THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast

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Dreamcast

FREE DISCS • FREE DISCS • FREE DISCS • FREE DISCS • 2



EXCLUSIVE! FIRST UK REVIEW

TONY HAWK'S PRO SKATER 2

IT'S GREAT WHEN YOU SKATE, YEAH

QUAKE III ARENA

IT'S HERE, IT'S AWESOME

PHANTASY STAR ONLINE
SAMBA DE AMIGO
WORMS WORLD PARTY

IF YOUR COVER DISCS ARE MISSING
PLEASE CONSULT YOUR NEWSAGENT

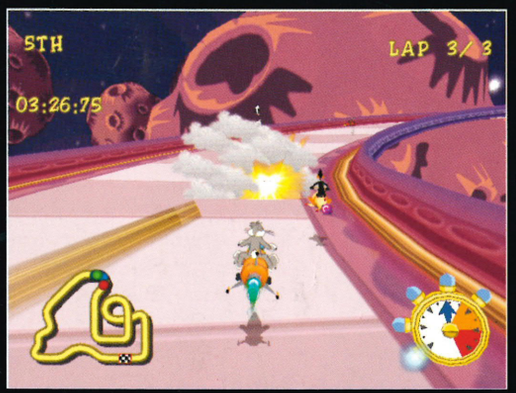
4 FREE COMPLETE ONLINE GAMES

ISSUE #15 £4.99 (OVERSEAS £5.99)

WHAT'S ON THIS MONTH'S COVER DISC →

FIVE PLAYABLE DEMOS!





LOONEY TUNES SPACE RACE

EXCLUSIVE PLAYABLE DEMO

The Looney Tunes gang are in space and they're ready to race; hence the name *Looney Tunes Space Race* (*ODM* #14, 7/10). Pick a favourite character from Bugs Bunny, Daffy Duck, Yosemite Sam or Wile E Coyote then go strap yourself to a carrot, or any other preferred vehicle for racing and get on to the starting grid.

The demo features the Asteroid Belt track and you can choose to race three, five or seven laps. Once the race is underway, make use of the Acme Labs gags to get ahead of the pack, and collect the speed icons for a burst of turbo power. Once you've mastered the controls and the track, invite a friend over and race them in the two-player mode.





SPEED DEVILS ONLINE RACING

EXCLUSIVE PLAYABLE DEMO

Speed Devils is back and it's now online – except in this demo it isn't, oops! Anyway, to give you a taster of what to expect, here are two courses from the game – the luxury ski resort of Aspen, and gambling capital of the world, Las Vegas.

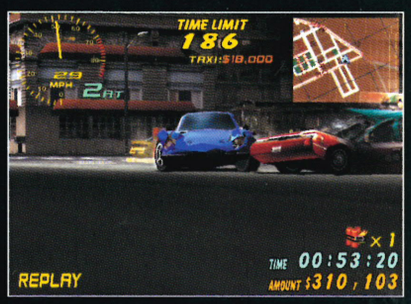
You can race across these interactive courses in a choice of two vehicles – a speedy sports car or a jeep. Choose a design for the car, the right type of tyres, hit the Start button and you're off. Keep an eye out for short cuts, odd events like the occasional UFO fly-by and try not to be left at the back of the speeding pack.











SUPER RUNABOUT

EXCLUSIVE PLAYABLE DEMO

Another racer set on the streets of San Francisco, but *Super Runabout* (*ODM* #14, 6/10) isn't about how you drive fast – it's about missions. Take this demo for instance. You have to collect six bombs and take them to the designated collection point. In your way is a city full of traffic and plenty of other hazards.

Adding to the fun is a wide selection of vehicles – this demo alone contains four to try out. There's an Italian sports car, a German Mini, a scooter or a truck. Each plays very differently, but all share one thing in common: if you hit them hard enough (into other objects) they will break.





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…









ARMY MEN SARGE'S HEROES

EXCLUSIVE PLAYABLE DEMO

The war between the green and tan forces continues, as the popular toys make their Dreamcast debut in a mission-based action game. It may have come under heavy flak on other formats, but thanks to a superior frame-rate, *Army Men* on Dreamcast looks like it could win a few new recruits, especially with the split-screen four-player mode.

In the demo you've got a simple search and rescue mission to complete. The Colonel has gone missing behind enemy lines: find him, and bring him back safely. Make use of any weapons you may come across, including grenades, bazookas and mortars. Most satisfying of the lot has to be the flame-thrower – check if the enemy really are made of plastic, by exposing them to some flames.



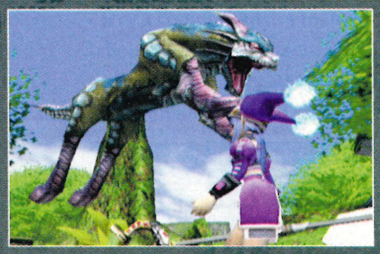
TOY COMMANDER

EXCLUSIVE 3 DEMOS IN 1

Another chance to check out an exclusive compendium of *Toy Commander* (*ODM* #1, 8/10) demos. Offering three different levels, it kicks off with a Christmas mission starring a Santa out to recover five missing presents stolen by the evil toys.

There's also a summer mission, based down on the beach. Here you must remove insects and litter from the side of a pool so Matt and Jenny, a pair of Ken and Barbie-style dolls can work on their tans and go for a dip.

MOVIES



PHANTASY STAR ONLINE

EXCLUSIVE MOVIE

For the first time in console gaming, get ready to play a real-time, role-playing game online, with the help of players from around the world. *Phantasy Star Online* is another biggie from our friends at Sonic Team.

The movie hints at some of the spectacular action on offer, but wait until you see the co-operation needed from the players to succeed in this strange new world. The quest begins next spring.



GRANDIA II

EXCLUSIVE MOVIE

You thought *Phantasy Star Online* was the only RPG heading your way? Think again. Over two years in the making, *Grandia II* is already screaming epic, with plenty of set pieces and some spectacular monsters.



STUPID INVADERS

EXCLUSIVE MOVIE

Cartoon adventure with a bunch of goofy aliens trying to escape from Earth. Thwarting their plans is Dr Sakarine, who has his sights set on them. Plenty of puzzles need to be solved in order to progress, many containing toilets – just so you know the humour level.

30.11.00

OPTION PARALYSIS



DECEMBER, ALREADY? Yes, we're edging closer to the Christmas holidays and Christmas is, of course, a very special time of the year. It's a time of great traditions. It's a time for giving, a time for sharing and a time for reflecting on all the things we have to be truly thankful for.

It's a great time for parties and get-togethers and the perfect opportunity to get out and about to catch up with old friends or to meet with the family.

Alternatively, you could buy the amazing *Quake III Arena* (reviewed on page 56), stay in, get yourself online and spend your time blasting the crap out of fellow Dreamcast owners. It's your call.

Family insisting on coming around at Christmas? Well, hey, that's what *Quake III Arena*'s split-screen mode is for, so don't forget to stock up on some extra controllers.

Sure, maybe Granny won't *ever* get the hang of it, but you never know, she may just forget that the oh-so-hilarious *Jim Davidson Christmas Special* from 1997 is on again in half an hour. And that can't be a bad thing, can it?

In all seriousness, we've had several letters from readers who say they can't wait for the Christmas holidays, simply because they're desperate to get stuck into some serious gaming. No doubt about it, we're being absolutely spoilt with top-quality releases on Dreamcast right now.

Over the last few issues we've featured the likes of *Shenmue*, *Metropolis Street Racer*, *Jet Set Radio*, *F355 Challenge*, *Ready 2 Rumble Boxing: Round 2* and *Ultimate Fighting Championship*, to name just a few (see our Games Directory starting on page 120 for details on them all).

And this month we've reviewed some more absolute corkers due out before Christmas, including the aforementioned *Quake III Arena* and our cover game, *Tony Hawk's Pro Skater 2* (see page 10).

Not sure what to put on your Christmas present list? Well, we suggest you put them *all* down… and write a very, very nice letter to Santa. I'm sure he'll understand.

The great news is that there's plenty more to come where that lot came from in 2001. We've been lucky enough to see some astonishing-looking titles due on Dreamcast next year, like… well, okay, let's sit back on the sofa, kick off our slippers and enjoy *this* year's great titles for now, eh?

I know it's a little early for seasonal greetings but, as this is the last issue of *Official Dreamcast Magazine* in 2000, myself and all the *ODM* team would like to take the opportunity to wish you all a very merry Christmas. We hope to see you all again in the New Year.

Have a mad one,

WARREN CHRISMAS
Editor

PS : WATCH OUT FOR THE NEXT, VERY, VERY SPECIAL EDITION OF OFFICIAL DREAMCAST MAGAZINE, ON SALE THURSDAY 4 JANUARY 2001. TO MAKE SURE YOU DON'T MISS OUT, CHECK OUT OUR SUBSCRIPTION OFFER ON PAGE 54.

WELCOME TO PLA

GETTING STARTED

FOLLOW THESE INSTRUCTIONS TO GET TO *PLANET RING*...

1. If you're not already registered on Dreamarena, do so using the Dreamkey disc that came with your console.
2. Insert the *Planet Ring* disc and, when prompted, press the Start button to automatically dial onto the server.
3. If the dial attempt is successful, 'PPP Negotiating' will appear in the upper-left corner of the screen, followed by 'Go to Information Centre' once the server connection has been established.
4. If the connection attempt fails, a disconnection screen will appear before returning you to the title screen where you can retry.
5. Once connected, go to the Information Centre. 'Enter login name' will be displayed. First-time users must select a nickname and proceed to User Registration.
6. Enter the required information, and the game will start once registration is complete.

RING INFORMATION CENTRE



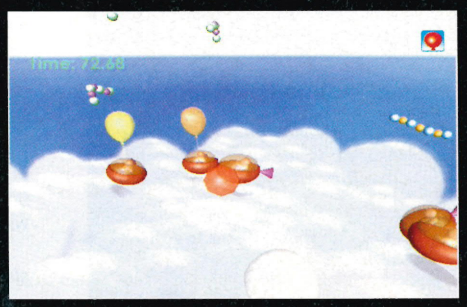
Every visit to *Planet Ring* begins here. At the Information Centre you can view online instructions for each game, read messages and look at the high score tables for each attraction. You can also modify your registered profile, view a map of the park and change the audio settings. Once you're ready to play a game, head for the exit and walk to the attraction you wish to play.

WAITING ROOM



Upon entering an attraction, your character will be placed in a waiting room full of tables where the chosen game is waiting to be played. Simply walk up to a table and seat your character by pressing the A button. If you wish to leave a table press X. Once the minimum number of players required to start the game are seated at the table, press A again to begin the game.





SOAR

1-4 PLAYERS, PLAYABLE ONLINE OR OFF

Co-operate to power a flying machine in a variety of events

CONTROLS

ANALOGUE THUMB PAD	A BUTTON	B BUTTON
Steers craft	Thrust	Toggles player names on or off

Soar sees you take control of a simple flying machine. You must power and steer it, either to win a race, fly highest the quickest, or to burst the balloons of your rivals.

In Balloon Charge, each vehicle must take care of, yes, a balloon. Burst the balloons of rivals by barging into their vehicle, but avoid being hit yourself. The winner is the last team to remain with their balloon left intact.

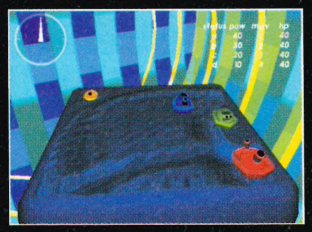
In Fly High! teams compete to fly 100 metres into the air the quickest. Like all the games in *Soar*, you'll need to co-operate to win.

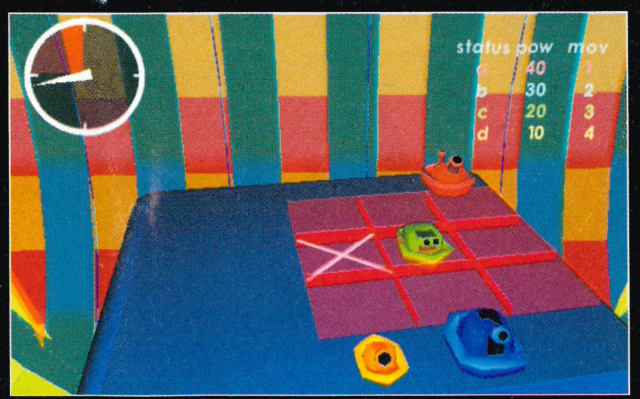
The last of the three events, called Grand Prix, it's a race to cross the finish line first, but before you do that you must pass the checkpoints. Make use of the wind machines and bumpers to propel your craft faster. When you get to the finish line, pass between the posts and beneath the chequered flag.

TIP

When playing Balloon Charge, a good tactic is to try and fly high as possible, other players are likely to fly up into you and kill themselves.







SPLASH

1-2 PLAYERS, ONLINE ONLY

Predict where the enemy ships are and destroy them

CONTROLS

ANALOGUE THUMB PAD	B BUTTON
Move cursor	Initiate movement
A BUTTON	**L&R TRIGGERS**
Commence attack	Operate camera

This is a turn-based game, where you must sink your opponent's ships before they sink yours. Each player has four ships to place on the grid, but is unable to see their opponent's fleet. You will be told if you hit a rival, or if the missile was fired near them. You can move a ship during your turn rather than attacking, if you do, a direction arrow is shown to the enemy, offering them a clue as to where you placed the ship.

TIP

If the other player discovers one of your ships, confuse them by moving a different ship, causing them to fire somewhere else. If you think that the enemy is beneath you, don't be afraid to fire on yourself.

FAULTY PLANET RING DISC?

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NET RING

A SECOND FREE DISC? IT MUST BE THE SEASON OF GOODWILL OR SOMETHING! PLANET RING, PROVIDED FREE BY SEGA EUROPE, IS AN ONLINE THEME PARK WHERE YOU CAN MEET AND TALK WITH FRIENDS AND PLAY MULTI-PLAYER GAMES. HERE ARE THE DETAILS...











BALL BUBBLE

1-4 PLAYERS, PLAYABLE ONLINE OR OFF

Collect the most balls by rolling them to your base

CONTROLS

ANALOGUE THUMB PAD
Move arrow

A BUTTON
Fires a Hill projectile

B BUTTON
Fires a Dip projectile

L&R TRIGGERS
Rotate board

Each player must try to attract the balls to their base, situated on the edges of the playing field. At the start of play the playing field is flat, players must battle over the balls by raising and lowering the land, using the laws of physics to move the balls into your base. When the balls hit the outer walls of your base they are removed from the playing field and added to your score.

SMALL BALLS = 1 POINT
BIG BALLS = 3 POINTS

COLLECT THREE CRYSTALS TO TRIGGER ONE OF THE FOLLOWING EVENTS:

TORNADO: Sucks the balls into the air and drops them near the corner of the player that triggered the event.

EARTHQUAKE: Causes the ground to slope, rolling the balls towards the player who caused it.

GOD: Gathers all the balls and drops them at the same time.

BOMB ATTACK: Attacks the area opposite the player who causes the event, turns all balls in the area into bombs!

TIP

You should have an advantage if you sit down at the table second as the crystals tend to fall on the red square. Get rid of flashing white balls immediately.







DREAM DOROBO

1-2 PLAYERS ONLINE ONLY, MICROPHONE REQUIRED

Steal treasure from a maze and return to the car that's waiting for you

CONTROLS

ANALOGUE THUMB PAD
Control character

L&R TRIGGERS
Operate camera

A game for two players. One controls the thief who has the disadvantage of only seeing a small portion of the screen and must rely on the vocal commands of player two to succeed. As the navigator, player two can see the whole maze you're trying to steal from, and must guide the thief to the treasure, avoiding the hazards such as police and dogs.

Remember: the thief can only carry a maximum of three items at a time. When the thief returns to the car or is captured, the players swap roles and continue the game until the timer expires.

The maze contains plenty of hazards other than the guards, so you should keep an eye out for the following:

WARP FIELD

Teleports the thief to another Warp Field within the map.

MEN/WOMEN'S DOOR

Can only be opened by a player of the same gender. Note: all guards are male.

HELIUM TRAP

Setting off this trap temporarily raises the pitch of both players' voices.

DARKNESS TRAP

Triggering this trap temporarily affects the visibility.

CONFUSION TRAP

Hitting this hazard causes the controls to become muddled for short periods of time.

ALARM TRAP

Some of the treasures you're trying to steal may be rigged to an alarm, alerting the guards if you attempt to steal them.

TIP

The treasure placed furthest away from the car will earn you the most points. You can outrun most enemies providing you don't run down blind alleys.

RING MESSENGER

SEND MESSAGES TO OTHER VISITORS

You can make friends easily when visiting *Planet Ring*, and to make sure you don't miss them when they're visiting, take advantage of the Ring Messenger to locate friends and arrange to meet them for a game. If you both have microphones you'll also be able to talk to each other when playing *Dream Dorobo* or *Splash*.

SENDING A MESSAGE

Press B to open the Messenger window and choose 'Send Message'. Then select who you want to send a message to by selecting a name from the User List.

RECEIVING A MESSAGE

When you receive a message, a character icon appears in the upper-left corner of the screen. To read the message, press B to open the Messenger screen.

WIN A DREAMCAST MICROPHONE!

We've got 50 of 'em up for grabs courtesy of Sega Europe

The Dreamcast Microphone is an essential peripheral for anyone wanting to play *Dream Dorobo* and allows you to chat live with other players in *Splash*. It is also a must-have for anyone wanting to use the excellent voice messaging system in the next version of the Dreamkey browser, due from Sega next year.

The cute little mic, which plugs into one of the sockets in a controller, should be available in shops any week now priced at around £15. But we've got 50 – yes, 50! – to give away for free, thanks to those nice people at Sega Europe.

So how do you win? Well, keep an eye on our website at www.dreamcastmag.co.uk during the week commencing Monday 4 December. Sometime during that week we'll print full details of the competition in the News section. You'll be asked a simple question about this issue of *Official Dreamcast Magazine* and given an email address to send the answer to.

The first fifty readers to respond with the correct answer will be notified via email by Monday 11 December and sent a microphone as quickly as is humanly possible – and almost certainly in time for Christmas. Cool or what?



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△ *Quake III Arena:* now you can blow complete strangers to smithereens across the Internet. Ain't technology marvellous?



△ *18 Wheeler American Pro Trucker*: can driving lorries really be fun?



△ *Phantasy Star Online:* Sonic Team's epic role-player is on its way. And we've had a sneak preview!

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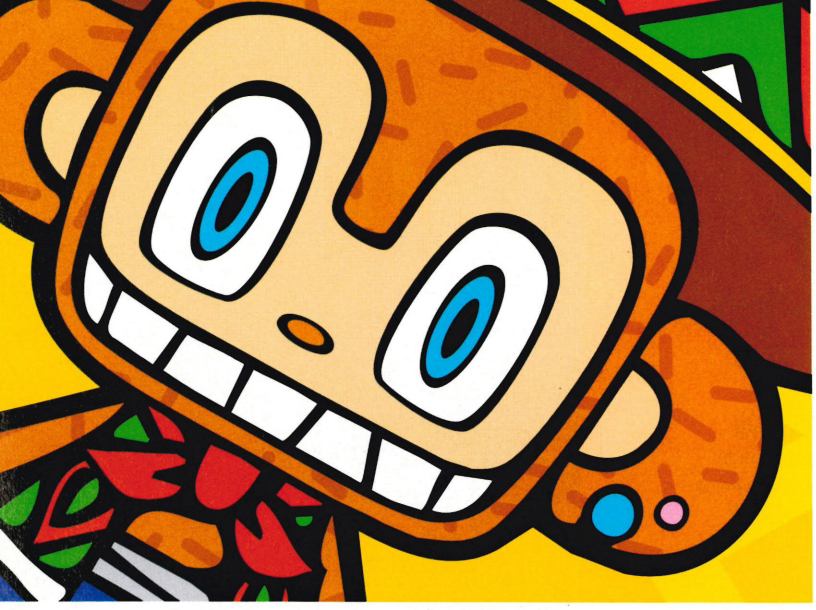
10 TONY HAWK'S PRO SKATER 2
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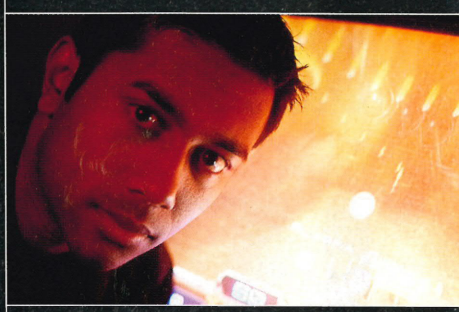
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WHO DOES THIS STUFF?

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



CASPAR FIELD

Caspar has spent a good proportion of this month playing *Tony Hawk's Pro Skater 2* for his review (page 10), which may well account for the state of his haircut. Hailing from 'posh' Cheshire, Caspar sums up his life story as "Born, videogames, school, booze, videogames, art college, videogames..." Games journalism was a natural move then. Fave games include *Soul Calibur, ChuChu Rocket!* and, of course, *Tony Hawk's*...



STEVE OWEN

A regular *ODM* freelancer, Steve's expertise in PC gaming made him the ideal man to tackle two of the biggest imports from that platform. Last month it was a preview of *Half-Life*, this issue he reviews *Quake III Arena*, an important step for Dreamcast. "*Quake III* and *Half-Life* can both be seen as the pinnacle of online play," he says. "Together they represent the best of PC gaming. It's about time that console users got to enjoy them too."



PHILIPPA NORMAN

Philippa claims her plans for Christmas involve "Going straight to hell via Thailand," but in the meantime she's been looking at *Disney's Dinosaur* for our review (page 90). Certainly the most glamorous member of the reviews team (admittedly not difficult) she's a big fan of *Rayman 2* and reckons the best thing about coming into the office is reviews editor Ed's skill in the kitchen, claiming "He makes a lovely cup of tea!" Bless.



STEVE KEY

Freelance writer and expert on all things *Resident Evil*-related, Steve was the natural choice for our *Dino Crisis* review – though he reckons the game "is a bit old now". Living in Walthamstow (home of East 17, innit), Steve would like to think he's a gen-u-ine cockney geezer™ when in reality he likes nothing better than donning a black polo neck and drinking wine in West End bars. Confusingly, he's also a fanatical Everton supporter...

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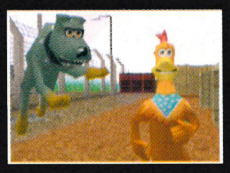
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ODM

TONY HAWK'S PRO SKATER 2

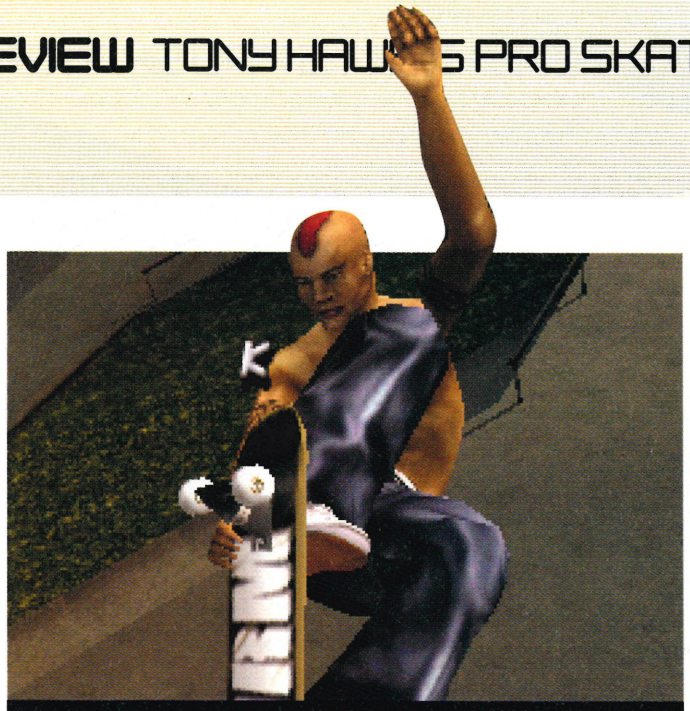
RIPPIN' IT UP ON THE DECKS – *MASSIIIIVE* – **CASPAR FIELD** BRINGIN' DOWN THE HOUSE. WHAT DO YOU MEAN, "NOT THOSE DECKS, YOU IDIOT?"

ESSENTIAL

PRICE: **£39.99**
PUBLISHER: **ACTIVISION**
DEVELOPER: **NEVERSOFT/TREYARCH**

IT'S A DIFFICULT SUBJECT to broach, but the truth must be outed: *Tony Hawk's Skateboarding* (or *Tony Hawk's Pro Skater* as it was known in the States) was a terrible, terrible mistake. Looking back, how could anyone not have told developer Neversoft that extreme sports videogames were just not supposed to be good? By the time *Tony Hawk's* hit the streets there was no turning back. After years of classic dross like *Cool Boarders* and *2Xtreme*, how on earth was the public supposed to cope with one of these games that was actually fun to play? Sad, deluded fools.

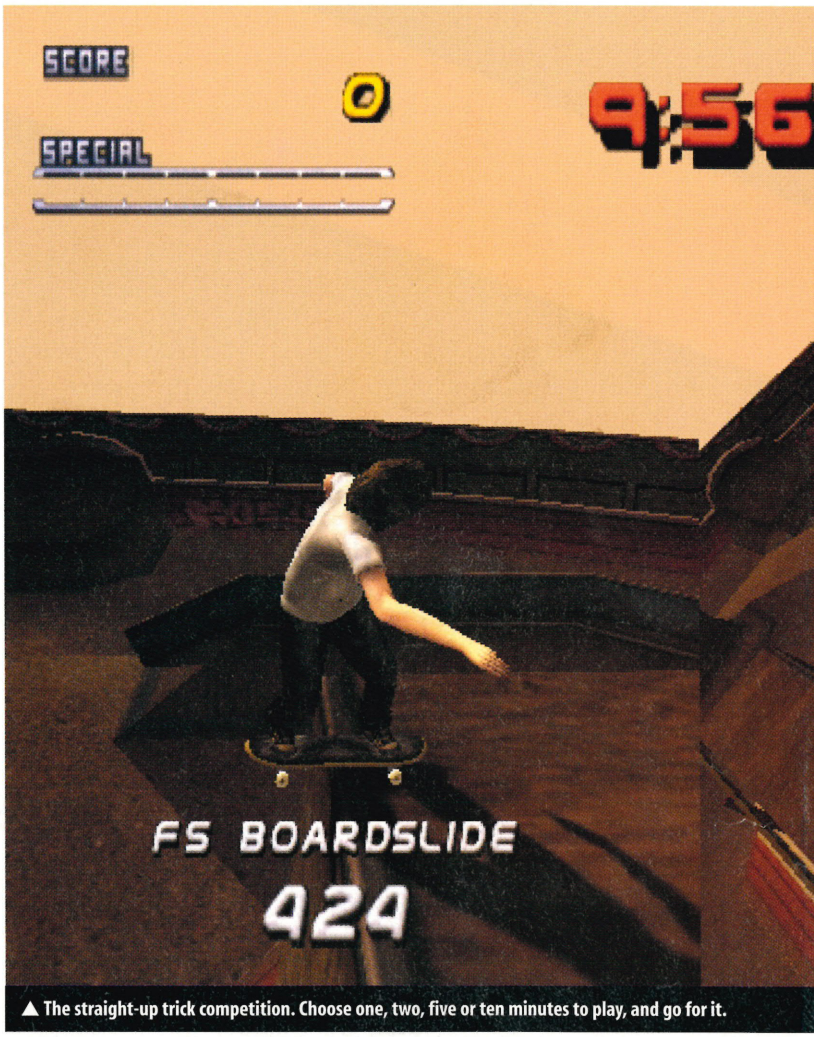
ILLUSTRATION: **JASPER GOODALL**



▲ A finely maned individual well on his way to collecting the S-K-A-T-E bonus.



▲ Don't just go for big air – aim for huge, expansive, start-singing-opera kind of air.



▲ The straight-up trick competition. Choose one, two, five or ten minutes to play, and go for it.

Having sold mere millions of copies of the original, Neversoft decided to compound their mistake with a sequel that promised to be 'better'. Ludicrous new features such as level and character editors, new stunts, and greater character control flashed a sheet of dread over the nation. Worse news still came for Dreamcast owners – with the help of the coders at Treyarch, our version was to have "vastly more detailed characters", "smoother frame-rates", and "greater draw distances". My God, do they know what they are doing?

Oh yes. Because, like the original skate 'em up (*ODM* #10, 8/10), *Tony Hawk's Pro Skater 2* (as it's called here *and* in the States – confused yet?) is a teeth-grindingly addictive, thumb-wearingly playable trick-a-thon par excellence. But – far more than the original – the Dreamcast sequel has received significant attention in the graphics department, making the two-player mode at least twice as good as on PlayStation, simply through virtue of a higher frame-rate.

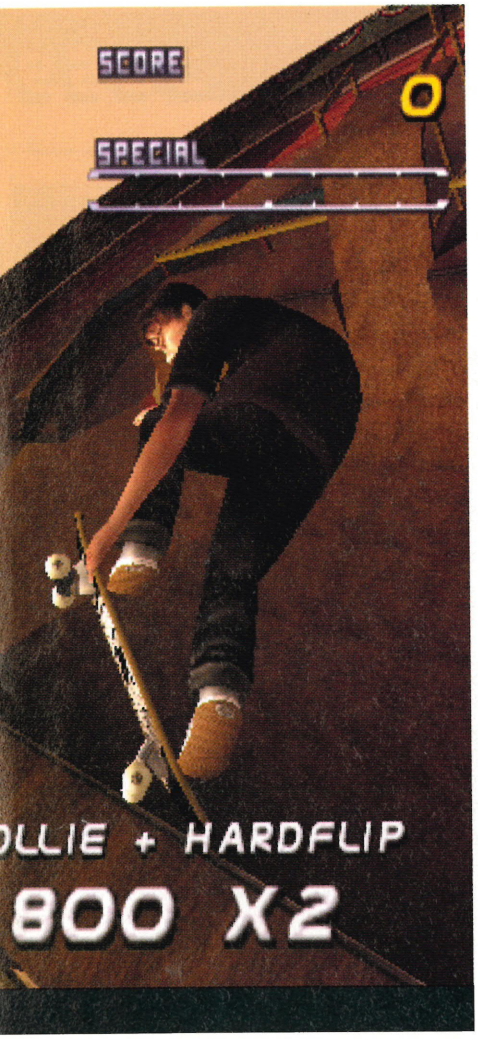
Extra polygons have been added to the characters, which now cast one of the best videogame shadows ever seen (fading as Mr Hawk catches air and winding beneath him as he turns and twists), and the draw distance is much more, um… distant. Effort has clearly been spent on the textures too, which feature scrapes and grind marks on pipes. The whole shebang is crisper and slicker.

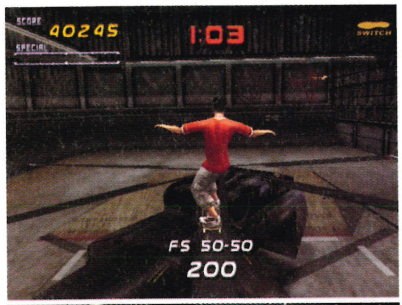
So technically, *Tony Hawk's Pro Skater 2* is better than the PlayStation version – no surprises there, right? And it's better than the original on Dreamcast – well, you'd kind of hope it was. As with 99 per cent of games that have been ported from other platforms, there hasn't been much changed under the prettier surface. Again, that's pretty much a given. What is important about *THPS2* is that the gameplay under the surface, the soul under the skin, is fantastically playable. And in two-player mode it is far more playable on Dreamcast.

OLLIE! OLLIE! OLLIE!

THPS2 features the same control system as its forebear, with a couple of additions. You launch the character into the air (called doing an 'ollie') from a variety of half-pipes, ledges and drops by holding the A button and releasing at the point of lift-off. Then, once air has been caught, the B and X buttons activate grab and flip tricks respectively, which are varied by pushing the analogue control stick or d-pad – whichever you prefer – in any of eight directions. Landing the board back down in a spot-on straight line gets extra points (an aptly named 'perfect'), while the score is increased according to how many rotations the skater has done in the air. You know, 720° and all that.

To up the points you're able to chain moves together, shifting the character from grabs to flips while they spin in the air,







▲ Interactive level design: grind the heli blades, open this secret area, and catch some serious air.

BUILD YER OWN

If none of the skateparks in *Tonys Hawk's Pro Skater 2* take your fancy, you can design and build your own using the very user-friendly park editor





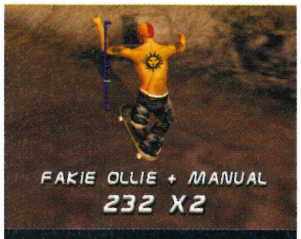
Over the last few years, level editors have mainly been the preserve of worryingly obsessive PC gamers – and to be honest, they're welcome to them. Numbingly complex to use, the editors for *Quake* and *Unreal* take the phrase 'user-friendly' and trample it into the dirt. The one supplied with *Tony Hawk's Pro Skater 2*, however, picks the words up from the dust and kisses them fully on the lips.

Loading up the *THPS2* editor presents you with a pre-defined square area to work in, which can be 'painted' with one of four sets of texture maps – Power Plant, Industrial, Outdoor, and School – to give it different looks. Parks are then laid-out with an impressive number of pieces, which are accessed by cycling through groups with up and down on the d-pad, with left and right changing the specific types. Uniquely shaped bowls can even be carved from the floor with special blocks.

It's possible to set point gaps across spaces, to reward players for managing to cross them. And testing your park is simply a matter of selecting the test option from the menu and the game drops a skater straight into the level – whether finished or not – allowing you to make changes where needed. Save them to a VM to impress your friends!



▲ Chain moves together, starting with a nollie or fakie, to score high.

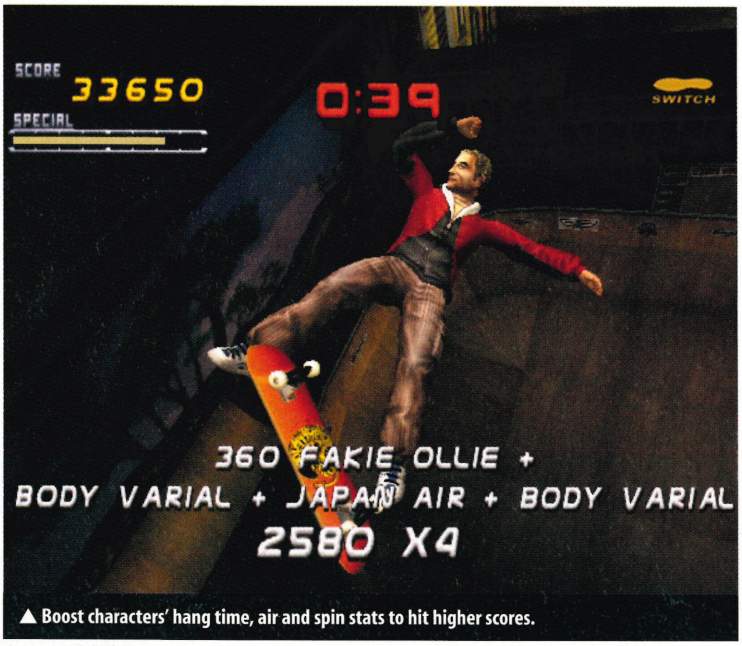


▲ The 'manual' is The Big Addition in *THPS2*. With it you can link moves.

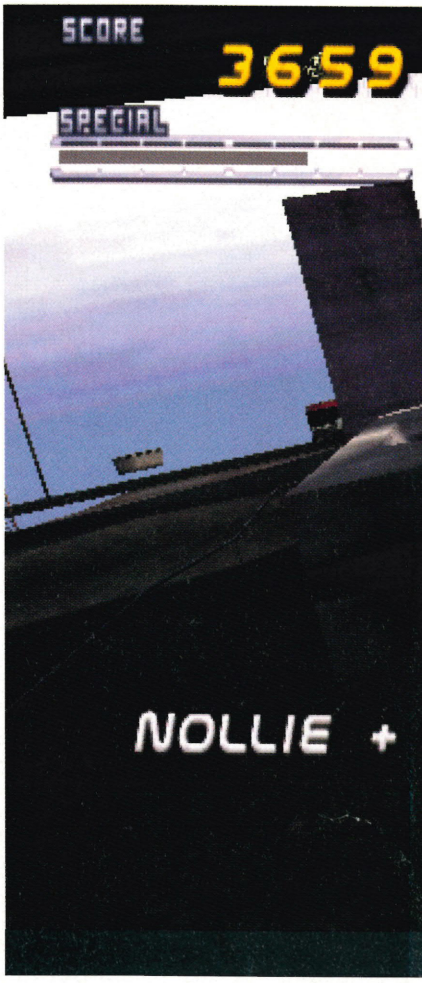


▲ And it only took two broken ankles and one busted knee! Result!

"EVEN AS THE BLOOD SPURTS FROM YOUR SKATER'S FACE OVER AND OVER AGAIN, YOU KNOW *THPS2 IS* SPECIAL"



▲ Boost characters' hang time, air and spin stats to hit higher scores.





SPEAK OUT

GREGORY JOHN, PRODUCER OF *TONY HAWK'S PRO SKATER 2* AT TREYARCH, RAPPED WITH US BY THE HALF-PIPES

WHAT'S THE BEST THING ABOUT THE GAME?
I'd say it was the fundamental game design, since it's very satisfying to just skate around and pull tricks.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Virtua Tennis*.**

WHAT DO YOU WANT FOR CHRISTMAS?
A new car! Ha ha ha… seriously, I haven't really thought about it much.

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
Oh, that's an easy one: *The Fellowship of the Ring* in Christmas 2001.

HAVE YOU EVER BEEN A SKATER?
I'm pretty useless on a skateboard. I do ice skate, though… does that count?

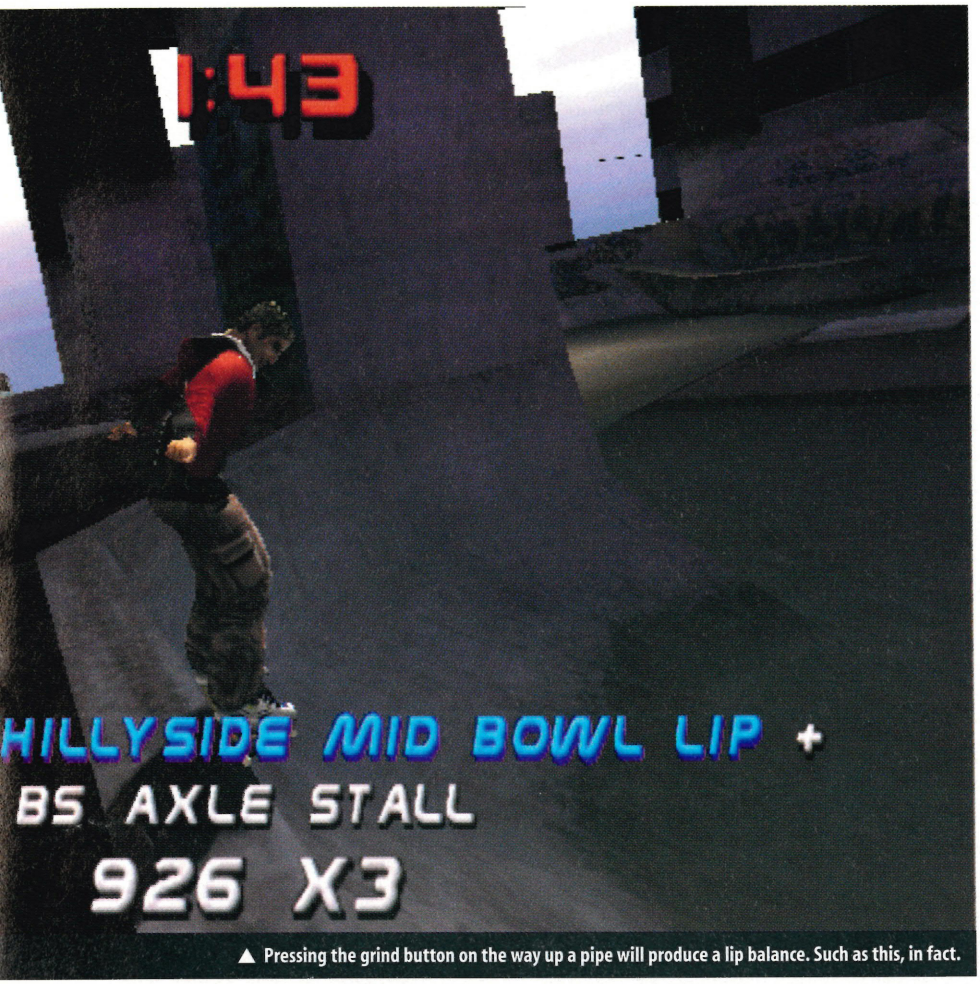
▶ resulting in a multiplier rising for each additional manoeuvre successfully added. And by tapping the left trigger just before take-off you add either a 'nollie' or a 'fakie' (special types of ollie) to the chain, sending the score spiralling higher. (For the record, the highest tally for a single trick so far seen in the *ODM* office was just over 63,000 points. Hooo-ya!)

The Y button is used either to do a lip balance, where the board is stopped on the edge of half-pipes for as long as you dare hold the key down, or to perform grinds – using the board to slide along the edge of a rail or ledge. Grinds, like grabs and flips, can be chained together to multiply the score, simply by hopping from one grind to the next as you slide along. There's always a 'however' to these things, and in this case it is that the character's balance has to be maintained as they slide, otherwise nasty injuries are only a topple away.

THPS2's big addition to the original game's control system is the ability to perform 'manuals' by tapping the stick/d-pad up-then-down, or down-then-up, making the skater balance on either the front or back two wheels of their board. At first, this, to be frank, seems a bit rubbish – you don't get many points for it, and the net effect is that the skater either slows down a lot or falls on their arse – sorry, ass. However, hit the buttons while flipping the board out of a series of grinds, adding a manual to the score chain, and then flip the board on to a nearby ledge… you can see where this is going. Manuals make it possible to link chains of tricks, upping the points higher and higher. Cool, then.

SLAP IT IN

THPS2 is one of those games which mates slap in the drive to show-off their gaming prowess while you crash and crunch around the levels with all the grace of a rhino on a rollerskate. But even then, as the blood spurts from your skater's face over and over again, you know that there's something special about *THPS2*. It has that intangible 'something' that makes a great game; a combination of fine control, animation, character design, ideas, but more than those as well. The game could comprise of a single half-pipe or bowl that you rolled the character from one side to the other pulling tricks, and it would still keep you absorbed for hours.



▲ Pressing the grind button on the way up a pipe will produce a lip balance. Such as this, in fact.

Luckily, *THPS2*'s levels are a little more complex than that. While there's nothing quite as wacky as the first game's final Roswell stage, the majority, on average, are more interesting to play. First up is the Hanger, which features some great interactive scenery, including a giant glass partition that can be smashed through. Better still, is the helicopter which, when its rotors are ground across, takes off, smashes through the roof and reveals a new section of the level in the process.

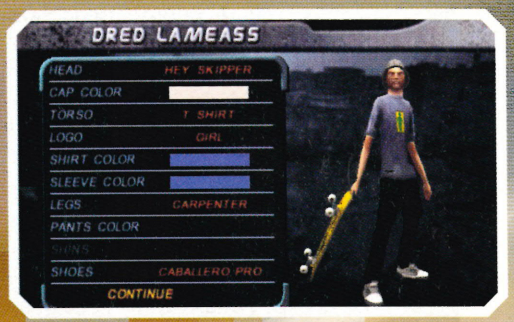
While interactive elements like these are present in several of the stages, the thing that really strikes about them is how big they are – particularly given the game's PlayStation roots. The advantage on Dreamcast is that you can really appreciate just how vast some of them are, because it can draw the graphics further into the horizon. In the later Philadelphia stage it seems simply impossible to achieve the pre-set score challenges – everywhere you turn is made up of awkward ledges. And then during a bout of ambitious grinding you snap a telephone wire, sending telegraph poles toppling through the fences which bound one side of the level. This reveals a skate park consisting of multiple monstrous pipes. *Gooooal*!

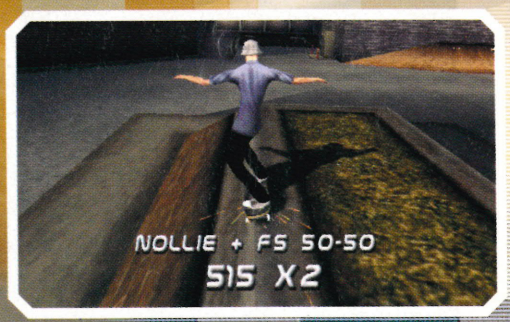
One of the most logical changes in *THPS2* is the shift from the slightly odd reward system in the first game, where videotapes were awarded for completing challenges on each level. In its place is a simple dollar-based arrangement, where particular tasks have a cash value. On each level you must complete generic exercises, such as hitting three incremental point targets (the top level 'sick' score can be tough at first), collecting the letters S, K, A, T, and – guess it – E from around each stage, and collecting the secret tape from wherever the bastard-developers have chosen to hide it. In the Hanger most of these reward you with around $150. By the time Philadelphia is unlocked each completed task will net you around $2000.

MONEY TO BURN

Collecting cash has a dual purpose. Primarily, it governs which levels you can access, with each stage being locked until enough wonga has been accumulated. To unlock the superb Bullring stage (blessed with a wicked loop-the-loop and a… nah, find out for yourselves) at least $60,000 winnings must have passed

THAT'S YOU, THAT IS





Videogame character design, how hard can it be? Well, with *THPS2* you can find out. As simple to operate as the park editor, the character designer offers a selection of heads, shirts, trousers and trainers that can be mixed-and-matched to create your ideal skater. Unless your ideal skater is 4' 6" and wears a pink tutu.

One option allows you to set the skater's weight, with the polygons actually stretching before you as the pounds are piled on. It gets a little distorted (okay, a lot distorted) at the upper end of the scale, but it's still a good effect. Less inspiring is the range of lumberjack shirts on offer. Checks are *so* 1990s, darling!

In a neat touch, you have to complete all the levels with your custom skater to unlock all of *THPS2*'s secrets, and the character can have their skills upgraded in exactly the same way as the licensed pros. Impressively, there was even a mohican'd fella to match the fine plumage that's been sprouting from the top of my head for the last couple of months [see page 8 – ed].



▲ Seek out gaps (highlighted in blue in the score list) to bump up your trick points.

through your greedy mitts. The Bullring, like Skatestreet and Marseille before it, is a special competition stage, where the skaters must pull the biggest tricks with minimal bails (crashes) to win the day. Although these levels are quite large, we found the best way to win was simply to find a good bowl or pipe and just ollie it to death.

Money can also be spent on improving the skills of your chosen skater, the options for which are a bit overwhelming at first. How complicated can skateboarding be? It's only a bit of wood with four wheels nailed on the bottom. Stats for improving hang time (how long in the air), ollie (how high you jump in the air), landing (how well you land out of the…), and several other skills can be bought. But after each point is bought, the price of the next rises by $50, so that you don't simply rush in and max everything out.

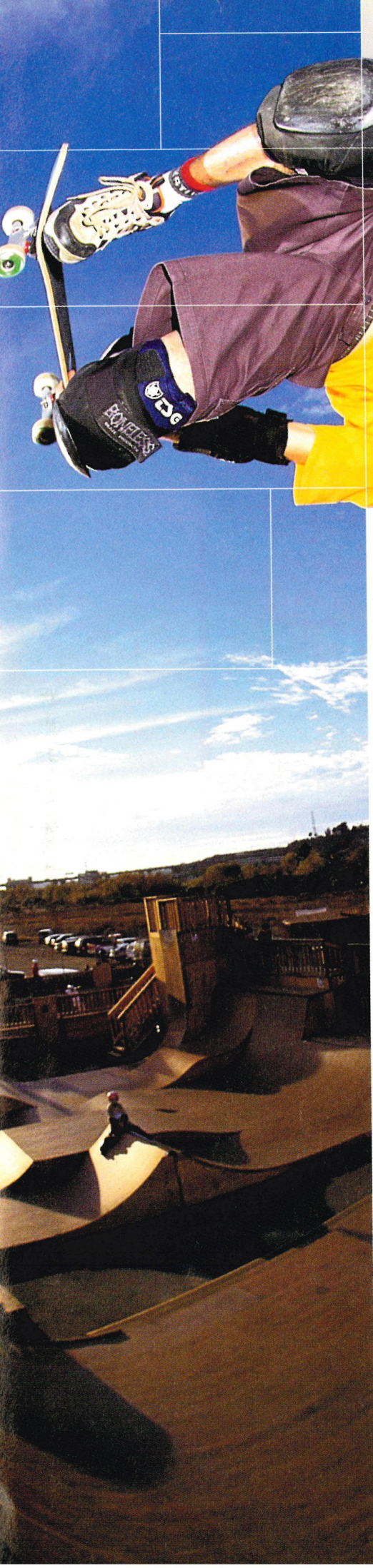
Unlike other games that have seen skill systems like this, the one in *THPS2* makes a real difference to your performance. Previously unattainable high scores become a relative cinch to smash through, and winning the special competition levels far easier. It's also possible to blow moolah down at the skate shop, although this is more confusing than it should be. It offers a selection of boards to buy, all of which have the same price and same stats. However, once you've splashed out on a couple it becomes clear that it's actually an incremental upgrade, so that you just buy one after another to reach the highest performance level, instead of leaping straight to the top rung.

TWO GOOD

Two-player gaming is well catered for by a selection of surprisingly varied mini-games. In addition to the expected Trick Attack mode – wherein you compete to hit the highest score within a time limit (which can be altered to suit) – there's also a Graffiti mode in which you tag scenery either red or blue once a player has pulled a trick on it. To steal it from the other player, you have to pull a higher scoring trick: the player with the most scenery tagged wins. Lastly, there's the Horse option, which doesn't have the immediacy of the other choices – it's more of a two-player time bomb. Punch in a suitably derogatory word (or just go with Horse), compete in a series of single trick contests, gain a letter from the word each time you lose, and eventually you'll be dubbed a Horse, Dweeb, Looooser, or perhaps something more unprintable. Heaven forbid.

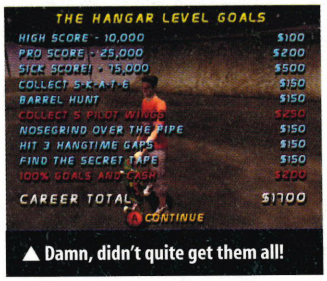
THPS2 is a superb example of videogame craft. It delivers a wonderfully intuitive control system

"*THPS2* IS A SUPERB EXAMPLE OF VIDEOGAME CRAFT WITH A WONDERFULLY INTUITIVE CONTROL SYSTEM"

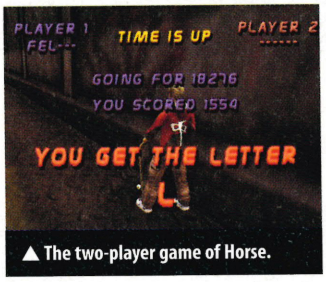




▲ Hitting the 'sick' score on each level is one of the trickier challenges. Which is why this is only level two...



▲ Damn, didn't quite get them all!



▲ The two-player game of Horse.



▲ Collecting the tapes can be a 'mare.

that feels right; conveys a sense of progression and learning that never makes you feel patronised, and is stuffed to the eyeballs with the secrets and extras that every good gamer craves. Few games ever feel this complete, this loved. There is simply so much to see and do that *THPS2* will have your hands glued to the joypad for days on end. And if you have what it takes to max every level with every skater there are two additional levels to discover, added characters, and a certain wall-climbing superhero to play as.

Speaking personally, I'm a converted sceptic, preaching the word of the Hawk. After so many painfully bad extreme sports games, I expected nothing from the original *Tony Hawk's* but found myself unable to turn it off. I was booting the game up for a quick fix before going to work every day, slipping away from the pub early for another bout of grinds, ollies and lots and lots of air. With this sequel Neversoft (ably assisted by Treyarch) have done it to us again, but deeper and more convincingly than before. Yep, it's yet another must-have game on Dreamcast.

VERDICT

A MUCH-IMPROVED SEQUEL – LIFE-STOPPINGLY COMPELLING

UPPERS
Feels like it was made with love • Slick two-player mode • New park and character editors are cool

DOWNERS
The zombie-like trances it invokes • Some of the tasks are damn hard • Still a PlayStation game underneath

IN ONE HOUR We'd embedded all the skater's teeth in a ramp
WEBSITE
www.activision.com/games/th2/
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10
9
SUPERB

PRICE: £39.99 • PUBLISHER: ACTIVISION • DEVELOPER: NEVERSOFT/TREYARCH

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QUAKE III ARENA

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QUAKE UP! IT'S TIME TO DIAL

Online gaming explodes on to DC with *Quake III Arena*







△ ***Quake III Arena*: it's one of the most impressive games on Dreamcast and, yes, you can play it against others online from Friday 8 December. Woohoo!**

CONSOLE-BASED ONLINE gaming is set to come of age in December with the release of *Quake III Arena* on Dreamcast. And the good news is that there are plenty more online titles to come.

Online console gaming across Europe became a reality in June when Sega began sending free copies of Sonic Team's excellent puzzle game *ChuChu Rocket!* (*ODM* #9, 9/10) to every registered member of Sega Europe's online service Dreamarena.

Quake III Arena (reviewed on page 56) will, however, become the first commercial online release when it goes on sale on Friday 8 December.

Due to hit shelves on the same day is the Dreamcast Mouse (see *ODM* #14), priced at around £20. While it's not needed to play the game, the mouse will be essential for anyone wishing to replicate the PC-style experience with the simultaneous use of a mouse and keyboard (also available at around £20).



△ ***Phantasy Star Online*: as the name suggests, this epic RPG will offer more network thrills.**



△ ***Daytona USA 2001*: another Dreamcast title for next year which will include online play.**

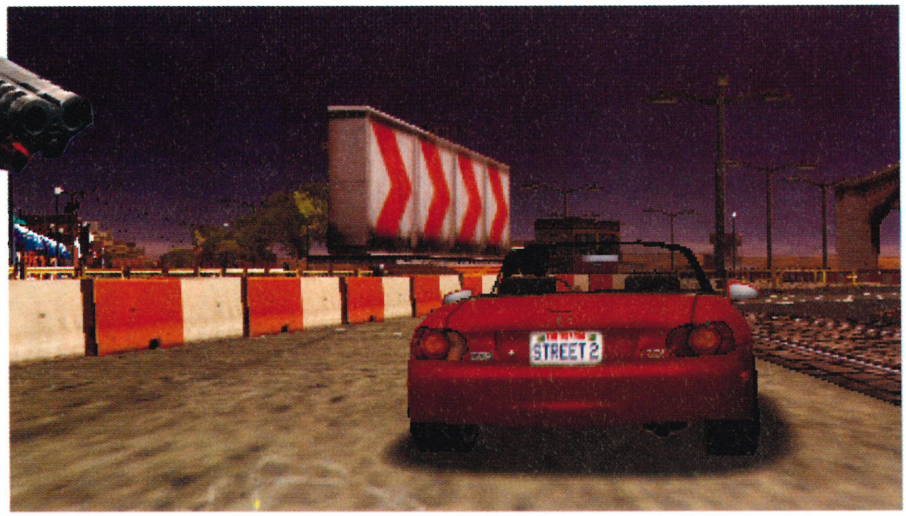
Playable online right now is *Planet Ring* – a collection of simple games playable within an online theme park (see page 4 for details). You should have received the free disc on the cover of this magazine.

Two further online titles, due out imminently, are *World Worms Party* (reviewed on page 76) and *Toy Racer* (see page 25). Early next year they'll be followed by Sonic Team's role-player *Phantasy Star Online* (previewed on page 42) and the updated classic *Daytona USA 2001* (featured last issue).

Many, many more online titles are due on Dreamcast in 2001, including *18 Wheeler American Pro Trucker* (previewed on page 46), *Black & White*, *OutTrigger*, *Unreal Tournament*, *Headhunter*, *Agartha* and *Gun Valkyrie*.

Sega are also promising a number of surprises with the majority of next year's releases still unannounced. Naturally, we'll keep you up-to-date with news in *ODM*. In the meantime, see you online…





△ **Early copies of *MSR* were dogged by problems. If you think your copy is bugged you should give Sega a call.**

FALSE START FOR RACER

Problems with early copies of chart-topper *Metropolis Street Racer*

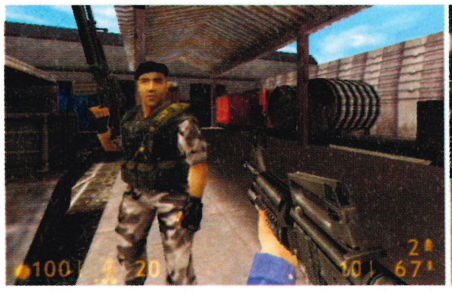
SEGA EUROPE HAVE PRODUCED a new, updated version of *MSR* (*ODM* #12, 9/10) after copies from the initial batch were found to contain several bugs.

As expected, the long-awaited game shot straight to the top of the Dreamcast charts on release (see page 30), but within just a couple of days the Internet was awash with comments from gamers experiencing problems.

While none of the bugs were fatal (that is, they didn't crash the game or cause a loss of saved data), several serious problems were evident. Chief among these was a bug that meant you could complete the Championship races at the end of each Chapter of races even if you did not acquire the necessary number of points.

Sega Europe moved swiftly to produce a new version of the game and bug-free copies should be available in stores as you read this.

Any readers who suspect that they have an early, bugged copy of the game should call Sega Europe's support centre on 0845 609 0090 to organise getting hold of a free replacement.



△ **You wait there while Havas complete the game.**



△ **Finish it soon – or else you're all fired!**

IT AIN'T HALF-LIFE, MUM

Half-Life taken off Christmas present lists as release is put back to 2001

HAVAS INTERACTIVE HAVE postponed the release of *Half-Life* on Dreamcast until next year. According to a statement from Sierra, the American arm of the company, the extra time will "allow the developers to polish all aspects of the game and to fine-tune gameplay."

The last build of the game seen by *Official Dreamcast Magazine* in October had several problems including a poor frame-rate and long loading times during levels. These areas are likely to be improved before release and are responsible – at least in part – for the delay.

According to Havas, *Half-Life* will now be released in "early 2001". Rumours persist that the company will release a separate online version of the game later in the year, although the UK office is currently denying such claims. We hope to bring you more news next issue.



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

WHAT IT IS AIN'T EXACTLY CLEAR

WHATEVER WAY YOU LOOK at the story on page 23, Sega's decision to develop games for other platforms is guaranteed to raise eyebrows.

Despite Internet reports claiming the company are to start developing for every console under the sun, the truth, as printed overleaf, is far more positive.

For the majority of Sega's new plans, they're not doing much different – or at least, not a lot that we didn't already know about. Sega first unveiled plans to develop games for mobile phones back in July (see *ODM* #10), at the same time they revealed that they were looking to license Dreamcast technology to electronic hardware manufacturers. Sega have also been involved in the PC market for a long time, although it seems they are about to re-enter the market with a much bigger commitment.

So what is Sega doing differently this time? The company's new target is to become the biggest entertainment software provider in the world. It seems the key word here is software. For years, Sega has primarily been seen as a console manufacturer who happen to have one of the best internal development teams in the world. Now, the company has re-positioned themselves to provide software as a means to generate finances for the company.

What the company aim to achieve is a network gaming dominance and they already have the majority of components to do this. What they are now seeking are more players to join the party. If those players who have been reluctant to purchase a Dreamcast before don't want to come – then Sega will go to them.

The official line is that Sega are not going to develop for any platform seen to be in direct competition with the Dreamcast, therefore ruling out any consoles from rival manufacturers. Instead PC, mobile phones and set-top boxes will become the new partners for Sega's vision. Perhaps most impressive will be putting Dreamcast technology into electronic hardware (possibly DVD movie players, for example), and allowing the manufacturer to promote Dreamcast compatibility as it would DTS or Dolby Digital sound.

The bottom line is that Sega's plan to become the biggest entertainment software provider means one thing – games. Lots of them. This month we've discovered that Sega Europe have nearly 20 secret titles sitting pretty for next year that will be revealed to you in the coming months. These are in *addition* to the wide range of games already announced. We've learnt of a few of these 'secret' titles, but as details are thin on the ground there's not really a great deal to tell you about. Okay, we'll give you a clue to one of the biggies. It's a sequel to one of Sega's big Christmas releases – and no, it's not *Shenmue*!

There is a possibility of Sega working with one rival console manufacturer, Nintendo. Not providing games for the company's forthcoming Game Cube, but for the Game Boy Advance. Rumours suggest that the handheld is considered a very attractive machine within the halls of Sega Japan. Like the Neo-Geo Colour Pocket (which Sega licensed Sonic to), it's not in direct competition with Dreamcast.

Part of Sega's new plan is to utilise the extensive back catalogue of titles and properties. Revamping classic games for the Game Boy Advance would make sense, especially as Nintendo themselves are recycling their back catalogue for such a purpose.

Add Game Boy Advance's multiplayer facilities – and proposed online play – and you get many similarities with Sega's plan for their network vision.

Whatever happens in the forthcoming year, Sega have a new strategy and they appear to mean business.

HEAR THIS!
DA BEST NEW MUSIC



VARIOUS
JAZZANOVA: THE REMIXES 1997-2000
JAZZANOVA

Jazz may feature in the moniker of this Berlin-based collective of producers and remixers but, while the tone is definitely laid back, this collection reflects a broader range of decidedly modern influences. The artistes featured, including Incognito, Ursula Rucker and MJ Cole, retain their identity but the Jazzanova seal of quality ensures a consistency rare in collections of this kind. Serve chilled… *DT*



PLUMP DJS
A PLUMP NIGHT OUT
FINGER LICKIN' RECORDS

London duo The Plump DJs have come up with some of the most overground-friendly, bouncy 'underground' club hits of the last year, and have now mixed a bunch of them together to make a debut album. Expect beats ten times bigger than Fatboy Slim, basslines that will make your bowels give way, and all manner of ridiculous (but brilliant) bleeps, honks and squeaks. A bit repetitive as an album, but there are some real corkers in here. *EL*



VARIOUS
CREAM ANTHEMS 2001
VIRGIN

We're not usually fans of these Superclub compilations and their embarrassingly self-indulgent sleeve notes, but there's no doubt that this 41-track collection makes a good Christmas present (although not for your Gran). It's short on surprises but all your as-seen-on-*Tops Of The Pops* favourites are here with their hits from – ahem – 2000, including Spiller, Modjo, Krenkraft 400, Delerium, Darude and Azzido Da Bass. Nice packaging too. *WC*

SEGA AIM FOR NUMBER ONE

Sega to develop for other platforms – but not rival consoles

SEGA HAVE SET THEMSELVES the goal of becoming the biggest entertainment software provider in the world, but furiously deny reports that they are to develop games for rival consoles to Dreamcast.

A new strategy, designed to boost revenue, was unveiled to investors after the recently renamed Sega Ltd (formerly Sega Enterprises) reported a financial loss for the fourth consecutive year. The company was expected to post a profit for the first half of the financial year but actually posted a net loss of 29.2 billion yen (£190 million).

A portion of the loss is due to the recent global price reduction of the Dreamcast. Sega make a loss on each machine sold – originally thought to be around £6.50 per machine. That figure has increased since the price drop at retail even though the cost of components has come down.

The new plan sees Sega concentrating their efforts in several distinct areas. The most important of these for Dreamcast owners is the aim for network gaming dominance. The company will also license Dreamcast technology to manufacturers of mobile phones, set-top boxes and personal computers.

By releasing new titles on these platforms, and exploiting their extensive back catalogue of games, Sega plan to boost their worldwide software market share from the current 4.2 per cent to a dominant 25 per cent share

"We aim to win the top share of the world market in the near future by increasing the number of platforms which can operate Sega software," stated Tetsu Kayama, Strategic Counsel Member of Sega Ltd.

The announcement sparked an incredible amount of rumours on the Internet with some websites reporting that Sega are to develop games for Sony's PlayStation 2 and the forthcoming Game Cube and Xbox consoles from Nintendo and Microsoft.



△ ***Sonic Adventure 2*: coming soon to PlayStation 2? No, no and no. Got that?**

However, Sega have currently ruled out development for home consoles in direct competition with the Dreamcast and are keen to stress that they are not abandoning the DC in any way. In fact, it's integral to the new strategy.

"Sega will not pull out of the Dreamcast business," said a spokesman for Sega Europe. "By announcing that we will, in the future, provide software for multiple platforms does not mean that we are giving up on the Dreamcast. We have decided to provide content for multiple platforms because we feel it will secure future stability and growth in our content provision business."

"Dreamcast is a very important product for Sega and for the gaming market as a whole, It allows us to develop online multiplayer games and is the only console that has Internet connectivity."

Network gaming is at the core of Sega's future strategy with the company eager to utilise the headstart it has over other companies looking to enter the same field. Sega have plans to release more than 30 online titles on Dreamcast in 2001, including the eagerly awaited *Phantasy Star Online* (previewed on page 42) and *Daytona USA 2001*.

AN AMUZE-ING HEAD-ING

Yep, another batch of info and screenshots of the forthcoming action-adventure *Headhunter*

SEGA HAVE BEEN teasing us with more information on *Headhunter*, with new details of the online modes and how the game will use the VM unit.

Action-adventure *Headhunter*, which is being developed by Swedish-based Amuze, will see you play a bounty hunter out to track down members of a wealthy crime syndicate in a near-future California.

Aiding you in the adventure will be an assistant who will direct you to new locations and provide vital information, including hints and cheats, via the Visual Memory unit that is used as a personal pager.

The new selection of screenshots reveal a radar in the top right corner of the screen that should enable you to easily locate the next goal.

Sega claim the game will retain a high level of freedom and promise that the lavish Californian setting will be truly interactive. Early video footage shows very impressive animation with characters utilising a wide variety of facial expressions, flexible muscles and soft-skinning techniques.

You'll be able to explore by foot or motorbike, using a first-person perspective if preferred. Fighting will play a major role but you'll need to use a soft approach when trying to glean information from an informer.

Sega haven't confirmed weapons other than a gun, but *have* revealed that you'll be able to download new ones from a website, which will also offer extra information on characters (as with *Shenmue*, see *ODM* #14), and include downloadable mini-games.

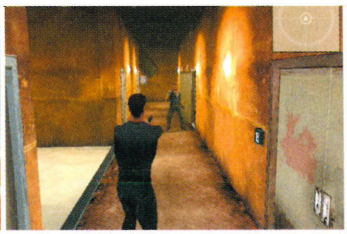
You'll be able to challenge other players to a bike race, or test your fighting skills online.

"*Headhunter* has it all," says a spokesman for Sega Europe. "With visuals worthy of the big screen, a plot that puts Hollywood to shame, music that will go down as a modern classic and gameplay that excels them all."

The game should be released early summer. We'll bring you a full preview as soon as we get our hands on it.



△ Getting physical down the gym.



△ Proof that you can shoot the bad guys.



△ Spot the corporate joke on the shelves.

RETURN FARE

Now the *Crazy Taxi* heads to New York City



SEGA HAVE REVEALED a batch of new titles heading to Dreamcast in 2001, including confirmation of *Crazy Taxi 2* and the return of the multiplayer classic *Bomberman*.

In *Crazy Taxi 2* the action is relocating from the San Francisco-inspired setting of the original to the mean streets of New York. Few specific details are known at this stage, but new drivers and mini-games are promised and it will have a darker, moodier feel than the first title. It's scheduled for release sometime next summer.

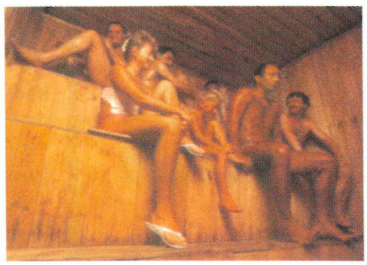
Bomberman Online should give multiplayer fans plenty to shout about. The classic action-puzzle series has been around for nearly a decade but has found it difficult to make the leap into 3D from its 2D roots.

This new *Bomberman* will indeed be in 3D, and will use a similar graphical style to *Jet Set Radio*. The gameplay is set to remain the *Bomberman* standard – destroy opponents with bombs before they do the same. Online the game will offer support for up to ten players, just like the classic *Saturn Bomberman*.

Meanwhile, Sega of America have announced the *Sega Smash Pack* – a collection of Mega Drive favourites including *Sonic the Hedgehog*, *Streets of Rage 2*, *Revenge of Shinobi* and *Phantasy Star 2*.

The *Smash Pack* will be bundled free with new Dreamcasts sold in the States from January 1 (with further *Smash Packs* scheduled for general release later in the year). Sega have yet to confirm a European release.

GAMES NEWS



EURO INVASION

Dreamarena has spread across Europe with owners in Sweden (er, like those above), Finland, Switzerland, Belgium and Holland now able to get online with their Dreamcasts. "This is another first for Dreamcast," said Sega Europe CEO JF Cecillon. "When we launched Dreamcast we set out to create an unprecedented new entertainment experience and the development of our European network is delivering this to our consumers." Other European countries will be connected to the network soon.

HI-HO SILVER

Loan Gamer is a new company that allows you to rent software over the phone or Internet. There are two ways to pay for the service – five-day rentals cost £4.75 (that's 95p a day), or, if you become a member, month-long rentals are priced at £9.99 (or two titles for £14.99). To contact Loan Gamer, log on to www.loan-gamer.co.uk or phone 08454 58 58 85.

SALE OF THE CENTURY

If you know anybody buying a Dreamcast this Christmas, perhaps you should make them aware of some rather attractive offers they could find tempting. HMV are offering a Dreamcast console with *Sega Rally 2* and *ChuChu Rocket!* for £149.99. You also get a book of money off vouchers on selected games as part of the deal. Meanwhile Toys R Us are selling the console, *ChuChu Rocket!* and *Sonic Adventure*, plus a DVD movie player and a *Lethal Weapon* DVD all for £249.99.



GOT A NEW MOTOR?

Owners of *F355 Challenge* (*ODM* #13, 8/10) should keep an eye out in arcades for *F355 Challenge 2: International Course Edition*. But before you drop any coins into the slot you may want to know that it's exactly the same as the original, albeit with new courses taken from the Dreamcast version and some new music.

WHAT'S IN A NAME?

Visual Concepts, the team behind the excellent *NBA 2K* (*ODM* #5, 8/10), have announced they are developing an online strategy title called *Ooga Booga*. The action is set on a mystical island that rises from the ocean every full moon, where four tribes compete in a series of games to win the heart of the Volcano Goddess – Ooga Booga. Another bizarrely named title due for release next year is *Segagaga* from Hitmaker. Little is known about the title, other than it's a simulation of the games industry, and allows you to take control of Sega.

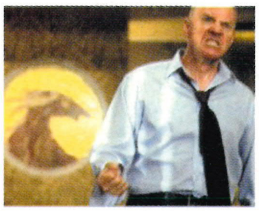
WATCH THIS! NEW MOVIES ON VHS



FREQUENCY

OUT NOW • CERT: 15 • TO RENT

John is a disillusioned NY cop who cannot get over the death of his father, a firefighter who died on the job 30 years before. On finding his dad's old CB radio, he goes on air and finds himself talking to his pa the day before he died. Knowing what fate awaits him, John manages to save his father – an action that inadvertently sparks off a series of murders. Suddenly they find themselves up against a serial killer and over parallel universes have to pull out all the stops. Genuinely gripping and totally unpredictable. *CE*



GANGSTER NO.1

OUT NOW • CERT: 18 • TO RENT

A middle-aged, nameless gangster (Malcolm McDowell) is now head honcho of the London underworld. But in the '60s he was violence merchant Freddie Mays' (David Thewlis) right hand man – until he was 'dumped' for a beautiful nightclub hostess. Now his old boss and mentor is being released after a 30-year prison stretch and Gangster No.1 is forced to remember how his jealousy and loathing spiraled out of control on his ruthless struggle to the top. Stylish sets, suits, splendid performances and sheer savagery. *CE*



ALI G, AIII

OUT NOW • CERT: 18 • £15.99

More teeth-itching, cringe-making moments from the self-appointed king of the Staines Massive. Toe-curling escapades include Mohammed Al Fayed rapping, Ali chatting up a squirming Gail Porter, the alternative Kids Wiv Kurrage award ceremony and Kazakhstani reporter Borat attempting to learn how to be a gentleman and trying to grasp the art of flirting. There's also half an hour's worth of never-seen-before really rude uncut bits. *CE*

MOVIES, GAMES & VIDEOS

Get the popcorn ready – a whole host of videogames are coming soon to a cinema near you

YOUR LOCAL CINEMA will look a lot like the shelves of a game store from next summer, with four major movies set for release based on famous videogames.

Leading the pack is *Tomb Raider: The Movie*, starring Oscar winning actress Angelina Jolie as globetrotting adventurer Lara Croft. The film has recently finished shooting on location and at Pinewood Studios where large sets resembling the interiors of a Cambodian tomb and Lara's ancestral home Croft Manor were constructed.

The film is being directed by Simon West, the man behind the camera on the action blockbuster *Con Air* and last year's courtroom drama *The General's Daughter*.

Official Dreamcast Magazine's Steve Key took a trip to Pinewood, arriving the day after a huge shootout was filmed at Croft Manor. He met West and chatted about the upcoming film. You can read the exclusive interview on page 36.

Another famous series set to appear at the cinema in 2001 is *Resident Evil*. A movie adaptation of the game has long been in development, but the project faced a major stumbling block when original director George A. Romero was fired. Recently climbing aboard is Paul Anderson, director of *Event Horizon* and the Kurt Russell stinker, *Soldier*.

Fans of the series have already aired doubts about the chosen director when a casting sheet highlighting the roles available in the film were printed on the Internet. Bizarrely, the movie will feature none of the established characters that have appeared throughout the series, and appears to set the action in a high-tech office block where an evil computer creates the zombies rather than the famous T-Virus.

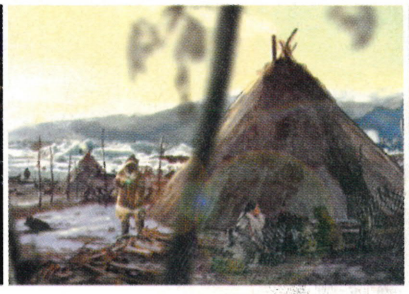
Another zombie favourite also in production is based on the Sega shooter *House Of The Dead*. The film is due for an American release next Halloween. Little is known about the production, apart from the track record of the team making it. Their previous features include superhero spoof *The Specials* and the William Shatner comedy *Free Enterprise*.

The last of the videogame-based films for 2001 may not have any ties with the Dreamcast, but *Final Fantasy* looks set to take computer animation to a new level of realism.

We should see these films – and possibly games based on them – in the UK late in 2001.



△ Croft Manor as it'll appear in the film.



△ Another exotic location for Lara to visit.



△ Production sketches show the interior of Croft manor.

WIN ONE OF THREE SIGNED COPIES OF SONIC ADVENTURE!



Signed, that is, by none other than Japanese videogame design legend Yuji Naka!

FOLLOWING LAST MONTH'S interview with Yuji Naka, we have three signed copies of *Sonic Adventure* (*ODM* #0, 9/10) to give away.

He may have made a flying visit to talk about the forthcoming *Phantasy Star Online* (previewed on page 42), but Yuji Naka, the head of Sonic Team, still had time to talk about his previous hits including *ChuChu Rocket!*, *Sonic Adventure* and the cult classic Saturn game *NiGHTS*.

And while he was here we asked the legendary videogame designer to sign three copies of Sonic Team's first Dreamcast game, *Sonic Adventure*. They are true collector's items and, yes, we're giving them away!

All you need to do is answer the simple question to the right and send your entry on the back of a sealed envelope with your name, address, age and the answer, to: I'd love a signed copy of *Sonic Adventure*, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.

The closing date for this competition is Thursday 4 January. The senders of the first three correct entries drawn out of the hat will each win a signed copy of *Sonic Adventure*.

QUESTION: What is the name of Sonic Team's mad monkey maraca game?

TERMS AND CONDITIONS: Only entries received before the closing date will be entered into the prize draw. No cash alternative is available. No correspondence will be entered into. The editor's decision is final. The winners will be notified by post (er, after the editor returns from Australia on Wednesday 10 January). All the other usual competition rules, conditions and restrictions (available on request) apply. Okay?



△ *Toy Racer*: cheap, cheerful and charitable. Have a heart!

RACE FOR A GODIVA

No Cliché's *Toy Racer* goes for a song in the name of charity

SEGA EUROPE'S ONLINE racing game *Toy Racer* is being released for a bargain £4.99 this Christmas, with proceeds from sales being given to a major children's charity.

The spin-off to No Cliché's *Toy Commander* (*ODM* #1, 8/10) goes on sale in December for only £4.99, with a pound from each sale set to be donated to ESC, the Entertainment Software Charity.

The charity was set up in September and aims to fund a school of excellence to aid under-privileged children gain basic computer skills, thus enabling them to further their education.

Byrn Gilmore, a trustee of the charity, is delighted by the announcement. "The price is excellent," he told us.

Toy Racer features an assortment of vehicles and circuits based on rooms and features of the original *Toy Commander* and boasts multiplayer modes that can support four players via a split-screen or by playing online. It's due for release on Friday 15 December.



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 PLENTY 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 Dreamcast releases.

There's no closing date as this is an on-going competition, with the winner drawn from the very expensive 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 Michael Cutajar from Harefield, Middlesex. His top choice is *Shenmue*, followed by *Quake III Arena*, *18 Wheeler American Pro Trucker*, *Tony Hawk's Pro Skater 2* and *Unreal Tournament*. Thanks Michael, 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 63% | TOP 5 89% | ETA DEC

Shenmue is out on December 1, so we don't want to see a single vote for it next month. This chart is about what you're looking forward to, not what you want but is already out. However, you *can* vote for *Shenmue 2: Electric Boogaloo* (joke).



2 (2) HALF-LIFE (HAVAS)

FIRST 8% | TOP 5 55% | ETA 2001

Havas have decided to delay *Half-Life* until early next year. Hopefully the extra time spent tweaking the code will get rid of the long loading times. If the game *had* been released in that state, none of you would have bought it. Believe us.



3 (4) SONIC ADVENTURE 2 (SEGA)

FIRST 3% | TOP 5 42% | ETA 2001

Sonic seems fresh in your minds following another exciting batch of screens, as revealed in last month's *ODM*. Sonic Team are still staying tight-lipped about the story, but a mysterious evil hedgehog seems to play a prominent role.



4 (6) QUAKE III ARENA (SEGA)

FIRST 6% | TOP 5 33% | ETA DEC

Like *Shenmue*, this is an imminent release (see page 56). Like most of the biggies from Sega, it's been beset by delays, but like most of the biggies from Sega, those delays have been beneficial to us in the long run.



5 (3) PHANTASY STAR ONLINE (SEGA)

FIRST 4% | TOP 5 33% | ETA 2001

PSO has been ducking and diving about these charts for a few months now, incapable of calling a particular number its own. Instead it's up and down like a yo-yo. Hopefully the movie on the cover disc will get you voting more next month.



6 (8) TONY HAWK'S PRO SKATER 2 (ACTIVISION)

FIRST 1% | TOP 5 16% | ETA DEC

Hope you've been saving, 'cos there's plenty of great games around, like *Tony Hawk's Pro Skater 2*. You may remember him from *Tony Hawk's Skateboarding* or such great magazine covers as this month's *ODM*. The review starts on page 10.



7 (9) GRANDIA II (UBI SOFT)

FIRST 1% | TOP 5 15% | ETA 2001

Trying to get juicy info about *Grandia II* is tough. We know it'll be great, 'cos the first game on the Saturn was amazing. But *Grandia II* looks like it's on a whole new level. Check out the movie on the cover disc and prepare to be amazed.



8 (8) BLACK & WHITE (SEGA)

FIRST 1% | TOP 5 15% | ETA 2001

We've said it before but we'll say it again, this game has a giant dancing cow! Cool or what? This is another of those biggies that's taking its time to get here, but it's from PC legend Peter Molyneux and he hasn't made a bad game yet.



9 (NE) DAYTONA USA 2001 (SEGA)

FIRST 1% | TOP 5 12% | ETA 2001

The arcade classic could finally be given the home treatment it deserves, with the ability to take your racing skills online. Judging from the votes, there are still a small number of fans left, but it's relatively early days yet. Spread the word.



10 (NE) HEADHUNTER (SEGA)

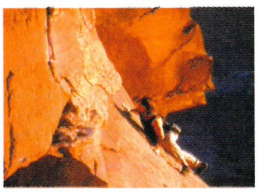
FIRST 1% | TOP 5 11% | ETA 2001

Touted as the European *Shenmue*, but it's not a lavish-looking adventure of a young man searching for bratwurst. No, this is a lavish-looking adventure starring a young bloke who rides bikes and is wrapped up in a big crime story. Hmm, familiar?

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



MISSION: IMPOSSIBLE 2
OUT: DEC 11 • CERT: 15 • £19.99

John Woo's take on the classic '60s show may not win any prizes for the script, but it takes some beating action-wise. The Cruiser hooks up with Ving Rhames and Thandie Newton to stop a psycho IMF agent from killing the whole world with a biological virus. Stunning stunts, double-fisted gunplay, and anti-gravity martial arts are par for the course along with zillions of extras including the brilliant *Impossible Shots* featurette – explaining how Mr Cruise would rather smash up his own legs than get a stunt double. *CE*



FINAL DESTINATION
OUT NOW • CERT: 15 • £19.99

Once your number's up there's not a lot you can do about it – unless you have the gift of foresight, which luckily the leader of this group of harassed high schoolers does. A unique cocktail of *X-Files*-esque psychology, witty visuals and heart-stopping jumps in which the bogeyman is not an axe-wielding nutter, but Death himself. This teen-horror renders the *Scream* schlockers about as scary an episode of *Neighbours*. Extras include a featurette on premonitions, deleted scenes and director's commentary but, alas, no spare pants. *CE*



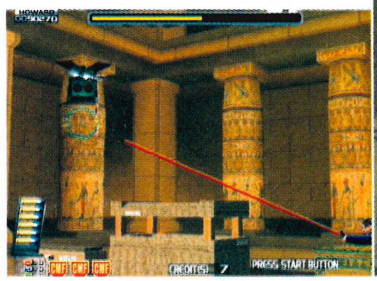
THE VIRGIN SUICIDES
OUT NOW • CERT: 15 • £19.99

After a wooden turn as Michael Corleone's daughter in *Godfather Part III*, here Sofia Coppola proves that on the other side of the camera she's as good as her dad. This is a haunting story about five blonde babes living under the rigid regime of their parents and become the stuff of fantasy for the local lads. A suicide sets off a chain of events that lead to tragedy and sparks a lifelong obsession for their admirers. No extras, but hey, you get to goggle at the gorgeous Kirsten Dunst. *CE*

ARCADE TEST



△ **"I just got a free copy of *ChuChu Rocket*!"**



△ **Gibson uses his gadgetry.**



△ **Like the *Virtua Cop* games, you can take pleasure from shooting lots of the background objects.**

SHOOT TO THRILL

Wanted! Secret agent, shaken not stirred, for *Confidential Mission*. **ALEX HUHTALA** reloads

CONSIDERING IT'S QUITE A pricey peripheral, it's a shame that only one DC offering uses the light-gun so far. *House of the Dead 2* (*ODM* #1, 9/10) is a great gun game, but you want something else to test your trigger finger and precision shooting, right?

Enter *Confidential Mission*, the latest Sega shooter to hit the arcades, and while it may not be confirmed for Dreamcast yet, the fact that it's running on the Naomi board makes it a pretty safe bet to appear on the console at some stage.

Wrongfully believed to be *Virtua Cop 3* when the game was at an early stage of development, *Confidential Mission* shares some similarities with that classic series, but is an entirely new product that borrows heavily from Hollywood, specifically James Bond and *Mission: Impossible* movies.

You play a secret agent named Howard Gibson, slick, suave and working for the top-secret CMF (Confidential Mission Force). Accompanying him in the action, and controlled by player two if you want, is Jean Clifford, a Gillian Anderson look-a-like who is more than a match for Gibson.

First stop is a museum and a brief excursion through the dawn of man exhibit. There's a small army's worth of terrorists to take out, who have a tendency to dive into your path from convenient doorways and display cases.

Later levels take place on board an Orient Express-style train (with a great dining car shoot-out), and there's a speed-boat chase through amazing ice flows.

Also peppering the action are several skill tests, challenging you to make difficult shots with only a split-second to react.

The gunplay is very fast, relying on a large number of enemies requiring single shots, rather than a small number requiring multiple shots as seen in other gun games.



◁ **Gibson does the classic Bond pose on the side of the cabinet.**

The targeting system is similar to *Virtua Cop*, with large targets highlighting the enemies, colour-coded to indicate the time left you have to shoot them. *Confidential Mission* also includes the Justice Shot, as seen in *Virtua Cop*, awarding you bonus points for hitting an enemy in their gun hand. However, it looks more like Namco's *Time Crisis* than *Virtua Cop*, with the terrorists dressed in similar attire and the camera often ducking behind scenery to provide cover from oncoming enemies.

Confidential Mission is a great gun game that requires excellent reflexes due to the volume and speed of the enemies. It's one of the best-looking games to use the Naomi board, with dying enemies showing a wide range of over-acting, great explosions and bullet holes appearing in walls and some very clean, solid-looking scenery.

Hopefully, the announcement of the Dreamcast conversion won't be too far off.

CONFIDENTIAL MISSION
DEVELOPER: **HITMAKER**
FORMAT: **NAOMI**
COST: **£1**
AVAILABILITY: **MAJOR ARCADES SOON**
DUE ON DREAMCAST: **UNKNOWN**

GET A REAL JOB

Sega's *Real Life Career* series to become a value for money compilation

FANS OF *CRAZY TAXI* may be interested to hear that three other arcade titles from the same *Real Life Career* series are scheduled for release on Dreamcast… on the same disc!

Emergency Call Ambulance (see *ODM* #4), *Jambo! Safari* (*ODM* #6) and *Brave Firefighters* are the arcade treats deemed ripe for conversion. However, rather than releasing the games separately with additional home modes, Sega have decided to pack all the games into a single compilation, offering three games for the price of one.

Each game is based on recreating skills you'd use in a real career. *Jambo! Safari* puts you in the shoes of a Park Ranger in the African plains. Your job is to secure the rare and endangered animals by non-violent means.

Emergency Call Ambulance sees you play as – you guessed it – an ambulance driver. You must get accident victims to the hospital as quickly as possible avoiding traffic. But be careful – bumps can mean the difference between life and death for the patients.



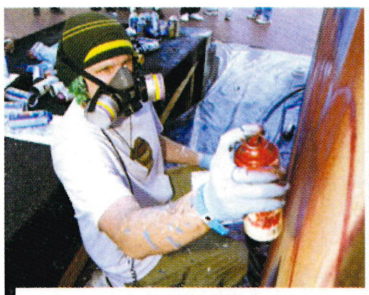
△ ***Jambo! Safari*: one way to avoid the fuel crisis.**



△ ***Emergency Call Ambulance*: it beats *Holby City*.**

In *Brave Firefighters* you grab a hose and become a fireman, entering burning buildings to extinguish deadly infernos.

The *Real Life Career Collection* (working title) is expected for release in the UK early summer 2001.



△ **Sake adds the finishing touches.**



△ **The winning entry, clearly keepin' it real!**

LET US SPRAY

Sega say graffiti is art, but the Mayor of San Francisco disagrees

SEGA HELD A 'Graffiti Is Art' contest in San Francisco on October 21 to celebrate the US release of *Jet Set Radio* (*ODM* #14, 8/10), against the wishes of the mayor.

Mayor Willie Brown, who has spearheaded a drive to remove graffiti from San Francisco in a programme which costs taxpayers over $10 million each year, branded the competition as "irresponsible."

"Sega believes graffiti is art," said a spokeswoman for Sega America. "Graffiti as an act of vandalism is a crime, but Sega is providing an alternative for artists. It's important to make a distinction between graffiti art and graffiti vandalism."

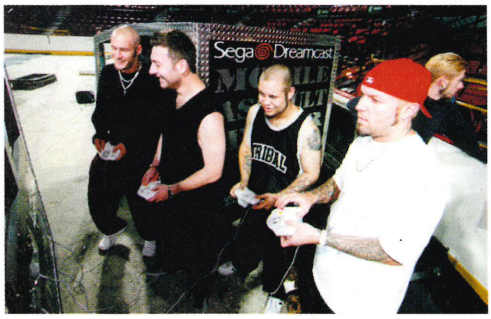
Despite the mayor's protest, the competition went ahead with each of the five chosen artists given three and a half hours to work on large pieces of canvas. The winner was Sake Kinney, who collected $5,000 (£3,500) for his efforts.

WARNING DO NOT BUY...

4x4 EVOLUTION, POD 2, ARMY MEN: SARGE'S HEROES, CHICKEN RUN, DAVE MIRRA FREESTYLE BMX, KISS PSYCHO CIRCUS, RAINBOW SIX, RECORD OF LODOSS WAR, SNO-CROSS CHAMPIONSHIP, SPEED DEVILS ONLINE RACING, STARLANCER STAR WARS DEMOLITION, SURF ROCKET RACER, TOY STORY 2 UEFA DREAM SOCCER OR ANY OTHER DREAMCAST GAME

...UNTIL YOU'VE READ THE DEFINITIVE REVIEWS IN OFFICIAL DREAMCAST MAGAZINE

NEXT ISSUE ON SALE THURSDAY 4 JANUARY 2001



△ "Check, check, one-two. This is pad number one, isn't this a lot of fun? Maybe we should skip the gig and do this all night!"

DREAMCAST ROCKS USA

Limp Bizkit tour the United States with a trusty Dreamcast and a copy of *UFC* in tow



△ *Ultimate Fighting Championship*: are the fans a match for Fred Durst and co?



▷ "Dude, this is so much cooler than signing chicks' breasts!"

AMERICAN BAND LIMP BIZKIT are inviting fans to "Rumble with a Rockstar" on their current US tour, and they're using a Dreamcast to do it.

The band's current Anger Management tour began back in October, taking in approximately 45 major American cities along the way. Following a sponsorship deal signed with SegaNet (the American online Dreamcast service), each venue the band play is littered with Dreamcast consoles, giving Limp Bizkit fans the opportunity to experience the latest Dreamcast online titles.

What's more, at each show one lucky fan is invited up on to the stage to play *Ultimate Fighting Championship* (*ODM* #13, 9/10) against members of the band in front of a cheering crowd. Local radio stations have been running competitions to pick the entrant for each event, who also receives a Dreamcast signed by the band and an annual membership of SegaNet.

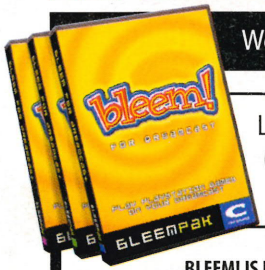
"Limp Bizkit fans are parallel with our core audience of online gamers," says Julia Miller, Vice President of marketing for Sega.com. "The tour is a key component in our crusade to ensure SegaNet is everywhere our target customer is."

Fred Durst, the lead singer of Limp Bizkit, is a huge Dreamcast fan, especially the online gaming aspect. "If you get your ass kicked, it's probably me on the other end of the line," says Durst, a SegaNet member. Bring it on, Fred!

There are currently no plans for a similar promotion in Europe, so we won't be able to, say, slam-dunk the funk with 5ive just yet – thankfully.

WHATEVER HAPPENED TO... BLEEM?

We discover the whereabouts of software that's gone missing



LAST MENTIONED: ***ODM* #9**
ORIGINAL RELEASE DATE: **Summer 2000**
NEW RELEASE DATE: **"darn soon" (hopefully)**

BLEEM! IS EMULATION software that enables you to play PlayStation games on a Dreamcast. Already a hit with PC owners, Bleem! for Dreamcast – unofficially dubbed 'Bleemcast!' – was planned to be released on four separate discs, each of which would run 100 different PlayStation games. So if, for example, you wanted to run *Metal Gear Solid* on the Dreamcast, you'd need a copy of the original PlayStation game and the appropriate Bleem! disc.

It's taken Bleem! Inc. a lot longer to perfect the software than was expected.

"The immense complexity of the Bleem! for Dreamcast project would take any other company several years, teams of programmers and millions of dollars. Sadly we do not have these luxuries," says Will Kempe, Vice President of Bleem! Inc.

"Our sole programmer works 20 hours a day and has only had six days off, to the best of his memory, since 1995. The PC project didn't exactly happen overnight either."

"We are still a tiny company with only a handful of employees. People have the impression we are big these days. I believe we are the smallest, if not one of the only developer/publishers in the world. We worked out of our CEO's house until January of this year!"

"Unfortunately, we don't have any information regarding the format, price or release date. We're not responsible for all these release dates we keep hearing about. We did issue one in June, missed it and shut-up thereafter. All subsequent release dates are for the most part [issued by] retail websites which are purely ordering tools for their internal system and never came from us."

While a firm release date is still unclear, Will adds "I hope it's darn soon." We'll keep you posted as soon as we hear of any developments. Oh, and Bleem! will *not* allow you to run PlayStation 2 games on a Dreamcast!



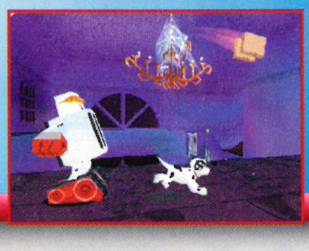
△ Bleem! will not only enable you to run PlayStation games on a Dreamcast, but it makes them look better too.

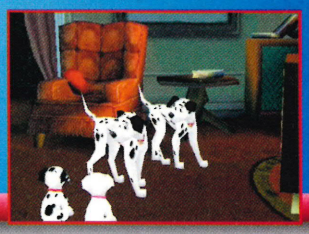
WANTED!

102 DALMATIANS









CATCH 'EM BEFORE CRUELLA DOES!

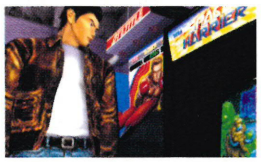
PLAY THE GAME. SEE THE FILM - DECEMBER 2000

Disney Interactive · EIDOS · Crystal Dynamics · PlayStation · Dreamcast

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RELEASE DATES
DEC 2000



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

DECEMBER 1
Capcom Vs SNK (Virgin)
Chicken Run (Eidos)
Dino Crisis (Virgin)
Donald Duck: Quack Attack (Ubi Soft)
Kao the Kangaroo (Titus)
Mr Driller (Virgin)
Sega GT (Sega)
Shenmue (Sega)
Streetfighter III: 3rd Strike (Virgin)
Tokyo Highway Challenge 2 (Ubi Soft)
Ultimate Fighting Championship (Ubi Soft)

DECEMBER 8
4x4 Evolution (Take 2)
Quake III Arena (Sega)
Samba De Amigo (Sega)
Star Wars Demolition (Activision)
Super Runabout (Virgin)
Tomb Raider Chronicles (Eidos)
UEFA Dream Soccer (Sega)

DECEMBER 15
Kiss Psycho Circus (Take 2)
POD 2 (Ubi Soft)
Record of Lodoss War (Virgin)
Sno-Cross Championship Racing (Ubi Soft)
Speed Devils Online Racing (Ubi Soft)
Starlancer (Ubi Soft)
Surf Rocket Racer (Ubi Soft)
Tony Hawk's Pro Skater 2 (Activision)
Worms World Party (Virgin)

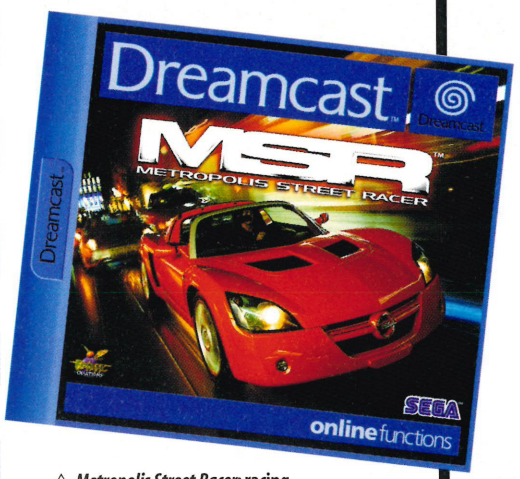
DECEMBER 22
Dave Mirra Freestyle BMX (Acclaim)
Rainbow Six (Virgin)
The Next Tetris (Ubi Soft)

2001 HIGHLIGHTS
18 Wheeler American Pro Trucker (Sega)
Age of Empires II (Konami)
Black & White (Sega)
Commandos 2 (Eidos)
Grandia II (Ubi Soft)
Half-Life (Havas)
Headhunter (Sega)
Phantasy Star Online (Sega)
Sonic Adventure 2 (Sega)
Unreal Tournament (Infogrames)

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	(-)	METROPOLIS STREET RACER	SEGA	9/10	12
2	(-)	F355 CHALLENGE	ACCLAIM	8/10	13
3	(3)	WWTBA MILLIONAIRE?	EIDOS	3/10	13
4	(2)	VIRTUA TENNIS	SEGA	9/10	12
5	(1)	WWF ROYAL RUMBLE	THQ	7/10	12
6	(RE)	HOUSE OF THE DEAD 2	SEGA	9/10	1
7	(-)	SWEI: JEDI POWER BATTLES	ACTIVISION	4/10	14
8	(4)	POWER STONE 2	EIDOS	7/10	13
9	(9)	CRAZY TAXI	SEGA	9/10	5
10	(6)	HIDDEN & DANGEROUS	TAKE 2	7/10	13



△ *Metropolis Street Racer*: racing off shelves around the UK.

THE ChartTrack TOP TWENTY

ELSPA

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(-)	METROPOLIS STREET RACER	SEGA	9/10	12
2	(2)	WHO WANTS TO BE A MILLIONAIRE?	EIDOS	3/10	13
3	(8)	SONIC ADVENTURE	SEGA	9/10	0
4	(1)	F355 CHALLENGE	ACCLAIM	8/10	13
5	(3)	VIRTUA TENNIS	SEGA	9/10	12
6	(4)	WWF ROYAL RUMBLE	THQ	7/10	12
7	(5)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
8	(6)	SEGA BASS FISHING	SEGA	7/10	1
9	(11)	TOMB RAIDER: THE LAST REVELATION	EIDOS	7/10	6
10	(7)	UEFA STRIKER	INFOGRMES	8/10	1
11	(15)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
12	(10)	RAYMAN 2	UBISOFT	8/10	6
13	(12)	BLUE STINGER	ACTIVISION	7/10	0
14	(9)	SWEI: JEDI POWER BATTLES	ACTIVISION	4/10	14
15	(13)	CRAZY TAXI	SEGA	9/10	5
16	(RE)	WWF ATTITUDE	ACCLAIM	3/10	2
17	(RE)	DEAD OR ALIVE 2	ACCLAIM	8/10	11
18	(14)	POWER STONE 2	EIDOS	7/10	13
19	(RE)	SOUL FIGHTER	CRAVE	6/10	2
20	(17)	MDK 2	VIRGIN	6/10	7

UK sales for week ending November 4 2000. Compiled by Chart Track (c) ELSPA 2000



△ Parents are commandeering consoles across the land.

CHART ANALYSIS

HAVING BEEN STARVED of a decent driving game, two epic racers turn up within weeks of each other. *F355 Challenge* and *Metropolis Street Racer* are dividing DC owners across the land – due to the time involved you can't stay loyal to both.

MSR has the edge in sales this month, which shouldn't be a surprise considering how long we've been waiting for it. Sadly the first batch on the streets contained bugs, but that should be rectified by the time you read this (see page 21). If you haven't got the game yet, you'd better have a good excuse (like, say, you don't like racing games).

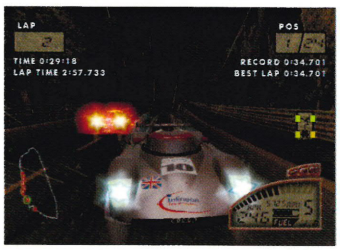
Still way out in front in the multiformat charts is *Who Wants To Be A Millionaire?* Up and down the land no punter will admit to buying it, but somebody must be responsible. We will find you!

THE PLAYLIST



OUR FAVOURITE GAMES

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



1 LE MANS 24 HOURS

INFOGRAMES • *ODM* #14, 8/10

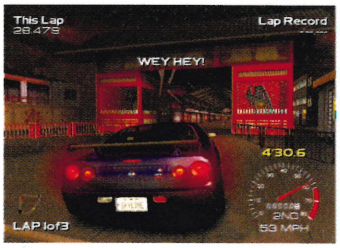
I love driving games and from the moment I set eyes on this one I knew it was going to get me hooked. It's not hugely original or particularly bold, but it's got class and quality, especially in the graphics – the draw distance is huge and the sensation of speed brilliant. Even our 24-hour challenge hasn't knocked the shine off this class act.



2 SPACE CHANNEL 5

SEGA • *ODM* #13, 8/10

Always one of the first games I go for when I want to show non-Dreamcast owners what it's all about, and they never fail to be impressed. As sad as it is to admit it, Ulala *is* the sexiest games character ever and the music and design is superb. Best of all, it never takes itself too seriously and although it gets very tough you never want to put it down.



3 METROPOLIS STREET RACER

SEGA • *ODM* #12, 9/10

I've been as frustrated as everyone else with the wait for this game, but it's been worth it. Living in London brings a whole new level of enjoyment, but you don't have to live in the cities featured to appreciate what an amazing achievement it is. The kudos system is genuinely inventive and the gambling element of the gameplay is hugely enjoyable.



4 JET SET RADIO

SEGA • *ODM* #14, 8/10

I was totally stunned by this game when I saw it earlier in the year at the Tokyo Game Show and playing it hasn't diminished my excitement. The new areas put pay to any claims that the game is too short and the graphics never fail to amaze. And as for the music – fantastic! The controls aren't going to worry *Tony Hawk* fans, but you'll never tire of its magic.



5 SILENT SCOPE

KONAMI • *ODM* #14, 7/10

It's a pretty short game but part of the whole appeal is going back through it and trying to improve your accuracy rating. Any doubts that the pioneering scope system wouldn't work out of the arcade are thankfully washed away with an innovative use of the joypad, leaving a tense and exciting game. Ultimately mindless, but an excellent way of relieving stress when you get in from a hard day.



6 VIRTUA TENNIS

SEGA • *ODM* #12, 9/10

A game that I keep going back to again and again and one of the best sports games ever as far as I'm concerned. Of course it looks stunning, but the beauty of this game is its simplicity; you can explain it to someone in seconds and within a couple of rallies they'll be getting the idea. The controls quickly become intuitive and you have to rely on reactions and tennis skills to see you through.

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

Up from the depths, ten games high – it's your chance to win ten free games!

IT'S AT THIS TIME OF THE YEAR that we're reminded of giving, sharing, and putting a little love into the world. But we don't think like that – well we do, but for the purposes of this intro we don't – because we give our love all year long.

We're talking prizes, people. You can't accuse *ODM* of being stingy with the number of prizes we've given away this year, and now we give you yet another monthly chance to win the entire HMV top ten. As usual, all you need to do to win is answer the incredibly simple question below, complete the form and pop it into the post – not forgetting the all important stamp and topped off with a dollop of saliva.

Should you provide the first correct answer to be drawn from the sack, then you'll be receiving tidings of comfort and joy in the shape of ten of the hottest games around. Cream of the crop is *MSR*, if you're a racing fan you'll also be looking forward to *F355 Challenge* and sports lovers are served up a treat with *Virtua Tennis*. Sadly you'll also receive *Who Wants To Be A Millionaire?* In the words of Tarrant himself, "We don't want to give you that." Unfortunately, because it's in the top ten – we have to. Anyway…

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 (January), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN. The closing date for entries is Thursday 4 January 2001.

WHICH OF THESE CITIES IS NOT FEATURED IN *METROPOLIS STREET RACER*?

A) SAN FRANCISCO
B) TOKYO
C) COVENTRY

ANSWER (circle one): A B C

NAME:

AGE:

ADDRESS:

POSTCODE:

DAYTIME PHONE NUMBER:

EMAIL ADDRESS:

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

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

£5 OFF ANY DREAMCAST GAME*

HMV

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

Terms and Conditions:
1. This voucher entitles you to a saving of £5 off any Dreamcast game priced £39.99 or more at participating HMV stores. 2. Valid until Thursday 4th January 2001. 3. Only one voucher per transaction. Cannot be used in conjunction with any other voucher or promotion. 4. Offer is not open to employees of HMV, Dennis Publishing, their agencies or anyone directly connected with the offer. 5. Photocopied, damaged or defaced vouchers will not be accepted. 6. Cash value 0.001p

** Applies to full-price software only*

INSPECT-A-GADGET

Stumped when it comes to gift ideas? Then look no further, we've sorted out the wheat from the chaff for you this festive season

SNAP THIS! DISPOSABLE CAMERAS



SINGLE USE CAMERA

BOOTS • £7.99

Available in a variety of attractive translucent colours, this Boots offering is a solid little camera loaded with a 27 exposure 35mm film. The built-in flash means indoor pictures are a cinch – essential for capturing those Christmas party humiliations – and the quality should be more than adequate for such a bargain price. *DT*



ADVANTIX POCKET

KODAK • £9.99

Loaded with APS (Advanced Photo System) film, the Advantix is similar in features to the Boots camera, except you get an index sheet for those all-important reprints and, as per 'proper' APS cameras, your negatives are stored in the compact film cassette for safe keeping. At this level, though, we'd go for the better quality you get from the larger 35mm negative. *DT*



SINGLE USE CAMERA

SUPERDRUG • £3.99

At this price this is a truly disposable camera, although the lack of flash is something of a disaster for all but outdoor use. This makes it all but useless for festive season reportage, unless you're lucky enough to be spending your Christmas snowboarding in the Alps… in which case we're very jealous and we want to come too. *DT*



MINI CAFETIERE

With all the quality games about at the moment, you can't waste valuable playing time with trivialities like sleep. A decent hit of caffeine is an essential component of any gaming session and here's the perfect accompaniment for the coffee connoisseur. This self-contained cafetiere mug does away with all the usual faffing that goes with making 'proper' coffee. You simply chuck your favoured blend straight into the mug, wait for a bit and press the cleverly incorporated plunger that slides down the side. The thermos flask-style double walled construction will even keep it warm to the end, and, while it ain't beautiful, it does mean you can enjoy a perfect cup of coffee wherever you might be.

Price: £4.99 **Contact:** Culinare **Tel:** 020 8868 4355



RADIO-CONTROLLED SKATEBOARDER

If *Tony Hawk's Pro Skater 2* has got you all fired up about the noble art of guiding a plank of wood about, but you don't want to risk the scabbed elbows that come from doing it for real, you might be interested in this. Radio-controlled and boasting pre-programmed stunt buttons, the Big Fella will zip about on any smooth surface and strut his stuff at the push of a button. While Hawk and his friends may take issue with the Big Fella's boast that he can perform "almost any trick a real boarder can do", there's little question that it's a funky little toy and an original take on the radio-controlled theme.

Price: £31.00 **Contact:** Boysstuff **Tel:** 01902 861818 **Web:** www.boysstuff.co.uk

SQUARE EYES

Shenmue requires some extended gaming sessions, and that means getting comfortable when you play it. Thanks to the square eyes you'll be able to lie back and think of late '80s Tokyo without even lifting your head. The nifty lenses use incredible reflected light technology (that'll be mirrors, then) to give you a perfect view of the screen even when flat on your back. So no more horrible crunching noises from hunched backs when you finally move after hours in front of your favourite game, but make sure you remember to take them off before you get up because you'll look very silly and fall flat on your arse before you know it.

Price: £45 (special price for *ODM* readers)
Contact: Thomas' **Tel:** 0161 480 8123
Web: www.square-eyes.co.uk







AIR HOG

Flying model planes used to be time-consuming constructions of balsa and tissue paper powered by noisy petrol engines or tiresome rubber bands. Technology has moved on, though and, as you might have guessed (or not), the Air Hog is powered by air stored in the tank under the fuselage, replenished from the supplied pump. It's quick to 'refuel' and, on a full tank, will fly an impressive distance – so make sure you've got the space before firing it up or it may be the last you'll see of it. And unless you live in a sports hall don't bother flying it indoors either, it'll end in tears. A top gadget and one that won't break the bank...

Price: £21.99 **Contact:** Boysstuff
Tel: 01902 861818 **Web:** www.boysstuff.co.uk



PARTY SHOOTER

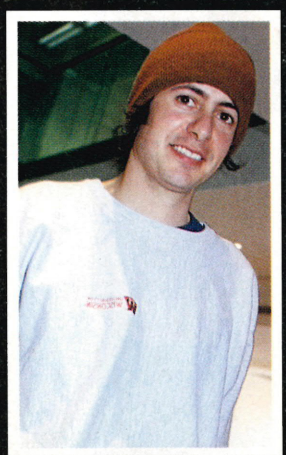
The festive season is here and that means parties, which in turn means there is a very real possibility that you will be drinking beer. If you're the type of person who aims for quantity over quality of drink and are looking to consume the highest volume of beer in the shortest possible time, this little gadget will enable you to down a bottle in seconds. Not that we encourage excessive drinking by any means, and if you're of an age where even fake IDs are a little way off you can use it with soft drinks to create the most impressive belches ever recorded. Not that we encourage excessive belching either, no sirree.

Price: £4.99 **Contact:** Boysstuff
Tel: 01902 861818 **Web:** www.boysstuff.co.uk

PHOTOGRAPHY: **FOTO THEME**

TO BRING SUNSHINE TO THE LIVES OF HARDWORKING SUITS, **DAN TRENT** POPPED ALONG TO TOP ADVERTISING AGENCY M&C SAATCHI'S

ADVERTISING BREAK...



TOM, 28, COPYWRITER

REAL-LIFE DANCING STYLE?
Shoddy!
WHAT DID YOU THINK OF THE GAME?
I thought it was actually quite good fun. Maybe if it got harder as it went along it could be even better.
BEST THING?
The maracas!
ULTIMATE MARACA-SHAKING TUNE?
Samba De Janeiro.



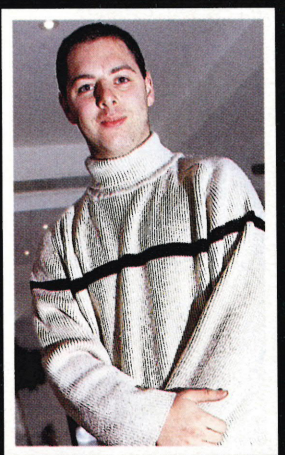
SHARON, 29, TV ADMIN

REAL-LIFE DANCING STYLE?
Drunken!
WHAT DID YOU THINK OF THE GAME?
Good to play with your mates.
BEST THING?
The tunes! I especially like that Tubthumping one...
ULTIMATE MARACA-SHAKING TUNE?
Well, certainly not *Macarena*! Erm, *Dancing Queen* by Abba!



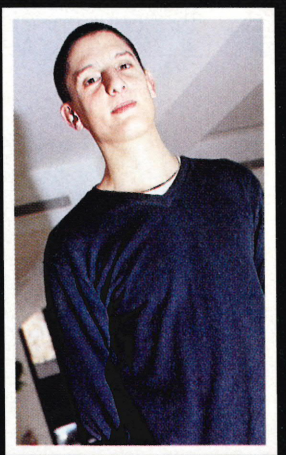
ANTON, 40, JUST VISITING...

REAL-LIFE DANCING STYLE?
A lot of bottom-shaking.
WHAT DID YOU THINK OF THE GAME?
Fantastic! More fun than a barrel of monkeys.
BEST THING?
Umm, I don't know, shaking about like an idiot is good fun!
ULTIMATE MARACA-SHAKING TUNE?
It's Not Unusual by Tom Jones.



BEN, 23, PRODUCTION ASSISTANT

REAL-LIFE DANCING STYLE?
Smooooth!
WHAT DID YOU THINK OF THE GAME?
A lot of fun.
BEST THING?
It gets you involved like nothing else I've played.
ULTIMATE MARACA-SHAKING TUNE?
Samba De Janeiro, that one was pretty good.



TOM, 25, ACCOUNT SUPERVISOR

REAL-LIFE DANCING STYLE?
Samba rather than Techno...
WHAT DID YOU THINK OF THE GAME?
I like the hand/eye co-ordination aspect.
BEST THING?
It's as amusing to watch other people playing it as it is to play yourself.
ULTIMATE MARACA-SHAKING TUNE?
Disco tunes would be nice – Diana Ross!







...WITH SAMBA DE AMIGO









SAMBA DE AMIGO (reviewed on page 68) is guaranteed to bring a smile to the face of anyone game enough to pick up the maracas and shake like a good 'un, so we headed down to an office of city types to brighten up their day with a bit of samba action.

M&C Saatchi's are one of the biggest advertising agencies around, with clients such as Rover, British Telecom and Fosters, plus recent addition Sega. A smart corporate headquarters in London's fashionable Soho is *de rigeur* for any media company worth its salt, and Saatchi's pad certainly fulfils that criteria. A huge white marble reception area, sweeping staircase and airy glass panels make for suitably opulent working conditions, but a Dreamcast demo pod with *Samba De Amigo* running and maracas ready to rock and roll provided the perfect finishing touch and a worthy distraction for the busy executives...



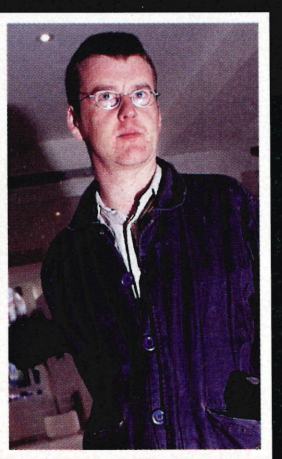
ROGER, 30, DISPATCH

REAL-LIFE DANCING STYLE?
Um, pretty funky!
WHAT DID YOU THINK OF THE GAME?
Erm, not bad at all. It's not really the kind of game I'd usually be into, but it's certainly a laugh.
BEST THING?
It's different...!
ULTIMATE MARACA-SHAKING TUNE?
Santana would be good.



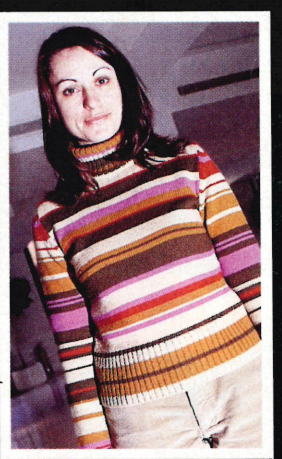
EMMA, 31, ACCOUNT SUPERVISOR

REAL-LIFE DANCING STYLE?
Er, amazing [laughs]... unique!
WHAT DID YOU THINK OF THE GAME?
I don't know if I'd actually go out and buy it, but it's good fun.
BEST THING?
How silly you look when you're playing.
ULTIMATE MARACA-SHAKING TUNE?
Rio... erm, ooh, Britney!



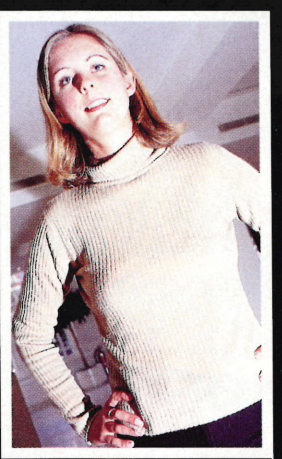
RICH, 35, EDITOR

REAL-LIFE DANCING STYLE?
Dreadful!
WHAT DID YOU THINK OF THE GAME?
It's pretty good fun. I think kids would really like it.
BEST THING?
I think getting people to do something physical is interesting.
ULTIMATE MARACA-SHAKING TUNE?
French house music...



DANNI, 31, ACCOUNT EXECUTIVE

REAL-LIFE DANCING STYLE?
Ooh! Um, er...
WHAT DID YOU THINK OF THE GAME?
I thought it was a laugh, if I knew the tune it would be more fun.
BEST THING?
Ermmmmm...
ULTIMATE MARACA-SHAKING TUNE?
Something Latino – but not Ricky Martin!



CALLY, 24, ACCOUNT EXECUTIVE

REAL-LIFE DANCING STYLE?
Erm, boppy!
WHAT DID YOU THINK OF THE GAME?
I thought it was quite good fun.
BEST THING?
Dancing and moving to the rhythm.
ULTIMATE MARACA-SHAKING TUNE?
Macarena. It's in the game? Can I have another go?

PHOTOGRAPHY: **DAN TRENT**





LARA GOES WEST

SIMON WEST IS THE MAN WHO'S RESPONSIBLE FOR BRINGING LARA CROFT TO LIFE. **STEVE KEY** HAS THE CLAPPERBOARD PRIMED

BEING A FILM DIRECTOR does have its perks. Especially if you're directing the *Tomb Raider: The Movie* and have had precious little experience of Lara Croft. "I purposely didn't want to copy any of the game," explains Simon, "so I wrote the story and the screenplay before I'd seen anything of the titles. Just to make sure I hadn't made any huge blunders I got someone to play the game for hours on end and videotape it so I didn't have to work out how to do it." Nice work if you can get it. "So I just fast-forwarded though the tape just to check that she doesn't suddenly have two heads or whatever that I didn't know about."

Simon West comes with an impressive directorial CV. He's scooped a couple of BAFTAs from his documentary series *Strangeways Prison* and his drama series *Bleak House*. After winning more awards, including one for best music video at the Montreux Music Festival for Mel and Kim's song *Respectable*, Simon switched to directing commercials for companies like McDonalds, Ford and Budweiser. It wasn't until 1997 that he hit the Hollywood big time by directing Nicolas Cage in *Con Air*. *The General's Daughter* with John Travolta and Madeleine Stowe came next, and both films grossed over $100 million in the US alone. Paramount is hoping he can do the same with the *Tomb Raider* licence.

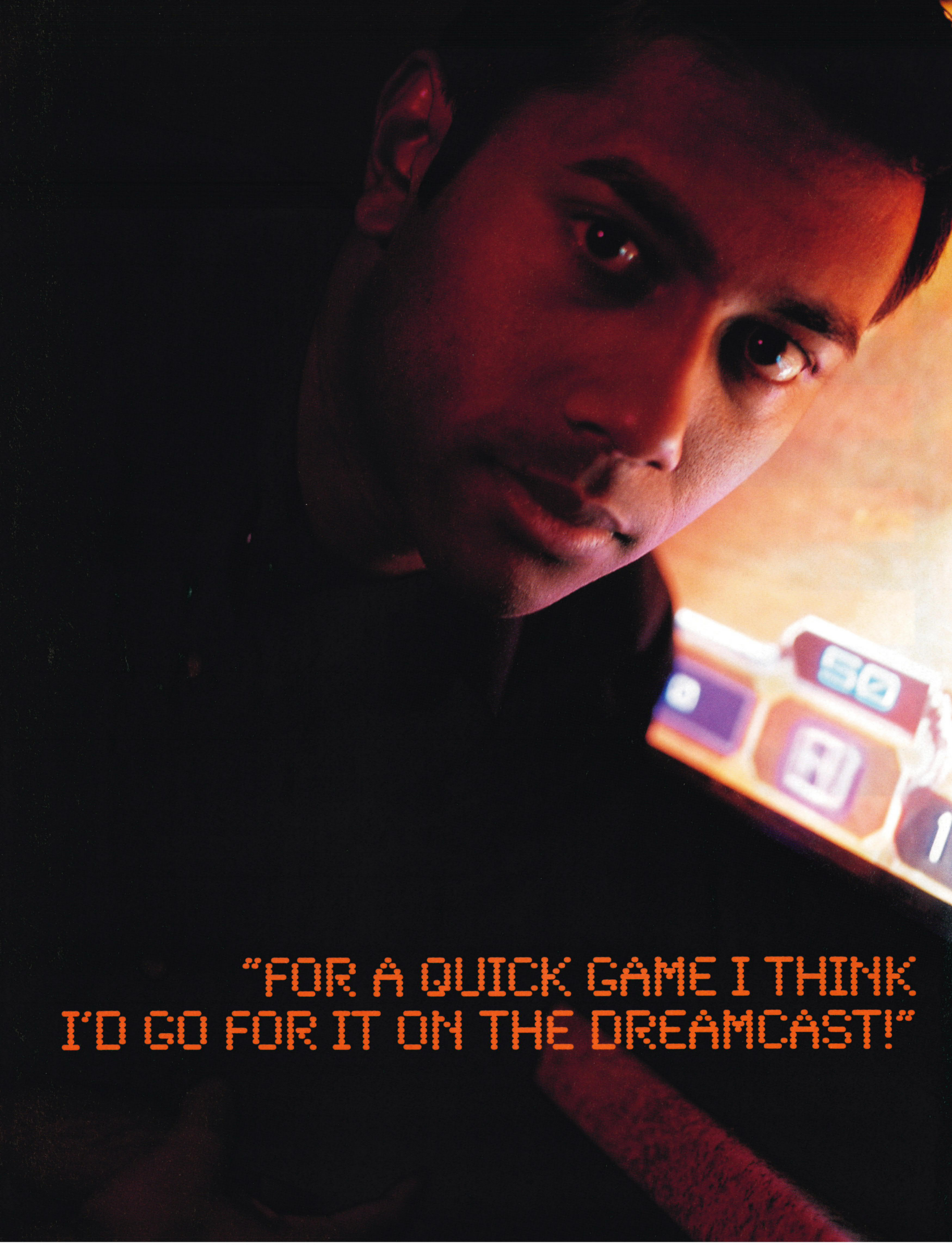
So how much will the film follow the games? "I figured that the gamers have spent years playing the various generations of *Tomb Raider* and the last thing they wanted to do was see the same thing in 3D – they'd rather find out what she does in between the things that they've seen." Fair enough. But what about... "And then there are people who have never heard of her or are not into the games – they want something fresh and exciting." It all becomes clear.

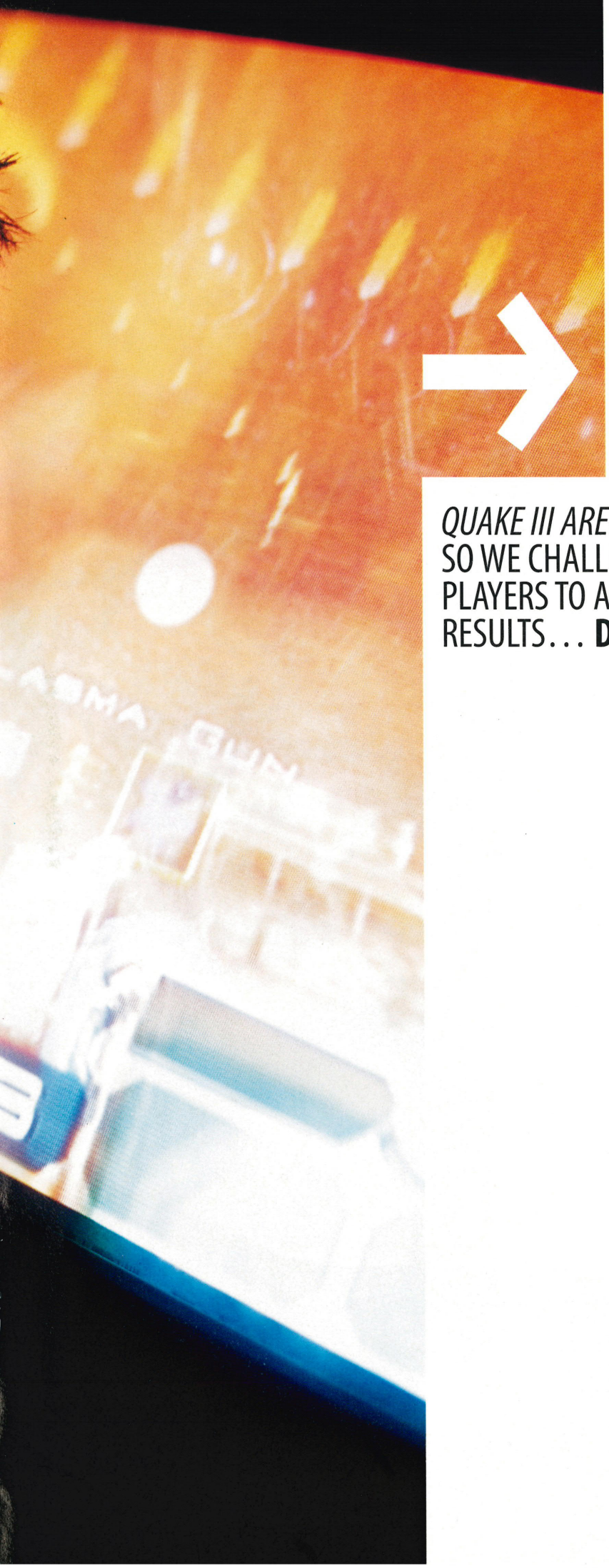
But with a licence like *Tomb Raider*, there's lots of make-believe that falls naturally into the game. Making that translate on to the big screen is just as much of a challenge for Simon. "One of the first rules when I was trying to come up with a story and create a world for *Tomb Raider* was deciding what's possible and what isn't. What I came up with is that everything above ground has to be plausible and able to happen, even if it's pushing the limit a little. But when you go underground, anything can happen. The fantasy can take off and you can get surreal."

So what about Lara's obvious, how shall we say, in-your-face sexuality? "We grasp it and embrace it wholeheartedly! She's definitely a voluptuous, sexual woman and when you see Lara, especially the way Angelina [Jolie] plays her, there's a very dark undercurrent to it. She does what she does for the adrenaline and the buzz and she gets off on that. She's not collecting money for children's eye hospitals; she does it because she wants the thrill. She's got shades of grey and that's what makes her real."

• ***Tomb Raider: The Movie*** **is scheduled to hit cinemas in summer 2001.**
Tomb Raider Chronicles **is reviewed on page 80.**

PHOTOGRAPH: **MOVIESTORE**


"FOR A QUICK GAME I THINK
I'D GO FOR IT ON THE DREAMCAST!"



QUAKE IN 4ER BOOTS

QUAKE III ARENA HITS THE DREAMCAST THIS MONTH, SO WE CHALLENGED ONE OF THE WORLD'S TOP *QUAKE* PLAYERS TO A DEATHMATCH, WITH INTERESTING RESULTS... **DAN TRENT** REPORTS

IT COULD ALL HAVE been so different. Until early this year 25-year-old Sujoy Roy was working in a top London bank with a degree from Cambridge under his belt and a secure and lucrative future working in the city ahead of him.

"I had a great job but it was just no fun," he explains. "I never really thought I could make a living out of playing games until I went to America where I had two companies come up and offer me sponsorship. I thought hang on, they're offering me twice the money to do an easier job that I actually enjoy doing. A no-brainer really!"

The journey to professional status started with the original *Quake* on PC. "I actually got it first the day it came out," he recalls. "At first none of us were any good – we were just running about in awe. Then it started getting a bit more competitive and eventually there was kind of a scene. I was just playing for fun but they [*Quake* developers Id Software] started ranking players online and I ended up as number one in the European rankings."

Quake III Arena on Dreamcast is a big moment in the evolution of online gaming, so we were interested to see what Sujoy would make of it. Can a console really compete with a PC costing six times more?

"It looks exactly the same!" was Sujoy's initial reaction. "It's amazing that they've managed to get that out of a £150 console when there's people paying over £1,000 for a PC that looks the same. It's disturbing, actually, that they can do that!" The proof of the pudding came in the playing. "I'm impressed," he says. "I'm quite set in my ways in how I play the game, but there's no options to fiddle with on the Dreamcast so you play it as it was intended."

Sujoy was full of praise for the implications this has for online play. "It's a level playing field on a console – it's not like your mate can have a £200 graphics card that's giving him an advantage. It solves so many problems."

Having triumphed over Sega's test department playing via Dreamarena, Sujoy traded his Dreamcast Mouse and keyboard for a joypad and a split-screen showdown against the *ODM* team. In a shock result, editor Warren took a comfortable win but, gracious in defeat, Sujoy told us he'd be rushing out for a copy for his own Dreamcast back home.

"I think when you're in the frame of mind of just having some fun, the split-screen option is great," he says. "For a quick game I think I'd go for it on the Dreamcast!"

• **For the latest on all things *Quake* take a look at Sujoy's website at www.xsreality.com. *Quake III Arena* on Dreamcast is reviewed on page 56.**

PHOTOGRAPHY: **DAN TRENT**



This year, the average person will unwittingly suffer from at least one type of worm infestation.



With tougher, meaner worms and on-line game play, it's an epidemic in the making.

WORMS WORLD PARTY. A TRULY GLOBAL PROBLEM.

Dreamcast PC CD WORMS WORLD PARTY TEAM17 Virgin INTERACTIVE



△ Each of the locations has masses of atmosphere.



△ This poisonous lily needs a little bit of pruning.

"IT LETS PEOPLE CREATE THEIR OWN EXPRESSION – HOW THEY WANT TO BE ON THE NET"



△ See off these insectoid beasts as quickly as possible.



△ Having a solid team is useful in these situations.



△ These cave-dwelling creatures look like they're from the movie *Starship Troopers*.

PHANTASY STAR

Role-playing is going global. **ED LOMAS** met with the man behind DC's most ambitious online

THE LOWDOWN

DUE OUT: **JANUARY**
PUBLISHER: **SEGA**
DEVELOPER: **SONIC TEAM**

WHAT'S THE BIG DEAL?

- Dreamcast's first online role-playing game
- Allows players to communicate in different languages
- Millions of possible characters
- It's by Sonic Team

ON THE CD

A LONG TIME AGO, in a galaxy far, far away, a series of role-playing games appeared on Sega's 8-bit Master System console, capturing the imagination of thousands with its unconventional science fiction setting. Now, 12 years and three sequels later, the *Phantasy Star* universe is about to be brought back to life, and in a big way.

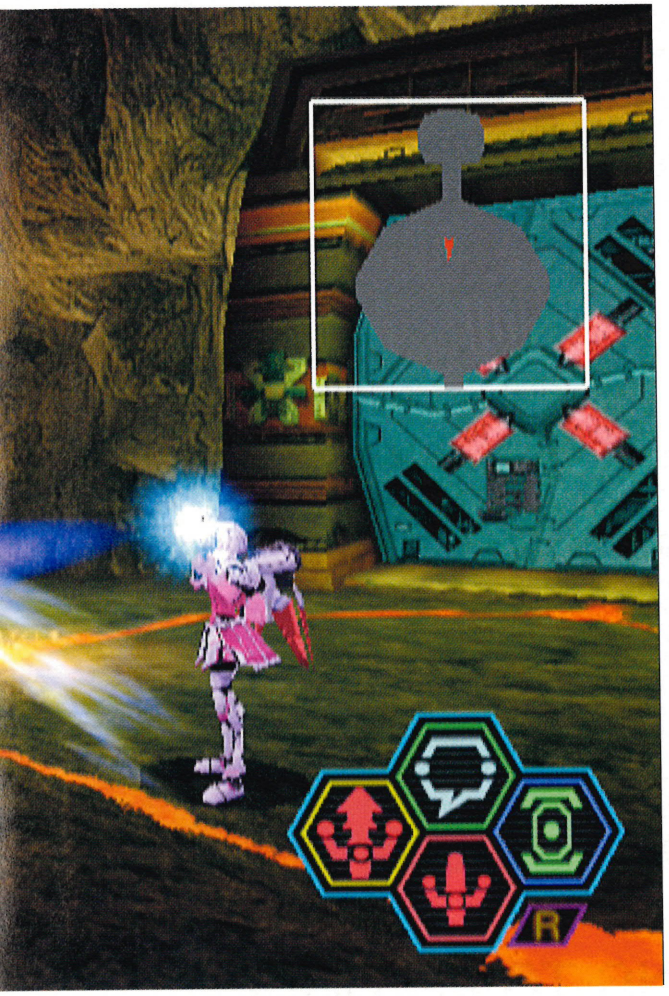
The main programmer of the original *Phantasy Star* was one Yuji Naka, now the head of Sega's highly-respected developers Sonic Team, and producer of *Phantasy Star Online*. *Official Dreamcast Magazine* caught up with him at Sega's London headquarters recently for a private demonstration of the game.

As the title hints quite heavily, this is primarily an online adventure. The idea is that players from around the world will be able to team up over the Internet and work their way through the game together, helping each other on the way. A very ambitious idea, for sure, but one that might just work…

Naka showed us how the online features would work by connecting live to Sonic Team's offices in Japan. "There are some members of the team still working," he told us as he logged into a Japanese server, set up to test the game in its final stages of development. "It's two or three o'clock in the morning, but they're still there."

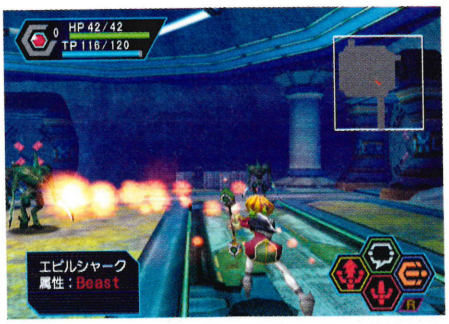
The first thing a player will need to do before getting into the action is create their character – their online persona. There are nine main character styles, each with their own varying abilities: strength, magic, combat, healing, and the like. There are male and female versions of each of these characters, and a massive number of areas of their appearance that can be customised.

"This is lots of fun!" Naka smiled, as he began creating a heavily-armed Ranger





△ Check out this Magician's hideous clothes. Yuck!



△ Yes, good idea – hang back and attack from a distance.



△ Ranger characters like this big robotic guy have long-range weapons such as laser rifles.

ONLINE

title yet for an exclusive demo and playtest

character to use in the demonstration. "You can choose all their faces, hair… there are so many choices!" As well as having a wide selection of body parts which can be put together to create exactly the look you want, all the colour values can be edited – allowing you to have your clothes and hair any colour you want. "And this one's really great," he continued. "Proportion." A box appeared around Naka's Ranger on screen, with a cross in the middle. By moving the cross around inside the box, the proportions of the character were changed drastically in real time. "See, I can make him very tall… or very chubby," he explained, making his Ranger grow, shrink, beef up, then lose weight by swirling the small cross around. "Everyone's favourites will be different – it depends on the person. Some people will make themselves really tall, or chubby, or very small to make a joke. It's really cool." An auto-select option on the character select screen will make the game instantly and randomly create a character look for you if you can't be bothered to make one for yourself.

"And here we have Sonic!", shouted Naka cheerily, pointing at the short, chubby Ranger with spiky blue hair he'd created. Just how many possible character designs are there going to be altogether? Millions, surely? "It's impossible to tell exactly how many, because there are such small variations in their appearance," he replied. "It lets people create their own expression – how they want to be on the Net. There may be some people who want to make themselves have… hee hee!" he chuckled cheekily, making a female character's chests expand to Dawn French proportions… "It'll be very interesting to see people from all the countries all over the world going into the game, and they'll never meet someone the same as themselves."

SPEECH THERAPY

His spiky-haired Ranger persona restored, Naka went into the game itself, warping into a jungle clearing with massive skyscrapers visible in the distance over the treetops. "And they're still there!" he exclaimed upon finding three other characters waiting around the corner. He walked ▷


△ Long-range magic will see this lot off.


△ This creature looks very *Panzer Dragoon*.


△ It's that tastelessly clothed Magician again.



△ Impressive special effects accompany big magic spells.

"NEW FRIENDSHIPS ARE GOING TO BE MADE"

▷ over to them and called up a menu with a selection of different conversation styles and subjects, then proceeded to select pre-set words and phrases to construct sentences. "These guys are Japanese and can't speak English at all," Naka pointed out. "Because this is an English Dreamcast, we write messages in English, but from their Dreamcasts, they'll see them appear in Japanese."

Putting together sentences from a selection of words may sound extremely time-consuming and awkward, but the menu system in *Phantasy Star Online* appears to work surprisingly well. All the words are divided into groups – weapons, directions, locations, questions, items, and so on – so you'll be able to say pretty much anything you want and have it automatically translated so that the other players can understand, no matter where they're from. Five languages are supported: Japanese, English, French, German and Spanish, so players from all over the world can team up and chat away without having to go through all the hassle of paying attention in language classes at school.

Naturally, if all four players speak the same language, it's possible to simply type messages on a keyboard and have them appear to everyone exactly as they're written.

"Japan is chilly!" says 'Tails' – one of the Japanese Sonic Team members – in a cartoon-style speech bubble above his head. "Is England cold?"

Weather-related pleasantries over, the four-strong team of 'Naka', 'Sonic3', 'Tails' and 'Chao' set off on a specially prepared one-level demo of the game. Being an online title, the common role-playing game format of characters taking it in turns to attack just wouldn't be sensible. Who wants to pay 1p a minute to wait for someone else to decide what they're going to do next? As such, *Phantasy Star Online* will be a faster, more action-based game than we're normally used to RPGs being, with more emphasis on teamwork and combat than searching for wise old men or mystical bits of cutlery.

"It *is* an RPG," Naka told us. "It's true that it's very close to an action game, but it's still an RPG. As you play more, your strengths and levels go up, your powers can change… it's just not like a PC role-playing game.

"Generally speaking," he went on, "RPGs – Japanese ones, anyway – are set in old, medieval times, but the *Phantasy Star* setting is really science fiction, which makes it feel different. This game's set within that same cosmos, so it has an original feel."

PHANTASY STAR WARS

The four characters dashed around the clearing almost as though they were in *Sonic Adventure* (*ODM* #0, 9/10), taking out groups of monsters wandering through the jungle with their various weapons, one of which looked – and sounded – suspiciously like a Star Wars Lightsaber. "We made this version of the

YUJI WHO?

Just who is this Yuji Naka? And why should we be interested in what he's got to say? Well, as you'll know if you read our Talent feature on him last issue (*ODM* #14), he's been behind a number of very big Sega games over the last decade and a half. All the *Sonic The Hedgehog* titles, *NiGHTS: Into Dreams*, the *Phantasy Star* series, *ChuChu Rocket!* (*ODM* #9, 9/10), and *Samba De Amigo* (see page 68), among many others, have all come from his Sonic Team division. He's also kindly signed three copies of *Sonic Adventure* (*ODM* #0, 9/10) for us, which you can win on page 24.


△ Yuji Naka, producer of *Phantasy Star Online*, talking about the game.



△ Shooting a dragon in the back isn't exactly honourable, but at least it's effective.



△ Certain spells can take out an entire room full of enemy creatures in one go.



△ The icons in the bottom-left corner represent the four buttons, and can be fully customised.



△ You can put any attack, item or spell on to any of the four buttons for easy access.

game especially to show people how it works," we were told. "That explains why the map is very small, and the enemies are very weak – so people can just go through quickly. The normal game is vast…"

After only a few minutes in the jungle, the team reached a boss enemy – a giant red dragon in a fiery cave. "We're already through the level since it's a short one. This normally takes about an hour." A carefully co-ordinated attack pattern saw the dragon's legs being hit until it fell over, leaving its neck exposed to blows from the other two team members, demonstrating the importance of teamwork. "There are some parts where you'll maybe have to press four switches at the same time, so everyone will have to work together," Naka explained. "But there aren't any puzzles where, say, only a Magician can get you through. That would cause problems for teams without a Magician…"

Working as a team, and communicating with your team-mates is going to play a big part in *Phantasy Star Online*. "I think communication in the game is really important, especially because when you die other people can revive you," Naka continued. "But, if you're not nice to them, obviously they won't revive you – they'll just ignore you. If you don't die, that's fine. But if you do…

"You can even talk when you're dead, so if you die and are saying, 'Can you help me? Please! Revive me!' but you haven't been nice to people, nobody will come for you. You can stay there for hours asking for someone to help!" Sharing items you come across will play a big part in being a successful team, as Naka pointed out. "Maybe there's a special item that not everybody can take – there's only one. Sometimes you'll have to say 'I took the last one, so you take this.' If you're greedy, people won't revive you when you die. Because of that, players are going to be closer, more of a team."

LET ME BE YOUR PHANTASY

Although the main appeal of *Phantasy Star Online* is going to be forming a team with gamers from all over the world, you will still be able to play it on your own. "Some people will play just offline, then they'll pop into an online game, do some quests so they get a bit stronger, then come back and continue the game," Naka went on. "It depends on the player – they can choose their own way to play."

There will be 50 quests to work through in the online game, with more available to be downloaded from the Internet. Fifty quests are also planned for the single-player game, some of which will involve working with computer-controlled team-mates, depending on the kind of adventure you choose to go on. When playing online, you'll have to find team-mates by hanging out in one of the 'lobby' servers – set on a massive mothership orbiting the planet below – where 12 people can chat away with one another before forming teams based on common goals. Otherwise, if you already know the name of someone you want to team up with, a search function lets you get directly in touch with them, even if they're in a completely different 'lobby'.

"We made this function so that you can find not only your friends, but also people who have the same aim," Naka told us, clearly proud of the way the search mode works. "Like one day, you might want to go on a certain quest. Who else wants to go? You can search for people who want to do the same thing, and then make a team with them." We can already see that a lot of new friendships are going to be made – and broken – thanks to this game…

The original plan of releasing *Phantasy Star Online* on the same day all across the world has, unfortunately, fallen through. "I really, really wanted to do it at the same time – I really wished we could do it," Naka sighed. "But it was down to marketing issues, and localisation, which is always a problem."

It's still due for release in Japan in mid-December, but will not now be out in Europe or the USA until January. Not such a long wait, really – only a few weeks. "Yes… but I wish that everybody could have it in December," said Naka, sulking like a seven-year-old.

Look out for a full review feature on *Phantasy Star Online* in *ODM* soon.



△ Your rival takes a shortcut – through buildings.



△ Bob's truck came with a brand-new 8-track player.



△ The difficulty varies with the load you choose to haul.





△ And they're off! The race to the nearest Denny's is on.

18 WHEELER AMERICAN PRO TRUCKER

Driving big trucks for fun and profit makes for a unique gaming experience. **STEVE FULLJAMES** is wide awake at the wheel

WE'RE GOING TO cut straight to the chase here. Driving big trucks around is a pretty stupid idea for a game. We can understand the free-roaming, open ended *Crazy Taxi* (*ODM* #5, 9/10), and obviously a track-based game like *Daytona USA 2001* is fairly sensible. But putting an average Dreamcast gamer at the wheel of a massive articulated lorry

THE LOWDOWN

DUE OUT: **JANUARY**
PUBLISHER: **SEGA**
DEVELOPER: **SEGA AM2**

WHAT'S THE BIG DEAL?

- You race big trucks
- And big trucks are funny
- Internet racing
- Fruity parking challenges



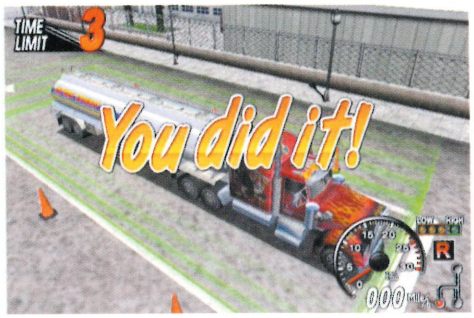
△ All that crap on the dashboard slides about as you go round corners.

LEFT HAND DOWN A BIT

The bonus for winning an arcade stage is a cute parking challenge, where you'll have scant seconds to reverse your truck into a space smaller than the average Ford Fiesta. *18 Wheeler* will also feature a whole extra Parking mode, with a further six stages to practice your finest jack-knifing skills.



△ You could fit a tank through there!



△ Come to a halt in the green box to complete the challenge.

and expecting them to drive across America with a precious cargo to deliver? What the hell are Sega thinking?

Maybe that's a little harsh. After all, we're not ones to criticise the best games developers in the world when the best idea we've ever had is drinking until we pass out. So perhaps there is something in a truck game, especially one where beating an equally lard-arsed opponent to the checkpoint in a *Crazy Taxi*-style city is the main aim, and you've got the added thrills of learning how to park the damn thing too. Roll on, *18 Wheeler American Pro Trucker*.

Originally created on the Naomi arcade board by Yu '*Shenmue*' Suzuki's AM2 department, *18 Wheeler* is on its way to Dreamcast, with a load of new additions to keep sofa-bound players happy. The main thrust of the game is Arcade mode, which sets you the task of driving from city to city across America, delivering cargo within a strict time limit. But you can also try your hand at steering the largest vehicles on the road round really tight corners in the fiendishly constructed Parking mode, race against a friend

"YOUR OPPONENT WILL BE MORE THAN HAPPY TO RAM YOU OUT OF THE WAY"



△ Truckin' all over the good old US of A



△ This is about as fast as you'll ever go.

(albeit slowly) in split-screen two-player, or maybe even take your big-rig online and face off against players all over Europe.

LAST ONE TO DENNY'S SUCKS

Arcade mode takes place across four sections of American highway, starting in New York and eventually ending up in San Francisco, via Florida, Texas and seedy pensioner's paradise, Las Vegas. Rather than racing around a circuit, each stage is a linear, A to B burn-out against Lizardtail, a rival trucker. Chuck the Highway Code out the window, though, because your opponent will be more than happy to ram you out of the way or insult you over the CB radio in an attempt to come first.

In a similar style to Formula One racing, you'll be able to catch a 'slipstream' tow from other trucks and use the air currents to accelerate past. The roads are also full of smaller traffic, and some cars can be rammed to give bonus points or extra time, while hitting others will incur a cash penalty. Your high score is the amount of money you make, so it's in your interest to preserve the value of your cargo. Beat your rival and you'll gain access to a bonus stage, where the chance to win upgrades for your truck is up for grabs.

Alongside the arcade challenge will be a circuit-based Score Attack mode. Playable on your own or split-screen with a friend, this new addition dumps all the rivalry and cargo delivery stuff and just concentrates on you earning the most money possible within three laps. Again, hitting the right vehicles on your way round gives bonus cash, and if you punt cars along the road repeatedly you'll get a bonus multiplier. There are currently four circuits available, ranging from ▷



△ You can swat cars like flies in your big rig.



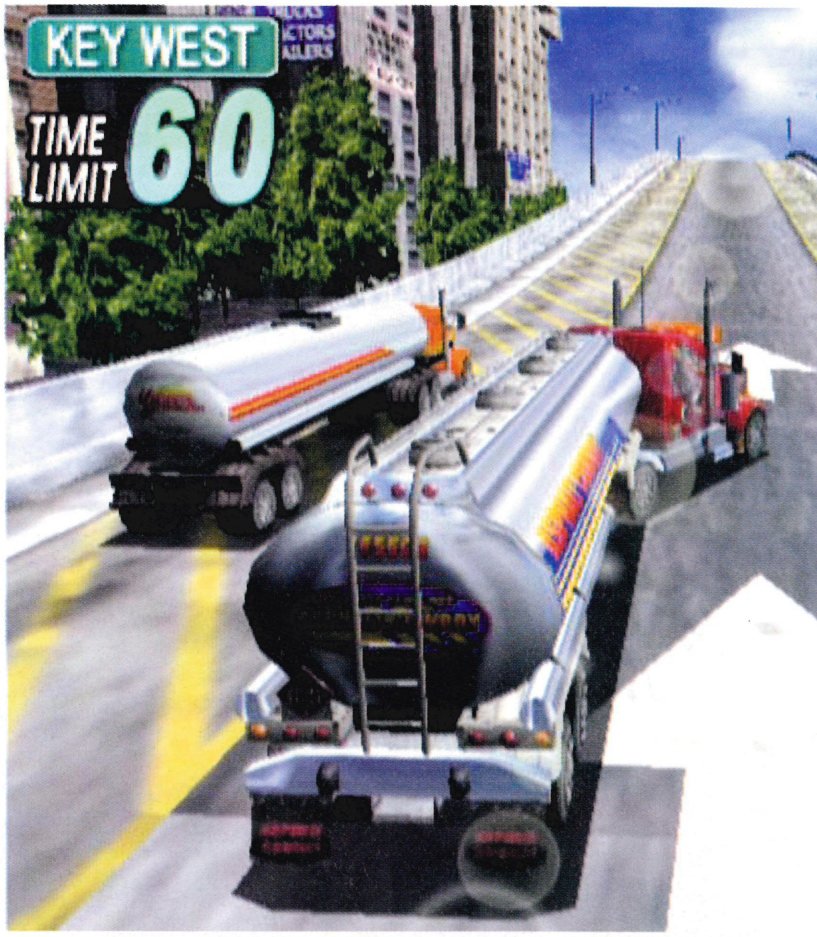
△ What do you mean I can't park here?



△ Reversing into small spaces is loads of fun.



△ Shunt Bonus trucks for more time or cash.



△ Fuel tankers are less valuable cargo, and sadly can't be made to explode.



△ Try squeezing *this* round tight corners!



△ A *Crazy Taxi* moment with the cable car.

▷ a simple oval racetrack to cities full of cars to ram and flimsy buildings to knock down.

If you're looking for something a little more sedate, the extra Parking mode will be the perfect way to unwind after a forcing a demented opponent off the edge of a cliff. Here you're faced with a tight parking spot, and a strict time limit to force your mammoth truck into it. Each parking stage will have multiple stopping points, and some even require reversing where, thanks to the nature of articulated lorries, you'll have to learn how to steer in the opposite direction to where you actually want to go.

RHYMES WITH TRUCK

Like *Crazy Taxi*, you can choose from four different drivers to 'be'. Each one has their own truck, with its own handling characteristics. For example, Moonlight – a '70s reject with a streamlined rig – is good when you need to be somewhere in a hurry, but you'll be able to get round tighter corners in the Asphalt Cowboy, which has more torque (how responsive the engine is). Each level also offers a choice of cargo, which vary in length and value. Larger trailers make for a harder game, but they're worth more money at the end of the level. There are also two viewing perspectives to play from, and we know this is old hat, but it's worth a mention in this case. In a typical Sega 'nice touch', in the internal view, the dashboard of your truck is littered with crap – sunglasses, hats, bits of paper and so on – that slides about all over the place as you change lanes or go round corners.

The Japanese version of *18 Wheeler* contained limited online options, basically boiling down to a ranking mode where players could post their best times and scores. However, Sega is promising full online play for the American release, so we're going to guess that something similar will happen in Europe. There's no confirmation just yet though, so keep watching this space to find out the latest.

18 Wheeler has a similar muted-colours, realistic look to *F355 Challenge* (*ODM* 13, 8/10), but there's a load more detail in the cities and all the traffic that bounces pathetically off your big truck's bumpers. It's not as happy and bright as the primary coloured *Crazy Taxi*, but then it's probably a more suitable approach to the cholesterol-packed world of long-distance haulage. There's always stuff going on though, and being able to crash through piles of crates and small

"LOSING THE RACE? JUST PLOUGH THROUGH A TRAILER PARK"



△ Cool effects like this tornado make *18 Wheeler* look great.



buildings is always a bonus. One of the arcade stages even features a tornado, which whips up cars and debris and hurls them all over the course.

It doesn't take a genius to work out that *18 Wheeler* is one of the most bizarre ideas for a game you'll ever see. Your truck's acceleration can be measured in light years, and you're unlikely to top a hundred miles an hour while you're playing, even going downhill with a following wind. But the sheer absurdity of it all makes it worthwhile. Feel like you're losing the race to your rival? Sod it, just plough headlong through a trailer park or bash straight through a load of roadworks. It's driving like you've always wanted to, ignoring the Highway Code and just breaking things. Why else do you think toddlers are obsessed with dumper trucks?

We have to say we're a bit concerned about the length of *18 Wheeler*, or rather the lack of it. Four arcade stages aren't going to take long to complete, and the fairly linear structure means the replay value isn't likely to be up there with the likes of *Crazy Taxi*. Online play should add a bit more meat to the bones, however, and you can trust *Official Dreamcast Magazine* to let you know how it all pans out in a couple of months' time.

CHICKEN RUN

Could this be one of the best movie to game tie-ins? **STEVE KEY** peeks into the coop

THE LOWDOWN

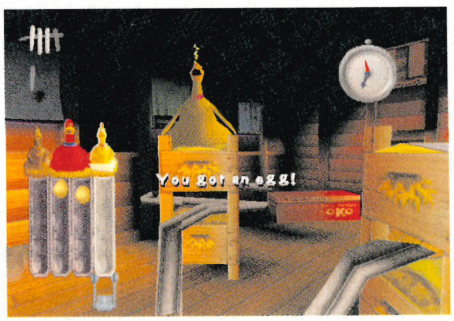
DUE OUT: **DECEMBER**
PUBLISHER: **EIDOS**
DEVELOPER: **BLITZ**

THE DAYS WHEN WE had to wait over a year for games based on movies to appear are fading fast. *Disney's Dinosaur* (see page 90) was released very soon after the film, and in the case of *Chicken Run*, it's due out exactly the same time as the video and DVD release, in time for Christmas.

It follows the basic storyline of the film, focusing on the hens' various attempts to escape from the farm belonging to the evil Mrs Tweedy. The programmers have resisted the obvious temptations to simply go for a sideways-scrolling platform game and come up with a good mix of 3D levels and mini-games. There's also going to be a huge amount of footage from the film, and hidden bonuses will make up an additional gallery as well.



△ Collect Mrs Tweedy's dress to make the puppet Tweedy.



△ Feed the hens and catch the eggs. Simple, but good fun.

You're not restricted to just controlling main character, Ginger, either – you'll also get to control Rocky the Rooster who crash lands into their coop, as well as Nick and Fetch, two cockney rodents who bring a new element to the gameplay. By using both mice co-operatively, you can reach higher ledges and obtain previously unreachable items.

The mini-games are looking good, too. Pouring chicken feed into the hens and trying to catch the eggs they lay before they smash on the floor, or firing chickens out of the coop with rockets strapped to their backs are just two examples of the madness. We'll have the full review next issue.



△ Use the walls to see what's coming behind you and provide cover against the dogs.



△ A clown that shoots lightning. It's different.



△ Don't get too close to the aftershock.



△ These pods spawn two enemies at a time.



△ Be careful not to take too many steps back – you'll end up frying in the lava.

KISS PSYCHO CIRCUS THE NIGHTMARE CHILD

Legendary rockers Kiss hope to challenge the almighty *Quake III Arena*. **STEVE KEY** applies the face paint

THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **TAKE 2**
DEVELOPER: **THIRD LAW INTERACTIVE**

WHAT'S THE BIG DEAL?

- *Doom*-style first person shooter
- Kiss are in it (or kind of)
- 12 different weapons
- Multiple enemies to mutilate

A STRANGE PAIRING THIS may be, but teaming up Gene Simmons and co with a game that is a mishmash of *Sword Of The Berserk*-style monster bloodbaths (*ODM* #10, 5/10) and the all-out action of *Quake III Arena* (page 56) could turn out to be a stroke of genius. The somewhat twisted plot revolves around The Elder, who has been summoned to the game world due to the breaking of an old oath by his arch-enemy – known as… The Archenemy. He's planning on bringing The Nightmare Child into the world, but if this child is born before the return of The Elder, he'll turn the entire universe into Milton Keynes, or some other such monstrosity. And this is where you come in – you have to assemble the four parts of The Elder by collecting and restoring the – you guessed it – four costumes of the Kiss band. Then it's on to the Nightmare Realm and a battle with – da da dum… The Archenemy!

The action will be set over a variety of large and fairly complex stages where your primary goal is to survive, then after that it's to recover the bits of armour to make a complete Kiss costume. The first thing that will be apparent when you play is the constant supply of things to chop or blow up. In each Elder's domain, there comes a set of enemies that constantly hound you wherever you turn. Expect up to 12 or more enemies on screen at any time and not a hint of slowdown. The default control system is the same as *Quake III Arena* – Y and A move you forwards and backwards, X and B strafe and the analogue stick is used for looking up and down. The trigger buttons fire and jump to complete an initially confusing but very simple to pick up control system. You'll be sliding effortlessly around corners and decapitating demented beasts within minutes of turning *Kiss Psycho Circus* on.

As with the monsters, each domain of the four Elders will come complete with its own set of weapons, thus ensuring you don't think you've seen everything after the first few levels. The weapons we've seen so far seem to offer a fair deal of variety, but all with the same end result – blood! The sword is the default weapon and the machine-gun-type tool

"THIS STRANGE PAIRING COULD TURN OUT TO BE A STROKE OF GENIUS"



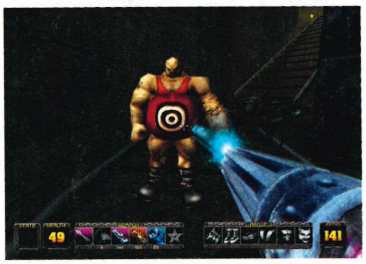
△ Two good shots and chunks fly everywhere!



△ Headless wonders versus a trusty shotgun.



△ Scatter some claret in regeneration points.



△ These weirdos' bellies wobble when shot.

gives rapid fire with an alarmingly brutal effect. A mutant shotgun butchers those within close range, and a wrist-powered smart bomb wipes out small groups of enemies in one shot. And those are just one character's weapons out of the four.

There's looking like there'll be a good degree of hidden extras too. You may also be wondering what kind of involvement Kiss themselves have with the game and, although this may change in the finished product, the answer is not a lot. There's virtually none of their music and their appearances are limited. In fact, the game draws a lot more from the Todd McFarlane toys and comic books rather than anything the geriatric old rockers have ever done. However, the finished copy should be with us by the time you read this so we'll be able to give you the full lowdown in the very next issue. Until then, rock on!

102 DALMATIONS

The film spin-off will be out soon. **DAN TRENT** has a good sniff to see what's in store

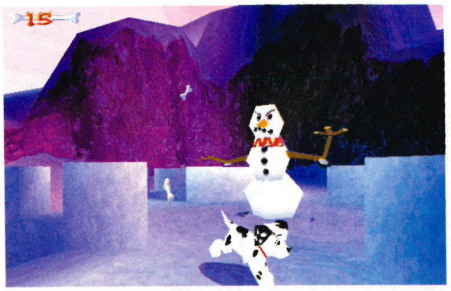
THE LOWDOWN

DUE OUT: **DECEMBER**
PUBLISHER: **EIDOS**
DEVELOPER: **CRYSTAL DYNAMICS / DISNEY INTERACTIVE**

AS PREDICTABLE AS delayed trains and Bob Monkhouse one-liners, film tie-ins are not noted for their mould-breaking originality, although Disney are hoping for a seasonal hit with *102 Dalmatians*. Spookily coinciding with the film's release, this is a colourful-looking adventure which will see you running around a variety of locations rescuing your cute puppy pals from the clutches of Cruella De Vil.

Resident Evil this is not and, as you will see from the screenshots, the action is of the clean and wholesome variety. You'll be able to play as either Domino or Oddball from the film, and the game will feature other characters such as Waddlesworth the Macaw and Cruella's sidekicks Jaspar and Horace. Across 16 levels your mission is to destroy the evil toys and rescue your mates who they've been running around snatching. Along the way you can expect to be solving puzzles as well as taking part in hidden mini-games and seeking all the hidden bonuses hidden around the levels.

It's fair to say that this is a game that is being aimed at the same audience as the film, so don't expect anything too exciting unless you carry your snacks in a *Pokémon* lunch box or you're really in touch with that inner child. If it *has* got you panting with excitement, hang on till next month when we'll be running a full review.



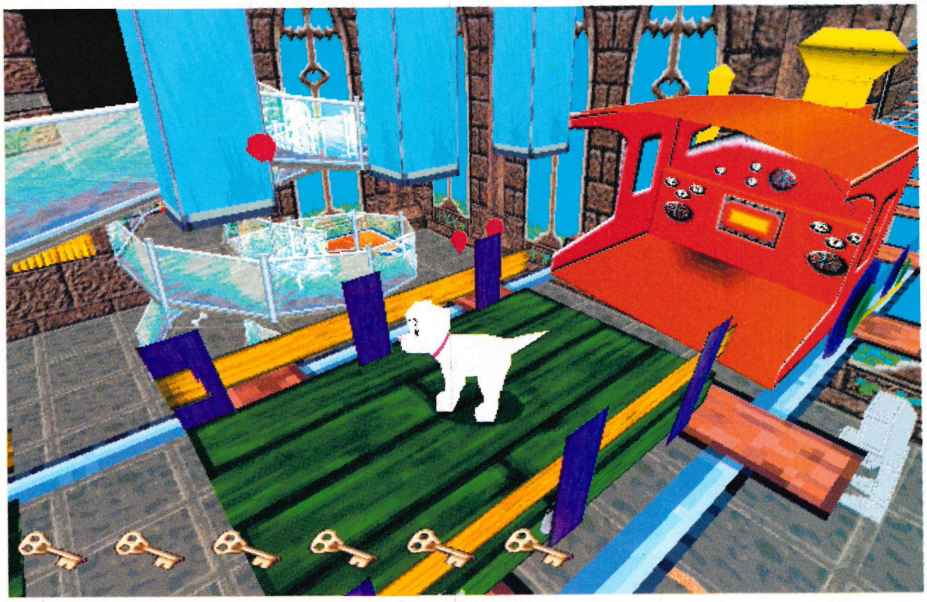
△ London Town™ isn't the only place you'll have to go...



△ Angry, toast-firing robots are one of many foes.



△ Does Michael Jackson have to appear in *every* game?



△ If you're tired of running about like an, er, excited puppy you can let the train take the strain...

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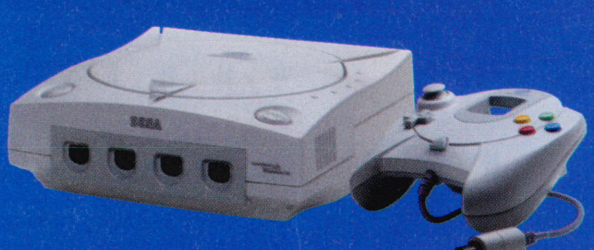
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P01 01

re:news

THE BEST MULTIPLAYER GAMING EXPERIENCE EVER HAS FINALLY MADE IT TO DREAMCAST. BIG TIME!



I PLAYED DREAMCAST *Quake III Arena* online for the first time today, and it's really sent my head spinning. It's like going back four years to when the original *Quake* came out on PC, only this time I can play on my TV while sitting on the sofa, instead of staying late to use a work computer sitting on an uncomfortable metal chair. I've been running at 200 per cent normal speed ever since.

There's something about network *Quake* games that's completely unbeatable. Yes, there are other online PC shooting games which are technically more advanced, or offer a load of extra features, but *Quake* has a special brilliance all of its own. There are no frills to get in the way of what it's all about – shooting other people – and *Quake III Arena* has expanded on this perfectly. It feels like a futuristic global sport with its announcer, on-screen rankings, team games, and brightly-coloured icons dotted around the surreal landscapes. There's not even a story – the game is designed purely to allow people to pick up guns and shoot each other as quickly, and as freely, as possible.

Once you've got the hang of *Quake III Arena*'s control method (keyboard and mouse are the *only* way to play…), all the normal worries of videogaming can be forgotten. It's just you, some hardcore artillery, and three other people. No need to think about pressing buttons or anything like that – it's a meeting of minds across the Internet, testing their reactions and skills to the max. And, thankfully, often not in an overly serious way. Some PC gamers go a little over-the-top in their quest for victory, often losing sight of the fact that they're playing one of the most enjoyable games ever invented. Let's not let the Dreamcast *Quake III Arena* servers get like that, eh?

Having a keyboard means you can tap in comments when someone pulls off an incredible shot, or you make a stupid mistake after a long-fought battle. You can have a quick chat about a match as you're preparing for the next stage, winding the other players up before the scrap kicks off. It makes the game so much more fun when everyone's communicating, rather than just putting their heads down and shooting one another facelessly. Yes, violence is fun. But it's even better when it's done with a smile.

If anyone wants to try their luck at beating yours truly online, with both their wit and super shotgun, keep an eye out for me. I'll be waiting for you.

Hugs and kisses,
Ed Lomas, Reviews Editor

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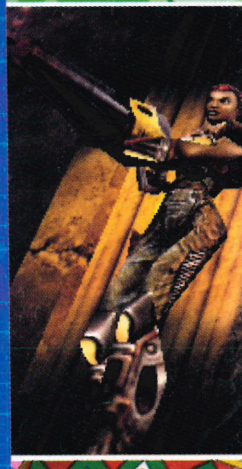
ODM RATINGS

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

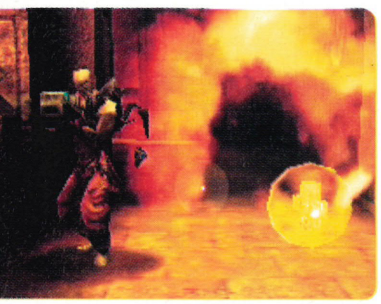


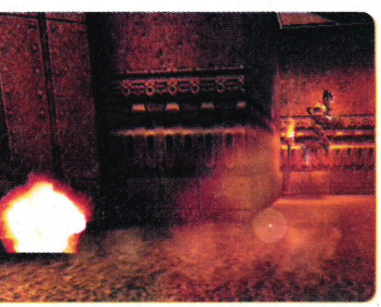








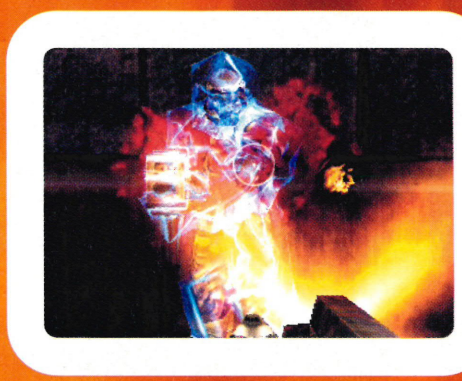


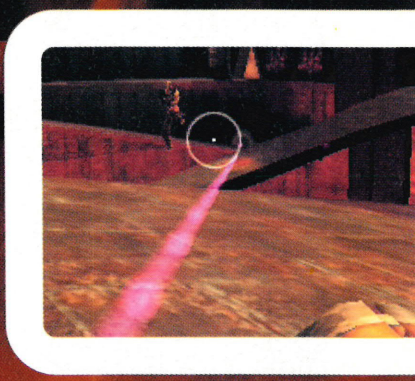


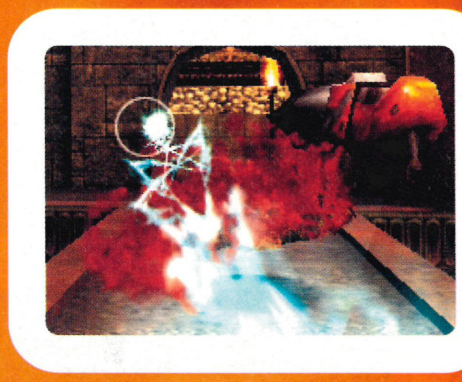
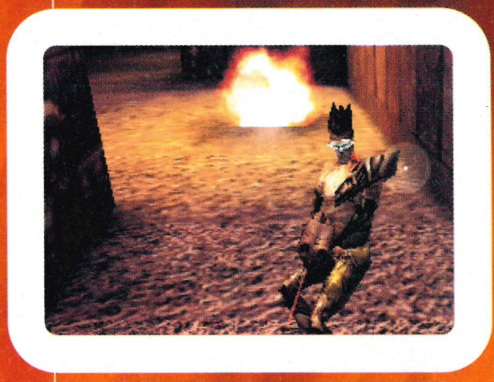
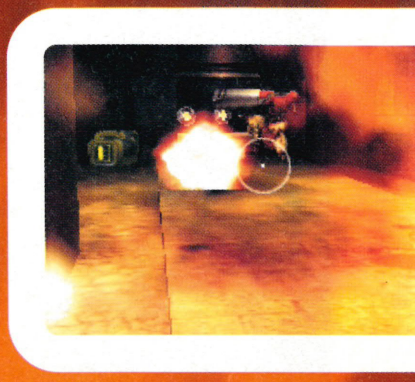

VLAD
DAEMIA
ANGEL







QUAKE III ARENA

If **STEVE OWEN** had a word processor on his Dreamcast, his PC would be in the bin right now

ESSENTIAL

YOU MUST HAVE had one of those days. If you own a PC then you've *definitely* had one of those days. Incompatible devices, crashing applications, the infamous Blue Screen of Death. Owning a PC is the digital age's equivalent of juggling lions. When it works it's great, but it only takes one little slip-up for all hell to break loose. But the benefit of owning a PC is that it has some of the finest games in existence. Consoles look longingly at the PC gaming world, which sees entire offices come to a standstill at 5.30pm as spreadsheets are shut down to make way for keyboard-driven slugfests. The Internet screams with the pressure of maintaining fast connections as teams of soldiers annihilate worldwide opposition. Meanwhile, there's some kid driving a car on his PlayStation.

PC gamers are smug, but their blanket of superiority has been unpicked by Dreamcast for 18 months, and today the little demon unravelled the lot. For we now have the PC's greatest prize – *Quake III Arena*. We've even bypassed the painful childrearing of *Doom* and the first two *Quakes*, jumping straight to number one with an almost perfect conversion of the PC's greatest title (if it's not the best then *Half-Life* is, and we're getting that too). Lucky us. ▷



△ The four-player split-screen mode is surprisingly speedy.



△ There's usually plenty of health around, but get to it first.



△ The railgun – a real *Quake* connoisseur's weapon.



△ If you're truly insane you can even opt for this third person view, which makes aiming just that little bit more difficult.



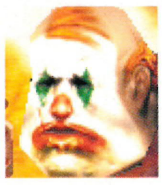
△ The name in the top corner shows who killed you last.



△ Every time you get a frag you're told your new position.



△ To keep the split-screen mode moving quickly, the weapons and ammo are represented by flat icons instead of 3D models.



SPEAK OUT

PRODUCER OF *QUAKE III ARENA* AT SEGA, **MARK HORNEFF**, ANSWERED SOME QUESTIONS DURING AN ONLINE DEATHMATCH

WHAT'S THE BEST THING ABOUT THE GAME?
Where do I start? It might be the huge single-player portion of the game or the excellent multiplayer options, or could it be the stunning visuals the game oozes from every pixel? Or maybe just maybe it's the satisfaction gained from going online and blowing a complete stranger to pieces.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
Most of my spare time is split between *Le Mans 24 Hours* and *MSR* – the two best racing titles around in my opinion. Although recently I have gone back to revisit *Code: Veronica*.

WHAT DO YOU WANT FOR CHRISTMAS?
That's between me and Cameron Diaz, thank you very much.

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
The silver space-age costumes we'll all be wearing.

WHAT'S YOUR *QUAKE* NAME?
'Decaramas.' To explain why would take too long – it involves distant ancestors, civil wars and tales of adventure and intrigue. Or it could just be because I thought it sounded good.





"BY BEING SO STRAIGHTFORWARD, *QUAKE*'S STRENGTH IS ITS SPEED" **QUAKE III ARENA**



△ **When you appear on a level, you only have a machine gun. But it can still be a great weapon if you don't mind hounding your prey.**

▷ If you've just dropped out of your mother's womb in the last few days, then you won't be aware of what *Quake III Arena* actually is, even if you will be used to the sight of blood. Rejecting complex plotlines like a teacher rejects bad missing-homework excuses, *Quake* is just a simple battle to the death. Simple in the sense that without the confusion of rules and regulations you can make the game just as strategically taxing as you want.

Simply put, it's a battle to the death. And when that death has occurred it's a battle to another death. And another. In fact, if *The Daily Mail* wants something to moan about, we'd be happy to be quoted saying that since playing *Quake* we've happily walked down the street killing innocent passers-by, because, after all, they've only got to press the R trigger to come back to life.

Even scoring is straightforward. You get one point for each opponent you obliterate (as messily as possible, ideally), but lose a point if you mistakenly kill yourself. Bringing about your own death is simply a matter of falling too far when you're at death's door (big drops see only minor losses in health), falling into lava, or taking yourself out with any weapon that has a bit of 'splash-back'. After all, while a machine gun might dish out very specific damage in the form of small bullets, an exploding missile from a rocket launcher or the electronic discharge from a plasma rifle tends to create a shockwave of damage, and you might end up getting some of that, too.

Thus, thanks to this simplicity, it's how you go about killing others that is so important. By being so straightforward, *Quake*'s strength is its speed. The more you play the game the more it becomes pure instinct. Like running through a forest pursued by a pack of wolves (possibly), your conscious brain holds its hands ▷

"THE MORE YOU PLAY THE GAME THE MORE IT BECOMES PURE INSTINCT"

HE'S A CHARACTER

While PC users are still (smugly) designing and playing in their own 'skins' (the graphical representation of their player on others' screens), Dreamcast users have to make do with the ones provided. Fortunately, that means picking from a cast of 90 (although many are just variations on a theme). Here are five of our favourites.



1 △ **PATRIOT** -- With his Stars and Stripes bandanna, Patriot cuts an impressive likeness to an undead Axl Rose from Guns N' Roses. We can but imagine.



2 △ **ORBB** – Eye, eye. Orbb is little more than a giant ocular device on long legs, but his piercing screech when hurt brings tears to your eyes.



3 △ **HUNTER** – In the future, Id Software predict that Hunter from *Gladiators* will have a sex change operation and run around arenas in leather.



4 △ **BONES** – This is what happens when the medical officer from the USS Enterprise doesn't take a dose of his own medicine.



5 △ **STROGGO** – Big Gay Clown, Stroggo is, if some reports are to be believed, the evil twin brother of Christopher Biggins.

DREADING THE PHONE BILL

SO WHAT'S IT REALLY LIKE ONLINE? CAN THE DREAMCAST REALLY HANDLE SOMETHING SO COMPLEX? IT LOOKS LIKE IT

BECAUSE WE WERE ABLE to review the game while the retail discs were being pressed, all of our tests were against other reviewers and Sega staff. That meant we were able to try out servers around Europe, and, because we had two copies of the game, we could even play against ourselves, using Dreamarena as a meeting point.

Quake III Arena has an Internet option on the main screen, which automatically dials you into Dreamarena, assuming you've already established an account. After some 700 or so servers have been quizzed for the number of players and 'ping' time (i.e. how long it takes for information to be passed between the server and your Dreamcast), you can sort by ping time, game name or number of players. Click on any game and you are taken straight into it.

While this system works brilliantly if you just want to jump straight in, it's not ideal if you want to play against friends that you know will be online. The simplicity of the system hides all of the complex detail, but it's this detail that dictates where you are currently playing. It took several attempts to find the same server when two of us played online.

From the name of a server it's possible to tell where it's situated ('UK', 'DE', and 'FR' for the UK, Germany and France respectively), plus you can see what kind of game is being played (deathmatch, Capture The Flag, team), as well as how many people are currently in the game. You might want to be sure that you're playing against humans though, as sometimes these players turn out to be virtual 'bots', but the only way seems to be asking them using the in-game chat system.

We'd also recommend using the chat system to ensure that everyone playing on that server is using the same controller. While the game's perfectly playable with the standard controller, if one player has the keyboard and mouse combination, they're likely to prove unbeatable.



△ Oh yes... here we go! There are over 700 Dreamcast servers across Europe waiting for some action.



△ See the bullets marking the walls as they hit? Cool!



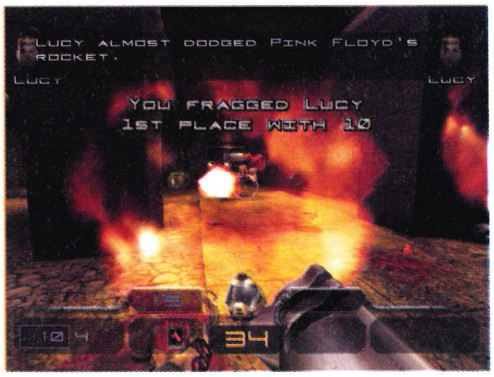
△ Using the Quad Damage with the rocket launcher is brave...

▷ up, admits that it just can't work that quickly, and hands control over to your subconscious desire for survival. If you don't keep moving – no, keep *running* – then you won't last long. That means that in most situations you can't find a cosy hidey-hole with a perfect view of the world around you, but must run, react, collect and kill at 30 frames a second. And you've got to do it quicker than anyone else around you.

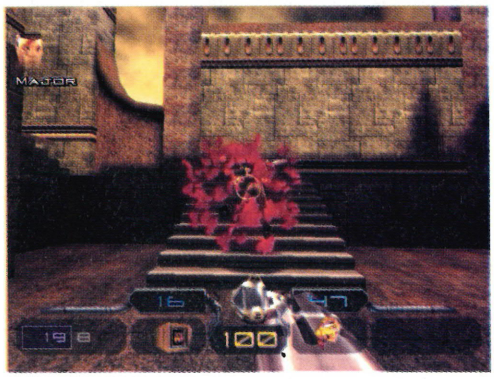
CHUMS

When you first start to play *Quake III Arena*, the chances are you're going to immediately opt for the single-player game. That's probably quite sound, but don't think it's the easy option. Rather than just tacked on at the last minute, this Challenge Ladder is a properly structured trawl through the game's most cunning artificial intelligence opponents. The gentle introduction against the rather wimpy and clueless 'Crash' might lull





△ The rocket launcher is scary, but slow to fire and easy to avoid.

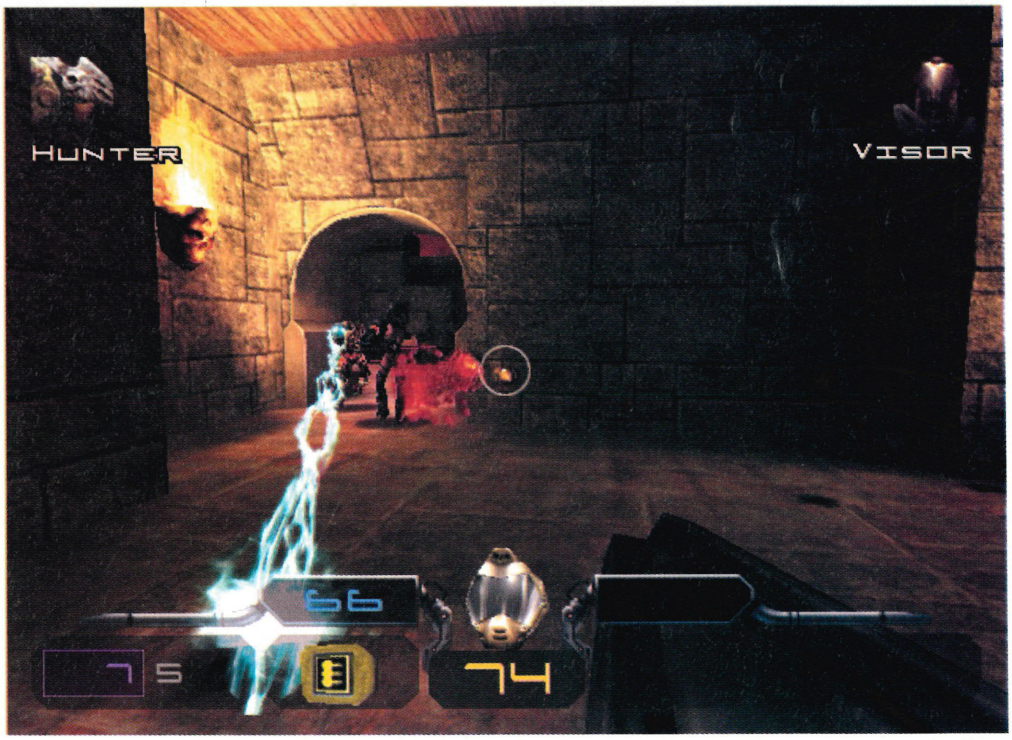


△ Shooting a woman while she's running away. Is nothing sacred?

"A SMALL CHILD COULD PROBABLY THRASH YOU IF HE HAD A KEYBOARD"



△ The Lightning Gun or the Railgun… decisions, decisions.



△ The lightning gun is one of the most powerful weapons, but you need to get a few seconds of contact to finish someone off.

you into a false sense of security. But the opposition soon adapts and then surpasses your own rapidly improving skills, as you grapple with the controls in an attempt to run, jump, aim, shoot, change weapons, use items and crouch with an adroitness that would impress a Rubik's Cube champion.

There are five different difficulty levels that act as multipliers against the preset abilities of the various characters you're thrown at. But what makes your progression through the seven tiers slightly less frustrating is that you can alter the difficulty level before entering any arena. It should persuade you to opt for at least a middling difficulty level from your first step. You'll be safe in the knowledge that if in four or five arenas time you discover that you really don't make a particularly good *Quake* player, you can always shuffle the difficulty level down a notch or two, saving you the ignominy and annoyance of having to start all over again. Likewise, if you think your progression is moving a little too quickly, pretend that your betters are peering over your shoulder and casually up the nastiness rating to something more challenging.

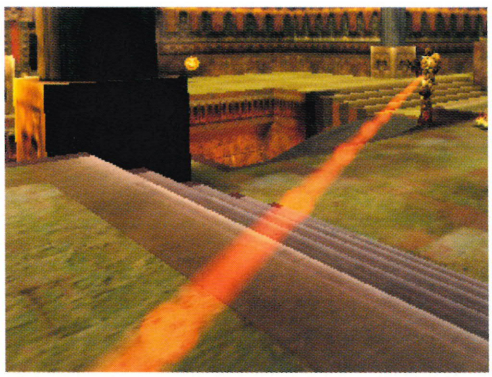
YOU MUST LEARN CONTROL

One thing that might make a rather big impact on your abilities as a *Quake* player is the control method you use. *Quake III Arena* supports just about anything you can plug or force into the front of your console. The standard controller works well, and is the best way for making sure you and three mates play against each other in the same room, but we've been spoilt. Lying around the office are, naturally, the Dreamcast Keyboard and Mouse (available on December 8). While this combination more than doubles the price of the game, it's how the game found popularity on the PC, and is by the far the easiest, most flexible and quickest control system on the Dreamcast. Frankly, no matter how good you are with the controller, a small child could probably thrash you if he had a keyboard.

That might make depressing reading. Don't let it get you down, though. Buy the game by all means, play ▷



△ It's rare anyone gets so close, but this battle ended soon after.



△ You've got to keep moving. A slow moving target is easy to hit.



△ Getting a rocket full in the face like this does serious damage.



△ The Railgun is the weapon of choice for the show-off.



△ More four-player madness. Yes, your eyes will hurt after playing this, but only because you won't blink for five minutes straight.

▷ it for a week or two with your controller, and once you've become thoroughly addicted to it, you'll curse Sega for only charging £40 for one of the most enjoyable games you can play. At this point, recall that you can invest some more cash in the requisite hardware add-ons, and it'll be like buying a brand new game. Be assured that the online champions *will* have the mouse and keyboard mega-combo deal, and if you can't beat them (you won't), well, you know the rest.

"QUAKE III ARENA IS EVERYTHING THE ACTION JUNKIE COULD ASK FOR"

Quake III Arena is a stunning achievement. Many of us in the office, after fighting for one of the two GD-ROMs we've been given for this review, still can't believe how a game that demands at least £800-worth of PC has been so well squeezed into a £150 console. Better than that, in fact, because the PC version doesn't have a split-screen option. Original designers Id Software, conversion specialists Raster, and European version localisers No Cliché have combined to create one of the most technically adept games that has ever been committed to disc. It's as impressive an achievement as, say, Sony's *Gran Turismo*, and that took four years of the PlayStation's life to appear. In just two years (12 months if you consider the European side, less if you think of the online aspect),

TEAM PLAY

YOU DON'T JUST HAVE to attack people non-stop when playing the multiplayer or online games. There's also the option of team games (where you can't hurt people on your own team by shooting them, but can reduce their armour), and even Capture the Flag. In this variation you have to guard your own flag while getting into the enemy base to grab theirs. If your flag is in place and you run over it with the enemy flag, you get one point.



△ A four-player team game only needs two humans.



△ But with four people playing, it's much more fun.





"ONE OF THE MOST TECHNICALLY ADEPT GAMES EVER COMMITTED TO DISC" **QUAKE III ARENA**



△ Fall into space and you'll warp back into the level – for free!



△ Fire a deluge of rockets near someone standing by a wall.



△ Chatting with other players online is part of the experience!



△ Maps that have walkways on different levels tend to link them with jump pads (directly below the falling dead body).



△ This is no direct port. Much of the front end has been spruced up.

"BE AWARE OF THE SLIGHT DELAY ONLINE AND BUILD IT INTO HOW YOU PLAY"

Sega has successfully created not just a fantastically enthralling and enjoyable experience, but one that successfully lets you link up over the Internet to play against other gamers throughout Europe.

WORK AT IT

Online, *Quake III Arena*'s just as fast as, but a little tricker to play than, the single-player game. There's a tiny delay between performing an action and it appearing on-screen, although nowhere near as serious as the one in *ChuChu Rocket!* (*ODM* #9, 9/10). It's like talking to someone in the States – perhaps not quite as bad – where you might start interrupting each other a little. A bit disorientating at first, but the moment you start to understand and appreciate the delay is the moment that you can ignore it and work with it instead. Fire a rocket in online *Quake III Arena* and it might be a tiny fraction of a second before it leaves your launcher. That might just be enough for you to miss your opponent, but it's only extending the rules of the original game. The rocket launcher is deliberately powerful because it's a slow weapon. Even in the single-player game it's possible to duck, jump or sidestep incoming rockets, and it's something you have to work into whatever strategy you have. It's no different online, except that you have to be aware of the slight delay and build it into how you play. After all, *everyone* suffers some kind of delay.

Instead, what you have to learn to do is fire at the floor ahead of your opponent and, if you don't get a direct hit at least you'll get some splash damage. Or you can use something less precise, such as the spreading shotgun, or just go barmy with the machine gun.

Whatever your feelings about online gaming, *Quake III Arena* is everything the action junkie could ask for. True, some of the arenas aren't brilliant – there's a couple of them that are just fixed routes of jump pads, or have far too many lava drops of abysses. But whether it's online, split-screen or single-player, *Quake III Arena* is so fast, so good-looking and so perfectly balanced that you'll pick up a controller and play for an hour without even noticing. If this isn't the Dreamcast's biggest seller to date, we'll eat our rockets.

VERDICT

A NEAR-PERFECT CONVERSION OF A FABULOUS GAME

UPPERS
Super-fast in single-player mode • Quick split-screen games • Low lag online • Wide range of difficulty levels

DOWNERS
Difficult with a controller • Online lag takes some getting used to • Single-player won't keep you satisfied forever

IN ONE HOUR We won our first solo online game, against two magazine rivals
WEBSITE www.quake3arena.com
MAX PLAYERS 4 split-screen or online
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
9
SUPERB

PRICE: **£39.99** • PUBLISHER: **SEGA** • DEVELOPER: **ID/RASTER/NO CLICHÉ**


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

DRIVE FAST!



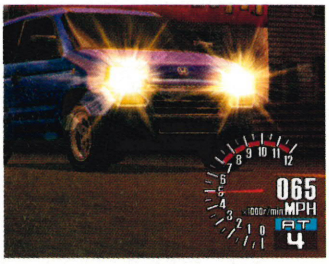
MSR™
METROPOLIS STREET RACER

BIZARRE CREATIONS

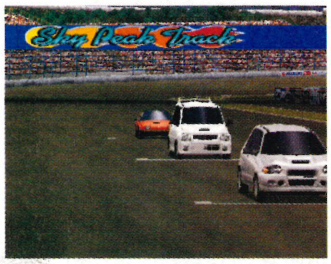
Dreamcast.

SEGA

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△ The first cars you drive aren't glamorous, but expensive models are worth a drive.



△ Some of the tracks at least make an effort to look nice for the visiting race fans.



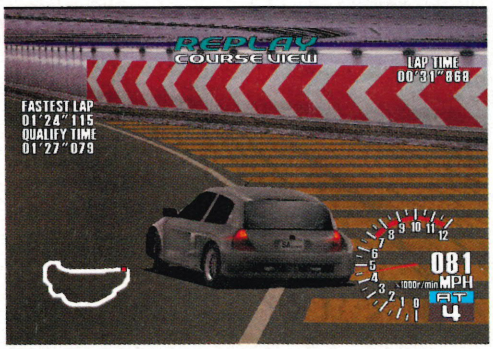
△ You rarely lose much speed on the sand.



△ The rest of the circuits are more interesting than this simple oval, but this isn't exactly *Metropolis Street Racer*.

SEGA GT

It's like, y'know, *Gran Turismo*, but on the Dreamcast! **STEVE OWEN** isn't impressed



△ If you run wide, some of the corners have escape lanes.

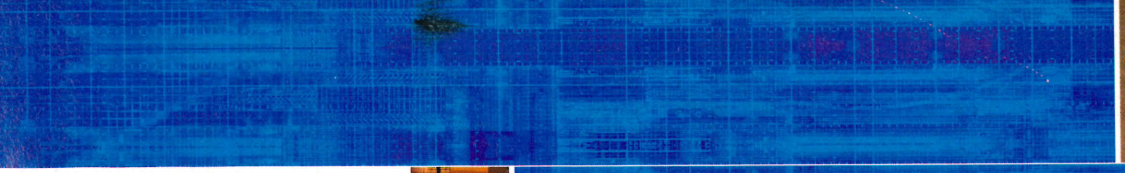
AS IF YOU WEREN'T AWARE, the Dreamcast's campaign to be *the* driving game console is in full swing, thanks in no small part to the combined talents of the wonderful *F355 Challenge* (*ODM* #13, 8/10), the tricky-but-good *Le Mans 24 Hours* (*ODM* #14, 8/10), and the astonishing *Metropolis Street Racer* (*ODM* #12, 9/10). It's natural, then, that in order to capture the crown from the PlayStation, Sega has to provide something along the lines of Sony's flagship driving series, *Gran Turismo*.

Shamelessly, then, *Sega GT* is *Gran Turismo*, thrown on to the Dreamcast with much better graphics. But that's about it, because it can't hold a torch to either PlayStation title, and would struggle to turn you away from *F355 Challenge*, *Le Mans 24 Hours* or *Metropolis Street Racer* for more than 30 minutes.

Much like its PlayStation counterparts, *Sega GT* is track racing in vastly souped-up road cars. The bulk of the single-player game has you starting with no career and just ten grand to your name. So little money limits the capabilities of your first race car, but once you start to prove yourself as a driver you earn cash and sponsor bonuses. More money means customisation or a choice of vehicles, essential so that you can enter races specific to a certain make, model or size of car.

This rather open-ended game style theoretically means that you could be playing *Sega GT* for months, taking part in the same races time and again as you attempt to save up enough money to splash out on a major improvement, or even to get a top-of-the-range vehicle from the number of licensed manufacturers. But the downside is that you have to be patient from the very start of the game, because even if you're a veteran driving fan, your limited budget means that you probably won't have a hope of coming in so much as the top three for most of your early races.

Gran Turismo's strength, apart from its depth and originality, is that it feels far more realistic than any other PlayStation racer. This doesn't hold true for this Dreamcast contemporary, though. The whole engine has been messed and mucked about in an attempt to make the game deliberately tougher. Many of the courses benefit from full throttle throughout. Although this is supposedly a simulation and you do need to slow down for corners, you can dramatically reduce your momentum by simply turning the steering wheel. Even a slight change in front wheel angle seems to be enough to lose about 20 per cent





"YOU HAVE TO BE PATIENT FROM THE VERY START OF THE GAME" **SEGA GT**

A DAY IN THE LIFE...

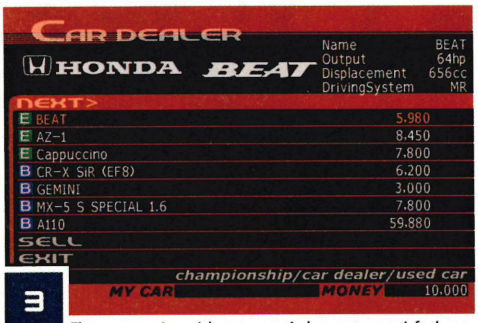
No rest for the wickedly fast. Getting on in *Sega GT* is a matter of proving your worth, on demand and under pressure.



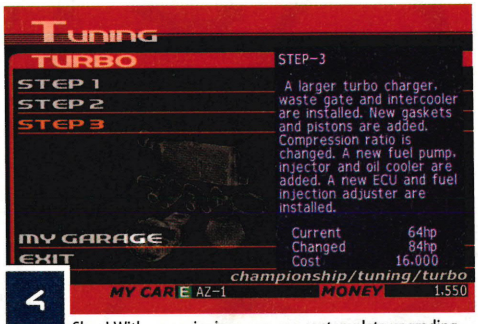
1 △ In order to take part in a particular race class you have to first prove yourself in one of six cars on one of six circuits. But, mysteriously, there's always an easy one.



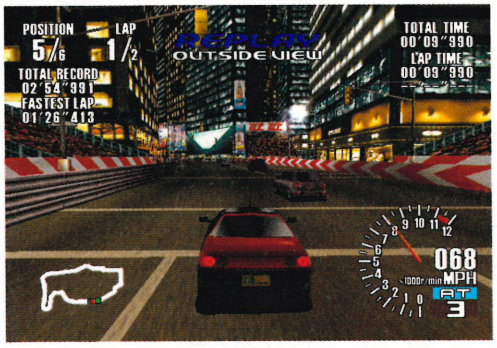
2 △ If you manage to beat the record time for any particular circuit, there's the option to take part in a manufacturer's time trial. Win that and you're given a customised car.



3 △ Then you can just pick your race. As long as you satisfy the criteria you can enter for free, and even coming in last gets you some money.



4 △ Shop! With your winnings, you can contemplate upgrading your existing vehicle or buying a brand new one. The decision, as they say, is yours!



△ **Bounce your way through relatively narrow streets.**



△ **The graphics are sharper than *Gran Turismo*, at least.**

of your speed, forcing you to adopt a wooden approach to every circuit. You have to find the straightest line and smallest turn through every corner to get a good lap time. This is good discipline, but it's hardly entertaining, and seems to go against every established racing game.

Get that minute turn wrong, though, and you'll hit one of the side barriers. Rather than dramatically slowing you down, you instead appear to be propelled into the opposite side like a pinball. Expect to be catapulted from left to right through narrow turns.

Even coming out of a corner doesn't seem right. Unfathomably, your car seems to want to settle itself into a straight line before bothering to accelerate again, meaning that, against all racing wisdom, it's almost impossible to accelerate through a corner.

Of course, accurate handling is the one thing that all driving simulations should have, and *Sega GT*'s rather woeful attempt at providing a realistic driving experience undoes all it tries to do well. There's plenty of cars (but nowhere near as many as Sony's *Gran Turismo 2*), you can construct your own from retail parts, and the eight tracks (reversed and driven at night for variety) look good, if uninspired next to *MSR*.

Patience is a virtue, they say, but then they never had to worry about losing races in *Sega GT* for the first few hours until they had enough cash to purchase or modify a good car. If this had arrived six months ago – before *F355 Challenge*, *Le Mans 24 Hours* and *MSR* – then perhaps we wouldn't be so hard on it. As it is, like a DeLorean, it's worth nothing more than a bit of a drive for variety.



SPEAK OUT

PRODUCER OF THE EUROPEAN VERSION OF *SEGA GT*, **KATS SATO**, ANSWERED SOME QUESTIONS ABOUT THE GAME FOR US

WHAT'S THE BEST THING ABOUT THE GAME?
Well, it has to be the European cars [nine European manufacturers in total]. The US and Japanese versions didn't have this. I'm a big fan of European cars, so it's great to have the opportunity to customise my Fiat and beat the pants off a Toyota.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
I am playing the following titles as part of my job and part of my fun: *Skies of Arcadia* [not yet released in Europe], and *Daytona USA 2001* [not yet released in Europe].

WHAT DO YOU WANT FOR CHRISTMAS?
A holiday. Actually, I'm going back to Japan for two weeks in the Christmas holiday.

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
Online games. 2001 is the year of online games for Dreamcast!

WHAT KIND OF CAR DO YOU DRIVE IN REAL LIFE?
Fiat Coupé 2.0 Turbo, and a Fiat Barchetta.

"EXPECT TO BE CATAPULTED FROM LEFT TO RIGHT THROUGH NARROW TURNS"

VERDICT

A BLATANT AND UNNECESSARY RIP-OFF, SIX MONTHS TOO LATE

UPPERS
Plenty of money to be earned • You can build your own cars • It's like *Gran Turismo*, innit?

DOWNERS
Ping-pong on the walls • Just steer to slow down • Just not as good as *F355*, *Le Mans* or *MSR*

IN ONE HOUR Got all four licences, still had a rubbish car
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
5
AVERAGE

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





SAMBA DE AMIGO

Monkeys, maracas and leopards beating bongos. The funkiest game ever? **JOE HOWATT** puts on his disco pants

HUMANS ARE ESSENTIALLY PRIMATES, and warm-blooded animals have universally basic needs. They shag. They eat. They whack their offspring round the head for being hyperactive, contemptible little brats. They get born, do all of the above, try to do their best in an undeniably cruel world, then they die. Usually in completely horrible ways. Shame really.

Luckily, although *homo sapiens* are thrown into the world with the rest of the myriad of genes that populate Mother Earth, we do get a tasty head start. We get a brain big enough to fill a pair of exceptionally large boots. We display intelligence far in excess of our less clued-up cousins (although to take a look at a few days of world politics you'd be forgiven for believing that isn't the case). Collectively, we have a global sexual imagination that would make the Marquis de Sade blush. But best of all – for us at least – we have an overwhelming desire to get absolutely smashed at weekends and jump around on dance floors making utter idiots of ourselves. Life, in these brief instances, is completely great. Intrinsically, humans were born to funk and Sega knows it.

CLUB ACTION MEETS DREAMCAST

At first, the entire notion of bringing *Samba De Amigo* from Japanese arcades to Dreamcast seemed farcical. Westerners simply wouldn't get it. It was so far removed from anything else planned for the console that it was in serious danger of falling flat on its proverbial arse. The logistics of putting out the game – hi-tech maracas, dance mat and all – at a reasonable price was simply too much to comprehend. On paper, it looks impossible, but Sega are about to do it anyway. And you should thank your lucky stars.

Samba De Amigo is a party game at its simplest level and a serious gamers' title at its deepest – it gets serious in the extreme when you pick the hard levels, and you'll have your co-ordination and rhythm skills pushed to the very limit. Play consists of you standing in front of your TV on a brightly-coloured polythene mat – replete with huge brown monkey feet – and shaking maracas at various height levels depending on what's happening on the screen. Balls roll from the centre of a hexagon to colour-coded discs, and you shake your controllers at the right place as they meet certain points. It's all set to a large choice of Latin music, and has Amigo the monkey and similarly groovy friends getting down in their inimitably manic way in the background. Basic stuff.



That is until you realise that *Samba De Amigo* is the most colourful, happiest videogame ever created. Ever. You know that feeling you get when you're with your friends in a club and you're dancing your arse off for no good reason whatsoever other than the fact that you're enjoying yourself? Say hello to *Samba*. ▷



SPEAK OUT

PARTY ANIMAL **JOSE ALLER**, EUROPEAN PRODUCER OF *SAMBA DE AMIGO*, SPOKE TO US IN A TEQUILA-INDUCED TRANCE

WHAT'S THE BEST THING ABOUT THE GAME?
Let's face it, the design of the maracas has enabled Sonic Team to create a game with the ability to totally humiliate you and your friends and yet have so much fun at the same time. It really is a unique party game for all the family.

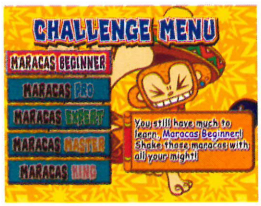
WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
We are currently spoilt for choice, but I'd say *Le Mans 24 Hours*, *Metropolis Street Racer* and *Silent Scope*.

WHAT DO YOU WANT FOR CHRISTMAS?
A Ferrari F355!

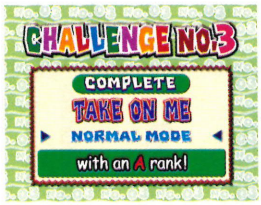
WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
A nice long holiday.

WHAT'S YOUR FAVOURITE TUNE IN THE GAME?
It has to be *La Bamba*!

CHALLENGE MODE FOR THE LONELY GAMER



△ Start easy. King's a long way off.



△ Challenge No. 3 and it's Aha!



△ Aha never looked like this.

Whether you're a complete saddo and have no mates, or simply want to take on the super-hard challenge of completing the entire bean-shaking excellence that is *Samba De Amigo*, Challenge mode is for you. You start off as a 'Maracas Beginner' and work your way through some of the toughest dance challenges known to man. Be warned: you're not going to walk through this on your first go. If you do you're some kind of Wayne Sleep wannabe. Loads of the extra songs you get in Original mode pop up early in the Challenge stages, so this is a good place to find out if you're truly man enough to go all the way. Don't get sidetracked by the wigged-out leopards if you want to be a true maraca master.

▷ *Samba De Amigo* is in serious threat of uniting the planet, bringing families closer together and cementing drunken friendships in a way that no other game ever could. Believe it or not, plenty of people don't actually understand videogames. Take your Mum, for example. Stick *Resident Evil Code: Veronica* (*ODM* #8, 9/10) in front of her and she'll say something along the lines of, "That's nice dear. It's not very pleasant though, is it?" Show her *Samba De Amigo* and talk her through what she's supposed to actually do and she *will* play it, if only for ten minutes. And that's a serious step forward for the gaming world.

Groups of people watching friends play *Samba* after a night out all have the same glazed, joyous expression on their faces. It's a real party piece of software: the player watches the balls, the crowd watches the manic dancing animals in the background and taps its collective foot to the samba beat. Get this out over Christmas and you're going to be an instant hit.

SEELECT A MUSEEC

Samba De Amigo comes with a monster set of the cheesiest tracks devised by man. After a few minutes of poking around to see what's on offer you'll find *El Compas del Mambo*, Ricky Martin's *The Cup of Life*, *Samba de Janeiro*, *Tubthumping*, *Macarena* and *El Ritmo Tropical*.



△ Too cute. Everyone should learn to love this game. World peace, here we come!

"THE MOST ENJOYABLE, ORIGINAL GAME IN THE DANCING GENRE"

You might not know the names, but you'll know the tunes – all whistles, trumpets and grinding hips.

The scoring system is also an extremely clever method of keeping you interested. You start with a Grade D and go up or down grades depending on how long you can keep a non-breaking run of hitting the balls as they disappear into their coloured holes. In Arcade mode, you'll need a C or above to go through to the next stage, with it only being a two-stage hit. It's the same in Original mode, but things tend to be tougher here: you'd better have your dancing shoes on.

Although *Samba De Amigo* is meant primarily as a party game, there's a Challenge mode to hone your skills before your mates come round for another session. Tasks are generally based on getting through songs and finishing with a certain grade, and its here that you start to find the hidden extras; passing the third challenge means rattling your way through a beefed-up version of Aha's *Take on Me* with an A grade.

The music in the game was the subject of some contention when Sega revealed its plans to bring *Samba* to the west. Ricky Martin performs under the Sony Music label, and obviously this threw up certain copyright issues. But in the loving spirit of the awesome power that is *Samba De Amigo*, Ricky made his maraca-shaking way to Europe on a Sega product. *Samba* is love. And don't you forget it.

MARACA-TASTIC

The game's hardware is ingenious. The sensors inside the pair of brightly-coloured maracas read height and motion, and these, according to Sega, have led to the exorbitant cost of the game, but more on that later. Working your way through menus is done by raising and lowering the left maraca and shaking the right one to select. Fans of the Japanese version will rejoice when they get to see the choices in English. For the first time they'll actually know what's going on.

A tech-laden thick grey plastic strip holds the mat in place and provides the second half to the way the game reads your movements. If we're going to be honest, this system can sometimes be a little frustrating, as you'll swear blind you were hitting the right spot but Amigo boos at you. In the game's defence, you do subconsciously learn the height you're supposed to be shaking the maracas at after a while, but there are times when you do feel cheated. Not good when you're heading for 100 per cent and an A grade and you miss by one ball.

Samba also goes online. Want to shake your thang to *Magical Sound Shower*, the theme tune from Sega's classic racer, *Outrun*? No problem. You can save this and a heap of other tracks down on to your VM from the official site.

Other features include a two-player mode, but for this you'll need an extra set of controllers. Third-party controllers will be released alongside the game in December, so you shouldn't have to fork out the full



△ Woooaahh! Hit Grade A and Amigo gets all psychedelic. Man.



△ Full-on class A. Amigo's about to pop.



△ Keep dancing or Amigo will be cross.



△ Everyone get happy.

whack to get some double monkey action on the go. Which is a blessing, because…

GRINGO, DO YOU HAVE A DOLLAR?

Sega has decided to put a monstrous £100 price tag on *Samba De Amigo*. Yep, you read that right. A century. This is the only reason this brilliant piece of software gets 8 instead of 9/10. It's too expensive by most people's standards, and it's a real shame this should be the case.

Sega is planning *Samba De Amigo* mainly as a rental release, a ploy that should work well due to the game's nature. But the the over-the-top price is still a great shame. Such a cost basically means that only those with deep pockets will ever get to own this amazing title. That the masses should be denied fun in this way makes us want to cry.

Despite this, *Samba De Amigo* is absolutely the most enjoyable, original game in the dancing genre. Sega is currently working on a sequel with extra dancing animals and a tambourine instead of the original's maracas, and you just know this is going to cause as much of a stir as *Samba*'s birth into the gaming world. Take a deep breath, dust off your wallet and take the plunge.

VERDICT

GENIUS PARTY GAME, BUT WAY TOO EXPENSIVE

UPPERS
The happiest game ever • Guaranteed to make you look great • Monkey action without dung throwing

DOWNERS
Extortionately priced • Guaranteed to make you look like John Travolta

IN ONE HOUR Played through Arcade mode a few times, started Original mode, got drunk
WEBSITE www.sonicteam.com
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

PRICE: £99.99 • PUBLISHER: SEGA • DEVELOPER: SONIC TEAM

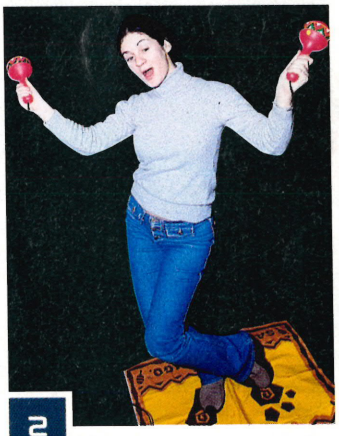
HOW IT WORKS (KIND OF)

WHY SO EXPENSIVE?

The reason for *Samba De Amigo* costing the enormous price of £100 is that it comes with a set of plastic maracas and a magic floor mat which detects their exact position in the air. It's all very complicated and clever stuff, so we won't even pretend to understand how it works. Yes, you may look like a prize buffoon when you play, but that's half the fun, isn't it?



1 A nervous-looking newcomer…



2 That's more like it! Get happy!



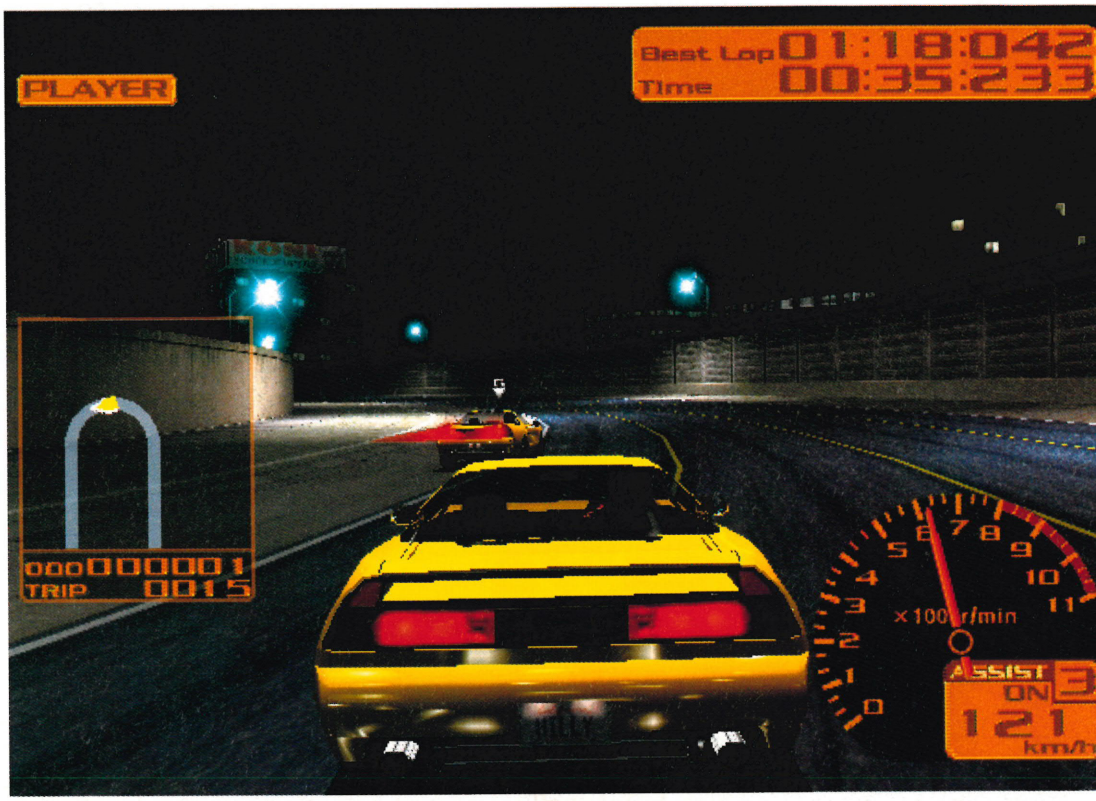
3 And pose! Bonus points aplenty.



△ A thrilling race for the finish! Or are they both parked?



△ "There must be a Little Chef around here somewhere."



△ Do battle with your ghost car on this specially built oval course. Or don't.



TOKYO HIGHWAY CHALLENGE 2

He's never been to Tokyo and he can't drive, but **STEVE HILL** accepted this challenge

ONLY A YEAR OR so into its life, the Dreamcast's sequels are beginning to pile up like leaves in the gaming gutter. Way back in issue three, the original *Tokyo Highway Challenge* (*ODM* #3, 5/10) was largely dismissed as being the wrong side of dull. Twelve months on and guess what? Let's not ruin it at this early stage, although this is a fairly futile exercise seeing as the great big number in the corner does tend to give the game away (something we'd gladly do).

Still here? Just for fun, let's assume no prior knowledge and attempt to judge *Tokyo Highway Challenge 2* on its own merits. As the name might suggest, it involves a series of challenges on the highways of Tokyo, or at least on a big ring road that circumnavigates the city. These challenges take the form of mini-races with other road users – standard boy racer behaviour. However, rather than revving up your Fiesta at the lights and giving it the eyebrows, an invitation to race is proffered by a cursory flash of the headlights. If accepted, a countdown begins, after which both drivers attempt to get the better of each other, paying little heed to either the highway code or the safety of other motorists.

Each driver begins with a number of points, which decrease directly in proportion to the time spent behind his opponent. This is shown in the form of two progress bars, so as soon as one is diminished, the race is over. This often happens in a matter of seconds, and with a decent start you scarcely have to deviate from your original pace. It's simply a matter of driving away from your opponent. Conversely, if your challenger has a considerably more powerful car, you can be left eating his dust.

CAREER OPPORTUNITIES

In the Quick Race mode, your progress bar doesn't replenish between challenges, so you will eventually be in the position of having to lead for the entire race to survive. This is the only time any genuine tension comes into play, with even a clip of the scenery enough to bring about defeat. However, even this is tempered by the game making an irritating bleeping noise to warn you of this, despite the fact you can clearly see it. Things that bleep are not good, and this will annoy you so much that you will want to stop playing it and do something less upsetting. Clearly you could turn the sound off, but that would detract from the rest of the game.

"THE JAPANESE EQUIVALENT OF TAKING YOUR HONDA TO SOUTHEND"

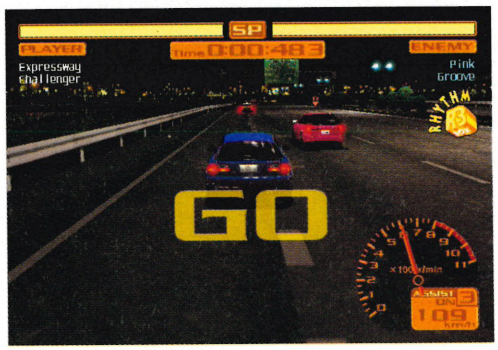






△ Drive like that on a public highway and you'd be called a maniac.

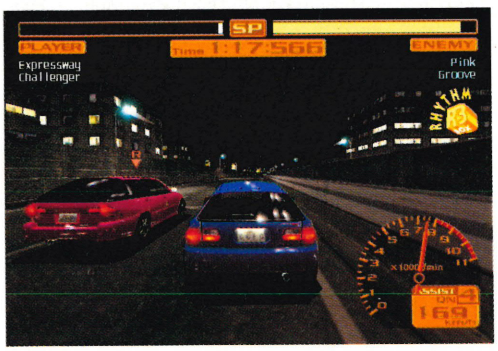
"YOU ALMOST FIND YOURSELF LOOKING FOR A LITTLE CHEF"



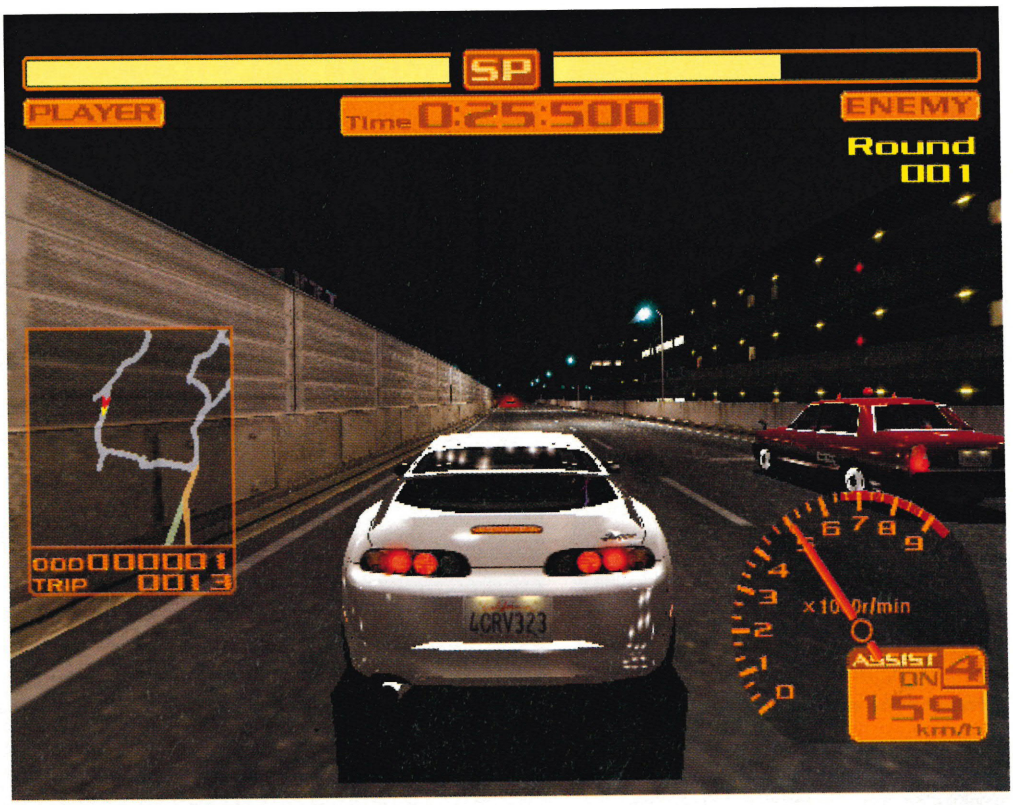
△ Prepare to do battle with, er, Pink Groove.



△ "Can I interest you in a TYPE-R34RV, Sir?"



△ With seconds to go, a swift overtaking manouvre saves the day.



△ A Quick Race kicks off. And the emphasis is on 'quick'.

The career, or Quest mode, is a different bag altogether. Rival gangs cruise the mean streets, and drivers will only accept challenges if they think you're worthy, and indeed if you can find them in the first place. Much of the game involves cruising round looking for a challenge, with only the streetlights and a few ambient vehicles for company. When you do find a challenger, victories result in financial reward. This money can then be spent on further cars, as well as a ludicrous array of upgrades, from exhaust pipes to car stickers. Everything but Go-Faster stripes and fluffy dice. It seems that the basic idea is to build a great big customised car and drive around in it showing-off. It's the Japanese equivalent of taking your souped-up Honda Civic to Southend to perform a few wheel-spins on a Friday night. However, while the game is clearly aimed at the car buff, it doesn't include real vehicles, only cheap imitations.

GHOST TOWN

If you tire of challenging other drivers, you can try a series of Time Attacks, doing battle with a ghost car. It's a mild diversion, but apart from the oval track, the other options are on the long side. Perversely, there are also a couple of extremely short straight sections, more akin to drag racing.

And finally, for the man with time on his hands, there's the Free Run, much like the Quest mode, but without the challenges. It's a dull experience and you soon find your eyes becoming heavy, and start recalling snippets of car-oriented public information films. Remember, only a fool breaks the two-second rule. You almost find yourself looking for a Little Chef to stop off for an over-priced cup of coffee. This game can actually help you sleep, particularly when playing it in bed. That might sound like a criticism, but not when you consider that sleep is among the world's greatest things. In the same way that a relaxing tune can help you drop off, half an hour of this is enough to prompt a few ZZZs, with the bonus of not being propelled through the windscreen when you veer off the road.

In its favour, the game looks good, or at least the cars do, the problem of scenery having been avoided by setting the game at night. *Tokyo Highway Challenge 2* is a brave attempt to do something original with the genre, but not a wholly successful one. As a simulation of driving an expensive car around the Tokyo expressway at night, it can't be faulted. As a game, it leaves much to be desired.

VERDICT

COMMENDABLY DIFFERENT, STULTIFYINGLY DULL

UPPERS
Reasonable handling • Loads of cars • Helps you get to sleep

DOWNERS
Races are over too quickly • Fictional cars • It's always dark

IN ONE HOUR Eyelids were becoming heavy
WEBSITE www.ubisoft.co.uk
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10
5
AVERAGE

PRICE: £39.99 • PUBLISHER: UBI SOFT • DEVELOPER: GENKI



△ Even the in-game spectators seem unimpressed.



△ Flatland tricks – even *Tony Hawk* doesn't offer this.



△ It's easier than trying to do a grind.



△ Landing this particular trick is going to be nigh on impossible. And that's optimistic.

MTV SPORTS SKATEBOARDING

Tony Hawk wannabe **ALEX HUHTALA** reviews a wannabe *Tony Hawk*

THERE'S ONE SMALL PROBLEM with *MTV Sports: Skateboarding* and it's called *Tony Hawk's Pro Skater 2* (see page 10). The *Tony Hawk* series has already got so much right when it comes to capturing the appeal of skateboarding and extreme sports, that all subsequent titles that try and rain on Tony's parade may as well call it quits, especially if the game is as weak as this one.

The difficulty for any skateboarding game released in the wake of *Tony Hawk* is that there are going to be comparisons between the two, highlighting where the superior game went right and the inferior game goes wrong. While *MTV Sports: Skateboarding* does get a lot of parts right, it also gets its fair share wrong, with the worst error of all being a poor control system that makes playing a frustrating experience.

But first, let's look at some of the good points. For starters, *MTV Sports: Skateboarding* is endorsed by none other than Andy Macdonald, a master of street skating as opposed to the vert (or half-pipe) world that Hawk inhabits. Macdonald is a big name in the sport – a pity, then, that he knocks the game so badly in the instruction manual. "Try skateboarding for real," he says in his introductory message. "It's much more challenging than any videogame ever will be." Come on Andy, we're trying to dwell on the good points here!

MTV Sports: Skateboarding also has plenty of modes. Best of these is Lifestyle – pick a low-ranking amateur skater and move them up through the championships. It's essentially a career mode, but Tony's game already has a mode going by that name. High Score is what you'd expect. MTV Hunt is a lot like collecting the letters S-K-A-T-E in *Tony Hawk*, except here you collect ten MTV logos that are scattered around each level. More original is Survival – perform tricks to add more time to a decreasing clock, and see how long you can last before the timer reaches zero. Then there's Stunt, a mode that adds death-defying Evel Knievel-style stunts like jumping over rows of cars, which is dumb but strangely appealing.

Aside from the single-player challenges, there's also a handful of multiplayer modes for up to four players at a time. Battle is first up, where players go head-to-head trying to execute big tricks. Each player starts with 100,000 points – every time you land a trick points are added to your score and subtracted from your opponent's, with the first player reaching zero losing. Time Bomb is a tag mode where one skater starts with a





△ Waa-heeeeeyy! Look ma – no teeth!



△ Jump increasingly bigger gaps to progress in the Stunt mode.

"UNFORTUNATELY SOMEBODY FORGOT TO INCLUDE THE SKATEBOARDING. OOPS!"

bomb that will explode in 65 seconds, and whoever has the bomb when it explodes is the loser. MTV Hunt is the same as the single-player mode, except here there's more of you trying to grab the logos. Last up is Deathmatch, which is simple to play – all you have to do is knock other skaters off their boards by ploughing into them.

As you'd expect in a game sporting an MTV logo, there's plenty of music to accompany the action with Pennywise, Deftones and Cypress Hill among the highlights on offer. There's also a wide range of pro and fantasy skaters to choose from, 25 levels and more skate sponsors than you can shake a stick at.

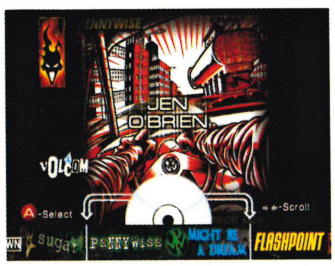
So what's wrong? Unfortunately, after designing the many game modes, the extensive range of locations, signing up the hip bands for the soundtrack and getting plenty of respectable sponsors to plaster their logos throughout the game, somebody forgot to include the skateboarding. Oops!

There's no two ways about this, *MTV Sports: Skateboarding* plays bad. There's a wide range of moves, including some impressive flatland tricks, something even *Tony Hawk's Pro Skater 2* doesn't offer (apart from the new 'manuals'). But successfully performing any of the tricks listed in the instruction manual is entirely a hit and miss affair. Anyone can input the commands – they're all very simple and not as complex as most games of this type – but there's a major problem… the game doesn't recognise that you're inputting the commands! Press a button for a simple kickflip and it doesn't happen for ages, if at all, ruining any chance you may have for a combo. Try a grind on the top of a ramp and you usually end up flat on your face. Hammer the buttons and the same thing happens. Occasionally you perform the trick as intended, but the feeling this causes is relief rather than euphoria.

This fault – and it's a big one – isn't an error on the gamer's part, but it makes playing it very frustrating. Every time you try and perform a trick, you have what seems to be a 50-50 chance of executing it successfully. The major problem with the sporadic nature of completing a trick is that there's no indication of what makes the trick happen and what doesn't. It's got nothing to do with the timing of pressing the buttons, or the way you approach an obstacle or even the speed at which you're travelling.

This control glitch is a major stumbling block for *MTV Sports: Skateboarding*, as instead of trying to go for complex high-scoring tricks, you're reduced to attempting the lower-scoring moves that have a higher success rate. Other minor faults crop up elsewhere, like the poor marks the judges dish out in the Lifestyle mode. They seem unimpressed even if you pass the high score for a challenge, offering no indication of what you might be doing wrong.

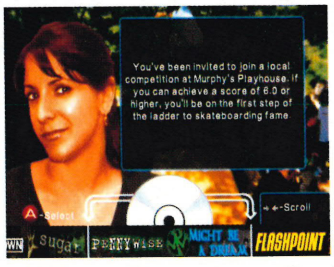
Overall, *MTV Sports: Skateboarding* seems unfinished. All the ingredients for a skateboarding game are here, they just haven't been cooked right, with somebody forgetting to put gameplay into the pot. Even if the *Tony Hawk* games never existed, this would still be average.



△ You choose the tunes before each level.



△ A rare vert trick into a grind!



△ Some right mingers make you an offer.

VERDICT

TONY HAWK WON'T BE LOSING ANY SLEEP OVER THIS ONE

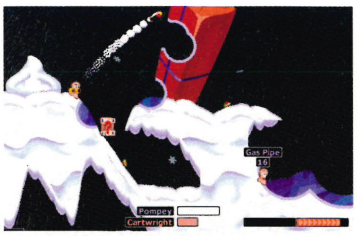
UPPERS
Good selection of music • Multiplayer modes • Evel Knievel-style stunts

DOWNERS
Tricks are hit or miss • Levels look basic • *Tony Hawk's Pro Skater 2* is way, way better

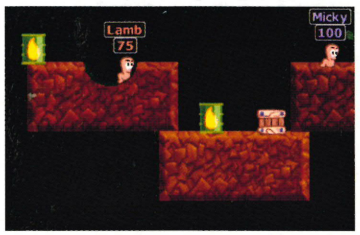
IN ONE HOUR Started to rely on Christ Air to rack up the points
WEBSITE www.thq.co.uk
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, VGA compatible

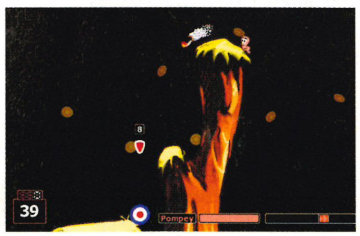
ODM RATING OUT OF 10
5
AVERAGE

PRICE: £39.99 • PUBLISHER: THQ • DEVELOPER: DARKBLACK


△ A strong wind can take your shot off course.


△ First aid packs always come in handy.


△ Don't wriggle too near the fuel drums.


△ The training missions help you improve.



△ The single-player missions are more like mini-puzzle games, but they could teach you a few tricks.



WORMS WORLD PARTY

A game featuring slimy little invertebrates. A review written by **RICHIE SHOEMAKER**. Go figure

LIKE WERTHERS ORIGINAL, *Worms* is something both old and young enjoy, at least according to the advertising legend. Behind the shameless marketing though, the truth is that those same butterscotch candies peddled by that wispy-haired old duffer are positively sickening. The cutesy factor of *Worms,* however, is endlessly endearing, entirely due to the fact that under the colourful and simplistic graphics and bright candy-hued landscapes lurks a game that is, in its own way, as violent as *Quake III Arena* (see page 56) and twice as funny.

For those who are perhaps new to videogaming, or have spent the last ten years in a Turkish gaol, *Worms* has been around since the days of the Commodore Amiga and has appeared on every gaming platform you care to imagine. In essence, it's a souped-up version of the ancient 'tank' games, where two coloured blocks faced off across a randomly generated landscape; each player took it in turns to enter the velocity and angle of their shots – taking into account the wind speed and direction – with a view to destroying the opponent. Usually keyed in from magazine listings (these games were coded in BASIC – though typing them in never was), it would take three days to even get the games working, thanks to a combination of poor typing skills and dreadful spell-checking on the part of the magazine.



△ Some new cut-scenes would have been nice.

Worms can be likened to a computerised form of pool, in that being turn-based, it all comes down to getting to grips with the simple physics of the game. More than that even, with all manner of trick shots that can be played with over 50 weapons, luck is just as important as raw skill. The novice will regularly triumph over the hardened hustler, just by pulling off the odd fluke shot that will send an arcing bazooka rocket into the face of the last worm standing and leave the conqueror cheering an unexpected victory.

But then you know all that. As the proud owner of a Dreamcast, you will perhaps already have the last version of *Worms – Worms Armageddon* (*ODM* #3, 8/10) – among your growing collection of games. That being the case, what in the world would make you go out and buy *Worms World Party*?

An interesting question, Jeremy. The fact is that compared to *Worms Armageddon*, a game that is only a year old, *Worms World Party* is frighteningly similar. There is no discernible difference in the graphics department, the sounds or music. How you control your annelid friends is identical to every previous version and, apart from some new backdrops and a platter of new levels, you could be forgiven for thinking you were playing and paying for exactly the same game.

Except for one huge difference – *Worms World Party* can be played online, against real people who, you'll be happy to know, you never have to meet. That in itself is a very big deal and if you ever wanted to get into online gaming, there is no better place to start.

NET WORTH

There is, however, an inherent problem with playing online games these days, in fact there are two. One is lag – the amount of time it takes for information to leave one machine and reach another – and it's dependent on the speed at which you are connected to the Net and also by the amount of information that is being shoehorned down your phone line. With *Worms World Party* being a turn-based game and with little in the way of information needing to worm its way (excuse the pun) across the digital expanse, lag is almost non-existent and even where it is, it has no ill-effects on the gameplay at all.

"IT COMES DOWN TO GETTING TO GRIPS WITH THE PHYSICS OF THE GAME"

The other great disadvantage online games have is that you don't know who it is you are winning or losing against. Beating your so-called friends, especially when you can see the panic sweat down their face, is one of the most rewarding aspects of console gaming. Online, you can only imagine what your opponent is going through, even if you do know who it is at the other end of the phone line. Thankfully, developers Team 17 have▷

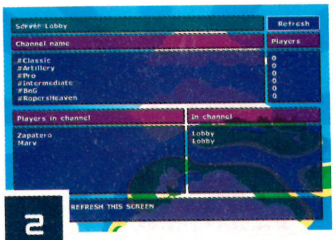
WALKTHROUGH

PHONE-A-FRIEND

Getting online with *Worms World Party* is a cinch. Choose the online option from the main menu, then enter your name and select 'OK'.



1 △ You should find yourself in the main lobby, where you'll find over 20 different types of games to start or join.



2 △ A 'Classic' game features the weapons of old. Choose Beginner, Intermediate, Pro or any number of other variations.



3 △ Choose a map and the game settings. If you've played *Worms* before, you'll know all this from the offline game.

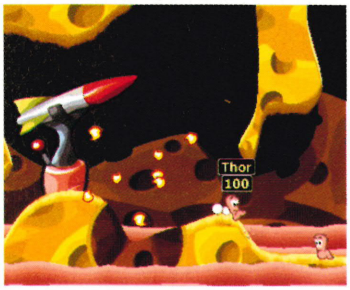


4 △ Sit and wait to see if anyone wants to take up your offer. You can proclaim your challenges by using the chat window.

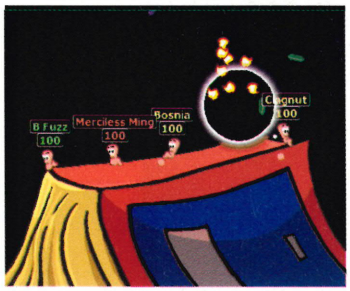


5 △ Once someone has taken the wriggly bait the game starts up and it's almost as if your enemy is in the same room.

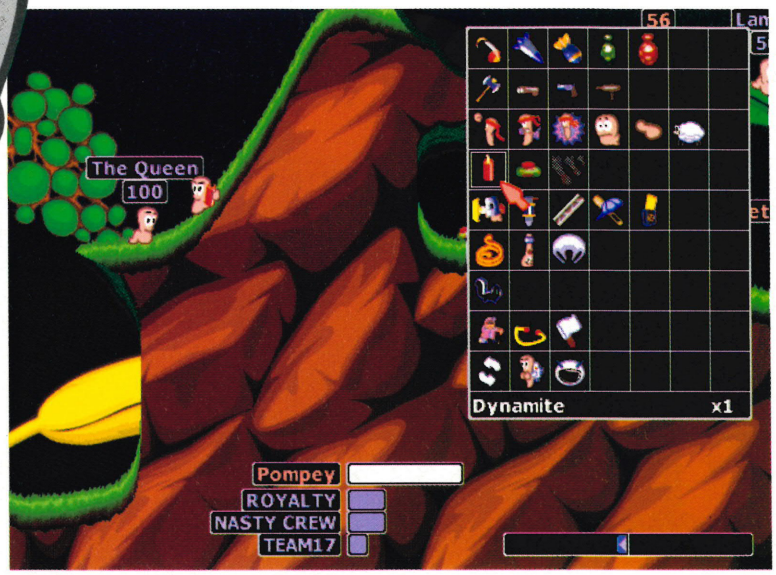
"ONE OF THE SIMPLEST YET ENDLESSLY VARIED GAMES EVER"



△ Four teams of four can get it on together.



△ All enemies together – drop an airstrike!



△ Some of the weapons are just for show, but you never know when they'll come in handy.

▷ gone some way towards adding a human face to your anonymous foes. When you pick a game to join, your opponent is illustrated by their national flag. Okay, so it's not quite the same thing, but knowing your annelid enemy is, say, French may go some way to motivating you to put up a decent fight, especially when national pride is at stake.

Understandably, Team 17 have avoided adding any new weapons to their latest game. As they said in last issue's preview feature, to do so would have weakened what is already an overstretched arsenal. For the newcomer there are perhaps too many weapons to get to grips with, and it's worth mentioning that most are really just novelty accoutrements to raise the odd laugh. The bazooka and hand grenades are, as always, in unlimited supply, which is just as well considering how often they are used. Other important items worth brushing your skills up on are the powerful Dragon Ball and the easy-to-learn but hard-to-master Ninja Rope which allows your worm to swing across the map, drop dynamite at the feet… er, tail, of your enemy and swing back to safety before the time runs out.

WORM CAST

Worms was never a particularly good single-player game. Without a story to speak of, going through the series of tutorials, time-attack or themed missions is a soulless advance. Even though the developers have thrown in a few incentives, watching the computer work out its plan of attack and carrying it out is a bit like playing computerised chess, only prettier.

As with *Worms Armageddon*, there are still a few aspects than could have been improved. Again you can't mess around with weapon settings, though in this case we can forgive Team 17 – if every online player had different weapon settings, it would cause havoc.

One aspect that PC gamers have been able to enjoy however, is attributing different voices to different teams, be they computer-controlled or human. Having a bunch of high-pitched cockneys taking on squealing rednecks is an impossibility on Dreamcast once again, as you can only pick a voice for all teams from the main options screen.

Thankfully fixed this time, though, is that more than one joypad can be used in the game, rather than having to pass one around the room whenever your chums come round to play. Of course, if you only have the one controller, you can still get by, but do remember to buy a couple more if you want to keep your friends for longer than a week.

Handy too, is having a keyboard. As you may remember when you registered for Dreamarena, typing in your details via the on-screen keyboard isn't much fun. Although you don't have to register to play *Worms* online, you will regularly have to communicate with others who you intend to play against, even if it's just to taunt them. Using the joypad to type anything more than 'hi' or 'ok' is likely to leave you sentences behind in the chat rooms, and this isn't helped by an interminably slow cursor that drifts across the menu of letters far slower than is necessary. Also, with only a joypad, chatting during a game is pointless unless you enjoy leaving yourself just seconds to make your move.

Apart from the online side of things, *World Party* isn't quite the great leap forward one would have hoped for. Graphically, it's still a game that hasn't progressed since *Worms 2* was released on PC over three years ago, and in terms of customisation, takes a small step backwards even from then. If online play doesn't stroke your thigh, you would best be served by last year's *Worms Armageddon* – but then what did you buy your Dreamcast for if not to play online games?

Another thing to take into consideration is that Virgin are releasing *World Party* with the bargain retail price of just £29.99, making it all the more appealing. Ultimately, its very few faults can be brushed aside simply because the game is as addictive as ever, endlessly funny and one of the simplest yet endlessly varied games ever devised. Go on, treat yourself, after all *you* are someone very special too, you know.



SPEAK OUT

WORMS WORLD PARTY'S PRODUCER, **PAUL KILBURN**, SPOKE TO US IN A REALLY HIGH-PITCHED VOICE

WHAT'S THE BEST THING ABOUT THE GAME?
The online section. Instead of sitting at home all on your lonesome playing against Dreamcast-controlled Worms, you can go online and play against pretty much anyone who has a Dreamcast and a phone line. And *World Party*, of course.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Crazy Taxi* and *GTA 2*. I can't put *Taxi* down at the moment – I've had it ages and this is like its second coming for me. It takes me back to a time when high scores meant something.**

WHAT DO YOU WANT FOR CHRISTMAS?
A watch strap, some new strides and someone to brick the hole in our office wall up so I don't have to sit looking at the design department's ugly mugs all day.

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
A new baby in April and a good long holiday – I haven't had one since 1996.

VERDICT

AN ONLINE MASTERPIECE, BUT A POOR SINGLE-PLAYER GAME

UPPERS
It's *Worms*! • Supports more than one controller *and* keyboard • Trouble-free online set-up • Cheap

DOWNERS
Still an empty single-player experience • Can't take on PC *Worms* players • Nothing new gameplay-wise

IN ONE HOUR Being *Worms* veterans we'd gone straight for some online action
WEBSITE www.team17.com
MAX PLAYERS 4
VIDEO MODES Full-screen 50Hz, 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

PRICE: £29.99 • PUBLISHER: VIRGIN • DEVELOPER: TEAM 17



PLAY ANYWHERE AND WITH ANYONE

Now that you can challenge anyone to a race online - anytime, anywhere in the world - knowing your cars can separate the small town punk from the primetime player. Take the Seacat. Nice car. Its power around the corners just might help you muscle through Pod's six mercilessly interactive, multi-layered tracks. But don't take our word for it. Get in there yourself. Because right now you've got nothing, podboy, and everyone in the online circuit is laughing in your single-player face.

SUN	MON	TUE	WED	THUR	FRI	SAT
		✓ SIGN-UP FOR DREAM ARENA		~~RACE 1 K-ZONE~~ ~~BEST LAP 2:32~~	~~RACE 2 OFFLINE w/ MIKE~~ ~~BEST LAP 4.5~~	RACE 3 OFFLINE w/JAY BEST LAP 1:10
RACE 4 OFFLINE	HUGE ONLINE MATCH 5	6	RACE 7 OFFLINE w/ MARC	RACE 8 VOLCANO BEST LAP 1:24	9	10
11	RACE 12 ODD ROCK BEST LAP 5:20	13	ONLINE MATCH 14 BEST LAP 3:21	15	16 RACE ALL DAY —CALL IN SICK	17 ONLINE MATCH
18	19	20	21	22		
					30	





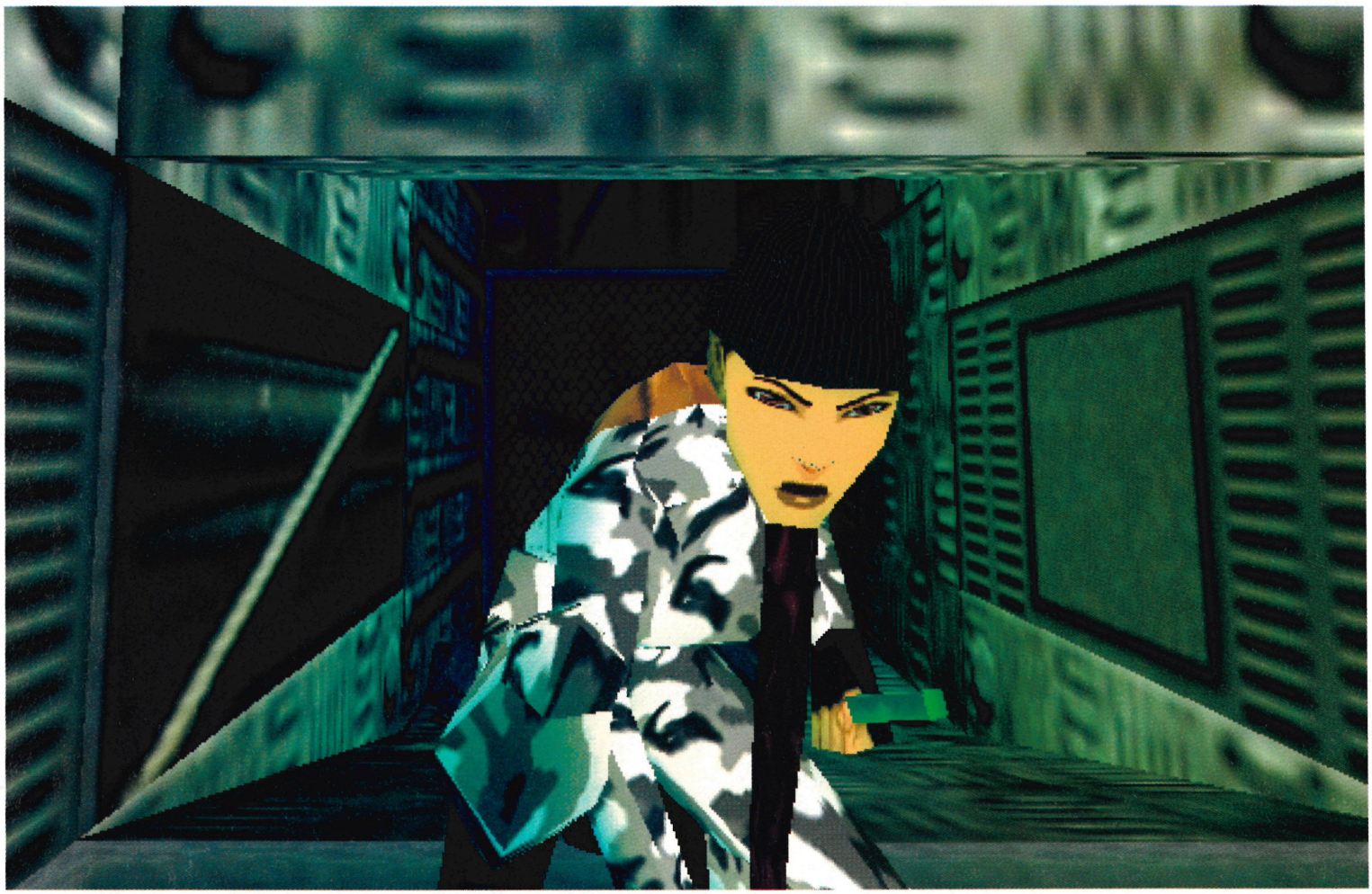


www.pod600.com

Dreamcast.

Ubi Soft ENTERTAINMENT

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△ Wearing a camoflage suit spread with lard, Lara squeezes her curvaceous frame through some tunnels.

TOMB RAIDER CHRONICLES



△ Tricky situation. We'd recommmend Lucozade, guns and ammo.

Lara Croft is supposed to be dead! Eidos practices some corporate necrophilia by exhuming her corpse and exploiting her legacy. **DYLAN DAVIES** holds the spade

GENERALLY SPEAKING, SEQUELS SUCK. In cinema – the videogame industry's role model – we have seen countless cash cows paraded with syringes designed to extract the last pennies out of your bottomless pockets. *Rocky XXII: Rheumatism Fighter* and *Highlander V: Immortality Wars* – kill it now! It seems any hit must be throttled for cash, and *Tomb Raider* is certainly part of this rule. For those who don't know the story, Lara Croft was finally walled up in a tomb at the end of *Tomb Raider: The Last Revelation* (*ODM* #6, 7/10). This left the smallest of question marks as to whether we'd see her again alive and jumping. Well, without even a mourning period the lucrative Christmas games market again sees Ms Croft's oversized boobies gracing the shelves again. Not literally, of course.

None of us die, though. We live on in the memories of our loved ones and people we owe money to. This philosophy is Core's get-out-of-jail card. *Tomb Raider Chronicles* is based on the memories of Lara's friends and adversaries – played episodically like a videogame Christmas special. Truly sickening. Pass the mince pies and a bucket. The contravened story starts with Lara's funeral (without a corpse, of course – imagine the shape of the coffin). Past characters you might remember are there – Father Dunstan, Winston and Jean-Yves – to pay their respects. Soon after this memorial they retire to Croft Manor to do some hardcore reminiscing.

It seems we have only seen a fraction of Lara's adventures. The new stories come in four main sections. Firstly, we travel to Rome. Starting with an interrupted



△ Lara dons sub-aqua togs and battles big things that go 'splosh' in the night.

"THE GREATEST FRUSTRATION OF THE GAME IS ITS CONTROL METHOD"

opera, Lara must sprint off in search of a stolen gem. This is traditional *Tomb Raider* territory, in so much as Lara is in standard shorts and rucksack apparel. Next we're whooshed off to an abandoned Russian submarine base (if the Russians knew they were still default villains they'd start arming their athletes). And then we're young Lara – Britney Croft dodging the supernatural without the aid of guns. Lastly we're all dressed in leather *à la The Matrix*, running around corporate headquarters.

OUT OF CONTROL

The hilarious thing about the *Tomb Raider* series is that the original – the blueprint, the archetypal *Tomb Raider* – though enjoyable, was riddled with flaws from the start. The greatest frustration of the game was, and is, its control method. Movement is never fluid. Never. Lara has always awkwardly bounced off corners and jumped directly up when you *know* you pressed Left. Every move must be meticulously programmed, failed, re-programmed, failed and finally programmed in a way that works. The step up, step back and jump method was always dodgy. The level design has always been this series' strongest point (excluding the horrible *Tomb Raider II*).

Compare controlling Lara to *Super Mario 64*, or even *Rayman 2* (*ODM* #6, 8/10) – the control has always stunk, and transferral to Dreamcast hasn't helped its cause in the slightest. Indeed, the size of Lara's chest is less to do with hormones and more to do with the constant bruising of ricocheting off stone walls for years. The game is constantly re-polished, but never really developed.

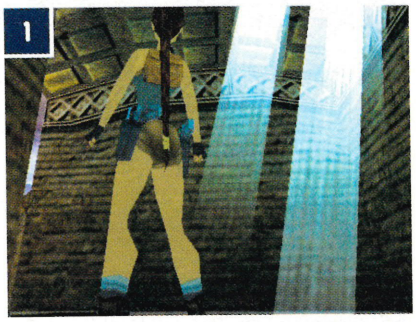
Okay, so what's new since the last Mr Sheen session? Well, with every generation of the series Lara develops a new trick. This time she's learned to walk the tightrope and swing from bars. The bar-swinging sporadically has some crafty uses, but the tightrope seems easy and entirely time-consuming. Hit forwards on a beam to walk along it, but beware of leaning too far to the left or right. It's hardly the same as balancing the grinds on *Tony Hawk's Pro Skater 2* (see page 10). So, you *can* teach an old dog new tricks.



FAVOURITE TRICKS

But it's not all doom for this game. *Tomb Raider* is about 3D level designs and environmental puzzles, and the same amount of design skill ▷

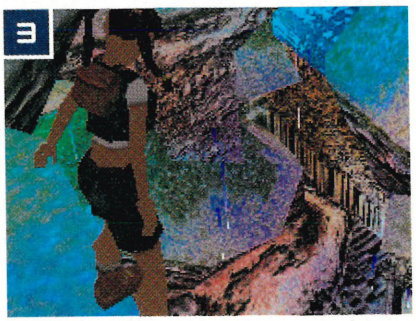
DOES MY BUM LOOK BIG IN THIS?



For the first chapter she's in her standard and much-appreciated shorts and vest top. Nothing new here. Traditional, functional and no doubt covered in stains.



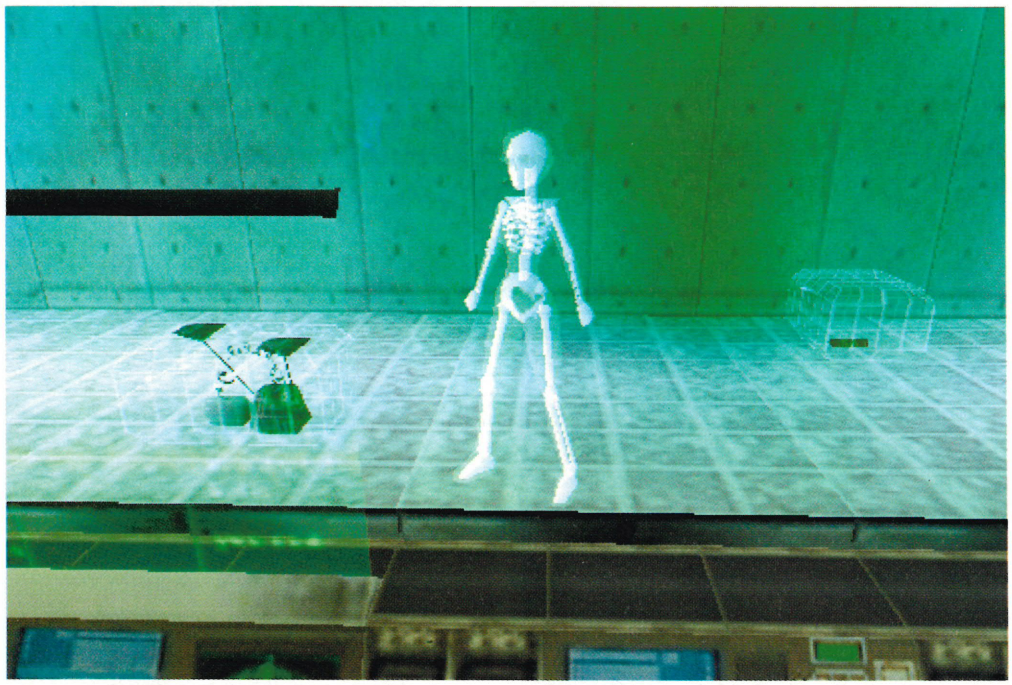
In chapter two she Arctics it up in this practical-looking white and grey camouflage number – possibly a late 1997 Hilfiger design. Not too sexy unless you like that military chic image.



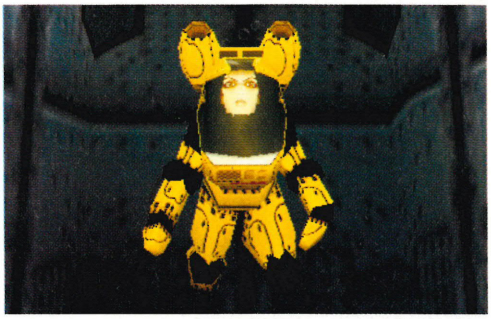
In the third chapter she's a feisty yet sweet 16-year-old with pigtails. The same vest top as above, so we assume she won a lifetime's supply in a school raffle. Gap army surplus for kids.



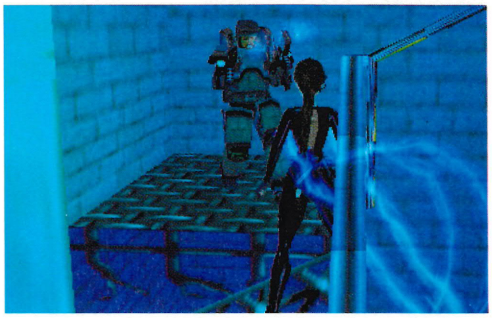
Stolen from *The Matrix*, we can see Ms Croft in a slinky as hell PVC catsuit number. She also sports a headset mic, again reflecting the Britney Spears idea. Do Prada make catsuits?



△ Later you'll disarm Lara to foil security. Nice bone structure.



△ Underwater lighting does nothing for Ms Croft's cheekbones.



△ Plasma rips through her perfect body.

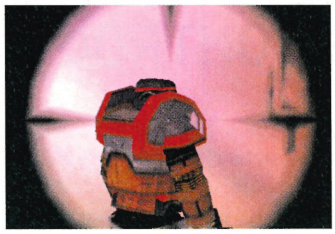
CUT IT OUT

There are more cut-scenes in this game than we've ever seen before. It seems you'll have trouble walking for more than a few minutes without an un-skippable cinematic moment being broadcast. As with other action adventures, this slows the whole thing down with unnecessary action hero one liners – enough for a phone book of cringe-worthy quips. Scene-setting it may be, but why can't we just skip these if we're retrying the level?

"A COMPARITIVELY GOOD ADVENTURE BY *TOMB RAIDER* MEASURES"



△ Lara sports a PVC catsuit number.



△ In Sniper mode you can really see the ugliness of your opponents.

▷ has gone into making this version. Standard favourite tricks are here such as the 'hit the switch and run to the event' puzzle. The 'collect three pieces of an artefact and push it in a hole' puzzle is here. Same game, different box? There's even the fundamental 'do you want to use the crowbar here?' question. Well yes, why else would you ask?

There are no weapons in the young Lara level. Instead you must use stealth and the environment – a commendable idea. Indeed, stealth has become more important in this version of *Tomb Raider*, particularly in the later levels where guns must be on single-shot silenced mode. Consequently, artificial intelligence has improved considerably from the days when baddies ran through walls. They can now hear sound and can take cover behind scenery as you attempt to sneak up and disable the brutes.

One unusual moment in *Chronicles* is the deep sea level. In this you control Lara through a reef maze sporting a robotic diving unit. It's refreshing to be able to explore open water without having to struggle for air every minute. This almost looks like a moment from *Deep Fighter* (*ODM* #10, 6/10), again hinting that Lara's future adventures will be more sci-fi oriented. There are other new ideas here, such as the final levels where you must drop your weapons to avoid X-ray detection, leaving you feeling gun-naked for most of the level. Through these parts you are directed by a techno-geek called Zip via your headset. He'll interrupt your adventure by freezing Lara and having a sassy, yet informative, Anglo-American chat with you. Like a navigator, he steers your mind towards righteousness and safety, but rambles like a drunken grandparent.

So it's not all doom – this is a comparatively good adventure by *Tomb Raider* measures. All the ingredients are here: 3D levels, new toys, solid – if dated – graphics, and a half-decent story. However, the ingredients make a cake we're tired of eating, for no matter how many cherries Core Design squeeze into this gateaux, the sponge is stale and old. There's bound to be a hardcore band of *Tomb Raider* fans reading, and if you can tolerate the same game as you've played four times before with the above extra features, you'll probably be quite happy. But you deserve better. Nostalgically enjoyable though the game can be, we couldn't recommend you buy this above the majority of Dreamcast titles just because it's from a heavyweight dynasty. You're using a fantastically-powerful console – why should you have to play high-resolution PlayStation games with awful control methods?

VERDICT

SOME NICE NEW IDEAS, BUT THE SERIES IS LOOKING TIRED

UPPERS
Some new ideas • Looks okay in places • More variety than previous *Tomb Raiders*

DOWNERS
Exacly the same game again • Hideous controls • Looks really bad in places

IN ONE HOUR Learnt to walk the tightrope. Shot a dog
WEBSITE www.tombraider.com
CHECK OUT Page 36
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
6
PRETTY GOOD

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

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Rave films: agony and Ecstasy

Jack Nicholson

The King – as you've never, ever seen him before



PENELOPE CRUZ AND THE SEXIEST EUROPEAN ACTRESSES

'We whacked this chicken with an axe...'

Withnail by Bruce Robinson

WIN! A luxury weekend in New York and a surround-sound system
PLUS Joe Pesci Schwarzenegger Nicolas Cage Pulp Fiction

The new movie magazine. On sale November 30

iFG



△ A burst of plasma screams from Kim's knee as he dispenses martial justice upon Ryo. High-yah!

CAPCOM Vs SNK MILLENNIUM FIGHT 2000

It's the fighting game equivalent of De Niro vs Pacino. **DYLAN DAVIES** acts as ref

SO, AT LAST THE COCKTAIL of Capcom's *Street Fighter* and SNK's *King of Fighters* is here and, except for its 'Groove System', it's very… Capcom. Like driving in Europe, Capcom and SNK's games have slightly different rules. In this game, before you choose your character you're asked to choose which rules you want to play by. This means which special power bar (called the Groove Bar) you use during the fight. The Capcom bar has three levels of special move power, which are earned by attacking your opponent, whereas the SNK bar has just one level, which is charged by holding two buttons during the fight.

The control system is suitably hardcore, as always. The sheer number of quarter- and half-rolls on the joypad required for some of the specials is daunting. Strangely too, Ryu's famous dragon punch seems harder to pull off than in previous versions of the *Street Fighter* series (perhaps due to the design of the Dreamcast joypad). If you know *Street Fighter* games back to front you'll feel like you're slipping into comfortable pants. If this is your first experience of these games you'll be staggered at the complexity of some moves, which take five



△ The mighty Ken stands like Capcom Liberty.



SPEAK OUT

CAPCOM EUROPE'S **COLIN GRANT** SPOKE TO US IMMEDIATELY AFTER STOMPING HIS SNK RIVAL'S KAHONAS INTO A SQUISHY PULP

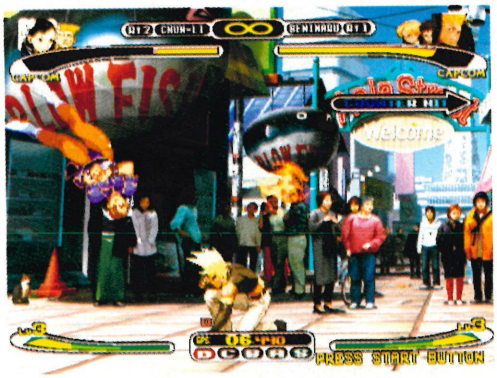
WHAT'S THE BEST THING ABOUT THE GAME?
The best of Capcom. The best of SNK. Two titanic sets of game characters thrown together in the fighting arena. This is what fighting games are all about. Addictive gaming through and through!

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
It has to be *Power Stone 2* and *Dead or Alive 2*!

WHAT DO YOU WANT FOR CHRISTMAS?
I'd quite like world peace and no brussels sprouts on my Christmas dinner.

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
Liverpool winning the Premiership.

M. BISON VS GEESE HOWARD – WHO WOULD WIN?
As a Capcom employee I'm contracted to say M. Bison.



△ **Benimaru looks for change as Chun-Li toys with gravity.**

minutes to read off the command list. Luckily for some, the number of action buttons has been cut from six to four, doing away with the mid-power hits and using two-button combos for grabs and charges.

The play modes consist of the long-established trio of Training, Arcade and Versus. In Training, you can try your moves against a dummy opponent who works as a customisable punch bag. They can be set to block your blow or dodge without retaliation. Unlike some fighting games, the Dreamcast doesn't visually display button icons to show you what you've done to achieve these moves – do your homework here. The Arcade mode is, as



△ **Chun-Li as we're used to seeing her – in the air, legs spread.**



△ **Guile creates a small star using knee friction.**

you'd expect, you versus the computer in a series of progressively tougher fights. And good old Versus is where you beat up a friend – a great way to waste a lazy rainy afternoon, or several afternoons.

In *Capcom Vs SNK* you can choose up to four fighters to form an unstoppable fighting team. Each character is given a 'fighting toughness' mark up to a value of three, and your team is made up of a total four marks (although this can be altered). Your weedier fighters like Dhalsim, Sakura and Blanka are scored as a one, so you could have four of these on your team. As the characters toughen up through your Kens and Raidens up to your Sagats and Geeses, they score either two or three respectively. This allows you only two on a team. So you couldn't have four versions of Ryu on your squad. It's a balance between craft and strength – do the maths.

The secret shop (which isn't secret at all, as it's there on the main menu as Secret Shop) is where bonus items can be bought. Points are earned on a combat experience basis. As all moves are measured and rated on an A, B, C scale, the fancier and more efficient your

"THERE'S EVEN A REPLAY MODE FOR YOU TO RECORD YOUR FINEST BOUTS"

bouts against the computer, the more cash you get to spend. Items range from character costume changes to the pricier extra characters. There are a million different options and gameplay features – even a replay mode for you to record your finest bouts, and perhaps make an exiting Christmas tape to distribute among your family and friends. Truly, more a lifestyle than just a game.

Capcom Vs SNK looks good – and so it should, as the developers involved have had loads of practice at this 2D art. Still, even on a 128-bit machine the sprites look pixellated, and by this stage in development we'd expect a little more clarity. Special mention must be made of the fantastically trippy loading and menu screens as the camera suddenly starts whooshing down geometric corridors. It's rather like watching *Hellraiser,* only with a funkier soundtrack.

The game itself doesn't, however, look quite as good as *Street Fighter III: 3rd Strike* (*ODM* #14, 8/10), nor does it play quite as well. The transition from move to move in this game is superb, but not as fluid as we've played in the last few months, as the overall appearance and performance is slightly stripped down (or just a year out of date). If you really care about the conflict between *Street Fighter* and *King of Fighters* this is your puppy. If this proposition means nothing to you, it's still a fine game with a history you can guess at.

PAINTING BY NUMBERS

If you're feeling artistic, you can customise the colour of your fighter to an incredible level of detail. Each colour, including highlights, can be tweaked. So, if you're feeling psychedelic you can give Ryu a purple face and green pyjamas, and if you're feeling Victorian you can give everybody a nice sepia tint. With this feature you can screw up your graphics royally and save them to a Visual Memory unit.



△ **Here's the original Eddie Honda…**



△ **…and here he is with a bit of a tan.**

VERDICT

PREDICTABLY SMART FIGHTING GAME TO CHEW ON FOR MONTHS

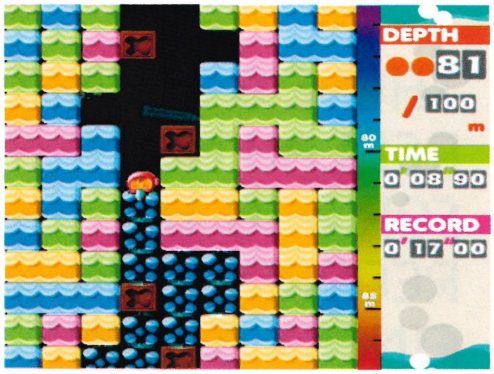
UPPERS
It's cool • It's fast • Loads of classic characters and special moves • Great character select music

DOWNERS
Gameplay graphics not as flash as loading screens • Not quite as slick as *Street Fighter III: 3rd Strike*

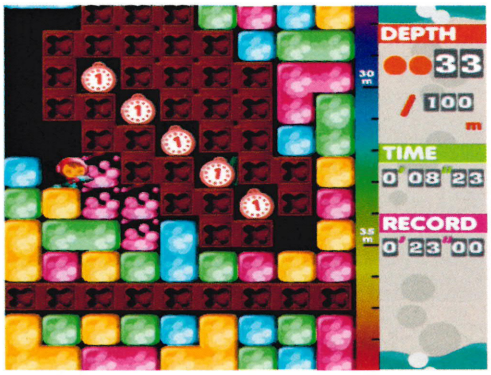
IN ONE HOUR Whooped M. Bison's booty on moderately easy level
WEBSITE www.capcom.com
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

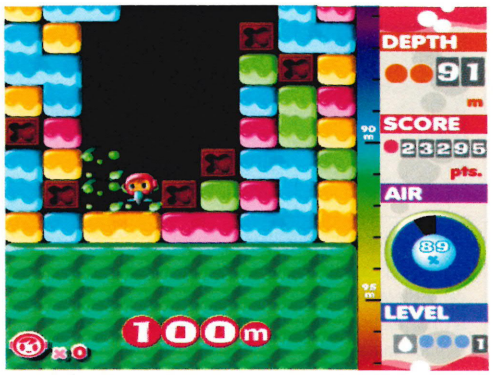
PRICE: £39.99 • PUBLISHER: CAPCOM • DEVELOPER: CAPCOM



△ Drill into a group of blocks the same colour and they all go.

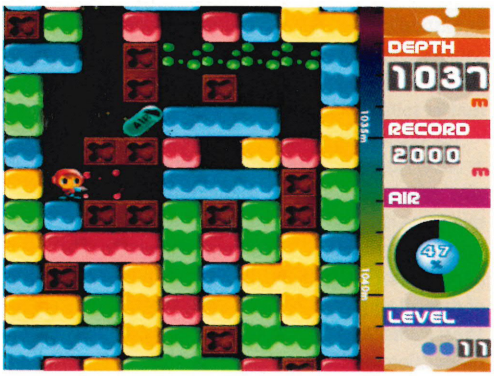


△ The time attack mode has clocks to collect for extra time.

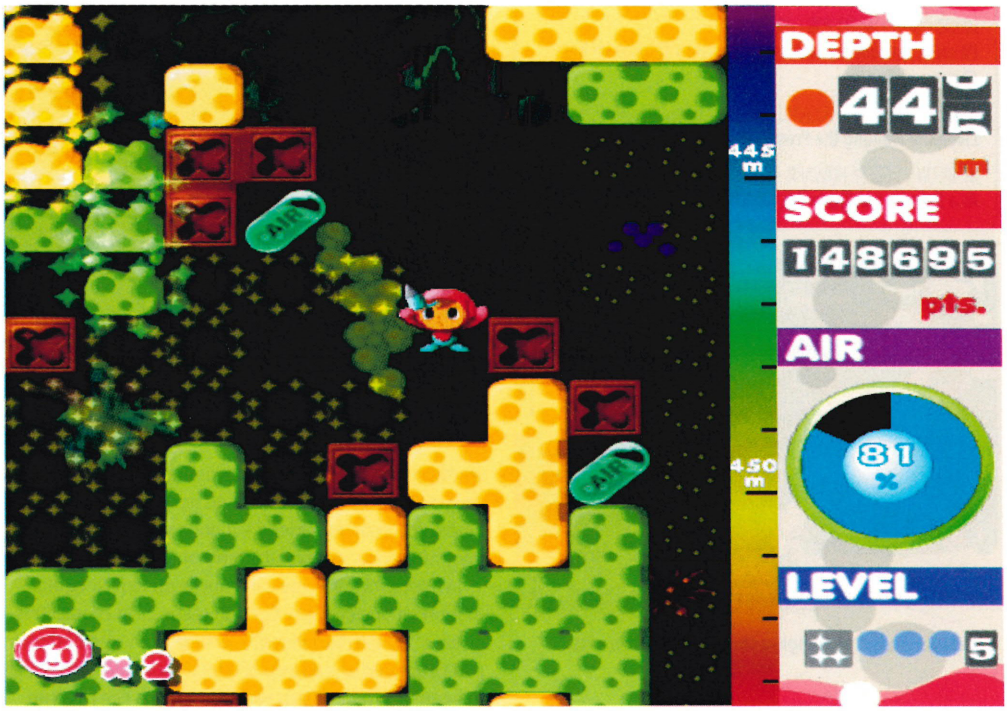


△ These giant blocks mark the end of each 100 metre section.

"IT'S BAGS OF FUN TO LOOK AT, LISTEN TO, AND PLAY"



△ Brown blocks cost precious air if you drill through them.



△ Stages like this see Mr Driller doing more falling than drilling, as massive chunks of the level form combos and vanish.

MR DRILLER

Another back to basics Japanese puzzle game? **CASPAR FIELD** digs deeper



WITH TODAY'S GAMERS often needing greater dexterity than a concert pianist just to get through level one, playing Namco's new puzzle game, *Mr Driller*, is bit of a shock. You press the d-pad left, right, up, down – fair enough – and A to drill. And B, too. Okay, what about X and Y? They, er… drill as well. Shoulder triggers? Forget about them.

That's because *Mr Driller* is a great example of something Japanese developers are doing quite a lot of these days – going back to basics, focusing on what it's all about: gameplay. In a puzzle game, that's nothing but good news, and for anyone who appreciated/fell head-over-heels in love with Taito's seminal *Bust-A-Move* (aka *Puzzle Bobble*), Namco's game will be an instant hit.

The aim of the game is to steer Mr Driller down through 100 metre deep stages of coloured blocks, stacked either singly or linked in groups. If blocks of the same colour touch, they form larger groups of blocks. These groups are not ruled by the laws of gravity, so overhangs and ledges are created. Drilling one of these big lumps gains more points than a smaller one, but beware – anything that was on top of it falls towards Mr Driller's head. Cutting a path down through the blocks without getting crushed can be tricky. But that's the challenge.

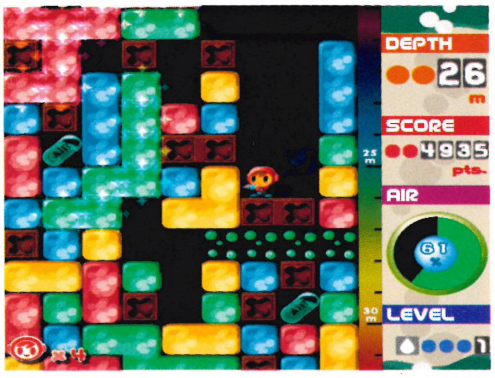
Our plucky hero must also maintain a supply of air so he doesn't suffocate. The game begins with his reservoir filled to 99 per cent capacity, and gradually depletes as you play; the deeper you go, the faster it's used up. To replenish Mr Driller's tanks you must seek out air capsules which are tucked between blocks on the way down. Each one will add 20 per cent to the air supply, giving you plenty of time to clear a safe path in the early stages. By the last stage, you'll be pumping the A button like an amphetamine-fuelled lab monkey in control of a banana dispenser, just to get to the end in time.



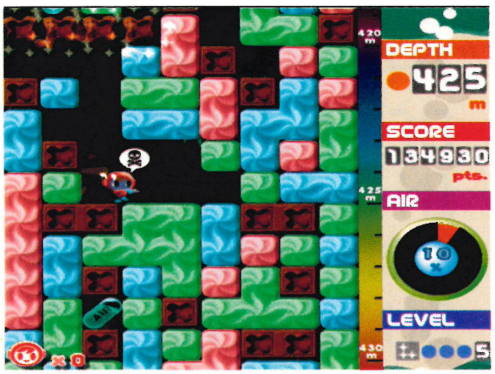




"THE BIG OMISSION IS THE LACK OF A TWO-PLAYER MODE" **MR DRILLER**



△ **As blocks fall, they link together to earn you more points.**



△ **Oh dear – the roof's caving in and Mr Driller needs that air!**

Just to complicate things, nestled among the coloured blocks are tougher, brown bricks which more often than not surround the air capsules. Cutting into one of these babies empties 20 per cent from Mr Driller's oxygen tanks, equalling the amount stored in the capsules. Instead you must clear the normal blocks from around the brown bricks in such a way so as to open a path to the air supply.

The standard Arcade mode comes in normal and expert flavours, which equate to 500 metre and 1000 metre drill depths respectively. As you might expect, it becomes considerably tougher as Mr Driller is taken to the lower depths. However, Namco's designers have also put a fair amount of variety into the different stages. Near to the surface the pieces are arranged in fairly easy to connect patterns, so that lots of space and points can be quickly created. Further down and you're presented with one stage that consists only of massive green and yellow chunks; drilling away these sends Mr Driller plummeting through the level with pieces falling all around him. By the end, blocks are almost totally mixed up, and air capsules are often completely surrounded by a wall of bricks.

In addition to the Arcade option, there's a Survival mode in which you must drill as deep underground as possible with only one life. Alternatively, you can opt to take on the Time Attack game, which has specially constructed stages to tackle. On the way through these you must collect clock icons to subtract between one and three seconds from your overall time. And, while the target times in videogames are often quite arbitrary, the ones in *Mr Driller* are often stunningly hard to match.

Special mention has to be made of the music, which outside of a videogame would have you chewing through your hi-fi's power cable but, in the context of a *kerrr-azee* Japanese puzzle game, is the perfect accompaniment. Numbingly happy tunes pepper the upper levels, turning slightly sinister as you drill deeper. Other sound effects are suitably bouncy, to match the crisp and colourful visuals.

The big omission from *Mr Driller* is the lack of a two-player mode. It deprives the game of the ability to keep a couple of friends glued to their joypads, in the way that *Bust-A-Move* can. Namco clearly knew this, and an arcade sequel has just been released in Japan featuring a full two-player option. But that's not much use to us right now.

Overall, however, *Mr Driller* is a highly welcome addition to the Dreamcast fold. It's bags of fun to look at, listen to, and, of course, play. We're not going to suggest anything crass like, 'Maybe you should rent this before buying,' because *Mr Driller* is much better than that. If *ChuChu Rocket!* was just a little too much to deal with but you like a little puzzle game action in your life, then Namco's manic miner is well worth discovering for yourself.



SPEAK OUT

PRODUCER OF *MR DRILLER* AT VIRGIN INTERACTIVE, **PETER JONES**, STOPPED PLAYING WITH HIS TOOL TO ANSWER SOME QUESTIONS

WHAT'S THE BEST THING ABOUT THE GAME?
It's very, very, very, very, very addictive. I haven't been this hooked since… erm, I haven't been this hooked ever!

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***F355 Challenge* is the main one. It's excellent in multiplayer.**

WHAT DO YOU WANT FOR CHRISTMAS?
A new entertainment amplifier so that I can get the best surround sound possible from my Dreamcast and DVD.

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
The expansion of the Internet and online gaming, especially with the growth of ADSL.

WHAT TOOL DO YOU THINK THERE SHOULD BE A GAME ABOUT NEXT?
So many to choose from… I think *Mr Driller Killer* could inject a little more maturity into the genre.

VERDICT

A SIMPLE AND STUPIDLY COMPELLING PUZZLE GAME

UPPERS
As simple and enjoyable as it gets • Fantastic, ultra-bright 2D visuals • Mind-bogglingly bouncy tunes

DOWNERS
Needs a two-player mode • Too damn happy for its own good? • Can have an adverse affect on sleeping patterns

IN ONE HOUR Our minds had been squished into happier shapes
WEBSITE
www.namco.com/console/titles/mr._driller.html
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, 60Hz option, VGA compatible

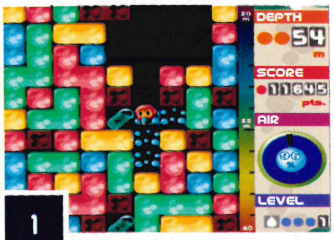
ODM RATING OUT OF 10
7
6000

PRICE: £39.99 • PUBLISHER: VIRGIN • DEVELOPER: NAMCO

WALKTHROUGH

DRILLER THRILLER

These are the five stages which make up the normal Arcade setting, a frantic 500 metre dig broken into 100 metre segments



1 △ The first 100 metres is fairly laid back, giving you time to earn lots of points by linking blocks on your way down.



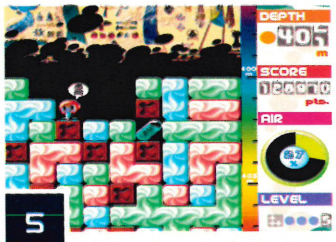
2 △ Drilling deeper, and things get a little tougher. You have to be more careful to avoid the roof caving in on your head.



3 △ Below 200 metres, and there's a section made of just two colours of block. Lots of collapsing, and lots of combos!



4 △ Below 300 metres and the blocks change again. This deep down, air is scarce and difficult to get to.



5 △ The final section in this challenge has an Egyptian feel. A lack of air makes it a hectic race against time.



"A FEW MISSING VITAL INGREDIENTS TARNISH IT" **KAO THE KANGAROO**



△ This close up view is handy for making the tricky jumps. And admiring the scenery.



△ Trick the camp-looking bear into running beneath the anvil.

"THERE'S A LOT OF ENJOYMENT IN *KAO*, IF YOU DON'T MIND THE SNAILS' PACE"

KAO THE KANGAROO

A boxing and jetskiing marsupial. **STEVE KEY** is ready for the barrage of cuteness

THERE'S NO DENYING THAT *Kao the Kangaroo* is aimed at the young 'uns. But that doesn't disguise the fact that most of us will gladly spend hours playing any game with fluorescent backgrounds, characters with huge eyes and a storyline based around an evil wizard/madman/animal threatening to take over the world. They're simple games, which often explains their appeal: a bit of no-brain-needed enjoyment. *Kao* almost fits into that mould, but the few missing vital ingredients tarnish it.

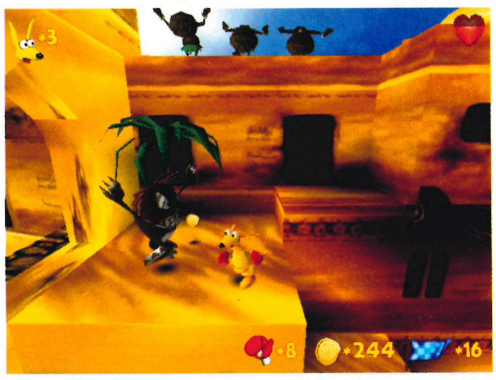
Kao doesn't throw up much that hasn't already been seen in platform games before. The forest, lava and ice stages are all present and correct, as well as the sprinkling of levels that involve riding a vehicle of some description (jetski, hang-glider and space rocket, for example). You've got hugely colourful backgrounds and hidden bonus stages, but it doesn't quite sit together as a package. For a start, Kao himself moves far too slowly. There is no run button and the analogue stick doesn't alter the speed he walks at when you push it as far forward as you can. Collecting small blue whirlwind-type icons gives Kao a ten second speed boost, but this only teases you into thinking you're about to start picking up some speed. This is disappointing and makes for some problems when you're trying to judge some of the more pinpoint jumps, as at the start, and you'll always end up falling short of your target.

One other major frustration within *Kao* is the use of checkpoints. Basically, there are none at all, but there are icons giving you the option to restart. All you have to do is lay them whenever you feel the need. This is something you'll continually forget to do, even after playing for a substantial amount of time and it is *the* most frustrating thing when you die and the realisation sets in – starting a level right back at the start is not good for the patience.

GO SLOW

But there is a lot of enjoyment to be had from *Kao*, if you don't mind the snails' pace. There are some tough sections, usually involving jumping on to minute platforms and small ledges. A steady hand is definitely needed to progress. The camera angle can be a little difficult to judge the distance between platforms, so switching to the temporary view behind Kao is a handy hint to bear in mind.

Another strange problem that *Kao the Kangaroo* has, is that there are hardly any enemies to fight. The first few levels have around four or five, and when you consider that it will take a good five minutes to complete some stages, there's a lot of wandering around involving not much action. With this in mind, completing *Kao the Kangaroo* will take even the most inexperienced gamer no more than a couple of days. It's still an okay game, but we were expecting a lot more after the initial potential shown in the early versions.



△ Sideways scrolling stages add some variety to the proceedings.

VERDICT

SIMPLE AND FUN BUT THE PACE IS TOO SLOW

UPPERS
Some fantastic-looking levels • Simple to get into • A few surprisingly challenging levels

DOWNERS
Very slow-moving • Laying your own checkpoints can be a pain • No difficulty curve

IN ONE HOUR We finished the first seven levels
WEBSITE www.titusgames.com
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

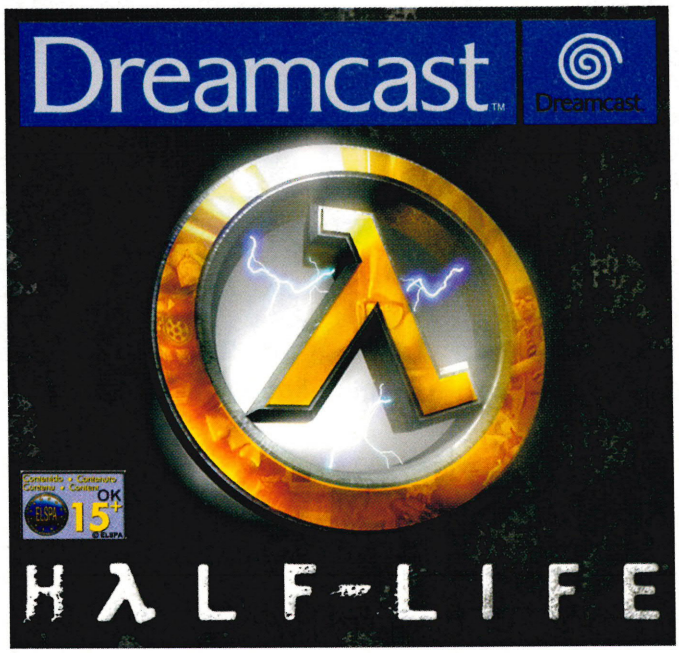
ODM RATING OUT OF 10
6
PRETTY GOOD

PRICE: £39.99 • PUBLISHER: TITUS • DEVELOPER: TITUS

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△ Flia sees what the score is. And, judging by the sign, there's not a lot that she can do from up there.



△ Watch out for evil, glowing bats.



△ Jumping around like a nutter makes the baby happy.

DISNEY'S DINOSAUR



Disney has gone all prehistoric. **PHILIPPA NORMAN** finds fighting Jurassic beasts is no stroll in the park

DINOSAURS ARE TRULY FASCINATING things, there's no doubt about that. So it's no wonder that the entertainment industry has tuned this ex-natural phenomenon into a huge money-spinner. *Beast Wars*, *Walking With Dinosaurs*, *Jurassic Park*, *Dino Crisis* (see page 94) – see a pattern forming? It was only a matter of time before Disney jumped on the prehistoric bandwagon, but this time they have come up with a double whammy – *Disney's Dinosaur* coming to Dreamcast hot on the heels of the national release of its movie double.

A bucket of popcorn in the back row of the cinema was essential research for us to get the general 'feel' of the game. This 'feel', however, turned out to be barely more than an aching backside. We're sure that the under-tens party in front were feeling more at one with the Disney universe. But how does the videogame compare?

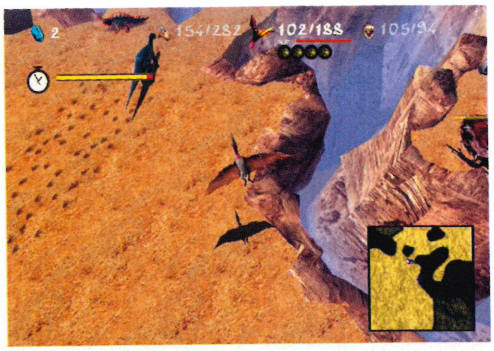
Disney's Dinosaur is a 3D action adventure game set in the late Cretaceous period of the Mesozoic era (no, honestly, we *do* know what we're talking about) – basically, the bit in history when dinosaurs were teetering on the edge of extinction.

The game is a direct spin-off from the movie so the basic plot remains the same: Aladar, a good-natured, leaf-eating Iguanodon was brought up on a paradise island by a bunch of lemurs. This paradise suddenly comes to a char-grilled end after a meteor collides with the earth. Aladar and his friends are forced to move to treacherous pastures new. Their task is to escort the herd to the safe haven of the nesting grounds before hunger, thirst and being edible render them exhibits at the Natural History Museum. Fierce, drooling Carnotaurs, hostile forces of nature and the drive to survive provide an action-packed plot for movie and videogame alike, although it does seem a little pointless to rescue a herd of dinosaurs that are up for extinction in a couple of weeks anyway. Ah well, let's humour them.

Disney's Dinosaur requires the player to swap control between three different characters. They each have very different abilities and limitations which you'll have to learn before embarking on the various missions. Aladar the Iguanodon and Zini the lemur are original characters from the movie with the original voice-over actors. Aladar has brute strength – he can knock down trees, kill foes with a swipe of his tail and smash rocks with his head. Zini can use these broken rocks to lob at Jurassic attackers – this and his handy climbing abilities make him a small but deadly warrior. Flia the Pteranodon, created specifically for the game, is especially useful for



△ The environments in *Disney's Dinosaur* can be quite atmospheric, and dark. Especially in caves like this.



△ Some of the prehistoric landscapes are pretty cool.



△ Too fat for long-jump, stupid!

"THE DRIVE TO SURVIVE PROVIDES AN ACTION-PACKED PLOT"



△ Aladar's tail is a deadly weapon.



△ Sequences from the movie look great.



△ Smell something burning?



△ Collect food to feed the hungry herd.

navigational purposes and her monstrous beak is ideal for a good hard pecking. Put the three together and you have the perfect fighting machine. It's best to stick together as much as you can, because characters left on their own can fall victim to sudden attack. Icons on the screen inform you when any of them are in danger but it's easy not to notice until too late. There's a collective mode available that allows you to move about as a group whenever possible, which is made easier with a top-down camera angle.

LIVE AND LEARN

There's a nice skill points system which adds some longevity to the game. If a character performs well in battle, or completes a mission with unusual cunning, then they'll gain a skill level, making them stronger and more proficient in their tasks. The knack is to develop your team equally throughout the game. Even the amount of food consumed must be distributed evenly between them to keep a natural balance. After all, you're only as strong as your weakest link and here lies the moral of the story – if we all worked together, man, the world would be a happier place. Yeah, yeah.

In many respects, this is an educational title, which perhaps limits it to a lower age group. As all the creatures existed at one point in time, the encyclopaedia logs them for you one by one as you progress through the levels. It does, however, seem a bit sick to put them in your family album after you have left most of them for dead.

Fifteen minutes of high-quality video footage taken straight from the movie keep the plot together nicely, and act as a reward for completion of missions, enhancing that prehistoric Disney experience. Sadly, the detailed, realistic prehistoric environments that were promised seem to be lacking in a little of that pizazz that you would expect from your Dreamcast. The graphics are dodgy at times, particularly when the lemur's head seems to mysteriously disappear into solid rock. There's no doubt that the landscapes look prehistoric and the sound effects create a reasonably authentic atmosphere, but there really is nothing particularly eye- or ear-catching on offer.

Unfortunately, although the gameplay is creative, challenging and thought-provoking, it does tend to become a little long-winded – even tedious at times. Basically, if you're looking for hardcore dino action, you're going to have to look somewhere else.

VERDICT

INTERESTING BUT LONG-WINDED AND EASY TO GIVE UP ON

UPPERS
Novel use of three character interaction • Character points system

DOWNERS
Pretty tedious • Not the best visually • Not enough variety • Aimed at young kids?

IN ONE HOUR Got through first two missions, yawned.
WEBSITE www.ubisoft.co.uk
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
5
AVERAGE

PRICE: £39.99 • PUBLISHER: UBI SOFT • DEVELOPER: UBI SOFT







"A SHALLOW EXPERIENCE" JEREMY McGRATH SUPERCROSS 2000



△ "Look Dad, I'm in the lead!" Customise the rider, and it's *Steve Hill Supercross 1989*.



△ Crashes are infrequent, but neverthless extremely painful.



△ "I'm Jeremy. Fly me!" McGrath gets some big air.

JEREMY McGRATH SUPERCROSS 2000

Despite being a fat, bitter man now, **STEVE HILL** was once quite handy at motocross. Unlike this game, he could have been a contender

HE MAY WELL BE a big noise in the world of two-wheeled off-road racing, but for all the difference it makes they might as well have called this *Barrie Purchese's Ace Bike Game*. Jeremy 'Showtime' McGrath it is though, and the game enables you to take control of the titular rider, along with a number of his similarly coiffured counterparts, or even yourself. The second half of the game's name is something of a misnomer, as it is as much about motocross as it is supercross. For those who don't know the difference, the former takes place on outdoor circuits, whereas the latter is a stadium-based affair in which the riders often spend as much time in the air as they do on the ground. At least they've got the year right – just.

"IT'S BEEN SAID BEFORE, BUT BIKE GAMES DON'T REALLY WORK"

More importantly, is it any good? Not really. It's been said before and it'll be said again, but bike games don't really work. Whereas in a car game, you are simply replicating the controls, riding a motorbike involves so much more, such as shifting your body weight around – and in the case of motocross, trailing a leg – that the experience can never be replicated with a mere joypad. There's no real feeling of being involved and it seems like a wholly remote experience, which of course it is.

Jeremy McGrath is far from unplayable though, and is in fact extremely easy to get into. Games are often described as unforgiving, but the opposite is the case here. An invisible wall keeps you on the track, and unlikely lateral landings can be pulled off without castigation. The races are therefore frantic affairs that often look as though they have been speeded up. Some minor subtleties come into play as the ante is raised, such as leaning back for greater acceleration or leaning forward to load the suspension for extra purchase off jumps, but mainly it involves throwing your bike around in an unlikely manner with little regard to personal safety. As well as the racing, a token stunt mode is included, although it seems to have been little more than an afterthought.

Ultimately then, it's a shallow experience, and not one we see catching on. The only game to really come close to doing this type of thing properly is *Motocross Madness* on the PC, rumoured to be destined for the Dreamcast. Motocross fans would do better to wait for that, and game fans are advised to look elsewhere.

VERDICT

EASY TO PICK UP, BUT MUCH EASIER TO PUT DOWN

UPPERS
Instantly playable • Some close races • Includes music by The Offspring

DOWNERS
Ropy graphics • Unrealistic handling • Includes music by The Offspring

IN ONE HOUR We'd easily won the first championship
WEBSITE www.acclaimsports.com/jmx2k/
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
3
POOR

PRICE: £39.99 • PUBLISHER: ACCLAIM • DEVELOPER: ACCLAIM

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for the PC generation

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△ Raptors often hunt in pairs – don't let one get behind you.



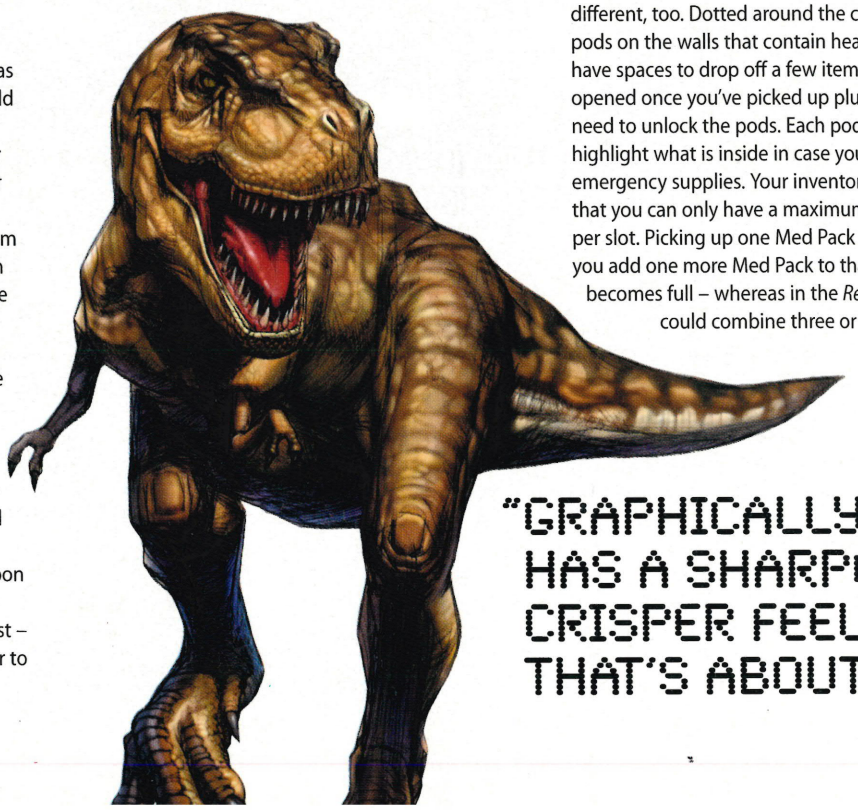
△ Raptors can jump out of nowhere to spring surprise attacks.

DINO CRISIS

Do the dinosaurs still have it? **STEVE KEY** won't be leading the archaeological dig

LOOKING BACK AT THE year-or-so-old *Dino Crisis* now, it's obvious that Capcom used it to test out a few new ideas and tricks to see if they worked, and whether they could be implemented further into the life cycle of their 'survival horror' games. The moving camera angles, for example, have now become the staple part of *Resident Evil Code: Veronica* (*ODM* #8, 9/10). The upcoming *Resident Evil 3: Nemesis* features a similar method of item combining introduced by *Dino Crisis*. But that was then and sadly, things aren't quite so rosy for Regina and the dinos any more.

The first question that needs to be addressed concerns the obvious differences between this and the already-available PlayStation and PC versions, and the truth is, there isn't a lot. Graphically, the characters and backgrounds all have a much sharper and crisper feel to them, but that's about it really. Any little tweaks you might have been hoping for, like improved detail on the dinosaurs, haven't happened. The Visual Memory unit is a useful aid in that it displays the weapon and ammo you're holding as well as your vitality. But there was a chance to really go to town with Dreamcast – why not have some kind of movement detector similar to the one Ripley used in *Aliens* to let you know when a Raptor is close by? A little beep and a map shown on the screen? Little improvements like that would have made this supposedly 'enhanced' version of the game much easier to recommend.



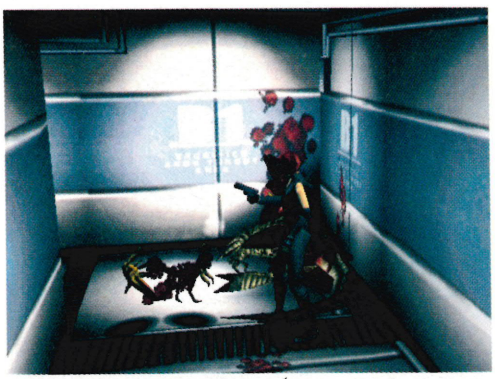
"GRAPHICALLY, IT ALL HAS A SHARPER AND CRISPER FEEL, BUT THAT'S ABOUT IT"

HAPPY TO SEE ME?

There's a lot more strategy to *Dino Crisis* than the *Resident Evil* games. Regina's inventory is a lot stricter and you have to be especially careful when deciding which items to pick up or leave behind. Storing items is completely different, too. Dotted around the complex are a series of pods on the walls that contain health or ammo and also have spaces to drop off a few items. These can only be opened once you've picked up plugs, the small items you need to unlock the pods. Each pod is colour-coded to highlight what is inside in case you need to grab some emergency supplies. Your inventory is also different, in that you can only have a maximum amount of one item per slot. Picking up one Med Pack for example, will let you add one more Med Pack to that slot before it becomes full – whereas in the *Resident Evil* games, you could combine three or four healing items per



△ **Dinos will use the surroundings to try to sneak up on you.**



△ **Compys munch on the dead Raptor – until you stroll past...**

slot. The general presentation of the inventory, however, is poor and quite confusing to navigate around. In those vital moments when you need to quickly switch weapons or administer some health, fumbling around the item selection screens is quite frustrating.

Dino Crisis also has a different way of showing when the characters are injured or hurt. *Resident Evil* highlighted the seriousness of injuries by the harshness of Chris or Claire's limps – *Dino Crisis* uses limping for small injuries but bleeding to illustrate when Regina is really hurt. The extent of the blood trail coming from Regina shows her condition. This also adds a new dimension when deciding how to heal her because Med Packs will simply cure her health but will not stop the bleeding, and likewise the Hemostat doesn't cure the damage, only plugs leaking holes in your body.

STORM IN A DDK CUP

Unlocking doors used to be a simple thing – find a key and use it. But that would not only make for an uneventful game, but also have no challenge at all. So, *Dino Crisis* uses a new system for unlocking doors known as DDK discs. This involves you finding an input and output DDK disk for a particular door, then using the two to crack a simple code and open the door. But it soon gets very confusing, as you can't remember which DDK disks you need, or where the doors that the disks correspond to are, culminating in frustration and a tinge of boredom.

Quite why Capcom have decided to release their back catalogue of PlayStation survival horror games on Dreamcast is a bit of a mystery. With *Resident Evil Code: Veronica* now at the top of the tree as far as *Resident Evil* games go, we can't see that that many of you would want to rush out and grab a piece of the 'Golden Age', as it were. If, for example, the games got the same kind of upgrade that movies get when they're upgraded onto DVD, with a host of extras including, crucially, previously unseen material, then you could see the logic. But a bit of spit and polish and a price tag similar to, if not higher than, the PlayStation versions currently retail at is not an ideal strategy. Especially when competing with titles such as *Virtua Tennis* (*ODM* #12, 9/10), *Metropolis Street Racer* (*ODM* #12, 9/10) and *Shenmue* (*ODM* #14, 10/10). It's still a decent enough game, but seems a bit outdated now.



SPEAK OUT

TOMAS GILLO, PRODUCER AT VIRGIN INTERACTIVE, DISCUSSED DINOS WITH US, AS WELL AS WHAT'S AROUND HIS LOG FIRE

WHAT'S THE BEST THING ABOUT THE GAME?
This great title is back, better than ever on a console system that brings the very best out of it in terms of graphical quality and playability.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Soul Calibur* (still the best console beat 'em up ever made!), *Virtua Tennis*, and *Crazy Taxi*.**

WHAT DO YOU WANT FOR CHRISTMAS?
I'd settle for a really cosy day playing videogames (hopefully some new ones) by the fire with a couple of beers and good friends for company... and competition!

WHAT ARE YOU MOST LOOKING FORWARD TO ABOUT THE YEAR 2001?
New games, new consoles, new technology and new gadgets to play with...

HOW DO YOU RECKON THE DINOSAURS DIED OUT?
My favourite theory is the giant meteorite impact that caused an estimated 97 per cent (or some similar figure) of all life on earth to perish. What I like about that theory is that, even though the planet was virtually extinct, life found a way. And I believe that is also a quote from *Jurassic Park*!

VERDICT

ANOTHER GOOD BUT OUTDATED SURVIVAL HORROR GAME

UPPERS
Not just *Resident Evil* with dinos • Quite challenging • Some genuinely scary moments

DOWNERS
Looks a bit old now • Improved graphics and that's all really • Gets frustrating in places

IN ONE HOUR We got to the first split in the storyline
WEBSITE www.capcom.com
CHECK OUT *Resident Evil Code: Veronica* – still the definitive survival horror on any platform
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz

ODM RATING OUT OF 10
6
PRETTY GOOD

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

WALKTHROUGH

TIME FOR ACTION

Dino Crisis features a new addition to the survival horror series – dramatic sequences similar to *Shenmue*'s Quick Timer Events.



1 △ At certain key points, Regina will encounter a dangerous situation. From out of nowhere come these huge claws.



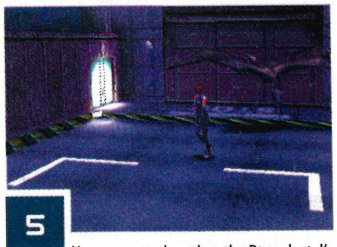
2 △ Swiftly followed by its owner. It's not looking good. This could swing one of two ways for Regina – life or death.



3 △ The Pterodactyl grabs her and the danger symbol starts flashing. Pummel the action button hard as you can.



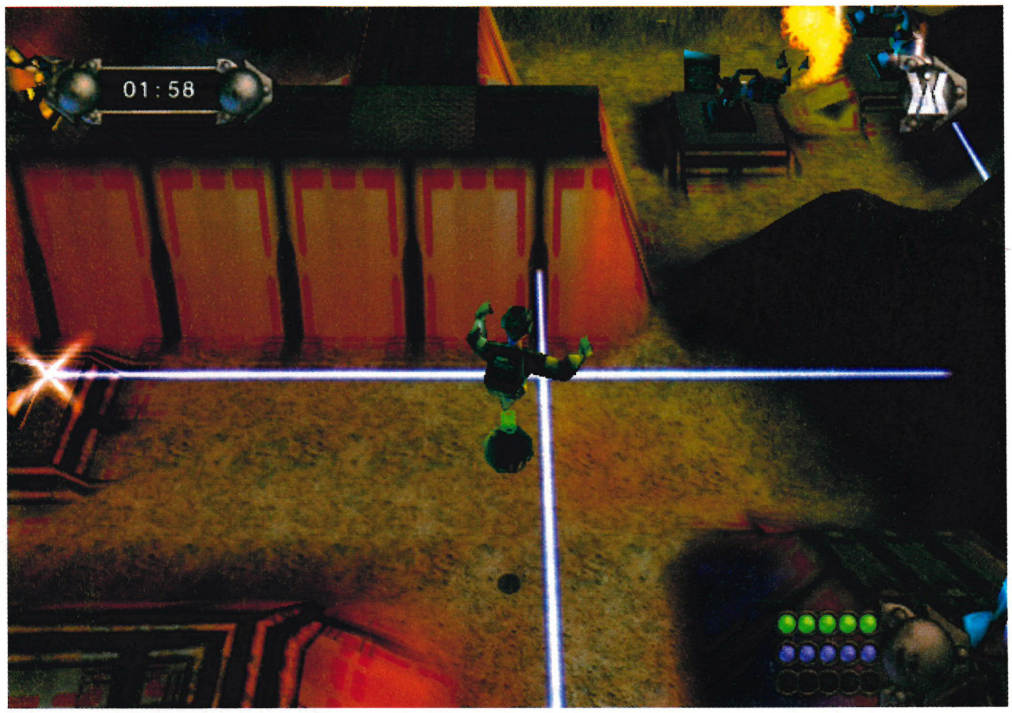
4 △ And the Pterodactyl will drop Regina back to the ground. A simple but nifty idea, since it keeps you on your toes.



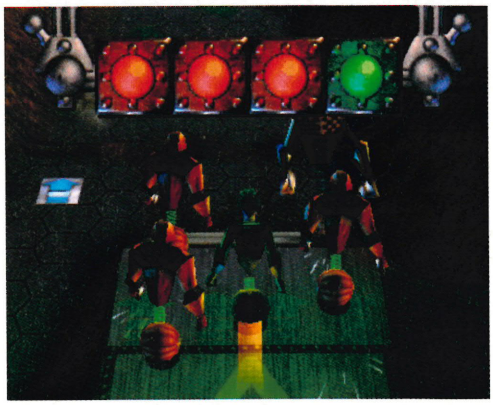
5 △ Not over yet, though – the Pterodactyl's still not had enough and is coming back for more. Grab your gun and leg it!



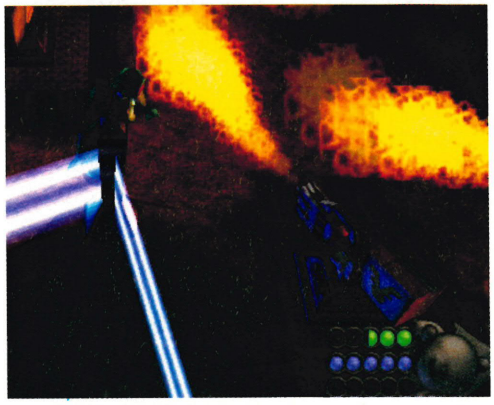
"SO INCREDIBLY DULL, IT'S PAINFUL" **MOHO**



△ **Ooooh, the excitement. Doesn't this look like the most exciting game ever?**



△ **It is possible to get a turbo start, in case you were interested.**



△ **Wait until the flames switch off before moving past.**

MOHO

Robots with balls instead of legs have to escape prison. **STEVE KEY** wishes they'd thrown away the key

WHAT WAS ALL THE fuss about? *MoHo* received some good reviews when it came out on PlayStation, and now it's been converted for us Dreamcast owners to cast our eyes over. And what a pile of old shite!

MoHo centres around a series of futuristic prisons and, more importantly, the inmates. The part-human part-robot detainees have only one way out of the system and that's by winning various gladiatorial-style challenges, staying alive and proving their metal. Only there's one catch. All of the characters have a ball instead of legs and feet, so they roll about everywhere. Which is great if you don't mind slow, awkward muppets rolling about like a drunken version of *It's a Knockout*... but with absoloutely no fun at all.



△ **Even blowing up other prisoners doesn't make this any better.**

With only one prison accessible at the start, you have to complete all of the challenges to unlock the next gaol. These tasks range from a straight race to a game of powerball, to a last man standing event. Due to the rather limited range of moves each prisoner has, however, there's never any great variation of challenge. It's either a case of avoiding all obstacles or killing everything in sight. Which makes everything so incredibly dull it's painful. The relief at finishing the first prison is replaced by immediate annoyance when you enter the next futuristic nick and find that all of the events are exactly the same. Woo-hoo!

There is, however, a small amount of incentive to replay each of the stages, thanks to the time challenges. In order to complete a stage you need only beat the qualifying time. To unlock the secret prisons though, you need to earn a gold medal for every event which you do by beating – surprise surprise – a gold medal time. To be fair, these times are set almost perfectly, thus ensuring a high degree of skill and patience is needed to better them. Then there's a third time to try and beat, but this is the one that is much less likely to occupy your time as it's Lost Toys' best time. Beating the programmers at their own game is pretty hardcore at the best of times, but when the game is absolute tosh, then it borders on the sadistic.

The secret games at least try to throw a different light on the proceedings by offering events like mini-golf. A simple enough prospect, that you'd think would be incredibly difficult to make crap, but the *MoHo* crew have even managed to do just that! You have to hand it to them – at least they've made everything consistently boring. And it's made our job easier, because if there were a few good points to pick out then we'd have to give both sides of the argument and weigh up everything before delivering a verdict. But *MoHo* is so bad, there's absolutely no need to be nice to it. Truly awful.

VERDICT

PROBABLY THE MOST BORING GAME ON DREAMCAST

UPPERS
Nice ripple effect when you land from a height • Some interesting secret games

DOWNERS
Boring • Repetitive • Frustrating • Repetitive • Dull • Repetitive (you get the idea)

IN ONE HOUR We unlocked two prisons, a secret stage and yawned 14 times
WEBSITE www.losttoys.com
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

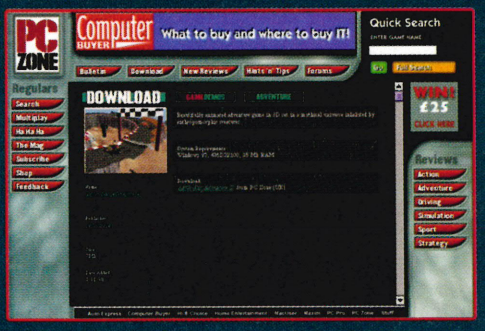
ODM RATING OUT OF 10
3
POOR

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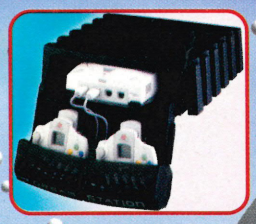


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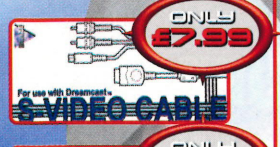


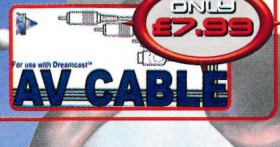
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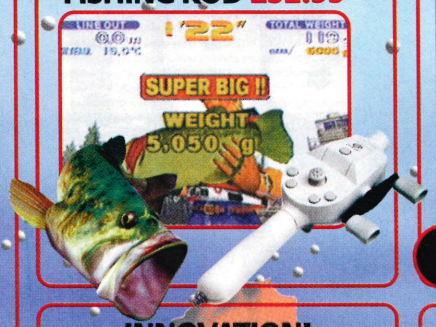
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DRINKING...

BIERODROME IS A BEER FAN'S PARADISE AND, BEING BIG FANS OF BEER, WE THOUGHT WE'D HEAD DOWN TO THEIR NORTH LONDON BRANCH FOR THIS MONTH'S DISCUSSION...

UP FOR DISCUSSION

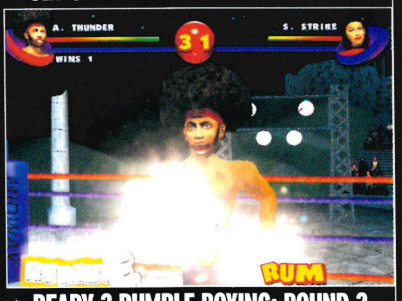
THE *OFFICIAL DREAMCAST MAGAZINE* TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR RECENT RELEASES. THIS MONTH...



▲ SHENMUE



▲ JET SET RADIO



▲ READY 2 RUMBLE BOXING: ROUND 2



▲ SILENT SCOPE

FOLLOWING OUR 'back to basics' visit to our new local last month, we thought we'd try the other end of the spectrum for this issue's Drinking & Thinking. Islington's Bierodrome is certainly that, specialising in lagers that go beyond poncey and into a whole new realm. There's banana-flavoured beer, spicy beer and beer so expensive you'll think it's a sick joke. There's even a beer menu to help you navigate around the enormous choice...

Warren and Alex were having none of it. "Lager, please" was as adventurous as they got, while the rest of us pored over the menu trying to find the wildest-sounding beer or the one with the silliest name. With bottles of Slag Pilsner, Paauwel Kwak, Kriek and Busch duly ordered, we enjoyed the cosy surroundings and got down to chewing over the games we've been playing over the previous month. We've seen some truly exceptional titles of late and this month sees some of the best; the long-awaited epic *Shenmue*, *Jet Set Radio*, *Silent Scope* and the return of an old friend with *Ready 2 Rumble Boxing: Round 2*.

• Bierodrome have five bars/restaurants around London. The Islington bar can be found at 173-174 Upper St. Phone 020 7226 5835 or visit the website at www.belgo-restaurants.com for information.

PHOTOGRAPHY: JOHN MILLAR

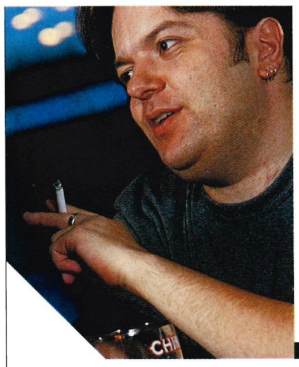
...& THINKING

SHENMUE

(*ODM* #14, 10/10)

This is one game that should require no introduction. It's a role-playing game, but not like anything you'll have seen before. It's difficult to do the game justice in a few words, but suffice to say it's an essential purchase. Here's what we thought...

DAN: Best game ever?
WARREN: Or Shenpoo?
ED: Menpoo? Shenpoo...
[silence]
ED: It's a bit special really...
ALEX: The perfect Christmas game. [laughs]
WARREN: No it's not! Unless you live on your own and don't have anything to do for a week.
DAN: But if you have any sort of life...
WARREN: Don't go down that road! You can't say that. It's the same with any game like this. You've just got to find the time and put some effort in.
ED: The good thing with it being day by day – in the game – is that you can play a day and save it. Although I only found out after I'd finished it that you could save it anywhere... But it's nice because you can leave it for a week in real-life and then go back and play four or five days in the game when you have time.
ALEX: Yes, but is it good? [laughs]
WARREN: It's no good criticising it because it's not immediate. It's fundamentally not like that and there are only a few 'proper' adventure games on the Dreamcast so it has its place.
ALEX: It's surprising how quickly you get drawn into it, actually. At first you're just looking at the visuals and thinking how amazing they are and then you find yourself looking for faults and you think 'all I do is press the A button and talk to people' but then you forget all that. You forget to look for faults because the graphics are all good, and you forget the controls are a bit slow because you want to find out what's happening.
ED: The amazing thing is though, even if you look at it like you're trying to find faults, you just can't. You can't find a fault with the way it looks and it's very hard to find fault with the way people in the game go about their everyday lives, which you can see when you just follow them about. You see them leave for work in the morning and it's raining they pop up their umbrella and off they go. Then you'll see them at lunchtime when they go out for something to eat. The amount of detail is bizarre and at the beginning you wonder why it's all been done as it seems so unnecessary.
ALEX: But without it the game wouldn't be the same.
ED: That's what makes it amazing, not that you're doing all these amazing things...
WARREN: Anyway, it's not an Ed monologue...
ED: ...or that it's really exciting or anything – it's that you're just living it.
ALEX: But that's what I would criticise almost, that the graphics are so good that people will concentrate on the graphics rather than the game and if you took away the graphics the game wouldn't seem that great.
WARREN: I think there are people who are going to play it and aren't going to appreciate just how good the graphics actually are, especially in the cut-scenes. People are so used to seeing rendered cut-scenes that they might not realise that these are all in real-time.
ED: But the real thing about the graphics are that they are really stylish – they're not necessarily realistic but they have a great, consistent style to them.
ALEX: There are moments that really make you go 'wow', though.



"PEOPLE ARE SO USED TO SEEING RENDERED CUT-SCENES THAT THEY MIGHT NOT REALISE THESE ARE ALL IN REAL-TIME"
– WARREN ON *SHENMUE*

ED: Yeah, like when you first go down to the docks.
DAN: The freedom is one of the most amazing things. The way you can just go off and get wrapped up in something that's got nothing to do with the story. Collecting all the little Sega toys, for instance.
ALEX: And the fact that it's full of mini-games that you don't necessarily realise you're playing straight away.
ED: There is one thing though, at the end – and I'm not going to give anything away here – your saved game 'ends' to be used in the next chapter and you can't just go on living in the *Shenmue* world.
WARREN: You miss your life in *Shenmue*, don't you?
ED: No, I mean yes, but it means I've got to go back into a previous saved game so I can just mill about.

JET SET RADIO

(*ODM* #14, 8/10)

This game caused a stir from the first glimpse of its pioneering graphics and, now it's here, it doesn't disappoint in the gameplay either. It's not a 'technical' game in the sense of *Tony Hawk's Skateboarding* [*ODM* #10, 8/10] and some have complained that the style is at the cost of content, but there's little doubt this is something special.

DAN: Got a pun ready then, Warren?
WARREN: Jet, set, GO!
ED: This isn't funny anymore.
DAN: Some gamers might accuse *Jet Set* of being style over content, but I don't think that's the case.
ED: It definitely is just like an old videogame. But with new graphics! [laughs]
WARREN: Eh?
ED: No, it's a really nice idea – collect your cans, go to these points, spray the patterns and avoid the little police that chase you. That's it. Super cool. It really feels like a videogame whereas a lot of games don't.
DAN: Like what?
ED: There's a lot that aren't trying to be like games, they're trying to be real life...
ALEX: *Shenmue*, you mean!
ED: Yeah, *Shenmue*! So many people think that what people want out of videogames is a fake version of real life, that's not what's fun about videogames.
ALEX: But that's what you said was fun about *Shenmue*.
ED: Yeah but... I'm not saying that's bad, just that there's too many trying to do that and *Shenmue* does it well. Loads of people just make boring versions of real life. This is fun because it doesn't look like real life, it doesn't act like real life...
ALEX: But if you spray graffiti in real life the police will chase you, just as in the game...
ED: Yeah, but they don't run like this: [leaps up and does comedy run]
DAN: And they don't come after you in helicopter gunships – but maybe they should.
ED: So, it feels very videogamey, and I like that.
WARREN: People need to see it moving to appreciate it fully, and after last month's demo they will have done. The screenshots look good but you don't realise how cool it is until you actually see it moving.
ALEX: It does get better as well, the later levels with all the neon and stuff look fantastic.
DAN: It's one of the most amazing games I've seen.
WARREN: So why did Steve give it 8/10?
ED: Because it's very good, but a bit short.
DAN: But I've played the Japanese version through and there are whole new areas on top of that.
ALEX: It's only short because it's so amazing you'll



"SOME GAMERS MIGHT ACCUSE *JET SET RADIO* OF BEING STYLE OVER CONTENT, BUT I DON'T THINK THAT'S THE CASE"
– DAN ON *JET SET RADIO*











"I'M GLAD THEY DIDN'T BOTHER TRYING TO MAKE IT A LIGHT-GUN GAME – YOU WOULD HAVE LOST THE ACCURACY"

– ED ON *SILENT SCOPE*

probably play it through quite quickly. There's loads to go back to though, to improve your scores and all that.
ED: There's stuff I don't like very much about the control – I'd prefer it if the controls were more like *Tony Hawk's* or something.
DAN: The controls aren't perfect.
ED: I don't like the way when you stop it takes a little while to build up speed again.
WARREN: But that's realistic.
ED: But it's a videogame! And when you jump it's *veeeery* floaty.
ALEX: It's not about the moves, though.
ED: I know, but it would make it more fun.
DAN: When you get to the later levels you need that float to make it to all the different grinds.
ED: The new levels do look good, too.
WARREN: The characters are superb...
DAN: And so is the music.
ALEX: It's one of the most stylish games I've seen.

READY 2 RUMBLE BOXING: ROUND 2

(*ODM* #14, 8/10)

Some people were caught on the hop by the success of the first *Ready 2 Rumble Boxing* [*ODM* #1, 9/10] but the combination of strong characters and amusing, simple to use controls made for a fun beat 'em up everyone could get into. The sequel wisely avoids tampering with this aspect and instead focuses on bulking up the previously limited Championship mode.

ED: It's *round 2* be a hit!
DAN: It's like the other one, only a bit different, innit?
WARREN: Er, drink, anyone?
DAN: No, but seriously, it's not like they've broken the mould or anything.
WARREN: No, it's the first one plus a bit more...
ALEX: The first one was too successful to really radically alter it. All they had to do was add more of what people enjoy.
ED: Boxing!
ALEX: Backgrounds!
[laughs]
ED: Characters. People like them!
WARREN: But it is funny.
DAN: And fundamentally the things that were good about the first game are still there.
ED: I got bored of the first one very quickly. In fact, I never really saw what was that good about it. Other than it's funny. This one is the same joke, there are about ten new taunts and that's it. It's fun beating up the secret characters, though.
WARREN: Yeah, it has got some extra hidden characters – the celebs and all that.
ALEX: I think the fighting styles are a bit more pronounced this time, there's much more variety than before when all they did was share a few of the same moves. There is more strategy involved, you have to know how the different people fight in the Championship mode.
DAN: Also, in the first game you would very quickly suss which characters were worth using and which were a waste of time and it usually came down to a choice of two or three.
ALEX: And you'd find there were certain moves with each one that pretty much settled each bout. You can't really do that in this one.
WARREN: The Championship mode is tough, actually. To unlock the hidden characters will take a while.
DAN: That was always a criticism of the first game, that the Championship mode was a bit limited.
ALEX: It was always a good two-player game and now it's good as a single-player too.
WARREN: It is a fighting game for people who don't like fighting games, though. If you're into beat 'em ups then you're still going to find this very, very limited.
DAN: But there are plenty of games to cater for that side of the market...
WARREN: I'm not saying it's a bad thing at all.
ED: Anyone can pick it up, anyone can enjoy it. You have a drink while you're playing or whatever...
WARREN: I thought we banned talk of post-pub experiences? How about post-Christmas dinner?
ED: I'm not talking post-drinking. I'm talking while drinking, or before. The perfect pre-pub experience!
ALEX: What about when you get up in the morning and you just want a quick go?
ED: No, it has to be before or during drinking. Or after lunch.
WARREN: Er, right.

SILENT SCOPE

(*ODM* #14, 7/10)

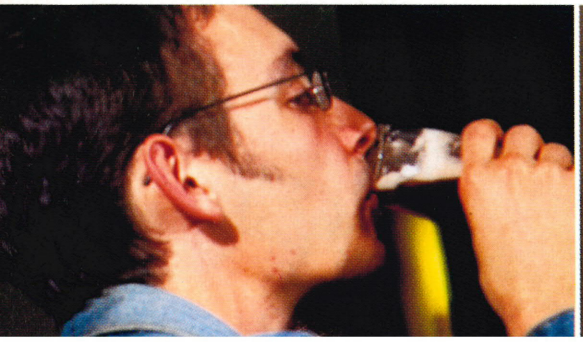
An arcade favourite, thanks to slick gameplay and the clever sniper scope system on the rifle, there were concerns that the game wouldn't successfully make the transfer to a console joypad. The finished product proves doubters wrong though, and is as slick and sick as the original, even if there is relatively little in the way of extras for the home user to enjoy.

WARREN: It's silent but deadly!
ED: Silent but violent!
WARREN: I really like this game. It makes me laugh.
ED: It's a classic Konami 'hero saving women, ogling babes, and shooting people in the head' type of game.
WARREN: Good, old-fashioned values.
DAN: I do worry that they haven't added too much over the arcade game. There is the target range stuff, but it's not great.
WARREN: I don't know, *House of the Dead 2* [*ODM* #1, 9/10] isn't that big either. You can go back and get your accuracy up and all that.
DAN: What I was going to say was that it doesn't matter too much because the basic game is such good fun.
ALEX: It doesn't need a light-gun either, which a lot of people were worried about.
ED: I'm glad they didn't bother trying because it would have been cack – you would have lost the accuracy. It works okay with the pad, but I really like it with the mouse and I like the little VM feature where you get your scope image in a really basic form. It's useless, but a nice little feature.
WARREN: And you've gotta love the cheesy porn music, especially the little saxophone toot when you spy a foxy woman through your sniper sight. It is very funny, I mean, shooting people in the head is intrinsically funny, isn't it?
ALEX: It is when you see them fall off high buildings and you can follow them down in your sights!
ED: I like the way they've managed to get the variety in there with things like the night level and the one with the hotel where you have to search the rooms to find the guys you're after.
WARREN: But it's one of those things you might feel a little disappointed with if you went out and bought it, though...
ED: Mmmm, I don't know. You can definitely have a good old laugh out of it, but there are longer lasting games for the money. But it depends what you want, there are other ways of looking at it – you could easily go through 40 quid playing this at the arcade a few times.
WARREN: And of course you can practise at home and look really cool when you play it in the pub.

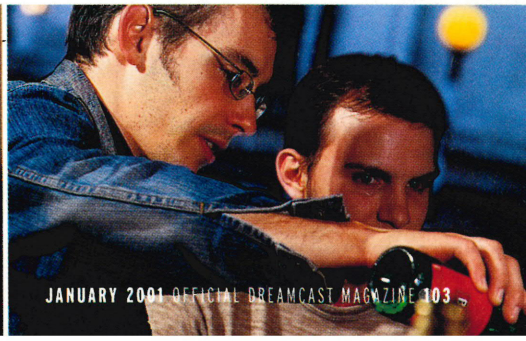


"THE FIGHTING STYLES ARE A BIT MORE PRONOUNCED THIS TIME, AND THERE IS MORE STRATEGY INVOLVED"

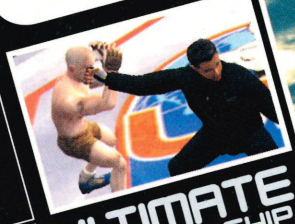
– ALEX ON *READY 2 RUMBLE BOXING: ROUND 2*

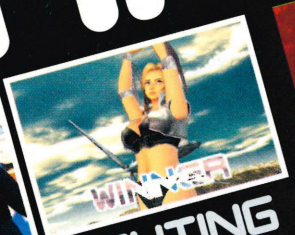






HINTS & TIPS





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ULTIMATE FIGHTING CHAMPIONSHIP

PLAYER GUIDE

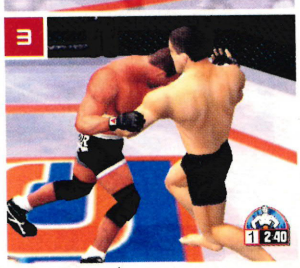
IT'S ONE OF THE MEANEST, TOUGHEST FIGHTING GAMES AROUND, MADE BY MEN, FOR MEN. STRUGGLING TO GET A GRIP? WELL HERE'S **DAN THORNTON** WHO KNOWS ALL THE RIGHT MOVES



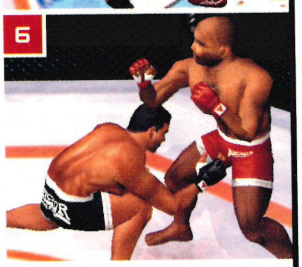












THE BASICS

1 It's best to choose one character to stick with and learn the huge amount of moves. Submission fighters are very good at grappling, and have a fair range of punches and kicks. Generally it's best not to learn with small, skinny kick-boxers, as you need to be very good with them to avoid a pummelling, especially as they have slow and powerful kicks which are easy to counter. Start with a character like Frank Shamrock or Tito Ortiz (see page 106). Don't hammer the buttons. Use the Training mode, look at the move list when the game is paused and try to learn one or two combos (note: sadly the move list is *not* shown in the demo on Dreamon 14).

2 Perform takedowns by pressing LP+LK or RP+RK. If they are not countered, these will leave you on top of the mat, on top of your opponent.

3 When the computer attacks, block by holding away on the d-pad, and then counter. Counter a punch with LP+RP just before the punch lands. For a kick press LK+RK.

4 When counters and takedowns work, try a couple of punches and then move into arm and leg locks with LP+LK or RP+RK or LK+RK, depending on the character.

5 Takedowns can be countered with LP+LK or RP+RK, or can be sometimes stopped by a jab or a low kick.

6 To dash forwards or backwards use RP+RK or LP+LK. Some of the characters have fake dashes instead.





GROUND FIGHTING

When you are on the floor there are three main positions: mount, guard, and back mount. If you are in the top position, you have the advantage. If you are on the bottom, get out quick or become a stain on the Octagon floor.

1 MOUNT POSITION (TOP): After a counter or takedown, this is the position you'll take – sitting on top of your opponent. This is the weakest of the three positions, so don't hammer away with punches. Land one or two and then try for an arm or leg lock. The best moves to use are those like the Ju-jitsu discipline's leg lock (LK+RK). If it is countered, it will usually leave you on top of the back mount position.

2 MOUNT POSITION (BOTTOM): Make sure to block – your stamina can be reduced to zero, but you can't be knocked out. You can't win like that, of course, so either try to counter a punch (LP+RP) or manoeuvre out with LK+LP or RK+LP.

3 GUARD (TOP): This is usually achieved as a result of a counter from the mount or back mount position. The top character has the legs of the bottom character wrapped around him, allowing less leverage than the mount. Similar tactics to the mount position work best here, with even more focus on grappling, as it is easier for the player on the bottom to counter moves and launch their own attacks. With a Ju-jitsu created character it's best to use LP+LK. Again, if this doesn't work you'll most likely be in the back mount position.









4 GUARD (BOTTOM): A better chance of winning with a grapple as some characters can move straight into a submission hold from the bottom of a guard position. These include Pete Williams, Maurice Smith, Jeremy Horn, Evan Tanner, Marco Ruas, Ulti-Man and any created Shoot Fighting/Kick-boxing character.

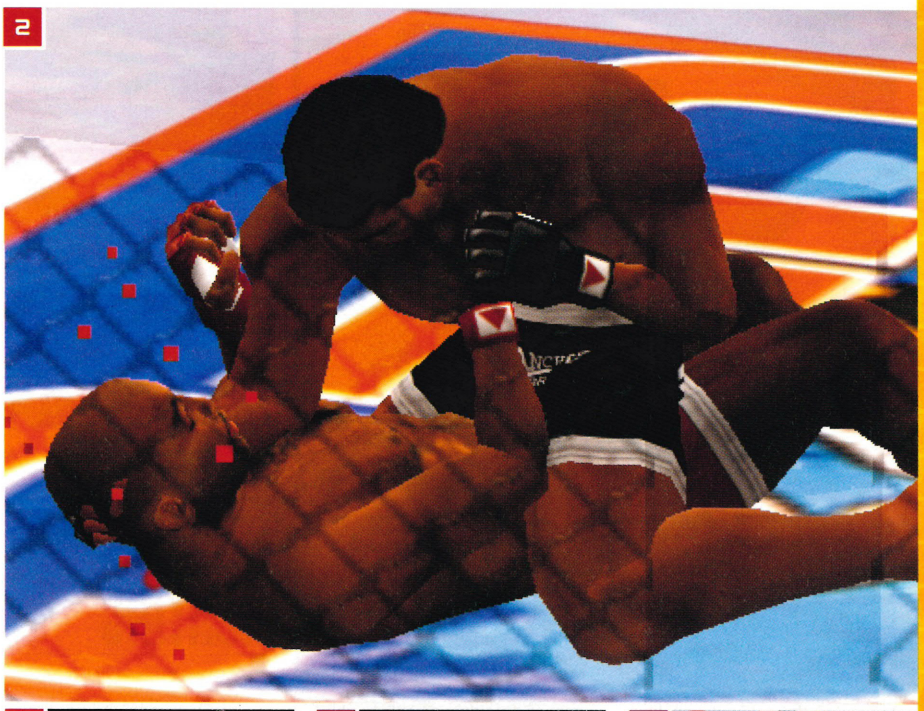
5 BACK MOUNT (TOP): The best position in the game. You sit on the back of your opponent as if you were riding them like a donkey. This is the one time you can punch away happily. Remember to vary them and don't let your stamina fall too much, as the other player can still sneak a KO with a cheeky elbow.

6 BACK MOUNT (BOTTOM): Not much hope for you here. Unless your opponent has no stamina and you can land an elbow, you are pretty much stuffed. Only a few characters can escape. Submission fighters Guy Mezger, Tsuyoshi Kosaka and Bas Rutten have a sweep escape (RP+RK). Ulti-Man and created Pro Wrestler/Wrestling characters have the Figure Four Leg Lock (LP+LK) plus a Knee Cross Hold (RP+RK). Ju-jitsu characters should also have a punch reversal (LP+RP) when they are getting hit, but the timing is very tricky.

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ESCAPING

1 There is a risky, but useful technique if you're on the floor. Rotating the d-pad quickly in a clockwise 360-degree circle can move you up one position. This means that if you are in the bottom back mount, it will change to bottom guard, bottom guard to bottom mount, bottom mount to top mount and so on. Yet again this depends on what wrestler you are using.

2 If you are on the bottom and rotating the d-pad, it is easily countered by the player on top rotating his or her own d-pad 360 degrees as well. It also leaves you very open. If it goes wrong, a hail of punches will turn your head into a very strange shape indeed. It is also very fiddly to get right, so it is a very risky option.

3 To counter submission moves it's best to keep rotating the d-pad in a clockwise 360-degree circle, whilst repeatedly hammering as many of the buttons as possible. For this to be effective, try to judge when your opponent is going to use the submission move and start waggling and hammering as fast as you can.

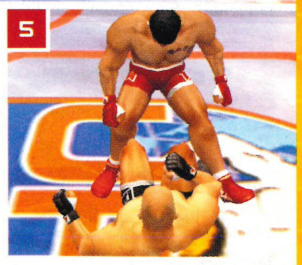
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4 Every character has different buttons to escape from different positions, so the only answer is experience with each character. Remember some characters don't have an escape move from the lower back mount position.

5 Rotating the d-pad when you are in the top position will let you stand up again, which is more useful than it first appears. If your stamina is very low and you are stuck in a grapple, it may be better to stand up and run away.



TITO ORTIZ

We obviously don't have room for the moves of all 39 fighters in *UFC* but here's a simplified list (no, really) for one of the basic submission fighters who features in the demo on Dreamon 14 from our November issue (*ODM* #13)

STANDING POSITION

Jab	RP
Jab jab	RP, RP
Jab jab straight	RP, RP, LP
Combo hook	RP, RP, LP, RP
Combo body blow	RP, RP, LP, LP
Jab straight	RP, LP
Jab straight upper	RP, LP, RP
Jab straight low	RP, LP, LK
Straight	LP
Double straight	LP, RP
Double straight side kick	LP, RP, RK
Combo knee (fall down)	LP, RP, RK, LK
Straight upper (counter stumble)	LP, LP
Step low	RK
Middle kick	LK
Normal tackle (throw)	RP+RK
Normal tackle (throw)	LP+LK
Catch hook (catch throw)	RP+LP
Escape (throw escape)	RP+LP
Punch catch (throw)	RP+LP
Kick catch (throw)	RK+LK
Fake dash	LP+RK
Fake back	RP+LK

FORWARD STEP

Body jab	RP
Combo middle kick	RP, LK
Upper cut	LP
Needle low kick	RK
High kick	LK
Leg cut tackle (throw)	RP+RK (LP+LK)
Escape (throw escape)	[PBC]
Mount re-tackle (counter throw)	LP+LK (RP+RK)
Pass to back mount (throw escape)	LP+RK
Pass to guard mount (throw escape)	[PBC]
Jumping arm bar (throw)	RP+LP

BACKWARD STEP

Lower upper (fall down)	RP
Down blow punch	LP
Stopping (counter stumble)	RK
Low kick (counter stumble)	LK
Normal tackle from sway move (throw)	RP+RK (LP+LK)

RIGHT STEP

Middle toe	RK
Spin kick (hit wall)	LK

LEFT STEP

Break elbow	LP
Middle toe	RK

STUMBLING

Front choke sleeper (throw)	LP+LK

UPPER MOUNT

Mount right punch	RP
Right double	RP, RP
Mount left punch	LP
Back hand hammer	LP, LP
Punch rush	LP, LP, LP
Body punch (right)	RK
Body punch (left)	LK
V1 arm bar (throw)	RP+RK
Escape (throw escape; slm)	[PBC]
Escape 2 (throw escape; (sum)	RP+LP
V1 arm bar (throw)	LP+LK
Master foot work (throw)	LP+LK
Punch catch (throw; (slm)	RP+LP

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CAREER MODE

1 Silver and Gold Belts have to be won with a created character to unlock extra characters. Sparring with fighters gains skill points. If you win in an early round you get more points. You can also get more points by attacking fighters that are a few levels above you, but they will be much harder to beat. One of the better fighters to attack for loads of points is The Fujiyama, who is susceptible to reversals and submission moves.

2 Use these skill points wisely. Stamina and Endurance need to be improved as quickly as possible, or you won't last a round. Add to your kicking and punching skills after you have taken the endurance and stamina to a reasonable level.



LOWER MOUNT

Face punch (right)	RP
Face punch (left)	LP
Body punch (right)	RK
Body punch (left)	LK
Position change (throw)	RP+RK
Surplice hold (throw)	RP+RK
Position change (throw; sug)	LP+LK
Escape (throw escape; sum)	[PBC]
Punch catch (throw; sug)	RP+LP

UPPER GUARD

Guard right punch	RP
Right double	RP, RP
Guard left punch	LP
Back hand hammer	LP, LP
Punch rush	LP, LP, LP
Body punch (right)	RK
Body fake punch (right-left)	RK, LK
Body punch (left)	LK
Body fake punch (left-right)	LK, RK
Cross heel hold (throw)	RP+RK
Escape (throw escape; slm)	[PBC]
Escape 2 (throw escape; sum)	RK+LK
Cross heel hold (throw)	LP+LK
Escape (throw escape; slm)	[PBC]
Escape 2 (throw escape; sum)	RK+LK
Punch catch (position change; sum)	RP+LP

LOWER GUARD

Guard bottom right	RP
Bottom right double	RP, RP
Bottom right left	RP, LP
Guard bottom left	LP
Bottom left right	LP, RP
Bottom left double	LP, LP
Body punch (right)	RK
Body punch (left)	LK
Position change (sum) (throw)	RP+RK
Escape (throw escape; sug)	[PBC]
Position change (throw; sum)	LP+LK
Escape (throw escape; sug)	[PBC]
Head hold punch (throw attack)	LK+RK
Escape (throw escape; slg)	RP+LP
Punch catch (position change; sum)	RP+LP

UPPER BACK MOUNT

Elbow	RP
Double elbow	RP, RP
Triple elbow	RP, RP, RP
Left triple	RP, RP, LP
Cat & dog punch	RP, RP, LP, RP
Cat & dog punch 2	RP, RP, LP, LP
Back knuckle	RP, LP
Triple punch	RP, LP, RP
Punch combo	RP, LP, RP, RP
Triple 2	RP, LP, LP
Left back knuckle	LP
Left right punch	LP, RP
Triple punch	LP, RP, LP
Unnamed move	LP, LP
Unnamed move	LP, LP, RP
Unnamed move	LP, LP, LP
Naked hold (throw)	LP+LK
Escape (throw escape; lbm)	[PBC]
Escape 2 (throw escape; sug)	RP+LP

LOWER BACK MOUNT

Counter right (left) punch from below	RP (LP)

KEY TO MOVE LISTS

RP, LP, RK, LK = Right punch, left punch, right kick, left kick
[PBC] = Press button continuously
(sug) = Fighter shifts to upper guard
(slg) = Fighter shifts to lower guard
(sum) = Fighter shifts to upper mount
(slm) = Fighter shifts to lower mount
(lbm) = Fighter shifts to lower back mount

3



4



1



2



3



GENERAL TIPS

1 Vary attacks between punches and kicks, or your opponent will counter them easily.

Don't go all out punching. Block, and look for an opening, or wait until you can counter, and move to the floor.

Always watch your Stamina (blue) and Life (red) bar, even when you are on top. You can still be knocked out at any time.

In UFC mode or Champion Road only a certain amount of endurance will be restored in between fights, so try and avoid taking damage. Block, dodge and counter.

Look for weaknesses. Some characters tap out easily, others can't deal with kicks and so on.

2 The secret characters are quite different from all the others. Bruce Buffer (the announcer) has a fast and powerful style of Jeet Kune Do, loses stamina and life quickly. Big John (the ref) has huge combos to perform. The Card Girl relies on speed, while Ulti-Man is the consummate fighter, with everything covered.

Experiment to find combos. Most characters have combos of three kicks and punches. A few have combos that result in a takedown. These are Bas Rutten (LP, RP, RP+RK), Matt Hughes (RP, LP, LP+LK), Mark Coleman (RP, RP, RP+RK) and any created Ju-jitsu fighters (LP, LK, LP+LK). Some others can only gain the moves when they become available as created characters (win the Silver Belt for each character).

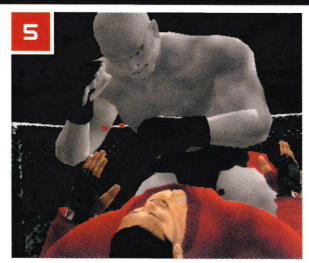
Faking moves can trick an opponent into a mistake. If your character has them use the fake dashes (LP/RK or RP/+LK), or hit one punch, then quickly hit a different punch for the first one to be a feint.

3 Each character has different forward and backward step moves. These can be very different from the standing moves, so learn and use them to catch your opponent off-guard. A normal tackle becomes faster if it is done as a forward step move.

CAREER MODE (CONT)

3 Each character also has a list of new moves that can be learnt in exchange for skill points. As previously mentioned, most characters do not have an escape move from this position. However, when characters are created in Career mode, they may well have such a move on offer, so take the chance to learn the moves as early on as possible. All standard characters gain extra moves in Career mode, and therefore created characters are the deadliest fighters.

5



4 Don't attempt the UFC Silver Belt until your character is at least around level 15 and up. Before this the computer characters have a sizeable advantage.

5 The Champion Road is rock hard, as you need to defeat 12 characters without losing a single fight. The end character is Ulti-Man who is able to counter almost anything you can throw at him. Preparation is the key – use training and sparring to learn as many counters and reversals as you can. You will need to use four or five in a row instinctively to stand a chance of beating him. Until then, don't bother, because when you have beaten 11 fighters in a row, losing to Ulti-Man and starting all over again is infuriating!



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DEAD OR ALIVE 2 PLAYER GUIDE

FINAL PART

STILL GETTING YO' ASS KICKED AT TECMO'S STUNNING BEAT 'EM UP? LUCKY THAT **CHRIS EDMONDSON** IS HERE WITH EVEN MORE MOVES THEN, EH?



JANN LEE→

Jann Lee is probably the fastest character in the game. He has some lightning-fast attacks, but a lot of moves tend to hit high meaning that he's susceptible to frequent countering.



KASUMI→

A good, solid character, Kasumi has a nice mixture of high, low and critical attacks. Be aware that some of her big-hitting moves come out slowly, so keep your wits about you and use them sparingly.

EXAMPLE COMBO:

Turnaway Mist Illusion, World's Edge Combo, Dragon Punt Kick, Light People's Kick

d/f d/f+P, PPP, u+K, PPfPK

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Heaven's Edge	P	H	
Floating Heaven's Edge	u+P	H	
Evading Heaven's Edge	b+P	H	
(2) Double Combo Punch	PP	HH	
(3) World's Edge Combo	PPP	HHH	
(4) Flashing Punch Combo	PPPP	HHMM	Critical
(3) Michizane Flash Kick	PPK	HHH	Critical
(4) Michizane Cmb Kick	PPKK	HHHH	
(5) Michi. Thunder Kick	PPKKK	HHHHM	
(4) Michi. People's Kick	PPK,d/f+K	HHHM	
(4) Michizane Earth Kick	PPK,d+K	HHHL	
(3) Moon Breaker Combo	PP,u/b+K	HHM	
(4) Light Bullet Combo	PP,f+P	HHM	
(4) Light People's Kick	PP,f+P,K	HHMM	Critical
(5) Light Rev. Murder	PP,f+P,KK	HHMMM	
(5) Light Void Murder	PP,f+P,K,d+K	HHMML	Critical
(4) Light Heaven's Kick	PP,f+P,f+K	HHMM	
(4) Light Low Savate	PP,f+P,d+K	HHML	Critical
(3) Flame Knee Combo	PP,f+K	HHM	Critical
(4) Flame Moon Combo	PP,f+KK	HHMH	
(4) Tears of the Moon Cb	PP,f+K,d+K	HHML	
(2) Heaven's Edge & Flash	PK	HH	Critical
(3) Heaven's Edge & Combo	PKK	HHH	
(4) Heaven's E & Thunder	PKKK	HHHM	
(3) Heaven's Edge & Kick	PK,d/f+K	HHM	

EXAMPLE COMBO:

Kick Upper, Back Knuckle, Lead Upper, Dragon Slicer

U/f+K, PPP, d/f+P, PPPdK

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Lead Jab	P	H	
Sway Jab	u/b+P	H	
(2) Jab - High Kick	PK	HH	Critical
(2) Sonic Hook	P,f+P	(HH)	Critical
(3) Sonic Spin Kick	P,f+PK	HHM	
(3) Sonic Low Spin Kick	P,f+P,d+K	HHL	
(2) Sonic Blow	P,d+P	HM	
(3) Sonic Upper	P,d+PP	HMM	
(3) Combo Low Pin Kick	P,D+PK	HML	Critical
(2) Lead Hook	PP	(HH)	
(3) Back Knuckle	PPP	(HHH)	
(4) Dragon Rush	PPPK	(HHH)H	
(4) Dragon Cannon	PPP,f+P	HHHM	
(4) Dragon Slicer	PPP,d+K	HHHL	Critical
(3) Combo Knuckle Upper	PP,F+P	HHH	Critical
(3) Combo High Kick	PPK	HHH	
Lead Upper	d/f+P	M	
Low Knuckle	d+P	L	
High Kick	K	H	Critical
(2) High Spin Kick	KK	HH	
Side Kick	d/f+K	M	Critical
(2) Side Master Kick	d/f+KK	MH	
(2) Dragon Strike	d/f+K,f+P	MM	
(2) Side Back Kick	d/f+K,b+K	MM	Critical
Thrust Kick	d+K	L	
(2) Thrust Spike Kick	d+KK	LM	
(2) Thrust Spin Kick	D+KK	LL	Critical
Knuckle Upper	u/f+P	H	
Back Hook	u+K	H	
High Shin Knee Kick	u/b+K	H	Critical
Rear High Kick	u+K	H	
Kick Upper	u/f+K	M	Critical
(2) Double Rising Kicks	u/f+KK	MH	
Chastisement Chop	b+P	M	Critical
Body Blow	f+P	M	
(2) Body Upper	f+PP	MM	
(2) Body Low Spin Kick	f+P,d+K	ML	Critical
Flash Hook	ff+P	H	Critical
(2) Flash Spin Kick	ff+PK	HM	
(2) Flash Low Spin Kick	ff+P,d+K	HL	
Low Dragon Hammer	d/b+P	L	
Dragon Hammer	b,f+P	M	



△ Jann Lee's Dragon Kick: qcf+K



△ Kasumi's Flame Moon: f+K, K

Shin Knee Kick	S+K	M	
(2) Shin Knee High Kick	S+K,K	MH	
Middle Hook Kick	b+K	M	
(2) Double Hook Kick	b+KK	MH	Critical
Snap Kick	f+K	M	
(2) Snap Spin Kick	f+KK	MH	
(2) Snap Spike Kick	f+K,bf+K	MM	
Dragon Low Kick	d/b+K	L	Critical
Low Spin Kick	d+S+K	L	Critical
Dragon Blow	qcf+P	H	
Dragon Elbow	P+K	M	
Dragon Knuckle	D,bf+P	M	
Dragon Kick	qcf+K	H	
Dragon Spike	bf+K	M	
Flash Turn	bb+P	H	Critical
Dragon Flare	ff+K	M	
Dragon Step High	f+S+K	H	Critical

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Hell Drive	S+P	40	
Dragon Gunner	f+S+P	42	
Piggyback Throw	b+S+P	48	
The Way of the Dragon	qcb+S+P	55	
The Wall of the Dragon	qcb+S+P	65	Wall(face)
Headlock	qcf+S+P	53	
(2) Bulldogging Headlock	bb+S+P	25	
Dragon Rave	S+P	55	Behind
Chastisement Punch	qcf+S+P	58	Behind
Front Facelock	d+S+P	55	Low
Side Buster	d/b+S+P	60	Low
Punishment Punch	d+S+P	63	Behind, Low

(3) Heaven's Edge & Earth	PK,d+K	HHL	
World's Edge	d/f+P	M	
(2) World's Flash Punch	d/f+PP	MM	Critical
(2) World's Low Savate	d/f+P,d+K	ML	Critical
Earth's Edge	d+P	L	
Flash Roundhouse Kick	K	H	Critical
(2) Combo Roundhouse Kick	KK	HH	
(3) Thunder Kick	KKK	HHM	
(2) People's Kick	K,d/f+K	HM	Critical
(2) Earth's Kick	K,d+K	HL	
Sidekick	d/f+K	M	
Low Kick	d+K	L	
Skyscraper Kick	u/f+K	M	
Dragon Punt Kick	u+K	H	Critical
Moon Wheel Kickflip	u/b+K	M	
Flash Bullet Elbow	f+P	M	
(2) Flash People's Kick	f+PK	MM	Critical
(3) Flash Reverse Murder	f+PKK	MMM	
(3) Flash Void Murder	f+PK,d+K	MML	Critical
(2) Flash Heaven's Kick	f+P,f+K	MM	
(2) Flash Low Savate Kick	f+P,d+K	ML	
Shadowless Knife	ff+P	M	
(2) Shadowless Earth Kick	ff+P,d+K	Critical	
Flame Knee	f+K	M	Critical
(2) Flame Moon Kick	f+KK	MH	
(2) Tears of the Moon Kick	f+K,d+K	ML	
Wolf's Fang Sweep	ff+K	L	Critical
360 Spinning Slap	P+K	H	Critical
Kasumi Wind Kick	S+K	H	
(2) Wind & Heaven Kick	S+K,K	HH	
(2) Wind & Tears Kick	S+K,d+K	HL	Critical
Spinning Low Kick	d+S+K	L	Critical
Spinning Kasumi Kick	d/f+S+K	M	Critical
Turnaway Mist Illusion	d/f,d/f+P	M	Critical
Super Axe Kick	b+S+K	M	
Fan Dance	d/f,d/f+K	M	Critical
Turnaway New Moon Kick	b+K	H	EWBT
(2) Turnaway Moonlight Kck	b+KK	HM	
Heaven's Advance Dance	u/f+P,K	H	if missed EWBT

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Kasumi's Reversal	S+P4	40	
Waltz of Kegon	f+S+P	42	
Hawk in a Catalpa Tree	f+S+P	55	Wall(face)
Heaven's Cascading Kick	b+S+P	45	
Discovery of Silence	b+S+P	55	Wall(behind)
The Flying Swallow	u+S+P	57	
(2) Swallow Reverse Drop	b+S+P	62	
Heat Haze	ff+S+P	0	
(2) Thorn Drop	d+S+P	60	
(2) Thorn Crush	d+S+P	70	Wall(face)
Gloom	d/f,d/f+S+P	68	
Wolf's Jaw Kick	qcb+S+P	60	
White Rainbow	S+P	50	Behind
Reverse Flying Swallow	u+S+P	57	Behind
Leaping Circle Dance	f+S+P	55	Behind
Flying Rainbow Splash	d+S+P	55	Behind, Low
Advance of the Swallow	d/b+S+P	60	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
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.



EXAMPLE COMBO:

Double Eye Gouge, Stomping Palm. Elbow Strike, High Double Palm Strike, Sliding Kick Combo

b+P+K, b+P, f+P, f+P+K, PPdK

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Jab	P	H	
Uppercut	d/f+P	M	
Delayed Palm Strike	u/b+P	M	
(2) One-Two Punch	PP	HH	
(3) One-Two-Windmill	PPP	HHM	
(3) One-Two-Elbow Strike	PP,f+P	HHM	
(4) Elbow-Chicken Combo	PP,f+PK	HHMHM	
(3) One-Two-Stomping Palm	PP,b+P	HHM	
(4) Stomping Fist Combo	PP,b+PP	HHMM	
(3) One-Two-Skyscraper K	PPK	HHH	
(4) Sky Armada Combo	PPKK	HHHH	
(4) Sky Mid Sweep Combo	PPK,d+K	HHHM	



△ Turn Away Bodycheck: d+P+K

LEI FANG→

Lei Fang has some nice long combos like Jann Lee (and a portion of his speed), and can also perform several palm strikes and bodychecks reminiscent of Gen Fu. A decent character with no real weaknesses.



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
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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.

LEON→

Leon's variety of multi-throws means that once he has his opponent in his grasp it is very difficult for them to escape.



△ The Common Man's Horse: b+S+P

(3) Sliding Kick Combo	PP,d+K	HHL	
(2) Jab-Low Straight Punch	P,D/F+P	HM	
(3) Double Palm Combo	P,D/F+PP	HMM	
(3) TA Bodycheck Combo	P,D/F+P,P+K	HMM	
(2) Jab-Armada Kick	PK	HH	
(3) Armada-Mid Combo	PKK	HHM	
(4) Armada-Leg Sweep Cmb	PKK,d+K	HHML	
Low Punch	d+P	L	
High Front Kick	K	H	Critical
(2) Front-Armada	KK	HH	
(2) Front-Mid Sweep	K,d+K	HM	
Front Kick	d/f+K	M	Critical
(2) Front K-TA Bodycheck	d/f+K,P+K	MM	EWBT
Low Kick	d+K	L	
Stepping Fist	u/f+P	M	
Dashing Elbow Strike	u+P	H	
Single Jumpkick	u/f+K	M	Critical
(2) Double Jumpkick	u/f+KK	MH	
Rear Hopping Crescent	u/b+K	H	



△ Lei Fang falls for Jan Lee's Hell Drive.

Step Double Palm Strike	ff+P	M	Critical
Eye Gouge	f,b+P	H	Critical
Power Bodycheck	b,f+P	M	
The Lone Gold Chicken	P+K	HM	
Sliding Low Kick	dd+K	L	Critical
Elbow Strike	f+P	M	
(2) Elbow - Gold Chicken	f+PK	MHM	
Back Leaning Fist	bb+P	H	Critical
Stomping Palm	b+P	M	
(2) Stomping Fist	b+PP	MM	
Low Upwards Knife Edge	d/b+P	M	
(2) Low Upper-TA Bodycheck	d/b+PP	MM	
Trapping Strike	qcf+P	M	Critical
Low Swipe	d/f,d/f+P	L	
(2) Swipe-Single Jumpkick	d/f,d/f+PK	LM	Critical
(3) Swipe-Dbl Jumpkick	d/f,d/f+PKK	LMH	
(2) Swipe-TA Bodycheck	d/f,d/f+P,P+K	LM	EWBT
Stepping High Kick	f+K	H	Critical
Stepping Punt Kick	ff+K	M	

Spreading Kick	u+K	H	Critical
Armada Kick	b+K	H	
(2) Armada-Mid Spin Sweep	b+KK	HM	
(3) Armada-Leg Sweep	b+KK,d+K	HML	
Low Shin Kick	d/b+K	L	
(2) Low Shin-Sliding Kick	D/B+KK	LL	Critical
High Double Palm Strike	f+P+K	H	
Double Eye Gouge	b+P+K	H	Critical
Low Double Fist Strike	d/b+P+K	M	
Turnaway Bodycheck	d+P+K	M	
Jumping Crescent Kick	S+K	M	

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Collapsing Monkey	S+P	42	
The Common Man's Horse has its Duty	b+S+P		
Reversal of Fortune	b+S+P	0	Wall(behind)
Pressing Spinfall	d/f+S+P	52	
Kneeling Strike	b,f+S+P	55	
The Bent Knee Staggers	ff+S+P	50	
The Bent Knee Dominates	ff+S+P	60	Wall(face)
Challenge the Hand and Strike the Chest	qcf+S+P	48	
(2) The Fat Prince Ensnares the Fish	b+S+P	20	
(3) Fat Prince Combo	ff+S+P	32	
(3) Request the Bodycheck	b,f+S+P	28	
Uranui-Hijisui	qcb+S+P	62	
Takuchuu Treason	S+P	55	Behind
Airwalk	ff+S+P	58	Behind
A Knee to the Head Opens the Back	qcf+S+P	60	Behind
Touitsukon	d+S+P	58	Low
The Lone Gold Chicken	d/b+S+P	62	Low
Take the Hand	d+S+P	65	Behind, Low

EXAMPLE COMBO:

Flame Knuckle, Palm Stamp, Rising Tomahawk, Storm Savate

ff+P, d/f+P, u/f+K, PPK

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Jab	P	H	
(2) Jab Bodyblow	P,f+P	HM	
(3) Rush Savate	P,f+PK	HMM	Critical
(3) Rush Leg Spike	P,f+P,d+K	HML	Critical
(2) Jab - High Kick	PK	HH	Critical
(2) Jab - Straight	PP	HH	
(3) Storm Hook	PPP	HHM	
(3) Storm Blast Knuckle	PP,b+P	HHH	Critical
(3) Storm Savate	PPK	HHM	Critical
(3) Storm Upper	PP,d/b+P	HHM	Critical
Palm Stamp	d/f+P	M	
Low Knuckle	d+P	L	
High Kick	K	H	Critical
(2) Trap Heel Hammer	KK	HM	
(2) Trap Double Hammer	KP	HM	
(3) Trap Reverse Hammer	KPP	HMM	
Middle Side Kick	d/f+K	M	Critical
Low Kick	d+K	L	
Palm Arrow	u/b+P	M	
Tomahawk Elbow	u/f+P	M	
Smash Hook	u+P	M	
(2) Smash Upper	u+PP	MM	
To-raa-su Kick	WS+K	H	
Rising Tomahawk	u/f+K	M	
Javelin Kick	u+K	H	
Body Savate	S+K	M	Critical

Blast Back Knuckle	b+P	H	Critical
(2) Blast toraasu	b+P	HH	
(2) Blast Drive Knee	b+P,f+K	HM	Critical
Knee Lift	f+K	M	Critical
Smash	D/F+P	M	
Heel Hammer	b+K	M	
Head Bat	P+K	M	
Arm Grenade	f+P+K	H	
Flame Knuckle	ff+P	H	Critical
Shoulder Tackle	b,f+P	M	
Swing Double Hammer	b+P+K	M	
(2) Reverse Double Hammer	b+P+K,P	MM	Critical
Leg Spike	d/b+K	L	
Body Blow	f+P	M	
(2) Stomach Crush	f+PP	MM	
(3) Solid Crush	f+PPP	MMM	
(3) Crush Leg Spike	f+PP,d+K	MML	Critical
(2) Stomach Break	f+PK	MM	Critical
Giant Upper	qcb+P	M	Critical
Side Scimitar	ff+K	L	
(2) Scimitar Lock Heel	ff+KK	LM	
Turn Low Javelin	d+S+K	L	Critical

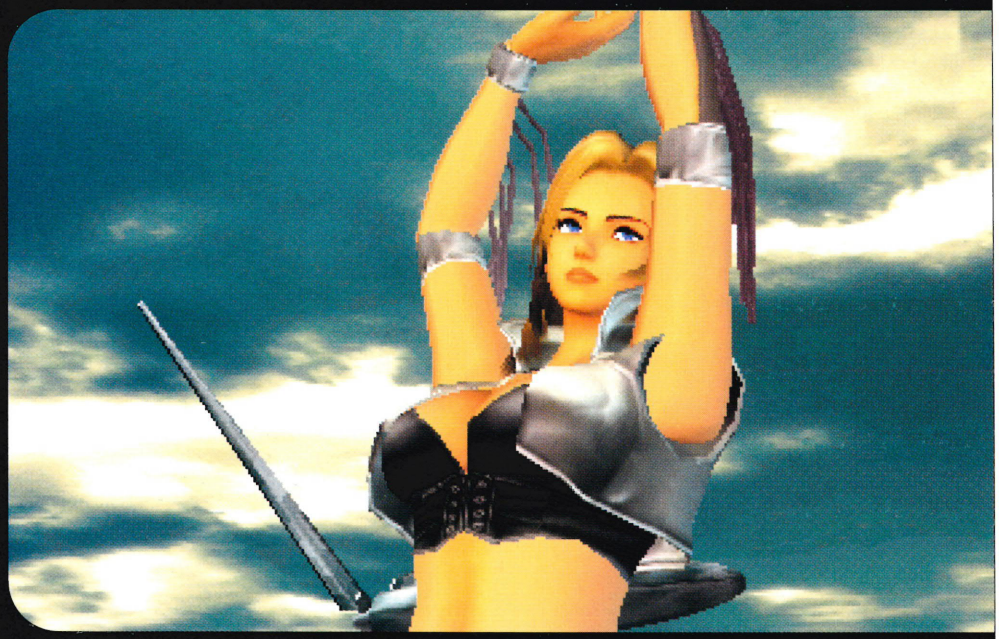
THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Victor Knee Cross Lock	S+P	45	
Neck Hanging Tree	b+S+P	43	
Neck Hanging Blow	b+S+P	53	Wall(behind)
Arm Lock	f+S+P	48	
Firestorm Knee	f+S+P	55	Wall(face)
Pivoting Leg Sweep	b,f+S+P	45	
(2) Standing Achilles Lock	f,b+S+P	25	

(3) Reverse Prawn Hold	d+S+P	35	
Crab Scissors	d/f,d/f+S+P	42	
(2) STF	dd+S+P	35	
Standing Arm Lock	qcb+S+P	30	
(2) Neck-Arm Gammadion	f,b+S+P	30	
(3) DDT	d+S+P	45	
Windmill Backbreaker	qcf+S+P	67	
Desert Bridge	qcf+S+P	75	Wall(face)
Jumping Arm Cross Lock	S+P	55	Behind
Hell Hazard Lock	f+S+P	30+30	Behind
Sleeper Hold	b,f+S+P	50	Behind
(2) Swing Sleeper	f,b+S+P	40	
(2) Swing Bless Wall	f,b+S+P	50	Wall(behind)
Side Lock	d+S+P	40	Low
(2) Reverse Arm Cross Lock	d+S+P	20	
(3) Crazy Crash	dd+S+P	24	
Snake Facelock	d/b+S+P	25+30	Behind, Low
(2) Reverse Arm Lock	d+S+P	20	



△ Rising Tomahawk: u/f+K



TINA ARMSTRONG→

For a 'grappler', Tina has a surprising amount of useful strikes. She is also quite quick (and very intuitive to use), making her a good choice if you want to learn to use throws more effectively.

EXAMPLE COMBO:

Step Kick, Upper, Short Range Lariat, Ultimate Combo

u/f+K, d/f+P, P+K, f+PPK

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Jab	P	H	
(2) Jab High Kick	PK	HH	Critical
(2) Jab Straight	PP	HH	
(3) Machine Gun Middle	PPK	HHM	Critical
(3) Machine Gun Elbow	PPP	HHH	Critical
(4) Machine Gun Knee	PPPK	HHHM	
Upper	d/f+P	M	
Low Knuckle	d+P	L	
High Kick	K	H	Critical
(2) Ankle Spin Kick	KK	HH	
Middle Kick	d/f+K	M	Critical
(2) Double Middle Kick	d/f+KK	MM	Critical
Low Kick	d+K	L	
Turn Low Kick	D+K	L	
(2) Alley Kick	D+KK	LL	
(3) Double Alley Kick	D+KKK	LLL	Critical
Knuckle Arrow	u/b+P	M	Critical
Blazing Chop	u+P	M	
Backhand Elbow	u/f+P	H	Critical
Back Elbow - Knee	u/f+PP	HM	
Double Hammer	b+P	M	
Low Spin Knuckle	d/f+P	L	
Elbow	f+P	M	
(2) Elbow - Back Knuckle	f+PP	MM	
(3) Infinity Combo	f+PPP	MMM	
(3) Ultimate Combo	f+PPK	MMM	



ZACK→

The array of combinations that this man has in his repertoire is quite staggering. A lot of his combos also allow him to change attack level very quickly and fluidly, meaning he's great at confusing opponents.

EXAMPLE COMBO:

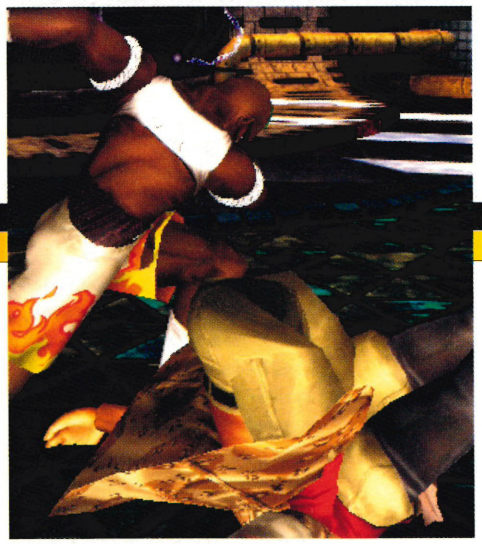
Zack Tornado, Tei Sok Tron, Jab Straight, Upper, Overhead Kick

d+S+K, f+P, PP, d/f+P, d/f d/f+KK

STRIKES

NAME OF MOVE	COMMAND	LEVEL	PROPERTY
Jab	P	H	
Sway Blow	u/b+P	H	
(2) Jab - High Kick	PK	HH	
(3) Jab - High Turn Heel	PKK	HHM	
(4) Jab - High Triple	PKKK	HHMH	
(5) Boost Rush	PKKKK	HHMHM	
(2) Jab - Straight	PP	HH	
(3) Vulcan Flame	PPP	HHH	Critical
(4) Mebius Rush	PPPK	HHHM	
(3) Vulcan Middle Kick	PPK	HHM	
(4) Vulcan Double Middle	PPKK	HHMM	
(5) Vulcan Triple Mid	PPKKK	HHMMM	
(6) Mad Beast	PPKKKK	HHMMMM	Critical
(3) Vulcan Low Kick	PP,d+K	HHL	
(4) Vulcan Double Low	PP,D+KK	HHLL	
(5) Vulcan Triple Low	PP,D+KKK	HHLLL	
(6) Mad Hound	PP,D+KKKK	HHLLLL	Critical
(3) Vulcan Knee Kick	PP,f+K	HHM	
(3) Vulcan Edge	PP,f+P	HHM	
(4) Genocide Rush	PP,f+PK	HHMM	
(4) Devil's Rush	PP,f+PP	HHMM	EWBT
(3) Vulcan Fake	PP,b	HH	
(4) Fake Spinning Middle	PP,b,K	HHM	
Upper	d/f+P	M	EWBT
(2) Hell Smash	D/F+PP	MM	
(3) Heaven Smash	D/F+PPP	MMM	

(3) Spin Knuckle Combo	f+PP,d+P	MML	
(3) Low Drop Combo	f+PP,d+K	MML	
Dashing Upper	ff+P	M	
(2) Double Upper	ff+PP	MM	
(3) Combo Drop Kick	ff+PPK	MMM	
Tina Special	ff+P+K	M	
Vertical Back Chop	D/F+P	M	
(2) Vertical Hammer	D/F+PP	MM	
Dolphin Upper	d/f,d/f+P	M	
Rolling Elbow	QCF+P	M	
Step Kick	u/f+K	H	Critical
Back Brain Kick	u/b+K	H	
Drop Kick	u+K	M	
Front Step Kick	ff+K	M	
Jumping Knee Pat	f+K	M	
(2) Knee - Hammer	f+KP	MM	
Crash Knee	d/f,d/f+K	M	Critical
Dancing Doll Kick	S+K	H	
Shoulder Tackle	b,f+P	M	
Short Range Lariat	P+K	H	
Elbow Suicida	f+P+K	M	
Rolling Sabot	b+K	M	Critical
Front Roll Kick	f+S+K	M	
Low Drop Kick	f+S+K	L	
Moonsault Press	b+P+K	M	



△ **Wild Throw: S+P**

Low Knuckle	d+P	L	
High Kick	K	H	Critical
(2) High Turn Heel Kick	KK	HM	
(3) High Turn Triple	KKK	HMH	Critical
(4) Mephisto Rush	KKKK	HMHM	
Middle Kick	d/f+K	M	
(2) Double Middle Kick	d/f+KK	MM	
(3) Triple Middle Kick	d/f+KKK	MMM	
(4) Middle Kick Rush	d/f+KKKK	MMMM	
(5) Demon Rush	d/f+KKKKK	MMMMM	Critical
Te Ran	d+K	L	
(2) Double Low Kick	D+KK	LL	
(3) Triple Low Kick	D+KKK	LLL	
(4) Low Kick Rush	D+KKKK	LLLL	
(5) Barrier Rush	D+KKKKK	LLLLL	Critical
(2) Te Ran Straight	d+KP	LH	
(3) Tricky Middle Kick	d+KPK	LHM	
(4) Tricky Double Middle	d+KPKK	LHMM	
(5) Tricky Triple Mid	d+KPKKK	LHMMM	
(6) Tricky Beast	d+KPKKKK	LHMMMM	Critical
(3) Tricky Low Kick	d+KP,d+K	LHL	

THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Death Valley Bomb	P+G	45	
Body Slam	f+S+P	43	
(2) Texas Driver	d+S+P	50	
Bust Cyclone	f+S+P	60	Wall
Frankensteiner	b+S+P	48	
Hammer Throw	ff+S+P	0	
(2) Japan Ocean Suplex	S+P	58	
Bust J.O.S.	ff+S+P	70	Wall
Tackle	b,f+S+P	35	
(2) Giant Swing	hcf+S+P	45	
Piledriver	f,b+S+P	50	
(2) Rev. 'Goril' Bomb	d+S+P	20	
(3) Skytwister Press	d,u+S+P	35	
Flying Mare	QCB+S+P	48	
(2) Surfboard-Style Lock	b,f+S+P	20	
(3) Japan Ocean Suplex	d,u+S+P	37	
Fisherman's Suplex	hcf+S+P	68	
Japan Ocean Cyclone	D,f,b+S+P	80	
German Suplex	S+P	50	Behind
(2) Double Break	d+S+P	20	
Release German Suplex	f+S+P	60	Behind
Bust Suplex	f+S+P	70	Behind, Wall
Full Nelson	f,b+S+P	40	Behind
(2) Dragon Suplex	f,b+S+P	30	
Bass Bomb	d+S+P	43	Low
(2) Trans-Four Leg Lock	d,d+S+P	20	
Double Arm Suplex	d/b+S+P	55	Low
(2) Tiger Driver	d+S+P	65	
Japan Ocean Bomb	d/f,d/f+S+P	70	Low
Neck Crasher	d+S+P	70	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
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.

(4) Tricky Double Low	d+KP,D+KK	LHLL	
(5) Tricky Triple Low	d+KP,D+KKK	LHLLL	
(6) Tricky Hound	d+KP,D+KKKK	LHLLLL	Critical
(3) Vulcan Elbow	d+KPP	LHH	Critical
(4) Mebius Rush	d+KPPK	LHHM	Critical
(3) Vulcan Knee Kick	d+KP,f+K	LHM	
(3) Vulcan Edge	d+KP,f+P	LHM	Critical
(4) Genocide Rush	d+KP,f+PK	LHMM	EWBT
(3) Vulcan Fake	d+KP,b	LH	
(4) Fake Spinning Middle	d+KP,b,K	LHM	
Hell Needle	u+P	M	
Ti Sok Bon	d/b+P	M	
Rising Heel Kick	u+K	H	Critical
Sok Club	qcf+P	H	Critical
(2) Double Impact	qcf+PP	HM	
(2) Spinning Heel Kick	qcf+PK	HM	Critical
Tei Sok Tron	f+P	M	
(2) Double Sok	f+PP	MM	
(2) Elbow Middle Kick	f+PK	MM	
(3) Elbow Double Middle	f+PKK	MMM	
(4) Elbow Triple Middle	f+PKKK	MMMM	
(5) Inferno Rush	f+PKKKK	MMMMM	Critical
Tei Sok Ran	ff+P	M	
Half Spin High Kick	b+K	H	EWBT
(2) Half Spin Sook Club	b+KP	HH	
(2) Half Spin Heel Kick	b+KK	HM	
Tei Kau Tron	f+K	M	Critical
(2) Gatling Knee	f+KK	MM	
Heat Sunrise	u/b+K	M	
Tamborine Kick	bb+K	M	Critical
(2) Tamborine Heel	bb+KK	MM	
Slam Knuckle	b+P	H	

Zack Tornado	d+S+K	L	Critical
Spinning Middle Kick	S+K	M	
Twister Upper	d/f+P+K	M	
Kau Roy	ff+K	M	
Flying Knee Kick	f+P+K	MH	
Devil's Upper	d/f,d/f+P	M	Critical, EWBT
(2) Devil's Elbow	d/f,d/f+P,f+P	MH	Critical
Vertical Axe	P+K	M	EWBT
Airwalk	ff+P+K	M	
Raising Knee	d/f,d/f+K	M	
(2) Overhead Kick	d/f,d/f+KK	MM	
Turn Bazooka	b,f+P	M	

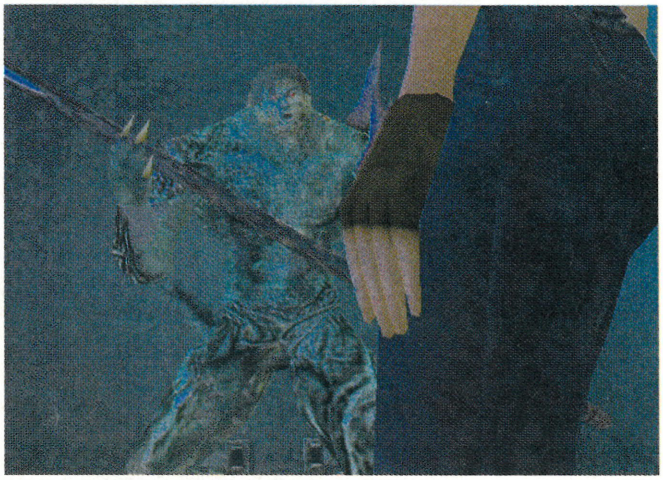
THROWS

NAME OF THROW	COMMAND	DAMAGE	PROPERTY
Wild Throw	S+P	40	
Stunner	b+S+P	45	
Go Ko Tei Kau	f,b+S+P	50	
Nightmare Stand	f,b+S+P	60	Wall(either)
Hard Rush	d/f,d/f+S+P	62	
Splash Dunk	qcf+S+P	65	
Fly Bo Deing	qcf+S+P	70	Wall(either)
Neck Hunting	S+P	55	Behind
Violence Beat	b+S+P	61	Behind
Beast Fang	d+S+P	57	Low
Heartbreaker	d/b+S+P	60	Low
Reverse Beast Fang	d+S+P	63	Behind, Low

• That's it for our *Dead Or Alive 2* Player Guide. If you have any queries on the game you can write to our Help! department (see page 116 for details).

HELP!

CAN'T QUITE SNEAK THROUGH A LEVEL? PERPLEXING PUZZLE GOT YOU STUMPED? WRITE TO US (CONTACT DETAILS BELOW) AND WE'LL DO OUR BEST TO SOLVE YOUR PROBLEMS. **STEVE KEY** ANSWERS THIS MONTH'S QUERIES



△ *Resident Evil Code: Veronica*: you don't have to defeat mutated Steve.

RESIDENT EVIL CODE: VERONICA

I am on the second disc with Claire and I am trying to kill the mutated Steve. I've used 32 shotgun rounds, 12 magnum rounds and 18 grenade rounds and none affect him. Help!

MATTHEW WELLS, VIA EMAIL

The simple answer is that you don't kill him. Make sure you have at least one F-Aid spray and a double herb mix. As soon as you regain control of Claire, turn and run towards the screen, weaving from left to right. If you slow down just as Steve attempts to swipe you, he sometimes misses. However, when he hits you, immediately use the herbs and if he hits you again, consume the F-Aid spray. All you have to do is make it to the end and the gate closes behind you.

What do you do with the Luger you find by solving the chest of drawers puzzle? It's driving me mad, as I can't do anything with it.

GARY CLELLAND, VIA EMAIL

Sorry Gary, but you don't actually do anything with it. All it does is unlock Steve Burnside as a playable character in the Battle mode once collected.

ECCO THE DOLPHIN

I'm stuck on Up and Down. I've found both of the secret levels, but I can't find a way out of the level. I've found the mirrored wall but I can't swim through it. What am I doing wrong?

MARK JACOBS, SWANSEA

To go through the mirrored wall, you need to get the Power of Stealth. And to do that, you need to do the following: speak to the giant turtle at the bottom of the waterfall and make it follow you. Now swim over to the manta ray that is near a Power of Sonar and bump into the turtle so it falls on the ray, revealing the Power of Stealth.

SONIC ADVENTURE

With Knuckles, I can't find either of the Silver or Gold Idols in the Mystic Ruins. Any ideas?

C.WILSON, VIA EMAIL



△ *Ecco*: drop the turtle on the ray.



△ *Rayman 2*: the monster swallows the plum, but you can get it back again.

RAYMAN 2

I'm stuck on Level 7 on the Sanctuary of Stone and Fire. What do you do with the plum that the monster swallows?

CAMERON ROST, MANCHESTER

We think we've found the section you're talking about. The monster tries to attack you, but every time you face it, it goes into hiding. When you turn your back, it tries to attack. You need to defeat the monster and when you do, it'll spit out the plum and you can now reach the high opening to exit the level.

If you need more help, we printed a comprehensive *Rayman 2* guide in our June, July and August issues (*ODM* #8-10) that you can order through our back issues department. Turn to page 119 for more information.

Are you ready for this? After defeating Chaos 4 in the Mystic Ruins Lake, Eggman beams aboard the Egg Carrier. Jump in the minecart next to the lake to end up in the rainforest. Once there, you'll see Tikal's spirit floating and just below is the Golden Idol. Grab the idol and take it back to the temple by jumping off the ledge and following the pathways.

Once you've put it on the pedestal, head for the cliff that is near a fence. On this walkway, head left and keep going until you find a hidden stone doorway on the left. Go in and look for the symbols showing you where to dig. Start digging and you'll uncover the Silver Idol.

Of the four hidden emblems in Station Square, I've found the ones in the burger shop, train station and outside City Hall, but where is the other? Also, in the Egg Carrier, I've found the emblems in the swimming pool, in the crate next to the cannons, and in Robotnik's bedroom. Where's the last one? Cheers.

DAVID, VIA EMAIL

In Station Square, the remaining emblem is high above you when you're in the alley near the Casino. You'll probably need Tails to get it. For the Egg Carrier, the last emblem is on top of the large spinning radar dish. The best way to collect this one is to use Tails and use the wings of the ship to fly up and get it.

FUR FIGHTERS

I'm stuck on The Bad Place level, in the City of Fear. When playing as Roofus, there's a tank blowing everything up and I've got two sticks of dynamite. What do I do next?

DAVID LLOYD, SHROPSHIRE, VIA EMAIL

With the two sticks of dynamite, find one of the bridges and jump into the water. Find the one with the end of a fuse under it and use one of the dynamite sticks on it. Climb out through the sewer and go back over the bridge the explosive is under. When you get to a plunger, turn around and push once the tank is on the bridge. Go back to the start, where the sewer exit is. Jump on to the back of the tank and it'll blow itself up. A second tank will appear.

This second tank opens up a new area, and to kill this one simply jump on the back of it and place the remaining dynamite stick into the hole.

On the VAB building stage, how do you land the shuttle on the Cape Carnado hub?

DAVID LLOYD, VIA EMAIL.

Once at the controls, the trick is to guide the shuttle downwards, braking lightly but not too much, otherwise you'll crash. Get the speed as low as possible, fly around the NASDA building and you'll see the runway. Open the landing gear, touch down and hit the brakes. If your speed was slow enough, you'll grind to a halt without crashing.

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 OF IT? WELL TRY THESE OUT, YOU LITTLE CHEAT, YOU

SILENT SCOPE

ARCADE MODE CHEATS

To activate all of the following codes, you first need to select Arcade mode. Enter the cheats before selecting a level. You will hear a sound to tell you that they have worked.

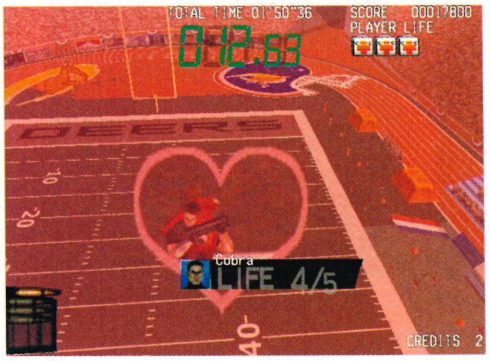
NO CROSSHAIR MODE
Right, Right, Right, X

PINK MODE
Left, Right, Right, X, Y

INTERRUPT MODE
Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y

MIRROR MODE
Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X

NO SCOPE MODE
Right, Down, Right, X, Right, Down, Right, X



△ *Silent Scope*: why kill when you can be all lovey-dovey instead, eh?

HIDDEN MODE
Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y

NIGHT MODE
Up, Right, Down, Left, Up, X, Y

FIRST-PERSON VIEW MODE
Up, Up, Up, Up, Down, Down, Down, Down

NO ENEMY CURSOR MODE
Right, Right, Right, Right, Left, Down, Up, Right

STORY MODE CHEATS

Start the game in Story mode and press pause before activating these cheats.

EXCHANGE HALF AN ENERGY BLOCK FOR FIVE SECONDS
Up, Up, Down, Down, Left, Right, Left, Right, A, B

EXCHANGE FIVE SECONDS FOR HALF AN ENERGY BLOCK
B, A, Right, Left, Right, Left, Down, Down, Up, Up

URBAN CHAOS

ACCESS ALL LEVELS

Go into the Options screen and highlight the Vibration option (it should be blacked out). Now hold both triggers down and press the following buttons: Left, A, Right, A, Left, A, Right, A. The game will freeze for a split second and when you return all the levels will now be open.

SKIP LEVELS

If you're finding a stage difficult then you can instantly skip it, thanks to this cheat. Hold the two trigger buttons as you play, then press Y, A, B, B, A, Down, A, B, B, A.

SYDNEY 2000

100% TRAINED ATHLETE

This only works in the Olympic mode. At the main menu screen, highlight Arcade and press Left, Left, Right, Right, Up, Down, Left, Right and then Left. You have to enter this very, very quickly and a small sound will tell you it's worked.

LEGEND MODE

Win all of the gold medals in Olympic mode and a new difficulty setting is unlocked in the options screen – Legend. It's only playable in the Arcade mode.

STREET FIGHTER III: 3RD STRIKE

EXTRA CHARACTER OUTFIT COLOURS

When you've completed the game once with any of the characters and saved on to your VM, return to the Character Select screen. Press and hold the start button over any of the characters you want to select and use any attack button to open the different costumes.

SCREEN MODES

After loading the disc, press and hold the Start and L shift buttons until the Capcom logo appears on the screen for a de-interlaced screen mode. For the low-res mode do the same, but press Y instead of the L shift button. For the Normal mode do the same, but press X.

SPACE CHANNEL 5

HARD MODE

Finish the game once, save and start a new game to unlock a more difficult mode with a higher minimum rating and alternative routes through levels one, two and four. Also, if you get the viewer rating to or above 95% Ulala will glow.



△ *Timestalkers*: never lose those mini-games!

TIME STALKERS

CLONE MONSTERS

1. Make sure you have a Moon Lighter or Moon Lighter S item with you before you start and you're in the town area.
2. Save at Sword's House and head for the VM machine in the Monster House
3. Download the Moon Lighter or Moon Lighter S to your VM. Then download the monster you wish to clone on to your VM also.
4. Once downloaded, exit the Monster House and, without saving, turn the game off.
5. Turn the game back on and choose another VM save file other than the one you've just used. Go to the Monster House and load the monster from the VM and both save files should now have the monster.

KEEP MINI-GAMES

Mini-games disappear after one use, so here's how to save them. Download the mini-game on to your VM and, without saving, turn the game off. You should now have it in both your VM and still in the main game as well. Do this just after buying it, and you'll not only have the mini-game when you reboot, but all of your cash as well.

INFINITE CASH AND TOKENS

For this to work you must have a VM mini-game that lets you store tokens. Save at Sword's House and head for the closest shop. Sell all of your items (and any legendary items to Noiman, the Rabbit). Head to the Monster House again, buy as many tokens as you can and save them on to your VM. Restart the game and you'll have all your items back, but still have the tokens in the VM.

ROYAL RUMBLE

MOVES FOR VINCE AND SHANE

Once you've unlocked the two secret characters, you might want to know a couple of their manoeuvres. Here are the special moves for each:

SHANE McMAHON

X-Factor	Facing Opponent	R trigger
The Corporate Elbow	Opponent on Mat	R trigger
Face Rake	Facing Opponent	B, Left + B
Headlock	Facing Opponent	B, Right + B
Groin Kick	Opponent on Mat, Face Up	Near legs, B
Low Blow	Running Attack	D-pad, X (to run) + A
Shoulder Block	Opponent in Turnbuckle, Facing	B, Up or Down + B
Choke Attack	Opponent in Turnbuckle, Facing	B, B
Slap	Staggering or Groggy Opponent, Facing	A

VINCE McMAHON

Mac Stunner	Facing Opponent	R trigger
Strong Stomping	Opponent on Mat	R trigger
Body Slam	Facing Opponent	B, B
Face Rake	Facing Opponent	B, Left + B
Headlock	Facing Opponent	B, Right + B
Sleeper Hold	Behind Opponent	B, Left or Right + B
Knee Smash	Opponent on Mat, Face Down	Near legs, B
Turnbuckle Slam	Opponent in Turnbuckle, Behind	B, Left or Right + B
Power Bomb	Staggering Opponent, Facing	B
Dragon Suplex Pin	Staggering Opponent, Behind	B

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 Andrew Burton, Ryan Jones, Madhu Sharma, Paul Brooker, Andrew Taylor, Nick Lawrence, Simon Thorpe, Steven Braganza, Dean Phillips, Kevin Gandy 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...

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△ Get that sinking feeling with *Ecco?*



△ Flummoxed by *Fur Fighters?*



△ Stuck in *Code: Veronica?*

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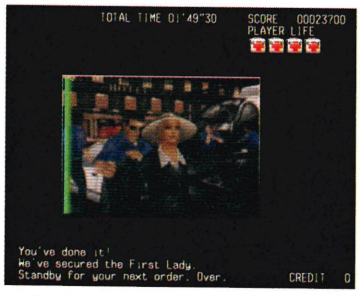
CHALLENGES



THIS IS YOUR CHANCE TO IMMORTALISE YOURSELF ON THESE VERY PAGES. TOP ONE OF OUR CHALLENGES AND WIN A GAME IN THE PROCESS

THIS MONTH

Come out top in any of this month's challenges and win a game of your choice game from Sega Europe! (Please write your game selection on your entry).



△ *Silent Scope*: shoot those bad guys, and quick!



△ *Power Stone 2*: can you rank despite the chaos?



△ *MSR*: no time to admire the scenery! Drive!

SILENT SCOPE (DEMO)

Finish the demo in the fastest time

A challenge for all sharpshooters. Take the rather excellent demo from Dreamon 14 (on the front of *ODM* #13) and see how quickly you can finish the level. It's that easy. Now take a photo of your time and send it into us.

POWER STONE 2

Top score in 1-on-1 mode, any character, easiest difficulty level, any route

Think you're a bit tasty amid the chaos of Capcom's newest fighter? Select the 1-on-1 mode and play through, choosing any route and any character. Now finish it. Take a pic of the rankings screen and send it in.

METROPOLIS STREET RACER

Fastest lap, time attack, using the MGF, St Martins North II circuit in London

Earn the MGF by beating the lap time of 0.21.00 secs. Now get your best lap time in Time Attack mode on the Medium Trafalgar circuit. Take a photo of the screen above and send it into us.

RESULTS

Did you enter a contest in our October issue (*ODM* #12)? Well here's a list of the top ten entries for each of the challenges in that issue. Congratulations to the winners, who each win a copy of *Virtua Tennis*, courtesy of Sega.

WACKY RACES

Time Trial mode, fastest race time, Lumberjack Lake, any car

1	2.18.61	NIALL MOLLOY, BELFAST
2	2.19.13	LINDA COOKE, NOTTINGHAM
3	2.20.72	ROBERT WOODINGTON, DOVER
4	2.21.10	CRAIG BAILEY, MILTON KEYNES
5	2.21.88	STEVE PHILLIPS, SUNDERLAND
6	2.21.91	MIKE KENT, WARWICK
7	2.23.43	LOILL BADDICK, SOUTHAMPTON
8	2.25.09	ROBERT ARMISTEAD, CUMBRIA
9	2.26.04	JAMES COWAN, NORWICH
10	2.28.67	ALEXANDER EMERY, BRISTOL

TONY HAWK'S SKATEBOARDING

Single Session mode, highest scoring trick, any level

1	465,000	JAMIE SLATER, HAMPSHIRE
2	352,450	TOM THACKERAY, READING
3	274,512	NICK RYLES, CO.ANTRIM
4	224,944	PHIL LINSTEAD, WARGRAVE
5	219,152	PETER SCARROT, WARGRAVE
6	210,240	SCOTT LINSTEAD, WARGRAVE
7	207,120	PETER SCOTT, CUMBRIA
8	192,825	MATTHEW HARRIS, SUFFOLK
9	156,982	R. HARELOCH-ALLAN, TR'BRIDGE
10	155,970	J.GOWER, BOURNEMOUTH

DEAD OR ALIVE 2

Time Attack mode, fastest time, any character

1	0.48.19	STEPHEN SLOPER, NORTHOLT
2	0.55.82	SHAUN LOCKER, N'THUMBERL'D
3	0.55.92	ROSS OLDFIELD, KING'S LYNN
4	0.58.81	STEVEN WOOD, CAUNCESTON
5	0.59.57	DANIEL MARTIN, LONDON
6	1.05,04	STEPHEN HILLS, LEEDS
7	1.10.94	JONATHON TODD, CAMBRIDGE
8	1.11.65	SUBHASH, LEICESTER
9	1.13.64	GARETH HAMILTON, CO. ARM'H
10	1.15.04	MAX OBORNE, EPPING

HOW DO YOU ENTER?

Play the given game with your camera at the ready. When you get your score/time, quickly take a picture (it's a good idea to darken the room and turn the flash off). Now post your photo along with your name and address and name of the game you'd like to win (you can choose any game published by Sega that appears in this issue's Directory, starting on page 120) to: Challenges, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London, W1P 5FF. Note: please do not send digital photographs, print outs of digital photos, videos or VM units to confirm your scores – they will not be returned to you and you will not be included in the competition. *ODM* regrets that it cannot return photos. The closing date for these competitions is Thursday 4 January.

BACK ISSUES

MISSED AN ISSUE OF *OFFICIAL DREAMCAST MAGAZINE*? OUR BACK ISSUES SERVICE CAN HELP

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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OWNER'S GUIDE

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GAMES DIRECTORY

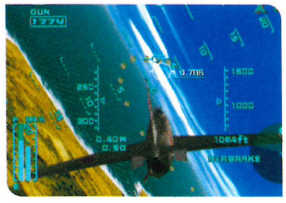
THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*



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.



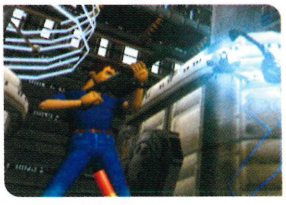
AEROWINGS
CRAVE • ISSUE #1 • 6/10
Show off your aerobatics skills in *AeroWings*, a pacifist's flight sim that concentrates on how well you fly rather than what you shoot. Learning to fly in formation is unique for a videogame, and you can save replays of your best performances to VM. Pretty graphics, 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!



BANGAI-O
VIRGIN • ISSUE #14 • 7/10
Old-style 2D shooter that melts the screen with the amount of explosions. You control an ultra-small character that flies around a futuristic world firing lasers or heat-seeking missiles at hundreds of enemies at a time. Increasingly difficult to navigate levels and end-of-level bosses add to the excitement. It's as simple as it looks, but loads of fun.



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*.



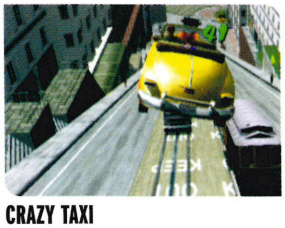
BUGGY HEAT
SEGA • ISSUE #2 • 4/10
Dreamcast's other off-road monster truck/dune buggy racer. Race around reasonably well-designed courses. Bonkers internal view features an inset look at your steering and gear changing antics. One of the first games with online features, but *4 Wheel Thunder* makes *Buggy 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.



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.



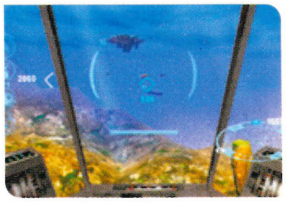
CRAZY TAXI
SEGA • ISSUE #5 • 9/10
You're a cabbie in a virtual city, ferrying people around as fast as possible. Fares are graded by distance, and there are routes through the city to learn. Clever gameplay bonuses are based on scaring passengers and driving like a loon. The DC version adds a whole extra 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.



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.



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.

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 official 4x Memory unit, without a screen, is due out in 2001 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/).

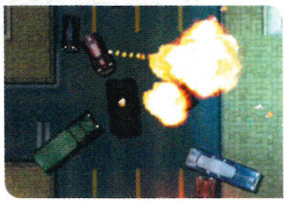
WHAT'S THE POINT OF VM ANIMATIONS?
There isn't a point as such, it's just a bit of fun. *Ghostface* (based on the movie *Scream 3*) is our favourite. Others well worth a look include *Star Wars: Episode II*, *Alien Encounter* and *The Great Battle*.

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.

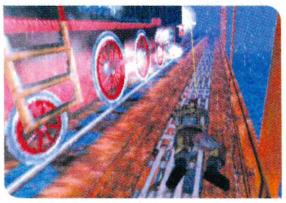
CAN I DOWNLOAD MINI-GAMES OFF THE NET?
Yes you can, although there aren't many about yet. Sega America have released an American football game (see www.sega.com), and Sega Europe are expected to release something similar in the future (er, hopefully). You can find some other bits and pieces at Booyaka 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

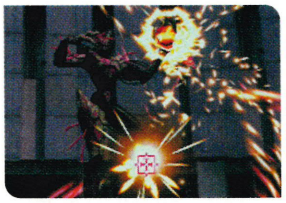




GTA 2
TAKE TWO • ISSUE #8 • 7/10
Steal a car and cause trouble on the streets of an anonymous near-future city. You're free to do pretty much whatever you want as long as you carry out your missions, but most problems can be solved with extreme violence. Not as 'controversial' as the original, but worth a look for the sheer amount of car carnage.



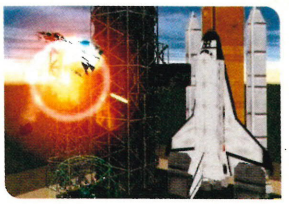
HIDDEN & DANGEROUS
TAKE 2 • ISSUE #13 • 7/10
World War II based action strategy. You command and control a small group of SAS commandos who are sent on missions deep into enemy territory. Careful planning and observation is needed if you are to survive in the battlefield as you embark upon a variety 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.



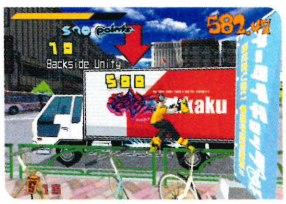
HYDRO THUNDER
MIDWAY • ISSUE #1 • 6/10
A refreshing change from conventional driving games. You race powerboats, so the action is fast and furious, and there are power-ups to collect and short cuts to discover. Has some nice touches, but the whole experience doesn't really come together as well as it could or should. Worth renting, at least.



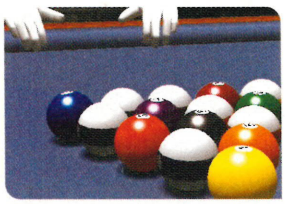
INCOMING
RAGE • ISSUE #1 • 6/10
Gorgeous-looking shoot 'em up that boils the genre down to the basics: shoot the bad guys and try not to hit the good guys. Fighters and tanks are among the military hardware on offer. Gameplay soon becomes repetitive and uninvolving, despite the looks. Disengage your 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.



JET SET RADIO
SEGA • ISSUE #14 • 8/10
Show rivals you're the boss by littering the streets with graffiti and performing cool tricks on your rollerblades. The cops, army and other gangs won't take kindly to your art and are out to stop you. Fantastic level design, top tunes and cartoon-like graphics make this one of the best on DC. Just a pity it's easy to complete and over so quickly.



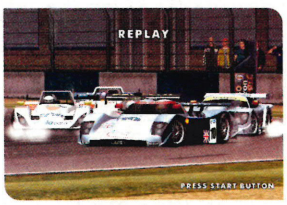
JIMMY WHITE'S 2: CUEBALL
VIRGIN • ISSUE #1 • 7/10
You have a choice of snooker and various versions of pool, with darts and old arcade games thrown in as a bonus. It's well-designed and fun to play, with an intuitive interface and astoundingly realistic ball motion. Jimmy White is here in name only; 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.



LE MANS 24 HOURS
INFOGRAMES • ISSUE #14 • 8/10
The famous race is reproduced to stunning effect. Offering Suzuka, Donington and Catalunya circuits as well as Le Mans. A wide choice of cars and their performance range means there's lots to come back for, but best of all is an authentic 24-hour race. If you don't fancy taking on the challenge in one sitting, save your progress to a VM unit.



LOONEY TUNES: SPACE RACE
INFOGRAMES • ISSUE #14 • 7/10
Take control of Bugs Bunny, Daffy Duck and Wile E. Coyote along with other famous faces from the *Looney Tunes* stable as they zoom around the stars in an intergalactic space race. Easy to pick up with excellent cartoon graphics and sound effects, but too easy in places and the Acme power-ups can be very frustrating when used against you.



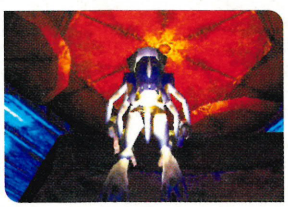
MAKEN X
SEGA • ISSUE #11 • 5/10
Formed around a suitably silly plot concerning an artificially created intelligence forming itself into a sword and possessing the mind of a young girl; *Maken X* could so nearly have used its ideas to good effect. Instead the crushingly dull-cut scenes and inflexible 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.



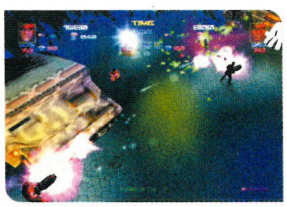
MARVEL VS CAPCOM 2
VIRGIN • ISSUE #10 • 7/10
Fifty-six Marvel and Capcom heroes face off in one of the most over-the-top fighting games ever. Special moves are easy, and screen-filling pyrotechnics are common. Familiar characters and smart backgrounds give *MVC 2* a bit of new-fangled gloss. Overwhelming 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.



METROPOLIS STREET RACER
SEGA • ISSUE #12 • 9/10
Race around the streets of London, Tokyo and San Francisco. Stunning to look at and great to play, with some novel gameplay ideas. Best of these is the kudos system, that rates the way you drive, awarding points for stylish driving that unlock new circuits and vehicles. With over 250 circuits, this is a massive, must-have game.



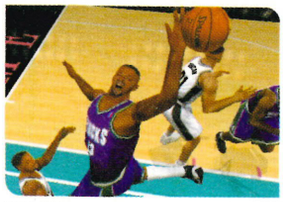
MILLENNIUM SOLDIER: EXPENDABLE
RAGE • ISSUE #0 • 7/10
A mindless shoot 'em up inspired by crusty classics like *Commando* and *Ikari Warriors*. It's an old idea, but the graphics are suitably updated and the game is easy to pick up and play. But its simple nature is also its downfall, with nothing of 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.



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.



POWER STONE
EIDOS • ISSUE #1 • 8/10
A lunatic fighting game with complete 3D freedom of movement. Appealing characters, insane combo attack, well-designed fighting arenas, and loads of weapons and other power-ups. *Power Stone* is colourful, fast, clever and great in two-player mode. 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 rail-road. 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.



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, and cheap now the sequel is out.

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?
Early 2001. Sega are adding improved Javascript and Flash support. 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 DREAMCAST 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?
The big one is *Quake III Arena* (see page 56). There's also *ChuChu Rocket!* of course, and the *Planet Ring* games (see page 4).

OKAY, SO WHICH GAMES CURRENTLY HAVE ONLINE FACILITIES?
Metropolis Street Racer, *F355 Challenge*, *Sonic Adventure*, *Buggy Heat* and *Sega Rally 2* are among those with online facilities. Others, like *Rayman 2*, include bonuses which can be unlocked by going online. Watch out for a full online gaming guide next issue.

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 access the Dreamarena portal or 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: ROUND 2
SEGA • ISSUE #14 • 8/10
Sequel to the comedy boxing hit offering more of the same, albeit with an extended Championship mode and a greater roster of fighters including celebrities. The Rumble meter can now be powered to greater levels enabling you to punch opponents out of the ring. If you enjoyed the first game, you'll like this too.



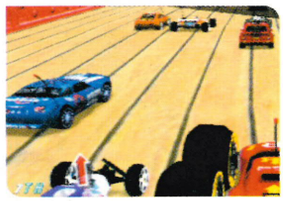
RED DOG
SEGA • ISSUE #5 • 5/10
A futuristic shoot 'em up that puts you at the controls of the titular Red Dog; a versatile and heavily-armed tank. Graphics are sharp and detailed, and the multiplayer options are great, especially with four people. On the downside, the high difficulty level can be frustrating, 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 doesn't compare well with *Code: Veronica*.



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.



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[illegible] EURO EDITION
SEGA • ISSU[illegible] #8 • 7/10
Sequel to Se[illegible]ga's own-brand football game. Much [illegible]needed improvements have resulted in mo[illegible]re detail and a faster pace. Player animati[illegible]on is now smoother, and their artificial i[illegible]ntelligence has been upgraded too. A[illegible] third game in the series – *UEFA Dream Socc[illegible]er* – is due out now. Watch out for a r[illegible]eview next issue.



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.



SHENMUE
SEGA • ISSUE #14 • 10/10
The one we've all been waiting for, and it won't disappoint. As Ryo Hazuki, you must track down your father's killers in the most believable game world ever. To talk too much about the plot would spoil it; so we won't. With the most incredible DC graphics to date, it's impressive in all areas of production. A real must-have.



SILENT SCOPE
KONAMI • ISSUE #14 • 7/10
The arcade hit arrives on DC in a competent conversion. You control a sniper protecting the public and President's family from terrorists. The enemy are like ants on a landscape, you use a rifle's telescopic sight to zoom in and take them out. Very good, but if you're a fan of the arcade original you may find the pad control method inferior.



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 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.



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.



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.



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.



STAR WARS: EPISODE I JEDI POWER BATTLES
ACTIVISION • ISSUE #14 • 4/10
Take control of one of five Jedis including Qui-Gon Jinn and Obi-Wan, and set out to conquer ten enemy-filled levels. Basically a scrolling beat 'em up but with Lightsabers instead of fists. Bad collision detection, especially when you're leaping between platforms. The music is the best thing.



STREET FIGHTER III: 3RD STRIKE
VIRGIN • ISSUE #14 • 8/10
Ryu, Ken, Chun-Li and co return for another bout of 2D fighting. Not so much a remould of the series, more a super tune-up with faster action and graphics more detailed than before. One enticing new feature is the ability to select your opponent from a choice of two, and, as a bonus for long-time fans, the smash the car bonus stage is back.



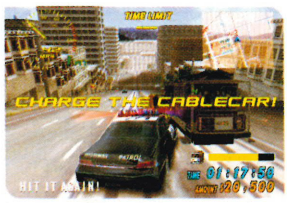
STREET FIGHTER III: DOUBLE IMPACT
VIRGIN • ISSUE #8 • 7/10
Bringing two versions of the *Street Fighter III* arcade game together, *Double Impact* has well-animated characters, loads of moves to learn, and endless appeal if you can find a similarly-skilled mate. As technical as *SF* games get, but not 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.



SUPER RUNABOUT
VIRGIN • ISSUE #14 • 6/10
Mission-based driving adventure offering a variety of vehicles and the choice of playing as the cops or a bunch of hillbillies. The vehicles and carnage you can cause in them is a major part of the fun, racing around streets on a scooter, sports car, bus or tank among others, but poor handling in some of these spoils the enjoyment.

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 5).

WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT OUT 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 analogue 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



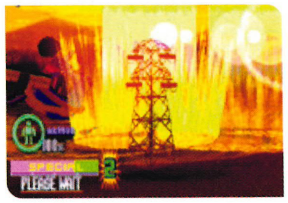
SUZUKI ALSTARE EXTREME RACING
UBI SOFT • ISSUE #2 • 7/10
A superbike racer, meaning high-speed two-wheel action, and with the endorsement of the Suzuki racing team. You also get varied, twisting courses and a good two-player option. It's very, very fast, but bikes aren't as appealing as cars, and there's 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.



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.



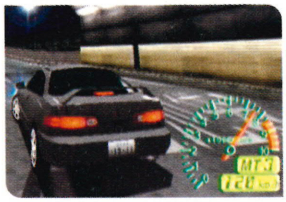
TEE OFF
ACCLAIM • ISSUE #3 • 7/10
Golf games are generally pretty straight-laced, so it's refreshing to see one that doesn't take itself seriously. *Tee Off* features exaggerated cartoon golfers, simple gameplay and attractive courses, with no statistics to weigh you down. Up to four players can take part, and the more the merrier.



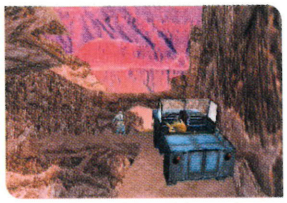
THE NOMAD SOUL
EIDOS • ISSUE #7 • 5/10
A futuristic, alternate-dimension action game featuring David Bowie, *The Nomad Soul* is a huge adventure with plenty of shooting, fighting and puzzle solving. There are some interesting ideas here, but they don't work as well as they might. Obviously converted 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 reviewed on page 10.



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 SOCCER
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 definitely 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*.



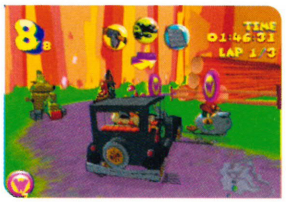
VIRTUA TENNIS
SEGA • ISSUE #12 • 9/10
An excellent arcade game becomes even better on the Dreamcast, and the top sports title on the console. Gorgeous graphics and the simple but intuitive controls hook you into the action. The excellent World Circuit mode adds the longevity that's often missing from arcade conversions. Buy it!



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*.



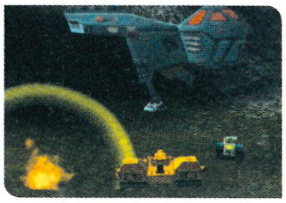
WACKY RACES
INFOGRAMES • ISSUE #9 • 7/10
Dick Dastardly and the gang in a stunning-looking *Mario Kart*-style racer. Cars and characters are recreated well, and the power-ups are suitably insane. Four player split-screen is, as ever, the highlight. Far better production values than the cartoon ever had, but you'll get the feeling you've seen it all before.



WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR
EIDOS • ISSUE #12 • 5/10
Not a lot about this tired *Mario Kart* clone is magical . Pick a Disney-ised chipmunk or similar creature and race around the streets of Disneyland to retrieve some lost acorns. Hmmm. Four-player split-screen is fun for a while, but graphical glitches and boring power-ups spoil the proceedings.



WETRIX+
TAKE TWO • ISSUE #7 • 6/10
A puzzler in which you build up land into pools to collect water, then zap it with fireballs to score points. Ice cubes, bombs and reverse-building blocks eat away at your containers. Psychedelic looks hide a two-year-old Nintendo 64 game. Tries hard, but gameplay is just too monotonous.



WILD METAL
TAKE 2 • ISSUE #6 • 5/10
It's a tank game, but with the emphasis on strategy as much as on blasting. Choose from five tanks, and roll off to pit your wits against some impressively intelligent enemies. Sadly the gameplay is on the boring side, and even the split-screen deathmatch is dull thanks to the endless, dull scenery.



WORMS ARMAGEDDON
HASBRO • ISSUE #3 • 8/10
Basic 2D graphics hide one of the greatest multiplayer games ever created. Turn-based gameplay can be slow, but it ensures no-one gets overwhelmed by the action. Crammed with humour, and the graphics are crisp and well-animated despite their simplicity. The sequel is reviewed on page 76.



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.

OH YEAH, AND...

CAESARS PALACE 2000
INTERPLAY • ISSUE #12 • 3/10
Vegas, baby! Large but uninspiring collection of gambling games.

ECW HARDCORE REVOLUTION
ACCLAIM • ISSUE #7 • 3/10
Minor league wrestling using the ropey *WWF Attitude* engine.

FIGHTING FORCE 2
EIDOS • ISSUE #4 • 3/10
Tired sequel that looks like it's running on a PlayStation.

GIGA WING
VIRGIN • ISSUE #14 • 3/10
Old-style 2D shooter, with big ugly graphics and unavoidable death.

MAGFORCE RACING
CRAVE • ISSUE #14 • 3/10
Uninspiring futuristic racer that forgets to borrow the good bits from *WipEout*.

MIDWAY'S GREATEST HITS VOL 1
MIDWAY • ISSUE #10 • 3/10
Retro compilation featuring *Defender*, *Joust* and *Robotron*. Might have been good in 1985.

NIGHTMARE CREATURES II
KONAMI • ISSUE #12 • 2/10
Tired horror with no-thrills action. A nightmare for all the wrong reasons.

PLASMA SWORD: THE NIGHTMARE OF BILSTEIN
VIRGIN • ISSUE #11 • 4/10
Disappointing beat 'em up. Overly simple combos and a lack of plot. Bad.

ROADSTERS
TITUS • ISSUE #11 • 2/10
With so many decent racers around, you've got to be better than this.

SOUTH PARK: CHEF'S LUV SHACK
ACCLAIM • ISSUE #3 • 3/10
Trivia quiz and mini-games featuring the *South Park* cast. It's just not funny!

SPIRIT OF SPEED 1937
ACCLAIM • ISSUE #12 • 3/10
There's nothing cool about racing rubbish old automobiles.

WHO WANTS TO BE A MILLIONAIRE?
EIDOS • ISSUE #13 • 3/10
Competent but bad-looking quiz. And the prize money isn't real.

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 *Metropolis Street Racer*, *Ecco The Dolphin*, *Toy Commander* and *Tomb Raider: The Last Revelation*, generally come out first here though.

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?
It's out now (well it was due on Friday 1 December). Go buy it – it's quite good, you know.

WHEN IS *FIFA SOCCER* COMING OUT?
FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet.

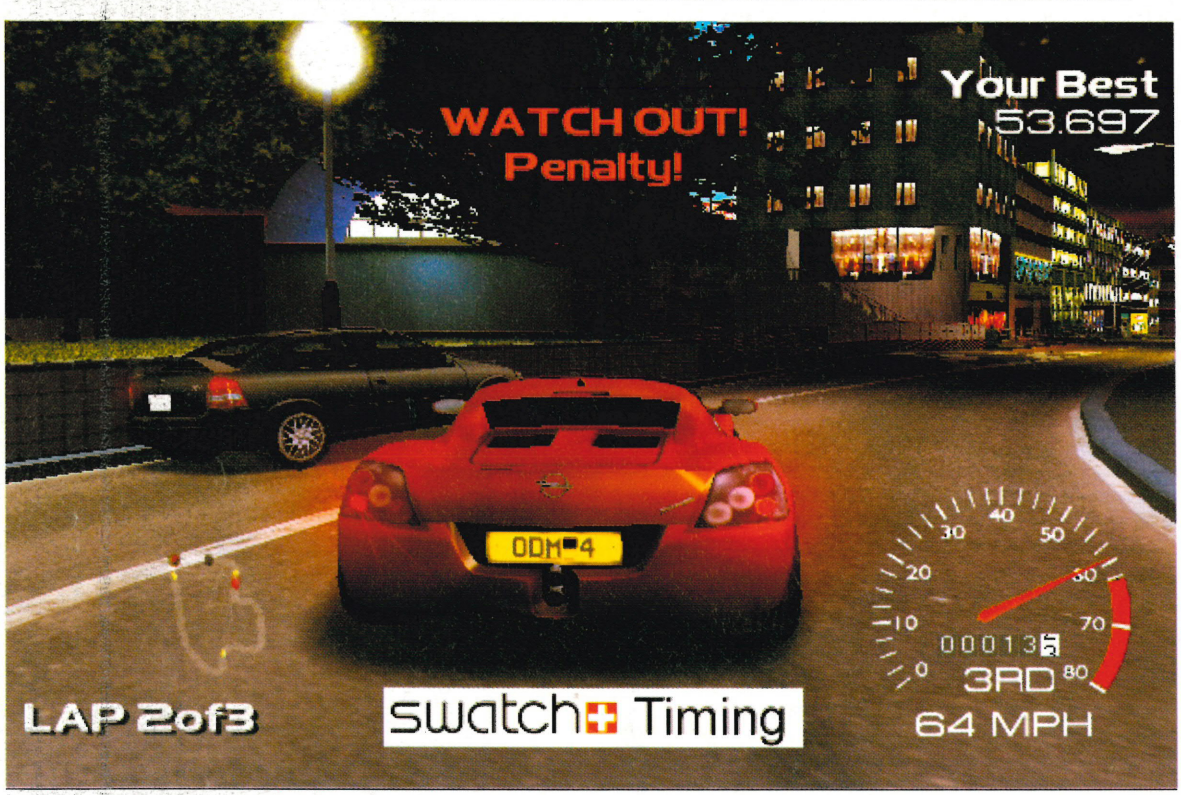
WHEN IS...
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please, please stop emailing us for information on release dates. Pretty please?

• 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 (CONTACT DETAILS BELOW RIGHT)



△ *Metropolis Street Racer*: **Viagra on Dreamcast. But is there such a thing as *too much* detail?**

METROPOLIS STREET RACER

REVIEWED: *ODM* #12, 9/10

WE SAID: "With spectacular looks and sounds, an ingenious original design, seat-of-your-high-speed-pants handling… and lastability that's practically off the scale, how can you even think about *not* buying *MSR*?"

WHAT YOU THOUGHT

I hate *Metropolis Street Racer*. I started playing it at 7pm on November 3 and at 4.30am my eyes were burning. I hate it for that. I hate it for making me use the brakes and drive properly. I thought this was a videogame? I hate it for the times when I am about to complete the best lap-time ever when a detail like a plane going across the sky or a train passing overhead causes me to lose my concentration and spin out.

Why, when it says 'driving game' on the box, does it immediately and without discrimination destroy what every other driving game has done? Did we ask for an addictive racer that makes you try so hard that you forget the real world? Did we ask for a game that makes you feel so good about achieving a target, your friends comment that your eyes are putting them off their dinner? I haven't eaten since it was released. I hate it for that.

We must all unite and hate *Metropolis Street Racer*. Who gave them permission to produce the best racing game ever without warning us that we would never see our families again? I want to say goodbye to them!

VLADIMIR IMP, VIA EMAIL

After waiting for an eternity, *Metropolis Street Racer* finally arrives. The gameplay is fresh, the driving physics seem balanced and the wide range of options are great. Innovative, fresh and exciting. I have a big gripe though: the graphics.

When I saw the rolling demo on the *ODM* disc several months back I was disappointed by the amount of jagged lines and flicker. I put this down to early code, but unfortunately this has been carried into the final game.

I understand that Bizarre have recreated several cities, and the attention to detail is great. However, arbitrary graphics such as railings, fences and phone lines do not add anything, but do spoil the otherwise clean graphics.

More noticeable on a large television, especially in first person view, is a horrible flickering and abundance of 'jaggies' on the roadside fences, railings and overhead phone lines.

Metropolis Street Racer is a fast game, which calls for split-second reactions. It is hard to spot the corners through flickering railings on many courses, and this is starting to ruin the game for me.

Why is there so much unnecessary detail? Fences and phone lines do not define a city – it's the buildings, streets, billboards that are landmarks. Removing roadside fences would not have made it feel less like London or Tokyo, but it would have cleaned up the graphics.

The frame-rate is unstable too, especially on multi-car races. I know the overall frame-rate is around 30 frames per second but it drops to 10-15fps in some of these races which is a joke!

The actual gameplay and driving is top-notch, but I am finding the dirty graphics are making it hard to judge distances and corners, and are tiring my eyes much quicker than games like *F355 Challenge* – less detail but a higher frame-rate and very few 'jaggies'.

ROB COLE, LONDON

We know what you mean Vladimir – many of us here on *ODM* have had a few sleepless nights due to *Metropolis Street Racer*.

We can also understand some of your complaints, Rob. We haven't seen too much frame-rate slowdown but the flickering effect – particularly the railings in London – can be off-putting. As you point out, though, the effect is much more pronounced when you play on a large screen.

Incidentally, several readers have complained that some of the circuits (again, particularly those in London) are next to impossible to race at night because it's really hard to see where you're going. We thought the same until we turned the brightness up on our television…

Whatever, while *Metropolis Street Racer* definitely has its failings, we still maintain that it's one of the most ingenious and addictive driving games ever created and well worthy of the 9/10 we gave it. Keep your comments on it coming. We'll print more next issue.

HIDDEN & DANGEROUS

REVIEWED: *ODM* #13, 7/10

WE SAID: "One of the most original and involving games released on Dreamcast. The levels are huge and challenging and even though it's frustratingly hard at times, it's difficult to keep away for too long."

WHAT YOU THOUGHT

Finally a Dreamcast game that isn't the slightest bit arcadey. *Hidden & Dangerous* may not have the best graphics, but probably has the biggest environments to move around in.

The map screen could be improved, but just telling your men what to do is



△ *Hidden & Dangerous*: **a very good game… when played with a mouse and keyboard.**



△ ***Re-Volt*: little remote-control cars running on shiny floors. We *love* shiny floors in videogames.**

not the whole fun of it. I prefer to do the movement and shooting myself, which is exciting. Going through the levels cautiously, and stealthily eliminating each enemy threat is the best way to play, and that way you probably won't lose any men due to unlucky mistakes.

There are lots of weapons *you* get to choose to kit out your team – from heavy machine-guns (which can only be used lying down) to flare guns.

The atmosphere in the levels is intense – a German could be lurking round each corner or aligning his sniper rifle to the direction of your head. The story is also good – in one level, for example, your plane gets shot down and you have to gather your men in a Nazi-infested forest in total confusion.

Forget your doubts and just go and get it – you will not be disappointed. I rate *Hidden & Dangerous* 8/10.

ADAM WALTERS, EMAIL

We were quite critical of *Hidden & Dangerous* when we discussed it in last month's Drinking & Thinking feature, primarily because many of us hate playing it with a joypad. But it is good to see 'deep' games like this on Dreamcast and, hey, the Dreamcast Mouse is due out real soon…

RE-VOLT

REVIEWED: *ODM* #3, 7/10

WE SAID: "The graphics are super-sharp and the action fast and furious, and in multiplayer mode it's one of the best driving games around."

WHAT YOU THOUGHT

I have only been a Dreamcast owner for two days and already I can see why you lot praise it. One of the games bundled with the console was *Re-Volt*. I had heard about this game because I also have a Nintendo 64, but have steered clear of it because of the awful review an N64 magazine gave it.

But after playing the game for 20 minutes on Dreamcast I completely changed my mind. I admit the single-player game is limited to race after race, and the handling of the cars tricky to master, but the level design and the little details are superb.

The level editor is plain, but any game with the option to create your own track must be good. The game really comes into its own in the multiplayer mode. Four-player Battle Tag in the garden is the most fun you can have on any format. I think that this game deserved a higher score from you guys, but keep up the good work!

'WESTJEF', VIA EMAIL

Approximately a billion-and-one racing games have been released on Dreamcast since *Re-Volt* (there's four on these pages alone), but we still have a soft spot for it.

Many shops are now offering *Re-Volt* at a reduced price (we've seen it for as little as £14.99 in some places) and you really can't go wrong for that kind of money.

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

Finally a real simulator on a console! It handles great with a steering wheel or controller, no slowdown, no pop-up, no annoying glitches, excellent split-screen… just perfection!

I uploaded my best Monza lap. Sixth in Europe – pretty good, 257th in the world ranking! Oh well, I'll have to improve and that's what keeps you coming back to this game.

The Network race is great fun. It's well implemented, easy to use and the result isn't known until you watch the replay. The only problem is that you don't know which track you'll get until you start.



△ ***F355 Challenge*: you love it! You hate it! You love it!**

To sum up, I love this game. I can't believe you said "it does seem a little narrow." You don't need 150 cars when you have a perfect one. If you're a real driving fan score this 10/10 and buy it. Oh, and give Yu Suzuki an Oscar.

STUART LOGAN, EDINBURGH

So, where do I start? Certainly not with the good points, or else this review would have been over by now. Okay then, the bad points. *ODM* do stress that it is a simulator not an arcade game, but this game really does take the piss. Even the slightest wrong movement of your car can send you into the barrier.

Racing for the finish line, the opposition suddenly gains speed, soaring past you and putting you right towards the back of the pack.

The courses are amazingly detailed – the Formula One cars racing around Suzuka the other week demonstrated this to me – and the game is graphically unsurpassed.

But there is absolutely no gameplay. *ODM* had better get ready for the complaints to come flooding in, 'cos *F355 Challenge* really is unplayable.

'DLSBLADE1', VIA EMAIL

Actually most of the complaints we've had concerning our *F355 Challenge* have come from fans of the game who insist that it should have scored 10/10.

Anyway, it's always interesting to hear from readers with totally different opinions on a game. It's exactly the reason we have a Reader Reviews section, you know.

4 WHEEL THUNDER

REVIEWED: *ODM* #8, 8/10

WE SAID: "One of the most entertaining, challenging and best-looking driving games you'll find, and one that's well worth spending time really getting into. Even though it looks excellent, the emphasis here is firmly on gameplay."

WHAT YOU THOUGHT

This is the most frustrating game I have ever had the unpleasant misfortune of owning. It may well look quite nice, but if the game has a rubbish concept and is a dog to play, then why bother?

The game boasts over 60 cars, but here's the fun part – you have to access them by winning every race in the game. This is absolutely impossible and then even if you finish second out of 12 the annoying game voice shouts abusively at you "you lose". In my opinion it's the game that loses, I've had it for a week now and in my view the game sucks.

There's no reward for skill as the tracks are way too tight to turn in and the only way to win is by using *all* the power-ups in the game. I honestly detest this game and I warn you all now not to buy it. I'd give it 4/10.

DANIEL SALWAY, LEIGHTON BUZZARD

***Whaaaaaaaaaaat?* You don't like *4 Wheel Thunder*? Er, maybe you're just not very good at it, Daniel?**



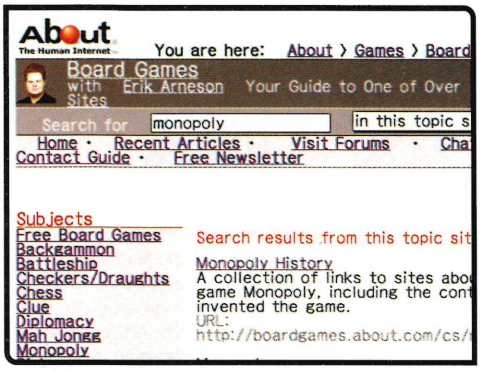
△ ***4 Wheel Thunder*: er, probably not fun if you're really rubbish.**

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!

CHRISTMAS WEBSITES

WHILE SHEPHERDS WATCH THEIR FLOCKS BY NIGHT, **POGGY** IS TRAWLING THE WEB LOOKING FOR FESTIVE CHEER



ABOUT: BOARD GAMES

http://boardgames.about.com

It doesn't matter how long you've been waiting for your copy of *Shenmue*, you won't get to play it on Christmas day – the TV's occupied. You'll be forced to play endless board games instead, but you can make them more interesting with the handy cheats found on this site. You may even revolutionise *Monopoly* playing as we know it by looking up the actual rules.



ADBUSTERS

www.adbusters.org/campaigns/bnd/toolbox/voucher.html

You can tell people you don't want anything, but you'll still be swamped in pickled plums and sugared lemons. Adbusters can provide you with a gift exemption voucher to send in reply, instead of lying about the post.



ADVENT CALENDAR

www.north-pole.co.uk/advent/

Just in case you think you might miss Christmas without a dedicated calendar, this site will provide you with a desktop countdown, although sadly not featuring chocolates in the shape of donkeys, holly and, more disconcertingly, babies.



ARTS & CRAFTS SOCIETY

www.arts-crafts.com

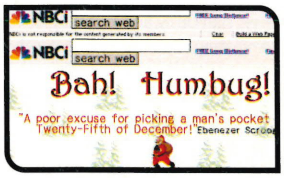
It's the thought that counts, allegedly. No matter how small and cheap that thought may be. Delight friends and aged relatives with a crocheted pot holder, or maybe some lovely tinsel and wire earrings, and all without having to watch *Blue Peter* once.



AMAZON

www.amazon.co.uk/

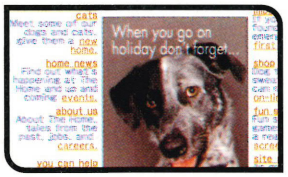
Everyone loves books at Christmas – they make you look vaguely intellectual and ensure you won't have to talk to the sherried-up masses. Even if it is Rene from *'Allo 'Allo's* recipe book. Amazon features wish-lists, toys and videos and high-speed delivery around the festive period so that your last-minute purchases needn't involve a trip to the 24-hour garage.



BAH! HUMBUG!

http://members.nbci.com/speaker6

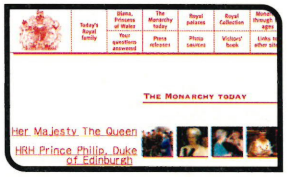
Vent here with the aid of games, carols and the Christmas Price Index, which calculates the cost of completing the Twelve days of Christmas, including the partridge in a pear tree. It was $14,940 in 1999, so not so much 'true love', as 'sugar daddy'.



BATTERSEA DOGS HOME

www.dogshome.org

As festive as breaking your wrist trying to open walnuts, is "A dog is for life, not just for Christmas". It's not all doom on this site though, which, as well as pet rescue opportunities, has tips on how to trap stray dogs. A use for that leftover turkey at last.



BRITISH MONARCHY

www.royal.gov.uk

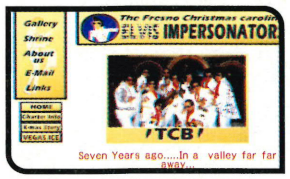
Why not roll all your Christmas activities into one half-hour binge? We recommend drinking hot lard whilst playing 'Guess the year Queen's Speech charades'. The last few years of speeches are all here, and you can toss in the odd Papal address for added fun.



CHRISTMAS

www.christmas.com

One-stop shop. Everything from shopping to cards to *X-Files* tribute the – wait for it – X-mas Files. DC users are denied access to the massive array of multi-media fun, but there's plenty to do, and it is unique in having a charity section. Submit your own festive recipes, although with over 30 variations of egg-nog on offer, you may find originality a challenge.



CAROLING ELVIS IMPERSONATORS

www.bigbadelvi.com

Carolling has been largely lost to modern society, so take inspiration from the Fresno Christmas Carolling Elvis Impersonators. Surprisingly, most of them are actors (yes you, 'Mr Galaxy'), but everyone is invited to set up their own chapter. Ho ho uh huh.



CHRISTMAS ISLAND

www.christmas.net.au

The very home of Christmas, although Christianity is not the dominant religion. Some traditions are adhered to though, such as banning women who are about to give birth from the island in a possible 'no room at the inn' homage.



ETOYS

www.etoys.co.uk

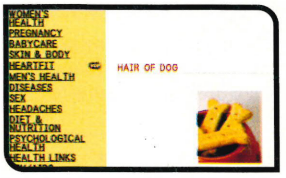
Avoid having to make embarrassing trips to exchange My Little Ponies during the sales by visiting this site. It lists toys by age and cost, as well as more traditional categories. Encourage small relatives to register their wishes online and get ten per cent off.



GOURMETNET

http://mkn.co.uk/gourmet/xmas

Pickled sheep's head in a wicker basket? It must be Christmas. Add sophistication and discovery to your festivities with these superior hampers stuffed with port and smelly cheese. Live out your upper class fantasies by contracting gout this year.



HEALTH.CO.ZA

http://hangovercures.health.co.za

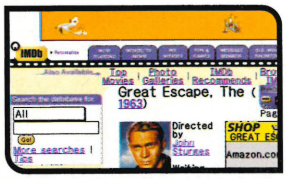
You want to know about cuckoo clocks, you go to the Swiss. Hangover cures? Dial up the South Africans. This comprehensive site features Bloody Marys down to something called a Slippery Eel. An eel and 60g of almonds, in case you're curious. Mmm!



I WANT ONE OF THOSE

www.iwantoneofthose.com

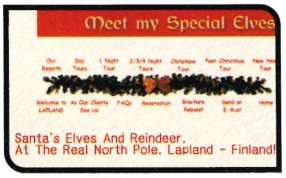
Gadget and toy site that will deliver everything you could ever want in 24 hours, from aspirin cufflinks to a crossbow. Those with an excess of pointless facts can enter a contest to tell the webmaster something he didn't know and win £250. The best so far: Margaret Thatcher invented Mr Whippy ice-cream by developing a special type of antifreeze when she was a chemist.



THE INTERNET MOVIE DATABASE

www.imdb.com

Astound your friends and family with an array of facts about *The Great Escape*, right down to the make of that motorbike. Just in case they're already aware of the plot in minute detail, you can chat with other fans online instead and post your own review.



LAPLAND CHRISTMAS

www.santa-holidays.com

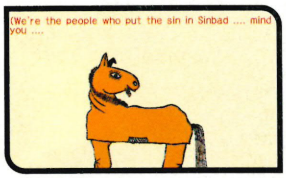
Avoid another year of visiting old men in cotton-wool beards overwhelmed by the festive 'spirit' in your local department store by visiting the real thing. While you're there, take the time to enquire what happened to your Big Track. And your invisibility cloak.



LOTS OF JOKES

www.lotsofjokes.com

Christmas demands an expansion of your joke repertoire to include old folks and pre-schoolers. Crackers won't fulfil your need, so visit this site for thousands of jokes of every length and theme. You can even submit a wish-list and have the results emailed to you.



PANTOMIME

www.users.globalnet.co.uk/~derek01

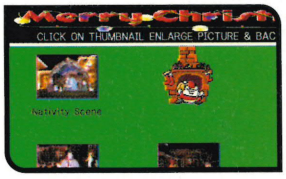
He's behind you! Scream in 'fear' and split a side or two with 'laughter' with this site telling you how to organise your very own pantomime. All the fun, but without having to put up with all those Young Conservatives in drag.



PARTY TIPS

www.party-tips.com

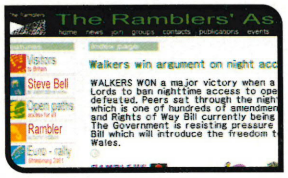
"An office Christmas party is not somewhere to meet a long-term mate." Unless it's your long-term mate and they're in the photocopy room with your boss, that is. More etiquette dilemmas (and lots of cheese and pineapple recipes) feature on this excellent site.



PEBBLE CREEK DRIVE '99

www.ns.net/~rustyn

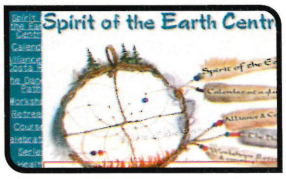
Brits have a bad reputation for our reserved and tasteful nature. Remedy this with the help of these Californians, who put the Po in White Trash. Years of garden decorating are documented here, featuring a terrifying variety of Sellafield-glowing baby Jesuses.



RAMBLERS' ASSOCIATION

www.ramblers.org.uk

You've eaten a whole pig in aspic, washed down with a gallon of brandy butter. You know what's coming next – the traditional post-lunch walk. Which is actually the post-lunch search for a pub. Let the Ramblers Association lead you to those fireside chairs.



RETREATS ONLINE

www.retreatsonline.com

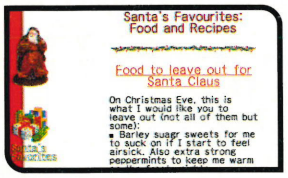
Its all very well locking yourself in the house, in the dark, with only tapes of England's victory over the West Indies to watch, but if you really want to escape Christmas there can be only one way. Worldwide retreats at varying costs are listed here. Now flee.



SAMARITANS

www.samaritans.org

Christmas can be one of the most upsetting times of the year for those alone or suffering from depression. This site not only provides contact phone numbers and email, but stress-relieving tips that even the most festive of us can make use of.



SANTA'S NET

www.santas.net

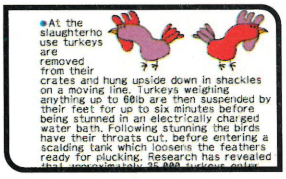
He knows if you're naughty or nice. But does this extend to cyberspace? Test your theories on this site, which allows you to email Santa with your requests and/or physics questions. The Santa's Salad recipe isn't as violent as it sounds, but salad at Christmas is a worry.



STOCKING FILLAS

http://stockingfillas.co.uk

Classic purveyors of Christmas nonsense that makes no pretence at being any fun for more than ten minutes, or even holding together for that matter. But what a ten minutes! Free light-up yo-yo and delivery on orders over £15. Mine's some plastic sick.



VEGETARIAN SOCIETY

www.vegsoc.org

Christmas is great for most of God's creatures, apart from the turkey. Maybe they shouldn't run around saying 'gobble gobble'. The Vegetarian Society provides a vast selection of delicious alternatives, although those with nut allergies may wish to look away.

www.dreamcastmag.co.uk





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PREVIEWS | TIPS
REVIEWS | MAILBOX
FEATURES | CHAT

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



WAYNE HAZZARD, 25
ACCOUNTANT

Has been playing games since he was seven and has owned everything from the Atari 2600 console and the Commodore 64 through to PlayStation, Saturn and Dreamcast.

STEVE HUDSON, 34
ART DIRECTOR

First console was "the old paddle thing" then a Spectrum where he played *Jet Set Willy* for hours. Bit of a lull ensued after that, before getting a PlayStation, N64 and a Dreamcast. And a Mac.

ALAN JONES, 32
UK TRADE MARKETING MAN., SEGA

Has been at Sega for 18 months and in the games industry for nine years in various roles, from buying and marketing through to working at Game many, many moons ago.

THE BIG DEBATE

2001: A DREAMCAST ODYSSEY?

ODM ASKED READERS AND INDUSTRY PUNDITS TO PREDICT HOW THEY HOPE AND EXPECT DREAMCAST TO DEVELOP OVER THE NEXT YEAR

ODM: How do you expect and want games to develop on the DC in 2001?

ED: I think the ones I miss the most are shooting games like *Time Crisis*. The fact that Sega have only brought out *House of The Dead 2* (*ODM* #1, 9/10), which supports the light-gun, is a shame. Since they have got a fairly decent gun it shouldn't stop them from bringing out more of these types of games.

WAYNE: We still need decent footie games! The *Sega Worldwide Soccer* series is abysmal!

LAWRENCE: I want more online gaming. After a year, we've only seen one game! People bought the DC in the first place because of the six billion players thing… but it still hasn't materialised!

ALAN: From Sega's perspective, we have the unique selling point that we are an online gaming console and, yes,



LAWRENCE WERRETT, 27
RUNS A GARDENING BUSINESS

"*Jet Set Willy*, the classic Spectrum platformer, changed my life!" Previously a computer follower, Lawrence is now a console convert. His current collection consists of a PlayStation and a Dreamcast.

CHRIS JOHNSON, 29
SENIOR PRODUCER, INFOGRAMES

Been playing games since '82 "when I got a ZX81 and started programming." Moved into game design production in '87. Is now working on *Unreal Tournament* for Dreamcast and PlayStation 2.

MARK 'ED' EDMONDS, 31
PROJECT MANAGER, BBH

Advertising work has recently included Dreamcast. Started playing games in '81 on the ZX81, then the Acorn Atom and Amstrad home computers. Has a Mega Drive, PlayStation and a Dreamcast since launch.

we've had only one game up until now. It's been a shame. Between now and next March/April though, we have nine to ten games promised and *Quake III Arena* will be the first of those out before Christmas. Things like *Black & White*, *Phantasy Star Online* etc. are also coming out to address the problem.

ODM: What are some of the other games we should be looking forward to?

ALAN: *Headhunter*, Sega's attempt to steal the Lara Croft crown in terms of an action shoot 'em up. *18 Wheeler American Pro Trucker* is doing massive numbers in the arcade and we hope to have an online version out early in 2001.

ODM: What do you guys make of Sega's advertising? Do you think any improvements are needed?

STEVE: I only saw one ad for *Resident Evil Code: Veronica* [*ODM* #8, 9/10]!

LAWRENCE: They're not doing enough marketing! Look at *Crazy Taxi* [*ODM* #5, 9/10] and *Soul Calibur* [*ODM* #2, 10/10] – unless you're *really* into games you wouldn't know they were out there.

ALAN: In 2000, we would have liked to have done more, but it all costs money. We committed a lot of money to 'above-the-line' with brand advertising and TV stuff based around specific titles, whether it be a third-party game like *Tomb Raider: The Last Revelation* [*ODM* #6, 7/10] or a first-party one like *Metropolis Street Racer* [*ODM* #13, 9/10]. In 2001, you will see support for key software titles with serious above-the-line spend, but not too much behind the actual console itself. After all, the software sells the hardware! We'll start doing a lot more relationship marketing, though. We have 400,000 people across Europe who have registered online so we can therefore talk to those people, give them exclusive content and eventually start giving them extra stuff for existing titles. We want to try and build relationships with them.

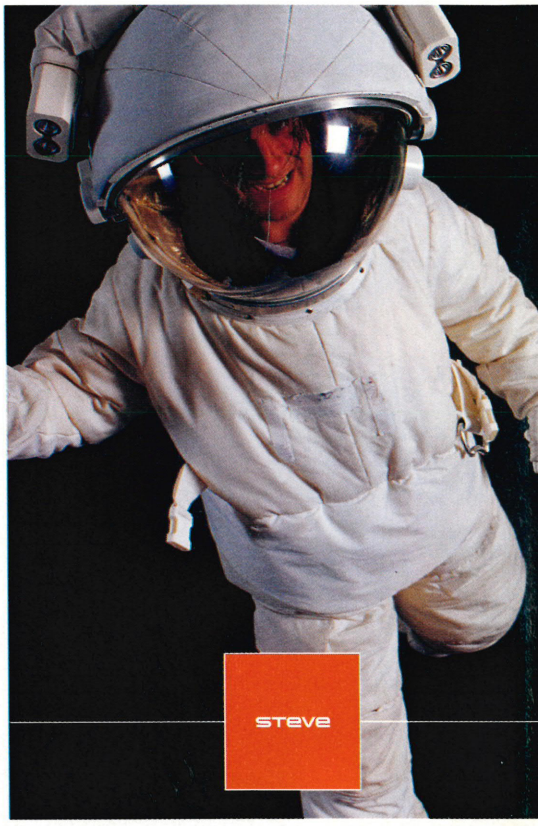
LAWRENCE: I think another aspect that Sega needs to focus on in 2001 is the ability to browse online. For £150 you get the cheapest way of surfing the Net! That's what sold the Dreamcast to me in the first place because I don't have a PC. I showed

"PEOPLE BOUGHT THE DREAMCAST BECAUSE OF THE SIX BILLION PLAYERS THING... BUT IT STILL HASN'T MATERIALISED!" – LAWRENCE WERRETT

PHOTOGRAPHY: DAN TRENT







"WE WANT TO TRY AND BUILD RELATIONSHIPS WITH THOSE REGISTERED ONLINE, GIVE THEM EXTRA STUFF FOR EXISTING TITLES" – ALAN JONES

it to my dad and even he went out and bought one so he could go online. It's astonishing that Sega have come up with a PC-in-a-box for so little money. There are a lot of technophobes who would appreciate the fact that you can plug in the Dreamcast, press 'on' and you're online! It's a revolution on your TV!

STEVE: That aspect reflects a problem with Dreamcast's marketing. To use an analogy, Sega is a fantastic shop but it is all 'word of mouth' and there is no shop window at all, so to speak!

ODM: Alan, would you agree with Lawrence about the online issue?

ALAN: It's something we wrestled with quite a lot at launch. We were trying to set-up a series of brand attributes that were different to PlayStation. We wanted to make the brand really inclusive, unlike PlayStation, and that we had something that can cater for a seven-year-old up to a seventy-year-old! While we have a unique element in terms of browsing online, at the moment we are selling to gamers really. There was a debate last Christmas over whether we should continue with the brand campaign which pushes our unique selling point about going online, or whether we should say that the Dreamcast has the best kick-ass games on the market. I think for the time being we will continue to push the games message. We have to! We have the best Christmas line-up that I have seen from a console for many a year and we have some great games coming out next year as well. I think we would be foolish to ignore that, but we do have plans from the middle of next year onwards to perhaps cater for an older age group.

ED: Games are the real thing. We did a recent brainstorming session about what really counts on Dreamcast and it came down to two words – games matter.

ODM: What do you think they should be pushing, Chris?

CHRIS: What the Dreamcast has over PlayStation 2 is its multiplayer capabilities, online stuff and the quality of games you can get now. Not what you can get in a year's time on PlayStation 2. With Dreamcast, you have a catalogue of great stuff that you can have right now and over the course of 2001!

ODM: Great titles from Sega aside, what about the developers who have jumped off the Dreamcast bandwagon? How are you going to win them back in 2001?

ALAN: We have sold a million units throughout Europe and we have sold several million units in the States and in Japan. I think we are getting to the point now where publishers will say 'Okay, it is worth writing for this machine.' I think there have been several stories on the Net that have said there are loads of developers pulling out of Dreamcast development. I know of only three games that have been canned, though, one of which was *Colin McRae 2.0*, but we have various rally games in development anyway which could easily destroy that title in terms of quality. Also, the average consumer will only buy four titles in a year anyway – and this year alone we have probably had ten titles which were absolute 'must-have' titles! So if we have 100 titles next year and 20 of them are 'must-haves', then I think the consumer will be happy with the platform!

ODM: But do the constant rumours about developers pulling out worry people here?

LAWRENCE: No, you just think 'F**k 'em!' Besides, the likes of Capcom are still with us!

CHRIS: You might find, though, that publishers make decisions about canning games all the time and it's not just on the Dreamcast! It's also on PC, PlayStation and other formats. What they are probably doing is thinking 'Well, this game probably isn't going to appeal to your typical Dreamcast owner actually – it's a bit too nuts and bolts for them. They want a game they can pick up and play straight away.'

ODM: Turning to the Dreamcast's existing online capabilities, what improvements would you guys like to see in 2001?

LAWRENCE: I looked at the complaints on Dreamarena's forums and the biggest complaints were about the call charges at local rates. The next big complaint is the browser – the Dreamkey browser is great for the money but, in terms of comparing it to a PC browser,







it's absolutely abysmal and it should be radically improved upon. I'd like to see full MP3 support, the Zip drive for storage reasons, and the ability to download movie files would be nice, plus better Java support as well so you can do IRC [Internet Relay Chat.] At the moment, the Net through the Dreamcast is very much a 'look but don't touch' experience.

ALAN: Well, we are fully aware of Dreamkey's functionality issues – that people want to have MP3 files and want attachments on their emails which are easy to use. We are working on that, but at the moment we don't have any definite news either way on what exactly will be the content of Dreamkey 2. But it will be coming out in early 2001.

ODM: Are there any other peripherals that you'd all like to see?

LAWRENCE: Yeah, the mouse, the Dreameye and the microphone! The Zip drive, though, would be the best peripheral if it ever happens.

ALAN: The Dreamcast Mouse is touching down at the end of 2000 and so is the microphone before Christmas, but in small quantities.

ED: In 2001, I would like to see much more use of the VM unit. There is just so much potential there!

ALAN: The expanded memory VM and Dreameye will happen early next year. I would love the Zip drive to happen but I haven't seen it on any schedules yet. Believe me, we want to get as many peripherals out there as we can!

WAYNE: How about a faster modem in 2001?

ALAN: There will quite possibly be a new modem, but modem speed isn't as important on the Dreamcast as it is on the PC because we have unique servers for Dreamcast.

ODM: Where do you all expect the Dreamcast to be this time next year?

WAYNE: By then Xbox and Game Cube should be out and Sega will probably be struggling, although I don't want them to. I hope Sega will still be supporting their console, developing for it and not shying away from it.

LAWRENCE: I think Sega has carved itself a unique niche in the market with its online gaming and it's something that the PlayStation 2 isn't going to have for a year or two. I think capitalising on that is paramount! If they do, I think that the Dreamcast will then still be a very healthy console a year from now. I think it can live alongside PlayStation 2 because it's not the same as PlayStation2 – it's a gamer's console.

STEVE: I hope that in 2001 Sega are not still relying on word-of-mouth…

CHRIS: I think that this time next year Sega will be in a position similar to Nintendo, where it is definitely worth owning a Dreamcast and you will get some good quality games, but you just won't get a massive amount of them. I will certainly keep buying games for it!

ED: This time next year it will still probably be the only next-generation console in my house. I would like to see the Dreamcast with broadband so it would be as good out of the box as a PC. Also, I would like to see a range of titles that will suit whatever the owner requires – whatever genre you are into, there is a breadth of games that you can pick and choose from.

STEVE: There have been too many fighting and driving games…

ODM: So, from Sega's point of view, where do you want to be?

ALAN: We still want to be number one. We obviously believe that we will still be here next Christmas! We want to have sold another million machines or more. We will also have extended the breadth of software available and will have released 30 or 40 online games by that point. We will have also developed Dreamarena and improved its functionality so that it is almost a PC in the home. At the moment, it's not quite there – it is a poor man's PC, but we will improve it. We also want to continue marketing the Dreamcast's great games in 2001. I am really interested in keeping existing owners loyal to the console as well and making them buy more software with incentives. I'm very keen to see loyalty schemes set up by retail and Sega. We are very glad that all you guys have got the Dreamcast and we want you to buy all our great games! But we know that there is a limit to what you can buy in one year, so we want to find ways to help you buy more!

"I HOPE SEGA WILL STILL BE SUPPORTING THEIR CONSOLE, DEVELOPING FOR IT AND NOT SHYING AWAY FROM IT" – WAYNE HAZZARD

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

FOUR MORE

I just want to say thanks to Sega for creating such a great console! So far I have managed to get four people to buy a Dreamcast after they saw the graphics and superb gameplay of games like *F355 Challenge*, *Virtua Striker 2* and *Crazy Taxi*.

I feel sorry for those suckers who pre-ordered a PlayStation 2! Great magazine by the way!

GRAEME MILES, VIA EMAIL

Excellent work Graeme. You've secured a position in Sega's marketing department. Can you start on Monday?

Seriously, if every Dreamcast owner got four friends to buy one there would be, er, five times as many Dreamcasts out there. C'mon people – it's your duty!

THE WEAKEST LINK

I've seen pictures of two Dreamcasts linked up (not sure what the game was) and I was wondering if this can be done with the phone cable so you can get multiplayer without using a split-screen? I think this would be brilliant for *Half-Life*.

(*ODM* #13, 8/10). In the European version of the latter, the Cable Versus Play mode is a hidden option – press X+Y on the menu screen and you'll see it.

The snag? The necessary link cable – which connects two Dreamcasts via the serial port on the back of the machines – is not officially available in the UK. In fact, we believe that Sega of Japan have now stopped manufacturing them too. If anyone knows of a stockist in the UK, please let us know and we will print the details in a future issue.

NICE TRY IAN

Last month I wrote to you asking how to get into the computer games business. Being a good wife and all that, I wrote in for my husband (putting the letter from him) and much to his surprise he saw it in the magazine.

I didn't realise you had recently done a big article on the computer games business, so I need to apologise to my husband for making him look like an idiot. And yes, I admit it, I am a twat.

TINA LOVELAND, LEIGH

So, let's get this right. You wrote asking how to get a job in the industry just as we finished an eight-part series on the subject? And now, to cover your embarrassment, you're writing in using your wife's name, claiming that your missus sent the original letter? That's shameful!

LOVELY HOLLY

Could you please send me Holly McGuire's email address?

MIGUEL ROSA, VIA EMAIL

Ah yes, Holly McGuire (*ODM* #13, 10/10) – the lovely lady who modelled our competition prizes in our November issue (incidentally, we'll list the winners of that compo in our next issue).

Sadly, we couldn't get hold of Holly at the time of going to press. However, if you send messages to *ODM* via the usual address (see below), we'll be happy to pass them on to her. And, of course, we won't read them – honest!

MILLENNIUM BUGS

My enjoyment of *Metropolis Street Racer* is being spoilt by some of the most annoying bugs in videogame history. The Championship mode is completely ruined and the multiplayer Quick Race does not work at all – it merely sends you back to the options screen.

Seeing as the game was shipped in an incomplete state, I think that Bizarre Creations or Sega Europe should offer replacement discs as Sony did with the debacle of the US version of *Gran Turismo 2*.

***MSR* has been heavily advertised (on TV, no less!) and, along with the likes of *Shenmue*, it really has a chance of helping to turn the Dreamcast's fortunes in this country. But not unless something is done about this.**

It's an incredible game in just about every other way, and it's an absolute tragedy to have it ruined by these bugs.

MATT STYLES, VIA EMAIL

We've received enough letters on *Metropolis Street Racer* to fill these pages several times over. Please excuse us for running just the one on the subject but most of the letters make pretty much the same points, and the news story on page 21 will hopefully tell you all you need to know. We'll be putting your questions to Bizarre Creations in next month's In The Hot Seat feature.

"DREAMCAST DEFIES THE TERM 'GAME' – IT IS REAL, IT IS NOT A TOY"

– ALEX GREEN



TURBO NUTTER

I am completely mad about cars. Barmy about them. The bigger, faster and more powerful the better. I love everything about them. Before the days of Dreamcast I yearned for a real driving game – one that really put the feeling, the challenge, the satisfaction of driving a V8 beast on to a little silver disc.

For me, *Gran Turismo* (on PlayStation) was a massive disappointment – a disappointment of truly epic proportions. It was an arcade game. All you needed to win was an Impreza with a big turbo. It was not a simulation. It was a toy, a fraud, a fake, an insult to the beautiful machinery on offer. But then, out of the shadows of the Dark Ages, rose a white box. It had four ports on the front (a quad cam V12), it was liquid-cooled (like a 911), and at its heart lay a beast of a chip like nothing seen before (like TVR's new 7.7 litre V12).

This animal of a machine was Dreamcast. For a year it lay sitting on the start line, gently revving its engine, just hinting at what it could really do. The red light came on (*Crazy Taxi*), then amber (*Virtua Tennis*), then, as the light changed to green, out screamed *F355 Challenge*.

It looked like nothing seen before on a home console. It tore up the tarmac and shredded people's conceptions and, indeed, their very grip on reality. That took the Dreamcast through the start-line dash to 60, and in a cloud of tyre smoke, Dreamcast began the push to top speed, where its rightful place is.

Dreamcast defies the term 'game' – it is real, it is not a toy. Why, I ask you, would anyone buy a run-of-the-mill, populist Fiesta (cough, PS2, cough) when they could own a Ferrari?

ALEX GREEN, LONDON

Hmmm… you're obviously a bit of a nutter, Alex, but your letter did make us laugh. For your efforts you win a subscription… to our sister magazine *Auto Express*.

CATCH OF THE DAY

I have read in many magazines and websites that some people who go to purchase Dreamcast hardware or software are told not to bother and to get a PlayStation 2 (Electronics Boutique being the main culprit).

Well, the other day I went into Electronics Boutique to get my Dreamcast, and there was an offer going with the console, *ChuChu Rocket!* and *Sega Bass Fishing* available for only £149.99.

The salesman then threw in a fishing rod, fishing guide, EB loyalty card and a copy of your magazine!

He also told me about the great games coming out on the console. All that free stuff and not a word on the PlayStation 2 – I was chuffed!

JAMES BERNARDO, VIA EMAIL

That's great to hear, James. Really great. Just one thing, though – what the hell is this guy doing *giving away* a copy of our magazine?!

TSK!

I was informed by an assistant in my local Currys (who I was told knew all about the Dreamcast), that the Dreamcast was unable to surf the Web and was limited to Dreamarena and *ChuChu Rocket!*

GOT SOMETHING INTERESTING TO SAY ON DREAMCAST, SEGA OR YOUR 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 *Official Dreamcast Magazine* 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.

Undeterred, I got a copy of your magazine, found out otherwise and bought myself a Dreamcast. I now have a PlayStation slowly gathering dust and have cancelled a PlayStation 2 order.

MARK GUEST, VIA EMAIL

Currys? *Currys!?!* They sell washing machines, don't they?

DRIVING US CRAZY

Are BT and Sega going to come up with a monthly fee for the Internet? At the moment it's far too costly, which means that I can only spend a couple of hours on the Internet at the weekend.

Also I wonder whether anybody at your magazine has an interest in driving games? It seems that every review of a driving game gets a lukewarm review... [SNIP]

D J COLLINSON, VIA EMAIL

Woah! Hold it right there. We've answered your first question several times over the last few months (check out the Online FAQ in this and the last three issues).

As for us giving driving games "lukewarm reviews" can I refer you to our Games Directory starting on page 120? Among the entries you will find *Metropolis Street Racer* (*ODM* #12, 9/10), *F355 Challenge* (*ODM* #13, 8/10) and *Le Mans 24 Hours* (*ODM* #14, 8/10). Under our review system a game which scores 8/10 is considered 'very good' and one which gets 9/10 is 'superb'. So... lukewarm!?!

WHAT'S THE SCORE?

I don't know how much contact you have with developers/producers/etc, but how about suggesting to them that all games have a high score email facility automatically built in?

Think about it – taking a photo to enter your Challenges is a pain in the arse. It would be great if you could click an Access Dreamarena icon from a game's option menu, and email your latest scores/times to your friends (with an appropriate message) or a magazine.

I don't pretend to know how difficult or easy it would be to programme this in, but the hardware is in place and I for one would really love to see this as a standard option.

Oh, and tell Ed I recently got *Sega Worldwide Soccer '97* for my Saturn for 99p. He's right – it rules!

ACCIDENT MAN, VIA EMAIL

Interesting idea, er, 'Accident Man' but, as more and more Dreamcast games are including online ranking features, an option like you suggest should prove unnecessary over the coming months.

We realise that taking a photograph to enter our Challenges is a "pain in the arse", but it's the only fair, cheat-proof way of doing things. Also, those nice people at Sega Europe have agreed to supply a game of your choice to the winners each month (see page 118 for specific rules), which we reckon makes a bit of effort worthwhile. Anyway, funny you should mention *Sega Worldwide Soccer*...

SOCCER SHAME

I can't believe what Sega has done to the *Sega Worldwide Soccer games*. On the Saturn they were monumental. When it was released *SWWS '97* was widely regarded as the best footie game available. Now the series is just a crappy cash-in of a second-rate PlayStation game!

I can't understand why Sega – the creative geniuses behind games as *18 Wheeler American Pro Trucker*, *Crazy Taxi*, *Sega Rally* and a multitude of other classics – are finding it so hard to give us a decent football game.

***Virtua Striker 2* was a load of balls, and there's nothing on the horizon to excite the Dreamcast-owning footie fan (except the rumour of a version of *International Superstar Soccer*).**

Sure *UEFA Striker*'s alright, but it's hardly pushing the machine is it? Sega have messed up big time when it comes to kick ass football games. Please don't try to tell us that *SWWS 2001* will be any good – it'll probably be as deep as a puddle, just like the last two.

THOMAS CHARNOCK, VIA EMAIL

Firstly, forget about *International Superstar Soccer*. As we've previously stated, a Dreamcast version was never anything more than a rumour and Konami currently have no plans to bring it to DC.

We do have some good news for you though Thomas. Er, kind of. The Dreamcast *SWWS* series developed by Silicon Dreams is no more. In place of *Sega Worldwide Soccer 2001* is the newly-licensed *UEFA Dream Soccer* from, er, Silicon Dreams. It's due out imminently. You can expect a review in the next issue of *Official Dreamcast Magazine*, on sale Thursday 4 January.

ASK SEGA

Every month we give you the chance to put your questions to Sega. Send us your queries (contact details below) and we'll pass on the best to the people behind the world's greatest console

NO REPLAY

What happened to the replay option in *Metropolis Street Racer*? It's mentioned in the manual but isn't in the game!

BOB SHERLOCK, BRIGHTON

SEGA: Unfortunately this feature had to be removed at the last minute due to problems with the artificial intelligence of the other cars.

NET NONSENSE

Is there any truth at all in the story about the UK Dreamcast modem being 56k capable with a little tweaking of the AT setting? I have followed the well-publicised instructions and couldn't get online at all.

STEVE JACKSON, VIA EMAIL

SEGA: No, it's complete nonsense. We have tested it and it doesn't work. Don't believe everything you read on the Internet!

PREMIERE LEAGUE

Is there a chance that you could put the 45-minute Premiere film that was shown at the Empire on to a Dreamon disc? I tried to watch a version from a website using Real Player on my PC and could not make much out.

STEPHEN MULQUEENEY, VIA EMAIL

SEGA: If we were to show the video in it's entirety it would take up most of the GD-ROM leaving no room left for playable demos. We might, however, run small segments of it in the future.

MOUSE HUNT

When will the mouse be coming out in the UK? Will it be out before *Quake III Arena*, which you said benefits from it greatly? My local store said there won't be any till around March. Is this true?

JAMES FOWLER, VIA EMAIL

SEGA: Nope, again that's nonsense. The Dreamcast Mouse should hit the shelves around the same time as the *Quake III Arena* launch in December.

STYLISH

What is Dreamstyle? It is a registered trademark of Sega (as if you didn't know that), but I haven't seen it mentioned anywhere else apart from the inside of Dreamon demo disc sleeves.

TIM WHITFIELD, LONDON

SEGA: It's a secure website that holds all sorts of game images and artwork for use by retailers, agencies, press and internal Sega business. And no, you can't have the password!

DAVID SEAMAN

There is one question I have been wanting to get the answer to for ages, which has not been resolved even after endless hours of searching the Net. When is *Seaman* going to be released in the UK?

MIKEE, VIA EMAIL

SEGA: We're still not sure if *Seaman* will come to Europe due to the problems with regional and national dialects.

TRIP MY WIRE

My Internet wire is broken at both ends and doesn't connect well. Please could you tell me where to get a new one?

KENNETH WHYTE, VIA EMAIL

SEGA: You should just be able to purchase a standard telephone connection cable from any good high-street electronic retailer.

BITE THE BULLET

Is it true that *Take The Bullet* has been cancelled? I have recently seen new screenshots of the game and Red Lemon are still promoting the game on their website.

JOHN ROCHE, VIA EMAIL

SEGA: No, it hasn't been cancelled – it's just been shifted back while the game is being re-evaluated and work re-commences.

MOTORHEAD

My Dreamcast's motor packed up today. I can't get an address to get in touch with Sega. Any chance of some help, please?

ALAN, VIA MAIL

SEGA: Please call the helpline 08456 090 090. They should be able to instruct you on what to do.

FINGERS OUT

When are Sega going to pull their fingers out and do some decent advertising on prime-time terrestrial TV?

GERARD HARRIS, VIA EMAIL

SEGA: Ahem... the *Metropolis Street Racer* ad is currently airing at the moment.

MEMORY BOOST

Is there going to be a bigger capacity memory card released for Dreamcast that doesn't use batteries? I heard a rumour that there was but can you confirm it for me?

MARTIN BAINES, BIRMINGHAM

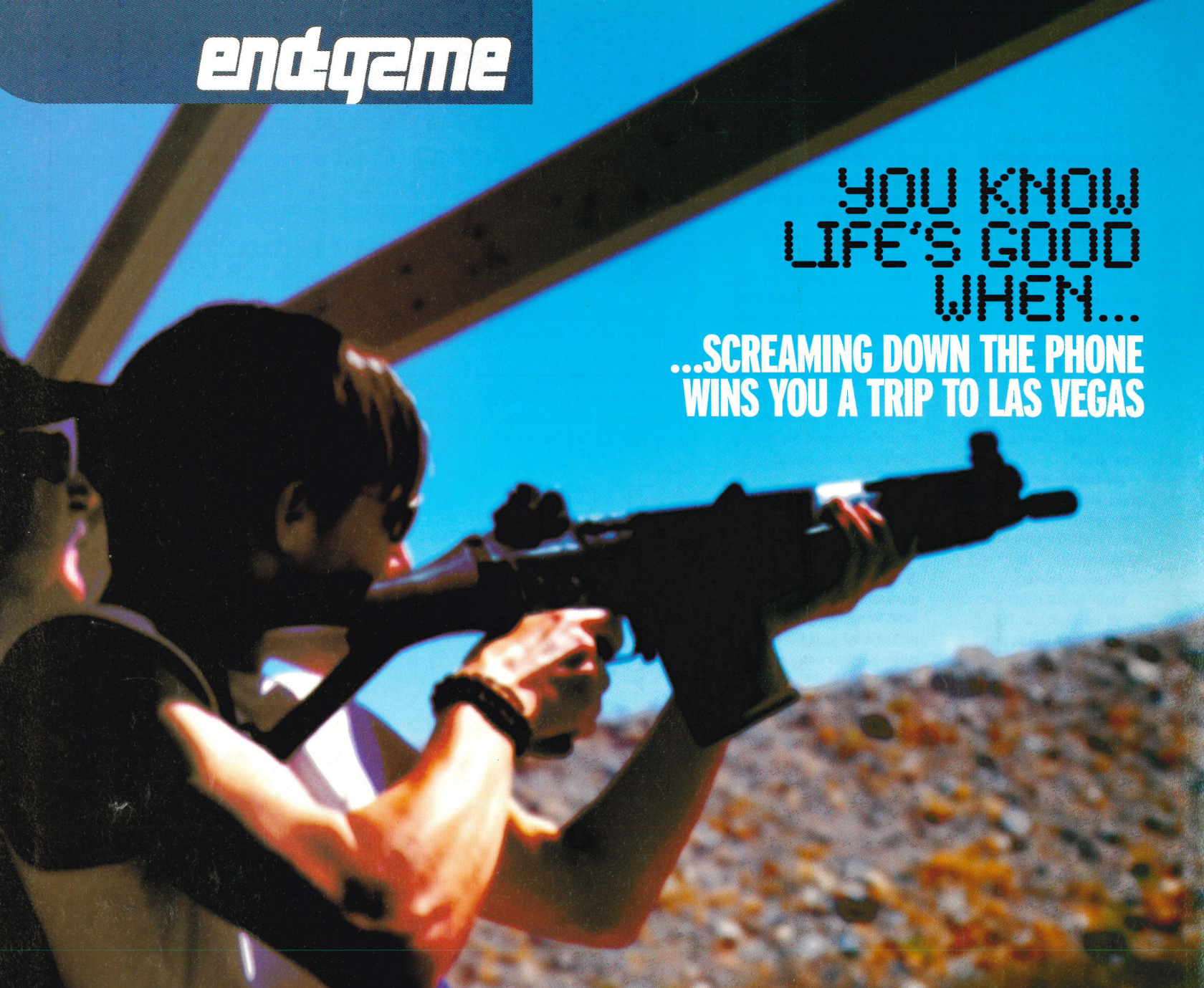
SEGA: Yes, the 4x Memory Unit will be available by the time *Black & White* launches in 2001.

GOT SOMETHING YOU WANT TO ASK SEGA?

Email your queries to us at sega@dreamcastmag.co.uk or send a letter to Ask Sega, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: each month we chose the best of the queries, pass them on to Sega Europe and print their responses. Before writing please check that your queries haven't been answered in our FAQs starting on page 121.

YOU KNOW LIFE'S GOOD WHEN...

...SCREAMING DOWN THE PHONE WINS YOU A TRIP TO LAS VEGAS



Eighteen-year-old Mike Hallard took a break from babysitting to enter the Sci-Fi Channel's *Red Dog* competition and found himself on a plane to the USA...

"I WAS AT HOME in Manchester watching the Sci-Fi Channel, minding my little brother, and was pretty bored. So when I saw an advert for a competition promoting Argonaut's Dreamcast game *Red Dog* I thought I'd ring up for a laugh, I never thought I'd win. All you had to do was ring up and leave a war cry on the phone and the winner would be selected for a secret mission.

"So I rang up and did this war cry down the phone, I never practised or anything, it was my first attempt and my little brother was cracking up while I was doing it. I just forgot about it and a couple of months later I got a call saying I was a finalist, which was funny because I couldn't even remember entering it! About a week later I got another call to say I'd won. I just went mad, jumping around and stuff, but I wasn't told where I was going or what I was doing. All I knew was that I was meeting at Heathrow and going to somewhere in America.

"The tickets were meant to come to my house but they never turned up and I had to meet the courier at the airport minutes before my flight to London left. It was a bit stressful, but I got to Heathrow where I met Michael from the Sci Fi Channel and I found out I was going to Las Vegas and the *Soldier Of Fortune* [US mercenary magazine] convention, and would be getting the chance to fire all sorts of guns. I was well chuffed when I found out and I only had a few minutes to ring home and tell them where I was going. My mum was a bit worried but I convinced her it was all going to be okay, and then we were off...

"The next morning we were dead tired but went to the range where we got to fire some guns I'd never even seen before. There was this huge one called a Grizzly that took a .50cal [12.7mm] bullet and we all had a go on that. It had some kick on it, a hell of a kick to be honest, but it was amazing. I'd fired .22 rifles in the cadets but nothing like the handguns and assault rifles we were firing there. It was strange because we didn't really know what we were doing but they just let us straight on and they didn't really care.

"We then went to the convention where there were loads of guns and knives for sale. It was weird because you could just buy them on the spot – we saw one guy buying an Uzi. I couldn't believe it! It's amazing there aren't even more shootings than there are already.

"After that we went sightseeing, there was a lot to take in – there are slot machines everywhere – but the Stratosfear was one of the most amazing places. It's a 1100ft tower with a roller coaster at the top and a ride called the Big Shot that fires you up a 160ft pole on the very top of the tower. Excellent! We spent the rest of the time taking in shows and checking out the fantastic hotels. They're all models of real places and the newest is a replica of Venice with a canal and gondolas and everything. I couldn't believe how big it all was.

"Vegas is weird because everything's legal there, but I wasn't allowed to drink or gamble because you have to be 21. I was allowed to fire an Uzi on the firing range, but not a handgun because, again, you had to be 21 to use one. And I could go to a strip club because they don't serve alcohol! We all thought that was really funny; not old enough to drink but old enough to go to strip bars and fire machine guns!

"It was the first competition I'd ever entered and I think I'll be entering a few more now!"

• Visit www.uk.scifi.com to find out more about the Sci-Fi Channel.

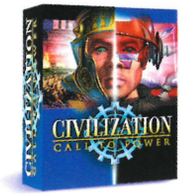
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