THE OFFICIAL DREAMCAST MAGAZINE

Dreamcast

ISSUE 20 • JUNE 2001 • £4.99 www.dreamcastmag.co.uk

INCLUDES EXCLUSIVE DEMO DISC

EXCLUSIVE FULL PREVIEW

CRAZY TAXI 2

ALL THE FUN OF THE FARE!



IF YOUR COVER DISC IS MISSING
PLEASE CONSULT YOUR NEWSAGENT

ISSUE #20 £4.99 (OVERSEAS £5.99)
9 771467 626003 06

SONIC ADVENTURE 2

WORLD EXCLUSIVE PLAYTEST!

PLUS! ALONE IN THE DARK AND COMMANDOS 2 PREVIEWED • OVER 180 DC GAMES RATED!

THREE PLAYABLE DEMOS!

DAYTONA USA 2001

EXCLUSIVE PLAYABLE DEMO

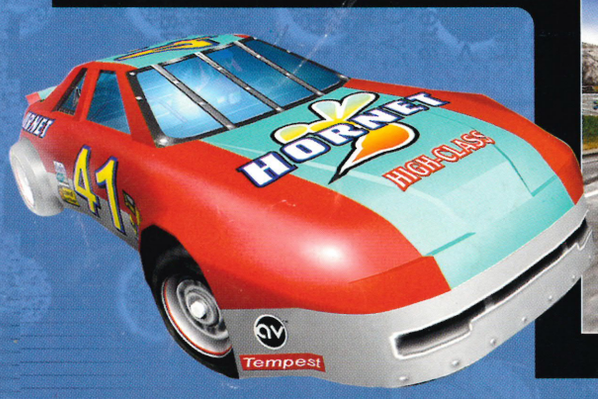
Rolling Start! The arcade classic *Daytona* is back, now looking better than ever thanks to a console that's able to do the original justice. *Daytona USA 2001* (*ODM* #19, 7/10) is a fast and frantic racer with colourful cars and perfectly designed courses.

In the demo you'll get to take the Hornet car out for a spin on the famous Three Seven Speedway circuit. Opt for a race against 39 other cars, or head to the Time Attack to try and record the fastest time.

There's a choice of manual or automatic gears, with manual giving you a slightly higher top speed. The stick-shift gears of the arcade are recreated on the Dreamcast pad with the A, B, X and Y buttons. If you find the handling too twitchy, simply hit the options menu and adjust the steering sensitivity. Ladies and gentlemen, start your engines!







18 WHEELER AMERICAN PRO TRUCKER

PLAYABLE DEMO

In case you missed this great demo last issue, here's another chance to sample Sega's big rig racer.

In this demo you have to haul cargo from New York to Key West before the timer reaches zero. Checkpoints along the way will put more seconds on the clock, plus you can smash into specially marked vehicles to bump up the time remaining.

Keep an eye out for a huge black truck that's trying to reach Key West before you. This speeding demon works for a rival haulage firm – if you reach the goal second your bosses will be angry, so do whatever it takes, including smashing through traffic and buildings to get to the destination before him.

It can take time to get these huge trucks up to speed – so try and position yourself behind another truck and use some clever slipstreaming to get your rig to motor along a bit faster. *18 Wheeler American Pro Trucker* is reviewed on page 52.











CONFIDENTIAL MISSION

EXCLUSIVE PLAYABLE DEMO

If you've still got a light-gun from time spent with *House of the Dead 2* (*ODM* #1, 9/10), here's the game you've been waiting for. *Confidential Mission* is a shooter set in the hi-tech world of international espionage. Terrorists have seized control of a top-secret spy satellite. The CMF (Confidential Mission Force) have traced the satellite to an archaeological museum, where the terrorists are believed to be hiding. Agents John Gibson and Jean Clifford have been dispatched to the museum to discover who has stolen the satellite.

Get your trigger finger ready if you're using a light-gun, or use a joypad or even a Dreamcast Mouse, and explore the museum disposing of the terrorists. For extra style, display justice by shooting the gun hand of any assailant.

The demo allows you to experience the opening half of the first mission. Enemies are marked with a lock-on timer that changes from blue to red as they prepare to shoot you. Make sure you shoot them before the timer runs out or you'll be hit. Also keep an eye out for extra objects that can be shot in the museum for bonus points. *Confidential Mission* is reviewed on page 48.





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...

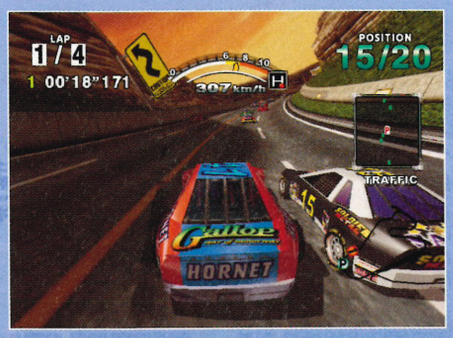


MOVIES

DAYTONA USA 2001 EXCLUSIVE MOVIE

If the playable demo on this disc has given you a taste for the classic arcade thrills that *Daytona USA 2001* provides, here's a look at some of the other circuits the full game has to offer. It's also another opportunity to hear some of those ultra-cheesy tunes that are renowned for being as big a part of *Daytona* as the racing itself. Just don't say we didn't warn you!

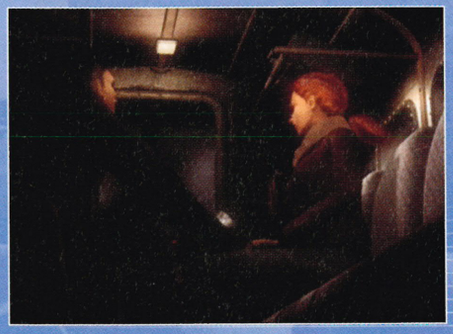




ALONE IN THE DARK EXCLUSIVE MOVIE TRAILER

Take a peek at some of the evil that lurks on Shadow Island. Edward Carnby and Aline Cedrac are exploring this strange place. Edward is searching for clues about the murder of his friend on the island, but if he knew what was awaiting him maybe he would have stayed at home. This is a thrilling trailer of the autumn chiller, complete with a deep, movie-style voice-over. Enjoy.





CRAZY TAXI 2 MOVIE

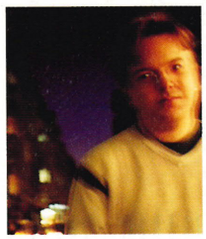
The summer sequel to last year's smash hit looks like being a lot of fun. In case you missed last month's issue, here's another chance to see the movie of *Crazy Taxi 2* in action. The sequel takes place in New York City – it's a much bigger map than San Francisco and with far more traffic. You'll also be able to pick up multiple passengers for bigger fares. Take a look at the movie and see for yourself.





24.05.01

BETTER LATE THAN...



HI, SORRY WE'RE LATE. Just as we'd finished making this issue of *Official Dreamcast Magazine* the dog ate it! Can you believe that!?! No, of course you can't. The real reason? Well, it's pretty straightforward. When we were planning this month's issue, we realised that all the really good Dreamcast stuff we wanted to cover was due to arrive a week or so *after* we were originally due to go to press.

As such, we decided to delay publication by three weeks (it could probably have been two, in truth, but if there had been any last minute delays in getting hold of code we would have been back to square one). The thing is, we take a lot of pride in the work we do here on *ODM*, so we really didn't want to fill your magazine with extraneous nonsense – like, say, coverage of Japanese games that will never be released in the UK in a million years, or 24-page player guides to games that none of you have bought.

So anyway, hats off to the suits (and skirts) upstairs for letting us delay the mag and saving us the indignity of having to put out a sub-standard issue. And apologies to you, our loyal readers, for the long wait since your last dose of *ODM*. We hope you think it's been worth it.

So what are the games that we simply *had* to get in this month's issue? Well, we figured that you might be a little interested in reading exclusive previews of *Crazy Taxi 2* (see page 8) and *Sonic Adventure 2* (page 36) – sequels, of course, to two of Dreamcast's most popular games to date and both likely contenders for game of the year. And given that Sega had prepared demos of the soon-to-be-released *Confidential Mission* and *18 Wheeler American Pro Trucker* for you to play on the this issue's cover disc, we also thought you might like to know what the full games are like (the reviews start on pages 48 and 52 respectively).

Were we right? Of course we were. And to think, if we'd come out on Thursday 3 May, as planned, you probably would have got little more than a 42-page review of *Stunt GP*. And I'm not joking.

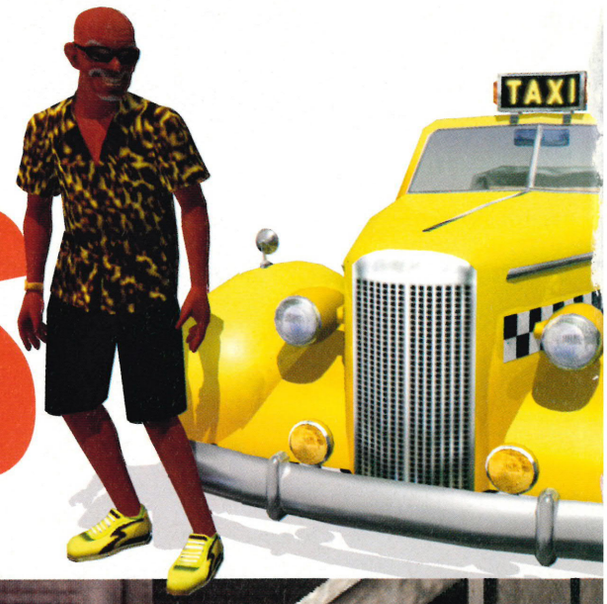
One more thing – mark Thursday 21 June in your diary *now*. That's the date our next issue goes on sale and it's already shaping up to be an absolute cracker, with reviews of, yes, *Sonic Adventure 2*, *Crazy Taxi 2*, *Spider-Man*, *Unreal Tournament*, *Evil Dead: Hail To The King* and maybe even *Half-Life*. Well, okay, don't quote me on the last one...

Take it extra easy,

WARREN CHRISMAS
Editor

CONTENTS

ISSUE TWENTY • JUNE 2001





△ *Stunt GP*: race remote-controlled cars and perform a variety of tricks.



△ *Sonic Adventure 2*: the blue wonder is back! And cooler than ever!



△ *Confidential Mission*: dust off that light-gun and pump some rounds into nasty terrorist-types.

PREVIEWS

08 CRAZY TAXI 2
In-depth preview of the crazy cabbies' imminent return. They tore up San Francisco in the original, now a brand new cast are unleashed in New York City. Hey, we can see the Statue of Liberty from here! Damn you, damn you all to hell!

36 SONIC ADVENTURE 2
Faster than a speeding bullet, Sonic prepares to make his long-awaited return to Dreamcast, in what promises to be his most incredible adventure ever. For the first time ever in the Sonic universe, Dr Eggman is under your control

40 ALONE IN THE DARK
Long before *Resident Evil*, there was another much-loved survival horror series. Now, after years in the dungeon, *Alone in the Dark* returns. Could it be more terrifying than *Code: Veronica*? There's only one way to find out – don't forget to bring a torch!

43 OUTTRIGGER
Sega love *Quake III Arena* so much, they've decided to make their own. But it looks far better than anything made with pipe cleaners, toilet roll tubes and old washing up liquid bottles

44 COMMANDOS 2
Yes, it is still coming to Dreamcast! Despite what some Internet sites are reporting, *Commandos 2* for Dreamcast is still very much alive and here's the quite gorgeous proof. But remember – war is hell!



▷ **Gadgets: go on, why not treat yourself to a new toy? *In't* technology brilliant?**

REVIEWS

48 CONFIDENTIAL MISSION
James Bond is on holiday, but have no fear because Sega have Howard Gibson up their sleeves, complete with his own tuxedo and damsels in distress. Shoot fast, make quips later – are you ready to save the world?

52 18 WHEELER AMERICAN PRO TRUCKER
Sega's latest racer is unlike anything you've seen before – unless you've already checked out the cover disc! Haul cargo across the USA in this big bad mother of a trucker

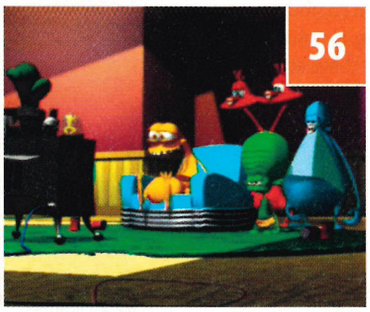




△ *Crazy Taxi 2*: new cabs, new mini-games, new drivers, new tricks and New York City. You'll love it!



△ *The Next Tetris*: where's the first one?



△ *Stupid Invaders*: toilet humour a-plenty!

56 STUPID INVADERS
No it's not E.T. the Extra Terrestrial, but another bunch of aliens that are trapped on Earth and are pining for home in a humorous adventure with more toilet jokes than you can shake a pooh stick at

58 STUNT GP
Race remote-controlled cars and perform tricks around a wide variety of twisting tracks. Hey, its not called *Stunt GP* for nothing, y'know!

60 THE NEXT TETRIS
The mother of all puzzlers arrives on Dreamcast, but surely our wonderful white box of tricks is deserving of far more than this? Whad'dya mean it isn't!



FEATURES

32 VOX POPS
We drive up the M6 and hit the service stations with a copy of *18 Wheeler American Pro Trucker*, to find out what the word on the motorway is

34 TALENT
We hook up with Dan The Automator, Gorillaz' main man, and friend of *Space Channel 5*'s Ulala

62 DRINKING & THINKING
We head back to the trendy bars to discuss the latest Dreamcast releases, including *Daytona USA 2001* and *Skies of Arcadia*

68 HOW DID THEY DO THAT?
Want to know how *Phantasy Star Online* lets you natter with players from around the world? Here's where you can find out

72 IN THE HOT SEAT
Ever wondered who makes those squeaky worm noises? Team 17 answer your questions on *Worms World Party*

98 THE BIG DEBATE
The future of Sega is up for discussion following their decision to become a multi-platform developer. What do our expert panel think the company will do next?

106 END GAME
Dreamcast helps the aged and brings the generations together as we meet another person who's crazy for the console

HINTS & TIPS

74 SKIES OF ARCADIA
Want to make your pirate life a successful one? Then check out part one of our *Skies of Arcadia* guide, helping you with battles, navigation and discoveries

80 PHANTASY STAR ONLINE
The third and final part of our *Phantasy Star Online* guide tells you all about rarities and where you can find them

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

83 CHEATS
More of the latest Dreamcast software secrets exposed like only we can

84 CHALLENGES
Win a free game from those nice people at Sega Europe by entering a tricky trio of challenges. Can you be the best?

DREAMCAST OWNERS GUIDE

86 DIRECTORY
Essential mini-reviews of every Dreamcast game released in the UK to date

87 FAQS
Become an instant DC expert with a round-up of your frequently asked questions

91 DREAMARENA
The latest happenings and events to check out at Dreamarena

92 ODM RECOMMENDS
The 20 Dreamcast games you must own, as selected by the staff of *ODM*

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

96 WEBSITES
Want to hear something really tasty? We check out the best music sites on the Net



△ Talent: Dan The Automator chats to *ODM*

REGULARS

20 UPFRONT
All the latest Dreamcast news, including the arrival of *Bleem!* and Sonic the Hedgehog exposed!

28 CHARTS
Upcoming release dates, the monthly charts and a Dreamcast expert picks their favourite games

30 GADGETS
The latest inventions to make life easier and your wallet lighter

102 BACK ISSUES
Missed an issue of your favourite mag? Don't fret, there may still be time to get it

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

105 ASK SEGA
Got a Dreamcast query? Ask the people who know more than most

WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO MAKE *OFFICIAL DREAMCAST MAGAZINE*



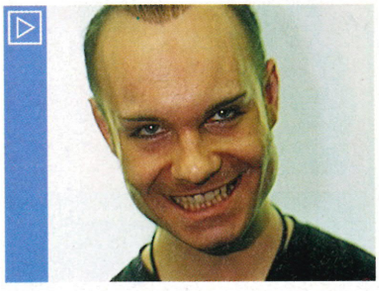
WARREN CHRISMAS

Warren always swore that editing *ODM* was going to be a temporary move, but well over a year later he's still with us. It may be the fact that our big boss Helen has given up trying to make him get in before lunchtime, but he insists "it's for the love of the games." His beloved Brighton & Hove Albion have just run away with the Third Division championship, which has made him very happy… and £600 richer. Spawny git.



EDDIE ROBSON

Game guide supremos The Masters recently joined *ODM* in the basement, along with *C&VG* and *The Player*. Within days Eddie was at work on our guide to *Skies of Arcadia*. He lists working on The Masters as "the second best job I've ever done." The best? "When I first moved to London I temped as a receptionist at a girls' school…" At the moment Eddie is playing *Confidential Mission* and *Capcom Vs SNK*, although his all-time fave is *Space Channel 5*.



JOE ROBERTS

Life is hectic for our Joe, with illustration work coming in from all corners. The talent behind many of *ODM*'s recent covers, this month he's worked his magic on our How Did They Do That? feature, fitting it in between commissions for book, video and DVD covers. "I'm having too much fun to turn work down!" he says. And the best thing about working on *ODM*? "Not having to do any *Pokémon* stuff!" Joe loves *Crazy Taxi*, and he can't wait for the sequel.



POGGY

Poggy has been freelancing on *ODM* from the beginning and currently writes the website reviews. In Poggy speak, she "dons the cape of seeking and the hat of fortune and casts a net of purest woven truth to find the very finest of websites." Righto. Her past life included "plucking chickens, teaching kids archery and analysing the budget for the *Financial Times*." Average stuff, then. Games-wise, you'll find her shaking her maracas to *Samba De Amigo*.

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

SEGA

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

HINTS AND TIPS

SEGA HINTS AND TIPS LINE (SEGA GAMES ONLY)
0906 753 2222 [3]
ODM HINTS AND TIPS LINE (ALL DREAMCAST GAMES)
UK **0906 466 4477** [4]; EIRE **01580 924 606** [4]

ODM BACK ISSUES

ODM BACK ISSUES (SEE PAGE 102)
01789 490215

Calls are charged at standard rates except: [1] local call rates; [2] 60p/min; [3] 75p/min; and [4] £1.50/min. If you're under 18, ask permission from whoever pays the phone bill before calling these lines. Note: Sorry, the magazine's editorial office cannot accept telephone calls from readers.

Dreamcast.

OFFICIAL DREAMCAST MAGAZINE
30 Cleveland Street, London W1P 5FF
Tel: 020 7907 6000; Fax: 020 7907 6322
Email: letters@dreamcastmag.co.uk
Website: www.dreamcastmag.co.uk

EDITOR
Warren Chrismas 020 7907 6314
DEPUTY EDITOR
Ed Lomas 020 7907 6319
ART EDITOR
Jessica Bennett 020 7907 6311
PRODUCTION EDITOR
Vanessa Hards 020 7907 6313
NEWS EDITOR
Alex Huhtala 020 7907 6316
SENIOR STAFF WRITER/PHOTOGRAPHER
Dan Trent 020 7907 6318
SENIOR DESIGNER
Phil Madge 020 7907 6312
CONTRIBUTORS
Steve Bradley, Dylan Davies, Caroline Elliott, Caspar Field, Foto Theme, Steve Fulljames, Patrick Garratt, Tom Guise, Steve Key, Laila Meyrick, Philippa Norman, Steve Owen, Adam Phillips, Poggy, Eddie Robson, Joe Roberts

THANKS THIS ISSUE
Steve Price, Granada Services, Woody, Micky Adams
APOLOGIES THIS ISSUE
Nissan
DEADLINE CHOON OF THE MONTH
SL2 – *On A Ragga Tip*

GROUP PUBLISHER - LEISURE COMPUTING
Helen Cribb 020 7907 6370
ASSOCIATE PUBLISHER - LEISURE COMPUTING
Tara Leathers 020 7907 6508
ADVERTISEMENT DIRECTOR
John Garewal 020 7907 6608
LEISURE GROUP ADVERTISEMENT MANAGER
Mandy Hewitt 020 7907 6670
ADVERTISING ACCOUNT MANAGER
Richard Downey 020 7907 6671
GROUP CLASSIFIED CONTROLLER
Emma Regester 020 7907 6683
GROUP SALES DIRECTOR
Ian Westwood 020 7907 6607
LIST RENTAL MANAGER
Nerys Church 020 7907 6140
DIRECT MARKETING DIRECTOR
Julian Thorne 020 7907 6150
RESEARCH DIRECTOR
Lesley Downey 020 7907 6610
EPU MANAGER
Sarah Gilliver 020 7907 6332

PUBLISHING DIRECTOR
Christine Martin
CIRCULATION AND MARKETING DIRECTOR
Sean Farmer
FINANCE DIRECTOR
Ian Leggett
MANAGING DIRECTOR
Alistair Ramsay
CHAIRMAN
Felix Dennis

TOTAL PUBLISHING AWARDS 2000
Bronze award for Best Designed News Page Of The Year. Nominated for Best Designed Feature.

NEXT ISSUE: *ODM* #21 (JULY), ON SALE THURSDAY 21 JUNE 2001

Origination by Colourflow. Printed in England by ET Heron, Maldon, Essex

Company registered in England, number 1138891. Entire contents © 2001 Felden Productions. *ODM* is pleased to recognise all copyrights. Where possible we've acknowledged the copyright holder. All letters assumed for publication unless marked.

OVERSEAS LICENSING / SYNDICATION ENQUIRIES
The editorial content of this magazine is available for licensing. For details contact Rob Willis, International Licensing Manager, on (0044) 20 7907 6135; email licenseop@dennis.co.uk

Dreamcast, Dreamkey, Dreamarena, Dreamon and Sega are trademarks or registered trademarks of Sega Enterprises Ltd.



THE NEXT TETRIS™





SOLDIER OF FORTUNE

You're the worlds deadliest *soldier of fortune*.
Your mission.....Survive.



Tetris madness comes to the next generation of gaming, the Sega Dreamcast, but this is no simple port to a new console.





NEW RELEASES AT £19.99

STUPID INVADERS

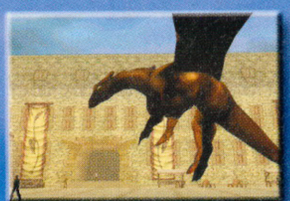






Chronicles of Pern DRAGON RIDERS

Based on Anne McCaffrey's worldwide bestseller,
DRAGONRIDERS OF PERN

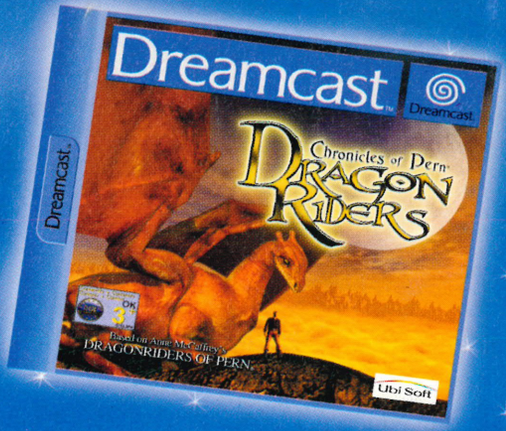




Dr Sakarine and his hired henchman, Bolok, have plans for Etno and his friends, which includes a comprehensive study of alien physiology.







CRAVE ENTERTAINMENT

Dreamcast

Ubi Soft ENTERTAINMENT
ubisoft.co.uk

© 2001 The Tetris Company. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from The Tetris Company. The Next Tetris and The Next Tetris Online Edition are trademarks or registered trademarks of The Tetris Company. Tetris® is a registered trademark of The Tetris Company and Blue Planet Software, Inc. All other trademarks and copyrights are the property of their respective holders. Distributed by Ubi Soft Entertainment under license from Crave Entertainment, Inc. © 2000 Activision, Inc. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Activision, Inc. Soldier of Fortune® is a registered trademark of Raven Software. Crave Entertainment and the Crave Entertainment Logo are either trademarks or registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. All other trademarks and copyrights are the property of their respective holders. Distributed by Ubi Soft Entertainment under license from Crave Entertainment, Inc. © 2001 Ubi Soft Entertainment developed by Ubi Studios UK. Dragonriders Chronicles of Pern and Dragonriders of Pern® are trademarks of Anne McCaffrey. Dragonriders of Pern® is a registered trademark. Registered with the U.S. Patent and Trademark Office. under license from ZyntroPhOS, Inc., and used with permission of the author and ZyntroPhOS, Inc. Uses Miles Sound System. Copyright © 1991-2000 by RAD Game Tools, Inc. © 2000 UBI SOFT Entertainment. © XLAM - 2000

CRAZY TAXI 2

FASTEN YOUR SEATBELTS, RUN FOR COVER, CALL AN AMBULANCE RIGHT NOW – *CRAZY TAXI* IS BACK IN TOWN. WORSE STILL, **CASPAR FIELD** IS AT THE WHEEL. PANIC!





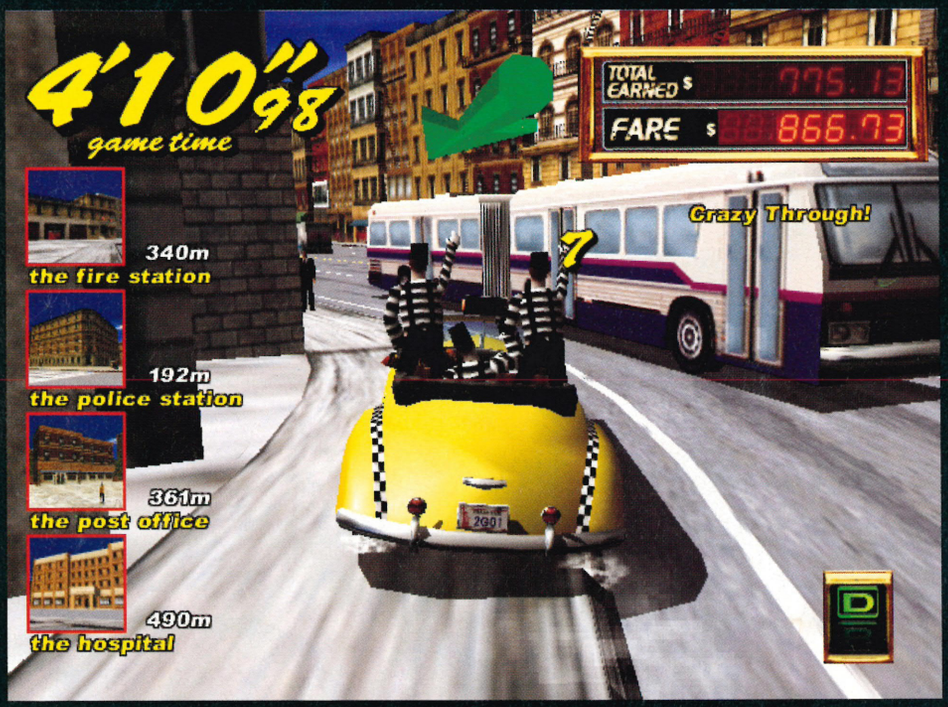
ON THE CD

DUE OUT: JULY
PUBLISHER: SEGA
DEVELOPER: HITMAKER

YOU LOVE *CRAZY TAXI*. We know you do because it sold more copies last year in the UK than anything else released for Dreamcast. So we're guessing that you're chomping through joypad cables in anticipation for the sequel. Hold fast, because in a few short weeks it'll be all yours. In the meantime, sate your hunger with our exclusive first-play insight into the wacky yellow world of *Crazy Taxi 2*.

The original *Crazy Taxi* (*ODM* #5, 9/10) was the result of classic Sega game design thinking: look at the technology in hand, figure out what it can do that couldn't be done before, and then do that with it. *Outrun* and *Virtua Fighter* were both born this way. Compared to Saturn and PlayStation, Dreamcast could move a lot more polygons, and paint vastly more texture maps on to them. So *Crazy Taxi* features a packed game world for you to play in – an open-plan street system with dozens of individual locations, roads crammed with traffic, and pedestrians leaping out of the way. It feels like you're driving through a living city.

Before starting on the sequel, Sega's Hitmaker development team opted for an 'if it ain't broken, don't fix it' approach for *Crazy Taxi 2*. So the handling and gameplay are basically the same as before, which means the game is still going to be one of the wildest rides in town. Monster power slides (Crazy ▶



△ A car full of passengers, and they all want to go to different places. You'd better step on it – after all, mime is money!



△ As in the first game, there's plenty of stuff to demolish if you feel the need to do so.

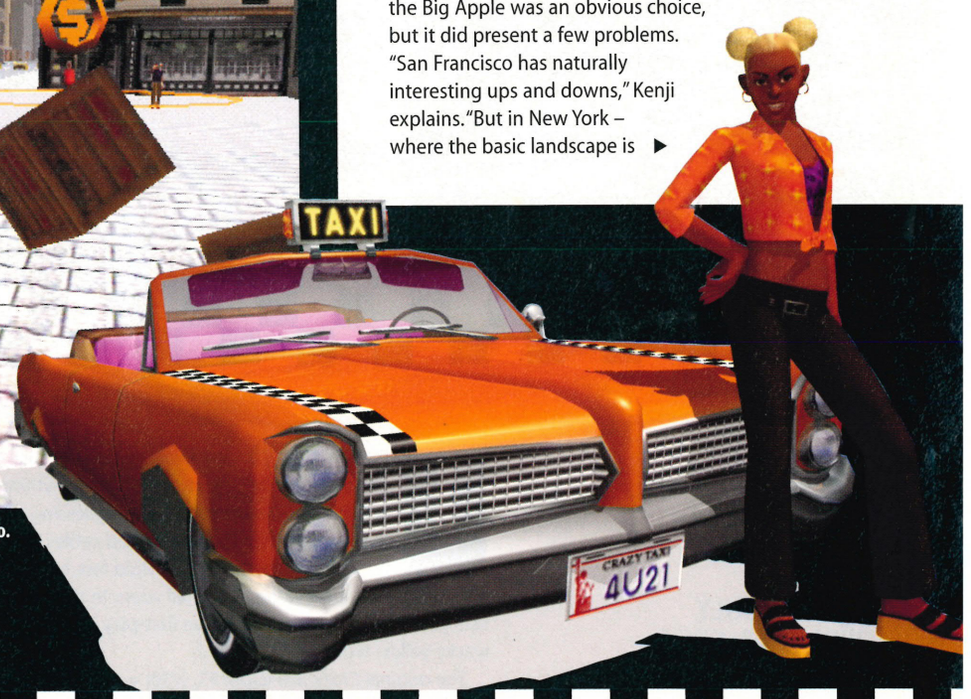
▶ Drifts), and frantic, turbo-charged races across town using Crazy Dashes, remain as hilarious and, well, crazy as ever. You still collect passengers and get them to their destinations as rapidly as possible, judging how big a job each is according to the coloured circles around their feet (green for long, red for short rides).

But while you love *Crazy Taxi*, more of *exactly* the same in its sequel would probably be a little disappointing. So what's changed? Well, the most obvious shift is that the action is moving from 'crazy' San Francisco to 'crazy' New York. As before, there are to be two distinct maps to crash about in, but whereas the second city in the original game was an 'Anywheresville', this time the approach is more considered.

START SPREADING THE NEWS

For the second *Taxi* game, New York has been split into Around Apple and Small Apple to create two different maps. The former is on a larger scale than the latter, basically, with outlying suburbs of the city to visit, and even a bridge over the Hudson river. The latter is a more concentrated take on the middle of town, with the world-famous Central Park and the Ferry Port both to be discovered. Neatly, though, there's an overlap between the two maps, so the same landmarks are featured on both. Also, look out for big real-life stores like HMV, the Hard Rock Café, Gap and Burger King, among others.

Curious to know more about the move to New York – and all the game's other features, naturally – we hooked up with *Crazy Taxi 2* producer, Kenji Kanno. With *Crazy Taxi* having such a rockin' American feel to it, whichever city the game was set in had to be in the USA. Being one of the most famous cities on the planet, the Big Apple was an obvious choice, but it did present a few problems. "San Francisco has naturally interesting ups and downs," Kenji explains. "But in New York – where the basic landscape is ▶



CRAZY FOOLS!

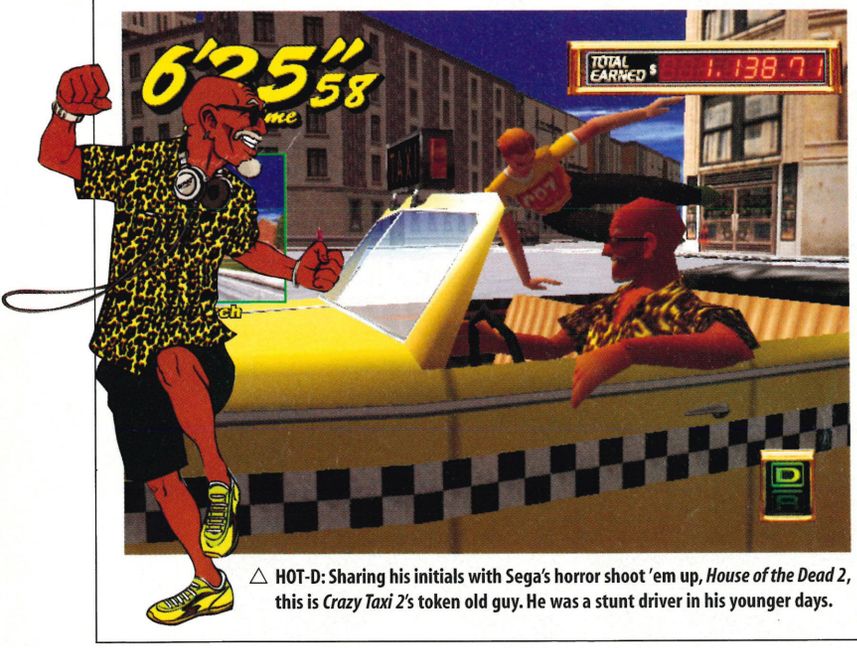
Just like the original game, *Crazy Taxi 2* features a selection of four cabbies and their cabs to choose to drive with. However, the four have all been replaced for the second outing, with new taxis and drivers here for your entertainment. Another thing that's changed is that there's now a much more obvious variation in the exhaust sound for each cab, giving a better sense that there's actually a point to which one you pick. Mainly though, as before, the four play almost identically.



△ ICEMAN: Distant cousin of Vanilla Ice, Iceman looks like a long-forgotten drummer from an '80s rock band who's blown his millions and ended up driving cabs to make ends meet.



△ CINNAMON: Cinnamon definitely cruises in the coolest cab of the four drivers, with its bright orange paint job and day-glo pink seats. Beats a battered Nissan Sunny hands down.



△ HOT-D: Sharing his initials with Sega's horror shoot 'em up, *House of the Dead 2*, this is *Crazy Taxi 2*'s token old guy. He was a stunt driver in his younger days.



△ SLASH: The cool cat of the crew, Slash is yer everyday awesome dude, sporting Manga-esque spiky hair and a serious pair of shades. Awesome, dude!



▶ quite flat – we had to create 3D space by letting the player drive on the buildings."

HIP HOP

Of course, if you're going to encourage folks to drive around on the tops of buildings, you're going to have to give them a way of getting up there in the first place. Which is where one of *Crazy Taxi 2*'s two big new additions comes into play – welcome to the wonderful world of the Crazy Hop. Simply tap the Y button and the cabs spring into the air like large, yellow mountain goats. Made of metal. Er…

"We added the Crazy Hop to let the player hop around the roofs of buildings to create short cuts," says Kenji. "But of course, if you don't time it right you could also lose a lot of time by smashing into the sides of buildings. And to do it right you have to learn the courses really well."

While it sounds very odd, in play it feels totally natural as you bounce on to overhead freeways or sail on to rooftops. Every now and then there's a handily placed stack of boxes to smash through up there, as you do – and hey, it all adds to the craziness of the action.

There's an obvious second use for the Crazy Hop. In the cross-town rush to get a passenger to their drop-off point in time, weaving in and out of the traffic isn't the only option. Now you can jump over it too, performing bonkers leaps over oncoming trucks and buses (you can bound over regular cars, too, but it's not quite so satisfying). The Crazy Hop is also another way of earning valuable extra tips from your enthusiastic passengers.

"When performing a Crazy Hop like this, you get extra tips from the passengers," Kenji explains, grinning from ear to ear. "But once the jump is started, you can't control the car in the air, so you'd better watch out where you're landing!" In other words, if you're not careful, you'll crash down on top of a lorry. Which is bad, as you might guess. ▶

THE REAL CRAZY HOP

With *Crazy Taxi 2*'s setting being the sprawling, skyscraper-filled metropolis that is New York, rather than the hilly, sunny San Francisco of the first game, something had to be done to allow the cabs a bit of air time. So… Hitmaker have decided to allow the sequel's cars to take off at will.

You might think that cars jumping as they do in *Crazy Taxi 2* is a tad unrealistic. Aside from the fact that this is a videogame and can, therefore, be as goddamn unrealistic as Hitmaker want it to be, goddammit (angry pause for breath), you might be surprised to know that some cars actually can jump.

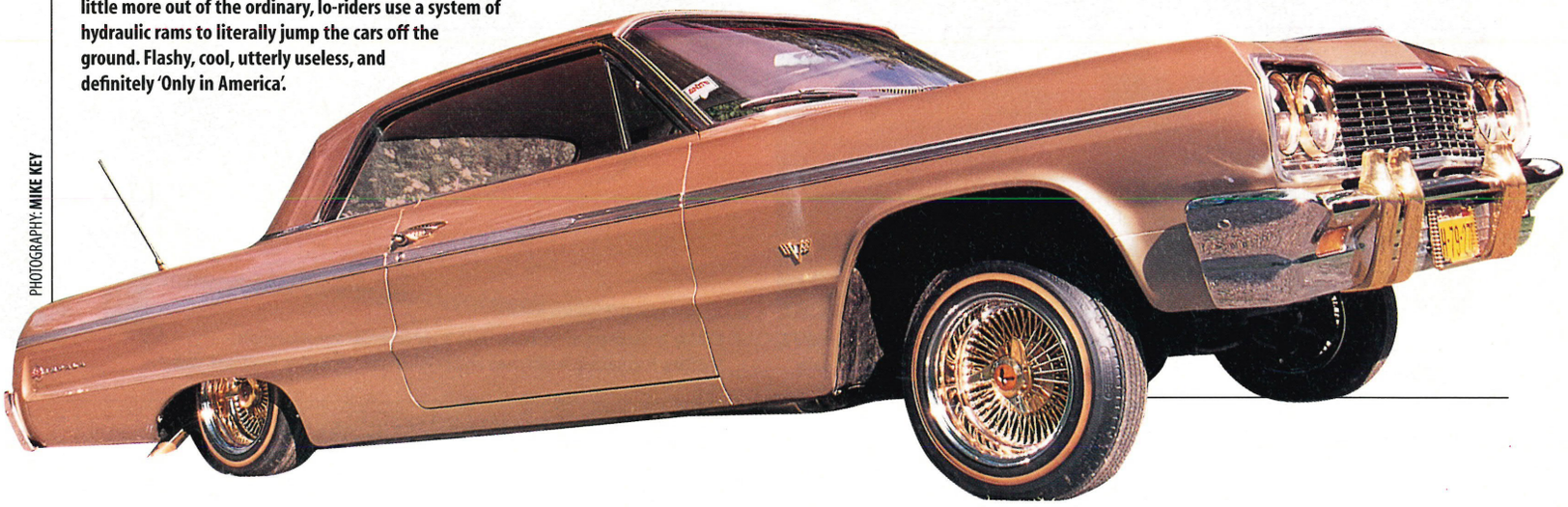
Invented in California, USA (hey, where else?), the lo-rider was born out of the popular custom car scene. Dreamed up by a group of customisers who wanted something just a little more out of the ordinary, lo-riders use a system of hydraulic rams to literally jump the cars off the ground. Flashy, cool, utterly useless, and definitely 'Only in America'.



△ **In the game, just tap the Y button and your car's hydraulics launch you into the air, over any obstacles in your way.**

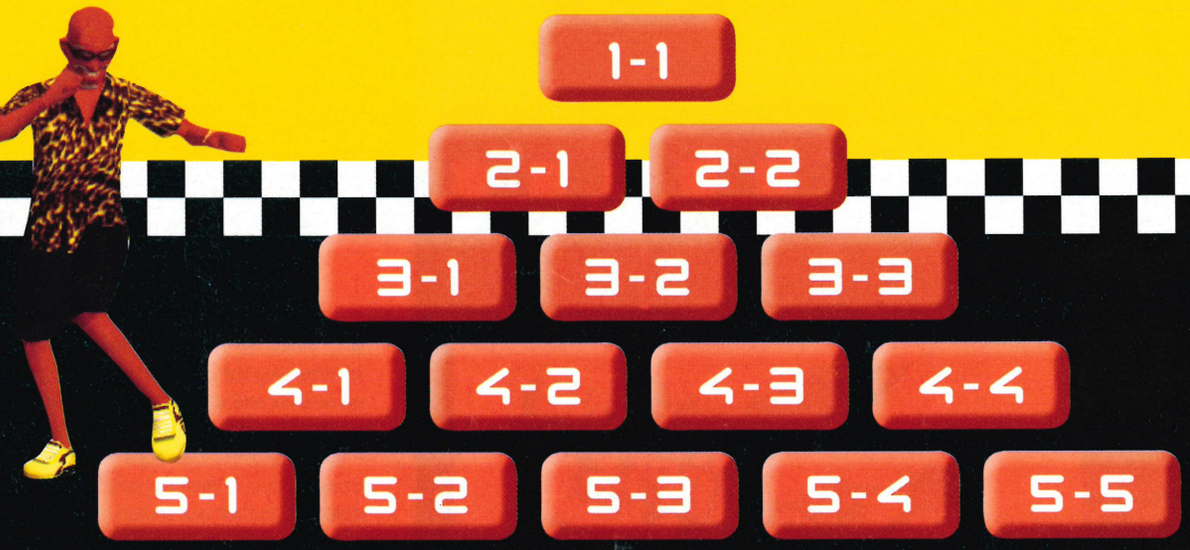


△ **If you get your timing right, you can easily clear coaches like this. Coming off a ramp, a Crazy Hop gets loads of air.**



PHOTOGRAPHY: **MIKE KEY**





DRIVE LIKE AN EGYPTIAN

The Crazy Box mode added depth to the arcade antics of the first *Crazy Taxi*. This collection of mini-games (events which use the game in alternative ways, such as doing long jumps or bursting balloons with the cab), was a welcome diversion from collecting fares, and brought a new dimension to the game.

The mini-games have survived into *Crazy Taxi 2*, renamed and restructured as the Crazy Pyramid option. Whereas in the original game you had a grid of 16 challenges to work through, this time around that's been slightly refined to 15 which are arranged in the shape of – you guessed it – a pyramid. Once two next to each other on the grid have been completed, the one above is unlocked for play.

Another alteration to the mini-games is that, as each tier of the Crazy Pyramid is completed, a bonus item will be unlocked. The first two are pretty quick to get, and we've used them here – the Around Apple and Small Apple maps. Further up, unlocking a tier brings other rewards. We're not going to give the game away too much, but suffice to say there's more than one way to drive around New York in *Crazy Taxi 2*. And the top tier? Now that'd be telling... So, in the meantime, here are some examples the other four tiers.



△ 5-2: CRAZY GOLF This is one of the first you tackle and is bloody brilliant. Back up to allow for a decent run-up, knock into reverse then whack into forward and slam on the gas at the same time to perform a Crazy Dash. At the right moment, hit the Crazy Hop and belt the giant golf ball off into the blue yonder. Over to the right there's a hole with a flag, and we can't help but wonder if it's possible to get a hole-in-one.



△ 5-3: CRAZY HURDLE A time limit to beat, a straight section of road, and a number of giant hurdles spaced equally along its length. You've just got to make it to the end as quickly as possible by performing Crazy Dashes between each hurdle and timing your Crazy Hops to perfection. Push it a bit too hard and you'll miss a jump, meaning you smash through a hurdle and lose time. This one's very painful on the fingers.



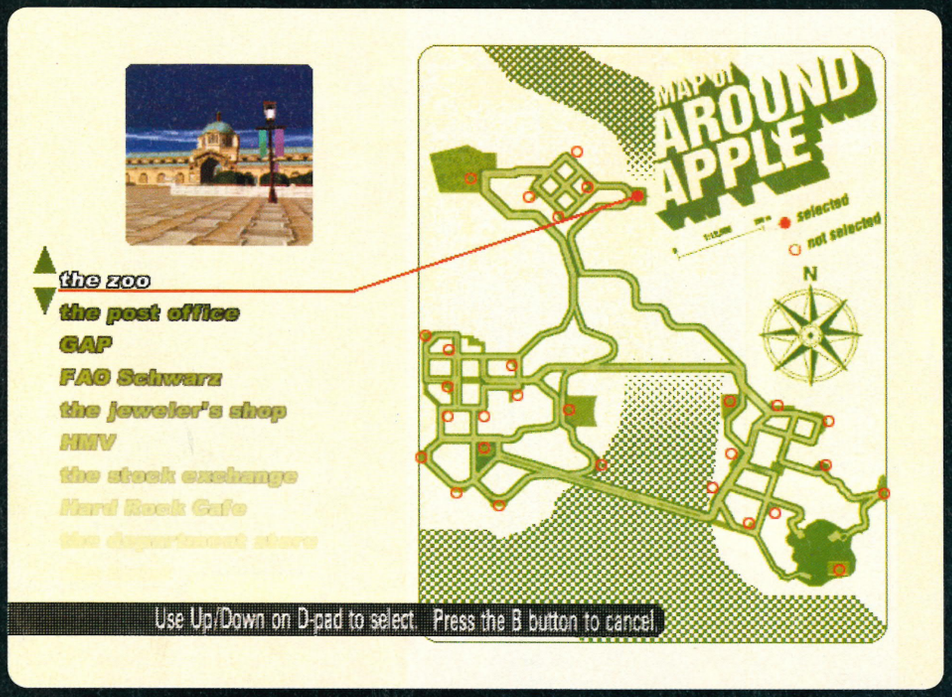
△ 4-1: CRAZY RAMPS With a lady in the back seat pointing which way to head, it might seem this challenge of hitting ramps to clear successive brick walls is a little on the simple side. Except that the ramps become narrower as you race nearer to the finishing point, and if you're on a mission to set a record time it becomes all too easy to overshoot and slam into the wall – especially if you've tried to fit in an extra Crazy Dash.



△ 3-2: CRAZY DROP Beating this baby is a real test of your Crazy Drift skills, as you spin the car down from one platform to another, over and over. Build up a decent speed and begin to turn and then flick the gears from forward to reverse and back again, and the taxi will begin to drift. Overdo it, though, and the car spins out and off the edge into that merciless gaming void marked 'Retry'. And you will. A lot.



△ 2-2: CRAZY ARCHES A set of giant curved platforms which have to be raced along and then jumped, ever so carefully, between. The further you reach along the route, the wider the gaps and the trickier the timing becomes. And the last one is cunningly sliced in half – the first time we made it, we shot straight over the edge. Aggravated? Let's just say our floorboards have new and interesting joypad-shaped marks in them...



AROUND APPLE

This is the large-scale version of New York featured in the game. Spanning a huge area (you can cross the Hudson river), Around Apple has everything from a downtown area to industrial sections to suburbs to parks for you to explore. Hopping up on to the freeways can take you across town in double-quick time, and there's plenty of rooftop short cuts to discover – some requiring a couple of well-timed Crazy Hops to clear.

Roam a little further and you'll find a Burger King, the University and the Botanical Gardens.

With final polishing of the game still taking place, it's a little early to pass judgements on some aspects, but the version of Around Apple we played was a little hard to navigate. Maybe we just need more time to really learn it properly – after all, we did drive round the original cities a zillion times.

▶ While the Hitmaker team making *Crazy Taxi 2* have tried to keep the frantic arcade gameplay of the first game alive and well in its sequel, Kenji admits that: "I suppose by adding the new jump function for the cars – the Crazy Hop – the maps might be a little more complex than in the first game." But hey, we have no objection to that as it should mean there's even more gameplay value to be had from the added depth.

Certainly, the way the Crazy Hop has affected the map design is fairly profound, with the short cuts changing how you think about playing the game. It's set to become more tactical. Rather than simply belting from A to B, you're aware that there's often an alternative – and quicker – way to find B. The only problem with this, as things stand, is that the big direction arrow seems to become confused by the free-roaming nature of *Crazy Taxi 2*, often flipping between opposite directions as you race around. Kenji promises that this glitch will be ironed out in time for the release of the final game, though.

Although New York is naturally less funky than San Francisco (it's not as sunny for starters), the development team have tried to keep *Crazy Taxi 2* looking as fresh as ever. "The graphic style is the same," reckons Kenji. "But we had to think a lot about being efficient with the graphics because the maps are more complicated." Overall, it's surprising how well the impression of being in a high-rise, grey-toned city has survived the *Crazy Taxi* treatment.

Also familiar to fans of the game (i.e. everyone), will be the crunchy pop-punk guitar noises provided once again by The Offspring, with Methods of Mayhem providing musical support. With tunes this raucous to drive to, it's no wonder the game is crazy – it already sounds like a car crash waiting to happen. So it fits



△ Just look at the size of this bridge! It's very long as well, and takes a while to get all the way across, so make sure you leave plenty of time for your journey.



△ Some of the nicest parts of Around Apple are the suburbs. Pretty little roadways, parks and buildings are all there for you to blaze your way through, causing chaos as you go.



△ The downtown sections are full of vehicles and tall buildings, with freeways running overhead. You can expect traffic jams around here, so get busy with the Crazy Hop!

pretty well, as you can imagine. Retrying the bonus games over and over (as you *will* do) is likely to lead to some of the music starting to grate, but even the Carpenters would have that effect after 60 resets.

CAN YOU TAKE FIVE, MATE?

Another important gameplay change being implemented in *Crazy Taxi 2*, is the ability to pick up groups of up to four passengers and take them to four different destinations (see 'Room for a couple more?' for, uh, more). As with the Crazy ▶





△ In Small Apple you'll find impressive landmarks like the library, complete with fountains outside. If you've ever seen the movie *Ghostbusters*, you might remember this building from the start.





△ There's a nice village feel to the southern part of Small Apple, with smaller buildings, fewer cars, and more people on foot. You'll even find some people on the basketball court.



△ On the left we have FAO Schwarz, one of the biggest (and coolest) toy shops in the world. You'll find big name stores in the centre of Small Apple, as well as lots of vehicles to dodge.

SMALL APPLE

Driving around Small Apple could have been taking a trip into a marketing department's dream videogame world, as the in-game shops have been licensed with actual brands. Oddly, while there's an HMV and Hard Rock Café, it's not quite the whirlwind of logos it could have been – c'mon Sega, get those marketing bucks flowing in! But there's plenty more to see.

Taking a cruise through Central Park, down to the shoreline, reveals a heliport and ferry port. Uptown there are the police and fire stations, plus a tighter section that's lit differently to give a sense of moving into a different district. Stick in the middle of town and there's a pile of fun fares to wade through, especially if you collect one of the four-passenger groups and ping between drop-off points.

Right now, of the two maps, Small Apple is our favourite, mostly because it has more distinct features to help you keep a sense of direction. And, if you fancy something a little different, there are the subway stations to keep you entertained – turn down the steps and race along the tracks to the next stop. Just watch out for passing trains…



△ Pay attention to where your passengers want to go, and work out the quickest route to all their destinations.



△ Having more passengers in your cab means you get more tips. Scare as much extra money out of them as possible!

ROOM FOR A COUPLE MORE?

The ability to pick up more than one passenger is one of the biggest gameplay changes in *Crazy Taxi 2*. When you're driving around looking for normal fares to pick up, the people are surrounded by either red, orange, yellow or green markers, denoting how far you'll have to drive them. You can now also look for the multi-passenger rides, which are highlighted with blue markers.

Once collected, the usual tip that's rewarded for every Crazy Through (narrowly avoiding other traffic), Crazy Drift or Crazy Hop is multiplied by the number of passengers. Play well and the cash will rack up, but the time to deliver the passengers is pretty damn short. So get weaving!

You can drop them off in any order, although you 'll have to get to know the cities like the back of your hand. And, as producer Kenji Kanno explains, "When you drop one person off, you only get three times the money. Thinking about which one you drop off first can make a big difference to your earnings."



▶ Hop, this increases the ability to play tactically, and really demands that you spend some quality time learning the layout of the city maps. Importantly, our first impression is that having multiple passengers will definitely increase the lifespan of *Crazy Taxi 2*, due to the way it makes you really think about which person to drop off first.

Also heavily revamped is the selection of additional mini-games, called Crazy Box in the first game and now titled Crazy Pyramid (see 'Drive like an Egyptian'). The cabbies and cabs are all new too (see 'Crazy fools!'), and there's a few hidden extras to be discovered. But we're not going to give them away at this point, because we don't like spoiling surprises. Nice people.

So, on first impressions, it's very clear that if *Crazy Taxi* was the biggest Dreamcast game of 2000, then *Crazy Taxi 2* is set to make a pretty massive impact in 2001. Because while in some respects it's going to be more of the same (which isn't a bad thing to be considering how cool the first game was), in lots of others it's a bright and shiny new star in its own right. The Crazy Hop and the multiple passenger additions, coupled with two packed brand-new maps to explore and learn, mean that there's set to be lots more entertainment in the package. To put it simply: you loved the first one, and we reckon that you're going to love this one too. We'll be finding out how well it all comes together when we review the final game in the next issue of *Official Dreamcast Magazine*, on sale Thursday 21 June.

ALL THE ANGLES

Another new feature in *Crazy Taxi 2* is the ability to save replays of top performances in the Crazy Pyramid, or even record yourself racing around one of the two main city levels and watch it back later. In the version we played some of the camera settings seemed a little screwy – one appeared to be set up 50 feet underground – but once this is sorted it should make a neat addition for all the show-offs out there.

Another of the camera views is one of the old cheat cameras from the first *Taxi* game, from in-car, through the windscreen. Whether you'll be able to use this extra camera setting, and others, while actually playing *Crazy Taxi 2* isn't clear right now. But they weren't a lot of use anyway – we could never see where we were headed!



△ While watching replays you can move the view to almost any angle you want, and even zoom in and out. Very dramatic!



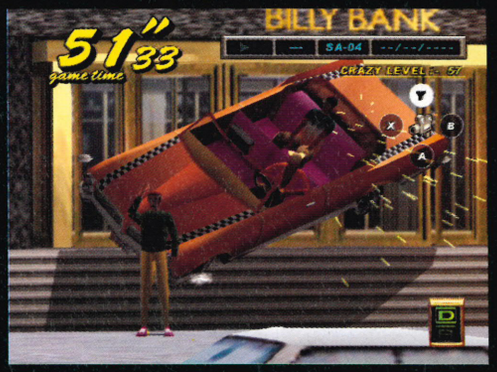
△ Even watching replays of your driving from this in-car view is scary. Just imagine what it'd be like if you were playing it.



△ You have to learn to take advantage of wide, open roads like this, as a lot of your time will be spent avoiding traffic jams.



△ The Crazy Hop button makes getting some air even easier than it was in the first *Crazy Taxi*.



△ Look out behind *yoooou*! It can be very amusing watching the destruction you've caused in the new replay mode.



A group of international terrorists led by Agares have seized control of a deadly laser armed satellite and hold the world to ransom.

CMF agents Howard Gibson and Jean Clifford are sent to recover the control device on an assignment which seems an impossible Confidential Mission.

THE MAN WITH THE PLASTIC GUN!



IAL MISSION™

EXCLUSIVE TO DREAMCAST

Dreamcast Gun Compatible

Hitmaker™

SEGA™

Dreamcast

© SEGA/Hitmaker, 2001. Confidential Mission, Sega and Dreamcast are either registered trademarks or trademarks of Sega Corporation.



△ *Gran Turismo 2*: **before and after – as you can see from these screenshots, the Dreamcast *Bleem!* version (above right) is far superior to the PlayStation original (above left).**

WE DON'T BE-LEEM IT!

Hit PlayStation racer *Gran Turismo 2* is now playable on Dreamcast

***BLEEM!*, THE EMULATION SOFTWARE** that enables games designed for PlayStation to run on Dreamcast consoles has finally been released. The first title to be made Dreamcast compatible is *Gran Turismo 2*.

As reported in our July issue (*ODM* #9), *Bleem!* was originally designed to offer wider PlayStation compatibility, with each of the four proposed 'Bleempaks' able to support up to 100 titles, effectively making nearly the entire PlayStation software library Dreamcast compatible. The new strategy concentrates on releasing lower cost discs that will each run a single game.

Due to some unexpected technical difficulties in getting 100 titles at a time running smoothly on the Dreamcast, the decision was made to concentrate bleem's efforts at offering perfect emulation of the PlayStation's biggest titles. "We decided 'so what if we can't get 100 games working?'," said David Herpolsheimer, president and CEO of Bleem! "If we can give Dreamcast gamers a blockbuster title that's never been available for anything but the PlayStation, and make it look better than anyone's ever seen it before – why shouldn't we go for it?"

"By approaching each game individually, we're able to tweak and tune each *Bleem!* to offer visual enhancements that just wouldn't be possible with a more generic solution," said Randy Linden, chief technical officer and the creator of *Bleem!* "*Gran Turismo 2* running with *Bleem!* feels and plays like it was custom-written for Dreamcast – you'd never guess that the game software is speaking a totally different language, indeed for a totally different machine."

Besides graphic enhancements, including increased resolution, filtering and anti-aliasing (see the screenshots for proof), *Bleem!* also offers compatibility with analogue controllers and steering wheels, VGA, vibration and VM support for game saves. They've even been so good as to add full-screen PAL support for us European gamers.



Bleem! should already be on European shelves by the time you read this. The company have sorted a European distribution deal that sees the *Bleem!* disc released in the UK for only £5.95. But remember – you need to have a copy of *Gran Turismo 2* (available for under £20 in most places now) in addition to the *Bleem!* disc if you want to play it.

So what titles can we expect to see get the *Bleem!* treatment next? "We've narrowed our list down to a handful of very popular titles," said Will Kempe, vice president of Bleem! "We're unsure right now, but possibly *Metal Gear Solid*, *Spyro the Dragon*, *Tekken 3* and the *Final Fantasy* games."

We'll keep you updated as soon as any further *Bleem!* discs are announced and will test the finished *Gran Turismo 2* disc in full in the next issue of *Offical Dreamcast Magazine*, on sale Thursday 21 June.



△ **From this screen, *Gran Turismo* on Dreamcast awaits!**



△ **Want to know the controls for *Gran Turismo 2* on Dreamcast?**

XICAT'LL DO NICELY

European releases confirmed for *Coaster Works* and co.

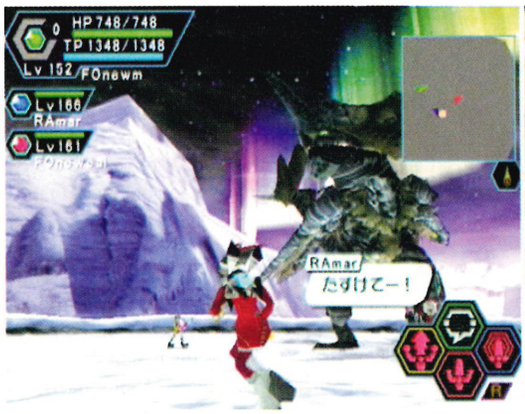
PUBLISHERS XICAT Interactive have secured a distribution deal with THQ that will see the company's four Dreamcast titles released over the coming months.

As previously reported in our February issue (*ODM* #16), Xicat have four titles ready for release: *Coaster Works*, *Iron Aces*, *Carrier* and *Charge 'N' Blast*. The only factor holding up their release was finding a European distributor.

Step forward THQ, publishers of *WWF Royal Rumble* (*ODM* #12, 7/10) and the forthcoming *Evil Dead: Hail to the King*. The US company have agreed to distribute Xicat's titles throughout Europe. We'll bring you full reviews of these titles in future issues of *ODM*.



△ ***Coaster Works*: one of the titles Xicat plan to release thanks to a distribution deal with THQ.**





△ ***Phantasy Star Online Ver.2* provides more levels, new beasts and even some familiar-looking new Mags.**

PHANTASTIC FURORE

As America is promised the *Phantasy Star Online* add-on disc, Europe must still wait

DESPITE CLAIMS FROM SEGA that the add-on disc for *Phantasy Star Online* (*ODM* #17, 9/10), would only be released in Japan, movement is being made on making the title a worldwide release, with Sega of America announcing that they'll release the add-on too.

A European release however is still an uncertainty. "Since we announced that *Phantasy Star Online Ver. 2* would not be coming to Europe we have been inundated with fans of the series asking us to bring it out," said Stuart Turner, PR Manager for Sega Europe. "While it is not guaranteed a release, we will be sitting down with Sonic Team to discuss plans."

What we can gather from various sources is that Sega Europe are unsure whether *Phantasy Star*'s fans would be willing to pay full-price for, effectively, the same game again with added levels and features. However, from Sega's above statement, it's pretty clear that some fans would certainly pay anything to spend more time with *Phantasy Star Online*.

There is also a question mark over *when* a European version of the add-on disc would be available for release. The fact that localisation could push a possible release date to the latter half of the year, means the add-on would be released only months before the true sequel to *Phantasy Star Online* is scheduled to arrive. The current thinking within Sega is that this would deter potential purchasers from buying the add-on, as fans would be inclined to save their money for the sequel instead.

In addition to fixing some minor bugs, *Phantasy Star Online Ver. 2* also offers two new levels: Shrine and Spaceship, along with new modes including player battles, capture the flag and 12-player football. The add-on also introduces new beasts, weapons, costumes, Mags and allows characters to grow beyond the current level 100 limit all the way up to level 200.

Want to see it released over here? Then make sure you sign the petition at www.petitiononline.com/psoeuro. We'll keep you updated on developments in future issues.



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

BLEEMIN' HECK!

So *Bleem!* has finally arrived, allowing Dreamcast owners to experience *Gran Turismo 2* in a whole new light. Not before time, too. When the product was originally announced early last year there was the promise of being able to run nearly every game available on PlayStation on your Dreamcast.

The trouble with such an audacious claim is that there's only a handful of PlayStation titles that most people are interested in anyway. Bleem! figured this out after numerous requests from the public indicating the in-demand titles.

Bleem! visited our offices last summer with an early version of their more universal emulator. Although impressive that so many PlayStation titles would eventually be playable on Dreamcast using it, the system was not without its faults. Yes, the PlayStation titles that were demonstrated to us did look better than when running on PlayStation, but they also sported the original flaws.

If a title was coded poorly in the first place, with a large number of texture glitches that are so commonplace in the majority of PlayStation releases, those same texture glitches were present in the emulated Dreamcast version, albeit with a slightly anti-aliased edge and higher resolution. The bottom line is bad games still looked bad.

Trying to emulate 'perfectly' 100 titles at a time means the end result will be a mixture of some titles that run well and some that don't. Anybody who's tried to get old Spectrum or arcade emulators working on a PC can tell you this.

The universal approach, although possible, just doesn't give you good results. It's a triumph of programming, although what Bleem! have realised is that people don't want to marvel at programming skills, but to marvel at the actual games.

The new idea for *Bleem!* is simple: concentrate on the titles that people really want to play. The end result is like playing direct ports of PlayStation's biggest hits as if they were designed specifically for Dreamcast. The new strategy really is a better deal – not only is the emulated game running at optimum levels, it retails for a lot less too.

***Gran Turismo 2* running on the DC is just the first of a series of planned releases from Bleem!. With Dreamcast's days numbered by Sega themselves, it's somewhat ironic that PlayStation titles could play such a big part in the console's future.**

Now if only Bleem! could work on getting *ISS Pro Evolution 2* running on the Dreamcast, they'd make a lot of people very happy – myself included.



△ ***Final Fantasy IX*: running through *Bleem!***

HEAR THIS!
DA BEST NEW MUSIC



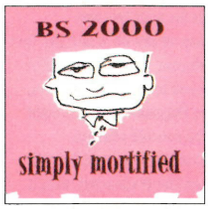
ORBITAL
THE ALTOGETHER
FFRR/LONDON

Orbital are probably best known for producing epic, melodic pieces of electronic music, but they're also capable of rocking out with the best of them. Their latest album takes all the styles they've mastered over the last decade and packs them into 11 wildly different tracks. With so much variety, some are bound to grate initially depending on your tastes, but with a few listens you *will* grow to love each and every one of them in their own special way. *EL*



VARIOUS
COMPOST COMMUNITY
COMPOST

Much championed by Gilles Peterson, the German-based Compost label's reputation for turning out quality jazz-hued beats is confirmed with this round-up of rarities from the archives. Straying occasionally into chin-stroking territory, highlights like Peter Kruder's thumping Voom: Voom side project and harder edged stuff from Fauna Flash more than compensate. An excellent introduction to an up-and-coming label with enough rarities to please the connoisseurs too. *DT*



BS 2000
SIMPLY MORTIFIED
GRAND ROYAL

Beastie Boy Ad Rock (Adam Horovitz) and accomplice Amery Smith have made a playful album of experimentation. Tinny Casio riffs and simple beats form the best part of Simply Mortified, with the odd outburst of electronic-fused punk thrown in. Highlight is the Black Lace parody *The Side To Side*, recorded to sound like it's being performed in front of a packed community hall. Not quite as accomplished as a full Beastie release, but then it's not trying to be. *AH*

BIRTHDAY BONANZA

Sega plan worldwide celebrations for Sonic's tenth birthday – join in the fun!



△ Why do the paparazzi always strike when people are getting out of cabs? Sonic is their latest victim.

PREPARATIONS FOR SONIC the Hedgehog's tenth anniversary gather pace with a simultaneous worldwide release for *Sonic Adventure 2* announced.

So what's the special date for the celebrations? "As of 23 June, Sonic will be ten," said Yuji Naka, creator of Sonic and head of Sonic Team. "We're planning something special around that."

The "something special" is the simultaneous worldwide release of *Sonic Adventure 2*, planned conveniently enough for Saturday 23 June. Does Yuji Naka have more plans for Sonic's birthday?

We've discovered another item that will help celebrate the 'hog's birthday – a Sonic Swatch watch that will be available this summer. It may look like a normal watch, but press a button and Sonic's face digitally appears. We'll bring you more information on the watch, including price and availability, next issue.



△ The Sonic Swatch watch – we want it too!

What can we expect from an older, wiser Sonic? "Sonic has matured with age from the hyperactive five-year-old hedgehog that first appeared on the Mega Drive way back in 1991, to the cocksure 15-year-old that appears with his gang of friends in *Sonic Adventure 2*," said Stuart Turner of Sega Europe. "This is the most complete Sonic game ever to appear on any console, with locations ranging from rainforests to the pyramids to outer space. It's also the first chance to play as the baddies!"

Another startling piece of Sonic news was revealed to us this month. A photo highlighting Sonic's recent charity work for Help A London Child caught him at a rather unexpected moment. The photo proves – in case you had any doubt – that Sonic is definitely a man 'hog and very much cocksure!

For more on *Sonic Adventure 2*, turn to the exclusive preview starting on page 36.

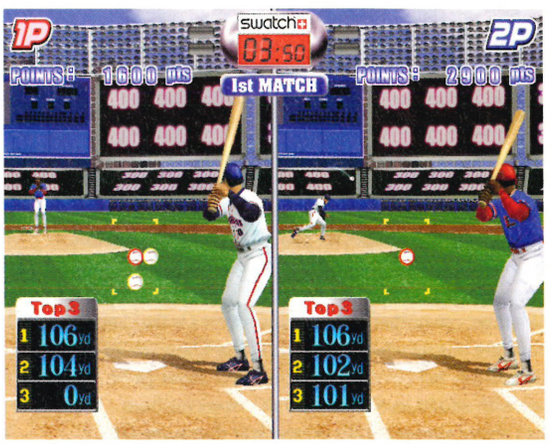
JAMMY DODGER

Sports Jam considered unfit for European consumption

EUROPEANS LOVE SPORT, RIGHT? Not according to Sega Europe, who have no plans to release the arcade title *Sports Jam* on these shores.

Sports Jam (Arcade Test, *ODM* #17) features short tests of skill taken from various popular sports such as football, tennis and golf, but "There are no plans to release this here," say Sega Europe.

On a lighter note, we've heard Sega are planning to release more titles from Visual Concepts, the makers of the excellent *NBA 2K* (*ODM* #5, 8/10) in the UK. One of these will definitely be the developers' puzzle adventure *Floigan Brothers*. There's also the possibility that *NBA* and *NFL* updates will make a European appearance. As soon as we hear any more we'll let you know.



△ The arcade version of *Sports Jam* is extremely popular.



△ *Gun Valkyrie* is now targeting Xbox.



△ Xbox is getting its own version of *Jet Set Radio*.



△ *Monkey Ball* may be heading to Gamecube.

SEGA'S PLATFORM ADVENTURES

Development for Xbox and Gamecube confirmed as Sega continue to spread it about

AFTER ALREADY REVEALING SOFTWARE support for Sony's PlayStation 2 (*ODM* #18), Sega used the spring Tokyo Game Show to confirm development plans for Microsoft's forthcoming Xbox console and Nintendo's Gamecube.

Sega announced that they currently have 11 titles scheduled to appear on Xbox. Four of these were confirmed at the show, including the Sega Saturn heavyweight *Panzer Dragoon*!

Other titles announced include a sequel to *Sega GT* (*ODM* #15, 5/10), an Xbox version of *Jet Set Radio* (*ODM* #14, 8/10) and *Gun Valkyrie*. This futuristic shooter was originally announced for Dreamcast last year at Sega's Première event (*ODM* #13). Unfortunately the Dreamcast version could now be doomed, although Sega have since commented that "the possibility of a [Dreamcast] port has not been ruled out."

The biggest shock for long-time Sega fans is the announcement of *Panzer Dragoon* for Xbox. Although never confirmed for Dreamcast, rumours of a sequel have been around since the Dreamcast was originally revealed. However, a statement from Sega and Microsoft at the show claiming "Xbox owners will be the first to return to the stunning world of *Panzer Dragoon*," indicates that Xbox won't be the only console to receive the title.

"We believe that Microsoft will be very successful with Xbox," said Peter Moore, president and COO of Sega America. "Our world-renowned development studios have been very impressed with the Xbox hardware and they are excited to bring new gaming experiences to consumers by utilising the platform's power."



As multi-platform developers, Sega have been equally impressed with another platform this month, confirming the company's interest in Nintendo's Gamecube.

Sega revealed that Sonic Team, AM2 and Amusement Vision have been working on software for Nintendo's forthcoming console since last autumn. The three teams have been responsible for some of Dreamcast's biggest hits, with *Sonic Adventure* (*ODM* #0, 9/10), *Phantasy Star Online* (*ODM* #17, 9/10) and *Shenmue* (*ODM* #14, 10/10) listed among their accomplishments.

"Sega really understands what Nintendo is about and where we're headed," said Hiroshi Yamauchi, president of Nintendo. "We've made progress in our relationship and Sega plans to aggressively support Gamecube and Game Boy Advance."

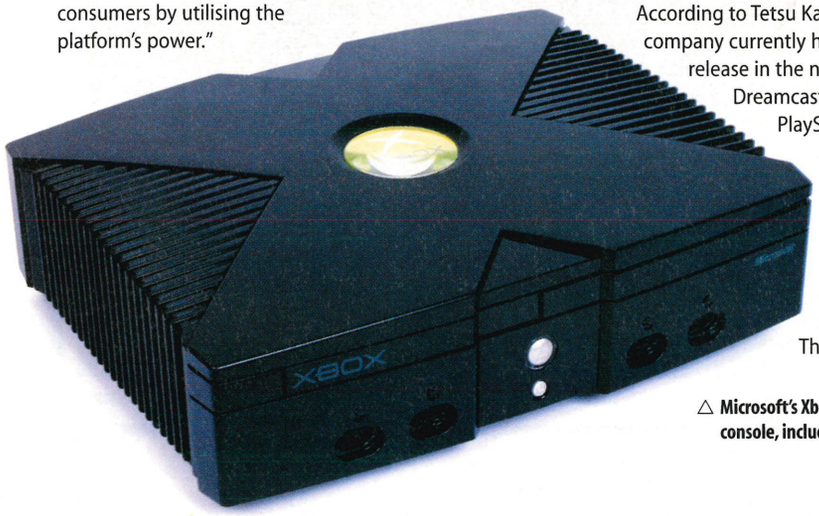
A statement from Sega Europe re-emphasises the decision to develop on these new platforms. "No other publisher comes close to Sega's software heritage across home and arcade platforms. The recent Xbox and Gamecube announcements show our true intentions of becoming the world's number one games publisher across all platforms.

"While we understand that some Dreamcast owners may be upset that we have decided to stop making hardware, we hope they understand that it was a very difficult decision. Sega had to pull out of the hardware business to concentrate on making great games. It is a necessary restructuring which will retain Sega's position as the major innovator within the interactive entertainment industry."

According to Tetsu Kayama, Sega Of Japan's COO, the company currently has 118 games in development for release in the next 12 months – 65 of these on Dreamcast. The remaining 63 are divided over PlayStation 2, Gamecube and Xbox.

According to Kayama, more titles will be announced very shortly.

All eyes will be on the E3 trade show in Los Angeles for the latest software announcements. We'll bring you full details in next month's *Official Dreamcast Magazine*, on sale Thursday 21 June.



△ Microsoft's Xbox: Sega have 11 titles planned for the console, including *Panzer Dragoon*!

GAMES NEWS



UNREALLY BAD NEWS

After claiming otherwise in last issue's preview (*ODM* #19), Infogrames have revealed that the forthcoming *Unreal Tournament* will be released without online play in Europe. "Due to circumstances beyond our control, circumstances that I am not at liberty to divulge, *Unreal Tournament* will no longer have online multiplayer capabilities," a spokesperson for Infogrames informed us. "The only remaining multiplayer aspect of the game will be two-to-four player split-screen." We'll have a full review of the finished product next month.

EAT, DRINK, SEGA

Sega have joined forces with Wacky Warehouse play areas nation-wide, allowing visitors to sample the latest Sega games weeks before they're available in the shops. All 96 branches of Wacky Warehouse will be home to Dreamcast pods playing the latest software. Sega have also entered into a partnership with Sports Café at their London, Birmingham and Cardiff sites. Sega's biggest titles will be launched at the cafes over the coming months and free gifts and merchandise will be given to customers.

MORE SUPER BOUTS

Capcom have revealed they're working on an update and sequel to *Capcom Vs SNK* (*ODM* #15, 8/10). The arcade update *Capcom Vs SNK: Millennium Fight 2000 Pro* introduces two more characters: SNK's Joe Higashi and Capcom's Dan Hibiki. Meanwhile, *Capcom Vs SNK 2* is expected to add both Joe and Dan, plus Yun from *Street Fighter III*, Haohmaru from *Samurai Showdown*, Kyosuke from *Rival Schools* and Athena from *King of Fighters*. There's no confirmed UK release date for either title yet.



LARA'S BOTTLED UP

Lucozade, the energy drink promoted by *Tomb Raider*'s Lara Croft, will receive a name change this summer to tie in with the release of the *Tomb Raider* movie. Bottles of 'Larazade' will feature a competition to win a visit to Lara's home, 'Croft Manor', and the chance to win one of five special edition Land Rovers, as featured in the movie.

PROPELLER LOSES HEAD

AM2's online aerial combat title *Propeller Head* has undergone a name change. Now dubbed *Propeller Arena*, the title will be playable at the American E3 trade show by the time you read this – we'll give you a full report next issue. We also expect to bring you confirmed details on Dreamkey 2.5 next month. We had hoped to bring you more info on the browser disc this month, but unfortunately Sega Europe have yet to finalise their plans for the update.

WATCH THIS! NEW MOVIES ON VHS



RED PLANET

OUT: MAY 28 • CERT: 15 • TO RENT

Earth's going kaput, so it's up to *The Matrix*'s Carrie-Anne Moss and her space-men to check out whether a terraforming project on Mars has been successful. Naturally it all goes pear-shaped. Val Kilmer and crew have to crash-land their escape shuttle, leaving them with no communication equipment. Even worse, their hyper-intelligent-gone-berserk exploration robot is stalking them. The script is cheesy, and, for once, much of the technical wizardry is actually based on that used in real Mars missions. *CE*



LITTLE NICKY

OUT NOW • CERT: 12 • TO RENT

When Satan postpones his retirement for another 10,000 years, two of his sons defect up to New York in disgust. In doing so, they've frozen the gates of hell. With no more damned souls to munch on, Satan starts to fall apart – literally. Which means that his third son, heavy-metal geek Nicky (Adam Sandler) must go get 'em. Trouble is, he's never been to Earth before. The man who out-nerds Mr Bean is back for another completely off-the-wall caper which, while not exactly side-splitting, is still top snigger fare. *CE*



NUTTY PROFESSOR II: THE KLUMPS

OUT NOW • CERT: 12 • £14.99

Prof Sherman Klump is all set to wed his sweetheart Denise, when up pops evil alter ego Buddy Love. While he uses Denise's dodgy DNA formula to try and extract Buddy from his system, Papa Klump borrows Sherman's youth potion to impress his missus. Disaster quickly prevails – including an incident with a giant randy hamster. Eddie Murphy once again exercises his excellent impressionist skills by playing the entire farting Klump family, while Janet Jackson stands downwind as the unwitting fiancée. *CE*

SHENMUE II UPDATE

SHEN-SATIONAL!

Another look at the eagerly anticipated *Shenmue II*. This month, Yu Suzuki shows off to the public



△ Ryo can get competitive without having to beat people up.

FOLLOWING LAST ISSUE'S report (*ODM* #19) on the gambling that will be present in *Shenmue II*, this month we've received proof with some mouth-watering screenshots of Ryo involved in an arm-wrestling contest and trying to make money by predicting what number dice will land on when thrown.

Yu Suzuki, head of AM2, was at Sega's April GameJam festival in Japan, to demonstrate some of the new features of the sequel to an attentive crowd. Suzuki confirmed that the small toys that can be collected in the original *Shenmue* could generate money by being sold to collectors. You can view the toys Ryo already has in a handy menu, with information also present of what figures are missing to complete a collection and how much it's worth.

The dart skills that you may have perfected in *Shenmue* can also be put to use in the sequel. Suzuki demonstrated this by guiding Ryo to a bar and challenging an Italian character to a quick round of darts.

Indeed, the sequel appears to be far more interactive than before. When talking to another character, you will be presented with choices of what to say and different topics of conversation. Sega claim that *Shenmue II* is four times the size of the original and contains over 1,000 individual characters that Ryo can meet.

It also seems that Ryo can die in the sequel. In a Quick Timer Event (QTE) that Yu Suzuki demonstrated, Ryo has to cross a series of narrow bridges. If you slip, you're given a chance to redeem yourself in another QTE. However, if you fail here, Ryo falls to his death. QTE's appear to be more complicated in *Shenmue II* and also much less forgiving.



If rumours are to be believed, *Shenmue II* is currently around 80 per cent complete. We asked Sega if they could confirm the figure. "It's there or thereabouts," said Stuart Turner, PR manager for Sega Europe. "There is however still a long way to go yet, but we're hopeful it will appear around Christmas time." Fingers crossed they keep to the plan.

For more news on *Shenmue II*, make sure you're back here in four weeks.



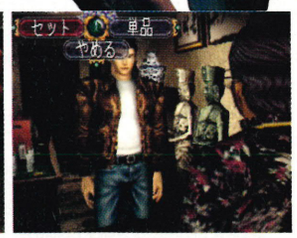
△ Button bashing, *Track & Field* style.



△ Take a gamble on the dice.



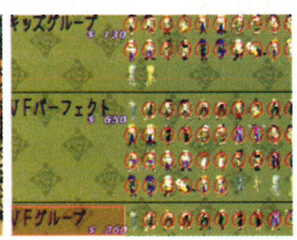
△ No more hand-outs from Ine-san!



△ "That day, when the snow…" Argh!



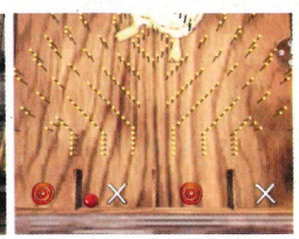
△ "Do you want to play a game?"



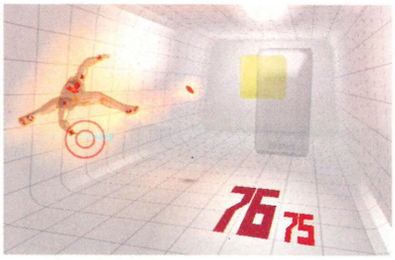
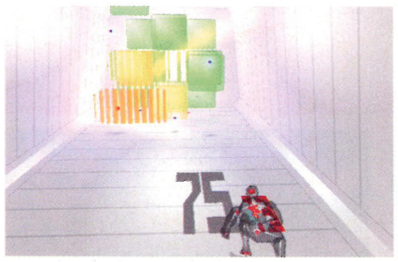
△ Sell your toys from *Shenmue*.



△ You can also complete your set.



△ Ryo tries to win those missing toys.

△ Simple but effective graphics give *Cosmic Smash* a unique look. Fans of *Tron* will love it.

SIMPLY SMASHING

It's *Virtua Tennis* in space! Arcade oddity heads to Dreamcast

DEVELOPERS SEGA ROSSO (formerly AM5) have confirmed that the experimental arcade title *Cosmic Smash* will be released on Dreamcast in the summer.

Playing like a cross between *Tetris* and squash, *Cosmic Smash* is a futuristic sports title where you must remove blocks from a cubed environment within the allotted time.

Blocks are removed when hit by a ball that is thrown at them from the base of the cube. The cubed arena allows you to bounce the ball off walls to reach the target, an element that is vital in later levels where you must negotiate moving barriers that protect the blocks.

A trick smash increases the destructive power of the ball, enabling you to complete the levels faster – removing blocks that usually require multiple hits to be removed – although using this method makes the remaining time decrease at a quicker rate.

Originally thought too obscure for release on console, the makers of *Sega Rally 2* (*ODM* #1, 8/10) and EA Sports' *NASCAR Arcade* (*ODM* #14) have since decided otherwise. Hopefully *Cosmic Smash* will receive a warmer welcome in homes than in the arcade.

Currently only scheduled for a Japanese release, we asked Sega Europe if there are any plans to release *Cosmic Smash* in Europe. "It's certainly a possibility," a Sega spokesperson told us. Watch this space.



△ Our Alex gets to grips with the arcade version.



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 STILL PLENTY of Dreamcast games in development, but which ones are getting you most excited? Let us know and courtesy of Sega, you could win a Visual Memory unit (worth around £19.99) for absolutely nothing.

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

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

There's no closing date as this is an on-going competition; with the winner drawn form the 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 *Star Wars Demolition*. For logistical reasons we can only accept votes by email.

This month's winner is Andrew Briffett from Stratford Upon Avon, Warwickshire. His top choice is *Headhunter*, followed by *Shenmue II*, *Black & White*, *Spider-Man* and *Commandos 2*. Thanks Andrew, 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 II (SEGA)

FIRST 24% | TOP 5 70% | ETA 2002

After toppling *Sonic Adventure 2* last issue, *Shenmue II* looks like it's settled in at the top of your Most Wanted chart. This title could be one of the last DC games to be released in the UK, so is there anything else that will claim the top spot?



2 (2) SONIC ADVENTURE 2 (SEGA)

FIRST 7% | TOP 5 28% | ETA JUNE

The sequel to Sonic's excellent adventure is shaping up extremely well, as you can see from our preview starting on page 36. The good guys will face off against evil, plus there's two-player head-to-head races and mini-games.



3 (6) HEADHUNTER (SEGA)

FIRST 4% | TOP 5 29% | ETA SEPT

Sega may have ceased production of DC consoles, but the big-budget software releases from the company continue to keep us excited. Here you get to play as a bike-riding bounty hunter exploring strange goings-on in California.



4 (8) CRAZY TAXI 2 (SEGA)

FIRST 5% | TOP 5 21% | ETA JULY

You know all about this one by now. It's on the cover, after all. The yellow peril is returning to Dreamcast this summer with a brand new city to terrorise as you drive customers to their destinations in the quickest way possible.



5 (4) HALF-LIFE (HAVAS)

FIRST 3% | TOP 5 25% | ETA JUNE

Half-Life is almost ready for release. But how long have we been saying that? Havas have repeatedly claimed the title is nearly ready for release and we're suckers for believing them. But this time we almost believe them... *almost*!



6 (3) BLACK & WHITE (SEGA)

FIRST 4% | TOP 5 22% | ETA AUG

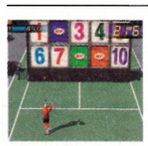
Things look grim for *Black & White* if rumours are to be believed. With the PC version on store shelves, many were expecting the DC port to follow hot on its heels. As the months tick by that looks increasingly unlikely.



7 (9) UNREAL TOURNAMENT (INFOGRAMES)

FIRST 5% | TOP 5 18% | ETA JUNE

The boasts of eight-player online deathmatches were too good to be true – the cost of setting up the servers is too high. Watch out for a review next issue to see if four-player split-screen fragging action is enough.



8 (10) VIRTUA TENNIS 2 (SEGA)

FIRST 2% | TOP 5 16% | ETA NOV

A sequel to one of the greatest sports sims ever, now with the added attraction of female tennis stars. Where do we sign up? Oh, and a quick request Sega, can we have diving shots while running backwards this time – please?



9 (-) CONFIDENTIAL MISSION (SEGA)

FIRST 2% | TOP 5 8% | ETA MAY

Nearly two years after the release of *HOTD2*, Sega have decided it's a good time to support the DC light-gun again – hooray! And as you can see from this month's cover disc and review (page 48), it's just as good as the arcade version.



10 (-) SPIDER-MAN (ACTIVISION)

FIRST 1% | TOP 5 9% | ETA JUNE

Marvel's webbed-wonder is heading heroically to our beloved console next month. Already a huge hit on PlayStation, the Dreamcast version should be just as big, boasting the same senses-shattering action.

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



CHARLIE'S ANGELS
OUT NOW • CERT: 15 • £19.99

In case you were living in a cave last year, this is one of the few '70s rehashes that actually worked. Über-babes Cameron Diaz, Lucy Liu and Drew Barrymore are the lip-smacking, hair-flicking, leg-kicking P.I.'s who, under the guidance of deputy boss Bill Murray, track down a kidnapped software whiz and his world-threatening secret software. Aside from stacks of high-tech gadgetry and bouncing boobs, there's also a blooper reel, five short features, deleted and extra long scenes and groovy music videos. Top stuff. *CE*



LOSER
OUT NOW • CERT: 12 • £19.99

American Pie's Jason Biggs plays a small-town sap who wins a scholarship to a New York college, gets trampled on by his vile rich-kid room-mates and falls in love with kindred spirit *American Beauty*'s Mena Suvari. But she only has eyes for her creepy lover – their literature professor. What's a boy to do? An entertaining rom-com with a mad soundtrack ranging from trash alt-rock to Simon & Garfunkel. There's also a wee behind-the-scenes feature, director and cast interviews and the music video to that not 'arf bad single *Teenage Dirtbag* by Wheatus. *CE*



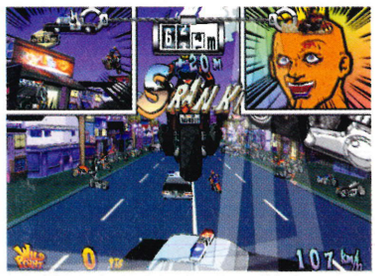
ROCKY SPECIAL EDITION
OUT: MAY 28 • CERT: PG • £19.99

The film that kick-started Sly Stallone's career celebrates its 25th anniversary. As well as the Oscar-winning movie, Sly talks about his pre-heavyweight days when he lived in a box and wrote the script in only three days, and helmer John G. Avildsen shows his 8mm footage of Sly and Carl Weathers practising fight sequences. There are tributes to Burgess Meredith, who played trainer Mickey, and James Crabe the cinematographer, plus audio commentaries and trailers. Aficionados can also go the full five rounds and get the *Rocky Anthology* – which includes this disc – for £59.99. *CE*

ARCADE TEST



△ When the chasing cops get close enough they appear in a pop-up panel.



△ Perform a stunt and the action is shown from multiple views – in real-time, of course.



△ Green markers indicate areas that you can slide under to evade the cops.

SOMETHING WILD

He fought the law and… he won. Now **ALEX HUHTALA** makes like Evel Knievel

TEAR THROUGH A CITY on a motorbike in an illegal street race while being chased by the cops. It's not the most original idea for a game ever, or the most cerebrally challenging, but who cares if it's fun?

Wild Riders is arcade crack, giving you a riotously good time, but making you thirsty for more. It looks and sounds fantastic, so it'll give your sensory skills a tease, too.

But surprisingly, it's initially quite disappointing. *Wild Riders* is one of the first titles to take advantage of Sega's new Naomi 2 arcade board, but your first impression will probably be 'so what?' You tell yourself, "This is Naomi 2, it should look better than this".

But take a closer look – dare we say it, the original Naomi board (effectively a Dreamcast) would have a hard time keeping up with this level of action.



△ On first impressions, *Wild Riders* is an anti-dimax. But persevere – it's worth it!

Wild Riders looks like *Crazy Taxi* (*ODM* #5, 9/10) crossed with *Jet Set Radio* (*ODM* #14, 8/10), two titles that Dreamcast threw at you with seemingly relative ease. Like *Jet Set*, *Wild Riders* has a cartoon style, but it's a comic-book look as opposed to *Jet Set*'s animé/graffiti inspiration. Then there's the city you hurtle through – similar to *Crazy Taxi*'s small yet varied recreation of San Francisco. *Wild Riders*' city is fictitious, but made up of distinct areas, including a brief homage to 8-bit classic *3D Deathchase* – you are on a bike after all.

The attract sequence indicates the comic book theme – an illustrator pencils the main characters, who are then brought magically to life. The unique look allows the Naomi 2 board to really show off its muscle – at key moments in the action, you're made to jump bridges or slide under police barricades. Comic book panels pop up in the corners of the screen, showing you multiple viewpoints of the set piece. It's a bit like a Jackie Chan movie, where his death-defying antics are shown multiple times from different angles – not for the sake of story but purely for spectacle. *Wild Riders* achieves the same feat. These pop-up panels don't stop your momentum – they're peripheral to the main action that is still in progress, plus it looks good.

But before you play, you must choose your character: Keith 'Blue Storm' Raven or Trish 'Speed Angel' Moon. One's a guy, the other's a girl, but there doesn't seem to be any real difference in their abilities. Maybe one can jump a bit further or go a little faster, but it's difficult to tell once you're caught up in the action.

At regular intervals you're asked to perform daring stunts. Push forward on the handlebars to make the bike slide along the floor, enabling you to duck under parked trucks, barricades, fallen trees and whatever else is thrown at you. Or pull back on the handlebars to jump over bridges, trains, or use a swimming pool springboard to launch yourself into the air.

These stunts increase the gap between you and the police. If the distance between you and the cops falls to zero, the game ends. There are no checkpoints or time extensions or even seconds remaining to reach the end of a level. There aren't levels either – just one large city with a goal to reach and nothing else. Keep a safe distance from the cops and you'll reach the end, no sweat.

However, miss a stunt, hit traffic or take a corner badly and the police will utilise your mistakes and hover about your tail. If the distance between you and the pack falls below ten metres it makes for some nail-biting moments, except you won't be able to bite your nails, as your hands will be firmly planted on the handlebars.

Wild Riders is a real arcade treat. It may not be initially appealing, or indeed difficult to complete, but play it – we think you'll like what's on offer.

WILD RIDERS
DEVELOPER: **WOW ENTERTAINMENT**
FORMAT: **NAOMI 2**
COST: **£1**
AVAILABILITY: **EVERYWHERE**

WORMS WORLD PARTY PRIZES TO BE WON!

Become lord of all vertebrates with our wriggliest competition yet

TO CELEBRATE THE RELEASE of *Worms World Party* (*ODM* #15, 8/10), Virgin are giving away a bundle of worm-related prizes, including worm farms, T-shirts and copies of the game, for ten lucky winners.

Worms World Party is a simple-looking but incredibly devious turn-based battle. You control a team of four worms and must use the wide array of weapons available to defeat your opponents who control their own wriggly weapon-clad worms.

What makes the action so unique and entertaining is the strong level of humour, with weapons you'd expect such as bazookas and machine-guns and some you wouldn't, including exploding sheep and gaseous skunks. It's currently one of the best multiplayer titles on the Dreamcast and, better still, it can be played online!

All you have to do to be in with a chance of winning a copy of *Worms World Party* and the other worm-related prizes, is answer the simple question below and send it along with your name, address and age on a postcard or the back of a sealed envelope, to: We Want Worms, *ODM*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.

The closing date for the competition is Friday 29 June, so don't delay.

JUST COMPLETE THIS POPULAR SAYING:
"THE EARLY BIRD CATCHES THE..."



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



△ It may look cute and simple, but it's also a very vicious game.



△ Another worm bites the dust... or is about to drown in this case.

WHATEVER HAPPENED TO... MAT HOFFMAN'S PRO BMX?

We discover the whereabouts of DC games that have seemingly disappeared without a trace. This month: tales of Hoffman...

LAST MENTIONED: ***ODM* #12**
ORIGINAL RELEASE DATE: **EARLY 2001**
RELEASE DATE: **SEPTEMBER 2001**

DESPITE REPORTS ON THE Internet to the contrary, we can reveal that *Mat Hoffman's Pro BMX* is still headed our way.

Excited? *Mat Hoffman's Pro BMX* should have fans of *Tony Hawk's Pro Skater 2* (*ODM* #15, 9/10) salivating. Designed using the same game engine as *Tony Hawk's*, *Mat Hoffman's* features one major change – BMX bikes instead of skateboards. Nearly everything else promises to be just as good as what made both *Tony Hawk* titles such fun.

Like Tony, Mat Hoffman is a legend in his field, the current and ten-time BMX World Champion and inventor of the majority of vert tricks seen today. He is the greatest vert-ramp rider in the history of the sport – a fact that is uncontested among his peers.

Joining him in his game are seven of the sport's hottest riders: Cory Nastazio, Simon Tabron, Dennis McCoy, Kevin Robinson, Rick Thorne, Mike 'Rooftop' Escamilla and Joe 'Butcher' Kowalski. Each of the riders chosen completed the 2000 season in the top ten in their fields, dirt stunt riding, vert and street respectively.

Mat Hoffman's Pro BMX is structured almost identically to *Tony Hawk's*, with a similar career mode where you must perfect tricks and complete challenges to unlock new courses and upgrade your bike and riders' abilities. There are also two-player H-O-R-S-E, Demolition Derby and Graffiti modes.

Activision, publishers of *Mat Hoffman's Pro BMX* have revealed that development is continuing on the title by announcing the soundtrack that will accompany the action. Outkast, Pennywise, Jurassic 5, Bad Brains, Fluke, B-52's and Stone Roses Vs Grooverider are among the bands featured.

"The team is still planning on releasing the game," said a spokesperson for Activision. "Our priority is currently the PlayStation version and to get that out first. The Dreamcast version is due in September."

Although we still haven't seen screenshots of a Dreamcast version, we've been told to expect them soon. Having sampled the PlayStation version, we certainly hope they materialise sooner rather than later.



△ Up above the streets and houses, Hoffman's flying high.

RELEASE DATES
MAY-JULY 2001



△ *Iron Aces*: chocks away!

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

MAY 25
Carrier (Xicat)
Charge 'N' Blast (Xicat)
Iron Aces (Xicat)

JUNE 1
Half-Life (Havas)
Coaster Works (Xicat)



△ *Conflict Zone*: fight for a copy!

JUNE 8
Championship Surfer (Learning Company)

JUNE 15
Dragon Riders (Ubi Soft)
Unreal Tournament (Infogrames)



△ *Sonic Adventure 2*: he's a-comin'!

JUNE 20
Outtrigger (Sega)

JUNE 23
Sonic Adventure 2 (Sega)

JULY
Cannon Spike (Virgin)
Soldier of Fortune (Ubi Soft)
Conflict Zone (Ubi Soft)
Crazy Taxi 2 (Sega)



△ *Crazy Taxi 2*: hold on tight!

THE PLAYLIST
ALEX HUHTALA PICKS HIS FAVOURITE TITLES FROM PREVIOUS ISSUES





1 TONY HAWK'S PRO SKATER 2
ACTIVISION • *ODM* #15, 9/10
I just get into a hypnotic trance when I play this. I love score attack games and this is the best around. Completing the many challenges is only the beginning, once you've unlocked everything you can concentrate on perfecting bigger scoring runs. Infinitely replayable.



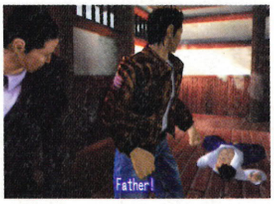
4 PHANTASY STAR ONLINE
SEGA • *ODM* #17, 9/10
If I had more time to play games, this would probably be top of my list. Unfortunately the real world is currently getting in the way of the phantasy one. When the dust settles, this will be the game Dreamcast is remembered for – make sure you don't wait to find that out.



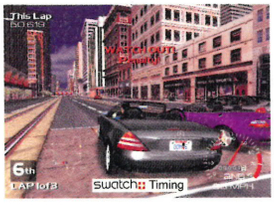
2 SAMBA DE AMIGO
SEGA • *ODM* #15, 8/10
Any game that can put a smile on your face no matter how many times you've played it has got to be good, right? This is that game. I've always liked maracas and I've always liked monkeys – who doesn't? It's almost like Sonic Team designed *Samba* especially for me – but then that's the genius of all their titles.



5 JET SET RADIO
SEGA • *ODM* #14, 8/10
Another Dreamcast gem. Ground-breaking graphics, great levels and music that totally gets you in the mood. The only sticking point is the trick element; you'll sometimes wrestle with the controls to perform them. However if the tricks were easier the action would be very short lived. Not perfect, but almost.



3 SHENMUE
SEGA • *ODM* #14, 10/10
"I see." *Shenmue* is all things to all people. Some love it – some hate it. I'm in the former camp. Technically it's a masterpiece, but when it comes to playing that becomes a side issue. You soon take the incredible sights and sounds for granted. Above all I had fun playing it and that's what gaming is all about.



6 METROPOLIS STREET RACER
SEGA • *ODM* #12, 9/10
Racing around three famous cities in flash cars is almost enough by itself, but *MSR* doesn't stop there. You're constantly racing against yourself, setting targets, pushing both you and the car on the track to the limits. Every other racer you've played is practice for this main event.

THE ChartTrack TOP TWENTY
ELSPA

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(-)	SKIES OF ARCADIA	SEGA	8/10	19
2	(1)	HOUSE OF THE DEAD 2	SEGA	9/10	1
3	(2)	SONIC ADVENTURE	SEGA	9/10	0
4	(3)	FIGHTING FORCE 2	EIDOS	3/10	4
5	(9)	QUAKE III ARENA	SEGA	9/10	14
6	(4)	PHANTASY STAR ONLINE	SEGA	9/10	17
7	(12)	WALT DISNEY WORLD QUEST: MRT	EIDOS	5/10	12
8	(5)	THE NOMAD SOUL	EIDOS	5/10	7
9	(8)	TRICKSTYLE	ACCLAIM	7/10	1
10	(7)	METROPOLIS STREET RACER	SEGA	9/10	12
11	(20)	VIRTUA TENNIS	SEGA	9/10	12
12	(10)	JEREMY McGRATH SUPERCROSS 2000	ACCLAIM	3/10	15
13	(6)	TOY RACER	SEGA	6/10	17
14	(18)	SHADOW MAN	ACCLAIM	6/10	3
15	(14)	RE-VOLT	ACCLAIM	7/10	3
16	(11)	POWER STONE 2	EIDOS	7/10	13
17	(17)	SWORD OF THE BERSERK: GUTS' RAGE	EIDOS	5/10	10
18	(15)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
19	(-)	READY 2 RUMBLE BOXING: ROUND 2	SEGA	8/10	14
20	(-)	WORMS WORLD PARTY	VIRGIN	8/10	15

UK sales for week ending 28th April 2001. Compiled by Chart Track © ELSPA 2001



△ *Skies of Arcadia*: lots of budding air pirates out there!

CHART ANALYSIS

***SKIES OF ARCADIA* SAILS** straight to the top, while *Worms World Party* struggles to make it to the top 20. One is an eagerly awaited title that delivers on its promise. The other is a title that we've had to wait and wait and wait for. Do delays affect sales? Draw your own conclusions.

If *Worms World Party* fails to rise above its current position we'd be surprised. After all, it's one of our recommended titles (page 92).

We'd also be surprised if it fails to sell more, due to the evidence that you still want new games for your DC. What else could explain the sudden resurgence in the chart of such dire titles? Stores may be selling them off cheap, but there are far better titles you could spend your money on. *Fighting Force 2* should never be allowed in the top 10 again, you hear?

WIN SIGNED COPIES OF WWF ROYAL RUMBLE

What's better than a freebie? How about if it's signed by Trish Stratus?

BEING THE GENEROUS PEOPLE that they are, THQ have given us three copies of *WWF Royal Rumble* (*ODM* #12, 7/10) and T-shirts to give away to lucky readers.

And the best bit is they're signed by none other than the hottest WWF Diva around, Trish 'The Dish' Stratus. On a recent promotional tour of the UK, in-between long bouts of interviews and sightseeing, THQ got Trish to autograph the items, and now we're giving you the chance to win them.



QUESTION:
Which two wrestlers did Trish Stratus manage to form the tag-team T&A?

WWF Royal Rumble is by far the best wrestling title available on the Dreamcast, featuring 21 of the hottest stars from the WWF causing a riot of arcade action. Four players can compete, with up to nine wrestlers in the ring at once. If you couldn't already guess from the title, you get to compete in the WWF's famous Royal Rumble event, where 30 wrestlers battle it out until only one is left standing.

All you have to do to be in with a chance of winning a Trish Stratus signed copy of *WWF Royal Rumble* and T-shirt, is answer the simple question on the left and send it along with your name, address and age on a postcard or the back of a sealed envelope, to: Dish the Trish, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.

The closing date for the competition is Friday 29 June, so don't delay.

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



△ *WWW Royal Rumble*: **fancy a free copy that's been caressed by the lovely Trish herself?**

NEXT MONTH REVIEWED!



SONIC ADVENTURE 2

We'll be celebrating Sonic's tenth anniversary with an enormous review of his latest Dreamcast adventure. And bread and milk flavoured ice cream.



CRAZY TAXI 2

After this month's cover feature, you're no doubt gagging to find out just what the finished game is like. We'll have the definitive review next issue.

ALSO REVIEWED SPIDER-MAN, ALONE IN THE DARK, UNREAL TOURNAMENT, EVIL DEAD: HAIL TO THE KING, OUTTRIGGER, MAYBE EVEN HALF-LIFE! PLUS HEADHUNTER, A HANDS-ON PREVIEW OF SEGA'S LATEST BLOCKBUSTER

OFFICIAL DREAMCAST MAGAZINE JULY ISSUE ON SALE THURSDAY 21 JUNE 2001

DON'T MISS IT!

SCOFF THIS! CHOCOLATE BISCUITS



CHOCOLATE SQUARES

BN • 69p

In France the biscuit reigns supreme, with hundreds of obscure types and flavours. Occasionally a few sneak over, much like these from BN with their happy, chocolatey face and monstrous synthetic taste, which is all the more sinister for actually being quite nice once you've had a few. As it says on the tin: 'chocolate flavour', not 'chocolate'... *DT*



CHOCOLATE DIGESTIVES

McVITIES • 59p

Fancy new packaging notwithstanding, McVities have wisely left this veteran biscuit well alone. Always a favourite, although opinion is divided between plain and milk chocolate. It's a simple matter of taste; plain chocolate means you have some, whereas milk chocolate, well, it's just not classy is it...? Not that we're chocolate snobs or anything. *DT*



TASTE THE DIFFERENCE COOKIES

SAINSBURY'S • 69p

Competitively priced considering the promises of biscuit nirvana on the pack, Sainsbury's range means there's always a cookie with your name on it. We went for the chocolate chunk and hazelnut variety and mighty fine they were too. Concerns about style over content were forgotten and the time on the stopwatch confirmed they disappeared the fastest. *DT*

INSPECT-A-GADGET

A joystick for your mobile, a hangover cure to rival the traditional fry-up, and a posh digital camera are among this month's technological trailblazers

FUJI FINEPIX 6800 ZOOM



Fuji have been making something of a name for themselves with their digital cameras, stealing a march on some of the traditional kings of the camera world along the way. Continuing the theme is their latest FinePix, which comes in a *de rigeur* shiny metal casing that's packed with all the latest goodies. The 3x zoom lens (equivalent to 36-108mm on a conventional 35mm camera) and handy USB cradle ensure that taking and downloading quality digital pictures is as simple and fuss-free as possible. It's not cheap, but you get what you pay for and it's plenty for most needs.

Price: £700 approx **Contact:** Fuji **Tel:** 020 7586 1477
Web: home.fujifilm.com/products/digital

HANGOVER BAG



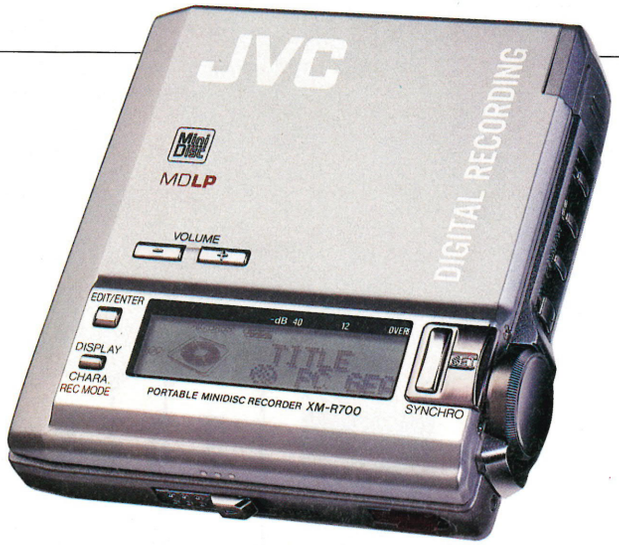
Your mother may have told you not to drink to excess, but even the most saintly of us strays from the righteous path every now and then. Alright, every weekend... However often you go out to sink a few, it'll catch up with you eventually, and that's where this device comes in handy. Fill it with ice cold water to mop that fevered brow and you'll be as right as rain in no time. That's what it says here anyway, although if it's a toss-up between putting this on your head and scoffing a bacon and egg bap, the edible cure still wins hands down.

Price: £9.95 **Contact:** Iwantoneofthose
Tel: 0870 241 1066 **Web:** www.iwantoneofthose.com

SAMSUNG SP-2450

Not everyone can afford the space or cost of a fancy separates hi-fi – a fact that Samsung have cannily picked up on with this very neat portable. On its own it's a stylish CD player and radio, but the really good feature is the detachable MP3 player which pops out of the top. This makes copying across tunes for the day a doddle and you can also connect it up to a PC to make full use of MP3's abilities. It's not going to blow you away with its musical abilities, but as an everyday machine it's a brilliant idea well executed at a reasonable price.

Price: £400 **Contact:** Samsung **Tel:** 0800 521652
Web: www.samsung.com



JVC XM-R700

In something of a fightback against spangly new formats like MP3, JVC have managed to eke a little more out of the humble MiniDisc. By compressing the signal you can store 320 minutes of music on a standard MiniDisc without losing too much in the way of quality. Alternatively, you can stick to the conventional rate for maximum clarity. It's a slinky-looking little machine too and, while expensive, opens up the possibilities for MiniDisc. It's still a pain in the arse to write all those track names in though...

Price: £250 approx **Contact:** JVC
Tel: 0870 330 5000



SNAKEBITE

If you're a competitive dad-type or you just want to show off your *Snake* high scores to 'amused' friends, then this could be the very thing for you. Currently fitting Nokia 3210 phones (more on the way to fit other models), this little joystick slides over the keypad and makes playing *Snake* a doddle. You'll soon be racking up the scores like never before and the handy snap fit means you can whip it off the phone before stunning people with how good you are at this most simple of games. Expect girls to swoon.

Price: £7.95 **Contact:** Woolworths, Vodafone, Carphone Warehouse and others **Web:** www.ismo.co.uk



PHOTOGRAPHY: FOTO THEME

C'MON, JOIN OUR CONVOY

ODM TAKES TO THE HIGHWAY TO SAMPLE OPINION ON *18 WHEELER AMERICAN PRO TRUCKER*. **DAN TRENT** REPORTS



RAY, 31
WAGON DRIVER

WHERE ARE YOU TRAVELLING FROM AND TO?
Bolton to Southampton.
WHAT DID YOU THINK OF *18 WHEELER*?
I like wagon driving and driving games...
BEST THING ABOUT IT?
The graphics are brilliant.
BEST SNACK TO KEEP YOU TRUCKING?
Er, chocolate! Not Yorkie though, Galaxy.
AND WHAT ABOUT TUNES?
Radio 1, all the way!



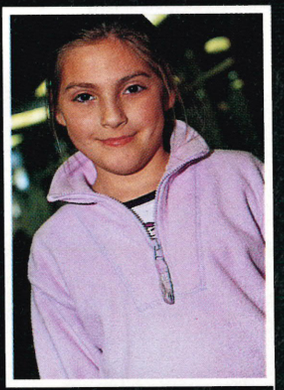
JASON, 32
ARTIC DRIVER

WHERE ARE YOU TRAVELLING FROM AND TO?
Derby to Southampton.
WHAT DID YOU THINK OF *18 WHEELER*?
It's challenging! Very hard.
BEST THING ABOUT IT?
The graphics are good, really nice.
BEST SNACK TO KEEP YOU TRUCKING?
Yorkie, of course!
AND WHAT ABOUT TUNES?
Eighties stuff.



SAM, 8
AT SCHOOL

WHERE ARE YOU TRAVELLING FROM AND TO?
Bolton to my mum's in Caterham.
WHAT DID YOU THINK OF *18 WHEELER*?
I think it's very good.
BEST THING ABOUT IT?
I liked bashing into the cars!
BEST SNACK TO KEEP YOU TRUCKING?
Chocolate! Lots...
AND WHAT ABOUT TUNES?
Er... Abba or something.



SOPHIE, 9
AT SCHOOL

WHERE ARE YOU TRAVELLING FROM AND TO?
Bolton to Caterham.
WHAT DID YOU THINK OF *18 WHEELER*?
I liked it, I like driving games.
BEST THING ABOUT IT?
I liked racing the other trucker.
BEST SNACK TO KEEP YOU TRUCKING?
Any kind of chocolate. I'm a chocoholic.
AND WHAT ABOUT TUNES?
S Club 7.

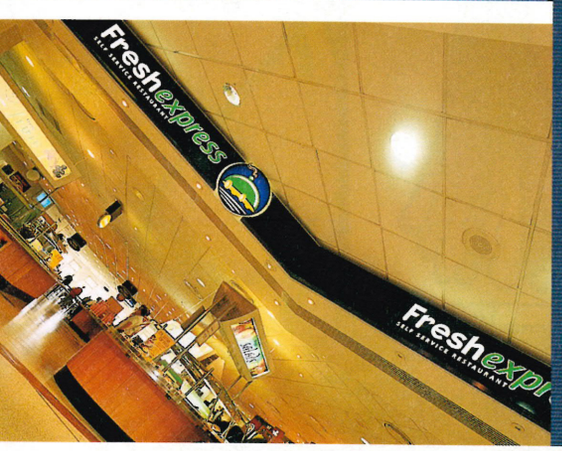


RICHARD, 20
STUDENT

WHERE ARE YOU TRAVELLING FROM AND TO?
Birmingham to Portsmouth. Back to school!
WHAT DID YOU THINK OF *18 WHEELER*?
Seems alright, it's an interesting concept.
BEST THING ABOUT IT?
It's totally different.
BEST SNACK TO KEEP YOU TRUCKING?
KitKat Chunky.
AND WHAT ABOUT TUNES?
Stereophonics.







18 WHEELER APT









THE GIGANTIC STEERING WHEEL and satisfyingly loud airhorn have ensured *18 Wheeler American Pro Trucker*'s popularity in the arcades and, as you no doubt are aware, the Dreamcast version is out this month (see page 52 for a full review). While the racing element is obviously a big part of the game – and real-life trucking if our journey up the M6 was anything to go by – there are also the parking challenges and other tests of articulated driving skill. "Wouldn't it be great to get some real truckers having a go?" we thought. So we packed up our demo unit and headed for a gen-u-ine greasy-spoon transport caff where we thought we would be sure to find some real-world experts.

But fate was against us; as we quickly discovered, trucker's caffs are strange places with extremely moody owners (or at least the ones we visited were) and we were firmly told that we weren't setting our pod up for love nor money. It was real "You ain't from round here, boy" stuff, but undeterred we headed for a more mainstream service station where we found a warmer welcome and plenty of takers ready to demonstrate their rig driving skills for us.

The long-abandoned online mode was missed by a few but people were soon piloting the giant rigs around with considerable aplomb and a few respondents claimed a new found respect for the skills of the real-world truckers out there, especially when it came to the reversing challenges.



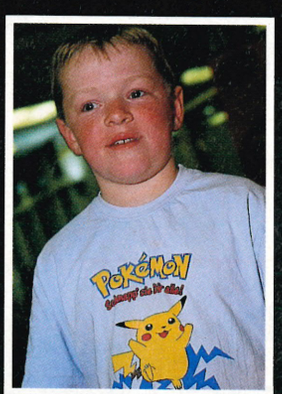
SAM, 21
STUDENT

WHERE YOU ARE TRAVELLING FROM AND TO?
To uni in Portsmouth from Birmingham.
WHAT DID YOU THINK OF *18 WHEELER*?
The trucks are too slow! I prefer fast cars.
BEST THING ABOUT IT?
I like all the stuff on the dashboard.
BEST SNACK TO KEEP YOU TRUCKING?
A big hotdog.
AND WHAT ABOUT TUNES?
Something loud!



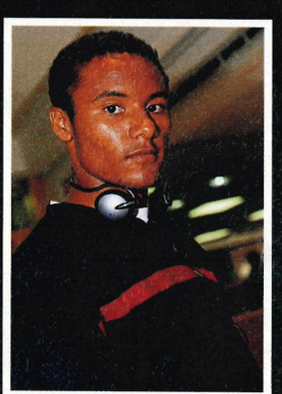
BRIAN, 20
WORKS IN INSURANCE

WHERE ARE YOU TRAVELLING FROM AND TO?
Banbury to Woking.
WHAT DID YOU THINK OF *18 WHEELER*?
Good, not bad at all.
BEST THING ABOUT IT?
The handling was nice and easy to pick up.
BEST SNACK TO KEEP YOU TRUCKING?
Fruit pastilles.
AND WHAT ABOUT TUNES?
Placebo, I think...



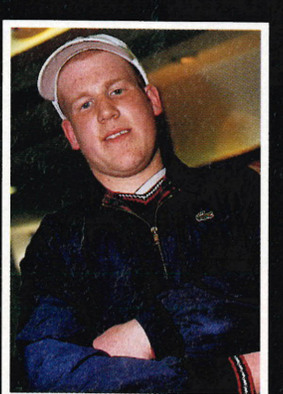
JOHN, 9
AT SCHOOL

WHERE ARE YOU TRAVELLING FROM AND TO?
Oxford to Preston, I've been on holiday.
WHAT DID YOU THINK OF *18 WHEELER*?
It's fun!
BEST THING ABOUT IT?
I like smashing into stuff!
BEST SNACK TO KEEP YOU TRUCKING?
Chocolate... Galaxy, I think.
AND WHAT ABOUT TUNES?
Just the radio I think.



KENTON, 15
STUDENT

WHERE ARE YOU TRAVELLING FROM AND TO?
Nassau [in Egypt!] to Prestwich.
WHAT DID YOU THINK OF *18 WHEELER*?
I've seen nothing like it before!
BEST THING ABOUT IT?
The parking challenges are really cool.
BEST SNACK TO KEEP YOU TRUCKING?
Something greasy!
AND WHAT ABOUT TUNES?
Rap or reggae.



PAUL, 21
ENGINEER

WHERE ARE YOU TRAVELLING FROM AND TO?
London to Birmingham.
WHAT DID YOU THINK OF *18 WHEELER*?
Quality game!
BEST THING ABOUT IT?
Crashing into everything!
BEST SNACK TO KEEP YOU TRUCKING?
A burger I reckon.
AND WHAT ABOUT TUNES?
Heavy metal!

PHOTOGRAPHY: DAN TRENT


INKY
OCTOPUSS
CARPAINT



Dan The Automator (left) with hip hop legend Prince Paul.

AUTOMATOR FOR THE PEOPLE

GORILLAZ STUDIO GENIUS **DAN THE AUTOMATOR** HAS ALSO TURNED HIS MUSICAL TALENTS TO *SPACE CHANNEL 5*. DAN TRENT TUNES IN

AS A PRODUCER AND remixer, Dan 'The Automator' Nakamura's CV is nothing if not diverse. Best known currently for his work with Blur's Damon Albarn on the 'fictional' band Gorillaz, he's worked alongside hip hop legend Prince Paul and trashy punk bluesmen The Jon Spencer Blues Explosion among others. Currently in the studio with Rage Against The Machine's ex-frontman Zack De La Rocha, he took time out to talk to us about his passion for all things Dreamcast-related and another of his projects – remixing Ulala's *Space Channel 5* theme tune.

So why *Space Channel 5*? "Tommy Boy [the hip hop label] had acquired the project," says Dan. "So they offered it to me because I'm a big Dreamcast fan – this is my big pitch for anyone to send me free stuff by the way – and I liked the idea." With so many projects and side projects on the go, choosing can be a difficult process. For Dan, it's all a question of priority. "I work on projects that interest me," he says. "I want to work with people who I enjoy being around and have good creative ideas and imaginations."

Hence Gorillaz and working alongside Damon Albarn, Dan's highest profile work since the Handsome Boy Modelling School album he recorded with Prince Paul, and a record which has opened many doors. "I hope to be able to take my sound into new avenues as the Gorillaz have exposed it to new people," explains Dan. "The band is unique and because of this, we – that is Damon and myself – can try new things and take new chances." To that end the game plan seems to be to keep it varied, something which has served him well up to this point. "I've been around the world," he says, "and my various adventures have given me different views on music and life. My future projects will hopefully reflect what I've learned."

Worryingly, considering his chosen profession, Dan claims his lack of rhythm has hampered his efforts at actually playing *Space Channel 5*, although not his enthusiasm. "It's really good fun, except for the fact that I lack the proper timing and/or co-ordination to be any good at it!" he claims. "I think *Crazy Taxi* is the best videogame I've played in years, though. I used to go to the arcade to play it and I bought my Dreamcast for that." *Shenmue* also gets the Automator seal of approval. "It is just incredible in the technological sense. I don't have the opportunity to play all the time, so I'm not getting any better at it, but that's all part of the fun."

• The Gorillaz album (called *Gorillaz*) is out now on Parlophone.

ARTWORK: JAMIE HEWLETT BY KIND PERMISSION R&P



△ The military are out to get Sonic – but why?



△ Eggman and Tails having a two-player shoot-out.



△ Sonic uses stretchy jungle vines as bungee ropes!



△ The hero of our story, Sonic the Hedgehog, at the end of his first stage. In the full game he has to defeat a robotic boss here.

SONIC ADVENTURE 2

A certain hyperactive hedgehog is planning to take over the world next month. **ED LOMAS** takes an exclusive look at his invasion plans

THE LOWDOWN

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

WHAT'S THE BIG DEAL?

- The follow-up to the biggest Dreamcast game yet
- Much, much bigger than the original
- Two-player head-to-head modes
- It's fast. Darned fast!

IT'S BEEN ALMOST TEN years since Sonic the Hedgehog first rolled on to the scene. In that time he's starred in some of the most popular videogames of all time, and become the world-famous mascot for his parent company, Sega. And, with his first Dreamcast title, *Sonic Adventure* (*ODM* #0, 9/10), being the best-selling game yet released on the console, anticipation of the top-secret sequel is reaching fever pitch.

Part of the reason so little has been revealed of *Sonic Adventure 2* yet is that it's set for release all across the world on the same day – Saturday 23 June, Sonic's tenth birthday. Gamers in Japan, so often treated to information on big games long before we are in the UK, are in exactly the same boat as us – they've seen practically nothing. Until now, that is, as *Official Dreamcast Magazine* were recently treated to a world-exclusive playtest of the near-finished game.

The first thing to know about *Sonic Adventure 2* is that it's all about light and dark, good and evil, yin and yang. "The initial, and most striking positive change," Mat Quaeck, European Product Manager at Sega told us, "is the two game modes, Hero and Dark, which lend themselves to a more intriguing storyline and a longer, more exciting game-playing experience."

When you start a single-player game you'll be given this choice – do you go for Hero, and be the good guy, or Dark, and be *baaaad*? Each choice will follow the antics of three main characters, showing how all their paths cross, and

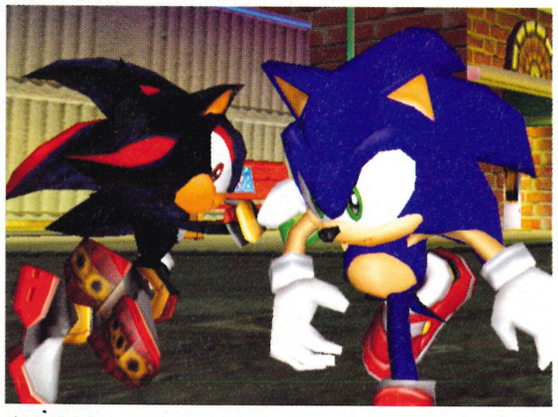




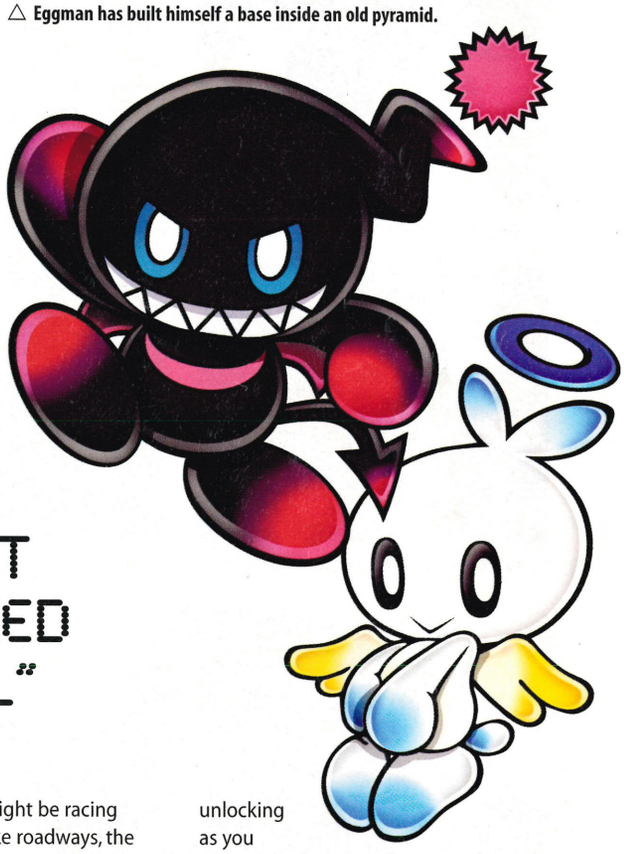
△ Hit the robotic Chao and they'll give you a handy bit of advice.



△ Eggman has built himself a base inside an old pyramid.



△ Sonic's first encounter with his new nemesis, Shadow.





"IT'S SET TO BE A LOT MORE ACTION-PACKED THAN THE ORIGINAL"

how they all have corresponding opposites on the other side. Knuckles, for example, has a rival in the form of Rouge, a female bat (the flying kind…) who has a passion for stealing gems – particularly the Master Emerald, of which Knuckles is the guardian. Miles 'Tails' Prower, with his home-made transforming biplane, is the sworn enemy of Dr Eggman who, in one of his own robotic contraptions, is out to track down and capture one of his grandfather's top secret experiments-gone-walkabout. This genetic creation is a hedgehog which calls itself 'The Ultimate Lifeform', known to us as Shadow, who is out to avenge the death of his creator's beloved niece.

Story-wise it's a big departure from *Sonic* games' usual 'save the bunnies and collect rings' theme, but the action is just as fast-paced and thrilling as ever. In fact, it's set to be a whole lot more action-packed than the original *Sonic Adventure*, as all of the slow-moving exploration stages have been dropped for the sequel.

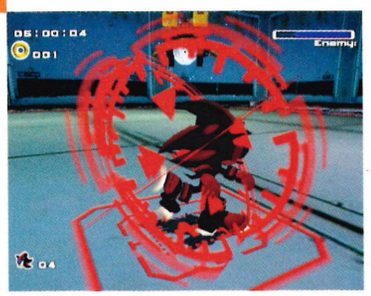
"It's nice to see that this game's done away with the adventure parts of the first *Sonic Adventure*," Mat explained, "with all levels now divided up into action stages for a more thrilling adventure." Depending on whether you play the Hero or Dark game, you'll work through a series of all-out action stages, automatically taking control of a different character depending on the next level.

One minute you might be racing along rollercoaster-like roadways, the next searching for buried treasure in the desert, then invading a heavily guarded prison in a gun-toting robot suit. This means more variety as you play through the game, plus it leads to a more engaging storyline. There are going to be a lot more action stages to play through than in the original *Sonic Adventure* as well, immediately making the game far bigger. But, on top of providing more levels than before, developers Sonic Team are also adding lots to keep you coming back again and again.

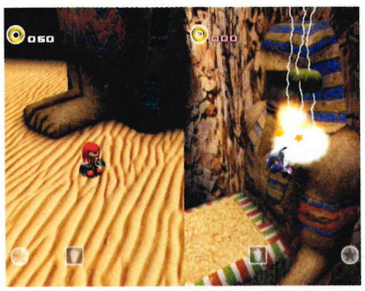
BACK ONCE AGAIN

As with the first *Sonic Adventure*, you'll be able to re-play any of the action stages you've already completed in the main story mode. Each one of these action stages will have five different missions to complete in order, each one unlocking as you complete the one before it. For example, the first time you play on Sonic's first level, Highway Escape, your mission will simply be to make it to the end in one piece. But then choose to play the second mission and you'll be told to get a hundred rings. Collect those in a quick enough time to get a good ranking, and you'll be able to try a third mission where you have to search for a cute little Chao hidden somewhere in the level. And so on. With five of these missions on each action stage for all of the characters, as well as a number of different rankings available depending on how well you do, there's definitely going to be a lot of scope for replaying every part of the game.

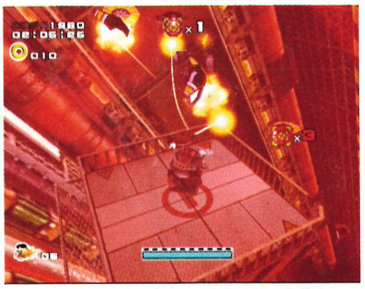
The fun 'virtual pet' aspect of *Sonic Adventure* is also returning, with a lot more substance than it had before. ▷



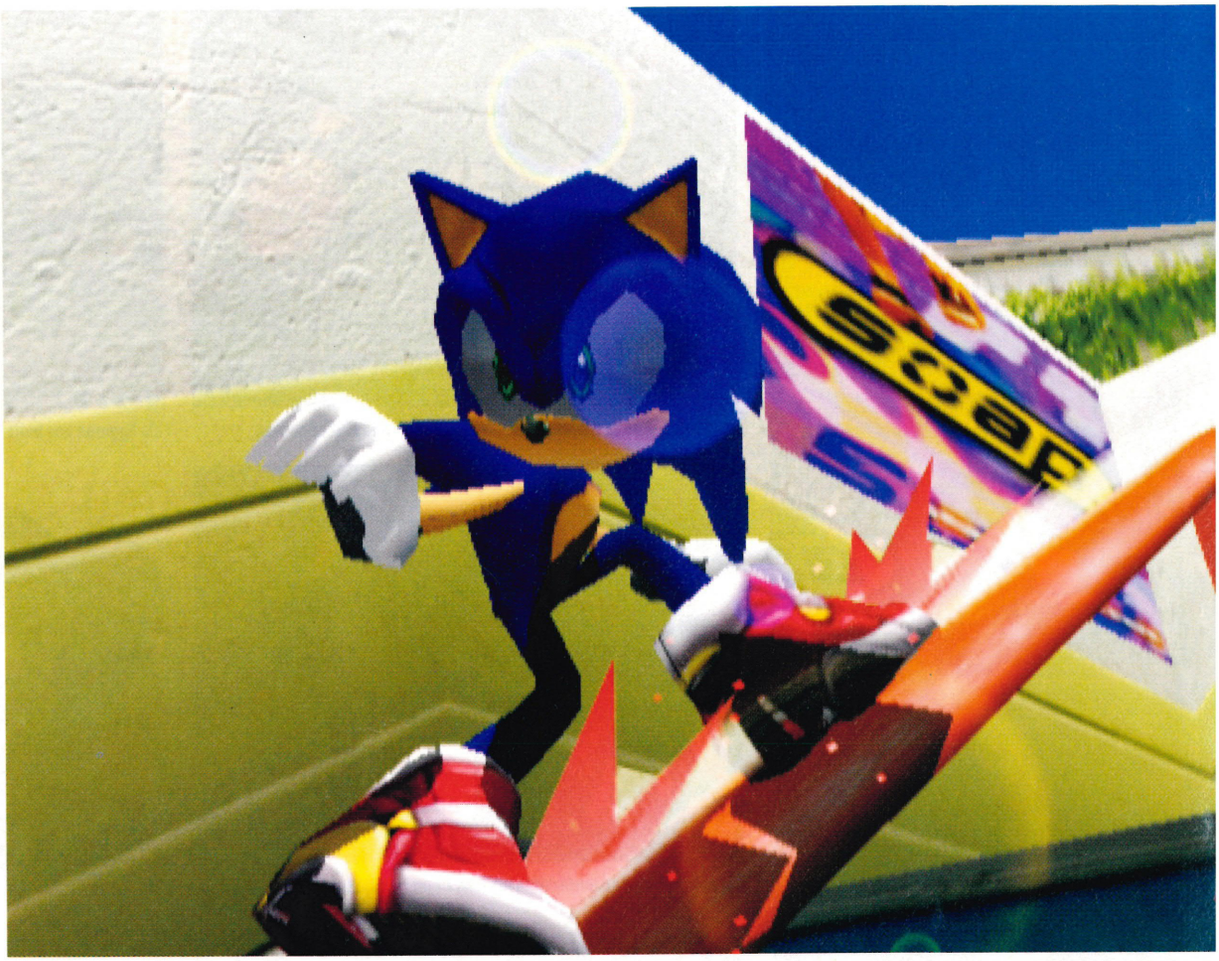
△ Shadow starts the game fighting a boss.



△ Knuckles and Rouge racing to the emeralds.



△ Eggman's lock-on laser is just like E-102's.



△ Setting an extremely bad example to impressionable kids, Sonic slides down railings wearing his new Soap brand trainers. It'll all end in tears.



▷ If you can manage to collect the Chao Key hidden in a level, you'll be able to visit the all-new Chao Garden when you finish the stage. Here's where you'll get to raise and look after Chao, feeding them fruit from the trees, playing with them, and changing their appearance by cross-breeding them with little animals found hidden around the action stages.

By also improving their abilities with glowing coloured rods found in defeated enemies, and their personalities with the amount of love and attention you give them, they'll evolve into completely different types of Chao. Fitting in with the light and dark theme of the game, you'll be able to raise both good and evil Chao depending on the type of care you give them. And as before, Chao can be saved into Visual Memory units and looked after outside of the Dreamcast in their own little portable game, unsurprisingly called *Chao Adventure 2*.

BAD IS GOOD

But, exciting as these improvements are to the thousands of *Sonic Adventure* fans around the world, they're not what's going to have normal people most interested. "If there are people who didn't like the first game, then they'll be encouraged to learn that there are plenty of improvements in both depth and variety of gameplay to keep them thrilled for hours," Mat Quaeck told us. "And the fact that you can play an evil Sonic – Shadow – is intriguing enough for even the most casual of gamer."

Although Sonic has faced a few pretenders to his Hedgehog throne before, there's never been anyone quite so powerful as Shadow. With red and black spines, cool running animation where he seems to effortlessly skate across the ground, and a brilliant evil voice, there's a pretty good chance he'll end up being even more popular than Sonic himself. As well as using the Chaos' Emeralds as his source of power, he has all of Sonic's abilities and an equally smart (if not smarter) pair of shoes. Both rivals will be seen wearing trainers from real-life American shoe brand Soap, complete with the trademark solid plastic arch on the underside to allow them to grind along railings and other pieces of scenery with ease.

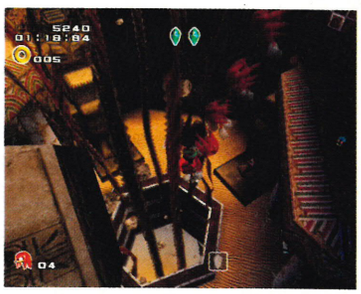
As you'll have seen if you've played the one-level demo included with *Phantasy Star Online* (*ODM* #17, 9/10), this comes into play quite often, allowing you to grind your way to new areas, pick up extra rings and bonuses, and also look extremely darned cool. Developed by Japanese Sonic Team members based in San Francisco, there's a very funky skate-style feel to all of *Sonic Adventure 2*, something that Mat feels has come from the different working environment.

"I'm sure being based in California has influenced certain aspects of the game, like the choice of music and voice-over artists, for example," he said. "But the team have endeavoured to create a game that, naturally, has worldwide appeal."

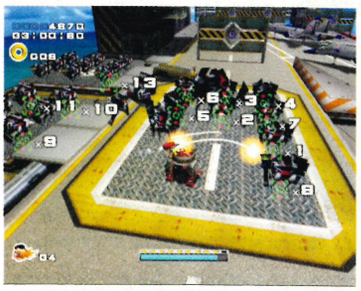




△ Shadow flying through the air high above the city. Just look at the amount of detail in the level – there's even a *NiGHTS* building!



△ Knuckles performing his Drill Dash move.



△ Eggman surrounded by attack robots.



△ Shadow being bombed by the military!

"THERE'S A VERY FUNKY SKATE-STYLE FEEL TO ALL OF *SONIC ADVENTURE 2*"

In the special issue of *Official Dreamcast Magazine* (*ODM* #0), Charlie Brooker wrote of the original *Sonic Adventure*: "One day all games will look this good, but right now only this does." In its day – way back in October 1999 – it really was one of the best-looking titles ever seen, but is starting to show its age a bit now. *Sonic Adventure 2*'s graphics, however, are set to improve on the original's in every area. For a start, all of the main characters have been given a makeover, and now look a lot smarter than before. As well as being constructed of many more polygons so they're less 'blocky', they also have vastly improved animations. In the story sequences between levels, characters will actually look as though they're having conversations with one another, rather than just standing there tapping their feet.

You're not likely to see huge chunks of scenery suddenly popping into view as they often do in the first *Sonic Adventure* either – the levels now stretch as far as the eye can see into the distance. Smaller touches such as the characters casting realistic shadows only add to the solid feel of the graphics, something you'll really notice when you come to play the game.

SPLIT PERSONALITY

The graphics even manage to look good in the all-new split-screen multiplayer mode, where you and a friend can go head-to-head on a number of stages. One will play as the Hero side, one as the Dark side, with three main game styles from which to choose – Sonic vs Shadow in a flat-out race to the finish, Knuckles and Rouge trying to find hidden Emeralds first, or Tails vs Eggman in an arena-based robot shoot-out. Each one has a number of special power-ups available to each player, such as the ability to freeze your opponent, jumble up their controls, or have the enemy attacked by their own personal bad guy. There will even be a two-player kart racing bonus game to earn, but we're not going away to give too much about that right now…

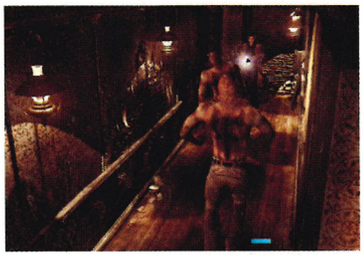
As well as being able to compete against friends directly in these head-to-head games, *Sonic Adventure 2* is also going to have a number of online functions. "The plan is to have a worldwide ranking board," Mat told us, "where you'll be able to challenge certain aspects of all stages – time attack, score attack, and so on." The version of the game we played also had a 'download' option, but it's not yet clear exactly what this will involve. You can expect special seasonal updates and extra challenges to be put on the Net at regular intervals though, much like the Halloween and Christmas add-ons, and Reebok DMX speed challenge were for the first game.

There's not long to wait now before *Sonic Adventure 2* hits the world's videogame stores – and don't forget that it'll be arriving in the UK at Sega's new recommended retail price of £29.99. We'll be going through the final game in a massive review in the next issue of *ODM*, on sale Thursday 21 June.





△ Aline admires her surroundings.



△ Corridor action reminiscent of *Resident Evil*.



△ Note the spookily realistic shadow.



△ Some classic horror locations are featured in *Alone In The Dark* – dark forests, dark caves, dark old houses, and mysterious dark laboratories.

ALONE IN THE DARK THE NEW NIGHTMARE

Paranoid gun-slinger **PATRICK GARRATT** sees fear at every corner – there's no escape from Shadow Island

THE LOWDOWN

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

WHAT'S THE BIG DEAL?

- Truly spectacular lighting effects
- Two interacting storylines to play
- It's like the *Resident Evil* games
- It's scary as heck

ON THE CD

LET'S JUXTAPOSE THE concepts of horror and beauty for a moment. Any comparison to be made? Any synergy between the two? On the surface, the notion of a symbiotic relationship existing between such separated elements of the emotional spectrum is ridiculous. One summons images of supermodels, the other of Jason Vorhees. And never the twain shall meet, to quote a famous Scottish drunkard.

The trouble with life is that it's rarely black and white. We're members of a race that, on numerous occasions, has advocated war, has claimed it is 'good'. War's a fairly horrific practice, and the same goes for entertainment. Although it's utterly illogical, many of us are able to appreciate the aesthetic qualities, maybe even the *beauty*, of such film noirs as *Tetsuo*, *Man Bites Dog*, or *Cannibal Holocaust*. You know who you are. You're the people that sit alone in the dark in the small hours of the morning scanning scratchy videos of serious horror flicks thinking, "Why am I watching this?" You're the same people that will do exactly the same thing night after night after night. You *like* challenging your sense of fear. You *enjoy* it.

Which brings us to the fourth instalment of Darkworks' *Alone In The Dark* series – *The New Nightmare*. 'Survival horror' games – as proven by the incredible success of the *Resident Evil* games – are perennially popular, usually for the reasons outlined above, but this one has the potential to be the darkest, most visually incredible ever created. Take a look at these screenshots. Graphically, Dreamcast is unlikely to have ever seen anything like the final version of the game.

Guilaume Gouraud, co-founder of French developers Darkworks, is under no illusion that the look of the title was paramount during the construction process. "The visual quality has always been a main concern at Darkworks," he told us. "So we decided, with Infogrames [the publisher], to have a heavy pre-production process for backgrounds. Each location has been designed on paper before any computer art proceeded. For *The New Nightmare*, we have a huge amount of drawings – around 600 in total."



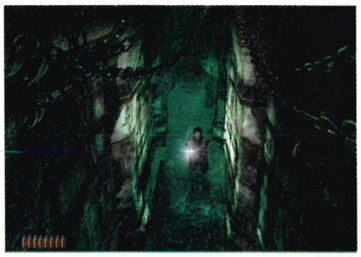
△ "This... is my boomstick!" Kill any mutations that dare to even be in the same room as you – and quickly!



△ The in-game story sequences fit seamlessly.



△ Edward and Aline's adventures do cross over.



△ What an incredible smell you've discovered!

It may have the potential to look beautiful, but as with any example of the horror genre, story is king. Cut story with hardcore graphical skill and you have a very exciting prospect indeed. "For the cut-scenes, we tried to have high quality storyboards for at least the most important of them," adds Guilaume. "The full-motion video sequences are vital from a narrative point of view and they're a kind of reward for the player. The rest is pure talent."

Backing up some potentially amazingly good-looking environments is the continuing tale of Edward Carnby, the supernatural investigator. Things are never easy for Mr Carnby. He has the dubious honour of being the protagonist of the entire *Alone In The Dark* series, a set of games Darkworks is proud to call 'The Original Survival Horror'. *The New Nightmare* sees him travelling by ill-fated aircraft with female companion Aline Cedrac to the ominously named Shadow Island after a distress call from a friend. As the pair near their destination, events take a predictable turn for the worse and the two find themselves separated, giving the gamer the chance to play as either the male or female lead. From here on in it's going to be mutant monsters, fear, paranoia and more darkness than you can shake a stick at.



△ Holding the L trigger and moving the analogue stick around lets you point your torch anywhere.

LET THERE BE LIGHT

After wowing you with graphics and laying out what promises to be an atmospheric plot, *The New Nightmare* will throw one very important sweetie into the mix. It may not sound like much, but this is likely to change the way survival horror games are made forever: it's a... (drumroll please) torch. With, according to Darkworks, never-ending batteries.

"When we started pre-production, it was obvious that we needed a very special feature to make the gameplay extremely attractive," explained Guilaume. "And as we needed to focus on the *ambiance*, the concept of 'light and darkness opposition' fitted very well with the title. We decided to experiment with some technologies that allow us to have real-time lighting with fixed backgrounds. It's useful for exploration, special effects and fights."

From the early version of *Alone In The Dark* that we've seen, the way the torch lights the pre-rendered backgrounds is astonishingly realistic. Gameplay elements provided by the feature will include only being able to see certain collectable objects when you pass the beam over them, and there are likely to be sections, according to Darkworks, where the light quite simply goes out. And that means it's change your pants time. "It's imperative for making the player jump and feel a deep sense of anguish, that we have some violent events," says Guilaume. "*Alone In The Dark* was not designed for kids." ▷

"OVERSIZED CREEPY-CRAWLIES ARE GOING TO BE FOUND EVERYWHERE"

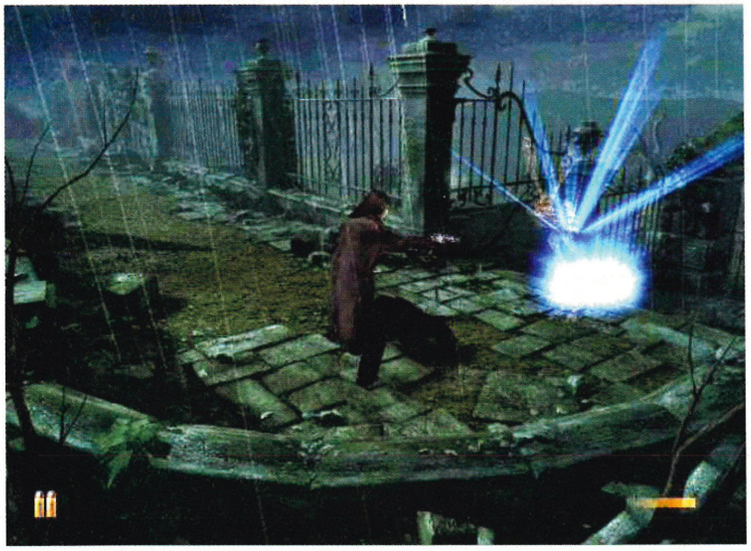


△ The rendered introduction sequence is incredibly detailed.



△ Check out the trailer on our demo disc for a taster of its quality.

"HEAPS OF INNOVATION AND TONS OF GAMEPLAY ARE PROMISED"



△ While the game may start out like a classic horror adventure, things get more sci-fi later on.



△ Gun in one hand, torch in the other. Now you can live all your American cop fantasies!

▷ The use of light and dark is sure to pervade every element of the game, including the use of weapons. It's yet to be determined just how many shooters and blades will make it into the final version, but your torch will be an essential element to using all of them. "We tried to have very special weapons – all of them working with light, and the result is impressive, not only for the special effects, but also for tactics during fights. They've all been designed to look very retro sci-fi."

We got to try out the use of the guns with the torch, and while the control of the character him/herself is fairly traditional for a survival horror game, the addition of the torch is intriguing and promises to work brilliantly with the Dreamcast controller. The joystick is used to swing the light around along with the gun. To paraphrase that crazy Irish bloke Roy Walker from everyone's ex-favourite quiz show, *Catchphrase*, shoot what you see. Preferably right between the eyes. Darkworks also haven't been shy when designing some proper nasties to use as target practice.

MONSTER MASH

"For the creatures in *The New Nightmare*, we started with this question: 'What kind of death do you particularly not want to have?' We then tried to design monsters able to give you those horrible deaths. We worked with a very gifted girl, Claire Wendeling, and the result fitted perfectly with the action gameplay we wanted," Guilaume told us.



△ Close-ups like this kick in during gameplay.

You might think that ladies would have a problem sticking hot lead into mutants, but not in *The New Nightmare*. Shooting stuff comes naturally for feisty female Aline. And the inclusion of her as a playable character is likely to give you plenty of bang for your buck. "In fact, we have two games in one," claims Guilaume. "Two parallel adventures showing two different points of view of the dark stories of Shadow Island. Only 50 backgrounds are common to the two adventures, and the walkthrough is really totally different. And we have a real interaction between the two characters, such as meetings, radio calls and the like. Plus, it allows us to develop a deep relationship between the two characters. I advise future players to play the game with both characters."

NEW PANTS, PLEASE

Playing the game with both Edward and Aline is likely to keep you on your toes for a healthy period of time. Darkworks have yet to confirm exactly how many hours you can expect from the final version, but it's clear that this is going to be no picnic. You can see from the screenshots that oversized creepy-crawlies are going to be found everywhere. Fear around every corner, in fact.

Heaps of innovation and tons of gameplay are promised by *The New Nightmare*. All these features have been boosted by Dreamcast's power, and Darkworks are likely to be able to create the most accomplished title in the series to date. "We are in high-resolution," says Guilaume. "The characters are about 2,500 polygons and the creatures about 1,000 each. But mainly it's the real-time shadow that will impress. I've seen some early players shooting at their own shadow."

As you've probably guessed by now, the developers are planning to make darkness more than essential to the way the game plays and the experience you'll have when you whack it into your Dreamcast. From the early screens you see here, it's obvious that the intention is to evoke a sense of pure suspense. That pool of light is going to be your only life-line if Darkworks' development goes to plan. And some of those monsters are looking nasty enough to keep even the hardest night-owl in the audience happy. We'll know for sure next month.

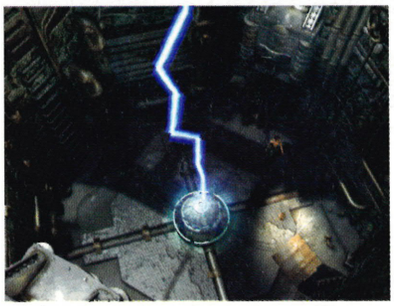
Alone in the Dark: The New Nightmare is looking to release in June for Dreamcast, and if you're the sort of person that enjoys the edgier side of life, this is definitely one to look out for. Horror and beauty have finally found a gaming home – we'll have a full review soon.



△ Caves will make up a large part of the adventure on Shadow Island. Expect lots of creatures to kill.



△ Shadow Island's dogs aren't nice. Best to put them down on sight – with a shotgun.



△ Having pre-rendered backgrounds means you can expect some dramatic camera angles.



△ *Resident Evil* fans will no doubt find their trigger fingers itching looking at this screenshot...



△ This guy is one of the first people Edward will meet on his adventure. He's not in a good way.

OUTTRIGGER

Sega joins the first-person shooting party. **TOM GUISE** brings his own eyes



△ A new perspective to first-person shooters. Third-person.



△ The librarian's gonna throw you out now.

THE LOWDOWN

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

FIRST *QUAKE III ARENA* (*ODM* #15, 9/10). And soon *Half-Life*, *Soldier Of Fortune* and *Unreal Tournament*. Dreamcast has first-person shooters falling out of its arse. Do we need another? Quite possibly, when it's from the makers of *Shenmue* (*ODM* #14, 10/10).

Outtrigger started life in the arcades. Aimed at bringing *Quake*-style deathmatches to the masses, it threw out the arduous PC fiddliness and simplified the controls to just a joystick, trackball and three buttons. Unless you have the dream set-up of a keyboard and mouse, playing on Dreamcast is going to be somewhat harder.

Outtrigger's arcade roots are its most noticeable characteristic. The combatants are all cool-looking SWAT-types. The levels, all close-proximity arenas with distinct themes – libraries, train stations – are reminiscent of a fighting game. All the on-screen pointers and speech are very arcadey, luminous circles highlight your opponents, and there are low health and ammo prompts. The Game Over tune even sounds like *Virtua Fighter 3tb* (*ODM* #1, 7/10).

The one-player mode will put you through short, almost tutorial-style missions, unlocking harder stages as you progress. But with any first-person shooter, it's the multiplayer set-up that matters. We won't see any online play for Dreamcast in the UK, instead there's a four-player split-screen mode – disappointing, of course, but *Outtrigger*'s arcade-styling makes it more of a social experience than the shadowy online world of *Quake*. Wait and see – it may yet be a cracking group blaster.



△ You can run but you can't hide, especially with a big red border around you.



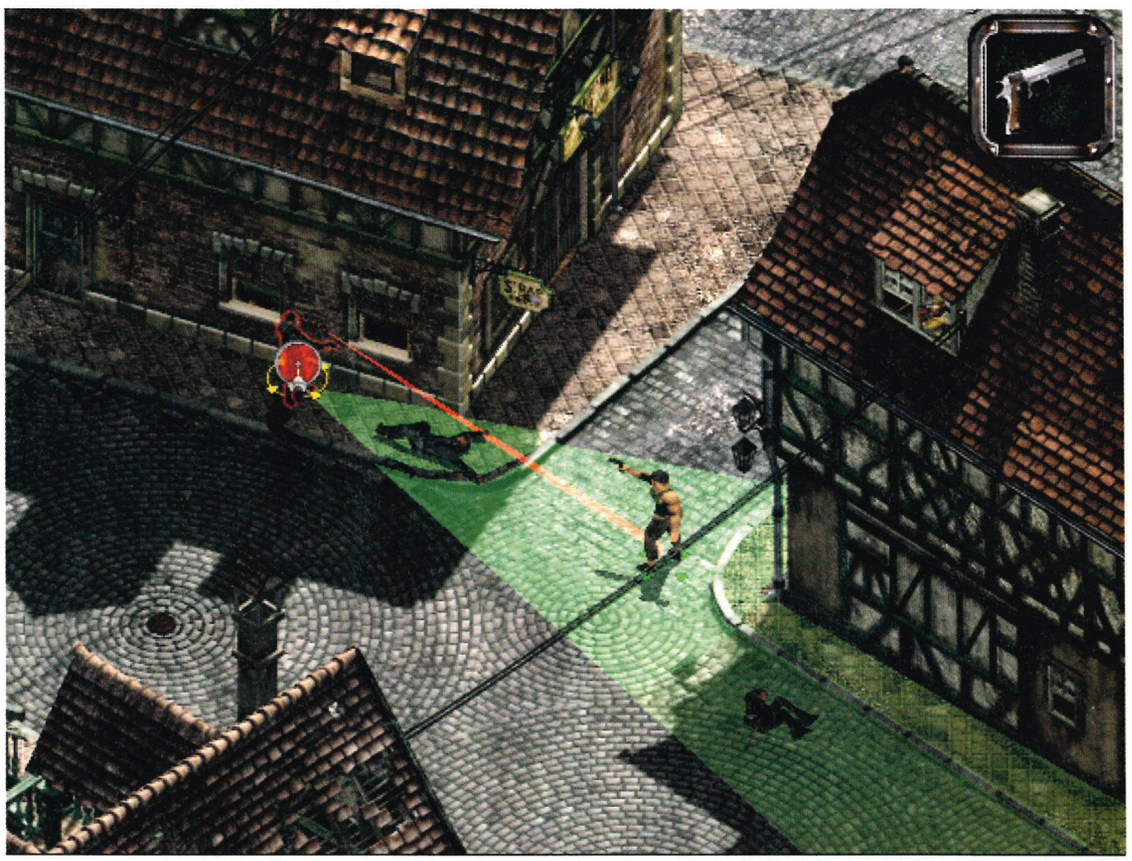
△ The 3D interiors like this look fantastic.



△ Stabbing's a great way to kill, as it's silent...



△ Hide bodies so as not to attract attention.



△ The green cone shows the enemy's line of sight, and the red one indicates that you've been spotted. Chances are you'll be dead within a second.

COMMANDOS 2

Your country needs you! **ED LOMAS** takes a look at the latest way of helping the allied war effort

THE LOWDOWN

DUE OUT: **JULY**
PUBLISHER: **EIDOS**
DEVELOPER: **PYRO STUDIOS**

WHAT'S THE BIG DEAL?

- Being stealthy is cool
- Lots of weapons and vehicles to use
- Special Dreamcast control system
- Beautifully detailed graphics

WITH MOST GAMERS MISSING out on the Second World War by about 50 years, and George 'Dubya' Bush not *yet* having started a third one, the only way we can currently (legally) satisfy our natural desire to kill is by playing virtual simulations of war. While consoles have had their fair share of these kind of games, it's on the PC that the vast majority are released – one of the very best being Madrid-based Pyro Studios' *Commandos* back in 1998.

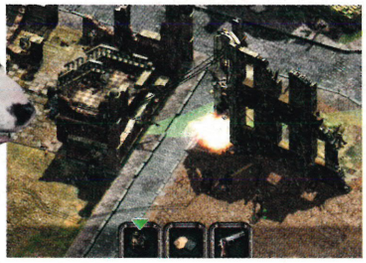
Having proved itself with impressive sales and widespread critical acclaim, as well as a successful mission add-on pack, a sequel is now in development for PC, as well as – thankfully – Dreamcast. *Official Dreamcast Magazine* travelled to Madrid to see how development was progressing, and chat to Gonzo Suárez, the game's project leader.

"The original *Commandos* was a game designed for a small specialist market of not more than 200,000 copies," Gonzo explained. "From there it became a phenomenon and sold more than 1,500,000 – not just to specialist gamers but also to a wider general market."

This came as quite a surprise to a lot of people – not because of the game's quality, but because it was so darned tough and in-depth that nobody ever expected so many to get into it. Gonzo promises that the sequel will be a "simpler" game, but from what we've played of it so far, it's still a whole lot tougher and more complex than anything yet seen on Dreamcast.

The idea is that you're in charge of a group of expertly trained commandos during World War II, each with their own unique special skills. You'll have to use their abilities to get through a series of difficult missions behind enemy lines, without being spotted by the evil Germans. If you happen to lose a team





△ The icon menu makes joypad control easy.



△ The flamethrower – a videogame favourite.



△ Some white clothing is required here...

member whose skills are essential to the completion of a mission, you'll have to start again from the last save point. Tricky stuff, as you can no doubt guess.

COMMAND AND CONQUER

In the PC version of *Commandos 2*, players will control their individual troops by clicking on them with their mouse, then pointing where they want them to go, or who they want them to shoot/stab. For the Dreamcast version, however, Pyro Studios have chosen to create an entirely new control system. "We're doing a console game for the console player," Gonzo explained. "This requires us to adapt to the control methods of this type of player."

So, instead of slowly moving a pointer around the screen with the joypad in order to tell your characters where to go, you'll instead take full control of each at a time, making them run around with the analogue stick much like in any other Dreamcast game. "We chose this option because 'point and click' isn't very satisfying with an analogue pad," Gonzo told us. Having spent ages using a joypad to put together complex mission strategies in games like *Hidden and Dangerous* (*ODM* #13, 7/10) and *Rainbow Six* (*ODM* #17, 4/10), we have to say we agree wholeheartedly.

The majority of *Commandos 2* will be played from an aerial 2D view, with the option to rotate the scenery to one of four different angles, each of which is rendered in remarkable detail ("each one represents the work of five graphic artists for four months," according to Gonzo). But things will change if you decide to go inside one of the many buildings. The interiors are all being created in true 3D, giving you the option to spin the view around and zoom in and out at will. The coolest feature of the lot though, is the ability to look through windows and doors of buildings before choosing to enter them. A small 3D window will pop up in the corner of the main game screen showing what your character can see, letting you wait until any bad guys are safely in another room before going in yourself. "*Commandos 2* is a game where all impulsive action is dangerous," said Gonzo on the subject. "So it's recommended to always look behind doors and through windows before entering a building."

POT SHOTS

This feature is already working very effectively in the early version of the game we've played. You can even use your sniper to shoot from the window of one building into the interior of another, lining up your shots perfectly in a little 3D sniping view. Very nice indeed.



△ As your man looks through the window, a 3D view pops up (top left).



△ With your men carefully placed, it's time to work out an attack plan.

TROOP PLAYAZ

There will be nine characters available to you in *Commandos 2*, six of whom will be familiar to players of the original PC game. The experts in close combat, communications, explosives, naval operations, mechanics, and sniping are back, along with some new recruits. Natasha Nikochevski, the seductress "has the ability to spy, as well as snipe," says Gonzo. Paul Toledo, the thief "will be indispensable for opening all types of doors and locks, to gain entrance to difficult places like top floors of buildings, or to steal weapons, equipment and documents from the Germans". Last but not least, Whiskey the dog "will be a valuable tool for transport and distraction," Gonzo told us, explaining that characters will be able to pass items between one another by giving them to the innocent-looking terrier and letting him trot past the unsuspecting German troops.

With missions in varied locations, ranging from Paris to Iceland to China to India to Thailand, all packed with highly intelligent virtual Germans, you'll need to learn all of your characters' abilities perfectly if you're going to get through in one piece. Don't go expecting it to be easy – Gonzo estimates that each of the ten missions will take an average player between three hours on the easy setting, and seven hours on the more difficult settings to complete.

"YOU'LL NEED TO LEARN ALL OF YOUR CHARACTERS' ABILITIES PERFECTLY"

The PC version of *Commandos 2* is, unsurprisingly, more complete than the Dreamcast version at this stage, but development seems to be coming along very nicely. "We're particularly satisfied with the results we've achieved with the enemies' behaviour," Gonzo told us. "Dreamcast is a nice console to program for, as it really takes into account the tasks of the development teams." With a summer release on the cards, we're expecting to see a more complete version of *Commandos 2* in the next few months. With it already looking as smart as it does, expect an update in *Official Dreamcast Magazine* soon.



△ Spot the commando responsible for this stealthy attack. Clue: he's lying down.



○ THE HOTTEST GAMES ○ THE COOLEST KIT ○ THE WACKIEST WEBSITES



for the PC generation

Out now

NEW!

re:news

GET YER JEN-U-WINE DREEEEM-CAAARST GAMES 'ERE! TEN F'RA PAAAAAND! GERRUM WHILE YA CAAAN! ROWL AAP!



IT'S A GREAT SHAME to see some gamers deciding that because Sega aren't manufacturing any more Dreamcasts, they should sell theirs – and their collection of games – as quickly as possible. Not only do they miss out on playing the games they'd already bought for the console, but they also miss out on the many high-quality titles still to be released on Dreamcast.

It's not just great games we've got to look forward to any more, though – it's *cheap* great games. As of last month, Sega started selling all their new Dreamcast titles at the reduced retail price of £29.99, and that's going to apply to all the big titles still in the pipeline: *Sonic Adventure 2*, *Crazy Taxi 2*, *Headhunter*, *Jet Set Radio 2*, *Virtua Tennis 2*, the lot. Many of Sega's previous Dreamcast releases have been bargains at £39.99, let alone at the new price, so expect to be doing even more shopping than you have been so far.

There's even more good news, as well – other games publishers are following Sega's lead and reducing the recommended price of their games too. This month, the three non-Sega titles we've reviewed are all going on sale for just £19.99, including *Stupid Invaders* (see page 56) which comes on two GD-ROMs. Expect to see even more games being released at bargain prices like this throughout the rest of the year. After all, who's going to pay 40 quid for a game when they can get Sega's very best for a tenner less?

But it isn't only new titles that are having their prices reduced – if you shop around, you can find classic Dreamcast games at some incredibly low prices. It seems as though a lot of stores have taken Sega stopping production of Dreamcast as a cue to desperately try to clear out all their existing stock, which is great news for all of us with the console. Being able to pick up underrated gems like Ubi Soft's excellent *Rayman 2: The Great Escape* (*ODM* #6, 8/10) or Midway's *4 Wheel Thunder* (*ODM* #8, 8/10) for under £15 is fantastic. If anything, a bargain price like that is going to make you enjoy a game even more than you would had you bought it for the full price.

This Dreamcast price slashing is going on all over the country, and some is quite severe. You can quite easily pick up something like *Mortal Kombat Gold* (*ODM* #1, 5/10), or *Aerowings* (*ODM* #1, 6/10) for around £5 – okay, they're not particularly great games, but at such a low price you might as well give them a try. A game has to be *really* bad to give you less than a fiver's worth of entertainment. Again, shop around on the Internet and in the backs of game stores and you'll be able to pick up some spectacular bargains to keep you going until summer truly does arrive. Keep an eye on hardware as well – some places are selling off joypads at radically reduced rates. Don't be ashamed that Dreamcast's going cheap – take full advantage of it!

So get out there now and give your Dreamcast game collection a boost. There's never been a better time to do it, and you might not have another chance if you leave it too long.

Big up!
Ed Lomas, Deputy Editor

REVIEWED THIS ISSUE...

18 WHEELER AMERICAN PRO TRUCKER (SEGA)	52
CONFIDENTIAL MISSION (SEGA)	48
STUNT GP (EON)	58
STUPID INVADERS (UBI SOFT)	56
THE NEXT TETRIS (UBI SOFT)	60

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!

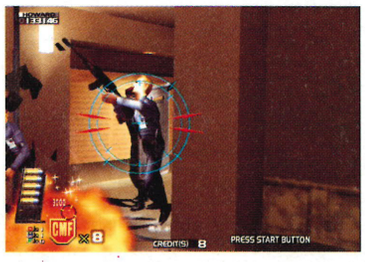




△ Use an Assault Rifle to clear a line of enemies.



△ It looks more like a face shot to us.



△ Grenades can take out multiple attackers.



△ Inevitably, by the third and final mission, the megalomaniac is throwing everything he's got at you.

CONFIDENTIAL MISSION

"Ahh, *Confidential Mission*, we've been expecting you." **STEVE OWEN** strokes his pussy galore and shoots the bad guys

ON THE CD

FOR ALL OF BROSNAN'S brilliance as a contemporary James Bond, there's something we just don't like about him. He's so settled into his role as 007 that he now reckons he's got the weight to tell the producers to make Bond films every three years rather than the customary 24 months. The result? While filming would normally be finished by the summer with a release this November, we're now only halfway between *The World is Not Enough* and the forthcoming Bond 20.

Such Secret Service vacuums, then, will have to be filled with this latest (and indeed, only *second*) Dreamcast light-gun game. That it doesn't so much borrow from Ian Fleming as steal Bond wholesale just makes it all the more exciting.

Despite a seeming lack of good old-fashioned police work, *Confidential Mission* is practically *Virtua Cop 3*, and little has changed in the construction of gameplay. For instance, like the classic *Virtua Cop* games, you have to point your gun at the screen, aim at some baddies and shoot them. Like *Virtua Cop*, there's some apparently innocent people screaming and running into your line of fire, and punishment for their accidental slaughter is the loss of your life in return. Still, it's quicker than real-life paperwork and the planting of 'pieces'.

Like *Virtua Cop*, *Confidential Mission* gives you the occasional bonus item, which should also be shot to reap its reward. Most of the time this equates to little more than some bonus points, but there's extra lives and weapons to be found there too. Grenades are used there and then. Time your shot well and in all likelihood you'll take out an entire wave of attackers before they've even finished turning the corner. Other deliberately placed props are machine-guns, which tend to turn up just when you've got a whole line of sitting ducks. If you didn't have your rather limited, one-magazine automatic rifle in such a situation you'd have to pick the line off perfectly with just your six-shooter.

ONE-SHOTS

But, unlike *Virtua Cop*, *Confidential Mission*'s most obvious addition is the (very) occasional bonus sequence. The first is that you find yourself trapped within a room rapidly filling with gas. Like any good secret agent, the Confidential Mission Force's equivalent of the Q branch has equipped you with a sticky gun that fires green gloop, perfect for covering up the vents from which the gas is escaping. Another occasion demands that you use a one-shot grappling hook to get from one building to another. Another has you firing repeatedly at a coupling to disengage yourself from a train.

The consequence of success or failure on these occasions isn't quite as extreme as you would hope. *House of the Dead 2* (*ODM* #1, 9/10) – the Dreamcast's only other light-gun game – brilliantly branches throughout the game, taking you through genuinely different areas, some of which are clearly or less obviously trickier than the alternative. *Confidential Mission*, however, doesn't really branch at all. Rather, succeeding in these one-shot missions simply pushes you forward in the game by a minute or two, predominantly meaning that you just

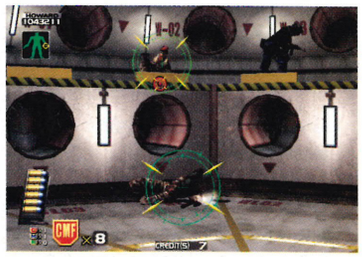
"THERE'S MORE TO THIS THAN JUST SHOOTING WHOEVER APPEARS"







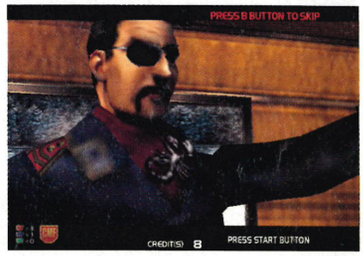
△ The sensible ones bring bullet-proof shields with them. But they still haven't got enough sense to stay hidden behind them.



△ Kill the little rats as they leave their tunnels.



△ Can you throw the grappling hook on target?



△ It *is* Christopher Plummer, it's got to be.

have fewer people to shoot on the way. The gas chamber is at least cleverly done – the longer the gas has to infiltrate the room, the more the image drunkenly sways, making baddy-blasting somewhat trickier. But none of the other moments seems to have much in the way of a consequence, and since shooting people is such gloriously destructive fun you might be tempted to think that trigger-squeezing is to be encouraged. Perhaps the only exception is the grappling gun sequence, where you are at least taken a slightly different route, but otherwise the game seems so much shorter than it could otherwise be.

FAMILIAR RING

Of course, like any good action-oriented thriller, there's a story there somewhere. If you look hard enough. But in one of the most shameless rip-offs of all time, developers Hitmaker (those heroes behind the wonderful *Virtua Tennis* [*ODM* #12, 9/10] and *Crazy Taxi* [*ODM* #5, 9/10]) have raped James Bond, and in particular the movie *Goldeneye*, for all the pink-socketed bliss they could find. You play as Howard Gibson (always in a dinner jacket, naturally) or Jean Clifford (in single-player mode it's the game that decides which you'll be at each particular point). It seems as if an orbiting satellite laser – not dissimilar to the one in *Goldeneye* – has been captured, and your first mission is to capture the control disc (from someone who, if this was a film, would have to be played by Danny DeVito). Then it's on to a heavily armoured train, not too different from the one in *Goldeneye*, where you have to rescue the captured satellite programmer, really rather similar to Simonova, Isabella Scorupco's character in, er, *Goldeneye*. In a strange twist, the guy behind the whole plot bears an uncanny resemblance to Christopher Plummer's General Chang in *Star Trek VI*.

It's all comfortingly familiar. That you should want a plot at all is debatable, but that its absorption into your psyche is eased by the fact that you've heard it all before just means that you can get on with the job in hand – shooting the hundreds of goons that foolishly leap in front of you.

BULL'S-EYE

In the style of *Virtua Cop*, there's more to this game than just shooting whoever appears. Remarkably dissimilar to the many film extras out there, some of your enemies are actually pretty good shots (while, inevitably, some of them couldn't hit a barn door with a water balloon from the doorway). *Confidential Mission* has a wonderful way of representing the potential threat of any other character. Those taking aim, or if they have automatic weapons then it's those that are getting pretty close, have a target surrounding them. Small marks on the outside circle of the target move from the horizontal position, round the circle, to the vertical, while the target changes from a neutral blue to a rather more scary ▷



SPEAK OUT

THIS IS *ODM* HQ CALLING AGENT **MARK FISHER**, EUROPEAN PRODUCT MANAGER AT SEGA. RESPOND URGENTLY, 00-GAUGE

WHAT'S THE BEST THING ABOUT THE GAME?
There are so many nice touches to *Confidential Mission* that it's hard to highlight just one, but the storyline and characters throughout the game really do put a smile on your face as they knock the whole 'spy film' genre.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
Crazy Taxi 2 and _18 Wheeler American Pro Trucker_ are taking up far too much gaming time to warrant playing anything else at the moment.

WHAT'S THE MOST EXPENSIVE TAXI JOURNEY YOU'VE EVER HAD?
I guess it's when ever I get a taxi back home after a night out in London. It usually costs around £35 after I've haggled!

LOOK INTO YOUR CRYSTAL BALL. WHAT DOES SEGA'S FUTURE HOLD?
If I had a crystal ball that foretold the future I'd spend a lot more time in the local bookies.

TELL US SOMETHING CONFIDENTIAL!
Upon successfully completing your mission in _Confidential Mission_ a very funny surprise awaits you!

HARD KNOCKS



As you might expect from the team behind *Virtua Tennis*, *Confidential Mission*'s training section isn't just there to give you an idea of the controls but is, in many ways, tougher than the arcade game. Once you've mastered all the skills it teaches you, the main game itself becomes a doddle. Rather handily for *ODM*'s design bods, the training teaches you five special techniques to better terrorist annihilation.



△ THE JUSTICE SHOT: A technique whereby you shoot the gun arm of your attacker, differentiating from any other part of his body. Bonus points in the game, essential in training.



△ DIFFERENTIATION: The staple ingredient of any light-gun game is Johnny Clueless, the innocent member of the public who just knows when it's most inappropriate to appear.



△ Bash the buttons continuously to save the girl, or let her get captured. It's just a few kills different, one way or the other.

"THERE ISN'T QUITE ENOUGH OVER AND ABOVE THE ARCADE GAME"

orange and red. When the marks get to the vertical you've been shot and you lose one of your lives. Depending on the skill of the marksmen, the target markers close up to the top at different speeds. Thus, your well-trained spy-eye has to concentrate on the major threats first, even if they've only just appeared on-screen. You can worry about the cowards running away when there's no one more lethal in the vicinity (although these non-targeted characters are often the ones hiding the bonus items, or are moving into a harder-to-hit position – clear the screen whenever you can).

SIZE IS IMPORTANT

The *raison d'être* of such a light-gun game is gloriously superficial and wonderfully refreshing for it. The genre has hardly changed since the Intellivision in the late '70s, and there really isn't a demand for it to move on either. But you do feel a little short-changed with *Confidential Mission*. There isn't quite enough over and above the arcade game here. Sure, there's the training missions (see the 'Hard Knocks' section), which are shockingly and astoundingly difficult, and when you complete all of these you unlock a new mission and some more training missions, but even the arcade game is too short. It's probably half the length of *House of the Dead 2*, and that's ignoring all the different paths you can take in the latter. The options screen allows you to award yourself nine lives per credit and up to nine credits, giving you 81 chances to get through the game. We managed to do this on the first go (although, admittedly, we only got two-thirds of the way through with the default lives and credits). Unlike the



△ The second end-of-level baddie has the advantage of a tank, rockets and an entire team of blokes on skidoos.



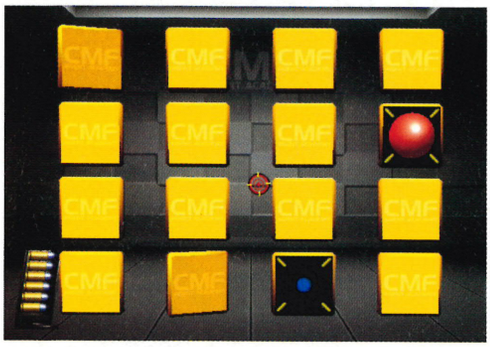
△ Christopher Plummer's mirror suit (it's got to be him) makes him virtually invisible a lot of the time.



△ When you finish the game you get some great hidden video sequences. We won't say what they are, though...



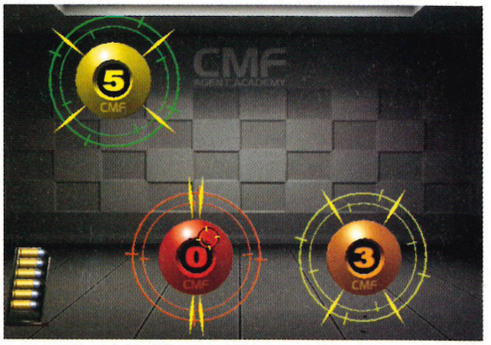




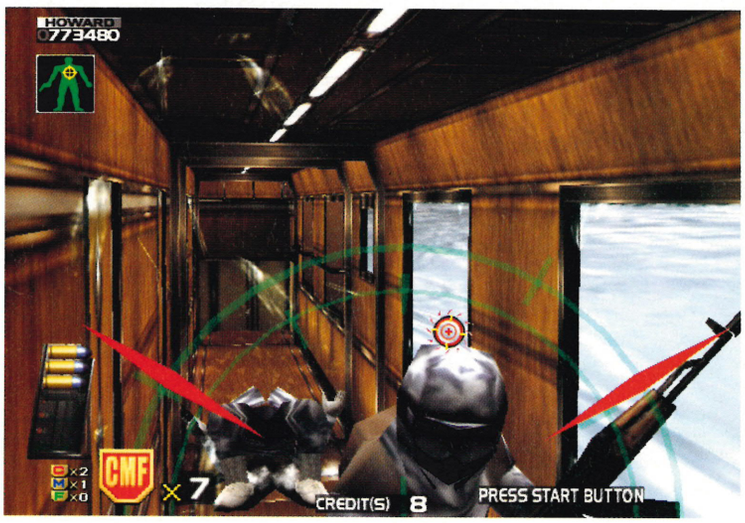
△ **REACTION TEST: These innocent red balls need shooting before they disappear. That you've got about one second, just six bullets in your magazine and six to shoot hasn't passed us by.**



△ **COMBO SHOT: Can you hit the same target three times without missing in between? If you can't, you'll never clear these training missions. Moving cylinders hide a red ball. Tricky.**



△ **DANGER APPRECIATION: Just because some idiot is pointing a gun at you doesn't mean that he's your greatest threat. You need to shoot the guy most likely to kill *you* first.**



△ **You'd think that he could only get so many henchmen on a train, but they just keep on coming.**



△ **The first boss has somehow rigged up the museum with all manner of booby traps.**

superlative ongoing bonuses in *Virtua Tennis*, *Confidential Mission* is rather ungenerous with its gifts. It would be so much better if the training missions unlocked elements of the game – such as increasing the number of credits you could have – so that you didn't finish it and then try to take on the training mode. There's certainly something perverse in coming back to *Confidential Mission*, not to finish the game but to finish the training system.

Also, the scoring system isn't as innovative as, say, the first *Virtua Cop* game, which saw you avoid being shot for as long as possible so as to build up a score multiplier, eventually meaning that everything you shot scored you nine times as many points. *Confidential Mission* gives out extra points for shooting enemies in certain parts of their body (including a special 'Justice Shot' bonus for shooting guns out of their hands), but there's not really anything to keep you practising and constantly striving for that new record high score.

If you splashed out on a second light-gun for two-player *House of the Dead 2*, then you can certainly make use of it in *Confidential Mission*, although it doesn't drastically alter the game. There are a few more baddies, and they do target you slightly sooner, but other than a specially designed extra mode where only the left or right player can shoot certain characters and you can decide how to dish out the lives and credits, the game is just as similar and, naturally, even easier with two. *House of the Dead 2* was so difficult and frantic that it almost demanded a second player, but *Confidential Mission* is perfectly manageable on your own. It's certainly not the reason to get a second light-gun.

But, of course, it's conceivable that you don't have a light-gun at all, and *Confidential Mission* isn't going to force you to get one. There's very reasonable support for the standard controller – it's easier to use than you might think – but it's really not the point, is it? Light-gun games are so fabulously enjoyable because you're pointing and shooting a gun, not because you can move a gun sight around a screen using a little joystick. The game also supports the Dreamcast Mouse, but it makes things a little too easy, and makes you feel even more detached from the shooting action than a joypad does.

Confidential Mission looks great – there's so many different death animations that they usually respond to where they've been hit, and a *Silent Scope*-style body map lets you know for sure. And it's quite un-put-down-ably enjoyable, certainly until your arms are throbbing and your eyes have developed permanent squints. But after the first weekend it's for occasional late night fun rather than week-long conquering. There are few surprises, but it's brilliantly paced and – with the correct number of lives – a real challenge.

VERDICT

FABULOUS FUN, BUT ONLY LASTS AS LONG AS A FEW BOND FILMS

UPPERS
Non-stop and frantic • You're wearing a dinner jacket • Very tricky training

DOWNERS
Not enough branching • Too short-lived • You *need* a light-gun • Or a mouse

IN ONE HOUR Er, we finished it
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
VIDEO MODES Slightly bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
7
GOOD

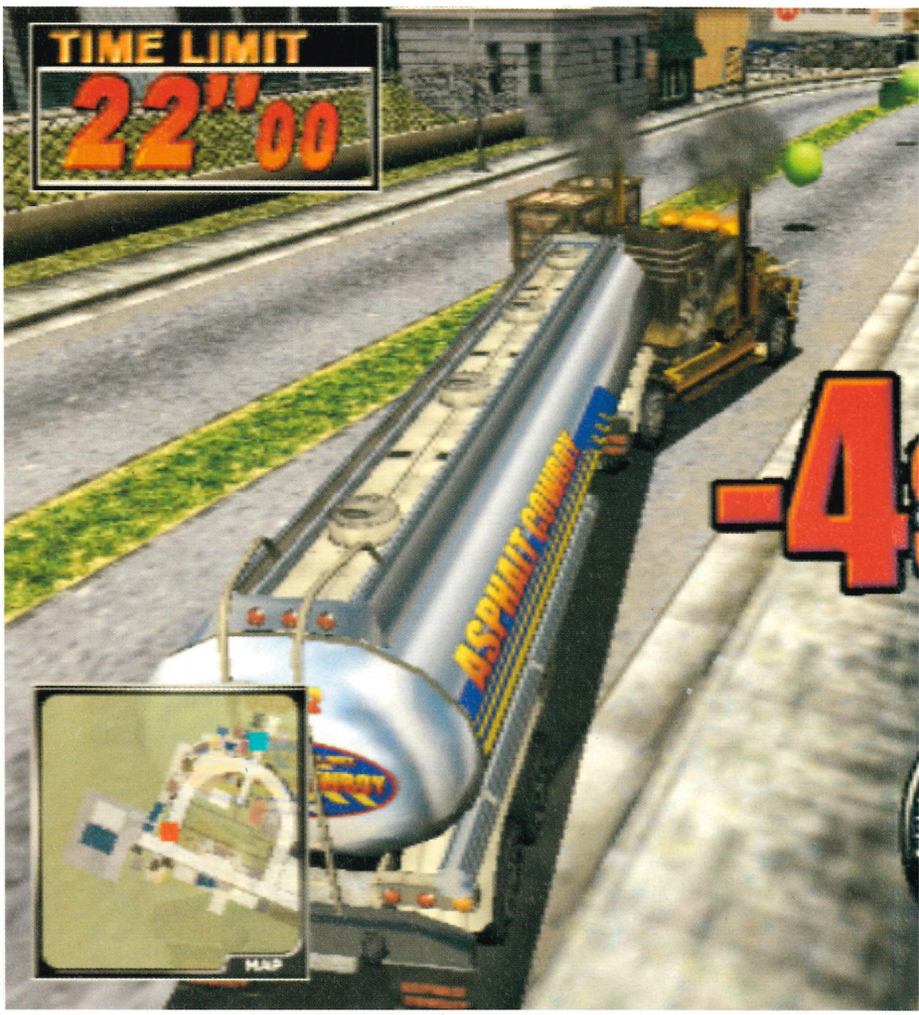
PRICE: £29.99 • PUBLISHER: SEGA • DEVELOPER: HITMAKER



△ Its like *Bullitt* – only in trucks and no Steve McQueen.



△ Into the centre of a storm. Beware of high winds and flying trucks.



△ No, they're not giant Granny Smiths. Follow the green pills to the next space.

18 WHEELER AMERICAN PRO TRUCKER

Sega's enormous trucking arcade game has arrived on Dreamcast. **DYLAN DAVIES** picks up some Swedish hitchers and smells the diesel

ON THE CD

18 WHEELER AMERICAN PRO TRUCKER is something of a contemporary arcade legend. Its notoriety is sometimes more to do with the dimensions of the cabinet than the actual game itself – an IMAX-sized screen, a bench seat (presumably for arcade hitchers), a steering wheel with a diameter that rivals the world's largest pizza, and a reassuringly large button that activates the reassuringly large horn. Though many grumble at its £2 price tag, many more love its behemoth take on the world of driving games, ensuring it a place in the hearts of wannabe Rubber Ducks everywhere.

So the big game has finally come to the little Dreamcast. Does it come with an oversized wheel? No, of course not. Does it come with a bench? No, players must provide their own seating. Does it come with a horn button? Yes, it's the yellow one on your existing Dreamcast controller! Thanks Sega. This isn't a peripheral-based game like *Samba De Amigo* (*ODM* #15, 8/10), it's just an arcade conversion on a little silver disc. So what do we get for our wonga? Well, for a kick off there's the original Arcade mode…

Before you can go anywhere near racing you must first choose your driver. The five characters come equipped with distinct personas and truck design. There's Asphalt Cowboy (whose name sounds like 'Asshole Cowboy' when shouted in an American accent), and Nippon Maru in his gaudy over-customised rig. Streamline is the Blaxploitation character that every game must have, Highway Cat is the foxy chick, and finally there's Long Horn – a fat cowboy in a truck that looks like a bad sci-fi monster. It seems truckers have changed since the film *Convoy* back in 1978, as now, with their bad disco outfits, Sega truckers look like members of the Village People. Each character has their own cab with differing amounts of torque, speed and strength. For those of you who don't read car magazines, torque is the low-end power that provides acceleration,



"PARKING MODE IS LIKE TRYING TO THREAD A NEEDLE – ONLY FUN" 18 WHEELER AMERICAN PRO TRUCKER





△ It's not a force field, it's the parking zone.

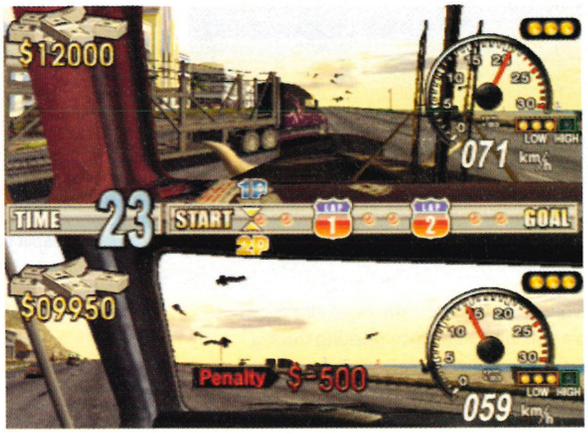


△ Don't fret, you won't die if you go off the side.



△ Who's in the house? No-one, we hope.

"THE BASIC TRICK IS TO MAINTAIN SPEED BY NOT HITTING HOUSES"



△ Twice the players – twice the damage!



△ It's simple enough to get into. It's the reversing that's a bitch.

speed is the fastest a body of matter can travel through space, and strength is how much you can abuse your truck before it ceases to work as a truck. Let's race!

Arcade mode is exactly what you might have played in, er, the arcade. You must navigate your way across the USA in Jack-Kerouac-with-a-purpose fashion from New York to San Francisco within a time limit. At the start of each stage you must choose a trailer. The heavier the trailer, the more cash you'll receive. However, the extra weight means you'll accelerate slower and it'll take longer to slow down into corners. Also, should you clatter your trailer against, or be clattered by, traffic you'll lose final marks due to 'damaged goods'. This doesn't radically alter your game strategy as the trailer can take loads of damage and the game seems to be more about crossing the line as quickly as possible, rather than points. Along your journey you'll be hounded by a rogue 'Rival' truck driven by a man called Lizard Tail. He'll do his best to cut you up, barge into the side of your truck and shout "Outta my way, green horn!" in an attempt to demean your pride. As your nemesis he'll lose you your reward if he finishes the stage before you, so keep your head up and your foot down.

COMING TO AMERICA

The voyage across America is kindly split up into four bite-sized levels – New York to St Petersburg, St Petersburg to Dallas, Dallas to Las Vegas and finally Las Vegas to San Francisco. When we say bite-sized, we really mean they're tiny succulent morsels. Along each stage there is a fork in the road, which splits the level into two routes that meet up again for the final dash to the line. It's a way of instilling more variety into the level and a way of avoiding the evil Mr Lizard Tail. Perilous obstacles such as rock falls and tornadoes litter the routes, the latter raining falling trucks upon the road ahead. Tragically the levels are short – very short – and there's only four of them. With a bit of persistence you'll have this part of the game finished in under an hour, and repeat visits will only take ten minutes. All there's left to do is try to beat your time/score and adjust the difficulty level. Sadly there are no extra levels for Dreamcast – what you saw in the arcade is exactly what you get here. At this point the player is likely to be wondering where their money went.

In addition to the brief arcade mode, there is a Parking mode. This is a nice new additional challenge based on the sub-games in the Arcade mode. You must navigate your truck into parking bays only slightly larger than the rig itself. This is like trying to thread a needle, only fun. On each of the four stages there are four bays to park in before the clock runs out. To assist the clock in running out there are time penalties for hitting any object. So, if you're reversing 60 tons into a small garage with only a few seconds left and you so much as touch a streetlight, it's Game Over and you have to take your test again. ▷



SPEAK OUT

KRRK! WE SPOKE TO OUR GOOD BUDDY AT SEGA, **PETE O'BRIEN**, ABOUT *18 WHEELER* ON OUR CB RADIO, OVER. *KRRK!*

WHAT'S THE BEST THING ABOUT THE GAME?
It's blazing across the US, tearing up the roads and earning a wad of cash, all in the safety of my armchair and without the sleep deprivation and coffee stains.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
Skies of Arcadia **and** ***Bust-A-Move 4*****. With the latter I owe the girlfriend some serious payback. As for** ***Skies*****, I've been waiting to get my hands on it for ages because it has echoes of** ***Panzer Dragoon*****...**

WHAT'S THE MOST EXPENSIVE TAXI JOURNEY YOU'VE EVER HAD?
£45. I blame the London traffic!

LOOK INTO YOUR CRYSTAL BALL. WHAT DOES SEGA'S FUTURE HOLD?
I see blue, many people, TV screens and... and... Sonic the Hedgehog. Err sorry, that's just the office. I think I'll leave people to their own opinions.

HAVE YOU EVER BEEN IN A JUGGERNAUT?
No, but I have driven lots of big vans. Not quite the same really, is it? ***Hoo-n-k! Hoooo-nn-k!***



△ That's the guy. Your arch enemy. Break him till he cries like a girlie. Wuss!

"YOU ARE ENCOURAGED TO HIT BONUS CARS FOR EXTRA POINTS"



△ For those about to rock...



△ The bigger the load, the bigger your reward.

▷ This is a great extra mode – the need for speed and precision in a difficult-to-navigate pivoting truck is hilarious to watch and enjoyably frustrating to play.

We're halfway through the review and head-to-head online play hasn't been mentioned. This is because it's not implemented and never will be. Sadly there will never be a UK-based online community honking horns, reading pornography and eating bacon sandwiches, forming a virtual convoy. Don't blame the messenger. The best you're gonna get is a two-player option. This provides nice smooth-running split-screen antics, but the game style really isn't radically improved by racing against a mate.

In addition to this trucking buffet there's the Time Attack mode. This is three laps of diesel-cruising around looped versions of the Arcade tracks. Violent people rejoice, for you are encouraged to hit bonus cars for extra points. Hit the same wreckage again and the points double, and again, and again until the wreckage is a vaporous memory of its former self. Your rival, Lizard Tail, (oh why won't he leave me alone?) makes an appearance again – feel free to swerve into him until he too falls apart like a broken heart in the fragile shell of adolescence.

Them's the courses and them's the challenges. As for the game itself, it's a joy to play. Contrary to popular belief, driving at no faster than 80mph can be tricky, hairy and complex. The cab's suspension appears to be constructed from bed springs, consequently any sudden movement on the controller causes the rig to roll and pitch like a tiny, tiny boat on a big, big wave. Following other trucks will cause you to enter a slipstream, accelerating you past the front vehicle – just like the best car racing games do. The hilarious bouncy movement is also accentuated by the in-cab graphics. Each driver has his/her own cab interior, with items such as dangling air fresheners, sunglasses, porn mags and lucky charms. These items slide around the dashboard so realistically you'll be forgiven for trying to catch them as they slither off the screen. Incidentally, the winner of the best interior is Nippon Maru – an interior so laced with tassels it's hard to see out of the window. Respect, Mr Maru! As 60 tons of truck will never accelerate like a Nissan Skyline, the basic trick is to never brake and maintain speed by not hitting houses – which is easier said than done.

GETTING THE HORN

The graphics move along smoother than cashmere. There is so much detail whooshing past you, and so many objects to hit, it's easy to forget you're only doing about 80mph. The skies of America have rarely looked so

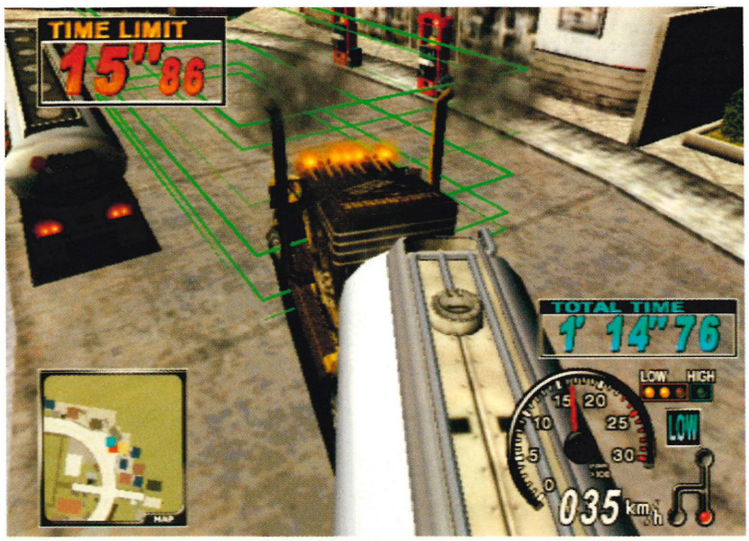
EDDIE STOBART: BRITISH PRO TRUCKER

The story of how one man is living the *18 Wheeler* dream for real

Formed in the 1970s in Carlisle by Eddie Stobart Jr., Eddie Stobart Ltd has turned from a small agricultural business into an international trucking empire and traffic jam legend. Travel any motorway in the country and if you don't pass at least three an hour, you're not looking to your left enough. This multi-million pound empire employs 2,000 people and has inspired a fan club of over 25,000 members. Each truck is given a girl's name (look on the front for a script moniker like 'Beverly Sue' or 'Veronica', for example). Die-cast models are available in shops and people spot the named trucks much like trains.

In the spirit of *18 Wheeler American Pro Trucker*, Eddie also has a rival. His name is Norbert Dentresangle. No doubt frustratingly for Eddie, Norbert's European company owned the first truck to use the Channel Tunnel in 1994. And now these too are a common sight on our British roads. But Eddie is strong, and his company has grown 25 per cent a year despite this European invasion. Even though it's a purely a business rivalry and both companies don't intentionally ram each other shouting "green horn!", it's heart-warming to know that *18 Wheeler American Pro Trucker*'s inspiration can be seen on the highways and byways of our great country.

• For more information on Eddie Stobart Ltd and their fan club, go to www.eddiestobart.co.uk



△ I'm gonna park in this space, man! Even if it kills me...!



△ Lets off-road! *Wooooooaaaaahhhhhh!* It's gripped!



△ A trailer full of dump. Hmmm, it's not that bad a game.



△ That's not the engine – it's the police. Like NWA said, "F..."

majestic. However, there is more noticeable scenery pop-up than in the arcade version with moderate fog on the horizon. Not quite a pea-souper but it's still noticeable. Audio is standard arcade rawk music with your nemesis shouting moderately intimidating remarks about your driving over the CB. The most beautiful part of the sound, though, is the mighty horn! This is the most pleasurable use of the X button ever. Hit the key and the horn lets out a dead-wakingly rude *"Baaaaaaaaaaaarp!"* Further into the arcade mode you'll acquire a new horn that not only wakes the dead but makes them come to your house and ask you to keep the noise down as they are trying to get some sleep eternal. It serves a practical function too, as prolonged use causes a few polite motorists to move out of your way. Sometimes.

Without trying to sound like Swiss Tony from *The Fast Show*, *18 Wheeler American Pro Trucker* is a lot like making love to a beautiful woman. It's exciting, sometimes perilous, bouncy with a well-made chassis, but sadly over far too soon. The Dreamcast version just doesn't have enough meat in its sandwich (again, a lot like a beautiful woman). Its extra modes and absence of online play limits its time-span considerably. A good gamer will have all levels nailed within an hour of firing up their Dreamcast. An inferior gamer may have to wait another 20 minutes until they are looking in the instructions trying to find the rest of the game. For that hour you'll think you've gone to game nirvana, but after that hour you'll be in "I'm 30 quid down with nothing to do" hell. I'm weeping into my keyboard thinking of the game this could have been – an online *Convoy* with loads of extra levels. If you want what you saw at the arcade and no more, buy this game. If you want a racing game worth the expense – do not touch the truck!

"A GOOD GAMER WILL HAVE ALL LEVELS NAILED IN AN HOUR"

VERDICT

INSTANT TRUCKING FUN THAT LASTS A TRUCKING INSTANT

UPPERS
A perfect conversion of an arcade belter • You'll discover how much fun trucking can be • The horn!

DOWNERS
It's over *soooooo* soon! • No network play • Not packaged with an enormous steering wheel

IN ONE HOUR Finished the game. Made tea. Watched *Neighbours*
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
CHECK OUT www.lorryspotting.com
VIDEO MODES Full-screen 50Hz, 60Hz mode, VGA compatible

ODM RATING OUT OF 10
6
PRETTY GOOD

PRICE: £29.99 • PUBLISHER: SEGA • DEVELOPER: AM2



△ The Stupid Invaders, shortly before crash-landing on Earth. Just look at them – could they possibly be any more stupid?



△ Bud's searching frantically for a toilet to laugh at here.



△ Bud wished he'd never entered his house on *Changing Rooms*.

STUPID INVADERS

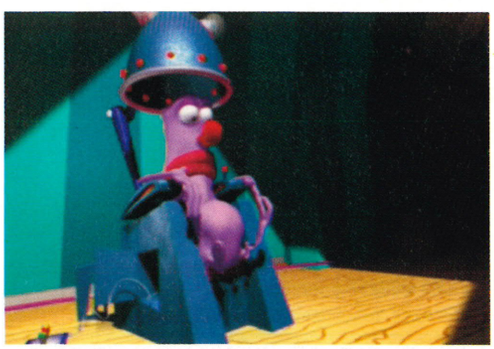
So, extraterrestrials share our love of toilet humour! **PHILIPPA NORMAN** gets to the bottom (tee hee!) of things

ALIENS – THINK SMALL, stupid-looking creatures that do weird things and don't like humans. Ubi Soft know that this description is accurate and have chronicled it all in their new point-and-click adventure, *Stupid Invaders*.

A gaggle of five particularly stupid-looking aliens crash-land on Earth on their return from an intergalactic picnic. While their spaceship is under repair, the motley crew inhabit a house that looks like it's been in the evil clutches of Laurence Llewelyn-Bowen. It seems that the gang are being pursued by a ruthless bounty hunter who goes by the name of Bolok (cue canned laughter), who looks a bit like Judge Doom from *Who Framed Roger Rabbit?* Mr Bolok is employed by the evil Dr Sakarin, a crazy scientist who's heard of the group's whereabouts and wants to dissect them in his underground lair. Well, what else would you do with visitors from outer space?

The game has three 'wacky' worlds to work through: The House To Rent, The Dung Factory and Area 52 (note the crafty allusion to the notorious Area 51). Gameplay is shared among each of the five characters, with a mission to complete on each level in classic 'point-and-click' fashion: you 'point' at things, then 'click' a button to use them. It's all about solving puzzles and working out how to use everything you come across in the correct way. You can use a Dreamcast Mouse to do all the pointing and clicking of things, but to be honest your run-of-the-mill controller is just as efficient, as the game moves along at a pretty leisurely pace.

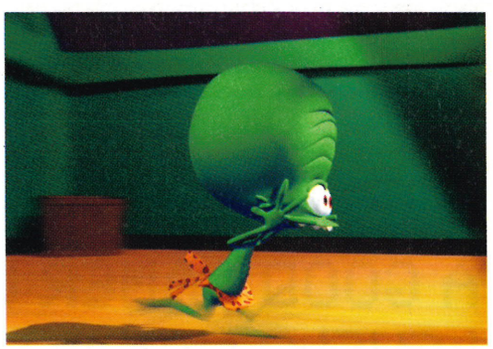
It's very important to save frequently, however, as sudden death is always waiting around the corner – unlike the best PC point-and-click titles, like LucasArts' *Monkey Island* series, in which it's impossible to die. *Stupid Invaders* is also pretty short, but will still take a while to get through, unless you're a total smart arse. Many of the puzzles are fiddly to the point of infuriating, and involve a lot of to-ing and fro-ing if they're not done



△ The machine in Etno's Lab lets him take on different forms...



△ Look! He can even turn himself into the Predator – cool!



△ Although he/she looks like the Mekon, Candy's far less scary.









SPEAK OUT

SEBASTIEN HAMMON, HEAD PRODUCER AT XILAM, HAD A CHAT WITH US ABOUT *STUPID INVADERS*, THEN FARTED AND FELL OVER!

WHAT'S THE BEST THING ABOUT THE GAME?
Hopefully the fact that the game is really stupid, and funny, and absurd. We tried to achieve a comedy on your Dreamcast. The dialogue in the game is really funny, with amazing voice casting.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
We're still playing *Virtua Tennis* every day. A competition between us started nearly one year ago, and we're still into it. We play *Soul Calibur* too. Actually, we play multiplayer games in the office, it's more fun. I love *18 Wheeler American Pro Trucker* too, and *ChuChu Rocket!* and *Mr Driller*.

WHAT'S THE MOST EXPENSIVE TAXI JOURNEY YOU'VE EVER HAD?
Definitely the one when the driver didn't understand that I was going to Charles De Gaulle airport, and took me to Orly instead. One is North of Paris, the other south of Paris. I killed the driver by having him eat all the socks I had in my suitcase.

LOOK INTO YOUR CRYSTAL BALL. WHAT DOES SEGA'S FUTURE HOLD?
A great game development company. Unfortunately the Dreamcast as a hardware unit seems to be living its last year, but Sega is still very good when it comes to gameplay.

DO YOU BELIEVE THAT ALIENS ARE ALREADY HERE ON EARTH?
Oh yes they are. For sure. People in the governments everywhere in Europe – aliens! How could you explain how stupid they are otherwise?



△ **Oh dear – what wacky scrapes are those bonkers aliens going to get into this time? *Breep-boop! Boioioioioiinnnnng! Paarp!***

in a certain order. That said, some of them are actually quite interesting, and challenging enough to stimulate those mouldy old brain cells for a change.

There's lots of exploring to be done too – it can be easy to miss vital objects, which you'll inevitably have to go back for at some point. The cursor (a pointing hand) will indicate when an object can be grabbed, opened, spoken to, or simply looked at. Some of these actions are there just for fun, but it's worth checking absolutely everything and picking up anything you can. Many of the puzzles involve combining one object in your inventory with another, often requiring a bit of trial and error before a lucky combination is discovered. Making sure you've got every available item is essential.

The story-building rendered cut-scenes are nicely done – there are loads of them and they are often *very* long. They're occasionally funny, but this humour soon wears thin once you've watched a few hours' worth.

TOONTASTIC

Probably the most interesting thing about *Stupid Invaders* though, is the set of influences behind it. The list of voice actors alone is pretty impressive. Apart from the obvious *Space Goofs* (the French cartoon on which *Stupid Invaders* is based), they've all been involved in loads of hugely popular cartoons. Maurice Lamarche (who plays Etno) was Chief Quimby in *Inspector Gadget* and has also contributed to *Futurama*. Charlie Adler (Candy) has featured in all-time favourites like *Cow & Chicken* and *Rocko's Modern Life*, and the rest of the crew have also – apparently – played parts in *Ren & Stimpy*, *The Simpsons*, *Power Puff Girls*, *Buzz Lightyear Of Star Command* and a whole load of other crazy toons. It obviously pays to have a silly voice.

This massive cartoon connection helps you relate to the characters, making them relatively cool, although not on a par with the genius creations in the aforementioned *proper* toons. Bud – the one with the bad teeth – sounds like Barney from *The Simpsons*. His dialogue, however, isn't really that funny and will definitely get on your nerves before long. He's the token goofy character – stupid but loveable. Sinister Etno sounds like something from a dodgy '50s B-movie, or Vincent Price in those terrible '60s vampire flicks. Gorgeous is just fat and Stereo has two heads. Candy's probably the most interesting of the bunch due to his ambiguous sexual tendencies. Think John Inman in *Are You Being Served?* and you'll have a pretty good idea. He gets into a couple of frightening sexual encounters through the course of the game – scenarios that are actually quite twisted and may not be suitable for younger eyes and ears.

Stupid Invaders' creators claim they were inspired by Monty Python, although the link isn't obvious. Classic LucasArts games also clearly had a bit to do with things, but while there's nothing like a good old humorous point-and-click adventure, this is no *Monkey Island*.

In a nutshell, *Stupid Invaders* looks good, with polished graphics, a healthy serving of vibrant colours, well-developed characters, ridiculous elevator music and jokes that would make your dad laugh his paisley socks off. Sadly, the action has a tendency to become tedious and boring and, although your dad might think it's funny, most of us hip and happenin' young 'uns would get more laughs from a Christmas cracker.

"MANY OF THE PUZZLES ARE FIDDLY TO THE POINT OF INFURIATING"

VERDICT

FLASHY ANIMATION, TRASHY GAMEPLAY, AND NOT TOO FUNNY

UPPERS
Well-animated cut-scenes • Cool voices • Cheap for two GD-ROMs

DOWNERS
Cut-scenes are far too long • Many puzzles are completely illogical • Too many crap jokes

IN ONE HOUR Died once, didn't fall for that one again. Explored the house a bit
WEBSITE www.stupidinvaders.com
MAX PLAYERS 1
VIDEO MODES Full-screen 50Hz, VGA compatible

ODM RATING OUT OF 10
5
AVERAGE

PRICE: £19.99 • PUBLISHER: UBI SOFT • DEVELOPER: XILAM



△ Tubular sections enable you to perform loops.



△ The circuits are set in different regions. This is Britain, obviously.



△ The tracks are well designed and provide plenty of jumps and opportunities for stunts.

STUNT GP

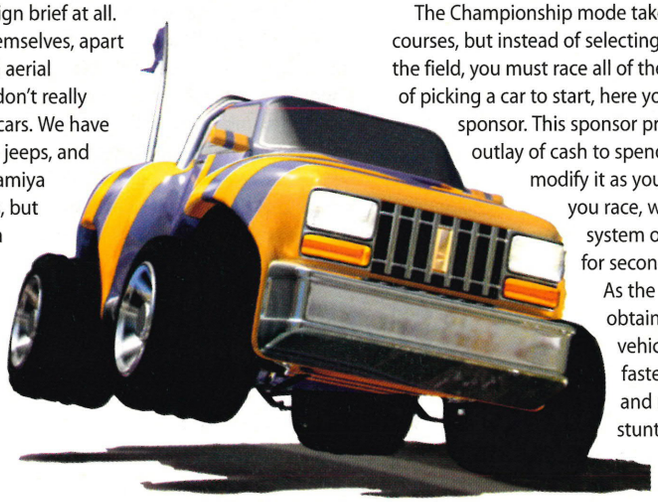
Remote-controlled racing with stunts. **ALEX HUHTALA** checks his batteries

WANT TO RELEASE A racer on the Dreamcast? Join the club. With *Metropolis Street Racer* (*ODM* #12, 9/10), *F355 Challenge* (*ODM* #13, 8/10), *Daytona USA 2001* (*ODM* #19, 7/10) and a million other racing titles already clogging the shelves, if you're going to release your own racer now it'd better be pretty special, or have a twist. Or even better – both.

Stunt GP certainly has a twist – lots of them. It's not called *Stunt GP* for nothing, you know. But is it special? Well, we'll come to that later.

Like the ageing *Re-Volt* (*ODM* #3, 7/10), *Stunt GP* is a racer featuring remote-controlled cars. Whereas *Re-Volt* cleverly recreated the cars, twitchy handling and environments associated with R/C racing, *Stunt GP* shies away from realism. You get loads of well-designed tracks that – for the most part – *could* be raced on by R/C cars, plus upgrades for the vehicles such as longer-lasting batteries and improved shock absorbers. But aside from these two elements the majority of the game doesn't really fit the R/C design brief at all.

The cars themselves, apart from the small aerial attachments, don't really resemble R/C cars. We have dune buggies, jeeps, and all the other Tamiya model hybrids, but they're given a super-deformed design, making them look like cute racers from some kind of *Mario Kart* variant.



"IT ONLY REGISTERS THE TRICKS IT'S BEEN FAMILIARISED WITH"

Apart from this relative failing, *Stunt GP* has a lot of merits. To start with, it has Arcade, Championship, Time Trial and Stunt Challenge modes, plus a strong four-player mode, meaning there's plenty to do. There's also a very noticeable difference between the Arcade and Championship modes, something that isn't always so strongly defined in racing games.

RADIO WAVES

In Arcade mode you choose a vehicle, which in turn determines what course you begin on. From here, finish high up in the field and you're allowed to progress to the circuit of your choice. Using a branching system, you must pick and choose between the circuits – place first in the final race and you unlock new cars and courses that can be used in the other available modes.

The Championship mode takes place over the same courses, but instead of selecting just four circuits from the field, you must race all of them in sequence. Instead of picking a car to start, here you choose a team sponsor. This sponsor provides you with an initial outlay of cash to spend on a vehicle and to modify it as your budget will allow. Then you race, with a Grand Prix scoring system of ten points for a win, six for second and so on.

As the season unfolds, you'll obtain money to improve your vehicle, enabling it to go faster, last on the track longer and making the array of stunts easier to perform.

Yes, stunts. It makes up part of the game's





"A FAIRLY GENERIC RACER, BORROWING BITS AND PIECES FROM PREVIOUS HITS" **STUNT GP**



△ **High sloped banks on some courses enable you to go very fast.**



△ **The four-player mode is good. The wide courses allow you to see every bend well in advance.**



SPEAK OUT

MARTYN BROWN, CREATIVE DIRECTOR AT TEAM 17, HAD A QUICK CHAT WITH US ABOUT ALL SORTS OF THINGS

WHAT'S THE BEST THING ABOUT THE GAME?
I think it really has to be the way the cars react and handle – we put a hell of a lot of effort in trying to get the 'feel' just right by tinkering with the physics for ages.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
I've been playing Wetrix+ (hugely underrated), *Crazy Taxi* (my four-year-old loves it) and have just about finished *Resident Evil Code: Veronica* (wonderful). People here keep telling me to play *Phantasy Star Online*, but I haven't had much chance lately.

WHAT'S THE MOST EXPENSIVE TAXI JOURNEY YOU'VE EVER HAD?
Probably one from Wakefield to my home, which usually costs about £3–£4 but I was so drunk that I couldn't remember where I lived. Allegedly we spent ages driving up and down the M1 from Wakefield to Sheffield and back before I sort of came to my senses. In the end it was over £40 or so, but then I found out that I didn't have any money, so I had to wake my wife up at 3.30am, and then she had to go in the taxi to a cash machine. She got back to find me sound asleep in the kitchen.

LOOK INTO YOUR CRYSTAL BALL. WHAT DOES SEGA'S FUTURE HOLD?
Some great games, unfortunately for other platforms.

WHAT REMOTE-CONTROLLED CAR DID YOU HAVE AS A KID?
You must be joking – I'm 34. I've got one now though, does that count? It's for my son, of course...

title, so they must be pretty important, right? Well yes, they are fairly integral to race strategy and earning points to improve your vehicle in Championship mode. In theory, they're fine – but in practice, the actual stunts leave a lot to be desired. Perhaps we've been spoilt by the likes of *Tony Hawk's Pro Skater 2* (*ODM* #15, 9/10) but the tricks in *Stunt GP* feel far too basic and erratic.

There's a long list of tricks that you can perform, ranging from flips to barrel rolls, but the success rate of performing most of them is minimal. Instead of trying to do a 720 Right – whatever that is – you're more inclined to stick with back flips that are much easier to perform. As the scoring system for tricks is also quite basic, performing the same trick over and over doesn't seem to affect the points awarded. The biggest failing of the trick system, though, is that it fails to recognise certain tricks. Most of these happen by chance, but if you put a car into a whirling spin, launching from one ramp and landing on another, maybe with a wheelie to finish, you'll want to be rewarded. Instead you'll get nothing.

Only when landing the vehicle on all four wheels is it counted as a successful stunt. Even then, *Stunt GP* only registers the tricks it's been familiarised with. Anything outside of the acknowledged trick list available is immediately dismissed. A shame.

TRICKSTYLE

You'll want to master the tricks that are available, however, as they can give you a distinct advantage in races. As cars scoot around the circuits, the energy in their batteries diminishes. To recharge this energy, you'll need to make use of a charging bay – a pit lane – where the vehicles pass slowly until their batteries are fully replenished. This is where the stunts play their part. Perform tricks during the race and you'll receive speed boosts and energy rewards – perform enough tricks and you won't even need to visit the pits. Clever, huh? The choice of staying out on the track or pitting-in gives races a surprising strategic element. As you get further into the game, you'll soon start changing race strategies on the fly, depending on how things are going.

There's one final failing that *Stunt GP* has left up its sleeve, though – s-l-o-w-d-o-w-n. In a racer that only ever has a maximum of six vehicles on a track – and small ones at that – it's surprising to see so much slowdown and drops in frame-rate occurring. It only really happens on corners, and when lots of cars are on screen at once. Strangely, it also only seems to happen on the earlier, simpler courses. The courses themselves look basic, but can be very big and with lots of trackside objects. The slowdown doesn't necessarily affect the outcome of the races, but it can certainly be off-putting and annoying.

So what we have here is a fairly generic racer, borrowing bits and pieces from previous hits to create a not-quite satisfying whole. What have we got that we've seen before? Wild tracks – almost rollercoaster-like in their design – that remind us of Sega's late '80s arcade hit *Power Drift*. Stunts to increase your speed, reminiscent of *San Francisco Rush 2049* (*ODM* #12, 7/10) or to buy you new components for the vehicle, *à la Gran Turismo*. A charging lane where you recharge your vehicles depleted energy – as seen in classics *F-Zero* and *WipEout*. The list goes on.

There's nothing wrong with borrowing what's already popular, but *Stunt GP* fails to create its own identity. It's a formulaic racer that's fun for a while, with races that can be very gripping, but ultimately, there are far better racers on Dreamcast. Just take your pick.



VERDICT

FLAWED RACER – LOADS OF IDEAS, BUT NOT MANY ORIGINAL ONES

UPPERS
Plenty of well-designed tracks • Wide variety of modes and options • Tight tactical races

DOWNERS
Erratic scoring of stunts • Serious graphic slowdown on corners • Only six cars on the track

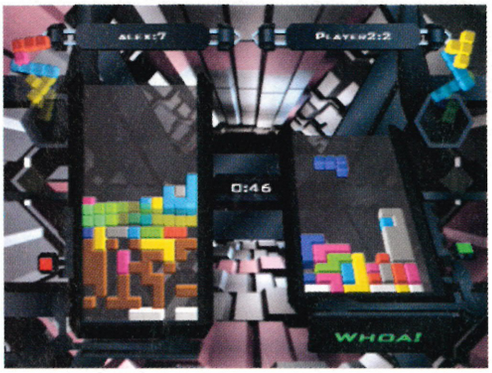
IN ONE HOUR We'd learnt how to successfully land a backflip. Just.
WEBSITE www.team17.com
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
6
PRETTY GOOD

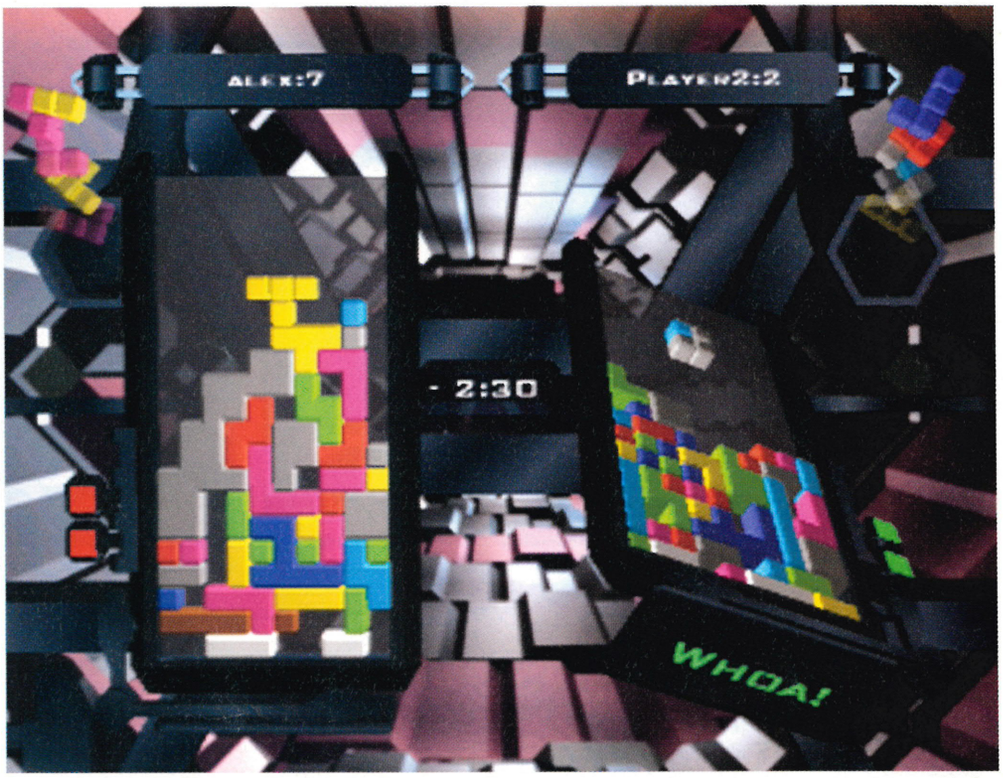
PRICE: £19.99 • PUBLISHER: EON • DEVELOPER: TEAM 17



△ If the screen flips over you'll have trouble manoeuvring blocks.



△ Clearing two lines puts Player 2 into a spin.



△ Player 2 should be remembering their last three meals right about now. *Bleurghh!*

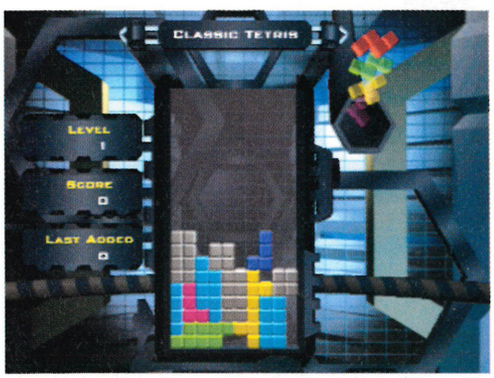
THE NEXT TETRIS

It made the Game Boy but it could well break the Dreamcast. **ALEX HUHTALA** gets into the block-dropping beat

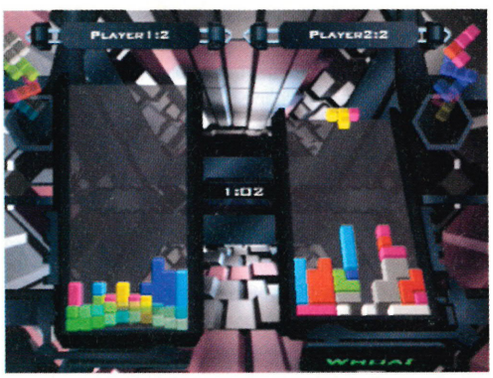
AN UPDATE OF THE classic puzzler *Tetris* may not be what most Dreamcast owners have been dreaming about since seeing what their all-singing, all-dancing console is capable of, but somebody obviously thought there was a market for it, hence the arrival of *The Next Tetris*.

You all remember *Tetris*, don't you? For those who arrived late, we'd better give you a quick breakdown of what it's all about. The basic idea of the game is to arrange falling blocks that are dropped one at a time into a well. As a block is falling, you can rotate it clockwise or anti-clockwise and guide it to its resting place. Create a complete horizontal line of blocks and the line is removed. If you place blocks poorly, the screen will begin to fill with them leaving less room to manoeuvre. If it all gets so full that a block can't fit into the playing field, it's game over.

The idea, of course, is to survive for as long as possible – it's a test of endurance and skill. There are seven different shapes of block in total, all made up of four squares. *Tetris* gets its name from removing four lines of blocks in one move, this is known as a 'Tetris'.



△ Spin that L-shaped block quickly or there'll be trouble.



△ Player 1 clears two lines, resulting in some wobbly animation.

The above explanation describes the classic *Tetris*, designed by the Russian Alexey Pajitnov back in 1985. The game achieved cult status when it started to appear on home computers a year later and really went into over-drive when bundled with Nintendo's Game Boy in 1989.

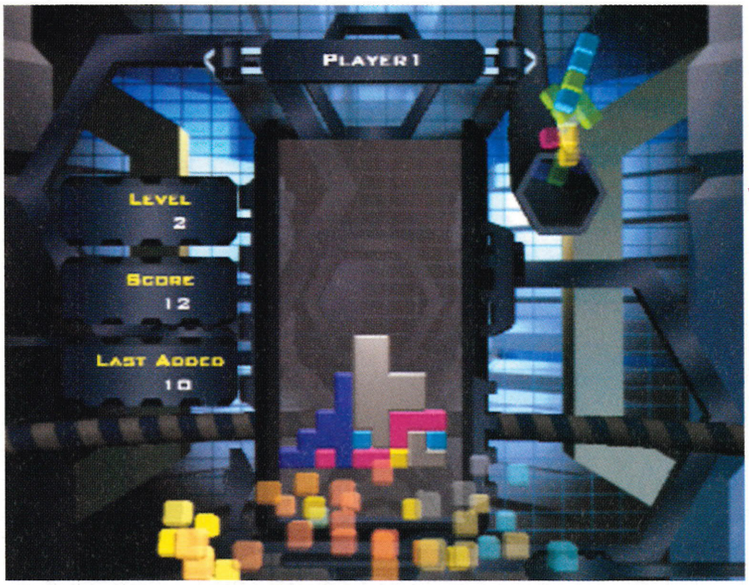
THE NEXT LEVEL

So what is *The Next Tetris*? After all, there have been a multitude of variants on the original game since it first appeared, including a number of high-profile imitators, such as Sega's *Columns*. *The Next Tetris* is just the latest in a long line of variants that tweaks with the classic gameplay to produce something that looks like the original but includes a number of new innovations.

The biggest of these innovations in *The Next Tetris* is a 'cascading' feature. This is due to the traditional *Tetris* pieces being revamped – they still have the same shape, but they're now multicoloured and renamed 'multiminoes' instead of 'tetraminoes'. The addition of colour isn't just a cosmetic enhancement though. If a block is multicoloured, and placed with a gap below the piece, then the coloured squares will separate and drop into the space below. This is, of course, the new cascading feature. It's certainly innovative, but it'll split *Tetris* fans down the middle. Some will love it, others will hate it. We're in the latter camp.



"A POORLY CONCEIVED AND EXECUTED VERSION OF A CLASSIC" **THE NEXT TETRIS**



△ As lines are removed, the blocks explode from the playing field.



△ It's game over if the blocks tip over the top of the playing filed – like so!

Unfortunately, that's not the only problem. *The Next Tetris* features plenty of other adjustments that tinker with the mechanics of the original and spoil what was one of the purest and most addictive games in existence.

Appearing on Dreamcast it's understandable that the blocks should look more than just 2D sprites. However, the 3D blocks that are used in *The Next Tetris* are very messy. When they're placed into tight areas, they appear to be squeezed to fit, expanding towards the camera and then settling into place. Clearly it's an effort to make the action look more dynamic, but it fails. You shouldn't need to make *Tetris* look dynamic – it already is, you just have to play the Game Boy version to understand this.

One of the programmers must have realised that the 3D effect, and the unnecessary block explosions when you remove a line, were pretty redundant, as you can turn the 'block wobble' off in the options menu. You can also turn off 'idle animations' – these are irritating animated backgrounds that consist of rotating mechanical structures. Whoever thought that spinning hexagons was a good idea for a background animation while you're trying to place falling blocks should be forced to watch their 'masterpiece' for longer than… say, about ten minutes.

PROBLEMATIC

A few other problems that have an obvious effect on the gameplay include the bizarre choice of showing you the next *five* blocks that are going to fall into play. It allows you to plan too far ahead, making the game incredibly easy. Most versions of *Tetris* only display the next block to be dropped – five is an unnecessary luxury.

Manipulation of the blocks is also problematic. Rotating the shapes as they drop is fine, but moving a block towards the left or right of the screen is incredibly slow. This flaw is evident straight away on the easiest levels, even when you're placing the first block. When the blocks begin to drop faster as the action progresses you'll start to become very frustrated. Timing is incredibly important in *Tetris* – not being able to physically move a block into the chosen space can only be described as a bug. As the action hots up it should become more difficult to place blocks where you want them, but in *The Next Tetris* it becomes near-impossible.

In single-player mode the 'enhancements' that make up *The Next Tetris* are pretty much a waste of time. However, in a two-player game they do add a tactical edge over the original formula. A two-player game is played in the same fashion as a single-player one, with each player having their own area to drop the blocks into. It's when you clear more than two lines of bricks in a single move that the fireworks begin. Clearing two or more lines will spin your rival's screen, making it difficult for them to see what they're doing. The more lines you clear, the more severe the spins and confusion. If you create a chain of cleared lines, caused by the cascading blocks dropping into vacant spaces, then you better have a mop and bucket at hand just in case the spinning and rotating screen of your rival becomes too much for them.

IZ NO GOOD!

As you can tell, we're not very taken with *The Next Tetris*. It's a small consolation that a version of the classic *Tetris* is also included on the disc. You're given a choice of which version to play straight after the main title screen.

The thing is, the 'classic' *Tetris* that's included isn't without its own faults. The same sluggish controls mar the experience and the game is also hampered by a poor scoring system that doesn't take into account the score multipliers that are used in normal versions of *Tetris*. Clearing four lines at once is the secret to a big score, but here you receive a maximum of 20 points regardless of the level that you're playing at. When you clear ten lines in *Tetris*, the game should get faster as it steps up a level. This happens, but scoring should also increase, with the reward being the normal scoring rate multiplied by the level you're playing at. Needless to say, it doesn't happen here. Also, as when playing in *The Next Tetris* mode, the next five blocks are displayed instead of the 'classic' one.

It is kind of nice to be able to differentiate between the original *Tetris* and this makeover, but calling it *The Next Tetris* is about as lazy as the actual game you're presented with. A few tweaks with the classic structure has led someone to believe that this is the evolution of *Tetris*. It isn't – it's a backward step.

The final insult for UK players is that *The Next Tetris* has been available in America for several months, with the enhancement of online versus play. Although on the evidence of the version we're left with, maybe that's not a bad thing. After all, why would you want to play something online that's seriously flawed to begin with?

Take it from us – *Tetris* is a fun game, but *The Next Tetris* isn't. It's a poorly conceived and executed version of a classic that's an insult to Dreamcast. It's that simple.

"CLEARING TWO OR MORE LINES WILL SPIN YOUR RIVAL'S SCREEN"

VERDICT

TETRIS, BUT NOT AS WE KNOW IT. FANS SHOULD STEER CLEAR

UPPERS
It's *Tetris*! • The two-player games are mildly entertaining

DOWNERS
But it's not *really* Tetris • Sluggish controls • Gameplay tweaks make it too easy • No online play

IN ONE HOUR You should be playing at skill level five
WEBSITE www.cravegames.com
CHECK OUT The original *Tetris* on Game Boy – one of the greatest games of all time
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz

ODM RATING OUT OF 10
3
POOR

PRICE: £19.99 • PUBLISHER: UBI SOFT • DEVELOPER: BLUE PLANET



REVIEWS ROUND-UP

DRINKING...

WITH TOPICS AS VARIED AS SWAT TACTICS AND PINBALL TECHNIQUES, IT'S A MIXED BAG OF GOODIES THIS MONTH. **DAN TRENT** AND THE TEAM HEAD OUT TO NEW LONDON VENUE, CARGO...

THIS MONTH'S LINE-UP of games for discussion is certainly varied – conversions abound from the arcade in the form of *Daytona USA 2001* and from the PC with *Rainbow Six: Rogue Spear* and *Pro Pinball Trilogy*. Not forgetting, of course, epic RPG *Skies Of Arcadia* nor manic basketball court blaster *NBA Hoopz*.

Warren was back with us, although, with deputy editor Ed away, freelancer Dylan – fast becoming a Drinking & Thinking institution – once again joined in.

Having exhausted the tea supplies of both Alex and Dan's houses for the last two discussions, it was decided that out and about was the way to go for this month. Hence we found ourselves in the recently opened Cargo in London's Shoreditch area. Housed in a series of railway arches, Cargo comprises of restaurant, bar and live venue areas, the latter hosting an ever-growing roster of nights, including a recently announced Ninja Tunes showcase.

LOCATION

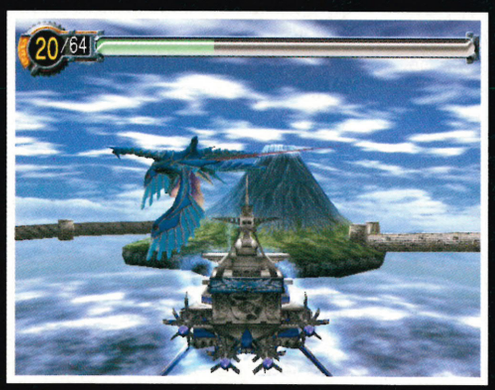
Cargo can be found at Kingsland Viaduct, 83 Rivington St, London, EC2A 3AY. Check out www.cargo-london.com or call 020 7739 3440 for more information.

UP FOR DISCUSSION

THE *OFFICIAL DREAMCAST MAGAZINE* TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FIVE RECENT RELEASES. THIS MONTH...



DAYTONA USA 2001



SKIES OF ARCADIA



ROGUE SPEAR



NBA HOOPZ



PRO PINBALL TRILOGY

PHOTOGRAPHY: LAILA MEYRICK

DAYTONA USA 2001

(*ODM* #19, 7/10)

One game that should require no introduction, *Daytona* is one of *the* classic driving games of all time. A perennial arcade favourite, this isn't its first console outing but it is without doubt its most convincing and the one that does it justice. About that online function, though...

DYLAN: Why wasn't it a launch title?
WARREN: Er, 'cos it wasn't programmed then!
DYLAN: That's a really glib answer.
WARREN: It's the true answer!
DYLAN: It's been out in the arcades for years and if you're releasing the Sega Dreamcast you want that as a launch title, 'cos everybody loves *Daytona*...
WARREN: Not everybody.
DYLAN: Oh well, not everyone – my nan doesn't for instance – but the rest of the world that likes driving games and arcades love it.
DAN: The game itself is great, but it's fatal that there's no online racing in it.
ALEX: Er, you don't want to peak too early here.
WARREN: Quite! End of conversation... But anyway, as we've started on that – if you're really upset about there being no online mode then don't buy it!
DAN: Alright then, I won't! But I think it's...
WARREN: It's a shame, because it did need that because it's not a new game and it's just a conversion of an arcade game that came out on Saturn...
DAN: But it's still a good game, it's good fun to play.
WARREN: It's a very odd game. If you didn't like *Daytona* before, you're not going to like this one, that's for sure. It's very, er, unique. The handling is very odd.
DYLAN: It's as twitchy as a caffeine addict.
ALEX: You can adjust that.
WARREN: It's much better with the wheel.
ALEX: When you've got *Toy Racer* [*ODM* #17, 6/10] and *Speed Devils Online Racing* [*ODM* #17, 6/10] offering online racing and *Daytona* can't, it's ludicrous.
DAN: That would have made it exceptional, too.
ALEX: That was the appeal – *Daytona* was getting the machine it deserved *and* it was going to be online.
DYLAN: And I think that it being online in every other territory other than Europe is a bit of a bummer.
WARREN: We can't bang on about the online thing because it isn't there. End of story.
DYLAN: It's a good two-player game.
WARREN: It *is* and it's really solid. And that's the thing about the game – it's got really solid graphics and is slightly tarted up compared to other versions.
DAN: And the multiplayer thing has always been what *Daytona* is about.
DYLAN: Exactly, all of you sat there in the arcades on one of the massive link-up machines... Do you think they've done it justice then?
DAN: I reckon.
ALEX: Some people will like it *just* because it's finally a decent conversion of *Daytona* with a few extras.
WARREN: It's basically a retro game.
ALEX: There's probably not enough there and that's why they didn't proceed with the online racing.
WARREN: It just would have been too expensive for them and it's not a game that will appeal to new users, only to people who remember the original. If you don't remember the original then you'll be wondering what all the fuss is about.
DYLAN: It's not exactly *Metropolis Street Racer* [*ODM* #12, 9/10], is it?
WARREN: No, and in the arcade at the time, with *Ridge Racer*, it was the best driving game of its day. But if you look at it now, it's a bit...
DYLAN: It does look dated, but it's still highly

played in the arcades. It's not going to stand up to the current generation of driving games but it does the game justice and the fans will love it.
WARREN: Yeah, if you're really into your driving games then it is worth getting.
DAN: And it's really distinctive, it has a unique look and handling style compared to all the 'realistic' games.
WARREN: But if you've just bought a Dreamcast and you've never seen it before, I couldn't recommend it.
DYLAN: Cutting edge nostalgia!
WARREN: Exactly!



"YOU'VE GOT YOUR FIGHTING AND YOUR LEVEL EXPLORATION AND FLYING ABOUT IN YOUR BIG BOATY THING, WHICH IS FUN!"

– DYLAN ON *SKIES OF ARCADIA*

SKIES OF ARCADIA

(*ODM* #19, 8/10)

RPG fans could be forgiven for not knowing which way to turn of late. Hot on the heels of *Grandia II* [*ODM* #18, 8/10] and *Phantasy Star Online* [*ODM* #17, 9/10], *Skies Of Arcadia* is beautifully realised vintage RPG fare. The pirate-based world is entertaining and you could never accuse the developers of short-changing you on the longevity front. Epic!

DYLAN: I hate RPGs but I really like this one. It's loads of fun being a pirate. It rips off *Star Wars* like so many games do, and it does have loads and loads of cut-scenes which drive you a bit mad.
WARREN: Yeah...
DYLAN: But I'm still up there with the plot and, like I say, being a pirate is ace!
WARREN: And Alfonso rules.
DYLAN: Alfonso?
WARREN: 'I would fight you but I am busy!' Like something you'd say at school!
DYLAN: It's good, it's got simple turn-based combat but there's enough flying about to keep it interesting.
DAN: It's hardly 'pick-up-and-play'.
DYLAN: I don't know, I think it's very simple and that's my normal qualm with RPGs.
DAN: I was thinking more from the storyline rather than the controls necessarily.
WARREN: I thought it was pretty intuitive really.
DYLAN: You get to use the A button a lot. And there are differently coloured gems. There're always some differently coloured gems in these games.
WARREN: It's come at an odd time, just after two other RPGs – *Grandia II* and *Phantasy Star Online*.
DYLAN: It won't stand up against *Phantasy Star Online*.
ALEX: It won't, but it does look stunning.
DYLAN: I don't usually get that suspension of disbelief that you need but I'm a good pirate!
ALEX: The fact that you can upgrade your ship and everything is cool.
DAN: I prefer the fighting system in *Grandia II*.
ALEX: Yeah, but that's something unique to that game and what makes it really stand out from the crowd, because *Grandia II*'s a basic game which is kind of saved by its ideas.
DAN: I think that kind of inventiveness makes *Grandia II* more interesting than *Skies of Arcadia* at one level, although *Skies*' sheer size is impressive. It is massive.
ALEX: And there's plenty of variety, too.
DYLAN: Yeah, you've got your fighting and your level exploration and flying about in your big boaty thing, which is loads of fun!
WARREN: I think the best thing is that it doesn't have any dwarves or elves in it. They're always in RPGs, but at least this is original.
ALEX: It's a bit hit and miss in the fighting because you don't know who's going to attack next, unlike *Grandia II* which tells you straight away who's attacking when and all that. Because of that it gets a bit confusing and the coloured gems are all a little baffling at times.
DAN: I like the VM feature with Cupil...
WARREN: Game developer uses VM shocker!
ALEX: It is almost a shock to see someone using the VM as it was originally intended like that.
DAN: There's only really been *Virtua Tennis* [*ODM* #12, 9/10] where you can see the game on the VM screen.

"COMPARED TO OTHER DREAMCAST GAMES, IT JUST SEEMS SO SOULLESS – THERE'S NO ATMOSPHERE. IT'S EMPTY AND DULL"

– ALEX ON *ROGUE SPEAR*



ROGUE SPEAR

(*ODM* #19, 6/10)

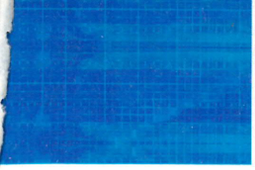
If the thought of playing a mouse 'n' keyboard PC game on a console brings you out in a cold sweat, then relax. Unlike *Tom Clancy's Rainbow Six* [*ODM* #17, 4/10], you *can* ditch the joypad to play *Rogue Spear*, but opinion among our reviewers was divided about just how suited this out and out PC game is to a console like the Dreamcast.

WARREN: It just looks like a PC game, like *Hidden & Dangerous* [*ODM* #13, 7/10] and all the others.
DYLAN: It is!
WARREN: I know, but I don't think that kind of game suits consoles.
DAN: Is that just a personal view or fact?
WARREN: Well a personal view obviously, but...
DYLAN: But you only have to go through the menu to see that it's a pure keyboard game from the start.
WARREN: First of all, I don't think these games work on a console and secondly, if they do port them over they should at least go to the effort of making them look like a console game. You get really barren landscapes with cruddy textures and it looks rubbish.
DAN: I think the single-player game is fine, though.
WARREN: But there's no detail.
DAN: I don't know, I played a lot of *Rainbow Six* and compared to that this is *sooo* much better, mainly thanks to the mouse and keyboard. *Rainbow Six* was kind of well-constructed, but looked a bit crap and was impossible to control through the joypad.
ALEX: When you compare it to other games on the Dreamcast though, it just seems so soulless – there's just no atmosphere at all. It's all really empty and dull.
DAN: I think you're being a bit harsh on it actually.
DYLAN: I really, really love this game!
WARREN: I think the DC is powerful enough to run a game where, if you throw a grenade into a room, the walls take damage and there are decent textures, as opposed the same ones over and over again.
DAN: But it is a good conversion, it comes across well.
ALEX: But it's a couple of years old now and it wasn't even thought of as that good when it came out on PC.
DYLAN: The point of the game is the single-player game – the deathmatch thing is just tagged on really – and when you start getting into all the mission briefings and stuff, then creeping about and not wading in *Quake*-style, it *is* intriguing.
DAN: I actually quite like that whole planning aspect. Seeing the team carry out some plan that you've just concocted to the last detail can be really cool.
DYLAN: It's good because the main part of it is all the strategy rather than the gameplay. The gameplay is just the implementation of the strategy, and if you're into all that then the combination of planning and then being able to *do* it in the first-person is great.
DAN: It answers the major criticisms of *Rainbow Six* that I made when I reviewed it – namely the ropy graphics and pain of being forced to use the joypad.
DYLAN: It is good but I'm looking at it as a PC game. I wouldn't dare play a game like this on a joypad.
DAN: But I think if you're the sort of person who's already gone out and bought a mouse and keyboard then you're likely to be the sort of person who would enjoy this and make the most of it.
DYLAN: I prefer it to *Quake III Arena* [*ODM* #15, 9/10].
WARREN: *Noooo*!
DYLAN: Really! I've had enough of all that...
WARREN: Outside, now!
DYLAN: No, the strategy of it is more interesting.
ALEX: I like strategies but this one is totally devoid of anything that appeals to me. There's so many different types of strategy games, but this one is just like: if you plan well enough, you'll succeed – and that's it.
DYLAN: Not necessarily, you still have to actually implement the first-person skill to see it through.
ALEX: But it seems that, once you've made your plan, so much is taken out of your hands.
DYLAN: No, it's a game of two halves!














NBA HOOPZ

(*ODM* #19, 4/10)

Going up against the masterful *NBA 2K* [*ODM* #5, 8/10] was never going to be easy, so Midway have opted for the simplified, over-the-top approach of their earlier *NBA Showtime: NBA On NBC* [*ODM* #2, 6/10] and American football game *NFL Blitz* [*ODM* #1, 7/10]. The move from two-on-two play to three-on-three confuses the issue though, and the balance between realism and comedy never seems to gel…

WARREN: Ah…

DAN: Hmm…

DYLAN: Can I bring up the blinking thing? They don't blink! They didn't blink in *Showtime* either. You've got these amazing facial graphics and it bothers me because they look like zombies and they don't blink!

WARREN: I think it's fun, but I wouldn't want to pay 30 quid for it. If it was a cheap game that you played every now or then with your mates, then it would be highly rated. Obviously it's not *NBA 2K*, but those old games like *NBA Jam* were very popular because proper sports sims at the time weren't that great and they added a nice twist. Now I think I'd rather play *NBA 2K*.

DAN: Exactly.

ALEX: Basketball is such a flowing game anyway, it doesn't really need turning into some arcade-style game. It's already full of action and awesome moves and all that so why exaggerate it?

DYLAN: And don't you think it was better in the last game [*NBA Showtime: NBA On NBC*] when it was two players on each team rather than three?

DAN: It's like they've diluted the whole concept. If you're going to have a fun game then you should concentrate on that side, whereas if you're going to make a sim then make it like *NBA 2K*. It seems like they've kind of lost confidence in the original concept and made half a step over in the other direction…

ALEX: Yeah, and there's nothing wrong with the original concept, though. Two-on-two is pure basketball and five-on-five is pure basketball, but three-on-three is just clumsy.

WARREN: Exactly. If you're having a four-player game there's one of your team controlled by the computer, and it's like 'Why?'

DAN: And the control seems to switch at random from person to person.

DYLAN: It is random and it gets very confusing.

DAN: Yeah, you pass to someone and then all of a sudden you realise you've switched control and you've effectively passed it to yourself.

DYLAN: And it takes the control out of your hands for a lot of the game too, having that third player.

WARREN: Those Midway comedy games are fun but I just don't think this has enough to justify buying it.

DYLAN: I don't think it has enough comedy in it. Compared to *Ready 2 Rumble* [*ODM* #1, 9/10], it's not really that funny…

WARREN: I was referring to stuff like *NFL Blitz*, I think they're quite fun.

ALEX: *Blitz* works by taking American football and making it much more simple and faster paced, but you can't really apply that. And *NBA Jam* did it back when they couldn't do full simulation but now it's been surpassed by other things.

WARREN: I think you get more from pulling off a great move in a serious game than in a comedy one like this because it just wears thin.

DAN: Unless it's just totally over the top.

DYLAN: More like a cartoon! It's not sure what it wants to be.

DAN: I don't think anything really comes close to *NBA 2K* for sheer enjoyment. You're going to have to come up with something pretty special if you're wanting to try and steal its crown.

WARREN: One to look out for in the budget rack…



"YOU PASS TO SOMEONE, AND THEN YOU REALISE YOU'VE SWITCHED CONTROL AND YOU'VE PASSED IT TO YOURSELF"

– DAN ON *NBA HOOPZ*



"THEY COULD HAVE MADE THE GRAPHICS CLEARER. IT CAN BE HARD TO SEE WHAT'S GOING ON PLAYING ON A SMALL TV"

– WARREN ON *PRO PINBALL TRILOGY*

PRO PINBALL TRILOGY

(*ODM* #19, 7/10)

Originally on PC as separate games, this finely honed pinball game is packed with geeky detail but never ignores the straight-forward appeal of the game. Three games for the price of one has to be a good thing and the tables are all lovingly represented – but will it be enough to tempt people away from more established favourites?

WARREN: Ah, another PC conversion…

ALEX: Three PC conversions really, because there are three tables in there.

WARREN: Pinball's a really good game for a console, because it's perfect for kicking back on the sofa and bashing about for a bit. As it were.

DYLAN: It's implemented with passion as well, it's really hardcore!

WARREN: Well, they've done nothing to this conversion really which is a bit disappointing, other than include three separate tables, of course.

DYLAN: What could they have done?

WARREN: They could have made the graphics clearer because it can be really hard to see what's going on if you're using a small TV.

ALEX: Yeah, because of the perspective the top half of the table is just a jumble of bumpers and ramps and stuff and because of the ramps going over and around other areas you can't see what's going on.

DYLAN: And it would have originally been designed for VGA monitors wouldn't it?

ALEX: Unless you go through the slide show, which explains which bit does what, it can be a bit confusing.

WARREN: It makes a big difference. A lot of the game is kind of mission-based and you need to complete a specific task. Unless you've got a really big TV or you're running it through a VGA monitor, I'd actually advise that you stay away from this. It's also disappointing that they've chosen the weakest three tables from the PC versions for this. The other table they did was called The Web, which was much better.

DYLAN: Do you like the levels? Do you think they have enough character?

WARREN: I think they're a little bit naff.

DYLAN: The Time Shot thing is brilliant with all the submarines and stuff. The high-score table is fantastic. I mean, I don't really play pinball so I don't know how realistic it is, I'm looking at this purely as a videogame.

DAN: You've been into it for real haven't you?

WARREN: I used to play a bit, but I know these games better from the PC and they were so far ahead of everything else. A company called 21st Century used to do pinball games and they were brilliant.

ALEX: They were.

WARREN: Yeah, but they used to scroll around the table and I always preferred the view on these. Maybe it's because I used to play them so much back in the day that I'm not that impressed with it on Dreamcast but I think it's a good game for Dreamcast, something different. And you can play four-player too.

ALEX: And tinker with the tables, set them up how you want to.

WARREN: And adjust the wear on the table.

DYLAN: It's definitely a work of passion.

ALEX: But it is quite lazy because, if you're including three tables and you're a fan of pinball, would you include three modern tables or would you put in ones with a bit more variety. Because they're all basically similar with similar set-ups of ramps and stuff.

DAN: I think people would perhaps expect more than three tables…

WARREN: But on PC you'd pay £30 for one!

DAN: Granted, but that was a few years ago now.

DYLAN: And it's meant to be a 'best of' and everything. You kind of expect extra.

ALEX: But, as pinball games go, what is there is very good and the movement of the ball is very realistic and everything. And the analogue stick is really good – you can be really subtle with the movements.

DAN: Nudging the table is cool!

ALEX: But your fingers kill after a while of playing!





gameplay™
THE GATEWAY TO GAMES

SALES HOTLINE CALL NOW! LOCAL RATE

0845 20 10 444

SALES LINES OPEN MON-FRI 9AM-8PM, SAT & SUN 10AM-6PM

QUOTE REF: ODM(6)

Dreamcast



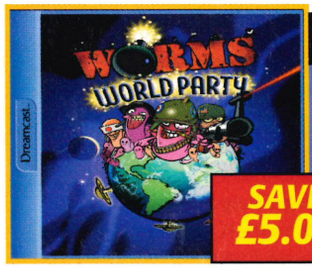
Skies of Arcadia

Product Code: DC2221



Another corking RPG for the DC, this baby offers unrivalled gameplay, a gripping storyline, and some surprising twists on the usual dungeons and dragons fare.

SAVE £5.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £24.99



Worms World Party

Product Code: DC2200



The Worms games are only any fun when playing with friends - at which point they become the best thing ever. This Dreamcast version is great, with tons of invertebrate violence.

SAVE £5.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £24.99



Half Life

Product Code: DC2156



The PC's other number one shooter is also on the Dreamcast and looking mighty fine. The super cinematic one-player mode even has exclusive levels not seen on the PC. Yet.

SAVE £5.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £34.99



Phantasy Star Online

Product Code: DC2083



This is the first Japanese developed online RPG, so at last the genre will see the end of beards and sandals and instead get Final Fantasy style coolness instead. Just ignore the spelling.

SAVE £7.00 | FULL PRICE ~~£39.99~~ | GAMEPLAY PRICE £32.99

>> DREAMCAST PRE-ORDERS <<

DC2085	BLACK & WHITE £29.99	DC2236	HEADHUNTER £29.99
DC2226	CRAZY TAXI 2 ..... £29.99	DC2227	OUTRIGGER £29.99
DC2164	EVIL DEAD: HAIL TO THE KING £29.99	DC2225	SONIC ADVENTURE 2 ..... £29.99

>> CALL TO PRE-ORDER NOW <<

>> DREAMCAST NEW RELEASES <<

DC2224	18 WHEELER £29.99	DC2217	EXHIBITION OF SPEED £29.99
DC2223	CONFIDENTIAL MISSION £29.99	DC2216	PROJECT JUSTICE £29.99
DC2222	DAYTONA USA £29.99	DC2243	SPIDERMAN £29.99

>> DREAMCAST GAMES A - Z <<
NOW EVEN LOWER PRICES!!!

DC2187	102 DALMATIONS PUPPIES TO THE RESCUE	£19.99
DC1092	4 WHEEL THUNDER	£14.99
DC2133	BANGAI-O	£29.99
DC1000	BLUE STINGER	£9.99
DC1067	CAESARS PALACE 2000	£17.99
DC2179	CAPCOM VS SNK	£29.99
DC2183	CHICKEN RUN	£19.99
DC1059	CRAZY TAXI	£36.99
DC2123	DAVE MIRRA FREESTYLE BMX	£19.99
DC1064	DEAD OR ALIVE 2	£34.99
DC2181	DINO CRISIS	£29.99
DC2192	DISNEY'S DINOSAUR	£14.99
DC1037	DRAGON'S BLOOD	£9.99
DC1017	ECCO THE DOLPHIN	£29.99
DC1080	ECW HARDCORE REVOLUTION	£14.99
DC2079	EXTREME SPORTS	£19.99
DC2063	F1 RACING CHAMPIONSHIP	£32.99
DC2138	F1 WORLD GRAND PRIX 2	£19.99
DC2114	F355 CHALLENGE - PASSIONE ROSSA	£9.99
DC1074	FUR FIGHTERS	£34.99
DC2049	GIGA WING	£27.99
DC2077	GRAND THEFT AUTO 2	£27.99

DC2228 GRANDIA 2 — SAVE £7.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £32.99

DC2135	GUNBIRD 2	£32.99
DC2076	HIDDEN AND DANGEROUS	£28.99
DC1010	HOUSE OF THE DEAD 2	£29.99
DC1043	HOUSE OF THE DEAD 2+LIGHT GUN	£47.99
DC1040	HYDRO THUNDER	£14.99
DC2146	INTERNATIONAL TRACK & FIELD	£27.99
DC1032	JIMMY WHITE'S 2 - CUEBALL	£14.99
DC2051	JO JO'S BIZARRE ADVENTURE	£29.99
DC2194	KAO THE KANGAROO	£34.99
DC2178	KISS PSYCHO CIRCUS	£29.99
DC1083	LEGACY OF KAIN : SOUL REAVER	£34.99
DC2140	LOONEY TUNES SPACE RACE	32.99
DC2116	MAG FORCE RACING	£9.99
DC1036	MARVEL VS CAPCOM	£14.99
DC1045	MDK 2	£9.99

DM1019 METROPOILIS STREET RACER — SAVE £20.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £19.99

DC1029	MONACO GRAND PRIX RACING SIM 2	£9.99
DC2195	MR DRILLER	£19.99
DC2196	MTV SPORTS: SKATEBOARDING	£19.99
DC1081	N.B.A. SHOWTIME	£12.99
DC1058	NFL BLITZ 2000	£17.99
DC1004	NFL QUARTERBACK CLUB 2000	£14.99
DC1090	NOMAD SOUL	£14.99
DC1035	PLASMA SWORD	£9.99
DC2131	POD 2: ONLINE	£24.99
DC2124	POWERSTONE 2	£24.99
DC1052	PSYCHIC FORCE 2012	£9.99

DC2119 QUAKE III ARENA — SAVE £7.00 | FULL PRICE ~~£34.99~~ | NOW ONLY £27.99

DC2112	RAINBOW SIX	£29.99
DC2060	RAYMAN 2	£14.99
DC1044	READY 2 RUMBLE BOXING	£24.99
DC2172	READY 2 RUMBLE BOXING: ROUND 2	£29.99
DC2197	RECORD OF LODOSS WAR	£29.99
DC1021	RED DOG	£32.99
DC1069	RESIDENT EVIL 2	£12.99
DC2213	RESIDENT EVIL 3 NEMISIS	£24.99
DC1034	RESIDENT EVIL: CODE VERONICA	£34.99
DC1056	RE-VOLT	£9.99
DC2191	SEGA BASS FISHING	£19.99
DC1046	SEGA BASS FISHING + FISHING ROD	£39.99
DC2084	SEGA GT	£22.99
DC1066	SEGA WORLDWIDE SOCCER 2000	£24.99
DC1057	SHADOWMAN	£14.99

DC1062 SHENMUE — SAVE £10.00 | FULL PRICE ~~£34.99~~ | NOW ONLY £24.99

DC1088	SILVER	£22.99
DC1075	SLAVE ZERO	£9.99
DC1065	SNOW SURFERS	£19.99
DC1007	SONIC ADVENTURE	£19.99

DC2219 SONIC SHUFFLE — SAVE £7.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £32.99

DC1024	SOUL CALIBUR	£34.99
DC1078	SOUL FIGHTER	£24.99
DC1051	SOUTH PARK CHEFS LUV SHACK	£9.99
DC1006	SOUTH PARK RALLY	£29.99
DC2068	SPACE CHANNEL 5	£9.99
DC1028	SPEED DEVILS	£32.99
DC2175	STAR WARS DEMOLITION	£19.99
DC2128	STAR WARS EPISODE 1: JEDI POWER BATTLES	£34.99
DC1033	STREET FIGHTER ALPHA 3	£14.99
DC2143	STREET FIGHTER III 3RD STRIKE	£19.99
DC2132	STREETFIGHTER 3 - DOUBLE IMPACT	£14.99
DC2059	SUPER MAGNETIC NEO	£9.99
DC2144	SUPER RUNABOUT	£14.99
DC1031	SUZUKI ALSTARE RACING	£29.99
DC2087	SWORD OF THE BERSERK: GUTS RAGE	£29.99
DC2127	SYDNEY 2000	£19.99
DC2050	TECH ROMANCER	£9.99
DC2185	THE GRINCH	£19.99
DC2047	TIMESTALKERS	£34.99
DC1048	TOKYO HIGHWAY CHALLENGE	£14.99
DC2157	TOKYO HIGHWAY CHALLENGE 2	£34.99

DC1234 TOMB RAIDER 4 — SAVE £25.00 | FULL PRICE ~~£34.99~~ | NOW ONLY £9.99

DC2176	TOMB RAIDER CHRONICLES	£24.99

DC2147 TONY HAWK'S PRO SKATER 2 — SAVE £10.00 | FULL PRICE ~~£34.99~~ | NOW ONLY £24.99

DC1084	TONY HAWKS SKATEBOARDING	£14.99
DC2212	TOY RACER	£4.99
DC2071	TOY STORY 2	£14.99
DC1005	TRICKSTYLE	£14.99
DC2082	UEFA DREAM SOCCER	£27.99
DC1003	UEFA STRIKER	£32.99
DC2130	ULTIMATE FIGHTING CHAMPIONSHIP	£32.99
DC2125	URBAN CHAOS	£19.99
DC1087	V RALLY 2	£19.99
DC2057	VANISHING POINT	£34.99
DC2118	VIRTUA ATHLETE	£9.99
DC1009	VIRTUA FIGHTER 3TB	£9.99
DC1026	VIRTUA STRIKER 2	£12.99
DC2080	VIRTUA TENNIS	£34.99
DC1089	WACKY RACES	£19.99
DC2088	WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR	£14.99
DC2065	WETRIX	£9.99
DC1018	WORLD GRAND PRIX	£14.99
DC2067	WORLDWIDE SOCCER EURO EDITION	£27.99
DC1038	WORMS ARMAGEDDON	£14.99
DC1055	WWF ATTITUDE	£9.99
DC2149	WWF ROYAL RUMBLE	£24.99

PRE-ORDER TODAY FOR FREE
DELIVERY ON DAY OF RELEASE
1000's MORE GAMES IN STOCK NOW

>> OPEN AN ONLINE ACCOUNT AT WWW.GAMEPLAY.CO.UK AND >> >> GET £5 OFF YOUR NEXT ONLINE ORDER!!! << <<

£5 E-MAIL VOUCHER ONLY APPLIES TO ORDERS OF £35 OR MORE. SEE WEBSITE FOR DETAILS.

>> DREAMCAST PERIPHERALS <<

JOY PADS



DC0101 OFFICIAL DREAMCAST CONTROLLER — NOW ONLY £19.99



DC2099 JOYTECH DREAMCAST CONTROLLER PLUS — SAVE £3.00 FULL PRICE ~~£19.99~~ NOW ONLY £16.99

DC2100 JOYTECH DREAMCAST CONTROLLER PLUS – CLEAR ORANGE/SMOKE WHITE £16.99

DC2101 JOYTECH DREAMCAST CONTROLLER PLUS – CHARCOAL/BLACK £16.99

KEYBOARDS



DC0103 OFFICIAL DREAMCAST KEYBOARD — NOW ONLY £19.99

MICE



DC2177 OFFICIAL DREAMCAST MOUSE — NOW ONLY £19.99

ARCADE STICK



DC0104 OFFICIAL DREAMCAST ARCADE STICK — SAVE £3.00 FULL PRICE ~~£39.99~~ NOW ONLY £36.99

WHEELS



DC0102 OFFICIAL DREAMCAST RACE CONTROLLER WHEEL — SAVE £2.00 FULL PRICE ~~£44.99~~ NOW ONLY £42.99



DC2237 MADCATZ MC2 WHEEL & PEDALS — SAVE £17.00 FULL PRICE ~~£59.99~~ NOW ONLY £42.99

CABLES

DC1042 OFFICIAL SCART LEAD £17.99

DC0200 DREAMCAST SCART CABLE £6.99

DC0108 S-VIDEO CABLE £7.99

MEMORY



DC0100 OFFICIAL DREAMCAST VM UNIT — NOW ONLY £19.99



DC2089 JOYTECH 1MB DREAMCAST MEMORY CARTRIDGE – CLEAR BLUE/SMOKE WHITE — SAVE £1.00 FULL PRICE ~~£12.99~~ NOW ONLY £11.99

DC2090 JOYTECH 1MB DREAMCAST MEMORY CARTRIDGE – CLEAR ORANGE/SMOKE WHITE £11.99

DC2091 JOYTECH 1MB DREAMCAST MEMORY CARTRIDGE – CHARCOAL/BLACK £11.99



DC2092 JOYTECH 4MB DREAMCAST MEMORY CARTRIDGE – CLEAR BLUE/SMOKE WHITE — SAVE £1.00 FULL PRICE ~~£17.99~~ NOW ONLY £16.99

DC2093 JOYTECH 4MB DREAMCAST MEMORY CARTRIDGE – CLEAR ORANGE/SMOKE WHITE £16.99

DC2094 JOYTECH 4MB DREAMCAST MEMORY CARTRIDGE – CHARCOAL/BLACK £16.99

DC2097 ADVANCED JUMP PACK + 1MB MEMORY – CLEAR BLACK/SMOKE WHITE £16.99

DC2099 ADVANCED JUMP PACK + 1MB MEMORY – CHARCOAL/SMOKE WHITE £16.99

JUMP PACKS



DC0105 OFFICIAL DREAMCAST JUMP PACK — NOW ONLY £15.99



DC2203 JOYTECH DREAMCAST JOLT PACK (CLEAR BLUE/SMOKE WHITE) — NOW ONLY £9.99

DC2244 JOYTECH DREAMCAST JOLT PACK – CLEAR BLACK/SMOKE WHITE £9.99

DC2097 ADVANCED JUMP PACK + 1MB MEMORY – CLEAR BLACK/SMOKE WHITE £16.99

DC2099 ADVANCED JUMP PACK + 1MB MEMORY – CHARCOAL/SMOKE WHITE £16.99

CHEATS

AC5046 DATEL DREAMCAST ACTION REPLAY £24.99

DC2245 XPLODER DC £16.99

SPEAKERS



AC1031 LOGIC 3 SOUNDSTATION IMAC - BLUE, (ALSO AVAILABLE IN PURPLE) — SAVE £5.00 FULL PRICE ~~£39.99~~ NOW ONLY £34.99

AC1030 LOGIC 3 SOUNDSTATION – PURPLE, (ALSO AVAILABLE IN IMAC BLUE) £34.99

STORAGE



DC0202 LOGIC 3 DREAMSTATION — SAVE £5.00 FULL PRICE ~~£19.99~~ NOW ONLY £14.99

GUNS

AC5044 MADCATZ DREAM BLASTER £20.99

FISHING RODS

AC5089 MADCATZ DREAM ROD £20.99

>> DREAMCAST ESSENTIALS <<



DC2099 Joytech Dreamcast Controller Plus

SAVE £3.00 — ONLY £16.99

Playing on your own is good, but playing against your mates is the most fun you can have with your Dreamcast. Just remember, you'll need extra controllers to do it!

DC0102 Official Dreamcast Race Controller Wheel

SAVE £2.00 — ONLY £42.99



It's a wheel, it's official, it's for your Dreamcast - if you want an official Dreamcast Wheel, you can't get officialler or indeed Dreamcastier than this here wheel - it' really, really great.

DC0100 Official Dreamcast VM Unit



ONLY £19.99

I know what you're thinking, hotshot. "I want to save my progress, but how, how?" Fret no longer - buy this and your no save option dilemma will be remedied in an instant.

DC2092 Joytech 4MB Dreamcast Memory Cartridge

SAVE £1.00 — ONLY £16.99



A huge memory card for the Dreamcast? Such a simple idea, yet a fiendishly brilliant one - what would we do without one? Thankfully you need never contemplate such an upsetting scenario, with this - the Joytech 4MB Dreamcast Memory Cartridge!



ONLY £9.99 — DC2203 Joytech Dreamcast Jolt Pack

If money is too tight to mention try this unofficial vibration pack. It works just the same as the Sega branded one but is just that little bit cheaper.

Game Boy ADVANCE



RELEASED 22nd June

The greatest next-generation console is here!!

The Game Boy Advance has more 2D power than a PlayStation, a giant widescreen display, stunning stereo music and sound, plus you get the chance to play four-player games using just one games cartridge.

The games are the perfect balance between 21st century updates of classics like Mario Kart and Doom, newer titles like Tony Hawk's Pro Skater 2 and Chu Chu Rocket!, and totally original games like real-time strategy title Napoleon and RPG Golden Sun.



The future is within your grasp!!

ORDER NOW! GAMEPLAY PRICE ONLY **£79.99**

DISCOUNTED GAMES *DELIVERED FREE* THROUGH YOUR DOOR!

>>POSTAGE & PACKAGING<<

We offer FREE 2nd Class delivery on ALL ORDERS! These should arrive within 5 working days of despatch. Alternatively you can upgrade to 1st Class delivery for just 99p! This should get your order to you within 2 working days fromdespatch. If you're really in a hurry we can do a "Next Day Delivery" (Monday - Friday) for just £4.99 for the first item plus £1 for each extra item. Please note that your order will have to be placed by 3.00pm and that someone will have to be home to receive the delivery. If you order on-line we'll even send you an e-mail to let you know when we've sent your order.

PLEASE CALL TO CONFIRM PRICES AND AVAILABILITY BEFORE ORDERING AS SOME ITEMS MAY BE LIMITED STOCK AND PRICES ARE SUBJECT TO FLUCTUATION

✂ Cut out this order form and post to: Gameplay, PO Box 264, Tingley, Wakefield, WF3 1YB

NAME: .....

ADDRESS: .....

.....

POSTCODE: ..... TEL: .....

SIGNATURE: ..... HAVE YOU ORDERED BEFORE? YES / NO

EMAIL: .....

☐ Please tick here if you do not wish to receive promotional materials from us or third parties which you may find interesting.

Cheques/Postal Orders made payable to Gameplay

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ SWITCH ONLY

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Sent to press 3/5/2001 ODM(6)

PRODUCT CODE	NAME	PRICE
		£
		£
		£
		£
	OPTIONAL EXPRESS CHEQUE CLEARANCE:* ADD £1.00 HERE NOT available for bank drafts or building society cheques	£
	Gift Vouchers (multiples of £5)	£
		P&P £
		TOTAL £

Thank you for your order!

Unfortunately we cannot take Amex or Electron. Prices correct at time of going to press. E & OE.

MasterCard DELTA VISA SWITCH SOLO

FREE 2ND CLASS DELIVERY ALLOW 7-8 DAYS

1ST CLASS DELIVERY NORMALLY 2 WORKING DAYS **99p**

"Britain's Leading Mail Order Games Retailer"

visit www.gameplay.co.uk

gameplay™ THE GATEWAY TO GAMES

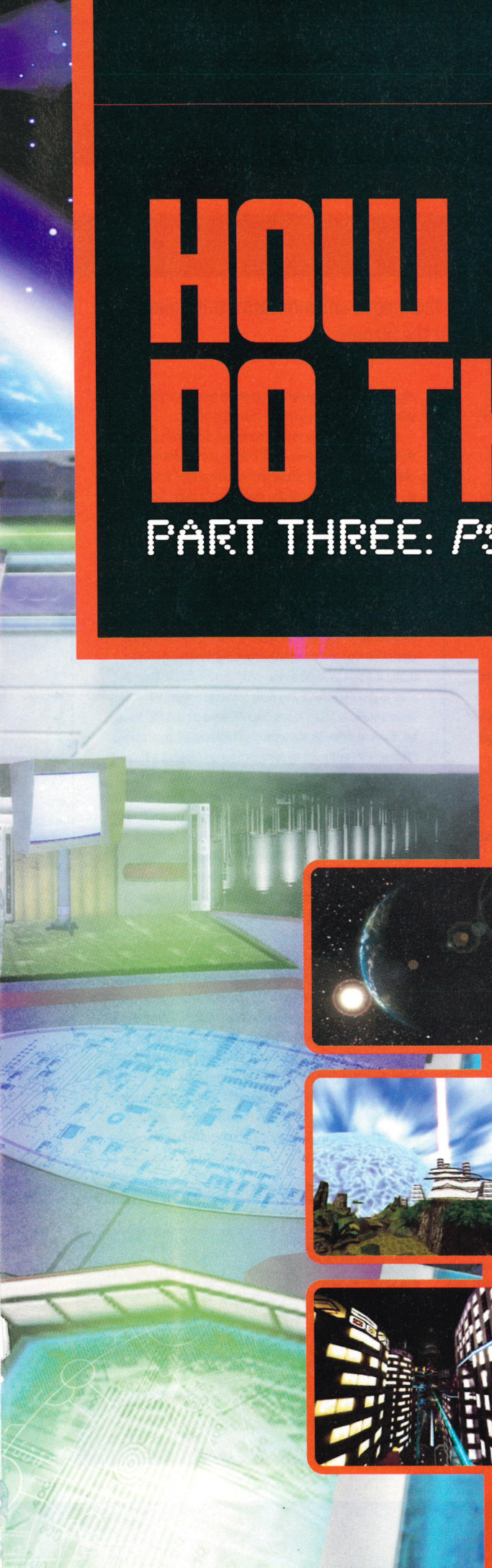

QUE FAIT-IL?
WHAT'S HE UP TO?
わかりません
NO IDEA
RUHER, ICH BIN BESCHÄFTIGT
QUIET, I'M BUSY

HOW DID THEY DO THAT?

PART THREE: *PSO*'S TRANSLATION SYSTEM

AS *PHANTASY STAR ONLINE* CONTINUES TO AMAZE US, **ADAM PHILLIPS** TAKES A CLOSE LOOK AT ITS REVOLUTIONARY TRANSLATION SYSTEM THAT LETS PLAYERS ALL OVER THE WORLD COMMUNICATE WITH ONE ANOTHER

ARTWORK: **JOE ROBERTS**









THE ACHIEVEMENT

It's no walk in the park. When games developers create a game, they have a lot more to worry about than mere gameplay. The point of any software ultimately is to generate stacks of cash for the publisher so they can keep their shareholders happy and continue to crank out games. To achieve this, it's an absolute necessity to make the game accessible to as many different territories across the world as possible.

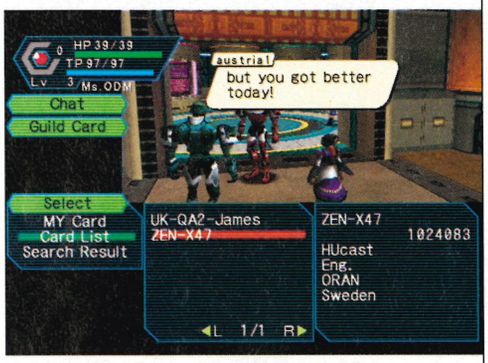
Releasing a Japanese game over here with no language changes would seriously affect the game's sales, which means the process of localisation is vital, no matter how complex. Mark Fisher, *Phantasy Star Online*'s European product manager, explains. "When localising a game for the European market place, the biggest hurdle is to incorporate several European languages in the game – it's not just English that needs to be incorporated, but also French, German, Spanish and sometimes Italian."

This in turn can increase the time it takes to localise a game for Europe over, say, America or Japan. "This makes European localisation more costly and time consuming," explains Mark. "It also affects the time each game spends in testing as the game needs to be played and tested in each language."

Translating *Shenmue* was a real test for Sega – and well worth the effort – but they well and truly bit the bullet with *Phantasy Star Online* by pushing the boundaries and creating a system where a gamer in Bolton can communicate effectively with a player in Tokyo… without the need for a degree in Japanese.

THE AMBITION

So what was Sega's ultimate goal for *Phantasy Star Online*?



△ **Exchanging Guild Cards makes meeting up with your new-found foreign friends much easier next time.**



"YOU MUST BE ABLE TO COMMUNICATE WITH OTHER PLAYERS FROM AROUND THE WORLD BUT THERE IS LITTLE TIME TO CONSULT YOUR 'PHRASE BOOK' MID-BATTLE – WHEN CONFRONTING A GIGANTIC FIRE-BREATHING DRAGON, THE COMMUNICATION SOLUTION NEEDED TO BE QUICK AND EASY TO USE!"
KUNIYO MATSOMOTO, *PSO*'S EUROPEAN PRODUCER

IT ALL COMES DOWN to collaboration at the end of the day. When *Phantasy Star Online* was being dreamt up, Sonic Team, the developers, knew that to create a truly community-driven online experience, different languages could not stand in the way. Kuniyo Matsomoto, the game's European producer, explains the tough brief: "*Phantasy Star Online* is all about collaborative gaming – joining together to help each other on your quest. In order to collaborate, you need to communicate and that is the problem that Sonic Team faced with *Phantasy Star Online*. You must be able to communicate with other players from around the world but there is little time to consult your 'phrase book' mid-battle – when confronting a gigantic fire-breathing dragon, the communication solution needed to be quick and easy to use!" So Sonic Team set about creating the answer to this thorny issue…

THE EXECUTION

So exactly how did Sega go about creating the unique and innovative translation system that has united gamers from all over the planet?



"TYPING IN 'SHOES' THROWS UP SOME INTRIGUING CENSORING – BECAUSE THE WORD CONTAINS 'HOES', THE END RESULT COMES OUT AS 'S#@!?'. ALSO, THE ORIGINAL CENSORSHIP WAS BASED ON AMERICAN SPELLINGS, SO WORDS SUCH AS 'ASS' WERE BANNED, BUT NOT 'ARSE'. THE SYSTEM HAS SINCE BEEN UPDATED, THOUGH!"
STUART TURNER, EUROPEAN PR MANAGER, SEGA EUROPE

FOR THOSE OF YOU perhaps unfamiliar with *Phantasy Star Online*'s 'word select' system, the game's interface allows the player to communicate using set words and phrases in the player's native tongue. Once the sentence has been completed, it is then automatically translated into the native language of the other players in their *Phantasy Star Online* team. "If you want to send a message to your team-mate who doesn't speak your language," explains Kuniyo, "Then go to 'word select' and construct the sentence. On your screen, the message will be displayed in your language but in the team-mate's screen, the message will be displayed in their language."

The actual amount of sentences and phrases available to players are far too numerous to count according to Sega. They believe that there is a sentence to cover every single element of the game that players need to talk about and if there isn't, the option to make one is also available.

There were numerous hurdles to overcome though during the creation of the system. "We have had so much difficulty implementing the system for the five languages featured in the game – Japanese, French, German, Spanish and English," explains Kuniyo. "If the system worked fine for the German language, then it wouldn't necessarily work in Japanese or French. Just to give you an example, there are no articles or genders in Japanese." Basic issues such as language length also have to be taken into account – a sentence in German typically taking up about a third more space than in English.

The end result is a practical and workable system which is further enhanced by the ability to chat using simple symbols. There are only six 'stock' symbols available to use but, as seasoned *Phantasy Star Online* players will know by now, the ability to create your own has thrown up some intriguing new ones.

Localising the game to work across five different languages also threw up technical issues as well. To bring such an online title to the global masses required specific servers to be set up for each territory in Europe so we Brits could play against our Spanish chums. *PSO* also had to be configured for differences in television formats such as 50 or 60Hz options. Sega also needed to consider how Dreamcast users connected to play online via their local telephone company.

With such technical issues dealt with, there was one more major issue to deal with – namely making sure there was no swearing in *Phantasy Star Online*'s world. To make sure that swearing didn't become common place in the game, a filtering system was put in place. After a player has typed in a message to other gamers online, it is sent to Sega's servers which have software filters in place to check the words. Any fruity language is removed automatically. As Stuart Turner, Sega PR Manager and *PSO* fanatic , has discovered though, the system isn't without its shortcomings. "Typing in 'shoes' throws up some intriguing censoring – because the word contains 'hoes', the end result comes out as 's#@!?'," explains Stuart. "Also, the original censorship was based on American spellings, so words such as 'ass' were banned, but not 'arse'. The system has since been updated, though!"

But Sega see the censorship system as a necessity. "It can be refined if people let us know about any problems," says Kuniyo. "But for some words, we can't do anything about it because some people will do anything to send filthy words in the game so we have to worry about that first!"

All in all, creating the multilingual *Phantasy Star Online* was ambitious stuff, a fact reflected in the amount of time it took to bring Sega's vision to the home. The language system took upwards of 10,000 man hours to create, including a massive testing schedule over Sega's worldwide network incorporating three continents, four countries and five languages. For the European language translator alone, the system was being tested more than eight months prior to *Phantasy Star Online*'s February 2001 launch. The testing procedure was carried out by over 300 testers to make sure that gremlins didn't creep in and spoil the *Phantasy Star Online* experience.

COMMUNICATION OPTIONS

1 **BALLOON CHAT is the first of the three key ways to communicate with other people in the game. Players can simply type in their words and they are displayed in a balloon above their character's head. If you've got a keyboard this is often the quickest way but you're limited to the language you type in – there's no translation.**

2 **WORD SELECT is where the really clever stuff happens – players construct sentences using a menu of words. These sentences are then automatically translated into the specified language – Japanese, German, English, Spanish or French.**

3 **SYMBOL CHAT flashes up a simple picture that allows punters to 'emote' a mood or a feeling. Quirky sounds and the ability to hotkey your favourite symbols makes this a popular way of communicating online and a simple means of getting across your message. You'll see a lot of these popping up.**

4 **CUSTOMISABLE SYMBOLS have proved a massive hit among online *PSO* players with ever more elaborate creations being used. The six stock options covered the basics but players have quickly adapted the system to incorporate call-signs, insults and even, through clever hotkey set-up, animated symbols.**



1

THE END RESULT

So how has the system gone down with gamers worldwide?



"WHEN LOCALISING A GAME FOR THE EUROPEAN MARKET PLACE, THE BIGGEST HURDLE IS TO INCORPORATE SEVERAL EUROPEAN LANGUAGES IN THE GAME – IT'S NOT JUST ENGLISH THAT NEEDS TO BE INCORPORATED, BUT ALSO FRENCH, GERMAN, SPANISH AND SOMETIMES ITALIAN."
MARK FISHER, *PSO*'S EUROPEAN PRODUCT MANAGER

THE ARRIVAL OF *PHANTASY* *Star Online* has created something of a global phenomenon. From first-time online gamers through to jaded old-skool players, the game has been embraced across the planet. Forums and magazines are filled with stories about their experiences in the game and their online adventures with players from all over the world. The overall response has been excellent, say Sega. And it's not just us English-speaking gamers who are happy. "There are so many people who cannot speak English in Japan as well," explains Mark Fisher. "So, it's been useful for them, understandably."

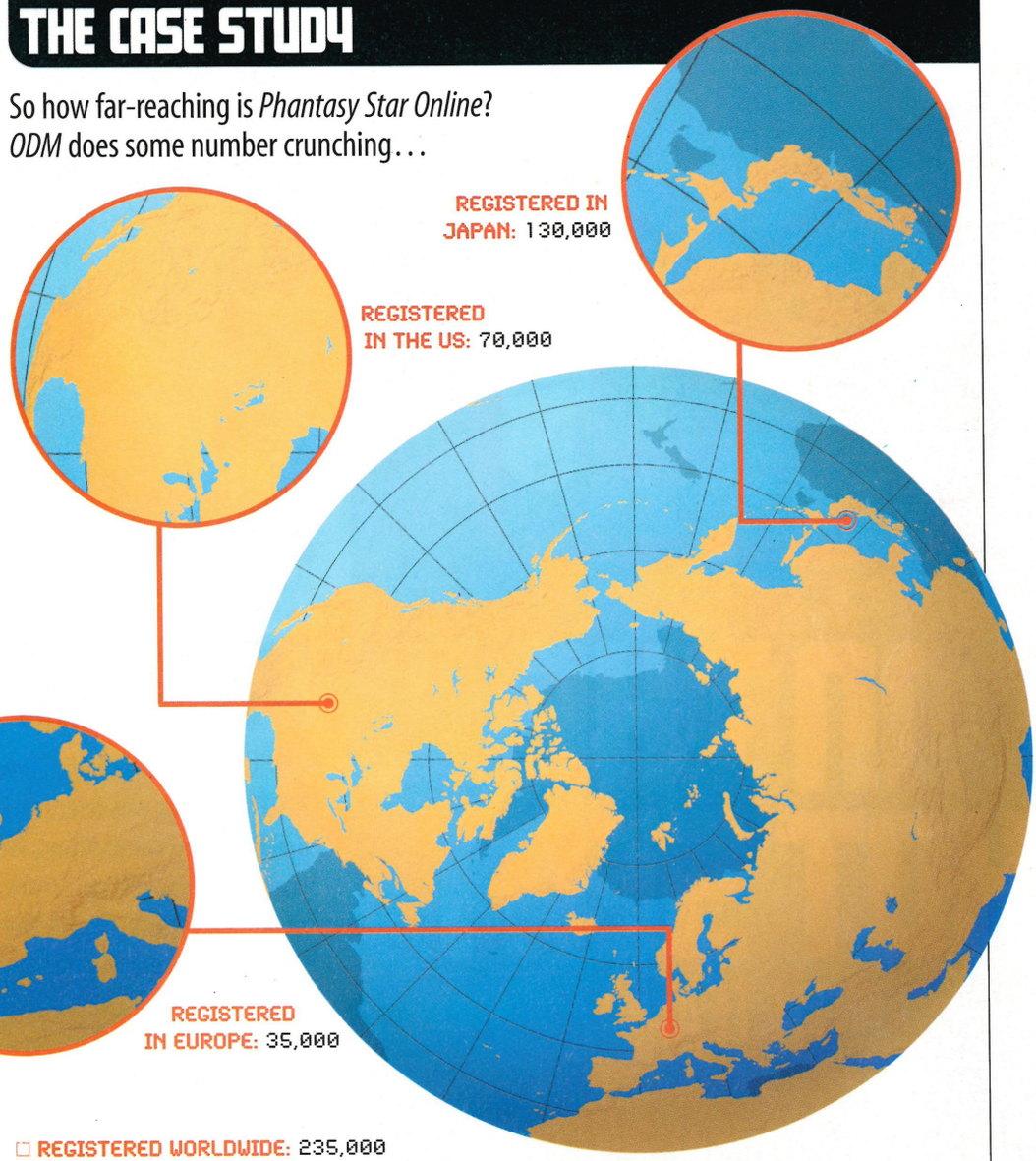
Indeed, in keeping with the true spirit of the game's language system, Japanese players have been incredibly generous to us westerners by donating Meseta, weaponry, armour and advice for free. We westerners, on the other hand, have been flogging our *Phantasy Star Online* wares online at auction sites such as eBay!

There have been criticisms though about some of the grammatical routines used in the system, but Sega have promised it will be improved upon in *Phantasy Star Online 2*. "We do need to have a much more complex system to accommodate all languages," says Mark. Also, don't be surprised to see the language system springing up elsewhere – Sega believe that the system can not only be used for online gaming, but even in Internet chat and other applications.

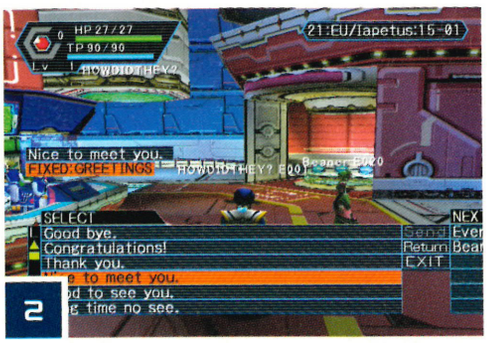
But are Sega planning to license the language system technology to other developers? "We can't comment on that at the moment, however we do see it as a valuable commodity that has made online gaming a lot more interesting than ever before," says Stuart Turner, Sega's top PR bod. And we won't argue with that.

THE CASE STUDY

So how far-reaching is *Phantasy Star Online*? *ODM* does some number crunching...



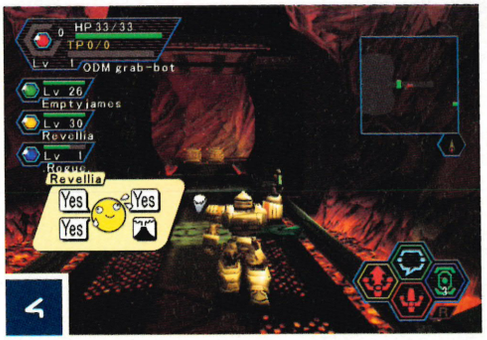
- REGISTERED WORLDWIDE: 235,000
- RECORD NUMBER OF USERS WORLDWIDE THAT HAVE SIMULTANEOUSLY LOGGED ON TO *PSO* SERVERS: 26,000
- NUMBER OF PARTICIPANTS IN FAMITSU CUP, AN ONLINE *PHANTASY STAR ONLINE* EVENT IN JAPAN: MORE THAN 70,000



2



3



4

MAP: IMAGESOURCE



△ *Left to right:* Paul Kilburn (producer), John Eggett, Kevin Carthew, Grant Towell (designers).

IN THE HOT SEAT

WITH TEAM 17

THE PRODUCER AND THREE DESIGNERS OF *WORMS WORLD PARTY* ANSWER QUESTIONS FROM *OFFICIAL DREAMCAST MAGAZINE* READERS

COMING UP: NEXT ISSUE WE'LL BE PRINTING THE ANSWERS TO THE QUESTIONS YOU PUT TO THE DEVELOPERS OF *VANISHING POINT*



△ *Worms World Party* (2001): Team 17's massive *Worms* franchise just keeps on ruckin', and now it's gone global.

PROFILE Team 17 were originally created in 1990 to produce games for the Amiga, and were known as 17Bit Software. They've had success with titles like *Full Contact*, *Alien Breed*, *Assassin*, *Project X*, *Superfrog* and *Body Blows*. In 1995, *Worms* was released. Starting life as an entry to an Amiga magazine's 'make a game' competition, *Worms* has gone on to become a massive worldwide hit, with numerous follow-ups and upgrades since. With the second Dreamcast version, *Worms World Party* (*ODM* #15, 8/10), recently released, the game's producer and three designers sat down to answer your questions.

WORM SPEAK

Who does the squeaky noises for the worms?

JULIAN PIETRZYK, BECKENHAM

KEVIN CARTHEW: Various people from the company have helped out in creating sound banks for the game. Team 17 employs a broad range of people from all walks of life, so it wasn't with much difficulty that we attempted to recreate squeaky versions of cockney barrow boys, cheeky Geordie chappies and loveable Yorkshire tykes. For the international sound banks, we use various translation/ recording studios throughout the world.

WRIGGLE ON

Will you continue making *Worms* games?

OLLIE SCOTT, VIA EMAIL

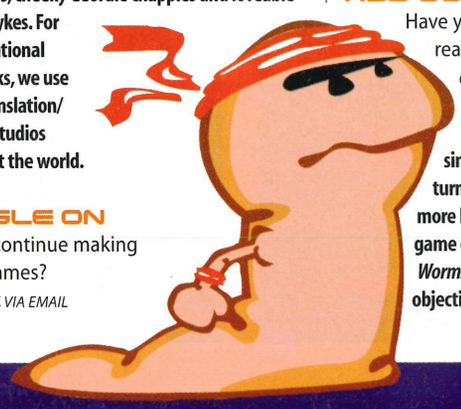
PAUL KILBURN: Absolutely. We currently have three *Worms* games in full development but at the moment aren't speaking about them till we have started discussions with publishers, which will be around May time for the first one. None of which are in the 2D style that you are all used to and all are highly original in their own way.

ALL-OUT WORMS

Have you ever thought of making a real-time *Worms* game?

OLLIE SCOTT, VIA EMAIL

JOHN EGGETT: Some of *Worms World Party*'s missions are played in single-player real-time, and are not turn-based. Some of the missions play more like mini-games than a full-blown game of *Worms*, because they utilise the *Worms* engine and physics but the game objectives are not the norm. Oh, the variety!



GRANT TOWELL: I think *Worms* is best left in its current incarnation as a turn-based game. Real-time is something we've played with in the single-player game side of things in *Worms World Party*. Some of the stuff we've managed to get out of the engine after endless tinkering really is something to be proud of.

WORM FAVOURITES

What are your favourite games on Dreamcast, excluding your own?

OLLIE SCOTT, VIA EMAIL

KC: I love the 'rhythm' games (hee hee!), especially *Dance Dance Revolution* [Japanese import] and *Samba De Amigo*! The magic of *Shenmue* had me transfixed for a long time, and *Soul Calibur* is great for two-player bouts with your mates.

JE: Most things that are multiplayer – *Dead Or Alive 2*, *Virtua Tennis*. You just can't beat playing against a real person.

GT: *Mr Driller* and *Virtua Tennis*. Both are extremely playable.

SLOW WORMS

Why has *Worms World Party*'s release been delayed so much?

ALEX BERROYER, OLDHAM

PK: Good question. The Dreamcast online side was up and running last September, but we've had numerous problems making sure that it all runs stable with four players through Dreamarena. On top of this we have the Dreamcast submission process to go through, which takes anywhere from six weeks to 12 weeks from when we actually finish to when the game appears in the stores. The good news is the game is now totally finished and approved by Sega Europe and will be on sale by the time you read this.

NOT ENOUGH WORMS

Why did *Worms Armageddon* only work with one joypad? That was really annoying.

NIC VINCENT, VIA EMAIL

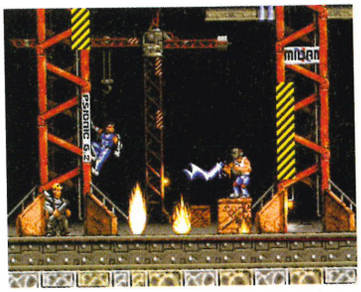
JE: Yep, someone has a red face, thus *Worms World Party* now allows gamers to select which pad they wish to use. So now you can fight over who gets the pad with the rumble in.

WORMS DIMENSION

Are you going to do a 3D *Worms* game?

JOOLS TARRIER, NOTTINGHAM

PK: Yes we are and have been working on designs and prototypes for the last few years and finally we believe we have it right, but it's still a way from release so we don't really want to give too much away. What I will say, is it moves the game forward quite significantly in terms of how it's played, and that was the most important thing for us. Thankfully, with the technology jumps that have happened with the next-generation machines, it now means we can deliver the game we want to. Producing this on the last generation



△ ***Assassin* (1992): arcadey shooting action.**

machines would have meant the game took a step backwards in terms of gameplay, and that was something we weren't prepared to compromise on.

ALIEN RESURRECTION

Is there any chance of a new *Alien Breed* game? The Amiga version was excellent.

RAY WOODWORTH, VIA EMAIL

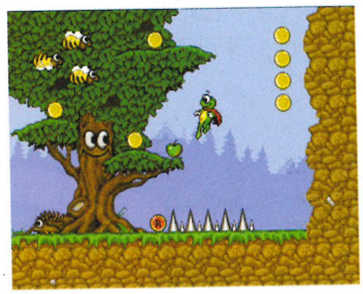
PK: Thanks Ray! This is one of the most popular questions we get asked and one of the most enjoyable. *Alien Breed* is also a huge favourite at Team 17, and everyone here can't wait to share what we are doing on the next-generation version. The game is almost finished in terms of the design stages. We've brought the original lead programmer (Andreas Tadic) and artist (Rico Holmes) back together and are building a development team around them to ensure it's everything that the fans and Team 17 expect the game to be. I can tell you the design is absolutely fantastic, and I've been lucky enough to see some of the early work as it's been coming along. You won't be disappointed, I can tell you!

MASSIVE WORMS

How many copies have the *Worms* games sold worldwide? Did you have any idea they would be so big when you first saw the original game?

STEPHANIE KIRKLAND, BURY

PK: *Worms* games have sold in excess of five million copies worldwide thus far. I'd love to say 'yeah, sure we knew it was going to be this big' but truthfully we knew the game was very special, but had no idea that it would go on to be the success that it has. That said, games like



△ ***Superfrog* (1993): Team 17's platform hero.**

***Worms* deserve to do well as they focus on the most important element of a game – and often the least focused area (by far too many games companies) – and that's gameplay. *Worms* has never been about the graphics or the technology but totally immersive gameplay, and has gone on to show just what games should be about. This is where we have to give a big 'thank you' to all the people who've bought *Worms* games over the last five years. We couldn't have done it without you. A massive thanks.**

WHY OH WHY OH WHY?

Why worms?

ZAT S, VIA EMAIL

PK: Why not? Video/computer games have had just about every kind of character feasible in them, from hedgehogs to insects, but not worms. So why not?!

TOTAL WORMAGE

What weapon would you most like to see included in a *Worms* game?

LOUIS MARCIANO, VIA EMAIL

JE: If I had to change one (I'm happy with the way they are), I'd add something similar to the Prod. You just can't beat humiliating your opponent with the 'Prod dance'. Just show it to your rival before the kill. Yeah!

GT: No new weapons. They're fine, and the game is *soooo* well balanced.

WORM COUNT

How did the landscape generator work in the original *Worms*? How many possible level layouts were there in total?

DJ, VIA EMAIL

KC: More than I can count...

JE: Just to let the punters know, Kevin can count into the millions.

WORM INFORMATION

What's the name of your team, and what are the names of the individual worms?

J. TANNONE, VIA EMAIL

KC: My team is called 'Team Chesh' and the worms are Joolz, Little Miss Hell, Emmarrgh!! and Tommy N. All of them named after my housemates, who would have eaten me alive if I had passed up on the chance to immortalise them in videogame tomfoolery. Er, I mean history.

GT: My team is 'Brucie's Heroes' and the worms are Bruce Deluxe, Bonio, Das Brüce and Browning. They really are my heroes!

JE: My team is called 'Liquid Silk', and the worms are Ship Of Fools, Purple Light, Crashing Out and RuthS. The first three are from Sisters of Mercy songs. The last, but by no means least, is my girlfriend.

WORMOLOGY

How complex are the physics used to calculate how all the weapons and worms bounce around?

DOUG, VIA EMAIL

JE: Einstein would shudder!

WORM ENVY

So, who's got the biggest worm at Team 17, then?

WARREN CHRISMAS, BALHAM

KC: Well, if you spoke to Paul Kilburn he'd probably provide you with the answer that he himself was in possession of Team 17's largest worm. However, I don't see his wife smiling much.

GT: John.

JE: You been spying on me again, G?



DO YOU HAVE A QUESTION?

...FOR THE DEVELOPERS OF *GIANT KILLERS*?

AAA Games, the developers of Dreamcast's first football management game, *Giant Killers* (*ODM* #18, 7/10), will be answering any questions you want to ask them in a few months' time. If you've got something you'd like to put to them, send it as soon as possible to questions@dreamcastmag.co.uk, or AAA Games In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.



△ **Anything you want to ask AAA Games?**

HINTS & TIPS





74 SKIES OF ARCADIA
Character rundowns, Discoveries, ship battles and more!

80 PHANTASY STAR ONLINE
Find rare weapons with the final part of our guide

82 HELP!
Your gaming questions answered

83 CHEATS
If at first you don't succeed... then cheat, of course!

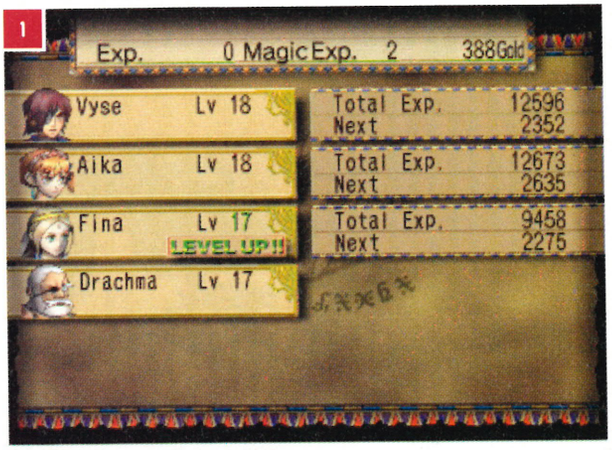
84 CHALLENGES
Win a Sega game of your choice

SKIES OF ARCADIA

PLAYER GUIDE PART 1

IT'S UNDOUBTEDLY GREAT FUN TO EXPLORE, BUT THE SHEER SIZE OF *SKIES OF ARCADIA* CAN BE A LITTLE DAUNTING. LUCKILY, **EDDIE ROBSON**'S ON HAND TO LEAD YOU THROUGH

1



2



3



4



RANDOM BATTLES

1 Most of the fights you'll face will be random battles. These can pop up in any 'danger' area, and also whilst you're moving from place to place in your ship. You can run away from battles, but it's a good idea to stand and fight. Run away too often and you'll get a reputation for being a coward, and you'll run into problems later as a result. Furthermore, every scrap you get into builds you up. You'll learn Magic, earn Gold and gain vital Experience. The more Experience you get, the more formidable you'll be.

2 Always change the element of your weapon before you go into battle, since you'll do more damage that way. Every adversary is represented by a colour, which is indicated by the border around the picture of them in the top right-hand corner of the screen. Use the following elements against the following colours:

- Use the red element against green enemies.
- Use the blue element against red enemies.
- Use the purple element against blue enemies.
- Use the green element against purple enemies.
- Silver and yellow are equal to each other.

3 Alternatively, use the element that will help you learn the Magic you most want. For example, if you use only the red element, you'll learn the red Magic quicker. Initially the most useful Magic to learn is green, because it includes the healing spells. Once you've learned Sacres, you won't know how you managed without it. Later, once you've earned the silver element, try and learn silver Magic. These spells include Curia (which will heal ill effects cast by enemies), Riselem (which revives an unconscious ally), and Eterni (with which you can attempt to kill an enemy instantly).

4 Generally speaking, it's a good idea to concentrate on one enemy at a time, rather than spreading your attacks across all of the creatures in a battle. Some of your adversaries can use healing Magic or call allies, and of course they still do the same damage to you, no matter how badly wounded they are. *Skies Of Arcadia* uses a turn-based system, so the more enemies are still alive the more attacks you'll face in a round. So finish 'em off!

5 Spirit Points are, in many cases, the key to victory since they allow you to perform Magic and Super Moves. The most important thing to note about these is that you can't carry them from battle to battle, so don't worry about using them up. It can be worth building them up for a turn or two in order to perform the really draining Super Moves, but otherwise just employ them however seems best to you at the time.

One of the best ways to use them is to do things that would normally cost you Items and Magic Points to achieve. Examples of these include Aika's Epsilon Mirror (which regenerates Magic Points) and Fina's Lunar Blessing (which regenerates Hit Points).

6 Don't forget that the characters can use Items and Magic on each other as well as on themselves. If you find that a particular character is not of much use in a battle, then use them to heal the others. This is often the case with Fina and, to a lesser extent, Aika (more detail on this is featured in the individual character sections). You'll often find this when fighting bosses, since you'll need to heal frequently but won't want to let up your attacks. If a character is at a total loose end during a battle, just guard or focus. As long as they're still conscious, they'll be generating Spirit Points and are therefore still useful. ▷



5



6



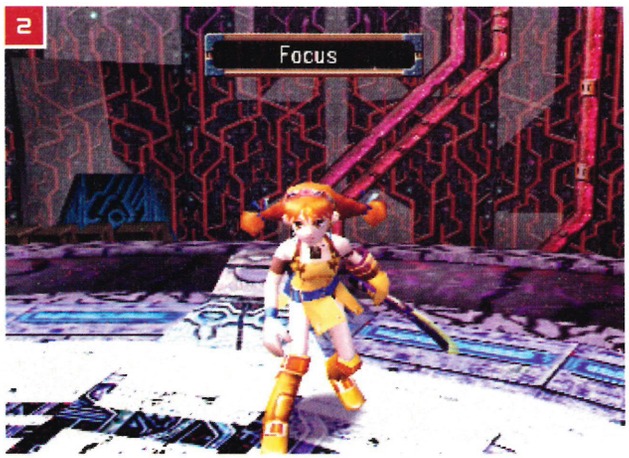
CHARACTERS

The characters in your party each have different functions in battle. Here's a helpful rundown on how to use them most effectively.



1 VYSE: Vyse is your main character, and he's usually the best on the attack. He's the only one to begin with a Super Move in his armoury: the Cutlass Fury, which you'll find useful throughout the game. Later, you'll find that his other Super Moves are the ones that are vital when you come up against the tougher bosses.

The Rain of Swords costs a lot in terms of Spirit Points, but sometimes when you face multiple enemies, it's worth focusing for the first round and using the Rain of Swords in the second. It'll usually wipe out at least a couple and free you up to work on the others.



2 AIKA: Vyse's travelling companion (they're just good friends, apparently). She's not as strong on the offensive as he is, but she comes into her own in other ways. Learn her Alpha Storm move as soon as you can – it's not as powerful as the Rain of Swords, but it only uses four Spirit Points and is a great opening strike.

Aika's Magic is less powerful than Fina's, but later on she has the advantage that she can regenerate her Magic Points with the Epsilon Mirror. Because she's an all-rounder, Aika should be used wherever she is most needed – healing, fighting or focusing.









3 FINA: Fina possesses the most powerful Magic but she is the weakest character physically. She joins later, after you save her from Valua, and remains until the end of the game. Her weapon is Cupil, a little round creature who evolves when he eats Chams. Until you've built Cupil up, Fina's attacks are almost useless, so she's best used to focus and heal.

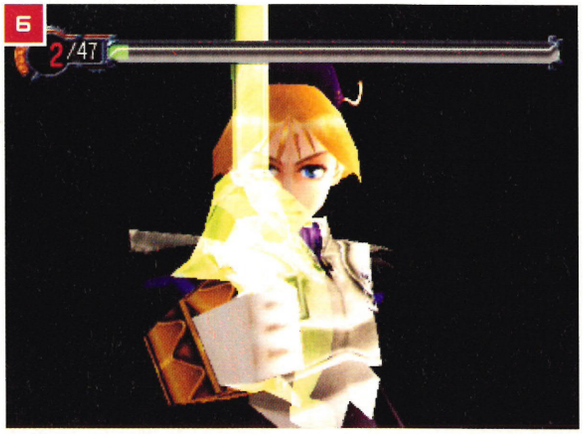
She also has a great Super Move in the Lunar Blessing, which gives each character in your party an extra 200 HP at the beginning of each round. If you're facing a lengthy battle, use the Lunar Blessing as early as possible.

4 DRACHMA: You'll meet Drachma when rescued by the Little Jack. He's a grizzled old pirate who's hunting a legendary whale. Drachma is a little slow but his attacks are very powerful. You don't even necessarily have to use his Super Moves – his regular attacks are often enough. He's also more robust than the other characters, so you can sometimes afford to leave him unguarded. In boss battles, Drachma's Spirit Charge can be very useful. It doubles his Spirit Points and often means that you can use Super Moves in every round.

5 GILDER: Gilder joins your party when he rescues Vyse from Crescent Island. He's a pretty sharp dude and brandishes a pistol rather than a sword. His role in battles is not dissimilar to Drachma's. He can take a lot of hits and, as you'd imagine, he can do considerable damage with that gun, although he's younger and therefore faster. Bear in mind that his Gunslinger attack can waste even the strongest of enemies. Plus, it looks really cool.

6 ENRIQUE: The Royal Prince of Valua grows dissatisfied with his mother's rule as the game goes on, and joins your party after they escape from the city for the second time. He begins with a surprising amount of Experience, considering he's barely been outside the walls of his city. Being roughly the same age as Vyse, though, he's similar in battles.

Drachma, Gilder and Enrique come in and out of your party, and are never all there at once. At the end, you can choose who you want to take into the final battle. Smart gamers take Gilder, but it's up to you.



BOSSES

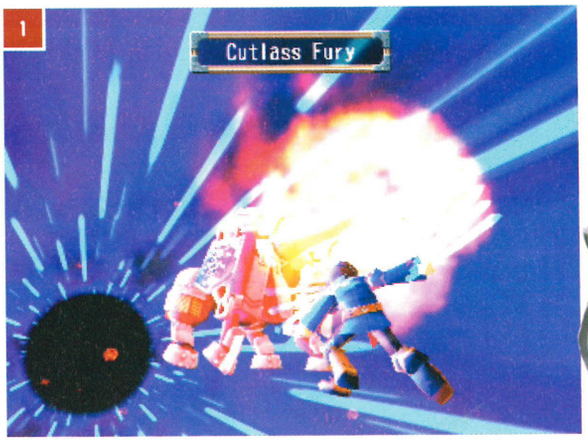
1 The bosses in *Skies of Arcadia* are, in fact, much like the regular enemies, only with more Hit Points and better attacks. Frequently, you'll find that the only way to knock those Hit Points down is to use Super Moves, so really it's just a case of using a more extreme version of the strategies we've already described.

The attacks designed for use against multiple enemies (Alpha Storm, Lambda Burst, Rain of Swords) tend not to be of much use against a single adversary, and they certainly won't kill boss characters outright. Cutlass Fury, Gunslinger and the like will work better. For this reason, using Aika to focus rather than attack is often a good idea.

2 The majority of the bosses you'll face in *Skies Of Arcadia* are pretty easy, until you come up against Carcer. Carcer and his spellcasters are the barrier to your daring rescue of Vyse's father and his crew. The best way to tackle this is to try and get rid of the spellcasters first because, although they are much weaker than Carcer, they will cause you havoc if you leave them to fight whilst you concentrate on the executioner himself. When you've done that, you'll find that Drachma's attacks are the most damaging to Carcer and you should use Vyse's Super Moves as support.

3 Guarding Daccat's Coin are a couple of big ugly heads called Destra and Sinistra. The key to this is to kill off one of the heads as quickly as possible, because they have a nasty little trick called the Death Waltz, which they can do for one or more of your party in one turn. However, they can only perform the Death Waltz together, so once you're rid of one, the other is a much less terrifying prospect. To achieve this, use Vyse's Super Moves, and have Fina boost the attacks with Increm. Also note that the heads have different element colours, so don't forget to change your own element when you move your attention to the other head.

1



2





4 Tortigar, guardian of the Blue Moon Crystal, is another hard nut to crack. He has a defence called Steelskin, which can see off almost anything. Try to keep everybody alive and use the Special Prophecy – it's useful here because it is the only thing that happens on the turn it is employed, so Tortigar will not be able to use Steelskin against it. It uses a lot of Spirit Points, though, so you might have to do some focusing. Try arming Vyse with the Black Map and have him defend whilst the others focus. Three hits with the Special Prophecy should see him off, but if Tortigar uses Sacres magic, the battle may well be much longer.

5 Galcian will return to trouble you again near the end of the game, and he's a formidable adversary. He's highly likely to cast Eterni spells on you, so counter these using Gilder's Aura of Denial. Again, Vyse should be boosted with Increm, and he should use Pirate's Wrath. This will obviously use a lot of Spirit Points, so focusing might be a good idea if you're willing to risk leaving yourself open. Riselem Crystals will be invaluable, seeing as how Galcian can knock out characters instantly with his Terminal attack.

6 After that, you'll face Ramirez – twice! Like Galcian, he'll also be using Eterni spells, and this is why it's a very good idea to take Gilder with you into this final section. Use his Aura of Denial again to protect you from this. Be warned that Ramirez also has Lunar Blessing, which gives him another 600 HP in each round.

As if that wasn't bad enough, when you fight him the second time, he can use the Silver Nightmare to control a character for a round. It goes without saying that you need to tackle Ramirez cautiously, but if you're too cautious he'll always have time to repair whatever damage you do. As with Galcian before him, Pirate's Wrath is your best bet against Ramirez. ▷

3



4



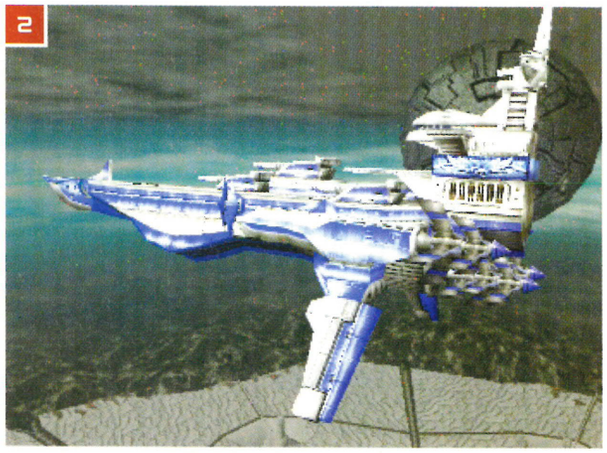
5



6









SHIP BATTLES

1 You'll start to encounter Ship Battles once you meet Drachma and travel on the Little Jack. They're a little different from the regular battles, but you'll soon pick up how they work. They can seem quite tough at first, but actually they are usually a case of staying alive until you can use that ship's special weapon. The Little Jack doesn't have any at first, but when you reach Sailors' Island, talk to the merchant in the ship parts shop. This will eventually get you the Harpoon Gun, which is enough to do for most of the ships you encounter whilst sailing with Drachma.

2 After your capture by the Armada and escape from Valua, Enrique will give you the Delphinius, which is a significant step up from the ships you'll have seen so far in the game. This possesses the awesome power of the Moon Stone Cannon, which you can use in much the same way as the Harpoon Cannon. Always fire these special weapons when you have the chance, since the opportunities to use them can be infrequent. They use a lot of Spirit Points, though, so it can be a good idea to focus when you're not sure what else to do.

3 There's a pretty straightforward strategy for the ship battles, and it can be applied to all the battles in the game with some success. The turns are coded green, yellow and red. You should attack on the green turns, heal on the yellow ones and guard on the reds. As noted earlier, though, you should mostly endeavour to just avoid getting shot down until you get an opening for the special weapon. When that happens, you should usually ignore the colour of the turn, since it could be your only chance to finish your opponent off.

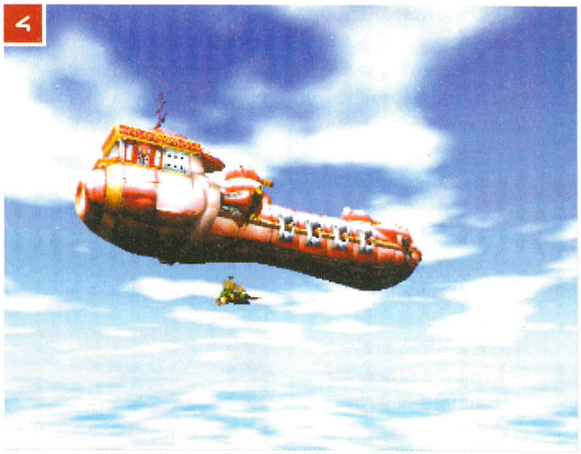
4 Some of the battles are harder than others, and we'll take you through a few of those now. The Lynx is the first really tough ship battle, which you have to fight for the Red Moon Crystal. She can do you some pretty serious damage in just a couple of turns, so heal frequently (always buy lots of repair kits when you get the chance – they don't cost much and you'll use a lot during the big battles). Try to catch the Lynx off guard. When you get the option, go into a sharp climb – it'll give you the opening you need.

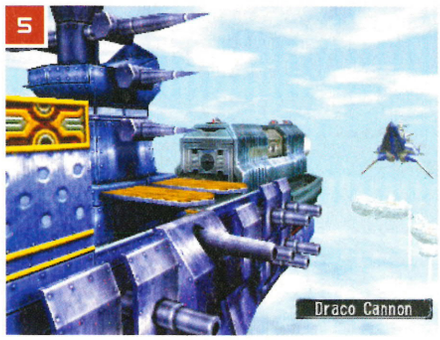
5 During your quest for the Blue Moon Crystal, the Delphinius will really be tested when you face three battles in a row, with Gregario's ships attacking you one by one. You'll get a chance to fire the Moon Stone Cannon on the Cruiser in the second round, so focus for the first and you should be fine. Play defensively against the Gunboat, and wait to be given to option to close in on it. Finally, the Flagship will take you on. This'll be a long fight, since it can take a lot of battering. It often tries a barrage attack after the Hull Ram, so watch out for that. Use Increm to boost your attacks.

6 Galcian's Sky Fortress, the Hydra, is probably the most difficult ship battle in the game. You'll face attacks on virtually every turn, doing a total damage of more than 10,000 HP in each round. Your only option is to use a Complete Kit at some point in every round. Again, use a lot of Increm and only use your most powerful weapons.

It's here that you should take particular note of the colour of turns, since if you leave yourself open on a red turn the Hydra Cannon may finish you off instantly. Just be patient, and go into this battle well tooled up. The same strategy, incidentally, will serve you well when you fight Zelos a little later on.

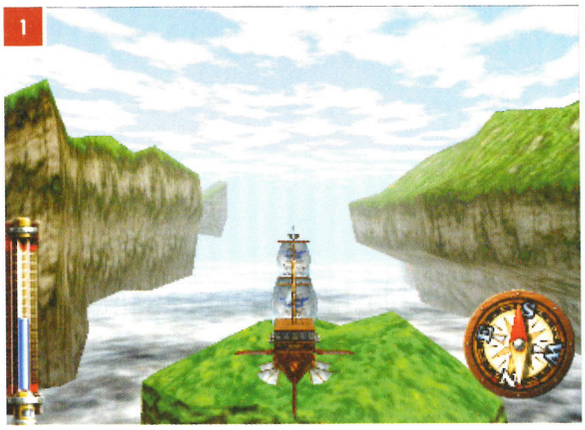








1



DISCOVERIES

As with many RPGs, you work your way from the beginning to the end in the quickest way possible or complete it properly, by going everywhere there is to go and finding everything there is to find.

There are two aspects to completing *SOA*. One is locating all the crewmembers for the Delphinius (which we'll cover next month), and the other is making all the Discoveries.

1 There are 64 Discoveries in total to be made in this game. They are in the form of lost relics, legendary creatures and mythical places, and you'll be introduced to them just after the opening stage on the Valuan Battleship. Once you've defeated Antonio and raided the battleship, you take control of Captain Dyne's ship and are told to set sail for Pirate's Isle.

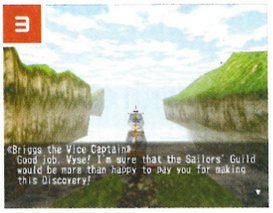
Before you head for your home island, though, there's a Discovery to be made. Almost directly in front of you, to the south, is a small island. Sail over it and press A when you see the compass start to spin.

2 The Pirate's Grave will pop up, and a little placard of information about it will follow. The other crewmembers will then explain Discoveries to you. Press A whenever you see the compass spin around like this to find more Discoveries.

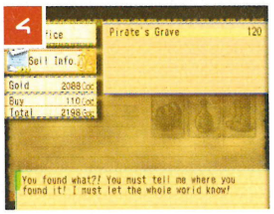
2



3



4



3 Discoveries are a useful source of money, as the information on them can be sold at any Sailors' Guild in any decent-sized port you come across. They also improve your standing. Go and see Domingo at Gordo's Bistro from time to time, and you'll get rewards for your intrepid exploits (Domingo will join your crew on the Delphinius after you've made 30 Discoveries.)

4 Don't hoard Discoveries – sell them as soon as you get the chance. Frequently, somebody else will beat you to it and your information will be rendered almost worthless.

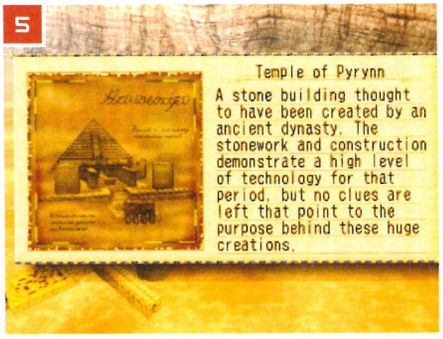
However, there is one time you should keep a couple in reserve. After you find the Green Moon Crystal, the Little Jack will be attacked and the party will be split up. Vyse carries all the Gold and Items, so Aika and Fina will be left penniless and ill-equipped for the journey to find Daccat's Coin. If you've got a few Discoveries up your sleeve, though, this can easily be remedied. You'll certainly need healing crystals and suchlike for this quest, so get the Gold for your Discoveries and stock up. Other than this, there's no real value in keeping Discoveries in reserve.

Well, you've found the Pirate's Grave – let's help you to find the other 63 Discoveries. There are several that you'll end up finding by following the plot. It's worth noting what they are, so that you know that they count as Discoveries and can be sold.

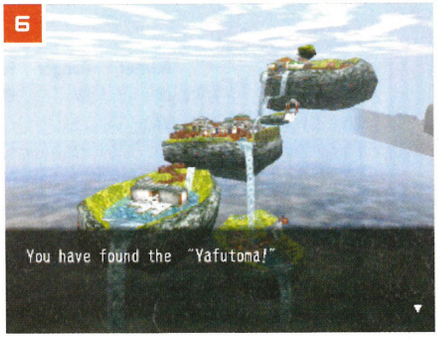
5 **TEMPLE OF PYRNN:** To the north-east of Maramba. The Red Moon Crystal is located here.
IXA'TAKA: This lies at the end of the tempestuous South Ocean.
GOLDEN MAN: Atop the rock to the left of the King's Hideout, in the little forest.
THE GREAT BIRD: Also near the King's Hideout, just past the Golden Man. Look down and you should see it cut into the plains.
GATES OF RIXIS: Follow the pointing finger of the Golden Man and the beak of the Great Bird until you reach the golden gates.
GUARDIAN WALLS: These are on the other side of the Dark Rift.

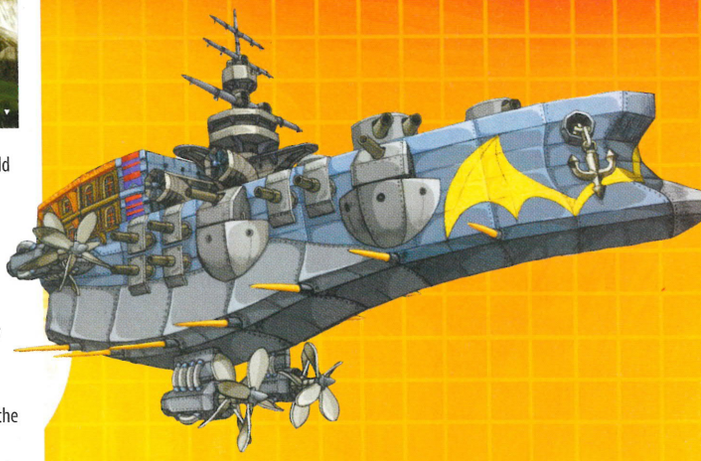
6 **YAFUTOMA:** The city within the Guardian Walls.
WORLD IS ROUND: Travel east from Yafutoma to Crescent Isle to establish this.
LANDS OF ICE: In the area to the south of South Ocean. The Purple Moon Crystal is here.

5



6

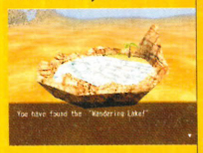




AND THERE'S MORE...

The remainder of the Discoveries are just scattered around the map. In order to be the first to make the Discovery, and therefore claim the reward, this is the order in which we suggest that you look for them.

GUIDESTONES: *To the east of Sailors' Island.*
SKY CORAL: *West of Pirate's Isle, near the rock barrier.*
SILVER MOON PIT: *To the north of the Sky Coral.*



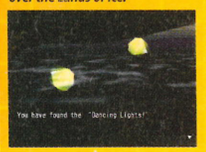
WANDERING LAKE: *In plain sight, near Maramba.*
OASIS: *In Southeast Nasr, near the Temple of Pyrnn.*
SANDFALLS: *High up, to the south-west of the Oasis.*
TOPPLE ROCK: *In South-West Nasr.*
BEAK ROCK: *Halfway along South Ocean.*
SKY ANEMONE: *Near the end of your progress through South Ocean, close to the sky rift on your left.*
GARPA FRUITS: *Underneath the island of Horteka.*
IXA'TAKAN PALACE: *South of the King's Hideout.*
IXA'NESS VILLAGE: *On the island with the Moon Stone Mines on it.*
MYSTERIOUS RINGS: *After you complete the Ixa'taka stage and leave through the dismantled iron net, these can be found just past the opening in the rocks.*
ROC'S NEST: *West of the Mysterious Rings.*



WILL O' WISPS: *North of the Mysterious Rings.*
GIANT THRONE: *To the east of Gordo's Bistro.*
LIGHTHOUSE RUINS: *To the west of Valua.*
ANCIENT PALACE: *On the way to the Maw of Tartus.*
SKULL ROCK: *On the east side of Valua.*
STONE CITY: *On the north side of Valua.*
SHIP GRAVEYARD: *In the North Dannel Strait.*
PHILOSOPHY STONE: *Look for the dark spot on the map, to the north, to find this.*
BALLOON FLOWER: *To the north of the Skull Rock.*
BLIMP WRECK: *On an island close to the Dark Rift.*
GIANT SQUID NEST: *After discovering that the World is Round, head north from Crescent Isle until you get to the bottom edge of the map and you'll find the Giant Squid Nest.*
ANCIENT FISH: *This can be found underneath the Giant Squid Nest, quite low down.*



BLACK MOON STONE: *Located in the centre of the room in the Dark Rift with all the glowing stones.*
UGUISU'S NEST: *Go north-east as you leave the Dark Rift to discover Uguisu's Nest.*
WANDERBIRDS: *Circling above Yafutoma.*
DHEERSE: *On the east side of Yafutoma.*
GRIEVING PRINCE: *On the opposite side of the barrier from Ixa'ness.*
SPICE ISLAND: *An invisible island to the south-west of Yafutoma.*
MYSTIC ORCHARD: *Around where the barrier of rock meets the sky rift in the south.*
INVERSE ISLE: *North of Ryu-Kan's Island.*
RUINS OF ROLANA: *East of Maramba.*
RAINBOW ISLAND: *Follow the rainbow near Crescent Island to discover this island.*
MOON STONE LAKE: *Above the clouds, at the top of the waterfall near Pirate's Island.*
IRON STAR: *In the sky over Maramba.*
ALUPAS: *Above the clouds, over the mountains in Western Ixa'taka.*
OBSERVATORY: *Atop a mountain to the south of Rixis.*
ICEBIRDS: *On the south edge of the Lands of Ice.*
SOUTHERN CROSS: *At a low altitude, north of the Icebirds.*
FROZEN GIANT: *On the north edge of the Lands of Ice.*
AURORA: *The coloured lights over the Lands of Ice.*



DANCING LIGHTS: *Look for these as you travel low along the east coast of Valua.*
MOTHER TREE: *High up above the island where you found Daigo.*
GHOST SHIP: *This flies high over Esperanza.*
FLUTTERFLIES: *These fly over a wide area – try looking above the North Dannel Strait.*
ECLIPSE POINT: *High up in the sky again, this time at the point where the sky rift and the rock barrier meet in the north-west.*
LOOPERS' NEST: *In the rock barrier, located south of the Eclipse Point.*
FLYING MACHINE: *Below the clouds, this can be located on a small island around the Vortex.*
BOTTOMLESS PIT: *Also near the Vortex and under the North Ocean.*
VALUAN WRECKAGE: *Again below the level of the clouds, situated to the west of North Dannel Strait.*
RABBATS: *Fly low to find these, just north of the Dancing Lights.*

That's it for this issue. In next month's concluding part, we lead the way to a plethora of useful items to bolster your party, direct you to the full crew of the Delphinius and school you in talking like a true hero. *ODM* #21 is on sale Thursday 21 June.

PHANTASY STAR ONLINE

PLAYER GUIDE PART 3

PHANTASY STAR ONLINE STILL HAS US IN ITS VICE-LIKE GRIP AND OUR PHONE BILLS ARE BEGINNING TO SUFFER. THIS MONTH, **STEVE FULLJAMES** TAKES A LOOK AT WHERE TO FIND DESIRABLE 'RARE' ITEMS



RARITIES

If you complete *PSO* and start playing through again on the Hard setting, or regularly play Hard or Very Hard online games, you'll begin to find 'rare' items. These are usually more powerful weapons or better armour, and are great for taking on higher level baddies. Some rarities are harder to find than others, and can be sold or swapped with other players. Here's the lowdown



△ Divinity Barrier: found in the Ruins on Very Hard. △ Spiritual Shield: also in the Ruins on Very Hard.

RARE ARMOUR

As you reach the higher levels, it gets harder to find effective armour. The armour listed on the right are the best types, but can only be found in Very Hard mode (either online or offline) and even then only from enemies – not in the shops. As ever, Frames and Armour with three or four unit slots are the most desirable.

REGULAR BUT HARD TO FIND

Type	Level needed	Found
Ultimate Frame	Level 80	Very Hard, Ruins
Guardian Armour	Level 75	Very Hard, All areas
Divinity Armour	Level 78	Very Hard, All areas
Celestial Armour	Level 85	Very Hard, Beat Dark Falz
Divinity Barrier	Level 63	Very Hard, Ruins
Spiritual Shield	Level 71	Very Hard, Ruins
Celestial Shield	Level 75	Very Hard, Ruins

RARE ARMOUR

Type	Level needed	Found
Parasite Wear: Nelgal †	Level 54	Beat caves boss on Hard / Very Hard
Parasite Wear: De Rol †	Level 66	Beat caves boss on Hard / Very Hard
Parasite Wear: Vajulla †	Level 78	Beat caves boss on Hard / Very Hard

† *All character types apart from Androids can equip Parasite Wear armour*

RARE WEAPONS

Rare weapons start to appear in the Mines level from Hard difficulty onwards. They show up in your inventory as 'Special Weapon' and must be identified by a Tekker to discover their full value. You can, however, equip a rare weapon as soon as you pick it up in a level to find out what it is. Take note of which character types can use a weapon, because some might be completely useless to yours. 9 Star Weapons are 'regular' rarities, anything with 10 or more Star on its description page is very special.

9 STAR WEAPONS

Type	Hunter	Ranger	Force	Found
DB's Saber	●	●	●	Hard, Ruins / Very Hard, All areas
Durandal (saber)	●	○	○	Hard / Very Hard, Forest
Flowen's Sword	●	○	○	Very Hard, Mines and Ruins
Last Survivor (sword)	●	○	○	Very Hard, Caves (can be bought)
Dragon Slayer (sword)	●	○	○	Hard, Forest – kill Dragon
Blade Dance (dagger)	●	○	○	Very Hard, Mines and Ruins
Bloody Art (dagger)	●	○	○	Very Hard, Ruins (can be bought)
Slicer of Assassin	●	●	●	Very Hard, Mines and Ruins
Diska of Liberator (slicer)	●	●	●	Very Hard, Caves



△ DB's Saber: can be used by all classes. △ Flowen's Sword: a big Hunter weapon. △ Brionac: a rock-hard partisan for Hunters.



9 STAR WEAPONS/Continued...

Type	Hunter	Ranger	Force	Found
Brionac (partisan)	●	○	○	Very Hard, Ruins
Gae Bolg (partisan)	●	○	○	Very Hard, Forest (can be bought)
Varista (handgun)	●	●	●	Hard, Mines and Ruins / Very Hard, All areas
Custom Ray v.00 (handgun)	●	●	●	Very Hard, Ruins
Visk * 235W (rifle)	○	●	○	Hard, Mines and Ruins / Very Hard, All areas
Justy – 23ST (rifle)	○	●	○	Very Hard, Mines and Ruins
Vise M&A60 (mechgun)	●	●	●	Very Hard, Mines and Ruins
Justice H&S25 (mechgun)	●	●	●	Very Hard, Mines and Ruins (can be bought)
Combat L&K14 (mechgun)	○	●	○	Very Hard, Ruins
Crush Bullet (shotgun)	○	●	○	Very Hard, Mines and Ruins (can be bought)
Meteor Smash (shotgun)	○	●	○	Very Hard, Ruins
Club of Laconium	○	○	●	Hard, Mines and Ruins / Very Hard, All areas
Mace of Adaman (club)	○	○	●	Very Hard, Forest
Battle Verge (rod)	○	○	●	Hard, Mines and Ruins / Very Hard, All areas
Alive Aghu (rod)	○	○	●	Very Hard, Ruins
Fire Scepter: Agni (wand)	○	○	●	Hard, Mines and Ruins / Very Hard, All areas
Storm Wand: Indra	○	○	●	Very Hard, Mines and Ruins (can be bought)
Akiko's Frying Pan (unique)	●	●	●	Find all 'WEAPONS' members (see *ODM* #19)
Books of Katana (unique) ††	●	●	●	Hard / Very Hard, Caves and Ruins
Agito (unique)	●	●	●	Hard, Ruins
Orotiagito (unique)	●	○	○	N/A

10+ STAR WEAPONS

Type	Hunter	Ranger	Force	Found
Brave Knuckle	●	●	●	Hard / Very Hard, Forest
Photon Claw	●	●	●	Hard, Mines and Ruins
Soul Eater (scythe)	●	●	●	Defeat Black Hound (see *ODM* #19)
Soul Banish (scythe)	●	○	○	Very Hard, Ruins
Delsaber's Buster (EW) †††	●	●	●	Hard / Very Hard, Ruins (kill Delsaber)
S-Beat Blades (EW) †††	●	●	●	Hard / Very Hard, Mines (kill Sinow Beat)
Pan Arms' Blades (EW) †††	●	●	●	Hard / Very Hard, Caves (kill Pan Arms)
C-Bringer Rifle (EW) †††	○	●	○	Hard / Very Hard, Ruins (kill Chaos Bringer)
C-Sorcerer's Cane (EW) †††	○	○	●	Hard / Very Hard, Ruins (kill Chaos Sorcerer)
Double Saber	●	●	●	Hard, Caves, Mines and Ruins
Stag Cutlery(d-saber)	●	●	●	Very Hard, Forest (+ 'Fake in Yellow' on v.hard)
Twin Brand (d-saber)	●	●	●	Hard / Very Hard, Mines
Spread Needle (shotgun)	●	●	●	Hard / Very Hard, Ruins
Inferno Bazooka (shotgun)	○	●	○	Very Hard, Mines and Ruins
Egg Blaster (handgun)	●	●	●	Very Hard, All areas
Suppressed Gun (handgun)	●	○	●	Hard, Mines

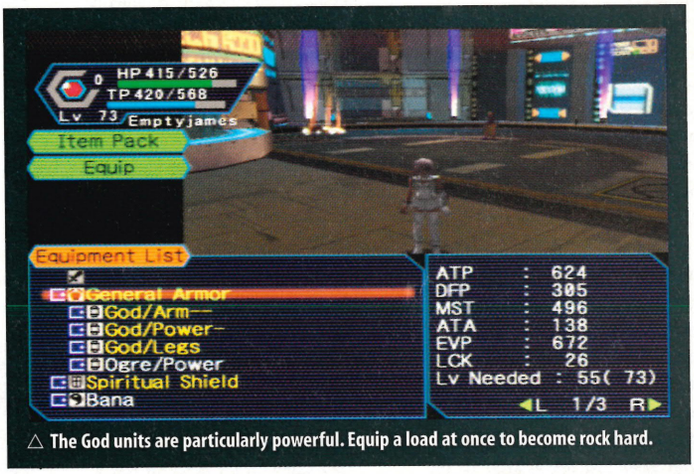


△ S-Beat Blades: worth the effort. △ Inferno Bazooka: makes a very big bang.

RARE UNITS

These cool extras can be added to any armour with 'slots' for plug-in units, and can be equipped by any character type at any level. So, if you can tag along to a Hard online game as soon you hit level 20, you may be quids in.

Type	Effect	Found
Dragon/HP	Boosts HP by 30	Beat Caves boss on Normal
Ogre/Power	Boosts ATP by 15	Hard, Ruins / Very Hard, All areas
Angel/Mind	Boosts MST by 15	Hard, Ruins / Very Hard, Forest
Elf/Legs	Boosts EVP by 29	Hard, Ruins / Very Hard, All areas
Elf/Arm	Boosts ATA by 15	Hard, Ruins / Very Hard, Forest
God/HP	Boosts HP by 30	Very Hard, Mines and Ruins
God/Power	Boosts ATP by 20-25	Very Hard, Ruins
God/Mind	Boosts MST by 20-25	Very Hard, Ruins
God/Legs	Boosts EVP by 40	Very Hard, Ruins
God/Arm	Boosts ATA by 15	Very Hard, Mines and Ruins
God/Luck	Boosts LUCK by 10	Very Hard, Mines and Ruins
Devil/Battle	Boosts attack speed by 20%	Very Hard, Caves
God/Battle	Boosts attack speed by 30%	Very Hard, Caves
Devil/Technique	Boosts all tech. levels by 2	Very Hard, Caves
God/Technique	Boosts all tech. levels by 3	Very Hard, Caves
Hero/Ability	Boosts ATP, ATA, MST, EVP, DEF and LUCK by 15	Hard, Caves
God/Ability	Boosts ATP, ATA, MST, EVP, DEF and LUCK by 20	Very Hard, beat Dark Falz



△ The God units are particularly powerful. Equip a load at once to become rock hard.

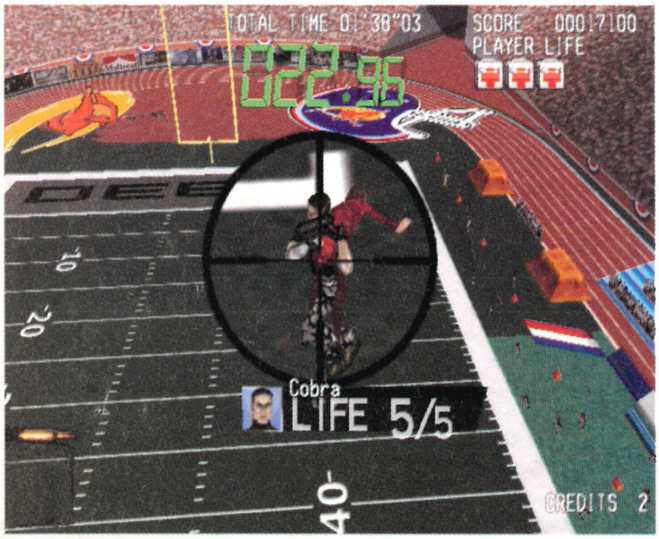
†† *Take 'Books of Katana' to the guys outside the shops in the 'Seek My Master' quest to be valued. Give him all four books, and an Agito to create the ultimate sword – the Orotiagito*

††† *All the enemy weapons are collected as 'S-Beat Arms', 'C-Bringer Arms' etc and must be given to Doctor Montague in the Unsealed Door quest to be turned into the weapon*

That's the end of our series of *Phantasy Star Online* guides. If you have any queries don't forget that you can write in to our Help! department. See page 82 for details.

HELP!

FEAR NOT. NO MATTER HOW STUCK, STUMPED OR STRANDED YOU ARE, WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY TO SOLVE YOUR GAMING WORRIES. **STEVE KEY** ANSWERS YOUR QUERIES



△ *Silent Scope*: can you afford to swap valuable time to earn more health?

SILENT SCOPE

Arrrrrrrgh! I have recently bought *Silent Scope* and I am completely stuck. Are there any level skips or cheats of some other form?

DANN WALTON, VIA EMAIL

The are lots of cheats for *Silent Scope*, but those that might be the most useful to you are printed below. If you want more, we printed a full list of them in *ODM* #15, and you can order that issue from our Back Issues department (see page 102).

Convert health to time:

Pause the game then press Up, Up, Down, Down, Left, Right, Left, Right, A, B.

Convert time to health:

Pause game then press B, A, Right, Left, Right, Left, Down, Down, Up, Up. This code can be repeated.

Sadly no, there's no way to get into the shop on Skatestreet. However, there is an easy way to unlock all of the levels and characters. Be warned though, this can seriously ruin the long-term value of this game. All of these cheats require you to pause the game during play. Press and hold the L trigger and then enter one of these codes. The screen will shake if you've done it correctly.

Unlock All Gaps:

Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A.

Unlock All Secret Characters:

X, B, Right, Y, B, Right, B, Y, Right, X, Right, Up, Up, Left, UP, X.

Unlock Every Level:

UP, Y, Right, Up, X, Y, Right Up, Left, X, X, Up, B, B, Up, Right.

TONY HAWK'S PRO SKATER 2

In Skatestreet, can you get into the skateboard shop on the side of the area? Also, how many secret players and areas are there and how do I get them?

NICHOLAS CAMBELL, VIA EMAIL

SOUTH PARK RALLY

In *South Park Rally*, how do I get all of the characters? I've completed all of the levels and unlocked some of the extra characters, but I don't know how to unlock the rest. Please can you help me?

TRACY WOODCOCK, SOLIHULL.

Yes Tracy, there is a way to unlock every single track, car and cheat mode that *South Park Rally* has to offer, but it's quite difficult to execute. Basically, you have to complete the Championship mode without collecting any tokens. Good luck!

DEEP FIGHTER

I'm in a huge cave in *Deep Fighter*. I have just beaten a giant fish and an octopus and have been led to the giant cave. Inside it is a giant submarine and a huge hole in the bottom, and it's the hole that is the big problem! My sub can't go down that far! What should I do? Please help!

ALUN MERRILL, NEATH, WALES.

You don't actually need to go down the hole yet Alun, and that's why you're stuck. You should be able to swim as far as the giant sub at the bottom of this cave, so head for that and try and find the entrance to the sub. Swim inside and you'll start the new level.



◁ *Tony Hawk's 2*: unlock all the levels and characters!

HIDDEN & DANGEROUS

In *Hidden & Dangerous*, I'm on the second campaign of the second level and I was wondering if you could tell me how to pass it. The problem is I don't know how to get any civilian clothes – I don't even know if there are civilians in the level! Please could you tell me how to pass this level because I keep getting caught and the gunboat drives away?

CELT4EVER, VIA EMAIL.

We sure can! You begin next to a car at the end of a bridge. Walk past it and go left into the road. Get near the buildings on the right of the street and just by the second car is an opening – go into it. When you reach a small opening, go left and there's another gap that you should go through. Go carefully now, as there's a soldier just to the left here, so sneak past when he's not looking and go into the arch opposite. Keep running east and you'll see a clothesline that has some civilian's clobber on it!



△ *Rayman 2*: find out how to unlock Carmen the Whale.

RAYMAN 2

Please help me! I'm really, really stuck on *Rayman 2*. How do you free Carmen the Whale on the stage when she's stuck behind the electric field? I can't see a switch or anything to stop it.

DINESH PATEL, VIA EMAIL

We assume the level you're talking about is Whale Bay and we'll pick it up about 1/4 of the way through the level. After killing a pirate situated in the centre of three islands, you smash a door with a barrel and will find a cage inside. Break that, then climb the trees outside. Use the Purple Lum to swing over and go through the door to a new area. If you swim underwater and enter a small cavern near the shore, you'll be able to swim to a small area on the other side. Shoot the switch on the other side of this room and that will open the door to free Carmen. Now you can try the underwater stage.

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

SOME MORE TOP QUALITY CHEATS TO HELP BUST YOUR GAMES WIDE OPEN! ARE WE GOOD TO YOU, OR WHAT?



△ *Le Mans 24 Hours*: access all of the secrets from the very start!

LE MANS 24 HOURS

UNLOCK ALL TRACKS

Get to the name entry screen and enter the following as your name to unlock every track:

GOOZ

UNLOCK EVERY CHAMPIONSHIP

Start the Championship mode and enter the following as your name to unlock the entire Championship:

CARNAGE

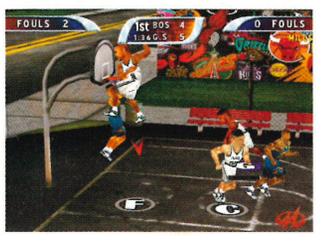
UNLOCK REGULAR LE MANS CARS

Again, enter the Championship mode but this time input your name as:

MONSTA

QUICK RACE BONUS

If you manage to get Gold (finish first) on all of the tracks in the Quick Race mode, you'll be able to unlock a super-quick Jaguar XJR9 LM.



◁ *NBA Hoopz*: the street court and big heads are options if you so please.

NBA HOOPZ

CHEATS GALORE

In a similar fashion to the old *Mortal Kombat* Kodes, *NBA Hoopz* has an easy way to input a variety of cheats. Use X to alter the first number, A to change the second and B to change the third. The d-pad is then used to input the direction. If you've entered these correctly, you should see the name of the cheat appear on screen.

CODE:	EFFECT:
3-1-2 Up	Infinite turbo
0-2-3 Left	Beach court
3-2-0 Left	Street court
5-4-4 Left	Play as Dr Atomic
0-1-4 Right	Home uniform
0-2-4 Right	Away uniform
1-1-1 Right	ABA ball
1-2-1 Left	Granny shots
0-1-1 Down	Show shot per cent
1-1-0 Down	Show hotspot
4-4-4 Left	No goaltending
2-2-2 Right	No fouls
3-0-1 Up	No hotspots
3-0-0 Right	Big heads
3-3-0 Left	Tiny heads
5-4-3 Left	Tiny players

QUAKE III ARENA

CHEAT MODE

This cheat will enable you to blitz your way through the single-player mode, and open up the cheats for the other modes. There may be easier ways to go about this, but this way *definitely* works. To get this to work, you must have the Dreamcast Keyboard plugged in and selected as your method of control. Bring down the console (F12) and type in the following:

;raster 1

Now type in the following to access all of the cheats during other game modes:

\cl_cheats 31

Now you can enter one of the following to make your single-player progress that much easier.

CODE:	EFFECT:
\god	God mode
\noclip	Walk through walls
\notarget	Enemies won't attack

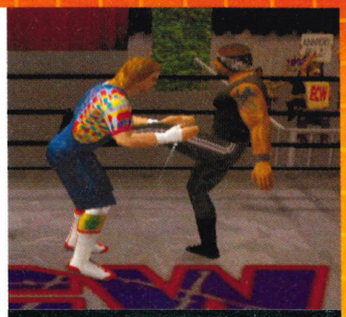
CAPTURE THE FLAG MESSAGES

It's possible to change the messages you get when playing Capture the Flag as well. Once you've selected multi-player and Capture the Flag, select yourself as player one and all of the other players as CPU. Now change your name to a two-word name, with one of the words being 'ass'. Whenever you get a command from your CPU partner in Capture the Flag, 'ass' will be replaced with 'bottom', 'rear' etc. Not really much use in the game, but amusing all the same!

DAYTONA USA 2001

QUICK START

During the countdown, keep the revs gauge in the yellow part of the dial. When the countdown reaches '2', hit the brake. As soon as the countdown ticks from '1' and is about to flash 'Go', release the brakes and hit the accelerator! If you've done this correctly, you should get a flying start. Be warned however, it will take a bit of practice!



△ *ECW Anarchy Rulz*: unlock new fighters!

ECW ANARCHY RULZ

NEW MODES

To unlock the following cheats, finish the Heavyweight Belt tournament in hard mode with the relevant wrestler:

MODE:	WRESTLER:
Big feet	'Little' Spike Dudley
Big hands	Super Craz
Big head	Simon Diamond
Headless	New Jack
Little head	Amish Roadkill
Randomhead	Nova
Ego	Jerry Lynn
Fat man	'Big' Sal E. Graziano

HIDDEN WRESTLERS

Win the Heavyweight Belt on the hard difficulty setting as different characters to open these new fighters.

WRESTLER:	PLAY AS:
Bill Alfonso	Tony Devito
Booger	The Prodigy
Candy Girl	C.W. Anderson
Cyrus Virus	Rhino
D. Gentry	Masato Tanaka
Esophicus	Yoshiro Tajiri
Helia Monster	Jason
Jan E. Regan	Little Guido
Jester	Francino
Jim Molineax	Rhino
Joel Gertner	Mikey Whipwreck
Joey Styles	The Sandman
John Finegan	Angel.
Judge J. Jones	Jack Victory
Gabe S	Lance Storm
Kid	Steve Corino
Lance Storm	Trainer
L.E. Danger'ly	Billy Wiles
Mad Goat	Electra
Martian Boy	Tommy Dreamer
Paul Heyman	Dusty Rhodes
Rob Feinstein	Danny Doring
Sally M	Dawn Marie
Shaman	Chris Chetti
The D I	Justin Credible
Valkyrie	Jazz
William F	Balls Mahoney

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 Nick (pigoutalot), John Hinchcliffe, Luke Henderson, A. Golding, Simon Hector, Nathan Wilson, Craig Carter, Steve Peterson, Andrew Brooks, Tom Burton, Matthew Valentine and countless others we couldn't fit in. Sorry we can't name you all.

PHONE FOR HELP

Having trouble with a game and can't wait to see a reply in these pages? Then you need to check out...

THE OFFICIAL DREAMCAST MAGAZINE TIPS HELPLINE

09064 664477 (UK)
01580 924606 (EIRE)

OPEN SEVEN DAYS A WEEK, 8AM-11PM
On the rare occasion that they can't help, your query will be passed on to a support team who guarantee to find you an answer within 24 hours.



△ **Flummoxed by *Phantasy Star Online*?**



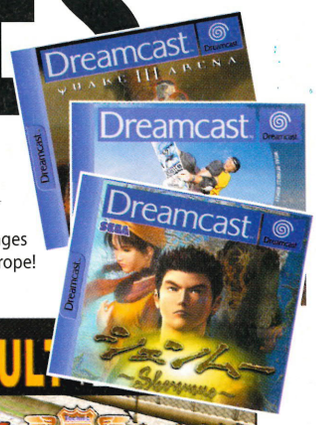
△ **Terrible at *Tony Hawk's Pro Skater 2*?**



△ **Still stuck in *Shenmue*?**

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In the case of problems, please call Customer Services on 0870 800 6155 (UK); +44 870 800 6155 (Eire).

CHALLENGES



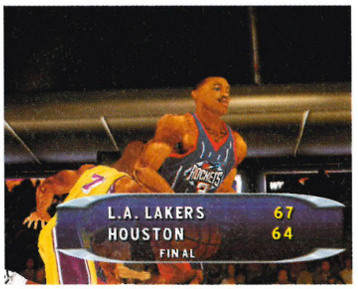
THIS IS YOUR CHANCE TO IMMORTALISE YOURSELF ON THESE VERY PAGES. TOP ONE OF OUR CHALLENGES AND WIN A GAME IN THE PROCESS

THIS MONTH

Finish top of the tree for any of this month's challenges and win a game of your choice game from Sega Europe! (Please read the rules below very carefully!)



△ ***Daytona:* how quickly can you clock two laps?**



△ ***NBA Hoopz:* send us a photo of this screen.**



△ ***18 Wheeler:* race and then park! Simple!**

DAYTONA USA 2001

Single Race, Hornet, Automatic transmission, Rin Rin Rink, 2 Laps, Fastest time wins

Select Rin Rin Rink and change the number of laps down to just the two and off you go. Using the Hornet, complete a circuit twice, take a picture of this screen and send it in to us.

NBA HOOPZ

Quick start, Forward Position, As LA Lakers, Play as Kobe, pick Isaiah Rider and Shaq, No Substitutions, Highest Score

Using the players named above, see how many points you can score. It doesn't matter how much the opposition gets, as it's most points that will win this one. Send your photo into the address below.

18 WHEELER AMERICAN PRO TRUCKER (DEMO)

Complete first course and parking level, highest money total at end of demo

Using Dreamon 20 (*ODM* #19), complete the race and parking challenge. Take a pic of the screen above and send it in. Whoever has the highest total cash wins.

RESULTS

Did you enter a contest in our March issue (*ODM* #17)? 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 game of their choice from Sega Europe (or a game of *our* choice if a non-Sega title was selected – *grrr*!).

QUAKE III ARENA

Free for all, Vs three computer opponents, easiest difficulty, ten minutes, no fraglimit, biggest winning margin

1.	208 FRAGS	STUART HUDSON, BUCKS,
2.	198 FRAGS	MICHAEL ANDERSON, BELFAST
3.	189 FRAGS	PETER THOMPSON, MERSEYSIDE
4.	187 FRAGS	TARRON FILMER, NORTH DEVON
5.	152 FRAGS	M. KALAN, WEST SUSSEX
6.	126 FRAGS	MATTHEW HOPE, CLEVELAND
7.	87 FRAGS	DARRON GREEN, MANCHESTER
8.	87 FRAGS	JASON LE GUILCHER, WILTSHIRE
9.	68 FRAGS	FRANCO SANTARSIERI, GLOS.
10.	55 FRAGS	FRASER DAVIE, GLASGOW

CAPCOM Vs SNK

Easiest difficulty, Arcade mode, use two characters, highest score ranking

1.	3,001,500	ROBERT AYRES, HUMBERSIDE
2.	2,900,400	THOMAS SWIFT, RUNCORN
3.	2,550,600	STEVE BROOK, COLCHESTER
4.	2,333,300	ROBERT CLAY, ESSEX
5.	1,992,300	SHAUN GREIG, LONDON
6.	1,459,200	OWEN YOUNG, LIVERPOOL
7.	1,233,700	ARYA TAYEBI, LONDON
8.	880,000	M. CAMPOS, BIRMINGHAM,
9.	687,400	PAUL WILLIAMS, SURREY
10.	223,001	M.A. WALES, TYNE AND WEAR



△ ***Quake III Arena* (top) and *Capcom Vs SNK* (bottom): lovely, mindless violence! Sigh!**

HOW DO YOU ENTER?

Play the given game with youar 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 86, *except Samba De Amigo*) to: Challenges, *ODM*, Dennis Publishing, 30 Cleveland Street, London, W1P 5FF. Please do not send digital photographs, print outs of digital photos, videos or VM units to confirm your scores – they will not be returned and you will not be included in the competition. *ODM* regrets that it cannot return photos. Only those who WIN the challenge will get a prize! The closing date is Friday 29 June.

GAMESXONE @ GamesXone.com

new UK releases £33.99
Unreal - Half-life
Skies of Arcadia
Grandia 2
Record of Lodoss War
Charge n Blast
StarLancer
Daytona 2001- April
Outtrigger - April
18 Wheeler - June
Sonic 2 - june

VGA box £25
3in1 adapter £23

imports
Guilty Gear X
Cannon Spike
Virtua On 2
Last Blade SE

checkout our site
daily news/chat/free SMS
previews & reviews

tel:0800 0830 258 lines open mon-fri 10am-6pm
fax:01619802184 sat-11am-6pm sun-11am-2pm

To advertise call
Jed Beament
now on
020 7907 6681

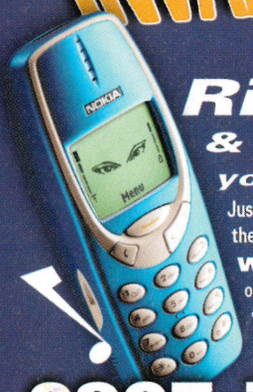
WILL YOUR NEXT AD REACH THOUSANDS OR WASTE THOUSANDS?

The truth is, there's only one reliable way to tell if your advertisement's getting the exposure you want, for the money you spend. An ABC Certificate of Circulation provides an independently verified circulation figure. One that's accurate, up to date, and entirely truthful. If a publication has one, you can use the figures for planning your advertising. Assessing value for money. And generally getting the most out of your advertising budget. If a publication hasn't, you can only learn the truth the hard way. For the truth and nothing but, visit www.abc.org.uk

ABC

TELLING THE TRUTH ABOUT CIRCULATION

INVADE your mobile



Ringtones & Graphics 4 your NOKIA phone

Just choose a new ring tone or graphic from the selection below, or for more see the website...
www.mobile-tone.co.uk
or ring our faxback service on: 0702-160-0154
Then call the order line below & follow the instructions. calls last 2 minutes on average

0907-787-0417

Orange/Cellnet users call: 09050 620 369
Ireland Order Line: 1580 927 190
Faxback: 1580 927 191

1000's more to choose from.../

Ringtone service NOW available for
SAGEM & MOTOROLA mobiles!!!

ringtones

3719 Uptown Girl - Westlife
3705 Shaggy - it wasnt me
3670 Whole Again - Atomic Kitten
3721 Clint Eastwood - The Gorillaz
3690 Teenage Dirtbag - Wheatus
3690 Im Like A Bird - Nelly Furtado
3707 Always Come Back To Your Love - Samantha Mumba
3706 Ms Jackson - Outkast
3722 Shit On You - D12
3728 Think About Me - Artful Dodger feat. Michelle
3724 Jaded - Aerosmith
3712 Nobody Wants To Be Lonely - Ricky Martin with Christine Aguilera
3723 Piano Loco - DJ Luck and MC Neat
3725 X - Xzibit
3698 Here with me - Dido
3716 Paradise - Kaci
3726 He Loves U not - Dream
3697 American Dream - Jakatta
3708 Feels So Good - Melanie B
3727 This Years Love - David Gray
1576 who let the dog out
0374 sexbomb
1585 Rock DJ-Robbie Williams
1513 stan
0395 thong song
1515 realslimshady
0294 changes
0132 simpsons
0268 angels
1579 the way I am
1516 charliesangel
3151 Starwars
0282 bittersweet symphony
0283 blue
0065 Halloween
1501 music

Graphics



The following Nokia handsets can receive both tones and graphics: Nokia 3310, 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 8xxx series, Nokia 9000/9110, Nokia 51xx can only recieve graphics. Sagem models are: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC948, MC949, MC950, MC952, MC956, MC(R). Motorola: T250, V50, V100, V8088, Timeport 250 and V2288. This service is available to Nokia users on the Vodafone, Orange & Cellnet networks. Vodaphone calls cost £1.50 per minute, Orange & Cellnet calls cost 60 per minute. maximum cost is £3.00. C.D.F. SERVICES, PO BOX 144, STOCKPORT SK4 3FT.

Dreamcast™

OWNER'S GUIDE

GAMES DIRECTORY p86
VISUAL MEMORY FAQ p87
READERS' FIVES p88
PERIPHERALS FAQ p89
CROSSWORD p90
DREAMARENA p91
ONLINE FAQ p91
ODM RECOMMENDS p92
MISCELLANEOUS FAQ p93
READER REVIEWS p94
FUTURE OF DREAMCAST FAQ p95
WEBSITE REVIEWS p96

GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
102 DALMATIANS: PUPPIES TO THE RESCUE	EIDOS	6	NO	50/VGA	16	5
Movie tie-in aimed firmly at the kids. Here you've got to rescue puppies that are hidden on each level. Mini-games, including crazy golf that six can play at once, add to the fun.						
4 WHEEL THUNDER	MIDWAY	2	NO	50/60/VGA	8	8
Race nitro-guzzling monster trucks around a variety of long and short tracks, improving your vehicle as you collect prize money. Good fun with strong multiplayer modes.						
4x4 EVOLUTION	TAKE 2	4	YES	50/60/VGA	16	6
Competent multiplayer off-road racer that works well online but suffers from weak course design and poor collision detection. Too dull for single-player sessions.						
ARMY MEN: SARGE'S HEROES	3DO	4	NO	50/60	16	3
Mission-based action starring the famous plastic toys. The main emphasis is on combat with a variety of weapons. Shame the graphics, sound and levels are all so mediocre.						
AEROWINGS	CRAVE	1	NO	50	1	6
Take to the skies in an aerobatic flight sim. There's no bullets, just the test of flying in formation… which is surprisingly rewarding as you can save replays to a VM.						
AEROWINGS 2: AIR STRIKE	CRAVE	2	NO	50	11	6
More aerobatic missions, now with the added attraction of weapons and two-player dogfights. Good if you like flight sims although the missions are a bit limited.						
AQUA GT	TAKE 2	2	NO	50/60	18	3
A buoyant affair as the world of powerboat racing tries hard to excite but fails by being too wet. Courses are too similar and the championship mode too easy, making it one to avoid.						
BANGAI-O	VIRGIN	1	NO	50/60	14	7
Action-packed 2D blaster with some very extravagant explosions. The '80s-style gameplay is simple and addictive, but lack of a two-player mode is a bummer.						
BLUE STINGER	ACTIVISION	1	NO	50	0	7
Save an island from a bunch of freaky mutants. Decent *Resident Evil*-inspired adventure thrills but a badly-paced story, poor controls and awkward camera positions let the side down.						
BUGGY HEAT	SEGA	2	*YES	50	2	4
Weak off-road racer starring dune buggies and trucks, although with slow speed and dull tracks. Downloading the driving style of other players to race against is a neat idea, though.						
BUST-A-MOVE 4	ACCLAIM	2	NO	50	9	7
Latest edition of the classic puzzler, boasting simple but extremely addictive multi-coloured bubble-bursting challenges. Easy to pick up – hard to put down.						
BUZZ LIGHTYEAR OF STAR COMMAND	ACTIVISION	1	NO	50/60/VGA	17	7
Typical platform game structure, with the star of *Toy Story* on a galaxy-wide quest to stop the evil Emperor Zurg. Good but a little too easy in places.						
CAESARS PALACE 2000	INTERPLAY	4	NO	50/60	12	3
Large but uninspiring collection of gambling games. Slow computer decisions and unnecessary animations make even a hand of blackjack drag on. The computer cheats too!						
CAPCOM Vs SNK	VIRGIN	2	NO	50/60/VGA	15	8
Years in the making superbout between the two biggest 2D fighting dojos. The action doesn't disappoint. Pity about the character sprite resolution, though.						
CHAMPIONSHIP SURFER	MATTEL	4	NO	50/VGA	18	2
Catch a wave with a surfing sim. Lots of tricks to master and plenty of modes of play – although beware, most of these are too similar and suffer from unplayable level design.						
CHICKEN RUN	EIDOS	1	NO	50/60/VGA	16	6
Fun film tie-in that borrows the sneaking around gameplay of *Metal Gear Solid*. The easy difficulty setting is a pain but the humour and mini-games add variety.						
CHUCHU ROCKET!	SEGA	4	YES	50/60/VGA	9	9
Frantic cat and mouse puzzle action. Easy to play and learn and with full online (although with a slight delay) features. Now only available with new Dreamcasts.						
CRAZY TAXI	SEGA	1	NO	50/60/VGA	5	9
As a cabbie driving through a virtual city you have to ferry people to their chosen destination before the timer reaches zero. A must-have arcade gem with a clever bonus system.						
DAVE MIRRA FREESTYLE BMX	ACCLAIM	2	NO	50/VGA	16	4
Perform BMX tricks in this *Tony Hawk* wannabe. There's good level design and loads of tricks to perform but overall it's too simple and almost impossible to fall off the bike.						
DAYTONA USA 2001	SEGA	2	YES*	50/60/VGA	19	7
Seven years on and *Daytona* is still a blast, and now it's looking better than the arcade version. But with *MSR* and *F355* around, and minus the expected online racing, do you still care?						
DEADLY SKIES	KONAMI	1	NO	50	4	5
Arcade-style air combat with you out to make money flying planes and there's a wide range of fighter planes to pick from. The action is fast and furious but soon gets repetitive.						
DEAD OR ALIVE 2	ACCLAIM	2	NO	50/60	11	8
Pretender to *Soul Calibur's* crown that is better looking (if you can believe that) but doesn't feature as wide a range of fighters or moves. Interactive arenas are impressive.						
DEEP FIGHTER	UBI SOFT	1	NO	50/60/VGA	10	6
Inventive mission-based blaster set underwater in a mini-sub. Let down by slow action, caused in some part by the snail's pace and responsiveness of the sub.						
DINO CRISIS	VIRGIN	1	NO	50	15	6
Capcom survival horror on a remote island, with dinos instead of zombies. There's more strategy than the *Resident Evil* series but it still looks like a PlayStation game.						
DISNEY'S DINOSAUR	UBI SOFT	1	NO	50/60/VGA	15	5
Guide the dinosaurs to safety in this based-on-the-movie adventure. Switching between characters is clever, but there's not enough variety to keep you interested.						
DONALD DUCK: QUACK ATTACK	UBI SOFT	1	NO	50/60/VGA	16	7
Colourful cartoon platform adventure starring Disney's famous duck. Good use of the character and imaginative structure but could do with some more levels.						
DRAGONS BLOOD	VIRGIN	1	NO	50/60	10	6
Fantasy-themed hack 'n' slash affair where the creatures you fight have different personalities – this adds a degree of challenge but sadly every other aspect is mediocre.						
DUCATI WORLD	ACCLAIM	2	NO	50/60	18	4
Bug-ridden bike racer that bears a famous licence. Structurally sound, but technically poor with chronic pop-up and twitchy handling among other errors. Very fast, though.						
DYNAMITE COP	SEGA	2	NO	50/VGA	2	5
Kick, punch, throw and shoot your way past terrorists who've taken control of a cruise ship. Save the passengers in this arcade conversion. Trashy fun while it lasts, but far too short.						
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	SEGA	1	NO	50/60/VGA	9	9
Underwater epic based on the exploits of a young dolphin out to save Earth. Long-lasting challenge that features amazing sounds and graphics. Tom 'Dr Who' Baker narrates!						
ECW ANARCHY RULZ	ACCLAIM	4	NO	50/60	18	2
Tired attempt to recreate the high-risk hardcore style of wrestling made popular by ECW. Sadly, *Anarchy Rulz* captures none of the thrills and with flawed controls it's a dog to play.						
ECW HARDCORE REVOLUTION	ACCLAIM	4	NO	50	7	3
Successor to Acclaim's *WWF Attitude*, using the same poor game engine but substituting the WWF stars for ECW. Unresponsive controls kill any enjoyment.						

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
EUROPEAN SUPER LEAGUE	VIRGIN	4	NO	50/VGA	17	7
Competent football sim with 16 of the best European clubs included. Let down by some dodgy artificial intelligence and poor refereeing.						
EVOLUTION	UBI SOFT	1	NO	50/60	3	8
Should keep fans of role-playing games happy, with a rewarding storyline and simple, intuitive controls. Looks cute but is quite challenging thanks in part to random elements.						
F1 RACING CHAMPIONSHIP	VIDEO SYSTEM	2	NO	50/60/VGA	17	6
Another attempt to bring the excitement of F1 to Dreamcast. The old driver/car statistics and twitchy, unrealistic handling of cars makes this an also ran.						
F1 WORLD GRAND PRIX FOR DC	SEGA	2	NO	50/60/VGA	2	8
Great driving sim with gorgeous graphics and plenty of features. Real drivers, teams and courses are on offer, plus a competent two-player split-screen mode.						
F1 WORLD GRAND PRIX II	KONAMI	2	NO	50/60/VGA	13	7
Superior sequel that offers improved handling and graphics, with plenty of behind-the-scenes enhancements and updated drivers and circuits of the 1999/00 season.						
F355 CHALLENGE	ACCLAIM	2	YES*	50/60/VGA	13	8
The most serious driving game ever. Essentially a simulator of the F355, with optional driver assists to give you a hand. Very, very challenging but stick with it and reap the rewards.						
FIGHTING FORCE 2	EIDOS	1	NO	50/60	4	3
Hawk Manson is a man on a mission in this weak port of a drab PlayStation title. Poor selection of fighting moves, lots of guns and explosions but it's just not fun.						
FIGHTING VIPERS 2	SEGA	2	NO	50/60/VGA	17	6
Long-lost coin-op resurfaces after years in the wilderness. A decent beat 'em up, but it should have appeared on DC long before *Soul Calibur* if it really wanted to impress.						
FUR FIGHTERS	ACCLAIM	4	NO	50/60/VGA	9	7
Cartoon animals carry handguns in this cute-looking adventure/shooter. Good multiplayer modes but the puzzling and shooting don't quite fit together properly.						
GAUNTLET LEGENDS	MIDWAY	4	NO	50/60/VGA	10	4
Eighties classic gets a 3D revamp, pity the gameplay hasn't been updated too. The result is a repetitive and frustrating hack 'n' slash adventure that never seems to get going.						
GIANT KILLERS	AAA GAMES	1	NO	50	18	7
Simple but competent football management game that becomes quite addictive. Pity the squads aren't up to date and the weekly routine can soon get repetitive.						
GIGA WING	VIRGIN	2	NO	50/60/VGA	14	3
Old-style 2D shooter with a nice deflector shield weapon but also big ugly sprites and too many moments of unavoidable death. Would have been average ten years ago.						
GRANDIA II	UBI SOFT	1	NO	50/VGA	18	8
Traditional role-player with an epic tale of good and evil and a band of adventurers who must save the day. Great spells and combat system, but the plot is a bit repetitive.						
GTA 2	TAKE 2	1	NO	50/60	8	7
Steal cars and cause chaos in a futuristic city where nearly anything goes, providing you follow the missions. Not as controversial or appealing as the original but still worth a look.						
GUNBIRD 2	CAPCOM	2	NO	50/60	17	6
Old skool, horizontally scrolling 2D shoot 'em up, proving they do make 'em like they used to. Except they're not quite as fun to play these days.						
HIDDEN & DANGEROUS	TAKE 2	1	NO	50/60	13	7
Control the SAS on covert ops into enemy territory during World War II. Equal parts strategy and action. Great missions but a pity about the fiddly controls and it's only single-player.						
HOUSE OF THE DEAD 2	SEGA	2	NO	50	1	9
Presently the only game to support the light-gun peripheral. *HOTD 2* is an arcade treat with hordes of zombies waiting to become your cannon fodder and a thrill at every turn.						
HYDRO THUNDER	MIDWAY	2	NO	50	1	6
Race extremely fast powerboats, making best use of the scattered power-ups and short cuts to finish first. Simple in looks and play. Fun, but no cigar.						
INCOMING	RAGE	1	NO	50/VGA	1	6
Mindless shoot 'em up where you face a relentless barrage of enemies, who attack you in a variety of vehicles. Fast-paced, with some gorgeous graphics but the action is too repetitive.						
INTERNATIONAL TRACK & FIELD	KONAMI	4	NO	50/60/VGA	13	8
Classic button-basher is updated for Dreamcast, featuring 12 sporting events ranging from the 100m sprint to clay pigeon shooting. Great fun in multiplayer. A little dull by yourself.						
JEREMY McGRATH SUPERCROSS 2000	ACCLAIM	2	NO	50/60/VGA	15	3
Simple motocross racer with no long-lasting appeal. Races can be close, but with dull graphics and unrealistic handling you probably won't stick around to find out.						
JET SET RADIO	SEGA	1	YES*	50/60/VGA	14	8
Perform tricks on your rollerblades and tag objects with graffiti, but look out for rival gangs and police. *JSR* is yet another stunning DC exclusive. If only it could be a little longer.						
JIMMY WHITE'S 2: CUEBALL	VIRGIN	2	NO	50/VGA	1	7
Realistic recreation of pool and snooker. Intuitive controls, great ball physics and to complete the pub atmosphere there's a bonus game of darts and a working jukebox too!						
JO JO'S BIZARRE ADVENTURE	VIRGIN	2	NO	50/60	7	5
Crazy animé-inspired 2D fighter from Capcom, providing frantic action. Appealing thanks to some incredible combos, but not on the same level as some of their other fighters.						
KAO THE KANGAROO	TITUS	1	NO	50/60/VGA	15	6
Platform game for younger players with good level design but nothing we haven't seen before. Kao's slow pace and a distinct lack of enemies makes the larger levels drag on.						
KISS PSYCHO CIRCUS	TAKE 2	1	NO	50/60/VGA	16	4
By-the-numbers first-person shooter that is based on the comic book of the same name. Large number of enemies can appear on screen but everything else is dull and repetitive.						
LEGACY OF KAIN: SOUL REAVER	EIDOS	1	NO	50/VGA	6	7
As the undead Raziel, you're faced with a massive quest through the physical and spiritual planes. Large adventure with big levels, plenty of puzzles to solve and enemies to battle.						
LE MANS 24 HOURS	INFOGRAMES	4	NO	50/60/VGA	14	8
Wide variety of circuits and cars means there is lots to come back for, but best of all is the ability to really race for 24 hours, saving your progress to VM whenever you make a pit stop.						
LOONEY TUNES: SPACE RACE	INFOGRAMES	4	NO	50/60/VGA	14	7
Take to the stars in an intergalactic space race that is a cartoon reprise of *WipEout*. Simple to play but the Acme weapons can easily frustrate as there's no way of avoiding them.						
MAGFORCE RACING	CRAVE	4	NO	60/VGA	14	3
Race magnetic vehicles that can stick to ceilings! Another futuristic racer that looks to *WipEout* for inspiration. Unfortunately this one forgets to borrow the good bits.						
MAKEN X	SEGA	1	NO	50/VGA	11	5
First-person slasher. You wield a large sword possessed by the mind of a young girl – yep, it's as bad as it sounds. Has a weak plot and confusing cut-scenes that drag on for hours.						
MARVEL Vs CAPCOM	VIRGIN	4	NO	50/60	2	5
Heroes and villains from the coin-ops of Capcom's biggest hits and the pages of Marvel comics face-off in a 2D tag team battle royal. Good, but already dated when it arrived on DC.						
MARVEL Vs CAPCOM 2	VIRGIN	2	NO	50/60/VGA	10	7
Another bout, with a bigger roster of fighters, enhanced pyrotechnic effects and some impressive 3D backgrounds. Overwhelming at first – but fans will soon be getting their kicks.						
METROPOLIS STREET RACER	SEGA	2	YES*	50/60/VGA	12	9
Stunningly recreated city streets, including London, are only the start. Fantastic handling, over 250 circuits and novel gameplay additions make *MSR* one of the best racers ever.						
MDK 2	VIRGIN	1	NO	50/60/VGA	7	6
Inventive action adventure combining shooting, role-playing and puzzle elements starring three unique characters. It's big too, with lots of aliens to battle.						
MIDWAY'S GREATEST HITS VOLUME 1	MIDWAY	2	NO	50	10	3
Retro coin-op compilation featuring *Defender*, *Robotron* and *Joust*. Considering the age and simplicity of the titles, you should get hundreds of golden oldies – not just six.						
MILLENNIUM SOLDIER: EXPENDABLE	RAGE	2	NO	50	0	7
Mindless shoot 'em up in the *Commando* and *Ikari Warriors* mould. Easy to pick up and play but too simple for a modern audience with little variety beyond the first few minutes.						

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 *Shenmue* and *Metropolis Street Racer* where you want to save your game position. The official Sega Visual Memory unit costs £19.99.

WHY DOES IT HAVE AN LCD SCREEN BUILT INTO IT?

To show additional information (hit ratios in *Ready 2 Rumble Boxing*, player data in *NBA 2K*, for example) when you're playing games. Also, when the VM is unplugged from a controller you can play mini-games (for example 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 data from several different titles and/or a mini-game.

HOW MANY BLOCKS DOES EACH GAME USE?

It depends on the game, but here are some examples: *Shenmue* (80 blocks), *Metropolis Street Racer* (68), *Virtua Tennis* (2), *Rayman 2* (2 per save plus 2 for configuration).

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, or any similar electronic retailer. 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.

ARE SEGA EUROPE STILL GOING TO RELEASE THE 4X MEMORY UNIT, PREVIOUSLY MENTIONED IN *ODM*?

No one is entirely sure. We'll keep you updated on this.

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 *Skies of Arcadia*, *Sonic Adventure*, *Trickstyle*, *Power Stone* and *Zombie Revenge*.

CAN I DOWNLOAD MINI-GAMES OFF THE NET?

Yes you can. You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

CAN I DOWNLOAD GAME SAVES OFF THE NET?

Yep. VMU Centre (www.vmucentre.co.uk) have a pretty good collection.

• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk



READERS' FIVES

NAME YOUR FAVOURITE GAMES



MARTIN VAN DER WIND TILBURG, HOLLAND

1. **VIRTUA TENNIS (SEGA)**
"Getting that devastating winner on your racket is truly satisfying."
2. **SHENMUE (SEGA)**
"I'd always wanted to visit Japan. Thanks to *Shenmue* I live there now."
3. **CRAZY TAXI (SEGA)**
"The reactions of the characters are great. That old lady even kissed me."
4. **METROPOLIS STREET RACER (SEGA)**
"Shaving off tens of seconds from my best lap times is so rewarding."
5. **UEFA STRIKER (INFOGRAMES)**
"This one is not a killer. I played it extensively though, and liked it."

CIARAN McCRISKEN BELFAST

1. **SHENMUE (SEGA)**
"This epic game has tons of detail and is like my second life."
2. **METROPOLIS STREET RACER (SEGA)**
"The amount of work that has gone into this game is awesome."
3. **CRAZY TAXI (SEGA)**
"A great arcade game that screams *fun* from the front-end menu!"
4. **SONIC ADVENTURE (SEGA)**
"The best mascot, on the best console, in the best game yet."
5. **WWF ROYAL RUMBLE (THQ)**
"Amazing visuals with 20 of the best wrestlers in the WWF! Cool game!"

PAUL GRAHAM HYDE

1. **SHENMUE (SEGA)**
"Visit '80s Japan and play classic Sega arcade games. The best of the best."
2. **QUAKE III ARENA (SEGA)**
"Truck-fulls of blood, and it's online as well. What else can you ask for?"
3. **PHANTASY STAR ONLINE (SEGA)**
"A gung-ho RPG. I like to steal items off the Germans, ha ha!"
4. **CRAZY TAXI (SEGA)**
"One of the most original games ever. Sega are selling it to Sony? No way!"
5. **SEGA BASS FISHING (SEGA)**
"Why go to a river while it's pouring down, when you can fish at home?"

WANNA SHARE YOUR FAVES?
To see your fave games printed in *Official Dreamcast Magazine*, send an email to letters@dreamcastmag.co.uk with the subject heading 'Readers' Fives'. You *must* provide the following information: your name, your home town, a list of your five favourite Dreamcast games (only include games you've played please!) and a 10-20 word explanation of why you like *each* game. We'll choose three entries at random each month and print them in the magazine. Note: we reserve the right to edit contributions. Only emailed entries will be accepted.

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
MOHO	TAKE 2	4	NO	50/60/VGA	15	3
Escape from a futuristic prison by winning gladiatorial-style challenges, but with balls instead of legs it's not easy... especially when it's as dull and boring as this.						
MONACO GRAND PRIX RACING SIMULATION	UBI SOFT	2	NO	50/VGA	1	6
Another F1 sim, this time without an official licence. Not bad in its day, but there's other racers, namely *F1 World Grand Prix II*, that do the same thing but better.						
MORTAL KOMBAT GOLD	MIDWAY	2	NO	50	1	5
The *Mortal Kombat* series felt dated many years ago, and *Gold* does nothing to challenge the tarnished reputation. It looks poor and it is poor. Not a patch on modern fighters.						
MR DRILLER	VIRGIN	1	NO	50/60/VGA	15	7
Colourful puzzle game with back-to-basics design. Drill beneath the earth, keeping an eye on the air as you go. Simple but very addictive with some great music.						
MTV SPORTS SKATEBOARDING	THQ	4	NO	50/VGA	15	5
Attempt to dethrone *Tony Hawk* that fails due to poor controls and some very frustrating collision detection. Good music and flatland tricks but not much else.						
NBA 2K	SEGA	4	NO	50/60/VGA	5	8
One of the best-looking sports sims ever. *NBA 2K* is fantastic, with real teams and players and matches flowing back and forth like the real thing. Where's the sequel Sega Europe?						
NBA HOOPZ	MIDWAY	4	NO	50/60/VGA	19	5
Attempt to update Midway's classic *NBA Jam* basketball series. Spoiled by now having six players on the court, *Hoopz* sits awkwardly between the arcade and simulation camps.						
NBA SHOWTIME: NBA ON NBC	MIDWAY	4	NO	50/60	2	6
The NBA rule book is thrown out to create a fast-paced arcade-style game of basketball. Not so great on your own as it lacks longevity, but good fun in multiplayer.						
NIGHTMARE CREATURES II	KONAMI	1	NO	50/60/VGA	12	2
Poor controls and PlayStation-quality graphics make this game starring an axe-wielding maniac that attacks marauding zombies a real nightmare, for all the wrong reasons.						
NFL BLITZ 2000	MIDWAY	4	NO	50/60	1	7
American football with rules ripped out, fewer players and ridiculous power-ups. Providing you're not a diehard fan of the sport it's all the better for it and a blast in multiplayer.						
NFL QUARTERBACK CLUB 2000	ACCLAIM	4	NO	50	2	5
Average at best American football sim, mainly due to the clunky control system and the graphics don't do it any favours. Stats aplenty – but why would you want to read them?						
NHL 2K	SEGA	4	NO	50/VGA	9	7
Competent ice hockey sim with fast action and impressive graphics. Confusing menus and limited moves dent the atmosphere and there's no fanfare when you score.						
PEN PEN	INFOGRAMES	4	NO	50	2	6
A bizarre race through cartoon landscapes that involves running, swimming and tobogganing events. If only it was faster! Easy in single-player, multiplayer is more appealing.						
PHANTASY STAR ONLINE	SEGA	4	YES	50/60/VGA	17	9
World-spanning online adventure from Sonic Team, where you can team up with players from around the world, or play by yourself offline if you want.						
PLASMA SWORD: THE NIGHTMARE OF BILSTEIN	VIRGIN	2	NO	50/60/VGA	11	4
Disappointing Capcom 3D beat 'em up offering a handful of fighters with simplified moves that make combos too easy. Doesn't do anything new. The name's the best bit.						
POD 2	UBI SOFT	8	YES	50/60/VGA	16	5
Futuristic racer that suffers from confusing track design and poor power-ups creating a weak one-player mode. Ability to race online prevents it from being a complete wash-out.						
POWER STONE	EIDOS	2	NO	50/VGA	1	8
Lunatic fighting with complete 3D movement and interactive arenas. It's super-fast with a great cast and amazing combos. It's also better than the sequel.						
POWER STONE 2	EIDOS	4	NO	50/60/VGA	13	7
Adds new characters and multiplayer into the mix, but other 'improvements' including vehicles and more weapons detract from the fighting fun of the original.						
PROJECT JUSTICE	VIRGIN	2	NO	50/60/VGA	18	8
Capcom fighter that ditches their usual cast of brawlers and revisits the world of *Rival Schools*, as students battle it out with wonderful special moves to prove whose hardest.						
PRO PINBALL TRILOGY	EMPIRE	1	NO	50/VGA	19	7
Three pinball tables on one disc. This is probably as close as you can get to the real experience of playing pinball on a console with very realistic ball physics.						
PSYCHIC FORCE 2012	ACCLAIM	2	NO	50	2	7
An inventive beat 'em up that takes place in mid-air, offering full 3D movement that allows for attacks from all sides. Competent rather than spectacular – for fight fans only.						
QUAKE III ARENA	SEGA	4	YES	50/60/VGA	15	9
The famous first-person shooter looks formidable on DC with furious multiplayer gunplay both online and off. If you're serious, get a mouse and keyboard.						
RAILROAD TYCOON II	TAKE 2	4	YES	50/60/VGA	12	7
Make money building railroads and hauling cargo in this absorbing strategy game that requires planning and plenty of business sense. Plenty of scenarios mean it's long lasting too.						
RAYMAN 2: THE GREAT ESCAPE	UBI SOFT	1	YES*	50/60/VGA	6	8
Impressive platform adventure with excellent controls, good level design and plenty of set pieces and variety to keep you interested throughout. There's also great multiplayer modes!						
READY 2 RUMBLE BOXING	MIDWAY	2	NO	50/60/VGA	1	9
Comedy boxer, with arcade-style play and a large cast of cartoon fighters. Fast-paced with OTT special moves, a great two-player title that makes the single-player mode look wimpy.						
READY 2 RUMBLE BOXING: ROUND 2	SEGA	2	NO	50/60/VGA	14	8
Greater roster of boxers and an expanded Championship mode make this a good purchase for fans that still enjoy the original. The computer fighters now pack plenty more punch.						
RECORD OF LODOSS WAR	SWING	1	NO	50/60/VGA	16	7
Stop the evil sorceress from taking over the land. Huge role-player with plenty of spells and weapons with real-time battles. Starts off slowly, but you'll soon be absorbed by the action.						
RED DOG	SEGA	4	NO	50/60/VGA	5	5
Futuristic shoot 'em up set behind the wheel of a heavily armed tank. Great multiplayer modes, but the main mission fails to captivate and the difficulty level is poorly balanced.						
RESIDENT EVIL 2	VIRGIN	1	NO	50/60	4	7
Explore the zombie-infested streets of Raccoon City. Simple conversion of the PlayStation/PC game that, despite the familiarity, still manages to provide plenty of thrills and shocks.						
RESIDENT EVIL CODE: VERONICA	EIDOS	1	NO	50/60	8	9
Real-time 3D graphics make this *Resident Evil* the best-looking and most ambitious in the series so far. Great for both longtime fans and newcomers and as scary as ever.						
RESIDENT EVIL 3: NEMESIS	VIRGIN	1	NO	50/60/VGA	16	8
Visually not on par with *Code: Veronica* (hardly surprising considering the PlayStation roots), but *Nemesis* is another excellent adventure starring the zombies and a terrifying villain.						
RE-VOLT	ACCLAIM	4	NO	50	3	7
Race remote-controlled cars around larger-than-life locations. Fast-moving with great tracks and visuals but the initial buzz wears off due to a lack of depth and polish.						
ROADSTERS	TITUS	4	NO	50	11	3
Basic graphics, terrible handling and some ill-thought random environmental disasters prove that not every racer can be as good as *MSR*. The Mr Bean of driving games.						
ROGUE SPEAR	SWING!	4	NO	50/VGA	19	6
Sequel to Tom Clancy's *Rainbow Six* that improves on the original with better controls, and keyboard and mouse support. Multiplayer is still a bit of a missed opportunity, though.						
SAMBA DE AMIGO	SEGA	2	YES*	50/60/VGA	15	8
Shake maracas to match the on-screen instructions. Genius musical party game that'll put a smile on your face and a dance in your step. But at £100, it's only for the rich.						
SAN FRANCISCO RUSH 2049	MIDWAY	4	YES*	50/60/VGA	12	7
Ramps, loops and flying cars that possess rocket-like speed. This is loud, mindless racing fun featuring multiplayer battle modes and stunt arenas plus other surprises.						
SEGA BASS FISHING	SEGA	1	NO	50/VGA	1	7
Catch the biggest fish you can from a variety of tranquil settings. Sounds dull, but this is an arcade treat and with a dedicated fishing rod controller it's a scream.						
SEGA EXTREME SPORTS	SEGA	2	YES*	50/60/VGA	13	5
Adrenalin-packed racer, featuring a variety of extreme events including bungee jumping and quad bikes. Some events are weaker and the learning curve spoils the fun.						

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
SEGA GT	SEGA	2	NO	50/60/VGA	15	5
Track racing in souped-up road cars in this shameless imitation of *Gran Turismo*. Plenty of cars and courses but the handling is wrong and spoils any potential enjoyment.						
SEGA RALLY 2	SEGA	2	YES*	50/60/VGA	1	8
Offering more cars and tracks than the arcade original. This is an impressive conversion (despite frame-rate probs) with good handling from the analogue pad and plenty of longevity.						
SEGA WORLDWIDE SOCCER 2000	SEGA	4	NO	50	3	6
Sega's first football title for DC disappoints with a slow pace and an inability to win the ball without fouling your opponent. Plenty of options prevent a total wash out.						
SEGA WORLDWIDE SOCCER EURO EDITION	SEGA	4	NO	50/60/VGA	8	7
Another attempt, released on the back of Euro 2000, adds some much needed speed and greater detail than before. The computer is still too easy to beat, though.						
SHADOWMAN	ACCLAIM	1	NO	50/60/VGA	3	6
Inventive adult-oriented adventure packed with gore, swearing and voodoo magic. Good story and music but the dull level design lets the side down badly.						
SHENMUE	SEGA	1	YES*	50/60/VGA	14	10
Track down your father's killers in the most realistic game world ever created. An epic adventure that has to be played to be believed and is unlike anything you've played before.						
SILENT SCOPE	KONAMI	1	NO	50/60/VGA	14	7
As a sniper you must eliminate armed terrorists from a variety of locations, using a telescopic sight to zoom in and out of the distant action. Good but short arcade thrills.						
SILVER	INFOGRAMES	1	NO	50/60/VGA	10	4
A rare thing – an RPG developed in the UK. Detailed locations are appealing and *Silver* is easy to get into, but there's no spark to keep you playing and is too linear.						
SKIES OF ARCADIA	SEGA	1	NO	50	19	8
Huge pirate-themed RPG, with plenty of mini-quests to keep you occupied. Excellent character design, a *Star Wars*-like plot and dazzling ship battles will leave a lasting impression.						
SLAVE ZERO	INFOGRAMES	4	NO	50	5	6
Stomp around a futuristic city in a 60-foot robot. There's a vast amount of enemies waiting to be shot or squished, but the action never really gets going. Even multiplayer is dull.						
SNO CROSS CHAMPIONSHIP RACING	UBI SOFT	2	NO	50/60	16	4
With the ability to create your own tracks this could have been good, but poor controls, a far too slow two-player option and numerous graphical glitches spoil the proceedings.						
SNOW SURFERS	SEGA	2	NO	50	2	6
Snow Surfers' courses look great but they don't play that way. With poor characters and handling like a dog there's not enough speed to make hurtling down slopes exciting.						
SONIC ADVENTURE	SEGA	1	YES*	50/60/VGA	0	9
Sega's mascot returns in a jaw-dropping adventure, with some lightning-fast levels and plenty of exploration. Six playable characters mean you get six different adventures.						
SONIC SHUFFLE	SEGA	4	NO	50/VGA	18	6
Decent attempt to make a board game on a console, of course, Sonic's starring role helps. Mini-games add to the excitement, but there aren't enough for this to truly shine.						
SOUL CALIBUR	SEGA	2	NO	50/60/VGA	2	10
The best fighting game around, period. Boasting fantastic characters with stunning animation and moves. Not only gorgeous but features incredible depth too.						
SOUL FIGHTER	CRAVE	1	NO	50	2	6
Fantasy fighting adventure that calls on the same moves and special attacks to progress. Using combos to build magical attacks is good, but overall it's too easy and far too repetitive.						
SOUTH PARK: CHEF'S LUV SHACK	ACCLAIM	4	NO	50	3	3
TV-styled game show starring Cartman, Kenny et al, comprising mini-game challenges based on old Atari console favourites and useless trivia tests. One problem – it's not funny!						
SOUTH PARK RALLY	ACCLAIM	4	NO	50/60/VGA	12	6
The *South Park* gang fare better in this *Mario Kart* clone that offers a variety of racing challenges and strong multiplayer modes. This one's funny! Pity about the fluctuating difficulty.						
SPACE CHANNEL 5	SEGA	1	NO	50/60/VGA	13	8
Music and dance thrills. The watch and repeat gameplay sounds dull, but with sassy star Ulala trying to save the galaxy from aliens, you can't help but be won over. Short, though.						
SPAWN: IN THE DEMON'S HAND	EIDOS	4	NO	50	17	6
Third-person shooter that plays like a cross between *Quake III Arena* and *Power Stone*, but poor camera angles and other minor flaws dampen the enjoyment.						
SPEED DEVILS	UBI SOFT	2	NO	50	1	7
Quirky racer that offers long tracks featuring a range of bizarre events – including a UFO invasion, speed traps and police chases. Good two-player mode, but easy to complete.						
SPEED DEVILS ONLINE RACING	UBI SOFT	5	YES	50/60/VGA	17	6
Update of *Speed Devils* now with online racing and bonus tracks. Online works fine but the entire game is tainted with a control delay that affects handling.						
SPIRIT OF SPEED 1937	ACCLAIM	1	NO	50/60/VGA	12	3
Period-themed racer that offers basic motors and long uneventful circuits. Unique idea, but the execution, especially the poor frame-rate, is unforgivable.						
STARLANCER	UBI SOFT	4	YES	50/60/VGA	16	5
Mission-based intergalactic space shooter that can also be played online. Slick graphics and sound effects make it immediately exciting but the action soon becomes too repetitive.						
STAR WARS DEMOLITION	ACTIVISION	4	NO	50/60/VGA	17	4
The *Star Wars* saga takes a detour into Hicksville, with a demolition derby featuring vehicles from the famous franchise. Worse than Jar Jar Binks.						
STAR WARS EPISODE I: JEDI POWER BATTLES	ACTIVISION	2	NO	50/VGA	14	4
Take control of a Jedi Knight including Qui-Gon and Obi-Wan in a scrolling beat 'em up that uses Lightsabers instead of fists. Bad collision detection leads to frustrating moments.						
STAR WARS EPISODE I: RACER	ACTIVISION	2	NO	50/VGA	11	6
WipEout-inspired racer that doesn't feature weapons, but moves at a hell of a pace. Exciting at first, but the courses and competitors are unimaginative and repetitive.						
STREET FIGHTER III: DOUBLE IMPACT	VIRGIN	2	NO	50/60/VGA	8	7
Two games for the price of one, comprising of the original *Street Fighter III* and the sequel *2nd Strike: Giant Attack*. Not as accessible as other Capcom fighters. One for true fans only.						
STREET FIGHTER III: 3RD STRIKE	VIRGIN	2	NO	50/60/VGA	14	8
Not so much a remould of the series, rather a super tune-up. The ability to choose your opponent before bouts is an enticing new feature. Plus the smash the car bonus stage is back!						
STREET FIGHTER ALPHA 3	VIRGIN	2	NO	50/60	2	8
Huge array of the *Street Fighter* cast assemble in one of the best 2D fighters ever. Great cartoon looks and the excellent World Tour mode will keep you busy for many a night.						
SUPER MAGNETIC NEO	CRAVE	1	NO	50/VGA	12	6
Imaginative platformer starring Neo, who propels himself through the colourful levels by using the polarity of his magnetic head. Frustrating gameplay spoils the fun.						
SUPER RUNABOUT	VIRGIN	1	NO	50/VGA	14	6
Mission-based racer with a wide choice of vehicles and the option to play as cops or hillbillies. The carnage you can cause as you race to the next goal is the best part.						
SURF ROCKET RACERS	UBI SOFT	2	NO	50/VGA	17	2
Terrible attempt to bring the thrills of jet ski racing to Dreamcast. Courses, controls and a water effect that resembles jelly, are all shockingly bad. Avoid.						
SUZUKI ALSTARE EXTREME RACING	UBI SOFT	2	NO	50	2	7
Very fast superbike racer endorsed by the Suzuki team. Nice variety of twisty circuits, but dodgy pop-up and collision detection mar the performance. Good two-player mode.						
SWORD OF THE BERSERK: GUT'S RAGE	EIDOS	1	NO	50/60/VGA	10	5
Hack 'n' slash and little else in this fantasy adventure. Initially enjoyable, but too many cut-scenes fragment the action which soon gets repetitive. Buy if you like gore!						
SYDNEY 2000	EIDOS	4	NO	50/VGA	11	7
Solid attempt to dethrone *International Track & Field* of the button-bashing athletics crown. Wide variety of events – but lacks the polish of Konami's similar title.						
TECH ROMANCER	VIRGIN	2	NO	50/60/VGA	8	6
More one-on-one fighting from Capcom, this time with giant robots taking centre stage. Lacks the finesse of other fighters and the 'giant' robots look tiny and wimpy.						
TEE OFF	ACCLAIM	4	NO	50/60	3	7
Cartoon-styled golf game that doesn't weigh you down with stats and unnecessary screen clutter. Things are kept simple and easy to follow and four can enjoy a round together.						

FAQ
FREQUENTLY ASKED QUESTIONS

PERIPHERALS

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.

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.

DOES THE LIGHT-GUN WORK WITH GAMES OTHER THAN *HOUSE OF THE DEAD 2*?

Currently no, but more compatible games are expected soon including *Confidential Mission* (see page 46), *Gun Valkyrie* and *House of the Dead 3*.

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.

WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT OUT WEB PAGES?

No. For the record, there's a button marked 'Print' on the Dreamcast keyboard simply because it's based on a PC model.

WHAT'S ALL THIS I HEAR ABOUT A DC CAMERA?

Sega announced a camera, called Dreameye, last year but it's highly unlikely that we'll see it released in Europe now.

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 their VGA box 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. If support is included, then it should be a seen as a *bonus*. Look for a logo on the back of the box for compatibility or check out the Games Directory on these pages.

WHY HAVEN'T SEGA OFFICIALLY RELEASED THE VGA BOX IN THE UK?

We're not entirely sure but would guess that Sega Europe don't wish to confuse gamers by promoting a product which works with some games but not others.

WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?

It's an add-on that plugs into your controller and makes it vibrate. It's compatible with virtually all games. Expect to pay under £15 for an official Sega one.

WHY SHOULD I BUY A KEYBOARD AND MOUSE?

A Dreamcast Keyboard is pretty much essential if you're using your Dreamcast for regular emailing. Get a Dreamcast Mouse as well if you intend playing lots of *Quake III Arena*. Each costs less than £20.

WHY DOESN'T THE DREAMCAST MOUSE WORK WITH THE DREAMKEY BROWSER?

Because the browser was programmed before the Mouse became available. Unfortunately, you'll have to wait for the next version of Dreamkey for compatibility.

IS THE SEGA ARCADE STICK COMPATIBLE WITH ALL DC GAMES?

Yes, but with varying degree of usefulness. We'd only really recommend buying one if you're a die-hard fighting game fan (they're especially good with Capcom beat 'em ups).

IS IT WORTH GETTING A STEERING WHEEL?

Only if you feel like splashing out. 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.

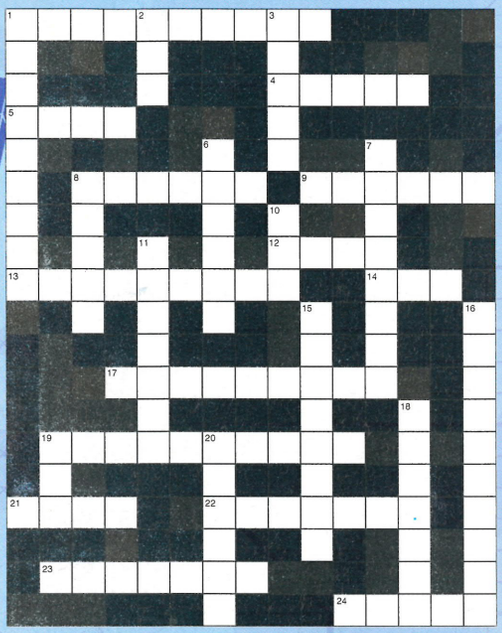
WHY DON'T *ODM* REVIEW PERIPHERALS?

We did a peripheral round-up in our December 2000 issue (*ODM* #14) and will look at add-ons again in the future.

• **Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk**

CROSSWORD

JUST FOR FUN. WE'LL PRINT THE ANSWERS NEXT MONTH



ACROSS

1 What the Worms had after *Armageddon*. (5,5)
4 *South Park* resident who has a habit of dying. (5)
5 The Flintstones had a pet one – it caused a real crisis. (4)
8 One of Sega's extreme sports. (6)
9 Capcom's favourite place for fighting. (6)
12 Footballing body that hits the ball. (1,1,1,1)
13 This star of *Toy Story 2* will give you a real buzz. (9)
14 It hovers over your shoulder in *Phantasy Star Online*. (3)
17 He played Ace Ventura and The Grinch. (3,6)
19 The online theme park we gave away with *ODM* #15. (6,4)
21 Had a bizarre adventure. (4)
22 A poultry clue to get you up and running. (7)
23 We've got something for you, but it's confidential. (7)
24 Surname of Dave the BMX boy. (5)

DOWN

1 Savage alloy. (4,5)
2 Man's best friend, but not when it's red. (3)
3 Home to challenging highways. (5)
6 Biro biro. (3,3)
7 Dreamcast's browser disc. (5,3)
8 Off-road vehicle that likes it warm. (5)
10 Animal hair, shouldn't be fought. (3)
11 Name of square in *Sonic Adventure*. (7)
15 Codename for evil. (8)
16 Dreamcast's online portal. (5,5)
18 *Hydro* and *Four Wheel* have this in common. (7)
19 Abbreviation of an online role-player. (1,1,1)
20 Person responsible for building railroads. (6)

SOLUTION TO LAST MONTH'S CROSSWORD

ACROSS

1 Chao, 3 McWild, 8 Essential, 9 Bass, 10 VM, 12 Marvel, 13 Mr, 15 Valentine, 19 Ducati, 20 Muttley, 21 *Toy*, 22 *Star Wars*, 24 Sydney, 26 Le Mans, 27 *Headhunter*

DOWN

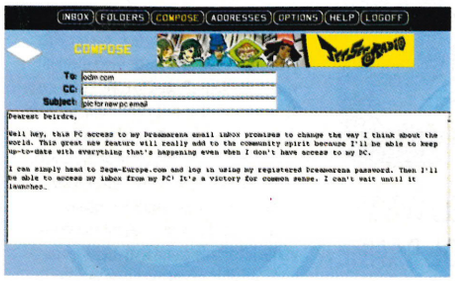
2 Arsenal, 4 Wolverine, 5 Kiss, 6 SNK, 7 Waterman, 11 Ulala, 14 Cat, 15 *Virtua*, 16 Lakers, 17 Neo, 18 Ecco, 19 *Dinosaur*, 21 *Take On Me*, 23 *Rally*, 24 SAS, 25 Demon

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
THE GRINCH	KONAMI	1	NO	50/VGA	17	4
Below par movie tie-in, that offers interesting platform gameplay but suffers from terrible graphics and a fluctuating difficulty level.						
THE NOMAD SOUL	EIDOS	1	NO	50/60/VGA	7	5
A huge futuristic adventure starring David Bowie. Plenty of shooting, fighting and puzzle solving but they don't work as well as you'd like. Alright if you like sprawling sci-fi.						
TIME STALKERS	SEGA	1	NO	50/60/VGA	13	4
Lame attempt at a role-playing adventure that is too short and linear, with no attachment felt towards any of the characters. Not a good ambassador for RPGs.						
TOKYO HIGHWAY CHALLENGE	CRAVE	2	NO	50	1	5
Race for cash against other drivers around the Tokyo equivalent of the M25. There's only one track and the cars don't offer enough variety. May appeal to car nuts.						
TOKYO HIGHWAY CHALLENGE 2	UBI SOFT	2	NO	50/VGA	15	5
Another set of illegal Tokyo street races with a few more options and improved graphics. Win money and customise your fictional car. Still too dull for mass appeal.						
TOM CLANCY'S RAINBOW SIX	SWING	1	NO	50	17	4
Control a counter-terrorist Special Forces unit in this strategic mission-based shooter. Poor enemy intelligence and below par graphics spoil proceedings.						
TOMB RAIDER: THE LAST REVELATION	EIDOS	1	YES*	50/60/VGA	6	7
Lara Croft's fourth adventure is set almost entirely in Egypt, getting back to what made the original game great: mind-bending puzzles, and lots of them.						
TOMB RAIDER CHRONICLES	EIDOS	1	NO	50/60/VGA	15	6
Fifth outing for Lara sees some new but unsurprising ideas and a good variety of levels, but the series is now looking very tired and the control system is still flawed.						
TONY HAWK'S SKATEBOARDING	CRAVE	2	NO	50/VGA	10	8
One of the best skateboarding games on the block, with a wide range of moves, sublime controls and memorable levels. Plenty of challenges to unlock and perfect.						
TONY HAWK'S PRO SKATER 2	ACTIVISION	2	NO	50/VGA	15	9
Bigger than the original, with wider range of challenges and tricks. Far better visually with expanded multiplayer modes and now you can design and save your own skate park.						
TOY COMMANDER	SEGA	4	NO	50/VGA	1	8
Mission-based war games with the action taking place in a house and re-enacted with a child and his toys. Much harder than it looks with imaginative use of the location.						
TOY RACER	SEGA	4	YES	50/60/VGA	17	6
Simple multiplayer racer from the makers of *Toy Commander* with courses set in the various rooms of a house. Benefits from being cheap (£4.99) and online compatible.						
TOY STORY 2	ACTIVISION	1	NO	50/60/VGA	16	4
Below average platform adventure based on the movie with Buzz Lightyear attempting to save Woody from his captor. Weak graphics and an awful control system ruin what's good.						
TRICKSTYLE	ACCLAIM	2	NO	50	1	7
Futuristic hoverboard racing on the streets of London, New York and Tokyo. There's tricks to learn, and VM mini-games but the action is too slow to keep you interested.						
UEFA DREAM SOCCER	SEGA	4	YES*	50/60/VGA	16	5
Third instalment of the *Sega Worldwide Soccer* series, now going by a new name and offering female players as well as the men, but it's too similar to the previous versions.						
UEFA STRIKER	INFOGRAMES	4	NO	50	1	8
It was the first footie game on DC, and despite the simple looks, is still the best. It doesn't do anything spectacular, but it does it well and that's enough. Nice training mode too.						
ULTIMATE FIGHTING CHAMPIONSHIP	UBI SOFT	2	NO	50/60/VGA	13	9
Brutal beat 'em up featuring a wide range of fighting styles as real-life competitors fight within a steel cage. Good controls and impressive graphics make this a real hit.						
URBAN CHAOS	EIDOS	1	NO	50/VGA	13	6
As a street cop in this large adventure you'll get to drive cars, shoot criminals and engage in hand-to-hand combat. A strong story and plenty of variety, pity about the poor controls.						
VANISHING POINT	ACCLAIM	2	NO	50/60/VGA	17	7
Arcade-style racer with cleverly designed courses and some spectacular crashes – but no car damage. There's also a stunt mode if you like that sort of thing.						
VIGILANTE 8: 2ND OFFENSE	ACTIVISION	4	NO	50/60/VGA	3	5
Vehicular combat on the streets of the American Deep South, with cars sporting every sort of weapon imaginable. Fun for a while but average rather than spectacular.						
VIRTUA ATHLETE 2K	SEGA	4	YES*	50/60/VGA	12	4
Sega get stingy with this athletics sim as it only contains seven events. The addition of a stamina bar to the button-bashing is a big mistake and there are no extras to unlock.						
VIRTUA FIGHTER 3TB	SEGA	2	NO	50/VGA	1	7
Competent conversion of the arcade legend that offers some fine fighting action but hardly any home extras. Great back in its day but looks shabby compared to *Soul Calibur*.						
VIRTUA STRIKER 2 (VER. 2000.1)	SEGA	2	NO	50/60	4	7
At first it seems unplayable, but take time to master the controls and discover why this is the best arcade football game around with national teams and a great goal rating system.						
V-RALLY 2 EXPERT EDITION	INFOGRAMES	4	NO	50/60/VGA	7	7
Fast-moving racer, with loads of courses and cars. Suspect handling slightly spoils the experience, especially as it feels like the cars could tip over at any second, and they usually do.						
VIRTUA TENNIS	SEGA	4	NO	50/60/VGA	12	9
Best sports title on Dreamcast. Simple controls mean anyone can master the variety of shots in a matter of minutes and includes some of the best home modes around.						
WACKY RACES	INFOGRAMES	4	NO	50/60/VGA	9	7
Classic cartoon becomes a slick *Mario Kart*-style racer. The cars and characters of the show are captured perfectly and there are some fun split-screen multiplayer modes.						
WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR	EIDOS	4	NO	50/60/VGA	12	5
Nothing really magical about this *Mario Kart* clone set around the streets of Disneyland. Graphical glitches and boring power-ups spoil the proceedings. It's a small world after all!						
WETRIX+	TAKE 2	2	NO	50/60/VGA	7	6
Puzzler where you must raise and lower land to collect water, using fireballs to evaporate the pools and score points. Unfortunately it soon becomes monotonous.						
WHO WANTS TO BE A MILLIONAIRE?	EIDOS	4	NO	50/60/VGA	13	3
There's no cash prize for winning but this is surprisingly close to the hit TV quiz. The eventual repetition of questions and poor production values spoil the enjoyment.						
WILD METAL	TAKE 2	2	NO	50	6	5
Tank game with as much emphasis on strategy as blasting. Choose a tank and pit your wits against the enemy. Sparse, endless levels get in the way of potential action.						
WORMS ARMAGEDDON	HASBRO	4	NO	50/VGA	3	8
Basic 2D graphics hide one of the greatest multiplayer games created. With simple to understand battle to the death gameplay, it's very addictive with a wide variety of weapons.						
WORMS WORLD PARTY	VIRGIN	4	YES	50/60/VGA	15	8
The same as *Armageddon*, but now supports more than one controller and is playable online – meaning you'll never have to play *Worms* alone ever again!						
WWF ATTITUDE	ACCLAIM	4	NO	50	2	3
We don't hate wrestling but we hate bad wrestling games like this one, which has poorly animated wrestlers that don't respond to the controls. Not as fun as wrestling should be.						
WWF ROYAL RUMBLE	THQ	4	NO	50/60/VGA	12	7
Technically it's incredible – with up to nine versatile wrestlers on screen at once. The sparse roster of stars and modes are a disappointment as what you initially see is what you get.						
ZOMBIE REVENGE	SEGA	2	NO	50/VGA	6	7
Scrolling beat 'em up based on *HOTD2*. Competent arcade conversion with VM mini-games to beef up your character before loading them back into the game. Undead good.						

*** Denotes limited online modes, such as high-score ranking, new items available to download etc.**

DREAMARENA

ALL THE LATEST GOINGS-ON IN THE WORLD OF DREAMCAST'S ONLINE PORTAL. SEGA EUROPE'S VERY OWN **STEVE BRADLEY** REPORTS

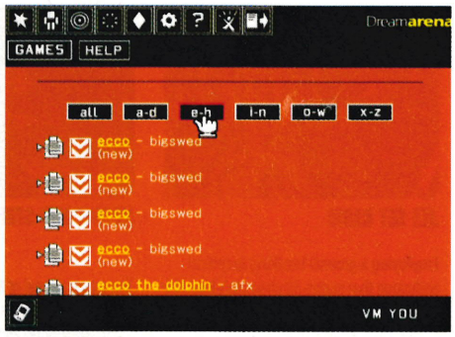


△ **Coming to a PC near you soon: Dreamarena email!**

PERHAPS THE MOST SIGNIFICANT development with Dreamarena right now is the forthcoming opening up of access to Dreamcast's email facility via PCs. As of this summer, the newly revamped www.sega-europe.com site will offer you the chance to view emails in your Dreamarena inbox by simply typing in your registered password. You will be able to keep up to date with your pals in the Dreamarena community while at work, in an Internet café or in any other non-Dreamcast situation. We know that very few people have Dreamcasts on their desks at work (apart from us here at Sega – and our pals at *ODM*!) so this is a welcome development for the hundreds of thousands of registered Dreamarena users.

VM YOU

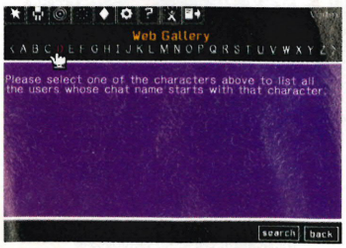
DREAMARENA'S CUNNINGLY TITLED new 'code warehouse' VM You enables folk to upload and download cheats and codes from the Games section. And the best thing is, it's all user-driven – since the section was put in place, we at Dreamarena haven't had to so much as lift a finger! If you have codes you want to share with the community, simply upload them on to Dreamarena using a Visual Memory unit. Conversely, if you're hankering after help, head to the first letter of the game's title (eg, 'C' for *Crazy Taxi* – natch!) and download the codes on to your VM. Although a relatively new feature, VM You is a now bursting at the seams with codes. Well done all!



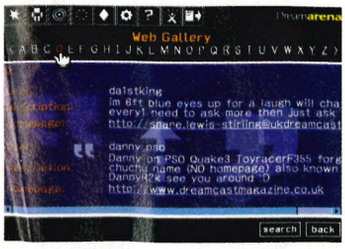
△ **Hundreds of VM saves for all the toughest DC titles.**



△ **Do people hate you or love you? Find out!**



△ **Vote for your favourite Dreamarena users.**

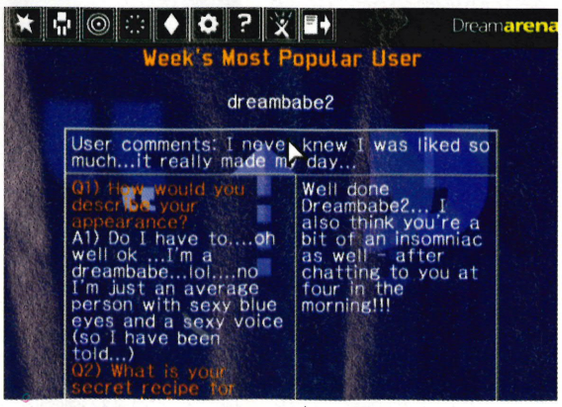


△ **Be honest in the description of yourself.**

HATED OR RATED?

ONE OF DREAMARENA'S MOST popular new community features is Hated or Rated, a place where you get to post your own mini-biographies and people vote as to whether they 'hate' or 'rate' you. Hated or Rated attracted more than 10,000 votes in its first week and the winner was, perhaps unsurprisingly in the male-dominated Dreamarena, someone who goes by the moniker dreambabe2!

Any member of the community can put themselves in the firing line by simply heading for the Gazette section in Dreamarena. Tell us your age, sex and location, then describe yourself and list your favourite websites. After that, your fate is in the lap of the gods. A league of the top five most Hated and Rated is updated every day and the person who attracts most votes by the end of each week takes the spoils. Why not give it a go?



△ **Each weekly winner gets to comment on their victory afterwards.**

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 A NEW VERSION OF DREAMKEY BE RELEASED?
Probably around Easter. 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?
Currently no, but watch out for news on this.

HOW MUCH DOES IT COST TO USE MY DC ONLINE?
Calls are charged at nationwide local rates, so check with your phone operator. With BT standard charges are 1p/min at weekends, 1.49p/min during weekday evenings and 3.95p/min during peak hours but that's before any discounting.

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.

WHAT NUMBER DOES THE DC DIAL?
The number in the UK is 0845 757 6339.

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. Over 18s can deactivate the filter by re-registering on Dreamarena (look for a check box at the bottom of the screen).

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.

WHICH DREAMCAST GAMES ALLOW ME TO PLAY OTHERS ONLINE?
The big ones are *Phantasy Star Online* (*ODM* #17, 9/10), *Quake III Arena* (*ODM* #15, 9/10), and *ChuChu Rocket!* (*ODM* #9, 9/10).

OKAY, SO WHICH OTHER GAMES HAVE ONLINE FEATURES?
Metropolis Street Racer, *F355 Challenge* and *Sonic Adventure* are among those with online facilities. Others, like *Rayman 2*, include bonuses which can be unlocked by going online. Check out the Directory starting on page 86.

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. The number, along with several other useful contacts, is listed in the panel at the bottom of page 6.

• **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**

ODM RECOMMENDS



CHOOSING A NEW GAME CAN BE DIFFICULT WITH THE VAST ARRAY OF TITLES ON OFFER, SO WE'VE COMPILED A LIST OF THE 20 GREATEST GAMES CURRENTLY AVAILABLE. THEY COVER A WIDE RANGE OF STYLES AND OFFER SOMETHING FOR EVERYBODY. SO DON'T BUY A DUD, CHECK THE LIST FIRST!



CRAZY TAXI

SEGA • ISSUE #5 • 9/10 • MOVIE#4

Get behind the wheel of a yellow cab and pick up customers, ensuring you drop them off at the correct destination in a bustling recreation of San Francisco. Drop them off within the time allowed to collect their cash. Then find another customer – but be quick! There's a host of excellent mini-games that will get you perfecting some of the special techniques that are buried beneath the surface of the main game. Essentially a score attack, this is an excellent conversion of the hit arcade game that manages to add a number of unique home features that'll make you play for ages.



ECCO THE DOLPHIN

SEGA • ISSUE #9 • 9/10 • GUIDE #11, 12, 13

Beautiful aquatic adventure starring a young dolphin out to save Earth. An enemy known as the Foe has shattered the Guardian, the source of the Earth's defences – it's up to Ecco to search for the pieces. Controlling Ecco is easy. Think of it like a flight sim – you can swim any way you like, roll, turn upside down and leap out of the water… you can even get Ecco to tailwalk. The action starts easy enough, but soon gets very, very tough, with sharks and octopuses causing Ecco trouble and levels set underground – dolphins need air, remember? This is a stunning and entertaining underwater odyssey.



F355 CHALLENGE

ACCLAIM • ISSUE #13 • 8/10 • MOVIE #12

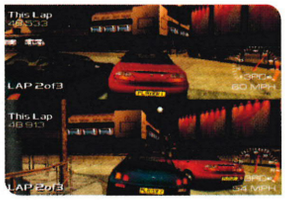
Like the *Challenge* part of the title coincidentally suggests, *F355*'s adherence to realism and the laws of physics make it tough to master and has left the game with a love-it or loathe-it label. Playing *F355* is all about obsession. It'll take plenty of practice just to finish a race, let alone finish in the points, and as every car in the game is a Ferrari you've got to be in love with cars. Luckily, it's very easy to be obsessed about a Ferrari. It's a little short on extras, but the in-game detail and circuits are spectacular, and the handling is a triumph of software engineering. A purist's driving game, not for Sunday drivers.



JET SET RADIO

SEGA • ISSUE #14 • 8/10 • DEMO #14, 18

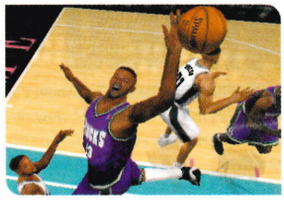
Employing a ground-breaking graphical technique that makes 3D characters look like flat cartoon drawings, *JSR* will guarantee a "wow" from anyone who sees it in action. Luckily, it plays as good as it looks. You're a rollerblader/graffiti artist who's out to tag every territory in the neighbourhood to show rival gangs who's the boss. Collect spray-cans, skate to the 'tagable' areas, then get spraying! But rival gangs and the police are out to stop you. Later levels get tougher, with the army called in and there's a greater reliance on tricks to reach new areas. With stunning looks, level design and music, you can't get fresher than this.



METROPOLIS STREET RACER

SEGA • ISSUE #12 • 9/10 • DEMO #12 • GUIDE #16, 17

The major appeal of *MSR* is the three ultra-realistic cities you get to drive around – San Francisco, London and Tokyo are all perfectly recreated. You get to race around the famous streets in the flashiest of motors without the hindrance of the usual heavy traffic. The structure of *MSR* is also unlike any other racer, rewarding you with kudos points for good driving. These points in turn unlock new circuits – there are more than 250 in total – and allow you to obtain faster cars. There's unique handling for each car that makes them very different to drive but all enjoyable. One of the most revolutionary racers ever.



NBA 2K

SEGA • ISSUE #5 • 8/10 • GUIDE #7

Basketball may not be as popular as football in the UK, but if you're after a decent sports game *NBA 2K* is a much wiser investment than any of the DC's footie titles. Gorgeous graphics and a good play-by-play commentary should help those unfamiliar with the sport's rules. Real teams, players and more statistics than you'll ever need add to the realism, with each match flowing back and forth just like the real thing. Loads of tournaments and options make it a title that offers an excellent recreation of the sport with plenty of longevity. Playing *NBA 2K* only raises one question: why can't we have a footie game this good?



PHANTASY STAR ONLINE

SEGA • ISSUE #17 • 9/10 • MOVIE #15 • GUIDE #18, #19, #20

Planet-saving role-playing game from Sonic Team that avoids the usual clichés of RPGs by being set in the future, offering real-time battles and boasting the ability to team up with players from Europe, Japan and the USA for the price of a local phone call. You play an adventurer, paid to carry out missions on a strange planet inhabited by a vast array of creatures. There are more than 50 quests that can be played solo or, to really see what the game can do, online. A translator has been built into the game that enables you to communicate with anyone, no matter what their native tongue is. Fantastic!



POWER STONE

EIDOS • ISSUE #1 • 8/10 • GUIDE #1

A fast-paced fighting game that offers complete 3D freedom of movement and a level of interactive items previously unseen in the beat 'em up field. There are loads of weapons, ranging from bats to bazookas, but you can also make use of other objects in each room, such as chairs, lamp-posts etc. Throw them at your opponent or hide behind them for defence. The power stones of the title also appear during each bout – grab three and you can transform into a super-powerful being and launch a devastating special attack. A hugely entertaining fighter. We think the original is better than the OTT sequel.



QUAKE III ARENA

SEGA • ISSUE #15 • 9/10 • GUIDE #18

It may have been originally designed for PC, but the truth is *Quake III Arena* is far better suited to a console – specifically Dreamcast. This first-person shooter is fast and easy to understand, and quick reactions are essential. It's equally brilliant in single or multiplayer modes and you can also play it online. Single-player games play pretty much the same as multiplayer, due to the inclusion of 'bots' (computer-controlled adversaries that roam each level trying to hunt you down). The only disappointment is that to *really* appreciate it, you have to invest in the Dreamcast Mouse and Keyboard, especially if you're going to be battling online.



RAYMAN 2: THE GREAT ESCAPE

UBI SOFT • ISSUE #6• 8/10 • DEMO #5, 7 • GUIDE #8, 9, 10

Platform thrills as Rayman tries to stop pirates terrorising his friends. Originality may not be its strong point, but when something plays as good as this you can't complain. It's also very tough, despite the simple opening levels to ease you into learning the controls. *Rayman* scores points for offering lots of variety – some levels see Rayman using rockets, spacecraft, and even a giant snake to water-ski. A great multiplayer bonus game is included. A simple yet extremely playable platformer, *Rayman 2* is cute, colourful and fun, and a supremely polished and well-constructed game.



RESIDENT EVIL CODE: VERONICA

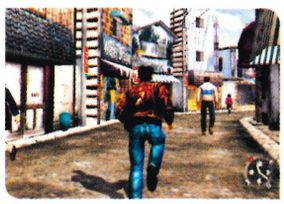
EIDOS • ISSUE #8 • 9/10 • DEMO #9 • GUIDE #9, 10, 11

The *Resident Evil* series continues in stunning fashion. It looks infinitely better than the original PlayStation titles, with true 3D characters and backgrounds and real-time cut-scenes. You control Chris and Claire Redfield, two survivors of previous *RE* games. As usual you're up against a zombie horde and a host of other hideous creatures. The only way to survive is to sensibly use the ammunition you find and solve puzzles to progress. This is a story-led adventure with plenty of shocks to keep you jumping and lots of secrets to discover to make you play again and again.



SAMBA DE AMIGO
SEGA • ISSUE #15 • 8/10

A bizarre 'rhythm action' title that has you standing in front of your TV shaking specially designed maraca controllers to correspond to the commands on screen. Essentially it's 'Simon Says' with famous Latin tunes to encourage you to get shaking, including some Ricky Martin hits and a very upbeat version of Aha's *Take On Me*. Despite an astronomical £100 price tag (due to the cost of manufacturing the sensor technology of the maracas), *Samba* is a winner. A guaranteed smash at any party, it will put a smile on anyone's face within five minutes of playing.



SHENMUE
SEGA • ISSUE #14 • 10/10 • MOVIE #14 • GUIDE #16, 17

Shenmue is in a class of its own. You play Ryo Hazuki, a Japanese teenager who is searching for his father's killer. A mixture of many different game styles, the best way to describe *Shenmue* is that it's kinda like real life. You take over the life of Ryo completely, waking each day, going to work, to shops, talking to other characters. Luckily, Ryo's daily life isn't mundane. As he starts to mix with a criminal element, you'll get involved in a bar fight among other treats. The most expensive game ever created. Play it and you'll see why it's money well spent.



SKIES OF ARCADIA
SEGA • ISSUE #19 • 8/10 • DEMO #19 • GUIDE #20

Massive pirate-themed RPG with ships that sail the skies rather than the oceans. The plot echoes *Star Wars* – a princess with valuable information being chased by an evil empire – but the rest of the adventure is entirely original. Explore both the sky and land, with islands to visit and labyrinthine dungeons to negotiate. Mini-games and a VM sub-game indicate *Skies'* diversity. Add incredible ship battles, a large colourful cast and a stunning world to explore, and this is a long-lasting and highly re-playable adventure that you shouldn't miss.



SONIC ADVENTURE
SEGA • ISSUE #0 • 9/10 • DEMO #1

Sonic is back doing what he does best – racing at lightning-fast speed and collecting rings through some of the most fantastic levels ever seen in a platformer. But that's only half of it. Adventure stages see Sonic explore his world at a slower pace, searching for clues that will lead him to his arch nemesis – the evil Dr. Robotnik. There are also five other characters that you'll get to control, with their own quests that intertwine with each other thanks to a plot that ties everything neatly together. *Sonic Adventure* is a fun title with stunning set-pieces and a host of mini-games that make excellent use of a VM unit.



SOUL CALIBUR
SEGA • ISSUE #2 • 10/10 • MOVIE #2 • GUIDE #3, 4, 5

This is still the best fighter on Dreamcast. Fights take place in small arenas, starring medieval heroes who batter each other with big swords and axes in best-of-three bouts. The characters appear large on screen, are incredibly realistic and animated superbly. Look closer and you can see that they breathe, wince, and smile! Best of all though, *Soul Calibur* plays far better than it looks. The Mission Battle mode adds longevity to play – you travel the world and fight battles where the rules are constantly changing. Doing this unlocks a host of cool secrets. You shouldn't rest until you've seen it all.



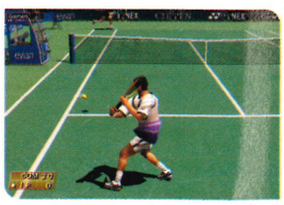
TONY HAWK'S PRO SKATER 2
ACTIVISION • ISSUE #15 • 9/10 • DEMO #14

A great example of how to turn a specialist sport into a game that everyone can enjoy. *Pro Skater 2* allows you to perform an array of stunning skateboard tricks in locations that encourage you to go crazy. Once you've learnt the basic controls you'll be addicted. Then you can practice tougher moves that score more points and successfully complete the ten tasks that are set on each level. It's a huge challenge to complete the game, with some tasks seemingly impossible at first. Working your way through reaps its own rewards, with new areas and abilities made available. You even create your own skater or design your own skate park. Nice.



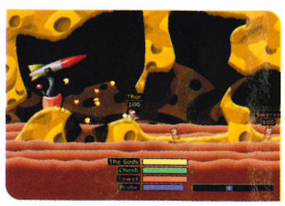
ULTIMATE FIGHTING CHAMPIONSHIP
CRAVE • ISSUE #13 • 9/10 • DEMO #13, 16 • GUIDE #15

Realistic fighters battle in no-holds-barred matches in a wire-enclosed ring. Based on the American TV sport, *UFC* is the most brutal beat 'em up on the market. It looks mean, plays mean and it definitely sounds mean. Fighting styles are fully represented – ju-jitsu, freestyle wrestling and submission fighting are just a few. There's 22 characters, more than 3,000 moves, 1,200 combos and a wealth of modes. It wouldn't mean squat if it wasn't fun to play, but despite being brutal *UFC* rewards technical mat skills. It all adds up to make the most complex unarmed combat title ever created.



VIRTUA TENNIS
SEGA • ISSUE #12 • 9/10 • DEMO #11, 17 • GUIDE #13

Despite only using two buttons to select shots, *Virtua Tennis* isn't simple. Through a combination of positioning and timing, you can hit a much wider variety of shots than the standard and lob returns suggest. There are 20 computer opponents to challenge, including real players, who have different playing styles and characteristics. There's the straight-up Arcade mode or the more challenging World Circuit mode. *Virtua Tennis* is a fantastic multiplayer game. Play against an equally skilled friend to discover why, in the Best of the Best feature in *ODM* #16, the experts voted it number one.



WORMS WORLD PARTY
VIRGIN • ISSUE #15 • 8/10

Control a team of four worms and fight rival teams in a turn-based battle. There is a huge array of weapons available for you to mount your attacks, ranging from simple fists or handguns to bazookas and full-on air strikes. There are also some unusual weapons like skunks, exploding sheep and OAPs. *Worms* is simple on the surface, but dig deeper and there is a great depth to the gameplay. It's always been famous for being a great multiplayer experience but falling flat in single-player. The same problem is evident here, but now you can battle online, so you'll never have to play alone again – unless you really want to.

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* and *Ecco The Dolphin*, generally come out first here though.

WHAT IS THE RRP (RECOMMENDED RETAIL PRICE) OF A DREAMCAST?
It's recently been reduced to just £99.99 – an absolute bargain! Some retailers offer packages with games included, so shop around for the best deal.

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* 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 II* COMING OUT IN THE UK?
Early 2002. Probably.

WHEN IS...
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please don't waste your time by emailing or writing to us for information on release dates – you won't get a reply.

I DON'T LIVE IN BRITAIN. CAN I SUBSCRIBE TO *ODM*?
Sorry, no. Subscriptions to this magazine are only available to those living in the UK.

MY DREAMCAST IS BROKEN. WHAT SHOULD I DO?
Call the Sega Consumer Line. The number, along with several other useful contacts, is listed in the panel at the bottom of page 6.

• 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. HAPPY WITH A PURCHASE? PICKED UP A DUD? THEN DO WRITE IN - IN UNDER 250 WORDS! - AND TELL US



△ *Skies Of Arcadia*: it's massive!

SKIES OF ARCADIA

REVIEWED: *ODM* #19, 8/10

WE SAID: "There's no doubting the quality of *SOA*, but it's got so much to it that it will probably put a lot of people off."

WHAT YOU THOUGHT

I was desperate for a decent RPG on the Dreamcast. *Phantasy Star Online* seemed to fit the bill, but I needed an RPG right here, right now. So, I ordered *Skies Of Arcadia* and I must say, this is the best offline RPG ever to come out on the DC.

I was amazed at the best ever 3D graphics in role-playing. The whole world of Arcadia and its environments are huge and beautifully presented – much better than *Sonic Adventure*'s. And the gameplay is unique – there's so much involved, where you get to fly ships and customise your own little paradise island. The battle system is like the *Final Fantasy* series, but it is clever in its own way and a lot of strategy is required. The characters are cleverly designed with facial expressions, body language and (crappy) voice actors. It delivers a strong storyline that makes you want to know what happens next.

Like all games, there are flaws. The only flaw I see in the game is that there are no full-motion video sequences, but this is easily overlooked with the great animation of the characters. Also, the game is too combat-heavy, but the strong plot draws you in. I could go on about its greatness, but trying to describe it in just 250 words is impossible. 10/10.

EDWARD MIRO, VIA EMAIL

Glad you're enjoying the game, Edward. Chances are you'll be playing it for a fair while yet...

PHANTASY STAR ONLINE

REVIEWED: *ODM* #17, 9/10

WE SAID: "One day, all games will be like this. For now, you can be satisfied you're playing one of the most innovative games around."

WHAT YOU THOUGHT

Wow! This game blew me away the first time I saw it on the Internet. *Phantasy Star IV* was finally going to get the sequel it deserved so much. The graphics are certainly astonishing, as is the gameplay (though not traditional RPG stuff), but anybody expecting a story may as well look elsewhere. Sure, there are nice touches like bringing back Delsabers and Chaos Sorcerers but what happened to *PS IV*'s famous story?

Aside from this minor gripe, *Phantasy Star Online* is one of the most enjoyable gaming experiences I've ever had. I have played online with players at level 100 on more than one occasion. I have invested 35+ hours into this game and am still only on level 30 (my character is a HUnewear, by the way), so the game certainly takes a long time to fully master.

This is the *greatest* online game I've ever played. The 'lag' is non-existent (to think the Americans complained about no broadband) and the fun is non-stop. Nothing can describe the fun you have while playing online with total strangers. In case anybody reading this has played with me, my name is RIKA (from *Phantasy Star IV*) and my sector ID is Pinkal (check your Guild Cards). I have also had a great time teaming up with people from my school to defeat De Rol Le. Whatever way you look at it, you must own this game. As a very good RPG (not half as good as *PS IV*) or as the best online game. Forget *Shenmue II*, *Phantasy Star Online 2* is top of my most wanted list.

MICHAEL SHEEHAN, VIA EMAIL

We agree wholeheartedly Michael, and it seems as though pretty much everyone else does too.

JET SET RADIO

REVIEWED: *ODM* #14, 8/10

WE SAID: "*Jet Set Radio* is a rare thing: a game that actually turns heads in these days of generic racers and fighters. It looks and sounds fresher than a fridge full of lettuce."

WHAT YOU THOUGHT

As soon as I'd played through the first level, I just knew that this game wasn't appealing to me at all. You just spray graffiti and skate along to crap music. The cops that come after you are way too hard and you can't even knock them down (being able to spray the main cop with graffiti doesn't count).

The graphics are impressive and the idea is remotely exciting but it's all ruined by awful handling and cheating cops. I suppose it would have been better with a multiplayer mode, but without one I'm glad that I rented it and saved £37.

OLLLIE SCOTT, VIA EMAIL

Er, okay...

EUROPEAN SUPER LEAGUE

REVIEWED: *ODM* #17, 7/10

WE SAID: "It's by no means the benchmark game required, but what it lacks in finesse, it makes up for in atmosphere and authenticity."

WHAT YOU THOUGHT

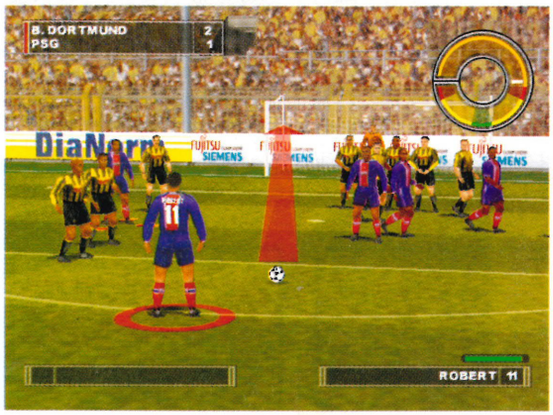
They say never judge a book by its cover. Well, never judge a game by its game footage. On Dreamon 15 was a movie of what could have been the best Dreamcast football game. What went wrong?

First of all, they take Manchester United out of the game. Then somehow they make the actual game look inferior to what it used to look like. The game is slow and the players seem to jerk about all the time, the goalkeepers are abysmal and there's no commentary. On my third go I lost 6-0. The first go I got bored and the second the other team had a free kick, *missed* the ball and just stood there with the ball static. All I could do was run around.

The only plus to this game is if you want to play against a friend and see who can score 20 goals first – the



△ *Phantasy Star Online*: bringing the planet together.



△ *European Super League*: a bit of a let-down for many readers.

"GET *UEFA STRIKER* INSTEAD. THIS GAME HAS MORE FAULTS THAN BRADFORD CITY'S DEFENCE"

– DANIEL NICHOLL ON *EUROPEAN SUPER LEAGUE*



△ *Vanishing Point*: a great game, if you know which settings to use.

scores are *that* unrealistic. I suppose the game has the players' real names, but on corners or goal kicks their name seems to come off.

If you want a football game, get *UEFA Striker* as it's a lot better. This game has more faults then Bradford City's defence.

DANIEL NICHOLL, VIA EMAIL

***European Super League* has turned out to be a bit of a disappointment for most people. Anyone feel differently?**

VANISHING POINT

REVIEWED: *ODM* #17, 7/10

WE SAID: "*Vanishing Point* sits somewhat uncomfortably between arcade and simulation. It's good, but perhaps not good enough."

WHAT YOU THOUGHT

Receiving only middling reviews from most sources, this was recommended by a friend of mine with the proviso that I never try and play it on the default control setting. Obviously, that was exactly what I initially did, and my response was one of apathy and disappointment.

However, once I'd set the responsiveness to 'medium', the hideously floaty, rubbery steering was gone and in its place is a fast and enjoyably believable driving feel.

Agreed, the time-trial structure of the main game sits uncomfortably with the 'rival' drivers, whose on-track performance bears no relevance at all to their posted finish times. But the big red 'rival' markers can be turned off at the menu and you can play as if you're racing in traffic against a tight time limit. Much better.

Clockwork's claims of intelligent and aggressive artificial intelligence aren't too far off the mark, and the physics engine works well, providing some exciting moments as you escape a multi-car pile-up on two wheels while a boisterous rival tries to force you into the armco.

The game's structure is its greatest asset (though initially confusing) – rewards for success are regular and plentiful, and the fact that a new car or track may be unlocked with just one more race makes it endlessly addictive.

So, despite a number of prominent flaws in concept and execution, there is a fantastic game hidden away in here. Well done Clockwork for cleverly hiding a fresh and inventive variation on the tried-and-tested *Need For Speed* formula from the eyes of the world…

J DASHFORTH, VIA EMAIL

You're an *Edge* reader, aren't you?

WHAT DO YOU THINK ABOUT THE GAMES *YOU'VE* BOUGHT?

Send your comments (in under 250 words) 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. Note: we reserve the right to edit submissions before publication. We will not consider any reviews longer than 250 words.

FAQ

FREQUENTLY ASKED QUESTIONS

FUTURE

HAVE SEGA REALLY STOPPED THE MANUFACTURE OF DREAMCASTS?

Yes, Sega production stopped at the end of March. However, there are as many as two million unsold Dreamcasts around the world, so they'll still be available in shops for a long time to come.

HOW LONG WILL GAMES BE RELEASED FOR DREAMCAST?

For quite some time yet – certainly well into 2002. It's impossible to know an exact number but we reckon there are at least 50 games which are still due to be released in Europe.

WILL THERE BE A SHORTAGE OF DREAMCAST PERIPHERALS?

There shouldn't be, no. Sega have large stockpiles around the world.

WILL I BE ABLE TO REPLACE A FAULTY DREAMCAST IN THE FUTURE?

Yes, Sega will, of course, always honour guarantees. If your console develops a fault, contact the Sega Consumer Line – the number is on page 6.

WHAT PLATFORMS ARE SEGA DEVELOPING FOR?

Sony PlayStation 2, Microsoft Xbox, Nintendo Game Cube, Nintendo Game Boy Advance, mobile phones… you name it, Sega are developing for it! It's all part of their plan to become the number one software developer in the world. However, it will be quite some time until we see original Sega games released on other home platforms *before* Dreamcast.

WHAT'S ALL THIS ABOUT A DC-COMPATIBLE SET-TOP BOX?

A British-based company, Pace Micro Technology, are developing a digital cable/satellite TV decoder which includes a hard disc-based personal video recorder (PVR) and 100 per cent compatibility with Dreamcast software. It doesn't, however, run existing titles (it doesn't have a CD tray). Instead, users will download games via broadband connection.

WHEN'S THE SET-TOP BOX COMING OUT AND HOW MUCH WILL IT COST?

No one knows the cost, or how games will be distributed/priced as Pace have yet to sign a deal with a satellite or cable operator. The set-top box is unlikely to be released until the middle of 2002.

WHAT'S GOING TO HAPPEN TO THE DREAMARENA PORTAL AND ONLINE GAMING?

According to Sega, Dreamarena will continue in its current form for the foreseeable future.

HOW LONG IS *OFFICIAL DREAMCAST MAGAZINE* GOING TO CONTINUE FOR?

We obviously can't say for sure but we hope to be around as long as games are still being released on Dreamcast.

• Have we missed something? If there's anything else you need to know about the future of Dreamcast, email us at letters@dreamcastmag.co.uk



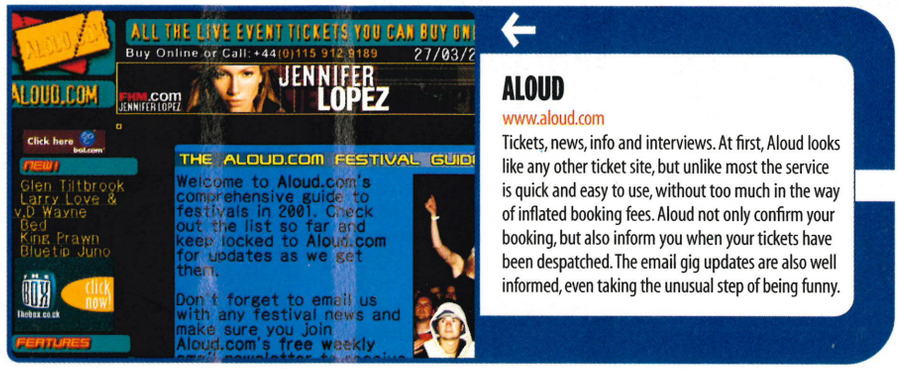
MUSIC WEBSITES

POP, ROCK, DANCE, ER... BLUES. **POGGY** STICKS HER HEADPHONES ON AND PLUGS HERSELF IN



ART ROCK
www.artrock.com

Nothing says 'psycho fan' quite like having your idol's guitar/shirt/nasal hair clippings in a drawer/side table/golden bejewelled shrine. Search for the item to convince the neighbours that Elvis was the King/your cousin/the undead at this site.



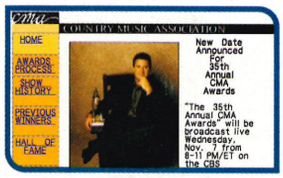
ALOUD
www.aloud.com

Tickets, news, info and interviews. At first, Aloud looks like any other ticket site, but unlike most the service is quick and easy to use, without too much in the way of inflated booking fees. Aloud not only confirm your booking, but also inform you when your tickets have been despatched. The email gig updates are also well informed, even taking the unusual step of being funny.



BLUES WORLD
www.bluesworld.com

Given the British fondness for a good bitch and whine, it's surprising that we don't have a thriving Blues culture. Presumably *EastEnders* is enough. Those who yearn for a rickety front porch and steel guitar can sate themselves on this comprehensive domain.



COUNTRY MUSIC ASSOCIATION WORLD
www.cmaworld.com

And indeed it is an entire world. This vast site could potentially swell your country and western knowledge to seven or eight times the recommended adult dose. Make a visit, stay for a lifetime, become a friend to people needing fancy dress in a hurry.



FENDER
www.fender.com

Every aspiring rock god should have a guitar propped up in the corner of their bedroom, in anticipation of the day Jimi Hendrix possesses them, or a member of the opposite sex makes it through the door. And it must be a Fender.



HIP HOP
www.hip-hop.com

Respected portal site that should dispel the myth that all hip hop types are in it for the spacious trousering, backwards caps and scabby skateboarder knees. There's an International Turntable Federation and everything. United Nations, look out.



HMV
www.hmv.co.uk

Despite the best efforts of Virgin and their 'is it a music shop, is it a Carphone Warehouse?' marketing, HMV are still the public's high street vendors of choice. Their excellent site is wider ranging and even more purple.



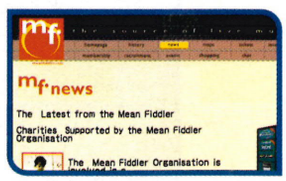
KURT COBAIN
www.kurt-cobain.com

Live fast, die young, leave a good-looking corpse. Cobain may have slipped up a bit on the last one, but he remains a fine example to anyone wishing to take the most clichéd – and successful – route to musical canonisation.



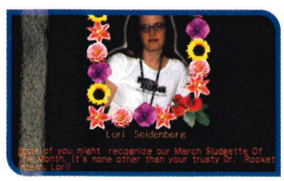
LOOPZ: THE OFFICIAL ORBITAL WEBSITE
www.loopz.co.uk

Baldy techno brothers Orbital's official site is one of the best out there. It's got snippets of every tune they've ever concocted, up-to-date band and tour news, and a chat forum full of loveable obsessives.



MEAN FIDDLER
www.meanfiddler.com

Festival supremos who have cast their brand of ninja organisation over most musical genres in the last few years. The first place to visit to discover who you'll be missing because you couldn't climb out of a ditch in time this summer.



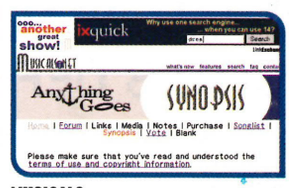
METAL SLUDGE
www.metal-sludge.com

If you can get past the typical metallers' steel and barbed wire logo, this site is actually quite humorous. Chief joy is the Rock Star Hair Chart. Rumour has it Axl Rose's is thinning fast. Look out for a kilted Paul Daniels at a stadium near you soon...



MOJO 4 MUSIC
www.mojo4music.com

Online edition of the Dylan-and-Dead-Guys magazine. Not the usual magazine slung on to the Net fare, but a useful resource to wow your parents with. Buyer's guides, a vast magazine archive, and almost every piece of music mentioned is available to buy online.



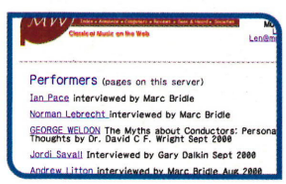
MUSICALS
www.musicals.net

You have Korn, your parents have Lloyd Webber. Unfortunately, they're bigger than you and have psychological and economic holds over you, so you'll be accompanying them to see *Cats* rather than improving their moshing. Forewarned is forearmed.



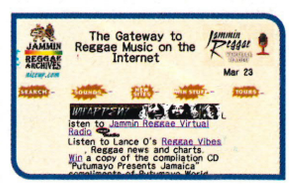
AM I GOTH OR NOT?
www.amigothornot.com

If in doubt, a quick look down at your hands should tell you. Are they adorned with dark nail varnish and silver rings? Are there also black lacy gloves? If you're male, you're in. If you're female, it's possible you are Queen Victoria. To make sure, post your picture on this twist on www.amihotornot.com and let the public decide... whether or not you should be committed.



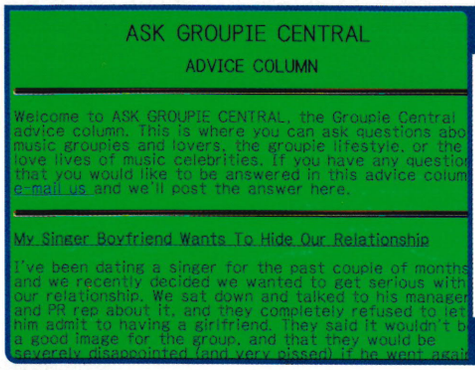
MUSIC WEB
www.musicweb.uk.net

Proclaiming itself as the largest CD review site on the web, Music Web is an affiliate of Vavo.com, the portal for the over 45s. Classical and jazz-led, with a wide selection of old film scores, it's a one-stop 'Christmas with the relatives' shop.



NICE UP
http://niceup.com

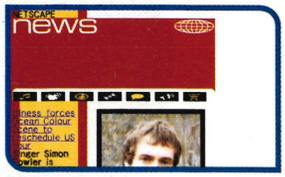
Essential homework for anyone intending to use the Rastafarian religion as an excuse for having dreadlocks and a cheeky smoke at school. Includes a list of over 900 blindin' stage names in case the local Law become suspicious.



GROUPIE CENTRAL

www.groupiecentral.com

Mars bars. If you thought being a groupie was just about confectionery transportation methods, this site should set you straight, with tributes to the greats, from Marianne Faithfull to Pamela Des Barres. Allegedly the first site for groupies, by groupies, with news, gossip, advice and all your questions answered. Chocolate doesn't have to be fattening, you know.



NME.COM

www.nme.com

Not quite the bastion of indie they once revelled in, now covers of Hear'Say and the Gallaghers have became commonplace, but still a worthy source of news. Even if the design is a little *Scooby Doo*. Impress your brother with an @nme.com email address.



OPERA BASE

www.operabase.com

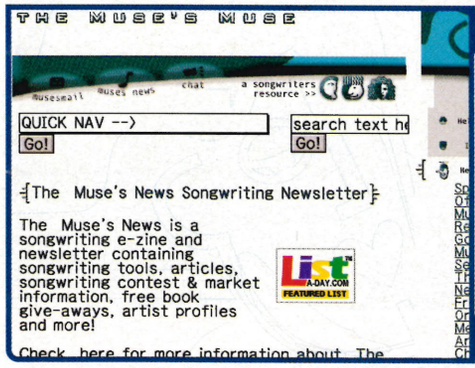
Beware eyeglasses and velvet capes. This site accesses a scarily well-maintained Europe-wide network of festivals, news and 80,000 reviews, clearly run by the kind of analytical brains that could have cured cancer by now if only operas ever came to an end.



Q4MUSIC

www.q4music.com

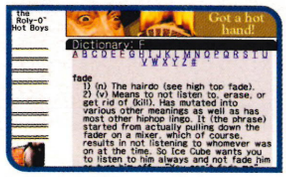
The magazine most often seen masquerading as a U2 fanzine, *Q*'s site is nonetheless a comprehensive guide to the adult rock end of the market, even if the name is a little forbidding. Online shopping available in conjunction with HMV.



MUSE'S MUSE

www.musesmuse.com

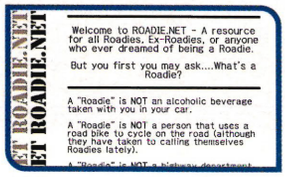
Being a songwriter should see most of your time spent staring at walls in a damp cellar, strumming away until inspiration comes. However, if you have friends or a day job, you may be forced to seek professional help. This multi award-winning site has been offering advice and guidance since 1995, but hasn't spawned a single Atomic Kitten. Keep up the good work, fellas.



RAP DICTIONARY

www.rapdict.org

Don't wander around South Central Los Angeles without one wrapped around the shaft of your Magnum. Why not spend the next trip to Sainsbury's holding up the checkout with your ox-piece or oowop? Don't be no Oreo, though.



ROADIE

www.roadie.net

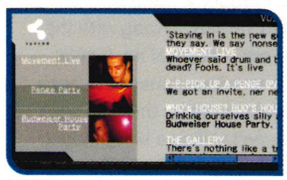
If being a musician is the ultimate in dropping out, then roadies, who don't even have to spend a whole gig on stage, are the kings. Plus not having to count above two, plus vetting groupies... Further slacking tips here.



ROLLING STONE

www.rollingstone.com

US rock bible responsible for discovering most of the twentieth century's rock stars, although oddly never starting its own record label. Keep an eye on what those crazy Yanks are up to, or just review those 'Britney with the teddies' photos again.



SPACED

www.spaced.co.uk

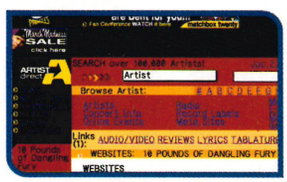
Last time you went clubbing I expect you were simply crying out for a little pod where you and your gurning friends could have your photographs taken to be posted on the Internet for all to see for eternity. Well, your luck's in.



SPINAL TAP

www.spinaltap.com

Before fictional bands such as Boyzone were boring us with their milk-drinking, sensible shoe-wearing ways, Spinal Tap was released to show how good it could be. Sadly, its time passed when shampoo went two-in-one.



ULTIMATE BAND LIST

www.ubl.com

As the name implies, this is the only way to test whether your super-hip mate is making up random band names to look really cool, or whether there really is a Gorgeous Barry and the Sticky Badger Crew on tour in Sweden.

www.dreamcastmag.co.uk





NEWS | LINKS | 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



PAUL RYAN, 36
THEATRE WRITER

Started his gaming 'career' with the Atari VCS. Has had lapses in interest with gaming but the Dreamcast soon sorted that out and he is now a dedicated gameshead.

STUART TURNER, 23
EUROPEAN PR MAN., SEGA EUROPE

Worked extensively in music PR before turning his hand to games PR. First major games triumph was working on the first *Grand Theft Auto* game. Hasn't looked back since.

THE BIG DEBATE

THE FUTURE'S SO BRIGHT

SO WHAT EXACTLY *ARE* SEGA'S PLANS FOLLOWING THEIR ANNOUNCEMENT THEY ARE TO DEVELOP FOR OTHER PLATFORMS? *ODM* READERS ASK SEGA FACE TO FACE...

ODM: Why do you think Sega announced the shift of focus away from Dreamcast and on to software production?

PAUL: It seemed that right from the beginning there was not enough money in Sega's budget to market the Dreamcast properly. There is absoloutely nothing wrong with the product itself – many of my friends who have seen the games have been totally bowled over by them, so Sega clearly weren't selling a bad product. They just didn't have the budget that Sony does for marketing. Also, the competition in the market place wasn't really an issue – Sega already had a 12-14 month lead on the PlayStation 2 and the Dreamcast is definitely a superior product to the Nintendo 64 and the PlayStation.



JOHN MANN, 31
"BETWEEN JOBS"
Has been playing games since he was ten. Owns a PlayStation but hasn't looked at it since he got his DC. He is saddened by Sega's recent announcement.

DAN TRENT, 25
WRITES FOR *ODM*
Has been writing for *ODM* since the beginning. Been playing games on and off since the Spectrum but, in true student fashion, really picked up the habit at university...

ALAN JONES, 32
HEAD OF UK MARKETING, SEGA
Worked in gaming retail before moving on to marketing. Admits he's "not a massive gamer, but I love the gaming scene as an entertainment industry".

Taking all of that into consideration, the Dreamcast's demise must have been down to the marketing.

ALAN: I think there are two things that really stick in my mind – the first issue was that we were coming into a market which was always going to be very tough for us. Having a superior product doesn't necessarily mean that you are going to sell millions from day one! Sony's whole share of the market and grip on everyone's minds in terms of gaming is extremely difficult to crack! They have had six fantastic years and gaming is seemingly synonymous now with the word 'PlayStation'. My other point relates to budgets. We were very much in an environment where we had a brand new product which was very leading edge. We were trying to bring something to the market that wasn't just a games console – it was an email and Internet machine. So you had multiple messages to get across to the consumer and to do that with the money we had wasn't necessarily possible – we didn't have the budget to get all the messages across. So there was a dilution of the Dreamcast 'message' and therefore not everyone was going to buy into something when they were not quite sure of what it did or stood for.

ODM: Do the readers here think Sega were talking up the wrong things at launch then?

PAUL: I think so. I mean the quality of software at launch was great – *Soul Calibur* [*ODM* #2, 10/10] and *Sonic Adventure* [*ODM* #0, 9/10] were there within the first month or two of the Dreamcast's launch. There were lots of great games to shout about, and maybe that would have been the right thing to do at that point. Then later on, when *Quake III Arena* [*ODM* #15, 9/10] was launched, maybe that would have been the time to start saying 'six billion players' because it is now a reality. With *Phantasy Star Online* [*ODM* #17, 9/10], you *do* have players from all over the world and that 'six billion players' ethos has come to fruition – but it took 14 months. At the beginning, Sega also seemed to be on the defensive after the *Watchdog* report about their seemingly misleading campaign. After all, millions of people watch that show every week and parents going out to buy a games console would

"THERE IS A REAL BOND BETWEEN SEGA OWNERS AND SEGA GAMES" – DAN TRENT

PHOTOGRAPHY: DAN TRENT ARTWORK: JOE ROBERTS

"THERE WILL BE TEN MILLION DREAMCASTS OUT THERE IN THE FUTURE"
– STUART TURNER



have thought, 'Ahhh, the Dreamcast – I don't want that for my kids. It's been on *Watchdog* and it's rubbish according to Anne Robinson!'

STUART: I think you're spot on. The market we were aiming the product at in the first place was exactly the same market that tunes into *Watchdog*. We wanted to get into that mass market straight away.

JOHN: So why weren't there any online games available for the console from day one?

STUART: With hindsight, perhaps it was a bit naive to go out and say, 'Wahey! We are online! We have this stuff and that stuff, and soon you'll be able to play online games!' We had some great games at launch – like *Sonic Adventure* and *Ready 2 Rumble Boxing* [*ODM* #1, 9/10] – but it was only afterwards that developers began asking, 'How can we use the modem for gaming?' The developers then started programming for specific online games, culminating with *ChuChu Rocket!* [*ODM* #9, 9/10] the following summer. With hindsight, it was a mistake taking that long.

JOHN: Personally, I would have delayed the launch and tried to have some online games out before releasing the console itself – even something like *ChuChu Rocket!* bundled with the machine could have worked.

ODM: Turning to the future, how long can Dreamcast owners expect to be playing new software?

ALAN: We will make games until around March 2002.

STUART: Bear in mind as well that we will sell all the remaining Dreamcasts, and that means that there will be ten million Dreamcasts out there in the future. So there's nothing stopping a third party developer out there saying, 'Hold on! There are ten million people out there with Dreamcasts, so why don't we just make a game for them?'

DAN: I think one of the reasons Dreamcast owners can be cheerful is that there are still some very big games on their way. There's plenty that *ODM* are rooting for – *Headhunter* being a prime example. It's a very exciting game with a big budget. In fact, it's almost like a European *Shenmue* [*ODM* #14, 10/10] in a way, because of the amount of care, money and time being invested in it. It's not something that has been rattled out overnight, so I think that's a visible sign that developers and Sega aren't running away from the Dreamcast and its owners.

PAUL: *Outtrigger* is the one I'm looking forward to, as well as *Virtua Tennis 2* – especially if it has the rumoured online capabilities.

JOHN: I'm really looking forward to *Crazy Taxi 2*.

PAUL: And *Daytona USA 2001* [*ODM* #19, 7/10] – although I was really disappointed to hear that it doesn't have any online racing in the European version.

STUART: Yeah, I was quite disappointed to hear about that as well! The issue, though, was the telecommunications network here. Americans have this wonderful, easy programmable system for online gaming, whereas Europe has this complicated network system. It worked out that with all the recent announcements that the developers only had a small window of opportunity where they could program stuff before moving on. They worked out that they could either program for the European market or the American market, and unfortunately they were swayed by the American market. Bear in mind, though, that they literally had only two weeks to do the online version! We got the short end of the stick here in Europe and the Americans got the online version.

ODM: Are Sega planning to release titles simultaneously across platforms, or are Dreamcast owners going to have the games first before they appear on the likes of PlayStation 2?

ALAN: During this financial year, which runs up to the end of next February, our plan is to have Dreamcast-only titles and a couple of ports from Dreamcast to PlayStation 2, plus one PlayStation 2 exclusive title. The majority of our schedule is aimed at existing Dreamcast owners and all our quality titles are on Dreamcast and *only* Dreamcast. This means that we're not saying, 'Yeah, okay, Dreamcast is a

"IT SEEMED THAT RIGHT FROM THE START THERE WASN'T ENOUGH MONEY IN SEGA'S BUDGET TO MARKET THE DREAMCAST PROPERLY" – PAUL RYAN



"GAMING IS SEEMINGLY SYNONYMOUS WITH THE WORD 'PLAYSTATION'" – ALAN JONES

platform which we don't want to support anymore, so we will now start making everything for PlayStation 2 and port everything back'. So in terms of development for this year, Dreamcast is our primary format. PlayStation 2 owners will get a couple of our better titles as ports and one exclusive title so that we can say to Sony that we are actually developing for their platform. It is a political feat to build up our relationship with Sony over the long term. At the end of the day though, we are very much Dreamcast-focused.

DAN: I think that is news that Dreamcast owners are going to want to hear. The speed of the decision to stop making the Dreamcast came as quite a shock to many owners and people need to be reassured – and anything that does reassure them is going to help. I think the fact that PlayStation 2 owners are going to get *Crazy Taxi* [*ODM* #5, 9/10], whereas Dreamcast owners are going to get *Crazy Taxi 2* around the same time, is a prime example of Sega's commitment. It does take the gloss off the Sony side of things!

PAUL: It still doesn't seem quite right that Sega are releasing games on other platforms, but I guess it's really just a case of having to get used to it. It's good in a way though, because it means that there will still be Sega products out there. I guess that's the best thing you can say about it. Ultimately, if people are talking about console gaming going the way of VHS and DVD and there being only one platform, then maybe this is the beginning of the move towards a single platform. I don't know! But that would be good news for gamers because it means we would not be shelling out on a number of different consoles simply because we want to play Nintendo, Sega or Sony games – we could have just one console and play all the games that come out. At the moment though, we are losing out because it is our console that's going down the pan but ultimately, if you are trying to put a positive spin on the whole situation, the future might look a bit rosier!

DAN: I think Sega owners are very emotionally attached to the Dreamcast and their games. That has always been a big difference that Sega fans would point out when it comes to comparing themselves with PlayStation owners – that there is a real bond between Sega owners and well-known Sega games such as *Sonic* and the *Virtua* games. So for those people who have that emotional bond between the games and the Sega brand, it is definitely going to be a bit of a wrench to see their games out on the PlayStation 2. But once that shock subsides and realism kicks in though, people will eventually come round and accept it.

ODM: So do you think Sega's plans to turn themselves into a software publisher will be successful?

DAN: You can never tell – as the Dreamcast experience has shown, the console market is a very difficult and fickle one. It is very hard to predict what will happen. I think, though, that when the Dreamcast came out, everyone was saying, 'It's a good product but maybe the timing is not right.' With Sega's move into games publishing only, I think you will find that the general ground level opinion is that, 'Yeah, this time they are doing the right thing.'

PAUL: Yeah, I think that Sega's track record of producing games is much better than their reputation for producing consoles.

JOHN: I just *know* they will make it as a software publisher, because, as we all know, they make some of the best games in the world! I am really glad that they are still going to be around and wish them lots of success for the future.

ODM: So where does Dreamarena sit in this grand scheme of things?

STUART: The plan for Dreamarena is to make it a multiplatform gaming portal. We are hopeful that people will come and play Sega games through this portal, whether they are playing on a mobile phone, Palmpilot, or a games console. Dreamarena will stay and develop in the future, making the community grow still further.

ODM: Finally, where do we all expect Sega to be in three years' time?

ALAN: The world's number one software publisher!

STUART: No, the universe's number one software publisher!

JOHN: I reckon that they will be on top again – on form and where they should be.

PAUL: Sega will definitely be 'up there'. They are number four or five at the moment in terms of games publishers, but in the future they will be number one or two without a shadow of a doubt.

BACK ISSUES

MISSED AN ISSUE OF *OFFICIAL DREAMCAST MAGAZINE*? THEN GRAB 'EM WHILE YOU CAN!

ODM BACK ISSUES SERVICE

To order back issues, complete this coupon in block capitals and send it, with the correct payment, to:
DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU. If you have a credit card you may order by calling +44 1789 490215.
These prices are for UK only. For overseas orders call +44 1789 490215 for a quote.

Name: _____

Address: _____

_____

Country: _____ Postcode: _____

I enclose a cheque/postal order for £ _____ made payable to 'Dennis Direct'.

Or please charge my credit card: Visa ☐ Access ☐ Amex ☐ Switch ☐ to the amount of £ _____

CARD NUMBER: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EXPIRY DATE: ___/___/___ CARDHOLDER'S SIGNATURE: _____

☐ Tick here if you do not want to go on a mailing list and receive details of further offers.

PLEASE SEND ME THE ISSUES MARKED

☐ D000	Issue #0	☐ D010	Issue #10
☐ D001	Issue #1	☐ D011	Issue #11
☐ D002	Issue #2	☐ D012	Issue #12
☐ D003	Issue #3	☐ D013	Issue #13
☐ D004	Issue #4	☐ D014	Issue #14
☐ D005	Issue #5	☐ D015	Issue #15
☐ D006	Issue #6	☐ D016	Issue #16
☐ D007	Issue #7	☐ D017	Issue #17
☐ D008	Issue #8	☐ D018	Issue #18
☐ D009	Issue #9	☐ D019	Issue #19



D000 Issue #0 • £5.99 • Special issue 1999

Preview video: Introduction to the DC world
Features: The future of consoles, Inside your DC
Reviews: *Incoming, Millennium Soldier: Expendable, Sega Rally 2, Sonic Adventure*



D001 Issue #1 • £5.99 • November 1999

Player guides: *Power Stone, Virtua Fighter*
Playable demos: *Sonic Adventure, Millennium Soldier: Expendable*
Reviews: *House Of The Dead 2, Power Stone…*



D006 Issue #6 • £5.99 • April 2000

Player guides: *Resident Evil 2, Virtua Striker 2*
Playable demos: *MDK 2, Slave Zero*
Reviews: *Legacy Of Kain: Soul Reaver, Rayman 2, Tomb Raider: The Last Revelation…*



D007 Issue #7 • £5.99 • May 2000

Player guides: *NBA 2K, Resident Evil 2, Tomb Raider: The Last Revelation*
Playable demos: *Rayman 2, Legacy Of Kain*
Reviews: *MDK 2, Nomad Soul, V-Rally 2…*



D012 Issue #12 • £5.99 • October 2000

Player guides: *Ecco, Tony Hawk's Skateboarding*
Playable demos: *Metropolis Street Racer, Space Channel 5, Wacky Races, Sydney 2000*
Reviews: *MSR, South Park Rally, Virtua Tennis…*



D013 Issue #13 • £5.99 • November 2000

Player guides: *Ecco The Dolphin, Virtua Tennis*
Playable demos: *UFC, San Francisco Rush 2049, Sydney 2000, Tokyo Highway Challenge 2…*
Reviews: *F355, Space Channel 5, UFC…*



D014 Issue #14 • £5.99 • December 2000

Player guide: *Dead Or Alive 2*
Playable demos: *Jet Set Radio, Tony Hawk's Pro Skater 2, Silent Scope, UEFA Dream Soccer…*
Reviews: *JSR, Le Mans 24 Hours, Shenmue…*



D0015 Issue #15 • £5.99 • January 2001

Player guides: *Dead Or Alive 2, UFC*
Playable demos: *Planet Ring (complete game!), Looney Tunes: Space Race, Super Runabout…*
Reviews: *Tony Hawk's Pro Skater 2, Quake III…*



D002 Issue #2 • £5.99 • December 1999

Player guides: *House Of The Dead 2, Ready 2 Rumble Boxing*
Playable demos: *Dynamite Cop, Buggy Heat.*
Reviews: *Soul Calibur, Street Fighter Alpha 3…*



D003 Issue #3 • £5.99 • January 2000

Player guides: *Soul Calibur, Sega Bass Fishing*
Playable demos: *F1 World Grand Prix, Suzuki Alstare Extreme Racing, Toy Commander…*
Reviews: *Shadow Man, Worms Armageddon…*



D004 Issue #4 • £5.99 • February 2000

Player guides: *Soul Calibur, UEFA Striker, Evolution*
Playable demos: *Re-Volt, Sega WW Soccer 2000*
Reviews: *Resident Evil 2, Virtua Striker 2…*



D005 Issue #5 • £5.99 • March 2000

Player guides: *Soul Calibur, Shadow Man, Worms Armageddon*
Playable demos: *SF Alpha 3, Rayman 2…*
Reviews: *Crazy Taxi, NBA 2K, Red Dog…*



D008 Issue #8 • £5.99 • June 2000

Player guides: *Tomb Raider: TLR, Rayman 2*
Playable demos: *Fur Fighters, 4 Wheel Thunder, Sega WWS: Euro Edition, V-Rally 2*
Reviews: *Code: Veronica, Street Fighter III: DI…*



D009 Issue #9 • £5.99 • July 2000

Player guides: *RE Code: Veronica, Rayman 2*
Playable demos: *Resident Evil Code: Veronica, Tony Hawk's Skateboarding, Silver*
Reviews: *ChuChu Rocket!, Ecco The Dolphin…*



D010 Issue #10 • £5.99 • August 2000

Player guides: *Code: Veronica, ChuChu, Rayman 2*
Playable demos: *Super Magnetic Neo, Wacky Races, Toy Commander*
Reviews: *Marvel Vs Capcom 2, Tony Hawk's…*



D011 Issue #11 • £5.99 • September 2000

Player guides: *Ecco The Dolphin, Code: Veronica*
Playable demos: *F1 World Grand Prix II, Gauntlet Legends, Virtua Tennis*
Reviews: *Dead Or Alive 2, Sydney 2000…*



D016 Issue #16 • £5.99 • February 2001

Player guides: *Shenmue, Metropolis Street Racer*
Playable demos: *Donald Duck: Quack Attack, Kiss Psycho Circus, Stupid Invaders, UFC…*
Reviews: *Resident Evil 3: Nemesis, Starlancer…*



D017 Issue #17 • £5.99 • March 2001

Player guides: *Shenmue, Metropolis Street Racer*
Playable demos: *Sega Extreme Sports, Ducati World…* plus complete game: *Sega Swirl*
Reviews: *Phantasy Star Online, Spawn ITDH…*



D018 Issue #18 • £5.99 • April 2001

Player guides: *Phantasy Star Online, Quake III*
Playable demos: *European Super League, Giant Killers, Jet Set Radio*
Reviews: *Grandia II, Giant Killers, Sonic Shuffle…*



D019 Issue #19 • £5.99 • May 2001

Player guides: *Phantasy Star Online, Grandia II*
Playable demos: *Skies Of Arcadia, 18 Wheeler American Pro Trucker* plus: *Shenmue II* trailer
Reviews: *Daytona USA 2001, Skies Of Arcadia…*

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

DOWNER

Sega claim to be supporting the Dreamcast until early next year and that there are still 100 new games to be released, but they have not yet confirmed that their biggest game is to come to the Dreamcast.

I am, of course, referring to *Virtua Fighter 4*. Now I know that relatively very few people bought Saturns so they may not remember *Virtua Fighter* and its amazing sequel. As such, they may not be sure why I, and many others, are so excited (*Virtua Fighter 3* on Dreamcast was very poor by comparison).

But Sega must know already that this is going to be their game of the year? Sega are becoming a software developer so I can understand why the game is to be ported to PlayStation 2 – it will show everyone that it is better than *Tekken*! However, I can't understand why Sega haven't put the game on their Dreamcast release schedule and games still to come out on Dreamcast. When Sega announced that they were to cease production of the console in January there were thought to be around 100 Dreamcast games in development around the world.

Several of these have, of course, been released since the announcement. Some (such as *Soul Reaver 2* and *Woody Woodpecker Extreme Racing*) have since been cancelled, while others (such as *Illbleed* and esoteric Japanese titles) aren't likely to ever get a UK release. How many does that leave? We're not entirely sure to be honest, but we'll run a full list in the next issue of *ODM*.

You're right about third-party developers not being attracted to Dreamcast in the future. The plain truth is that no company is likely to start developing Dreamcast projects now – they're simply finishing games they've already got in development. As for *Virtua Fighter 4*... well, we'll just have to wait and see, eh?

"I DOWNLOADED *HELLBOUND* BY EMINEM, ONLY TO HEAR THE *SOUL CALIBUR* SOUNDTRACK!"

– BEN TOLFREE, VIA EMAIL

well done Sega Europe for supplying us with a disc of such quality this time around.

Reading through the mag, it's obvious that the Dreamcast's future is still pretty rosy on the software front, at least for another year or so. As well as the aforementioned titles, there's still *Headhunter*, *Unreal Tournament* and *Sonic Adventure 2* among others.

One thing that's made me laugh recently are the amount of negative comments from readers, saying Sega have 'betrayed us'. A perfect example is a letter from Craig Anderson of Coventry, saying "Why should PlayStation owners get to play *Crazy Taxi*?". I can only assume, then, that Craig has never played any of the PlayStation ports to DC, such as *Tony Hawk's*, or the *Resident Evil* series, or *V-Rally 2*? And if Bleemcast ever gets released, of course Mr Anderson would also bypass the chance to play the likes of *Gran Turismo*?

It's sad that Sega are pulling out of hardware but I hardly think that a company that gave us the first 128-bit machine, with online capabilities, online gaming, and some of the most innovative software on any machine ever, all for an original price of £199, has betrayed videogamers.

Then again, maybe I'm missing out, and I should plump for a £299 machine with pretty much bugger all at the moment, bar some dodgy DVD playback. I think not. The DC will be remembered as one of gaming's greatest understated heroes. To miss out is to truly miss out.

DANNY EDGAR, WARWICK

This letter has been included to balance out the negativity of the one before it. Cheers.

PAPER BOY

I'm a keen reader of *ODM* and have every issue so far, so it didn't take me long (about three minutes actually) **to notice that you had changed your printing company. It is now printed in Essex and not in my home city of Bradford.**

Could this be the reason why I had to wait three extra days for it to arrive in shops near to me? Please tell me why you no longer use Watmoughs in Bradford for printing *ODM*? From a confused *ODM* reader.

LIAM SANDIE, BRADFORD, WEST YORKS.

Oh dear...

MISSING LINK

Do you remember in your January issue [*ODM* #15] on page 136, the letter 'The Weakest Link' where you said that if anyone knew where to get a Dreamcast-to-Dreamcast link cable, could they please tell you? And that you would send them a prize of *Tony Hawk's Pro Skater 2* if they did? (Okay, maybe you didn't say the bit about *THPS2*, but I wish you had!)

Anyway, I've found a stockist of a Universal DC-DC Link Cable (www.projectk.com/pkdb/result.asp?u_id=299). If the link doesn't work visit www.projectk.com, go to the search box in the top right-hand corner and type in 'Dreamcast Link Cable'. The cable will be the item at the bottom of the list. You are now the strongest link!

LIAM McDONAGH-GREAVES, VIA EMAIL

Good work, Liam. For those who didn't see the original letter and reply, we mentioned the cable because *F355 Challenge* (*ODM* #13, 8/10) has a hidden Cable Versus Play mode which supports head-to-head racing when you link two Dreamcasts together (press X + Y on the menu screen and you'll see it). We haven't actually tried it at the time of writing but, rest assured, we're now saving our pocket money so we can get a cable.

SIGH

Please send me a VM. I need one with data in.

JASON McFARLANCE, LIVERPOOL

What? No.

SNIP

Cut this letter down as much as you need – I do go on a bit. But let the people know. Oh God, let the people know – it's their right.

MONSIOUR X, VIA EMAIL

Hmm... on reflection, maybe we cut it down a little *too* much.

MINI-GAME MAYHEM!

I found loads of mini Visual Memory games! Go to Hardcore Dreamcast Addicts (http://members.tripod.com/~gsw666/vmu). There are over 40 downloadable games available here, including the 3-in-1 *VMU Soul Calibur* (in English), *VMU Cop 3*, *VMU Fighter*, *Star Wars X-Wing*, *Metal Gear Solid VMU edition*, the *Power Stone* mini-games, *Sega VMU Football*, *Tokyo Mini Racer*, *Etch A Sketch*, a VM version of *ChuChu Rocket!* and even more.

Incidentally, the main page for this website (www.geocities.com/segafan_1) has Midi and Wav files, a DC enabled chatroom, forum, message boards and also [Dreamcast-compatible] MPEG Softdec files including adverts and previews of games. They take ten minutes to download but they do exist!

Also worth visiting is the VMU Centre (www.vmucentre.co.uk) for all its save game files and even more VM mini-games including *VMU Outrun*! Meanwhile, Booyaka (www.booyaka.com) has a VM animator.



As for the question you asked last month... How many of the 20 best games do I own? 15!

KRISTIAN LANDER, VIA EMAIL

We've mentioned the latter two sites on several occasions but we hadn't seen Hardcore Dreamcast Addicts. Many thanks for writing in, Kristian. In return you get... your letter printed in *ODM* surrounded by a thick orange outline! (Yeah okay, and something from our cupboard.)

GOT SOMETHING INTERESTING TO SAY ON DREAMCAST, SEGA OR YOUR MAGAZINE?

Email us at letters@dreamcastmag.co.uk or send a letter to Mailbox, *ODM*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: you must tell us your full name and, preferably, your home town. *All* letters and emails sent to us are read by *all* the *ODM* team. While we respond when we can, we simply do not have the time to send personal replies to everyone. Sorry! Also, we reserve the right to edit, spell check and add punctuation to letters before publication.

MY NAME IS... MAXI

I downloaded *Hellbound* by Eminem and his group D12 from Napster, only to hear the *Soul Calibur* soundtrack! I wondered what was going on till Slim Shady came in and rapped over the top of it!

It's a great song actually. There's a break in it which has the famous voice from *Soul Calibur* saying, "Maxi was seriously wounded, but the soul lives on".

It has not been released by Eminem but the D12 album comes out in May. Maybe we'll see it then?

BEN TOLFREE, VIA EMAIL

We haven't been able to check this out, but it sounds... interesting.

GRRRRR!

I am writing to ask if you can tell me when *Shenmue II* will be released?

GEORGE CARTER, BASINGSTOKE, HAMPSHIRE

No, we can't. And we're a bit confused why someone could go to the effort of writing a letter (and a proper letter at that, with pen and paper and everything) and sending it in... and yet can't be arsed to read the magazine. A hint George: see the FAQ on page 93 or in previous issues.

PASTY FACE

Whilst in Eilat [that's in Israel, folks –ed] the other week I was amazed to find a small arcade room that bore more than just a passing resemblance to *Shenmue*'s classic arcade. Not only that, but it was in our hotel! Happy, happy, happy. Joy, joy, joy. I have to admit to losing a few days worth of sun whilst playing Sega's *Golden Axe*, and a game not too dissimilar to *Outrun*.

Okay so it's not *exactly* the same as *Shenmue* but pretty close – there was even a crappy shoot 'em up in the corner. And the hours just flew by as we poured endless Shekels into air hockey (although at £1 a go it wasn't cheap).

All that was missing was a hairy attendant, although some of the women... ahem, but that's a story for another day.

MARTIN KLOOS, WESTCLIFF-ON-SEA



△ Could this be the real *Shenmue* arcade room?

Blimey! Has anyone else visited hotels with rooms which look like scenes from Dreamcast games? Well?

B*****DS!

Well, what an eventful few months it's been. Firstly, Sega announced that they are to cease production of the Dreamcast, then they tell us they will be producing their games for other platforms. And then, just to top it all off, I get home on Thursday night with my brand new copy of *Phantasy Star Online* only to find to my horror that some b*****ds have helped themselves to the contents of my room, including my beloved Dreamcast and games.

They left *Who Wants To Be A Millionaire?* so I guess they didn't like Chris Tarrant – which narrows it down to around 56million possible suspects! So now I'm waiting for the insurance claim to come through so I can replace my Dreamcast (that's right, replace my Dreamcast – I ain't no turncoat) and begin my online adventure.

While waiting, I decided to have a look on the Internet for news on forthcoming releases, only to hear that Eidos have canned production on *Soul Reaver 2* for the DC. Now, is it just this title they have canned or are Eidos the first third-party to jump ship?

To be honest, it was to be expected and I'm sure there will be quite a few announcements from third-party developers over the coming months. My only hope is that Sega put their loyal fans first and stick to their promise – committing themselves to the production of new titles over the next 12 months, and that *ODM* will be there every step of the way.

On a last note, I would like to extend my condolences to Mr Okawa's family for their loss.

S. McGUIRK, VIA EMAIL

The cancellation of *Soul Reaver 2* was a big disappointment for many of us, but don't you worry about Sega – they've got plenty of great games still to come on Dreamcast. And as for *ODM*, we'll be back next month. Same time, same place, okay?

ASK SEGA

Every month we give you the chance to talk directly to Sega. Send us your questions (contact details below) and we'll put them to the people behind the world's greatest console

EMU LATER?

I own a Dreamcast but I also own piles of good-quality Saturn games. So will there ever be a converter to allow me to play Saturn games on the Dreamcast? If there is one can you please tell me where to get one, and will I have to buy a pad?

SHANE BAYLISS, SOUTH WALES

SEGA: Unfortunately there are no plans to release a Saturn converter.

COLOUR ME BAD

Can coloured peripherals be bought anywhere except Dreamarena?

ALEX, HIGH WYCOMBE

SEGA: Quite simply, no.

NOOOOO!

I was wondering if you will ever be releasing a game of *Sonic* classics from the Mega Drive on the Dreamcast, games like *Sonic 1, 2, 3* and *Sonic & Knuckles*? I believe that the classic *Sonic* games were the best. Also, will you be releasing any other games like *Streets of Rage*, *Shinobi*, *ToeJam & Earl* or *Golden Axe* on to the DC?

CRAIG McALPINE, VIA EMAIL

SEGA: I'm sure you'll change your mind about the best *Sonic* games when you play *Sonic Adventure 2*! We were hoping to release a Mega Drive compilation similar to the US's Smash Pack. Unfortunately, we couldn't get clearance on some of the old titles for a European release.

MAKE SENSE?

Is *Black & White* coming out for Dreamcast?

ROSS BICKNELL, VIA EMAIL

SEGA: It is still on our release schedules, although the release date is very hazy. Watch out for more info in *ODM*.

AT-AT WALKER

Could you possibly tell me what an AT set-up, or command are? I have noticed this feature in the Dreamkey options, but there's no explanation to what it does.

ANDY HUBBARD, ESSEX

SEGA: AT commands are special commands to set up various parameters in modems. They have no meaningful use in the Dreamcast browser.

COMING SOON

I recently bought *Phantasy Star Online* and it says that you can download missions for it, but when trying to do it, I can't. How do I do it?

DAVID WALKER, VIA EMAIL

SEGA: These will start to appear in the not too distant future – keep your eyes open.

MORE SAMBA?

I'm a big fan of *Samba De Amigo*. Will the follow-up, *Samba De Amigo 2000*, be released in the UK?

MIKE DONOVAN, VIA EMAIL

SEGA: Although a wonderful game, there are no plans to release this title in Europe at the moment.

CHEAP

As all games after *Skies of Arcadia* will be priced at £29.99, does this mean we'll be able to get *Shenmue II* and *Headhunter* for £29.99?

ANDREW BRIFFETT, VIA EMAIL

SEGA: All new titles will be £29.99, although those with multiple GD-ROMs may be priced slightly higher to cover production costs.

LOCATE CONSOLE?

I tried to log on to Dreamarena but, instead of the sign in page, a message said: "Authentication cancelled, cannot locate console. Please disconnect and try again." I tried just that but the same thing happened again. Has my user registration been deleted somehow? Will I have to register again?

MATTHEW TOLLEY, CHEPSTOW

SEGA: If you're still having problems, please call the Sega helpline number [see page 6 – ed].

MUST BE MAD

I am mad on games and it's the only thing I want to do. So what does it take to work for Sega (apart from being able to speak Japanese)?

AMANDA, VIA EMAIL

SEGA: Which part of Sega? There are so many. Look through the back issues of *ODM* at the Jobs in the Industry series [*ODM* #6-13; see page 102 for Back Issues – ed], decide what you want to do and speak to your local careers advisor. Keep your eyes peeled for job ads on the www.sega-europe.com website. [And you don't need to speak Japanese! – ed.]

WHERE'S SAMBA?

After reading the praise received by *Samba De Amigo*, I tried to get hold of a copy. I searched everywhere, and the closest I got was an import copy. I have reserved *Samba* from Electronics Boutique, having been told I would be contacted when they received stock, but that was two months ago. Are they no longer being made?

PAUL R, VIA EMAIL

SEGA: Have you tried looking on Dreamshop (via Dreamarena) or www.sega-europe.com?

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 87.





YOU KNOW LIFE IS SWEET WHEN...

YOU CAN BEAT YOUR GRANDSON AT HIS OWN GAME

Gaming isn't just for kids. Constance Wakelin, a 75-year-old gamer from Coventry, shows how Dreamcast is bringing the generations together

"**I BEGAN GAMING WHEN** I was 70 years old. I got completely hooked on my granddaughter's Mega Drive, so I bought one for myself. Then, two years ago, I went into the games shop in town and the lads there gave me the Dreamcast promotional video. I watched it and thought 'Oh, those graphics look so real!'

"So I booked in advance and finally got a Dreamcast with a keyboard and a copy of *Sonic Adventure* [*ODM* #0, 9/10]. My 11 year old grandson Alex and I have a great time playing on the Dreamcast on Saturday afternoons. At the moment, we are into *Shenmue* [*ODM* #14, 10/10]. He's got one file and I have another. I must boast because I got him out of the warehouse in the game. He couldn't do it so I went round the back of the warehouse instead – I was very crafty.

"I'm not a better player than him, though. He wants to be a games tester. He is very good but sometimes I think he lets me win on purpose, but then sometimes I do beat him properly – like with *Power Stone* [*ODM* #1, 8/10]. When I win properly, I can tell by the look on his face!

"As well as *Shenmue* and *Power Stone*, I have got *Rayman 2* [*ODM* #6, 8/10] and *Wacky Races* [*ODM* #9, 7/10] which is great fun. *Shenmue* is my favourite, though because I like searching games. I'm not too keen on just racing through a game – except with *Sonic Adventure* because that's quite a good, relaxing title.

"I don't care for games like *House of the Dead 2* [*ODM* #1, 9/10] and those kinds of titles, though. I am too old and near the end of my life so I don't like them. All that killing! They are too gruesome and violent for my tastes.

"I don't play for many hours because I am busy in the day when myself and my husband go out into town, but I don't go out at night so I play for an hour after tea while my husband washes up. I've got him trained, you see! If there is football on the telly, I play for longer. So that's when I load up *Shenmue*. After all, you have got to do a day in *Shenmue* time to really to make it worthwhile.

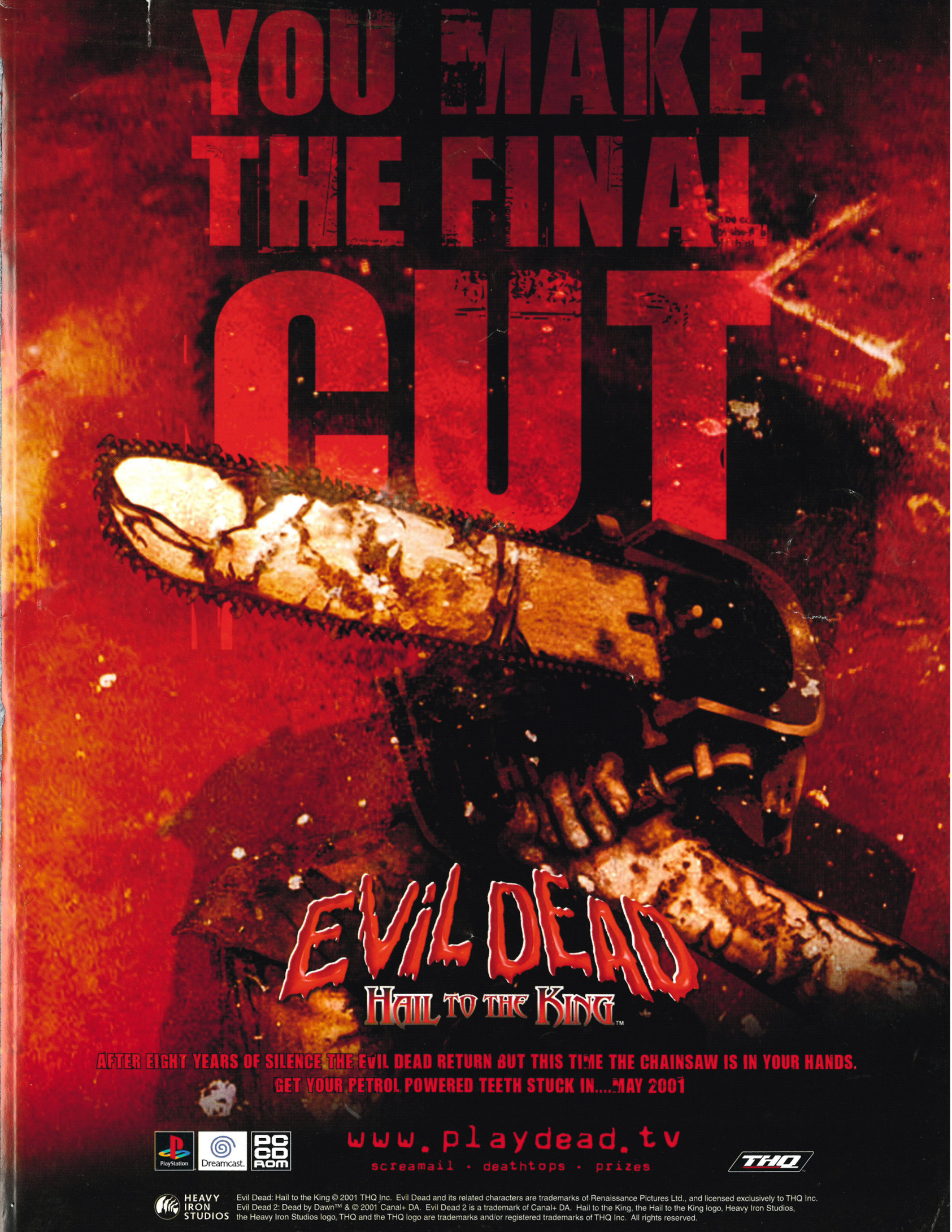
"I haven't tried online gaming yet – I feel I am not quick enough for the younger people and I think I would spoil it. I wouldn't mind playing someone that is my age but I don't have the confidence to go online really. I also daren't run up the phone bill either. They charge so much! We have to be careful.

"In terms of my age, I do think that I am the exception to the rule when it comes to playing games, but there is bound to be somebody else out there who's my age and enjoys the Dreamcast. One of the lads in the game shop called Simon said he tried to get his gran to have a go but she didn't have a clue!

"My friends haven't got a clue either but they think it is very good that I do it. I tell them I enjoy it and that I do it for myself. At the end of the day, I would like to know if there are any other people out there of my age that like playing games.

"Ultimately, I think that there are benefits for senior citizens who play videogames. I had quite high blood pressure but I can go on the Dreamcast and can forget everything – I think it is very good for people to forget their troubles for a bit. You do get lost in the games and I think it has helped keep my blood pressure down. When I play, I feel relaxed but I do get a bit cross at times, but then I say 'That's it, I'll leave it for now!'"

PHOTOGRAPHY: DAN TRENT


YOU MAKE THE FINAL CUT
EVIL DEAD
HAIL TO THE KING™
AFTER EIGHT YEARS OF SILENCE THE EVIL DEAD RETURN BUT THIS TIME THE CHAINSAW IS IN YOUR HANDS.
GET YOUR PETROL POWERED TEETH STUCK IN....MAY 2001
PlayStation
Dreamcast.
PC CD ROM
www.playdead.tv
screamail · deathtops · prizes
THQ
HEAVY IRON STUDIOS
Evil Dead: Hail to the King © 2001 THQ Inc. Evil Dead and its related characters are trademarks of Renaissance Pictures Ltd., and licensed exclusively to THQ Inc. Evil Dead 2: Dead by Dawn™ & © 2001 Canal+ DA. Evil Dead 2 is a trademark of Canal+ DA. Hail to the King, the Hail to the King logo, Heavy Iron Studios, the Heavy Iron Studios logo, THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.



The Cheatmistress Presents

CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TIPS & CHEATS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A - 01
Army Men Sarge's Heroes
Aerowings
Armageddon (Worms)
Aerowings 2
Armada
A Bug's Life
Aero Dancing
Air Force Delta
Attitude (WWF)
All Japan Pro Wrestling 2

B - 02
Blue Stinger
Buggy Heat
Buzz Lightyear Star Command
Bust A Move 4
Bio Hazard: Code Veronica
Bangaio
Bio Hazard 2
Bio Hazard 3: Last Escape

C - 03
Crazy Taxi
Code Veronica (Res. Evil)
CAPCOM vs SNK
Chu Chu Rocket
Chicken Run
Chronicles (Tombraider 5)
Carrier
Cueball (Jimmy White's 2)
Chao Adventure
Cool Boarders Burrrn
Climax Landers

D - 04
Dino Crisis
Dead or Alive 2
Deadly Skies
Dragon's Blood
Dave Mirra Freestyle BMX
Daytona USA 2
Disney's Dinosaur
Dynamite Cop
Disney's 102 Dalmations
Demolition (Star Wars)

E - 05
Ecco the Dolphin
Evolution
Four x Four Evolution
ECW Hardcore Revolution
ESPN Int. Track & Field
Elemental Gimmick Gear
Evolution 2
Expendable
Episode One: Racer

F - 06
Fur Fighters
F355 Challenge
Four Wheel Thunder
Fighting Force 2
Four by Four Evolution
Flag to Flag

G - 07
GTA 2
Grandia 2
Gauntlet Legends
Gunbird 2
Giant Gram Pro Wrestling 2
Generator Volume 1
Get Bass
Godzilla Generations
Giga Wing

H - 08
Hidden & Dangerous
Half Life
Hydro Thunder
House of the Dead 2
Hardcore Heat
Hardcore Revolution (ECW)

I - 09
Incoming
International Track & Field

J - 10
Jet Set Radio
Jedi Power Battles
Jimmy White's 2 Cueball
Jojo's Bizarre Adventure

K - 11
Kao The Kangeroo
King of the Fighters 99

L - 12
Legacy of Kain: Soul Reaver
Last Revelation
Loony Tunes Space Race

M - 13
Metropolis Street Racer
MDK 2
Marvel vs Capcom 2
Marvel vs Capcom
Mortal Kombat Gold
Monaco Grand Prix
Marine Fishing
Maken X
Metro. Highway Battle
Millenium Soldier: Expend.
MTV Sports Skateboarding
Magforce Racing

N - 14
Nomad Soul
Nightmare Creatures 2
NBA 2K
NFL Q'terback Club 2000
Nemesis (Resident Evil 3)
NFL Blitz 2000
NFL 2K
NBA 2K1
NBA Showtime

O - 15
Omikron: The Nomad Soul

P - 16
Phantasy Star Online
Powerstone 2
Psychic Force 2012
Pop 'N Music
Powerstone
Pen Pen Trilcelon
Plasma Sword
Puppies to the Rescue
Puyo Puyo

Q - 17
Quake 3

R - 18
Resident Evil: Code Veronica
Resident Evil 3: Nemesis
Ready 2 Rumble Round 2
Royal Rumble (WWF)
Rainbow 6
Rayman 2
Resident Evil 2
Revolt
Ready 2 Rumble Boxing
Roadsters
Racer (Star Wars)
Racing Sim.:Monaco GP
Redline Racer
Rippin Riders
Rush 2049 (San Francisco)

S - 19
Shenmue
Sonic Adventure
Super Runabout
Silver
Soul Reaver (Legacy of Kain)
Silent Scope
Shadowman
Sega GT
Sega Rally 2
Soul Calibur
Speed Devils
Sega Bass Fishing
Street Fighter 3: 3rd Strike
San Francisco Rush 2049
Soul Fighter
Sarge's Heroes (Army Men)
Sega Extreme Sports
Street Fighter Alpha 3
Star Wars: Jedi Power Battle
Sega Marine Fishing
Sydney 2000
Sword of the Berserk
Space Channel 5
Slave Zero
Star Wars Episode 1: Racer
Suzuki Alstare Ext. Racing
South Park
Star Command Buzz Lightyear
Star Wars Demolition
Samba de Amigo
Star Gladiator 2
Street Fighter 3 W Impact
Seventh Cross
Soldier Of Fortune
Street Fighter 3: D. Impact
Shotuko Highway Battle
Super Speed Racing

T - 20
Tomb Raider 4
Tomb Raider 5 (Chronicles)
Tony Hawk's Pro Skater 2
The Nomad Soul
Tony Hawk's Skateboarding
Trickstyle
Toy Commander
Toy Story 2
Tokyo Extreme Racer
Tee Off Golf
Tech Romancer
Test Drive 6
Time Stalkers
TNN M'sports H'core Heat
Toukon Retsuden 4

U - 21
Urban Chaos
Ultimate Fighting Champ.
UEFA Striker

V - 22
Virtua Tennis
Virtua Striker 2
Vigilante 8 - 2nd Offense
V-Rally 2
Virtua Fightr 3TB

W - 23
WWF Royal Rumble
WWF Attittude
Wacky Races
Who Wants To Be A Million.
Worms Armageddon
Wild Metal

Z - 26
Zombie Revenge

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

LATEST RELEASES ADDED DAILY

GET HELP FASTER THAN EVER BEFORE

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 095 501

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 095 799

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART THE SERVICE OR # TO MOVE BACK A STEP



Dreamcast. PlayStation GAME BOY COLOR SEGA SATURN PlayStation2 NINTENDO 64 PC

All logos are trademarks of their respective companies

INTERACTIVE TELCOM

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or call our

Customer Service: 08700 885 656 (BT National Rate applies)

VISIT THE UK'S MOST EXTENSIVE VIDEO GAMES WEBSITE

COLLECT YOUR FREE WEEKLY E-MAG PLUS CHEATS, TIPS, GUIDES & ONLINE SHOP AT

WWW.CHEATSUNLIMITED.COM