in a branching storyline and a great big dollop of nerve-snapping atmosphere, you get a tasty little number. The President's family has been kidnapped by a group of rocket and rifle-wielding baddies, and it's your job to get them back. The game's set over eight levels, ranging from city rooftops and taking out terrorists as you speed down a highway, to taking pot-shots from a helicopter using a night vision scope. All good so far. You can constantly feel the pressure as you play.

Tension in videogames is nothing new, you should know that after getting to grips with *Resident Evil Code: Veronica* (*ODM* #8, 9/10). But aside from Capcom's beautiful horror spectacle, the nerve-wracking element has been somewhat missing from Dreamcast software thus far.

Silent Scope will do more than a little to address the balance. The title's overwhelming strong point is its ability to put you on edge. Things start off easily enough, with static enemies pinned down by police fire in a city. You merely have to take them out from a rooftop. But even after the first level the action gets extremely tough. After each shooting spree you the get the option of three bosses to take on, and the first you're likely to pick will be the leaders of the bad guys – the Scorpion brothers – as they parade around skyscrapers in nothing other than a Harrier jump jet. Following them in a



△ Hit the driver before his mates make a sieve of you.



△ Things get hectic pretty early on. This is level one.



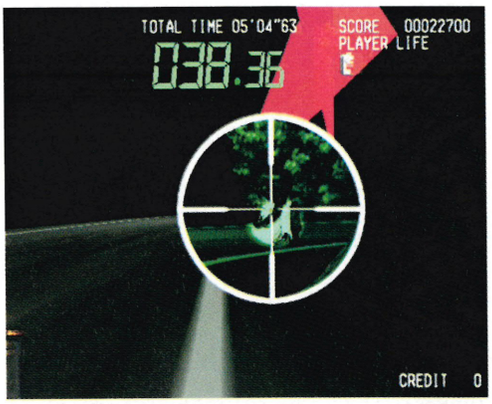




"YOU CAN CONSTANTLY FEEL THE PRESSURE AS YOU PLAY" **SILENT SCOPE**



△ No easy task. He's in a Harrier jump jet.



△ The red lines are laser sights. All pointing at your forehead.



△ Bounce it off the gun for plum-rupture.

helicopter, you have to stick three rounds through the cockpit window. Easier said than done.

SUPER SHARPSHOOTER

The game is a pure conversion of Konami's arcade smash, and in the run-up to the console release a little concern has surrounded the title. In the arcade you get to point a huge sniper rifle at the screen, looking through the sight to get a close-up view of the enemy. Quite how the developers were going to achieve the same effect in the home caused many to believe the port was a waste of time, that there was no way Konami could release a similar peripheral for pointing at your TV. Thankfully, the system derived is more than adequate, if a little cumbersome.

The target during play is set at zoom by default. Players use the L trigger of the joypad to pull out of close-up mode to move the target more quickly around the screen, giving you all the chance you need to cap the enemy before he aims for a shot back in your direction. The system keeps you on the edge of your seat – you'll be gritting your teeth as you struggle to rest the crosshairs on the target's head as the voice in your ear tells you he's lining-up a shot. Take too much time and you lose some health. Lose all your health and the President's daughter is dog food.

Thankfully, the new Dreamcast Mouse (see page 39) is also compatible with *Silent Scope*, allowing you to move the crosshairs around the screen more quickly and smoothly. The thing is, the control's well balanced so as not to make the game massively easier than it is with the pad. Another good reason to invest in the mouse, then.

Gameplay itself is completely arcade-oriented, although there's more than a little strategy thrown in. You get the full arcade feel as you jump from terrorist to terrorist under the pressure of the clock, grinning slyly as you quickly get the skills to take easy headshots using nothing but gut reaction. Strategy comes in the form of instantly selecting the right target when the clock's ticking. Most of the time you'll be presented with at least two or three gun-toting baddies, and your choice of order could easily make the difference between hitting or being hit. In the later levels of the game, honing this skill is paramount to having any chance of saving the President and his family. Believe us when we say this is excruciatingly hard.

Even in the second level you've got to start using your head. Thrashing down a highway in pursuit of the President's daughter, you get bombarded with gunmen taking shots at you from speeding cars. They're moving targets, and you're faced with at least two gunmen to a vehicle. The only way to get through this without taking a real battering to your health bar is to take out the wheel-men. Target the balaclava-clad meanies aiming at you from the back seat and you've got no chance.

You can alter the difficulty setting, however. At default, *Silent Scope* has you killing for the cops at ▷

KILLING FOR COMPANY

The main feature you have to contend with in Dreamcast *Silent Scope* is the use of the target. It's a struggle at first to remember to hold the L trigger (or right mouse button) to stop the crosshairs zooming in on a section of the screen, but you get used to it fairly quickly. When not close-up, the target moves far more rapidly around the shooting area, giving you the chance you need to whack the bad guys. Mastery of this is the most important aspect to learn if you're going to be successful at *Silent Scope*, a little more than making the right choice of target when under pressure. Before long, you'll be sticking bullets in temples and foreheads like a good 'un. Just remember to stay calm.



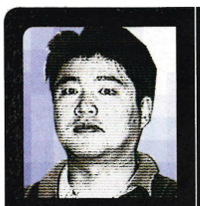
△ You spot the target...



△ Move your sight over with no zoom.



△ Zoom up. Shot on. Waste his ass.



SPEAK OUT

SNIPER **YASUSHI KAWASAKI**, DIRECTOR OF *SILENT SCOPE* AT KONAMI JAPAN, ANSWERED SOME QUICK-FIRE QUESTIONS

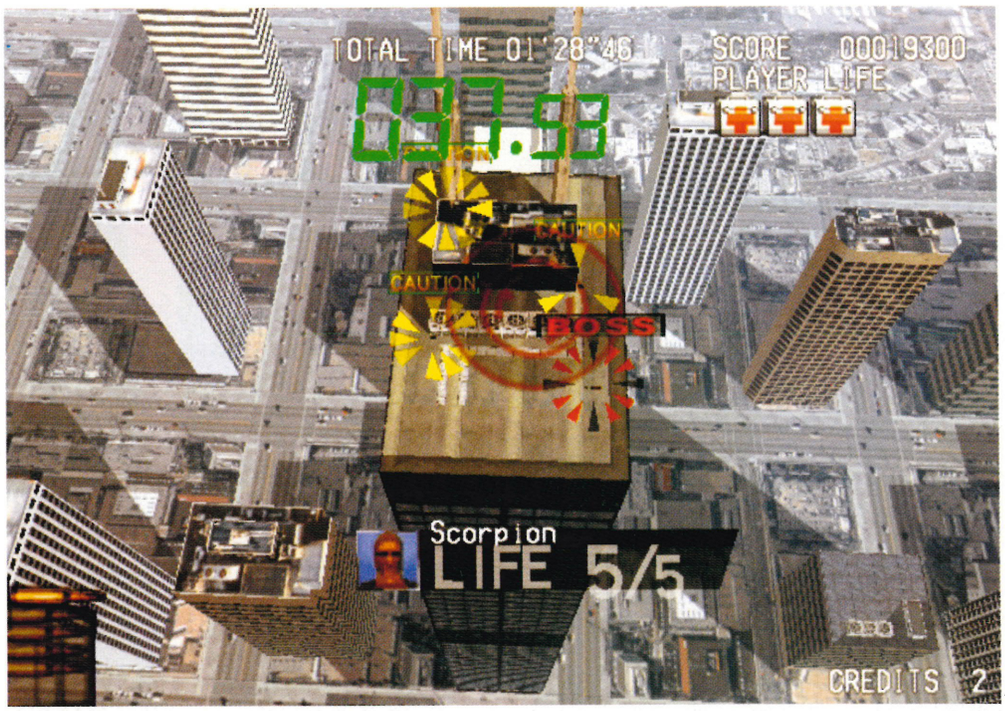
WHAT'S THE BEST THING ABOUT THE GAME?
It is of course that you can enjoy playing without having a dedicated peripheral. You can guarantee that you'll get the thrill of the arcade game, even without the full-size rifle! Also, the graphics are as beautiful as the arcade game's.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Tokyo Highway Challenge 2*, *Seaman*, *Guruguru Onsen*, and *Dance Dance Revolution*.**

SHENMUE: HIT OR MISS?
I consider *Shenmue* to have created a new trend in RPG games. It can't be that a game made by Yu Suzuki is a 'miss'. However, I personally haven't played the game yet. Please excuse me.

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
***Guruguru Onsen* – this is a fun game! Also *Sega Rally 2*.**

YOU'VE GOT A SNIPER RIFLE WITH ONE BULLET. WHO DO YOU SHOOT?
There are just too many. I can't make the decision.

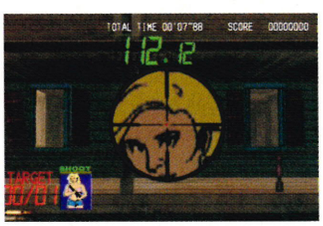


△ No chance, unless you're on vast amounts of speed.

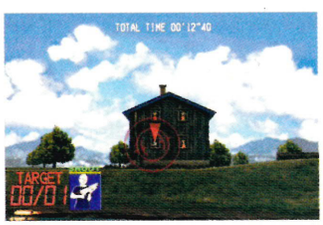


△ You're a hero. For at least ten seconds...

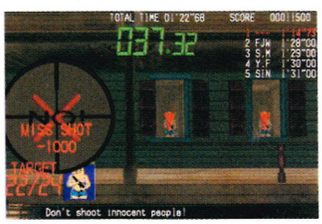
"ITS OVERWHELMING STRONG POINT IS THE ABILITY TO PUT YOU ON THE EDGE"



△ Pink bras mean nothing. Kill her.



△ Target practice: waste the rednecks.



△ There are several scenarios on the ranges.

▷ level four, but dropping it down to level one gives you a far easier ride. Try level eight and you'll see just how much the lack of an actual gun affects your ability to quickly move through the gunmen. You'll just get frustrated as you struggle to drag the target around the screen.

A CLOSE LOOK

The look of *Silent Scope* is good – more than adequate, but nothing truly spectacular. You focus more on the polygon models of the enemies than the fairly sparse backdrops, and it is quite impressive when you move the target over what was first a dot in the landscape and watch him turn into a walking, aiming terrorist. Boss levels look great, but you're so wrapped up with hitting the weak point of the offending parties that you're too busy to notice.

Extras in the Dreamcast version include a training mode and a pair of shooting ranges, one indoor and one outdoor, each with eight scenarios. This is all good fun, as you have to stay clear of 'innocent' targets and shoot only those holding cold, black steel. These levels are only a precursor to the story mode, however, and there's not a great deal to keep you coming back. You'll get a buzz out of beating the high scores for the first few tries, but essentially this is basic stuff, the only real point of which is to get you to the end of the game proper and save the President.

That said, you do suffer a pang of guilt every time you shoot a weapon-free target, and if anything should make you buy *Silent Scope*, this is it. The shooter has the ability to affect your feelings, and employs some nice touches to ensure this is the case. If you try to take a shot too rapidly after the first, the hissing voice in your ear will tell you to "Calm down!" Stick a bullet in the head of a passer-by and your mentor gets upset, yelling at you not to shoot the public. You believe it. You don't want to kill those who are simply in the wrong place at the wrong time. This is a genuine strength of the game and one to be commended.

Essentially though, there's a question mark over whether *Silent Scope* has the longevity to make it a true great, and you'll see how much the Dreamcast version replicates the arcade machine in the first five minutes of play. It looks good, plays adequately, suffers from not having a dirty great rifle to point at heads (although the use of the joypad is innovative), but for a game with a premise as simple as this, it does a fantastic job of creating a tense atmosphere. Buy it, play it, stick in the cupboard with the rest the games you'll probably only look at once in a blue moon.

VERDICT

YOU HAVE TO REALLY WANT TO FINISH IT TO KEEP PLAYING

UPPERS
Brilliant atmosphere • Tasty-looking enemies • Plenty of subtle strategy

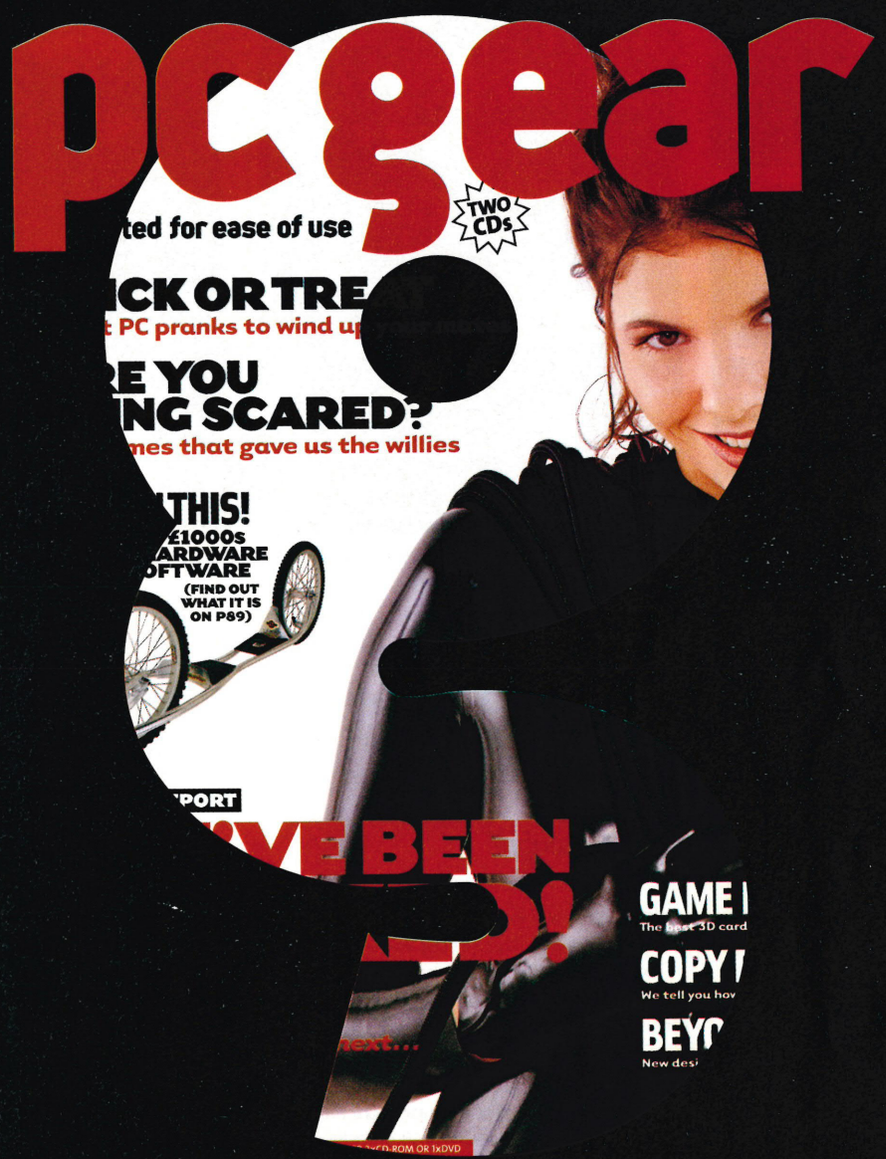
DOWNERS
No rifle to point at enemies • Basic and repetitive • Not enough extras to keep you coming back

IN ONE HOUR Got to the second boss. Got high scores on both ranges
WEBSITE www.konami.co.uk
CHECK OUT *Silent Scope 2* in an arcade near you now
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz, VGA compatible

ODM RATING OUT OF 10
7
GOOD

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

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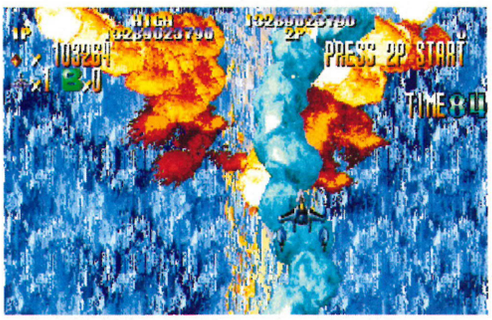
NEW!







"IT'S NOT ADDICTIVE IN THE SLIGHTEST" **GIGA WING**



△ Use the bomb and the screen goes crazy with pyrotechnics.



△ More large explosions courtesy of a bomb attack.



△ Avoiding enemy fire can sometimes be impossible. But hey, that's shoot 'em ups for ya.

GIGA WING

Its 2D time again with **ALEX HUHTALA**. Are you flat enough?

***GIGA WING* IS AN** old-style, horizontal scrolling shoot 'em up – the sort that wouldn't have looked out of place in an arcade 15 years ago. Offering 2D sprite action without a polygon in sight, you're probably wondering why it's on the Dreamcast. After playing it, so are we.

We haven't got anything against 2D games. In fact many games in 2D, no matter how old, still easily hold their own against their 3D contemporaries, even if the majority of people will look at you funny for still playing them. The problem with *Giga Wing* is that it's a bad 2D shooter. It has some nice ideas, looks good in parts, but it plays like a dog. And the worse crime of all: it's not addictive in the slightest.

The aim of *Giga Wing* is simply to survive. Sure, there's a poorly translated futuristic story thrown in for good measure, something about a huge stone medallion that could spell the end for mankind, but the story isn't really important – after all, it just delays you getting to the action.

There's a choice of four different pilots, each with a different craft. This adds replay value as each of the craft vary in their style of play and power-up abilities. Remember power-ups? They were big in the eighties. Shoot enough enemies and you're rewarded with them, flying your craft into these increases your firepower. The small differences between the craft don't become apparent until you've grabbed a few power-ups, then you'll notice that some ships have the advantage of firing broader laser-beams or homing missiles, while another may fire a narrower, but more powerful laser.

Also in your arsenal are a limited number of smart bombs. These inflict huge damage on all visible enemies, while protecting your craft with a handy burst of invincibility. The final weapon is a shield. You operate this by holding down the fire button; release the button and the shield is activated. The cool thing about the shield is how it can be used tactically, as it can deflect enemy fire back at the enemy craft. The only flaw in the design is that it is a little too slow to power-up, and you just have to hope that it saves your bacon from incoming fire. Instead, you should use it as another attacking weapon rather than a defensive one.

"THE GRAPHICS LET THE GAME DOWN... EVERY OBJECT IS LARGE AND GRAINY"

Letting the game down are the graphics. Like we said, there's nothing wrong with 2D. There is, however, something wrong with 2D looking this bad. In *Giga Wing* every object is large and grainy, sprites flicker as they move and some of the major explosions have minimal animation frames, making the pyrotechnics look like a bad strobe effect.

On top of this is some terrible music, and sound effects that sometimes don't correspond to the action on screen. One musical moment particularly of note is whenever an end of level boss appears, a trashy piece of music blasts out that sounds like the opening seconds of *What Time Is Love* by the KLF. Still, at least it's not 2 Unlimited.

It would be nice to play a really strong 2D shooter on Dreamcast, but unfortunately *Giga Wing* sits at the wrong end of the respect ladder. Any shoot 'em up that doesn't give your trigger thumb blisters really isn't worth wasting your money on.

VERDICT

OLD STYLE SHOOTER THAT PLAYS WORSE THAN IT LOOKS

UPPERS
Frantic action • Deflector shield weapon • It's a shoot 'em up!

DOWNERS
Poor graphics • Slowdown • Too many continues • Unavoidable death

IN ONE HOUR Hit the continue button 60 times
WEBSITE www.capcom.com
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
3
POOR

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

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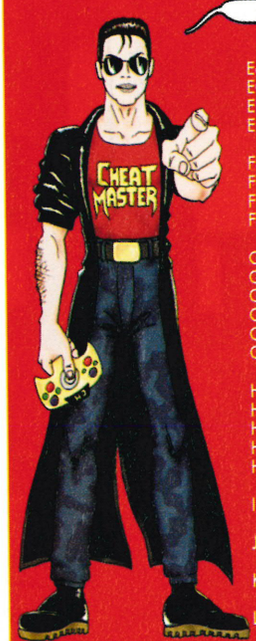
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Climax Landers
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Crazy Taxi
Cueball (Jimmy White 2)

D
Daytona USA 2
Dead Or Alive 2
Deadly Skies
Dynamite Cop
Dynamite Deka

E
Ecco The Dolphin
ECW Hardcore Revolution
Elemental Gimmick Gear
Evolution 1 & 2

F
Four Wheel Thunder
Fighting Force 2
Flag To Flag
Fur Fighters

G
Gauntlet Legends
Generator Vol.1
Giant Gram Pro Wrestling 1&2
Giga Wing
Godzilla Generations
GTA 2

H
Half Life
Hardcore Heat
Hidden & Dangerous
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
NFL 2K
NFL Blitz 2000
NFL Quarterback Club 2000
Nightmare Creatures 2

P
Pen Pen
Plasma Sword
Pop 'n Music
Powerstone
Psychic Force 2012
Puyo Puyo

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Rayman 2
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Sega Rally 2
Seventh Cross
Shadowman
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Slave Zero
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Soul Calibur
Soul Fighter
South Park
Speed Devil
Star Gladiator 2
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Street Fighter 3
Street Fighter 3 W Impact
Street Fighter Alpha
Super Speed Racing
Suzuki Alistare Extreme Racing
Sword of the Berserk

T
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△ You'll get to see a fair bit of this early on. Note the lovely reflective floor and, er, the lack of reflections from the characters. D'oh!

STAR WARS EPISODE I: JEDI POWER BATTLES

LucasArts are up to their Jedi mind tricks and **RICHIE SHOEMAKER**'s the target

THERE WAS A TIME not so long ago, in a galaxy not too far away, when developer LucasArts could do no wrong. LucasFilm Games, as they were known back then, could put claim to have created the finest adventures and the most innovative flight simulations – all long before they embarked upon their first *Star Wars* game.

Between *X-Wing* on the PC in 1993 and the theatrical release of *Episode I: The Phantom Menace*, LucasArts were one of the Masters of the development world.

Unfortunately, in recent times the force that binds the galaxy together has become unravelled and LucasArts have edged ever closer to the Dark Side, their games being little more than interactive adverts for a new series of films that have yet to make the jump to light speed.

Quite apart from the rich universe of characters, creatures, technology and myth that LucasArts alone had access to, what made the games based around the original *Star Wars* trilogy so great was that they provided us new characters to play alongside, within storylines that crossover and sometimes shadow those of the motion pictures.

It's all very well controlling young Obi-Wan as he slices yet another Battle Droid in two, but interaction isn't always about pulling the strings of a well-known character, but playing a role within a universe many of us are at home in as much as the one in which we exist day today.

The *Star Wars* galaxy is a big place, and what LucasArts seem to have lost sight of with recent releases is that going through the same motions as we've seen on the bigger screen is far less likely to surprise and enthral as facing new challenges as yet unseen, events that a certain Mr Lucas would do well to allow us access to.

Jedi Power Battles is closely tied to *Episode I: The Phantom Menace*, and it's all the poorer for it. But the problems here go far beyond the fact that it's based on a decidedly mediocre movie.

The best thing you could say about it is that it's better than the PlayStation version, but that really isn't saying much.

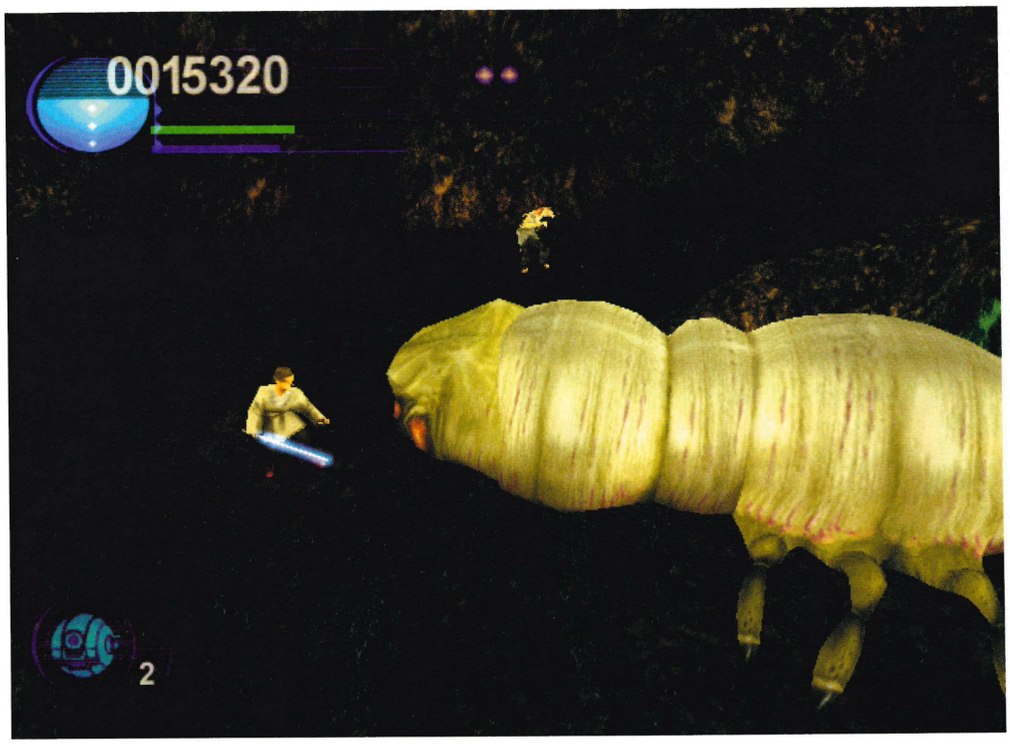
ROBOT WARS

Jedi Power Battles is essentially a scrolling beat 'em up like, say, *Dynamite Cop* (*ODM* #2, 5/10). Or, perhaps more accurately, a slash 'em up cast from a similar mould as the likes of *Soul Fighter* (*ODM* #2, 6/10) and *Sword Of The Berserk: Guts' Rage* (*ODM* #10, 5/10). You use a Lightsaber rather than a sword, but you could have guessed that.

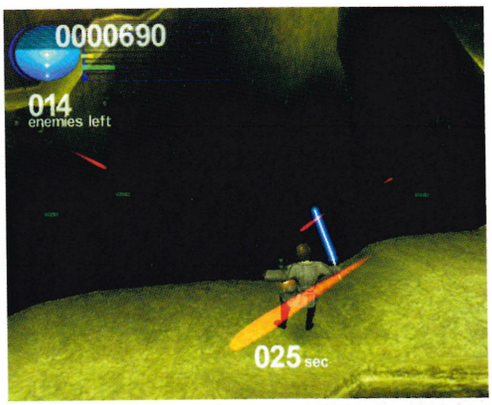
Played in three dimensions, *Jedi Power Battles* offers plenty of platform-style action, but the bulk of the game involves Lightsaber fighting and the use of Force powers. The ten sprawling levels are littered with power-ups and special items, as you'd expect in such a game. And, yes, there's a two-player co-operative mode, where teamplay and treachery go hand in hand.







△ Looks pretty scary, eh? See it moving and you'll end up laughing. Or crying.



△ Training missions help prepare you for the tedium ahead.

"REPETITION IS ONE OF THE MAJOR FAILINGS OF THE GAME"

Star Wars has always been about the few against the masses and even in the early stages the enemy are in abundance, ready and willing to crumple into their constituent parts should a Lightsaber ever come near.

The graphics and animation are a real mixed bag. The Jedi Knights look far from convincing with bloated heads atop bodies that look and move like they've stepped from the PlayStation version of the game (albeit in higher resolution). However, the Battle Droids that make up the unending bulk of enemy numbers early on are far better. Depending on where you hit them, they come apart in spectacular fashion – the most rewarding when their torso is swept across the gleaming halls leaving legs standing momentarily before toppling to the floor.

Starting off from the Trade Federation battleship where Qui-Gon Jinn and Obi-Wan Kenobi start their adventure, *Jedi Power Battles* progresses across Naboo, Tatooine and Coruscant – all familiar to anyone under the age of 40. While the outdoor levels have an almost cartoon-ish look, the clean indoor levels set across the Imperial City and within Trade Federation ships look and feel okay. Detail is reasonably high throughout and everything from the characters, their movements and the pyrotechnics that ensue, moves without slowing the game down, thanks due no doubt to the dynamic 3D camera, which zooms and pans depending on where you are and how many enemies are in the vicinity. Unfortunately, this means that for some reason in certain areas your view is obscured by walls suddenly being pulled across the screen, as if to shield you from the violence behind. Such occurrences, few that they are, should really have been sorted out early on.

FEEL THE FORCE

As you would imagine with mêlée combat high up on the agenda, a full range of crushing moves are at your disposal. Five Jedi Knights are playable from the outset (others are available as bonuses) and each has specific moves and Force Powers, with new and ever deadlier attack combos being made available after each level.

This is a neat idea although rather than frantically pressing buttons throughout the game, you simply end-up frantically pressing the same *sequences* of buttons again and again and again.

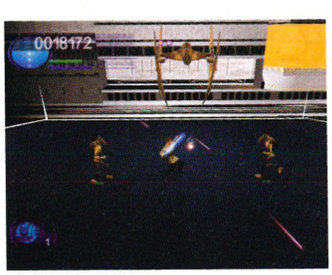
Ultimately repetition is one of the major failings of the game. While the surroundings and objectives are far more varied than we've come to expect from traditional scrolling fighting games, the action isn't remotely engaging when you're repeating a section after dying for the umpteenth time.

And, believe us, you will die a *lot*, if only because of another of the game's major failings – the woeful collision detection. It's not too noticable in the first level, but jumping around the Swamps of Naboo and the rooftops in the City of Theed, it becomes all too apparent. The game offers a terrible sense of perspective at times too, so leaps around the 3D environments become completely hit or miss.

There's no question whether *Jedi Power Battles* is a hit or miss, though. Well, actually there is – the mere fact that it's a *Star Wars* game will, no doubt, propel it into the upper echelons of the sales charts. The reality, however, is that this is yet another disappointing release from LucasArts. We *know* they can do better than this.



△ A droid floating in mid-air. D'oh!



△ This bit is tricky… and boring.



△ Yes, you do get to control this. Woo!

VERDICT

ANOTHER DISAPPOINTING *STAR WARS*-BASED GAME

UPPERS
It's *Star Wars*! • Fast, frantic and simple • Rousing soundtrack • Two-player mode

DOWNERS
It's *Phantom Menace*! • Dodgy collision detection • Repetitive and often frustrating • Glitchy graphics

IN ONE HOUR Our hero kept flinging himself to his death at the end of level one
WEBSITE www.lucasarts.com
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10
4
BELOW AVERAGE

PRICE: £39.99 • PUBLISHER: ACTIVISION • DEVELOPER: LUCASARTS







"YOU OFTEN FEEL LIKE YOU'RE WATCHING A CARTOON" LOONEY TUNES: SPACE RACE



△ Have some of it! As gags go, the boxing glove one is particularly enjoyable.



△ Zapping with the lightning raincloud is very satis-frying!



△ These are the Acme crates that hold the gags.

LOONEY TUNES: SPACE RACE

Bugs, Daffy and the Looney Tunes crew invade your Dreamcast. **STEVE KEY** prepares his Acme Bomb Kit

ON THE CD

LOONEY TUNES IS THE sort of licence that programmers must look at and put their feet up. No need to come up with the characters, the locations or a general theme. Just make everything sit together and play pretty well, and you're laughing. Which is probably why *Space Race* works so well, because it's captured the essence of the entire Looney Tunes cartoons in both looks and feeling, thus making a supremely enjoyable title.

Imagine *WipEout* crossed with *Wacky Races* (*ODM* #9, 7/10) and you've instantly summed up *Space Race*. There are six racers on the track per race and the object is simply to finish first. You're aided by some of the finest Acme gags that you collect by driving through crates. Dropping black holes, rainclouds that electrocute racers and even anvils or pianos falling on to the heads of your enemies are all included. These are accompanied by some of the most well-known quotes from each of the competitors. You can initially control Bugs, Daffy, Elmer Fudd, Sylvester, Yosemite Sam and Wile E. Coyote with a further two secret characters becoming available later in the game.

But it's all about playability as far as *Space Race* is concerned. You can never rest easy because your rivals never let you get very far ahead, so right up until the finish line there's always a chance that a pink elephant will come landing on your head and you'll go from first to last. This can be frustrating the first couple of races, but once you learn to save your gags and speed boosts, this isn't so much of a problem. Learning to dodge items that fall on your bonce is another tough, but essential, skill that needs to be learnt. There's a reward system operating within *Space Race* that works excellently at keeping the interest levels high. Every time you win a race you're given an Acme token that is then used to buy open the Acme Events. These are variations on the normal race where, for example, you might continually have gags appearing in your hands without ever having to drive over a crate, or a race where bombs and rockets are the only items you can collect. In turn, finishing one of these 12 events opens up bonus pictures in the gallery for you to browse through at your leisure. You have to win the first three courses for the next batch to unlock, and at various points other drivers will also challenge you to a one-on-one race.

"THERE'S ALWAYS A CHANCE A PINK ELEPHANT WILL LAND ON YOU"

The screenshots should give you a good indication of the high quality, cartoon feel *Space Race* has. Such is the simplicity, that at times you often feel like you could be watching a cartoon. There's some excellent animation on the drivers and lots of neat little touches, like Coyote holding up signs when something goes wrong. And with so many secrets and a multiplayer mode to amuse you further, this is a good old-fashioned game that is excellent to play and will provide lots of enjoyment.

VERDICT

GOOD, WHOLESOME FUN AND EXTREMELY PLAYABLE

UPPERS
Excellent cartoon graphics • Loads to uncover • So easy to pick up

DOWNERS
A little too easy in places • Not a great deal of variety • Can be fustrating

IN ONE HOUR We unlocked four secret tracks and four Acme Events
WEBSITE www.infogrames.com
CHECK OUT The pinball mini-game 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

PRICE: £39.99 • PUBLISHER: INFOGRAMES • DEVELOPER: MELBOURNE HOUSE







MAGFORCE RACING

Bombarded with flashing lights and music in his head, **STEVE HILL** gets an old familiar feeling

ORIGINALITY IN THE GAMES industry is something of a Holy Grail at the moment, although unfortunately it's one that the vast majority of developers show very little interest in pursuing. Why waste precious man-hours coming up with a unique concept when you can simply rip off someone else's idea and flog it to gullible punters? Harsh maybe, but fair certainly, particularly with regards to the woefully derivative *Magforce Racing*. Anyone with a gaming heritage of more than a few years will immediately recognise the game's 'inspiration,' with even a cursory glance at the surrounding screenshots enough to confirm its source.

It is, of course, a fairly blatant copy of *WipEout*, the game that dazzled early PlayStation owners with its colourful visuals, rapid gameplay and fashionable tunes. But that was then and this is now, and while *WipEout* will be rightly remembered as an important game in the evolution of the medium, *Magforce Racing* is destined to disappear without trace, via a possible detour to the bargain rack of your local games emporium.

DÉJÀ VU

The game has already had a turbulent journey to get this far, as at one stage in its development it was due to be a PC game called *Inner Loop*. Roundly dismissed by the PC press, a swift change of name and platform would appear to have secured it some minimal shelf space.



△ **Imagine that when you're tripping.**



△**Caution: below average game alert.**

So, if you do happen to come across a copy (and have a lot more money than sense), what are you in for? Like we say, *WipEout*, that is, futuristic racing over a series of improbably contoured courses with a slew of weapons with which to hamper your opponents. To be fair, in that game the vehicles hovered a few feet above the ground, whereas the buggies in *Magforce Racing* are tripods that scoot along on three ball bearings, allegedly obeying the relevant laws of physics, although for all the difference it makes they might as well not have bothered. One further facet that having metal feet brings is the addition of a magnet that lets you drive on the ceiling, thus picking up extra speed and weapons power-ups. It's a reasonable idea in theory, but in practice it's a mainly disorientating experience.

As for the weapons, there is a fair spread, although they are all mainly ineffectual and add very little to the races, which are already fairly dull, with hardly any neck and neck action to be had. The races naturally take place to a background of generic dance music, and if in the right frame of mind the game can be vaguely mesmerising. However, you didn't buy a Dreamcast to play a glorified version of a five-year-old PlayStation game, and we therefore suggest you don't.



△ **Explosive action from the game they're all calling *Magforce Racing*.**

VERDICT

MASSIVELY DERIVATIVE, MAINLY VERY DULL

UPPERS
Reasonable visuals • Easy to get into • You'll get it for much less than the RRP

DOWNERS
Deeply unoriginal • Repetitive • Repetitive • Soon becomes boring

IN ONE HOUR We'd won a few races, but were already bored
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10

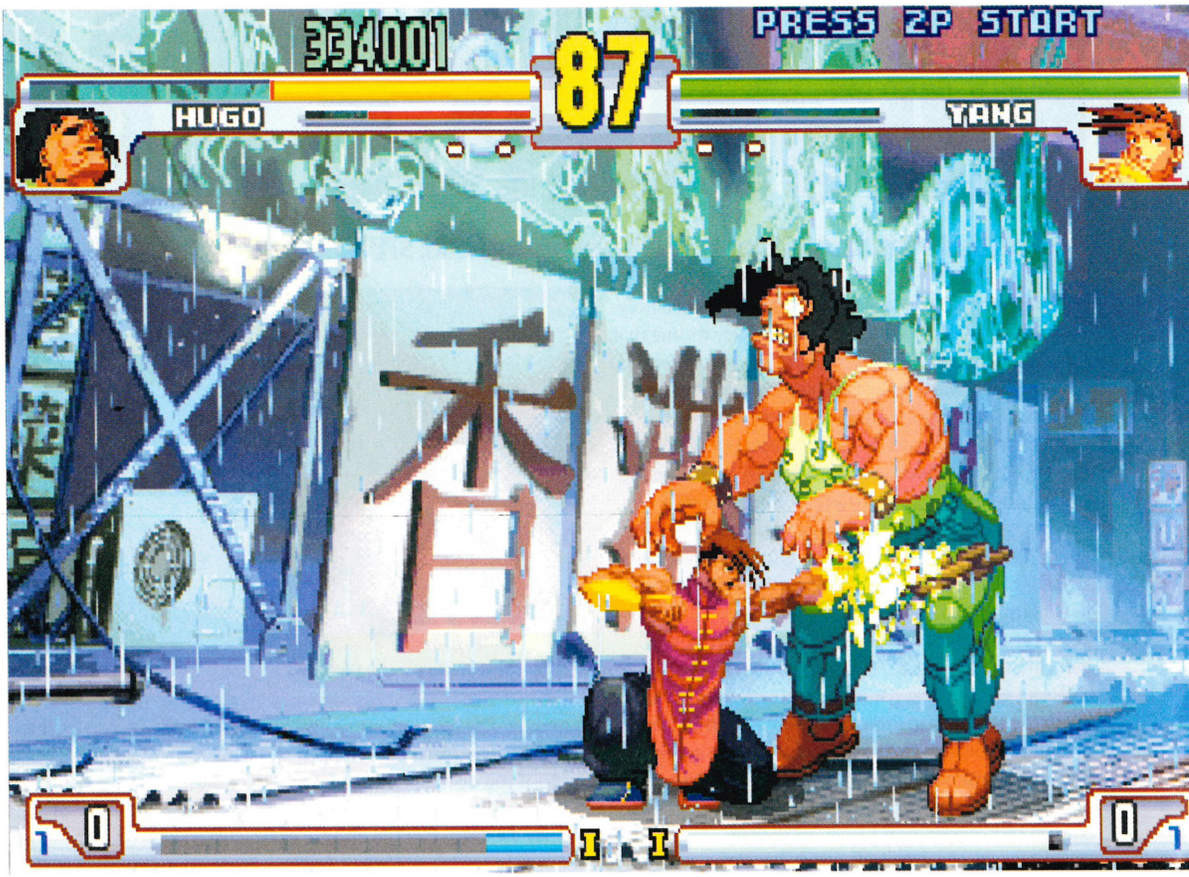
3

POOR

PRICE: **£39.99** • PUBLISHER: **CRAVE ENTERTAINMENT** • DEVELOPER: **VCC/FEB**



△ Alex welcomes Q to the *Street Fighter* series with a nice hug and big, friendly piledriver.



△ Hugo may be a big guy, but he's got exactly the same weak point as every real man. And Yang has no qualms with exposing it…

STREET FIGHTER III: 3RD

The world's most enduring fighting game returns in Dreamcast mode. **DYLAN DAVIES** checks if it's rough and tough enough

MENTION THE SECOND WORLD War to a pensioner, and within moments their eyes will glow with nostalgia and their features soften as they relate the glories of the past. Similarly, mention *Street Fighter* to a haggard gamer and the same happens: anecdotes of past victories, special techniques known only to a few, and how 3D just isn't as fast yet. Thankfully, world wars stopped at two. Luckily for us however, the *Street Fighter* series is more enduring than the Third Reich, and Capcom has presented us with another 'mother' of all battles.

Indeed, the *Street Fighter* series ranks as one of the greatest lines of fighting game ever. It's fast but not too fast, its number of different characters, and their many special moves to mix in with the regular blows… it was never a game anyone could just pick up and play. It took dedication to learn the moves, and once expert one felt more like a king than a man.

Street Fighter III: 3rd Strike takes off graphically where the others left off – it's a 2D horizontally moving combat game. It's an enhanced 'same but better' philosophy, as the animation for the hand-drawn characters is simply incredible. They move fluidly from action to action, without any unnecessary waits or frills. This is baffling, as the sheer amount of different moves or positions the player could be in is vast. The game looks like Saturday morning TV animation, the backgrounds like a dark Disney, and the characters are rotund and Manga-esque. One gripe is that running this amount of sprites on a Dreamcast shouldn't be too hardware sapping, so why do they look a little too low resolution on close inspection?

Along with Chun-Li are some original characters, like the supreme Ryu and Ken. The full cast list adds Q, Remy, Alex, Yun, Urien, Hugo, Oro, Necro, Sean, Ibuki, Makoto, Twelve, Yang, Elena, Dudley and Akuma. Though some favourites will be omitted, it's easy to find a character based on an original. Alex, for example, is very 'Guile' with flash punches, while Twelve is quite obviously Dhalsim. Why? Maybe Dhalsim's character was numbered and put into a sack with the other characters for this role. One was picked and obviously 'Twelve' won. Bye bye, Dhalsim!



▷ Heroic Ryu suffering from a bit of RSI.

À LA MODE

Street Fighter III: 3rd Strike has three main play modes: Arcade, Versus and Training. In Arcade mode you fight the computer in a succession of increasingly competent fighters. *Street Fighter III: 3rd Strike* lets you select the next round's fighter from a choice of two. This allows you to customise your challenges to suit your individual fighter, and adds variety to the pattern of the single-player tournament. Happily, the beat-up-the-car-special-quickly bonus round is back, along with a hit-the-basketballs-I-dare-ya round. The Versus tournament is you against your human competitors. With the amount of moves to learn and number of characters to perfect, this mode is where the longevity lies. Finally, to perfect your showing-off, you can practise



SPEAK OUT

COLIN GRANT FROM CAPCOM EUROPE TOOK TIME OUT FROM HIS KUNG-FU TRAINING TO TALK TO US

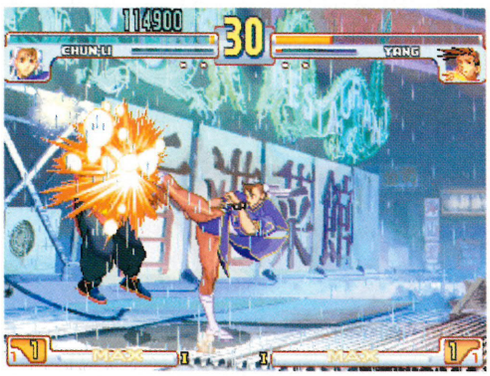
WHAT'S THE BEST THING ABOUT THE GAME?
***Street Fighter III: 3rd Strike* is classic Capcom fighting at its very best. Awesome moves. Superb visuals. Slick action. Terrific gameplay. It's all there on a plate. Whether you are a hardened *Street Fighter* gamer or a newcomer to the series, there will be something to excite you. Games like *Street Fighter III: 3rd Strike* are what gaming is all about.**

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
I have to say that I'm starting to get into *Shadow Man* a bit more now after ignoring it for a few months.

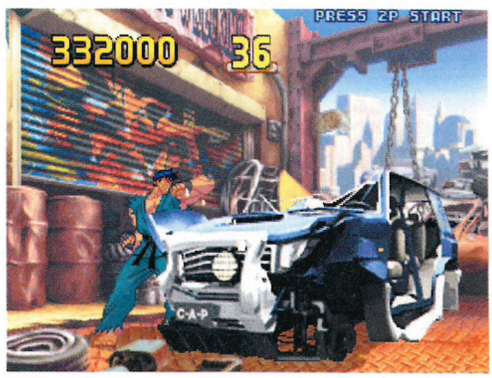
SHENMUE: HIT OR MISS?
Sure-fire hit.

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
I don't think you can go wrong with a bit of *Quake* action on PC. The 'running-around-like-a-mad-thing-shooting-anything-that-moves' greatness of it all is just a joy to behold.

TELL US YOUR FAVOURITE COMBO IN *SFIII: 3RD STRIKE*.
Ah, y'see, if I told you that you'd all go out and start practising, and then I'd have nothing to show off to my mates with. As I see it, the 11th Commandment is "Never, ever reveal your favourite *Street Fighter* moves to anyone."

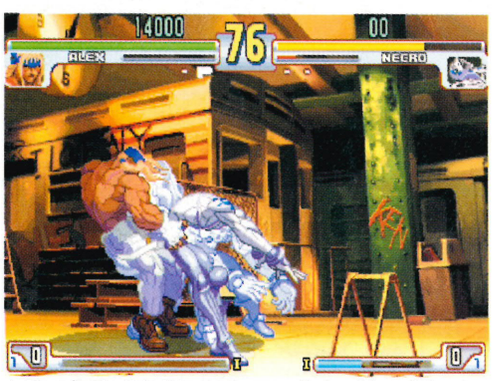


△ Chun-Li disarms a head bomb using her foot.

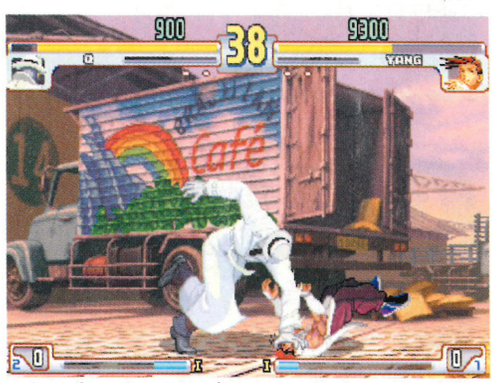


△ As in *SF II* you can destroy cars on bonus stages – Salford style.

"IT REMAINS A STUNNINGLY DETAILED FIGHTING GAME TO THE LAST"



△ Alex tries the Heimlich manoeuvre on Necro with partial success.



△ Q smothers Yang attempting to extract easier special moves.

STRIKE

to carry the flame of Capcom's epic

against a dummy in the Training mode. Though training is a much ignored and unglamorous pursuit, it is essential for future combat as you'll be going nowhere past the fourth round without any special moves. There's enough to do here for months, so long as all you want to do is fight.

The execution of special moves in *Street Fighter III: 3rd Strike* is sadly made all the more difficult by the design of the standard Dreamcast joypad. The analogue stick has too much movement and lack of resistance to be accurate or quick enough to execute efficiently the half-rolls and specific direction changes. The d-pad suffers from being too angular and elevated on the pad to roll the thumb smoothly. It's worth investing in an Arcade Stick (see page 41) if you want to be the best.

Credit must be paid to the sound. The authentic-sounding hip-hop soundtrack is nice and heavyweight. Even the character select screen has a 'select your character' rap to inspire you to choose, and choose wisely, before the clock ticks down. Upon this canvas of beats, the in-game fight noises create a Wu-Tang-esque kung-fu freestyle soundtrack. Sometimes, though, it seems the blows aren't quite loud enough to reflect the power of the moves.

The problem with reviewing *Street Fighter* sequels is the amount of old ground that needs treading. *Street Fighter III: 3rd Strike* is far from a remould – more a super tune-up. Its graphics are faster and more detailed, with more moves and interesting gameplay additions (such as the 'choose your next challenger' feature). In other words, it's like most sequels. Yet *Street Fighter III: 3rd Strike* manages to feel fresh without being just a cash cow. It may be a cross between an industry and a craft, but it remains a stunningly detailed fighting game to the last. Four-player action would have been revolutionary, but sadly it seems the time isn't right for that yet. Would three dimensions improve matters? Not necessarily, because most fighting games exist in a single plane anyway. You'll never be able to sidestep in a *Street Fighter* game, plus some of the solidity that comes with the bang and clatter of games like *Soul Calibur* is compromised.

Street Fighter's legacy is safe within the hands of this game. How long for is anyone's guess. It's unlikely Capcom will stop here with such a lucrative franchise, although the next game will have to be giant leap to justify its existence. However, for now, *Street Fighter III: 3rd Strike* is very much a prime example of combat, challenge and entertainment.

VERDICT

GREAT FUN WHETHER YOU'RE A *SF* VETERAN OR NEW TO THE SERIES

UPPERS
Beautiful 2D animation • Enough gameplay to drown in • Difficulty and game styles can be altered

DOWNERS
No huge departure from previous games • Perhaps not accessible to every gamer

IN ONE HOUR Executed the first few Power Moves. Finally managed to get to the car bonus level
WEBSITE www.capcom.com
MAX PLAYERS 2
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

PRICE: £39.99 • PUBLISHER: CAPCOM • DEVELOPER: CAPCOM



△ One of the missions involves stopping a runaway cable car.



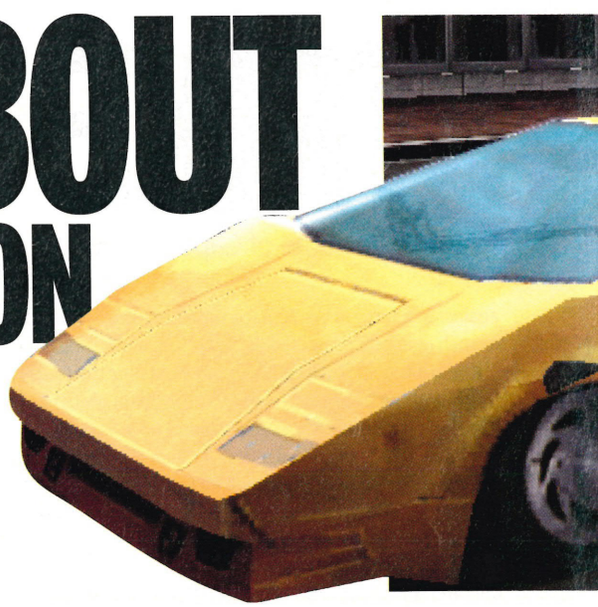
△ The Fisherman's Wharf sea lions get mouthy if you bother their siesta.



△ Varied locations include an aircraft carrier.

SUPER RUNABOUT SAN FRANCISCO EDITION

A driving game set in San Francisco? **DAN TRENT** contemplates a new concept



ON THE CD

IF YOU'VE HAD EVEN a passing interest in console driving games over the last few years, the chances are you'll feel like you know the streets of San Francisco better than its inhabitants. In the case of *Super Runabout,* there are a number of similarities to other games that have used the city's famous sights and steep streets as their inspiration, notably *Driver* and *Crazy Taxi* (*ODM* #5, 9/10). It's not a racing game in the style of fellow San Fran resident *Metropolis Street Racer* (*ODM* #12, 9/10), but a mission-based adventure that sees you careering around in various vehicles such as scooters, tanks, limos, and sports cars. Many of the vehicles will look familiar, although they wear fictional names so heinous amounts of damage can be inflicted on them – which is frowned upon by car manufacturers when a real car is used in a game.

And damage there is. In the finest gaming tradition, almost any piece of street furniture can be smashed into satisfyingly small pieces and any fellow road user that gets in your way can expect to share a similar fate. Much work has been put into the physics too – everything you hit flies off in a pleasingly realistic manner, in a style reminiscent of action films with destructive car chases.

GREEN CROSS CODE

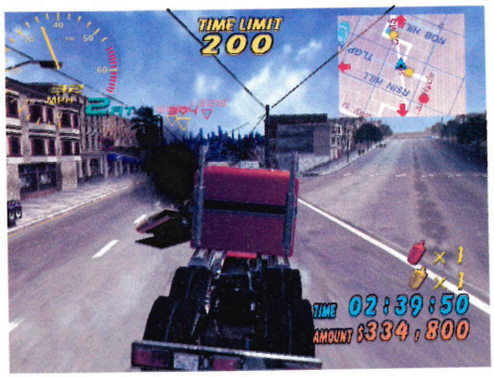
This isn't *Carmageddon* (notorious pedestrian-squishing PC game), though. Like *Crazy Taxi*, passers-by are amazingly agile and always dive out of the way. This fits with the underlying sense of fun that runs throughout the game, from the missions to the "Woaah, dude!" sea lions on the wharf. While the realistic visuals and handling might seem slightly at odds with the crazier missions, it's ultimately the saving grace of the game. There's a half-hearted attempt at a storyline, and you can choose to play in one of two scenarios, either as a bunch of down-by-law hillbillies or as the Boys In Blue. The missions in each scenario are quite similar and sometimes run parallel with each other, each with its own selection of vehicles to choose from.

There are six missions in each scenario, plus a couple of bonus challenges that you can unlock along the way by various means. These might be reaching a certain damage quota, finding hidden items or completing a mission without damaging your ride. It's up to you to find out how, although the mission briefings contain clues as to what you have to do. Read between the lines and you'll suddenly find yourself with a load more to






"AN UNDERLYING SENSE OF FUN IS THE GAME'S SAVING GRACE"

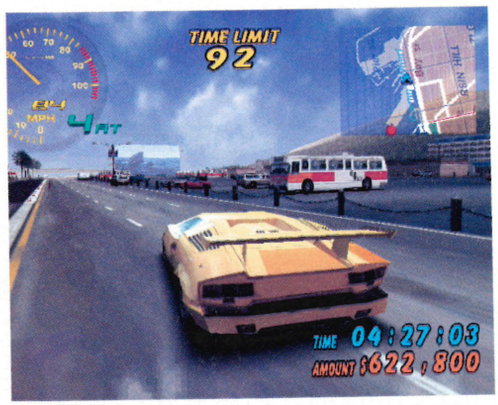


△ The rig is an excellent choice if you're aiming to bludgeon your way through the traffic.





△ How do you propose to get it through the emissions test?



△ Look familiar? You can cruise down the same street in *MSR*.

SPEAK OUT



WE HAD A SUPER CHINWAG WITH VIRGIN'S **DAVE CASEY**, THE SUPER PRODUCER OF *SUPER RUNABOUT*

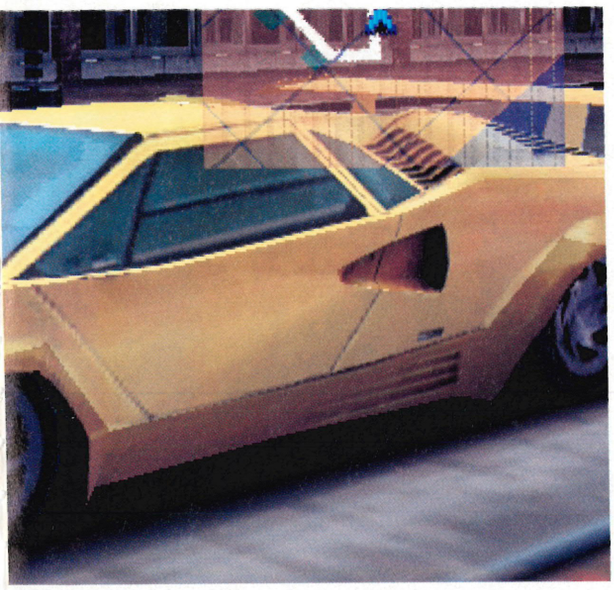
WHAT'S THE BEST THING ABOUT THE GAME?
I think the best thing about the game is that it so much fun. The vehicles that you can choose are really varied and there's nothing better than speeding down a road in a fast car trying to avoid all the traffic.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
I don't own a Dreamcast at present, but if I had one I would probably be playing *Virtua Tennis*.

SHENMUE: HIT OR MISS?
I haven't seen a lot on *Shenmue*. What I have seen looks good, and it seems to be a good concept, but I really need to play the English version to see if the story is gripping enough to hold the player's attention to the end.

WHAT'S YOUR FAVOURITE MULTIPLAYER GAME EVER?
***Unreal Tournament*. The game balance is very good and so is the quality of the maps.**

WHAT'S YOUR FAVOURITE VEHICLE IN THE GAME?
It would have to be the 256 GT, mainly because it is available at the start of the game and I have just got so used to driving it.



△ A fast car. You'll want one of these.

play and more cars to play it with – which is just as well because the game comes to a close rather quickly otherwise. The city contains a plethora of shortcuts and alternative routes, and it's often fun to go back and try a mission you've already completed to see if you can beat your time, or just to see the difference in doing it in another vehicle.

The handling in *Super Runabout* is best described as confused – it's as if the developers couldn't quite decide whether to go for realistic physics or *Crazy Taxi* loopiness, and instead settled on some slightly uneven middle ground. It *is* fun. Mostly. While there are a lot of vehicles to choose from, you'll quickly find yourself settling with two or three favourites and getting used to their particular handling quirks. There is a set-up screen to adjust the handling to taste, but some are beyond redemption, in particular the motorbikes. Including a scooter is all very well, but the realistic side of the handling means it really will only crawl along at 40mph making it useless for the time-based missions and fundamentally dull to use. And then there's the strange floating that occurs when you crash. It's difficult to describe exactly, but one thing that's beyond question is that it's incredibly annoying. You do learn to drive in a way that avoids it happening, but when it does it'll have you gnawing the joypad in rage.

Some annoying visual glitches also detract from the generally solid-looking cars, but overall the plusses outweigh the minuses. Particularly satisfying is the way each vehicle has an accurate mass, meaning you can play differently according to how you're feeling. You could, for instance, use the bus and rely on weight rather than speed to smash your way through the traffic, or take a nippier car that can take less damage and rely on manoeuvrability to get you through.

In conclusion then, *Super Runabout* is a mixed bag of highs and lows. Clearly, if you're after a driving game you're best off looking elsewhere, although the choice of vehicles and time-trial mode will keep you interested to a point. At the same time, it's not entirely the knockabout fun game it secretly wishes it was, and finding all the secrets is going to be almost as tough a proposition as any adventure game. There is certainly much to like, but the vague handling and sloppy graphical glitches will count against it in many eyes. The lack of a multiplayer option is also unforgivable, especially considering the fun you could have had racing the eclectic range of vehicles against each other. If it had been around for the Dreamcast's launch a year ago, *Super Runabout* certainly would have been a winner. But against the current crop it faces a much tougher challenge…

VERDICT

ENTERTAINING BUT LET DOWN BY SOME FLAWS AND OMISSIONS

UPPERS
Loads of vehicles • Two scenarios and bonus levels add longevity • Handling fun in some cars…

DOWNERS
…but utterly painful in others • Graphical glitches • No multiplayer • A bit too short overall

IN ONE HOUR We'd collected hot dog ingredients for the mayor's party
WEBSITE www.vie.co.uk
CHECK OUT The original and superior PlayStation version, *Felony*
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, VGA compatible

ODM RATING OUT OF 10
6
PRETTY GOOD

PRICE: £39.99 • PUBLISHER: VIRGIN • DEVELOPER: CLIMAX



REVIEWS ROUND-UP
DRINKING...

ODM HAS MOVED OFFICES AND ONE OF OUR FIRST TASKS WAS TO FIND A NEW LOCAL. ENTER 'THE GREEN MAN'...

UP FOR DISCUSSION

THE *OFFICIAL DREAMCAST MAGAZINE* TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR RECENT RELEASES. THIS MONTH…



▲ ULTIMATE FIGHTING CHAMPIONSHIP



▲ POWER STONE 2



▲ F355 CHALLENGE



▲ HIDDEN & DANGEROUS

THE GREEN MAN is A Proper Pub in the truest sense, and a regular lunchtime haunt for the *ODM* team on the basis that the food is, well, cheap. Not that it isn't tasty as well, but we do have certain priorities. It's a homely sort of place, refreshingly free of tat and the garish theming that plagues many of the capital's pubs. Beer, football on the telly, pool tables and a relaxed atmosphere – perfect.

Ed made a beeline for the jukebox and pored over the selection, rubbing his hands with glee. First up was *Sweet Child O' Mine* from those bad boys Guns n' Roses. Warren's look of anguish twisted further into despair as Pink Floyd, Ed's favourite band of all time, kicked in with *High Hopes*. With a healthy selection of rock classics programmed in, it was down to business…

This month's games provided some animated discussion, with pretty much universal praise for the ultraviolent *Ultimate Fighting Championship* and a critical reception for *Power Stone 2*. We also looked at *F355 Challenge* and the strategy/shooter *Hidden & Dangerous*.

• You can find The Green Man on Riding House Street near London's shopping mecca, Oxford Street. Call them on 020 7307 9981 for information.

PHOTOGRAPHY: JOHN MILLAR

...& THINKING

ULTIMATE FIGHTING CHAMPIONSHIP

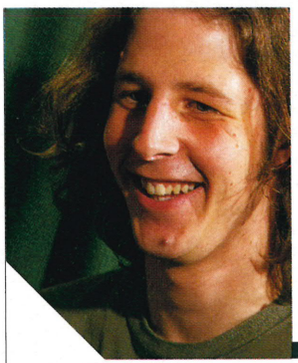
(*ODM* #13, 9/10)

Violence in games is a contentious issue, and one that *UFC* gleefully bares its (doubtless tattooed) arse at. The violence in this game *is* really nasty but it's still great fun. In fact, this is a *proper* fighting game in every sense.

WARREN: Let's get it on! [The cry that starts the bouts in the real *Ultimate Fighting Championship*]
ALL: [groans]
DAN: I think the violence is brilliant. So many fighting games have OTT fighting and gravity-defying moves, but this really feels like you're beating someone's head in, speaking from my vast authority on the subject...
WARREN: It's by men, for men!
ED: I don't like the violence, it makes you really ill. The intro makes me feel sick. I don't like real violence and this is the most disturbing game I've ever played!
DAN: That's why I like it!
ED: It is funny, but in a wincing "Ow!" kind of way. You just go "Oooooh" all the time. It is a man's game.
ALEX: I like the way beginners can play it and it's over in seconds, and they don't get anything out of it.
ED: [sarcastically] Brilliant!
WARREN: That is a real danger with the game. I think you could play the demo, bash a few buttons and think "Is that it?" But when you get two players who know all the moves you begin to get the idea.
ED: Mmm, I don't know. After a couple of goes at the five-second knockout scenario, someone will do a grapple or something else really clever, and you'll suddenly realise there's a hell of a lot to this game.
WARREN: You need to get into the grappling. If you stand there kicking and punching you miss the point.
ALEX: That's what's good though. Anyone can have a go, and if you just tap buttons you'll quickly find out how you do other moves.
ED: It makes it more fun, because otherwise it's over in two punches. But it's not like you have to learn a big moves list or anything. It's like the *Virtua Fighter* games, or *Shenmue*, in that it's all very logical. If you want to grab a guy's left arm and pull it, you can easily guess what to do. The chances are you'll do something near.
DAN: The best fighting games are like that though, it's rewarding whether you're playing for the first time or whether you know all the moves.
WARREN: But as we've seen, when you have two players fighting who know all the moves, it's amazing. There are so many counters it can go on for ages.
DAN: If you like fat rednecks, the fighters look great.
ALEX: But it's a bit difficult to figure out who's good and who isn't. They're not as defined as in other fighting games, but I guess that's because they're real.
ED: You find out quite quickly.
DAN: And you can find someone who fits your style, because there are so many different ways of fighting.
WARREN: Like that guy who smacks people on the head with that two-handed punch.
ED: You can create your own fighter, and make new moves for them. There's a lot to that.
WARREN: It's not just another martial arts game.
DAN: And the real approach does make it stand out, where everybody else seems to be going for more and more outlandish moves and scenarios.
WARREN: I think the blood is stupid though, what's all that pixellated stuff about?
DAN: They should have done it real or not at all.
WARREN: They'd have never got it out.
ED: You're right, there's no way it would get a release if there was blood flying every time you hit someone.
ALEX: But they could have done black eyes and that.
WARREN: No, they can only get away with that in jokey things like *Ready 2 Rumble Boxing* [*ODM* #1, 9/10]. They did it in *Kingpin* [violent PC gangster game] and got in all kinds of trouble because it was just too realistic.
ED: It is on the edge of what you can do.



"THE FIGHTERS AREN'T AS DEFINED AS IN OTHER FIGHTING GAMES, BUT I GUESS THAT'S BECAUSE THEY'RE REAL"
– ALEX ON *ULTIMATE FIGHTING CHAMPIONSHIP*



"IT'S MORE CONFUSING WITH FOUR PEOPLE PLAYING, AND THERE'S A MASSIVE AMOUNT OF RANDOM CRAP GOING ON"
– ED ON *POWER STONE 2*

POWER STONE 2

(*ODM* #13, 7/10)

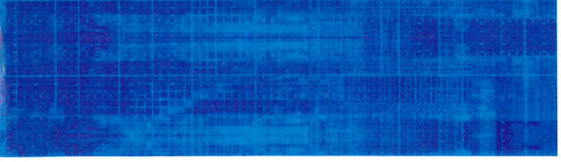
The first *Power Stone* (*ODM* #1, 8/10) was utterly crazy and, in true sequel tradition, *Power Stone 2* promises more madness, better graphics and a four-player option. The proper 3D arenas remain, as does the ability to use bits of environment to deal out the blows.

WARREN: [in authentic *Power Stone* voice] Oh no!
ED: Oh no! They've gone and ruined a really good game. I think it's crap.
WARREN: Have you played it in one-player yet?
ED: What's the point? I think it's rubbish. Well, not rubbish, just one of the biggest disappointments we've had. There's too many items, and not all of them are of any use. The graphics are still kind of confusing like the first game, only now there are four people playing so it's even more confusing, and there's a massive amount of random crap going on. You do each level and you think "Mmm, that's kind of fun", but then the next time you play it you think "Oh no, not this one again."
DAN: They definitely should have had someone there to keep the ideas reined in!
WARREN: It's like they had 100 really good ideas, but instead of cutting some of them out, they've put them all in. And the result is that you can't tell what the hell is going on.
DAN: When the camera zooms out, your character ends up about three pixels high... you don't have a clue what you're doing.
ED: With four people, you're getting hit from all over the place... and then there's all the stuff coming at you from the scenery too. And you can't think "Oh, I'll just go over here for a minute and get my stuff together," because something will home in on you.
ALEX: In two-player it's just a race for the gadgets.
ED: Yeah, the first one had a really good balance between using items and proper fighting, you know, using combos and all that.
DAN: I know what you mean, at least in the first one you had half a clue about what was going on.
WARREN: But what about the new characters? They're crap – the chef for goodness' sake!
DAN: It's a shame, because a lot of people were really looking forward to this.
ED: Exactly. *Power Stone* with a four-player mode was what everyone wanted, it's just they've got the wrong idea here.
ALEX: It's not a fighting game anymore, it's just like *It's A Knockout* with weapons.
DAN: Play *Power Stone* instead...
WARREN: Exactly. Can you imagine if you'd never seen the first one and didn't even know how it worked? You'd have absoloutely no chance of picking it up from this.
















"IT'S VIRTUALLY UNPLAYABLE WITH THE CONTROLLER. IT'S A MOUSE AND KEYBOARD GAME IF EVER THERE WAS ONE"

– WARREN ON *HIDDEN & DANGEROUS*

F355 CHALLENGE

(*ODM* #13, 8/10)

Less of a driving 'game' and more of an out and out simulator, *F355 Challenge* features only one type of car and a small number of tracks, but the attention and detail that has been lavished on them is amazing. Certainly not to all tastes, but for the purists this is a dream come true.

DAN: I think it's wicked.

WARREN: It's by Ferrari the best game we've seen...

ALL: [groans]

ED: I'd give it 'F' three! No, five! Yeah, five! Geddit?!

WARREN: ...It's certainly a challenge! [laughs] No, it is a really nice game but it is *soooo* much a simulation. It's not a fun game.

DAN: And as soon as you get your head round that fact, it's great.

WARREN: Exactly, it's like a PC game, though. It reminds me of 101 other PC driving games I've played; things like *Nascar Racing* and *Grand Prix Legends* or whatever.

ED: It's got no zing, or pop, or wow. It's just you drive a car and that's where the whole challenge is. It's not even like you get a good speed buzz out of it or anything. It never has a massive sense of speed, it's very much a technical simulation.

DAN: But there's nothing else really like it on consoles.

ED: There isn't, because people never seem to want to get stuck into it.

DAN: There's a niche for it. There are so many driving games around, you have to do something different.

WARREN: What do you think Alex, you've been pretty quiet up till now?

ALEX: I've drawn a blank. The same fault applies to this as *Gran Turismo*. There comes a point where it becomes a chore and it isn't fun to play any more.

ED: If you're actually into it being a simulation, that's when it becomes fun.

ALEX: As long as you know that when you're buying it, because people will look at it and see it's by Yu Suzuki and it looks fantastic... but they won't necessarily realise what it's like.

WARREN: It's so much more suited to being a home game than an arcade game – it would cost an absolute fortune to get any good at it in the arcade. For people who love cars and love driving, and become obsessed with shaving fractions of seconds off their lap times, it's ideal.

DAN: That's what happens, though. When I was playing it I found I got really into learning all the courses, and shaving off small amounts of time, and doing all the corners perfectly.

WARREN: That is fun...

ED: It is. And I usually really like that aspect of driving games, but for some reason I just can't be arsed with this.

ALEX: If it were like an F1 game, and you could see a reason as to why you had to be so perfect and all that, then it might be better. But you're against seven other computer-controlled cars and there seems very little incentive to get any better.

WARREN: The thing is, we've been playing *Metropolis Street Racer* [*ODM* #12, 9/10] for a while now and...

ED: Yeah, it has that feeling of being really exciting and fast, but I didn't get that impression with *F355*.

DAN: I like both for very different reasons. They're both driving games, but I don't really know how you can compare them.

ALEX: I have no problem with what it's doing, or the quality of the physics or the graphics, it's just that it doesn't get me going in the same way.

WARREN: And the split-screen mode isn't great, unless you're up against somebody who's at the same level as you are.

HIDDEN & DANGEROUS

(*ODM* #13, 7/10)

Tactical PC gaming comes to the Dreamcast in a retro stylee... In true dashing war film fashion, you have to command a small squad of crack commandos behind enemy lines and conquer the dastardly Hun. Combining real-time action with map-based strategy, this is no shoot 'em up along the lines of *Quake* or *Unreal Tournament*, but a game that requires brains as well as brawn.

DAN: Brave...

WARREN: Hang on, I haven't thought of a pun yet!

ED: Brave?

DAN: Yeah...

WARREN: Not exactly high risk considering it probably took them all of five minutes to convert...

DAN: But it's such an unashamed PC game that it's quite plucky to put it out on a console like the Dreamcast.

WARREN: Well, whatever, but straight away I've got to say it's virtually unplayable with the standard controller. It's really horrible. It's a mouse and keyboard game if ever there was one.

DAN: I agree...

WARREN: For me, it actually goes from being a seven out of ten, to a two or a three with a joypad. I really feel that strongly.

DAN: It's so much more fluid, and you're right, especially when you're trying to do all your tactics on the map.

WARREN: And that is such an important part of the game. Not being able to navigate that section of the game is fatal.

ED: Yeah, you don't even bother with it half the time and end up playing it like a really, really slow first-person shooter. When it *is* working it's really satisfying though, seeing your little fellas carrying out your orders and running about just like you told them to.

ALEX: I played the PC version quite a bit when it came out, so I was really looking forward to the Dreamcast version.

WARREN: But it's still a PC game through and through. You just have to look at the graphics, which are really glitchy and horrible.

ALEX: Everything from the PC version is there though, but there are some sacrifices graphically. You really notice some shortcomings at the start of the second level, when the frame rate suddenly drops.

ED: I think the looks and the sound still give a lot of atmosphere, and the sense of distance is great. Especially when you're using your sniper rifle or binoculars.

DAN: What I don't like about it is it takes such a long time to reach a point where you feel confident with all the controls and how it all works. You really need to persevere, although, again, that is a lot worse on the pad than with the keyboard.

WARREN: But the first mission leads you in quite nicely, and if you take the time to read the manual you pick it up quite quickly. You will die a lot, but that's all part of it.

DAN: But it is really rewarding when you finally do crack it and it all starts coming together.

WARREN: I like it in that it is something different.

ALEX: Agreed, and it's great to play, and there's nothing else like it on the console.

DAN: What with *Quake III Arena* and things like that coming out, there's going to be more people buying a mouse and keyboard, so I think the market will grow the more games there are to use them with.



"THERE'S A NICHE FOR IT. THERE'S SO MANY DRIVING GAMES AROUND, YOU HAVE TO DO SOMETHING DIFFERENT"

– DAN ON *F355 CHALLENGE*





IN THE HOT SEAT

WITH MIE KUMAGAI

THE PRODUCER OF HITMAKER'S FANTASTIC *VIRTUA TENNIS* ANSWERS QUESTIONS FROM *OFFICIAL DREAMCAST MAGAZINE* READERS

COMING UP: NEXT ISSUE WE'LL BE PRINTING THE ANSWERS TO THE QUESTIONS YOU PUT TO THE DEVELOPERS OF *ULTIMATE FIGHTING CHAMPIONSHIP*



△ No, you're not going mad. It *is* a sunflower racquet and a rather attractive Hawaiian ensemble.

PROFILE

Now officially a subsidiary of Sega, Hitmaker were formerly known as Sega's AM3 development team. Under that name they created some true classic arcade titles, such as the original *Sega Rally*, *Manx TT*, *Top Skater*, *Virtual On: Oratorio Tangram* and, of course, the fantastic *Crazy Taxi* (*ODM* #5, 9/10). With more guaranteed hits in the works – light gun title *Confidential Mission* and scratching game *Crackin' DJ*, for example – their new name appears to be an accurate one.

We caught up with the producer of the magnificent *Virtua Tennis* (*ODM* #12, 9/10), Mie Kumagai, and put a load of your questions to her.

GAME, SET AND MATCH

What are your plans now that *Virtua Tennis* is finished?

ANTHONY HERSCHELL, VIA EMAIL

MIE KUMAGAI: The rest of the team are now working on the Japanese version of *Virtua Tennis*. Myself, I'm working on *Confidential Mission*. The arcade version will be released at the end of November.

OUT!

Was there anything you wanted to include in *Virtua Tennis* that didn't make it into the final version?

ANTHONY HERSCHELL, VIA EMAIL

MK: We had many ideas that could not be implemented into the game, but we are all satisfied with the modes and functions in the current version.

ON THE LINE

Did you consider making *Virtua Tennis* an online game?

PAUL HOPKINS, VIA EMAIL

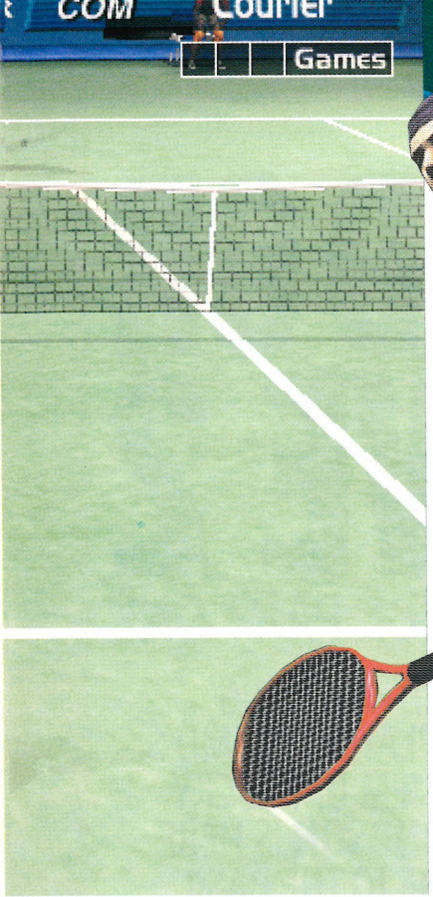
MK: We are adding the online function to the Japanese version. Japanese users can enjoy playing the game in real time against other people whenever, wherever they are!

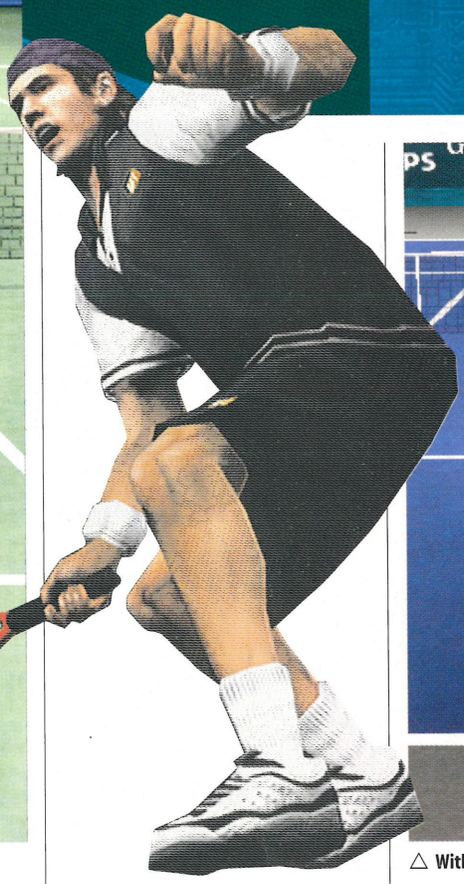
FIRST SET

There is no option to play more than one set in *Virtua Tennis*. Why is this?

ARNE EILERS, VIA EMAIL

MK: We didn't want to follow all the rules which applied to real-life tennis matches in the game. In order to give users the tense atmosphere, we looked for the rule setting which made for the most exciting match.







△ With only two buttons, all this can be yours.

SECOND SERVE

Virtua Tennis is the best sports game ever! Do you have any plans for a sequel?

JAMES WILLIAMS, OXFORD

MK: It depends on the gamers' reaction!

VIRTUA REALITY

Virtua Tennis is a perfect sports game that totally kicks the PC's tennis games. How did you manage to get such good graphics when games like *Hidden & Dangerous* aren't up to a high standard for Dreamcast?

JAMES WILLIAMS, OXFORD

MK: The reason why the graphics are so great is simply the amount of effort the team put into the game. Of course, we used technology such as motion capture to create the realistic moves of the players, but I believe that the result of the high standard graphics comes from the team's attitude towards developing high quality games.

CRAZY TENNIS

After revisiting the Big Wall Level 3, and clearing it, why was I then allowed to play tennis in a Hawaiian shirt and shorts with a Sunflower as a racket?!

CHRIS JAGGS, EDMONTON

MK: As a hidden feature there are number of uniforms available within the game. The team created them for their own fun. There are some more unusual uniforms in the game. Have a look for them!

HOT FAVOURITE

Who's your favourite player?

BEN, VIA EMAIL

MK: Steffi Graf.

REALLY GOOD?

Are you any good at real tennis?

BEN, VIA EMAIL

MK: I used to play tennis when I was a student, but I am not that good. Actually, many staff started playing tennis because of this project. You might be able to see the result of it in the game!

VIRTUA MEN-NIS

Why are there no female players in *Virtua Tennis*?

CHRIS BIDMEAD, VIA EMAIL

MK: We had to choose either male or female players for the game. We decided to use male players to create a powerful tennis game. The other reason is since there are many male fans for sports videogames, we decided to use male characters in order to allow them to identify with the characters during the game.

TOP SEEDS

Who are Master and King based on?

LEE GARDNER, VIA EMAIL

MK: We created these characters as being great players who contributed to 20th Century tennis.

GRASS ROOTS

Why did you choose to only use two buttons with which to control *Virtua Tennis*?

K. KALAN, BERKSHIRE

MK: We feel there are many tennis games out there which are hard to play. In some games you can't even serve properly. However, in *Virtua Tennis* we were aiming to create one in which the player can deliver powerful shots with simple control. Of course, once players learn the basics they can master how to deliver technical shots. With the simple control we want users to experience the real fun of playing tennis against others, and also the feeling of the game.

NO STRINGS ATTACHED

Do the new strings and energy drinks actually do anything in the World Circuit mode?

MARTIN MCLEWIN, VIA EMAIL

MK: You can use the both in the World Circuit mode. You can change your strings to new ones and can deliver stronger shots. With the energy drinks players can refill their energy.

SERVICE SURFACE

What is your favourite playing surface in *Virtua Tennis*, and why?

ROB MOVEYA, VIA EMAIL

MK: I prefer to play on the hard court since it is easier to play on.

TEN-PIN TENNIS

I can't get a perfect score on Pin Crasher Level 3. Do you have any advice for me?

GUS NEAL, VIA EMAIL

MK: It is very difficult to get a perfect score! I can give you some advice, which is actually from the staff here who tried to get a perfect score for two whole weeks:

1. **The standing position is towards the centre.**
2. **Set the power gauge a bit lower that the max.**
3. **Aim for the pin at the front.**

VIRTUA WISHLIST

What other sports would you most like to make 'Virtua' games of?

GAYLE JEFFERSON, VIA EMAIL

MK: The name 'Virtua' is one of Sega's brand names. This is the first time for me as a producer of a Virtua game. Regardless of the name, we are always aiming to produce games of the highest possible standard.

GOT ANY QUESTIONS FOR THE *METROPOLIS STREET RACER* TEAM?

With Bizarre Creations' amazing *Metropolis Street Racer* finally on sale, we're sure you've all got questions you're busting to put to the team responsible for creating it. Let us know what you want us to ask on your behalf and we'll pass it on to the team. But remember – be quick! Either email us at questions@dreamcastmag.co.uk, or write to Bizarre Creations In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.



HINTS & TIPS



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The first part of our two-part guide to strategies and moves

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Your gaming questions answered

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If at first you don't succeed... then cheat, of course!

118 CHALLENGES
Win a free game, this month – *Metropolis Street Racer*

DEAD OR ALIVE 2

PLAYER GUIDE PART ONE

FED-UP WITH GETTING PUMMELLED PLAYING TECMO'S LOVELY BEAT 'EM UP? LUCKY **CHRIS EDMONDSON** IS HERE WITH A GUIDE TO THE BASIC STRATEGIES AND MOVES THEN, EH?



General Strategies

To be even moderately successful in any fighting game, you need to know the basics. So here we proudly present all the ground-level stuff that you need to get to grips with before progressing.

1

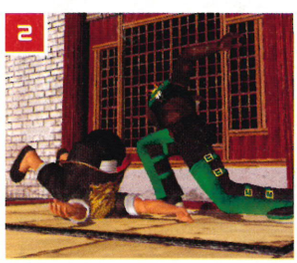


HIT LEVELS

1 All attacks in *Dead Or Alive 2* hit your opponent in one of three places – high, mid-range or low.

- High level attacks hit standing opponents and can be avoided by either doing a standing block or by ducking.
- Mid-range attacks hit both standing and ducking opponents. They can be avoided by doing a standing block, but will hit a crouching opponent even if they're doing a crouch-block.
- Low level attacks also hit both standing and ducking opponents and can be avoided by doing a crouch-block, although a standing block won't defend against them.

2



PRIORITY

2 There are, of course, three main types of move in *Dead Or Alive 2* – the strike, the throw and the hold. Strikes are basic punches and kicks, throws are close-up moves that can't be blocked, and holds are moves that consist of your character reversing an opponent's strike and using it against them.

Attack priority works like this: strikes beat throws, throws beat holds, holds beat strikes. So if you attempt a throw, you'll get hurt if your opponent goes for a punch. Bear this in mind when fighting.

3



CRITICAL HITS

3 *Dead Or Alive 2*'s combo system is primarily based around Critical Hits. Inflicting a Critical Hit on an opponent causes them to stumble. While stumbling they can't perform any strikes or throws, nor can they block – they can only do reversals. This leaves them pretty much open to any move you might wish to use on them.

4



FLOATS

4 Floats are combos that consist of your opponent being hit up into the air, and 'juggled' while in mid-air with a flurry of blows. Once launched into the air, they can do nothing but watch the strikes being rained upon them.

Most combos start off with a Critical, and then a move that launches the opponent into a float.

5



TAGGING AND TAG THROWS

5 As you might imagine, knowing good tagging strategy is important if you want to win those excellent tag matches. It's fairly simple (there are only a few rules), but here are some of the basics.

Tagging is performed by pressing all three main buttons at once (S+P+K). Your current character will jump out of the way and you'll find yourself in control of your partner. The very first thing to take note of, is that during this process you are extremely vulnerable. You cannot block, attack or counter, so for all intents and purposes you are helpless. Also note that if your back is to the wall, you cannot tag out – you are stuck until you can either get yourself into a position where you are no longer cornered, or you are knocked out.

Don't let this put you off – successful tagging reaps huge rewards. Perhaps the biggest advantage is that you can combine the strengths of both characters. For example, say you have a team of Ein and Bass. As Bass you manage to get a good juggle opportunity. Unfortunately, Bass isn't the best at juggling, so what do you do? You call in Ein, who then proceeds to dish out an extended mid-air pummelling (Ein's good like that).

These throws have universal movements (i.e. the same for everyone), and the type of throw depends on who you are and who your partner is. They function just like normal throws (they beat counters but get beaten by blows), and they all tend to do the same amount of damage. Some characters even get special throws if they team up with certain other characters.

The method to determine who pairs up with who is simple. On the Player Select screen, whoever lies above or below a character is their special partner – the character with which they'll be able to do special throws. So, for example, Helena and Gen Fu have special throws, as do Lei Fang and Jann Lee. Don't worry about the commands for these techniques; they remain exactly the same as with the regular tag throws.



AYANE→

Ayane's style revolves around twisty, turny techniques. She has a fistful of very confusing moves, and once mastered can become very unpredictable.

EXAMPLE COMBO:

Victory Thread Kick, Wave Needle, Back Combo Edge, Spinning Earth Kick
[b+S+K], [f+P],[u/b+P], [PP], [b+P, d+K]

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Supreme Edge	P	H	EWBT
(2) Combo Edge	PP	HH	
(3) God's Double Mount	PPP	HHM	
(3) Edge ~ Heaven's Kick	PPK	HHH	
(4) Edge ~ Combo Kick	PPKK	HHHH	
(3) Edge ~ Wave Needle	PP,f+P	HHM	EWBT
(4) Edge ~ Shadow Claw	PP,f+PP	HHMM	
(2) Supreme Heaven Kick	PK	HH	
Wind Murder Knife	d/f+P	M	
(2) W. Murder Dragon Wheel	d/f+P,b+P	MM	EWBT
Earth Edge	d+P	L	
Supreme Heaven Kick	K	H	Critical, EWBT
(2) Combo Heaven Kick	KK	HH	
Flash People's Kick	d/f+K	M	
Flowing Dust Kick	d+K	L	
Front Arc Sky Murder	u/f~P	M	
Front Arc Sky Kick	u/f~K	M	
Front Dbl Earth Mount	u/f,P	M	
Front Supreme Earth Kick	u/f,K	M	
Arcing Sky Murder	u~P	M	Critical
Arcing Sky Kick	u~K	M	Critical
Double Earth Mount	u,P	M	
Supreme Earth Kick	u,K	L	
Back Spinning Dust	u/b,P	M	EWBT
Back Landing Wolf Lance	u/b,K	L	
Wave Needle	f+P	M	EWBT



BASS ARMSTRONG→

The consummate wrestler of the game. Most of his strikes consist of single, powerful blows, so don't be expecting to perform massive combos with him. His throws are devastating.

EXAMPLE COMBO:

Hell Strike, Elbow Smash, Jumping High Kick, Combo High Kick
[P+K], [d/f+P],[u+K], [PPK]

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Palm Jab	P	H	
(2) Double Palm	PP	HH	
(3) Combo Gong	PPP	HHM	
(3) Combo Hammer	PP,d+P	HHL	Critical
(3) Combo High Kick	PPK	HHH	
(2) Jab ~ Front Kick	PK	HM	Critical
(3) Combo Kick Rush	PKK	HMH	
Elbow Smash	d/f+P	M	
Low Knuckle	d+P	L	
High Kick	K	H	Critical
Front Kick	d/f+K	M	Critical
(2) Kick Crash	d/f+KK	MH	
Low Kick	d+K	L	
Body Hook	f+P	M	
(2) Wild Swing	f+PP	MM	
Hell Strike	P+K	H	Critical
Elbow Bat	u/f+P	H	
(2) Elbow Rush	u/f+PP	HM	
Texas Chop	b+P	M	
(2) Shoto Gun Chop	b+PP	MM	
(3) Stun Gun Chop	b+PP,P+K	MMM	
Proton Hammer	d/b+P	L	Critical
(2) Power Going	d/b+PP	LM	
Knee Lift	f+K	M	Critical
(2) Knee Hammer	f+KP	MM	
Jumping High Kick	u+K	H	

(2) Shadow Claw	f+PP	MM	Critical
Dbl Mount Destruction	ff+P	M	
(2) Double Supreme Kick	ff+P,f+K	MM	
Earth & Thunder Thrust	d/f,d/f+P	L	
(2) Earth & Thunder Blaze	d/f,d/f+P,D+K	LL	Critical
Spinning Nishi Knife	b+P	M	Critical
(2) Spinning People's Kick	b+PK	MH	
(2) Spinning Eagle Kick	b+PK	MH	
(2) Spinning Earth Kick	b+P,d+K	ML	
(2) Spinning Swallow Kick	b+P,d+K	ML	
Floating Heaven's Edge	u/f+P	H	
(2) One-Two Stab	u/f+PP	HH	
(3) Wind Spirit Dbl Mount	u/f+PPP	HHM	
(2) Wind Spirit Kick	u/f+PK	HH	
(3) Wind Spirit Heaven Kick	u/f+PKK	HHH	
Gleaming Saber of Light	d/b+P	L	EWBT
(2) Dust Kick	D/B+PK	LL	
Swift Thunder Kick	f+K	M	Critical
(2) Thunder – Dragon Lance	f+KK	MH	
(2) Thunder – Wolf Lance	f+K,d+K	ML	Critical
Blue Heaven Kick	u+K	H	Critical
Dragontail Fan Splitter	u/f+K	M	
Autumn Moon Wheel	u/b+K	M	
Hatchet Spirit Kick	b+K	M	
Splitting Heaven Kick	S+K	H	
Splitting Earth Kick	d/f+S+K	M	
Wolf Lance Kick	d+S+K	L	
Comet Murder	P+K	H	EWBT
(2) Comet – Supreme Edge	P+K,P	HH	EWBT
(3) Comet – God's Attack	P+K,PP	HHH	Critical
(3) Comet – Dust Splitter	P+K,PK	HHH	EWBT
(3) Comet – God Splitter	P+K,P,u/b+K	HHM	
(3) Comet – God Kick	P+K,P,d+K	HHL	
Illusion Lance	qcf+K	M	
Dust Splitter	qcf+S+K	H	EWBT
Victory Thread Kick	b+S+K	M	Critical

TECHNIQUES WHEN BACK IS TURNED

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Silken Edge	P	H	
(2) Back Combo Edge	PP	HH	
(3) Silk-Double Mount	PPP	HHM	
(3) Silk-Comet Murder	PP,b+P	HHH	EWBT
(4) Silk-Comet Rend	PP,b+PP	HHHH	EWBT
(5) Silk-Comet Attack	PP,b+PPP	HHHHH	Critical
(5) Silk-Dust Splitter	PP,b+PPK	HHHHH	EWBT
(5) Silk-Comet Splitter	PP,b+PP,u/b+K	(HH) (HH)M	
(5) Silk-God Kick	PP,b+PP,d+K	HHHHL	Critical
(3) Silk-Rising Attack	PP,f+P	HHM	EWBT
(4) Silk-Rev. People's	KPP,f+PK	HHMH	
(4) Silk-Flying Eagle	PP,f+P>K	HHMH	
(4) Silk-Rev. Earth Kick	PP,f+P,d+K	HHML	Critical
(4) Silk-Flying Swallow	PP,f+P>d+K	HHML	
(3) Silk-Light Saber	PP,d/b+P	HHL	EWBT
(3) Silk-Dust Kick	PP,D/B+PK	HHLL	Critical
Back Shadow Arc	d+P	M	Critical
Back Earth Edge	D+P	L	
Back Heaven's Kick	K	H	
Back People's Kick	d+K	M	
Back Earth Kick	D+K	L	Critical
Wind Rite	u+K	M	EWBT
Phantom Moon Wheel	u/b+K	M	
Balance Wheel Knife	b+P	H	EWBT
(2) Balance Supreme Edge	b+PP	HH	EWBT
(3) Balance God's Attack	b+PPP	HHH	Critical
(3) Balance Dust Splitter	b+PPK	HHH	
(3) Balance God Splitter	b+PP,u/b+K	HHM	
(3) Balance God Kick	b+PP,d+K	HHL	Critical
Lonesome Light Saber	d/b+P	L	
(2) Lonesome Dust Kick	D/B+PK	LL	Critical
Circle Flying Wheel	u/b+P	M	
Circle Flash Kick	d+S+K	L	
Empty Sky Lance	S+K	M	EWBT

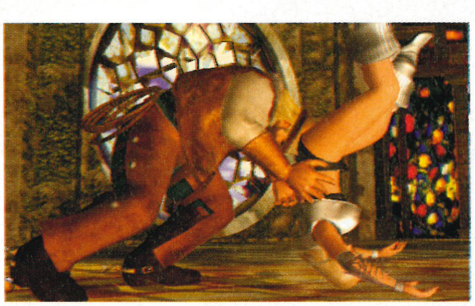
THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Crimson Leaf Crumbler	S+P	40	
God's Circle Dance	f+S+P	42	
Light Circle Dance	f+S+P	52	
Mist Illusion	b+S+P	0	Movement
Peach Blossom Fan	b,f+S+P	52	
Plum Blossom Fan	b,f+S+P	60	Wall (face)
Avalanch Wheel	ff+S+P	48	
(2) Ice Pillar Drop	u+S+P	20	
Dreams of Butterflies	qcf+S+P	55	
Dreams of Chaos	qcb+S+P	60	
Wandering Sword	S+P	43	
Dark Raven	f+S+P	58	
Flowing Sand Drop	S+P	52	Behind
Disturbing the Tea Bush	f+S+P	55	Behind
Reverse Dark Raven	f+S+P	58	Behind
Instant Drop	d+S+P	55	Low
God Hiding in the Night	d/b+S+P	55	Low
Sharp Cut	d+S+P	62	Behind, Low
Dream Wheel	d+S+P	57	Behind, Low
Heaven's Battle Dance	d/b+S+P	60	Behind, Low

Smash Going	ff+P	M	
Bear Crash	d/f+P+K	M	Critical
(2) Bear Scissors	d/f+P+K,P	MM	
One-Hand Hammer	u+P	M	
Buffalo Crash	d/f,d/f+P	M	
Drop Kick	qcf+K	M	
Flying Cross Chop	ff+P+K	M	
Kenka Kick	ff+K	M	EWBT
Mongolian Chop	u/b+P	M	
(2) Hell Scissors	u/b+PP	MM	Critical
Rolling Axe	bf+P	M	
Bass Lariat	f+P+K	H	EWBT
Front Roll Kick	f+S+K	M	
Leg Break	d/b+K	L	
Low Drop Kick	d+S+K	L	
Muscle Elbow	b+P+K	MM	EWBT
Appeal: Burning Soul	d+P+K	NA	Taunt
(2) Axe Bomber	d+P+K,P+K	H	Unblockable high

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Falcon Arrow	S+P	45	
One Foot Headbutt	d/f+S+P	43	
Ferocious Bull Headbutt	d/f+S+P	55	Wall (face)
Waterwheel Drop	b+S+P	42	
Bear Press	b+S+P	55	Wall (behind)
Bass Tornado	f+S+P	48	
Flying Body Scissors	u+S+P	50	
Dynamite Lariat	b,f+S+P	55	
Atomic Hammer Crash	b,f+S+P	65	Wall (behind)
Powerslam	ff+S+P	45	
(2) Oklahoma Stampede	f+S+P	25	
Kitchen Sink	qcb+S+P	45	
(2) Stretch Plum	d+S+P	25	
(3) Manhattan Drop	d,u+S+P	35	
Superfreak Powerbomb	hcf+S+P	68	
T.F.B.B.	D,f,b+S+P	80	
T.F.B.C.	D,f,b+S+P	100	Wall (face)
Escape Back	S+P	0	Back, Movement
Dangerous Back Drop	S+P	55	Behind
Locomotion Backdrop	S+P	65	Behind, Wall (behind)
Argentine Backbreaker	b+S+P	60	Behind
Reverse Powerbomb	u+S+P	64	Behind
Atomic Drop	ff+S+P	52	Behind
(2) Face Crusher	f+S+P	30	
Iron Claw	hcf+S+P	50	Behind
(2) Grizzly Launcher	dd+S+P	55	
(2) Grizzly Crush	dd+S+P	65	Wall
Bass Bomb	d+S+P	58	Low
Spiral Bomb	d/b+S+P	65	Low
Double Arm DDT	d/f,d/f+S+P	70	Low
Calf Branding	d+S+P	70	Behind, Low



△ Kitchen Sink: qcb+S+P



CHARACTER MOVELISTS

u, d, f, b	Up, down, forwards (towards opponent), backwards (away from opponent). When in upper case you should hold the direction for a moment before pressing attack button
qcf	Quarter circle forward
qcb	Quarter circle back
hcf	Half circle forward
hcb	Half circle back
P	Punch button
K	Kick button
S	Guard/free button
H, M, L	Determines where the move will hit – high, mid-range or low
Critical	Move is a Critical Hit (see page 109)
EWBT	End With Back Turned – move ends with the character's back turned from opponent

THROW NOTATION

Back	You have your back turned towards your opponent
Behind	You are behind your opponent
Low	Only connects with crouching opponents
Wall (face)	You are facing the wall
Wall (behind)	The wall is behind you

Note: a number in brackets before a name indicates that the move should follow on from preceding move(s) in the list.



EIN→

Ein is an all-rounder who makes a good first choice to learn the game with. As well as having a vast array of combos and float opportunities, he has a number of big strikes that can decimate his opponents.

EXAMPLE COMBO:

Jumping Front Kick, Hilt Strike, Raised Front Kick, Dragon Tail
[u/f+K], [f+P], [b+K], [PP, d+KK]

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Strike of Order	P	H	
(2) Combo Punch	PP	HH	
(3) Wind Combo	PPP	HHM	
(3) Claw Combo	PP,f+P	HHH	
(4) Bull Reining Combo	PP,f+PP	HHHM	Critical
(4) Fog Chime	PP,f+PK	(HH)HM	
(4) Falling Light	PP,f+P,d+K	HHHL	Critical
(3) Combo – Roundhouse	PPK	HHH	Critical
(4) Combo – Combo Kick	PPKK	HHHM	
(3) Combo – Low Kick	PP,d+K	HHL	
(4) Scarlet Sparrow	PP,d+KK	HHLH	
(3) Dragon Tail	PP,D+KK	HHLL	Critical
(2) Punch – Roundhouse	PK	HH	Critical
(3) Punch – Combo Kick	PKK	HHM	
Rising Strike	d/f+P	M	
Low Strike	d+P	L	
Roundhouse Kick	K	H	Critical
(2) Roundhouse - Back Kick	KK	HM	
Front Kick	d/f+K	M	Critical
(2) Jumping Combo Kick	d/f+KK	MM	
(3) Celestial Kirin	d/f+KKK	MMH	
Low Kick	d+K	L	
(2) Leopard Tail	D+KK	LL	Critical
Hilt Strike	f+P	M	Critical
My Wife	bf+P	H	
Double Fist Strike	f+P+K	HM	



GEN FU→

This old man is surprisingly fast. A lot of his attacks look like they'll be very slow but actually hit very quickly. He is also very good at single strikes that hit very hard. A force to be reckoned with.

EXAMPLE COMBO:

Palm Uppercut, Indecision Slice, Headbutt, Short Bodycheck
[u+P], [d/f+PP], [P+K], [d/b, f+P]

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Jab	P	H	
Palm Uppercut	u+P	H	Critical
(2) One-Two Palm	PP	HH	
(3) Straight Strike Combo	PPP	HHM	Critical
Upslice	d/f+P	M	
(2) Indecision Slice	d/f+PP	MM	
Low Punch	d+P	L	
High Front Kick	K	H	Critical
Front Kick	d/f+K	M	Critical
Low Kick	d+K	L	
High Slap	u/f+P	H	
Elbow Strike	f+P	M	
(2) Elbow-Upslice	f+PP	MM	
(3) Indecision Combo	f+PPP	MMM	
(3) Side Bodycheck Combo	f+PP,P+K	MMM	
Cross Elbow Strike	b+P	M	
(2) Cross-Violent Slice	b+PP	MM	
(2) Cross-Jab	b+P,f+P	MM	Critical
(3) Double Palm Combo	b+P,f+P,P+K	MMM	
Upwards Riot Chop	D/F+P	M	Critical
Stepping Palm Strike	ff+P	M	Critical
Overhead Slice	d/f,d/f+P	M	
Scoot Punch	qcf+PP	M	Critical
Headbutt	P+K	M	
Violent Slice	f,b+P	M	
Short Bodycheck	d/b,f+P	M	

Dusty Wind	qcf+P	M	
Clogging Strike	u+P	M	
Ice Splitter	u/b+P	H	
Rising Elbow Strike	u/f+P	M	
(2) Thunder Warrior	u/f+PK	MH	
Claw Hand	ff+P	H	
(2) Bull Rein	ff+PP	HM	Critical
(2) Claw Hand - Sidekick	ff+PK	HM	
(2) Claw Hand - Water Kick	ff+P,d+K	HL	Critical
Iron Hammer	b+P	H	
(2) JH - Low Heel Sword	b+P,d+K	HL	
(3) Heavenly Shores	b+P,d+KP	HLM	Critical
(2) Iron Hammer Combo	b+PP	HH	
(3) Purple Haze	b+PPP	HHM	
(3) Fuumon	b+PP,d+K	HHL	Critical
Raised Front Kick	b+K	M	
Jumping Knee Kick	ff+K	M	
(2) Falling Star Kick	ff+KK	MH	
(3) Leftover Stars	ff+KKK	MHM	
Heaven's Lance	d/f,d/f+K	M	
Heel Drop	u+K	M	
Wind and Clouds	bf+K	M	
Ruler of the Skies	qcf+K	M	
Tears of Light	S+K	M	
(2) Tears – Hop Kick	S+K,K	MH	
(2) Tears – Water Kick	S+K,d+K	ML	Critical
Jewel of Light	b+S+K	H	EWBT, Critical
Thrusting Elbow	P+K	M	Critical
(2) Dawn's Chimes	P+K,f+P	MM	
Knee Kick	F+K	M	Critical
(2) Demon Tooth	F+KK	MM	
Heel Sword Kick	f+K	H	Critical
(2) Heel Sword Combo Kick	f+KK	HH	
(3) Line of Stars	f+KKK	HHH	
(3) Sirius Kick	f+KK,f+K	HHM	
Low Heel Sword	d/b+K	L	
(2) Silver Wolf	d/b+KK	LM	
(2) Style of the Sword	d/b+KP	LM	Critical
(2) Low Heel Sword - Claw	d/b+K,f+P	LH	
(3) Thunder Cow	d/b+K,f+PP	LHM	Critical
(3) Celestial Thunder	d/b+K,f+PK	LHM	
(3) Global Thunder	d/b+K,f+P,d+K	LHL	Critical
Jumping Front Kick	u/f+K	M	Critical
(2) Flying Kirin	u/f+KK	MH	
Wind of Light	f+S+K	M	EWBT
Crane Wheel	u/b+K	M	

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Water Moon	S+P	40	
Frame of the Dragon	b+S+P	47	
Frame of the Boulder	b+S+P	57	Wall (behind)
Firelight	d/f,d/f+S+P	65	
Violent Flames	d/f,d/f+S+P	75	Wall (face)
Billowing Wind	f+S+P	48	
Crimson Lotus	qcb+S+P	60	
Double Acme	S+P	55	Behind
Summit of Stars	b+S+P	60	Behind
Flooded Moon	d+S+P	55	Low
Peck of the Shrike	d/b+S+P	60	Low
Crane Fist Pinch	d+S+P	62	Behind, Low
Water Wheel	d/b+S+P	65	Behind, Low

Stomping Double Palm	f+P+K	M	
Death Touch	d+P+K	HM	
(2) Cmb Stomping Bodycheck	d+P+K,bf+P	HMM	
High Double Palm	b+P+K	H	Critical
Turnaway Flipover Upper	d/b+P+K	M	Critical
Side Bodycheck	d/f+P+K	M	
Low Backfist	d/b+P	L	
Low Reverse Punch	d/f+K	M	Critical
(2) Low Reverse-Jab	d/f+KP	MM	Critical
(3) Spinning Hammer Combo	d/f+KP,bf+P	MMH	
Shot Knee Strike	F+K	M	Critical
(2) Shot Knee-Hopkick	F+KK	MM	
Low Kick	d/b+K	L	
(2) Low-Side Bodycheck	d/b+K,f+P	LM	
Hopkick	u+K	M	Critical
Jumping Crescent Kick	u/f+K	H	
(2) Jumping Crescent-Sweep	u/f+K,d+K	HL	Critical
Reverse Cartwheel Kick	u/b+K	M	
Step Thrust Kick	f+K	H	Critical
Leaping Toe Touch	S+K	H	Critical
Leg Sweep	d+S+K	L	Critical

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Side Cross Wrap	S+P	40	
Grasping the Heart	b+S+P	45	
Dragon Shoulder	b+S+P	55	Wall(face)
Shuutai	f+S+P	48	
Rolling Earth Wind	ff+S+P50		
(2) Monkey Style	f+S+P	20	
Unlock the Chains of the Three Emperors	qcb+S+P	51	
Close the Clouds and Grasp the Moon	qcf+S+P	50	
(2) Close the Clouds and Catch the Falling	S+P	0	
Spread the Tiger's Tail	S+P	55	Behind
Leaning Position	f+S+P	60	Behind
The Horse's Iron Head	d+S+P	55	Low
Raccoon-Cat up a Tree	d/b+S+P	50	Low
Great Cross Splitter	d+S+P	62	Behind, Low



△ Grasping The Heart: b+S+P



△ Side Bodycheck: d/f+P+K

CHARACTER MOVELISTS

u, d, f, b	Up, down, forwards (towards opponent), backwards (away from opponent). When in upper case you should hold the direction for a moment before pressing attack button
qcf	Quarter circle forward
qcb	Quarter circle back
hcf	Half circle forward
hcb	Half circle back
P	Punch button
K	Kick button
S	Guard/free button
H, M, L	Determines where the move will hit – high, mid-range or low
Critical	Move is a Critical Hit (see page 109)
EWBT	End With Back Turned – move ends with the character's back turned from opponent

THROW NOTATION

Back	You have your back turned towards your opponent
Behind	You are behind your opponent
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Wall (behind)	The wall is behind you

Note: a number in brackets before a name indicates that the move should follow on from preceding move(s) in the list.



HAYABUSA

Quite a specialist character, you'll have to spend a lot of time with him in order to be successful on the battlefield. Once mastered he is one of the most flexible characters. His Hankou Drop is especially nasty.

EXAMPLE COMBO:

Leaning Uppercut, Delayed Chop Combo, Turnaway Tiger Upknife, Hunting Hawk Combo
[u+P], [PPP], [d/f+P+K], [PPKKK]

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Jab	P	H	
(2) Double Punch	PP	HH	
(3) Delayed Chop Combo	PPP	HHM	Critical
(3) One-Two Backfist	PP,b+P	HHM	
(4) Stepping Palm Combo	PP,b+P,f+P	HHMM	Critical
(4) Palm-Flipover Combo	PP,b+P,K	HHMM	
(3) One-Two Hawk Kick	PPK	HHH	
(4) Raging Hawk Combo	PPKK	HHHH	
(5) Hunting Hawk Combo	PPKKK	HHHHH	
(3) Rolling Handstand Cmb	PP,d+K	HHL	Critical
(2) Jab-Roundhouse	PK	HH	Critical
(3) Jab-Double Roundhouse	PKK	HHH	
Mid Punch	d/f+P	M	
Low Punch	d+P	L	
Roundhouse Kick	K	H	Critical
(2) Roundhouse-Downchop	KP	HM	
(2) Hayabusa Axle Kick	KK	HH	
Sidekick	d/f+K	M	Critical
(2) Sidekick-Breakdance	d/f+K,d+K	ML	Critical
Low Kick	d+K	L	
Trapping Elbow	f+P	M	
(2) Elbow-Knee	f+PK	MM	
(3) Elbow-Snap Knee	f+PKK	MML	
Stepping Palm Strike	ff+P	M	Critical
Leaning Uppercut	u+P	H	Critical



HELENA

Beautiful to behold, her style flows so well that it's almost possible to keep up a continual onslaught of slow-moving yet powerful attacks. AoP means that she finishes the move in the Art of Phoenix stance.

EXAMPLE COMBO (starts in AoP):

Roundhouse, Two Palm Strikes, Sotakusho, (pause), Soheki Syo
[K], [PP], [P+K], (pause), [P+K, P+K]

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Drill Palm	P	H	
(2) Two palm strikes	PP	HM	Critical
(3) Hanba	PPP	HMM	
(3) Palm Strike Kyaku	PPK	HMH	
(3) T. Sen	PP,d+K	HML	AoP
(2) Double Palm Reverse	PP,B	HM	EWBT
(3) Drill Tenshin Kasui	PP,B+P	HMM	Critical
(4) Drill Tenshin Syo	PP,B+PP	HMMM	
(2) Drill Spin Kyaku	PK	HH	Critical
(3) Drill Double	PKK	HHM	
(4) Gasho	PKKK	HHMH	
Mid Stabbing Fist	d/f+P	M	
(2) Dokuritsu	d/f+PP	MM	EWBT
Low Bent Fist	d+P	L	
High Spin Kick	K	H	Critical
(2) Double Kick	KK	HM	Critical
(3) Rekkai	KKK	HMH	
Spin Kick	d/f+K	M	Critical
(2) Banchu	df+K, db+K	MM	
Thigh Sweep	d+K	L	
(2) Ushiro	d+KK	LM	Critical
Kasui So	ff+P	M	Critical
Spiral Arrow	u+P	H	Critical
Delayed Thrust	u/b+P	M	
Tenshin	b+P	M	EWBT
(2) Tenshin Kasui	b+PP	MM	

Spinning Backfist	b+P	M	
(2) Backfist-Stepping Palm	b+P,f+P	MM	Critical
(2) Backfist-Standing Axle	b+PK	MM	Critical
Delayed Chop	u/b+P	M	Critical
Low Spinning Backfist	d/b+P	L	
(2) LBF-Breakdance Sweep	D/B+PK	LL	
360 Uppercut	qcf+P	M	
Diving Somersault Kick	u/f+K	M	
Rising Punt Kick	u+K	H	
(2) Punt-Falling Axe Kick	u+KK	HM	
Shinobi Illusion Kick	u/b+K	M	
Rising Illusion Kick	WS+K	H	
Jumping Knee	f+K	M	
Knee-Snapping Kick	f+KK	MH	
Dashing Hop Slide	ff+K	L	
Breakdance Sweep	d/b+K	L	
(2) Dance-Handstand Roll	d/b+K,D+K	LL	
(2) Dance-Handstand Option	d/b+K,d+K	LL	Critical
(2) Double Breakdance	d/b+K,d/b+K	LL	
(3) Breakdancing Fury	d/b+K,d/b+K,D+K	LLL	
Back Leg Sweep	f,b+K	L	
Light Wheel Kick	b+K	H	
Stepping Illusion Kick	qcf+K	M	
Rolling Handstand	qcb+K	M	
Shoto	P+K	H	Critical
Double Palm Strike	b+P+K	M	
Turnaway Tiger UpKnife	d/f+P+K	M	
(2) Tiger-Super Axe Kick	d/f+P+K,K	MM	
Flying Hawk Kick	S+K	H	
(2) Raging Hawk Kick	S+K,K	HH	
(3) Hunting Hawk Kick	S+K,KK	HHH	
Handspring Kick	b+S+K	H	
Handstand Option Roll	d+S+K	L	Critical
Backroll Handstand Kick	d/f+S+K	M	

FROM HANDSTAND POSITION

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Rollout Jab	P	H	
Handstand Kick	K	H	
(2) Double Spinning Kick	KK	HM	
Rolling Catapult Kick	P+K	M	
Hyper Spin Sweep	S+K	L	Critical

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Juuji-Karami	S+P	40	
KubiKiri-Nage	f+S+P	45	
Church Bells Ring	f+S+P	55	Wall(face)
Shiho-Nage	d/f+S+P	48	
Yama-Arashi	b+S+P	56	
Falcon Kick	ff+S+P	50	
Dream Shadow	b,f+S+P	0	
Falling Thunder Strike	qcb+S+P	60	
Rising Thunder Palm	qcf+S+P	45	
(2) Kama-Itachi	d,f,u+S+P	30	
(3) Hankou Drop	360+S+P	50	
Ura Nage	S+P	52	Behind
Jinryuu Drop	b+S+P	55	Behind
Falling Dragon Strike	ff+S+P	58	Behind
Neck Hunting Flash	d+S+P	55	Low
Hopping Spin Move	d/b+S+P	62	Low
Carry the Jar Across	d+S+P	57	Behind, Low

CHARACTER MOVELISTS

u, d, f, b	Up, down, forwards (towards opponent), backwards (away from opponent). When in upper case you should hold the direction for a moment before pressing attack button
qcf	Quarter circle forward
qcb	Quarter circle back
hcf	Half circle forward
hcb	Half circle back
P	Punch button
K	Kick button
S	Guard/free button
H, M, L	Determines where the move will hit – high, mid-range or low
Critical	Move is a Critical Hit (see page 109)
EWBT	End With Back Turned – move ends with the character's back turned from opponent

THROW NOTATION

Back	You have your back turned towards your opponent
Behind	You are behind your opponent
Low	Only connects with crouching opponents
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Note: a number in brackets before a name indicates that the move should follow on from preceding move(s) in the list.

(3) Tenshin Kasui Syo	b+PPP	MMM	Critical
Upper fist	u/f+P	M	Critical
(2) Gasui	u/f+PP	MM	
(2) Gosen	u/f+PK	MH	Critical
(2) Sen	u/f+P,d+K	ML	Critical, AoP
Turning Low Blow	bb+P	M	EWBT
(2) Turn Combo	bb+PP	MM	
(3) Turn Crouch Combo	bb+PP,d+P	MML	EWBT
Kasetu	f+P	M	
(2) Kasetu Syo	f+PP	MM	Critical
(3) Renken	f+PPK	MMM	
Soho	d/b+P	L	EWBT
Sotakusho	P+K	M	Critical
(2) Soheki Syo	P+K,P+K	MM	
Stepping Knee	f+K	M	Critical
(2) Kasen	f+K,d+K	ML	Critical, AoP
(2) Ryoin	f+KP	MM	Critical
Rigo	b+K	H	Critical
(2) Rigo Tai	b+KK	HM	
Syasyu Ki Kyaku	u+K	H	Critical, AoP
Leaping Turn Kick	u/b+K	M	EWBT
Half Turning Low Kick	ff+K	L	EWBT
(2) Turning Low Combo	ff+KP	LL	EWBT
(3) Hoken	ff+KPP	LLHM	Critical
Senten	d/b+K	L	EWBT
(2) Senten Soto	d/b+KP	LHM	Critical
Double Jump Kick	u/f+K	MM	
Low Thrust	D+S+K	L	AoP
Ritsu	D/F+P	M	Critical
(2) Dokuritsu	D/F+PP	MM	
Uryo	qcf+P	MMM	AoP
Side stepping Cross Palm	b+P+K	L	
Zenpeki	qcb+P	M	
Dakai	f+P+K	M	Critical

TECHNIQUES WHEN BACK IS TURNED

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Thrust Knife	P	H	
(2) Dark Thrust	PP	HH	
(3) Dark Slash	PPP	HHM	
(4) Slash Splitter	PPPP	HHMM	Critical
(2) Turning Low Fist	PP,b+P	HHM	EWBT
(2) Double Knife Edge	PP,b+PP	HHMM	
(2) Hanba Combo	PP,b+PPP	HHMMM	Critical
Wave Edge	d+P	M	EWBT
Wave Splitter	D+P	L	
Roundhouse	K	H	
Shut The Door	d+K	M	EWBT
Low Thrust	D+K	L	AoP
Stepping Knee	f+K	M	Critical
(2) Kasen	f+K,d+K	ML	Critical, AoP
(2) Ryoin	f+KP	MM	Critical
Hanba	f+P	M	Critical
Spinning Windmill	P+K	M	
Low Spin Kick	ff+K	L	Critical

TECHNIQUES DURING AOP

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Backhand	P	H	
(2) Thrust Hand	PP	HH	
(3) Stomach Burst	PPP	HHM	Critical
(3) Rising Double Jump Kick	PPK	HHMM	
Stepping Thrust	f+P	M	
(2) Leaping Thrust	f+PP	MM	
(3) Thrust Stomach Burst	f+PPP	MMM	Critical
(3) Falling Leaf	f+PPK	MMH	Critical, AoP
Turning Edge	b+P	M	EWBT
(2) Knife Stepping Knee	b+PK	MM	Critical
(3) Stepping Falling Leaf	b+PK,d+K	MML	Critical, AoP
(3) Knife Ryoin	b+PKP	MMM	Critical
Raised Knee	D/F+K	M	Critical
(2) Raised Falling Leaf	D/F+K,D+K	ML	Critical, AoP
Hanba	ff+P	M	Critical
High Punt	K	H	Critical
Falling Leaf	f+K	H	Critical, AoP
Low Spin Kick	D+S+K	L	Critical
Raise The Roof	P+K	M	

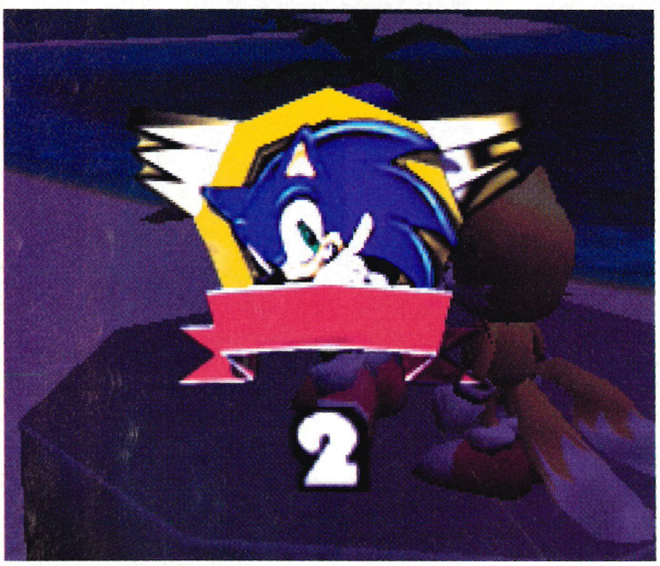
THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Chop The Willow	S+P	40	
Sen Heki	b+S+P	45	
Sen Heki	b+S+P	55	Wall(behind)
Shake The Cedar	ff+S+P	48	
Yoto Haibi	qcf+S+P	62	
Rolling Windmill	S+P	55	Behind
Limb Edge	D+S+P	55	Low
Rolling Pain	d/b+S+P	62	Low
Windmill Slice	d+S+P	58	Behind, Low

• That's it for this month. We'll be covering the moves of Jann Lee, Kasumi, Lei Fang, Leon, Tina Armstrong and Zack in next month's issue, on sale Thursday 30 November.

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. **JOE HOWATT** AND **CHRIS EDMONDSON** ANSWER YOUR QUERIES.



△ *Sonic Adventure*: emblem 2 – only 128 to go. Or not.

SONIC ADVENTURE

I've finally managed to obtain all 130 emblems this month including the Chao races, and I've found that nothing has happened.
Is something meant to happen or have I just wasted my time?

LYNDON JONES, VIA EMAIL

Sorry Lydon, nothing happens. We wouldn't say you've wasted your time, though!

RESIDENT EVIL: CODE VERONICA

The first copy of *ODM* that I bought (September issue) has part three of a *Code: Veronica* walkthrough but I'm stuck on disc one! Could you email parts one and two of the guide?

I've got two of the proofs (army and navy) to operate the lift in the airport but I can't find the third. I found the gold key and opened a room on the ground floor of the mansion. I've pushed all the buttons under the pictures but I can't seem to find what it does.

DANIEL GREEN, LONDON

It sounds as if you haven't pressed the buttons in the correct order – a common sticking point. The correct order is: Veronica (painting of the woman), Stanley (man with two babies), Thomas (lone man), Arthur (man with plate), Edward (man with book), Alexander (man with candle), then Alfred (large painting).

When you've pressed the buttons in the right order the wall with the large painting will turn around revealing a new painting and a vase. Take the vase, go into your inventory screen and rotate the vase until you can see inside it. You should find the Queen Ant.

Now... you're on your own.

And, no, sorry we can't send out articles from old editions of *Official Dreamcast Magazine*. We can, however, supply back issues. You'll find details on page 119.

BANGAI-O

This game is driving me nuts! Please tell me how to finish level 21. Those little guys in the middle keep shooting me!

ALAN DAVIES, LONDON

A little bit of thought is required here. Shoot your way around the level, destroying all the bases and enemies that you possibly can. When you get to the top left screen, you should find a chute that deploys those big red bombs. Destroy the little enemy base that lies underneath it and the bombs should then fall down on to a section of the green wall that surrounds those annoying robots in the middle.

Now shoot the bombs, and the ensuing explosion will destroy the wall and allow you to get in and obliterate those pesky automatons, thereby making your fight against the boss much easier.



△ *UFC*: the fun only *really* begins when you start grappling...

ULTIMATE FIGHTING CHAMPIONSHIP

Can you give me a guide to how to play the *Ultimate Fighting Championship* demo on DreamOn 14? It looks good but I don't know what to do!

DAVE CRANE, LONDON

Perhaps not surprisingly we've had a few letters about the *UFC* demo – it is a complex game and very dull if you don't know what you're doing. Sorry we didn't have room to print full instructions last issue.

The aim of the game should be pretty obvious – knock out your opponent before the clock runs down. The blue bar indicates your stamina and is affected by either taking a hit or performing offensive moves. The more this is depleted, the more susceptible you are to knockout. The red bar is your life bar and indicates how much of your stamina can be regenerated when resting.

As you will have discovered, A and B are left and right kick, respectively, while X and Y are left and right punch. Most of the moves beyond these involve pressing two or more buttons together simultaneously. We don't have the room to list every move of the two fighters in the demo as each has around 100 separate moves, so you'll have to actually sit and learn how the characters move and counter.

When you're on the floor, try hitting either A and X or B and Y together to counter the opponent's moves and catch his fists. This is the way most *UFC* fights go in reality – two guys rolling around on the mat.

Playing against Frank Shamrock you should try to get the upper hand from the off with some swift jabs (double-hit X or Y). If you get caught out and take a knock, you can always go for the throw as Frank stumbles by hitting X and A together. This combination also works if you just want to get the opponent straight down on to the mat.

Once you're on the floor, it's a question of beating the other guy severely, getting him in a bone-snapping hold and making him tap-out or countering his moves if you're getting the worst of the fight. If you're straddling the other guy, left punch (X) and right punch (Y) do exactly that to his face, and left kick (A) and right kick (B) give him body punches. Pressing A and B together will put the opponent's arm in a lock (unless he counters), and cause a tap-out.

If you're below the opponent, Frank's punch keys punch to the face, and his kick keys punch to the body. Try pressing X and Y to get back on top. Or A and B to go for the deadly Achilles Tendon hold.

Tito Ortiz is another big submission fighter. His punches take a good bit off energy off an opponent, so go for the face and try and get some decent combos in, such as double right punch (Y), left punch (X) then right kick (B). Once Frank is stunned, take it to the floor of the ring with either A and X, or B and Y.

Tapping left punch (X) employs Tito's Backhand Hammer on the floor, so make good use of it. Chances are if you get this in a few times it'll be game over. If you fancy going for the tap-out, hit right kick and right punch (B and Y) for Tito's V1 Arm Bar. Nasty.

Hope that helps for now. Watch out for a more detailed guide to *Ultimate Fighting Championship* (the full game) in the next issue of *ODM*, on sale Thursday 30 November.

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 DO YOU WANT A LITTLE BIT MORE OUT OF IT? HERE ARE THE LATEST TRICKS TO UNLOCK MORE GAMING GOODNESS.



△ *UFC*: play as Bruce Buffer!

ULTIMATE FIGHTING CHAMPIONSHIP

USE JEET KUNE DO

Get the UFC Silver Belt with a Career mode character to unlock Bruce Buffer (the announcer) in Create A Fighter mode. Note that Bruce's Style happens to be Jeet Kune Do, the martial art created and used by Bruce Lee.

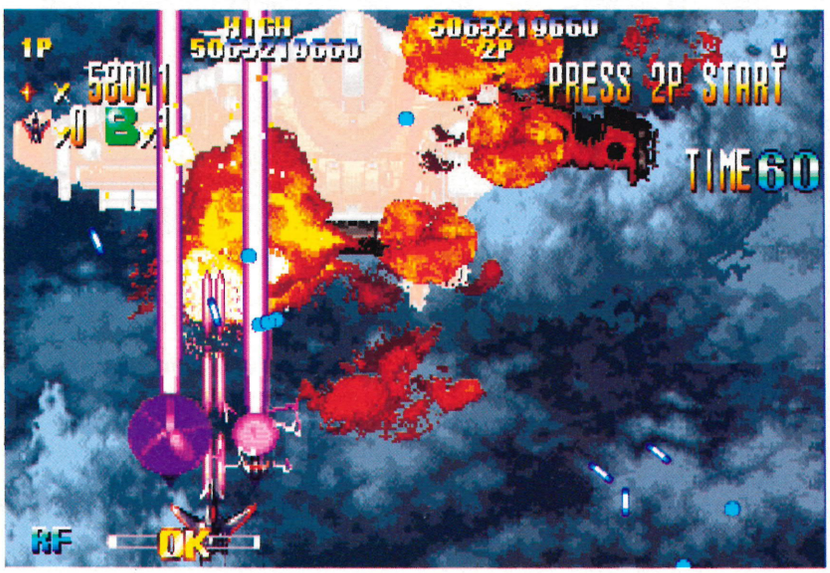
GET 999 POINTS IN CAREER MODE

To get 999 points in Career mode (and therefore be able to unlock every single skill and push your stats up to 10), enter the fighter's name as Best Buy (the first name should be Best, the surname should be Buy). Bear in mind that this is case sensitive, so writing it entirely in capitals won't work. Once you've typed the name, you'll find that your career points have magically jumped to 999! You can now re-enter another name if you want and start powering the new fighter up to ridiculous levels.

INTERNATIONAL TRACK & FIELD

UNLOCK EXTRA EVENTS

There are four extra events that you can unlock in this fun athletics game. To unlock the high jump and triple jump, you have to get a gold medal in every regular event. Earn a gold medal in both of these and you'll unlock the vault. Finally, win the vault and you're rewarded with a skeet shooting event.



△ *Giga Wing*: get this ship the easy way.

BANGAI-O

UNLOCK ALL LEVELS

There's an easy way to unlock all the levels in Treasure's crazy shoot 'em up (reviewed on page 86). When the game asks you for your initials, enter three of the strange hippopotamus things (the ones with cameras), and when the game starts you'll find that you can access all the stages.

GIGA WING

UNLOCK SECRET SHIP

To unlock the Stranger Jet in Capcom's shoot 'em up (reviewed on page 92), go to the Gallery section and quickly press B, X, Y, B, B, Y, X, B. If done correctly, you will hear a sound and also be able to view every piece of art in the gallery. Or, to do it the normal way, complete the game on any difficulty setting without using continues (yeah, right).

POWER STONE 2

PLAY AS THE HIDDEN CHARACTERS

Complete the Arcade mode with every character to unlock two new fighters, Pride and Ann.

THREE MORE LEVELS

Beat the Arcade mode with every character, including Pride and Ann, and you'll be able to access three new levels. They're semi-hidden on the Level Select screen; you need to move the cursor off the screen to select them.

F355 CHALLENGE

UNLOCK HIDDEN TRACKS

There are five extra tracks waiting to be unlocked the easy way in *F355 Challenge*. From the main menu, select Options then hold X and Y together. This reveals a new option in the menu called Passwords. Select this option with the A button, without releasing X and Y. Once you are at the Password screen, enter the following codes to unlock the extra tracks (the codes are case sensitive).

CinqueValvole – Unlocks the Fiorano course

LiebeFrauMilch – Unlocks the Nurburgring course

Stars&Stripes – Unlocks the Laguna-Seca course

KualaLumpur – Unlocks the Sepang course

DaysofThunder – Unlocks the Atlanta course



△ *Hidden & Dangerous*: you can't miss!

HIDDEN & DANGEROUS

Before activating any of the cheats you need to enter IWILLCHEAT at the name entry screen. You need to own a Dreamcast keyboard, and it's also best to pause the game before you enter the cheats.

BIG HEAD MODE

Type FUNNYHEAD and you get the big head mode – pointless in most games but very useful for head shots with a sniper rifle here. Be careful with this cheat – it's been known to crash the machine, so make sure you save the game first.

EVERY ITEM

Type ALLLOOT. Again, no words appear on screen, so make sure your typing skills are up to scratch. When you return the game, check the inventories of each squad member. Nice, eh?

INSTANTLY KILL EVERY ENEMY

Enter KILLTHEMALL. As if by magic, when you return to the game all the enemy are gone, with only their backpacks remaining.

INVINCIBILITY

Enter CANTDIE. You'll get through each level without a scratch.

RESTORE LOST HEALTH

Type GOODHEALTH. This pumps the life juice back up to full, and is more sporting than the above cheat.

ENEMY EYES

Enter ENEMYB. This allows you to view the action from the enemies' perspective, as the camera switches to behind an enemy guard. Enter the code again to switch between guards.

ENEMY LOCATIONS

Type ENEMYF. This shows you the location of the enemy by switching to a camera directly above their heads. Retype the command to switch between the enemy.

PLAY ENDING

Type SHOWTHEEND. The ending will load as you type the final letter.

KNOW SOME GOOD CHEATS?

Well don't keep them all to yourself – send them in to help other gamers out and to show off your greatness. Send your Tips to: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively email them to us at tips@dreamcastmag.co.uk. Thanks to Chris Edmondson, David Breen, Darren McKay, Peter Ward, Clare Dodd, Sam Davies and countless others. 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).*

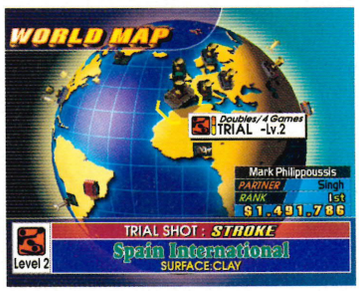
CHALLENGES

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 winner of each of this month's challenges will receive a copy of the excellent *Metropolis Street Racer* (*ODM* #12, 9/10), courtesy of the lovely people at Sega.

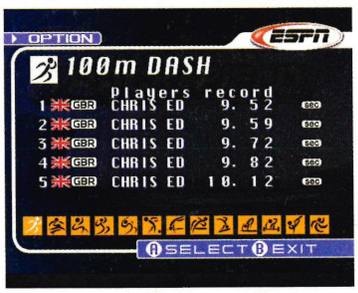


△ *Virtua Tennis*: Can you earn enough to win?

VIRTUA TENNIS

Most money earned, any character

A true test of endurance this one! We want you to play *Virtua Tennis* and earn as much money as you possibly can. Note: you can play as anyone you wish, but you *must* be number one in the world. Send us a photograph of the rankings screen (above).

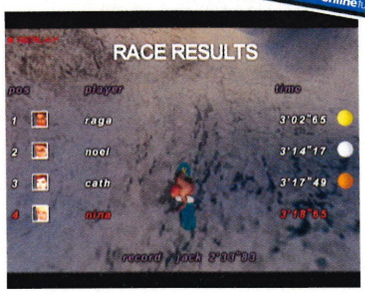


△ *IT&F*: button-bash like never before!

INTERNATIONAL TRACK & FIELD

Fastest time, 100m sprint, any mode

We really wanna see those fingers moving! No complications here – just run like the wind in the 100m and take a photograph of the ranking table (above), which is accessed via the Option screen. Your top time will be entered.



△ *Sega Extreme Sports*: bleached hair optional.

SEGA EXTREME SPORTS (DEMO)

Fastest time, demo race, any character

A challenge which you can all enter – well, anyone with the Dreamon disc (14) from last month's *Official Dreamcast Magazine*. Just get around the three-part course as soon as you can and take a photograph of the time screen (above).

RESULTS

Did you enter a contest in our September issue (*ODM* #11)? Well here's a list of the top ten entries for the challenges in that issue. Congratulations to the winners, who each win a copy of *V-Rally 2: Expert Edition* courtesy of Infogrames.

4 WHEEL THUNDER
Fastest lap time, outdoor, Far West level

1	**1'47"024**	**DANNY BELL, NORTH LINCS**
2	2'00"254	DARREN SLATER, HANTS
3	2'01"023	TERRY DWYER, BIRMINGHAM
4	2'01"378	DAVID GRIMSHAW, LEICESTER
5	2'02"426	BRIAN GUNN, TORQUAY
6	2'03"795	DAVID PUGH, PORTSMOUTH
7	2'04"246	THOMAS VOADEN, CHESHIRE
8	2'04"922	SALLY HOUGH, NORWICH
9	2'05"151	SARAH CHITTOCK, LONDON
10	2'06"005	PHILLIP JENNER, BATH

CRAZY TAXI
Fastest time, Crazy Parking, any character

1	**0'14"72**	**ROBIN MCGILL, IPSWICH**
2	0'15"33	ALEX CROFT, LUTON
3	0'15"67	ANDREW BEEHAG, LONDON
4	0'15"84	ROBERT BRIGHT, DEVON
5	0'15"98	ARTHUR HANCOCK, CUMBRIA
6	0'16"11	SARAH SMYTHE, YORKSHIRE
7	0'16"67	BEN WALSH, OXFORD
8	0'17"02	ANDREW BROWN, SOUTHEND
9	0'17"41	JAMES KENT, LIVERPOOL
10	0'17"43	SHANNENE KEMP, HASTINGS



△ *4 Wheel Thunder* (top) and *Crazy Taxi* (bottom): were you fast enough to rank with the best?

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, print-outs of digital photos, videos or VM units to confirm your scores – they will not be returned and you will not be included in the competition. *ODM* regrets that it can not return photos. The closing date for these competitions is Monday 11 December.

BACK ISSUES

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Whether you want to complete your collection of *ODM*s, read game reviews you missed, get hold of playable demos you didn't manage to get your hands on, read up on some tips you overlooked, or just because you've got some money burning a hole in your pocket, you can grab back issues of *ODM* (subject to availability) simply by filling in the coupon below and sending the appropriate amount. Easy.



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GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*



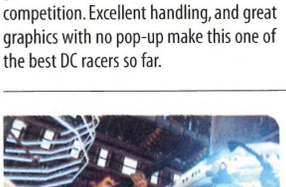
4 WHEEL THUNDER
MIDWAY • ISSUE #8 • 8/10
Race monster trucks and dune buggies around long outdoor courses and indoor arena tracks. Collect cash bonuses as you go to upgrade your mud plugger, and grab nitro boosts to help outrun the competition. Excellent handling, and great graphics with no pop-up make this one of the best DC racers so far.



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.



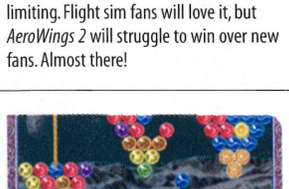
AEROWINGS 2: AIR STRIKE
CRI • ISSUE #11 • 6/10
The original *AeroWings* was a solid game, but lacked a crucial element: missiles. The sequel answers the criticism and delivers what the public wants but, while it looks great, the missions are still a little limiting. Flight sim fans will love it, but *AeroWings 2* will struggle to win over new fans. Almost there!



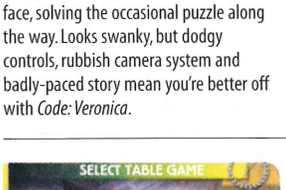
BLUE STINGER
ACTIVISION • ISSUE #0 • 7/10
Playing as Elliot Ballade or his sailor friend Dogs, you must rid a mysterious island of freaky mutants by shooting them in the face, solving the occasional puzzle along the way. Looks swanky, but dodgy controls, rubbish camera system and badly-paced story mean you're better off with *Code: Veronica*.



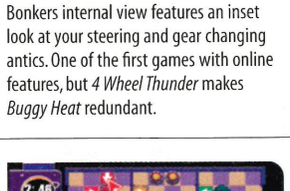
BUGGY HEAT
SEGA • ISSUE #2 • 4/10
Dreamcast's other off-road monster truck/dune buggy racer. Race around reasonably well-designed courses. Bonkers internal view features an inset look at your steering and gear changing antics. One of the first games with online features, but *4 Wheel Thunder* makes *Buggy Heat* redundant.



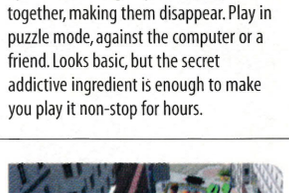
BUST-A-MOVE 4
ACCLAIM • ISSUE #9 • 7/10
Fiendishly simple: clear your quota of bubbles by firing ones of the same colour up the screen to group at least three together, making them disappear. Play in puzzle mode, against the computer or a friend. Looks basic, but the secret addictive ingredient is enough to make you play it non-stop for hours.



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.



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.



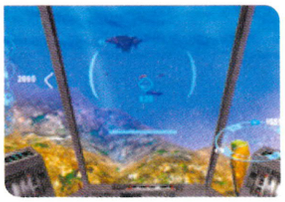
CRAZY TAXI
SEGA • ISSUE #5 • 9/10
You're a cabbie in a virtual city, ferrying people around as fast as possible. Fares are graded by distance, and there are routes through the city to learn. Clever gameplay bonuses are based on scaring passengers and driving like a loon. The DC version adds a whole extra 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.



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...



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.



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.



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.



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.



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.



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.



F1 WORLD GRAND PRIX II
KONAMI • ISSUE #13 • 7/10
Update on the popular F1 racer, this time featuring drivers and circuits of the 1999/00 season. And that's not the only difference. The sequel boasts better handling and improved graphics, but the majority of improvements are behind the scenes, with the game now more enjoyable to play and providing plenty more thrills.



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, such as tyre choice and fuel loads. Possibly worth picking up cheap, but the sequel is out now.



F355 CHALLENGE
ACCLAIM • ISSUE #13 • 8/10
More a simulator than a game, *F355* puts you behind the wheel of the Ferrari of the title, with the not so simple task of racing the car. If you're not perfect, you'll lose. It's that tough. But with the aid of driver assists and lots of practice you'll soon be staying on the track, if not quite finishing first. A love it or loathe it experience.



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.

FAQ
FREQUENTLY ASKED QUESTIONS

VISUAL MEMORY

WHAT'S A VM?
A VM (Visual Memory) is a memory card that plugs into your Dreamcast controller and enables you save game data. It's absolutely essential for titles like *Sonic Adventure* and *Tomb Raider: The Last Revelation* where you want to save your game position. The official Sega Visual Memory unit costs £19.99. (The 4x Memory unit, without a screen, is due out soon for around the same price).

WHY DOES IN HAVE AN LCD SCREEN BUILT INTO IT?
To show additional information (hit ratios in *Ready 2 Rumble Boxing*, player data in *NBA 2K*, for example) when you're playing games. Also, when the VM is unplugged from a controller you can play mini-games (eg the Tamagotchi-style *Chao* game from *Sonic Adventure*). These are 'downloaded' via Dreamcast games or direct from the Net, and are stored in memory.

HOW MUCH INFORMATION DOES A VM HOLD?
128k, divided in 200 'blocks'. In other words, enough to store save data from several titles and/or a mini-game.

HOW MANY BLOCKS DOES EACH GAME USE?
It depends on the game, but here are some examples: *Crazy Taxi* (23 blocks), *Sega Rally 2* (20, plus 61 for high-score browser), *Sonic Adventure* (10 for save games plus 28 for *Chao* data), *Soul Calibur* (12 blocks), *Virtua Fighter 3tb* (12 blocks), *Vigilante 8* (5 blocks).

WHY DOES MY DREAMCAST BEEP WHEN IT STARTS UP?
The beeping is your DC telling you that the VM unit's batteries have run out.

WHERE CAN I GET NEW BATTERIES FOR IT
Try Tandy if there's one near you. You can also order them online at www.chipsworld.co.uk. The model number is CR2032 and they cost about £4 for a pair.

WILL I LOSE MY SAVE GAMES IF THE VM'S BATTERIES RUN OUT?
No. You won't be able to play mini-games on it, but it will still work as a memory card.

I'VE HEARD OF A VM ANIMATOR FOR PCS. WHERE CAN I GET ONE?
You can download the animator and loads of sample animations from Booyaka (www.booyaka.com) and Planetweb (http://dreamcast.planetweb.com/ community/vmu/).

WHAT'S THE POINT OF VM ANIMATIONS?
There isn't a point as such, it's just a bit of fun. *Ghostface* (based on the movie *Scream 3*) is our favourite. Others well worth a look include *Star Wars: Episode II*, *Alien Encounter* and *The Great Battle*.

WHICH DC TITLES INCLUDE VM MINI-GAMES?
Try the likes of *Sonic Adventure*, *Trickstyle*, *Power Stone*, *Zombie Revenge* and *Tech Romancer*. *Sega Rally 2* also has a high-score browser, which is a game in theory but isn't actually very entertaining.

CAN I DOWNLOAD MINI-GAMES OFF THE NET?
Yes you can, although there aren't many about yet. Sega America have released an American football game (see www.sega.com), and Sega Europe are expected to release something similar in the future (er, hopefully). You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk

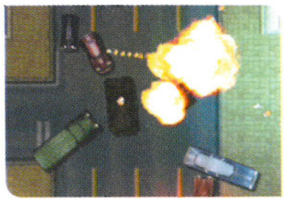




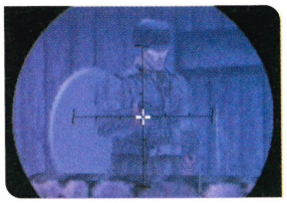
FUR FIGHTERS
ACCLAIM • ISSUE #9 • 7/10
Six cartoon killers set out to rescue their stolen children in this massive action adventure. Looks like a cute platform game, but plays like a rock-hard shoot 'em up. Intermittent puzzles keep you on your toes. Funny, nice to look at and easy to get into, but the puzzling and shooting don't quite fit together properly.



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.



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.



HIDDEN & DANGEROUS
TAKE 2 • ISSUE #13 • 7/10
World War II based action strategy. You command and control a small group of SAS commandos who are sent on missions deep into enemy territory. Careful planning and observation is needed if you are to survive in the battlefield as you embark upon a variety of thrilling missions. Pity it's only single-player.



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.



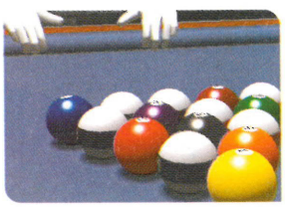
HYDRO THUNDER
MIDWAY • ISSUE #1 • 6/10
A refreshing change from conventional driving games. You race powerboats, so the action is fast and furious, and there are power-ups to collect and short cuts to discover. Has some nice touches, but the whole experience doesn't really come together as well as it could or should. Worth renting, at least.



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 uninvolving, despite the looks. Disengage your brain before you play.



INTERNATIONAL TRACK & FIELD
KONAMI • ISSUE #13 • 8/10
The old arcade favourite comes to Dreamcast, with great graphics and some fantastic multiplayer gameplay. 12 sporting events, ranging from the 100m sprint to clay pigeon shooting, are on offer, with the aim of beating your previous best scores. A little dull when playing by yourself, but great with friends.



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.



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.



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.



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.



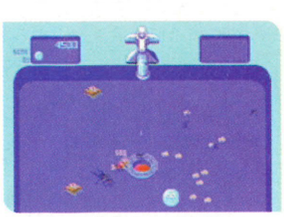
MARVEL VS CAPCOM
VIRGIN • ISSUE #2 • 5/10
It's games versus comics in a 2D tag team battle royale to the death. Loads of recognisable heroes, loads of flashy special moves, loads of cartoon carnage, frantic but easy-to-learn gameplay. What more could you ask for? It will have its fans, but it's redundant now that the sequel is out.



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.



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.



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.



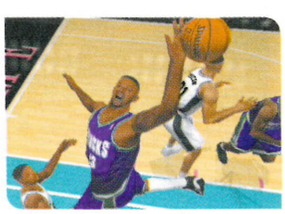
MILLENNIUM SOLDIER: EXPENDABLE
RAGE • ISSUE #0 • 7/10
A mindless shoot 'em up inspired by crusty classics like *Commando* and *Ikari Warriors*. It's an old idea, but the graphics are suitably updated and the game is easy to pick up and play. But its simple nature is also its downfall, with nothing of substance here to keep you interested.



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* is a better option.



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.



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.



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.



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.



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?



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.



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.



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.



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 weakpons and other power-ups. *Power Stone* is colourful, fast, clever and great in two-player mode. We reckon it's more fun than the sequel (right).



POWER STONE 2
EIDOS • ISSUE #13 • 7/10
Hyperactive fighting sequel that goes OTT on the former game by allowing four players to battle at once. The levels are bigger and are more interactive than before, now featuring vehicles that add to the action. Not quite as pure or easy to follow as the original, but this game is all about multiplayer madness.



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 animé-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.



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!



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.

FAQ
FREQUENTLY ASKED QUESTIONS

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 still 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*, *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.

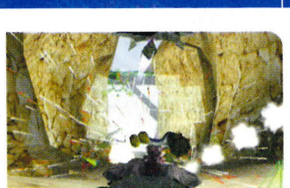
CAN I USE A US OR JAPANESE DC ONLINE IN THE UK?
Yes, but only to surf the Web. You won't be able to play on Sega's European gaming network.

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



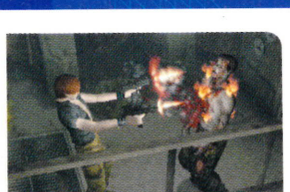
READY 2 RUMBLE BOXING
MIDWAY • ISSUE #1 • 9/10
Most boxing games rely on realism, and are accurate but dull. *Ready 2 Rumble* takes the other approach; with cartoon boxers, OTT special moves, and the insane Rumble mode that will have your opponent bleeding on the canvas in seconds. Great fun to play. The sequel is reviewed on page 76.



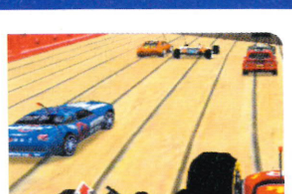
RED DOG
SEGA • ISSUE #5 • 5/10
A futuristic shoot 'em up that puts you at the controls of the titular Red Dog; a versatile and heavily-armed tank. Graphics are sharp and detailed, and the multiplayer options are great, especially with four people. On the downside, the high difficulty level can be frustrating, spoiling the overall experience.



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.



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.



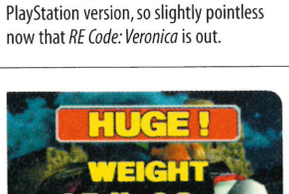
RE-VOLT
ACCLAIM • ISSUE #3 • 7/10
Race remote-controlled toy cars around larger-than-life locations. Crisp graphics, inventive tracks and fast, power-up grabbing gameplay mean you'll be impressed initially, but sadly a lack of depth means that the novelty soon wears off. Multiplayer modes are worth checking out, though.



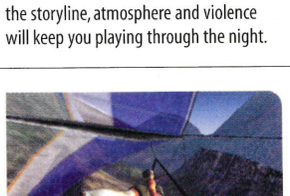
ROADSTERS
TITUS • ISSUE #11 • 3/10
Oh dear. With the number of quality driving titles about, *Roadsters* needed to be excellent if it were to stand a chance. Sadly the game is a stinker; barely adequate graphics, terrible handling and lame attempts to add a bit of quirkiness in the form of random environmental disasters. Avoid.



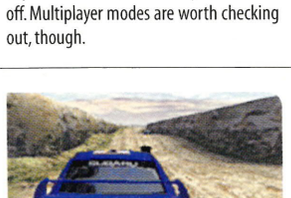
SAN FRANCISCO RUSH 2049
MIDWAY • ISSUE #12 • 7/10
San Francisco of the future is full of ramps, loops and cars capable of rocket-like speeds that have the ability to fly and do stunts. There are better racing games, but do they offer multiplayer Battle modes or stunt arenas? Or how about an Internet Ghost mode that allows you to download new competitors from the Net?



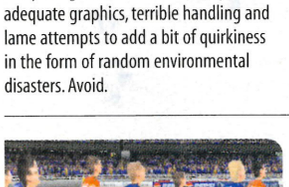
SEGA BASS FISHING
SEGA • ISSUE #1 • 7/10
The kind of oddball but appealing game that Sega excel at. Fishing rod controller in hand, it's your job to catch the biggest fish you can find, within a strict time limit. Looks gorgeous, but you'll only get a couple of weeks of play before the attraction wears off. Still, it's the ultimate game to bring out at parties.



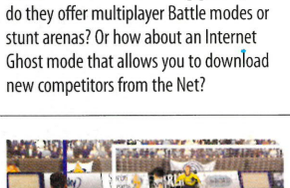
SEGA EXTREME SPORTS
SEGA • ISSUE #13 • 5/10
Adrenaline-packed racer, featuring mountain and quad bikes, hang-gliders, snowboards, bungee and base jumping. These are combined to make multi-stage races, where the finish can be very close. Spoiling the fun are some dull events and a learning curve that can, at times, be very steep. Good music though.



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.



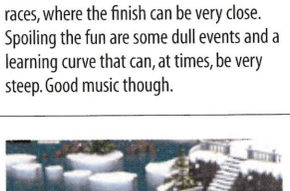
SEGA WORLDWIDE SOCCER 2000
SEGA • ISSUE #3 • 6/10
The best football game on the Sega Saturn gets its first Dreamcast outing. As you'd expect, the graphics are vastly improved, but gameplay is too slow, which in turn means there isn't much of an atmosphere. The potential is there, but we would advise you to go for the newer *Euro Edition* instead.



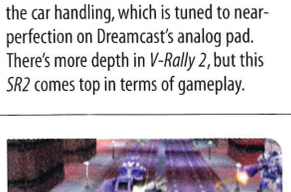
SEGA WWS EURO EDITION
SEGA • ISSUE #8 • 7/10
Sequel to Sega's own-brand football game. Much needed improvements have resulted in more detail and a faster pace. Player animation is now smoother, and their artificial intelligence has been upgraded too. As good as you're going to get for the time being. The third in the series is due out soon.



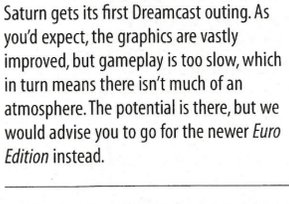
SHADOWMAN
ACCLAIM • ISSUE #3 • 6/10
An adult-oriented 3D adventure converted from Nintendo 64, packed with gore, swearing and voodoo magic. Gameplay switches between the living world and the afterlife. Cool but freaky music and sound effects, and the storyline is good, but dull level design lets the side down badly.



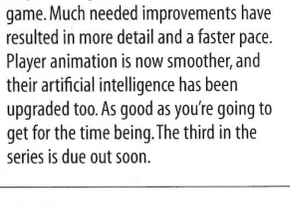
SILVER
INFOGRAMES • ISSUE #10 • 4/10
A rare thing, this: a role-playing game developed in the UK. A mixture of detailed, pre-rendered locations and console-friendly controls make *Silver* easy to get into, but the spark that makes the best RPGs take over your life isn't there. An attempt at something a little different, but the results are boring.



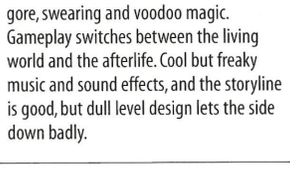
SLAVE ZERO
INFOGRAMES • ISSUE #5 • 6/10
Take control of a 60-foot robot and stomp around a futuristic city, shooting stuff, blowing things up and trampling on innocent bystanders. Fifteen single-player levels and a four-player deathmatch mode mean there's plenty of meat here. Sadly a lot of slowdown and a high difficulty level spoil the party.



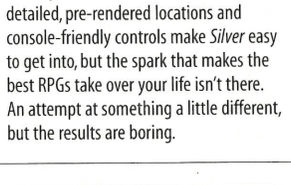
SNOW SURFERS
INFOGRAMES • ISSUE #2 • 6/10
Choose a board and rider and leap off the top of a mountain. Courses look nice, but on the whole the graphics aren't great. Competent in terms of gameplay, but a bit slow, when breakneck speed is what the sport is all about. Dreamcast's only snowboarding game so far, but that isn't enough to make it worth buying.



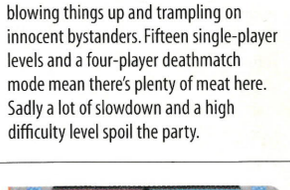
SONIC ADVENTURE
SEGA • ISSUE #0 • 9/10
The gaming world's most familiar face returns. A combination of jaw-dropping, incredibly fast set pieces and more laid-back exploration sections. Six playable characters means you get six different adventures, and there's a cool plotline to tie everything together. Sonic in full effect shows what Dreamcast can do.



SOUL CALIBUR
SEGA • ISSUE #2 • 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!



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.



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.



SPACE CHANNEL 5

SEGA • ISSUE #13 • 8/10

Help Ulala save the galaxy from dance-obsessed aliens. Luckily, Ulala's got some fancy moves of her own, and outfits and tunes to match. The idea is simple: watch and memorise the aliens' dance steps and repeat them with Ulala. Do well and you save the planet, mess up and the show's over. Good fun, but a little on the short side.



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 multi-player modes and a wide range of power-ups. Spoiled by a poor difficulty setting with later levels very easy to complete.



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.



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.



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*.



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.



SUPER MAGNETIC NEO

CRAVE • ISSUE #12 • 6/10

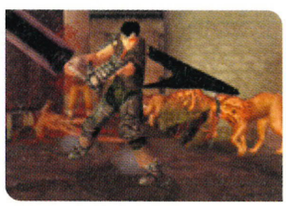
Platform fun based around Neo, a little guy with a magnetic head who's out to stop the Pinki Gang causing chaos at his favourite amusement park. Use the polarity of magnets scattered everywhere to move around the levels. A novel idea with bright, cute graphics, but lurking beneath is some frustrating gameplay.



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.



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.

FAQ

FREQUENTLY ASKED QUESTIONS

PERIPHERALS

I'VE HEARD THAT THE SEGA LIGHT-GUN WON'T WORK WITH SONY SUPER TRINITRON TVS. IS THIS TRUE?

Turn off the Auto Picture facility of the television and you'll be okay.

I HAVE A 100HZ TELEVISION, AND THE DREAMCAST LIGHT-GUN DOESN'T WORK. WHY?

This is because the screen refreshes faster than the game, so the light-gun hits aren't registered properly. There's nothing you can do about this, we're afraid.

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 said to be 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 soon (see page 43).

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 improved picture quality. Sega haven't officially released VGA boxes in Britain, but you'll find one if you look hard enough.

WHY DON'T ALL GAMES SUPPORT A VGA MODE?

Because it takes extra time for the developer to include support, and some don't think it's worth their while since only a tiny proportion of gamers have a VGA box. If support is included, then it should be a seen as a bonus.

WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?

It's an add-on that plugs into you controller and makes it vibrate in time with the on-screen action. Expect to pay £14.99 for an official Sega one. It's compatible with virtually all games, and really good with *Crazy Taxi*, *Sega Rally 2*, *Soul Calibur*, *Hydro Thunder* and *Ready 2 Rumble Boxing*.

IS IT WORTH GETTING AN ARCADE STICK?

If you like fighting games, yes it is. They cost £34.99 and are virtually 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.

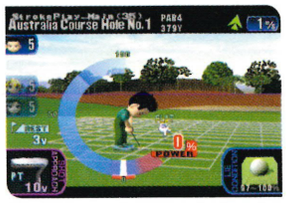
• Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk



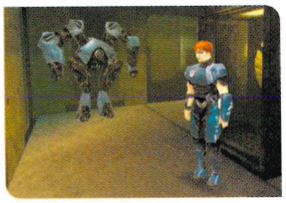
SYDNEY 2000
EIDOS • ISSUE #11 • 7/10
A huge and all encompassing game that competently tackles the world's biggest sporting spectacle and lets you act it all out in the privacy of your front room. There's a distinctive and consistent look to the game and the controls are straightforward – just bash those buttons. A great effort with a few flaws.



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.



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.



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.



TIME STALKERS
SEGA • ISSUE #13 • 4/10
Another lame attempt at a DC role-playing adventure. The problem with this is there's no attachment to the characters and the adventure is unrewarding. After completing the first dungeon, your experience points are removed and it feels like you're continually starting over. It's too small, too linear and not what an RPG should be. Pity.



TOKYO HIGHWAY CHALLENGE
CRAVE • 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.



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. The sequel is due out soon.



TOY COMMANDER
SEGA • ISSUE #1 • 8/10
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 Dreamcast.



ULTIMATE FIGHTING CHAMPIONSHIP
CRAVE • ISSUE #13 • 9/10
Wide variety of fighters step into a steel cage to batter each other senseless. Not for the kids – it's too violent and realistic – but fight fans will love it. Great range of fighting styles and a vast array of moves and options, plus gorgeous graphics. This is something you'll want to spend plenty of time with.



URBAN CHAOS
EIDOS • ISSUE #13 • 6/10
As a rookie cop investigating growing gang activity, you get to drive cars, roam the streets, shoot criminals, enjoy hand-to-hand combat, talk to passers-by and jump around the rooftops. There's plenty to do in this large adventure; it scores points for a strong story and wide variety of missions, but loses marks due to a poor control system.



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.



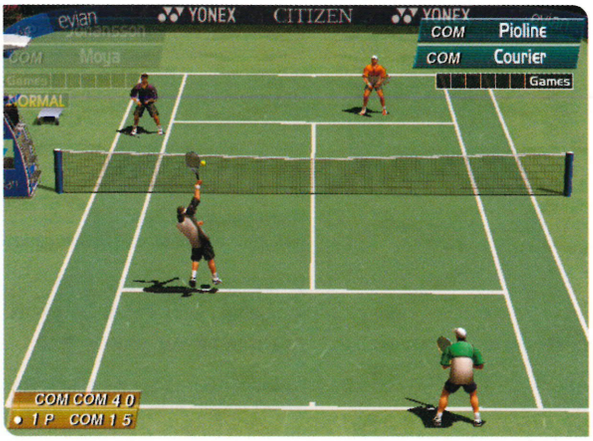
VIRTUA FIGHTER 3TB
SEGA • ISSUE #1 • 7/10
The third incarnation of the original 3D fighting game hits DC. Some of the best beat 'em up gameplay you'll find, with characters you might actually care about. On the downside, the conversion from the arcades added hardly anything. Once an innovator, *VF3tb* 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.



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 handing spoils the experience – you feel like the car could tip over at any moment. Still, it has more substance than *Sega Rally 2*.



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!



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

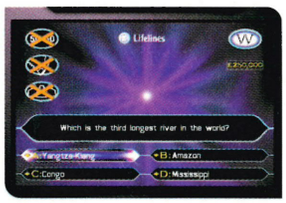
Not a lot about this tired *Mario Kart* clone is magical . Pick a Disney-ised chipmunk or similar creature and race around the streets of Disneyland to retrieve some lost acorns. Hmmm. Four-player split-screen is fun for a while, but graphical glitches and boring power-ups spoil the proceedings.



WETRIX+

TAKE TWO • ISSUE #7 • 6/10

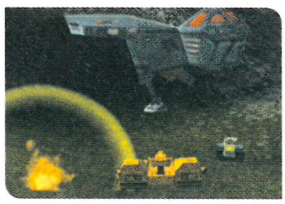
A puzzler in which you build up land into pools to collect water, then zap it with fireballs to score points. Ice cubes, bombs and reverse-building blocks eat away at your containers. Psychedelic looks hide a two-year-old Nintendo 64 game. Tries hard, but gameplay is just too monotonous.



WHO WANTS TO BE A MILLIONAIRE?

EIDOS • ISSUE #13 • 3/10

Based on the TV quiz, this is surprisingly close to the real thing. Chris Tarrant's voice asks you increasingly tough questions as you test your trivia knowledge and try and reach the big money prize. The drawbacks are the eventual repetition of questions, cheap production values, and long loading times. And the fact you can't win any money.



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 game-play 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 • 7/10

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.

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*, *Spawn* and *18 Wheeler American Pro Trucker* are all Naomi games.

WILL ALL NAOMI GAMES COME TO DREAMCAST?

Not necessarily. Some arcade games don't work well as home conversions.

WHY CAN'T MY DC PLAY WINDOWS GAMES?

Because it isn't a PC. Some Dreamcast games use Microsoft's Windows CE technology, but it 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 review on page 8.

WHEN IS FIFA SOCCER COMING OUT?

FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet.

WHEN IS...

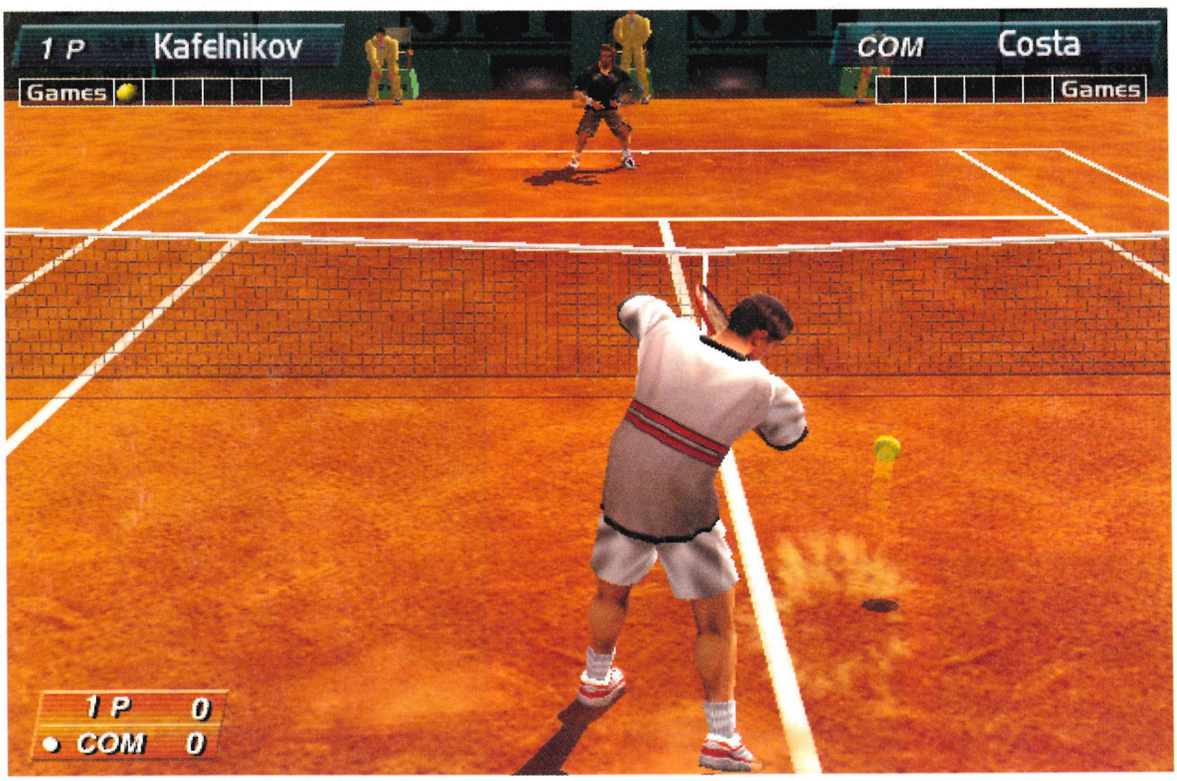
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please, please stop emailing us for information on release dates. Pretty please?

• Have we missed something? If there's anything else you need to know (except release dates, please), email us at letters@dreamcastmag.co.uk



READER REVIEWS

THE BIT OF THE MAG WHERE YOU TELL US WHAT YOU THINK OF GAMES, RATHER THAN THE OTHER WAY AROUND. HAPPY WITH A PURCHASE? DISAPPOINTED YOU'VE PICKED-UP A DUD? THEN DO WRITE IN AND TELL US



△ *Virtua Tennis*: **super, smashing, great. Is there anyone out there that doesn't like this game?**

VIRTUA TENNIS

REVIEWED: *ODM* #12, 9/10

WE SAID: "Has the approachability, skill and precision of an arcade game, but the progression and reward of a home console game."

WHAT YOU THOUGHT

Tennis – it seems so simple when you watch other people doing it, but it's not. When you actually play tennis you're always legging it from one side of the court to the other, and the game's no fun if you think you're about to collapse, is it?

So thank God (well, Sega) for *Virtua Tennis*. It has all the fun of real tennis, but you don't have run at all!

You can have a quick game while the adverts are on using Exhibition mode, or you can go on World Circuit and slog it out against progressively difficult opponents (that get much harder than the opponents in the demo).

You can also buy things in the Shop like snazzy new outfits and new players and stages. Plus there are practice modes that are very similar to Crazy Box mode on *Crazy Taxi*.

It can be frustrating, though, when you seemingly can't beat an opponent no matter how hard you try, but it really is… smashing!

BEN TOLFREE, HASTINGS

After playing *Virtua Tennis* in the arcades I thought I would get the Dreamcast version, and I've not been disappointed.

The graphics are superb and the sound is just spot on. The simple controls mean a six-year-old could stand a chance of winning. The Arcade mode is a great port of the coin-op and the chance to play with four mates is a great opportunity that hasn't been wasted.

But the World Circuit mode really makes this game stand out. Not only are there lots of tournaments, but also lots of mini-games. These are great to help you improve your game. If Sega keep making games as good as this then they will always be a force in the console market.

MICHAEL ALLSOP, VIA EMAIL

The best thing about *Virtua Tennis* is the speed of play. Split-second reactions are required to get your player into the right position, choose the shot you're going to play and try to anticipate where your opponent is going to return the ball. It's just like real tennis except with an arcadey feel, which means that all the boring bits in between points are left out.

There are loads of male players to choose from, including the likes of Tim Henman, Mark Phillipoussis and Jim Courier, all modelled to perfection. This is probably the best-looking sports game out there. It's easy to pick up and play too. I've taken it to my digs at university and within minutes we were playing frantic four-player tournaments. It's great stuff!

For the more hardcore gamers, there's a lot more depth in there as well, with a World Circuit mode allowing you to practise your repertoire of shots. This complements the main game well and allows you to practise those shots not immediately apparent, such as drop shots and slice serves. This game is easy to get into, but takes a while to really master.

My only gripe is the lack of female players – so no playing around with Anna Kournikova then. Nevertheless, with a 60Hz mode, fantastic graphics and pretty decent sound effects, you've got a surefire winner, easily worth 9 out of 10.

JOHN MULHOLLAND, LYDDINGTON

Okay, a new *Virtua Tennis* challenge – find someone who *doesn't* like the game.

F355 CHALLENGE

REVIEWED: *ODM* #13, 8/10

WE SAID: "This is a one car simulator and doesn't pretend to be anything else. A triumph of software engineering rather than game design."

WHAT YOU THOUGHT

Wow! The attention to detail in this game – from the individual liveries on the cars to the driver turning the steering wheel in the replays – is astounding.

The first time you play you will find the game very hard, and you'll probably crash and come last. But *F355 Challenge* actively encourages you to think whilst racing (braking points, overtaking etc), and as you race your knowledge of both car and track increase, which will make you a better driver.

In this game you have to be intimate with your Ferrari. If you treat it with respect and you will gain dividends, but if you're careless you can kiss victory goodbye. Also, the computer-controlled cars are frighteningly realistic. They are not just mindless drones as they actually seem to think, and they are, like you, susceptible to crashes. Sometimes you witness two cars fighting for a position – unparalleled realism!

The two-player mode caters for pros and novices alike with driving aids to help the latter. But it still requires a *lot* of skill on your part in order to succeed.

F355 Challenge deserves the label 'The Real Driving Simulator' not *Gran Turismo* on the PlayStation. It's a pure simulation and doesn't try to be anything else. Forget *Metropolis Street Racer* and *Gran Turismo 2000 – this* is the best racing game ever. Well done to Sega. I heartily salute Yu Suzuki.

IAN WALKER, VIA EMAIL

Hmmm… guess you've had a quite lot of spare time on your hands since Spurs dropped you from the first team, eh? Sorry Ian, bad joke.



△ *F355 Challenge*: **the car in front is a Ferrari.**



△ *WWF Royal Rumble*: no Mick McManus, sadly.

Glad to hear you like *F355 Challenge*, but we're expecting a few letters from people who don't. It's a great simulation, yes, but is it a fun *game*? We'd be interested to hear what others think.

WWF ROYAL RUMBLE

REVIEWED: *ODM* #12, 7/10

WE SAID: "There's no doubting that *WWF Royal Rumble* is the best wrestling game on Dreamcast by a mile… But it feels like there's something missing."

WHAT YOU THOUGHT

Finally a decent WWF game has come to Dreamcast. *Royal Rumble* offers arcade-perfect graphics and *Soul Calibur*-standard gameplay. It features 21 of the WWF's best wrestlers and a wide range of backstage areas, including the parking lot where you can make Steve Austin get run over again. It's true! It's true!

There are two modes – Exhibition and Royal Rumble – and they both reek of awesomeness. It's really great when there are nine wrestlers in the ring at once.

Some may say that the lifespan of this game is a little short since it has no Career, Pay-per-view or Create-a-wrestler modes. But the way we see it is, the lifespan of a game only comes into it if it's fun to play [Eh, what? – ed]. You should be playing this for years, it's that good. And that, my friends, is true.

This is by far the best wrestling game on any system. The game is worth 8.5/10. It would have got a perfect ten had it included a few superstars, like the totally awesome Christian. It totally reeks of *heinousity* that he isn't in it.

It's a shame there are no tag matches, but it's still great and that's the bottom line, 'cause Stone Cold said so.

DARREN ANGLE AND DAN KELTIE, VIA EMAIL

Interesting to note that two of you wrote this letter. We have visions of you sitting down writing a paragraph then tagging in your partner to write the next. While dressed as your favourite wrestlers.

ULTIMATE FIGHTING CHAMPIONSHIP

REVIEWED: *ODM* #13, 9/10

WE SAID: "It's pure bloody brilliance on a disc. It's the most complex fighting game ever created, and one that will have you in its grasp for months."

WHAT YOU THOUGHT

Slipping *Ultimate Fighting Championship* into my pride and joy, watching the opening movie and browsing the play modes, I was excited to say the least.

My brother and I were gearing up for a rumble in the Octagon, palms sweating, anxiously waiting as the disc loaded…

"Let's get it on!" the ring announcer shouted, and boy did we get it on. Punch, punch, kick, blocked attempt to grapple, successful takedown, leg bar, KO, ding-ding… all in a rather brief 16 seconds.

I was impressed with my lightning-quick victory, although slightly worried at the monotonous grunting and simple punches and kicks. We had another go. This time the match lasted all of 19 seconds and the first submission attempt was successful. Same problem.

Nowadays, matches revert to a simple slug-fest as any attempted takedown is blocked with the greatest of ease (same old reversal animation though) and victories tend to take around three minutes. That is the game in a nutshell.

The gameplay is outrageously repetitive, along with the ring-walks and referee. Beating the computer is fairly easy, but exciting multiplayer match-ups are non-existent. The Create-A-Player mode has nothing on some wrestling games and the UFC mode becomes *very* tiring.



△ *Ultimate Fighting Championship*: it won't grab everybody.

The graphics are top notch (apart from the horrendous square blood pixels) but this is not enough to prevent this game from being painfully average.

Don't get me wrong though, I am a huge fan of violence and any violence-related games!

ROSS DUNCAN (15), VIA EMAIL

"Exciting multiplayer match-ups are non-existent"? Have you been playing the same game?! To be honest, we can fully appreciate why some people don't – and won't – 'get' *Ultimate Fighting Championship*. When you don't know what you're doing, early bouts are typically short and uninspiring.

But if you put the time in and start to learn some of the hundreds of moves and combinations, you should find that *UFC* is one of the best – and most original – fighting games around. So keep at it.

For those of you struggling with last month's demo, you'll find a brief guide to the game on page 116. Watch out for a full player guide to *UFC* in the next issue of *ODM*, on sale Thursday 30 November.

SOUL CALIBUR

REVIEWED: *ODM* #2, 10/10

WE SAID: "Not only the most mind-bogglingly beautiful game you've ever seen, it's also got so much in it that you'll be playing for a very long time to come."

WHAT YOU THOUGHT

Welcome back to the stage of history! I would like to revitalise the gaming glory that is *Soul Calibur* – the undisputed heavyweight beat 'em up of the world!

It still ceases to amaze me after nearly a year how well-crafted a game this is. The visual splendour, fluidity of the gameplay and the complete overall balanced structure of this game is truly an experience to behold. It's incredible how the gameplay draws you in, in a sense that you want to learn all the character's moves and then adapt your preferred style of fighting.

Also, it's remarkable how strong personalities Namco has given the characters – there's a fighting style and weapon to everybody's liking. The Namco staff are without a doubt perfectionists, which clearly reflects on *Soul Calibur*. The sheer amount of detail that Namco has put into the graphics, character moves and game modes (especially Mission Battle mode), have given this game a timeless status and has earned itself a place in gaming history. This game will bring me enjoyment and quality gaming for years to come.

Soul Calibur is an unrivalled experience and Dreamcast owners are fortunate blokes and gals to have this masterpiece served on their gaming menu. Bon apetit!

ZAHID TABASSUM, DENMARK

Wise words, mate. A year is a long time in videogame land and yet *Soul Calibur* still looks and plays as brilliant as ever, 12 months on from its UK release. For our money it's still the best beat 'em up available on any gaming platform. And yet some readers *still* write in wondering why we gave it 10 out of 10…



△ *Soul Calibur*: one year on and it's still the business.

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 game 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!

TOY & GADGET WEBSITES

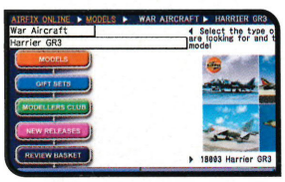
FROM AIRFIX KITS TO MAGIC SETS, PLASTIC TOYS TO RADIO-CONTROLLED UFOs, **POGGY** ENTERS HER SECOND CHILDHOOD



ADVENTURE SHOP

www.adventureshop.co.uk

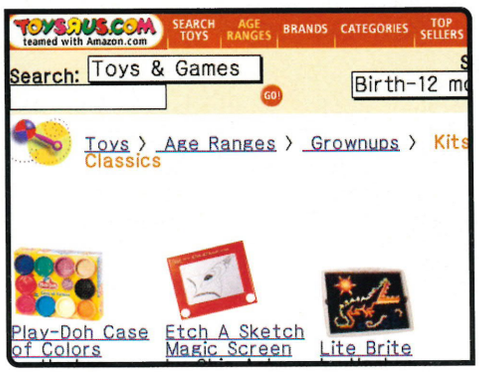
Don't think that just because outside is full of sheep and mud and farmers with guns there's no place for gadgetry. The usual cagoules are joined by GPS navigation systems and wristwatch heart monitors to stop you panicking in the woods.



AIRFIX

www.airfix.com

Relive and rebuild those boyhood fantasies on cold winter evenings when the power mysteriously goes off. Not just Sopwith Camels and potent paints – there is also a modellers club and information about the latest flight sims for PCs and consoles.



AMAZON/TOYS R US

www.amazon.com/toys

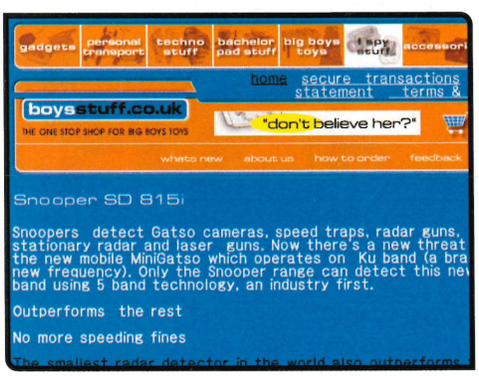
If you're 20 but still watching *Bagpuss* on a daily basis then you are a) a student, or b) involved in medical studies for £50 a day. Either way, leaving the house is probably not a priority with you. Fear not, for Amazon have teamed up with Toys R Us to bring you retro toys aplenty. Slinkys, Operation and Etch-A-Sketch are all here, although sadly no rude word Speak & Spell.



BEYOND 2000

www.beyond-2000.co.uk

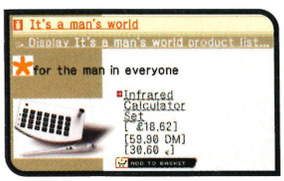
The ultimate in mobile phone accessories. Forget your floral fascias and plastic mini armchairs, and throw out those hands-free kits, for the future is here and it is stuffed animals whose eyes glow red when your phone rings. Invaluable for starting cults.



BOY'S STUFF

www.boysstuff.co.uk

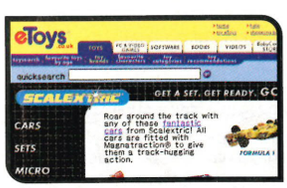
Serious toys and gadgets of the potentially law-breaking variety. Never get caught speeding again, with a pointy black object that can detect radar and lasers. If scaring the neighbours is more your thing, there are also life-sized fighting robots and radio-controlled flying saucers. Items range from £1 to £650, with £50 buying you a discreet lie detector.



DESASTER

www.desaster.com

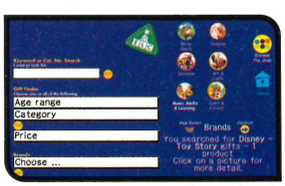
German site (with English mirror site) selling arty gadgets in chrome with flashing lights. Search for products via topic, room of house, or material (latex, plastic, rubber and the like). Look out for the bizarre pricing, as all amounts are converted from DM.



ETOYS

www.etoys.com

Toy store monolith covering every eventuality you can think of. Gift vouchers, sorting by age, gender, Spice Girl preferences... Etoys will even send you a reminder when birthdays are coming up and recommend likely gifts.



EARLY LEARNING CENTRE

www.elc.co.uk

Its never too soon to hot-house a child and encourage them to become the next Einstein or Beckham. The Early Learning Centre will advise you and supply you with the tools you need to guarantee yourself a happy retirement.



FIREBOX

www.firebox.com

The father of boy's toys sites, Firebox isn't as well-stocked as rival I Want One Of Those, but it does include fantasy gifts like speedboats and miniature submarines. Plus a handy wish list so friends can find out what colour goggles you prefer.



FUN STORE

www.funstore.co.uk

Give your poor old thumbs a break from *Soul Calibur* with a huge selection of dinner party games given a new twist, such as Truth or Dare Jenga. Happily not in giant size, preventing its more vicious Truth or Death variant.



GAMEPLAY

www.gameplay.com

Award-winning site that's expanded from simply selling the cheapest computer games around to hosting online gaming for PC owners. Those after intellectual debate can take part in a range of forums, ranging from LAN parties to the US elections.



GADGET SHOP

www.gadgetshop.co.uk

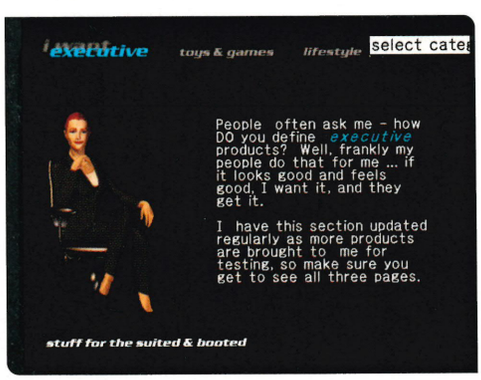
The high street end of gadget selling, the Gadget Shop specialises in optical fibre flowers, funky lava lamps, and odd knobbly lighters. But if it's a singing fish that you need, then a singing fish is what you'll have to get...



INNOVATIONS

www.innovations.co.uk

Old hands at persuading people to buy things they had no idea even existed, let alone needed, Innovations now has a site to rival its legendary catalogue. Classic product prize goes to the mole repellent that works by sending radar pulses through your lawn.



I WANT ONE OF THOSE

www.iwantoneofthose.com

I Want stocks a variety of 'toys', ranging from football-sized tennis balls to pocket-sized flame-throwers – not recommended for inveterate pocket fiddlers unless you like your cigarettes pre-smoked. Spend over £100 and get 10 per cent off subsequent orders forever. This, plus next day delivery, means you need never want for a crossbow again.



IOBOX
www.iobox.com

Just when you thought mobile phone tones couldn't get any more annoying, up stepped Iobox. For a small fee you can buy the theme from *Star Wars* or *Knight Rider*, or create one of your own – preferably horribly out of tune.



JUNGLE
www.jungle.com

Promising some of the cheapest prices on the Internet, Jungle comprehensively covers the software and hardware markets, ranging from components to build-to-order PCs, all delivered within 48 hours. Nervous online shoppers can order over the phone.



PLASTIC TOYS
www.heathtoys.com

Basic but encyclopaedic site trading in plastic toys such as those found in Happy Meals. Time spent harassing kids outside MacDonald's is now time well spent, as an Inspector Gadget in the original wrapper can bring in up to $30



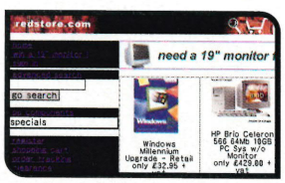
MAGIC TRICKS
www.magictricks.co.uk

Thanks to David Blaine, doing magic tricks in public is acceptable again. This site carries all the equipment you need to land a role in *Blair Witch 2*, from sponge rabbits to magic pennies. If you don't want to pay £21.99 for a hovering playing card, there's a section on performing tricks using household items. Although not axes. Now all you need is a lovely Debbie McGee.



QXL
www.qxl.com

Add to the fun of gadget-buying by competing with other collectors for that antique karaoke machine on this auction site. Also provides a very useful Swap Shop, to rid yourself of those 86 sets of Monopoly you got for Christmas.



REDSTORE
www.redstore.com

For those of you who think the iMac is an over-priced boiled sweet, Redstore is the depository for all things techie. Build the ultimate sentient DVD player with the help of the site's 'techdroid', with human advice available on email.



SCREWFIX
www.screwfix.com

Not just a funny name, Screwfix is the best of the online DIY tools sites, with the advantage of including advice guides in case you've used a jigsaw where you should have used a fretsaw (duh!). Plus a first-aid page.



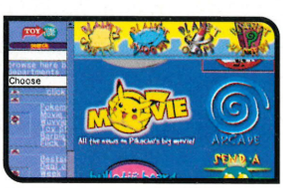
THINK GEEK
www.thinkgeek.com

Comedy coding t-shirts and hyper caffeine drinks (advertised as 'coder crack') on this does-what-it-says-on-the-tin site. Time spent downloading *Star Trek* blueprints can be filled with Koosh weapons, which fire up to six Koosh balls at your peers at once.



TOY CHEST
www.toychest.co.uk

Toy shop specialising in toys for younger children, but with a vast range of outdoor toys such as swings and roundabouts. For just a few pounds you can start the human equivalent of three-day eventing in your garden using the neighbourhood kids.



TOY ZONE
www.toyzone.co.uk

Toy site that doesn't restrict itself to selling *Pokémon* merchandise, but includes games, toy ratings and age guides so you won't end up in casualty on painful and embarrassing search and destroy missions for Barbies next Christmas.



TRADITIONAL TOYS
www.hawkin.co.uk

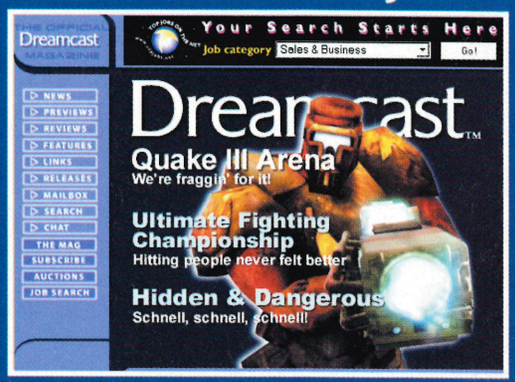
Earn the respect of rich elderly relatives next festive season by buying your nieces and nephews traditional wooden toys. You can also commission your own pieces via email. Nothing says "Happy Birthday" like a two-headed bat on wheels.

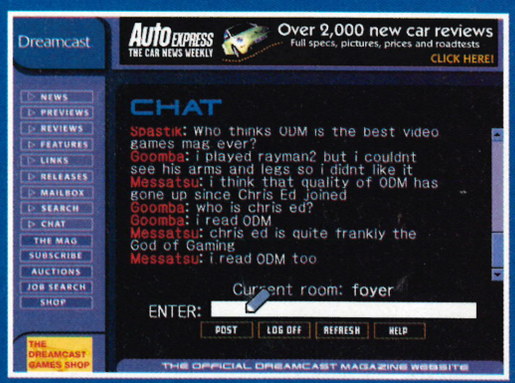


WIDGETS
www.widget.co.uk

Now that the most downloaded items for Palm Pilots are games, the Personal Organiser pretence is down and they are officially toys. This site brings you a wide variety of PDAs and accessories at low process with fast delivery.

www.dreamcastmag.co.uk





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OFFICIAL DREAMCAST MAG
WEBSITE

Okay, so you've read the mag. Well that's just the half of it – our website is second to none.

ODM online is updated daily with the latest news from the world of Dreamcast. If it's happened or happening, then you can bet you'll find out about it here first.

As well as our ever-growing archive of definitive reviews, previews and features, there's also the chance to make new friends and swap hints and tips with thousands of other Dreamcast users in our Live Chat and Chat forums.

www.dreamcastmag.co.uk



BRUNO AMORELLI, 25
ICON OFFICE SOLUTIONS

Bruno is a big fan of *Official Dreamcast Magazine*. "I just love games, and have owned every console. Actually I still do!" Fair enough!

MATT CAVANAGH, 29
DESIGNER, BIZARRE CREATIONS

Matt previously worked at Psygnosis on a contract "that got canned." He has just finished working on *Fur Fighters* on DC with Bizarre Creations, and is currently working on the PC version.

DANNY EDGAR, 27
WORKS IN SALES AND MARKETING

Danny has been into games since he was 12 years old. He's owned computers like the Sinclair ZX81 and Spectrum, to consoles such as the 3DO, Neo Geo and CD-i.

THE BIG DEBATE

SOLO VS. MULTIPLAY

SOME SAY THAT MULTIPLAYING IS THE FUTURE AND THAT SOLO-GAMING IS A THING OF THE PAST. *ODM* GATHERED TOGETHER INDUSTRY PUNDITS AND READERS TO GLEAN THEIR VIEWS ON WHAT EACH STYLE OF PLAY HAS TO OFFER

ODM: Some industry pundits reckon that the solo-gaming experience is on its way out because of the might of multiplaying. Would you agree?

MATT: That's cack! They said that all games would be 3D when 3D accelerators came out on the PC and that never happened. Yes, more and more games are going to have multiplayer options as the Net becomes wider spread, but I think there will always be solo games. With them, you can have a more focused plot and, with the likes of *Half-Life* in single-player mode, you feel like you're the star of the game from start to finish. You can't get that kind of focus with a multiplayer game.

MARK: At Rebellion, we do games which have multiplayer options but



MARK EYLES, 43
HEAD OF DESIGN, REBELLION

Coded such classics as *Alien* (Spectrum), and freelanced for EA and Microprose among others since joining the industry in '82. Been at Rebellion Software for two years, working on *Alien Vs Predator Gold*.

STUART TURNER, 23
PR MANAGER, SEGA EUROPE

With a background in music PR, Stuart has been at Sega for a year now. Previous to that, he worked on the first classic *Grand Theft Auto* game at BMG Interactive.

ADRIAN MILLS, 28
WORKS FOR NTL

Has been into gaming since "God knows when!" Adrian claims that he currently owns every single videogames console on the market.

also have a complete single-player experience as well, because people like playing them. We're not heading off in any single direction. We address the whole market.

DANNY: If you look at the industry awards like ECTS, the majority of the games that win the awards are single-player games. You have *Half-Life*, *Zelda 64* [classic N64 adventure game] and *Metal Gear Solid* [stealth 'em up on PlayStation] and so forth winning all the plaudits and they are all single-player games. Games like these really make you feel like you're actually taking part in something.

STUART: It's all about having a choice at the end of the day. With something like *Half-Life*, you have the choice of whether you want to go online and beat people, or if you want to sit within the game and immerse yourself in the single-player mode. The choice element is vital. *Fur Fighters* is a great example. It has a great one-player game and is even more fun if you have three other players playing the Fluff Match. It's absolutely superb!

DANNY: But you have to watch out for single-player games which have just got a multiplayer game bolted on. And vice versa.

ODM: So what are the advantages and disadvantages of multiplaying online?

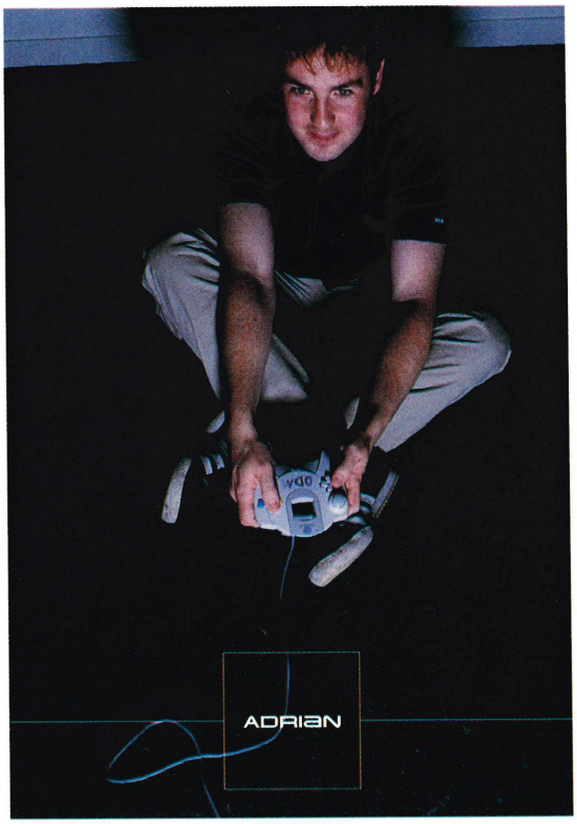
BRUNO: Well, multiplaying with your mates after the pub is so much better than multiplaying online. I personally think the benefits you get from playing with your mates is totally different. It's because you're all in the same room. The game really counts because afterwards it's like "I thrashed you, mate!" Whereas when playing online you tend to think "Who am I playing against? If he beats me, so what? I don't know him so it doesn't matter. He may as well be a really intelligent computer!"

MATT: Part of the pleasure of online gaming, though, is being able to connect to a server, jump into a chat room where there are loads of people who don't know you,

"IN SINGLE-PLAYER YOU'RE THE STAR OF THE GAME. YOU CAN'T GET THAT KIND OF FOCUS WITH A MULTIPLAYER GAME" – MATT CAVANAGH

PHOTOGRAPHY: DAN TRENT







and play so well that they start to know who you are. That is a reward in itself!

STUART: Yeah, it's all about finding your level. I've been playing *Virtua Tennis* for seven months now, and when I come back from the pub with my mates, I wipe the floor with them! So I find the whole experience a bit hollow and I just sit back and let them all play against each other. If I could play it online though… or you could play against someone who you know is fantastic at games in the online community, it makes it more of an even game. That's when Internet gaming really takes off.

BRUNO: I think the ranking systems are fantastic as well. When you see who is the top person in the world, you do think "I have to get to the top spot!"

MATT: There's a fundamental problem with online rankings though – if people are losing, they just turn their machines off!

DANNY: Yeah, there was an example of that with the *ChuChu Rocket!* competition. There were four or five people who were thrown off because they were using cheat codes and so forth. They also kept disconnecting ten seconds before the finish of the game if they were being beaten. With that attitude, why did they bother playing in the first place?

STUART: We have a big problem with that in America at the moment, with *NFL 2K1*, with people going 20 points down and then pulling out. It ruins the fun, if you've just scored a touchdown, there are some spods who decide that they have had enough and pull out! The great thing though is that a lot of unofficial websites are saying "Don't play with this guy because he just pulls out all the time." Eventually this kind of approach will lead to a list of names – a black list almost!

MATT: I think when it gets to the point where the technology can handle it, and where everyone has a permanent Internet connection, you will lose points for disconnecting.

ODM: Online gaming is fine in principle, but do we need a real sense of 'community' before we get that urge to play against a complete stranger in Australia?

STUART: That's what Dreamarena is all about. The idea is that while you may be playing a faceless person, you can chat with them in the chat rooms that we have set up. You can get to know them through their message postings and you can generate comradeship through that.

BRUNO: Yeah, you need to get to know the people you are playing against because that is the key to online gaming. If they are in something like a ranking system, then they are a somebody! After all, who wants to beat a nobody?

DANNY: That's what is useful about the chat rooms – you get to know them so then it becomes much more important to beat them.

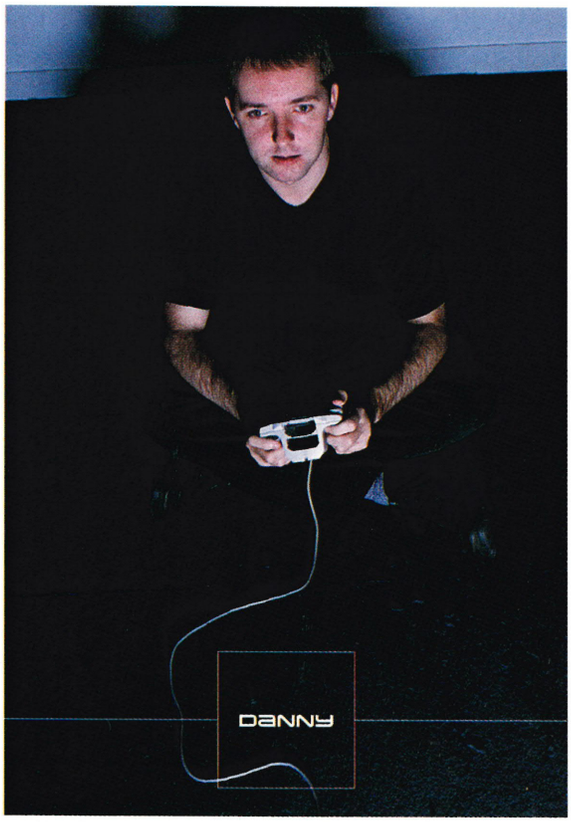
STUART: But half the fun of the Internet, though, is that you are almost anonymous! A little 12-year-old kid in his bedroom can be a world beater on the Net. You can be who you want to be!

ODM: What does multiplaying with your mates in front of the telly offer?

ADRIAN: You're all there in the same room together with the controllers – one of the best multiplayer-with-your-mates experiences that I've ever had was with *Worms* back on the PlayStation! It was brilliant. It was such a simple game, and yet so much fun. Things like *Quake III Arena* and stuff like that which try to be the ultimate multiplayer experiences miss out on that fun element which I think that games like *ChuChu Rocket!* have. It's

"WHETHER YOU WANT TO GO ONLINE TO PLAY, OR IMMERSE YOURSELF IN SINGLE-PLAYER, THE CHOICE ELEMENT IS VITAL" – STUART TURNER







"YOU DON'T HAVE TO BACK JUST ONE THING... YOU CAN HAVE IT ALL!" – MARK EYLES

fun to play it with your mates. It doesn't have to be complicated!

BRUNO: It's also like when you're beaten by your brother the week before in computer footie, and you want to get him back the next week! It gives you the motivation to play because it gets the rivalry going, like "I'm gonna beat you next time, bro!" It's almost like you have an immediate 'community' feeling.

ODM: Some software companies think that multiplaying with your mates in the same room is the way to go instead of playing online. Any thoughts on that?

BRUNO: I would agree with that.

DANNY: Until you can actually shout at someone using a microphone, and a digital camera where you're looking at the player you're playing against – and you have a constant, flat-rate fee Internet access – then playing against your mates is the best option. Personally, I still think having a single 20 inch TV, some beers and pizza, plus four guys indulging in multiplayer action in the same room is the best experience!

STUART: The whole point though is that you have a choice with the Dreamcast. You can play with your mates, but if you want to multiplay online you can do that as well. It's like when I was off sick last week, and was bored. There was nobody to come round to my house because they were all at work, and there are only so many times that you can play the same game over and over by yourself. You end up thinking "I'm dying to have a bit of competition." That's when online multiplaying comes into its own! I was playing *ChuChu Rocket!* for ages online!

ODM: So what are the key strengths of solo-gaming?

DANNY: Immersion is solo-gaming's key strength. It's down to the plot basically. You don't get a lot of plot in multiplayer games. For instance, *GoldenEye* [top shooter on N64] is a great single-player game. You really feel like you are part of the story, you are this guy trying to save the world etc. Whereas with multiplayer, it's just a big shooting game usually – you're just out there to kill as many people as you can to get your score up.

ADRIAN: There are ways of bringing that plot-driven angle to multiplay though. With *Perfect Dark* [another class shooter on N64], they have the counter-operative modes where you have to work with your mate to get through the levels. That was a really good example of multiplayer gaming in a single-player sense. You still have the story but you are playing it together.

MARK: There are some sorts of games though which I have enjoyed playing which are single-player only. The more adventuring plot-driven games where it's 'me versus the world' and the characters in it. You can have very interesting characters in the plot and you wouldn't necessarily just want to be up against your mates.

ODM: So do any of you think online gaming is indeed the future of gaming?

DANNY: Not until the technology catches up and you get the same feeling of being online that you get when you beat your mates in front of the telly. Until you get that feeling, one-player or multiplaying with your mates is the way to go.

STUART: Online gaming is *part* of the way forward. I think the element that has come across tonight is all about choice. After all, what is the problem if you have online gaming? Nothing at all! It's really up to the individual. Online gaming is definitely part of the future – we are not going to wipe out single-player games but you're not going to get rid of the Internet side of things either. Both are here to stay!

MARK: There are all different sorts of games – ball games and board games as well as computer games. There are many different aspects to gaming. It's just about leisure activities and entertainment, so there is a place for all of it. You don't have to back just one thing… you can have it all!

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 Chrismas responds to this month's best letters

DVD ERROR

Will you be able to buy the DVD drive separately for the Dreamcast instead of having to buy the package deal of the Dreamcast and drive? I already own a Dreamcast and really want a DVD drive. If you don't answer this question in the next issue could you write back to me and let me know?

PATRICK HEAPHY, CO. KERRY

Firstly, as clearly stated on these pages every issue (see panel at the bottom of the page), we simply do not have the time or the resources to respond individually to the many hundreds of letters we get each month so please, please don't expect a personal reply.

As for the DVD thing… we think you may be under the impression that the bundle distributed by Gem (see news, *ODM* #13) includes a Dreamcast-compatible DVD-ROM drive. This is *not* the case.

As we stated, it's simply a standalone DVD movie player manufactured by a company called Encore. Yes, the Encore 450s is available separately (for around £200) and it's been picking-up some very good reviews.

For the record, Sega currently have no plans to release a DVD add-on for Dreamcast.

MY PING PONGS

I read your preview of *Quake III Arena* (*ODM* #13) with great scepticism. I have been trying since March to play a successful game of *Quake III Arena* on my 600MHz PC with a 56K modem. After trying everything from 11 different ISPs [Internet Service Providers] to phoning BT and asking them to increase the gain on my phone line, I still receive ping times of around 700-900ms, which makes it totally unplayable.

I realise that there will be a maximum of four players on the Dreamcast version and that this will improve the ping times, but the Dreamcast has a 28K modem [33.6K, actually – ed], and if you've ever tried surfing the net via Dreamarena you'll know how painful that can be.

I realise that you are an official mag and you have some degree of loyalty towards Sega but please stop feeding your readers all this rubbish by telling them that *Quake III Arena* will be anything more than a mediocre one player shoot 'em up.

The multiplayer experience of playing the game on PC is a long way from perfect unless you possess an extremely high speed Internet connection so how the hell is Dreamcast going to improve on this? Please enlighten me.

STUART MACLEAN, VIA EMAIL

We're sorry to hear that you haven't been able to get *Quake III Arena* working well online on your PC, Stuart. You should be able to get ping times of well under 200ms with a 56K modem (in fact, playing the original *Quake* on a PC, I used to get ping times of under 160ms using a very basic 33.6K modem).

Whatever, your personal difficulties have absolutely no bearing on the likely performance of *Quake III Arena* on Dreamcast for the typical user. And we really don't appreciate being accused of feeding our readers rubbish.

As we've stated before on these pages, there are a number of significant factors that suggest that we should see good network performance on Dreamcast.

However, as we said in last month's preview –and I quote – "we won't know how *Quake III Arena* really performs online until the game is finished and the full servers go live." We'll have a full review in the next issue of *ODM*, on sale Thursday 30 November.

HAVING A LAUGH?

Do you know any way I can get into the computer game business? I am 30 years old and have a great passion for computer games. I would really like to be involved in something that I enjoy doing.

I consider myself to be a good games player and would like to be a tester, a reviewer or maybe get into programming. Do you have any advice or positions you could tell me about?

IAN LOVELAND, LEIGH

This is one of a number of letters we've received from readers (or perhaps *non-readers*?), enquiring about how to get a job in the games industry.

Given that we've just finished a mammoth seven-part series on this very subject, with comprehensive information on specific roles, interviews with people doing the jobs, plus advice and contact details, we suspect that some of you may be taking the piss.

For the record, here's a list of the jobs covered in the features: games testers (*ODM* #6), programmers (#7), graphic artists (#8), PR executives (#9), producers (#10), musicians (#11), managing directors (#12), game journalists (#13). Back issues of *ODM* are available for those who missed any of the features (see page 119 for details).

ON COURSE

This is continuing the letter in your October issue (*ODM* #12) where Richard Mortlock wrote about how he got a distinction for the short film he produced on a Visual Memory unit.

Basically, I also want to thank Sega. I am currently doing a course in web design and the Dreamcast was the console that introduced me to the Internet and enabled me to produce my own website as a hobby.

So a big thanks to Sega for helping me on the career path that I want for the near future.

STUART SOMERVILLE, VIA EMAIL

Cool. Good luck with your course, Stuart.

STOP WHINGING!

First of all I would like to say what a fine mag *ODM* is – it gets better with every issue. Right, I'm writing in regarding Danny Forrest's letter in your latest issue (*ODM* #13).

What exactly is the point in writing in complaining about the scores games receive in reviews? A review is *one* person's opinion of a game. If they don't think it deserves a 9 or 10 then it won't get one. Simple. Writing in and whinging about it won't make a difference.

A review should be used as a guide to inform you, the punter, about the overall quality of a game. Just because you disagree with it doesn't make the reviewer wrong.

I mean, I still intend to buy *Who Wants To Be A Millionaire?* even though it only scored 3/10 in this very mag. I want to play if for myself and make up my own mind. If I think it deserves a much higher score, I don't intend to write in and whinge about it.

In conclusion, I would like to say: play the games, read the reviews, and you don't have to agree with the scores, but stop flooding the mailbag of the good people at *ODM* with letters of complaint. That is all.

TONY D, VIA EMAIL

Well, yes, we could do without a load of letters whinging about our reviews and opinions. But, hey, we really don't mind hearing, and sharing, reader's views on games – that's what the Reader Reviews section is for (page 128).

Still, leaving aside the fact that you're going to buy *Who Wants To Be A Millionaire?*, you seem a pretty sensible chap, Tony. Unlike, say, this guy…

NUTTER ALERT!

I cannot believe you lot sometimes! The scores you give in your game reviews disgust me!

Why did you only give *Gauntlet Legends* 4/10? It contains some magnificent levels that are filled with amazing enemies and goodies, has brilliant characters and is a multiplayer game, and it takes ages to complete.

Then there is *Soul Calibur* – boring gameplay, daft looking characters, tiny arenas and terrible end sequences. How it got a 10/10 is beyond me!

It's all very well to give it 10/10 if you're a beat 'em up fan, but what if you're not? You may very well despise them and it is obvious that you are biased! I am, however, a very big fan but I still think it is a load of rubbish.

I would personally give *Gauntlet Legends* 10/10 and *Soul Calibur* 4/10. I mean, the fabulous *Resident Evil Code: Veronica* didn't score as much as *Soul Calibur*!



PHOTOGRAPHY: REX FEATURES

HALF-BEARD

Is it just me or is the bloke on the front of the *Half-Life* box non other than Ali G?

LARRY BUNDY JR, NORTHWOOD, MIDDLESEX

Er… it's just you, Larry.

"*SOUL CALIBUR* – BORING GAMEPLAY, TINY ARENAS. HOW IT GOT 10/10 IS BEYOND ME!"

– JASON WILLIAMS

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.

In fact, to praise it so much, I think that you and Namco must have some sort of contract. So there!
JASON WILLIAMS, VIA EMAIL

This letter is a wind-up, right?

IN CONTROL

I'd just like to recommend ordering a coloured Sega controller from the shop on Dreamarena. I ordered mine online, wondering what the hell I'd let myself in for, and prayed that all of my money from my account wouldn't be nicked by some hacker (not that I have much money).

I was extremely impressed by the way Sega handled my order as I got it within three days and they even sent me an email telling me my order had been dispatched. Well done Sega. Oh, and the controller is good too!
DANNY, VIA EMAIL

Online shopping, eh? It's the future, you know.

HIDE AND SEEK

I am emailing you as I know how to create your own website using Dreamcast. Simply go to www.expage.com and follow the instructions. The only flaw is that you cannot use pornography! Oh the shame! By the way, what happened to the hidden competitions? Have you stopped them?
DANIEL ROCHE, MANCHESTER

No, we still run the hidden competitions, they're just really well hidden these days. Honest.

SLIDE AWAY

I have to congratulate Sega for a bad as fk game that is *Metropolis Street Racer*. I played the demo from your October issue (*ODM* #12) and love it. After I get back from a kicking rave this weekend I'm gonna buy the full game (if I got any money left).**

Also, I'm having trouble getting any more than two bars on the power slide meter, so could you give me some tips? Oh and the mag's rude, mate.
MIKE 'CHINAGON' KRUPA (BAD ASS L DUB CREW), BRISTOL

Us, rude? Yeah, some people think so. To get *MSR*'s style meter up you need to get around corners with speed, precision and flair. You'll have trouble getting it to the max in the demo, though, as the featured track is not very open.

Whatever, the indicator and the sensitivity of the handbrake have changed since the demo was produced, so we wouldn't worry about it too much until you've got your hands on the full game.

PR-OOPS!

While reading your review on *Wacky Races* I saw that you thought the comic Greg Proops – from many acclaimed shows like *Whose Line Is It Anyway?* And, um, well that show where he's dressed like a dumb space monkey – had voiced over as the narrator.

In actual fact, it's some other guy who coincidentally has the same first name. Well, all you have to do is admit you were wrong and all shall be forgiven, unlike I, who never makes a *mistuck*.
JASON DALE, VIA EMAIL

Ha ha. That's a *really* funny gag.

RED DEVIL

After scanning the October issue of your pleasant little mag (*ODM* #12) cover-to-cover – and enjoying a great deal of it, too – a small but greatly concerning caption caught my ever-watchful eye.

Beneath a screenshot in your *Virtua Tennis* review were the words "Jim Courier's got his trademark cap on. Well, you would if you were ginger, wouldn't you?" 'Tut, tut, tut' I thought to myself.

Now, while I'm all for poking fun at people who have something inexcusably wrong with them (old folks, for example), I still felt compelled to write to you in protest of your blatant 'gingism'.

Gingers, Carrot-Tops, Jaffa Pubes – call 'em what you like, the fact is, these creatures have a genetic code not dissimilar to that of the rest of us. I feel this group should be treated with the same respect we would show when addressing Mr Blonde or Mr Brown.

I would imagine a large percentage of your demographic is of the freckle-ridden persuasion, as locking oneself away to play on one's Dreamcast seemingly goes hand in hand with having a hideous affliction. You should perhaps remember this fact the next time you go to write your next anti-ginger word.

Sorry to complain, as your magazine is actually rather good, but I'm doing it for your own benefit, trust me. One love.
KAYO-S THE PROPHET, VIA EMAIL

We don't have anything against ginger folk. In fact, we even employ one of 'em here on *ODM*. Mind you, that's only because we *have* to under the equal opportunities programme.

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

WAITING VROOM!

Why has *Metropolis Street Racer* been delayed so many times? Are there real reasons behind the delays or are you just having a laugh?
DAN SMITH, SHEFFIELD

SEGA: Bizarre Creations are perfectionists and *MSR* has taken years to perfect. There is no point in rushing the game to get it finished for the sake of hitting a date. We are confident that people will be happy with the end results. I bet Michelangelo was never told to hurry up on the Cistine Chapel!

MEGA, MEGA

When will we be able to download Mega Drive games to play on our Dreamcast?
TIM MOSS, VIA EMAIL

SEGA: This is still to be decided for the UK.

BIGGEST HIT

I'd like to know which Dreamcast game has sold the most copies?
ANTHONY HERSCHELL, VIA EMAIL

SEGA: *Sonic Adventure*.

MOBILE DC?

Can I connect my Dreamcast to a mobile phone to get online?
JULIAN MCNULTY, VIA EMAIL

SEGA: Only in Japan, at the moment.

VM DOWNLOADS

Are there any plans to put downloadable VM data on to Dreamarena?
DAVID MELVILLE, VIA EMAIL

SEGA: Yes this has always the plan. Keep your eyes peeled for developments.

NICE TRY

If I had enough money, would it be possible to buy a DC development kit and how much does one cost?
ANDREW BURTON, VIA EMAIL

SEGA: Unfortunately they are not for sale – we only loan out dev kits to game developers. If you're desperate to get one, you'll have to set up your own development team and have a decent idea for a game that you can pitch to a publisher.

TV ADS!

Do you have any plans to advertise *Space Channel 5* and all the other great Dreamcast games due between now and Christmas?
ANDREW BURTON, VIA EMAIL (AGAIN)

SEGA: Yes. The *Metropolis Street Racer* TV ad looks especially good.

LIES, LIES, LIES

Is it true that you guys will be making games for Microsoft's Xbox?
ANDY GRAY, VIA EMAIL

SEGA: No, it's complete nonsense. ALL Sega development teams are committed to Dreamcast.

CHOCO-LATE

I am a bit disappointed that I have to ask this again, but what is the status of the Dreamcast Internet access in Belgium? It's the end of September as I write, so the service is already a year late.
RUDY VAN BOXEM, BELGIUM

SEGA: Belgium is pegged to go live before Christmas.

LOG OFF

I forgot to make a note of my log on details for my Dreamcast to connect to the Internet. Now I cannot log into Dreamarena and I'm quite annoyed at myself. Is there anyway I can reset/restore or delete my account because all I want to do is go online!
NICK MASON, VIA EMAIL

Give the Help line a call 08456 090 090. They'll ask you a few questions and then be able to give you the password you have forgotten. Alternatively, you can delete the Dreamcast memory by holding the L trigger, selecting Option, Modem, AT Setup, then Delete Memory. Now switch off and re-register.

CONNECT FLAW

I am experiencing a bad problem with my Dreamcast. It won't connect to websites other than search engines. If I type in a website it will come up "Cannot connect to server". Why is this?
DAVID MONTAGUE, VIA EMAIL

SEGA: What sort of sites are you trying to get into?! Please make sure that when you type in the website address you keep the http:// part at the front. This shouldn't be a problem as such. If your problem continues please call the call centre for further advice. [The numbers, as always, are on page 6 – ed]

BAAAAAH!

I live in New Zealand and want to know why the Internet is not up and running here. Sega OziSoft NZ have said that it is Sega of Japan's fault. Please enlighten me!
"OLDYELLA," VIA EMAIL

SEGA: Sega are operating a role out strategy to get all territories online. Bear with Sega of Japan – they will get to you eventually.

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 choose the best of the queries, pass them on to Sega Europe and print their responses. Before writing please check that your queries haven't been answered in our FAQs starting on page 121.



YOU KNOW YOU'RE GOOD AT GAMES WHEN...

...YOU BECOME THE EUROPEAN *CHUCHU ROCKET!* CHAMPION

£380 and one disqualified Romanian later, Kevin Lim, an Irish school kid, has become the winner of Europe's first online console games championships

"I READ ABOUT *ChuChu Rocket!* in the press and immediately ordered my free copy. The competition itself was subsequently advertised on Dreamarena. By that point, I had played the game quite a bit and had got quite good. So I entered.

"The rules said that you could have as many goes as you liked, and the basic idea was to just get as many wins as you could until the competition was over. If you got enough wins, then you went through to the Irish final. I must have put in three hours a day on *ChuChu Rocket!* and the competition ran from July 1st to July 29th. My phone bill has subsequently come in at £380, which my parents don't mind... as long as I pay it off!

"Anyway, I uploaded my scores to Dreamarena and saw that I was placed third in Ireland which meant that I'd qualified for the Irish finals. Sega then contacted me with a phone call and later sent through a letter. The way the competition worked was that the four top players from every country went through to their own finals first, before the best person from each country went through to the European final.

"The Irish final was in Dublin and I kind of won it. You see, I actually came second – it was a very close finish but another guy actually won it. I went home after losing, but then, about a week later, a woman from Sega called and asked if I could go to the European finals because the guy that had originally won was Romanian and he wasn't allowed to leave the country! So I went! I was a bit lucky.

"Me and mum were flown over to London by Sega and stayed in a hotel. We then went along to HMV where they had DC pods with *ChuChu Rocket!* set up on them. I had to wait for an hour until the final started and was obviously nervous. In the store there was just me and the UK representative – the people from the other countries such as France were in their respective countries, and we were all playing online together for the final.

"There were five battles in all, with five finalists. *ChuChu Rocket!* is a four-player game, so for each round there was always one person not playing. The idea was that whoever won the most battles got the prize to go to Space Camp in the US. I was really nervous, especially when I was playing – my hands were shaking. I knew the UK guy was good, and I thought I had no hope of beating him. I just saw the whole thing as an opportunity to get a free trip to London, really!

"I started off really strongly and won the first two battles straight away though, but then I got a bit nervous and nearly lost it. The French guy then won two and we drew. Then Sega had to find out how many individual battles we had each won over the course of the competition, and I came out on top!

"I was obviously really happy, and my mum was dead chuffed – she went crazy! The UK guy congratulated me and I was given a special card saying that I had won first prize. In the evening Sega got us tables at Planet Hollywood, but I was really tired and my feet were killing me. We did go to Planet Hollywood, but it was packed with screaming kids, so we went to a quiet restaurant instead.

"When I got back to Ireland, people were really envious of me. One of the guys who had been in the Irish final got really jealous and wanted to know if I would sell my ticket to him! I told him I wasn't going to sell it. Not for at least £10,000 anyway!"

PHOTOGRAPHY: **DAN TRENT**

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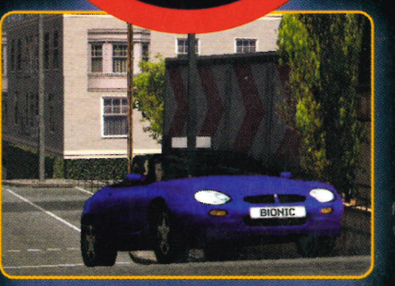
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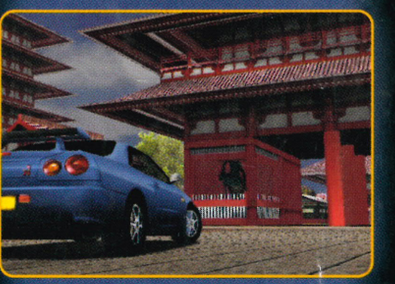
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