THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast

Dreamcast

INCLUDES EXCLUSIVE DEMO DISC

ISSUE 21 • JULY/AUGUST 2001 • £4.99 www.dream[illegible].co.uk

SUMMER SPIKE-TACULAR!

SONIC ADVENTURE 2
FAST, VAST, HERE AT LAST!

HEADHUNTER
WORLD'S FIRST PLAYTEST!



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PLUS! CRAZY TAXI 2 SPIDER-MAN UNREAL TOURNAMENT REVIEWED • OVER 185 GAMES RATED!

WHAT'S ON THIS MONTH'S COVER DISC →

NINE PLAYABLE DEMOS!

JET SET RADIO

PLAYABLE DEMO

Powered by the graphical technology known as Manga Dimension, *Jet Set Radio* (*ODM* #14, 8/10) is an incredible-looking game, make no mistake.

Take control of gang leader Beat as he learns a range of tricks and proves his skill. Then, once you've persuaded Gum and Slate to join you, choose your character and tackle a level, featuring the challenge of a rival graffiti artist and the nuisance of the local cops.









TOY COMMANDER

PLAYABLE DEMO

Toy Commander (*ODM* #1, 8/10), pits you in a war against the evil Hugolin Bear in an effort to retrieve your commandeered toys. Before you get to grips with combat across land, sea and air, all set within the confines of a typical house – you're warring with toys, remember – you'll need to learn how to control the vehicles. This demo, the opening level of the full release, allows you to explore the kitchen controlling a jeep, plane and helicopter. The full game features over 30 different vehicles and is a lot tougher than the cute appearance suggests.



READY 2 RUMBLE BOXING

PLAYABLE DEMO

Afro Thunder, Butcher Brown and Lulu Valentine played their part in the Dreamcast launch with this comedy boxing hit that made everyone sit up and take notice of Sega's wonderful new console. *Ready 2 Rumble Boxing* (*ODM* #1, 9/10), boasts brilliant animation and tight arcade-style gameplay. It plays almost like a conventional boxing sim, with jabs and body shots as well as uppercuts, but connect with powerful blows to power up the Rumble meter and see why the title became such a winner. The demo allows one or two players to choose from three of the outrageous fighters and enjoy a full bout.



SONIC ADVENTURE

PLAYABLE DEMO

It may not look like Mega Drive Sonic, but the gameplay's still the same. Race towards the end of the level, collecting rings as you go. *Sonic Adventure* (*ODM* #0, 9/10), stars everyone's favourite hedgehog in his stunning Dreamcast debut. The demo allows you to experience the opening level, Emerald Coast, featuring huge loops, sandy beaches and a killer whale that provides one of the Dreamcast's most thrilling moments. This is still the biggest selling Dreamcast title in Europe. The sequel's reviewed on page 8.



METROPOLIS STREET RACER

PLAYABLE DEMO

One of the most stunning titles on Dreamcast, *Metropolis Street Racer* (*ODM* #12, 9/10) is a car lover's dream, where you can race around the famous streets of Tokyo, San Francisco and London behind the wheel of a wide range of high performance sports cars including the Toyota MR2 and Nissan Skyline.

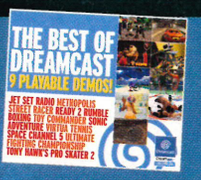
In the demo you get to take a Vauxhall VX220 around a Japan-based circuit in Time Attack mode. Thanks to the innovative kudos system, good driving is rewarded, so make sure you don't crash into barriers on the trickier corners. The full release tests your skills further by making you gamble against your own driving ability.



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...



SPACE CHANNEL 5

PLAYABLE DEMO



Space Channel 5 (*ODM* #13, 8/10) stars the lovely Ulala, host of the intergalactic TV channel the game is named after. Ulala must rid the world of the invading Morolian race by out-dancing them. Watch the Morolian's dance steps, then get Ulala to repeat them to put the aliens into a spin. The demo takes you through the opening groove-tastic level. The aim is to get the highest View Rating possible – saving humans in the process, who will then join Ulala and copy her incredible dance moves. The sequel's due on Dreamcast later this year.

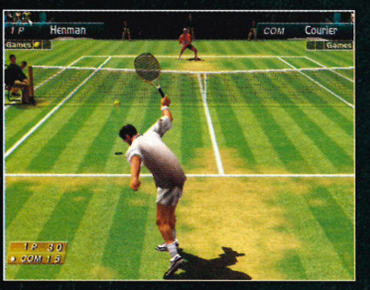


TONY HAWK'S PRO SKATER 2

PLAYABLE DEMO

Control Tony in a huge indoor skate park, an environment that enables you to test many of the cool tricks that make *Tony Hawk's Pro Skater 2* (*ODM* #15, 9/10) such fun to play. Practise vert tricks and rail slides and try to master the manual, a useful floor trick that's handy for linking moves. In the full release, each level features ten challenges, the high trick score – what you're aiming for here – is just one of them.





VIRTUA TENNIS

PLAYABLE DEMO

Currently the best sports title on Dreamcast. This demo allows you to play a game as one of four real pros, including Tim Henman, but make sure you try the others too as they each have different abilities. The full release contains eight real players from around the world and the brilliant World Circuit mode – a single-player challenge that tests your skills in a variety of mini-games that include trying to knock over skittles by perfecting your serve and also pitting you against increasingly tough opponents. The sequel arrives later this year. Turn to page 22 for the first details and screenshots.

ULTIMATE FIGHTING CHAMPIONSHIP

PLAYABLE DEMO

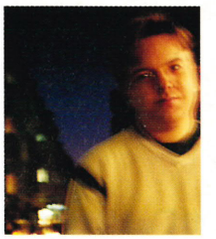
Dreamcast's most gruesome fighter, *Ultimate Fighting Championship* (*ODM* #13, 9/10), allows you to get really brutal against a variety of differently disciplined hard-nuts. To win, you must either knock your opponent out, or make him give up by punching, kicking and even breaking limbs.

The most devastating attacks can be launched by trapping your opponent on the floor and pummeling them unconcious, but beware of countering – an integral part of *Ultimate Fighting Championship*. The demo allows you to fight a friend in Versus mode, playing as either Frank Shamrock or Tito Ortiz.



21.06.01

WE CONTINUE...



HELLO AND WELCOME. As you're here reading this I guess it's pretty safe to assume you haven't packed away your Dreamcast in the loft or – perish the thought – sold it. Good job too. While gloom merchants declared Dreamcast dead many months ago we've been insisting that there's still plenty more to come, and two titles reviewed this issue – *Sonic Adventure 2* and *Crazy Taxi 2* – have proved us right. Which is nice.

If you're a regular reader you may recall that we ran a reader survey in our April issue (*ODM* #18). Many thanks to all of you who took the time and trouble to send in the form.

So what did we find out about you, our readers? Well the most of you are male (surprise, surprise), a whopping 84 per cent of those who responded like *ODM* "a lot" (stop it, we're blushing), and 95 per cent of you keep the magazine after you've finished reading it.

And your favourite types of games? In descending order you plumped for action adventures, driving games, 3D beat 'em ups and sports sims. Just 27 per cent of you like 2D beat 'em ups which is sure to make interesting reading to Virgin Interactive, who have been releasing 'em on Dreamcast every five minutes over the last year and half or so!

Fourteen percent of you were "unsure" whether you'd buy *ODM* without a demo disc for a lower price... and we'll soon be putting this to the test! With few playable demos available, Sega Europe can no longer produce cover discs to the standard you and I expect. As such, this month's disc is the last Dreamon you'll see taped to the cover of *ODM*, although we haven't ruled out the possibility of special one-off discs in the future. In fact there may be one with our next issue, so watch out for that. And talking of next issue...

While there are still many great Dreamcast titles to come, the release dates of the really big titles are spread throughout the rest of year and beyond with some inevitably large gaps in the schedule during the traditionally quiet summer period. We don't wish to produce weak issues with little news and just a few reviews, so we'll be adapting a flexible release schedule from now on with the next issue of *ODM* due to appear at your local newsagents (or through your letterbox) in two months' time.

Sure, you'll have to wait twice as long as normal for the next issue but, if you look at it another way, you'll also get two months' worth of news, previews, reviews and happenings squeezed into one. Not such a bad deal, eh?

So we hope to see you on Thursday 23 August when we'll have the very latest on *Shenmue II*, *Headhunter*, *Virtua Tennis 2*, *Phantasy Star Online ver. 2*, *K-Project*, *Virtua Golf*, *Alone In The Dark*, *Outtrigger*, *Conflict Zone*, *Mat Hoffman's Pro BMX*, *Propeller Arena*, *90 Minutes*, *Coaster Works*, *Iron Aces*, *Carrier*, *Charge 'N' Blast*, *Dragonriders*, *Soldier of Fortune* and more. Did I mention that there's plenty more to come?

Take it easy,

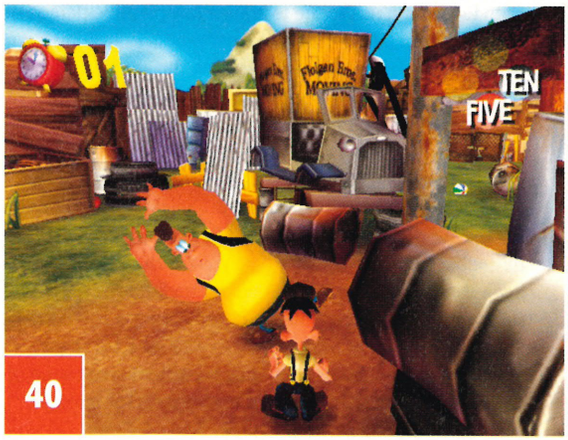
WARREN CHRISMAS
Editor

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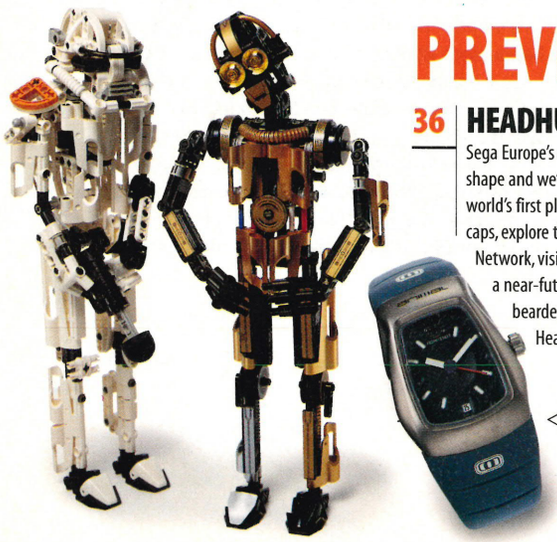
△ *Headhunter*: a report on the world's first playtest of Sega's blockbuster.



△ *Floigan Brothers*: slapstick cartoon tomfoolery in a junkyard!



△ *Sonic Adventure 2*: the first review of Sonic's anniversary comeback. Can it live up to the high standards set by the original?



PREVIEWS

36 HEADHUNTER

Sega Europe's autumn blockbuster is taking shape and we've been allowed to enjoy the world's first playtest. Join us as we pop some caps, explore the world of the Anti-Crime Network, visit the sun-drenched streets of a near-future California and meet a bearded, motorbike-riding Headhunter named Jack Wade

◁ **Gadgets: see the most unconvincing Stormtrooper *ever* on page 30.**

40 FLOIGAN BROTHERS

They might not be on the same genius comedic level as the Chuckle Brothers, but Hoigle and Moigle Floigan look set to make Dreamcast owners laugh out loud in a unique adventure that mixes puzzles with prat-falls. We take a first look at the duo's colourful comedy caper

42 OUTTRIGGER

A fast-paced first-person shooter that borrows the best bits from *Quake III Arena* and mixes in Sega's famous arcade know-how. *Outtrigger* boasts four-player fun in confined arenas such as libraries – typical place for a gunfight, that! – and big weapons capable of producing even bigger explosions. Lovely

REVIEWS

08 SONIC ADVENTURE 2

Cover star Sonic is back on Dreamcast in his latest excellent adventure. Joining him are friends Knuckles and Tails, who must combine their skills and strengths to defeat Dr Eggman and his dark apprentice Shadow. *Sonic Adventure 2* offers more than before with bigger levels, two-player challenges and the return of those loveable Chao

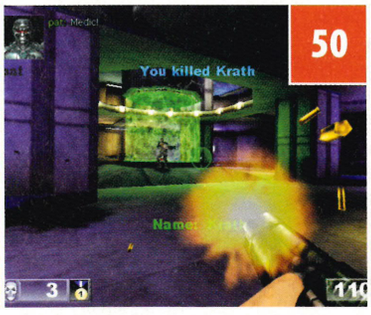
46 CRAZY TAXI 2

It's time to make even more crazy money! The *Crazy Taxi* crew tear up the streets of New York City, aiming to satisfy as many customers as possible before the timer





△ *Crazy Taxi 2*: start spreading the news, it's heading your way. You'll wanna be a part of it…



△ *Unreal Tournament*: must… kill… things.



△ *Spider-Man*: does whatever a spider can.

reaches zero. Transporting multiple passengers at a time and new hopping cabs are just some of the new features

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The PC community regard *Unreal Tournament* to be superior to our already beloved *Quake III Arena*. Will the Dreamcast conversion continue to impress? Or will the lack of online play prove to be a nail in the coffin for this pretender's chances?

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The cult film series appears on Dreamcast, complete with lead actor Bruce Campbell lending his vocal support. You're placed in the famous log cabin where the first movie started, outside are the evil woods littered with Deadites – will you be able to survive the horror?

60 EXHIBITION OF SPEED
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WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO MAKE *OFFICIAL DREAMCAST MAGAZINE*



PHIL MADGE

Certified Essex boy Phil has been on our design team for eight months, but has only just got his Dreamcast after a long wait. There's no stopping him now and it's been non-stop *Virtua Tennis* action all the way in his house. The coming weeks are going to be busy for our Phil as he struggles to work his way through the Dreamcast's back catalogue but, as he says "I'm an avid Tottenham fan so I'm used to a challenge."



DAN TRENT

Dan is still smarting from the shame of stoving a very expensive Nissan Skyline into a fence on the public road section of Le Mans. After playing the game for a 24-hour sitting (see *ODM* #14), it would be reasonable to expect that he'd know where the corners were…! Undeterred, and having recently played *Spider-Man*, Dan was last seen heading for the roof, claiming "I reckon I can easily leap to that building over there, just you watch me…"



LAILA MEYRICK

Originally from "the middle of nowhere" in Norway, Laila now finds herself in London and working as a freelance photographer's assistant as well as snapping in her own right. The past two months she has turned her talents to Drinking & Thinking and succeeded in not being at all fazed by the team's dazzling looks. "I'm used to working with models, but you guys are in a different league altogether," she says, unconvincingly.



STEVE FULLJAMES

Steve's a regular feature in *ODM*'s review pages, as well as working over at computerandvideogames.com, and this month he's turned his attention to Sonic. "It's made me feel like a kid again," he says of the spikey one's return. A recent trip to Tokyo was an ideal opportunity to stock up on Game Boy Advance machines which he has been selling on at huge profit although he is also, quite blatantly, getting high on his own supply, so to speak.

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

SEGA

SEGA CONSUMER LINE (GENERAL ENQUIRIES)
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ODM BACK ISSUES

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Ra the Sun God, Rival Colour Ltd, Sonic T. Hedgehog (happy birthday!)

DEADLINE CHOONS OF THE MONTH
Avalanches – *Since I Left You LP (promo version)*

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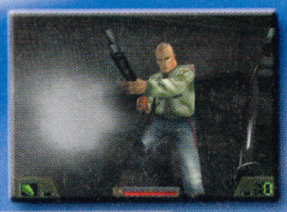
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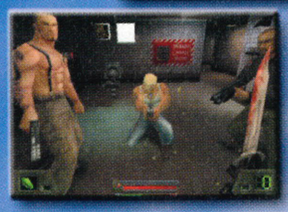
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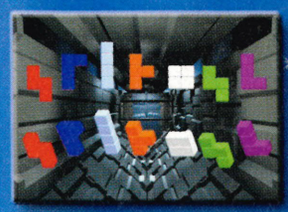




THE NEXT TETRIS™



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





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



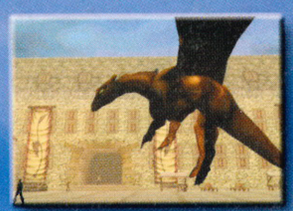




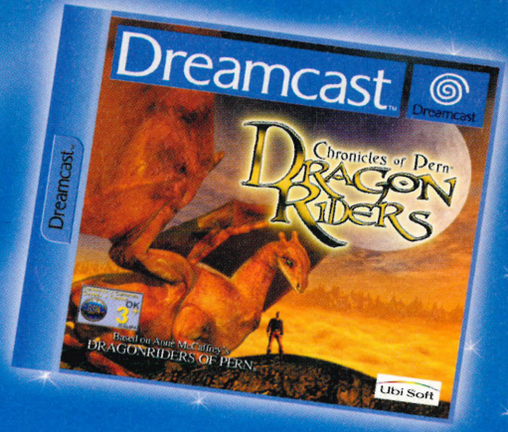
Chronicles of Pern DRAGON RIDERS

Based on Anne McCaffrey's worldwide bestseller,

DRAGONRIDERS OF PERN







CRAVE ENTERTAINMENT

Dreamcast

Ubi Soft ENTERTAINMENT

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SONIC ADVENTURE 2

THE WORLD'S FASTEST CARTOON HEDGEHOG IS BACK FOR A JOG TO CELEBRATE HIS TENTH BIRTHDAY. **STEVE FULLJAMES** HATES RUNNING FOR ANY REASON

PRICE: £29.99
PUBLISHER: SEGA
DEVELOPER: SONIC TEAM

IT'S 1991. I'M 13 years old, and I've been saving up all summer to buy a Mega Drive. I'm doing this because I'm getting bored with my Master System, since all the games are really slow and look like they've been drawn with blunt crayons. Plus my best mate's new Super Nintendo is making me jealous. Oh yeah, and because *Mean Machines* magazine told me that my life would be incomplete without a copy of a new platform game called *Sonic the Hedgehog*.

Finally Sonic Day arrived, and if you believe in the theory of multiple universes where every permutation of events is possible, this was the moment when many of our lives skidded off down the path marked 'Games'. *Sonic the Hedgehog* was so vibrant, detailed and playable compared to what anyone had seen before. And so fast – too fast for our hormone-addled brains to keep up with. So the only solution was to keep playing it until we were good enough to finish it. And then finish it again, and again. Then buy more games and play those to death too. It was, clearly, *Sonic the Hedgehog* that turned us into the gibbering, games-obsessed idiots we are today. Thanks very much, Sega!

But this is why, ladies and gentlemen, it's very cool to be able to say that Sonic Team are unleashing the newest game in the saga, *Sonic Adventure 2*, on the entire world on June 23 – ten years to the day after Sonic the Hedgehog first bounced on to our screens. ▶



△ Sonic tries to avoid joining his flatmates. Flat mates. Geddit? This high-speed chase sequence is one of the earliest parts of the game, and it only gets more hectic from here on in!

"SONIC HAS BEEN CAPTURED BY THE ARMY AFTER APPARENTLY ROBBING THE BANK"



△ Jump when the red flash appears to swing off the bar to otherwise inaccessible areas.



△ Sonic has been sharpened up for his new game. And check out his lovely new shoes as well.

► The circle is now complete, and we can try to make a new generation of kids crazy about videogames through the power of words written on the pages of a magazine. Those kids that aren't busy swearing at each other on the Internet, or moaning in our letters page about Sega making PlayStation 2 games, anyway.

ORIGIN OF THE SPECIES

The evolutionary chain between *Sonic* games is clear to see. Each of the major instalments introduced at least one new character, new gameplay elements and, naturally, better and faster graphics. Play the first Mega Drive game and then its sequel back-to-back and it's startling how much cleaner and faster *Sonic 2* is, even though the original seemed revolutionary at the time. Although Sonic, like Sega, lost his way a little during the Saturn years (see 'Abort! Abort!' for more on this), his return to form with *Sonic Adventure* (*ODM* #0, 9/10) on Dreamcast was a clear step on in terms of evolution.

In it, you got three new playable characters, new gameplay ideas in the form of Sonic's homing attack to make it easier to cope with enemies in a 3D world and other stuff such as E-102 Gamma's lock-on weapons, Amy's large hammer and, er, Big the Cat's fishing rod.



△ Important plot developments are explained in lovely looking cut-scenes. What plot there is, anyway.



△ Shadow grinds into the Sky Rail stage. Check his sparks out.



△ Tails' robot thing catches fire if you don't look after it.

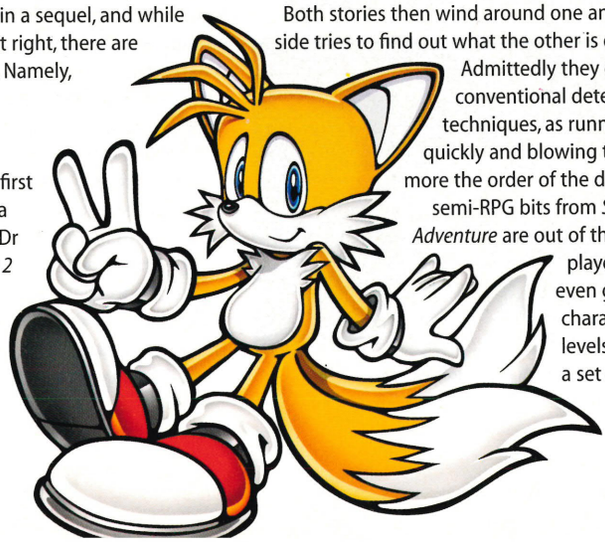
Of course the most obvious evolution in *Sonic Adventure* was the visual one, and despite the move to super-smart 3D graphics and a more realistic treatment of the colourful environments, the familiar Sonic 'look' was there from the start.

There were also new problems to deal with, as anyone who's tried to create a fast 3D action game will tell you – not least the camera angles with minds of their own and occasionally glitchy controls that could lead to irritating sudden deaths. These are all problems you'd expect to see addressed in a sequel, and while *Sonic Adventure 2* largely gets it right, there are other things to talk about first. Namely, what's evolved this time?

SURVIVAL OF THE FASTEST

Sonic Adventure was really the first game in the series to attempt a plot more complex than 'Stop Dr Robotnik', and *Sonic Adventure 2* carries this on but also goes back to its roots by making the storyline more linear and action-based. There are now essentially two parallel stories – Hero and Dark – which cross each other's path at certain points but otherwise plough on through 15 action stages. Sonic has been captured by the army after apparently robbing the Federal Bank. Fortunately, he's able to escape as the game launches into the first level, but meanwhile Dr Eggman (Dr Robotnik using his original Japanese name) has broken into a top-secret installation to get his hands on Project Shadow – a genetically-engineered life form in the shape of a… hedgehog.

Both stories then wind around one another as each side tries to find out what the other is doing. Admittedly they don't use conventional detective techniques, as running really quickly and blowing things up is more the order of the day. All of the semi-RPG bits from *Sonic Adventure* are out of the window – players now don't even get a choice of characters as the levels are done in a set order. ▶



SONIC CHAOS

Anniversary 10TH SONIC

What does ten years of *Sonic* games look like? Well, a bit like this really…

1991

- **Sonic the Hedgehog** (MD, MS, GG)

1992



Sonic 2: Tails arrives.

- **Sonic the Hedgehog 2** (MD, MS, GG)

1993



Sonic CD: time-travelling!

- **SegaSonic Arcade** (Arcade, Japan only)
- **Sonic CD** (M-CD)
- **Sonic & Tails: Sonic Chaos** (MS, GG)
- **Sonic Spinball** (MD)
- **Dr Robotnik's Mean Bean Machine** (MD)

1994

- **Sonic the Hedgehog 3** (MD)
- **Sonic Drift** (MD, Japan only)
- **Sonic & Knuckles** (MD)
- **Sonic & Tails 2: Triple Trouble** (GG)

1995

- **Knuckles Chaotix** (32X)
- **Sonic Drift 2** (GG)
- **Tails' Skypatrol** (GG)
- **Tails' Adventure** (GG)
- **Sonic Labyrinth** (GG)

1996



Sonic 3D: not his best.

- **Sonic the Fighters** (Arcade, Japan only)
- **Sonic 3D: Flickies' Island** (SS, MD)
- **Sonic Blast** (GG)

1997



Sonic Jam: a compilation.

- **Sonic Jam** (SS)
- **Sonic R** (SS)

1999

- **Sonic Adventure** (DC)

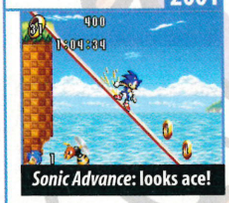
2000



SPA: surprisingly funky.

- **Sonic Pocket Adventure** (NGPC)

2001



Sonic Advance: looks ace!

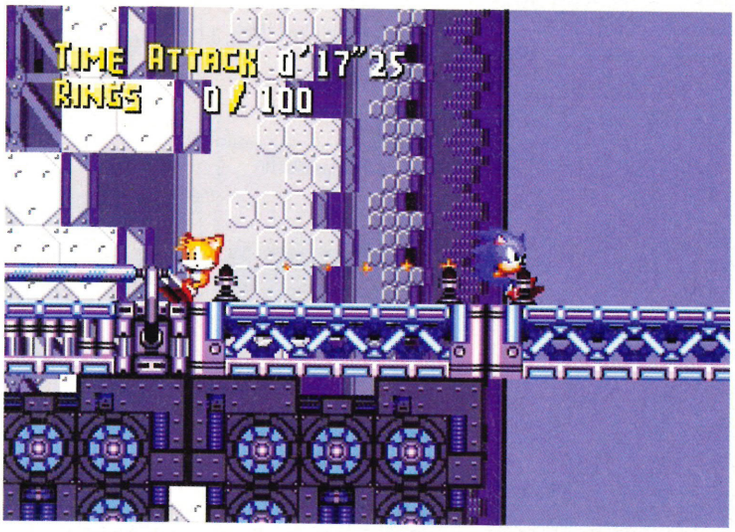
- **Sonic Shuffle** (DC)
- **Sonic Adventure 2** (DC)
- **Sonic Advance** (GBA)

KEY

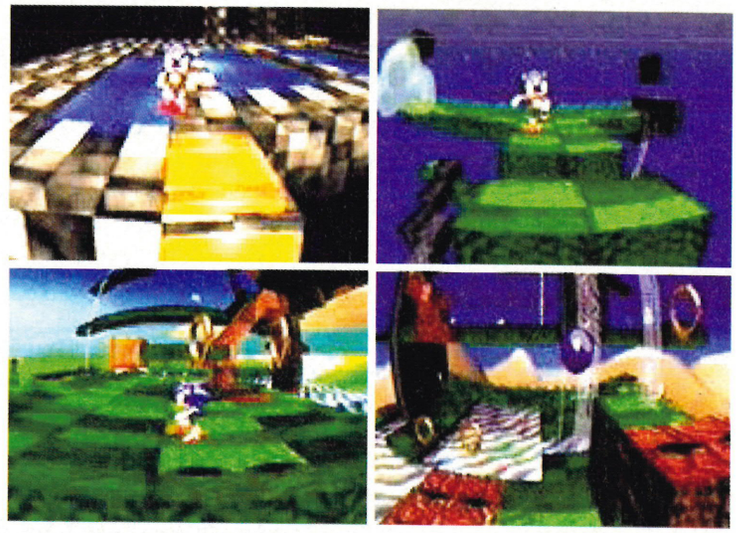
MD – Mega Drive
MS – Master System
GG – Game Gear
M-CD – Mega-CD
32X – Mega Drive 32X
SS – Sega Saturn
DC – Dreamcast
NGPC – Neo Geo Pocket Color
GBA – Game Boy Advance

ABORT! ABORT!

While Sonic has generally only starred in good games, a couple looked like they might slip through the quality control net. Fortunately these two young offenders were nipped in the bud before the general public got to see them.



△ **SONIC CRACKERS: Thought to be the precursor to a rubbish game that actually came out (*Knuckles Chaotix* on the 32X), *Sonic Crackers* was essentially '*Sonic 4*' on the Mega Drive and featured Sonic and Tails joined together by an elastic connection. Barely playable emulated prototypes do exist on the Internet, but it's really not worth the bother.**



△ **SONIC X-TREME: This was to be the US-developed flagship Sonic game on the Saturn. Its selling points were an 'x-treme' fish-eye lens view, and a 3D world that rotated 360° vertically around Sonic. *Sonic X-Treme* popped up at the E3 show in 1996, before disappearing. *ODM*'s own Ed Lomas saw it once, describing it as "awful".**

"ON COMPLETION OF A LEVEL, YOU'RE AWARDED A GRADE FROM A TO E DEPENDING ON HOW LONG YOU TOOK"



△ **With his big metal gloves, Knuckles can dig anywhere.**



△ **Leave the game alone and the characters get impatient.**



△ **Rouge can swim underwater for a limited amount of time.**



△ **Keep your speed as high as possible for these sections.**



▶ Stages are split evenly into three distinct gameplay types, depending on which character appears in that stage. Sonic and his new nemesis, Shadow, have classic fast-paced action levels with loads of rings, springs, loops and blazingly quick downhill sprints. New features here include rails to grind – in skateboard-style (the game licenses plastic-soled Soap trainers for this very purpose) – and horizontal bars to swing on to reach the higher routes. These Sonic and Shadow stages are as close to the rollercoaster feel of the original Mega Drive games in 3D as you could hope to get – certainly some of the later levels are how you might have imagined the old games to be if they were somehow made real.

As each character progresses through the game, they gain extra abilities by finding new shoes, weapons, bracelets, and even musical instruments. For example, Sonic starts out with his jumping homing attack from *Sonic Adventure* and the ability to rev up into a powerful

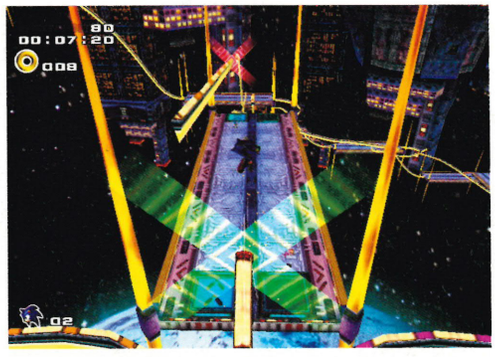




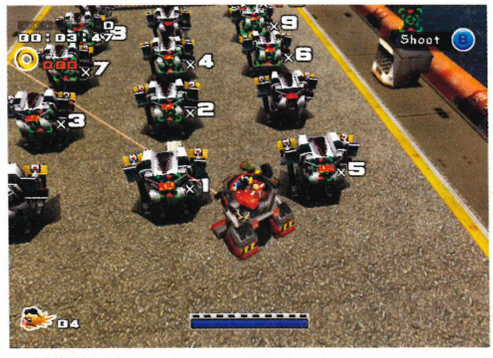
△ This probably isn't a good game for vertigo sufferers. If you fall off, Sonic burns up on re-entry.



△ Destroy all the robot guards to open the prison doors.



△ When the game goes into orbit, Sonic gets frighteningly fast.



△ Lock-on to lots of enemies at once to get bonus points.

spin dash by holding down the B button. But by the end of the game, he's able to zip along trails of rings in mid-air with the Light Dash trainers, bounce higher, and use a flaming spin move to burst through tougher obstacles. So it's entirely conceivable that you could return to earlier levels with these new powers and use them to clock the stage faster than ever, or reach completely new areas altogether.

Knuckles the Echidna and his female counterpart Rouge the Bat take part in exploration levels in search of Chaos Emerald fragments. These are similar to the Knuckles stages from *Sonic Adventure*, but with the added assistance of TV monitors dispensing clues as well as the emerald radar which pings as you get 'hotter'. Knuckles and Rouge can both swim, and this adds an extra dimension as they are only able to venture underwater for a short period of time before needing to breathe again. Emeralds are sometimes buried behind walls or under floors, so both characters can dig – random excavations often lead to the discovery of bonus items.

Finally, Tails and Dr Eggman stomp through their slower-paced stages in robot walkers. Players are able to 'lock-on' to enemy targets and parts of the scenery by holding down the B button – letting go unleashes a salvo of homing missiles. Blowing up bits of the level is vital to progress because pillars become bridges and falling masonry demolishes other walls to open up new routes. Target dynamite packs strapped to these features to knock them down. Both characters gain more powerful guns as the game moves on, and both gain the ability to hover over gaps with add-on booster rockets. All three styles have corresponding split-screen two-player modes, where the opposing characters are pitted against each other in a race, scavenger hunt or deathmatch.

On completion of a level, you're awarded a grade from A to E depending on how long you took, how many rings you collected and other mysterious factors. The first few times you play a stage you might scrape a C grade, but Ds and Es will be more the order of the day. So collecting A grades on all 30 levels is going to ▶

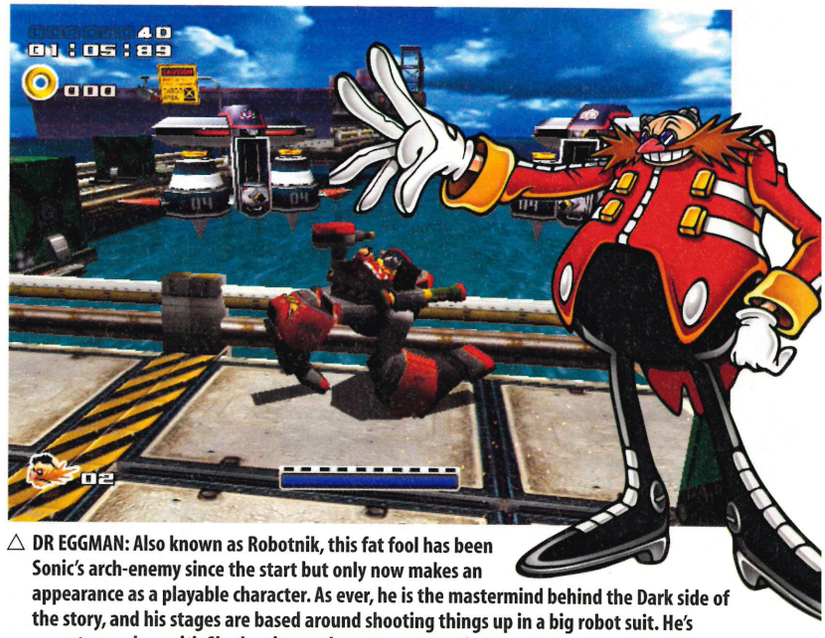


THE NEW AVENGERS

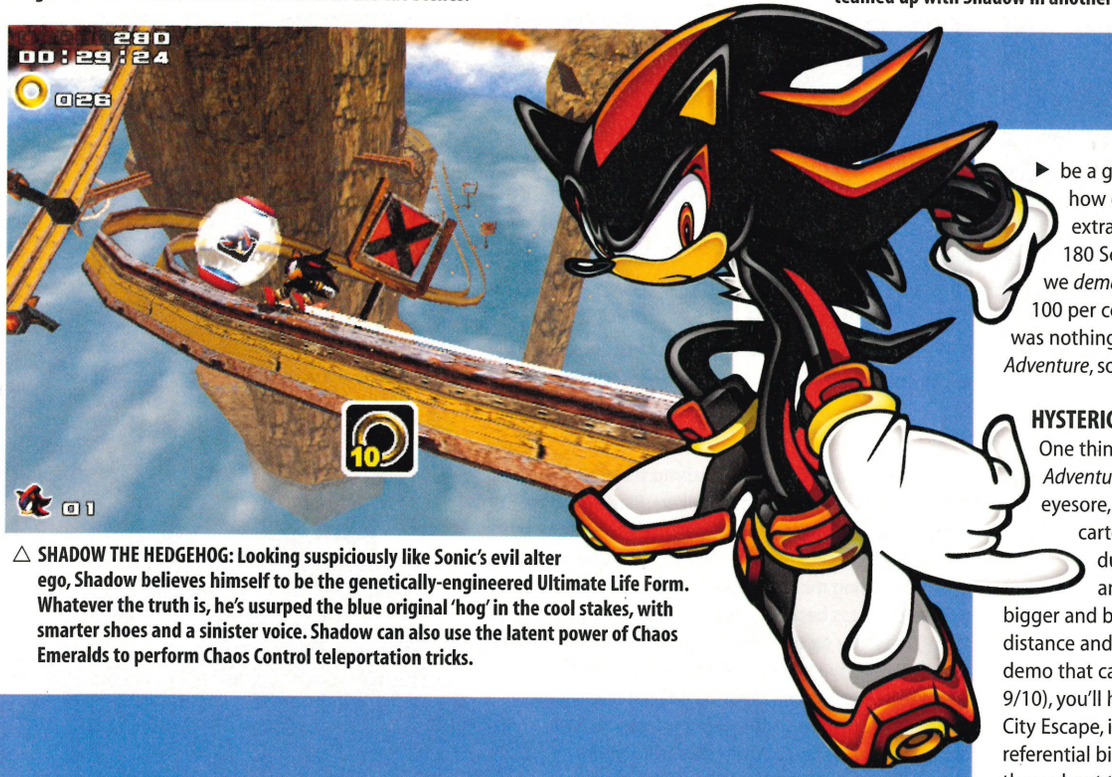
Every Sonic game introduces new characters, and *Sonic Adventure 2* makes room for the new cast by chucking out the crap characters from the last game (such as Amy, Big the Cat and E-102 Gamma). Sorry guys! So say "hello" instead to...



△ **ROUGE THE BAT: The funky new character, and Knuckles' treasure hunting nemesis. Her story is somewhat separate to the main quest to begin with as she competes against the maverick Echidna for fragments of the all-powerful Master Emerald. The appearance of Rouge also makes *Sonic Adventure 2* the first ever platform game with unresolved sexual tension in the cut-scenes.**



△ **DR EGGMAN: Also known as Robotnik, this fat fool has been Sonic's arch-enemy since the start but only now makes an appearance as a playable character. As ever, he is the mastermind behind the Dark side of the story, and his stages are based around shooting things up in a big robot suit. He's teamed up with Shadow in another attempt to take over the world.**



△ **SHADOW THE HEDGEHOG: Looking suspiciously like Sonic's evil alter ego, Shadow believes himself to be the genetically-engineered Ultimate Life Form. Whatever the truth is, he's usurped the blue original 'hog' in the cool stakes, with smarter shoes and a sinister voice. Shadow can also use the latent power of Chaos Emeralds to perform Chaos Control teleportation tricks.**

"THE FIRST LEVEL IS A VISUAL TREAT, BUT IT JUST GETS BETTER AND BETTER THROUGHOUT THE GAME"

▶ be a gargantuan task for any player, regardless of how quickly you 'finish' the game. And with four extra challenges on each level, and a total of 180 Sonic emblems to be won, we expect – no, we *demand* – cool bonuses to be awarded upon 100 per cent completion. Come on Sonic Team, there was nothing at the end of the rainbow in the first *Sonic Adventure*, so you'd better make up for it this time.

HYSTERIC GLAMOUR

One thing they've definitely sorted out in *Sonic Adventure 2* is the graphics. The first game was no eyesore, but now the characters look much more cartoon-like, with better facial animation during the cut-scenes and improved animation during gameplay. The levels are bigger and brighter too, with less draw-in in the distance and crisper, sharper textures. If you played the demo that came with *Phantasy Star Online* (*ODM* #17, 9/10), you'll have seen how colourful the first level, City Escape, is and how it's rammed with cool, self-referential bill posters and signs. This theme keeps up throughout the game, giving a much more polished and 'complete' look to the game's overall experience. And the levels now blend into the flat background scenes loads better, so in the jungle levels particularly it looks as though they stretch on forever.

The first level is a visual treat, but it just gets better and better throughout the game. We can't really say too much about the locations without giving away large chunks of plot, but suffice to say your jaw may need wiring back into position after watching Sonic and ▶

"SONIC TEAM HAVE DONE A GREAT JOB OF CUTTING OUT THE BITS THAT DIDN'T WORK SO WELL IN THE ORIGINAL"

SPIN DOCTOR

The man who engineered Sonic's rise to the top wants to say "thank you"



△ Yuji Naka: made Sonic the hog he is today.

WHEN THE ORIGINAL *Sonic the Hedgehog* was released ten years ago, it featured the nickname of one of Sega's hottest young programmers in its end credits. Known as 'YU2', this programmer had already proven himself with impressive home conversions of big arcade titles such as *Outrun* and *Space Harrier*, and had also created a role-playing game series that had gone down well in his native Japan, called *Phantasy Star*.

His newly formed development team – sensibly called Sonic Team – went on to create some of the greatest games ever made over the next decade, including a number of *Sonic the Hedgehog* sequels, the amazing *NiGHTS* and *Burning Rangers* on Sega Saturn, and *ChuChu Rocket!* (*ODM* #9, 9/10) and *Samba De Amigo* (*ODM* #15, 8/10) on Dreamcast. Now one of the biggest names in videogame development, Yuji Naka is overseeing Sonic Team productions on a variety of formats while still retaining hands-on control of his pet projects, such as *Sonic Adventure 2*.



Official Dreamcast Magazine
の読者の方々へ.

今年で10年目を迎えるソニック
をずっと応援してくれて
ありがとう!

ソニックチーム 中 裕司より.

Sonic Team Yuji Naka
2001.5.28

As he's a good friend of ours here at *ODM*, he kindly sent us a hand-written letter from Sonic Team headquarters in Japan.

In case your Japanese isn't up to scratch, the letter simply reads: *"Dear Official Dreamcast Magazine readers, thank you for the support you have shown Sonic over the last ten years! From Sonic Team and Yuji Naka."*

Isn't that nice?

WIN! WIN! WIN!

Exclusive Sonic watches and commemorative folders up for grabs!



SEGA AND SONIC TEAM HAVE kindly given us a bunch of limited edition *Sonic the Hedgehog* goodies to give away to you lucky readers.

Ten lucky winners will get an exclusive Sonic Swatch watch (as featured in *ODM* #20), along with a special tenth anniversary commemorative folder. These limited edition folders are not available in shops, and contain a book covering the history of Sonic the Hedgehog, an engraved gold coin, and a bonus music CD. Ten runners-up will also win one of these commemorative folders.



To be in with a chance of winning one of these fantastic prizes, simply answer the easy question below and send it along with your name, address and age on a postcard or the back of a sealed envelope, to: *Sonic Adventure 2* Competition, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.

The closing date for the competition is Friday 27 July, so get your speed sneakers on.

QUESTION: What is the name of Sonic Team's crazy Dreamcast game starring a dancing monkey?

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!



△ Sonic tangles with one of the army's flying contraptions at the end of the first stage.



△ Doing levels with no gravity can be a little confusing.

"SHADOW RACES THROUGH THE LEVELS TO THE TUNE OF MESSED-UP TECHNO"

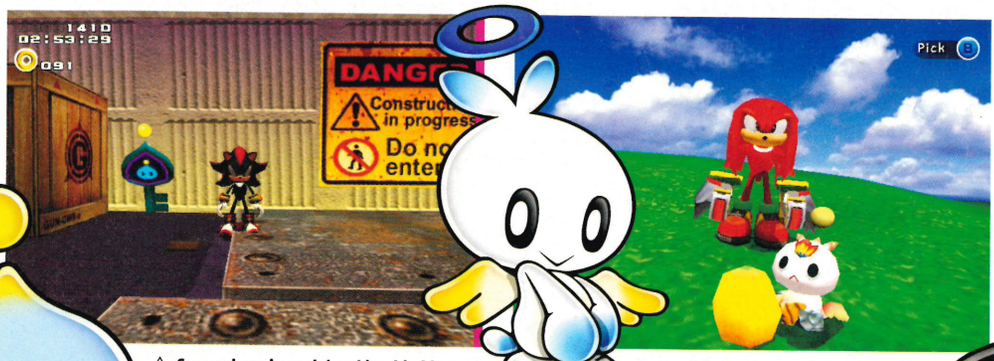
► Shadow blast their way through jungles, caves and mountain ranges. There's loads more non-interactive animation going on too, with flocks of gulls, clouds of insects and even traffic on city streets, which you can interfere with if you wish.

Each character is accompanied by specific music to suit their individual personalities. So Rouge's levels play along to Japanese pop while Knuckles gets melodic hip-hop and Shadow races through the levels to the tune of messed-up techno. Although the screaming guitars from *Sonic Adventure* still creep in here and there, the soundtrack is incredibly well produced, with lyrics that even match what's happening on screen. Listen carefully to the words on Knuckles' Pumpkin Hill stage to see what we mean.

This conspires to give, along with the different gameplay systems and subtle graphical touches, at least three and possibly even six different games in one. We say three or six because the six characters are paired off into play styles, but each one has their own unique set of abilities. After completing a level it becomes

GROW YOUR OWN FRIENDS

Everyone's favourite portable pets, the Chao (pronounced "*Chow*", return in *Sonic Adventure 2*. Rather than just stumbling into their penthouse in Station Square, players now have to find a Chao Key in any level to gain access to their garden. Once hatched, you need to feed your Chao with nuts and fruit and give them the small animals collected in the main game to help them evolve. As well as the racing events from the first *Sonic Adventure*, you can now put Chao on the fast track to super-intelligence by sending them to school. But the most important thing is to make your Chao feel loved by petting them at every opportunity. Kicking them around the garden may result in the evolution of Evil Chao, and that will never do.



△ Somewhere in each level is a big blue crate with a Chao face on it. Collect the Chao Key from inside and when you reach the end of the stage you'll be warped to Chao World to play with your virtual pets. Collect animals for extra fun.

△ As with the first Sonic Adventure, throw Chao eggs against a wall to hatch them. Take care of your babies by feeding them fruit, petting them and cuddling them. Cross-breed them with animals to change their appearance.



△ When your Chao are clever enough, choose what subjects you'd like them to learn at school. Train them up and they'll start to show off their skills as their personalities develop. You can also enter your Chao in races if you want.



△ The characters learn new skills throughout the game as they collect power-ups. You'll need to hunt around to find them all.



△ Time all your jumps right to reach extra bonus items.



△ Dr. Eggman sticks it to a load of flying robot things.



△ Shoot the bomb packs to make pillars collapse.

available in the Stage Select menu, so players can then concentrate on replaying all the extra missions in one particular play style if they prefer it to the others.

Sonic Adventure 2 also harks back to the first ever *Sonic* game on Mega Drive by recycling many of the original sound effects, but to a much greater extent than *Sonic Adventure* did. You even get the sort of buzzing, ringing noise that used to signify the player entering a bonus stage (now used for the warp to the Chao Garden) and a remixed version of the classic 'drowning music' when Rouge or Knuckles run out of air while they're swimming underwater.

REAL MAD HECTIC

While the 3D camera has less of a mind of its own this time around, it still isn't perfect, and badly timed swoops and pans can lead to Sonic or Shadow getting stuck, jittering, on the edge of a loop before plunging helplessly downwards to another lost life. You do learn to live with this affliction, but on later levels where a thin strip of metal is all that lies between Sonic and the upper atmosphere, falling to your death for reasons other than your own incompetence starts to get a bit tiresome. And then you get the other characters' slower levels, which demand more accurate platforming, but punish you with jumps that aren't always entirely obvious. It's a problem that's been cursing 3D games since the invention of the polygon, and no one has yet found a system that truly works.

Sonic Adventure 2 is a game we were always going to love, given its history and the amount of coolness that's been radiating from Sonic Team over the past year or so. However, the truth is that it's merely 'very good' rather than truly 'superb'. The high speed levels with Sonic and his new nemesis look amazing, and are brilliant, exhilarating fun to play, and Knuckles and Rouge offer a more relaxed counterpoint to all the rushing about. But Tails and Eggman bring up the rear with their slow and slightly tedious blasting, and the residual camera and gameplay problems start to drag the rest of the game down to their level.

It might sound like we're putting the boot in and pushing Sonic to the brink of a mid-life crisis, but we love the little guy really and it's a shame that his new game is by turns inspiring and frustrating, and entertaining without ever really being innovative. Sonic Team have, however, done an excellent job of cutting out the bits that didn't work so well in *Sonic Adventure*, so you're left with a much tighter game, focused on action rather than hanging around talking to people about their birthday. *Sonic Adventure 2* is without a doubt a great game, and at 30 quid there isn't much reason *not* to buy it, but ultimately it doesn't do enough to earn that so-close nine out of ten.

"THE HIGH SPEED LEVELS WITH SONIC AND HIS NEW NEMESIS LOOK AMAZING"

VERDICT

IT'S NOT EXACTLY PERFECT BUT, YEP, SONIC'S STILL GOT IT!

UPPERS
Amazingly fast • Amazingly good looking • New characters are cool • Two-player options

DOWNERS
Camera still iffy • Too much falling off things • Tails and Eggman levels a bit dull

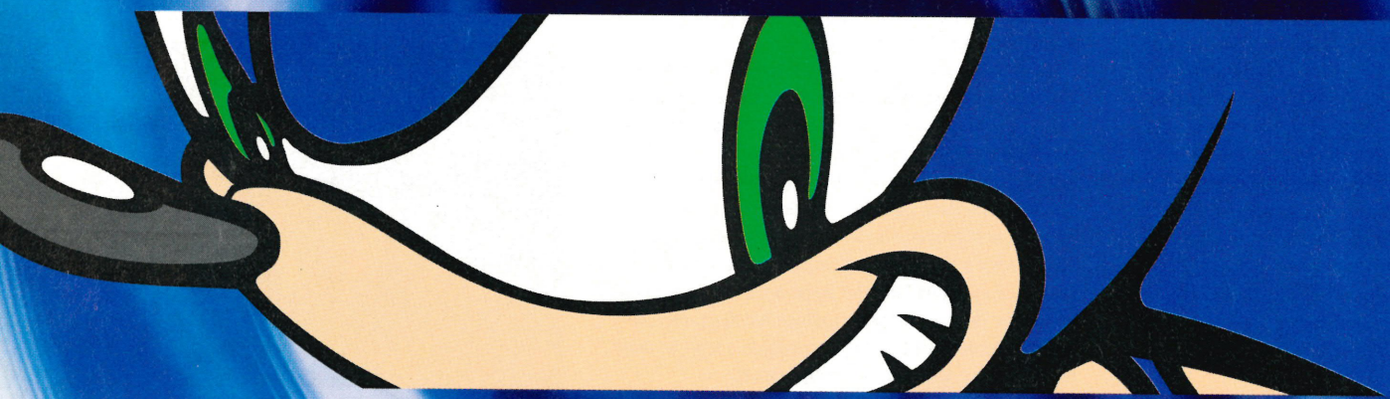
IN ONE HOUR Completed first three stages on Hero and Dark
WEBSITE www.sonicteam.com
CHECK OUT Put the GD-ROM in a computer for cool wallpaper
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz, 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

PRICE: **£29.99** • PUBLISHER: **SEGA** • DEVELOPER: **SONIC TEAM**

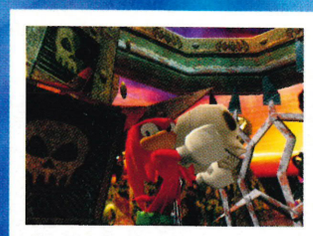
Dreamcast.

THE DESTINY OF OUR CIVILISATION LIES IN THE PALM OF YOUR HAND. WILL YOU SAVE THE WORLD OR CONQUER IT?



SONIC ADVENTURE 2™

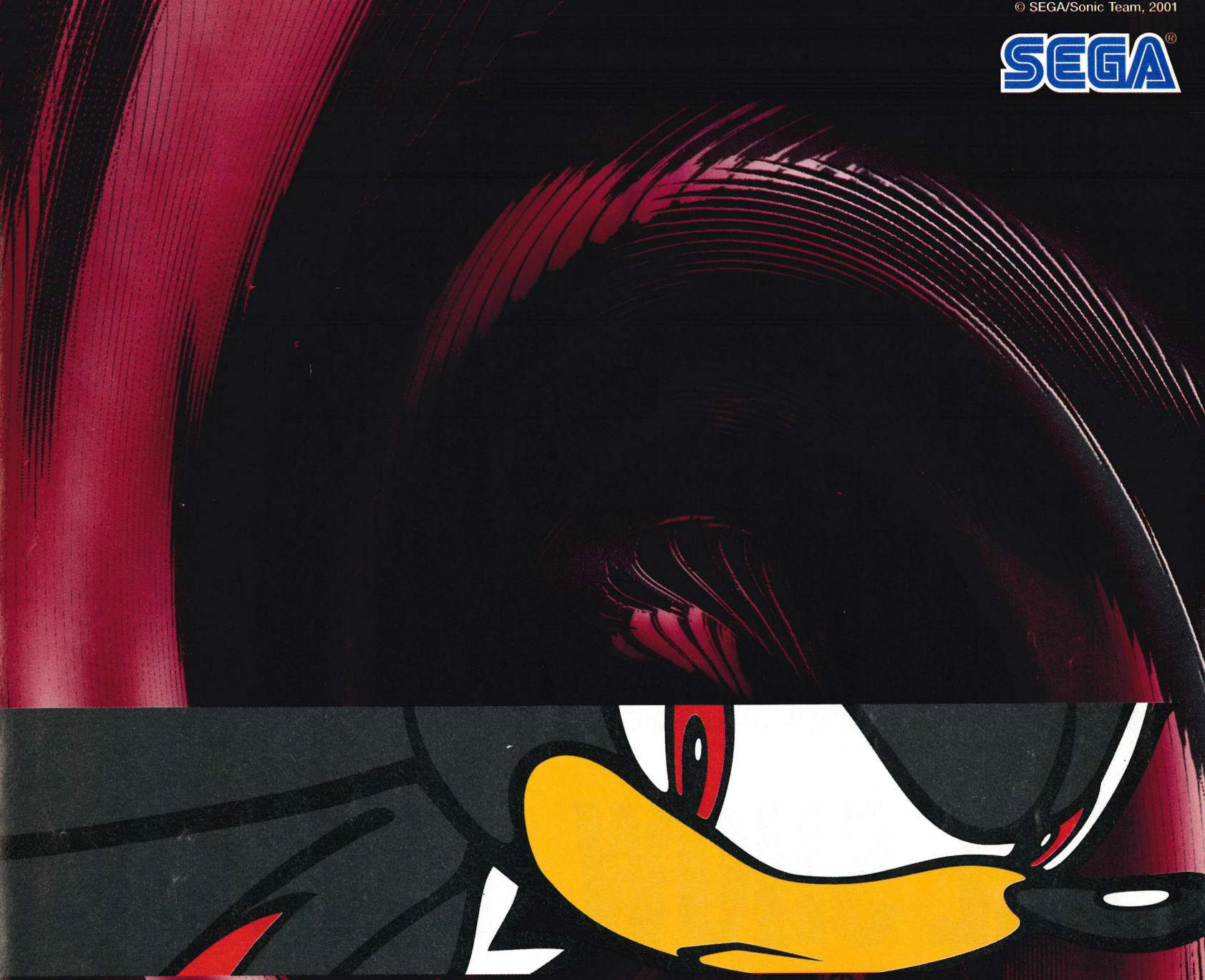




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SEGA®



EVERYONE HAS A DARK SIDE

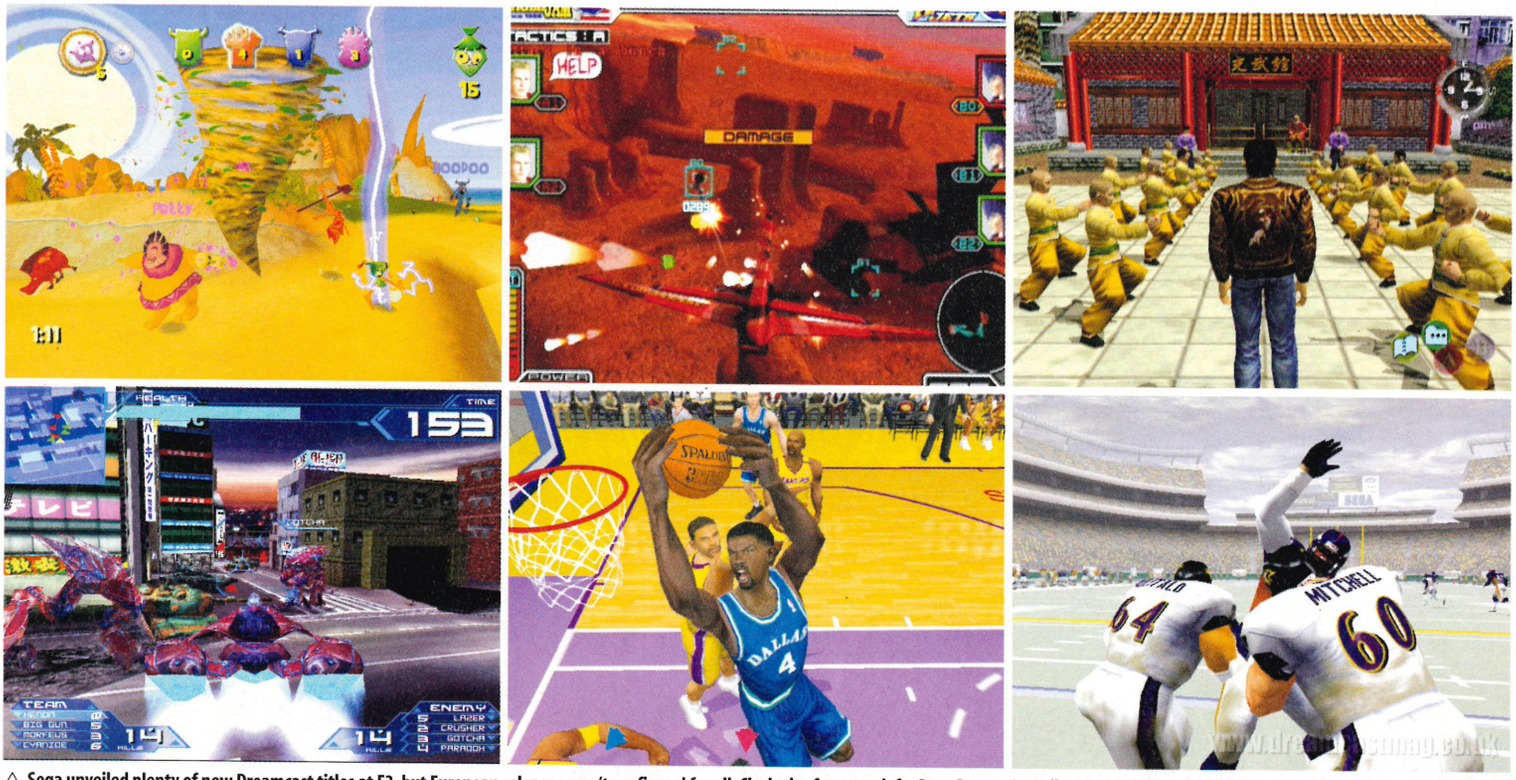




"SONIC TEAM WINNERS OF THE EDGE DEVELOPER OF THE YEAR AWARD 2001"
"SEGA WINNERS OF THE EDGE PUBLISHER OF THE YEAR AWARD 2001"

SONIC TEAM™

10th Anniversary SONIC



△ Sega unveiled plenty of new Dreamcast titles at E3, but European releases aren't confirmed for all. Clockwise from top-left: *Ooga Booga*, *Propeller Arena*, *Shenmue II*, *NFL 2K2*, *NBA 2K2*, *Alien Front Online*.

THE SHOW GOES ON

Sega reveal new Dreamcast titles and plan for the future at the Los Angeles E3 trade show

LAST YEAR SEGA STOLE the show at E3 (Electronic Entertainment Expo) (see *ODM* #9) with a stunning line-up of titles that have since gone on to become highly respected, confirming Sega's current dominance of software development market. This year Sega had to take a back seat to the flag-waving of Microsoft and Nintendo who were showing off their forthcoming Xbox and Gamecube consoles respectively.

Despite the difference a year makes, Sega still gave a good account of themselves with a strong showcase of upcoming Dreamcast titles, along with the first signs of their high-profile, multi-platform projects.



△ A photo call for the *Stars In Their Eyes Crazy Taxi 2* finalists.

Dreamcast highlights included *Shenmue II*, *Virtua Tennis 2*, *Propeller Arena*, *K-Project*, *Phantasy Star Online Ver. 2* and *Floigan Brothers* (see page 40) all on show in either playable or in video form.

Disappointingly for European owners, the remainder of Dreamcast titles on display currently show no sign of reaching these shores. Among them are the high-profile *Alien Front Online* and *Bomberman Online*, *Ooga Booga* (a comical combat title from Visual Concepts), *Sega Bass Fishing 2* and new additions to the Sega Sports range including *NBA 2K2*, *NFL 2K2* and *NHL 2K2*.

Naturally *ODM* had a team of reporters at E3. Further details on the big Dreamcast titles appear throughout this issue.

Away from Dreamcast the show confirmed Sega's commitment to becoming a major third-party developer. Sega announced that Nintendo Gamecube would receive arcade conversions of *Virtua Striker 3 Ver.2002* and *Super Monkey Ball*, along with a version of *Phantasy Star Online*.

On Microsoft's Xbox, Sega displayed *Gun Valkyrie* and *Jet Set Radio Future*, the latter looking similar to the Dreamcast original but boasting larger levels and a greater draw distance. Also announced for Xbox is the development of *Crazy Taxi Next* – the continuation of the *Crazy Taxi* series, along with sequels *House of the Dead 3* and *Sega GT 2002*. The Sega Sports titles *NBA 2K2* and *NFL 2K2* are also scheduled to appear on Xbox, Gamecube and PlayStation 2.

"For the past 40 years, Sega has focused its resources on the development of innovative content," said Peter Moore, president and chief operating officer, Sega of America. "Developing great games is Sega's strength and this year's line-up is a testament to our abilities. We're bringing time-tested franchises and highly anticipated sequels to Dreamcast and other platforms, names that have already withstood the test of consumer preference and prevailed as 'groundbreaking' in their respective genres.

"Sega has been a third-party publisher for only a few months and already we have an unprecedented line-up across all platforms. Sega has the talent and the experience in making great content to become a publishing powerhouse and once we finish laying the foundation, we will be unstoppable. This is only the beginning for the new Sega."

THE WHITE STUFFED?

Two high-profile Dreamcast conversions face an uncertain future due to development difficulties





△ **Both were massive hits on the PC, and both have spent the last year being delayed on Dreamcast. Now are both cancelled?**

***BLACK & WHITE* AND** *Half-Life*, two of the most sought-after and long-awaited titles on Dreamcast, still show no sign of being released and look as though they could be cancelled on the console altogether.

Sega Europe have decided to pull the plug on *Black & White*, a conversion of the hit PC title. Although still in development at Lionhead Studios, Sega will no longer publish the title. They were concerned at the alleged lack of progress being shown in the conversion and a projected release date of late next year. Lionhead are still hoping to release *Black & White* on the console and are currently seeking a new publisher.

We've also heard from various sources that *Half-Life* on Dreamcast has been cancelled, along with reports of online retailers offering refunds to customers who had pre-ordered the title and refusing to take new orders. However, Havas, the publishers of *Half-Life* in Europe, have refused to comment on the future of the title until further internal meetings have taken place. We also spoke to Valve Software, the development team responsible for the Dreamcast conversion.

"At the moment, we are in the process of making some hard decisions about the Dreamcast version of *Half-Life*," said a spokesperson for Valve. "However, no final decision has been made. As soon as there is something to report, we will make a formal announcement."

Naturally, we'll keep you informed on the latest developments in the next issue of *ODM*.

PHANTASY A GO?

Europe takes a step closer to getting all-important *Phantasy Star Online* add-on disc

ANYONE WHO CONTACTED SEGA Europe or signed one of the many online petitions requesting for the release of *Phantasy Star Online Ver. 2*, give yourself a big pat on the back – progress seems to have been made.

As Sega informed us last month (*ODM* #20), meetings with Sonic Team – the makers of *Phantasy Star Online* (*ODM* #17, 9/10) – were due to take place to discuss plans for a European release of their updated online adventure.

We can now reveal that talks between the two parties have happened and the news sounds good. "After sitting down with Sonic Team, a release for *Phantasy Star Online Ver. 2* looks increasingly likely," said Stuart Turner, PR manager for Sega Europe. "Expect an Autumn appearance." We'll keep you updated on the release in future issues.



△ **Rejoice! *Phantasy Star Online Ver. 2* is coming to Europe!**



NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

EURO-SCEPTIC

It appears we've won the fight for the right to play *Phantasy Star Online Ver. 2* in Europe, but *Propeller Arena* aside there appears to be no sign of any online titles coming to Europe in the foreseeable future – if at all!

This is very worrying as the majority of titles displayed for Dreamcast at E3 boast online play. These include *Alien Front Online*, *Bomberman Online*, *Ooga Booga*, *NBA 2K2* and *NFL 2K2*. So why aren't they coming out here? Is it simply because they feature online modes and this has scared Sega Europe off? I hope not.

However, what other explanation could there be? The titles aren't high profile enough? They might not sell enough? People might not want to play them online?

Are you kidding! *Bomberman* is one of my favourite series of all time – it features classic gameplay that is ideally suited for online play. Sega should know this themselves as they released the excellent *Saturn Bomberman* for the Sega Saturn in Europe only a few years ago. The unique selling point of that title was that ten players could compete at once. Surely an online Dreamcast version would have the same appeal?

***NBA 2K* (*ODM* #5, 8/10) is the second greatest sports title on Dreamcast, just behind *Virtua Tennis* (*ODM* #12, 9/10). I'm sure any European purchaser of *NBA 2K* would want to play an updated version with improved animation, graphics, commentary and the current NBA rosters. Add in online play and it's a 'can't fail' product. It's not as though basketball is a minor sport in Europe – it may not have a very high profile in the UK, but it's huge on the continent.**

The lack of online Dreamcast titles in Europe is nothing new. Recently *Daytona USA 2001* (*ODM* #19, 7/10) and *Unreal Tournament* both dropped online play at the last minute, despite boasting such features in the American versions.

Then there's the upcoming *Headhunter*. Since being announced last year the title promised to provide online motorbike racing – not any more.

So why are Europeans being treated like third-rate citizens when it comes to online gaming? Financially, setting up dedicated servers for individual titles is very costly. You need to sell a large quantity of software to make this viable. With a much larger Dreamcast user base in America, gamers are reaping the benefits.

Sega Europe tried their best to get the online ball rolling by giving away *ChuChu Rocket!* (*ODM* #9, 9/10) for free. What makes for interesting reading is the number of Dreamcast owners in Europe that actually bothered to claim this free gift. And then it was only a percentage of this figure that then bothered to experience *ChuChu Rocket!* online.

But we can't be the ones to blame and we deserve to be treated better. I'd like to see Sega continue to support us with the games and promises that we bought into when we chose the console. If there really is no sign of titles such as *Bomberman Online* reaching Europe, as was the case with *Phantasy Star Online Ver.2* – we'll just have to make ourselves heard, again.

HEAR THIS!
OR BEST NEW MUSIC



WAY OUT WEST INTENSIFY
DISTINCTIVE

The long-awaited second album from progressive house/breaks duo Nick Warren and Jody Wisternoff is finally on its way after a change of record label at the 11th hour. Clubbers will already be familiar with *The Fall* (which uses the vocal from Coldcut's *Autumn Leaves*) and 4/4 thumper *UB Devoid*. The standout track, though, is *Mindcircus* with its gorgeous female vocal, poignant piano riff and cool shuffling beat. It simply *has* to be released a single. *WC*



VARIOUS MYSTIC BREW - FOR PLAY
FAT CITY RECORDINGS

The fourth *Mystic Brew* continues the theme of Manchester's finest rooting out gems from their record bags, deftly avoiding accusations of being indulgent fanboys through the sheer quality and range of tunes present. You may not have heard of many, if any, of the artists before but the vibe is always right whether it be old-skool hip-hop, lurved up soul or nails-hard early '90s dancehall ragga. Forget the ape-men Gallaghers, this is the real sound of Manchester! *DT*



ZERO 7 SIMPLE THINGS
ULTIMATE DILEMMA

Simple Things* has been out a little while already, but Zero 7 are finally shaking off the 'English Air' tag and earning a reputation of their own for their blissed-out and beautifully constructed melodies. While the comparison is inevitable in many ways – if lazy – the Zero 7 sound is stripped raw and more contemporary than their French counterparts and the perfect soundtrack to lazy summer evenings. Even if it's raining. *DT

ANOTHER ACE SERVED

Virtua Tennis 2 is unveiled. First screenshots of the ladies in action and new famous faces revealed

THE SEQUEL TO *VIRTUA* *Tennis* (*ODM* #12, 9/10), looks set to ace the original with new modes, moves and the all-important addition of female players.

Sega have released a list of 15 of the 16 international players that will star in the sequel. The final pro will be named at a later date. The female players include Venus and Serena Williams, Lindsay Davenport, Mary Pierce, Jelena Dokic, Arantxa Sanchez-Vicario and Alexandra Stevenson. The men that make the sequel are Magnus Norman, Patrick Rafter, Yevgeny Kafelnikov, Carlos Moya, Tim Henman, Cedric Pioline, Tommy Haas and Thomas Enqvist. With eight male stars and only seven females, it looks like a final female will be added to the list.

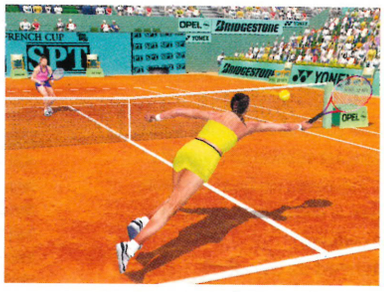
It appears Sega have listened to the minute level of criticism directed at the original *Virtua Tennis*, by not only adding female stars but also making adjustments to the on-court action. New and improved cross-court balls, diving saves and drop shots are all promised.

The excellent Dreamcast-only World Circuit mode – that expanded on the original arcade version – is also back in the sequel. If you don't want to choose from the pro players, then create and train your own and aim to become number one in the world.

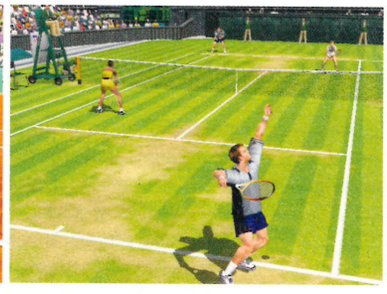
One feature that's notable by its absence is online play, although its inclusion hasn't been written off just yet. Developers Hitmaker claim they still want to include online play in the sequel, although they realise that tennis requires precise timing and even the slightest online control delay may upset the balance of the action.

However, nothing is going to detract from the main selling point of the sequel, "It's back and this time it has women!" said Stuart Turner, PR manager for Sega Europe, echoing the thoughts of the nation. "With 16 of the world's top players, new abilities and an updated game engine, *Virtua Tennis 2* is a must-have for fans of the original."

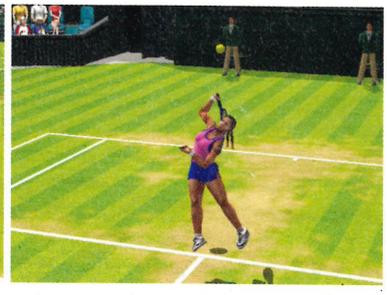
Virtua Tennis 2 is scheduled to reach Dreamcast this October. We'll be bringing you more on this highly anticipated title in future issues.



△ A million men groan in anticipation.



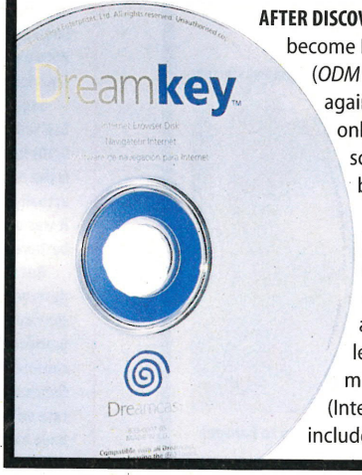
△ Anyone for mixed doubles?



△ Is it Venus or Serena? We'll soon find out.

NEW DREAMKEY A REALITY?

Progress on a new browser disc and a potential release date for the long-awaited upgrade



AFTER DISCOVERING THAT DREAMKEY 2.0 was to become Dreamkey 2.5 in our May 2001 issue (*ODM* #19), we can now reveal that once again the proposed disc has been scrapped, only to be replaced on the production schedule by a new and improved browser disc.

Sega Europe plan to release Dreamkey 3.0 in September, although exact details of how it will be distributed to the public were not available as we went to press. We have learnt that the all-important – and much requested – select your own ISP (Internet Service Provider) feature will be included in the upgrade.

With the ability to select your own ISP, anyone who uses the Dreamcast online could find large telephone bills becoming a thing of the past. ISPs that offer flat-rate subscription-based services, such as BT (SurfTime) and Demon, are effectively giving you free online calls.

Dreamkey 3.0 will also offer full mouse compatibility, a smaller default browser font and improved Java and Flash support.

It is unclear if Dreamkey 3.0 will include the Dreamnote instant messenger service – that uses the Dreamcast microphone allowing you to chat to friends online – initially proposed for Dreamkey 2.0 back in October 2000 (*ODM* #12).

Naturally, we'll bring you updates on this important release in future issues of *ODM*.



△ Bogey at 12 o'clock. Better pick it off.



△ "Let's attack that giant mushroom."



△ If it's aerial battles you want, this is for you.

PROP-ARE YOURSELVES

AM2's online aerial dog-fighter takes flight. Reach for the skies and get ready for action

SEGA HAVE LIFTED THE lid on *Propeller Arena*, the aerial combat title from the makers of *Shenmue* (*ODM* #14, 10/10) and *F355 Challenge* (*ODM* #13, 8/10).

Propeller Arena will put you in the cockpit of a retro-fitted prop-plane and either pit you against up to five other players in a vicious free-for-all dogfight, or involve you in a co-operative team battle.

Players will choose from eight different characters and teams, each with their own unique flying styles, aerial manoeuvres and special abilities. The battles take place over eight environments, offering landmarks such as skyscrapers that you can weave between and an active volcano.

Propeller Arena is also set to use the Dreamcast Microphone, allowing you to chat during the action, either commanding your squadron or ridiculing your enemies.

Even though *Propeller Arena* offers arcade-style action and boasts simple controls, mini-games will be included that will teach you how to fly and fight like a pro.

"After fulfilling many people's *Smokey and the Bandit* fantasies with *18 Wheeler American Pro Trucker* [*ODM* #20, 6/10], AM2 change tack and attempt to fulfil people's *Top Gun* dreams," said Stuart Turner of Sega Europe. "The phrase, 'You can be my wing-man anytime' will reverberate around the living rooms of Dreamcast owners up and down the country. Only AM2 could take dog-fighting in old planes and twist it around to create a novel take on the first-person shooter."

Playable both online and off, *Propeller Arena* is scheduled for release this October. Look for updates in future issues.

GONE FISHING

Europe doesn't catch the *Sega Bass* sequel

ONLY A HANDFUL OF the titles Sega unveiled at E3 are presently pencilled in for a European release. Surprisingly, the sequel to *Sega Bass Fishing* (*ODM* #1, 7/10) isn't among them.

Sega Bass Fishing may have started life in the arcades as *Get Bass!*, but the sequel – called, yes, *Sega Bass Fishing 2* – is being designed specifically for the Dreamcast.

With the home market in mind, the sequel looks to offer far more longevity than the original. New features include a split-screen two-player mode, more than a hundred different lures to collect and the freedom to cast your line anywhere.

Another addition is the ability to challenge a number of computer-controlled characters. When defeated, these virtual anglers will reward you with fishing tips and new lures – vital for catching stubborn fish.

Sega claim that the fish are also smarter in the sequel, with not just huge black bass to catch, but also perch. The fish live in realistic underwater environments with their behaviour dependent on the time of day. The surfaces of these scenic lakes are modelled on real-life fishing spots.

Considering the original has made regular appearances in the sales charts over the past year, it's amazing that Sega Europe currently have no plans to release *Sega Bass Fishing 2* over here. We'll be keeping a close eye on developments, so stay tuned to *ODM* over the coming months for details.



△ You can see what he had for dinner… and breakfast!



△ "Hey! I can see my house from here. Who's she got in there?"

GAMES NEWS



HOGSWATCH

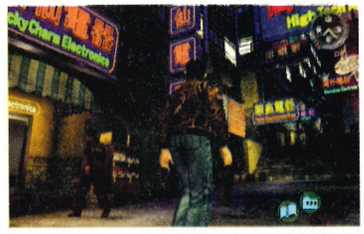
As promised, we've got more details on the Sonic Swatch timepiece that we revealed last issue (*ODM* # 20). The watch – named Sega Sonic the Hedgehog, catalogue number SQK101 – is part of the Swatch Beat range that promotes the use of Internet time. The watch will be on sale later this summer at a RRP of £45.

BLEEM-GALISE IT

Bleem! Inc have announced that their next release on the Dreamcast will be the PlayStation hit *Metal Gear Solid*. The company are also set for another court battle with Sony, after the emulation developers filed a motion against the Japanese electronics giant with a district judge. "Bleem! has learned that Sony is exerting extraordinary pressure on retailers to force them to stop selling *Bleem!* for Dreamcast," the motion alleges. Bleem! Inc claim that Sony is threatening to cut off business to retailers who don't comply. Help Bleem! Inc in their fight against Sony at www.bleem.com/freedom.

JAPAN SELLS OUT

Is this a sign of things to come? The Dreamcast has officially sold out in Japan. With no more machines being manufactured by Sega, any Japanese punters who haven't yet bought the console but want to are out of luck. Strong sales of the system are attributed to recent price cuts and the release of *Phantasy Star Online* (*ODM* #17, 9/10). But don't worry – Europe shows no sign of selling out of the console in the short-term, with plenty of stock still left unsold.



SHEN IT'S READY!

Shenmue II is finished! That's the word coming from Sega of Japan. The title is apparently "code-fixed" meaning that the major programming work has been completed with only de-bugging and play-testing remaining on the sequel. Due to the early completion of the sequel, the European release date – initially scheduled for early 2002 – may now be brought forward to before Christmas 2001, although Sega Europe cannot currently confirm this. Look for updates next issue.

SQUARE EYES

Digital Bros has launched Game Network in the UK. Game Network is a daily, free-to-air station, which broadcasts news, reviews, previews and magazine-style programmes. It's also the UK's first 24-hour dedicated games channel. "We have a lot of plans for the channel and this is just the start," said Jeremy Wigmore of Game Network. "The channel that you see now will not be the same one in a few months. We will be constantly evolving to change with the market." Game Network is available on channel number 223 of Sky Digital.

WATCH THIS!
NEW MOVIES ON VHS



UNBREAKABLE
OUT: JUNE 25 • CERT: 15 • TO RENT

David Dunn (Bruce Willis) is the only person to survive an horrific train crash. Incredibly he escapes without a single scratch. A mysterious stranger thinks he can provide Dunn with the reason why. M Night Shyamalan's follow-up to *The Sixth Sense* stars Willis alongside Samuel L Jackson, in another unique tale that has twists all the way to the final reel. To reveal any more would spoil the surprises, suffice to say it's a clever film that treats the subject in a serious way and is a must-see for any comic book fans. *AH*



THE 6TH DAY
OUT NOW • CERT: 15 • TO RENT

Arnold Schwarzenegger is a helicopter pilot who survives a near-fatal accident, only to find that now somebody wants him dead. It's the future and human cloning is illegal, yet somebody's gone and cloned Arnie, believing him to be six feet under. In typical Arnie fashion, he's rather confused by all this – and rightfully so – but he's soon back to disposing of the evil assassins with the necessary quips. Good concept, but a bad flick. Arnie's action-man rep continues to slide. *AH*



VERTICAL LIMIT
OUT: JULY 7 • CERT: 12 • TO RENT

Chris O'Donnell leads a rescue expedition up K2, the world's second highest mountain, in an attempt to save his sister and her summit team who are trapped at 26,000 feet – above the vertical limit of endurance, where the human body cannot survive for very long. The ensuing race against time contains plenty of exhilarating action sequences, albeit at the expense of the pitfall of plot holes. An entertaining popcorn movie, providing you've switched off your brain before sitting down to watch it. *AH*

SPECIAL REPORT



△ The game should be familiar to you, but you'll have never seen it looking this good before. Not bad for little more than a fiver…

BLEEMIN' HECK!

It's now possible to play the PlayStation hit *Gran Turismo 2* on Dreamcast. **DAN TRENT** takes a look at *Bleem!*

IF YOU HAVEN'T HEARD of *Bleem!* – or 'Bleemcast' as it's known – then go back a year to the E3 trade show and reports of a product that would enable you to play more than 400 PlayStation games on your Dreamcast with sharper graphics to boot. As we reported in *ODM* #9, the original plan for *Bleem!* was to release four 'emulation packs' each covering 100 PlayStation titles. Following a long absence and much speculation as to the project's fate, *Bleem!* has finally surfaced as a dedicated disc for each game you wish to play. You can find out exactly how and why this happened in How Did They Do That? on page 68, but in the meantime we thought we'd take a look at the first PlayStation game to get the *Bleem!* treatment – *Gran Turismo 2*.

Released early last year, *Gran Turismo 2* carried on from where its mould-breaking predecessor left off. Those familiar with the series will remember it as a car dweeb's dream which blends sublime handling, seat-of-the-pants racing and the now seemingly *de rigeur* system of buying, trading and tweaking cars to your heart's content. *GT2* takes *Gran Turismo*'s original concept and adds new tracks, rally stages and over 600 car variants.

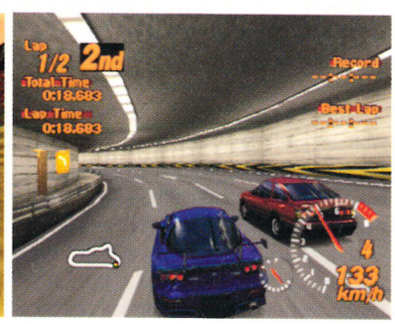
If you've already got a copy of *Gran Turismo 2* on PlayStation knocking about, then a mere £5.95 for the *Bleem!* disc will get you up and running but, with the official retail price of *GT2* at £14.99, starting from scratch won't break the bank either. All very well, but the question begs as to



△ Now we're talking… serious money, serious car.



△ And here it is out on the track, doing the biz.



△ The best corner in videogames? It's up there!

whether you'd want to trouble your Dreamcast with an old game that was designed for a less powerful machine. First impressions might lead you to think not. While much acclaimed and hugely popular, *GT2* has never been noted for being a graphical leader – replays aside – even on its home territory. Cosmetically, the changes over the first game are minimal. Most of the effort in the sequel goes into bulking up the car detail and adding the brand new rally mode.

So it's an old game but what a game it is! Graphics aside, Bleem! Inc's decision to use *GT2* as a launch-pad for their product is a canny one. Everybody who's picked up a joypad in the past five years should be familiar with one or both of the *Gran Turismo* games, so everyone will know what's going on. And the fact that everybody knows the games from the first time round means the improvements *Bleem!* brings will be obvious to all that see it. While we've said *GT2* might not be the sharpest-looking game in the world, it knows how to play to its strengths and these are only boosted further by the extra processing power of your Dreamcast.

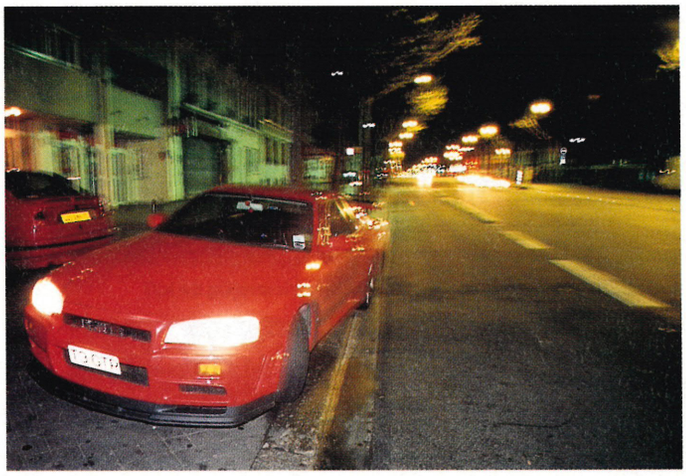
The smoothness is the first thing you'll notice. That trademark PlayStation blockiness is all but eliminated and, while the cars lack that Dreamcast crispness, the attention to detail is better than you will have seen before with *GT2* running on a PlayStation. The backgrounds remain limited and fairly two-dimensional but there's only so much magic *Bleem!* can weave.

There are a few clouds on the otherwise sunny horizon though. Firstly the controls – thanks to the PlayStation's extra shoulder buttons – are a bit of a bodge. You can configure the buttons to taste, but be prepared to lose a couple of functions if you insist on manual gear change as purists undoubtedly will. With the mooted *Bleem!* adaptors allowing you to use PlayStation controllers on a Dreamcast unlikely to see the light of day, it's something you're going to have to live with for the foreseeable future.

Worse still is the fact that if you're going to want to save your progress – a fundamental part of *GT2*'s appeal – you're going to have to dedicate a whole VM. This is unavoidable as a *Bleem!* formatted VM isn't compatible with your normal Dreamcast games and seriously dents *Bleem!*'s appeal as a low-cost novelty. Fans will no doubt be willing to make the investment necessary but if you reckon you'll only be having the odd go now and then, it's a heavy cost to bear.

These gripes aside, *GT2* remains a car dweeb's delight and one that is dealt a whole new lease of life by those clever types at Bleem! Inc. The VM issue is a pain, but if you've already got a copy gathering dust and you want to fire it up once again, it still represents great value for money and can happily match Dreamcast's dedicated racers, if not for graphics then definitely for gameplay.

• See www.bleem.co.uk for the latest *Bleem!* news and availability.

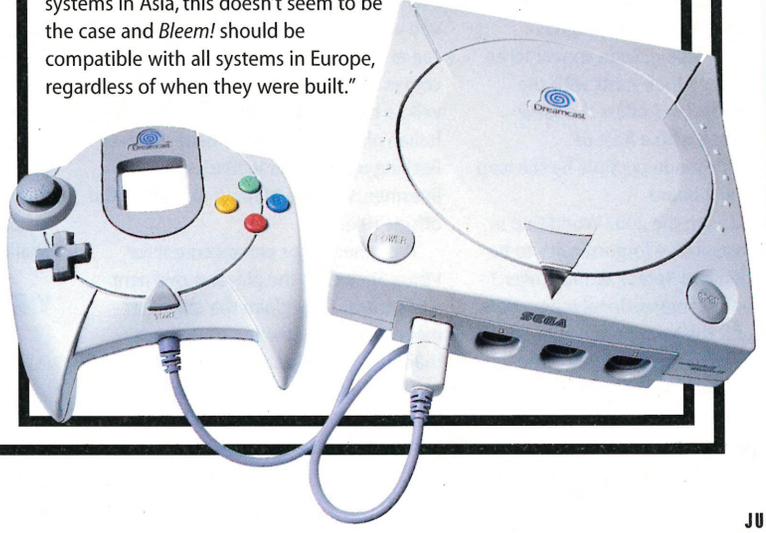


△ ***GT2* made a star out of the Skyline and was one of the reasons Nissan now sell them here.**

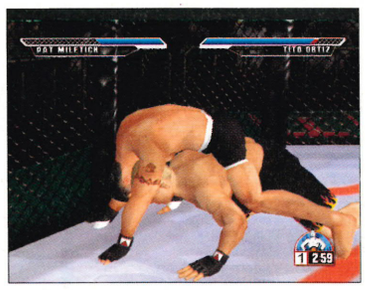
AM I COMPATIBLE?

Worries about *Bleem!* not working on some DCs alleviated

YOU'LL NOTICE THE *BLEEM!* packaging carries a warning that states Dreamcasts built after October 2000 won't be compatible with the *Bleem!* disk. We asked Bleem! Inc for a clarification of exactly what this means and they told us "Sega supposedly closed the hole in the system that was the MIL CD format, in October. Apparently, other than a few systems in Asia, this doesn't seem to be the case and *Bleem!* should be compatible with all systems in Europe, regardless of when they were built."



GAMES NEWS



UFC SEQUEL TAPS OUT

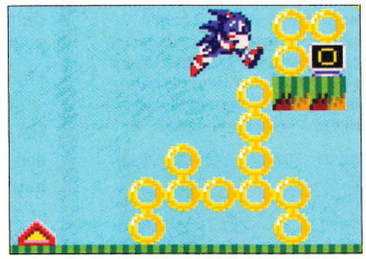
It was only announced as being in development two issues ago (*ODM* #19) but already Crave have pulled the plug on *Ultimate Fighting Championship: Tapout*, the sequel to *UFC* (*ODM* #13, 9/10). Crave claim unexpected market situations, retail re-evaluating their support of DC software and Sega's decision to become a software-only developer influenced their decision. *UFC: Tapout* will now be developed exclusively for Microsoft's Xbox.

CONTENDERS READY?

Capcom have opened a Web page for their upcoming *Capcom Vs SNK 2: Millionaire Fighting 2001*. Currently being developed for the arcade on Sega's Naomi board, a home release on DC is scheduled for later this year. The Japanese website www.capcom.co.jp/newproducts/consumer/cvss2/ includes artwork and screenshots of the new characters that will be added to the line-up of classic Capcom and SNK brawlers.

MAGICAL SOUND CD

Sega of Japan and Sony Music are teaming up to release a compilation CD featuring classic music from famous Sega games. The album, entitled *Segacon*, is scheduled for release in Japan in the Autumn. The companies are asking the public to vote for the tunes they want to see included in the compilation at the Japanese website www.sonymusic.co.jp/Animation/segacon. Current voting places *Crave For Ride* and *Scarletto* from *F355 Challenge*, *Magical Sound Shower* and *Splash Wave* from *Outrun* and *Dreams Dreams* from *NiGHTS* among the top ten requests.



SONIC ON THE RUN

Sega and Sonic Team have announced that Sonic is heading to mobile phones in a side-scrolling platform adventure. *Sonic the Hedgehog* is the latest title in Sonic Team's Sonic Café range of software. Titles already available include *Space Harrier*, *Samba De Amigo* and *Outrun* (see *ODM* #17). Currently only playable on I-Appli phones in Japan, hopefully Sega Europe will offer the same service when the next generation of mobile phones become more widespread in the UK.

TAXI ENJOYS FARES

PC and Mac owning *Crazy Taxi 2* fans are encouraged to visit Hitmaker's website at www.hitmaker.co.jp where you can download paper models of the famous cabs. Meanwhile, the recent conversion of *Crazy Taxi* for PlayStation 2 has dominated sales since its release earlier this month in both the US and UK. "We are thrilled by this tremendous response from consumers towards *Crazy Taxi*," said Evan Stein of publishers Acclaim.

WATCH THIS!
NEW MOVIES ON DVD



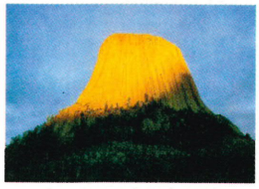
CROUCHING TIGER, HIDDEN DRAGON
OUT NOW • CERT: 12 • £19.99

Chow Yun Fat plays an ageing warrior keen to relinquish his ownership of the legendary sword 'The Green Destiny' so that he can lead a more peaceful life. *Crouching Tiger* boasts stunning action scenes but, in truth, the main focus of the flick is an epic love story set against the gorgeous landscapes of ancient China. It's more martial art-house than chopsocky. The DVD is light on extras but includes a director commentary by Ang Lee and a 'making-of' featurette. *AH*



SHADOW OF THE VAMPIRE
OUT NOW • CERT: 15 • £19.99

A fictional account of the making of the 1922 silent classic *Nosferatu*. *Shadow of the Vampire* plays with the original film by asking, "what if lead actor, Max Schreck, really was a bloodsucker?" A clever idea, but the resulting movie isn't quite sure if it's a farce or serious drama. Despite this floundering, it's worth watching for strong performances from the cast, including a magnificent Willem Dafoe as Count Orlock. Interviews with Dafoe, producer Nic Cage and director's commentary complete the package. *AH*



CLOSE ENCOUNTERS OF THE THIRD KIND
OUT: JUNE 25 • CERT: PG • £22.99

Steven Spielberg's seminal UFO flick is given the collector's DVD treatment. The resulting two-disc set boasts a 101-minute 'making-of' documentary alongside a THX-certified anamorphic transfer of the main feature. Richard Dreyfuss is excellent as Roy Neary, a man obsessed with discovering more after encountering an unexplainable phenomenon. This version excludes the weak 'Roy inside the spaceship' ending of the Special Edition, although it does crop up in the selection of 25 minutes' worth of deleted scenes. *AH*

ARCADE TEST



△ Stunning graphics… wait! Japan have scored!



△ The goalkeeper is snogging the ball!



△ The defence cleverly step up in unison.



△ The English are caught ball-watching.



△ Another scrappy South American encounter.



△ Incredibly lifelike… oh that's Alex playing!

CAN YOU KICK IT?

But wait! Here come the Dutch. **ALEX HUHTALA** and his sexy football proves it's up for grabs now

IT'S IRONIC THAT the Dreamcast is still shy of the world-beating football title that so many owners clearly want, yet Sega have dominated the 'sport in the arcade' market since 1995 with the first appearance of *Virtua Striker*.

The Dreamcast edition of *Virtua Striker 2 Ver. 2000.1* (*ODM* #4, 7/10) was as accurate a conversion as anyone could have hoped for, with gorgeous graphics and a great goal rating system. Unfortunately, in the home, it just didn't have legs – a failing of the short, sharp buzz appeal of the arcade original.

Despite this failing, Sega appear to be sticking firmly to their roots with the series. *Virtua Striker 3* offers the same style of football with a host of advancements made possible by the leap to the Naomi 2 board.

Designed with the 2002 World Cup in mind, (in case you've forgotten, it's to be held in Japan and Korea), *Virtua Striker 3* comprises of 32 international teams. With qualifying for the tournament still ongoing, Sega have had to guess the teams that will be travelling to the Far East next summer. France, the current champions, are automatic qualifiers along with the host nations. Looking through the list of countries selected, it's heartening to see that both England and Scotland are considered good bets to book their place for 2002.

Sticking with the World Cup theme, major additions to the world of *Virtua Striker* for this latest incarnation are rules. Bizarre as it may seem, previous instalments in the series failed to recognise serious foul play, with nothing more than a free-kick being awarded if you were hacked-down by some Vinnie Jones wannabe. *Virtua Striker 3*'s referee comes with a full complement of red and yellow cards to dish out. Argentine and Italian players – you have been warned! Backing up the man in black are linesmen, who are at hand to enforce the offside rule.

The other major enhancement for *Virtua Striker 3* is the player movement and control. Sega claim the character movements are now ten times better than before, with many more tricks and turns at your disposal. Step-overs – or lollipops as 'Big Ron' Atkinson likes to call them – are in, No sign of the Ossie flick though – shame!

Graphically, *Virtua Striker 3* is in a class of its own. The character animation is incredibly realistic and the stadiums are awe-inspiring. The only aesthetic fault we could find is the spectators in the stands. From a distance, they appear to be quite life-like, however, when the action is close to them they appear very blocky and are clearly not on par with the detail of the players.

Fans of previous incarnations of *Virtua Striker* should enjoy what's on offer here. As an arcade football title, *Virtua Striker 3* has the field to itself. It still may not beat the home market and titles such as *ISS Pro Evolution 2* on PlayStation for sheer playability and wealth of options, but it's getting there. A few more years and instalments and *Virtua Striker* might start challenging both home and away.

VIRTUA STRIKER 3
DEVELOPER: **AMUSEMENT VISION**
FORMAT: **NAOMI 2**
COST: **£1**
AVAILABILITY: **EVERYWHERE**





△ **The concept may be old, but this latest version of *Bomberman* looks fresher than ever.**

BOMBS AWAY

First screenshots and details of the explosive *Bomberman Online*

ONE OF THE OLDEST GAMING icons around is set to make its Dreamcast debut, as Bomberman arrives on the console.

Bomberman Online by Hudsonsoft introduces a fresh new-look – thanks to the cell-shading graphical technique seen in *Jet Set Radio* (*ODM* #14, 8/10), that retains the series' 2D roots within 3D arenas. Despite a change in appearance, the title promises the same classic gameplay.

Bomberman has always been a simple title to play. You plant bombs, then run for cover, finding a safe spot to shield yourself as you wait for the bomb to explode. Playing fields are constructed of both destructible and indestructible walls. Destructible walls often conceal power-up items that – if collected – can improve your chances of survival. *Bomberman Online* follows the same tried and tested principle.

Bomberman has always excelled as a party game, with as many people as possible taking part. Played as a fight to the death, the idea is to be the sole survivor by exploding your opponents before they do the same to you. *Bomberman Online* allows four people to compete at once, with the main attraction being online battles.

Bomberman Online also allows you to swap special items that can be collected during online combat, and create your own Bomberman with a Character Edit System.

Sega of America have already signed up *Bomberman Online* for release in the US this Autumn, but so far Sega Europe have revealed "no plans" of doing the same over here. We can only hope another publisher sees the sense in releasing this promising title in the UK. We'll keep you updated on any further developments in future issues.



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 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 from the very expensive virtual hat each month. Only one entry from each reader will be accepted each calendar month. Anyone submitting more than one will be disqualified from the competition, or forced to play *The Next Tetris*. For logistical reasons we can only accept votes by email.

This month's winner is Graham Rice from Birch Glen, Colchester. His top choice is *Shenmue II*, followed by *Black & White, Half-Life, Headhunter* and *Crazy Taxi 2*. Thanks Graham, 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 21% | TOP 5 64% | ETA 2002

Yu Suzuki says *Shenmue II* will not be the final chapter in this ground-breaking adventure series. He has announced that Ryo's quest will continue on another platform, although Sega aren't saying what machine yet.



2 (2) **SONIC ADVENTURE 2** (SEGA)

FIRST 7% | TOP 5 52% | ETA JUNE

He's on the cover and the review starts on page 8. *Sonic Adventure 2* is far larger than its predecessor, with more levels, two-player modes and more loveable Chao, that have received their own enhancements since the original.



3 (4) **CRAZY TAXI 2** (SEGA)

FIRST 6% | TOP 5 51% | ETA JULY

Crazy Taxi's New York excursion is reviewed on page 46. At first glance the sequel offers more of the same, but the addition of multiple passengers and a much larger city do give *Crazy Taxi 2* a tactical edge over the original.



4 (3) **HEADHUNTER** (SEGA)

FIRST 2% | TOP 5 49% | ETA NOV

Another big title on your most wanted radar is given the *ODM* treatment, as we have the world's first playtest of Sega Europe's blockbuster starting on page 36. Jack Wade looks set to be a new action hero for the Dreamcast.



5 (6) **BLACK & WHITE** (SEGA)

FIRST 2% | TOP 5 34% | ETA TBC

Despite being in development for years, Sega are unhappy at the progress being made on *B&W* and no longer wish to release it. Will developers Lionhead search for another publisher or scrap development altogether? Good grief!



6 (7) **UNREAL TOURNAMENT** (INFOGRAMES)

FIRST 1% | TOP 5 26% | ETA JUNE

If you enjoyed *Quake III Arena* (*ODM* #15, 9/10) then you should enjoy this. More deathmatch action as you take on friends or 'bots with a wide variety of rules and weapons to tinker with. Shame about the lack of online play, though.



7 (4) **HALF-LIFE** (HAVAS)

FIRST 1% | TOP 5 24% | ETA TBC

Half-Life has hit a brick wall head-on. Rumours indicate the problem could be down to frame-rates. It's no good having an atmospheric corridor shooter with loads of enemies on screen, if the action can't be processed fast enough.



8 (8) **VIRTUA TENNIS 2** (SEGA)

FIRST 2% | TOP 5 23% | ETA OCT

Now this is a real man's game! Except Sega thought it would be a good idea to include women this time round. Good thinking too. All we can do is scratch our heads and wonder why they didn't include them the first time.



9 (-) **PHANTASY STAR ONLINE V.2** (SEGA)

FIRST 2% | TOP 5 11% | ETA OCT

Sega released this add-on disc with more features and made it available for the Japanese only. That's hardly fair, is it? Thankfully the US kicked up a fuss, and then European players made themselves heard too.



10 (10) **SPIDER-MAN** (ACTIVISION)

FIRST 1% | TOP 5 9% | ETA JUNE

Rounding out the big reviews this month we have everyone's friendly neighbourhood Spider-Man on page 54. It's been a huge hit on PlayStation already and the Dreamcast conversion looks like it could do the same.

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)

RELEASE DATES
JUNE–SEPT 2001



△ *Sonic Adventure 2*: he's back!

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.

JUNE 23
Sonic Adventure 2 (Sega)

JUNE 29
Bang! Gunship Elite (Swing!)
Evolution 2 (Swing!)
Monaco GP Online (Swing!)



△ *Crazy Taxi 2*: we have lift-off!

JULY 6
Cannon Spike (Virgin)
Crazy Taxi 2 (Sega)
The Flintstones: Viva Rock Vegas (Swing!)

JULY 13
Conflict Zone (Ubi Soft)
Soldier of Fortune (Ubi Soft)

JULY 20
Freestyle Scooter (Crave)
Outtrigger (Sega)



△ *Commandos 2*: ready, soldier?

SEPTEMBER
90 Minutes (Sega)
Commandos 2 (Eidos)
Evil Twin (Ubi Soft)
Heroes of Might & Magic 3 (Ubi Soft)
Matt Hoffman Pro BMX (Activision)



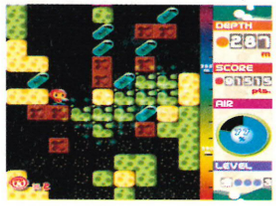
△ *Evil Twin*: the nightmare begins.

THE PLAYLIST
STEPHEN FULLJAMES PICKS HIS FAVOURITE TITLES FROM PREVIOUS ISSUES





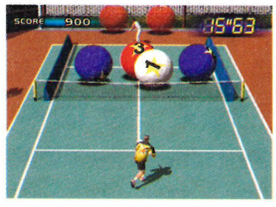
1 PHANTASY STAR ONLINE
SEGA • *ODM* #10, 9/10
I'm still kicking myself for not giving this 10/10 in the review. It's everything an online game should be: fast, fluid and amazingly easy to get in to. It's made the kids love each other too, which is surely no bad thing. And this is all coming from someone who hates RPGs!



2 MR DRILLER
VIRGIN • *ODM* #15, 7/10
Probably the best puzzle game since *Tetris*. *Mr Driller* continues to be amazingly addictive, especially now the sequel is out on Game Boy Advance. But the Dreamcast version still gets a lot of use, mainly because staring at a tiny screen for ages makes your eyes break. And it's more entertaining than watching *Big Brother*.



3 METROPOLIS STREET RACER
SEGA • *ODM* #12, 9/10
Brilliantly playable! And I actually managed to find my way around Tokyo from my memories of the courses! Forget trying to play properly – once you've blasted through the challenges you can lose hours trying to count all the pubs in the game… and then visiting them!



4 VIRTUA TENNIS
SEGA • *ODM* #12, 9/10
I've lost more work hours to this game than any other – mainly because my boss used to insist on daily 'vital *Virtua Tennis* meetings'. It's one of those games you never get bored of, because you can always find new ways to out-play, humiliate and generally thrash your opponent. Especially when it's your boss.



5 SAMBA DE AMIGO
SEGA • *ODM* #15, 8/10
Stupidest idea for a game ever, but those are the ones that usually work. Stupidest idea for peripherals too, but somehow shaking red bits of plastic at a TV screen doesn't make you look like a *total* idiot. Sonic Team really can do no wrong, and now they can add 'happiest game ever made' to their list of triumphs as well.



6 STREET FIGHTER III: 3RD STRIKE
VIRGIN • *ODM* #14, 8/10
Just when I thought I was fed up with *SF*, this funky new remix brought the old magic back. The presentation, the music and the quality graphics all conspire to make *3rd Strike* a very enjoyable way to waste an evening, but you do need arcade sticks to get the most out of it.

THE ChartTrack TOP TWENTY
ELSPA

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(-)	CONFIDENTIAL MISSION	SEGA	7/10	20
2	(2)	SONIC ADVENTURE	SEGA	9/10	0
3	(1)	DAYTONA USA 2001	SEGA	7/10	19
4	(3)	SKIES OF ARCADIA	SEGA	8/10	19
5	(4)	HOUSE OF THE DEAD 2	SEGA	9/10	1
6	(6)	FIGHTING FORCE 2	EIDOS	3/10	4
7	(8)	QUAKE III ARENA	SEGA	9/10	14
8	(9)	JEREMY McGRATH SUPERCROSS 2000	ACCLAIM	3/10	15
9	(7)	TRICKSTYLE	ACCLAIM	7/10	1
10	(10)	RE-VOLT	ACCLAIM	7/10	3
11	(11)	ROGUE SPEAR	SWING!	6/10	19
12	(12)	METROPOLIS STREET RACER	SEGA	9/10	12
13	(14)	SHADOWMAN	ACCLAIM	6/10	3
14	(16)	READY 2 RUMBLE BOXING: ROUND 2	SEGA	8/10	14
15	(5)	GIANT KILLERS	AAA GAMES	7/10	18
16	(-)	POWER STONE 2	EIDOS	7/10	13
17	(20)	UEFA DREAM SOCCER	SEGA	5/10	16
18	(18)	THE NOMAD SOUL	EIDOS	5/10	7
19	(15)	TEE OFF	ACCLAIM	7/10	3
20	(17)	PHANTASY STAR ONLINE	SEGA	9/10	17

UK sales for week ending 26th May 2001. Compiled by Chart Track © ELSPA 2001

CHART ANALYSIS

CONFIDENTIAL MISSION **AND** *Daytona USA 2001* have been dominating sales since release. The lack of online play hasn't deterred people from purchasing the latter, with most recognising it as the best home version of a classic arcade title. *Sonic Adventure* is also riding high, with players no doubt wishing to enjoy the hog's first adventure before the sequel arrives.

House of the Dead 2 has also seen a resurgence of sales due to the interest in *Confidential Mission*. Hopefully there's enough light-guns around to satisfy demand.

Giant Killers may have dropped in the charts, but it's also enjoyed sales success. We're starved of decent football titles on the Dreamcast and this competent management sim seems to have filled a gap in the market.



△ *Confidential Mission*: riding high in the top spot.

WIN FREE PLAY ON THE LATEST ARCADE TITLES

An exclusive opportunity to be one of the first to play *Virtua Fighter 4*, *Virtua Tennis 2* and more!

HOW WOULD YOU LIKE to play the latest Sega arcade titles before the general public get to grips with them? *Official Dreamcast Magazine* and Sega Europe are offering you the chance to win a special day sampling the latest coin-ops, where the latest games will be available – all on free play!



Among the new machines – never before seen in the UK – will be *Virtua Fighter 4*, *Virtua Tennis 2*, *Wave Runner GP* and *Beach Spikers*. You'll also be able to check out the latest titles that are only now starting to appear in arcades. These include *Virtua Striker 3*, *Virtua Golf*, *Wild Riders* and *Club Kart*.

There are 25 pairs of tickets for the event up for grabs. To be in with a chance of winning a pair, you need to go to Sega Europe's website at www.sega-europe.com where you will be asked to answer a couple of questions about the arcade industry.

The grand event will take place on Saturday 7 July between 1.00pm and 5.30pm in the Greater London Area. Winners will need to make their own travel arrangements to reach the secret location.

The closing date for entries is midday on Monday 2 July. So don't delay!

Terms and conditions: Only entries completed and received before the closing date will be entered into the prize draw. The winners will be notified by post. No cash alternative. No correspondence will be entered into. The Editor's decision is final. Winners must be able to pay for all expenses personally incurred in travelling to and from New Malden, Surrey. All the other usual competition rules, conditions and restrictions (available on request) apply.



△ *Virtua Fighter 4*: sandy beaches!



△ *Virtua Golf*: green fairways!



△ *Wave Runner GP*: water!

WHATEVER HAPPENED TO... DREAMCAST PERIPHERALS?

We discover the whereabouts of DC stuff that has seemingly disappeared without a trace. This month: plug-in nuisance…

LAST MENTIONED: ***ODM* #9, 12**
ORIGINAL RELEASE DATE: **2000**
RELEASE DATE: **NEVER**

WHEN SEGA ORIGINALLY released Dreamcast, they enticed gamers with a console capable of playing arcade-quality software, browsing the Internet and playing games online. There was also the promise of future peripherals that would allow the console to perform a variety of new tasks. These included the Dreameye camera, an MP3-compatible VM unit, a Zip drive for extra memory and even a DVD add-on to play movies – although the latter was unveiled as only being a prototype and never intended for release.

So where are these peripherals now, will they still be released in Europe, and if not, why were they not released sooner?

"The Dreameye camera was not released outside of Japan due to cost," said Stuart Turner of Sega Europe. "The price of the camera would have been in excess of the console! Although a great idea, Dreameye's market is obviously limited to Dreamcast users and could not realistically compete with digital cameras on sale on the high street."

The Dreameye camera would have allowed you to take digital pictures and attach them to emails to send to friends. Although there are hundreds of digital cameras on the market, but none are compatible with the Dreamcast.

Another 'missing' peripheral is the 4x Memory Unit that contained 512Kb of memory (800 blocks) – four times that of a regular Visual Memory unit. How close did this come to being released?

"The 4x Memory Unit was beset by problems at its Japanese launch," Stuart continues. "The decision was made not to mass-produce this peripheral as the cost was too high and the memory card too volatile for a mass release."

As for the others, "The MP3 and the DVD player along with the Zip drive were all prototypes and deemed too costly to mass produce."

Ultimately, money is the deciding factor – and unfortunately it means no brand new peripherals for Dreamcast in the UK.



△ **The Dreameye in snapping-action shocker!**

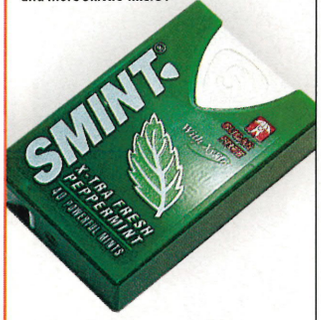
CHEW THIS!
EXTREME MINTINESS!



EXTRA PEPPERMINT
WRIGLEY'S • 30p
The essential aperitif to the lunchtime pub-run, Wrigley's Extra has the power to take your breath away and replace it with something far more savoury – well, minty anyway. The power diminishes in a fairly short space of time though and the spit or swallow dilemma quickly rears its ugly head. *DT*



SKITTLES MINTS
MARS • 40p
Standard fruity Skittles are an established favourite but Mars obviously think there's a bigger potential market. Almost identical in size and consistency to a standard Skittle, the minty Skittles aren't especially fiery and are in a way similar to Trebor Softmints. Only smaller and more Skittle-like. *DT*



SMINT X-TRA FRESH
CHUPA CHUPS • 99p
Small and powerful, Smints are for when you need to sort that dog-breath feeling out as quickly as possible. The slightly medicinal air is reinforced by a claim that they help to fight plaque by virtue of a terrifying sounding ingredient called xylitol, but you can't argue with their ruthless efficiency. *DT*

INSPECT-A-GADGET

Shoot from the hip with a paintball gun, get flashy with a classy timepiece, then run away in some carbon pumps with this month's technological trailblazers



SIEMENS M35I

For those who crave something a little different, Siemens are a growing force in mobiles, thanks in no small part to their fantastic silver bullet of a phone, the SL45. While not that new on the market, the M35I seen here deserves a look for emulating both Nokia and Ericsson's idea of making a tough-nut phone for people with 'sports-active lifestyles' (or the downright clumsy) only, unlike its competitors, it isn't completely minging. The retro 'sports Walkman' colours may not be to all tastes, but there are more subtle shades available.

Price: £50 approx, depending on contract **Contact:** Siemens
Tel: 01253 775533 **Web:** www.my-siemens.com/mobiles



TRIGGASPLAT T1000

Okay, it's hardly responsible and it's going to get you into trouble some day but, if a water pistol just won't cut it, this beginner's paintball gun might just do the trick. You need to pump it up hard to get enough power to make the balls actually splat rather than just ricochet, but once you do you'll be redecorating walls in no time. Better than that, you don't have to end up being cannon fodder for a load of middle managers with weekend camouflage fetishes at one of those 'proper' paintballing centres. Not to say that it wouldn't be worth turning up to one with a Triggasplat, just to see the looks on their faces. Before they shoot you.

Price: £19.99 **Contact:** Olop Leisure
Tel: 01803 201972 **Web:** www.olopleisure.co.uk

ANIMAL 042 SERIES

Perennial action sports favourites Animal are getting all classy with their latest range of timepieces. Gone are the bezelled diver watches in favour of a distinctive, sleek casing which won't look out of place whether you're baggied up extreme sports style or suited and booted for work. There's nothing especially fancy in the way of functions but when all's said and done, the time and date are all you need. The titanium casing keeps it nice and light, although the rubbery strap won't win many fans, either aesthetically or ergonomically.

Price: £89.99 **Contact:** Animal
Tel: 01929 556500 **Web:** www.animal.co.uk



ADIDAS GAZELLE PRO PLATE

Want to keep a technophile happy? Simply include carbon fibre in your product somewhere and you're half way there. If you can see it in its translucent, mysterious glory all the better, which is why Adidas haven't just used its springy properties to put more power to your feet, they've included a little window on the bottom so you can see it. The 'Pro Plate' apparently emulates the structure of a cheetah's foot to make you, quote, up to "three per cent faster". Whatever, they're a tasty looking pair of pumps and no mistake.

Price: £100 **Contact:** Adidas **Tel:** 0161 419 2839
Web: www.adidas.com/uk/

LEGO C-3PO/ STORMTROOPER

Clear some space on your hard drive, or at least the top of it, the latest wave of *Star Wars* Lego is here. There's a vague nod on the box about being aimed at kids but everybody knows the average customer for this range is probably male, in his early twenties and rubbing his hands with glee at an excuse to get busy with Lego again. People are discerning though, and the likeness of the Stormtrooper was a matter for much debate with our reviewers, while the C-3PO, with his exploding head and arms, went down much better. The static legs limit what you can do with the models but for the intended use (see above), they'll do just fine.

Price: £24.99 each **Contact:** Lego
Tel: 08457 080070 **Web:** www.lego.com





PHOTOGRAPHY: FOTO THEME

WHERE TO, GUV?

CRAZY TAXI 2 IS FAST HEADING TO A DREAMCAST NEAR YOU, SO WE TOOK TO THE STREETS OF LONDON FOR AN EXCLUSIVE PREVIEW. **DAN TRENT** REPORTS



ALEX, 25
ACTOR

PLAYED *CRAZY TAXI* BEFORE?
Er, no.
WHAT DID YOU THINK?
Takes a while to get used to, but that's a good thing.
BEST THING ABOUT IT?
Going up on to pavements and making people scream!
SCARIEST CAB RIDE?
In Bangkok. We paid the guy to go fast.



DAMIAN, 40
"VARIOUS THINGS"

PLAYED *CRAZY TAXI* BEFORE?
No, I haven't.
WHAT DID YOU THINK?
I thought it was great fun.
BEST THING ABOUT IT?
The jumping.
SCARIEST CAB RIDE?
That'd be when I was in New York. I thought the cabbie was going pull a gun on some guys.



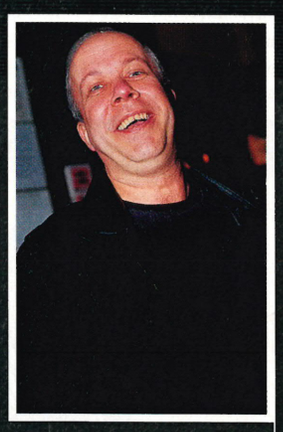
BEN, 22
ASS. PUB MANAGER

PLAYED *CRAZY TAXI* BEFORE?
In the arcade, yes.
WHAT DID YOU THINK?
Great game, I want to play it more!
BEST THING ABOUT IT?
The humour and the environment.
SCARIEST CAB RIDE?
Here in London. We mounted the pavement, hit a lamp-post and then reversed into a wall!



IAN, 23
BANKER

PLAYED *CRAZY TAXI* BEFORE?
I haven't.
WHAT DID YOU THINK?
Really playable and fun.
BEST THING ABOUT IT?
Ermm, I'd say the general mayhem and carnage.
SCARIEST CAB RIDE?
Er, just about any late night ride in London really.



DAVID, 41
CHEF

PLAYED *CRAZY TAXI* BEFORE?
I have, but in the arcade.
WHAT DID YOU THINK?
It's a bit easier with the steering wheel, I think.
BEST THING ABOUT IT?
You can run people over and they get up and walk away.
SCARIEST CAB RIDE?
In Istanbul – it was terrifying.



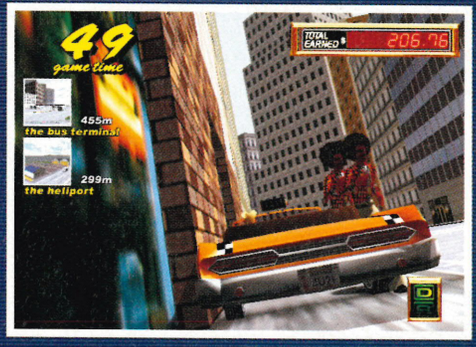




CRAZY TAXI 2









THERE'S CERTAINLY NO shortage of crazy taxi drivers in London. Be they the venerable "And another thing, that Prince Charles, I tell you . . . " school of bantering black cab driver or the nu-skool dodgy bloke with his cousin's borrowed bashed-up Mazda, you can guarantee everyone has had a cab ride they remember. This may not have included jumping over buildings and driving through crowded shopping malls in the style of *Crazy Taxi 2* but, going by the stories we heard, such stunts would be all in a day's work for some of our respondents' drivers. One thing *Crazy Taxi 2* has certainly got right is the location; two of our most terrifying anecdotes relate to cab rides in the Big Apple.

After a high-speed photo shoot near Trafalgar Square, we retired to a nearby pub for the VoxPops proper. While we didn't snare any gen-u-ine cabbies, we certainly caused a stir and people had to be forcibly removed from the demo unit to ensure everyone got a turn. It doesn't take a genius to figure out that the sequel to a game as popular as *Crazy Taxi* is going to arouse interest but this was one VoxPops where we could sit back and let the punters come to us. The 'if it ain't broke, don't fix it' approach of the game won praise from experienced *Crazy Taxi*, drivers while the arcade accessibility gained new fans who were having their first look at the newest chapter of one of the Dreamcast's great success stories.



ROB, 25
TV PRODUCER

PLAYED *CRAZY TAXI* BEFORE?
Nope.
WHAT DID YOU THINK?
Enjoyable! After a few minutes I'd worked it out.
BEST THING ABOUT IT?
Good clean fun.
SCARIEST CAB RIDE?
In Cannes. French cab drivers are fast and the roads are twisty!



RICHARD, 28
SCULPTOR

PLAYED *CRAZY TAXI* BEFORE?
A couple of times.
WHAT DID YOU THINK?
It was excellent. Very fast and entertaining.
BEST THING ABOUT IT?
It's funny.
SCARIEST CAB RIDE?
We hooked our friend into a cab so he couldn't get out.



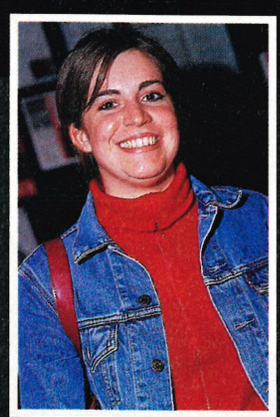
SALLY, 31
TEACHER

PLAYED *CRAZY TAXI* BEFORE?
Never.
WHAT DID YOU THINK?
It was great. With some practice you could go far!
BEST THING ABOUT IT?
The animation was brilliant.
SCARIEST CAB RIDE?
In Italy – the windy coast roads were very scary.



NICOLA, 29
ACTRESS

PLAYED *CRAZY TAXI* BEFORE?
No – could you tell?!
WHAT DID YOU THINK?
Fun, but I was terrible at it.
BEST THING ABOUT IT?
It was really funny, and I'd like to play it some more.
SCARIEST CAB RIDE?
In New York. I was chewing a pen and we went over a bump . . .



HELOISE, 24
"IN MEDIA"

PLAYED *CRAZY TAXI* BEFORE?
The first one, yes.
WHAT DID YOU THINK?
I loved it.
BEST THING ABOUT IT?
The mime artists!
SCARIEST CAB RIDE?
That was in France. We were doing 100mph along the beach road – it was very scary!

PHOTOGRAPHY: **DAN TRENT**


GENERAL ELECTRIC



DRIVING YOU CRAZY!

ALMOST AS MUCH A PART OF *CRAZY TAXI* AS THE CABS THEMSELVES, **THE OFFSPRING** ARE BACK FOR THE SEQUEL. DAN TRENT HOPS IN FOR A FREE RIDE

DRIFTING A CAB THROUGH crowded streets at breakneck speed just wouldn't be the same without The Offspring's trademark trashy punk guitars and catchy, shout-a-long choruses. So it's little surprise, then, that they're back on your Dreamcast for *Crazy Taxi 2*, as bold and brash as ever. Fresh from a hard day's surfing, guitarist Kevin Wasserman, or Noodles as he prefers to be called, took time out to chat to *Official Dreamcast Magazine* and fill us in on just how the band came to be involved in the game.

Originally they were approached by Sega to see if they wanted to contribute some tunes to the first *Crazy Taxi* along with contemporaries Bad Religion. "It looked like a cool title," says Noodles, "so we said 'sure, why not?'" If your only knowledge of The Offspring is through *Crazy Taxi*, then get with the programme! Veterans of the West Coast (that's California, not Morecombe) punk scene, they've been MTV favourites through hits like *Why Don't You Get A Job?* and *Pretty Fly For A White Guy*. *Crazy Taxi 2* features a selection of tracks taken from their last two albums, *Americana* and *Conspiracy Of One*, including the appropriately titled *No Brakes*. "We each chose a song," says Noodles, "and tried to select ones that best suited the excitement of the game."

While Noodles prefers getting out on his surfboard in his spare time, other members of the band are more likely to be found plugged into their consoles. "Dexter [vocals] is actually addicted to videogames," reckons Noodles. "I sometimes think he and Ron [drums] prefer the virtual world to the real one!" Noodles has tried *Crazy Taxi* himself, though. "I'm not any good at it," he confesses, "but it's fun."

Travelling the world means Noodles has had his fair share of crazy taxi rides for real. "The taxi drivers in Italy are pretty gnarly," he reckons. "They've got a lot of balls, you've got to give 'em that!" His craziest ride, however, was in his native California, appropriately enough the location for the first *Crazy Taxi* game. "I was leaving to go on tour," he told us, "and this woman driver turned up out of her mind on something. She ran out of gas and borrowed money off me to pay for it. So I paid for the gas, the ride to the airport and then the ride back home when I missed my flight..."

Definitely not a 'speedy' rating for that one, then.

"THE TAXI DRIVERS IN ITALY HAVE GOT A LOT OF BALLS, YOU'VE GOT TO GIVE 'EM THAT!"

MAIN PHOTOGRAPH: **IDOLS**





△ Electrically charged ammunition means guns kill without damaging internal organs and losing valuable revenue. Note dodgy spelling above.

HEADHUNTER

Removing crims' body parts to pay fines is a day's work for headhunter Jack Wade. **DAN TRENT** is on remand

THE LOWDOWN

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

WHAT'S THE BIG DEAL?

- Gorgeous-looking action-adventure
- Hollywood-style production values
- Three same styles in one
- New emphasis on action

WE WERE THE FIRST with a glimpse of *Headhunter* in action when we previewed it back in our April issue (*ODM* #18), but this month we can go one better and report on an exclusive playtest of the latest version of the game.

Swedish developers Amuze have been keen to keep the bulk of *Headhunter* under wraps for as long as possible. And for a long time the best anybody had to go on were a few screenshots of the lead character Jack Wade exploring a Hollywood mansion and blitzing the sun-drenched Californian streets aboard a mean-looking motorbike. Was it a *Resident Evil*-style puzzle-solving adventure, a bike-racing game or an action-packed shoot 'em up?

Speculation was rife but, having played the game, we can exclusively reveal… it's a bit of all three!

If you read our previous preview, you'll know that developers Amuze are keen to infuse *Headhunter* with movie expertise and atmosphere, to the extent that experts such as James Bond sound designer Dom Gibbs and *X-Files* scriptwriter Phillip Lawrence have been involved from the start. "An important thing for us is to create a synergy between other creative industries like film, TV and music," explained project leader Jon Kroknes back in April.

To this end, neo-futuristic films, such as *The Matrix* and Paul Verhoeven favourites *RoboCop*, *Total Recall* and *Starship Troopers*, have been major influences on the plot, which centres on



△ The penalty for shoplifting is severe…



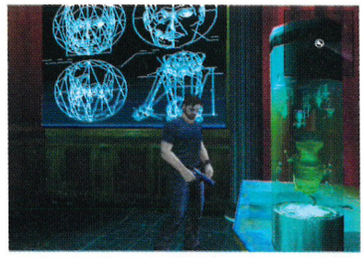
△ Hunting out short cuts will speed progress.



△ LEILA training covers all areas of the game.



△ Shady experiments on humans are all part of the bigger picture Jack will uncover.



△ Bubbles in the specimen jar are animated.



△ The film references come thick and fast.



△ Oh, it *was* a gun in your pocket then.

the bearded lead character, Jack Wade. Jack lives in a near-future state that closely resembles modern-day California – familiar to any movie fan. The fascistic powers that be ensure a comfortable and long life for the city's elite by trading in organs 'donated' by those who choose to live on the wrong side of the law. Put simply, breaking the law results in a financial penalty, which, if you lack sufficient cash, you end up paying with the only currency you have left – your body organs. These then find their way to those who can afford to pay for a long and healthy life through the use of transplanted organs, while the rest of the population scrape a living in a shadowy and violent underworld run by – you guessed it – organised crime syndicates.

Jack Wade himself works for the Anti-Crime Network (ACN), a government-sanctioned, privately run service which tracks down wanted felons in order to extract payment, or body parts, for their crimes. When Jack's old friend, Mr Stern – the head of the ACN – is murdered, his daughter Angela goes looking for justice and it's up to Jack to help her find it.

To guide us through our playtest we talked with assistant producer at Sega Europe, Pete O'Brien. Producer Mark Horneff was also on hand and the pair's enthusiasm for the project was apparent. "On Dreamcast, in-house and from Sega, I think it's the first time on the European side that we've seen this kind of standard of production," enthused Pete.

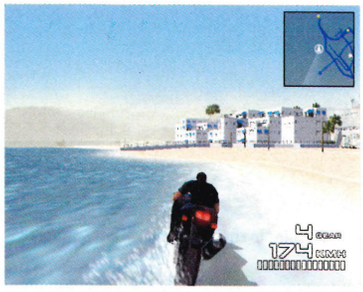
If you've ever played games like *Metal Gear Solid* on PlayStation, or any of the *Resident Evil* series, then *Headhunter*'s movie-influenced camera angles and design – not to mention the control system – will all be very familiar. Although it's hard to avoid such comparisons, Pete and the team are confident that *Headhunter*'s use of experts with first-hand movie experience will be more than enough to make the game stand out in its own right.

For example, the media breaks, which are designed to add a satirical side to game's storyline, were filmed with real actors and scripted by Phillip Lawrence. They're intended to be a cut above the usual standard you would expect from a game and an integral part of keeping the narrative flowing. The breaks pop up

"NEO-FUTURISTIC FILMS SUCH AS *THE MATRIX* AND *ROBOCOP* HAVE BEEN MAJOR INFLUENCES ON THE PLOT"



△ It's pretty obvious that Jack likes to hang around in gyms...



△ Busy Jack will have no time for sunbathing.



△ *Terminator 2*? *Grease*? Er, neither of those.



△ This area has never been seen before.



"THE MEDIA BREAKS BRING SOME LIGHT RELIEF TO A VERY DARK STORYLINE"

from time to time to keep you abreast of developments in Jack's world and, from the rough cuts we saw, are packed with in-jokes and *double entendres* to bring some light relief to what promises to be a very dark storyline.

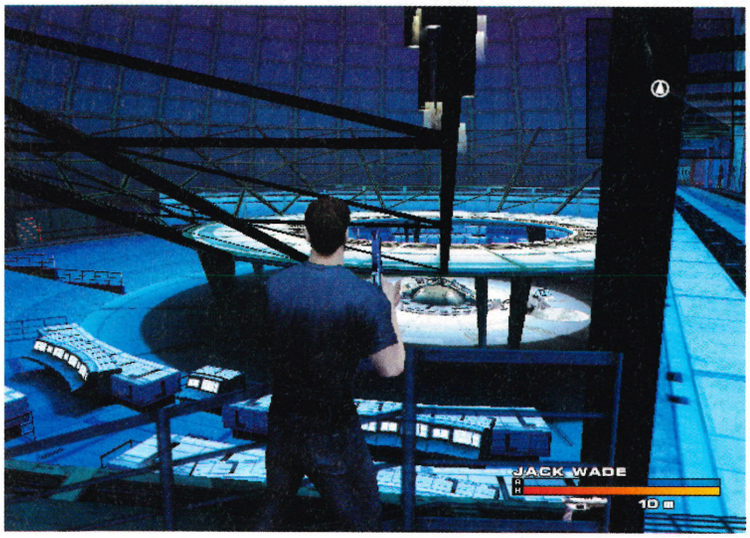
ROUGH GUIDE

As far as the game itself goes, visually speaking at least, Amuze certainly seem to have the right idea. While the levels we saw were not always fully populated, we were able to get a good idea of the detail you'll get in the completed game and, whether you're aware of the influences (games and movies) or not, it's developing into something very exciting. Especially striking is the diversity of the areas, which range from the sun-bleached streets we've seen already to futuristic labs and claustrophobic ship interiors. "You've got the south and north district of the city," says Pete, "plus the beach area and factory area. Then you've got the ship, the gang HQ and the gas station which are all sub-environments of the main city." But this barely scratches the surface. In our time with the game we saw underground car parks, sewers and shopping malls all created with an impressive amount of detail. And we didn't even get the chance to go into the factory level which, Pete assures us, is "scary big".

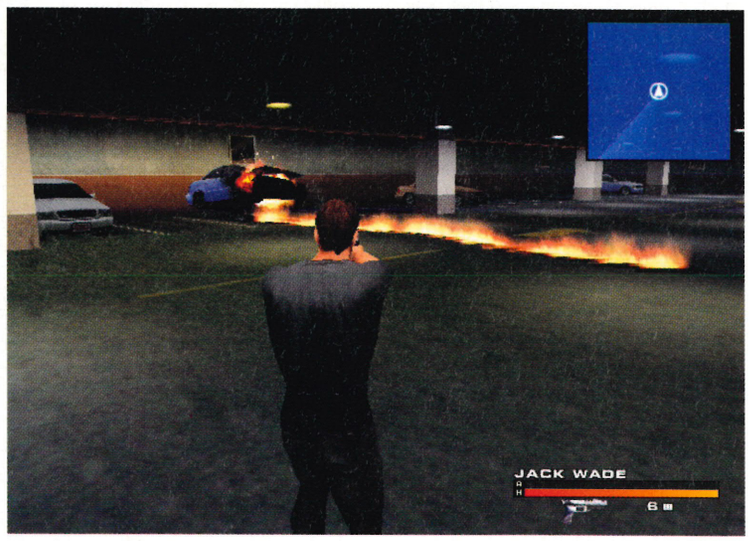
It's not just window dressing either, as Pete explains. "The environments are interactive and will effect the way you play the game," he says. "If you take the petrol station as an example, you might not find it too beneficial for Jack to hide behind petrol pumps when people are shooting at you." Common sense and clever use of what's around is certainly going to be necessary if you are going to triumph in *Headhunter*. One example we saw was in a car park where a trail of oil on the ground leading to a wrecked car could be ignited with gunfire with explosive results for any villains who happen to be cowering behind it.

Other effects will include some spectacular lighting on the ship level. In this section you play as Angela Stern, Jack's friend and daughter of the murdered ACN boss, and you must stealthily board the ship without being spotted. "We've got a big searchlight that will sweep the deck," Pete told us, "and it'll be in your best interests to stay out of it, because if you get spotted you'll be on the receiving end of a very big gun." Also in the final version will be the sound effects lovingly created by Dom Gibbs, which Pete is confident will bring much to the sense of suspense. "You'll really get a feel for the environment through the sounds of footsteps on different surfaces and everything."

One area the team have been working hard on is loading times to make sure the game flows and the action never slows down. Suffice to say there won't be any *Resident Evil*-style stair-climbing or creaking doors between areas, and some of what has been achieved has even startled Pete. "I've looked at things for the first time and thought, 'It's going to load here' and it hasn't, so I've thought 'It'll load at the bottom of the stairs' and it doesn't. When you look at the scale of some of the rooms you're in, you'll be amazed at what they've done."



△ The scale of the rooms can be amazing – don't expect them to be so empty in the final game...



△ Shoot the oil and the flames race across the floor and blow up the car. Cool!

Camera angles have also improved over the version we saw a couple of months ago. It's all been designed to complement the way Jack moves around his environment, something Pete demonstrated to us with the 'peek-a-boo' move Jack uses when he wants to maintain a low profile. Approaching the corner of a corridor for instance, Jack can be made to flatten his back against the wall with a tap of the Y button. From then on in you'll be able to perform actions such as looking or shooting, at the end of which Jack snaps back to his original position, out of the line of fire or sight of his foe. The result is that gunfights will be more tactics and less wading in, guns blazing.

ACTION STATIONS

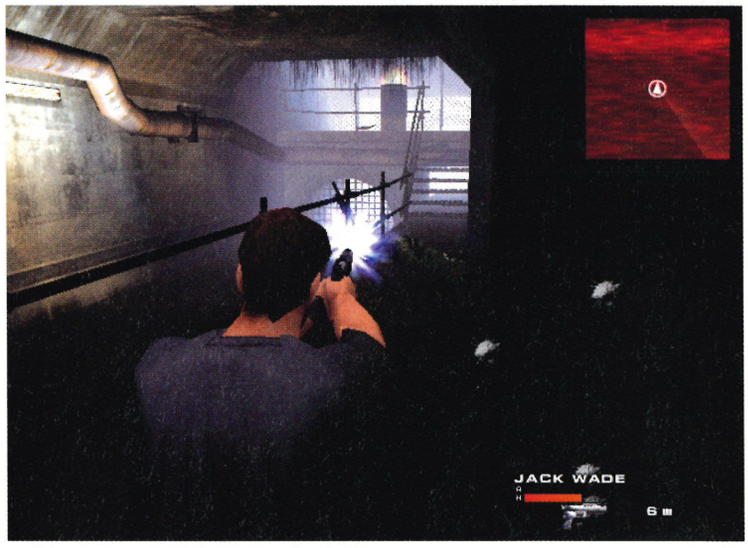
Not that there's going to be a shortage of action, as Pete promises. "We want *Headhunter* to be confrontational," he told us. "You've got the option to use stealth if you want to, but we want there to be the thrill of getting into a big gunfight, that's what the character of Jack Wade is about and the game is definitely action-oriented." To that end, expect foes ranging from a default biker gang member to heavily armed SWAT types, big bad bosses and cyborg gladiatorial monsters. Don't worry, though – you won't be going up against them with a pea-shooter. Jack will have access to all the usual goodies such as shotguns, machine pistols and grenades, all of which can be earned and unlocked as the game progresses.

To get access to firepower such as this, and indeed the later levels, Jack will need to prove his mettle in the so-called LEILA training ground. A kind of virtual reality playground, LEILA sets challenges for Jack which earn him credits and give you the chance to learn skills that will be essential as the game progresses. LEILA is also the last resting place of the motorbike racing section that was originally planned as an online multiplayer complement to the single-player adventure. Pete's explanation for its removal was that it "detracted from the integrity of the main game" but whatever the reason, you'll still be required to race around the deserted city and hit *Tron*-style checkpoints within a given time, only not against other people. This section has the double benefit of building your riding skills and making you more aware of the numerous short-cuts hidden around the streets.

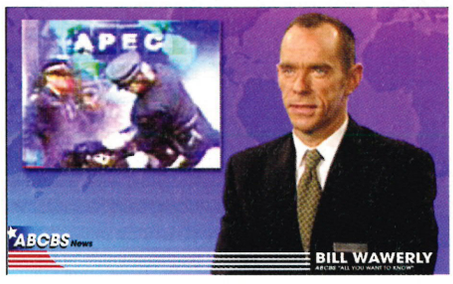
"They'll make a big difference to the amount of time it takes you to get from place to place," Pete assures us.

LEILA credits will be earned during the game proper as well. "You're continuously assessed," says Pete. "So if you dodge traffic and you haven't hit a car in ten minutes you'll gain credits, but if you lose concentration and slam into a wall you'll be penalised." Building your rating both inside and outside the LEILA training will speed your progress through the game.

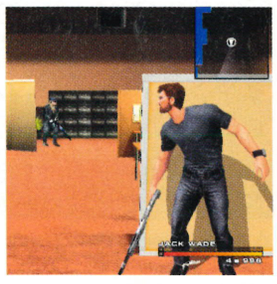
While the final touches were yet to be added to the version of the game we played, at the time of writing more complete code was but weeks away from delivery to Sega. Details such as enemy intelligence and the exact balance of the LEILA credit system are but two of the areas currently under scrutiny, but the bare bones of a very exciting game are shaping up well. Watch this space and we'll be the first to bring you news.



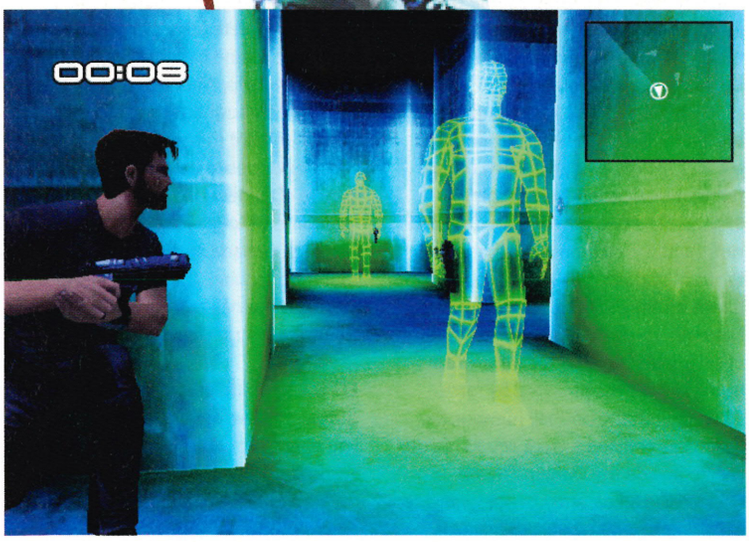
△ The controls will let you hide until you're absolutely ready to go on the offensive.



△ A working mock-up of how the media breaks will look.



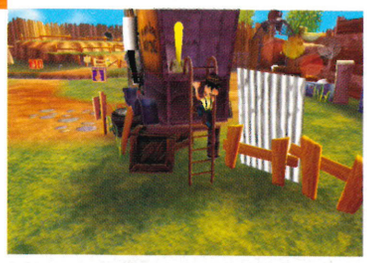
△ Hide-and-seek. With shotguns.



△ The LEILA training will let you test those sneaking skills, among other challenges.



△ Jack's so hard he can wear shades indoors and not bump into things. Welcome to the future...



△ Hoigle discovers a hidden switch.



△ Keep the crows away from the seeds!



△ Hoigle is winning after a game of Tag.



△ Ahhh, brotherly love. Play mini-games with Moigle, such as High Five.

FLOIGAN BROTHERS

Good old-fashioned slapstick comedy is heading to your Dreamcast. **ALEX HUHTALA** gets the requisite custard pie in the face

THE LOWDOWN

DUE OUT: **AUTUMN**
PUBLISHER: **SEGA**
DEVELOPER: **VISUAL CONCEPTS**

WHAT'S THE BIG DEAL?

- Incredible character animation
- Humour that's actually funny
- Lots of puzzles and mini-games
- It's from the makers of *NBA 2K*

YOU'VE PROBABLY NOT HEARD of *Floigan Brothers* yet – which is not surprising considering the very strange name – but give it a few months and you'll all be screaming for *Floigan*. A lot of the screaming will probably be due to the head-scratching puzzles that make up much of the action – real hair-pulling stuff as you figure out what it is you're meant to do next. Any other screams could well be of the rolling around the floor in laughter kind. We're not kidding – the *Floigan Brothers* are a genuine comedy double act that would have been a vaudeville hit if they were born 100 years earlier.

Due to their late arrival into the comedy world, people will say they borrow much of their act from famous partnerships such as Laurel and Hardy, Abbott and Costello, Morecambe and Wise, Reeves and Mortimer or even Ant and Dec. You know the score – one's the straight man, intelligent, unable to take a joke. The other is a buffoon, always making a mess of things and providing the audience with laughter.

In *Floigan Brothers* the straight man is played by Hoigle. His much dumber brother Moigle provides much of the humour inadvertently at Hoigle's expense. The two brothers live in – and run – a junkyard. Trouble is, the evil Baron Malodorous is eager to get his hands on the Floigans' family business. Naturally, the brothers have no intention of selling up, pushing the Baron into trying to take the junkyard by force. Sticking with the oddball humour, the Baron has enlisted a crack squad of cute cats to invade the Floigans' home.

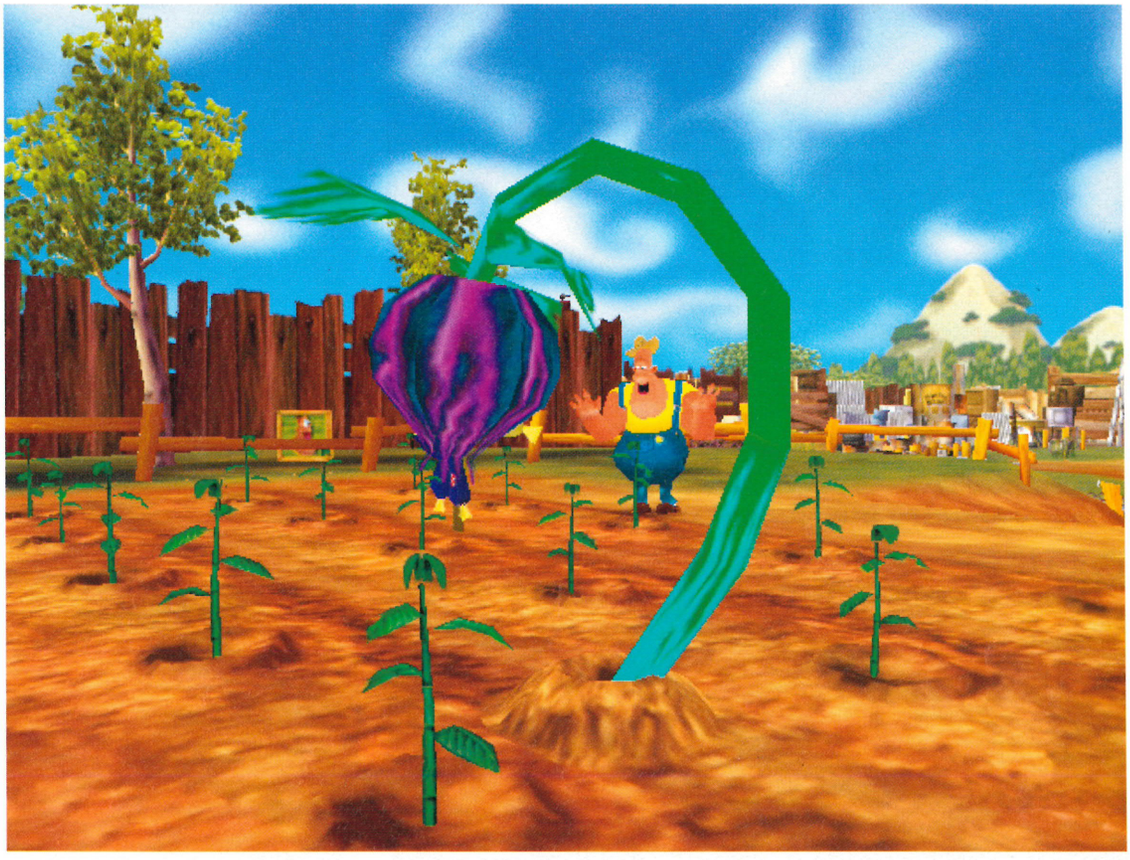
Once the feline army begin to invade the property, the two brothers must work together to remove the cats, but that's just one of the tasks at hand. There's also the small matter of helping Moigle complete his secret project – a strange machine he's building in the garage. Parts for Moigle's invention are scattered throughout the junkyard, located in hard to reach areas that require puzzles to be solved before they're obtained. Like we already mentioned, Moigle isn't exactly the brightest banana in the bunch and therefore requires the brains of Hoigle to solve the puzzles and collect the parts for the secret machine.

LITTLE AND LARGE

Although there are two Floigan brothers, you only control one directly – the vertically challenged Hoigle. However, his larger brother Moigle will listen to Hoigle's commands and follow his smarter brother when called. Problem is,

Moigle hasn't got a very long attention span. If he spots a butterfly, he'll go chase that instead. He also has a habit of getting hungry and wanting to play games when you need his help.

As you can probably guess, the challenge is to keep Moigle in check and get him to help with the tasks and puzzles that need to be solved. Moigle is stronger and taller than his brother – two factors that are exploited in some of the puzzles – but you shouldn't dismiss Moigle as a complete buffoon. He's constantly wandering about the junkyard pointing out objects and getting excited in his own unique little way, and this character trait sometimes comes in very useful for working out what needs to be done next.



△ Another puzzle. The seeds in the garden have been sown but now the plants need watering. You see how this works?

ITCHY AND SCRATCHY

The puzzles are a mixture of baffling and simple. One of the first tasks is to cross a stream that runs through the middle of the junkyard. Trouble is, the water level has dropped and the floating bridge that is used to get across is too far below for the brothers to reach. The solution is to insult Moigle until he cries, thus rising the water level with his tears and allowing the brothers to cross. Now there's another problem, though: Moigle won't stop crying. Hoigle will have to proffer hugs, find food and volunteer to play games until the big lump is his old self once more.

Playing with Moigle's emotions helps in other puzzles too. For instance, there's one where a key must be retrieved that's resting on a ledge out of reach. Repeatedly punching Moigle forces him into a rage. He chases Hoigle until caught, then squashes his brother into a ball with his hands, takes out a baseball bat and whacks him into the sky. Hoigle lands on the ledge and retrieves the key. It's obvious, really.

It's easy to see when Moigle's emotions might come into play, as there are special markers located throughout the junkyard that will tell you. Stand on the marker to trigger an event, such as Moigle carrying Hoigle on his shoulders or making Moigle dizzy. Some of these are locked in crates that only open after other puzzles have been solved.

CANNON AND BALL

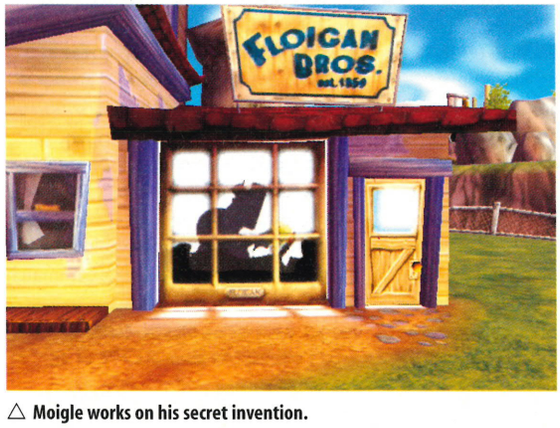
Despite the many puzzles, the biggest challenge is simply to keep Moigle on your side. Essentially, he's a virtual pet and only your careful nurturing will make him assist you with tasks. Teaching Moigle how to deal with situations actually makes him smarter. There's also the small matter of competing for 'points' with Moigle. It's a game he's invented where Hoigle is rewarded for finding parts for the invention and where both brothers compete in mini-games.

At first the only mini-game you can play with Moigle is High Five. Moigle will hold out either one hand or two, and Hoigle has to slap the hands before Moigle moves them again. If you miss three times, Moigle wins and earns a point. If you manage to slap his palms nine times, you win.

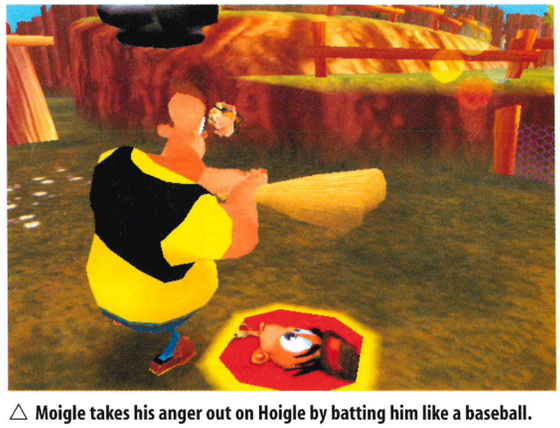
As you earn more points you can teach Moigle more mini-games, including Tag and Hide-and-Seek. As the 'points' competition unfolds, Moigle will also blackmail you into bribing him with points in exchange for him helping Hoigle with tasks.

From what we've seen and played of *Floigan Brothers* so far, it looks like Visual Concepts – the developers of *NBA 2K* (*ODM* #5, 8/10) – could be on to another winner, even though it may be miles away from any style of game they've created before. Their sport titles have proved they know how to create realistic characters that boast stunning animation. *Floigan Brothers* looks to push this skill even further. Naturally, we'll bring you more on this one soon.

"MOIGLE ISN'T EXACTLY THE BRIGHTEST BANANA IN THE BUNCH"



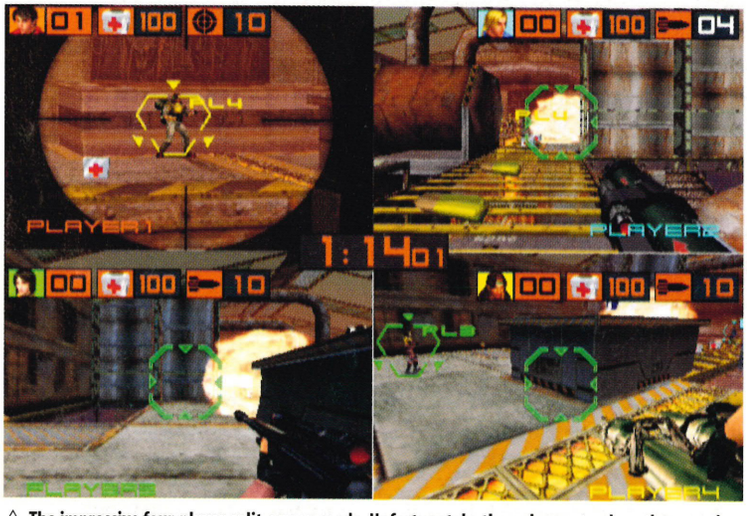
△ Moigle works on his secret invention.



△ Moigle takes his anger out on Hoigle by batting him like a baseball.



△ You can switch between first- and third-person views at will during the game.



△ The impressive four-player split-screen mode. Unfortunately, the only way to play other people.



△ Arcade deathmatching on a small scale means more action per square foot.

OUTTRIGGER

The first-person shooter gets a full arcade overhaul, Sega-style. **ANTHONY HOLDEN** packs a piece

THE LOWDOWN

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

WHAT'S THE BIG DEAL?

- Arcade-style action all the way
- A non-hardcore FPS that anyone can enjoy
- Looks a million bucks
- Four-player multiplayer

WHILE RELATIVELY BACKWARD IN terms of robotic pet and vending machine technology, we in the non-Japanese world have embraced one technology and made it all our own. You might be thinking deep-fried Mars Bar, but no, it's the first-person shooter (FPS). Not content with splattering unhealthy amounts of our leisure-time with exploding viscera, the FPS is increasingly recognised as the first videogame-as-sport and a serious career choice for obsessive PC types, not to mention the supposed catalyst for more violent crime than Prohibition. In the more civilised society of Japan, the FPS has been largely overlooked in favour of games involving reckless taxi driving, reckless endangerment of hedgehogs and the reckless training of cute creatures to be your own personal killing machines. That is, until *Outtrigger* came along.

No, not *Out-rigger*, that would be a boat. This is *Outtrigger*, as in a deathmatch shooting game where you have to 'out-trigger' each other. Maybe. *Outtrigger* is Sega's attempt to strip the FPS of its 'hardcore' stigma and squeeze the essential bits into an arcade blast-about that people raised on virtual rave dancing and bass fishing could accept. And so far it's worked a treat. The original coin-op is straightforward arcade fun – the controls are simple yet effective and it looks a whole lot better than you would if you'd had your essential bits squeezed.

In fact it looks downright gorgeous, but then again why should we care when we've got *Quake III Arena* (*ODM* #15, 9/10) to play with, and *Unreal Tournament* knocking on the door this month (see page 50)? Well firstly, the Dreamcast version is set to look just as lovely as the Naomi-based coin-op, with detailed arenas, great-looking character models and some eye-popping weapon effects. Also, there'll be a pretty tasty selection of weapons to mess around with, including a rail gun, flamethrower, lightning gun, proximity grenades and photon torpedoes. Plus it will offer a great range of control options, including the ideal keyboard/mouse set-up and enough controller variations to keep the most obstreperous southpaw satisfied.





△ There will be loads of training levels to familiarise you with the controls.

"THIS IS SEGA'S ATTEMPT TO STRIP THE FPS OF ITS 'HARDCORE' STIGMA"

But more importantly than any of these details, is the fact that *Outtrigger* is not trying to compete with your traditional FPS at all – it's something else altogether. For a start, the first-person perspective is only one of two views, and you'll be able to switch freely between that and a third-person chase camera. Also, the arenas are tiny in comparison to any other deathmatch game, so you can expect some very intimate close-quarters battling. Tight time limits will operate in the single-player levels, with clock bonuses popping up from the bodies of fallen foes.

LOOKS SIMPLE ENOUGH

The game's look is also set to be very arcadey, with all sorts of targeting aids, low ammo warnings and power-up messages flashing constantly across the screen. When you shoot your enemies, speech bubbles will pop up over their heads, cursing and taunting you. There's no back-story or narrative to worry about either. It's simply "you work for Interforce, you're a counter-terrorist, here's a stupidly big gun, go to it." It should all add up to a very immediate and playable experience, likely to appeal to anyone who's not so keen on all the fiddliness and depth offered by other shooters.

A lot of thought has gone into making *Outtrigger*'s single-player mode more interesting as well. The game will feature a character creation option and a bunch of training stages, as well as missions such as coin collecting, bomb location, duck gallery-style levels and bosses to add variety to the free-roaming deathmatches.

Unfortunately, there'll be no online multiplayer support for *Outtrigger* in Europe, which is a shame, considering that multiplayer is what it's really all about. Of course, there's still the split-screen deathmatch option, which seems to work better than most we've seen and manages to retain almost all of the speed and detail of the single-player modes.

Outtrigger still shows plenty of promise, though we'll have to wait and see how much longevity it can offer without online support. We'll give you the full review in the next issue of *ODM*.



△ The weapon effects are fantastic.



△ The level design's looking nice, too.

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G107XODM

re:views

I'VE SEEN THE FUTURE OF VIDEOGAME CONSOLES AND – GUESS WHAT? – IT'S TWO YEARS LATE...



I RECENTLY WENT TO the world's largest videogame trade show – the Electronic Entertainment Expo, or E3 – in Los Angeles. Anyone who's anyone was there to show off their latest wares-in-development, from small companies with a new and exciting range of joypad cable holders, right up to Microsoft and the first public showing of their Xbox console.

Walking around the four massive show halls, you're bombarded from all sides by a mass of loud music, flashing lights, semi-naked models and glimpses of hundreds and hundreds of videogames in the corners of your eyes. And filling in every last space between all of this, are the biggest, fattest men you've ever seen, shambling around blankly with their camcorders filming the aforementioned semi-naked models. Seriously – these guys are *big*. Their ankles (at least, the lump of fat that hangs over the top of their 'sneakers') are bigger than I am. Of course, Americans in general are substantially larger than us weedy Brits, but the ones who spend all of their time sitting on their asses playing videogames have swollen up to unimaginable proportions.

Thousands of these gigantic specimens of humankind head to E3 each year and converge in pools around the dullest-looking PC titles, blocking anyone trying to have a quick go with an NFL-style goal-line formation. This year they'll have had a particularly good time, as the show was practically packed to bursting with bland-looking car and jet-ski racers, 'moody' adventures, and sci-fi dullness. Where it was possible to see over/under/around a bundle of super-nerds, you could get an eyeful of the latest 'super-realistic' simulation title. No matter what format they were on, they all looked similar – lots of grey, lots of moody camera angles, and no real videogame excitement whatsoever.

The only way to tell what format they were on was to check the controller being used. PC, Xbox, PlayStation, or PlayStation 2 – the whole show was packed with similarly bland flat-packed clones on all formats, barring the odd stand-out exception.

I eventually managed to battle my way on to Nintendo's stand, where they were showing off their new Gamecube console for the first time, and immediately felt something different – excitement. All around me were... *videogames!* Bright, colourful, inventive videogames, all with their own unique look along with a definite, classic Nintendo feel. But as soon as I left their stand, the bubble burst and it was back to hundreds of *Resident Evil*, *Gran Turismo*, *Quake*, and *Metal Gear Solid* rip-offs.

Only one other stand felt like a safe haven for real videogame fans. No prizes for guessing... Sega. Even from a distance, their games looked different to the majority of stuff on display. They had that familiar Sega videogamey feel – the one that has run through all of their best titles for the last decade and a half. *Outrun*, *Sonic the Hedgehog*, *Virtua Fighter*, *Daytona USA*, *Virtua Tennis*, *Shenmue* – all of them are instantly recognisable as Sega videogames, as were all their games on display at E3. Even those running on non-Sega hardware still had an exciting, snappy, videogame look to them. Sega's Xbox titles actually managed to make Microsoft's console look like fun, which is very impressive...

So, even though Sega may be giving up on consoles for good, that doesn't mean we're going to lose their kind of videogame forever. Along with Nintendo, Sega are keeping the game flame alive while everyone else rushes to make things that look and feel as unlike videogames as possible. They'll all be heading back the other way soon enough, when everyone realises that games really need to be 'fun' to be worth playing...

And by the way, there was *nothing* on PlayStation 2 or Xbox that compared to the best Dreamcast stuff there.

Keep the faith, true-believers!
Ed Lomas, Deputy Editor

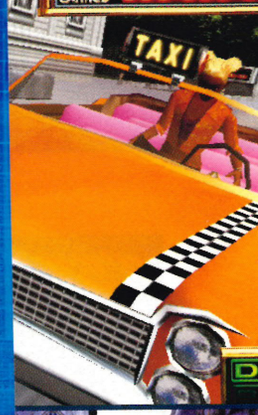
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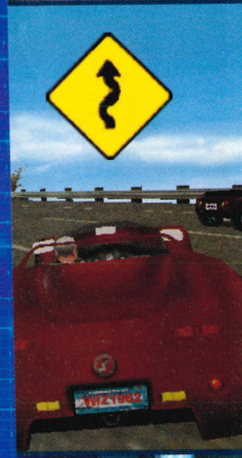
ODM RATINGS

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

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













△ Here's Cool D chilling in his ride. *Aiight*.



△ Is this a bridge too far? No! It's too low.



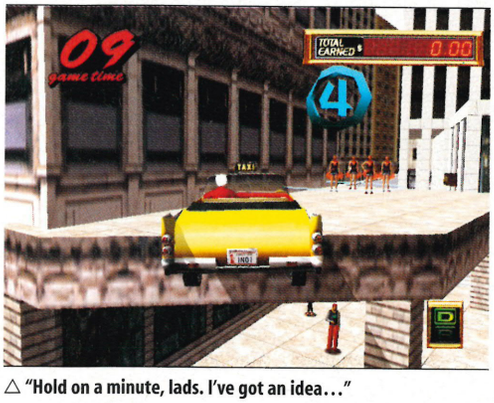
△ "Hey! Look out for all those cardboard boxes! You *slaaaag!*"

CRAZY TAXI 2

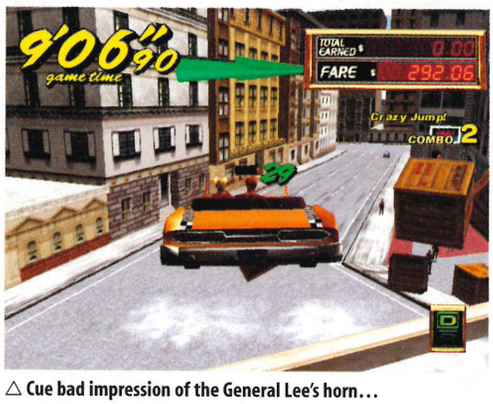
It's time to make some more crazy money! **DYLAN DAVIES** gets a real job being a cabbie in New York. About time too

WHILE MOST OF US LOOK upon real-life taxis as necessary evils, things are very different when it comes to virtual cabs. It's a scientific fact that everyone loves *Crazy Taxi* (*ODM* #5, 9/10). The original is as popular as Britney Spears's 'nip-slip' MPEG on the Internet. Well, nearly that popular. It is, however, one of Dreamcast's biggest sellers and an arcade legend to boot. Released on Dreamcast by Sega's Hitmaker team early last year, *Crazy Taxi* created the genre that is now known as the 'panic' game. The concept is simple: you play a taxi driver who must pick up customers and take them anywhere in a city against an ever-ticking clock. The unique factor was that you had free roam in the city and could pick up anyone you liked for greater rewards and, consequently, difficulty. The whole cocktail was then shaken and an over-the-top handling system implemented – does knocking a car into reverse and then forward really make it go faster? No, but it did in *Crazy Taxi* and that's why we loved it.

Time has passed and we're ready for the sequel – ready to get crazy one more time. The first difference you'll notice is that all the original drivers, namely Gus, BD Joe, Axel and Gena, have been given the shove. In comes a new group called Slash, Iceman, Cinnamon and the spritely 78-year-old Hot D. If a million monkeys with a million Dreamcasts played this game for eternity they too would have trouble in telling the difference between the new characters' car handling properties, so it's really a question of which driver you trust the look of, or which taxi you'd personally like to be seen in.



△ "Hold on a minute, lads. I've got an idea…"



△ Cue bad impression of the General Lee's horn…

EAST COAST FLAVA

It's not only the drivers that have changed. Long gone are the rolling streets of San Francisco and in comes the high-rise metropolis of New York. Yes, *Crazy Taxi* has upped and moved to the city so good they named it

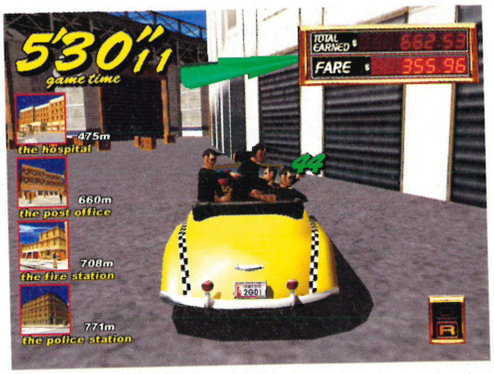




"THE WHOLE THING MOVES SMOOTHER THAN THE ORIGINAL WITH LESS SLOWDOWN" **CRAZY TAXI 2**



△ **Baby got a nice ride. Not too fast, and always in control.**



△ **The Elvis appreciation society get a ride.**



△ **A *Crazy Taxi 2* tribute to *The Little Mermaid*. "Under the sea…"**

twice. Hitmaker have chosen to avoid the intense labour that went into getting *Metropolis Street Racer*'s (*ODM* #12, 9/10) city layouts so accurate, and have instead presented us with something that could be called an 'interpretation' of New York. Remember, this is a videogame, not a tourist guide.

The city is split into two levels: Around Apple and Small Apple. Around Apple is the more spacious of the two – its most dynamic feature is its split-level bridge spanning the wide river (surely supposed to be the Hudson) that cuts through the city. Here you can really open up the taxi's performance and feel the breeze in your hair as you dodge buses and (sometimes) pedestrians in your attempts to deliver passengers to their desired destinations.

In Small Apple things are more cramped and the streets more twisty-turny. This is the denser 'downtown' part of the metropolis designed to cram as many vehicles into a small space as possible. You're required to use ramps more and negotiate traffic jams with more skill than in the Around Apple level. Slightly different feel aside, you won't notice a huge leap in terms of game difference between the two cities, but continuous references to US films of the '70s such as *The French Connection* are apparent as you drive through boxes down by the docks. Even in a grey city the parks and gardens add colour, and the whole thing moves smoother than the original with less graphical slowdown (though it does have its juddery moments when the action gets really frantic).

Just as the original *Crazy Taxi* had a collection of mini-games in the Crazy Box mode, this version has its own challenges, this time in Crazy Pyramid form. Beginning on the bottom tier of the pyramid, there's a series of simple tasks that teach you the principles of *Crazy Taxi* driving. The first is a ski jump, where you must learn the Crazy Dash to pass the test. Next, it's off to the fairway to play golf by hopping your taxi into a giant golf ball. The challenges go on until you're doing the most ridiculous skids, jumps and boosts over skyscrapers and oceans. These tasks will make a man of you and, far more importantly, teach you to become the best damn cabbie in the Western Hemisphere. These very entertaining and well-designed challenges are fun enough to return to repeatedly, and are slightly more than just padding as they will unlock extra novelty vehicles, just like in the first game. In reality the Crazy Pyramid isn't a huge part of the game, though the 'Crazy Hop-Drift Crazy Stairs' level will drive you absolutely mad and force you to whimper like a punished child for hours.

"CRAZY TAXI 2 IS A FURIOUSLY ADDICTIVE AND SKILFUL GAME"



KRISS KROSS'LL MAKE YA

Even though you probably already know this, the biggest difference between the two versions is that you can jump. Yes, as well as your Crazy Drifts and Crazy Dashes you now have a Crazy Hop, and much fun it is too. The idea is that the cars have been customised with hydraulic suspension. If you've ever seen any Dr Dre videos circa 1992 you'll remember the bouncing cars he and Snoop Dogg use to drive to the barbecue in Compton. Well it's like those, only ten times more powerful. And remember the game is set in New York? Big square buildings and multi-level freeways make the perfect environment for a jumping car. The ▷



SPEAK OUT

WE ASKED SEGA'S **MARK FISHER** SOME QUESTIONS ABOUT *CRAZY TAXI 2* BY SHOUTING THROUGH THE GLASS AT HIM

WHAT'S THE BEST THING ABOUT THE GAME?
Crazy Drift, Crazy Jump and Crazy Through your way around the Big Apple without the NYPD on your tail! The whole *Crazy Taxi 2* experience is so addictive, from the game itself through to the Crazy Pyramid games, you have to just have 'one more go' again and again.

WHAT DREAMCAST GAMES ARE YOU CURRENTLY PLAYING?
A multiplayer game of *Outtrigger* is pretty much a clear winner at the moment.

WHAT'S YOUR FAVOURITE SONIC THE HEDGEHOG GAME?
***Sonic the Hedgehog* on Mega Drive. It was just so damn fast and looked like nothing else. I spent far too many nights playing it when I should have been revising.**

WHAT GAME HAS THE BEST STORYLINE EVER?
It's a toss up between *Shenmue* and *Skies of Arcadia*.

WHO DO YOU PLAY AS IN *CRAZY TAXI 2*?
Slash as the cab he drives is just so cool. What more could you want? An open-top lo-rider with tail fins – it doesn't get any crazier!



△ **Sadly, *Crazy Taxi 2* doesn't allow you to park up and cast a line from here. You can, however, drive off the pier and not drown.**

▷ levels are designed so that short cuts are over roofs and off ramps. The passengers even give you extra tips for leaping oncoming traffic. They love it, they do. This feature adds even more chaos to an already very chaotic concept as short cuts are gained by learning the road layout intimately and knowing which freeway to jump on to for the shortest route. The navigational arrows pointing to the destination are 'as the crow flies' but quick decisions about which level of the city to take there are vital, or you'll be driving around in circles in the wrong district. Indeed, now the game's now so frantic and dynamic that most other games look positively static when compared to *Crazy Taxi 2*.

The New York cities are so vibrant and alive that *Crazy Taxi 2* makes a full-blown Eastern European riot look like a small village fete. In these modern times a gamer is thankful to see more than four vehicles on-screen in most driving games. The developers of *Crazy Taxi 2* are aware of this failing and have given us a world so action-packed it's practically overflowing. The pavements are strewn with pedestrians, there are more trucks and cars on the street than rush hour in Mexico City and everywhere is littered with crates and phone boxes designed to be scattered by the front of your taxi. Few games can give you the thrill of landing on 12 vehicles from 30 feet, but that's just part of the *Crazy Taxi* experience. It all bounces around with an exaggerated realism.

The handling dynamics of the taxi are as correct as in any driving game, but Hitmaker have tweaked it so the action never stops. Hit a wall full-on and you'll lose speed but bounce around in a halo of sparks until you're facing the right way. Travel underwater (normally Game Over in anything else) and you can pick up snorkelling punters. It really is a game that will never stop.

After you've got the knack of drifting and skidding, bouncing and navigating, stopping and starting, jumping and bumping you may like to record a replay. *Crazy Taxi 2* features a full record mode so you can store replays of your driving. This is a great way to fill up an otherwise empty VM as, like with all games, it's good to sit back with a Hennessey and reflect on the day you jumped City Hall in order to drop Mr Quiff at HMV for a time bonus. Oh yes, all your favourite shops are back again, including Gap and Burger King. After a few hours of play the advertising works and you'll feel the need to eat burgers in some 'Constructor' denims. Thanks for helping us shop, Sega!

For those who love to rock, you won't be let down by the soundtrack. The game's location may have moved thousands of miles but its music taste is firmly in the same place as the original *Crazy Taxi*. Rock rocks and Hitmaker are happy with that. The good vibrations are



△ **Evel Knievel never did this – jumping over five buses in an open-top taxi cab.**



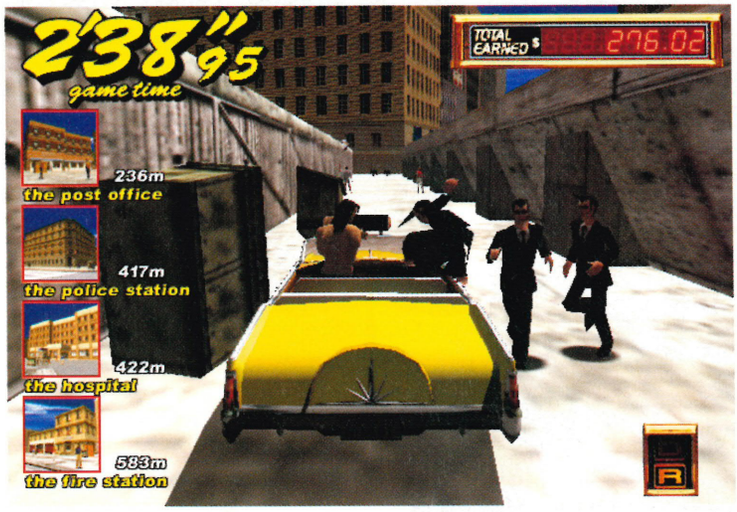
△ **On the underground a taxi proves it's a match for any transport system.**





FARES FOR FOUR

The big news is that you can now pick up multiple passengers at once. Before in *Crazy Taxi* you could only pick up individual punters, colour-coded for distance of fare, but now you see gangs of two to four loitering in the street waving money in your face. Stop at one of these and the group gets in, all wanting to go to different final destinations. This adds an extra element of panic as you'll have to do four trips in total and, should the less-than-generous time limit expire before the last punter is delivered, you'll receive no money at all for your efforts. The detail of these new characters is superb. Pick up the four cheerleaders and they all point to their destination with their pom-poms. Pick up the Marcelle Marceau-looking circus performers and they'll literally do back-flips and release party-poppers when you drive like an accurate maniac.



△The 'I've got a quiff and FBI shades' crew buying a ride. Hush hush.



△ With a story about puppies, Iceman gets a car full of girls.

provided once again by The Offspring (see page 34), plus Bad Religion and Methods of Mayhem to induce a head-noddingly familiar ambience. For those of you who don't like rock 'on the sporty side', turn the music off and the game world itself sounds great. People shout so many directional instructions that you'll feel like pulling over to explain that you're the expert and they can shut up or get out.

GETTING THE CAB HOME

One of the main criticisms aimed at the original *Crazy Taxi* by a lot of people was its lifespan. Most arcade games are quick, instant fun designed to part you from your precious pound coins. They don't have big story modes designed to keep you guessing for months, nor do they have expansion packs. The best arcade games have brilliant scoring systems to keep people coming back for more, but to really appreciate the fun of challenging your own high score, you need to be at least fairly good at the game in question. *Crazy Taxi* was like this, and *Crazy Taxi 2* is exactly the same. To people who really can't be bothered to master all the advanced driving techniques, or learn the layouts of the cities, *Crazy Taxi 2* won't seem to be much more than a quick blast of intense arcade fun. To those of us who can, it's a furiously addictive and incredibly skilful game.

As with the first title, the lack of a two-player mode is disappointing, as we all know how much life a good two-player option can add to a game – *Virtua Tennis* (*ODM* #12, 9/10), for example.



Crazy Taxi, be it the original or the sequel, is the zenith of Sega arcade fun. Nothing else plays like it – it's got more energy than the sun and is extremely simple to pick up, yet has near-limitless depth. There is nothing really in the sequel that eclipses the original, though. The new features are great, and the new city exploits the hop feature wonderfully with its high buildings, deliberate jumps and multi-level world. The ability to pick up multiple passengers at once pushes the time limit and your navigational technique to the edge. But some purists won't buy the new city. They'll think it's too flat and lacks the open, hilly charms of San Francisco.

Whatever the sequel gains in innovation it loses in original charm, so it's difficult to argue either way which is the better game. It's swings and roundabouts, mate. If you've never played the original (and if you're reading this magazine, why not?) then technically the sequel is a smoother, more accomplished game and hopping does make the world a sillier place, which is a good thing.

But as with a lot of sequels, if you own the original the extra expense of the sequel seems unjustified for some extra bells and whistles. The same applies to *Crazy Taxi 2* – there is not enough here to make us insist that this is an essential purchase above other original games on the Dreamcast shelf, so it loses marks accordingly. If you don't own, know or have just plain missed the original, then this is as good as the *Crazy Taxi* series is going to get and therefore a highly recommended purchase.

"CRAZY TAXI, BE IT THE ORIGINAL OR THE SEQUEL, IS THE ZENITH OF ARCADE FUN"

VERDICT

A VERY FAMILIAR GAME FOR FANS OF THE ORIGINAL. A REAL BLAST

UPPERS
Still the most fun on Dreamcast • The fantastic new Crazy Hop feature • Crafty new cities • The replays

DOWNERS
It can be short lived • Graphic slowdown on corners • No multiplayer • It's the same game really

IN ONE HOUR Nailed the Crazy-Slide-Jump and got stuck in the mini-games

WEBSITE
www.sega-europe.com

MAX PLAYERS 1

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

ODM RATING OUT OF 10

8

VERY GOOD

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



△ Wahheeeyyy! Chucking explosives around has never been so much fun.



UNREAL TOURNAMENT

Armour, guns, tactical nukes and blowing people to bits with hot lead. **PATRICK GARRATT** charges into the deathmatch zone

SOME THINGS IN LIFE are sacred. There is a great deal to be said for leading a chaste existence, safe in the knowledge that your actions will bear no consequence on the general way of things. A perfect place where bullets, bombs and any other kind of war paraphernalia never existed. But at the end of the day, we all know that destroying opponents, fracturing corpses, laughing as fountains of blood spray walls and bystanders is the only way forward. Sitting cross-legged and invoking the Almighty may be a sensible lifestyle choice, but personal growth simply doesn't cut it in games. We want action. We want lots of action covered in big spikes.

When *Unreal Tournament* went head-to-head with the highly accomplished *Quake III Arena* on PC in the Christmas of 1999, lovers of the seminal Id-developed shooter were shocked harder than a deathrow unfortunate meeting his end. Noses were raised in panic. Arms were crossed. Was it better than *Quake III*? The original *Unreal* had been graphically excellent but essentially uninspiring – it's rarely a good sign if the word 'boring' can be justly associated with a game. But here was *Unreal Tournament*, sporting the sort of 3D graphics you'd been dreaming about since you were a kid, displaying an array of weapons that really couldn't be called anything less than inspired, and packing multiplayer on some of the finest deathmatch levels ever seen by man or beast. You know why all the *Quake*-heads got their arses up? *Unreal Tournament* was not only better than *Quake III Arena*, it left it in a cloud of dust in terms of gameplay. But no self-respecting Id fan would ever admit it, of course.



△ There's plenty to be said for two-way banging action.



△ Try not to see this too often. It's bad for your health.



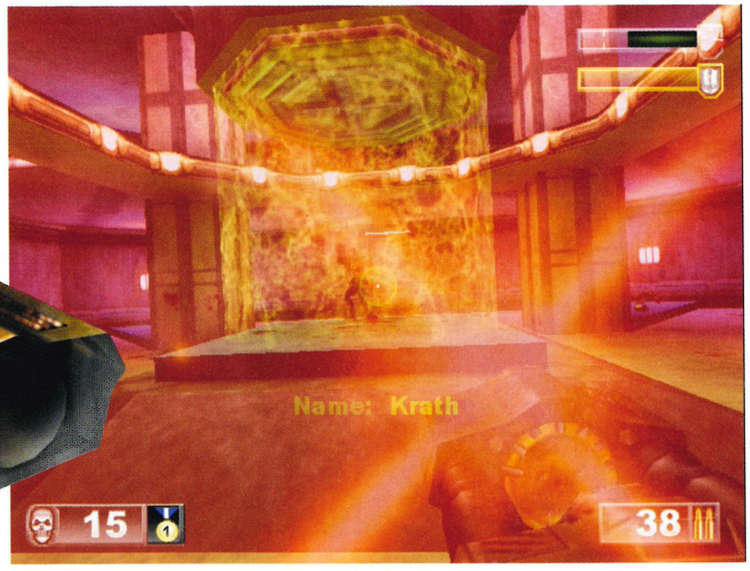
△ The rocket launcher has a handy lock-on. Now waste him!







"THE LOCK-ON MAKES THE GAME EASIER, BUT A TRUCKLOAD MORE FUN" **UNREAL TOURNAMENT**



△ There are times in *Unreal Tournament* when the graphics really do the job.



△ Hey, don't lose your head! (We're really, really sorry about that gag.)

Just to stretch this almost ridiculous contest to stupid lengths, both shooters were then confirmed for console conversion. Dreamcast would be the first of the next gen boxes to receive versions. Both would boast online play for at least eight players and bring the graphical lushness of all those fabulous gothic castles and speeding spaceships to the living rooms of the masses. Dreamcast fans held their collective breath. *Quake III Arena* (*ODM* #15, 9/10) was seen as nothing short of being able to save the console from millennial financial disaster. As it transpired, the game shipped with spectacular visuals but proved absolutely and completely that a straight conversion from PC to console for an action title does not work with a controller. That, coupled with an online reduction from eight players to four, spelled slightly sluggish sales and nothing of the revival gamers hoped would appear after the release. Next up, *Unreal Tournament*.

We can categorically tell you right now that *Unreal Tournament* on Dreamcast is a fantastic game. Everything that made the PC version such a blast, such as sneaky gameplay and killer maps, has made it across. Unfortunately, so have the same aspects that scuppered *Quake III Arena*, in one case almost laughably so.

"THE FACT THAT THE MODEM HAS BEEN COMPLETELY IGNORED FOR EUROPE MEANS YOU'LL FEEL CHEATED"

ON TARGET

Firstly, let's take playing with the controller. Following the release of *Quake III*, it was obvious that something needed to be done to address the balance of playing a game that was so completely constructed for use with a mouse and keyboard that any shift in control method would render the title practically unplayable. Publishers Infogrames managed this to a fairly decent extent in a rather sneaky way. Anyone who has played games in the first-person shooting genre for any length of time will know that the rocket launcher is practically guaranteed to be the weapon of choice if you want to do some serious damage. It's far easier to inflict pain if you can point a flying bomb anywhere near the opponent, either on a wall or near his or her feet. Infogrames have taken this one step further. When you're charging around in *Unreal Tournament*'s levels looking for someone to blast, you'll notice a red cross appear if another armour-clad player is unfortunate enough to wander across your ▷

REDEMPTION! REDEMPTION!

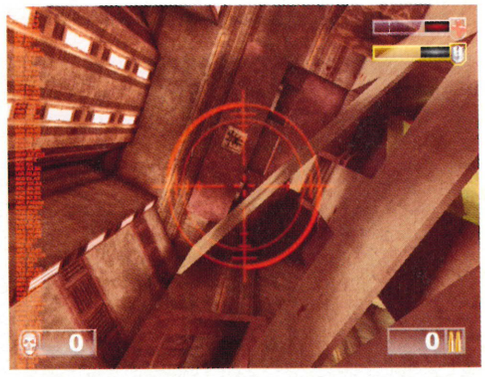
The Redeemer is the absolute Daddy of first-person shooter weapons and adds massively to the overall experience of *Unreal Tournament*. Basic fire lets you loose a rocket with nuclear capabilities at the enemy; be sure to stay well clear of the cataclysmic explosion. Secondary fire lets you take control of the rocket in first-person, guiding it around the levels with a target taking up most of the screen looking for the most likely bonce to crack. The sound you hear changes to a classic booster noise reminiscent of space shuttle launches, putting you right in the driving seat and giving you a ridiculous sense of macho power. *Unreal Tournament* is all about the guns at the end of the day, and the addition of the Redeemer really is the cherry on the cake. The weapon set in the game is yet to be rivalled in terms of ingenuity and general fun by any other game, letting you nod sagely and talk about 'balance' as you nuke people's ugly mugs.



△ There she is. The Redeemer. Purdy, ain't she? Ohh, mamma! You're mine – all mine!



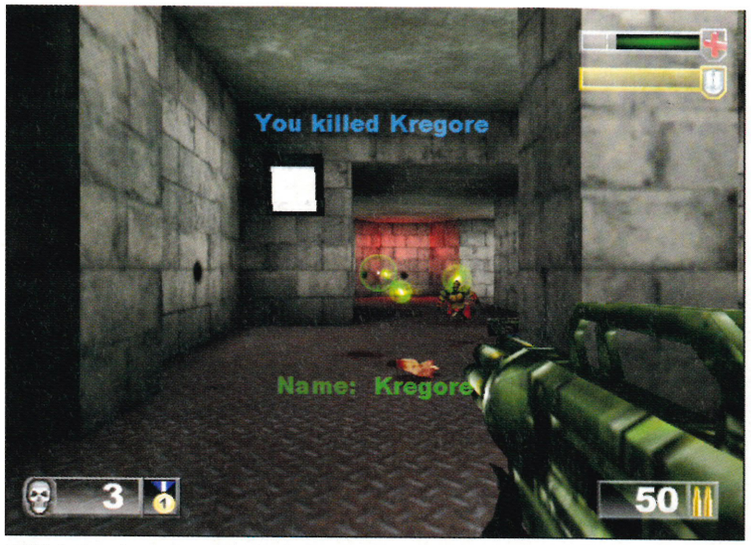
△ What can we say, except "insert 'massive weapon' gag of your choice here"?



△ Lorks. All that's left to do now is to find some poor sod's head to land on. Hehehe!



△ There's a lot to be said for shaving in the morning. Just ask this guy.



△ This is the primary plasma gun fire – the secondary is a constant stream.

▷ path. That's a lock-on. Let fly with a rocket now and you're 90 per cent certain the guy on the receiving end is kebab meat. You don't feel cheated. It makes the game easier, but a truckload more fun. Action made faster on your TV is all good.

NON-OPTIONAL EXTRAS

Unfortunately, this still comes nowhere near to getting into the thick of things with the Dreamcast Mouse and Keyboard. We say unfortunately, because that immediately excludes all of you that can't afford the extras. It also means that you'll have to play the game on some sort of table or tray, which cuts out lolling around on your sofa getting busy with your weapons. It's a minor point, we know, but there we are.

Speaking of guns, there really isn't a massive amount to fault with *Unreal Tournament*. You get the traditional rocket launcher, a mini-gun, pistols (Enforcers) that can double up, a plasma rifle, a razor gun, a sniper rifle, a flak cannon that fires red hot metal, and the absolute Don of all first-person shooter weapons, the Redeemer. You'll be legging it around a map when you notice a secret area, so you take a peek. Health packs, extra ammo and a bit of armour are ready and waiting to boost you back into the fray. And sitting in the corner is the largest, most ridiculous gun ever created by the minds of men. It is the Redeemer. This is categorically the most stupidly OTT piece of hardware to ever see inclusion in a game of any kind. Pay homage to the brain that ever dreamt it up.

If you read our preview in our May issue (*ODM* #19), you'll already know how this beast of a weapon works, but it's so glorious we're going to recap. Primary fire works in a similar way to a slow-moving rocket launcher, sending a tortoise-paced mini-nuke towards the enemy as you leg it in the other direction. The secondary fire of the Redeemer is nothing short of genius. After pushing the button on the pad or mouse, you're instantly transformed into a first-person mode where you take charge, in the words of original developers Epic, of "the rocket you ride". Sailing



△ Up close the opponents still retain a fair amount of detail.



△ Test tubes, baby. Grab them for extra health.



△ Rapid fire. The mini-gun is the best choice of weapon for covering a wide area.







"THE SECONDARY FIRE OF THE REDEEMER IS NOTHING SHORT OF GENIUS" **UNREAL TOURNAMENT**



△ Just a little to the left, honey...



△ Some of the levels are nothing short of spectacular.

around the beautifully built levels with the screen tainted red and *Terminator*-style lettering streaming down the side of the screen, you soon realise that the gameplay opportunities afforded by the weapon are superb. There's no fuel meter to hamper your flight with the Redeemer, so if you please you can sail around in the sky for minutes at a time, teasing the missile into position to cause the most damage at the moment of impact. The openness of the Capture the Flag levels in multiplayer afford the best use of the rocket, letting you literally wipe out scores of bots and other players in an opposing base from the comfort of your home territory, with your side ready and waiting to move in and steal the flag you need to win the day. The best part of the Redeemer, however, is watching the explosion after you plough it into a wall and see various soldiers exploding in an expanding wall of death. Nice.



TOYS FOR THE BOYS

Other lovely touches in the weapons department include the plasma rifle, with which you can send a ball of blue lightning out over the floor with secondary fire then whack it with the normal blast of primary fire to envelope the surrounding area in azure fire. The rocket launcher chucks out grenades as well as rockets, but even the primary fire can be held down to load up to five rockets into the barrel to throw out a disastrous spread of explosives. Three modes of fire makes the rocket launcher the weapon of choice for the game, and definitely the most versatile piece of kit. All of the weapons in the game have secondary fire, enriching the overall experience by a huge factor.

NO SUBSTITUTE

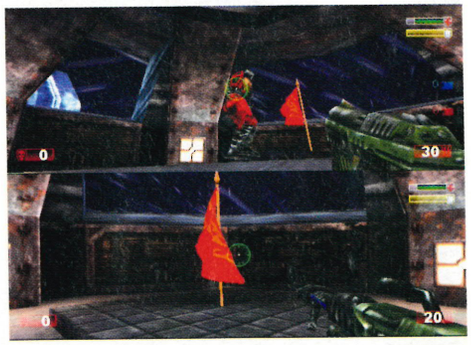
Multiplay, unfortunately has been catastrophically hampered by the lack of online play. Read 'The Official Line' (top right) for more detail on this, but suffice to say that *Unreal Tournament* would have stamped on *Quake III Arena*'s head from a great height if Europe had been given the same eight-player mode as America. As it is, the only multiplay modes are two- and four-player split-screen modes, which, although nice as they are, are no substitute for fragging online. The American response to Internet play through Dreamcast in the States has been ecstatic, with the well-rounded levels making *Unreal Tournament* an American classic. Even though you get deathmatch, team deathmatch, Domination, and Capture the Flag modes for you and your mates to beat each other up with, there's no substitute for getting online and showing the world what you're made of. Additionally, if four of you want to go at it through your Dreamcast, you'll all have to use controllers instead of the far superior mouse and keyboard method. This is the only major flaw of the game, and we're using the word 'major' correctly. Damn, damn shame.

When all's said and done, *Unreal Tournament* is the best first-person shooter you'll ever buy on Dreamcast, and in the face of the best efforts of Id Software with *Quake III Arena*, that's saying an awful lot. But the fact that the modem has been completely ignored for Europe means you'll quite simply feel cheated. This could have been the greatest console action title ever made. Instead it's just a very good one. We give it 8/10 because we reckon it's a fabulous piece of software that you need to own for your Dreamcast, but online modes could have made the game legendary. Whatever. Get your Redeemer out, bang your chest and praise the Lord of Dreamcast, the future world of deathmatch and all things great and good, soldier.

"THIS COULD HAVE BEEN THE GREATEST CONSOLE ACTION TITLE EVER MADE"

THE OFFICIAL LINE

Groan. This was almost inevitable and essentially scuppers *Unreal Tournament* from getting a top score. Publisher Infogrames decided at the eleventh hour to pull all online play from the console version of the classic PC shooter for reasons as yet unknown. Rumour is suggesting Sega refused to shell out to support the servers in Europe, but rumour is as rumour does. Our American cousins are currently enjoying eight-player online action, and reviews from the States have pitched the game far higher than the classic *Quake III Arena*, which would have also been the case this side of the Pond. There's little doubt that *Unreal Tournament* is more fun to play, provides better gameplay opportunities, better levels and more replay value. Take away the online aspects and all you get is a load of gamers crying on to their pads and looking bleary eyed towards a future of PlayStation 2, Xbox and Gamecube. The official line from Infogrames? "Due to circumstances beyond our control, circumstances which I am not at liberty to divulge, *Unreal Tournament* on Dreamcast will no longer have online multiplayer capabilities," an Infogrames spokesperson told *Official Dreamcast Magazine*. "The only remaining multiplayer aspect of the game will be two- to four-player split-screen."



△ No online play makes us mad. You'll have to settle for two- and four-player split-screen modes instead.

VERDICT

BRILLIANT SHOOTER, BUT NO ONLINE PLAY MAKES US CRY

UPPERS
Classic levels • Top weapons • Frantic deathmatch action • Intelligent bots

DOWNERS
No online play • Cumbersome use of controller • No online play • No online play

IN ONE HOUR Still on the first ladder on the lowest skill setting
WEBSITE www.unrealtournament.net
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
8
VERY GOOD

PRICE: **£39.99** • PUBLISHER: **INFOGRAMES** • DEVELOPER: **SECRET LEVEL**



△ Hey, can anyone smell burning rubber? Oh no, Colin!



△ Plenty of kicks playing as The Amazing Bag-Man.



SPIDER-MAN

"Don't review it like a fanboy," **TOM GUISE** was told. As if...!

APPARENTLY, WHEN SPIDER-MAN was created, Marvel Comics didn't think he'd be popular. "Spiders are too creepy," said the publisher at the time. "Nobody would want to be a spider man." Shows what he knew. Spider-Man became one of the most popular superheroes ever, and that fool's probably flogging cigarette lighters, three-for-a-pound, on street corners now. But he may have had a point.

We all dream of having amazing powers, but let's face it, they don't exactly come without tragedy. Batman lost his parents. Superman's planet blew up. And Spider-Man? Well, his winkie shrunk. Not really, he lost an uncle, but you get the drift. And what do they do with their awesome abilities? Score with the opposite sex? Roll in the cash? Blag tickets to all the best parties and hob-nob with celebs? Nope, they dedicate their lives to fighting crime and protecting the innocent. Oh come on! A better role model would be Snoop Dogg or Kid Rock. These guys are high-rollers. They cruise around in limos. Date pornstars. Wear cool threads. But then they can't crawl up walls or shoot webs from their wrists. Which is why they haven't got their own videogame and Spidey has.

CAPTURING THE SPIDER

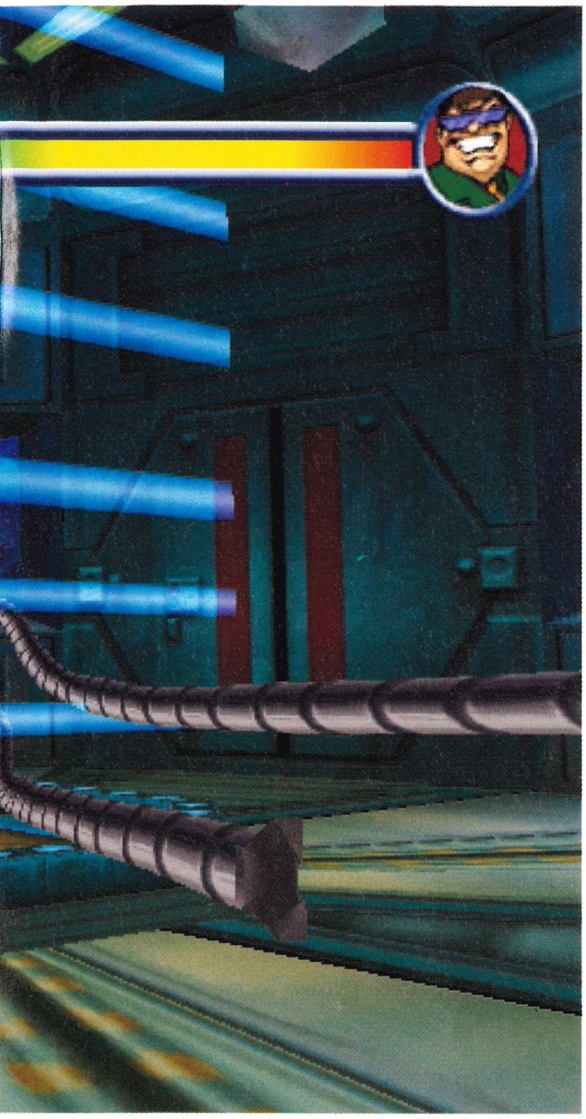
A game like *Spider-Man* comes with two kinds of potential punter. One is your die-hard Spidey fan. They want to see him faithfully recreated. He's got to look right, move right, sound right. His powers have to be correct. He can't do things he shouldn't, but he'd better not be too weak. And the plot has to fit with the comics. It's got to have the right villains. Anything else and it's sacrilege.

Your other punter just wants some fun. We all know what Spider-Man can do – he's perfect for a great action game. Plenty of swinging about, a bit of fighting, and





"SPIDEY EVEN HAS MULTIPLE WISECRACKS FOR THE SAME SITUATION" **SPIDER-MAN**



△ That Doctor Octopus. He's all fingers and thumbs, you know.



△ Turn 'em on their backs, Spidey. They'll go straight to sleep.



△ Dropping into Ikea on a Saturday afternoon.



△ Swear on the 'password' screen and Spidey gives it a slap.



△ We agree, you used to be so much more sarcastic.

some nifty gadgets. But nothing too heavy. You don't want anorak-detail turning it into some over-complex simulation. And it had better look good.

Tall order, but hey, the *X-Men* movie managed it. Combining faithful comic detail with solid mainstream action, fans and everyday movie-goers alike lapped it up. There's no reason why a game can't score the same balance. And thankfully, *Spider-Man* does manage it. But then it comes from the makers of the excellent *Tony Hawk's Pro Skater* series. The same bods who've had non-skaters around the world claiming "it's an accurate skateboard sim", and talking knowledgeably about 360° varial kickflips. If they can sell hardcore skateboarding to the masses, spider-powers must be a cinch.

PEST CONTROL

Well, they really have captured the look and feel of Spidey perfectly. If you've seen a *Spider-Man* cartoon (you may have had to get up early on a Saturday a few years ago), the animation is just as fast and dynamic, and he strikes a pose in true spindly heroic style.

What's more, the controls feel exactly like you'd expect. Steer him around and he scuttles up any surface – walls, the underside of ledges, ceilings, around pipes – and he won't let go until you're ready. Firing webs, whether for swinging or attacks, is instantly mastered thanks to subtle computer-assisted aiming. And once you're comfy with that, you can quickly spin extra web weapons – boxing gloves, impact balls, even explosive web-domes.

For the have-a-go heroes out there, simple punch/kick combos can be strung together. In fact, any chain of attacks rolls into a meaty combo, looking great even when you're up against three or more baddies. That's what being *Spider-Man* should be about, after all. Looking sleek and powerful. And whether you're a fan or not, it satisfies. This Spider-Man is a very playable character.

SPINNING A YARN

All the action is tied together by a fast-paced, cartoon-style plot. The game breaks down into six stages, each billed like a full comic episode. It's not story-heavy though, just enough of an excuse to get as many classic foes (and cameo characters from the Marvel Universe) in as possible. Most of this takes the form of pre-rendered cut-scenes, which are like CG versions of a Saturday morning Spidey cartoon. The dialogue, in particular, is excellent and spills into the main game. Spider-Man has plenty to say as he clouts thugs, escapes trouble or even helps a slowpoke player head the right way. "Look at the Spidey compass! The-Spidey-COMPASS!" Impressively, he even has multiple wisecracks for the same situation. It makes you feel even more like you're controlling the real deal.

Unlike most games, coming up with end-of level bosses for a *Spider-Man* game isn't hard. Nearly 40 years of comics have churned out a wide enough selection, it's just a case of cherry-picking the best. Naturally, there's one at the end of each stage. The episode climax, if you like. Here are the final candidates…

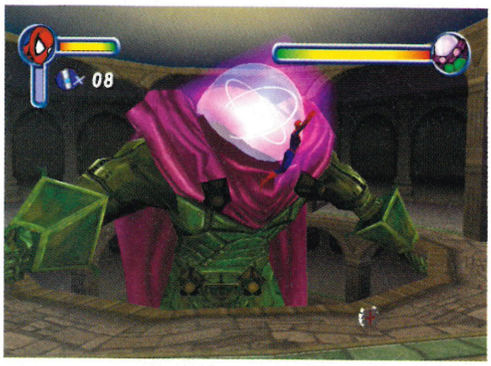
First up is The Scorpion. This guy wears a mechanical suit with a big electrically charged club-tail. Unfortunately he can't take it off, making him a tad bitter.

The Rhino. Dresses like a rhino, funnily enough. And charges around like one, complete with the horn. His suit is tough as old boots, making him virtually invulnerable.

Venom. One of the most popular among fans, he's an old photographer rival of Spider-Man's alter ego Peter Parker, wearing a living alien costume that Spider-Man dumped. As such both resent him, and with the added fact that they know Spidey's secret identity they're extra-dangerous. Better still, they're undetectable by his early warning Spider-Sense and this is tied superbly into the gameplay. The Spider-Sense actually warns of incoming danger, but in battles against Venom you haven't a clue where he's going to pop up.

Mysterio is a master of illusion. Like David Copperfield, but less of a prat. That said, he still frames Spidey for ▷

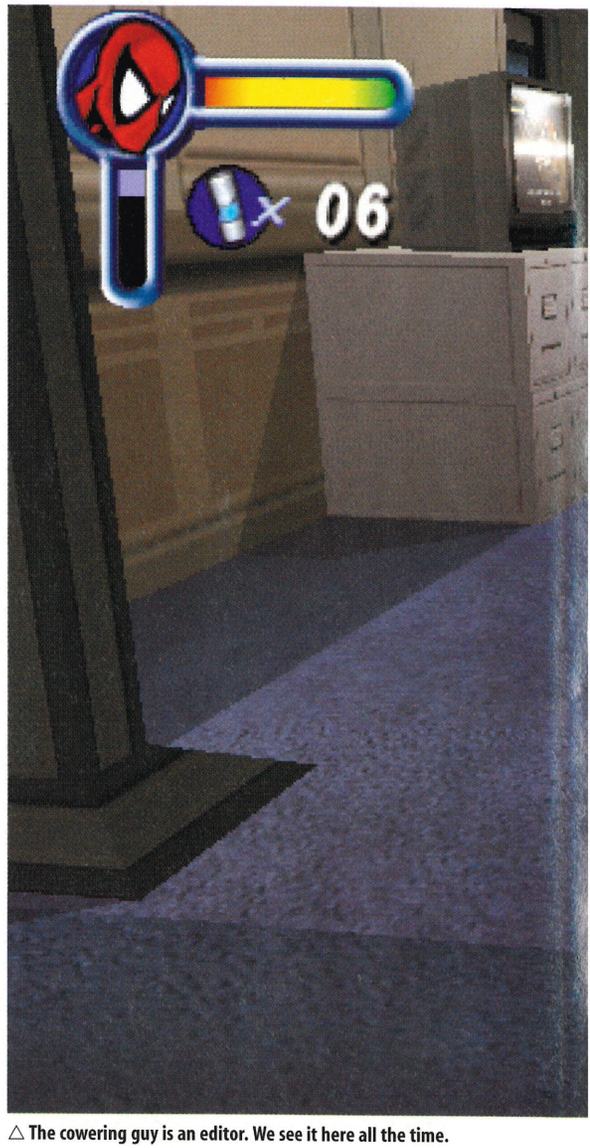
"EACH STAGE IS DIFFERENT, SO YOU'RE ALWAYS ON YOUR TOES WONDERING WHAT TO EXPECT"



△ He's big, Spidey, but apparently he's got a glass jaw.



△ These guys have had a few too many shooters.



△ The cowering guy is an editor. We see it here all the time.

▷ a robbery as the game kicks off, by impersonating everyone's friendly neighbourhood web-slinger.

Doctor Octopus. Great name, even greater mechanical arms fused to his torso. Shame about the pudding-bowl haircut and stereotypical German professor voice.

Finally there's Carnage, another variation on the living alien costume, only this guy's a total cycle path. Actually, he's not the final boss at all. There's a new one exclusive to the game (i.e. never before seen in the comics, on TV, on trading cards or anywhere else, geeks) and he's pretty cool.

DOING YOUR LEVEL BEST

Great controls and meaty end-level bosses are normally enough to constitute a 'good, solid game'. Well, *Spider-Man* pushes its rating up a notch to 'ball-bustingly hardcore' by spicing up its regular action too. Each stage is uniquely different, so you're always on your toes wondering what to expect.

First you're swinging around the city, next you're sneaking around a bank. No sooner have you tried to dispose of a bus-sized bomb, than you're on the run from police choppers. Then you have to stay on Venom's fast-moving trail, before battling atop a moving subway train. Next, you're working out *Tomb Raider*-style switch puzzles in the New York sewers. Each of those is a different level. The variety is mightily impressive, keeping the pace fun, but also adding to that ever-versatile superhero-about-town feel. It's very satisfying cracking each stage.

Of course, all good things come to an end. But when it comes to games, that's not enough. We expect more, lots more. Ever-faithful Spider-Man delivers with a host of extras. There's hidden objectives throughout each level and completing them unlocks some fun stuff. Treats really, nothing major, but enough to make you feel heartily rewarded for your dedication. And, gulp, if you're a hardcore Spidey fan, they'll blow your red, web-patterned socks off.

The most prominent extras are the secret costumes (see 'Tight Fit' below). Each one is a landmark outfit from Spidey's prestigious comic history and once collected, you can read when and where he got it. Or better still, wear it in the game. How you get each one is the trick though, and something we're not going to reveal just yet.

Likewise, there's comic covers to collect. Virtual versions of real-world classic Spidey covers, which once found can be studied, complete with their personal history. It doesn't matter whether you're a fan or not, we'll be surprised if anyone doesn't enjoy finding these hidden collectibles. In their own way, it's a fun as picking up Chaos in *Sonic Adventure* (*ODM* #0, 9/10) or trading animal characters in *Shenmue* (*ODM* #14, 10/10).

There's other hidden stuff in the game, all just thrown in for a laugh. Some are shown on screenshots in this review, others we'll save for a proper guide. But it's this attention to detail that makes *Spider-Man* so worthwhile. For the true Spideyholic, mark that down as essential.

TERROR UNMASKED!

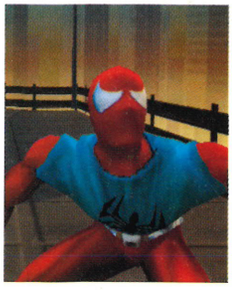
Unfortunately though, *Spider-Man* is not flawless and we've saved the worst for last. Strangely, the one thing that makes the game initially and instantly addictive also turns out to be its Achilles heel. The control system. Or more specifically, how the controls work with the camera.

Change direction when running or crawling and the camera spins to a better angle. Fair enough, only as it spins the controls spin with it. As an example, you might be crawling up a wall, then turn right. The camera zooms behind you again, making Right on the d-pad become Down and Spidey suddenly scuttles the way you came.

Nearly all 3D games suffer like this to some extent, but with Spidey it boils into frustration. While just an annoyance early in the game, it proves fatal later on

TIGHT FIT

Blue and red spandex not to your liking? Spidey's worn some snazzier (and more disgraceful) threads in his time. To stir your loins, here's just a few of the outfits hidden in the game...



△ Scarlet Spider.



△ Clone outfit.



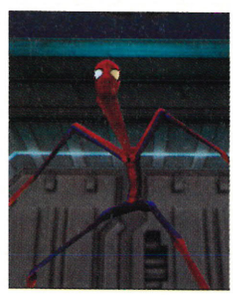
△ Moody goth black.



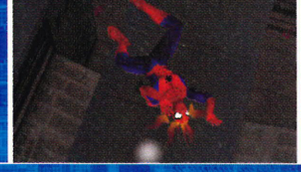
△ Captain Universe.



△ Bag-Man? Hmm...



△ Ally McBeal?







"THE GAME GOES FROM BEING BRILLIANTLY PLAYABLE TO HALF-ARSED" **SPIDER-MAN**



when Spidey desperately skirts around some valuable health as enemy shots riddle him, and the camera keeps flipping madly about. Even something as simple as crawling up a ventilation shaft can prove daunting.

Another fault levelled at *Spider-Man* (at least with the PlayStation original) was that it was too easy. Certainly most of it's fairly untaxing, although not so much that we'd complain. In fact, our criticism is that one section is frustratingly hard – the battle with Mysterio. Towering 20 times higher than Spidey, he looks to be an impressive boss, but suddenly the game goes from being brilliantly playable to half-arsed. Although Spidey is supposedly standing on wide tiers, he's only able to run along the revolving edges. It's almost – gasp! – 2D. But in the most pathetic way. Suddenly Spidey can't use his webs or crawl up walls. No, he has to jump about like Crash Bandicoot or some other gimpish platform character. This is Spider-Man! Two seconds ago I was swinging from rooftops!

The final criticism is simply that *Spider-Man* just isn't really a Dreamcast-quality product. The graphics are certainly higher resolution and more detailed than the PlayStation original (the least you'd expect) and the full-motion video has also been improved, but not as much as it could, though. It's FMV after all, why does it still look like fuzzy in-game graphics? It would have been better if it had been cartoon cell animation.

The fact is, it's still a game that was conceived on the simpler PlayStation. The opening plot even has Doctor Octopus filling the city with smog. A clever ploy to fog the streets on PlayStation, but on Dreamcast it just doesn't wash. We expect to see pedestrians on pavements and cars on the roads. And why does Spidey die when he falls into the smog? He's not going to plunge to his doom – he can spin webs after all. So is it poisonous? In that case everyone in New York must already be dead too.

This limited game concept filters into your city-swinging freedom, too. You want to go wherever you want, but ultimately there's only buildings cleverly situated in the right general direction. The flat skyline is all too apparent as well. And in the buildings, and sewers too, doorways are only open when you're meant to go through them.

As a final word, *Spider-Man* is a great game. It's fun, action-packed, addictive and very playable. Just like it was on PlayStation, in fact. But if it had been re-thought out for Dreamcast, we can't help feeling it would have swung to even greater heights.

"THE FACT IS, IT'S STILL A GAME THAT WAS CONCEIVED ON PLAYSTATION"



△ No, the colour hasn't gone wrong. It's the Spidey Armour.



△ Rumour has it Venom can fit three tangerines in his mouth.

VERDICT

A TOP ACTION GAME, BUT ITS HUMBLE ORIGINS ARE OBVIOUS

UPPERS
Spider-Man's superb versatility • Fantastic pace and variety to levels • Loads of hidden stuff

DOWNERS
Camera works against the controls • Mysterio stage is frankly offensive • Cheap-shot fogging effect

IN ONE HOUR We were on the run from the cops. Spidey too!
WEBSITE www.activision.com/games/spiderman
MAX PLAYERS 1
VIDEO MODES Full-screen 50hz, VGA compatible

ODM RATING OUT OF 10
7
GOOD

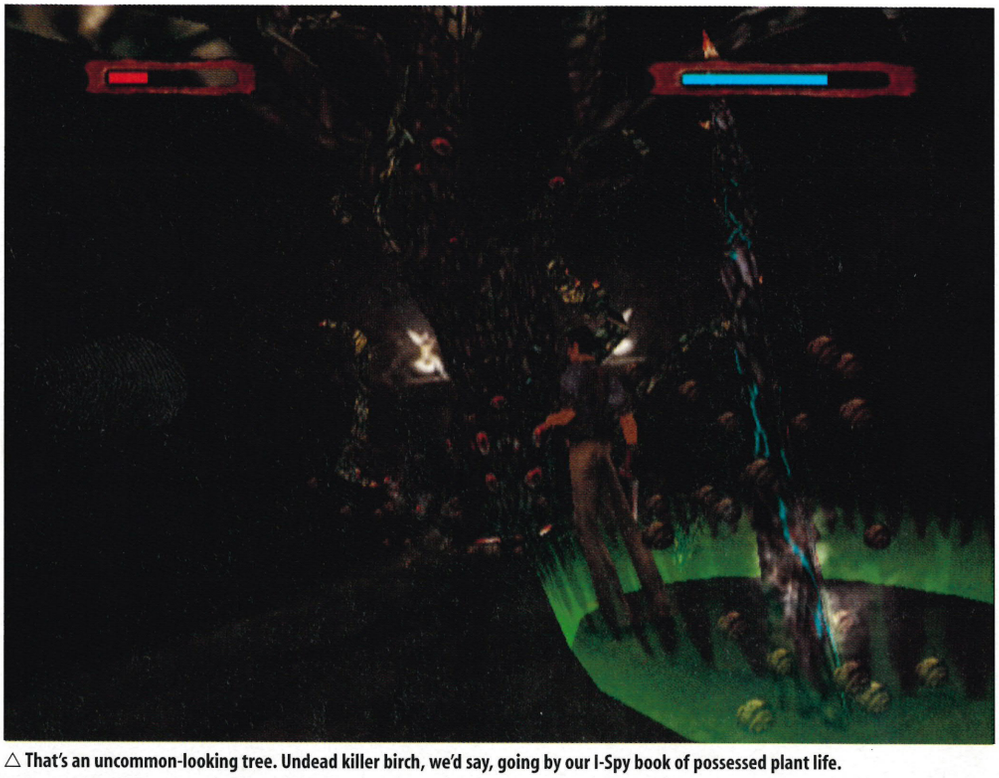
PRICE: **£29.99** • PUBLISHER: **ACTIVISION** • DEVELOPER: **NEVERSOFT/TREYARCH**



△ The Cub Scout movement needs a new recruitment drive.



△ Ash and friend at the *ED* disco, dancing round their bloodbags.



△ That's an uncommon-looking tree. Undead killer birch, we'd say, going by our I-Spy book of possessed plant life.

EVIL DEAD: HAIL TO THE KING

Welcome to hell! **TOM GUISE** has quite a few other opinions about this evil game too

BRUCE CAMPBELL: A NAME that surprisingly few people know. Fewer than should, anyway, because Bruce has dedicated his life to protecting humankind from evil. Not evil like drug dealers or terrorists – we're talking about demons lurking in another dimension, waiting for a gateway into ours so they can (gulp!) swallow our souls. And boy, has it cost him. So far they've devoured his friends, his sister, his girl and even his hand. Then they teleported him into the Dark Ages. Thankfully though, this only happened in a bunch of underrated movies, known as the *Evil Dead* Trilogy.

Those events may be fictional, but Bruce has still paid a massive price for his dedication to the *Evil Dead*. He has been forever typecast as a bad actor in corny, low budget gore flicks. Unfairly too, because the *Evil Dead* movies are some of the scariest, most visually fantastic, and bizarrely funny horror films ever made. And Campbell is brilliant as the hero Ash. So good in fact, that Jim Carrey has made a career out of imitating him (yeah, we've got your number Carrey). For eight years, fans have been hollering for *Evil Dead 4*, but, like we said, the movies didn't do so good, and it's never happened. But wait – *Hail To The King* is said to be the true next instalment. And Bruce Campbell is even in there.

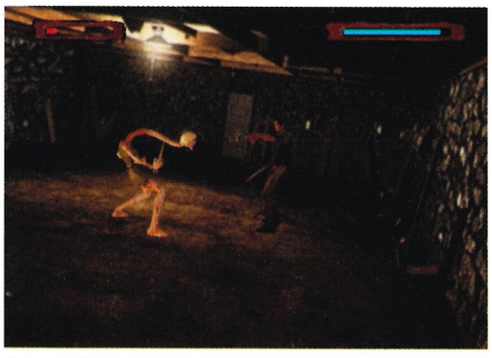
YOU WANT SOME? HUH? DO YA?

So, how to go about making an *Evil Dead* game? The movies are full of dark corridors packed with monsters, Ash armed with a double-barrelled shotgun and chainsaw. A *Quake III Arena*-style game maybe? Then there are the unrelenting hordes of zombies to blast. *House of the Dead 2* (*ODM* #1, 9/10), perhaps? But how to capture that claustrophobic, lone fear of unseen horror? Copy the scariest game ever made, of course.

It's not unfair to suggest *Hail To The King* is a rip-off of the *Resident Evil* games. So much is similar. It uses the same visual technique of 3D characters overlaid on to photo-realistic backdrops. The same pace of conserving ammo. Items glitter on the ground, each one important to solving a puzzle. You need tape reels to save your position. You can mix fungi to create medicine or fuel. Even the music sounds identical. But hey, all the above-



△ Hey – sit down, some people are trying to enjoy the movie.



△ Yeah, wind your neck in, bitch!



△ Rare footage of Tim Burton's Ally McBeal episode.

EVIL DUPLICATE

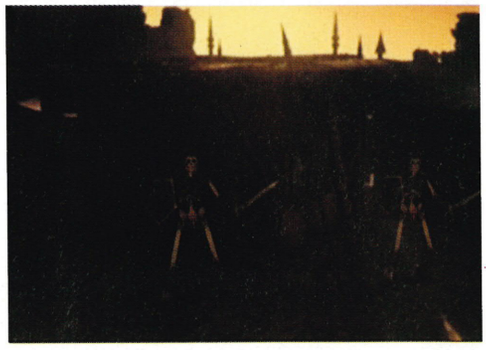
You want the real deal, baby? Here's which *Evil Dead* flick to watch for those key in-game scenes



△ The best opening scene? *Evil Dead 2*, definitely.



△ Evil Ash. First in *ED2*. Leads the hordes in *Army Of Darkness*.



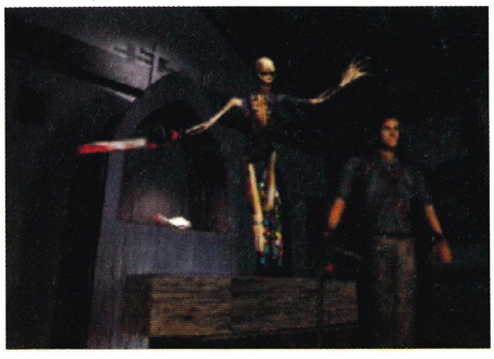
△ Skeleton warriors? That's the *Army Of Darkness*.

"IT RUINS THE SPOOKY MEMORY OF *EVIL DEAD*"

mentioned games ripped-off the *Evil Dead* movies in the first place, *Resident Evil* included. As Ash would say, "It's payback time!"

In fact, Ash does say that. And a lot of other things besides, all thanks to the vocal talents of Mr Campbell. That's the one departure *Evil Dead*'s creators have allowed themselves from their *Resident Evil* template – humour. The films are packed with witty one-liners, and *Hail To The King* aims to please the cult fanbase. So when Ash rams his chainsaw into an undead boy scout, he drawls, "Kumbiya baby". He beckons a slavering undead tree (don't ask) with, "Yo tree-bitch, over here!" When – as he's digging open a mine entrance – an unearthly cry echoes from within, he pauses and mutters, "That, I didn't need to hear". There's even a button just for taunting the undead. Sort of like honking your horn, they either scuttle out the way or become enraged.

Campbell's involvement is the big pull for fans. And although all his dialogue is new for the game (and, rumour has it, part-written by him) much of it echoes quotes from the films. In fact, for a game that purports to be a sequel, there are a lot of scenes lifted straight from the movies. You can almost neatly divide it into *Evil Dead 2* – as Ash wanders around monster-packed woods looking for the pages of The Book Of The Dead – and *Army Of Darkness*, the third film which sends Ash back to the time of King Arthur to battle hordes of Deadites. Not that this is a criticism – any fan naturally wants to play out their favourite movie moments. Moreover, *Evil Dead 2* was little more than a remake of the original film. So why can't *Hail To The King* be a remake of the whole series? No, if you want criticism, there's plenty of that to come…



△ It's no surprise church attendance has slumped.

LISTEN UP YOU PRIMITIVE SCREWHEADS!

Aside from the gore and fear, there's another streak of evil in *Hail To The King*. The one it captures best. Torment. At every level this game manages to fill you with despair and frustration. From the initial moments of staggering in the wrong direction due to the awkward controls, to hours later when you're shooting the wrong way as a boss needlessly kills you. Sure, the *Resident Evil* series has fiddly controls, but these are so much worse – you'll run on the spot trapped by the corner of a table, or die at the mercy of some ludicrous camera angles. In fact, it's possible to be stuck at an obvious puzzle-solving point simply because you didn't press the action button while standing exactly in the right spot.

Special mention however, has to go to 'the woods' surrounding your lodge. True, it's supposed to be an inescapable labyrinth filled with mind-numbing horror, but the method used to capture this is… inhuman. You wander, lost, for hours, drearily battling the same tedious baddies as the same voice echoes out every three seconds, "I'll swallow your soul!" One of the coolest quotes in *Evil Dead 2*, sure, but talk about overkill. The horror in the first *Evil Dead* film might have led to it being banned, but this single hypnotic quote could induce suicide.

Of course, you do eventually get past the woods. And the plot picks up pace for a while with a good bit of action and humour, but it doesn't keep it up and soon you're back to mundanely battling repetition and poor controls. Truth is, *Hail To The King* never manages to capture the sensation of the excellent movies. All those earlier mentioned games, however, do. And if you're an *Evil Dead* fan you probably already love *Quake* or *Resident Evil*. If anything, this game ruins the spooky, funny memory of *Evil Dead*. Hell, they may as well have got Jim Carrey, or even Greg Proops, in to play Ash.



VERDICT

A POOR *RESIDENT EVIL* CLONE. THEY SWALLOWED ITS SOUL

UPPERS
Some impressive scenery • The sneering tones of Bruce Campbell • Killing a demon with a chainsaw

DOWNERS
Unresponsive, fiddly controls • Early part is too slow and drawn out • Annoying repetitive speech

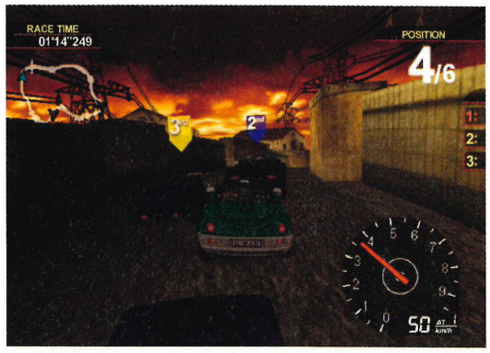
IN ONE HOUR Still wandering around those infernal woods
WEBSITE www.evildeadgame.com
CHECKOUT www.deadites.net – the best *Evil Dead* website
MAX PLAYERS 1
VIDEO MODES Full-screen 50Hz

ODM RATING OUT OF 10
5
AVERAGE

PRICE: £29.99 • PUBLISHER: THQ • DEVELOPER: HEAVY IRON



△ One of three views you can play in is this, the 'chunky lack of car detail camera'.



△ Even the number plates in this game are rubbish.



△ Some excitement? Almost, except it took half an hour to get.

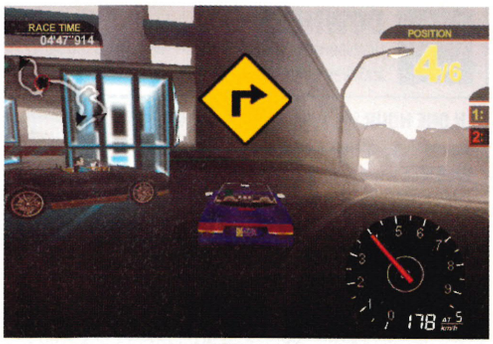
EXHIBITION OF SPEED

Another driving game that promises 'high speed authentic action'. **STEVE KEY** can barely contain his excitement. Honest

IMAGINE IF YOU WALKED into a games shop and on the shelf was a game made by Ronseal. You'd know that because it does 'exactly what it says on the tin' you're going to get a game that is as it says. Something like *Brilliant Racing Simulator* or *F***ing Rubbish Fighting Game*. So imagine if you will, the Kings of Varnish trying to sell you *Exhibition of Speed*. It'd be called *Carnival of Crap*. Or maybe *Shindig of Shite*. We think you get the picture. A more misleading game name you'll probably never see.

In fact, *Exhibition of Speed* is actually *Roadsters 2*, sequel to the dire *Roadsters* (*ODM* #11, 3/10) which isn't exactly the best start to a CV. It's also not very playable, hardly an exhibition, and isn't all that quick either. There's only one main mode of play, and that's the Trophy section. This basically enters you into an ongoing tournament in which you compete against five other drivers over nine initial tracks. So far, so good. You then pick from one of the preset drivers and are escorted into the showroom to choose your car. Cars cost money, and at the start you have enough to buy one of two cars that you would describe as bottom of the range. By coming third or above in any of the races, you move on to a new circuit and collect some prize money in the process. So the better you do in the races, the better car you can buy. But here comes the first major stumbling block.

The races are ludicrously set up, especially regarding the computer intelligence, the handling of the cars and the collision detection. You start a race at the back of the grid for example, and within 30 seconds, despite the fact that you're racing with a distinctly inferior car to the rest of the drivers, you'll be at the front of the pack. Then, no matter how brilliantly you race the first lap, all it takes is one mistake and you'll find all the other drivers right behind you, or indeed trundling casually past. Back to fourth again. There seems to be a ridiculous slower car boost on those racers, including yourself, that aren't leading. It's almost offensive the way you can easily blaze past people who are leading. But as soon as you reach



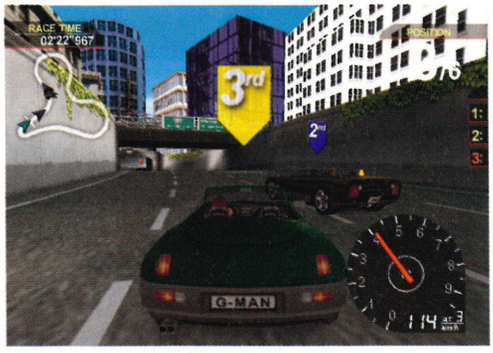
△ This shows the game's AI. He's been there for five minutes.



△ The replays look nice. At least we've found one compliment.



△ You have to be brave to play *EOS* enough to afford a car like this.



△ Bumping into others will often help you stay in the right line.



△ There's a real danger of nodding off behind the wheel.

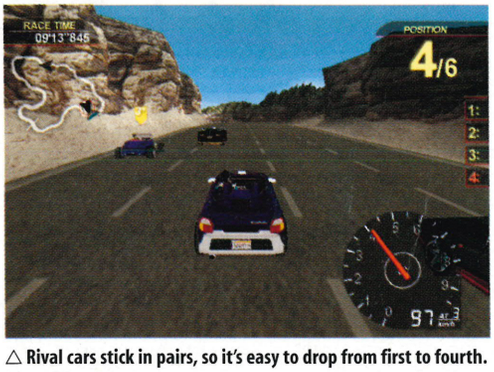


△ You can plough through this road sign without any damage, but God forbid if you scrape a lamp-post.

the front, you hit this imaginary buffer, which slows you down, so you have to wait until everyone else zooms past before you can speed up again.

TWO BY TWO

As we mentioned briefly before, the intelligence of the computer-controlled drivers leaves a lot to be desired as well. The cars seem to drive around in pairs, in that you'll catch up with the driver in second place and he'll be sat right behind the leader. The same thing applies if you have a nasty smash and have to start from the back. It's almost like they hold hands as they go round. As you become accustomed to the circuits, you'll also find the nasty bends and corners that always seem to result in a pile up. This is also where you're likely to find other drivers just sat facing the wall after they've crashed into it. Maybe it's a brick fetish, maybe they just couldn't be arsed, but we actually watched one driver just sit there for well over 30 seconds, by which point he'd nearly been lapped. It also highlights the gulf in the quality of the computer drivers. You'd expect the top driver to always be challenging, but at the least the tail-enders would offer a small degree of opposition. But no.



△ Rival cars stick in pairs, so it's easy to drop from first to fourth.

All this, and we haven't even mentioned the handling of the cars. Ah yes, the handling of the cars. We're not allowed to print our true feelings on this one, as we may offend some of our younger readers. But needless to say, the office was full of colourful language when *Exhibition of Chud* was being played. The early vehicles don't handle well, because you pay for what you get and these are the cheapies. But at least you'd expect them to behave like a car should and have some average handling and okay responsiveness. Arse it does. You can be approaching a bend and have plenty of time to turn into it, but simply holding (flat out) in one direction isn't enough. You have to touch on the brakes but if you apply them for a split-second too long, you'll find yourself spinning through 180° and facing the wrong way. Then, in the eternity that it takes while you try to stop the damn car and spin it around, the race is already over. To be fair, the rewards are there if you're brave enough to play through and get yourself one of the better cars, but doing so would be akin to Chinese water torture.

COURSE YOU CAN'T

The way the Trophy races are set up doesn't exactly do much to calm the anger brewing either. There are three races in each of the three divisions and at the start you can only enter one race. You have to finish that in third or above to go on to the next race. Because of this, the second Trophy, sadly entitled Endurance, is the most pain we've ever encountered playing a game. Whoever said games are supposed to be fun obviously never imagined that *Exhibition of Speed* would be made.

As you can probably tell, we don't like this game very much. In fact, it's one of the most annoying, frustrating, and downright crap games the Dreamcast has ever seen. Look elsewhere in this issue and you'll see the quality software available. Spend a few minutes gazing over these pages and you'll see the other side of the coin.

"WHILE YOU TRY TO STOP THE DAMN CAR AND SPIN IT AROUND THE RACE IS ALREADY OVER"

VERDICT

ONE OF THE WORST GAMES WE'VE HAD THE MISFORTUNE TO PLAY

UPPERS
You're having a laugh, right? • Okay, there's a four-player mode

DOWNERS
Dull • Frustrating • Annoying • Cack

IN ONE HOUR We swore 72 times
WEBSITE www.titusgames.com
CHECK OUT The next page. Quickly
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, VGA compatible

ODM RATING OUT OF 10
2
RUBBISH

PRICE: £29.99 • PUBLISHER: TITUS • DEVELOPER: PLAYER 1



REVIEWS ROUND-UP

DRINKING...

SUMMER IS HERE, SO IT'S OFF TO THE PARK FOR THIS MONTH'S DISCUSSION. **DAN TRENT** CARRIES THE PICNIC HAMPER

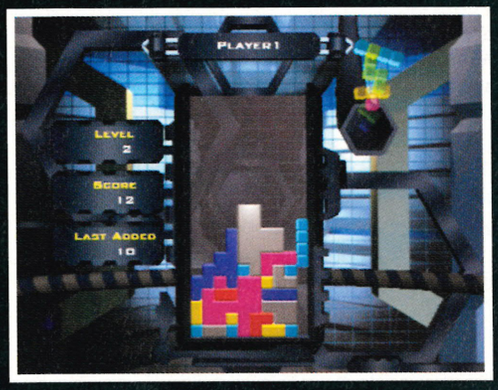
***ODM*'S WINDOWLESS BUNKER OF** an office makes us all go a bit giddy when we get out into the sunshine but, with the first of the summer sun peering out from the clouds, we thought it only fit and proper that we have our first al fresco Drinking & Thinking. Working in central London means green space can be hard to find, but fortunately Regent's Park is but a short stroll away. So we stocked up on beers and staked a claim on a pleasantly sun-dappled piece of grass near the immaculate flower beds and bubbling fountains. All very civilised.

Once again joined by freelancer Dylan, we sat down to discuss the games we've been playing over the last month or so. The line-up included the latest take on the gaming institution that is *Tetris*, the supremely scatological *Stupid Invaders*, racer *Stunt GP* and two Sega arcade classics, *18 Wheeler American Pro Trucker* and *Confidential Mission*. The latter two certainly impressed when we took them out on the road for our VoxPops features recently, but the test of time was going to be a deciding factor as to whether these quick-fix specials will go beyond the one-night stand phase. As for *The Next Tetris*, read on...

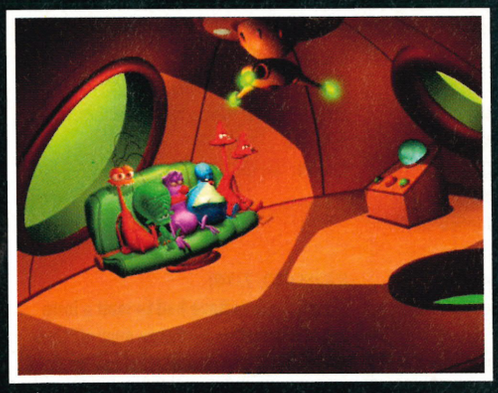
LOCATION
Regent's Park, London

UP FOR DISCUSSION

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



THE NEXT TETRIS



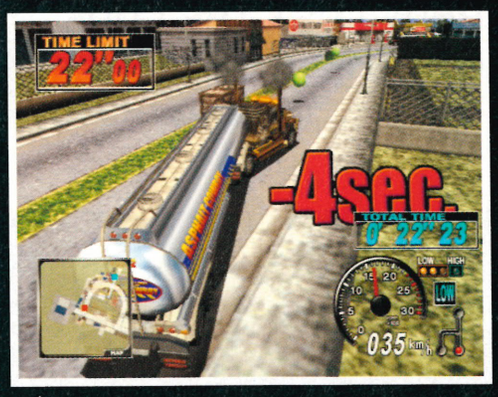
STUPID INVADERS



STUNT GP



CONFIDENTIAL MISSION



18 WHEELER APT

PHOTOGRAPHY: LAILA MEYRICK

THE NEXT TETRIS

(*ODM* #20, 3/10)

Taking a gaming standard like *Tetris* and attempting to jazz it up with a few fancy animations was always going to be playing with fire and the developers behind this certainly deserve to be burnt at the stake! The old maxim 'if it ain't broke don't fix it' was never more appropriate...

DYLAN: Oh, it's *Tetris* but with future vision... metalness. It's got that metal clanking robotic future thing going on.
DAN: Like *Robot Wars* or something.
DYLAN: Yeah! I see enough bleak futuristic visions when I look out of my window every day. I want flowers and sunshine. I want hippie *Tetris*.
ED: You want black and white blocks falling into a hole...
DAN: I was looking at it and I was thinking 'how on earth can you mess up *Tetris*?'
ALEX: That's what they did, though.
DAN: But *how*? How could you possibly ruin it?
DYLAN: Simple. You set it in a futuristic machine underworld. Like this.
DAN: But they *have* managed to mess it up, you've got to give them credit for that at least. That is worthy of an award in itself. The most simple and enduring game concept that has ever been invented and they find a way of messing it up.
DYLAN: 'I've seen the intro for *Terminator 2*, clunk clunk clunk. I'm going to remake *Tetris*, clunk, clunk, clunk.' Unbelievable.
DAN: The way they show you what pieces you're going to get before they hit the screen...
ALL: [Groans]
ALEX: Complete idiocy.
DYLAN: I can't understand why they didn't just let it run, like a screen saver!
ED: Press Start and let *Tetris* play itself?
DYLAN: Exactly! That's the next step in videogames – games you don't actually have to play, and they're getting there. With *The Next Tetris* they're taking a mighty step in that direction, so in that way it could be seen as revolutionary. People are busy, they've got jobs, they don't actually want to *play* games – they want them to *happen*.
DAN: I want it to include intro footage of the inventor... what's his name again?
DYLAN: Oh, you mean the most Russian looking man in histroy?
ED: Alexei Pajitnov.
DAN: Him! Yeah, I want to see footage of him sitting in a bar sobbing, with a bottle of vodka saying 'I never made any money out of it and now they've ruined it...!'
DYLAN: '...Will you westerners stop taking the piss. You stole my idea and now you've destroyed what made it good!'
ALEX: It is like the greatest East European desire; it's efficient and minimal and then it gets Americanised and becomes all bloated with unnecessary 3D animation.
DYLAN: *Tetris Thunder*!
ED: *Tetris X*! *X Tetris X*, just stick more X's in the name and Americans will love it. X's and metal.
DAN: We'll show those Russians how to make computer games!
DYLAN: Yeah! We'll show them how to make big metal blocks, chunk, chunk, chunk. Big iron balls, *v8 Tetris*...
ED: If it had been online there might have been a point to it.
ALEX: But the controls are all sluggish!

DAN: How can you make the controls sluggish? This is *Tetris* for God's sake! How?! It's not possible!
ED: They've got so much to think about, rotating four blocks around in 90° stages...

STUPID INVADERS

(*ODM* #20, 5/10)

Quality voice actors, some genuinely funny moments and a gleefully filthy sense of humour should have made for a barrel of laughs, but somewhere along the line *Stupid Invaders* loses the plot. A pity, because there's a lot to like in this game, and the two disks make a lot of gameplay for your money.

DYLAN: Don't ask me, I've struggled with adventures all my life and I can't do any better on this one. As I would say, my usual cliché, great character design and I'd probably watch a cartoon with these guys, but it's an adventure and I suffer them and won't offer any further opinion!
DAN: Case closed.
ED: *Monkey Island* was one of the best games ever made...
ALEX: As was *Sam & Max Hit The Road*.
ED: As was *Sam & Max and Day Of The Tentacle* and *Indiana Jones and The Fate Of Atlantis*...
ALEX: And *Broken Sword*.
ED: Nah, *Broken Sword*'s rubbish, but the LucasArts games were great. I never thought I'd get into those kind of games but they were absolutely magical and the most important things are great characters, the script and intelligent puzzles and *Stupid Invaders* has...
ALEX: None of that!
ED: No, that's not quite right.
DAN: It's got a great scatological sense of humour!



"THE PUZZLES HAVE NO REAL LOGIC TO THEM; YOU JUST HAVE TO CLICK ON EVERY OBJECT TILL YOU GET THE COMBINATION"

– ED ON *STUPID INVADERS*

ED: An occasionally good sense of humour. Every now and then it is really funny but mostly it's like... a bad French cartoon.
DAN: Are you saying the French have no sense of humour?
ED: [carefully] I'm saying the French have a French sense of humour.
DYLAN: Is that why they dress like that? But anyway, back to the game...
ED: It's trying to be *Monkey Island*, which is the first and best funny point-and-click adventure made, but the trouble is *Stupid Invaders* just isn't funny enough.
DAN: It's good value, which appeals to the Yorkshireman in me. You get a lot of discs for your hard-earned money!
ED: Er, but it's still not funny. The puzzles have no real logic to them; you just have to click on every object till you get the one hilarious combination. Even the very first puzzle – how do you get out of the room? – is random.
DYLAN: It's like 'What number am I thinking of?' Eventually you're going to get it right.
ED: Yeah, and even worse is that sometimes if you get the puzzle wrong, you die. So you've got a totally random puzzle and if you don't get the right bit of randomness, you're dead.

STUNT GP

(*ODM* #20, 6/10)

A long time coming, *Stunt GP* is a curious mix of racing games, based ostensibly in the world of radio-controlled cars. Courses are made up of ramps and half-pipes, forming the stunt aspect, but the tricks are limited and hampered further by an excessively harsh rating system.

DYLAN: I remember seeing this at ECTS [industry show] back in '98 when it was 80 per cent complete and thinking 'Ooh, that looks like it might be fun, I look forward to playing that some time in the next three months.' Nearly three years on and it doesn't seem to have changed...
ED: Yes it has, it has slowdown now.
DAN: Special new feature!
ALEX: Great!
DYLAN: What have they been doing? But I quite like the handling, the oversteer skidding thing... and that's about it. Nothing better than *Re-Volt* [*ODM* #3, 7/10] or anything else.
DAN: It's not as good as *Re-Volt*.
ED: No, *Re-Volt* has better tracks and it feels like you're actually driving a radio-controlled car, with these I'm not sure what it feels like you're actually driving. It doesn't feel like you're driving a real car and it certainly doesn't feel like you're driving a radio-controlled one.
ALEX: *Re-Volt* was just your basic videogame...
DYLAN: It's got realistic car physics but it's meant to be a remote-controlled car.
ALEX: They borrowed the design but they haven't used the handling of a remote-controlled car.
DAN: It's weird because *Re-Volt* would be the game you would automatically compare it to but...
ED: But it's not really radio-controlled cars.
DAN: It's more like *San Francisco Rush 2049* [*ODM* #12, 7/10].
ALEX: Yeah, at least with *Re-Volt* you had things giving you a sense of scale so you knew you were in a really small car.
ED: I can't understand why it slows down on the corners, it looks really silly.
DYLAN: And with the time they've had to develop it, too! It does shock me – they obviously lost the code for three years, that's the only thing I can think of.
ED: And then found an old version and thought 'Let's just bring that out.'
DAN: And they left all the stunts out – what's going on there?
ED: That's another thing!
ALEX: They're just so miss and miss, never mind hit and miss. So erratic.
DAN: They're erratic and the scoring system is all over the place.
ALEX: There's a limited trick list and you only score points if you land on all four wheels, which makes it really stupid because you can do better tricks landing on two wheels which look more impressive but you don't get any points for them.
DAN: And the tricks are so random anyway that you hardly ever actually land on all four wheels at all.
ED: And let's not forget the point that it's actually quite boring.
ALEX: I like some of the tracks, though. You can see quite far ahead and the banked corners are fun, plus the fact that it can get quite tactical with the recharging thing.
DYLAN: Did you think it was a bit easy?
DAN: Apart from the stunt mode, it might be. But the stunt mode is impossible because of the camera angles. How are you supposed to plan what trick you're going to do if you can't see the ramp you're about to hit?
DYLAN: That's another thing that reminds me of *San Francisco Rush 2049*.
ED: It's just a bit baffling because some of it is really quite nice.
DYLAN: I like the slidey handling!

"WITH ALL THE TIME THEY'VE HAD TO DEVELOP IT, IT DOES SHOCK ME! THEY MUST HAVE LOST THE CODE FOR THREE YEARS"

– DYLAN ON *STUNT GP*



CONFIDENTIAL MISSION

(*ODM* #20, 7/10)

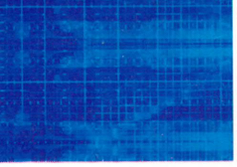
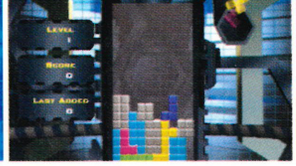
Light-gun fans have had to wait a long time for another chance to dust off their pieces, but *Confidential Mission* certainly goes some way to make up for it. While it lacks a little in the extras and replay value, it's beautifully constructed and presented and huge fun to play.

DAN: Another over-in-a-flash arcade game?
ED: No.













DYLAN: I like guns! I was headed back to the office the other day and I was carrying the light-gun in my bag, and even though it's got a cable coming out of it and it says Sega on the side I felt a little bit safer!
DAN: Better to be paranoid than a victim, as the gun-nuts are so fond of saying.
DYLAN: Indeed, and that's why they're fun in games. And I wish they were used more. These games remind me of the Around The World In 80 Days at Alton Towers where you just travel through worlds and scenes on rails and these things always remind me of that. I wish they could be like *Half Life* or something.
DAN: They've got the d-pad on the gun after all.
DYLAN: Exactly.
ED: But you've got to look at the kind of game this is; it's a light-gun game where it's all about accuracy and speed.
ALEX: I like it because it looks stunning and there's some cool characters and surprise moments and all that, although it's not as good as *House Of The Dead 2* [*ODM* #1, 9/10]. The lack of alternate routes makes it less likely that you'll re-play it I think.
DAN: Hmm, I prefer it to *House Of The Dead 2*, I think. I know what you're saying, but overall I do prefer it.
DYLAN: Very *GoldenEye*, though.
DAN: Very *GoldenEye*.
ED: The way I like to look at it with these games though, is the scoring system because that's the reason I got into *Virtua Cop* so much. There's no alternate routes or anything but the scoring system in it was genius.
ALEX: But this doesn't have that.
ED: No, it's all accuracy and picking who to shoot first so you don't get hit. I don't know, it's not an exciting scoring system.
ALEX: It takes more from *Time Crisis* than *Virtua Cop* I think, with the indicator that shows you who's going to shoot first and all that.
ED: But it does that in *Virtua Cop* too.
ALEX: But in *Time Crisis* you could tell by the way they were dressed who was the biggest threat.
ED: Mmm, yeah I guess.
DYLAN: Do you think it does anything different?
ED: I like the little incidental bits.
DAN: It's very accomplished.
ED: Yeah, the challenges like shooting the gas vents and the grappling hook are fun but there's not enough of them. The whole thing is funny though. It's odd that Sega came up with this fantastic scoring system for *Virtua Cop* and they never used it again, not even in *Virtua Cop 2*.
DAN: It's a good laugh, though.
ED: Yes, the thing with light-gun games is that you should be able to learn where the people come from, how many times to shoot them, when you can reload and all that... that's part of the fun.
ALEX: There should be more secrets in it.
DAN: Definitely, when you look at *House Of The Dead 2* you see all those funny bonus weapons and references to other games and stuff, but there doesn't seem to be any of that here. I like the training challenges – they're really hard! If you got the light-guns for *House Of The Dead 2* it's well worth getting.
ED: Oh yeah, for 30 quid you'll have some fun, but it's not anything that special.
DAN: Fair enough. But the two-player isn't as good as *House Of The Dead 2*.
ALEX: No. This is pretty easy too, although it does get harder later on.



"IT LOOKS STUNNING AND THERE'S SOME COOL CHARACTERS. ALTHOUGH IT'S NOT AS GOOD AS *HOUSE OF THE DEAD 2*"

– ALEX ON *CONFIDENTIAL MISSION*

18 WHEELER AMERICAN PRO TRUCKER

(*ODM* #20, 6/10)

An arcade favourite thanks to the enormous wheel and satisfyingly loud horn, *18 Wheeler American Pro Trucker* makes the short journey to the Dreamcast with the minimum of extra features and little to take you beyond the initial buzz.

ALEX: Shame, because while it lasts you'll be having a whale of a time.
DYLAN: I like *18 Wheeler*.
ED: It's good.
DAN: But...
ED: Very short, ludicrously short. It should be illegal.
DAN: It's like it came straight from the arcade!
ALEX: It could have been an awesome game if they'd gone to the level of detail of *Metropolis Street Racer* [*ODM* #12, 9/10] only for the entire USA! So you would have had to plan your route and stop at all these trucker's cafés.
DYLAN: And then there's a bit where you can unlock the entire universe...
ALEX: It's not too much to ask of developers, I think.
ED: And you can eventually upgrade your truck to become a spaceship.
DAN: And visit any point of the universe at any given point in time.
DYLAN: That's what Sega have done wrong; they've excluded the rest of the universe, they've only included the arcade tracks and it's a terrible shame.
ALEX: And they should have had the bandit from *Smokey and the Bandit* in it too!
DYLAN: I don't want to repeat myself, but it's got great handling. The way the whole cab pitches about when you slam the brakes on and stuff, it's loads of fun and when you get it you think 'this is so much fun', and then an hour later you're gutted. It's like really bad sex.
ED: I wouldn't know. But the thing is the original arcade game was never designed as the sort of game you'd work your way through, only one that would entertain as long as the big wheel and the horn button were funny.
ALEX: It's definitely a good buzz game at the arcade.
ED: Yeah, but they should have put so much more in for the home version.
DAN: You get little glimpses of that with things like the parking mode, but it's just a glimpse and nothing else. It's a shame.
DYLAN: When I look at that I imagine what it could have been like if it was as big as that N64 game which had those levels where you had to demolish stuff with big vehicles... damn what was it called...? Er...
ALEX: *Blast Corps*!
DYLAN: That's it, *Blast Corps*. The levels on that were huge. But this is a tiny game.
ALEX: I really like the basic elements of *18 Wheeler*, but it needs more to make it into a good home game. When you drive the initial stage from New York to Key West you think it would be huge but it's over in two minutes.
DYLAN: Ooh, I was in New York a minute ago and now I'm in Key West!
DAN: Hmm, a bit more of a tactical element would have been nice.
DYLAN: Like the parking bit, that's enormous fun.
DAN: The online thing would have been nice.
ED: Yeah, but would it have worked? If it was only like the two-player mode it wouldn't really be all that worthwhile.
DYLAN: I had a dream where you had this enormous online convoy like with *Phantasy Star Online* [*ODM* #17, 9/10], only with trucks.
ALEX: They'll do that someday, with the whole of the United States mapped in and it'll be the coolest thing ever!
DYLAN: They should've held back on the release then, shouldn't they! Lush stuff though, but unless you're minted don't bother shelling out for it.
ALEX: Unless you're addicted
DAN: Hire it for the weekend. You'll be done by Friday night and can spend the rest of the weekend going out.
DYLAN: We've been talking for longer than it took to play the game!



"HIRE IT FOR THE WEEKEND. YOU'LL BE DONE BY FRIDAY NIGHT AND CAN SPEND THE WEEKEND GOING OUT"

– DAN ON *18 WHEELER APT*






Starring Howard Gibson
and Jean Clifford as themselves
CONFIDENTI
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.
Dreamcast
CONFIDENTIAL MISSION

THE MAN WITH THE PLASTIC GUN!



CONFIDENTIAL MISSION™

EXCLUSIVE TO DREAMCAST

Dreamcast Gun Compatible

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HOW DID THEY DO THAT?

PART FOUR: WOULD YOU BLEEM! IT?

IT'S TAKEN A WHILE, BUT *BLEEM!* IS FINALLY AVAILABLE AND READY TO ROLL ON A DREAMCAST NEAR YOU. **ADAM PHILLIPS** FINDS OUT HOW IT ALL CAME ABOUT

ARTWORK: JOE ROBERTS







THE ACHIEVEMENT

***GRAN TURISMO 2*. EVEN THE** most die-hard of Sega fans know (or should know) that it's one of the greatest racers on the face of the planet. You might be surprised to find such glowing praise for a PlayStation game in *ODM*, but there's no getting away from the fact that *Gran Turismo 2* and its trail-blazing predecessor have been two of the most influential driving games of recent times. On home turf *Metropolis Street Racer* (*ODM* #12, 9/10) is of course sharper, more inventive and leagues ahead graphically but it doesn't take Sherlock Holmes to realise the debt *MSR* and its contemporaries owe to the *Gran Turismo* games. By setting the standards so high, driving games have had to up their game to keep in touch, with the real winners being us – the players.

Thankfully, there's no need for those Dreamcast zealots among you to send in your complaints just yet because, as most of you will know by now, *Gran Turismo 2* is available for Dreamcast (see page 24 for review). This isn't down to Sony having a funny turn but thanks to the programming gurus at Bleem! Inc, a US-based software company. Not only do you get the full game in all its glory but it has also been optimised for the Dreamcast. In other words, it boasts far superior graphics to the original PlayStation version (see 'Case Study'). The system itself is simple – you load up *Bleem!* and then slip in the PlayStation *Gran Turismo 2* disc. And you're off. It's manna from heaven for virtual petrolheads. ▶

THE AMBITION

So what inspired Bleem! Inc to turn your Dreamcast into a PlayStation?



△ **If you've played any of the *Gran Turismo* games before you'll know how good the racing is.**

BLEEM! INC BEGAN BACK in 1998 when Randy Linden, a hotshot coder, and David Herpolsheimer, "everything else", spotted a hole in the games market. "The PlayStation was already a few years old," explains David. "And there were rumblings about the 'next generation' PlayStation. Historically, game consoles weren't backward-compatible, so when a console was replaced by a newer model, all the software for the old system died along with the hardware."

"AS A PROGRAMMER WHO MAKES HIS LIVING OFF SALES OF SOFTWARE, RAND THOUGHT IT WOULD BE A REAL SHAME IF ALL THAT CODE DIED OUT WHEN THERE WERE SO MANY GOOD GAMES THAT HAD NEVER SEEN THE LIGHT OF DAY ON ANY PLATFORM OTHER THAN THE PLAYSTATION"
DAVID HERPOLSHEIMER
BLEEM! INC

The lads realised, though, that the PlayStation was unique – it had thousands of games and they were all on CD-ROM instead of cartridges. Obviously, the Dreamcast wasn't around back then, but the PC was and, in theory, the PlayStation's CD-ROMs could be read by a PC.

"As a programmer who makes his living off sales of software, Rand thought it would be a real shame if all that code died out when there were so many good games that had never seen the light of day on any platform other than the PlayStation," says David. "At the same time, the PC's 3D hardware was getting pretty powerful and Rand thought there might be a way to get better graphics out of the games since 3D artwork is really just maths."

So Rand set about making PlayStation games work on the PC, while improving the graphics using the PC's superior 3D capabilities. It took him about 18 months working seven days a week and 20 hours a day to make *Bleem!* for PC, "and it's never really 'finished'," he says. "To date, we've sold about 300,000 copies worldwide, and who knows how many millions of pirated versions are floating around out there."

Fuelled by such success, it was only a matter of time before the lads focused their expertise on the Dreamcast...

THE EXECUTION

How did Bleem! Inc go about tackling such a massive undertaking to create an ambitious piece of software, and upsetting Sony in the process?

"SONY HAVEN'T STOPPED TAKING US TO COURT. THEY'VE TRIED TO GET *BLEEM!* PULLED FROM THE MARKET WITH TWO TEMPORARY RESTRAINING ORDERS AND A PRELIMINARY INJUNCTION, AND THEY'VE ALL BEEN DENIED. WE WON SUMMARY JUDGEMENT ON THE MAJORITY OF THEIR CLAIMS FROM THE ORIGINAL SUIT"
DAVID HERPOLSHEIMER
BLEEM! INC

"It was a pretty big challenge – but we thought it would be doable," says David, when asked about bringing *Bleem!* to Dreamcast. "We really created the biggest challenge for ourselves in shooting for 100 per cent perfect gameplay. The real complications come in improving the games' graphics, rather than simply delivering PlayStation-quality visuals."

According to David, it's not too tough to deliver PlayStation-level gameplay, providing you have a fast enough system to run the emulation on. "You can do everything in software," says David, "but when you try to improve the graphics, you have to use hardware acceleration to achieve a higher resolution, anti-aliasing and the like, and you're at the mercy of the Dreamcast hardware which is vastly different from that in the original PlayStation."

Rand started investigating the problem back in November 1999. He started coding in December, and in just eight weeks, had the first working version. It was a bare-bones version to see if it was possible to run the games and improve the graphics with acceptable performance at the same time.

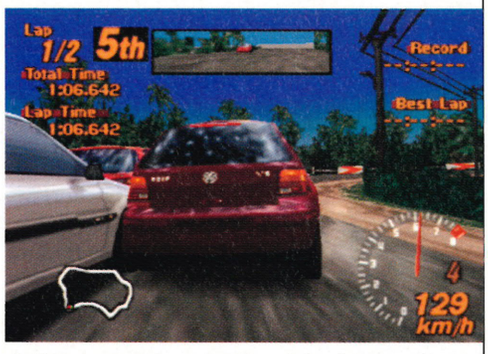
"While very basic, it did show that playing PlayStation games on the DC was doable," explains David. "We spent the next couple of months testing titles, while Rand whipped out build [version] after build – I think we approached 20,000 near the end. Things were looking good and it looked like we would be able to offer hundreds of titles with perfect emulation. There appeared to be only a few fixes needed that would get us the rest of the way there. We showed the product at E3 and set a launch date for the summer of 2000. Then we hit a massive roadblock."

The roadblock initially was technical. The way in which the PlayStation and Dreamcast handle their graphics is very different. This isn't so much a problem for single games, but to create a single package that could handle many different PlayStation games at maximum optimisation was impossible. Indeed, such were the variations and idiosyncrasies of both systems, that it meant the original goal of having one *Bleem!* disc able to power a multitude of made-over PlayStation games had to be stripped back. "Unfortunately, the workarounds and optimisations we have to use to get the kind of performance we wanted required a lot of custom work for each game title," explains David. "A one size fits all solution didn't work well, as it technically did fit all but didn't fit any of the titles particularly well." And that's why Bleem! Inc have opted to release a version of the product which runs one game, *Gran Turismo 2*, very well, with other versions to follow.

The way *Bleem!* works isn't simple. "*Bleem!* isn't like other 'emulators' – most of which are really 'simulators', explains David. Those programs are essentially software 'models' of the PlayStation hardware – sort of like when scientists make a computer model of an aeroplane to test it in a virtual world. Those 'virtual machines' duplicate the PlayStation hardware at its lowest level but because of that approach, they can't deliver graphics or performance that's any better than what the PlayStation can do."

In a nutshell, *Bleem! For Dreamcast* doesn't care about the PlayStation hardware. "Since Rand is a programmer, he looked at things from a software perspective, i.e. what is the game trying to do at any given moment?" explains David. "If the game is trying to draw a triangle, *Bleem!* doesn't say 'I need a virtual triangle-drawing processor to handle.' Instead, it looks at the system it's running on and says 'Oh, here's a processor that can draw triangles so all I have to do is tell it to draw one in a way it understands.'"

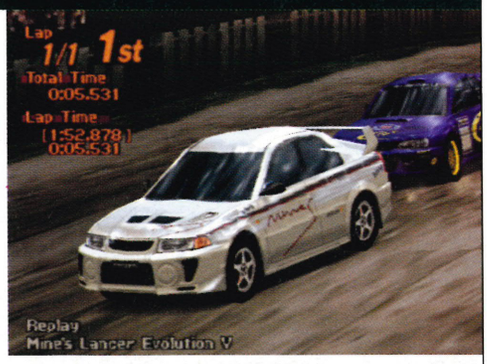
While the above is a huge simplification of what *Bleem! For Dreamcast*'s creators had to contend with, it doesn't compare to the problems they're having with PlayStation creator Sony. The men in suits were banging on Bleem! Inc's doors before they had even shipped the package on the PC. "They sued us for a bunch of stuff that we had nothing to do with," explains David. "The complaint was cribbed from their lawsuit against another company, Connectix; that we copied their BIOS [the bit that ensures that the drives, chips and ports in your console function together properly],



△ **The extra smoothness that *Bleem!* brings is most noticeable on the cars themselves – this ain't bad for an old game!**



△ **Replays have always been a highlight of the *GT* experience and they too benefit from the *Bleem!* treatment.**



△ **It's amazing to think that this game was developed for a machine so basic compared to your Dreamcast…**

that we downloaded an illegal copy of the BIOS from the Internet, that we used their BIOS in our software, etc. None of which was true and Sony had no reason to think that we did."

If you think that this would have all been resolved by now, you'd be wrong. "Sony haven't stopped taking us to court," says David. "They've tried to get *Bleem!* pulled from the market with two temporary restraining orders and a preliminary injunction, and they've all been denied. We won summary judgement on the majority of their claims from the original suit, but they keep turning around and adding more claims to make sure it never ends."

For example, at last year's E3 show, after winning an injunction preventing Sony from interfering with their exhibit, David claims that: "Sony tried to ruin our plans by filing a new lawsuit against us on the day we announced Dreamcast *Bleem!* – this time for patents."

David reckons the net result is very simple. "Your readers will probably find that it's almost impossible to find *Bleem!* in the stores," reckons David. "That's because Sony are pressuring retailers into dropping or not ordering the product because of that lawsuit. In spite of the fact that Sony tried all of this with the first litigation, and we've shown time and time again that their claims are totally baseless, Sony's coercion is working. Retailers are afraid to damage their 'relationship' with Sony if they don't comply, and we're having a heck of a time getting past Sony's tactics."

So why does David reckon that Sony are so keen on bringing about *Bleem! For Dreamcast*'s demise? "Sony's problem with it is that, in many ways, it plays PlayStation games better than the PlayStation, and it does it on platforms that Sony don't own. Sony are counting on their monopoly in the last generation of videogame consoles to carry over into the next – and we pose a threat to that plan. If Dreamcast or anybody else can play the huge library of PlayStation games out there, and do it better than the PlayStation, then Sony loses a lot of their competitive advantage."

ODM did approach Sony to glean their views on their turbulent 'relationship' with Bleem! Inc but they declined to comment. In the meantime, Bleem! Inc believe that Sony are not looking to win in court but are "looking to drive us out of business with legal costs".

Indeed, the legal actions have taken their toll on the company – after the success of *Bleem!* on the PC, their staff roster swelled to more than 20 people but, with the delays to he Dreamcast version coupled with mounting legal bills, they have been forced to strip their staffing levels right down. David states: "We are trying to fight it in court, but Sony are bigger and more powerful, and by the time we get any relief from the justice system, it may be too late."

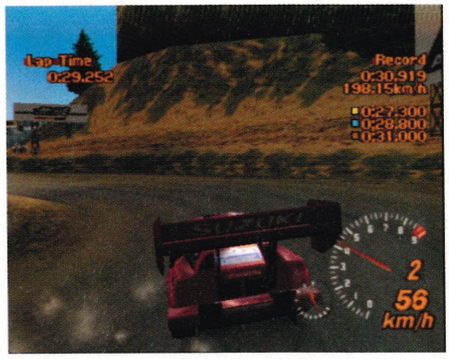
THE END RESULT

Despite the delays and legal troubles, how has *Bleem!* been received by the gaming world and, more importantly, where can you get one from?

NEEDLESS TO SAY, *BLEEM!* has gone down very well with the gaming public and press Stateside. While there was disappointment about the one *Bleem!*-disc-per-one- PlayStation-game scenario, the reaction has been positive. Though the main question is: "When are we going to get more games?"

"There's nothing set in stone yet," says David. "We're trying to see which titles we can complete the fastest. *Tekken 3* is one that I know you'll be seeing soon. Our top targets are *Metal Gear Solid* and one from the *Final Fantasy* series – but those are generally more complex and will require quite a bit of tweaking."

As for the availability of *Bleem!*, Bleem! Inc reckon the best way to get it is to hassle your retailer to stock it. After all, if there is enough demand, they will supply it. Money is money, after all. Or you can pop along to www.bleem.co.uk and order it from there.



△ **Got *GT2*? You need to make sure you get *Bleem!***

THE CASE STUDY

Spot the difference…



The Dreamcast version of *Gran Turismo 2* offers higher resolution graphics (640x480) than its PlayStation counterpart, cleaner textures and proper anti-aliasing (which means that there are no jagged edges to the graphics). The game is also fully compatible with your VM, joypad and steering wheel. It can also be used in conjunction with VGA boxes. Not bad, eh?



IN THE HOT SEAT

WITH CLOCKWORK GAMES

NEIL CASINI, THE DIRECTOR OF DEVELOPERS CLOCKWORK GAMES, ANSWERS QUESTIONS FROM *OFFICIAL DREAMCAST MAGAZINE* READERS

COMING UP: NEXT ISSUE WE'LL BE PRINTING THE REPLIES TO THE QUESTIONS YOU PUT TO THE DEVELOPERS OF *GIANT KILLERS*



△ Because of *Vanishing Point*'s time attack racing system, there are always loads of other vehicles around to get in your way.

PROFILE

Clockwork Games is a small development studio based in Nottingham. They formed over six years ago, and have dedicated the last two of those years to creating the realistic physics engine that powers their recent Dreamcast release, *Vanishing Point* (*ODM* #17, 7/10). Being big fans of arcade racing games, it's no surprise to find that they're now working on a number of other driving games for other consoles based on *Vanishing Point*'s handling. The company's director, Neil Casini, kindly took time out to answer questions that *Official Dreamcast Magazine* readers put to him.

PHOTO FINISH

How do you think *Vanishing Point* compares with *Metropolis Street Racer* and *F355 Challenge*?

OLLIE SCOTT, VIA EMAIL

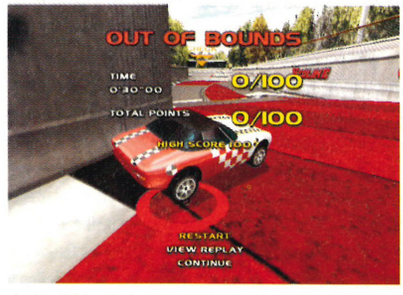
NEIL CASINI: Ooh, dangerous question! Trying to speak from a completely unbiased viewpoint, I think *Vanishing Point* is a pure arcade game in every sense of the word – loud and colourful with completely fictitious tracks – whereas *Metropolis Street Racer* and *F355 Challenge* are definitely more 'sim'-like. This gives *Vanishing Point* greater flexibility. *Vanishing Point* also has an intense sense of speed that requires 150 per cent concentration. *Metropolis Street Racer* has beautiful tracks – a real texture achievement! – but for me, it's a little too pedestrian with its sense of speed. *F355 Challenge* is a very tactical game and is a lot of fun in a very serious way. I think all three games are quite different and all have their strong and weak points.

MORE DREAMCAST?

Are you currently working on any games for the Dreamcast?

PETER CARTWRIGHT, VIA EMAIL

NC: Sorry, no. I personally love the Dreamcast but the format just isn't profitable enough. It's a shame but we have to try and develop for a platform that gives



△ *Vanishing Point's* stunt challenges are great fun, but unfortunately are easily mastered.

the developers a return. I think all but the biggest publishers are in this very same boat.

THE GAME NAME GAME

Why did you call the game *Vanishing Point* when it's got nothing to do with the film of the same name?

STEPHEN CANNELL, VIA EMAIL

NC: It mainly came about from the fact that we tried to create a rendering engine that had no pop-up or 'fogging' and render as far as the eye could see, i.e. the vanishing point. We had to put corners into the game to make the tracks interesting so you never really see the vanishing point but there is definitely no pop-up or 'fogging'! Plus, it has absolutely nothing to do with racing games, which we all liked. Names associated with cars or racing can be a little clichéd.

LOVELY VIEW

What's your favourite bit of trackside detail in *Vanishing Point*?

KEVIN GUNN, VIA EMAIL

NC: Driving up to the radar dish on South Riviera as the Jumbo Jet flies overhead!

WHY SO?

How and why did you decide on *Vanishing Point*'s racing system?

GARY PEPPE, CAMBRIDGE

NC: We wanted *VP* to be different, so we sat and thought about what we didn't like about other racers and see if we could address these problems. With other games, good players leave the racing pack behind them and with bad players it's the opposite. In *VP*, because of the traffic system there is *always* someone to overtake and race against. It doesn't matter if you are first or last, the game never falls into a time trial where you are on your own as in many other racers. So, racing against the clock in this manner enabled us to keep the game's frantic pace and never allow the player to blink until they reach the finish line.

This method also enabled us to offer such an engaging Internet mode. If we were a traditional racer with the 'eight cars on a grid' scenario there would be no Internet mode.

RENDERED SPEECHLESS

The rendered intro sequence and bonus scenes in *Vanishing Point* are amazing. How long did they take to create?

TOM BEAVER, VIA EMAIL

NC: Thank you! Excluding the opening text, there are 57 seconds of racing action that took one guy the best part of two years to complete. The sound effects alone took about seven hours to match to the action. Initially there was a lot of experimentation and testing trying to get an ultra-realistic look that accounted for a lot of the two years, but now we've developed our tools, we can just churn stuff out pretty quickly.



△ **That bridge up ahead looks a bit like the one in *Virtua Racing*, don'tcha think?**

MISSING IN ACTION

Was there anything you particularly wanted to include in *Vanishing Point* that you had to leave out in the end? Why did it get dropped?

DYLAN MCCAULY, LONDON

NC: Not really. Everything we wanted went into the final game. The only thing that I would have liked was more testing and tweaking.

SEGA FAVOURITES

I heard that you were big fans of Sega's racing games. Which are your favourites, and why?

IAN LIDELLE, VIA EMAIL

NC: Of the Sega fans in the office, the favourites are *Sega Rally* and *Scud Race*. These were our two main influences. We wanted to emulate and combine the driving model from *Sega Rally* with the exaggerated reality of *Scud Race*. In my opinion, Sega should have converted *Scud Race* to the Dreamcast. It's never too late!

CONSOLE REVIEW

What's your honest opinion of the Dreamcast as a console compared to what else is out there? How do you feel about Sega stopping production?

STUART GILLESPIE, DUNDEE

NC: Honestly, it's more than a match for the PlayStation 2. There is absolutely nothing currently available that could not be achieved on Dreamcast. In fact, in many cases the DC version of a particular game is better than the PS2! It's a real shame because from a developer's perspective the machine is technically competitive with the competition but much easier to develop for! Given Sega's situation, I understand the cease on production and I am gutted for them. They made a few mistakes in the past but this time they really delivered! At least they are not solely reliant on hardware like Sony – they have a killer software department that will still keep them at the top of the industry.

DREAM CAR?

What's your favourite vehicle in the game, and why?

LINDA TENNISWOOD, VIA EMAIL

NC: Easy, the Aston Martin DB7 Vantage! Why? Because it's big, bad and British! But, at the same time, elegant enough for the ladies! Maybe I'm dreaming.

STARTING SMALL

Why did you choose to make so little of the game accessible when you first play it?

JAS NORTER, VIA EMAIL

NC: Erm, we didn't actually mean it to turn out like this! Lack of time at the end left a few things rushed so we publicly hold our hands up and admit we made a mistake. Once you get past the first few cars the game gets really good, so my thanks goes out there to all of you who persevered!

PAYING RESPECT

There's a stretch of road in *Vanishing Point* just like a bit in *Outrun*. Is there any other hidden homage?

RIK HOVLAND, BIRMINGHAM

NC: There are other sections that have been 'lifted' from other Sega games but as the original design was for the PlayStation, the limited number of polygons with which to build the tracks meant these sections are not as obvious as we'd like them to be. The airport area on South Riviera was inspired by *Scud Race*, as were the waterfalls on Alpine Pass. In fact, there are lots of little bits and pieces that are too hard to describe!

BALANCING ACT

How do you find a balance between accurate driving physics and something that's fun to play?

MIKE NEWITT, VIA EMAIL

NC: Pure faith, pure faith! To tell you the truth, you never really know until the game is released and people start playing. What turns one person on turns another off, so it is a huge gamble. *Vanishing Point* has turned out to be a 'love it or hate it' kind of game. If you love it then stay tuned, there's more to come!



△ **The complex physics engine means you can really throw the cars around in *Vanishing Point*.**

DO YOU HAVE A QUESTION?

...FOR THE DEVELOPERS OF *EVIL DEAD: HAIL TO THE KING*?

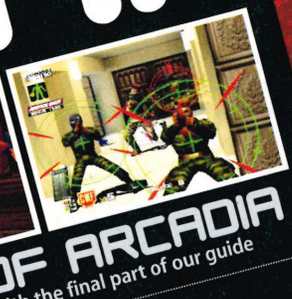
Heavy Iron Studios, the US-based developers of THQ's new *Evil Dead: Hail To The King* (reviewed on page 58), are ready and waiting to answer questions from *Official Dreamcast Magazine*'s readers. If you've got anything you'd like to ask them, send it to us at questions@dreamcastmag.co.uk, or Heavy Iron In The Hot Seat, *Official Dreamcast Magazine* Dennis Publishing, 30 Cleveland Street, London W1P 5FF.



△ ***Evil Dead: Hail To The King*: go on – ask!**

HINTS & TIPS





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SKIES OF ARCADIA

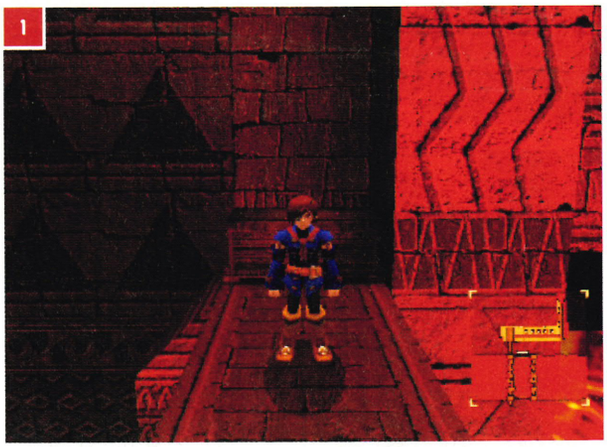
PLAYER GUIDE PART 2

STILL BATTLING THROUGH THIS ENORMOUS ADVENTURE? **EDDIE ROBSON** IS HERE TO HELP YOU PROGRESS FROM VYSE THE UNIMPRESSIVE TO VYSE THE LEGEND





1



2





ZIVILYN BANE

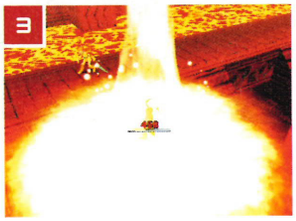
1 Once you commence your search for the six Moon Crystals, you'll start to encounter the treasure-hunter, Zivilyn Bane. You might remember seeing him lurking around on Sailor's Island, bragging about his exploits. He's not really evil, just amoral, and hell-bent on finding eight great treasures. You'll constantly catch him in the act of discovering one of these treasures – open the chest where it lies and he'll be inside. You can then slug it out with him for the treasure in question. The first of these battles is located in the Temple of Pyrnn, in the large room with the switch and the barrel puzzle. Make your way to the back of the room and open the chest.

2 Bane is moderately powerful, so tackle him as you would an end-of-level boss. Build up Spirit Points until you can hit him with a Super Move – it's not worth hitting him with anything less. You may well find it easier when there are four members in your party, since it'll give you a second attacking character in addition to Vyse. Bane's element is red, so use blue attributes on him.

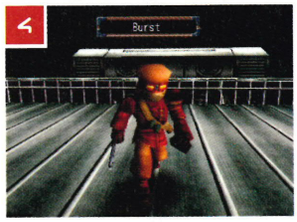
3 The only thing you really need to worry about is his Burst attack, which is his Super Move. It picks out a single member of your party and calls down a rain of fire to scorch them. Sounds nasty? It is. If anybody in your party is at less than full HP, they could be knocked out instantly. As long as you keep everybody at high strength and guard well, you shouldn't have anything to worry about.

4 His tactics and fighting style don't really change during the course of the game, but as you get tougher, he gets tougher too.

3



4



When you first meet him, his HP is 1,150 and his Burst attack will hit you for about 800 damage. By the end, his HP is 8,600 and his Burst will do around 2,000 damage. As long as your own abilities develop in line with his, you should be fine. In fact, compared with some of the bosses, he's easy meat.

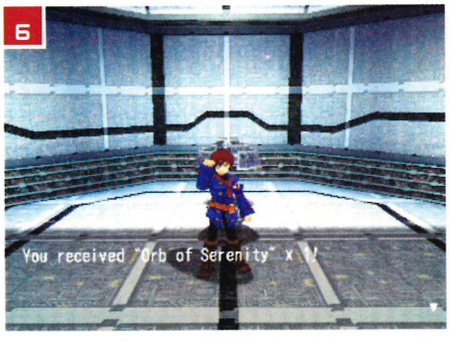
5 As you might expect, there are seven more places where you can tackle Zivilyn Bane in order to avail him of the remaining treasures that he's out to find. You can get the Golden Mask from him in the City of Rixis, just after the first of the floating platforms. As Vyse, turn right as you enter the caves on Daccat's Island and you can fight him for the Soul Crystal. There's another chest at top left of the section in Valua where you have to dodge the spotlights – this will get you the Unholy Dagger. A ship near a column of rocks in the Dark Rift holds another fight with Bane, this time for the Chalice of Blood. He's looking for the Windsong Orb in a side passage in Mount Kazai. He's also there in Glacia, just after you have to answer all those questions – beat him here for the Winter Orb. Finally, he can be found at the top of Soltis Tower, and defeating him will earn you the Orb of Serenity. How he gets to some of these places is anybody's guess – Vyse and co are supposed to be the first sailors to discover Glacia, but he's there when you arrive, and nobody has ever come back from the Dark Rift, yet he's there too.

6 It's not essential to fight Bane, but it's not a bad idea, since the items you get from fighting him are unique in the game, and defeating him isn't really all that hard. If you're serious about seeing everything there is to see in *Skies of Arcadia*, it's definitely recommended. ▷

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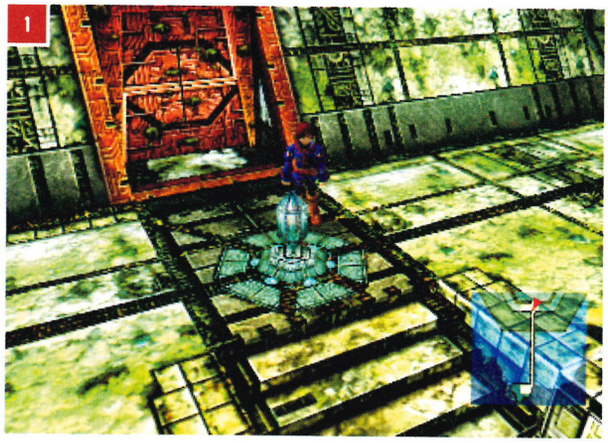
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PUZZLES

Like any good RPG, there's a strong puzzle element to *Skies of Arcadia*. We've picked out a few of the tougher puzzles for special attention.

1



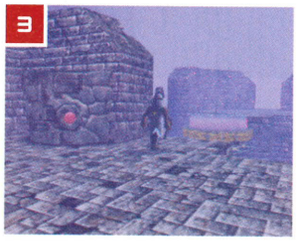
1 At Shrine Island, you need to drain the water to get to the Moon Stone. However, you can't get down there to open up the doors that will let it out. The way around it is to go upstairs first, go outside and operate the crystal that hovers above the entrance. This will make the whole shrine rise up. When you go back inside, the layout will be a little different. Head back down the winding steps and go back outside. You can now access a series of walkways outside the shrine. Just find the two doors that let the water out and you're home and dry. Literally.

2



2 In the Temple of Pyrnn, you'll come across a series of barrel puzzles. There are holes cut in the floor, and Vyse must roll each barrel into a hole. If you do it in the wrong order, though, you'll find that you can't get them all into place. To avoid this in the first puzzle, move the barrels in the following order: put the left-hand barrel in the bottom hole, the right-hand one in the middle hole, and the bottom barrel goes in the top hole. On the second puzzle, move the red barrel at the top into position, then the red one at the side. Then, move the blue barrel at the top and finally the blue one at the side. The final barrel puzzle involves moving the two right-hand blue barrels first, the upper then the lower. Once you've done that, move the two blue barrels at the bottom: again, move the upper followed by the lower. The final red barrel can then be moved into position.

3



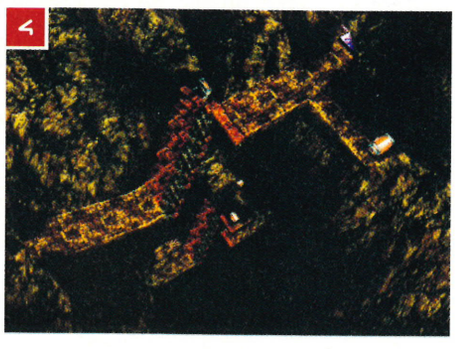
3 When you encounter the 'ghost' in Rixis, he'll keep running away from you and you won't be able to catch up. Follow him around once to get an idea of the route he takes. Then, run in the opposite direction. He should eventually deviate from his usual path, and you'll get an opportunity to follow him. When he climbs on a floating platform, you've done it. Just follow him until you catch up.

4 During the search for Daccat's Treasure, you'll face brain-teasers that involve manipulating levers in order to move staircases. You will also have to guide two characters through the level, and creating a route for one will often disrupt the route for the other. When you see the first of these staircases as Vyse, turn the switch once and get the Magic Droplets. Return and hit the switch twice more, get Daccat's armour and change to Aika. Get the Magic Dew, then switch back to Vyse. Turn the switch twice more, go forward and change to Aika. Be sure to find all the treasure here, then control Aika and find the next switch. Turn it twice, climb down the stairs and up the stairs on the other side. Change to Vyse and take him down, across and up. Go back to Aika, return to the switch and turn it three times. Use the stairway and switch back to Vyse. Also take Vyse across the stairway and change characters again. You should now be able to take Aika and Vyse to their respective save points.

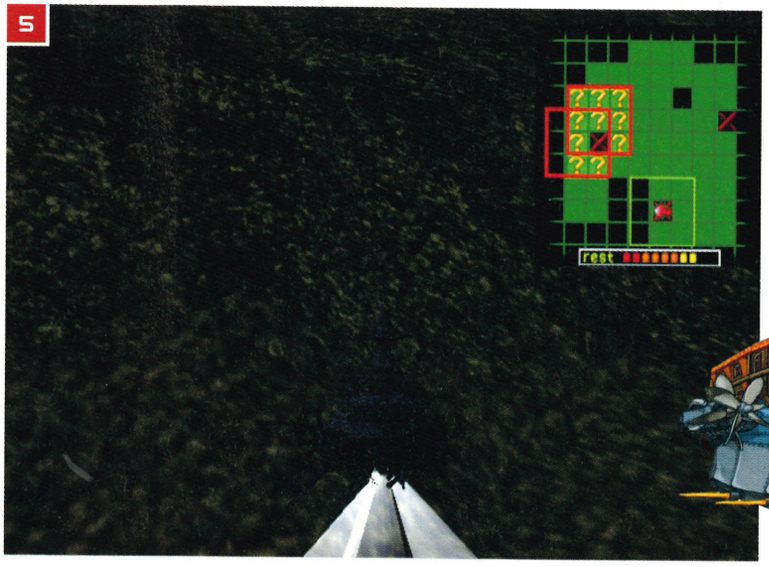
5 Later, you'll need to retrieve Fina's ship from the Vortex. The Vortex is incredibly easy if you know where everything is in advance, and incredibly difficult if you don't. Simply count across the squares. You can find Velorium eight squares across and four squares down, and also two squares across and five squares down. If you give this to Ryu-Kan (see the Crew section below), he'll craft the finest blade in the game for you. Fina's ship, the most important thing here, is five squares across and eight squares down. Under no circumstances search any other areas, or you'll have to battle Raja, and you really don't want to have to do that.

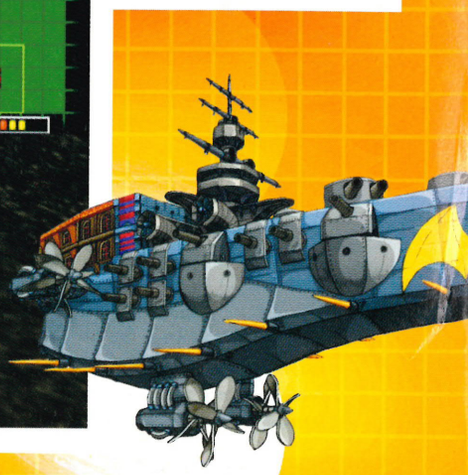


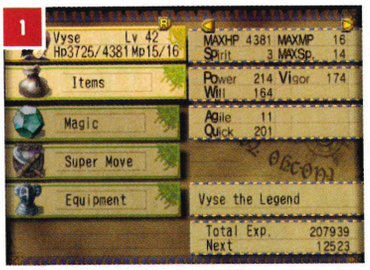
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QUESTIONS

1 One of the many aspects to *Skies of Arcadia* that you can work on, but is not essential for completion of the game, is Vyse's Swashbuckler Rating. You'll see this on the status screen. You begin as Vyse the Unimpressive. There are 14 different ratings. You progress from Unimpressive through Blue Rogue, Competent, Determined, Respected, Admirable, Bold, Valiant, Daring, Dashing, Fearless, Hero, King of Rogues and, if you play your cards right, you'll eventually end up as Vyse the Legend. Your rating will drop if you run away from battles, so don't. Battles are good for you, just like broccoli. They build up your experience and magic ability.

2 You'll be asked a variety of questions as you progress through the game. Many of these won't affect the progression of the plot at all – if you get them wrong, another character will soon put you right, and you'll suffer little more than a moment's embarrassment. If you get them right, though, your Swashbuckler Rating will rise. Having a high rating can be useful in winning over the people you meet on the way. The main advantage, though, is that many of the people you speak to on your way will gawp and fall at your feet, staggered to find themselves in the presence of a hero such as yourself, while you bask proudly in their admiration.

Some of the questions are obvious, others less so. The game tends to reward boldness and decisiveness, so selecting options like "Hmm... I... I don't know" and "I need to think about this" won't get you very far. These aren't too hard to puzzle out. However, you'll often be presented with two very similar options, and it's with these that you might need a hand. Also, there are many points where you can choose to fight or give in, and it's not easy to read the situation and tell what the best course of action is. Here's the complete list of answers that will help make you the legend you want to be.

3 When introduced to Fina, during the cut-scene after you defeat Antonio, tell her "That's a great name". She won't be that impressed, but say it anyway. When Dyne discusses Fina with you at Pirate's Isle, choose to "Sit quietly and listen", or you'll get into trouble.

4 On Shrine Island, you'll have to work out the best way to get the Moon Stone out of the flooded temple. Choose to "Try and drain the water", since Aika can't actually swim.

5 Back at the burned-out Pirate's Isle, say you will "Try and save everyone!" You'll set off for Valua, and run into trouble almost immediately. When you encounter the whale, choose to "Retreat!"

6 At Sailor's Island, when you go to tell Drachma about the Harpoon Cannon, decide to "Beat around the bush". Later, when you speak to the Nasr merchant in the Sailor's Guild, he'll offer you a solution to your problems in getting in to Valua. Say "We accept your offer". You won't get a better one.

7 When you stay at the inn in Valua, say "Let's sneak into the Coliseum!" You'll do so. Once you've defeated Carcer, you should say "We have to go save Fina!" On your way to this daring rescue, you'll meet Galcian for the first time. Tell him "Never!"

8 There are three questions you need to answer in the tavern at Maramba. When you speak to Bellena, tell her "That sounds like a great idea!" Aika will then accuse you of gawping at Bellena. Since Bellena is blatantly a honey, there really isn't much point denying it. Just say "Hehe. Okay, I'll stop staring". Finally, when Bellena puts her proposal to you, say "We'll do it!" Because you're heroes, and that's what heroes do.

9 When fighting Recumen, say to Aika "You mean, attack Belleza's ship, right?" Otherwise you'll look a bit slow on the uptake. Then, at the King's Hideout, decide to "Break into the Moon Stone Mines!" This is another no-brainer, really. ▷









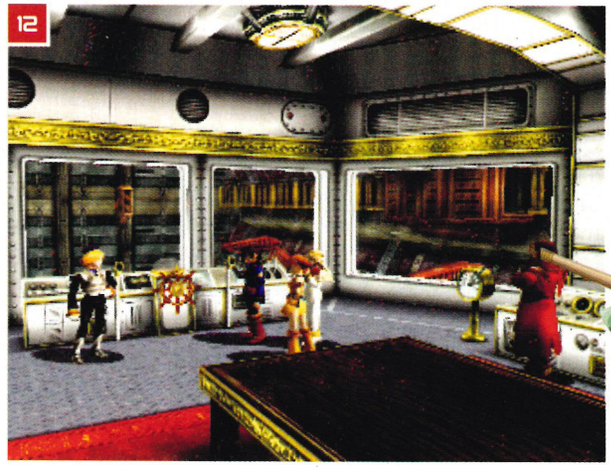




10 When Drachma decides to head out after Rhaknam, say "We understand, we'll go with you". This will lead to inevitable disaster, but what the heck! When Gilder rescues Vyse from Crescent Isle, he'll explain his philosophy to you. Don't suck up to him – tell him "That's a little messed up". He'll have a jolly good laugh and respect you all the more for it.



11 At Nasrad, go up to the palace before you leave and tell the guards that "We have important information". The Sultan won't listen to you, but at least you can now say "I told you so" when the Armada come for him. When the Armada do attack, just choose to "Surrender".



12 After the battle with the Drakor Tank, you will be told to board an elevator. Choose "Let's take our chances and hop on", since it has been sent by somebody who will soon become a very good friend to you. At the top, you'll discover that this is Enrique. Demonstrate your trusting nature by saying, "Of course you can come with us". Naturally, when he offers the captaincy of the Delphinius, you should say "I'll do it!"



13 After your encounter with Ramirez, Fina will be upset. She'll explain a little of their background. Choose to "Try and cheer her up!" Jao and Mao will board your ship after beating the Tenkou, so choose to "Fight". Back in Yafutoma, you'll speak to Belleza. Choose to "Wait and see what happens", then select "Run and hide".

14 After defeating Bluheim, you'll have to go home. Choose to "Try heading east" in order to discover that the world is round. After all, you don't want to head back through the Dark Rift, really, do you? It was bad enough the first time.

15 At the Ruins of Ice, you'll speak to three guardian crystals. They will test your wisdom. Give the answers "The power of ice", "Maybe two" and "Will and spirit".

16 When Enrique leaves the party at Sailor's Island, tell him to "Be careful!" It may be quite tempting to just insult him, but don't. Back at Crescent Isle, you'll have to fight three assassins, followed by Ramirez. It's pretty obvious that you should tell him "You'll have to kill us!" because you can't trust him an inch. He will beat you, though, and you won't lose the game when he does. After the battle, say "You're a fool to underestimate us!" Which is pretty big talk considering the fact he's just kicked your ass.

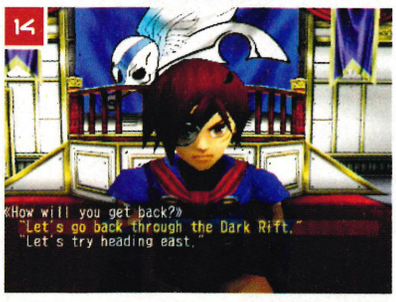
17 After the battle, tell Aika "I will not give up!", then find Fina and say "I understand..." In the morning, Fina will ask if you will go with her to the Great Silver Shrine. Say "Of course we will".



13 When talking to the Elders at the Great Silver Shrine, don't be too respectful. Instead, say "Who do you think you are?!"

18 The final questions are asked when you return to Crescent Isle and prepare to face the Armada. The option "We can't let Galcian get away with this!" is correct. Again, you'll have to speak to Aika and Fina. Choose "Say nothing and just put your arm around her" with Fina, and say "Hey, I'm scared, too" when talking with Aika. When you board the Delphinius, select "Let's make history!"

19 If you're not a legend by now, then it's probably because you keep running away from battles. Cowardly custard! Look out for your final rating on the last screen of the end sequence.



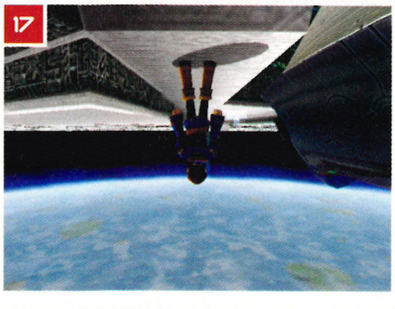
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CREW

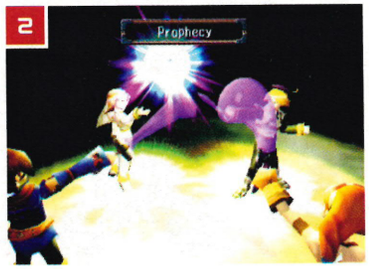
1 Hopefully, after last month's feature, you'll have found all the Discoveries. The second thing you'll need to fully explore the game is to find all the crew members for the Delphinius. Finding the crew is probably the most satisfying aspect, since when you finish the game, a book on screen tells you what happened to everybody after the adventure. If you don't find all the crew, you'll find that some of the pages are frustratingly blank.

2 Another bonus is that the Crew Special Prophecy becomes more powerful when you have a full complement. Each member has their own manoeuvre, and some of them are quite funny. Go on, you know you want to see it all.

3 When you are presented with the Delphinius by Enrique, the first thing you should do is search the side panels in the bridge. One contains a Moon Berry, and the other contains a stowaway, Marco. Marco will become the first addition to your crew. He will double your Spirit Points for one round with the Crew Command. Then head down to Pirate's Island and speak to Pow. He'll join you as a jester, and increases the chance that you will be able to make the first attack.

4 Next, go to Sailors' Island. There, you should talk to Lawrence at the side of the Sailor's Guild. He'll demand 10,000 Gold, because he's mean and cynical. But give it to him, he's worth it. He'll up the ship's quick rating. Here you can also recruit Polly from the tavern and Pinta from the weapons shop, both of whom you should have met earlier in the game. Polly can restore Magic Points when selected with the Crew Command, and Pinta can protect the ship



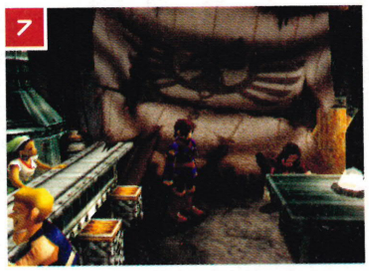














from cannon fire for one round. And if you never got the balloon with the note in it from the top of the lighthouse, do so now.

5 Head on to Nasrad, where you'll find two more crew members. At the top of the city walls is Kazim, the gunner. He boosts the power of the main cannons. Head inside when you've recruited him, then head for the left side of the city. You may have visited the merchant, Osman, when you were here before, and found that she didn't seem to serve any purpose. If you speak to her now, she'll join you in the blink of an eye. Another merchant, Kalifa, can be located in Maramba, so return there next. You won't have any problems getting her to join. The merchants are useful to your crew because they increase your chances of locating rare and valuable items.

6 Now, you can finally head to Crescent Isle. When you arrive, you'll find that Brabham and Izmael are waiting there for you. Brabham will require 25,000 Gold, and Izmael asks for 75,000. You don't have any choice in the matter, and the plot won't progress if you don't pay up. If you don't have enough, sell Daccat's Coin for 20,000 Gold, and sell any surplus equipment and unsold Discoveries. If you still don't have enough, then build up the rest by flying around near Crescent Isle and waiting to be attacked. You'll earn bits of Gold in each battle, so while it may take some time, it's the only way to get around the problem. Once you have the cash, return to Crescent Isle and pay the gentlemen. This will get you an engineer and a builder. Brabham increases the ship's defence, whilst Izmael increases the power of the MoonStone Cannon.

7 Stop off at Esperanza on your way to the Dark Rift. In the tavern you'll meet an embittered sailor named Don, who can provide some useful information. After you defeat the Armada, he'll ask you to come back for him if you ever make it through the Dark Rift. Do so, and he'll join the crew as a second helmsman. He gives you a better dodge rating during ship battles. While you're in the Dark Rift, keep an eye out for a derelict ship that you can go inside. Here you'll find an old, lost sailor named Robinson. He's lost his memory, but the sight of Polly – his wife – will bring it all flooding back. Be warned, if you don't have Polly, he won't join up. He can slow the rate of SP consumption when selected with the Crew Command.

8 On the other side of the Dark Rift, when you arrive in Yafutoma, find the half-built building and speak to Kirala there. She'll join you as a second builder, and you can use the Crew Command to restore the Delphinius' HP. She'll also tell you to speak to Urala. She's in the restaurant on the other side of the island, and will join you as a second cook. When you use her Crew Command, she'll bump up the Spirit Meter to maximum points. On completion of this stage, you'll find that Moegi joins you as a Delegate. In ship battles, she has the ability to protect the Delphinius from magic for one round.

9 When you've sailed around the world, return to Horteka before you head for Crescent Isle. Discover the Ixa'ness Village if you haven't already done so. Locate Tikatika and speak to him. He'll join you as a lookout, and with him your torpedoes will be more accurate. Then find Merida. This is where the note you found on Sailors' Island comes in useful. If you have it, she'll join you as a Jester, and increase the value of the ship. Finally, go and speak to Hans again (the guy who gave you the engine for the Little Jack, remember?) and he'll join up as an engineer.

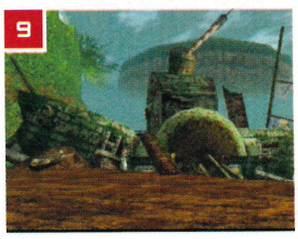
10 When you get back to Crescent Isle, speak to Belle by the dock. She will join up with you too, and her friends will come with her. She's your secondary gunner. She may seem a bit useless at first, but in fact she helps out by increasing the power of the secondary cannons. She'll also run the weapons shop for you on Crescent Isle.

11 In addition, there are a number of crew members who will only join you when you've made certain achievements. Speak to Domingo at Gordo's Bistro when you've notched up 30 Discoveries, and at that point he'll join you as a lookout. Ilchymis will only join when one of the party has learned Riselem magic, and even then you'll have to speak to him twice. As an artisan, though, he can raise the Delphinius' attributes. He's in the palace North of Valua and high in the sky. Similarly, Ryu-Kan joins you as an artisan when your reputation is Vyse the Hero or better. His island is North of Yafutoma. If you give him the Velorium you find in the Vortex, he'll fashion the finest blade in the game for you. He also boosts your attack and defence ratings, and is therefore probably the most valuable crew member.

12 You'll certainly find all of that useful when going into those final ship battles; the more damage you can do, the better. And if you've got all the crew, there should be no blank pages in the on-screen book when you finish the game. If there are, then you're just going to have to play it all over again...









That's the end of our guide to *Skies of Arcadia*. If you have any queries, don't forget that you can write in to our Help! department and our experts will do their best to sort you out. See page 82 for details.

CONFIDENTIAL MISSION

SHARPSHOOTERS' COMPANION

YOU'VE DOWNED MORE ZOMBIES THAN S.T.A.R.S THEMSELVES IN *HOUSE OF THE DEAD 2* AND AT LAST THERE'S ANOTHER USE FOR YOUR LIGHT-GUN. **ALEX C** IS HERE WITH SOME TACTICAL ADVICE ON HOW TO EFFICIENTLY ELIMINATE THOSE BAD GUYS



1



2



3



EXTRAS

1 The point of *Confidential Mission* is not to race through and get to the end as quickly as possible. Your cheekiness won't earn you half as many points as if you play through on the hardest difficulty setting. Don't worry, it's not impossible and is the only way you'll get the very most out of the game.

2 Rack up awesome high scores by getting as far into Very Hard mode as you can, and gain bonus points by shooting the computer discs that sometimes fall out of enemies' briefcases. Use your aiming prowess also to shoot enemies in their gun-wielding hand whenever you can to get a 'Justice Shot' and rack up extra points.

3 Keep playing on the hardest difficulty and you'll start opening up new options – the ones that were initially darkened on the main Game Select screen. You'll be able to open such things as a Mission Select and 'Display Off' mode, a rock hard version of the game where all the targeting features are missing.

TACTICS

1 First things first: when you're watching your favourite Bond movie, you'll see he never fails to keep his cool when under pressure. Even under a hail of enemy fire he takes his time, coolly aims at his adversary and cancels their career in crime with just one shot. You should do the same – you'll get much further if you spend a split-second aiming properly and accurately taking out your enemies rather than wildly spraying the near-distance with bullets. First up, you'll have to reload that many more times and secondly, you'll get punished for your inaccuracy and the sluggish time it took you. So remember: don't panic!

2 Another supremely important tactic to employ concerns reloading. You get six bullets before having to shoot away from the screen to reload, and if you have to do this while you're being sprayed with ounce upon ounce of scorching hot lead, you're in big trouble. Even though your magazine gives you six shots it's very important to reload whenever there's a quiet second or two. In other words, have a full clip as often as possible.

3 It's also advisable to have a little 'counter' in your head. Rather than having to spend time looking at the bottom of the screen to see how many bullets are present in your magazine, count your shots so you know exactly when to reload. If you are told to replenish your firepower by the game you're losing time and points. Get into a rhythm: '1, 2, 3, 4, 5, 6 – reload!'

1



2



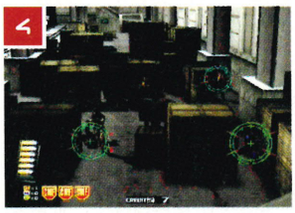
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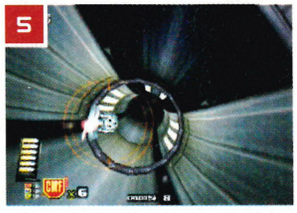












DURING YOUR MISSION

1 Once or twice in each level you'll encounter nasty-looking individuals who are trying to fire projectiles at you. They may be rocket launcher wielders or psycho dudes brandishing deadly sharp blades. Unlike the usual gun-toters who may take ages to hit you depending on their urgency status, you will lose life points if you don't dispose of these nutters immediately. If a rocket has already been launched, stop concentrating on the shooter and get rid of the rocket – you'll lose precious life points if you don't.

2 If an enemy drops a weapon like the Assault Rifle or a Grenade, shoot it and it's yours. Make it a priority to gain control of the Rifle as soon as you can, but in some cases it may be better to delay using the Grenade, which explodes and kills surrounding enemies as soon as you shoot it. Wait until there are as many enemies as possible near the Grenade when you shoot it, and you'll rack up lots of lovely bonus points blasting those baddies to smithereens.

3 During the course of the adventure, you'll encounter various sub-games – some where you have limited time to use great accuracy, such as when you are being gassed or trying to use the rope launcher in a single shot. A very sneaky way to get you through stages like this is to move closer to the TV, put your light-gun right up against the screen and do the job in question that way. Not exactly cheating, but a slightly under-hand way to get you results!

4 At the start of Mission 3, when you first enter the underground installation, you'll suddenly be confronted with a multitude of enemies at once, all aiming at you but with different urgency priorities. At times like this you'll have to become colour sensitive, and very quick. Spend a split-second looking at them all then go for those in red immediately. After all, you don't want to lose a life!

5 At the end of Mission 2 you'll be sliding at top speed through a steel ventilation pipe that's fortified with drone guns. These are almost impossible to hit. The best tactic you can employ for success is to pause when they are far off in the distance – they become much easier to hit when they get closer, so wait until they are and concentrate on those. They don't fire at you when they're in the distance anyway. This method will minimise your chances of being hit when in the tunnel.

BOSSES

1 The boss at the end of Mission 1 is a fat geezer in a blue suit who's more annoying than anything else, but if you're not careful you'll stupidly lose a couple of life points through the machines he operates via his pesky remote. When he aims at the rocket launchers in the statues, shoot the weapon as quickly as you can before it releases its rockets. If they do shoot, divert your attention to the missiles as they then become the most urgent matter at hand.

2 Another extremely important tip when battling this boss concerns his movements. There are times when he stands still and is surrounded by a target which, obviously, is your cue to pump some lead into him. But it's not the only time. The odd instance when, head down, he sneakily scurries between obstacles is also a golden opportunity to reduce his energy bar. So when he's doing this, shoot, boy, shoot!

3 Soon after the battle with Mr Not-Exactly-Horizontally-Challenged, Agares will send one of his generals out in a tank to turn your ass to grass. Concentration and a good aim are never more important than here, as various small targets appear on the tank and you can only hit this section. When the target is on the General himself, shoot him frantically as he is preparing to shoot his missiles and you won't have to endure them for too long.

4 Then you'll have to deal with a helicopter. Don't fret, it looks more intimidating than it really is – just let off at the guns when it gets close. The final stage is when the tank unleashes its secondary missiles. The trick to real success here is to shoot at the missiles when they are most closely bunched together, because if you hit one, it explodes and more often than not causes a chain reaction. Sorted!

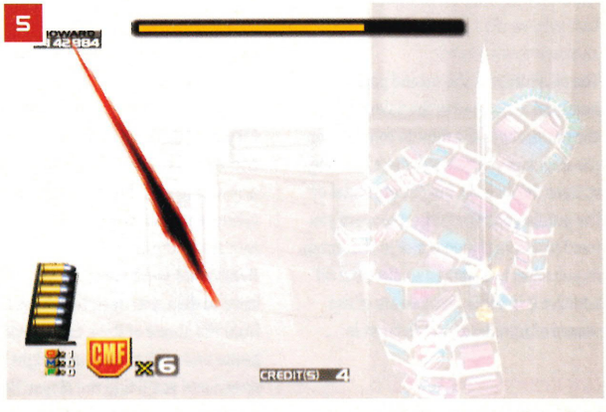
5 The final boss is Agares himself, who very often uses invisibility as a defence. But don't worry, like the Predator the scenery behind him shimmers when he passes, so keep an eye out for a slightly blurred, rippled patch of the screen when he's invisible and shoot there. Other things to watch out for are the hail of homing missiles he unleashes on you. Only three are heading directly for you, so deal with those first.











HELP!

FEAR NOT. NO MATTER HOW STUCK, STUMPED OR STRANDED YOU ARE, WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY AND SOLVE YOUR GAMING WORRIES. **STEVE KEY** IS ON HAND THIS MONTH



△ *Resident Evil 3: Nemesis*: the oil additive is hidden in this room!

RESIDENT EVIL 3: NEMESIS

I already have one half of the machine oil from the Fuel Station, but where do I get the other half?

KARL WHITE, HEATH HAYS

The oil additive is the second part you need and it's located in the Sales Office. It's the room where the remote control is on the desk and you can activate a TV using it. Once the TV is on, look at the name of the product and that's the password you need to use on the door also in that room. As you enter this hidden section, the oil additive is in there, but beware of the swarm of zombies about to burst in...

CHICKEN RUN

I am having great difficulty on the level 3 mini-game, Poultry in Motion. I just can't seem to get the engine running before the timer runs out. Is there a special way of doing this or could you provide me with some sort of level skip?

D. CHAMBERS, NEWCASTLE-UPON-TYNE

Keep the engine well oiled and make sure you pedal the bike as fast as you can. Rocky is in the bathtub and unless you keep blowing bubbles for him, he'll stop you from completing the task.

SILVER

I'm stuck trying to get the third orb. The professor said you must find Thaddeus the Necromancer in the City of Rain and summon him when the time is right. I can't find him anywhere and I'm also unsure about when to summon him. Please help!

PAUL EVANS, CUMBRIA

Here's what you have to do. Before you head to Rain, you need to get the City Key from the Mayor of Rain. Go to David's house and walk to the upper right of the screen and you'll find the Mayor. He runs off and leaves the key. Now you can enter Upper Rain. Go to the tavern and talk to everyone. Albert tells you how to enter Lower Rain and Jonah will sell you the Cursed Doubloon (both are very important). Head to Lower Rain and ring the bell as told to open the gate. Fight your way through until you reach the boatman – pay him with the Doubloon and you'll meet Thaddeus.



△ *Virtua Striker 2*: you too can play as weird-looking people!

VIRTUA STRIKER 2

Are there any cheats you can tell me for *Virtua Striker 2*? Is there a cheat that can make you be FC Sega?

TIM HOUSDEN, NO ADDRESS SUPPLIED

Here's how you can play as three secret teams. Select the arcade mode and highlight each of the following teams and press Start once the cursor is over each one: Yugoslavia, USA, Korea and Italy. The MVP team appears above Japan. If you highlight the MVP team, hold Start and then press A, you'll get the Royal MVP team. Finally, highlight each of these teams and press Start after each to get the FC Sega team: France, Chile, South Africa, England, Germany, and Argentina. They appear in the bottom of the screen.

DEADLY SKIES

I would really appreciate it if you could tell me some cheats for obtaining all of the planes and any bonus levels. Thanks!

PHILIP WHITE, NO ADDRESS SUPPLIED

The only way to get yourself some decent cheats is to complete all 20 of the missions on normal difficulty and you'll get a new option called 'Special'. Inside here is an option to have unlimited missiles and for the HUD to be removed.

RESIDENT EVIL CODE: VERONICA

Are there any invincibility cheats for *Resident Evil Code: Veronica*? Also, one thing I don't understand was the 'big plot details', as you put it, were revealed when Wesker was talking with Chris? Plus, I don't even know who Wesker is!

SIMON KING, ABERDEENSHIRE, SCOTLAND

There no invincibility cheats for *RE Code: Veronica*. Wesker is the guy with blonde hair and shades Chris encounters when you take control of him later in the game. He featured in the original *Resident Evil* game, and turned out to be the bad guy, before supposedly being killed...



◁ *Resident Evil Code: Veronica*: this is Wesker!

I'm stuck in *Code: Veronica*. I'm Chris and can't solve the puzzle with all the weird symbols like the heart, crown, and biohazard symbols. There is also a paperweight with the same symbols on. Hope you guys can help...

P. GRAHAM, VIA EMAIL

Approach the machine and press the button. When asked if you want to input the symbols, use them in the following order: AA, Crown, Heart, Spade. A drawer will open and you should then put the paperweight inside the machine. A capsule will appear with Alfred inside so search him to get Alfred's ring.

JET SET RADIO

Where on earth is token number 83 in *Jet Set Radio*? It's the last one I need and it's doing my nut!

GRAHAM SEWARD, VIA EMAIL

We think the one you're after is in Shibuya Park, on top of the traffic signs near the park. You need to grind up the staircase, jump the gap and land on top of the signs (but it's tough)!

NEED SOME HELP?

Then send your gaming problems to us at: Help!, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively email us at tips@dreamcastmag.co.uk with the subject heading 'Help!' and the name of the game you need help with. Please note: each month we print a selection of questions and answers in *ODM* but we regret that we are unable to provide personal replies.

CHEATS

CAN'T QUITE FINISH A GAME OR JUST WANT THAT LITTLE BIT MORE OUT OF IT? WELL, THESE TOP CHEATS SHOULD HELP YOU OUT...



△ *Project Justice*: unlock Wild Daigo and other secret characters!

PROJECT JUSTICE

POWERFUL AKIRA
Work through story mode playing as Seijyun Syogakuen and KO Wild Daigo without using a Team Attack.

BURNING BATSU
In Story mode, pick the Taiyo school. As Batsu, lose against Akira, Yurika or Zaki. Iincyo will come in replacing Batsu, and Burning Batsu should be playable when you face Vatsu.

UNLOCK TIFFANY ROSE AND ROY BROMWELL
To fight as these two characters, complete the story mode as Pacific High School.

UNLOCK DARK SIDE STUDENT COUNCIL AND HYO
To reveal this pair, simply complete the game using all of the schools.



◁ *Daytona USA 2001*: unlock secret cars!

Note: the Student Council is only playable in the Story mode.

UNLOCK DEMON HYO
This works in much the same way as the obtaining the Dark Side Student Council, only you have to get every ending with every school.

UNLOCK VATSU
If you beat story mode as Gorin Koukou, you'll unlock Vatsu.

UNLOCK WILD DAIGO
Play through the story mode using Gedo Koukou, and when you reach Wild Daigo, finish him with a three-person team attack. Now beat Demon Hyo and he's yours.

DAYTONA USA 2001

UNLOCK PYWACKETT BARCHETTA
The first secret car can be unlocked by simply finishing a single race on the Three Seven Speedway in any position with all four original cars (Hornet, Lightning, Falcon and Grasshopper).

PYWACKETT BARCHETA SUPER
Once you've got the Pywackett, go to a simple track (by now the Three Seven Speedway would be a good choice) and reduce the number of laps to two. When the race starts, turn around and complete the entire race in reverse!

RULE OF THE 9TH
Set the records for first place in the single-player mode on each of the circuits and on each variation. The number of laps must also be fixed.

UNICORN
On the final stage of the Championship, King of Daytona, come first place in the points to unlock the Unicorn.

18 WHEELER APT

FIFTH PARKING STAGE
A simple one this. Simply finish the four normal parking stages with any score and a fifth will be unlocked.

SIXTH PARKING STAGE
Guess what? Finish the fifth parking stage with any score and another secret one will appear! Woo hoo!

PLAY AS NIHONMARU
Using any difficulty setting and getting any score, finish the arcade mode with all five truckers to get the hidden Nihonmaru.

NBA 2K

Now that *NBA 2K* (among many others) is available at a budget price, celebrate by trying out a few of these cheats.

2D PLAYERS
Go to the code screen and enter your name as SQUISHY.

BEACH BALL
Type BEACHBOYS when you get to the Code screen.

BIG FEET
Use BIGFOOT as your password on the Code screen.

BIG HEADS
Enter FATHEAD on the Code screen.

FAT PLAYERS
Enter the password DOUGHBOY.

HURT COACHES
Enter COACHOUCH as the password.

LARGE PLAYERS
Enter MONSTER on the Code screen.

SMALL PLAYERS
Enter LITTLEGUY on the Code screen.



△ *Army Men*: due to popular demand!

ARMY MEN: SARGE'S HEROES

MULTIPLE CODES
Following a fair few letters from you lot asking if we've got any more tips for this title – here's a list of all the worthwhile codes we have. Simpy enter them on the password screen.

PASSWORD	EFFECT
JHNNBRZ	Unlimited energy plus all weapons
RMSRPLS	All weapons
BNGBNGBNG	Full ammo
BTTLN	All characters
MRCNHR	Play as Sarge
NMMNS	Play as Hoover
TNKKLLR	Play as Riff
NCMNG	Play as Shrap
BGGRNMN	Play as Thick
FRDCHCKN	Play as Scorch
GRMMRPR	Play as Grimm
GRLPWR	Play as Vikki
TNVLLN	Play as Plastro
MDTRPR	Play as enemy soldier
HPPCMPR	Play as friendly soldier
PNKBNN	Play as a pink bunny
SPRHR	Play as a super hero
SKLL	Play as a skeleton
LTTLLSS	Play as a little lass
DNSR	Play as a dinosaur
STLTHMD	Stealth mode
FTHD	Fat head mode
SLPHLLW	Headless mode
PNTHD	Peanut head mode
VLSPRT	Evil spirit mode
BGFTLVS	Big foot mode
DSCMDNSS	Disco mode
LNRGRVT	Zero gravity
RBNML	Super speed
DRVLLVSMM	Mini mode
LVNGLRG	Living large mode
SFFRMV	Making of game sequence
THDTST	Test information
CLNLGRMM	Attack intermission sequence

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 to Chris West, Alan Robinson, David Breen, Benjamin Wilson, Paul McDonald, Stefan Peterson, Ronald Brooks, Alan Thompson, Benjamin James Adams, Carl Luxon, Pete Kitteridge 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...

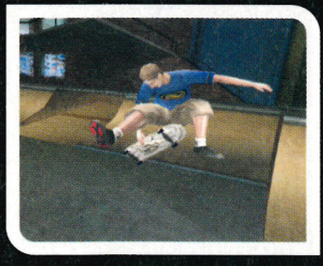
THE OFFICIAL DREAMCAST MAGAZINE TIPS HELPLINE

09064 664477 (UK)
01580 924606 (EIRE)

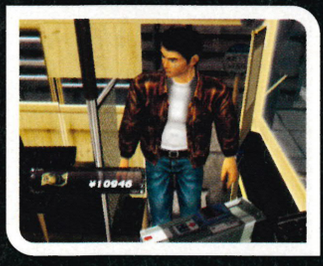
OPEN SEVEN DAYS A WEEK, 8AM-11PM
On the rare occasion that they can't help, your query will be passed on to a support team who guarantee to find you an answer within 24 hours.



△ 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

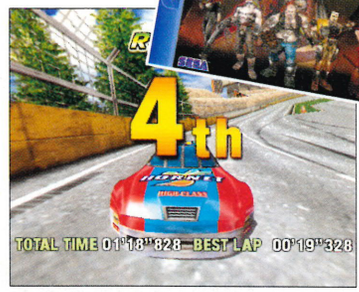
Finish top in any of this month's challenges and win a game of your choice from Sega Europe! (Please read the rules below very carefully!)



△ *Crazy Taxi*: can you complete the most jobs?



△ *Confidential Mission*: camera at the ready!



△ *Daytona*: a fast time could bag you a game!

CRAZY TAXI

Arcade mode, work for 10 minutes, as Axel, most customers

To get you in the mood for the release of the upcoming *Crazy Taxi 2*, we've decided to turn the clock back and challenge you on the original. Take a picture of the screen above and send it into us at the usual address.

CONFIDENTIAL MISSION (DEMO)

Demo on Dreamon 21, highest score

Play through the demo until the rope gun section. Fire it, pause the game and get a camera ready. Quickly photograph the score in the top left as your character slides down the rope, or pause the game as he slides down and take a snap then.

DAYTONA USA 2001 (DEMO)

Single Race, Three Seven Speedway, Hornet, fastest 4 lap time

Boot up the *Daytona USA 2001* demo on Dreamon 21 and play the Three Seven Speedway until you have accumulated your fastest time. Take a picture of this screen and send it into the usual address.

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*!).

VIRTUA TENNIS (DEMO)

Arcade mode, singles, play as Henman, win game in quickest time

1.	20 SECS	JAMIE DALY, DUNBARTONSHIRE
1.	20 SECS	TOM PAGE, EXMOUTH
3.	21 SECS	JOSH PHILLIPS, TWICKENHAM
4.	25 SECS	STEVE DOVEY, STEVENAGE
5.	27 SECS	ANDREW HADDON, TYNE & WEAR
5.	27 SECS	JAK CAMOLETTO, EDINBURGH
7.	28 SECS	MARK FLETCHER, PONTEFRACT
7.	28 SECS	MATTHEW CASEY, NORTH LINCS
9.	29 SECS	BEN CARR, REDDITCH
9.	29 SECS	A. ROCKCLIFFE, WEST YORKS

DUCATI WORLD (DEMO)

Fastest lap

1.	00.18.63	S. LOCKER, NORTHUMBERLAND
2.	00.18.73	MATTHEW CASEY, NORTH LINCS
3.	00.20.56	ABDUL ANWARI, FULHAM
4.	00.20.90	D. BRAECKMAN, BELGIUM
5.	00.22.06	MATT CAIRNS, LINCS
6.	00.22.53	MARK FLETCHER, WEST YORKS
7.	00.23.23	IAN CARRINGTON, SALE
8.	00.23.83	MICHAEL F. CONROY, PRESTON
9.	00.24.70	KAREN COWARD, GLOUCESTER
10.	00.28.46	JASON MAINWARING, KIRKBY

DAVE MIRRA FREESTYLE BMX (DEMO)

Highest overall score

1.	367,517	JASON MAINWARING, KIRKBY
2.	337,325	MATT CAIRNS, LINCS
3.	336,975	ANDREW CHARLTON, ENGLAND
4.	282,737	EWAN PHILLIPS, TWICKENHAM
5.	101,820	DAVID BERRY, N. YORKS
6.	96,080	MARK FLETCHER, WEST YORKS
7.	76,420	JAK CAMOLETTO, EDINBURGH
8.	69,362	R. RICHMOND, ABERDEENSHIRE
9.	65,988	MATTHEW CASEY, NORTH LINCS
10.	55,936	KAREN COWARD, GLOUCESTER

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Dreamcast™

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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.						
18 WHEELER AMERICAN PRO TRUCKER	SEGA	2	NO	50/60/VGA	20	6
Competent conversion of Sega's big rig truck racer. Unfortunately with no substantial extra modes it's all over too quickly. Worth getting if you're addicted to the arcade original.						
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.						
CONFIDENTIAL MISSION	SEGA	1	NO	50/60/VGA	20	7
Excellent arcade conversion of Sega's secret agent-inspired shooter. No big surprises with home extras and, due to the short size, the replay factor is a bit limited. Good while it lasts.						
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!						

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
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.						
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.						

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 2*). 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*?

It's not looking likely, no.

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 2*, *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) and Hardcore Dreamcast Addicts (http://members.tripod.com/~gsw666/vmu).

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



MICHAEL KILLEN SIDMOUTH, DEVON

1. **SOUL CALIBUR (SEGA)**
"Top game design and hundreds of moves. Be quick or get slaughtered."
2. **SILENT SCOPE (KONAMI)**
"Blood, girls and guns – a top three combo, free for as long as you want!"
3. **PHANTASY STAR ONLINE (SEGA)**
"A huge game, loads of characters and oozing with perfect graphics."
4. **JET SET RADIO (SEGA)**
"Great characters and beautiful scenery – and design your own graffiti!"
5. **HOUSE OF THE DEAD 2 (SEGA)**
"Gore, blood and zombies. Grab a light-gun and blast some heads open!"

DMITRY BURY SOUTHEND-ON-SEA

1. **VIRTUA TENNIS (SEGA)**
"The best sports game on any console. Fantastic visuals and gameplay."
2. **CHUCHU ROCKET! (SEGA)**
"Great gameplay, easy to master, lots of options... and it was free!"
3. **4 WHEEL THUNDER (MIDWAY)**
"Over 20 tracks, bonus levels, over 60 hardcore vehicles, and it's only £9.99."
4. **DEAD OR ALIVE 2 (ACCLAIM)**
"Forget stupid PS2 with its stupid *Tekken Tag Tournament*. Get this instead."
5. **WWF ROYAL RUMBLE (THQ)**
"Plenty of good moves, great graphics, but only two modes – shame."

DEAN SCHINDERLER BROMLEY, KENT

1. **SHENMUE (SEGA)**
"It's a simple trade: give up your life... in exchange for living another."
2. **PHANTASY STAR ONLINE (SEGA)**
"Sega have the greatest innovations and gameplay. This is no exception."
3. **DEAD OR ALIVE 2 (ACCLAIM)**
"More intuitive and precise than practising kung fu moves yourself!"
4. **METROPOLIS STREET RACER (SEGA)**
"Forget everything you know about driving games. *MSR* is the messiah."
5. **RESIDENT EVIL CODE: VERONICA (EIDOS)**
"Compulsive yet utterly terrifying. You want to be afraid? You will be!"

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
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.						
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.						
STUNT GP	EON	4	NO	50/60/VGA	20	6
Race remote-controlled vehicles around some well-designed courses. Racing is very tight and tactical with close finishes, but the stunts are too erratic and slow the action.						
STUPID INVADERS	UBI SOFT	1	NO	50/VGA	20	5
Intended to be a humorous point-and-click puzzle-solving adventure. The infantile humour soon grates. Farting can be funny, when it's done right – if it isn't, it just smells bad.						
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.						

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*?

Yes, it works with *Confidential Mission* (*ODM* #20, 7/10), and will also be compatible with the forthcoming *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.

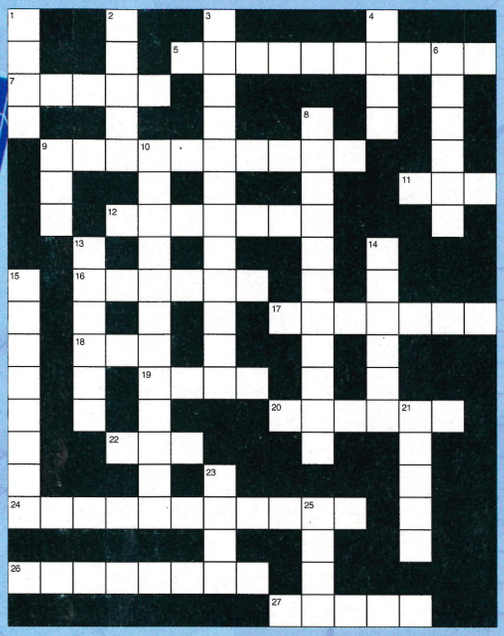
WHY DON'T *ODM* REVIEW PERIPHERALS?

We did a peripheral round-up in our December 2000 issue (*ODM* #14) which covered most peripherals available.

• 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

5 Famously fast snooker player. (5,5)
7 Star of the *Virtua Fighter* series, looks a bit like Peter André now. (5)
9 American star of 3 down. (3,7)
11 Not quite the colours of the rainbow but associated with it. (3)
12 Join a guild in *Phantasy Star Online*. (7)
16 *Phantasy Star* and *Speed Devils* but not *Daytona USA 2001*. (6)
17 Where an RPG is set in the skies. (7)
18 Home of American basketball. (1,1,1)
19 A *Crazy Taxi* move that'll make you go faster. (4)
20 Software publisher and home to a famous WWII battle. (6)
22 The home cinema enthusiasts' format of choice. (1,1,1)
24 Famous match of the WWF. (5,6)
26 It feels like we've waited this long for this shooter to arrive. (4,4)
27 Latin American musical style that Sonic Team are fond of. (5)

DOWN

1 Online group in *Quake III Arena*. (4)
2 Disc format for Dreamcast. (1,1-1,1,1)
3 It's not cricket! Dreamcast's greatest sports game. (6,6)
4 He's got a shack full of love in a cartoon town. (4)
6 The daddy of all puzzlers. (6)
8 Where does Professor K work? (3,3,5)
9 Comes before pad. (3)
10 Enemy of *102 Dalmatians*. (7,5)
13 Car 41 makes a buzz in *Daytona USA 2001*. (6)
14 Sonic's latest enemy, *Man*. (6)
15 Button usually used to accelerate. (1-7)
21 Where *Quake III*'s battles are fought. (5)
23 Rockets and racers, add what to make a low-scoring game? (4)
25 First name of Ms Croft. (4)

SOLUTION TO LAST MONTH'S CROSSWORD

ACROSS

1 *World Party*, 4 Kenny, 5 Dino, 8 Bungee, 9 Street, 12 UEFA, 13 Lightyear, 14 Mag, 17 Jim Carrey, 19 *Planet Ring*, 21 Jo Jo, 22 Chicken, 23 Mission, 24 Mirra

DOWN

1 *Wild Metal*, 2 Dog, 3 Tokyo, 6 Pen Pen, 7 Dreamkey, 8 Buggy, 10 Fur, 11 Station, 15 Veronica, 16 Dreamarena, 18 *Thunder*, 19 *PSO*, 20 Tycoon

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
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.						
THE NEXT TETRIS	UBI SOFT	2	NO	50	20	3
Inferior and unnecessary update of a much-loved puzzler. New gameplay tweaks make it too easy to play, but the sluggish controls make it hard to manipulate the blocks.						
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.**

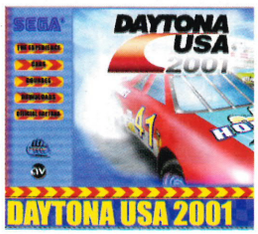
DREAMARENA

SEGA EUROPE'S **STEVE BRADLEY** IS HERE TO KEEP YOU UP TO DATE WITH WHAT'S HAPPENING ON THEIR ONLINE DREAMCAST PORTAL

FOLLOWING HOT ON THE heels of www.sega-europe.com's recent re-development comes a raft of new Sega game-dedicated micro websites, all accessible via the main site. Fab role-player *Skies of Arcadia*, gentleman's racer *Daytona USA 2001*, *Confidential Mission* and *18 Wheeler American Pro Trucker* each have their own sites, complete with details of all aspects of gameplay as well as downloads, screenshots and wallpaper. Look out for dedicated sites on all Sega's first-party games in the near future including *Sonic Adventure 2*, *Crazy Taxi 2* and *Outtrigger*.



△ **The *Confidential Mission* micro website has mission facts.**



△ **Start your engines for the *Daytona USA 2001* micro site.**

SONIC CELEBRATION!



△ **The blue dude does a fakie on the streets of San Francisco.**

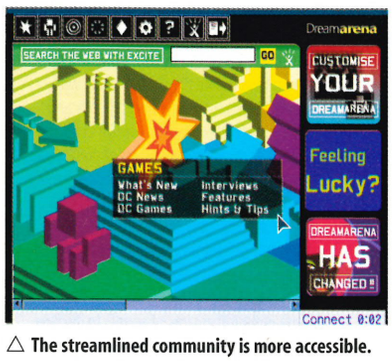


△ **Get hold of some of the blue chap's goodies at the Sega site.**

TO CELEBRATE SONIC'S BIRTHDAY, Sega are giving you the chance to own an exclusive, deluxe Tenth Anniversary *Sonic Adventure 2* Folder, available only through its online store. This gorgeous package includes a copy of the great *Sonic Adventure 2*, a music CD, a gold coin and a history of Sonic and friends. Only 200 are available, so you'll have to be fast (very, very fast!) to get hold of one. Make sure you register for a copy on June 23 at www.sega-europe.com.

If you're not as speedy as our prickly blue friend, you can win some great Sonic goodies in our top competition which runs throughout the month of June. All you have to do is register at www.sega-europe.com, visit three specific websites, get some information to answer six questions and then you could win one of the above folders, plus a Swatch watch and some Soap shoes (mad skatey things). You can enter the competition on any day in June. Hurry!

COMMUNITY SHAKE-UP



△ **The streamlined community is more accessible.**

DREAMARENA'S COMMUNITY AREAS HAVE been streamlined in recent weeks to provide users with a more easily accessible service. There have also been a couple of interesting new features added. "We realised that the community had begun to sprawl a little and we wanted to bring it back together – there were more than 130 chat-rooms across Europe!," Sega's community executive Guy Shrimpton explains. "Some of the community feel of old had been lost and we wanted to regain the atmosphere. Better to have greater quality than greater quantity."

THE DARK ROOM: In this room you can only send or receive 'tells'. This means that you only have to see your own conversations with people. The user can hide away in there since their name isn't listed. You can now have private conversations in a much more relaxed environment and you won't miss any messages.

EURO CHAT ROOM: Dreamarena is a pan-European site. Many users asked if we could find a way to let them talk to other nationalities online and practise their language skills without logging off and then on again. Picture this room as a crossover, a room that overlaps all the other language versions of Dreamarena. Cross-European chat is here!

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 later this year. 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 European 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

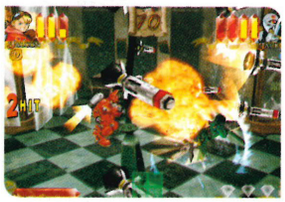
Basketball may not be as popular as football in the UK, but if you're after a decent sports game *NBA 2K* is a much wiser investment than any of the DC's footie titles. Gorgeous graphics and a good play-by-play commentary should help those unfamiliar with the sport's rules. Real teams, players and more 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

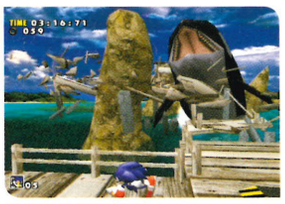
Shenmue is in a class of its own. You play Ryo Hazuki, a Japanese teenager who is searching for his father's killer. A mixture of many different game styles, the best way to describe *Shenmue* is that it's kinda like real life. You take over the life of Ryo completely, waking each day, going to work, 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, #21

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

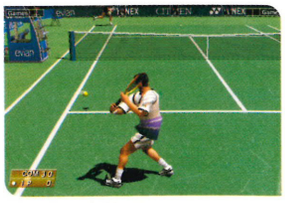
A great example of how to turn a specialist sport into a game that everyone can enjoy. *Pro Skater 2* allows you to perform an array of stunning skateboard tricks in locations that encourage you to go crazy. Once you've learnt the basic controls you'll be addicted. Then you can practice tougher moves 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

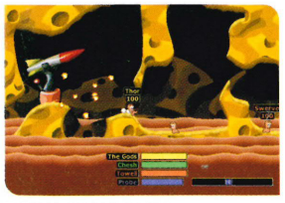
Realistic fighters battle in no-holds-barred matches in a wire-enclosed ring. Based on the American TV sport, *UFC* is the most brutal beat 'em up on the market. It looks mean, plays mean and it definitely sounds mean. Fighting styles are fully represented – ju-jitsu, freestyle wrestling and submission 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 one of Sega's pieces of arcade hardware and it's 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?

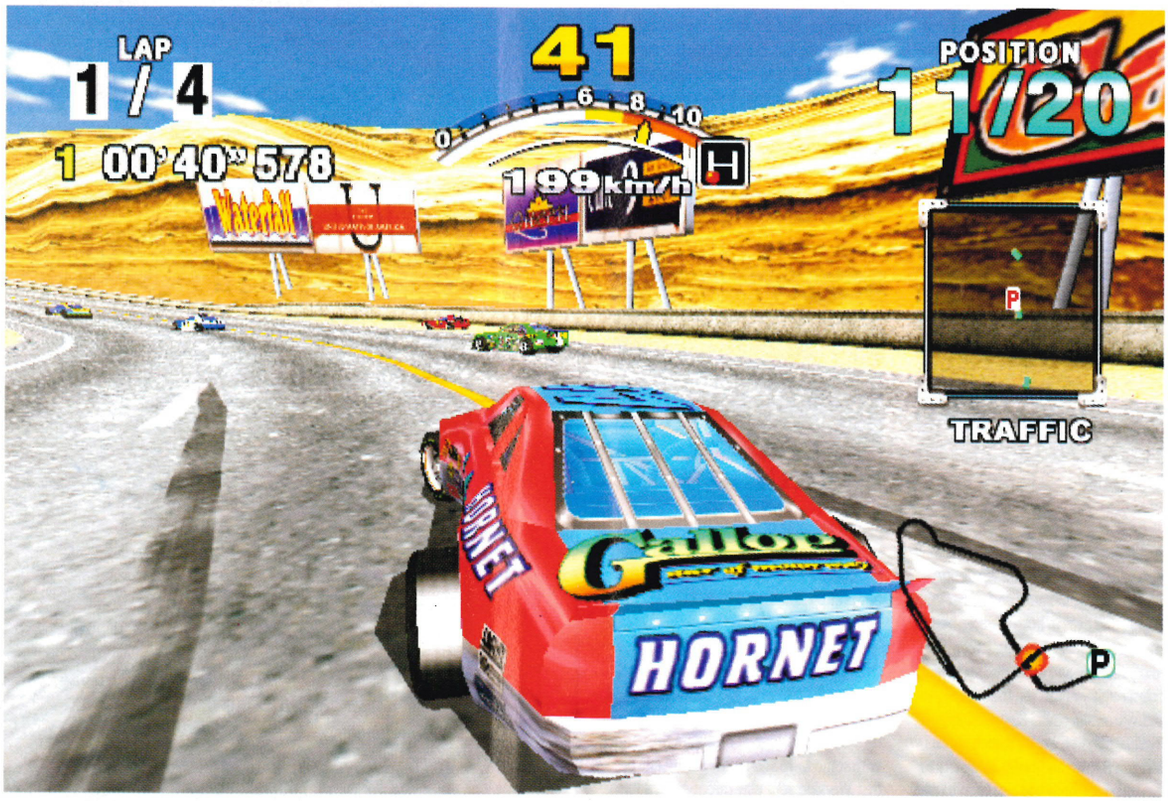
Call the Sega Consumer Line. The number, along with several other useful contacts, is listed in the panel at the bottom of page 6.

• **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



DAYTONA USA 2001

REVIEWED: *ODM* #19, 7/10

WE SAID: "It's a measure of the original game's quality that the essentially unchanged *Daytona USA 2001* is still a blast to play after all these years."

WHAT YOU THOUGHT

Whatever anyone tells you, *Daytona USA 2001* is the definitive home-racing game. Refined after its evolution from the glitchy Saturn conversion, through to the sacrilegious cock-up that was *Daytona: CCE*, you really could not want for much more. It's a shame that the Internet multiplayer option was dropped from the European version, but racing against four cars when you're used to 20 wouldn't be mind-blowing anyway.

I'm not going to ponder on the few negative aspects. What is in the European *Daytona USA 2001* is the important part. Firstly, the tracks are all superb, although I found myself attracted to the original threesome more than the others. It was a stroke of genius to theme each track, as what this basically boils down to is that they are all different. My personal favourite from the new tracks must be Mermaid Lake with its staggering tunnel section.

Next up, the cars – road-humping monsters, the lot of them. The legendary Hornet makes a return, along with three other machines (and many more to be won). The handling is a bit on the twitchy side – it would have been handy to include good old-fashioned digital control as an option for those of us who can't accept the demise of the d-pad!

One aspect which must get a mention is the music. The tunes have been remixed respectfully, complete with the brilliant singing which helped make *Daytona* the legend it is today!

SIMON FOSTER, VIA EMAIL

True – *Daytona USA 2001* does capture a lot of what made the original arcade game so much fun. If you can live without the online play, it's definitely well worth the cash.

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

You live a neon-sparkly, candy-bright, animé-fluid life once this game grabs you. Ahhhh, the magic… *Phantasy Star Online* is difficult to review or summarise – yes, you are investigating the disappearance of colonists. Yes, you fight monsters to preserve the future of your race. But the structure of the 'game' is almost inconsequential. Online, you are part of a *world*, part of a *collective*, your goals and ideals fuelling your online identity. Will you become a rogue hunter, dispatching foes without mercy, healing comrades without a shrug? Or are you a gregarious, chatty jester, toying with death while maintaining a stream of witty dialogue aimed at your compatriots? Will you trade your items? Do you form a group or join a group? Meet Europeans? Americans? Japanese? Make new friends or consolidate old gaming partnerships? This 'game' is a real experience, a 'New Space'. Hyper-reality. *PSO* is like falling into the cogs of a dream machine every night and waking up in a bubblegum world that expands and sweetens and grows more vivid all the time. Unique, visionary, seminal and on the verge of becoming *legendary*.

S.PEAKE (TREBLE), VIA EMAIL

△ *Daytona:* the legendary Hornet is back.

We're still getting loads of positive reviews of *Phantasy Star Online*, but we particularly liked the way this one was as mad about the game as we are.

JEDI POWER BATTLES

REVIEWED: *ODM* #14, 4/10

WE SAID: "Repetition is one of the major failings of the game. This is yet another disappointing release from LucasArts."

WHAT YOU THOUGHT

I can't believe why you only gave this game 4/10. Okay, so the graphics aren't great, but the feeling of kicking Darth Maul's butt surely deserves more than a 4? I had played it round my mate's before so I was looking forward to getting it when it came out on Dreamcast. Then I read your review and was sceptical, but I finally decided to get it and I'm glad I did, as it's great fun – especially in the two-player mode. I think you need to appreciate this game a little more.

MATT, VIA EMAIL

You probably think *The Phantom Menace* is the best *Star Wars* movie as well, right?

SKIES OF ARCADIA

REVIEWED: *ODM* #19, 8/10

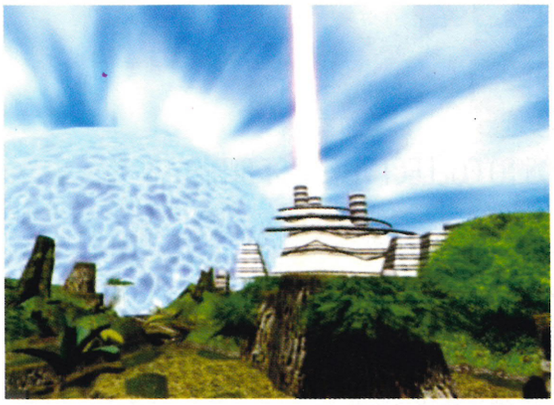
WE SAID: "There's no doubting the quality of *SOA*, but it's got so much to it that it will probably put a lot of people off."

WHAT YOU THOUGHT

After staying home ill after a minor tooth operation, I found myself watching the repeats of *Starsky and Hutch* on UK Gold. So I thought to myself "I think I'll go and buy myself a decent RPG to pass time."

So I stumbled off to my local store and I saw none other than the fabled *Skies of Arcadia* on the shelf. Wow! I haven't been so absorbed in a videogame since *Zelda 64*! The fantastic graphics and immersive storyline were enough to leave my jaw totally nailed to the floor for the entire 57 hours it took me to complete the damn thing.

Even so, I found myself yearning to play it again and again – the game's



△ *Phantasy Star Online*: this is the light at the end of the tunnel.



△ *Jedi Power Battles*: look, mine's blue and shiny.

"IT'S LIKE FALLING INTO THE COGS OF A DREAM MACHINE AND WAKING UP IN A BUBBLEGUM WORLD"

– S PEAKE ON *PHANTASY STAR ONLINE*



△ *Skies of Arcadia*: a present from the tooth fairy, maybe?

addictive "I'll just do this bit before I go out"-ness caused me to miss three dentist appointments, thus costing me 30 quid in NHS fine money, but hell it was worth it!

If you're looking for a fantastic RPG while waiting for the return of *Shenmue*, grab this immediately. It's a game you'd be damn stupid or bloody ignorant to miss!

KYLE NOAKES, HAMPSHIRE

Yet another glowing recommendation for Sega's epic role-playing game. Have you got the hint yet? Buy it!

F355 CHALLENGE

REVIEWED: *ODM* #13, 8/10

WE SAID: "This is a one car simulator and doesn't pretend to be anything else. A triumph of software engineering rather than game design."

WHAT YOU THOUGHT

Many racing games have gone down in the Videogaming Hall of Fame: *Rage Racer*, *Daytona USA*, *Gran Turismo* and probably *Metropolis Street Racer* have all earned their place. After reading all the hype and critique about *F355 Challenge*, I filed it away in the 'sometime later' section, and went out and bought *MSR*. That 'sometime later' duly came around and I picked up *F355* as an 'ex-rental' at Blockbuster for £9.99. And having played it non-stop – wow!

The graphics are nothing short of startling, and while we've enjoyed a good dose of aesthetic pleasure on the Dreamcast, *F355 Challenge* administers one lethal dose of graphical goodness. I played *MSR* after an *F355* session and it suddenly looked like *Gran Turismo*. It made *MSR* look like a PlayStation game!

And the handling is so, well, meaty. It reminds me of some of the classic F1 titles – it really feels like you're driving the thing. You never crash unfairly – you made all those mistakes fair and square (unlike *Gran Turismo*).

The computer's AI is outstanding. With so many racing games you're either in first position or you're last, as the computer opponents all travel around in a tight cluster formation (like in *MSR*), but here the cars spread themselves around the track in a much more realistic way. Sure, as a videogame it has some flaws – sub-standard interface, too few modes, cars, tracks and so on, but it shines like a torch as a racing game. I really think that in the future we'll see *F355 Challenge* as being an unappreciated classic.

ROSS B, VIA EMAIL

***F355 Challenge* is definitely one of those 'love it or hate it' games, but the people who love it, really do love it to bits.**

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 name 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 while yet.

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 40 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 Gamecube, 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 drive). 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



HOBBY WEBSITES

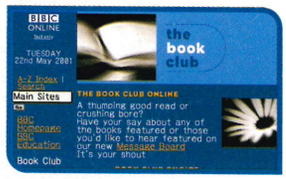
LIVEN UP YOUR CV WITH AN UNUSUAL HOBBY. **POGGY** BENDS OVER BACKWARDS TO COLLECT THE BEST SITES



AMATEUR DRAMATICS

www.amdram.co.uk

This site might not be for the professional, however, amdram.co.uk is the place to go if your shower is proving that bit too restrictive, performance-wise. Everything that you need to bring *Trainspotting – The Musical* to a community centre near you.



BBC BOOK CLUB

www.bbc.co.uk/education/bookcase/bookclub

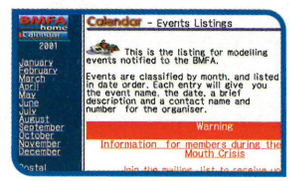
Unlike sports skills, being good at talking about books has little use outside school, and certainly not in public. If the urge to analyse Mr D'Arcy or Hannibal Lector is too much, join the BBC's online discussions.



BINGO ASSOCIATION

www.bingo-association.co.uk

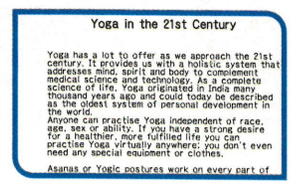
No longer the stomping ground for sharp-eared and pointy-pencilled old women, young folk have been sighted taking advantage of the cheap food and drink, and slightly frenzied atmosphere. Find your local club on this site.



BRITISH MODEL FLYING ASSOCIATION

www.bmfa.org

If you've ever rampaged around the house clutching a mini Mars bar and pretending to be a giant, then model plane flying is for you. This site takes you all the way from your first experiment with balsa wood to Pearl Harbor-ing the neighbour's cat.



BRITISH WHEEL OF YOGA

www.bwy.org.uk

With the likes of Geri and Posh Spice twisting around in the name of health, yoga is enjoying a break from its hippie roots. And let's face it, the person who can put their head between their legs is bound to make new and interesting friends.



EQUINE WORLD UK

www.equine-world.co.uk

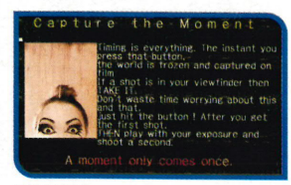
Sea levels are rising, the nation's meat supplies are getting all skanked up and corn on the cob threatens to mutate into something more akin with Godzilla. It's time for a return to horsepower. Get one up on the soon to be doomed world by picking up a few handy gymkhana hints. Now you can finally use that hoof-pick on your Swiss army penknife.



DRIVE IT ALL

www.driveitall.co.uk

The opportunity to legally run people off the road is not so much a hobby for some people, as a cheap alternative to therapy. This organisation can put you well on the way to keeping local mechanics in work for the rest of your life.



EXPOSURE

www.88.com/exposure

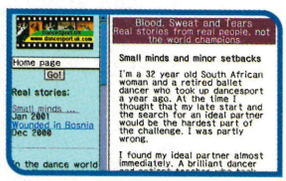
Photography tips site that should at least reduce the chances of the all-girls water polo team thinking you're a peeping Tom. Not only in-depth explanations of how to get that wind-blown Claudia Schiffer look, but also what a camera is. Handy.



CAMPING & CARAVANNING UK

http://camping.uk-directory.com

Not just a guide to camping sites, caravans and portable gas cookers. Those eager to leave their duvets and mattresses to bond with nature should pop into 'Conversation Corner' to pick up tips on avoiding botulism, angry locals and rabid wildlife.



DANCESPORT UK

www.dancesport.uk.com

It doesn't seem likely to us, but for some people dancing isn't just about hopping around in time with whatever bangin' choon you're partial too. This site shows you how, where and how much it will cost to rival those *Come Dancing* types.



FIND DIY

www.finddiy.co.uk

DIY's bad reputation used to come from helping your dad to put up shelves. Then *Changing Rooms* turned it into a middle class, aspirational hobby. Ignore this and remember that the better the DIY, the better the fort you can build. To B&Q!



GO FISHING

www.go-fishing.co.uk

The 'UK gateway to worldwide fishing', which sounds a lot more exciting than it is. But then fishing isn't about excitement. It's about having a sandwich and a nice sit-down for seven or eight hours. Not unlike cricket, except you can eat the players.



GREENFINGERS

www.greenfingers.com

Cast off images of Charlie Dimmock and Alan Tittymarsh and remember the true meaning of gardening: to create the ideal Swingball court. This site also promises that a professional gardener will answer *any* of your queries within 48 hours.



GUARDIAN UNLIMITED FOOTBALL

www.football.guardian.co.uk

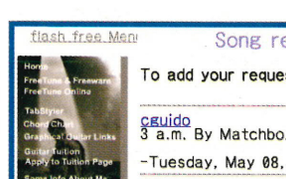
Not so much a hobby as a way of life, footballunlimited.co.uk will provide you with the vital tools to make that leap from fan to nutty cult leader. Opinion pieces, reviews, news and awards for the worst haircuts known to mankind.



INTERNET MOVIE DATABASE

www.imdb.com

Staring at a screen is actually a hobby, and being a bit of a film buff can come in handy if you want to get anything from a few free drinks to a multi-million dollar mansion in Hollywood. And, moreover, every pub quiz team needs one.



GUITAR TUTOR WORLD

www.guitartutorworld.com

Playing the guitar is one of those classic hobbies where you don't even need any tools. You don't even need a guitar as long as you have a mirror. Genius. In case you want to progress further than mere posturing, this site can put you in touch with tutors as well as providing you with the chords for most songs ever written.



JUGGLING INFORMATION SERVICE

www.juggling.org

Having a hobby does not mean that you have to do it on the street while begging for applause and possibly cash. However, it is a good stress reliever and, like guitar playing, looks good in the mirror. Balls, clubs and what not to do with fire here.



LAST MINUTE.COM

www.lastminute.com

With the cost of flights and inter-railing coming down all the time, travelling can be a hobby as well as a luxury. The current state of the UK transport system means that it can also be as dangerous, so hop on board for cheap thrills and nasty grazes.



LEITH'S

www.leiths.com

Forget Jamie Oliver, if you can, and think about eating food other than beans, or impressing the ladies. Or both. Leith's cookery school is a national intuition and, as such, can be expensive. The site has lots of clues for a tastier life, and costs much less.



PETE'S ROCKETS

www.petesrockets.co.uk

Some hobbies pretend to be more sophisticated that they really are. Not so with flying rockets. Smoke, dizzying heights, loud noises, the occasional explosion. And then you go home and plan louder, higher, faster, fierier fun for the next week. Pete's Rockets leads you by the hand into a world where without proper precautions you could lose one.



ROBOT WARS

www.robotwars.co.uk

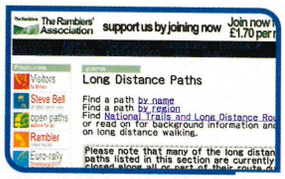
Not all hobbies are as sociable as this, but then not all hobbies are so focused towards violence and destruction. Pick up ideas for your dustbin of death at this site, or simply ogle the robots that other enthusiasts have built.



ROYAL YACHTING ASSOCIATION

www.rya.org.uk

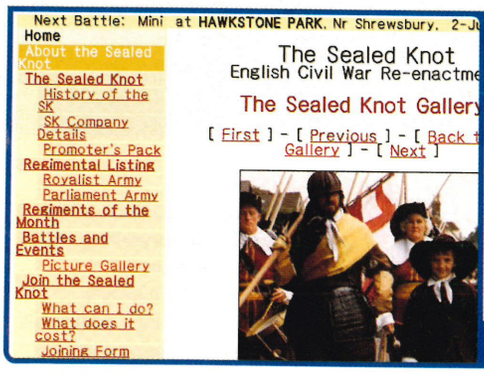
Since the British triumph in the Olympics, sailing has increased in popularity, as more and more people realise that it's not all about pirates and weevil biscuits. The RYA can put you in touch with organisations that will give you your sea legs.



THE RAMBLERS' ASSOCIATION

www.ramblers.org.uk

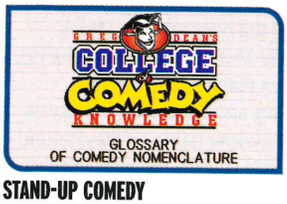
Now that the countryside is free of pox and infection and the Beast of Bodmin Moor has been revealed as nothing more than a tabby with too much character, it's safe to wander the hills. The Ramblers are pros at this, so let them advise you here.



SEALED KNOT

www.sealedknot.com

There isn't so much call for mercenaries these days, but Sealed Knot have been good enough to take up the slack. Sealed Knot provides education and displays on the English Civil War. It's their battle re-enactments that they're famed for, and for a mere £41 you can join in and decide whether you want to be a Cavalier or a Roundhead. Fantastic.



STAND-UP COMEDY

www.stand-upcomedy.com

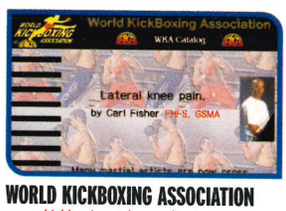
Quite possibly one of the most twisted hobbies available, the life of an amateur stand-up comic is fraught with pain, rejection and public mockery. This site gives you some ideas on how to best avoid actual live bloodletting.



UK GOLF

www.uk-golf.com

I'm Tiger Woods. No, I'm Tiger Woods. Unless you're sitting in a solid gold chair at the moment, neither of us are Tiger Woods. You can find out here where to go to become Tiger Woods, although if you're older than eight you have some catching up to do.



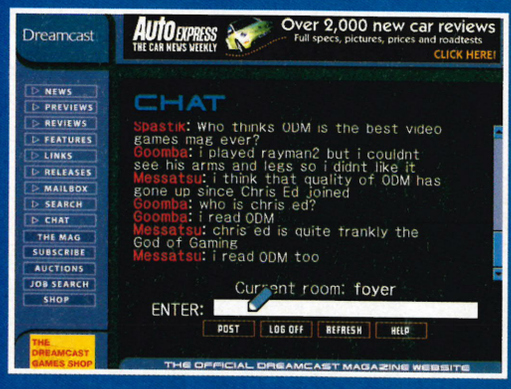
WORLD KICKBOXING ASSOCIATION

www.kickboxing-wka.co.uk

Perfect that Buffy impersonation with a little kicking, which will be handy on public transport as well. The WKA site not only shows you how, but also shows you what happens when it goes wrong in a series of amusing stories.

www.dreamcastmag.co.uk





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PREVIEWS | TIPS
REVIEWS | MAILBOX
FEATURES | CHAT

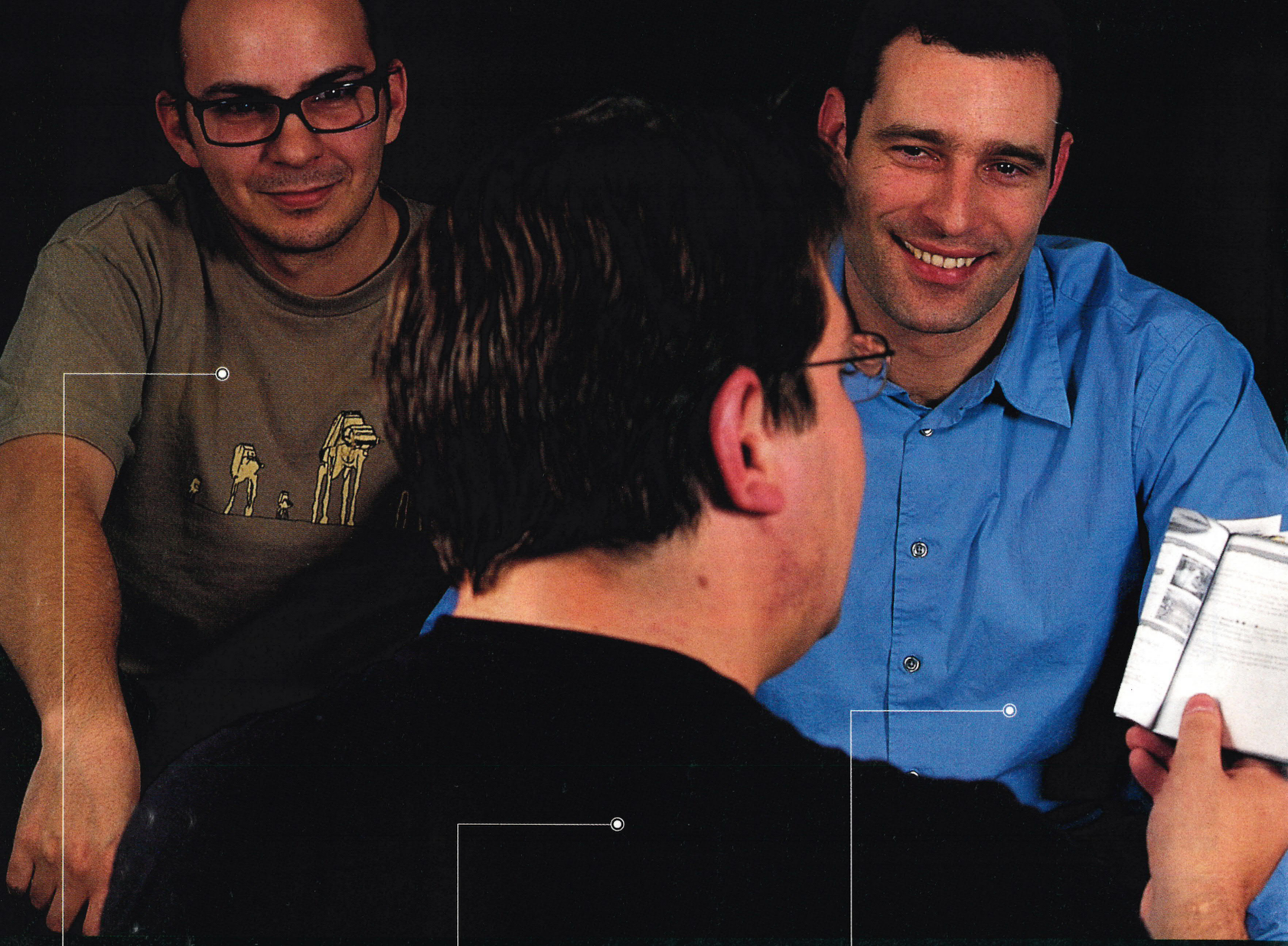
OFFICIAL DREAMCAST MAG
WEBSITE

Okay, so you've read the mag. Well that's just the half of it – our website is second to none.

ODM online is updated daily with the latest news from the world of Dreamcast. If it's happened or happening, then you can bet you'll find out about it here first.

As well as our ever-growing archive of definitive reviews, previews and features, there's also the chance to make new friends and swap hints and tips with thousands of other Dreamcast users in our Live Chat and Chat forums.

www.dreamcastmag.co.uk



ALEX HUHTALA, 27
NEWS EDITOR, *ODM*
Has been involved in games magazines for the last six years. Has been playing games since he was a wee four-year-old when he first became addicted to *Pong*.

JAMES LEACH, 32
VIDEOGAME SCRIPTWRITER
Began his career as a games journalist before going on to script a variety of games including Lionhead's acclaimed PC title *Black & White*.

PAUL MARCANTONIO, 30
NATIONAL ACCOUNT MAN., SEGA
Started in gaming when he got a Sinclair ZX81. Then moved up to the Commodore Vic 20, C64 and is now a big fan of both the Dreamcast, obviously, and the PC.

THE BIG DEBATE

SPINNING YARNS

HOW IS THE ANCIENT ART OF STORYTELLING BEING TACKLED IN VIDEOGAMES? *ODM* SAT FIVE PEOPLE ROUND A CAMPFIRE AND ASKED THEM TO TELL US A TALE...

ODM: What do you think of the general quality of storytelling and characters in videogames?

FELIX: I think the quality is relatively poor overall but I think it will gradually begin to improve. If you compare it to other mediums such as movies and books, videogames are definitely the poor relation. I think specifically *Shenmue* [*ODM* #14, 10/10] has been a real advancement for storytelling, as well as *Final Fantasy VII* [top role-playing game on PlayStation] and *Zelda 64* [classic adventure title on Nintendo 64]. Through their storylines and gameplay they have created incredible experiences.

PETE: Those are the exceptions to the rule, though. The problem is that people aren't really sure how to tell stories in games at the moment. Before



FELIX BLACK, 23
ASS. EDITOR, POST PRODUCTION
Started gaming with a Commodore 64 and has worked his way through most games machines, including the Mega Drive, PlayStation and PC among many others.

PETE LANE, 27
HEAD OF WEB DEV., SMALL ROCKETS
Has owned pretty much every console and computer since the dawn of gaming. His role at Small Rockets has seen him create games for Dreamarena, among others.

you get really good narratives, people will have to come up with a formula that actually works for telling a story in a game. I think people who are dabbling in it are finding some ways that work or don't but, at the moment, nobody has found a way that will consistently deliver the goods, so to speak.

JAMES: I think the problem is that the stories are being written by programmers a lot of the time. That's not to denigrate programmers – they programme beautifully – but unless they put the same amount of effort into a story as they do into the rest of the game, the story is always going to be weak. It's a shame. I don't think they are all bad but most of them have no relevance. They are there for the sake of being there.

PAUL: There is obviously a real need to make videogame stories more evolved and more of an experience. I particularly like it when you can dictate how the story goes and more and more games are evolving like that, especially on the PC – you actually dictate how the story is told. I believe storytelling in videogames will continue to progress in a positive way, ultimately.

ALEX: I think that there are some strong stories in games already but it is up to the developers to realise that it is a different art form to movies and that they can tell stories in different ways rather than just with speech, text or anything else. The graphics can tell a big enough story by themselves and the way you control the joypad can even tell a story! It is an art form but it hasn't been around as long as movies or literature so it is still finding its feet. For the last ten years, there's also been a rush to catch up with what the technology is doing, never mind narrative issues. That's left the arts side on the back burner but as we get better and better stories, everyone will be able see the merits of videogames with decent storylines. It is quite unfortunate that programmers are left to put the story in because, invariably, programmers have the same background and the same interests, and therefore a lot of the stories you do get are repeated across the board and take their influences from the same few films.

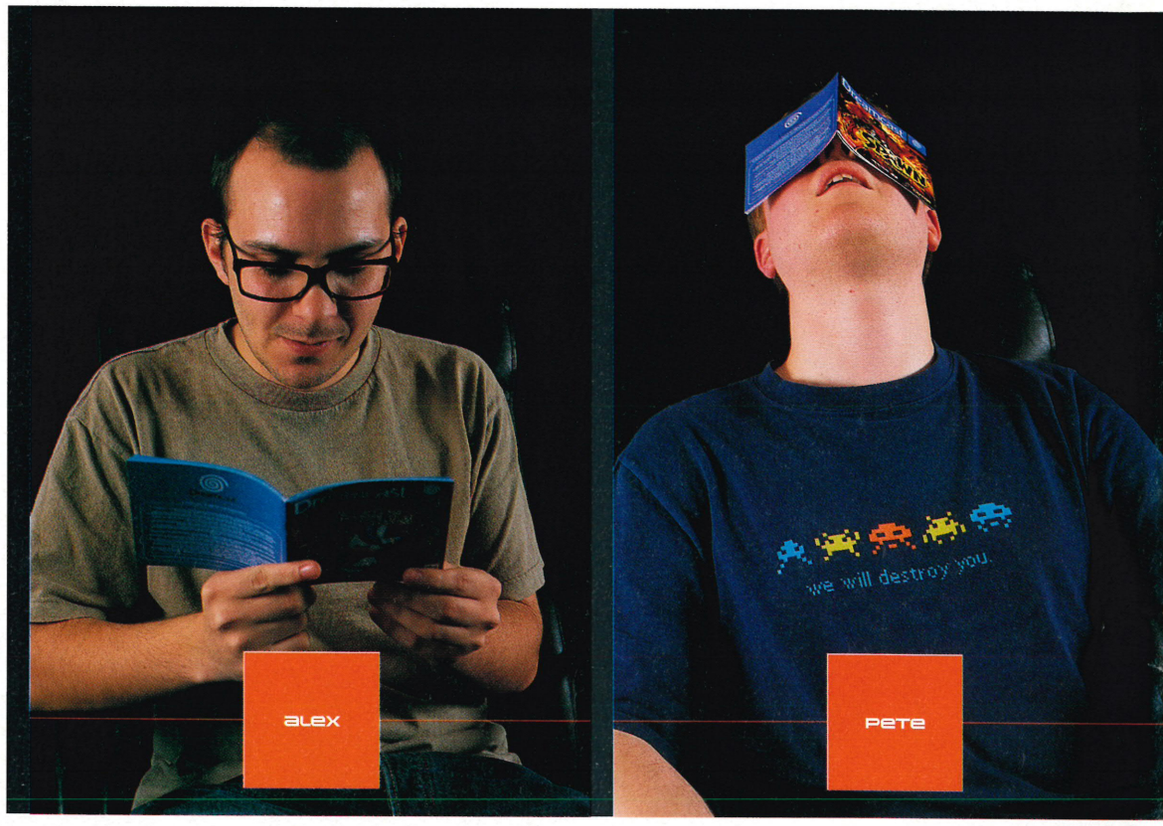
ODM: So what do you think are some of the biggest clichés in videogame storytelling?

PETE: When you find out your adversary is really your father!

"PEOPLE AREN'T SURE HOW TO TELL STORIES IN GAMES AT THE MOMENT" – PETE LANE

PHOTOGRAPHY: DAN TRENT

"PERFECT DARK'S STORY STOPPED ME PLAYING IT – IT WAS SUCH AN *X-FILES* CLICHÉ"
– FELIX BLACK



ALL: [Laughs]
ALEX: The overuse of Roswell and the lead character always having a deep American accent.
JAMES: Also, the side characters are absolutely inept because they always manage to get themselves kidnapped. They are always mind-blowingly stupid people who walk into an obvious ambush at any opportunity so you have to go and rescue them!
FELIX: I really hate aliens. In *Perfect Dark* [a first-person shooter on N64], it started off great and then the storyline nose-dived. It became all about aliens, aliens and more aliens! The story actually stopped me playing the game because it was such an *X-Files* cliché.
JAMES: I have definitely been put off playing a game when its story is really bad. I have had my toes curled and bum clenched in embarrassment. It's my pet hate – being told what you can see and being told something that you already know or don't need to bloody know! Those kinds of stories have clearly been done by someone who hasn't written a story since they were in the fifth year at school, and suddenly they think they are Hemingway! You should always show and not tell. There is no point in having conversations in games unless there is a bloody good reason for doing it. It is a visual medium after all.
ALEX: Another pet hate is being stuck in an adventure and hearing the same dialogue repeated over and over again. The moment this happens the game has failed, as you're immediately sucked out of the gaming world. The best LucasArts adventures always managed to get you stuck in a puzzle, but they would include jokes around this that made you think it was fun to be stuck.
ODM: Have there been any games which have impressed you with their story and characters, though?
PAUL: *Shenmue*. It's been ground breaking. Its success is down to the story and the way in which the characters have been developed – every character actually has real character. They aren't just treated as an icon or a chunk of fancy graphics.
ALEX: Yeah, the characters haven't been treated as afterthoughts.
JAMES: *Shenmue*'s characters grow, almost like characters grow in a sitcom or in a book.
PETE: You want to know what happens to *Shenmue*'s characters because you feel emotionally involved with them.
ALEX: I think there is ambiguity in there as well which helps, because *Shenmue* leaves so many unanswered questions. It's not like the *Resident Evil* series, which tries to tell you everything. *Resident Evil* is like a B-movie horror plot and it tells you everything you need to know and nothing else. *Shenmue*, though, tells you a little – it lets you create in your own mind what's happening, who to trust and who might be friendly.
PETE: The plot is not the greatest plot ever, but the characters are very interesting. I do remember after I played it for the first few hours, I came back to it the next day and realised that it was the first game I've ever played where I actually remembered the character names. That brought it home to me that *Shenmue* has done something that other games haven't done, because I recognise people who are just wandering round: 'Oh, it's that person and I know what they do for a living.' And now I find myself associating back stories to these characters with their on-screen representations, which I haven't done before with any other game.
JAMES: And it's also because you aren't given too much detail with *Shenmue*'s narrative and characters. It's not like 'Here is the story of this person instantly,' but 'Here is enough for you to remember.' It's a subtle art. You are given three hooks for each character to remember them by. Because of this, they become people to you and what happens to them affects you and how you treat them accordingly. At the end of the day, there isn't a lot of subtlety like that in game stories usually.
FELIX: Yeah, what I find annoying with RPGs, for example, is that many of them have so many sub-plots and too many twists and turns, it gets annoying. You get lost in a bad way. You end up taking notes!
JAMES: Another point is *Half-Life*. What works so well with that game

"UNLESS PROGRAMMERS PUT THE SAME EFFORT INTO A STORY AS THE REST OF THE GAME, THE STORY WILL ALWAYS BE WEAK" – JAMES LEACH



"A PET HATE IS HEARING THE SAME DIALOGUE REPEATED OVER AND OVER" – ALEX HUHTALA

is that the developers took elements that were brilliant in the cinema and put them into the game, as opposed to grafting them on via a cut-scene or a bit of video. That's the biggest thing – in order for a story to work in a videogame, it has to be woven into the game from the very beginning.

ODM: Have any of you experienced a game where you have actually cared about the characters?

PETE: Yeah, even with that cat in *Shenmue*! There is definitely some form of attachment to the cat, no matter how obviously manipulated you feel as a player. It's interesting to play with and you do find yourself going to the shop in the game and buying some milk because you want to give it to the cat.

FELIX: There is one game that I know has brought out a lot of emotion in people and doesn't really have much of a story, and that's *Phantasy Star Online* [*ODM* #17, 9/10]. There was actually one person crying in the game because she got disconnected and lost all of her weapons. Because of her distress, other people were trying to help her.

PAUL: And that is a fantastic way of making a story.

FELIX: Yeah, Sega didn't have to create a huge sprawling story but they gave you enough tools to play with to almost do your own. And, yes, you can find idiots on there, but you can also find really interesting people playing as well. The game is different every time.

ODM: There are stories about *Final Fantasy VII* where people were crying when one of the characters got killed at the end. What do you make of that?

JAMES: That's really healthy! That's an excellent thing to hear. The players clearly cared enough and the only way they could have cared to that extent is because the storytelling really worked. You're losing something that you care about and you feel it. That's the ultimate goal for me as a videogames scriptwriter – to engage an audience in that way.

ODM: But do all games need stories as epic as *Shenmue* or the *Final Fantasy* series?

PETE: Not all genres of games need stories. That's the flip side to this debate – people are saying we need stories everywhere. For instance, you see beat 'em ups with storylines, which is just plain unnecessary.

ALEX: It's crazy when even *Mr Driller* [*ODM* #17, 7/10] has a story.

PETE: I mean *Soul Calibur* [*ODM* #2, 10/10] didn't need its story at all! So you had different levels where perhaps you were poisoned for example. Now you could say that was a plot device but I would argue that it was merely a game dynamic.

ALEX: But I don't think I would have found *Street Fighter 2* so appealing if I didn't know that all the fighters had come from the four corners of the world to be the best representative of their martial art. That's sort of enough for a beat 'em up.

JAMES: Yeah, it's a one-liner. A premise. And that's fine. It's enough.

ODM: So what is the way forward for storytelling in videogames?

PETE: I think multiplayer is the way forward in many respects. With *Phantasy Star Online*, it effectively gives you a very sketchy outline of what the plot is, what the world is, and then says 'Off you go and play.' And players go and create their own stories and narratives. That does seem to offer some step towards this goal of achieving a world in which there is a real story.

ALEX: I think in terms of storytelling, online gaming like *Phantasy Star Online* is the equivalent of a church group putting on a play and talking to each other about it. The designer wanted interaction yes, but that's not a story in itself. Instead people end up making their own stories and telling each other tales. A real story, though, is one-on-one at the end of the day and that's why single-player experiences are so vital and should pave the way for quality storytelling.

ODM: Finally, what do you feel is holding storytelling back?

PETE: It's not seen as a primary element of a game – at the pre-production stage of a game, people don't sit down and ask how many scriptwriters they will need for the project. They are going to do that one day but it's not happening yet.

JAMES: I think it is a producer problem – they need to be educated about how important storytelling is.

ALEX: I have visited a lot of software companies, and at every single one you find programmers, animators, musicians and so on, but never once have I met a scriptwriter or someone who is just in charge of the storytelling process. That is basically the problem; apart from James here, there is no one there whose job it is to specifically create stories for videogames.

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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). Deputy editor Ed Lomas responds to this month's best letters

BARGAIN HUNTER

Sega have stopped making Dreamcast, but does it mean the end of the console? Well, yes. But – and there is definitely a 'but' – if you bought a new console, how many games would you end up having? The phrase 'every cloud has a silver lining' comes to mind because, as if by magic, when I looked in the shops and on the Net, Dreamcast games are plummeting in price!

The RRP of new games has fallen to £29.99 and a lot of e-commerce companies are offering them at even less! And that's the new ones – older games, the great ones you missed, are practically being given away!

I recently got *Sonic Adventure* and *Chef's Luv Shack* (granted, that wasn't great) for... nothing! Yeah, I paid £2.99 postage on each one and that's it! My new strategy will be to stock up on games as they get really cheap and when there are no more to buy I'll have hundreds!

Dreamcast is dead, planning how you can get rid of your console, people like Ben are having the time of their gaming lives! Get out there and track down some bargains, fools!

WE WANNA PLAY TOGETHER

Where are the six billion players? Apparently they're in America and Japan, as I'm led to believe that these nations actually receive complete versions of games. In Europe we just have to play on our own (which sounds a bit sinister to me!).

I thoroughly encourage people to boycott *Unreal Tournament* when it comes out. I had been *really* looking forward to it but I'm not willing to buy a second-rate version, which is what is going to be offered in Europe. No online play? What's that all about? If Sega are going to be truthful in their sales pitch (and it would be nice to think that they were), then I guess they'd have to say "Buy *Unreal Tournament*, we've removed *all* the best features!"

They obviously can't be bothered forking out for the servers, but alas when will they learn that investment is sometimes necessary. They did it for *Quake III Arena*, and if they ever bothered to sort out a fixed deal with BT then people would actually use it.

If shops give me bad service then I stop using them. It looks like this is what Sega are seeking. Perhaps bad customer service helps to explain the initial flop of the console (I got mine cheap a couple of months ago). It certainly seems like they deserved it. I'm looking forward to getting my hands on a Gamecube now.

GAVIN HENDERSON, VIA EMAIL

The current situation where games are being released with their online functions removed is the most unfortunate and frustrating part of Sega stopping Dreamcast production. But there's not a lot that can be done about it – setting up and maintaining game servers costs a *very* large amount of money, and with Dreamarena being a free service, there's no cash directly going to pay for them.

In Japan and the US it's different, as players either pay Sega to play their games online, or use their own Internet service provider and play on servers run by people outside Sega. Hopefully a new non-Dreamarena Internet access system will be in place in Europe before big online titles such as AM2's *Propeller Arena* arrive later this year (see page 23 for more info).

"I'M NOT WILLING TO BUY A SECOND-RATE VERSION OF *UNREAL TOURNAMENT*"

– GAVIN HENDERSON, VIA EMAIL

GEEK CHEEK

I am writing to you to complain about *Metropolis Street Racer*!

I am a car fanatic and I know for fact that a Nissan Skyline will not go 180mph. In fact it goes 155mph!

***MSR* therefore is bulls**t and I would like the creators of *MSR* to correct these mistakes in future games! There should also be more car brands, like Jaguar, Lotus, Maserati and Porsche.**

I am very disappointed that such a good game does not include these things, therefore I am very upset!

JOSHUA 'BIG HEAD' LIBRO, VIA EMAIL

Dan Trent, *ODM*'s Nissan Skyline expert (he's driven and crashed more of them than most people can ever hope to), says otherwise. Apparently, "while UK spec Skylines are limited to 155mph and 275bhp (as per Japanese regulations), the car is built to take far more power and the majority are quickly de-restricted power- and speed-wise to enable far higher speeds than quoted by Nissan. Having recently driven a standard R34 on the autobahn I can tell you that it's definitely not running out of puff at those speeds and a quick change of engine management chip and removal of the limiter would soon see you the wrong side of 180mph." So there.

NO FUTURE FOR DREAMCAST

I thought Sega was only doing direct ports from Dreamcast over to, say, PlayStation 2, Xbox, Game Boy Advance and so on, but I saw the Ex Machina E3 special on .tv and what I see? A new version of *Jet Set Radio – Jet Set Radio Future*. Now I might have the wrong end of the stick here, but have Sega exclusively developed this new *Jet Set Radio* for Xbox? I don't know why I bother asking because we both know the answer, and why should I complain because it won't change a damn thing. I would like to see this game also on the Dreamcast as would anyone who owns one. This pisses me off.

PAUL GRAHAM, HYDE

Sega didn't say that they would *never* make games exclusively for other consoles, just that they wouldn't be releasing any for a while. Even the first Sega games

GIMME FOUR!



I recently bought *Virtua Fighter 3tb* for the princely sum of £9.50 and, although it's not as pretty as *Dead or Alive 2*, the balance of the game overall is much better. Now imagine if they could marry the visuals of *Dead or Alive 2* with the gameplay of *Virtua Fighter*, what would you get? Well, in my opinion, a game which would be pretty close to *Virtua Fighter 4*.

I'd like to add my voice to the calls for *VF4* to be released on the DC. It'd be a fitting swansong for all the fans that have bought the console.

There's been some discussion recently whether they could produce an arcade-perfect version on the Dreamcast. However, if you look at *Virtua Fighter 2* on the Saturn, it was not arcade-perfect, but as a very close approximation and technical achievement it was rightly praised.

I don't think the argument is whether they can produce an arcade-perfect version (as I am sure they can produce a version that's very close to the arcade, being the perfectionists they are) but rather whether there is a willingness from Sega to produce it. Surely DC owners deserve it!

CHANG BON SIU, PURLEY

From what we've seen of *Virtua Fighter 4* so far, it wouldn't be too much trouble to get a practically spot-on version running on Dreamcast. The thing is, big shot creator Yu Suzuki has said that he doesn't want to put out a Dreamcast version that's anything less than perfect, and Sega have to just go along with that.

Sure, there are lots of people around the world who'd be happy to play a trimmed version of the game. Unfortunately, the amount of development time and money that would need to be put into the translation would make it unprofitable, especially after the relative failure of the not-quite-arcade-perfect *Virtua Fighter 3tb* (*ODM* #1, 7/10). We're still hopeful that AM2 can find a way of getting the game running in its entirety on Dreamcast though.

GOT SOMETHING INTERESTING TO SAY ON DREAMCAST, SEGA OR YOUR MAGAZINE?

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announced exclusively for Xbox, such as *Jet Set Radio Future*, won't be released until spring 2002 at the earliest.

From what we've seen of it, *Jet Set Radio Future* is a new game based on the Dreamcast original, with new characters and cities. The true sequel to *Jet Set Radio* – unsurprisingly titled *Jet Set Radio 2* – is still in development for Dreamcast, and promises to be considerably different to *JSR Future*.

It was originally planned for release in Autumn this year, but that's now looking a little unlikely – hopefully we'll still get it before Christmas, though.

SAFETY FIRST

I can't tell you my real name because my mum won't let me. My mum is really conscious about anything to do with the Internet, especially online gaming on the Dreamcast. She will not let me go online on *Phantasy Star Online* with anyone I don't know in case they 'harm' me. Seeing as I only have two friends who have *Phantasy Star Online*, I rarely have any time to go online as they are rarely online as well. Please could you tell my mum that it is perfectly safe to go online with *Phantasy Star Online*?

ANONYMOUS READER, VIA EMAIL

We're not exactly sure how your mum thinks you could get 'harmed' in *Phantasy Star Online* but yes, it is perfectly safe to play it online. Just don't arrange real-life meet ups with any sexy Rangers in little skirts you might meet. They're *always* blokes.

BOG OFFSPRING

I cannot believe it! The Offspring will be on *Crazy Taxi 2*. They destroyed the first game with their crap music and now we are gonna have to listen to that st again. Why didn't Sega get permission to use Limp Bizkit's songs *Just Like This* and *Rollin'*? They would be perfect for this game.**

STARFISHMAN, VIA EMAIL

But Limp Bizkit are pants.

HAPPY ENDING

I recently bought *Confidential Mission* and it's fantastic, and that's an understatement! Anyway, I completed the standard three missions and on the credits it has the movie-style out-takes. You know, like in the cut-scenes but where something goes wrong! They're extremely funny – I still can't stop laughing! The one where the evil fat museum curator gets trapped under the door, or the one where Howard is running with Irina and slips on top of the train! Hahahahahahaha! But by far the funniest one is where the last boss is supposed to throw his knife at the map but in the out-take he misses and throws it at Howard. Hahahahahaha! All good games should do this because it gives you something to work for because they're so damn funny!

ADAM STANWAY, STOCKPORT

Glad to hear you're enjoying *Confidential Mission*'s end credits so much, Adam. We can highly recommend *4 Wheel Thunder* (*ODM* #8, 8/10)'s as well. There are these little animated people in it, yeah, and they – hahahahahahaha! – and they fall over and make funny noises! Hahahahahahah!

BREAK IT! BREAK IT!

On the morning of December 25th I awoke to find a large box on the floor beside my bed. When I opened it I was surprised to find it contained an upside-down Dreamcast. It later transpired the present had been left on the end of my bed, but despite free-falling three feet it worked fine. My only disappointing moment was when I discovered that I had to leave it for two hours before playing. To occupy myself during those two hours, I dismantled my now obsolete Nintendo 64 using my other present – a Dremel Multi – and was wondering what the job of this chip was? Is it a processor or something like that?

NICHOLAS HUGHES, DONCASTER

Yes, there really was a computer chip in the envelope with this letter. And yes, it really is from a Nintendo 64. We've got some very strange readers, readers.

CRAZY LOON

I can't wait for *Crazy Taxi 2*, so I started to play the first *Crazy Taxi* a lot more and managed to find a way to do the Crazy Hop! You just do a Crazy Start then switch straight back into reverse and hold down the brakes really quick. A few times I managed to do it while the car was actually moving, but unfortunately it takes loads of practice and is completely useless.

SAM BOTFIELD, ORMSKIRK

Oooookay... Thanks, Sam.

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

DREAM SEQUENCER

Do you have any plans to release any music creation software on the Dreamcast, like the PlayStation's *Music 2000*?

BOB, SUNDERLAND

SEGA: There are no plans to a release an application of this genre.

FASTER, FASTER!

I have a UK Dreamcast and was wondering if I could get hold of a US modem, would online gaming and internet browsing run faster?

NIGEL FRANKLIN, VIA EMAIL

SEGA: A US modem makes no difference to online gaming as the European server has a set bandwidth to make adjustments for various ping times so everyone can play on a level playing field. A faster modem could improve the speed at which the Internet can be accessed.

RETRO BOOSTERS

Just wondering if Sega will be porting any of the Mega Drive classics to the Game Boy Advance, such as the *Sonic* series, *Streets Of Rage* etc.

ANDREW WALTERS, VIA EMAIL

SEGA: The Game Boy Advance will be getting a brand spanking new version of *Sonic*, simply called *Sonic Advance* at this time. There are also plans to port over those classics such as *Golden Axe* and *Streets of Rage*, similar to the *Smash Pack* that was released in the US.

PHANTASY STAR OFFLINE?

How long till the *PSO* servers are shut down?

ANDREW GRAY, VIA EMAIL

SEGA: As with everything, the *Phantasy Star Online* servers will stay up and running for as long as there is sufficient demand.

GOONERS!

With the Dreamcast sadly dying at the moment, are you going to be sponsoring Arsenal next season? I am aware that you are going to be the best third party developer, but the big profits are a while away yet.

T. DAVIES, VIA EMAIL

SEGA: The Dreamcast contract with Arsenal runs for a further year.

JET SET CD

Will the in-game music from *Jet Set Radio* be released on CD? I've heard of a soundtrack with bands like Jurassic 5 that is available in the USA.

ALASDAIR DUNCAN, VIA EMAIL

SEGA: Unfortunately the soundtrack won't be released in Europe, so your best bet is to try and get it on the Internet or on import from local music stores.

UM...

Is it possible to plug a Dreamcast VM into the back of a PC? Also, is it possible to save work from the PC to the VM?

DANIEL KELLY, VIA EMAIL

SEGA: Unless you are some sort of technical whiz, the only official way you will be able to do this is via a development kit. (You can with the Datel DC-X16, reviewed in *ODM* #14 – ed.)

MISSING KEYS

When a new copy of Dreamkey comes out, how/where can we get the disc from?

SIMON FIELD, VIA EMAIL

SEGA: As yet this is undecided. We'll obviously let people know nearer the time.

GUN CONTROL

Are there any more games scheduled for Dreamcast release that will be compatible with the light-gun?

SIMON FIELD, VIA EMAIL

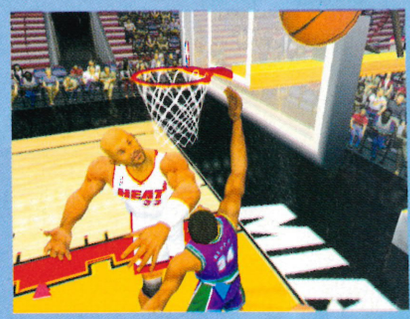
SEGA: None are planned at the moment, but that is not to say that there won't be any.

MORE SPORT

Why do Sega Europe never release American sports games over here? We might not like the sport, but we like the games. Take *Virtua Tennis*, for example.

ANDREW BRIFFETT, VIA EMAIL

SEGA: Erm... tennis isn't really an American sport is it? While the sports games from Visual Concepts (*NBA 2K*, *NFL 2K* and the *NHL 2K* series) are excellent, there is relatively little demand for these titles throughout Europe.



△ **"Little demand" for US sports titles in Europe.**

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...

PHANTASY STAR ONLINE NETS YOU $600

It's a craze sweeping the *Phantasy Star Online* community – selling items found in the game at online auctions. And it can be very successful, as 'Spyle' found out. But it's not without its dangers...

"**I HAD BEEN PLAYING** *Phantasy Star Online* [*ODM* #17, 9/10] almost non-stop since it came out. I had defeated the mighty dragon on the hard skill level, when to my surprise and amazement, he dropped a special weapon. I discovered, though, that my character couldn't use it yet. I had heard of people putting Meseta on eBay [online auction – www.ebay.co.uk], so I decided that since I couldn't use the sword, I would try and make a few real bucks!

"It seemed to cause a little stir on some forums. I read things like 'I can't believe people are putting this stuff on eBay,' and 'Wow, I found that sword that guy is selling on eBay.' It generated over 6,000 views in the time it was up for auction. It only had 12 bids but it didn't sell – I was silly enough to put a reserve price on it [a reserve price is the lowest price at which a seller is willing to sell an item]. I thought it was such a great weapon at the time, though, that I really didn't want to give it up. If I hadn't put a reserve on it, it would have ended up selling for $31.00.

"I held quite a few more auctions after the Dragon Slayer sword, though. The items were things like 100,000 Meseta, Double Sabers, level 200 Mags and rare armour units. I made over $600 selling *Phantasy Star Online* items on eBay!

"The actual transaction process is simple once you have got your highest bidder. They would mail me a money order or use PayPal [www.paypal.com] to send the money. After I received payment, we would decide on a time and place to meet online. At that time, we would create a locked game and I would simply drop the item on the floor for the purchaser to pick up. It was as simple as that.

"So why did I stop? Well shortly afterwards, people started cheating and duping – if you don't know what duping is, it's taking one item and cloning it. No, this is not a game feature, it's a cheat! So items lost their value and people were selling duped items!

"This made me a little furious, as they were quite clearly ripping people off. I could not keep up with the cheaters as I refused to do such an immoral thing as selling duped items for real cash. If the people bidding had realised it, I'm sure they would have retracted their bid. How did I realise it? Well, I noticed two auctions, both for the exact same Mag. The stats were exactly the same in every way. The day I saw that was the day I stopped.

"If you do have a genuine *Phantasy Star Online* item that you want to auction, though, there are some basic rules. Start the auction low – never high. If you use eBay's 'Buy it Now' feature, make sure not to overprice it or underprice it. You'll be surprised how much real cash people will spend on this stuff. The item that made me the most money was a level 200 Mag – it sold for $40.50! Also, keep your listing clean and nice looking. After all, people tend to trust the auctioneers more if things don't look like a nine-year-old kid typed it up. Try not to put two items of the same type on at the same time either – wait till the first one sells to get maximum money, and then stick the second one up!"

PHOTOGRAPHY: **DAN TRENT**



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All Japan Pro Wrestling 2
Attitude (WWF)

B - 02
Blue Stinger
Buggy Heat
Buzz Lightyear Star Comm.
Bangaio
Bio Hazard: Code Veronica
Bust A Move 4
Bio Hazard 2
Bio Hazard 3: Last Escape

C - 03
Crazy Taxi
Code Veronica (Res. Evil)
CAPCOM vs SNK
Chicken Run
Chronicles (Tombraider 5)
Chu Chu Rocket
Charge 'n Blast
Carrier
Climax Landers
Chao Adventure
Cueball (Jimmy White's 2)
Cool Boarders Burrrn

D - 04
Dead or Alive 2
Dave Mirra Freestyle BMX
Deadly Skies
Daytona USA 2
Dragon's Blood
Dino Crisis
Demolition (Star Wars)
Daytona USA 2001
Draconus Cult of The Wyrm
Disney's Dinosaur
Dynamite Cop
Disney's 102 Dalmations

E - 05
Ecco the Dolphin
ECW Hardcore Revolution
Evil Dead: Hail to the King
Extreme Sports
Episode One: Racer
Four x Four Evolution
Evolution
Evolution 2
Eighteen Wheeler
ESPN Int. Track & Field
Elemental Gimmick Gear
Expendable

F - 06
Fighting Force 2
F355 Challenge
Four Wheel Thunder
Fur Fighters
Four by Four Evolution
F1 World Grand Prix 2
Flag to Flag

G - 07
GTA 2
Grandia 2
Godzilla Gen.: Max. Impact
Gauntlet Legends
Gunbird 2
Giga Wing
Godzilla Generations
Giant Gram Pro Wrestling 2
Generator Volume 1
Get Bass

H - 08
Hidden & Dangerous
House of the Dead 2
Hydro Thunder
Half Life
Hardcore Heat
Hardcore Revolution (ECW)

I - 09
Incoming
International Track & Field
In the Demon's Hand

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
Last Revelation
Loony Tunes Space Race

M - 13
Metropolis Street Racer
MDK 2
Mortal Kombat Gold
Millenium Soldier: Expend.
Marvel vs Capcom 2
Maken X
Marvel vs Capcom
Monaco Grand Prix
Marine Fishing
MTV Sports Skateboarding
Max Steel
MoHo
Magforce Racing
Ms Pacman
Metro: Highway Battle

N - 14
Nomad Soul
NBA 2K
Nightmare Creatures 2
NFL Q'terback Club 2000
NBA Showtime
NBA Hoopz
NFL Blitz 2000
NHL 2000
NBA 2K1
NFL 2K
Nemesis (Resident Evil 3)

O - 15
Omikron: The Nomad Soul

P - 16
Phantasy Star Online
Powerstone 2
Powerstone
Pop 'N Music
Plasma Sword
Psychic Force 2012
Pen Pen Trilcelon
Puppies to the Rescue
Puyo Puyo

Q - 17
Quake 3

R - 18
Resident Evil: C. Veronica
Resident Evil 3: Nemesis
Rainbow 6
Ready 2 Rumble Round 2
Royal Rumble (WWF)
Ready 2 Rumble Boxing
Rayman 2
Resident Evil 2
Revolt
Record of Lodoss War
Red Dog
Roadsters
Redline Racer
Racer (Star Wars)
Racing Sim.:Monaco GP
Rippin Riders
Rush 2049 (San Francisco)

S - 19
Shenmue
Sonic Adventure
Skies of Arcadia
Stupid Invaders
Soul Reaver (Leg. of Kain)
Starlancer
Shadowman
Snow Cross Champ Racing
Soul Calibur
Sega GT
Silent Scope
Super Runabout
Sword of the Berserk
Sega Rally 2
San Francisco Rush 2049
Speed Devils 2
Street Fighter 3: 3rd Strike
Spawn
Star Wars Episode 1: Racer
Sydney 2000
Spiderman
Sonic Shuffle
S. Wars: Jedi Power Battle
Silver
Star Command B Lightyear
Sega Extreme Sports
Sega Bass Fishing
Soul Fighter
Street Fighter 3: D. Impact
Speed Devils
Slave Zero
Street Fighter Alpha 3
Space Channel 5
Shotuko Highway Battle
Street Fighter 3 W Impact
Sega Marine Fishing
Suzuki Alstare Ext. Racing
Super Speed Racing
South Park Rally
Star Wars Demolition
Sarge's Heroes (Army Men)
Samba de Amigo
Soldier Of Fortune
Seaman
Seventh Cross
South Park
Star Gladiator 2

T - 20
Tomb Raider 4
Tomb Raider 5 (Chronicles)
Tony Hawk's Pro Skater 2
Trickstyle
Tony Hawk's Skateboarding
The Nomad Soul
Toy Story 2
Toy Commander
Tee Off Golf
Tokyo Extreme Racer
Tokyo Xtreme Racer 2
Time Stalkers
Test Drive Le Mans
Tech Romancer
Test Drive 6
TNN M'sports H'core Heat
Toukon Retsuden 4

U - 21
Ultimate Fighting Champ.
Urban Chaos
Unreal Tournament
UEFA Striker

V - 22
Virtua Tennis
Vigilante 8 - 2nd Offense
Vanishing Point
Virtua Athlete 2000
Virtua Striker 2
V-Rally 2
Virtua Fightr 3TB
Virtual On

W - 23
WWF Royal Rumble
WWF Attittude
Who Wants To Be A Million.
Wild Metal
Wacky Races
Worms Armageddon
World Grand Prix 2

Z - 26
Zombie Revenge

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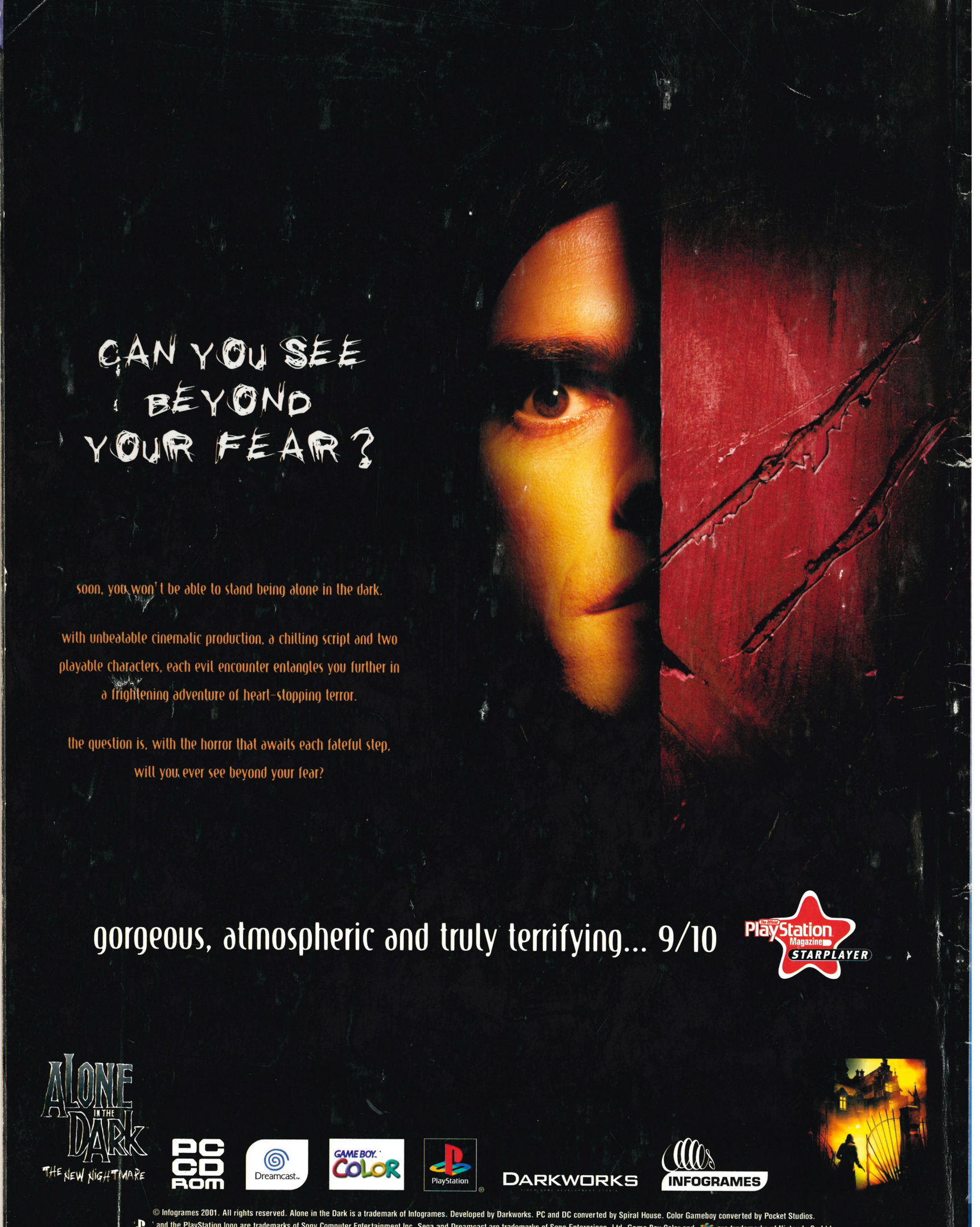
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