THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast™

FREE DEMO DISC! 3 PLAYABLE GAMES!

ISSUE 09 JULY 2000 £4.99 www.dreamcastmag.co.uk

100+ NEW GAMES

EXCLUSIVE SHOTS AND INSIDER INFORMATION ON THE GAMES YOU'LL BE PLAYING FOR THE NEXT YEAR... AND BEYOND!

INSIDE:

METROPOLIS STREET RACER
WORLD EXCLUSIVE! THE SECRETS REVEALED!
CHUCHU ROCKET!
PLAY IT ONLINE AND BEAT THE FRENCH!
ECCO THE DOLPHIN
TURN ON, TUNA IN, CHILL OUT!
FUR FIGHTERS
GUNS! VIOLENCE! CUDDLY BEARS!
RESIDENT EVIL CODE: VERONICA
ESSENTIAL MAPS AND HINTS INSIDE

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ISSUE #9 £4.99 (OVERSEAS £5.99)
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ON THIS MONTH'S COVER DISC

THREE AWESOME PLAYABLE DEMOS!



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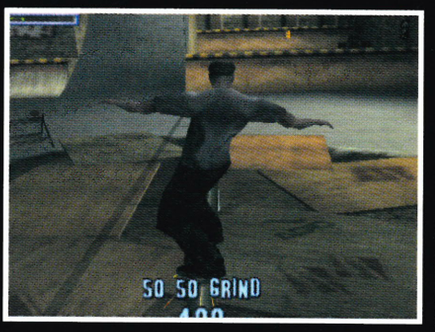
EXCLUSIVE PLAYABLE DEMO

Experience the thrilling new chapter in the *Resident Evil* series first hand. Join Claire Redfield as she searches for her brother Chris on a remote island complete with the latest experiments from the labs of the sinister Umbrella Corporation.

Take control of Claire and guide her through the first hour of the game. You witness the stunning opening sequence, and encounter the famous zombies who look more gruesome than ever before.

Capcom's survival horror classic has arrived on Dreamcast in style (*ODM* #8, 9/10), and now you can find out why everybody is so excited – and also very scared. If you like what's on offer – and you will – the game is in the shops now!





TONY HAWK'S SKATEBOARDING

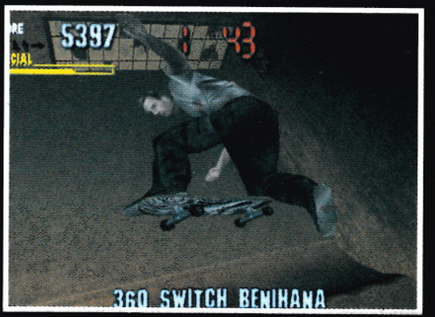
EXCLUSIVE PLAYABLE DEMO

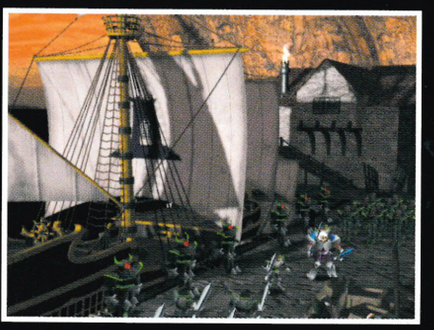
Play as Tony Hawk himself in an entire level from the game. There are five separate challenges in the Warehouse level, which when completed earn you video tapes. Earning these in the full version unlocks plenty of extras. In the demo you can aim for a record high score, try to smash the five boxes, or search for the hidden tape.

Although it's the smallest level in the game, there are lots of ramps to perform tricks on, and a huge rail in the middle on which to perform grinds, so there's plenty of fun to be had. Remember: you've got only two minutes in which to earn the tapes, but don't try to get them all on your first attempt.

The full game contains loads more levels, a choice of skateboarders, and two-player modes. Watch out for a review next issue, on sale Thursday 6 July.







SILVER

EXCLUSIVE PLAYABLE DEMO

Silver is an epic action adventure featuring a damsel in distress, swordfighting, and a band of brave folk fighting against an evil army. The demo contains the first chapter of the game, including a training level that's exclusive to Dreamcast. This teaches you the basic art of fighting and some very nifty swordsmanship techniques. Also in the demo is the chance to explore the world of Jarrah and to find the Duke – recruit him and his men will help you in your quest.

The full game will offer far more as the story unfolds, with the hero David continuing his search for his wife Jennifer. You'll take control of six different characters and discover new weapons and new abilities along the journey, including magical spells. There's salso some startling scenery with hundreds of 3D locations and plenty of inhabitants to talk to along the way. And it's all wrapped up in a great good-versus-evil storyline.

Silver will be in the shops in the next few weeks. We'll have a full review next issue.

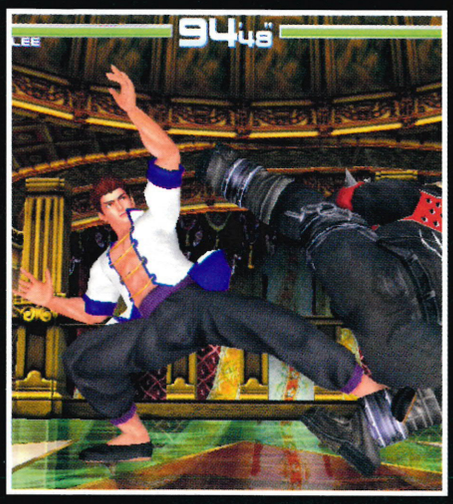




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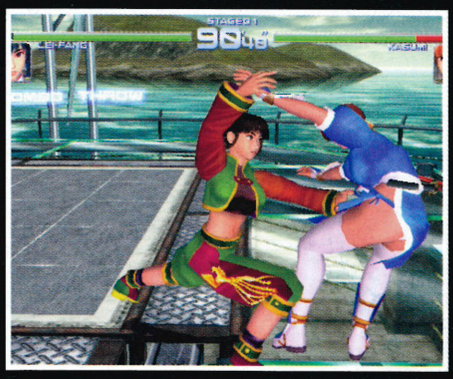


DEAD OR ALIVE 2

EXCLUSIVE MOVIE

Here's your first chance to see this highly anticipated game in action, with some stunning fights showcasing the characters, their moves and the incredible animation. Keep an eye out for the interactive elements of the levels, with fights able to move to new areas mid-bout. Now likely to appear on Dreamcast in August, this is definitely one to put on your shopping list.





WACKY RACES

MOVIE

The classic cartoon comes to Dreamcast with the wackiest racing game ever! Features all the stars and cars from the TV series, plus their familiar catchphrases that can be heard as you scoot around the tracks. Wacky Races is a great-looking game and, hey, great for kids of all ages. To find out more about it, turn to the review on page 80.



DREAMARENA

INTERACTIVE TOUR

Learn about Sega's Dreamarena website, courtesy of this interactive tour that tells you about the online features on offer and also how to use them. It makes a lot more sense than an instruction manual, and hopefully it's helpful too.





08.06.00

POCKET ROCKET FOR FREE!



WHAT A MONTH! If you've been keeping an eye on Sega's online portal Dreamarena (and you really should have been, as in last month's *ODM* we dropped several hints that exciting news was about to break), you'll already have heard that Sega Europe are giving away the brilliant puzzle game *ChuChu Rocket!*, their first fully online title, absolutely free. Yep, free.

You might think that there's a catch – that, say, *ChuChu Rocket!* isn't really that good – but you'd be mistaken. This astonishing giveaway is merely Sega Europe's way of saying thank you for your loyal support and, of course, a good way to make sure that online gaming on Dreamcast starts off with a bang.

To find out just how good the game is, check-out our review on page 70. Bear in mind that we rated it as if it were a full-price game, and that it's playable as a standalone game (that is, not just online), and you'll begin to appreciate the full extent of Sega's generosity. The fact is that *ChuChu Rocket!* would have been a massive game over here even it had cost £39.99.

All the other big news this month comes via E^3 (Electronic Entertainment Expo), the biggest videogames show in the world, held this year in Los Angeles. As you'll read elsewhere in this issue, Sega had a brilliant show, amazing everyone with the quantity and quality of future Dreamcast titles. Naturally, *Official Dreamcast Magazine* had a team there to try out the new games first-hand and track down the latest info, images and gossip.

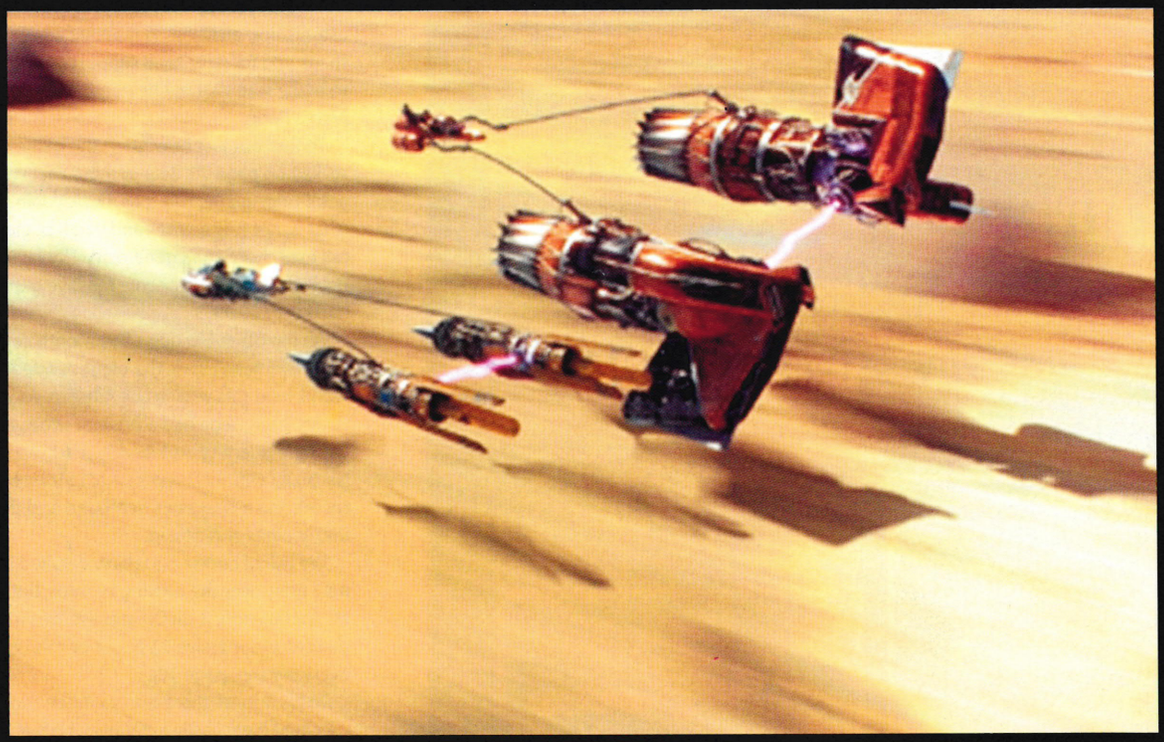
We will of course be taking detailed looks at all the big new titles over the coming months, but to give you an idea of what to expect on Dreamcast over the next year we've dedicated a massive 22 pages of this issue to a giant overview (see page 10).

To be honest, there was so much cool stuff on show that we could have easily extended the feature to fill the whole magazine. Mind you, then we wouldn't have had room for all the other stuff like, say, our extensive review of the amazing *Ecco The Dolphin: Defender Of The Future* (page 64), or our world-exclusive preview of *Metropolis Street Racer* (page 56) in which we reveal some very closely guarded secrets. Hey, it's all good.

See ya online,

Warren Chrismas, Editor

PS: THE NEXT ISSUE OF *ODM* GOES ON SALE THURSDAY 6 JULY. TURN TO PAGE 60 TO ENSURE THAT YOU DON'T MISS OUT.



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EPISODE I
RACER™





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THE OFFICIAL Dreamcast MAGAZINE

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△ *ChuChu Rocket!*: the best four-player fun around. P



△ *Wacky Races*: classic TV cartoon capers comes to Dreamcast.



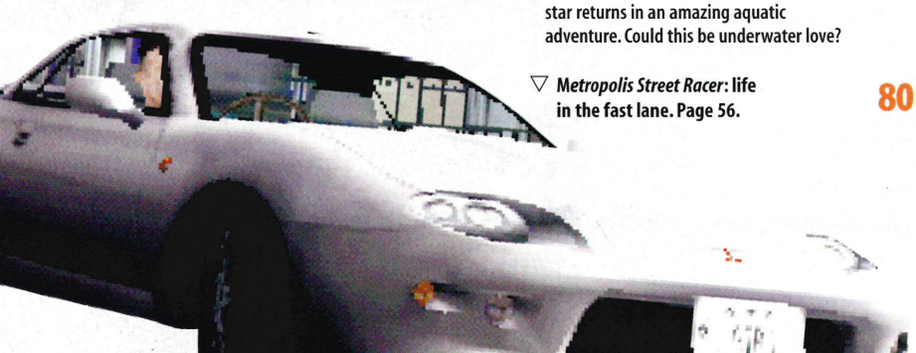
△ *Bust-A-Move 4*: colourful classic puzzle action.



△ It's the Dreamcast command centre! Find out what all these new games are, starting on page 10.

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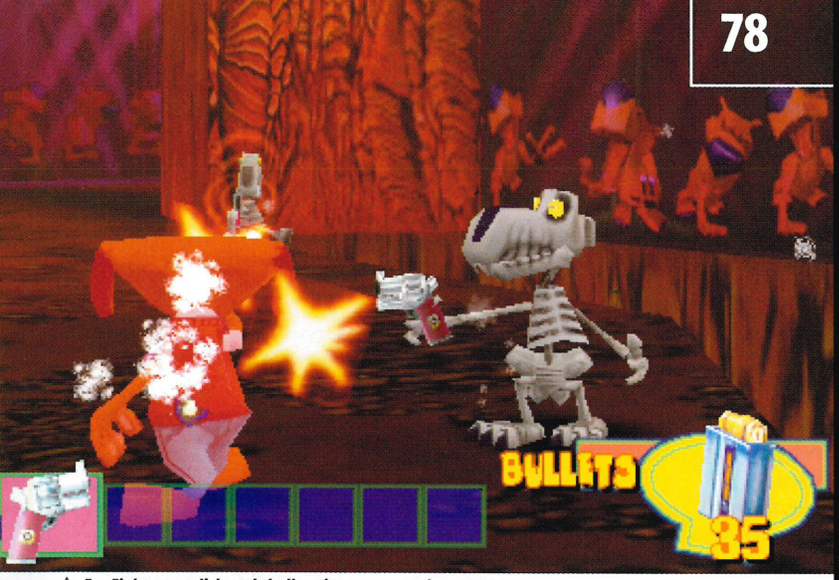
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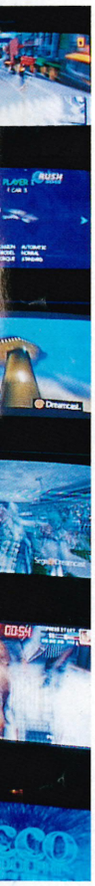
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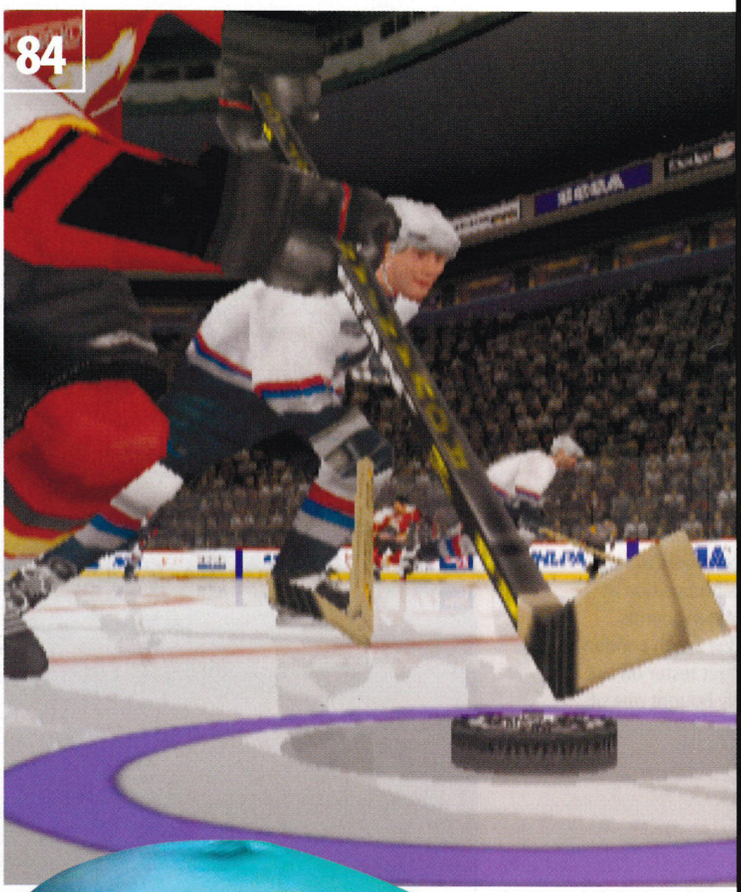
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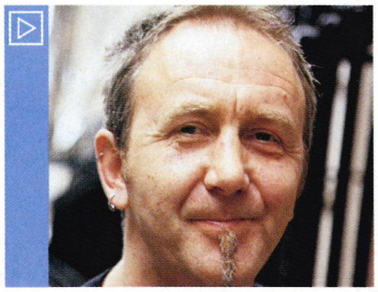
WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO HELP MAKE *OFFICIAL DREAMCAST MAGAZINE*



DAN TRENT

Writer and photographer Dan has never worked on *C&VG*, either "when it was good" or otherwise, making him something of an rarity on the *ODM* team. A fondness for drinking bitter and waxing lyrical about how much better it is up North means he was the ideal choice for packing off to Manchester to show off *Metropolis Street Racer*, a game he describes as "not bad." Apparently that's gushing enthusiasm in Yorkshire.



PAUL HENDERSON

The phrase 'been there, done that, got the T-shirt' was invented for Paul who has been in the magazine business since before most of us were out of nappies. A murky past writing for magazines such as *Kerrang!* and *Classic Rock*, as well as *Q* and *Music Week* makes Paul something of a musical authority, although his duties now centre around making sure us no-good writers get our work in on time, a task he accomplishes with amazing patience.



ASTON VILLAIN

Sharing a car ride with Aston may be something like a cross between *GTA 2* and *MSR*, but his readiness to buy large bags of Haribo sweets guarantees his position at the top of the office popularity stakes. Aston spends much of his spare time DJing in his native South London, and has appointed himself as chief gadget tester on the magazine to the point where he actually bought one of the folding scooters featured in *ODM* #6.



ADAM PHILLIPS

Freelancer Adam chairs our Big Debate feature every month, in addition to writing our Jobs In The Industry series. He also writes for our office neighbours *PC Zone* plus *Sky*, *Ministry* and *Empire*, and has just completed a book titled *Blush* which involved getting women to spill the beans on their most embarrassing moments. Many happily did, although on a couple of occasions he was asked if it was a just one big, cheesy chat-up line.

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

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NO THANKS THIS ISSUE
Virgin Atlantic for losing our luggage on the way back from E³. We really weren't impressed.
DEADLINE CHOON OF THE MONTH
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TEXT: **ED LOMAS, WARREN CHRISMAS & STEVE OWEN**
PHOTOGRAPHY: **SIMON CLAY**

IF YOU'RE OF A nervous disposition or are elderly or pregnant, we recommend that you skip the next 20 pages of the magazine. If, however, you're mentally and physically sound and are looking to find out just what you'll be playing on your Dreamcast over the forthcoming year, then join *Official Dreamcast Magazine* as we check out more than 100 of the most exciting up-and-coming titles from around the world.

Many of them were shown for the first time at the videogame industry's biggest annual event, the Electronic Entertainment Expo, or E^3, held in Los Angeles in May. Filling four enormous exhibition halls, the show is a chance for game developers to show the rest of the industry just how well their latest products are coming along and, for only the most important people, the opportunity to check out the *really* hot stuff hidden 'behind closed doors'. As a reader of *Official Dreamcast Magazine*, you are among these VIPs given unrestricted access to all the show's highlights. And all in concise magazine form, saving you an uncomfortable 11-hour flight and days of wandering around aircraft hangar-sized halls full of flashing lights and noisy music.

Our experienced team of reporters have compiled previews of many of the games you can expect to arrive in the UK in the next year and beyond. This, however, really is just a taster. Keep your eyes on *Official Dreamcast Magazine* in the coming months for exclusive features on all the biggest games, as well as for many more exciting announcements.

So, if you're sitting comfortably and have a plentiful supply of energy-rich food and drinks to keep you going, turn the page and join us as we take a look at – in no particular order – the future of videogaming…



△ Dreamcast screenshots? They sure are!



△ Hmm... an opponent, or a really, really big mirror?



△ Pretty amazing graphics for a little £200 box, eh?



△ You're gonna have to wait a few months to get it though.



△ Yep, it's a random bloke playing *Quake III Arena*. On Dreamcast! In a deathmatch! With a keyboard and a mouse!

QUAKE III ARENA

SHOWN IN A RELATIVELY complete form at E^3 (but still subject to a fair amount of testing), the Dreamcast version of id's seminal 3D shooter *Quake III Arena* was demonstrated as an online game – and working!

About a third of the networked Dreamcasts on Sega's stand were running the game, with four consoles linked together at any one time. There's some confusion over *how* they were connected, though – some claim they were running via SegaNet (Sega of America's online network), others said they were connected on a local network. Whatever, the multiplayer experience felt considerably stable and very fast.

The great news is that *Quake III Arena* looks absolutely glorious. Just as impressive as a PC running at the same resolution (although inevitably a little bit softened since they were all connected to televisions rather than monitors), there appeared to be no slow-down despite some particularly frenetic battles. The screen could be awash with blood and body parts, and still it maintained what appeared to be a fairly consistent 30 frames per second.

The joypad control system is very similar to that used in *MDK 2*, with the analog stick used to look up and down and turn left and right, while the four fire buttons are used to sidestep (or strafe) left and right and run forwards and backwards. It can be disorientating at first, but with a little practice you're soon able to take on any other novices, and only occasionally find yourself staring at the ground.

A few of the Dreamcasts on display demonstrated that it's also possible to play the game with a keyboard, which some might find easier, but, as PC players have demonstrated for years, the best *Quake* players use a combination of mouse *and* keyboard. Fortunately Sega were on hand to show off their new mouse, and this seems to be our best chance of taking on the PC massive. A European release date for the mouse has yet to be confirmed (see page 39).

If you're starting to panic about the potential phone bill, rest assured that *Quake III Arena* isn't *just* an online game. While there aren't any missions or a storyline, it does include a number of Dreamcast-controlled players – which come in a range of flavours from cannon fodder to sneaky, snipings – that you can take on offline, or even use to make up the numbers online.

You'd be a fool to buy this game and not play it online, and we can only hope that Sega are sensible enough to include a system which helps you find players of your own ability. There's nothing more depressing than being shot before you've found a decent weapon – or even seen anyone else.

ODM SAYS: The E^3 demo silenced the doubters, as this looks just as good as on a top-of-the-range PC. It's going to be enormous.

ETA: **LATE 2000**
DEVELOPER: **ID SOFTWARE**
PUBLISHER: **SEGA**



SPECIAL OPS: OMEGA SQUAD

ETA: SUMMER
DEVELOPER: RIPCORD
PUBLISHER: TAKE 2

ONE OF TWO new games coming out under the *Special Ops* brand (*Team Online* is the other and, rather obviously, the multiplayer one).

The Special Ops in question are the balaclava-wearing army heroes, famous in the US for shooting lots of bad guys. Thus in *Omega Squad* you take part in a series of sorties, playing in first- or third-person as a single operative. The game demands that you sneak around as much as possible to avoid attracting the attentions of terrorists.

The PC versions haven't gone down quite as well as *Hidden & Dangerous* or the *Delta Force* series, but Ripcord are getting the hang of producing exciting, sneaky real-world games.

ODM SAYS: A good dose of real-life strategy that should prove engaging.



EVOLUTION 2

ETA: DECEMBER
DEVELOPER: STING
PUBLISHER: UBI SOFT

THE ORIGINAL *Evolution* (*ODM* #3, 8/10) has been one of the most delayed UK releases of them all – indeed, it's only just appeared now. Nevertheless, work on the follow-up is well under way.

Evolution 2 will see the original cast returning for a bigger, tougher adventure than before, which takes place just six months after the end of the first game.

It appears that much of the gameplay elements will remain the same as before, but new features such as varying weather and time of day will help add atmosphere. They will also be fixed, as well as random dungeon layouts, and that can only be a good thing.

In terms of visuals, expect to see higher-resolution graphics and more detailed scenery than in the first game.

ODM SAYS: If you get into the first Evolution, then you're going to want to carry on the story with this sequel.



COLIN MCRAE RALLY 2

THE HIGHLY ANTICIPATED and continually delayed PC and PlayStation racer has just been confirmed for Dreamcast. And as if to demonstrate that Codemasters weren't lying, a 20 per cent complete version was on display at E^3. Despite its early appearance, we actually had a fine drive around some dirty British countryside.

The controls are predictable enough, with the shoulder buttons looking after acceleration and braking, but it already felt far more realistic than *V-Rally 2*. The graphics are starting to look lovely, with plenty of high-resolution textures nabbed from the PC version. It's too early to say for sure, but Codemasters are rather hoping to include online support and some brand new tracks. A split-screen option is confirmed and will hopefully support four players.

We had an extended session on the PC edition, which is far more complete. If the Dreamcast version can replicate its astonishing detail and the realistic handling it'll overtake the competition with ease.

ODM SAYS: There's no question that this will be one of Dreamcast's biggest sellers at Christmas. Bring it on, Santa.

ETA: NOVEMBER
DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS



THE GRINCH

ETA: AUTUMN
DEVELOPER: UNIVERSAL
PUBLISHER: KONAMI

THERE'S A GOOD chance that you have absolutely no idea who The Grinch is, but by the end of the year you definitely will. He's the bright green anti-hero from Dr Seuss's classic kids' books, and is being played by Jim Carrey (shown above) in the upcoming movie *How The Grinch Stole Christmas*.

The Dreamcast game is a non-violent action adventure in which you must collect and assemble a variety of gadgets (such as the Grinch Copter, Love Shield and Rotten Egg Launcher) in order to complete set missions. You can, of course, expect to meet plenty of other characters from Dr Seuss's stories.

Early versions of the game are looking quite basic at the moment, but there's plenty of development time yet.

ODM SAYS: Sounding interesting, but we're not sure how many fans The Grinch has in the UK.



SPIRIT OF SPEED 1937

ETA: JULY
DEVELOPER: BROADSWORD
PUBLISHER: ACCLAIM

IT MAY LOOK a bit old and haggard, but if you like your racing to be of the simulation variety, then *Spirit Of Speed 1937* could well be up your street.

Don't panic if you thought you'd missed the first 1,936 in the series, that number is actually the year that the game recreates. *Spirit Of Speed*'s aim is to go back to the golden days of racing, where a small shunt into the wall inevitably meant death, and cigarette advertising on cars hadn't even been thought of. Golden days indeed.

It looks much like a straightforward port of the PC version, which means an arse-achingly precise simulation and lots of spinning off the road.

ODM SAYS: You'll need patience, my friends, lots of patience. One for the pipe and slippers brigade.



JET SET RADIO

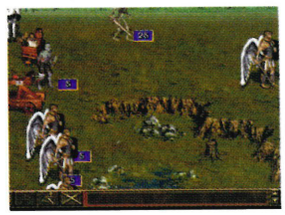
ETA: AUTUMN
DEVELOPER: SEGA AM1
PUBLISHER: SEGA

SEGA EUROPE can't decide on the name, but what was once *Jet Set Radio* has now, mysteriously, been renamed *Jet Grind Radio* in the US.

Mixing a kind of chase/race game, with skills and tricks similar to those in *Tony Hawk's Skateboarding*, *Jet Set Radio* is typically Japanese in that no one else could have come up with the concept. But it's the graphical style that keeps most people staring at the screen, as a kind of 2D cartoon comes to life.

If you can manipulate your controller sufficiently to get away from the cops and rival gangs, reach relatively safe areas to paint your gang colours, and not fall flat on your face, then… well, you're much better at Dreamcast games than some of us!

ODM SAYS: Proof yet again that the Japanese know how to make original games. A definite hit.



HEROES OF MIGHT & MAGIC III

ETA: JULY
DEVELOPER: 3DO
PUBLISHER: UBI SOFT

DANGER! WE ARE entering nerd territory. This is a conversion of a popular (if niche) strategy game which was originally released on PC. Set in olde-worldy times, as these things tend to be, you control a small army of characters as you attempt to conquer and control a mystical land.

The exploration and building aspects of the game take place in real-time against computer opponents, but for battles you use a highly strategic turn-based system.

It turns out that you can choose to attack certain parts of your enemy, concentrating on one super-unit or wiping out a group of wimps. There's magic and undead things involved too.

ODM SAYS: We've tried clicking buttons but we don't really understand what's going on. May need help from wizard.



DEAD OR ALIVE 2

ETA: LATE JULY/AUGUST
DEVELOPER: TECMO
PUBLISHER: ACCLAIM

SINCE WE FIRST previewed *Dead Or Alive 2* in our May issue (*ODM* #7), Japanese developers Tecmo have decided to go back to work on it.

After some criticism from US gamers, Tecmo are busy adding extra characters, more hidden features and a more challenging one-player game. All the extras from the PlayStation 2 edition will be added, along with features from the Japanese *Millennium* arcade release, making the European Dreamcast version of *Dead Or Alive 2* the best available anywhere in the world.

The Dreamcast edition already has far sharper graphics than the PlayStation 2 game. More good news is that there will definitely be a full-screen, full-speed 60Hz mode. Cool, eh?

ODM SAYS: The wait will be well worth it* – Dead Or Alive 2 *could become Dreamcast's premier fighting game.



DISNEY'S DINOSAUR

BASED ON THE MOVIE of the same name (obviously), *Disney's Dinosaur* is due out at the same time as the film – in the UK, at least – and even includes footage lifted directly from it. This action adventure also features the same central characters as the movie – Aladar the Iguanodon, Zini the Lemur and Flia the Pteranodon.

You control of all three (there isn't a multiplayer mode) and must use their various different attributes (speed, weight, the ability to fly, and so on) to overcome obstacles and fight off hostile dinosaurs as they work through 14 levels. There's a vague RPG-like element in that each character can gain experience points to improve their skills.

We saw a fair bit of Disney's Dinosaur at E³ and it looks very promising, although it's undoubtedly aimed primarily at younger players.

ODM SAYS: Looks good, but it may prove far too easy for adult players. We'll see.

ETA: **DECEMBER**
DEVELOPER: **UBI SOFT**
PUBLISHER: **UBI SOFT**



MR DIGGER

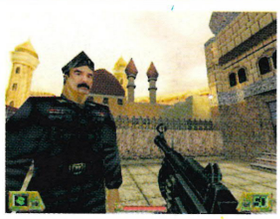
ETA: **SUMMER**
DEVELOPER: **NAMCO**
PUBLISHER: **TBC**

VISUALLY SIMPLE (we also saw it running on the Game Boy Colour), the super-addictive *Mr Digger* is just like many intriguing puzzle games: simple to understand but infuriating to master.

Armed with a pneumatic drill, you must tunnel your way underground through coloured blocks. Drill a square and the entire coloured block disappears, with the earth above dropping if it's unsupported. Air pockets must be found in order to prevent suffocation, while huge chain reactions of collapsing blocks can be started by just one innocent drilling manoeuvre.

We've only been able to play a single-player version so far, but it's hoped that the final game will have split-screen play as well as an online component.

ODM SAYS: Puzzle games are difficult to call, but only a fool would dismiss this infuriatingly addictive title.



SOLDIER OF FORTUNE

ETA: **LATE 2000**
DEVELOPER: **RAVENSOFT**
PUBLISHER: **CRAVE**

PERHAPS ONE OF THE PC'S most gross first-person action games of last year, *Soldier Of Fortune* is coming to Dreamcast, complete with online play.

Strongly mission-based, the emphasis is on realism as each character has 26 different areas where they can be hit: a bullet in the face drops them in their tracks, for example, while a knife in the leg leaves them quite literally hopping mad. Geddit? A shotgun to the elbow might see most of their arm disintegrate, while a carefully placed sniper bullet in the hand could cause the enemy to drop his sub-machine gun. You get the idea.

Developers Ravensoft are also promising full online play.

ODM SAYS: Vicious and bloody, this looks like perfect living room fodder. Just keep the younger kids away, eh?



GRANDIA II

ETA: **SPRING 2001**
DEVELOPER: **GAME ARTS**
PUBLISHER: **UBI SOFT**

THE ORIGINAL *GRANDIA* was released on Sega Saturn in Japan to massive critical acclaim but never made it over to the UK, much to the dismay of hardcore role-playing fans who were forced to play the game in Japanese. With the Dreamcast sequel well into development and due for release in Japan in the next few months, Ubi Soft have announced that they will be releasing it over here... although not until early next year.

Expect intricate 3D graphics which look like hand-painted scenes, lots of characters with complex storylines, and lots of top-quality exploration and fighting. So far only small sections of the game have been seen, most is under wraps so as not to spoil any surprises. We'll update you later in the year.

ODM SAYS: Another Dreamcast role-playing game that looks set to consume an enormous amount of our spare time.



MESSIAH

ETA: **OCTOBER**
DEVELOPER: **SHINY**
PUBLISHER: **VIRGIN**

AH, DON'T YOU just love it when games slip down the release schedule? When Shiny announced that *Messiah* was coming (see *ODM* #3), the PC edition was due in December and the Dreamcast edition was set to follow "three months" later. It didn't hit PC until Easter so, yes, we've got a while to go yet.

A 3D action-adventure, *Messiah* sees you playing a "working class" cherub named Bob, sent to rid the future Earth of corruption and immorality. While Bob can fly, he isn't actually armed. However, he has the ability to possess and control 20 different characters – including prostitutes, animals and genetically engineered beings – and can use them and their abilities as he sees fit. It wasn't shown on DC at E³, unfortunately.

ODM SAYS: It's disappointed many PC owners, so let's hope that Shiny tweak it for Dreamcast.



BLACK & WHITE

ETA: **DECEMBER**
DEVELOPER: **LIONHEAD**
PUBLISHER: **SEGA**

SET ON A FICTIONAL island, you play a god generated by the prayers of a couple of the inhabitants. From that moment on you grow in strength and stature as other community members come to worship you. You can decide whether to be a cruel or a loving god, while interacting with the world via a giant pet. The creature grows to reflect its own personality, which in turn mirrors your treatment of it, so that no two creatures should ever be alike. It's also possible challenge other players' creatures in an online duel.

Technically astonishing, *Black & White* could be either the most involving game you've ever played or a baffling disaster. Which is just the kind of game that keeps the magazines in business.

ODM SAYS: If everything promised can be realised, then this game is going to be huge. It already looks Heather Graham beautiful.



SNO-CROSS CHAMPIONSHIP RACING

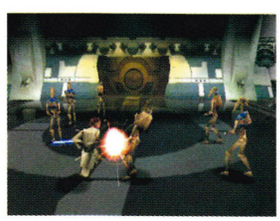
ETA: **AUTUMN**
DEVELOPER: **UDS**
PUBLISHER: **CRAVE**

PROBABLY THE ONLY snowmobile game we'll ever see on Dreamcast, *Sno-Cross Championship Racing* features 12 Yamaha sleds based on specifications from the Japanese manufacturers.

You start the game with basic 500cc models and must work through a world tour to get to a professional league run with heavier, faster 700cc sleds. Full damage means you must repair and upgrade them as you go.

The game features eight main circuits (playable in different weather and time-of-day settings), a track editor and a split-screen head-to-head option. Crave also promise lots of hidden extras. We had a go on Sno-Cross at E³ and found it tricky, but it's looking good.

ODM SAYS: Not an obvious type of racing game, but then nor was the excellent* WaveRace *on Nintendo 64.



JEDI POWER BATTLES

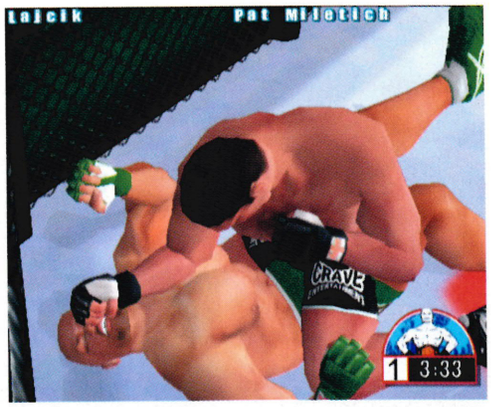
ETA: **TBC**
DEVELOPER: **LUCASARTS**
PUBLISHER: **ACTIVISION**

WHILE DREAMCAST MIGHT be enjoying a rash of high-profile PC conversions, one game we're not getting too excited about is this port of the rather tame PlayStation action game. While still unconfirmed by Activision when we went to press (which means that perhaps we'll be lucky enough to be spared a release in the UK), *Jedi Power Battles* has been announced for Dreamcast by LucasArts.

You opt to play as one of five Jedi: Qui-Gon Jinn, Obi-Wan, Mace Windu, Plo Koon or Adi Gallia. Kill robots, jump over things and generally get bored fairly quickly. This is one conversion Dreamcast can do without.

ODM SAYS: Don't say we didn't warn you. This game is going to disappear faster than Damian's pop career. Exactly.

ULTIMATE FIGHTING CHAMPIONSHIP



△ Why waste your time with fireballs? Just bash him in the gob!



△ "Scrap! Scrap! Scrap! Scrap! Scrap! Scrap! Scrap! Scrap! Scrap!"

CHANCES ARE THAT you've never seen an Ultimate Fighting Championship scrap before. If you're even remotely squeamish, then chances are that you won't *want* to see an Ultimate Fighting Championship scrap. In the USA its combination of all kinds of martial arts and real, often bloody, full-contact competition that has won it a lot of fans, as well as a Dreamcast game that's looking extremely promising.

It will feature 22 real fighters from the UFC, plus some created especially for the game, each with their own different fighting style and selection of moves. And we mean loads of moves – more than 3,000 in total, with over 1,200 possible combination attacks. The walled, octagon-shaped arenas will give scope for plenty more pain, as you'll be able to smash and grind faces into them, or use them to make your grapples all the more damaging.

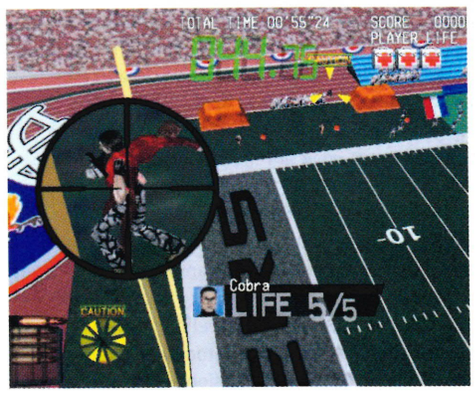
Big fighting game fans might notice something familiar about the way *UFC* plays at times. That's because a large portion of the team behind Sega's classic *Fighting Vipers* series have worked on it. The team's impressive heritage already shows in the fast, flowing way *UFC* plays, and things can only get better.

ODM SAYS: Looks excellent and is already playing surprisingly well. Some of the punches will really make you wince.

ETA: **OCTOBER**
DEVELOPER: **ANCHOR**
PUBLISHER: **CRAVE**



SILENT SCOPE



△ "He's at the 20! The 15! The ten! He's going all the..."

AS WE ANNOUNCED LAST ISSUE, Konami are bringing their arcade sniping hit to Dreamcast, and we've already had a world-first look at the conversion in progress. Our primary concern was with the control system: how could the arcade game's full-size sniper rifle (which is fitted with a miniature screen of its own) possibly be recreated on Dreamcast?

The way you play the game is simple: hold the L trigger button to give yourself a fast-moving shot sight on-screen, and point it at any far-off bad guy. Then let go of the trigger, and a circular sniper window appears showing an extreme close-up of your target, enabling you to aim right between the eyes and fire (*Silent Scope* is all about accuracy and speed). We can confirm that this works surprisingly well, even in later high-speed sections of the game.

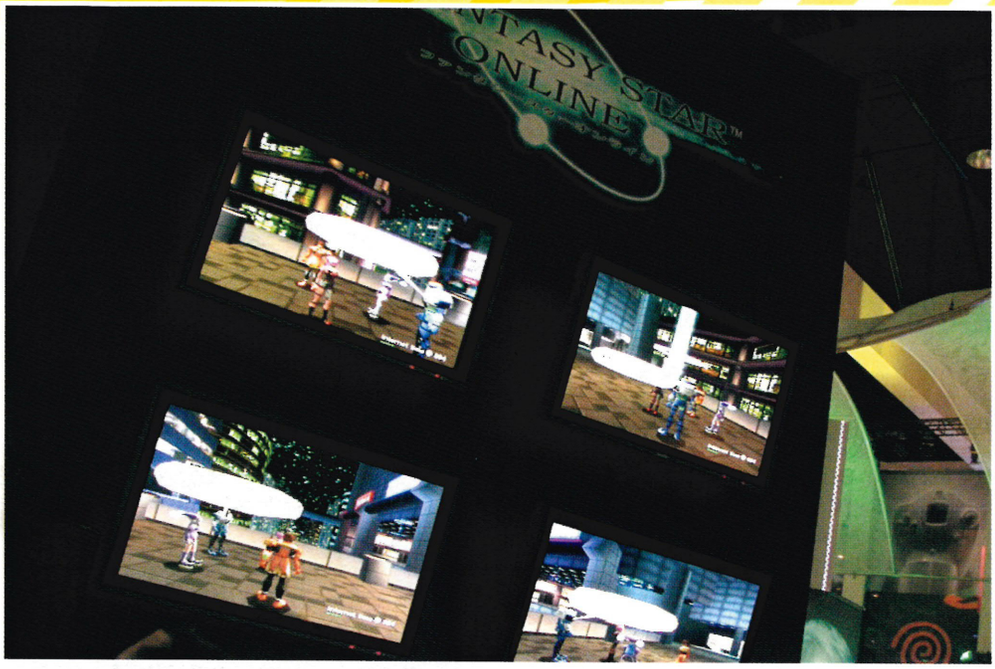
Much of the arcade version has been translated to Dreamcast already, but the team still have plenty of work to do adding exclusive features to the home game. Expect shooting alley-style training missions as well as all-new arcade-style levels to test your skills. We should have an exclusive report on Dreamcast *Silent Scope* very soon.

ODM SAYS: A real test of skill, with a twisted sense of humour and arcade-perfect graphics. Can't go wrong, can you?

ETA: **OCTOBER**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**



△ Shoot the pilot in the forehead to kill him quickly.



△ This demonstration running at E³ showed three English players and one Japanese player on a mission together.

PHANTASY STAR ONLINE

THE ORIGINAL *PHANTASY STAR* games (parts *I-IV*) appeared on Sega's Master System and Mega Drive consoles in the early '90s and, even though they didn't all make it over to the UK, went down as some of the most successful of their kind ever. As such, the prospect of an all-new *Phantasy Star* game using Dreamcast's amazing graphical and online capabilities is a very exciting one. And just you wait till you hear what the genius creators of *Sonic Adventure* and *ChuChu Rocket!* have in store for us.

Your adventure will begin with a scout crew (of which you are a member) arriving from deep space to investigate an explosion on the Phantasy Star planet. From here on in it's pretty much up to each player to go off on their own adventure, meeting up with real-life gamers and tackling missions together. Up to four players can team up for each mission, with a special ID system enabling you to alert and attract other gamers who want to join you in your quest. Once you've all got together, you can help each other out in battles and puzzles, as well as sharing tips and items within the game.

Some of the sections we've already seen show passage ways blocked by heavy items that can be moved only by two people at once, so teamwork is absolutely essential. Also, each character's unique abilities mean that some might be better for solving puzzles or breaking locks, while others might be better in all-out fights. Getting a balanced team together and learning how best to use each other's skills is going to be one of the most enjoyable parts of the *Phantasy Star Online* experience.

The most ingenious feature, however, is the way players will be able to communicate with one another across language barriers. Because players from all over the world will be able to team up, Sonic Team have devised a system for creating sentences from standardised phrases and keywords that can be easily and automatically translated into any language. The variety of phrases available is astounding, enabling you to say practically anything you want.

Whenever you say something, it appears in a speech bubble above your 3D character's head, enabling anyone nearby to read what you're saying – in their own language. It's an extremely ambitious plan, but for the first time ever it will enable gamers from all over the world to play together without worrying about language barriers.

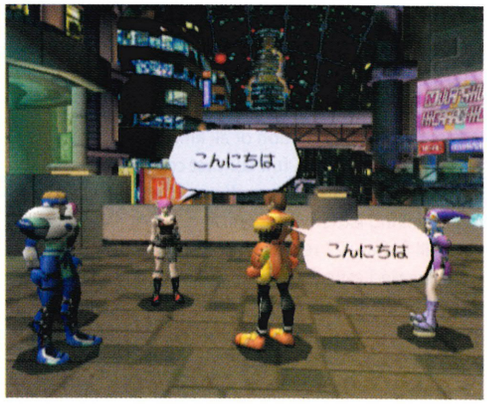
Conterary to earlier reports *Phantasy Star Online* is still somewhere in the region of six months from its proposed simultaneous worldwide release, but it's looking extremely impressive even at this early stage. The design of the main characters and enemies is in the trademark Sonic Team style, with original and colourful costumes adding to the feeling of being in a strange, alternate universe. The 3D locations are all completely solid, and a number of different areas have already been shown, ranging from sunny beaches, through damp jungles, to massive, dragon-filled dungeons. Expect many, many more locations for you to discover and explore in the final game.

ODM SAYS: If it turns out as to be as good as we think it will,* Phantasy Star Online *could change console gaming forever!

ETA: **LATE 2000**
DEVELOPER: **SONIC TEAM**
PUBLISHER: **SEGA**



△ You'll need reliable teammates to take on beasts like this.



△ This conversation would show up in English on your screen.



△ Each player will have their own unique fighting style.



△ The graphical style is unmistakably Sonic Team.



NBA 2K1

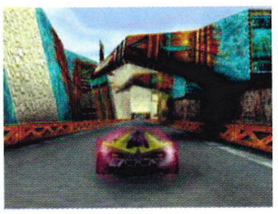
ETA: LATE 2000
DEVELOPER: VISUAL CONCEPTS
PUBLISHER: SEGA

BASKETBALL SIMULATION *NBA 2K* (*ODM* #5, 8/10) proved popular with both us and you lot, so we're happy to confirm that this sequel will be coming to the UK.

As you'd expect, several changes have been made beyond updating the statistics. Players are now more responsive, there are new moves and improved artificial intelligence, the graphic detail has gone up a notch and, we were told, save games will no longer take up a whole VM unit. Thank God.

The big change, however, is the inclusion of online support, which Sega demo'd at a pre-E^3 party, with two competitors in LA (including Ice-T!) taking on two players in San Francisco. In the US at least, the finished game will enable two DCs to be hooked up online with four players on each machine.

ODM SAYS: A guaranteed hit. Let's hope we get the online play in Europe.



POD II

ETA: NOVEMBER
DEVELOPER: UBI SOFT
PUBLISHER: UBI SOFT

FUTURISTIC RACER *POD* was released on PC some years back, and is probably best-remembered for being one of the first games to support 3D graphic accelerators and Intel's MMX technology.

Pod was, however, an excellent eight-player network game, and with online support promised here the same should be true for this sequel on Dreamcast. Expect eight mutating vehicles and ten tracks, each with interactive elements. We had a go on *Pod II* at E^3 and can confirm that it's also very, very fast.

The plotline explains why mutant vehicles are roaming the human settlements of a mining colony, spreading an infectious, mutating virus. But since when did cool-looking racing games need a story?

ODM SAYS: Something a little different in the overcrowded racing genre. Should be good, especially online.



△ **"Get your stinkin' paws off me, ya damn dirty ape! And that includes you at the back."**

PLANET OF THE APES

AN ACTION-ADVENTURE based, of course, on the *Planet Of The Apes* movies (which were in turn based on Pierre Boulle's classic novel). You take the role of Ulysses, who has crash-landed a spaceship on a planet ruled by primates, 1,000 years in the future. The only human survivor, you need both verve and stealth-like abilities if you're to avoid capture – the ultimate aim of the game.

Played from a third-person perspective and spread over 15 levels (split into 70 or more sub-levels), the game will involve a heavy dose of exploration, puzzle-solving and action. Enemies can be fought by hand or with a variety of weapons which can be found, including rifles, machine-guns and lasers. We didn't see the Dreamcast version at E^3, but previous showings suggest that this is definitely one to watch.

ODM SAYS: Should be the (monkey) business. Oo-oo-aa-aah!

ETA: NOVEMBER
DEVELOPER: VISIWARE STUDIOS
PUBLISHER: FOX INTERACTIVE



ILLBLEED

ETA: EARLY 2001
DEVELOPER: CLIMAX GRAPHICS
PUBLISHER: SEGA

CLIMAX'S NEW BLOOD-FILLED survival horror is certainly based on a novel concept: The owner of a horror-themed amusement park, filled with hordes of grim-looking monsters and traps, is offering $1 million to anyone who can make it out alive. No one has survived so far but, playing as everyday male or female characters (a nod to *Resident Evil 2* there), you take up the challenge.

Uniquely, the game features on-screen monitors representing four human senses (including a sixth sense) which alert you to danger. These are important, because suffering shocks raises the character's heartbeat, and if it gets too high it's game over!

The version of the game at being shown at E^3 was fairly limited, but the signs look good for this one.

ODM SAYS: An excellent idea for a game. Hopefully Climax can pull it off.



STARLANCER

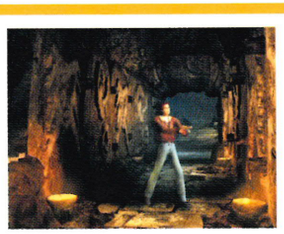
ETA: NOVEMBER
DEVELOPER: WARTHOG
PUBLISHER: CRAVE

THE CREATION OF Chris Roberts, the man behind the hugely successful *Wing Commander* games, *Starlancer* has certainly got a good pedigree, and has already won good reviews on PC.

You're a fighter in a volunteer alliance squadron out to stop an evil aggressor (see: *Star Wars*). The main action is story-driven, with the usual mix of search and destroy, rescue and escort missions, but support for online dogfighting and co-operative play will be included.

The version Crave demo'd at E^3 was playable, but in an early stage of production. Nevertheless it's already looking fantastic on Dreamcast, with huge, detailed craft and awesome-looking explosions. We'll be watching *Starlancer* closely.

ODM SAYS:* Babylon 5 *meets* Star Wars *meets Dreamcast. Sci-fi fans will want this one.



ALONE IN THE DARK: THE NEW NIGHTMARE

ETA: NOVEMBER
DEVELOPER: INFOGRAMES
PUBLISHER: INFOGRAMES

INFOGRAMES KICKED OFF the survival horror genre with *Alone In The Dark* on PC way back in 1992, but Capcom have well and truly stolen their thunder over recent years with the staggeringly successful *Resident Evil* series.

The New Nightmare is actually the fourth game in the series, but the first on Dreamcast. In it you get to play as two characters, and there will also be an additional ten non-playable characters which you need to interact with to escape Shadow Island.

Video footage shown at E^3 confirmed that it's shaping up nicely, with highly detailed visuals and very impressive lighting effects.

ODM SAYS: A bit too early to tell if this is going to be the next* Code: Veronica, *but here's hoping.



SPAWN: IN THE DEMON'S HAND

ETA: LATE 2000
DEVELOPER: CAPCOM
PUBLISHER: TBC

A CONVERSION OF CAPCOM'S smart Naomi-based arcade machine, *Spawn* is an arena-based third-person perspective fighting game. The Dreamcast edition will include the Team Battle and Battle Royal tournaments, plus several new features including a split-screen option and some kind of online feature.

There will also be a new character – Al Simmons, the CIA agent who went to hell and came back as Spawn after making a deal with the devil. Cool!

The game proved very popular at E^3, although several people we spoke to complained that the behind-character camera angle made it frustrating to play. We'll have to wait and see if Capcom tweak it before release.

ODM SAYS: Should be great. Look out for it in arcades to preview it yourself.



HIDDEN & DANGEROUS

ETA: SUMMER
DEVELOPER: LIQUID DREAMS
PUBLISHER: TAKE 2

ANOTHER MASSIVE PC HIT makes the inevitable move to Dreamcast. Providing the controls work well, *Hidden & Dangerous* should prove to be one of the most original, complex and engaging action/strategy games on DC.

Set in World War II, you control one of four commandos in a third-person view, carrying out a series of missions against Jerry. It's exceedingly tough, particularly when even while you're inside the head of one soldier you must give orders to the other three.

There are plenty of varied missions and lots of battle atmosphere, and the pain of the knowledge that it takes only one bullet to put you down.

ODM SAYS: This should capture the minds of wargamers and keep them kept, Colditz style.



△ These first Dreamcast screenshots of *Half-Life* show how much extra detail has been added to the already fantastic graphics.

HALF-LIFE

HAVE NO DOUBT that this is one of this year's most important releases for Dreamcast. PC owners have drooled over *Half-Life* for the last 18 months, and in that time it has won just about every award out there. Most journalists agree that it's the finest PC game ever made, and no other console looks likely to get it.

At first glance it's just another first-person shooter, like *Quake* and its millions of pretenders. But the truth is that just about every element of *Half-Life* oozes class, atmosphere and pure enjoyment.

It starts off innocently enough. You play Gordon Freeman, a low-level scientist at a near-future government establishment. The beauty of the game is that *nothing* happens at first. While there's a very strong storyline throughout, the script refuses to progress without your say-so. You must put on your protective suit and, after a quick chat with guards and other scientists, whose help you can enlist throughout the game, you proceed to the laboratory.

We're ten minutes into the game before the experiment goes wrong, opening a jump gate to an alien world. As if fighting your way from the half-destroyed building while avoiding or killing the invading aliens isn't enough, the government has sent in special forces to clean up, and they're keen to keep the mistake quiet at all costs.

Half-Life is the nearest thing we've ever come to an interactive movie. Forgoing real video and dodgy B-list actors, *Half-Life* relies on a strong script, amusing and scary characters and a bunch of heart-stopping set-pieces. There are so many memorable moments that you'll end up talking about them in hushed tones to other *Half-Life* aficionados: "What about that bit in the trash compactor?"; "I love it when the scientist dies in the lift"; the first visit to the alien planet; grabbing the crossbow from a cage tantalisingly dangling over a pool; shooting down a helicopter; calling in an air strike; and the do-I-or-don't-I? ending. It's a game stuffed full of precious, wonderful, special moments.

And that's just the regular single-player game. Dreamcast *Half-Life* should also be coming with the *Team Fortress Classic* add-on included. This online component is the ultimate team sport, with up to 32 people split into two sides, and each person selecting their character's speciality. Some are medics, others engineers to handle explosives, spies to disguise themselves as the opposition, snipers or heavy weapons experts. You might even be able to play against PC owners across the Internet. A new single-player adventure where you take on the role of Barney – a security guard at the lab – should also be included.

We've haven't seen much of *Half-Life* on Dreamcast so far but, believe us, what we have seen looks absolutely fantastic. Frankly, this has got to be a hit or we're just going to pummel our heads in frustration.

***ODM SAYS:** With a strong story, lots of action and a great multiplayer game,* **Half-Life** *will be one of* **the** *games of the year.*

ETA: **AUTUMN**
DEVELOPER: **VALVE**
PUBLISHER: **HAVAS**



△ You'll get to see, and kill, rather a lot of government troops.



△ That's you, that is. Oh, and that's an alien behind you.



△ The deathmatch levels have toys like this train to play with.



△ The Dreamcast's new-look scientists are still pretty dumb.



SONIC SHUFFLE

BORED OF BOARD games? What you need is a virtual board game starring Sonic The Hedgehog and friends. *Sonic Shuffle* combines a 3D board game with loads of different mini-games and trivia sections to master on the way. Up to four people can play at once, with each of the eight characters having their own unique special moves that can be used throughout the game to gain various advantages.

There's a story involving a guardian angel named Illumina who needs help in protecting the 'Precioustones' from a nasty monster, Void, but we'll go into more detail on that another time. The graphics will use a similar style to *Jet Set Radio*, with colourful characters surrounded by a cartoony outline, and are already looking particularly cool.

ODM SAYS: Similar games on other consoles have been a lot of fun, and we fully expect* Sonic Shuffle *to be even better.

ETA: **LATE 2000**
DEVELOPER: **SONIC TEAM**
PUBLISHER: **SEGA**



SAN FRANCISCO RUSH 2049

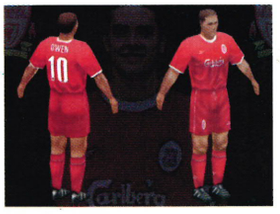
ETA: **SEPTEMBER**
DEVELOPER: **MIDWAY**
PUBLISHER: **MIDWAY**

THE ORIGINAL *San Francisco Rush* wasn't up to much, but *Rush 2049* is quite radically different. For a start, being set in the future means the track design can be as wild as the designers' imaginations – expect long aerial roadways, tubes, ramps and lots of hidden short cuts.

Also, all the customisable cars will come fitted with retractable wings which will enable you to slightly control your movement in the air. Not only will you be able to straighten yourself out if you take a ramp at the wrong angle, but you'll also be able to do stunts.

The Dreamcast version will also feature four-player split-screen races and weapon-based deathmatches.

ODM SAYS: With a great four-player mode and insanely high-speed races,* Rush 2049 *is coming on well.



EUROPEAN SUPER LEAGUE

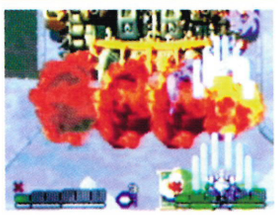
ETA: **SEPTEMBER**
DEVELOPER: **VIRGIN**
PUBLISHER: **VIRGIN**

BASED ON A FICTIONAL European football super league, *European Super League* will feature a number of made-up teams along with real-life licensed teams such as Manchester United, Paris Saint Germain and AC Milan.

While it's only at an early stage at the moment, *ESL* already has a number of cool features. For example, when taking a corner or free kick, a power bar of the kind you might expect to find in a golf game appears. You must then get your timing just right in order to set exactly how hard you want to kick the ball and how much bend you want to put on it.

In the incomplete version we played it was also possible to control your team's celebrations after scoring a goal!

ODM SAYS: It's early days, but this could make for a great game of football.



GUN BIRD 2

ETA: **OCTOBER**
DEVELOPER: **CAPCOM**
PUBLISHER: **VIRGIN**

A VERTICAL-SCROLLING 2D shoot 'em up, *Gun Bird 2* is converted from another of Capcom's popular Japanese arcade games. Set in a bizarre world where evil pirates are trying to stop you getting hold of a magical medicine, you get to play as one of seven weird characters. The Dreamcast version will also feature Morrigan, the sexy vampire from the Darkstalkers series of fighting games.

It's a fairly standard shooting game, with the usual power-ups and over-the-top bomb effects, but will test even the quickest of thinkers with masses of enemies on the screen at a time. Also, being character-based, the story can change as you play, meaning there'll be numerous routes and endings to see.

ODM SAYS: Another Capcom game that's unlikely to set the world alight, but will challenge the toughest of gamers.



MOTOR MADNESS: SAN FRANCISCO EDITION

ETA: **SEPTEMBER**
DEVELOPER: **CLIMAX GRAPHICS**
PUBLISHER: **VIRGIN**

RECENTLY RELEASED in Japan with the name *Super Runabout*, *Motor Madness* is the follow-up to the impressive PlayStation game, *Felony 11-79*. You must earn $$$ by completing missions as quickly as possible – finding and defusing bombs, wrecking a train, or delivering packages, for example.

The twist here is that you can go just about anywhere in San Francisco (which has been modelled in impressive detail) including through buildings.

There will be over 25 vehicles for you to use in these missions, ranging from various road cars to tanks, motorbikes and even a stretch limo! Realistic physics make smashing dustbins, mailboxes and other cars out of your way a whole load of mad fun.

ODM SAYS: Looks great and has loads of missions. Plus breaking things is fun.



SHENMUE

ETA: **NOVEMBER/DECEMBER**
DEVELOPER: **SEGA AM2**
PUBLISHER: **SEGA**

YES, THE ONE we've all been waiting for. Translation of game design legend Yu Suzuki's epic adventure from Japanese is taking its time, but is coming along well.

American actors hand-picked by Suzuki's team at the time of the initial character auditions have been working hard in studios around the world to re-record hundreds of hours of speech which will then be lip-synched with more than 300 in-game characters.

The vast amount of Japanese text and speech in the original version has made it impossible for most Westerners to even attempt to play *Shenmue* before, so the buzz around the game is immense.

With a strong story, an enormous 3D world to explore and loads of sub-games, *Shenmue* is certainly looking like the hit it's always promised to be.

ODM SAYS: The biggest movie-style adventure ever made is well on its way.



SEGA GT

ETA: **OCTOBER**
DEVELOPER: **SEGA**
PUBLISHER: **SEGA**

WITH THE ABILITY to create your own original cars from scratch (from more than two million combinations), as well as use more than 100 real-life sports cars, *Sega GT* is a car enthusiast's dream.

The handling is promised to be as accurate as possible, meaning you'll need to spend time learning to drive each model properly. Aside from one and two-player races, *Sega GT* also features a full championship comprised of five separate racing seasons over 22 different courses. You'll also be able to save your best lap times to a Visual Memory unit and upload them to the Internet for everyone else to challenge.

The Japanese version has gone down well with racing fans, but it remains to be seen whether it really is as good as *Gran Turismo* on PlayStation.

ODM SAYS: It's realistic-looking but will it be enough fun to keep us playing?



OUTTRIGGER

ETA: **LATE 2000**
DEVELOPER: **SEGA AM2**
PUBLISHER: **SEGA**

A HIGH-SPEED first-person shooter, *Outtrigger* is currently doing the rounds in the nation's arcades. As an anti-terrorist agent, you get to use plenty of hardcore weaponry including flame-throwers and rocket launchers in your battle against the computer enemy – or, more likely, your friends.

There's a four-player split-screen mode but *Outtrigger* will also be playable online, where you'll be able to take on gamers around the country either on your own or in team games. Chat rooms are being set up to enable you to recruit new team members or taunt enemies before starting battles.

Sega have promised a number of new features especially for the Dreamcast version, including support for the mouse and plenty of new stages.

***ODM SAYS: Should be a good arcade-style alternative to* Quake III Arena.**



WWF: ROYAL RUMBLE

AFTER THE DISMAL *WWF Attitude* (*ODM* #2, 3/10), it's great to see that we've got what appears to be a quality wrestling game on its way. With more than 20 WWF superstars to choose from, each with their own moves, plus lots of different fighting arenas (not just rings), *WWF: Royal Rumble* is looking promising.

As you might guess from the name, full-on Royal Rumbles are possible with up to nine wrestlers in the ring at once. Yep, things are likely to get pretty mental here, especially with four people playing at once. Look out for the game in arcades soon. The Japanese original is already massive with both wrestling and fighting game fans.

ODM SAYS: Looking great, and already almost as much fun to play as watching the real thing.

ETA: **OCTOBER**
DEVELOPER: **YUKES**
PUBLISHER: **THQ**



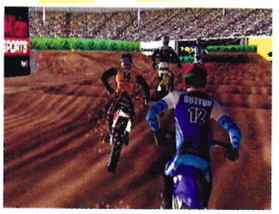
KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD

ETA: **SEPTEMBER**
DEVELOPER: **TREMOR ENTERTAINMENT**
PUBLISHER: **TAKE 2**

A FIRST-PERSON shooting game based on rock band Kiss! Playing as the alter egos of the four band members, it's down to you to prevent the unravelling of the universe by the Nightmare Child. Each character has their own set of levels, challenges and abilities, which should mean plenty of game time.

A PC version is due for release soon, but the Dreamcast edition isn't going to be a direct translation. Instead a new game engine will make sure the graphics run as smoothly as possible, enabling split-screen multiplayer modes. The game will also be fully playable online.

ODM SAYS: It's a hardcore first-person shooter starring heavy metal gods Kiss. Of course it's going to be great!



JEREMY McGRATH SUPERCROSS 2000

ETA: **AUGUST**
DEVELOPER: **ACCLAIM**
PUBLISHER: **ACCLAIM**

FEATURING THE SUPERBIKE superstar and friends, the idea here is, naturally, to race around muddy indoor and outdoor circuits on powerful motorbikes.

Eight real-life motocross tracks will be available, and you'll also be able to create your own with a 3D track editor. Aside from straight races, there'll be a stunt mode so you show off.

All the riders have been motion-captured to make them move as realistically as possible, although in the early version we played the frame rate wasn't smooth enough to notice. Hopefully the graphics will be tidied up sufficiently for four-player games to be possible in the finished game.

ODM SAYS: Looking scruffy at the moment, but DC's first motocross game could still be a lot of fun.



SPACE CHANNEL 5

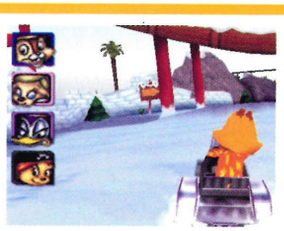
ETA: **SEPTEMBER**
DEVELOPER: **SEGA**
PUBLISHER: **SEGA**

AFTER SEEING THIS MAD music adventure game (from the creator of *Sega Rally*) go down extremely well in Japan, Sega have decided to release it over here in the UK.

The main character, Ulala, is a sexy TV presenter on Space Channel 5 who must save brainwashed humans from aliens by being the best dancer in the universe. The funky retro-futuristic look and feel of the game will be a big part of its appeal, as will the varied tunes which change as you play by the pressing of directions and buttons in time to the music.

Also, everyone you rescue (including Space Michael Jackson!) has a full biography so you can find out everything about them. A strange one, for sure, but you'd be amazed how much fun it can be with friends.

ODM SAYS: As cool as they come. We just hope the UK takes to* Space Channel 5 *as well as Japan and the US have.



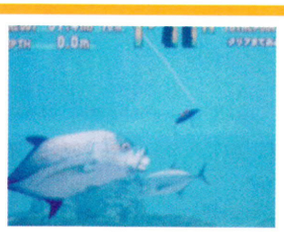
WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR

ETA: **SUMMER**
DEVELOPER: **CRYSTAL DYNAMICS**
PUBLISHER: **EIDOS**

THERE IS A STORY behind this game, but it's really not all that important. Basically, you get to pick from 13 different Disney characters (Chip 'n Dale, Jimmy Cricket and so on) and race around 13 different courses based on rides from the Disney World theme parks – Space Mountain, the test track at Epcot and the Rock 'n Roller Coaster, for example.

Each character can pick up and use various weapons (albeit light-hearted ones like flying acorns and frog spells) during races, while classic Disney tunes play along in the background. There's one thing we can tell you for sure after our brief play on it: it's fast.

ODM SAYS: If the course designs are up to scratch, this should be an entertaining little racer.



SEGA MARINE FISHING

ETA: **LATE 2000**
DEVELOPER: **SEGA**
PUBLISHER: **SEGA**

SEGA BASS FISHING has only recently made it into UK shops, but Sega have already confirmed that this soon-to-be-released arcade sequel will be coming out on Dreamcast later this year.

As with the first game, the idea is to use a fishing rod controller to catch as many fish as possible inside a strict time limit. The big difference is that you're not going to be just hanging around in shallow pools looking for bass. No, this time you're going to be searching the deep seas for sharks, swordfish and all manner of other exotic marine life.

The arcade version is looking very nice and, seeing as it runs on the Dreamcast-like Naomi system, the home edition should be just as good.

ODM SAYS: Will no doubt be another chill-out classic.



VANISHING POINT

ETA: **AUGUST**
DEVELOPER: **CLOCKWORK GAMES**
PUBLISHER: **ACCLAIM**

MOST RACING GAMES featuring real-life cars are forced to be fairly straight, as manufacturers don't normally like to see their cars being thrown all over the place. But *Vanishing Point* is different, with a Stunt Driver Challenge mode as well as realistic simulation races. You'll be able to take a BMW, Lotus, Audi and others on various stunt courses, performing jumps and barrel rolls as you go

An early version we played had graphics which hadn't yet been optimised, and were therefore looking a bit rough, but there didn't appear to be any pop-up of scenery.

Developers Clockwork Games are promising that computer-controlled cars will have some of the most lifelike artificial intelligence yet seen, and will give you a real race for your money.

ODM SAYS: Driving real-life sports cars out on stunt tracks* has *to be good!



ETERNAL ARCADIA

ETA: **LATE 2000**
DEVELOPER: **SEGA**
PUBLISHER: **SEGA**

THIS IS LOOKING to be an epic role-playing game, set in a world where people live on floating islands and travel through the air in massive sailing ships.

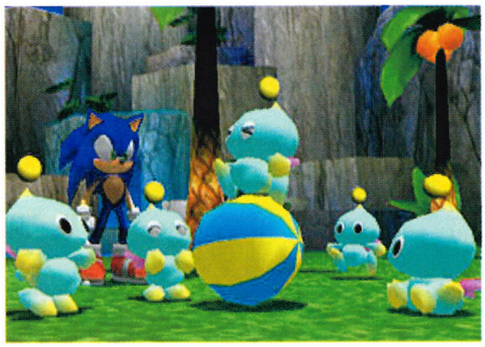
Developed by the team behind the original *Phantasy Star* games on Sega's Master System and Mega Drive, *Eternal Arcadia* will see you play as the heroic Vyse, battling against an evil empire of sky pirates. The style of the graphics is a mix of classic design and futuristic technology that will really make you feel as though you're exploring new worlds.

Aside from an enormous playing area and a detailed storyline, the game will feature ship customisation, numerous battle styles, and Visual Memory mini-games to download and play on the move.

ODM SAYS: This is looking like a truly spectacular role-playing game even at this early stage.



△ The amazing juggernaut chase scene through San Francisco.



△ The Chao are back! They'll be able to do more than before.



△ See how Sonic's shadow falls realistically on his own body?

SONIC ADVENTURE 2

ALTHOUGH IT HASN'T yet been shown in playable form, *Sonic Adventure 2* is definitely well into production. There still haven't been any official announcements about the story behind the game or the way it's going to play, but the sections we've seen look like the original game (*Sonic Adventure*, *ODM* #0, 9/10) times ten! Developed by a division of the original Sonic Team set up in the USA, the project is being overseen by Sonic's creator, Yuji Naka.

As well as being able to play as Sonic the Hedgehog himself, Knuckles the Echidna will definitely be returning, but it doesn't look as though their freakish fox friend Tails is going to make the cut. A short video of the game on display at E³ showed that it's based on opposites – dark and light, good and bad, yin and yang etc – and gave us a brief glimpse of an evil-looking Sonic with black and red spines. Throw in Dr Robotnik, and Sonic could be in for a bit of a rumble.

Expect plenty of exciting set pieces of the kind that made *Sonic Adventure* such a blast. The best we've seen so far has Sonic sprinting out of the screen and through the city streets with an enormous juggernaut chasing him, smashing parked cars out of its way! In addition to more spectacular scenery, all the character graphics are being improved, with lots of extra detail and improved facial animations.

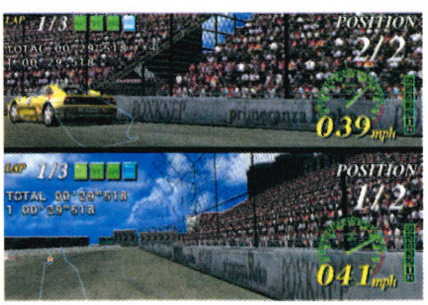
ODM SAYS: If it's a bit tidier and longer than the first game, Sonic Adventure 2 will be spectacular.

ETA: **EARLY 2001**
DEVELOPER: **SONIC TEAM**
PUBLISHER: **SEGA**

F355 CHALLENGE



△ The Italian GP circuit, Monza, at sunset. Lovely!



△ An early version of the split-screen 2-player mode.



△ A punter trying *F355 Challenge* on Dreamcast. Check out the gurn.

CLEARLY DELIGHTED with their deal to publish *F355 Challenge* on Dreamcast (see page 40 for details), Acclaim gave over a large section of their E³ stand to Yu Suzuki's fabulous racer, running several versions of the Dreamcast edition alongside an arcade cabinet (reviewed *ODM* # 2).

Ultra-realistic and highly demanding for an arcade game, *F355 Challenge* is arguably better suited to the home, where you can put in much-needed practice without having to keep shoving pound coins in.

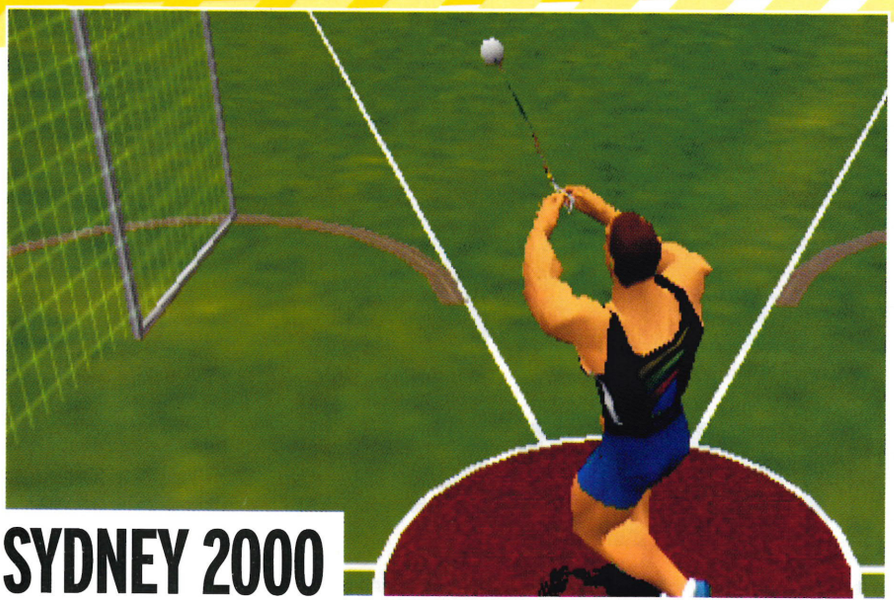
The good news is that it's made the transition perfectly, looking fantastic and running at 60fps. The only feature seemingly missing is the Simulation mode, presumably because in the arcade it requires the use of a clutch pedal. More significant, however, are the *added* features. The original has just five courses plus one variation (including Monza and Suzuka), but Yu Suzuki revealed to us in private that there will be more in the finished Dreamcast edition.

Also, while most were greyed-out in the demo version, the menu screen contained several interesting options. Among them were a Versus mode (split-screen two-player), Cable Versus mode (presumably enabling you to play with two linked Dreamcasts), a self-explanatory Internet Ranking option and – get this – Network Play. Whether the latter means that we'll see full online play remains to be seen, however.

Acclaim reckon that *F355 Challenge* will be out in September. This seems a tad optimistic to us, but an autumn release seems likely. Rest assured, we'll be following this one closely over the coming months.

ODM SAYS:* Metropolis Street Racer, Sega GT *and now* this. *Sega, you're spoiling us!

ETA: **SEPTEMBER**
DEVELOPER: **SEGA AM2**
PUBLISHER: **ACCLAIM**



SYDNEY 2000

THE OFFICIAL videogame of the 2000 Olympics features 12 events including javelin and freestyle swimming, and less obvious ones like sprint cycling, skeet shooting and a kayak slalom. Success relies on rhythm, timing and skill rather than on frantic button-bashing.

Depth is added with a simulation mode where you build up the athlete's stamina, strength, skill and morale in a virtual gym, then get them through qualifying events. The competitors, who have been motioned-captured from athletes, look fantastic.

ATD have included plenty of realism, recreating arenas from architectural blueprints. Plus there are national anthems, and commentary from Steve Ryder and Stuart Storey. Oh, and you can download new world records as they happen. Preview next month!

ODM SAYS: Looks excellent. Has the potential to be the best all-round sports game ever.

ETA: **AUGUST**
DEVELOPER: **ATD**
PUBLISHER: **EIDOS**



HEAD HUNTER

ETA: **SUMMER 2001**
DEVELOPER: **AMUZE**
PUBLISHER: **SEGA**

THIS EXCELLENT-LOOKING 'mystery' game was one of the most talked about at E^3 despite the fact that – or maybe because – it was only shown on a single video screen.

A '1.5-party' title (being produced for Sega Europe by a Stockholm-based developer), Head Hunter is an action-adventure set in California. You play the part of a mean-looking, unshaven biker out to track down a gangland leader named Greywolf.

Comparisons can be made with LucasArts' PC motorbiking adventure *Full Throttle*, while the slightly washed-out look of the city streets are reminiscent of *Driver*. There's no news yet on whether you'll get to race your motorbike or merely use it to ride from scene to scene. Expect more details from us soon.

ODM SAYS: No one's played it, and yet everyone's talking about it. Nuff said.



LEGACY OF KAIN: SOUL REAVER II

ETA: **MARCH 2001**
DEVELOPER: **CRYSTAL DYNAMICS**
PUBLISHER: **EIDOS**

WHILE A RELEASE is some way off, the first level of this sequel to gothic action-adventure *Soul Reaver* (*ODM* #6, 7/10) is already completed. Specifically designed for Dreamcast (not a PC port), it utilises a faster game engine offering 60fps, vastly enhanced textures and seamless action.

Raziel will get to play with more spells and interact with more objects, including seven Reavers each based on elements. These include a Light Reaver to aid visibility, an Earth Reaver to weigh you down (underwater) and an Air Reaver to make you float.

Crystal Dynamics promise fewer regenerating enemies and irritating puzzles – two of the main reasons we marked down the original!

ODM SAYS: The original was good, but this one is looking even better.



WORLD SERIES BASEBALL 2K1

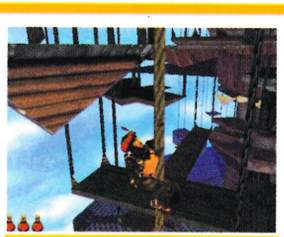
ETA: **TBC**
DEVELOPER: **VISUAL CONCEPTS**
PUBLISHER: **SEGA**

WE'RE STILL HOPING that Visual Concepts, the developers behind the superb *NBA 2K* (*ODM* #5, 8/10) and *NFL 2K1* (page 84), will make the definitive Dreamcast 'soccer' game. Sadly, being based in the US they're a bit preoccupied with American sports.

WSB 2K1 bears all the hallmarks of their previous titles, with highly detailed players and stadiums. And the gameplay? Well, we had a few swings at the ball at E^3, missed completely, then disappeared sharp-ish when the Yanks around started laughing. Ahem.

It'll be a while before *WSB 2K1* is released. In fact we'll be very surprised if we see it released here at all. Hey, it's only bloody rounders, anyway.

ODM SAYS: Probably won't be released in the UK, so let's move on shall we?



PRINCE OF PERSIA 3D

ETA: **SEPTEMBER**
DEVELOPER: **RED ORB**
PUBLISHER: **MINDSCAPE**

A LONG-OVERDUE 3D reworking of the 2D classic that heavily inspired the *Tomb Raider* series. Based around a simple get-the-girl-kill-the-baddies plot, you must run, leap, climb, crawl and swing your way through 15 dungeons and slash your way past numerous sword-wielding guards to rescue the princess.

The version at E^3 had just three types of attack plus a single block move, but the developers are apparently working on a more complex system which will hopefully include combos and parries.

The PC version, released at the end of last year, was heavily criticised for its simplistic combat and poor control, so this is one area that Red Orb will do well to get right.

ODM SAYS: Will live or die by the sword. Or, rather, control of the sword.



STAR WARS: SUPER BOMBAD RACING

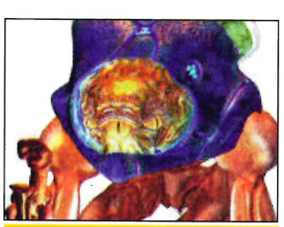
ETA: **SPRING 2001**
DEVELOPER: **LUCASARTS**
PUBLISHER: **ACTIVISON**

OR *STAR WARS KART*, as everyone is calling it. This cartoon-style racer boasts eight *Episode I* characters featuring Anakin, Darth Maul and Yoda. Each can collect and use more than 25 power-ups including boosters, tractor beams, giant light-sabres and, in the case of Jar Jar Binks, his tongue. No, really.

The nine circuits are based around scenes from the film, including the deserts of Tatooine and the swamps of Naboo. Options include four-player split-screen and arena battle modes.

A playable PC version was up and running at E^3, but neither this nor the Dreamcast version are scheduled to appear until next spring.

***ODM SAYS: Already looks a lot of fun, but what next from LucasArts,* Star Wars Tennis?**



ALIEN FRONT

ETA: **TBC**
DEVELOPER: **SEGA**
PUBLISHER: **SEGA**

HIDING AWAY IN Sega's arcade area at E^3 was this mech-based combat game revolving around the invasion of earth by a race called the Triclops.

The humans get to charge around cities in of one of several different tanks, with weapons including tow missiles, rockets and, yes, nukes. Join the Triclops Guard and you get to pilot various cool bio-mechs including a hovercraft, a two-legged walker and, er, a crab-type thing.

Combat pits the two sides against each other in teams of four, with the other mechs controlled by computer… or other players.

Yep, it's online-compatible, and supposedly not just on Dreamcast but also in arcades. Sega are also planning real-time chat via microphone/headset, although it wasn't working at the show.

ODM SAYS:* T-Mek *for the 21st century? We'll take it.



TOKYO HIGHWAY CHALLENGE 2

ETA: **TBC**
DEVELOPER: **GENKI**
PUBLISHER: **CRAVE**

THE MOST OBVIOUS IMPROVEMENT in this sequel to *Toyko Highway Challenge* (*ODM* #1, 5/10) is the graphics, with the cars in particular looking fantastic.

There are now seven different modes, but the main fare is one-on-one racing: you challenge another car to a duel and aim to stay ahead until its power diminishes, and the winner gets cash to buy from a selection of 120 new parts.

The jury is still out on this unique style of racing. During one go at E^3 the opponent left us for dust; in another we got out in front and were never troubled. The idea is to work your way through the game by racing increasingly difficult opponents – of which there are 300!

ODM SAYS: With much improved graphics and better options, this will do way, way better than the original.



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△ There aren't any screenshots yet, but we can tell you that it looks like the first game, only smoother and more detailed.

READY 2 RUMBLE BOXING: ROUND 2

IT PROBABLY COMES as no surprise to hear that one of the most enjoyable games of Dreamcast's launch will get a sequel later this year.

Stuffed with graphical flair and character, the original *Ready 2 Rumble Boxing* (*ODM* #1, 9/10) had some problems, all of which, we are promised, are being addressed by the team behind *Round 2*.

The biggest problem was the lack of variety in the moves by the Dreamcast-controlled characters, who would often fall for your continued battering with the same combination of punches, or would predictably try out the same move on you. Midway promise that great time and care is being taken to improve the artificial intelligence, in particular encouraging your opponents to harry you towards the corner of the ring, or doing all they can to get themselves out of the same situation. Each level is now more difficult than before, and you must work hard to beat even the first few fighters.

The career mode has also been enhanced. Rather than merely prize-fighting, your character now starts at the bottom of the fighting ladder and must battle his way up to become number one.

Set within a strict season calendar, the money you earn can now be used to unlock extra elements of the game, such as a series of new rings. Expect to see 11 completely new boxers (joining 11 of *Ready 2 Rumble*'s original cast), including celebs such as Michael Jackson (details on page 41). The training system has also been enhanced, with seven mini-games to improve your stats, including weightlifting, heavy bag and aerobics.

At E^3 Midway also demonstrated some of the new special effects and enhanced animation for a number of the characters, and all have been promised more flourishing moves, special effects and Rumble attacks. For the lesser fighter there are also several new knock-out animations.

Sega have said that *Ready 2 Rumble Boxing: Round 2* should feature online play, but Midway are yet to confirm that, claiming that there are still a number of technical issues to be solved. But the prospect of taking on boxers around the country – and indeed having a nationwide *Ready 2 Rumble* league system – is a mouth-watering one, so fingers crossed.

There are still some months to go before the game is finished, but no doubt we'll be able to confirm those details over the summer.

ODM SAYS: The original was hugely popular despite its faults. With tweaked gameplay and celebrity boxers the sequel is going to be, well, a big hit.

ETA: **NOVEMBER**
DEVELOPER: **MIDWAY**
PUBLISHER: **MIDWAY**



SYSTEM SHOCK 2

ETA: TBC
DEVELOPER: LOOKING GLASS
PUBLISHER: TBC

DURING E^3, the rumour mill suddenly exploded with the news that one of the PC's finest games, *System Shock 2*, is coming to Dreamcast.

A futuristic role-playing action game, *System Shock 2* on PC (shown above) is just about the most atmospheric and exciting game we've ever played. With an astonishingly detailed and involving story, the game just drags you further and further into its world, before dumping you rather rudely at the all too swift conclusion.

With hundreds of AI characters and a vast range of excellent weaponry, this game demands some careful thought to conquer the highly original puzzles. Hopefully the Dreamcast version will be every bit as good.

ODM SAYS: As long as they don't bugger up the conversion, this is going to be one massive and fabulous game.



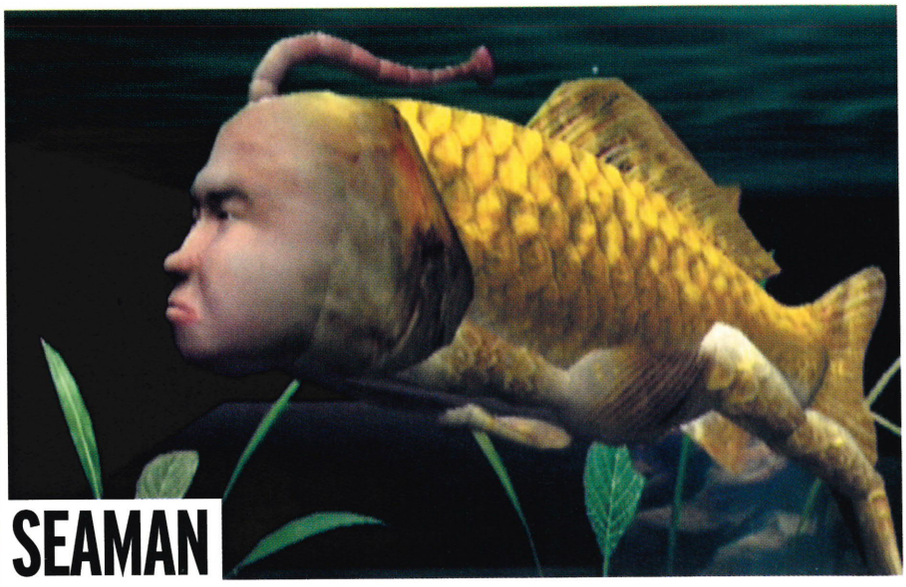
MAGIC: THE GATHERING

ETA: LATE 2000
DEVELOPER: MICROPROSE
PUBLISHER: TBC

THIS IS A SIMPLE ONE. If you've never heard of *Magic: The Gathering*, then the chances are you're not going to be too interested in playing the Dreamcast version of it. If you are familiar with the strategy card game from Wizards of the Coast, then you just need to decide whether you want to play against other people scattered around the country rather than opposite you, or challenge the console to beat you.

We're going to get slaughtered for saying this, but *Magic: The Gathering* is like a cross between whist and Top Trumps, where certain cards have certain effects on certain other cards in a kind of 'scissor, stones, paper' kind of way.

ODM SAYS: Pick a card. Any card. That's how easy it is to predict this game's success.



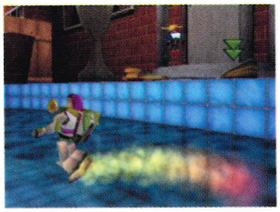
SEAMAN

USING A SUPPLIED microphone (which plugs into your joypad's VM slot), you must talk to your pet Seaman and encourage it to develop. They hatch from eggs as a tiny tadpoles with a human head, and you must feed your pets and keep their aquarium clean and at the right temperature, all the while talking about yourself and trying learn more about them.

They react to an enormous number of words and phrases, and reply in a frighteningly realistic way, even remembering what they're told so they can bring subjects back up at a later date. Your pets even evolve into entirely different forms when you've learned enough about them, and develop their own personalities depending on how you treat them. An English language version was shown for the first time at E^3, and seemed to be just as responsive as the Japanese game released last year.

ODM SAYS: The freakiest 'game' you'll ever play – you're all going to be gagging for* Seaman *before long.

ETA: TBC
DEVELOPER: VIVARIUM
PUBLISHER: SEGA



TOY STORY 2

ETA: SUMMER
DEVELOPER: TRAVELLERS TALES
PUBLISHER: ACTIVISION

UNSURPRISINGLY, *Toy Story 2* is a 3D platform action adventure that follows the plot of the fantastic movie. Already released on PlayStation and Nintendo 64 to mixed reviews, the Dreamcast version is set to be practically the same game, except with improved graphics.

You play as Buzz Lightyear, and work your way through all the movie's major scenes as you try to rescue Woody from the evil toy collector. Yes, it's being designed so that young kids can get into it but, like the movie, the game promises to appeal to all ages.

Each level will have a number of objectives so that grown-up gamers can challenge themselves to find all the items rather than just running to the end of each stage.

ODM SAYS: Cartoon tie-ins are almost always terrible, but we're hoping* Toy Story 2 *will change that.



DOGS OF WAR

ETA: AUTUMN
DEVELOPER: SILICON DREAMS
PUBLISHER: TAKE 2

PREVIOUSLY KNOWN as *Warmonkeys*, *Dogs Of War* is a 3D strategy game but without any of the usual messing around with resource collection. Instead you decide which units to deploy from a central pool, trading in experience and reward points given from the level of success in your last mission.

It's important not to sacrifice your soldiers, as they gain experience points to carry through to subsequent missions. These points reward the guys with improved aiming, power and shielding, so they're well worth saving.

The battles are made more interesting because there are three sides fighting at once, each with different units, abilities and special skills.

ODM SAYS: The landscapes and explosions look fabulous, but we're wary of 3D real-time strategy games as they're notoriously difficult to control.



GALLEON

ETA: SPRING 2001
DEVELOPER: CONFOUNDING FACTOR
PUBLISHER: VIRGIN

THE CONFOUNDING factor about developers Confounding Factor is not the question "Who are they?" but "How did Eidos manage to let them go?" Headed up by Toby Gard, one of the talents behind Lara Croft and the original *Tomb Raider*, the developer's first game is the highly anticipated *Galleon*.

Utilising an astonishing stylised design and some wonderful animation, it's an action puzzle adventure on the high seas, with dashing characters, beautiful maidens and more than a smidgen of LucasArts-inspired humour. The camera angles add to the film-like quality of the game, and it seems certain that *Tomb Raider*'s lonely and lengthy exploration has been abandoned.

ODM SAYS: The world is getting excited about* Galleon, *and Toby Gard knows a thing or two about making games.



VIRTUAL POOL 3

ETA: AUTUMN
DEVELOPER: CELERIS
PUBLISHER: VIRGIN

YOU MAY NOT realise that you want to play pool on your Dreamcast rather than go down the pub with your mates, but just think of the advantages: being able to play against virtual friends, practicing trick shots, a video tutorial by some American bird who probably plays by rubbish rules anyway, some crazy points of view that you just wouldn't get unless you were over 12 feet tall (less than three per cent of our readers, judging by the latest questionnaire), and eight different pool halls.

Perhaps most interesting aspect of *Virtual Pool 3* is the career mode that starts you with $50 (£30) and the opportunity to take some stupid bar flies for all they're worth as you attempt to earn your fortune and take on some of the best players in the world.

ODM SAYS: We'd still rather be in the pub though. Right now, ideally.



RAINBOW SIX

ETA: SUMMER
DEVELOPER: RED STORM
PUBLISHER: TBC

RELEASED IN THE US at the end of May, there's still no firm date for this action strategy game's appearance over here.

Based on some highly technical nonsense that Tom Clancy's bashed out, *Rainbow Six* is a game of careful strategic planning. Acting as counter-espionage operatives similar to our own glorious SAS, you must study the blueprints of a building before setting tasks for each of your men at particular times. For example: get everyone silently into position before, at a set time, windows are smashed, doors broken in and gas bombs hurled. During the enactment of your plans you can sit back and watch it all fall to pieces, or take control of a soldier and influence the outcome directly.

ODM SAYS: It was too complex on PC, and the computer were a bit dim. The Dreamcast version needs some improvements.



EVIL TWIN: CYPRIEN'S CHRONICLES

ETA: TBC
DEVELOPER: UTERO
PUBLISHER: UBI SOFT

ORIGINALLY DESIGNED as an animated cartoon, this classy-looking 3D platformer sees you playing a young superhero-obsessed orphan named Cyprien who finds himself thrust into an eerie, nightmarish world inhabited by ultra-weird beings. Your task, by way of combat, exploration and puzzle solving, is to free your captured friends and vanquish the evil force that has corrupted the universe.

Imagine a cross between PlayStation title *Oddworld: Abe's Oddysee* and *Rayman 2* (albeit in a much darker, moodier form) and you'll have a vague idea what *Evil Twin* is like. We may be getting ahead of ourselves here, but we reckon the game's ending will show that the whole story is just a dream. Whatever, the demo version at E³ was lovely, so expect us to follow this one closely.

ODM SAYS: The nightmarish setting may be very different to the cutesy, colourful* Rayman 2, *but this game has the potential to be just as big.



ALIEN RESURRECTION

ETA: 2001
DEVELOPER: ARGONAUT
PUBLISHER: FOX INTERACTIVE

NEWLY ANNOUNCED for Dreamcast at E³, *Alien Resurrection* is a *Quake*-style 3D shooter "inspired by" the fourth *Alien* movie. You'll be able to play as either Ripley, DiStephano, Call or Christie. Each character has his or her own special abilities, but the aim remains the same: to wipe out the aliens and stop nasty Dr Wren from returning specimens to Earth.

Developers Argonaut promise challenging puzzles and missions, stunning visual effects and a highly destructible environment. There will also be lots of cool weapons including a pulse rifle, rocket and grenade launchers and, yes, a flame-thrower. There's no word on multiplayer options at this stage.

ODM SAYS:* Alien *games have been hit-and-miss in the past, but this one has the potential to be a corker.



SEGA EXTREME SPORTS

ETA: AUTUMN
DEVELOPER: INNERLOOP
PUBLISHER: SEGA

FIRST ANNOUNCED to the world back in our January issue (*ODM* #3), *Sega Extreme Sports* (still a working title, as far as we know) features six 'radical' events: mountain biking, quad biking, speed gliding, snowboarding/ sandboarding, base jumping and, er, bungee jumping. Rather uniquely, each race consists of three or four linked events, so there's no bottling out of the tricky ones.

Sega have signed licensing deals with cool underground music label Ninja Tunes and sportswear company 55DSL, so expect a great soundtrack and well-dressed competitors in the game. Watch out for a full preview in *ODM* real soon.

ODM SAYS: Looks great fun. We can assure you that we'll be sending someone out to try the events for real before we review it. Maybe.



ARMADA 2: EXODUS

ETA: TBC
DEVELOPER: METRO 3D
PUBLISHER: ACCLAIM

PLANS FOR ONLINE play in *Armada* (*ODM* #4, 4/10) were shelved, but Metro 3D are happy that the infrastructure will be in place for the release of *Armada 2* and will enable them to include a full online play feature in the sequel.

Also promised is backwards compatibility, with saved games from the first game that enable you to 'inherit' the skills of your ancestors.

Expect the basic top-down shooter format to remain fundamentally the same, but with new enemies and an updated story set 1,000 years on from the first instalment. Will it be enough to win new converts?

ODM SAYS:* Armada's *simple format should lend itself well to online play and could give this otherwise average title a lift.



AEROWINGS 2: AIRSTRIKE

ETA: LATE AUTUMN
DEVELOPER: CRI
PUBLISHER: CRAVE

THE ORIGINAL *AEROWINGS* (*ODM* #1, 6/10) was great to look at and fly, but lacking on the gratuitous destruction front. This sequel answers that problem in a blaze of missiles, dogfights and explosions, and was certainly looking good at the show. There are loads more planes to choose from, and missions ranging from balloon target practice to full-on dogfighting.

If the controls haven't been too compromised by the addition of weapons, then *Aerowings 2* could be a winner. Once again, it'll take rigorous training to make it to the top, but once you do the action will be thick and fast.

ODM SAYS: We always said* Aerowings *had the potential to be excellent if there was a bit of destruction, and it's looking like we might be right.



PEACEMAKERS

ETA: LATE 2000
DEVELOPER: MASA
PUBLISHER: UBI SOFT

SET IN THE near future, when five major blocks of the world have allied to form the International Corps for Peace (ICP), but independent countries are in turmoil with the spread of civil and ethnic wars. You get to play the 16 missions and two separate campaigns, either on the side of the ICP or as a dictator.

The reaction of the public forms a major part of the game, so resolving conflicts and meeting objectives requires more than military aggression – you also need to keep the media on your side.

According to the developers, there will be hundreds of different units to command and a wide range of weapons. They also promise advanced artificial intelligence and an evolving behaviour system that will provide a challenge to both hardcore and novice players.

ODM SAYS: A thinking man's* Command & Conquer *and in 3D? Yes please!



LE MANS 24 HOURS

ETA: AUGUST
DEVELOPER: INFOGRAMES
PUBLISHER: INFOGRAMES

ONE OF MOTOR RACING'S most famous events makes its debut on Dreamcast in this lush-looking game from Infogrames. Courses will be made up of variants of the real Le Mans course, you'll be able to play a full 24-hour race (don't worry, you can stop, save and return later), and all the top cars from the last three years will be featured.

From what was on show, *Le Mans 24 Hours* boasts incredibly detailed car models, and 'day to night to day' weather and lighting in either the aforementioned real-time 24 hours or compressed chunks. Expect the usual time trial and championship modes, plus a four-player split-screen option.

ODM SAYS: If the handling and gameplay match the stunning visuals,* Le Mans 24 Hours *has great potential.



MAX PAYNE

ETA: SPRING 2001
DEVELOPER: REMEDY/3D REALMS
PUBLISHER: TAKE 2

A PROMISING action adventure game set in the mean streets of New York. You play Max Payne, an undercover cop who has been wrongfully accused of murdering his police chief. With nothing to lose he aims to find the real killer.

Boasting a similar level of detail as *Metropolis Street Racer*, *Max Payne* looks stunning. The developers visited The Big Apple and took over 5,000 photos to recreate the famous city for the game.

And it's not just the environments that are set to impress. Max will collect a large arsenal of real weapons as the game unfolds, with realistic physics that allow for bullets to ricochet off walls and still hit their target. On top of this are *Matrix*-style camera tricks and slow-mo chase cameras to track bullets!

ODM SAYS: Definitely one to watch, this could be the gaming equivalent of a John Woo movie.

WORLD'S SCARIEST POLICE CHASES

WORLD'S SCARIEST GAMES CONCEPTS, more like. Certainly one of the most bizarre of TV tie-ins at this year's show was Fox's first showing of *World's Scariest Police Chases*, based on the shocking US show.

The Dreamcast game keeps many of the familiar elements, but generally speaking you play the cop, driving through the streets of the huge, fictional city of Ashland in pursuit of a number of crims: drunk-drivers, terrorists, thieves, wife-beaters and the like. The 50 single-player missions follow a story, where your cop car can be improved with money from fines.

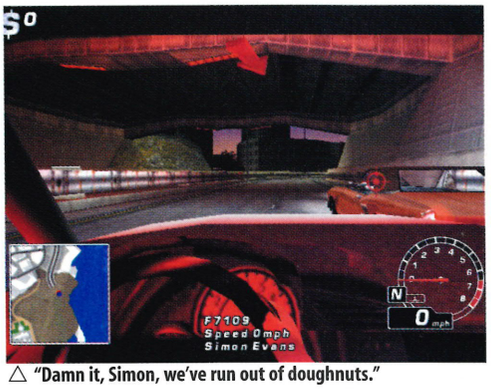
The chases take place past Miami-style beaches, up San Francisco-style hills and straight past stationary Los Angeles-style traffic. All the while you have a gun-toting buddy sitting next to you, whose target site can be controlled whenever you take your hand off the wheel or by a real-life buddy sitting next to you.

Fortunately for most of us, you also have the option to play as the bad guy in 15 different criminal missions, where evading the law is as much part of driving as disobeying traffic lights. Best of all, the entire game is observed and commented on by the supremely smooth presenter of the real show, Sheriff John Burnell.

While the simultaneous PC version definitely has an online option, Fox refused to be drawn on the multiplayer aspect of the Dreamcast version. It is hoped that there will be some cops 'n' robbers-style chases, but it looks as though some technical issues still need to be sorted out.

ODM SAYS: The version we saw was still a bit rough and ready, but within six months this is going to be an absolute corker.

ETA: **WINTER 2000**
DEVELOPER: **TEENY WEENY GAMES**
PUBLISHER: **FOX INTERACTIVE**



△ **"Damn it, Simon, we've run out of doughnuts."**



△ **Baddies are set to include Ice-T. Yes, Ice-T.**

18 WHEELER: AMERICAN PRO TRUCKER

ONLY JUST APPEARING IN UK ARCADES now, *18 Wheeler: American Pro Trucker* is already a smash hit. The idea is to drive an enormous 60-foot long juggernaut to your destination before your rival does, avoiding obstacles and other vehicles along the way. The more you damage your cargo, the less it's worth when you finally make it to the end. It's a simple idea and, like all Sega's best arcade games, it works brilliantly. Best of all, the forthcoming Dreamcast version looks set to be a whole load better.

Naturally, all the arcade features will be included (apart from the enormous steering wheel, unfortunately), with plenty of extra Dreamcast-only stages and vehicles to play with. A new Parking mode has already been confirmed to enable you to practice parking your juggernaut – it may sound dull, but if you've played the arcade game you'll know how difficult and important it is to be able to park quickly and accurately. A split-screen two-player mode will enable you to race to your destination against a friend on a single console, while with the online features you'll be able to find and take on opponents from all over the country. See page 42 for more details. Ten-four, good buddy!

ODM SAYS: The arcade game is fantastic, and being able to play online can only make the Dreamcast version even better.



△ **"Look, mum, no hands!"**



△ **Blimey, we'd have trouble getting around there in a *taxi*.**

ETA: **AUTUMN**
DEVELOPER: **SEGA AM2**
PUBLISHER: **SEGA**



SAMBA DE AMIGO

WHILE A UK RELEASE hasn't yet been confirmed for *Samba De Amigo*, an English language version debuted at the recent E³ show and went down a storm with American gamers. Featuring bangin' choons such as *Tubthumpin'* and *Macarena*, the idea is to shake your maracas in time to the music so that you match the moves of the mad characters on screen.

You're even told to "Pose!" at certain times, where you stop dancing and must hold your maracas in the coolest way possible. Yes, it sounds bizarre, and yes, it *is* bizarre, but that's what has already made the game so popular in Japanese arcades. Judging from the reaction the enhanced Dreamcast version has already got, we think there's a good chance that UK gamers will fall for *Amigo*'s charms given the opportunity.

ODM SAYS: You might look a pillock when you play it, but that's half the fun! Please release it, Sega Europe!

ETA: **TBC**
DEVELOPER: **SONIC TEAM**
PUBLISHER: **SEGA**



F1 WORLD GRAND PRIX 2

ETA: **AUGUST**
DEVELOPER: **VIDEO SYSTEM**
PUBLISHER: **TBC**

THE SEQUEL TO *F1 World Grand Prix For Dreamcast* (*ODM* #2, 8/10), *F1WGP2* promises to improve on the original in every way. The graphics are even better than before, with new reflections on the bodywork of each car, and there are lots of extra details (such as being able to see your driver's knees inside the cockpit!).

Handling has also been improved so that the simulation mode is even more realistic. Other drivers will also be a lot more intelligent, and will actually fight for the best driving line rather than just get in the way as they did in the previous version. As before, you'll be able to race with all the events that took place in the actual 1999 season.

ODM SAYS: If the problems of the first* F1 World Grand Prix *are sorted out, this could be one of DC's best racing games.



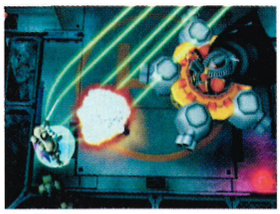
STREET FIGHTER III: 3RD STRIKE

ETA: **JULY**
DEVELOPER: **CAPCOM**
PUBLISHER: **VIRGIN**

WE'VE ONLY just got the last game in the long-running series (*Street Fighter III: Double Impact*, *ODM* #8, 7/10) and already Capcom think it's time to release the next one. The main additions are this time around: five new characters, including the return of the original game babe Chun-Li, and a thoroughly strange spooge creature called Twelve; virtual judges who will rate your performance after each fight; and the ability to save replays of your best scraps to VM.

As with *Double Impact*, *3rd Strike* is looking arcade-perfect, and will no doubt play exactly like the coin-op original.

ODM SAYS: More awesome 2D fighting action from Capcom, although those who've already bought* Double Impact *won't be happy.



CANNON SPIKE

ETA: **AUTUMN**
DEVELOPER: **CAPCOM**
PUBLISHER: **TBC**

TERRORIST ROBOTS ARE threatening world peace. Who can save us? Classic Capcom characters, that's who. *Cannon Spike* is a 3D shoot 'em up where you control one of seven fighters, some of whom are from previous Capcom games. As well as running around using massive artillery, you'll also be able to use your character in hand-to-hand combat, and it's all going to be about combination attacks and special moves.

Multiple players can team up and work through the game together, combining their characters' abilities to maximum effect. Extra features such as a Gallery mode containing beautiful Capcom artwork will encourage fans to play through the game repeatedly in order to earn every last piece.

ODM SAYS: Looking promising, but is likely to be a game that appeals mostly to Capcom's hardcore fans.



DENIS THE KANGAROO

ETA: **AUTUMN**
DEVELOPER: **TITUS**
PUBLISHER: **VIRGIN**

Denis is a 'roo who fancies himself as a bit of a Mike Tyson, except that he chooses to hop around collecting things in a nice kids' adventure rather than beating women and eating ears. *Denis The Kangaroo* is a *Crash Bandicoot*-style 3D platform game with all the usual moves – jumping, spinning, punching etc – along with colourful graphics and some nice little touches.

Our favourite of these is the way Denis can collect flags, dropping them at any time as restart points in case he dies. This feature should enable children and videogame beginners to play, as well as more experienced gamers who can choose to not place any restart flags.

ODM SAYS: Very simple in gameplay and looks, but could turn out to be a good family game.



EVIL DEAD: HAIL TO THE KING

ETA: **AUTUMN**
DEVELOPER: **HEAVY IRON**
PUBLISHER: **THQ**

TAKING PLACE eight years after *Army Of Darkness* – the third film in the *Evil Dead* series – *Hail To The King* sees the heroic Ash returning to the famous haunted cabin to take on the evil 'deadites'.

While playing as Ash, you're able to press a button to come out with witty one-liners which either scare or anger nearby monsters depending on their personality. As in the movies, one of your hands is replaced with a chainsaw and the other can hold a separate weapon.

The developers promise lots of the fast-moving camera work of the kind that made the *Evil Dead* movies so exciting in the first place.

ODM SAYS: The perfect movie series to make a game of. The graphics and animation are pretty basic at the moment though.



LOONEY TUNES: SPACE RACE

ETA: **AUTUMN**
DEVELOPER: **MELBOURNE HSE**
PUBLISHER: **INFOGRAMES**

AS INFOGRAMES point out, this is "the only hovercraft-style racing game in outer space with licensed characters for Dreamcast." Playing as one of six classic toons that include Bugs Bunny, Elmer Fudd and Sylvester the Cat, you must compete in cartoon-violent races where the ultimate victor is set to win a lifetime's supply of Acme products.

Each rider will have their own unique playing style, and will be able to pick up and use all kinds of classic cartoon weapons throughout the races. The 3D graphics are looking very authentic, with the characters bouncing and wobbling their way around just as they would in the cartoons.

ODM SAYS: A bit tricky to play at the moment, but has the look and feel of Looney Tunes pretty much spot-on.



4X4 EVOLUTION

ETA: **AUTUMN**
DEVELOPER: **TERMINAL REALITY**
PUBLISHER: **ACCLAIM**

A REALISTIC-LOOKING racer featuring a range of what the American's like to call Sports Utility Vehicles. The tracks are designed to put them through their paces with plenty of opportunities for the bodywork to get dirty and the wheels to get stuck in mud.

The courses adapt as you're motoring through them, with gates opening and closing to aide or halt your progress, you may also have to contend with animals and tractors that block the road ahead.

Four people can compete via a split screen, connect to the Internet and race online. Not only can you compete against other Dreamcast owners, but also PC and Mac owners of the game!

ODM SAYS: Looks great and with the promise of realistic physics let's hope the courses really test those vehicles.

HMV

seriously addictive...



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V-Rally 2: Expert Edition

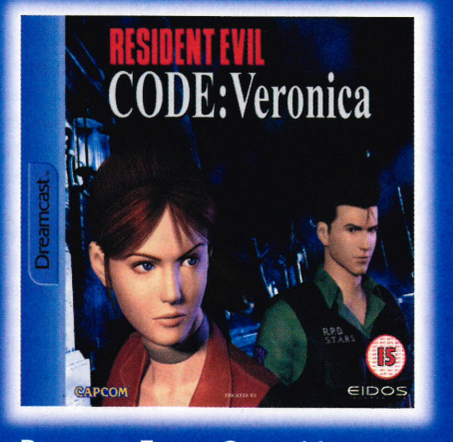
Not satisfied with setting the benchmark in '97 and '98, the creators of *V-Rally 2* go a whole step further, and are set to change the future of gaming altogether. Features 16 official cars, new and enhanced visual special effects, 84 tracks over 12 different countries, unprecedented realism and much, much more. The unique track editor and 4-player mode will provide never-ending challenges guaranteed to be the showcase of any console.



WACKY RACES TM HANNA-BARBERA AND HEATTER-QUIGLEY. ALL RIGHTS RESERVED.

Wacky Races

Scrap it out through swampy bogs, dusty dirt roads and quicksand to determine the World's wackiest racer. Compete against all your favourite characters such as Dick Dastardly, Penelope Pitstop and The Ant Hill Mob. Arm yourself with a choice of weapons ranging from the dragon wings and the pancake flipper to the mechanical walking legs and the buzz saw wheels.



Resident Evil - Code: Veronica

The latest in the *Resident Evil* series, exclusive to Dreamcast, sees Clare Redfield continuing in the search for her brother. With two CDs containing days and days of action and gore, *Code: Veronica* is the most stunning and extensive *Resident Evil* yet. "In a word: awesome. Our first true contender for Game Of The Year." Official Dreamcast Magazine



Street Fighter Alpha 3

With 33 playable characters, three player simultaneous combat and tons of options, the most complete fighting game comes to Dreamcast. As it includes internet support, you can unlock hidden characters and upload high scores to compete for the number one position across Europe. "Some of the most finely tuned gameplay ever created." Official Dreamcast Magazine

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AND THERE'S MORE...

A brief round-up of yet more games currently in production for your Dreamcast

THE NUMBER OF great-looking games in this preview special might seem impressive but, trust us, there are many, many more Dreamcast titles currently in development around the world.

Sega, for example, are known to be working on conversions of arcade hits *Jambo! Safari* and *Brave Firefighters*, although no one has seen anything of the Dreamcast editions yet. Original games in the works include *Floigan Brothers* (a cartoon-style platform game from Visual Concepts) and Red Lemon's *Take The Bullet*. The latter was supposed to be a launch title but we won't see it released for at least another year.

News reached us after E³ that *Tony Hawk's Skateboarding 2* (Activision) will be coming to Dreamcast in November. THQ have a direct rival in the form of *MTV Sports: Skateboarding*. Infogrames, meanwhile, are due to release *UEFA Striker 2001* in October. The company also have *Demolition Racer* and *Independence War 2: The Edge Of Chaos* in production.

Ubi Soft are set to continue their strong Dreamcast support with a huge range of new titles. Due in September is the German role-playing game *Arcatera: The Dark Brotherhood* and *Deep Fighter* (previewed in *ODM* #7). *Formula 1 Racing Championship* (sequel to *Racing Simulation Monaco Grand Prix 2*) and *Stupid Invaders* are due a month later, with *Gold And The Glory: Road To Eldorado* scheduled for soon after. Early next year, Ubi Soft will bring us *VIP*, *Football World Manager* and *Dragon Riders: Chronicles Of Pern*.

Take 2 have *Heavy Metal FAKK 2* due in September, with *Austin Powers: Mojo Rally* to follow sometime before the end of the year. Also in the works is the futuristic sports title *MoHo,* and *Blair Witch Project*.

Indiana Jones And The Infernal Machine didn't make its expected appearance at E³, but a Dreamcast version of the LucasArts adventure is on the way. Team 17's *Worms World Party* wasn't there either, but we're expecting good things from this online strategy game, due from Hasbro before Christmas.

Midway have the bizarrely titled *Kurt Warner Arena Football Unleashed* in development, along with driving games *Cruis'n Exotica* and *CART Racing Fury*, plus *Gravity Games* and *Gauntlet Dark Legacy*.



△ **Infogrames' forthcoming driving game *Demolition Racer*. It looks, um, smashing.**

The release of Konami's scrolling beat 'em up *Nightmare Creatures II* has been put back, but we should be previewing it next issue. The Japanese company will publish Dreamcast conversions of Microsoft's *Links Golf* and *Combat Flight Sim* early next year, as well as *NBA 2001*.

The biggie from Ripcord is *Special Ops: Omega Squad* (see page 13), but they've got three other titles in development, namely *Gorkamorka*, *Legend Of The Blademasters* and *MOUT 2025*. Crave, meanwhile, will be bringing us futuristic racer *MagForce Racing* in August, followed by *Draconus: Cult Of The Wyrm*.

PBA Tour Bowling 2, anyone? No, thought not – we don't expect to see Bethesda's game out over here. 3DO's *Army Men: Sarge's Heroes* is likely to come soon but it's received very mixed reviews on other platforms. Promethean Designs' steal 'em up *Picassio* sounds promising but no one's actually seen it in action yet and a publisher has still to be announced.

Absolutely nothing at all links *102 Dalmations: Puppies To The Rescue* (Eidos), *Frogger 2* (Hasbro), *Ms Pac-Man: Maze Madness* (Namco), *Sanity: Aiken's Artefact* (Fox), *Ducatti Life* (Acclaim), *Billabong Pro Surfer* (Mattel), *ECW: Anarchy Rulz* (Acclaim) and *Dark Angel: Vampire Apocalypse* (Metro 3D) but, hey, at least we've given 'em all a name check now.

Last but by no means least, we have *Marvel Vs Capcom 2* (Virgin), *Silver* (Infogrames), *Tony Hawk's Skateboarding* (Crave), *Star Wars Episode I: Racer* (Activision), *Midway Arcade Flashback* (Midway) and *South Park Rally* (Acclaim), all of which have been left out of the main feature for a reason – we'll be reviewing them in next month's *ODM*.

Okay, have we missed anything? Very probably. But we will of course keep you fully updated with news and previews in future issues.



△ ***Ducatti Life*: avoid falling off fast bikes, unlike Carl Fogarty.**



△ ***Deep Fighter*: like a space combat game, only underwater.**



△ ***Army Men: Sarge's Heroes*: oh the horrors of kitchen warfare!**



BANG! – GUNSHIP ELITE

ETA: **AUTUMN**
DEVELOPER: **RAYLAND**
PUBLISHER: **RED STORM**

THE BIZARRELY titled *Bang! – Gunship Elite* is a 3D space combat simulation and so, naturally, it has a *Star Wars*-like plot involving various angry alien races and a young hero (you) who has been drafted into an intergalactic war.

You'll be set lots of different missions to complete,and all the while you'll be involved in full 360-degree dogfights. The graphics are already looking cool, with nicely designed spaceships and very colourful special effects.

Apparently *Bang!* uses fancy particle technology to generate all its flashy explosions and light trails, and it appears to be paying off. Expect lots of multiplayer modes in the final game.

ODM SAYS: Space combat games have a big fan base, so* Bang! – Gunship Elite *is likely to do well.



NFL BLITZ 2001

ETA: **AUTUMN**
DEVELOPER: **MIDWAY**
PUBLISHER: **MIDWAY**

THE ORIGINAL *NFL Blitz 2000* (ODM #1, 7/10) offered a pumped-up, no-holds-barred arcade interpretation of American football rather than a complex simulation of the kind we're used to.

This year's update promises lots of new features and improvements while adding to the madness and speed of the gameplay. You'll be able to create your own players and teams from scratch, then compete in a full season against your friends.

As well as full matches, there will also be training mini-games with which to test yourself, such as First And Goal Frenzy, Goal Line Stand and Receiver Training. The graphics are looking a lot more detailed than last time around, with loads more animations giving the players more character.

ODM SAYS: Looks to be improving on the entertaining original in every way.



BUFFY THE VAMPIRE SLAYER

A THIRD-PERSON action-adventure game which sees you assume the role of Ms Buffy Summers. All your, um, 'favourite' characters from the popular TV show will be featured, including Angel, Xander, Willow, Oz and Giles (aka that bloke from the Gold Blend adverts), alongside an assortment of werewolves, demons, zombies and other nasty, evil things.

Set in familiar and fully interactive environments – including Sunnydale High School, Buffy's home and, of course, the cemetery – action will combine puzzle solving with fighting. Depending on experience, Buffy will be able to use special abilities including martial arts, gymnastics and quick-healing powers.

The big question is: does the lead character in the game look and move like Sarah Michelle Gellar? Well, yes – from a distance, at least. This is still in the early stages of development, so there wasn't too much to see at E³ other than an early PC version and some teaser ads.

ODM SAYS: A guaranteed hit due to the licence, but it's too early to say whether the game will actually be any good.

ETA: **EARLY 2001**
DEVELOPER: **THE COLLECTIVE**
PUBLISHER: **FOX INTERACTIVE**



STUNT GP

ETA: **SUMMER**
DEVELOPER: **TEAM 17**
PUBLISHER: **HASBRO**

THIS HAS COME on a lot since we first saw it last year. Dreamcast's second radio-controlled car game (after *Re-Volt*, *ODM* #3, 7/10), *Stunt GP* places as much importance on tricks as it does on racing. All the courses will have ramps, loops, tunnels and obstacles which can be used to launch yourself into the air where you can pull off stunts such as flips and rolls. Getting as much 'hang time' as possible will also be important, as you'll be able to trade in 'Aeromiles' you've collected for extra cash which can then be used to upgrade your cars.

The graphics are looking very smooth – if a little garishly coloured – and the way the camera view zooms out as you take to the skies works well. Detailed physics make it feel like you're really launching RC cars all over the place.

ODM SAYS: Any game with stunts is a guaranteed winner round these parts.



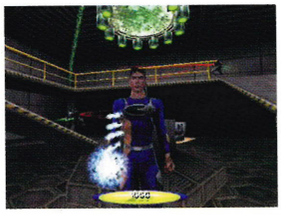
RAILROAD TYCOON 2

ETA: **SUMMER**
DEVELOPER: **TREMOR**
PUBLISHER: **TAKE 2**

A CONVERSION of the PC hit from Tremor, the makers of the excellent *Sega Swirl*, *Railroad Tycoon 2* has you building railroads and connecting cities. Each city you reach requires supplies, but they can manufacture goods of their own. To succeed you must carefully balance the supply and demand of each area, buy more trains and build more track.

The game takes in more than 200 years of history, challenging you to repeat the most incredible feats of the Industrial Age as you connect cities all over the world. To make things tricky, you're not the only one looking to get rich – a variety of individuals are competing against you, trying to reach the most prosperous towns first.

ODM SAYS: Playing with trains may seem dull, but this is top-notch stuff.



MAX STEEL

ETA: **AUTUMN**
DEVELOPER: **TREYARCH**
PUBLISHER: **TBC**

BASED ON A new action-packed kids' show about a teenage secret agent, the next stop to a Pokémon-style monopoly is this videogame. The look of the show is recreated well in the early version of the game, which isn't surprising considering the TV show is entirely computer-generated.

Max Steel, enhanced by powerful nano-technology, fights terrorism worldwide. In the game, the head of his secret organisation has been kidnapped by the terrorist group DREAD.

Luckily, at Max's disposal is an array of high-tech gadgets plus, of course, his nano-enhanced strength, speed and stealth, which you'll no doubt use in the adventure ahead. The game is set to contain eight nano-packed missions.

ODM SAYS: Shades of* Tomb Raider *and* Metal Gear Solid *are present. Could do well if the TV show makes it over here.



AGE OF EMPIRES II

ETA: **LATE 2000**
DEVELOPER: **ENSEMBLE STUDIOS**
PUBLISHER: **KONAMI**

POSSIBLY THE FINEST real-time strategy game on PC will soon find itself being played by budding Genghis Khans on Dreamcast thanks to Konami's deal with Microsoft. The idea is simple: from a few simple units – workers and soldiers – you construct an entire town, build great armies, discover scientific wonders and invade the surrounding lands.

The graphical style of *Age Of Empires II* is beautiful, with perfectly animated little characters wandering around luscious landscapes and tiptoeing in and out of beautifully constructed buildings. You must balance keeping your people alive with investing in science to advance your civilisation, to defending your capital and capturing new lands.

ODM SAYS: On PC it was really tough, but if you invest in a Dreamcast mouse this should give you aeons of play.



SUPREME SNOWBOARDING

ETA: **OCTOBER**
DEVELOPER: **HOUSEMARQUE**
PUBLISHER: **INFOGRAMES**

THIS IS THE ONLY snowboarding game that enables you to enjoy a free-ride option, where you can ride down the mountain in your own time, and is even more impressive because the courses are as wide as they are long, with plenty of deep snow. The boards are very responsive, with realistic handling physics, and plenty of weather effects increase the realism. There are options galore in the shape of a variety of characters, tracks and game modes.

The final dynamic element to be added is some suitable music, provided by the likes of Pennywise, Bad Religion and No FX. Image-wise this game has the looks and the right sound.

ODM SAYS: The PC game was stunning, but it always seemed better-suited to a console. The DC version should be ace.



VIRTUA TENNIS

WE'VE SEEN QUITE a lot of this over the last couple of months so, thankfully, we didn't need to queue to play it at E3 where it was pulling in very, very large crowds. Part of the appeal is its simplicity – an intuitive two-button control system makes it very easy to get into and pull off impressive shots.

And then there's the graphics. The players, who include eight males from the ATB circuit, look astonishingly lifelike thanks to motion-capturing and highly detailed textures, and the action runs at a super-smooth 60fps. Indeed, it's arguably the best-looking sports game around. Yes, it looks *that* good. Options include doubles matches, which are excellent when played with computer-controlled opponents and even better with, yep, four players. Watch out for an extensive preview next month.

ODM SAYS: A guaranteed smash (sorry) from Sega.

ETA: **SEPTEMBER**
DEVELOPER: **SEGA AM1**
PUBLISHER: **SEGA**



SNK VS CAPCOM

ETA: **TBC**
DEVELOPER: **CAPCOM**
PUBLISHER: **TBC**

WHILE THE UK VERSION is still a long way off, we recently got the chance to play an early demo of *SNK vs Capcom*, the beat 'em up that brings together the best characters from the two biggest 2D fighting game makers around.

The graphics are surprisingly faithful to their respective companies, with all-new backgrounds involving scenes from a variety of other SNK and Capcom games (such as the village square from *Power Stone*). A lot of work is still to be done balancing out hundreds of special attacks and adding the finer graphical details, but *SNK vs Capcom* is bound to be the biggest event in the fighting game underworld since *Rise Of The Robots* (and as any hardcore fighting game fan will tell you, that means *really* big).

ODM SAYS: Not looking particularly amazing yet, but expect this to be huge with fighting game fans.



ROSWELL CONSPIRACIES

ETA: **OCTOBER**
DEVELOPER: **RED STORM**
PUBLISHER: **RED STORM**

BASED ON THE cartoon of the same name (now showing on Sky One), *Roswell Conspiracies* has a cartoony graphical style similar to that of *Jet Set Radio*.

You get to play as both the hero Nick Logan and the banshee-turned-good Sh'Lainn Blaze as you explore all kinds of secret bases, solving puzzles and getting rid of any aliens who stand in your way.

Aside from getting to use lots of different weapons when playing as Nick, you must also learn a selection of combos for use in hand-to-hand combat. Red Storm promise that as well as having 26 levels, you'll be able to collect and trade precious artefacts with friends via your Visual Memory unit.

ODM SAYS: The cartoon has plenty of potential for a great videogame, and this one is looking promising.



NFL 2K1

ETA: **LATE 2000**
DEVELOPER: **VISUAL CONCEPTS**
PUBLISHER: **SEGA**

VISUAL CONCEPTS' excellent American football game *NFL 2K* still hasn't made it to Europe (and won't now), but this sequel should be here by Christmas. The sport may not be that popular over here, but games based on it definitely can be.

The most obvious enhancements are in the presentation department (better player animation, smoother graphics, more detail), but there are many more changes including new playbooks, and an all-new franchise mode which enables you to train and trade players.

The real killer addition is the inclusion of online play which enables four-on-four matches. It'll be brilliant for fans and newcomers alike to have the game available in the UK, especially if all of the online features are made available.

ODM SAYS: This game really is looking so good that it'll attract new people to American Football. It's gonna be 'hut'!



SUPER MAGNETIC NEO

ETA: **AUGUST**
DEVELOPER: **GENKI**
PUBLISHER: **CRAVE**

AN INSANE platform game where you control a character with a magnetic head that can switch polarity at any time. Sometimes you must use this ability to pull yourself into items (or items into you), while at other times you use it to launch yourself off platforms (by making your head repel the metallic floor).

The idea isn't the only strange part of the game – all the character designs are just as bonkers, and the colourful graphics are likely to do your nut right in.

From what we've played so far, *Super Magnetic Neo* seems quite simple, but we fully expect there to be some very tricky puzzles and fiendish platform sections in the later stages.

ODM SAYS: Great character design, but we're not so sure yet whether the game itself is going to work.



THE MUMMY

ETA: **OCTOBER**
DEVELOPER: **UNIVERSAL**
PUBLISHER: **KONAMI**

BASED ON THE special effects-heavy action movie of the same name, *The Mummy* is a third-person action adventure game in the style of good old *Tomb Raider*. Naturally, there'll be lots of exploring of tombs and avoiding of spikes, and plenty of mummies to kill with all manner of period weaponry.

The early Dreamcast version of *The Mummy* that we played was far from complete. In fact, there wasn't really anything to do other than wander around with a flaming torch lighting up the scenery. Nevertheless, the graphics were looking atmospheric enough.

In the final game, expect plenty of fast-paced shooting action combined with the odd puzzle section.

ODM SAYS: We can't say that the game is looking all that promising, but* The Mummy *should capture the mood of the movie well.



D2

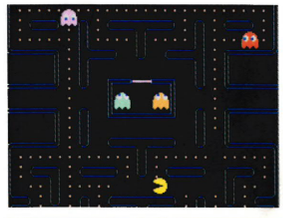
ETA: **TBC**
DEVELOPER: **WARP**
PUBLISHER: **SEGA**

AFTER YEARS of development, *D2* was eventually released in Japan at the end of last year. Now, after months of translation, it's looking almost ready for release in the US (and hopefully UK).

As Laura, you must survive in a snowy mountain range following a plane crash, all the while trying to figure out what has been creating hideous freak mutants out of humans. Aside from action sections (where, for example, you take on a number of monsters at once from a first-person view), *D2* also promises a strong plot with many spooky twists.

The game has sold well in Japan, but there have been complaints from some that it's just a little boring. Hopefully it'll all work a bit better once it's in English.

ODM SAYS: The graphics are looking a bit dated already, but if the atmosphere is there then this could be a cracking spooky adventure.



NAMCO MUSEUM

ETA: **TBC**
DEVELOPER: **NAMCO**
PUBLISHER: **TBC**

SIX CLASSIC ARCADE TITLES from *Soul Calibur* developers Namco in one package. In it you get the good old dot-collecting maze games *Pac-Man* and *Ms Pac-Man*, space shooters *Galaga* and *Galaxian*, high-speed racer *Pole Position*, and the excellent action puzzler *Dig-Dug*.

As well as having perfect conversions of these classic titles, you'll also have full control over all the same settings as you would if you owned the arcade cabinets.

Naturally, *Namco Museum* isn't a title that will push your Dreamcast's powers in any way, but hopefully the package will be released at a budget price so that fans of the arcade originals will finally be able to own their dream games without bidding stupid amounts for the coin-ops on eBay.

ODM SAYS: As basic as they come, but if the price is right this could be something worth owning.



△ While fighting on this moving submarine, you can operate the various gun turrets and try to knock other players into the water.

POWER STONE 2

WE LIKED *POWER STONE* (*ODM* #1, 8/10) for its combination of sharp, cartoony looks and original, frantic gameplay. Quite a lot of other people did too so Capcom have made a sequel. And with room for four players it's roughly 14 times as mad as the first one.

If you're familiar with the first game then you'll know how the new one works; if you're not, pay attention here. Battles take place in a 3D environment, so you can run about any way you like, picking up weapons and objects to help you beat the crap out of your opponent. There's also a mad scramble for the Power Stones – collecting three of these will send your fighter into Power Fusion mode, meaning that more powerful and visually impressive attacks are available.

The added attractions of *Power Stone 2* are that you can now have up to four characters scrapping simultaneously, with any combination of human and computer control. The fighting arenas are much bigger, with more traps and interactive features, and multiple sections to each one. And there's a vast arsenal of new power-ups to try out.

Last time there was a healthy amount of weaponry just casually lying around in the game, but now the number of power-ups available is verging on the ridiculous. Cool new stuff includes skateboards, tanks, fixed gun turrets, and weapons that either freeze your opponents, trap them in bubbles, or even turn them into pandas. During a long bout there are also food items that will restore your health. As a last resort, you can pick up bits of scenery, or even other fighters, and fling them about.

Capcom have added four new characters to the mix this time around: Pete is a speccy kid with a backpack who transforms into a killer *Jetsons*-style robot in Power Fusion mode; Gourmand is a mad, pan-wielding chef with a Barney-esque cartoon dinosaur alter-ego; Julia is a bit of posh who becomes a jet pack-powered fairground attraction when powered up. Finally, Accel is a rootin', tootin', gunslingin' cowboy who switches to a mechanised space version of himself when you grab three Power Stones.

As you can probably imagine, with four players going like the clappers and a screen full of crazy power-ups, the action in *Power Stone 2* gets a little hectic. This isn't a serious fighting game, and to label it as one would be like calling *Men Behaving Badly* highbrow drama. Like the Martin Clunes TV vehicle, this game is perfect for mindless late-night entertainment. You don't need to worry about remembering combos, or even which button does what – they all give instant results, most of which are amusing.

With a separate adventure mode, and an item shop that lets you buy and combine trinkets to create new power-ups, it looks like there's going to be a bit more substance to *Power Stone 2*. And that's a good thing.

ODM SAYS: Already massive in Japan,* Power Stone 2 *should do the business when it gets over here. We want.

ETA: **AUTUMN**
DEVELOPER: **CAPCOM**
PUBLISHER: **TBC**



△ When this airship explodes, everyone goes skydiving.



△ The Power Fusion moves are completely over-the-top.



△ In *Power Stone 2* the scenery is as deadly as your opponents.



△ There'll always be a good scrap for control of the tank.

BE A EUR WITH A F COPY OF CHUCHU

Now, for the first time ever, you can take on the rest of Europe, head to head and in real time, through your Dreamcast console. What's more you can do it for free with ChuChu Rocket!, Europe's first ever online console game. We're giving it away to anyone who buys a new Dreamcast, and to all existing Dreamcast owners who go on line through their consoles to Dreamarena, Dreamcast's exclusive website. And, once you've got your free ChuChu Rocket!, from June 9th you can enter the European ChuChu Challenge by visiting Dreamarena. Don't miss out, it's your chance to be the star of Europe.


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△ **To be this good takes Sega. Punters were blown away by the new Dreamcast titles at this year's E³ show. No, not literally.**

SHOW STOPPERS!

Sega steal the world's biggest videogames show with an incredible line-up of games

SEGA SILENCED ANY DOUBTERS at E³ (Electronic Entertainment Expo), held in Los Angeles in May. While the world awaited an announcement on the release of PlayStation 2 in the West, Sega revealed a staggering line-up of games that shocked many in the industry, winning Dreamcast new fans and making developers sit up and take notice.

For most attendees it was their first opportunity to witness Sega's software for the year 2000 and beyond, with big titles like *Phantasy Star Online* and *Jet Set Radio* (renamed *Jet Grind Radio* in America) being shown publicly outside Japan for the first time. Alongside them were many previously unseen games including *Quake III Arena, F355 Challenge, Sonic Shuffle* and the English language version of *Shenmue*.

The abundance of Dreamcast software at the show was staggering, with the Sega stand also playing host to *Space Channel 5*, *Black & White*, *Samba De Amigo*, *Metropolis Street Racer*, *Seaman*, *Virtua Tennis*, *18 Wheeler American Pro Trucker* and new online versions of their popular sports sims, among many others.

Elsewhere at the show, plenty of third-party developers were keen to unveil their Dreamcast titles, with *Ready 2 Rumble Boxing: Round 2*, *Ultimate Fighting Championship*, *WWF Royal Rumble*, *Grandia 2*, *Evil Dead*, *Sydney 2000* and *Motor Madness* among the highlights.

As was the case at the recent Tokyo Game Show, Sega benefited from the lack of quality PlayStation 2 games on display. Development kits for Sony's console arrived in America just four months ago, and so the majority of PlayStation 2 games at E³ were far from completion. Neutral observers commented that Sony's stand failed to excite, with seemingly more emphasis on DVD movies than the games.

Some big announcements that were expected failed to materialise. Nintendo refused to divulge information on their next-generation console; many anticipated that Microsoft would make a splash with Xbox, but with its release still more than 18 months away they didn't have a lot to show.

"There is no question that the content presented by Sega at E³ reflects our ability to keep ahead of the competition," said Charles Bellfield, a spokesperson for Sega of America.

Along with the new peripherals on display and their latest online plans, it seems that Sega have stolen the lead from their rivals.

• *Naturally* Official Dreamcast Magazine *had a team of reporters at E³. You've probably already noticed our special preview feature starting on page 10, but watch out for further news and reports in future issues.*



△ Fast and furious puzzle action for one to four players.

CHUCHU IS SET FREE!

Sega start the online revolution in Europe with an amazing giveaway

LAST MONTH WE recommended that you keep a keen eye on Dreamarena for news of the release of *ChuChu Rocket!*, and now we can reveal why – Europe-based Dreamcast owners can get the game absolutely free!

Kicking off the online gaming service in style, Sega are sending copies of Sonic Team's superb puzzle game to anyone who signs up on their online portal Dreamarena, and launching a new £6m European marketing campaign that will include heavy TV advertising during Euro 2000, as well as cinema, press and billboard ads.

Confirming the stunning news, JF Cecillon, Chief Executive Officer of Sega Europe, said: "Yet again Sega Europe have produced an industry first for gamers with the introduction of Europe's first multiplayer online [console] game. Online gaming has arrived, but we won't stop here."

"This Europe-wide marketing programme reconfirms Sega Europe's commitment to providing our customers with the ultimate gaming experience," he added.

"Together with the exciting software line-up and development of more peripherals, Sega Europe look forward to providing further enhancements for the console as Dreamcast continues to evolve. There is plenty for Dreamcasters to look forward to"

ChuChu Rocket! is a fast and furious action-puzzle game for one to four players. The online option enables gamers to compete against players in the UK, Germany, Spain and France (support for owners in the Republic of Ireland and Italy is expected soon). You can find a full review on page 70.

If you haven't already ordered your free copy of the game, all you have to do is dial up to Dreamarena with your Dreamcast, click on the order banner and fill in your personal details (note: the offer is limited to one copy per machine).

Online ordering began on May 26, with copies due to be sent out from June 9. There's no closing date for the offer, but what are you waiting for, eh?



△ Compete against players in the UK, Germany, Spain and France.



△ Everyone's a winner with *ChuChu Rocket!* – it's free!





NEWS ANALYSIS

STEVE OWEN REPORTS FROM E³ IN LA



SEGA STEAL THE SHOW

For many people attending, E³ (Electronic Entertainment Expo) is the chance to see what's coming up over the next 12 months. For journalists it's a case of showing your face, because chances are that you've seen much of what will be on offer before; a healthy dose of cynicism is essential to see through the flashing lights, bevies of beauties and glossy brochures.

Cynicism aside though, nothing could prepare me for the strength of Sega's stand. Believe me, this is coming not from a Sega employee or anyone with any vested interest in the success of Dreamcast. As a freelance writer across all formats – PlayStation, Nintendo 64 and PC included – I've got nothing to gain from saying that Sony deserve to feel highly embarrassed by their shameful display.

You wouldn't think that PlayStation 2 was six months away while Dreamcast was close to its second birthday. This Christmas, jaws will be dropping not at the sight of *Gran Turismo 2000*, but at the host of wonderful games for Sega's console.

While the hugely impressive video of *Metal Gear Solid 2* on PlayStation 2 understandably stole the show, it's perhaps two years away from a release; within six months Dreamcast will have *Shenmue*, the wonderfully impressive *Quake III Arena* and *Half-Life*, *Ready 2 Rumble Boxing: Round 2*, *Jet Grind Radio* and *Black & White*.

The various Sega Sports *2K1* games looked astonishingly detailed, while *Metropolis Street Racer*, *F355 Challenge* and *18 Wheeler American Pro Trucker* were perhaps the three most impressive driving games at the whole show. *Samba De Amigo*, complete with red maracas controllers, consistently drew huge crowds as visitors shook their way through perhaps the most original and funny title on show at E³.

One third of the exhibition was set aside to show off the online titles, with *Quake III Arena* the most popular game, and proving that DC could handle the most demanding of PC games. But it wasn't just Sega who were showing off Dreamcast games. Virgin, Codemasters, Midway, Fox, Eidos and Activision all had some great-looking titles.

And when it comes to enhancing old PlayStation titles, it isn't PlayStation 2 grabbing the headlines. *Bleem!* (see page 38) promises to enable you to play your old PlayStation discs on Sega's console, and *Gran Turismo 2* on DC looked every bit as good as *GT 2000* on PlayStation 2. Strange days indeed.

HEAR THIS!
OR BEST NEW MUSIC



VARIOUS
GU:015 URUGUAY
BOXED

The likes of Sasha, Digweed and Warren typically use the Global Underground series to showcase brand new progressive trance tracks. Here Darren Emerson has shied away from commercial stuff but throws a bit of everything into the mix, including techno, tech-house and a little – eek! – disco. It's a well-mixed and interesting two-disc set, but enjoyment requires a broad musical mind. *WC*



SONIQUE
HEAR MY CRY
SERIOUS

First solo album from the former S'Express member who's made her name in recent years by singing over the top of records while DJing. Excellent single *It Feels So Good* has been absolutely massive in the States, and should have made a serious dent in the UK charts by time you read this. Elsewhere much of the album is good, but we could live without the ballads. *WC*

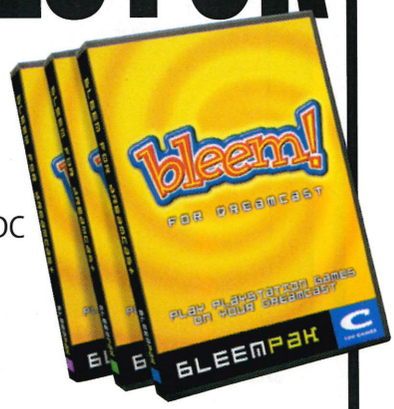


PAUL VAN DYK
OUT THERE AND BACK
DEVIANT

The ethereal vocals, euphoric breaks and drum rolls are all present and correct, but this is a relatively cheese-free third album from the German trancemeister. *For An Angel*, *Avenue* and the St Etienne collaboration *Tell Me Why (The Riddle)* – which you *must* have heard, because they've been on a million and one compilations and not without good reason – are indicative of what to expect from the Gatecrasher resident. *WC*

400 MORE GAMES FOR DREAMCAST!

Emulation software enables you to run PlayStation titles on your DC



△ **Four versions of Bleem! for Dreamcast will be released, each of which enables you to play 100 different PlayStation games.**

BLEEM! INC ARE CAUSING A STIR thanks to the imminent release of a software emulator, dubbed 'Bleemcast', that enables Dreamcast to run Sony PlayStation games.

Crucially, *Bleem! For Dreamcast* not only runs the PlayStation titles, but also enhances them with improved graphics resolution and textures, and faster loading times. A public demonstration at the recent E^3 trade show in Los Angles proved this with a PlayStation and Dreamcast sitting side by side, each playing *Gran Turismo 2*. True enough, the emulated version running on Dreamcast looked considerably better, reducing pixilation and jagged edges that are visible in the original.

The product is scheduled for release in the US this month via the company website (www.bleem.com), with four separate emulation packs each running 100 games. Each of the '*Bleempaks*', which cost $19.95 (£13), uses a slightly different emulation code suited to a particular type of game – fighting games or driving sims, for example – to improve compatibility.

Bleem! Inc are, however, walking a legal tightrope. While attempts to stop production have so far failed, Sony have issued several lawsuits against the California-based developers for a similar product that enables PlayStation titles to run on a PC. *Bleem! For Dreamcast* is not a Sega-licensed product and has received no official support from the company, a fact that would presumably protect Sega against any potential legal action from Sony.

Ironically, Bleem! Inc are unable to implement Sony's copy protection system, as to do so would be a direct violation of a patent held by the Japanese giants. As such, *Bleem! For Dreamcast* works with pirated PlayStation gold discs.

The emulator has been designed to run US (NTSC) PlayStation games on US Dreamcasts. However, two additional versions are already in production to enable US-based owners to play Japanese and European titles. A relatively simple revision to the product should see localised versions released outside the States. A spokesperson for Bleem! Inc informed us that they are working on distribution for Europe.

Running PlayStation games through a Dreamcast raises one problem: the controllers are different, with the Sega pad being a few buttons short of the Sony model. Bleem! aim to get around this situation with two further products: the Bleempad and Bleempod. The former is an imitation of Sony's Dual Shock controller, while the Bleempod is an adapter that enables you to use PlayStation peripherals such as pads and memory cards with a Dreamcast.

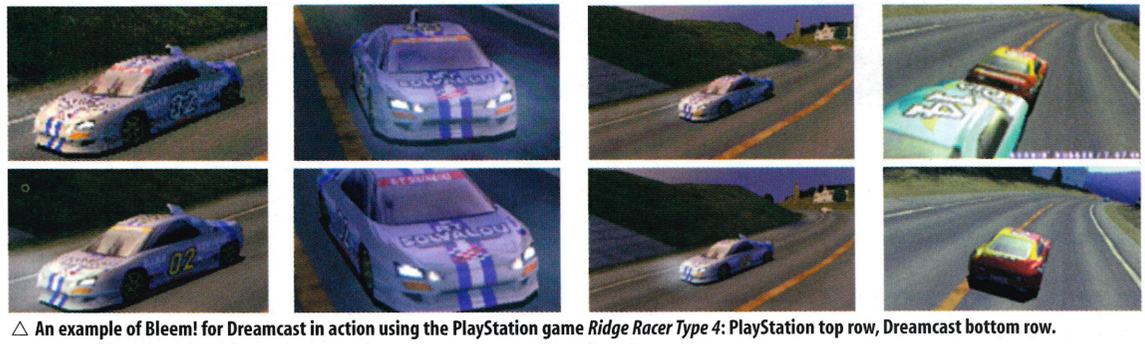
Bleem! is obviously big news for Dreamcast owners, and rest assured that we'll keep you updated with developments over the coming month.



△ **Use PlayStation controllers and memory cards on Dreamcast with the Bleempod.**



△ **You'll need a PlayStation pad, or how about the DC-compatible Bleempad?**



△ **An example of Bleem! for Dreamcast in action using the PlayStation game *Ridge Racer Type 4*: PlayStation top row, Dreamcast bottom row.**

THE MICE IS RIGHT!

At last! Mouse controller is on the way

GOOD NEWS FOR THOSE of you tired of navigating the Internet with a Dreamcast joypad: Sega have a mouse in development. The mouse, which has two buttons and a centre wheel for scrolling pages, was put through its paces over three days at E^3 by hundreds of gamers playing *Quake III: Arena* on Dreamcast.

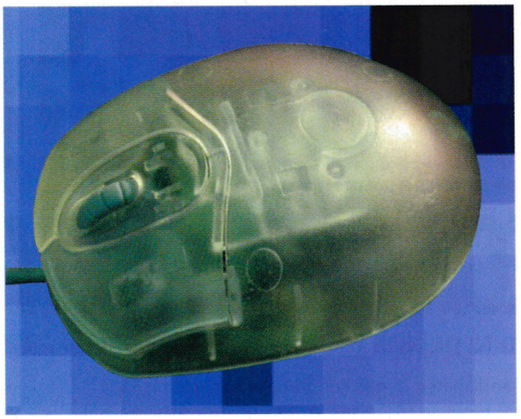
Those who tried it found it easy to use and very responsive. Some complained that it was too small, but the version being used was thought to be from Japan. A European version is expected to be a little bigger.

The mouse should prove very useful for a number of PC conversions heading to Dreamcast later this year, including *Quake III: Arena*, *Half-Life*, *Soldier Of Fortune* and *Age Of Empires II*. All these titles are expected to enable gamers to use combined keyboard and mouse control.

There were also plenty of other impressive Dreamcast peripherals at the show. Sega unveiled an Ethernet card, a modular unit that replaces the current Dreamcast modem and enables a broadband Internet connection. Also shown were new ranges of coloured controllers and Visual Memory units in an assortment of Sonic-themed colours: Sonic Blue, Zombie Green, Knuckles Red, Tails Yellow and Robotnik Black.

The previously announced Zip drive, microphone headset, Dreameye camera and an early prototype of the MP3 player were also on display at the Sega stand.

We'll bring you more details on all these exciting products over the coming months.



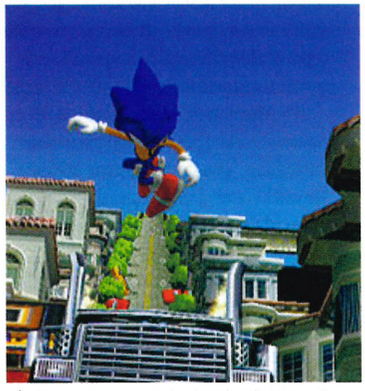
△ **Eek! Yes, it's the Dreamcast mouse!**



△ **The new range of DC joypads – perfect for fans of Apple iMacs.**

SONIC'S BACK!

The hedgehog and friends return in a sequel to their excellent adventure



△ **Sonic visits San Francisco in his second adventure, due early next year.**

THE FIRST IMAGES AND video footage of *Sonic Adventure 2* were shown at the E^3 trade show in Los Angeles.

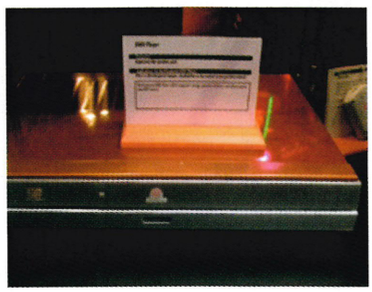
The sequel will introduce new characters and feature plenty of new levels. The most impressive of these seen so far is a San Francisco stage that has Sonic being pursued by a huge truck, much like he was chased by the killer whale and an avalanche in the original.

The game is once again being developed by Yuji Naka and members of Sonic Team, although this time with assistance from Sega of America. The Japanese-based Sonic Team will effectively be split, with original members relocating to the US and combining skills with new employees to work on the title. Hopefully this will mean that Sonic Team can increase their workload and produce many more games than we would have previously expected.

The team are in the midst of a very busy year, having already released *ChuChu Rocket!* (see page 70) and the maraca-shaking *Samba De Amigo* (currently available only in Japan). They are also well into development of the epic *Phantasy Star Online*.

Sonic Adventure 2 is scheduled for release early next year. Take a look at page 21 for further details.

GAMES NEWS



DVD OR NOT DVD?

A silver and gold box of tricks (above) was on display at the Sega stand at E^3 sitting beside the new wave of peripherals. There was no official literature (apart from the small sign on top) giving details, so what was it? A very early prototype DVD player for Dreamcast, that's what. But, hey, don't get too excited – Sega are highly unlikely to release a DVD player in this form.

SUB WOOFER

Sega have announced that the next version of their Dreamcast operating system will include Dolby Surround sound. Dolby's content licensing program stipulates that games displaying the Dolby logo must contain both real-time surround effects and linear content encoded with a certified Dolby Surround linear encoder. Which basically means that future games should sound a whole lot better.

AND THE OSCAR GOES TO...

The Academy Of Interactive Arts & Science Interactive Achievement Awards were presented in May, with Dreamcast games doing admirably in some of the main categories. Sega's *Crazy Taxi* (*ODM* #5, 9/10) took the Action Game Of The Year prize, while Namco's *Soul Calibur* (ODM #4, 10/10) was named both Fighting Game Of The Year and Console Game Of The Year. Well done, chaps, and keep up the good work!



MOLYNEUX DUMPS PC

Peter Molyneux, the brains behind the forthcoming *Black & White*, has announced that he's ditching the PC platform as a focus of development to concentrate on making games for next-generation consoles. Molyneux has produced a long list of hits for PC, among them *Populous*, *Theme Park*, *Syndicate* and *Dungeon Keeper*. *Black & White*, his last game to be originally designed for PC, is due for release on Dreamcast later this year.

WATCH THIS!
NEW MOVIES ON VHS



SHE'S ALL THAT
OUT NOW • CERT:12 • £14.99

This teen comedy garnered an almost hysterical response when it was released on the big screen. Freddie Prinze Jr plays the high-school hunk who, just before the Prom, is dumped by his bird for a cheesy TV star called Brock Hudson. His mate dares him to find the school's ugliest duckling and transform her into a babe in time for the big night. No prizes for guessing the outcome, but who cares? It's funny, and features decent music (Fatboy Slim, anyone?). *CE*



OCTOBER SKY
OUT: JUNE 12 • CERT: PG • TO RENT

The true story of NASA scientist Homer Hickam Jr. After seeing Sputnik sail past in the night sky over his backwoods mining town, Homer and his three oddball mates decide to build a rocket. Mine boss dad disapproves, but teacher Laura Dern actively encourages the Rocket Boys, and after a zillion disasters they cook up an amazing prototype. An inspiring tale that not only captures '50s America, but for once also portrays teenage boy interested in something other than getting their hands down their female contemporaries' pants. *CE*



DOGMA
OUT: JUNE 12 · CERT: 15 · TO RENT

Kevin Smith's controversial (only if you're an American) and hilarious stab at religion stars Linda Fiorentino as a lapsed Catholic who's told by God's right-hand man Alan Rickman that she's the saviour of the world. She's out to stop fallen angels Ben Affleck and Matt Damon returning to heaven. In her quest she's joined by Jason Mewes and Smith (Jay & Silent Bob) the two dude prophets, Chris Rock the disgruntled thirteenth apostle and Alanis Morisette as God. *CE*



△ *F355 Challenge* features just one type of car. Can you guess what it is?



△ The DC version will feature new tracks as well as the arcade originals.

SEGA GIVE AWAY THEIR FERRARI

Acclaim to publish the Dreamcast version of *F355 Challenge* in Europe and the United States

AS WIDELY anticipated, Sega's Ferrari-based arcade hit *F355 Challenge* is heading to Dreamcast but, in a surprise move the game is to be published by Acclaim in the West.

The reason for the unusual arrangement is simple: Acclaim have an exclusive five-year licence with the Italian motor manufacturer to produce Ferrari-based games on home formats in Europe and North America. Sega will, however, publish *F355 Challenge* in Japan.

Acclaim have two Ferrari-based games of their own in production for PlayStation 2, including an unrelated title called *F360 Challenge*, but they do not have the rights to release Sega's game on the Sony console.

Needless to say both companies are happy to have reached an agreement. "Sega are pleased to be partnering with Acclaim, who have a long-standing relationship with Ferrari, to bring this arcade hit to Sega Dreamcast," said Peter Moore, president of Sega of America. "With *F355 Challenge*, Yu Suzuki has set an all-new standard in realistic racing games, and we expect that this will be a top seller on Sega Dreamcast."

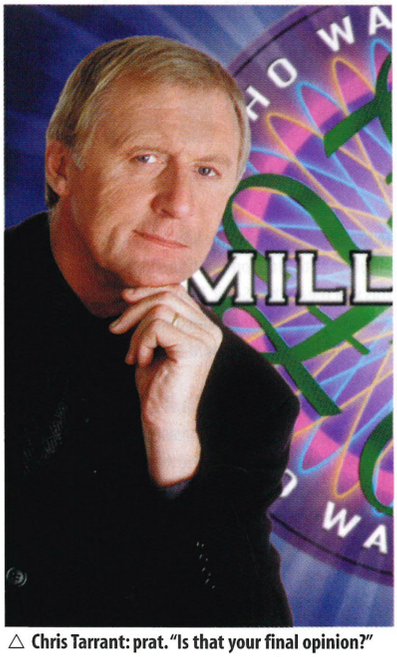
Rod Cousens, president of Acclaim, said that the company are "simply thrilled to have reached this agreement with Sega. This is the most impressive racing simulation in its genre."

F355 Challenge is the work of the legendary Japanese game designer Yu Suzuki, the man behind a long list of hit arcade titles for Sega that includes *Out Run*, *Virtua Fighter* and *Virtua Racing*, as well as the Dreamcast-exclusive *Shenmue*.

Acclaim are hoping to release *F355 Challenge* on Dreamcast this September. For more info on the game turn to page 21.

IS THAT YOUR FINAL ANSWER?

Become a virtual millionaire on your Dreamcast



△ Chris Tarrant: prat. "Is that your final opinion?"

THE HIT TV QUIZ show *Who Wants To Be A Millionaire?* is heading to Dreamcast, offering fans the chance to interact with the show's host Christ Tarrant and win a million virtual pounds.

Who Wants To Be A Millionaire? is expected to follow the same format as the TV show, where contestants must answer 15 multiple-choice trivia questions to win the million.

Each player has three lifelines, or chances to get help in answering a question. The 50/50 option eliminates two wrong answers from the initial four, Ask The Audience has the studio audience voting for the correct answer, while the famous Phone A Friend enables the contestant to call a mate for help.

The game will feature audio and video clips of Chris Tarrant, who will be asking the questions, providing the answers, and putting each contestant on the spot with his famous line: "Is that your final answer?"

There are set to be more than 1,000 questions featured in the game, compiled by Celador, the makers of the TV show. They will also select the two wrong answers to be removed when you play the 50/50 lifeline. To create the Ask The Audience answers, the general public are being polled, while Phone A Friend will feature recorded responses from ten different virtual friends who will not always be reliable. Presently there are no plans for online modes of play, although if the game proves popular they could feature in potential sequels.

"*Who Wants To Be A Millionaire?* Is a TV phenomenon and has captured the nation's imagination," says Ian Livingstone of Eidos. "We will be aiming to replicate the appeal and success of the quiz show with the ultimate challenge in interactive gaming."

The TV show was first screened in the UK in 1998. Audience figures have reached more than 19 million. A board game based on the quiz flew off the shelves last Christmas, and Eidos will be hoping for similar scenes when the Dreamcast game is released this autumn.

WHACK WACKO!

The King of Pop aims to become King of the Ring

POP SUPERSTAR Michael Jackson is aiming for a new career in the boxing ring by joining the cast of *Ready 2 Rumble Boxing: Round 2* on Dreamcast.

The self-proclaimed King of Pop will appear as a special celebrity guest boxer in the sequel to the hit *Ready 2 Rumble Boxing* (*ODM* #1 9/10). The game will feature a 'rumblised' version of Jackson, made possible by Michael performing his famous dance moves for a motion-capture team. The superstar has also provided his distinctive shrieks and groans, to be incorporated into his crotch-grabbing and moon-walking antics.

He joins 11 other all-new boxers in the game, including LA Lakers basketball star Shaquille O'Neal. Rumours suggest that actor Jim Carrey might also be among the celebrity fighters.

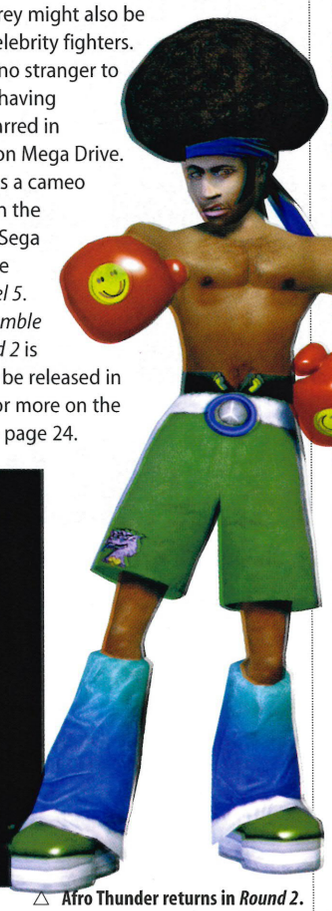
Jackson is no stranger to videogames, having previously starred in *Moonwalker* on Mega Drive. He also makes a cameo appearance in the forthcoming Sega dancing game *Space Channel 5*.

Ready 2 Rumble Boxing: Round 2 is scheduled to be released in November. For more on the game turn to page 24.



PHOTO: REX FEATURES

△ Michael Jackson: would you let him into your ring?



△ Afro Thunder returns in *Round 2*.



HAVE YOUR SAY

Vote for the best up-and-coming Dreamcast games and you could be whisked off your feet with a free Visual Memory unit!

THERE ARE SHEDLOADS of Dreamcast games in development, but which ones are getting you most excited? Let us know and, courtesy of Sega, you could blag a Visual Memory unit (worth around £20) for absolutely nothing.

To vote, all you have to do is 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. 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 important 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 are confirmed as forthcoming releases in Europe (our special preview feature starting on page 10 should give you a few ideas).

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

This month's winner is George Woodhall from East Molesey, Surrey. His top choice is *Ecco The Dolphin*, followed by *Tony Hawk's Skateboarding*, *Metropolis Street Racer*, *Sega GT* and *Shenmue*. Well done, George. Your VM is in the post. Thanks to everyone else who voted. Keep 'em coming, folks!

YOUR MOST WANTED

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



1 (1) SHENMUE (SEGA)

FIRST 36% | TOP 5 74% | ETA TBC

A staggering number of votes this month, but still no Euro release date; those lucky Americans have been given November 14. If you were a betting man you'd expect *Shenmue* to hit these shores at roughly the same time.



2 (3) METROPOLIS STREET RACER (SEGA)

FIRST 20% | TOP 5 67% | ETA JUL

Gran Turismo 2000? Pah, who wants that? Speeding through the streets of London, San Francisco and Tokyo in *MSR* is going to be incredible. But what's really going to be great is... Turn to page 56 to find out!



3 (4) HALF-LIFE (HAVAS)

FIRST 6% | TOP 5 36% | ETA OCT

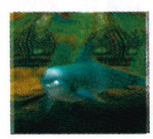
This atmospheric shooter is going to be a blessing come the winter months. Just imagine, you'll be tucked up nicely indoors, blasting aliens, while outside it'll be dark and damp. No wonder it's moving up the charts.



4 (8) DEAD OR ALIVE 2 (ACCLAIM)

FIRST 4% | TOP 5 34% | ETA AUG

Another month, another new date! We're told that August looks realistic now, although it may still hit late July. In the meantime, watch the movie on the demo disc and keep telling yourself it's coming soon!



5 (5) ECCO THE DOLPHIN (SEGA)

FIRST 2% | TOP 5 29% | ETA JUN

It's here at last! You knew the dolphin wouldn't let you down. Read the review on page 64 to discover why playing with a dolphin can be equally as exciting as driving a fast car or fighting with scantily clad ladies. Kind of.



6 (7) SEGA GT (SEGA)

FIRST 2% | TOP 5 27% | ETA TBC

While it hasn't gathered the same amount of interest as *MSR*, there are still a huge number of you who want Sega to release their racing game in Europe. It *is* coming, but so far we've only got a vague "end of the year" release date.



7 (6) BLACK & WHITE (SEGA)

FIRST 2% | TOP 5 25% | ETA TBC

How could one of the most promising games on the horizon slip down this chart? Never mind, although it's down one place *Black & White* registered more votes this month, so its future is still looking extremely bright.



8 (9) CHUCHU ROCKET! (SEGA)

FIRST 1% | TOP 5 22% | ETA JUN

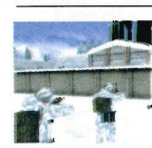
It's far, far too low in the Most Wanted chart for our liking, but then it's your chart, compiled from your votes. Read our review on page 70, then check out page 37 to find out how you can get it for free. Yes, FREE!



9 ( ) D2 (WARP)

FIRST 2% | TOP 5 19% | ETA TBC

D was released here and picked up plenty of fans, but probably not the same number that Warp have in Japan. A few years ago they filled an exhibition centre full of people just for the announcement of the game. That's dedication!



10 ( ) HIDDEN & DANGEROUS (TAKE 2)

FIRST 1% | TOP 5 19% | ETA JULY

Set in WWII, you take control of four Allied soldiers on daring missions behind enemy lines. If you're a fan of movies like *The Dirty Dozen* and *Where Eagles Dare*, then this game is for you. Look out for a review real soon.

TBC = to be confirmed

FIRST	Percentage of voters placing the game at the top of their Most Wanted lists
TOP 5	Percentage of voters including the game in their Top 5 Most Wanted lists
ETA	Estimated time of arrival (release in UK)

WATCH THIS!
NEW MOVIES ON DVD



DEEP BLUE SEA
Out: Now • Cert: 15 • £19.99

If *Jaws* made you jump, wait until you see this. Somewhere in the middle of the ocean floats a research lab on which scientists have worked out how to regenerate human brain tissue from genetically-modified sharks. Naturally, the sharks get cheesed-off and turn the tables on their captors. Extras-wise there's loads, including how the director 'researched' the film by swimming with the razor-toothed monsters plus some great SFX stuff. *CE*



DRIVE
Out: Now • Cert: 18 • £19.99

Excellent martial-arts-ace-buddies-up-with-funny-black-guy movie. The plot is only slightly thicker than a Jackie Chan caper but the stunts rival anything in *The Matrix* – and *Rush Hour* for that matter. 'Star' Mark Dacascos makes the Belgian Bouffant look like Andy Pandy and sidekick Kadeem Hardison could give Will Smith a run for his money. This director's cut features 16 minutes of previously unseen footage, *Force Behind The Storm* documentary, photo galleries, deleted scenes and the usual cast and crew biogs. *CE*

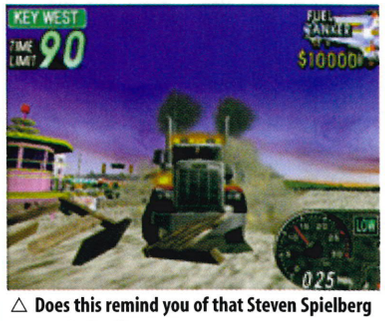


DETROIT ROCK CITY
Out: Now • CERT: 15 (18 in Ireland) • £19.99

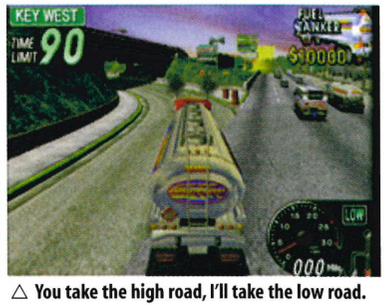
Edward Furlong and Lin Shaye star in this often hilarious rock flick set in 1978 about a bunch of high school dudes who 'lose' their Kiss concert tickets but decide to scam their way into the sold-out gig – and come of age along the way. The cast do a good job considering that none of them were born until the eighties. Lots of extras including multi-angle shots during the Kiss concert. *CE*



△ Take control of a big rig without the need for expensive and potentially very painful surgery.



△ Does this remind you of that Steven Spielberg movie *Duel*?



△ You take the high road, I'll take the low road.

BREAKER BREAKER, GOOD BUDDY

Driving a truck through the heart of America, **ALEX HUHTALA** is at the wheel

18 WHEELER, AMERICAN PRO TRUCKER is a game that can't be missed. Not only because it's a lot of fun, but also because the cabinet is so huge that it's going to be a difficult game to avoid in arcades, even more so when it arrives on Dreamcast before the end of the year.

As the name suggests, *18 Wheeler* puts you behind the wheel of a huge truck, hauling cargo across America. In true good old US of A fashion, everything about this game is big. You've got the whopping great cabinet to climb into and, in front of you, a huge 50-inch screen displaying the action, and a ginormous wheel (triple the size of normal arcade steering wheels).

Insert your money and you're greeted with a selection of five trucks, each with a different top speed, torque and responsiveness. While experts will go for the fastest, new players should choose a vehicle that's easy to operate and has good acceleration. The reason becomes apparent as soon as the game starts.

After selecting your vehicle, you then choose the cargo. After all, that's what truckers do – haul their load to a destination and get paid for it at the end. Choosing the cargo is impoprtant. The bigger the trailer, the more lucrative the reward. However, transporting heavy loads reduces your top speed; some cargos are more susceptible to damage, so each time you take a knock you're losing money, as the goods deteriorate.

Then dive into the action. With a blast of the air horn it's foot to the floor…

Unlike other driving games, the first thing you notice is the amount of time it takes to reach a good speed. Rounding a bend also takes an age as you wrestle with the big wheel (no such thing as power steering here).

Reaching top speed is incredibly nerve-racking, especially when the streets become narrower and the curves tighter, but with the timer ticking away at the top of the screen you can't afford to ease up.

To make matters more complicated, you're competing against a rival who's trying to beat you to the destination. Driving in a super-menacing black truck, your rival's comments can be heard as he gets close and tries to ram you off the road. Beating him takes you to a bonus round, where you can earn new parts for your truck.

18 Wheeler is a really pleasant surprise and deserves to be a big hit in the arcades. It sounds incredibly similar to *Crazy Taxi* in concept (not surprising since it's another title in Sega's 'Real Life Career' series), but play it and you'll feel the difference straight away. There are only four stages, but beating these is tough due to the unforgiving timer. Hopefully the Dreamcast version will add a load of new stages. But until then, one more go – and another play with that horn!



△ Darn, that's another rise in the insurance.



△ San Francisco: flowers in the hair is optional.

18 WHEELER, AMERICAN PRO TRUCKER

DEVELOPER: **SEGA AM2**
FORMAT: **NAOMI SIT DOWN DELUXE CABINET**
COST: **£2**
AVAILABILITY: **LIMITED TO LARGER ARCADES**
DUE ON DC: **AUTUMN**

"STUNNING UNDERWATER ODYSSEY THAT'S ENTERTAINING THROUGHOUT 9/10"
OFFICIAL DREAMCAST MAGAZINE

SEGA™

ecco
THE DOLPHIN
DEFENDER OF THE FUTURE



EUROPE-WIDE FROM 16TH JUNE

STARRING: ECCO THE DOLPHIN, ASSORTED SHARKS, WHALES AND NUMEROUS OTHER SEA CREATURES • CREATED BY APPALOOSA INTERACTIVE
DIRECTED BY GERGELY CSASZAR • PRODUCTION DIRECTORS: JOZSEF SZENTESI, KADOCSA TASSONYI, CSABA SOLTESZ, EMIL VENYERCSAN • ORIGINAL STORY BY DAVID BRIN
MUSIC COMPOSED BY TIM FOLLIN • NARRATED BY TOM BAKER • PRODUCED BY DAVID NULTY • EXECUTIVE PRODUCER NAOHIKO HOSHINO
128 BIT GRAPHICS PRODUCED BY GAME WORLD BUILDER™ & DIESEL POWER™ ON DREAMCAST • STUDIO QUALITY SOUND COURTESY OF DREAMCAST

CREATED BY

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Dreamcast

THE RESIDENTS
WHO ARE THEY?



IAN SERFONTAINE
23, cameraman
FAVOURITE PLAYSTATION GAME
Driver
FAVOURITE DREAMCAST GAME
Crazy Taxi
WOULD YOU SWAP?
"No. The games don't do it for me."



STUART MOFFATT
30, TV editor
FAVOURITE PLAYSTATION GAME
FIFA 2000
FAVOURITE DREAMCAST GAME
Snow Surfers
WOULD YOU SWAP?
"Not at the moment."



MARK KELLY
30, musician
FAVOURITE PLAYSTATION GAME
Tekken 3
FAVOURITE DREAMCAST GAME
Soul Calibur
WOULD YOU SWAP?
"Absolutely! The graphics are awesome!"



SANDRA BELTRAO
30, web editor
FAVOURITE PLAYSTATION GAME
Gran Turismo 2
FAVOURITE DREAMCAST GAME
Soul Calibur
WOULD YOU SWAP?
"Any day. The graphics and gameplay are loads better."



△ **In the left corner (of the sofa) we have Mark and Sandra, and in the right corner we have Stuart and Ian. Are they ready to rumble?**

DIVIDED WE FALL

Falling out over dirty dishes and the cleaning rota is one thing, but when it comes to choosing a console, tempers can run high. **DAN TRENT** referees the stand off

NORTH LONDON WAS the location for this month's doorstep challenge, and the challengees ranged from games convert Sandra ("I'd never really paid that much attention before the Dreamcast turned up,") to TV editor Stuart, who has worked on Sky's *Game Over* show ("I'm lucky, because as well as the PlayStation at home I've got access to a Dreamcast at work with all the unreleased games, and we've just got a PlayStation 2, too.")

Unsurprisingly, the games of choice in this household tend to lean towards the sporty side, with *FIFA 2000* regularly coming up in the conversation. Ian also likes his adventures, and Sandra is a bit of a Lara Croft fan: "I'd heard she was coming to Dreamcast, because they've been marketing it quite heavily on billboards and on the TV. While the game isn't quite as smooth as I'd hoped on Dreamcast, it's still way better than playing it on PlayStation."

Once again though, Dreamcast's lack of a decent football title disappointed, and was Stuart's main reason for wanting to stick with what he knew: "I'm into my football games, and there doesn't seem to be the killer title on Dreamcast, whereas PlayStation has *ISS* and the *FIFA* series."

While Mark was more of a Dreamcast fan, he found himself forced to concede the point to the Sony camp: "It does seem a bit odd, considering the amount of money Sega must have paid for having their names on the Arsenal shirts, that they haven't been able to make a really stunning footie game. It's definitely an oversight."

One genre that was unanimously praised, however, was the other staple of shared house gaming, the beat 'em up. Sandra was particularly enamoured with *Soul Calibur*, stating: "It's almost like having a kick-ass alter-ego on the screen! It was the first time I'd really enjoyed playing a computer game, because in the past I'd found the graphics so ugly that I didn't really want to even look at it, let alone play it. The graphics on the Dreamcast made all the difference, and I really found myself getting into the games that bit more than I ever have before."

While Ian was impressed with *Crazy Taxi* – "I'd never played it in the arcade, and I was pleasantly surprised with how well it worked," – he was less positive about the overall picture: "For me, I love the choice of games available for PlayStation and there's still lots of good stuff coming out."

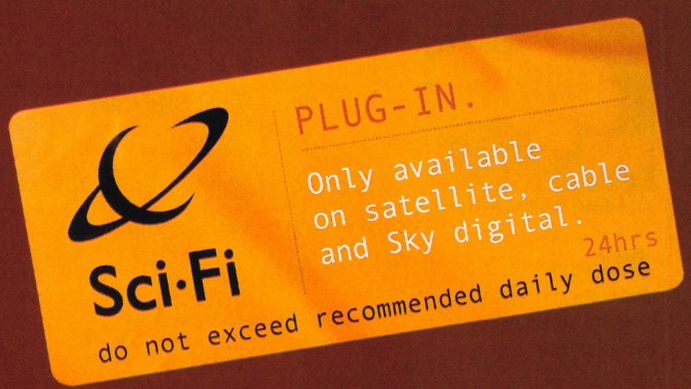
Mark, on the other hand, was firmly behind the swirl banner: "PlayStation has been great but it's had its day, and I think the games on Dreamcast are much more inventive."

And Sandra was quick to agree: "More original and much more fun to play, and I'm far from convinced by all the hype around PlayStation 2. Even if it comes out by the end of the year Dreamcast will be way ahead as far as games and the Internet goes, so I'd happily make the swap."

So, an even split down the middle, and a long night ahead – trial by *Soul Calibur*, anyone? We'll make it best of five…

We take full responsibility for your sense of isolation and uncertainty at the present time.

To make it stop ring our customer careline on 0800 015 0711.



RELEASE DATES
JUNE/JULY 2000

Here's a list of Dreamcast titles due out in June and July, complied with the help of HMV, Sega Europe and the various game publishers – who each send us different dates! Release dates are very flexible, so allow for the odd slip, hiccup and complete no-show.

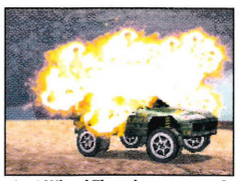
JUNE 2
Evolution (Ubi Soft)

JUNE 9
4 Wheel Thunder (Midway)
Bust-A-Move 4 (Acclaim)
Zombie Revenge (Sega)

JUNE 16
Ecco The Dolphin (Sega)

JUNE 23
NHL 2K (Sega)

JUNE (NO FIXED DATES)
Caesar's Palace 2000 (Interplay)
Deep Fighter (Ubi Soft)
Dragon's Blood (Interplay)
Fur Fighters (Acclaim)
Gauntlet Legends (Midway)
Grand Theft Auto 2 (Take 2)
Marvel Vs Capcom 2 (Virgin)
Silver (Infogrames)
South Park Rally (Acclaim)
Star Wars: Episode I Racer (Activision)
Street Fighter Alpha 3 (Virgin)
Super Magnetic Neo (Crave)
Tech Romancer (Virgin)
The Nomad Soul (Eidos)
Tony Hawk's Skateboarding (Crave)
Toy Story 2 (Activision)
Wacky Races (Infogrames)



△ *4 Wheel Thunder*: out now?

JULY (NO FIXED DATES)
Dead Or Alive 2 (Acclaim)
Disney's World Quest: Magical Racing Tour (Eidos)
Giga Wing (Virgin)
Metropolis Street Racer (Sega)
Nightmare Creatures 2 (Konami)
Plasma Sword (Virgin)
Renegade Racers (Interplay)
Spirit Of Speed (Acclaim)
Street Fighter 3: Double Impact (Virgin)
Time Stalkers (Sega)

THE HMV TOP TEN

The ultimate guide to what's hot in the world of Dreamcast games on the streets of Great Britain

POS	LM	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(2)	CRAZY TAXI	SEGA	9/10	5
2	(-)	RESIDENT EVIL 2	VIRGIN	7/10	4
3	(-)	SWORD OF THE BERSERK	EIDOS	NOT	REVIEWED
4	(1)	SEGA BASS FISHING	SEGA	7/10	1
5	(RE)	POWER STONE	EIDOS	8/10	1
6	(RE)	MARVEL VS CAPCOM	VIRGIN	5/10	2
7	(7)	HOUSE OF THE DEAD 2	SEGA	9/10	1
8	(-)	RED DOG	SEGA	4/10	5
9	(RE)	FIGHTING FORCE 2	EIDOS	3/10	4
10	(3)	TOMB RAIDER: TLR	EIDOS	7/10	6



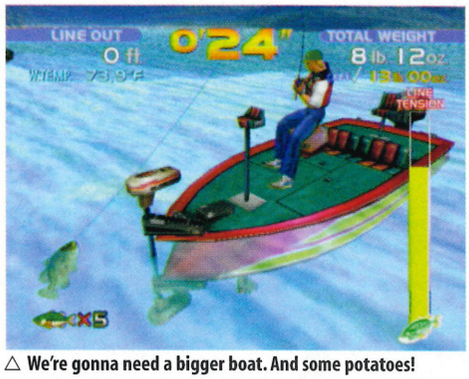
△ Hail *Crazy Taxi*, driving its way to the top spot.

THE ChartTrack TOP TWENTY

ELSPA

POS	LW	TITLE	PUBLISHER	RAT	REV
1	(2)	SEGA BASS FISHING	SEGA	7/10	1
2	(4)	CRAZY TAXI	SEGA	9/10	5
3	(1)	TOMB RAIDER: TLR	EIDOS	7/10	6
4	(3)	RESIDENT EVIL 2	VIRGIN	7/10	4
5	(5)	SOUL REAVER	EIDOS	7/10	6
6	(6)	MONACO GP 2	UBI SOFT	6/10	1
7	(7)	RAYMAN 2	UBI SOFT	8/10	6
8	(8)	SOUL CALIBUR	SEGA	10/10	2
9	(16)	SONIC ADVENTURE	SEGA	9/10	0
10	(11)	NBA 2K	SEGA	8/10	5
11	(9)	HOUSE OF THE DEAD 2	SEGA	9/10	1
12	(15)	WWF ATTITUDE	ACCLAIM	3/10	2
13	(10)	RED DOG	SEGA	4/10	5
14	(20)	SEGA RALLY 2	SEGA	8/10	0
15	(19)	TEE OFF	ACCLAIM	7/10	3
16	(13)	DEADLY SKIES	KONAMI	5/10	4
17	(17)	POWER STONE	EIDOS	8/10	1
18	(12)	SLAVE ZERO	INFOGRAMES	6/10	5
19	(14)	JIMMY WHITE'S 2: CUEBALL	VIRGIN	7/10	1
20	(18)	SPEED DEVILS	UBI SOFT	7/10	1

UK sales for week ending 13 May 2000. Compiled by Chart Track © ELSPA 2000



△ We're gonna need a bigger boat. And some potatoes!

CHART ANALYSIS

A LACK OF BIG new games means that this month's chart action remains very similar to last month's. *Sega Bass Fishing* and *Crazy Taxi* continue to occupy the top spots, and deservedly so. The highest new entry is *Resident Evil 2*, an old PlayStation hit that's no doubt selling well in anticipation of the release of *Code: Veronica*. The other new releases, *Slave Zero* and *Red Dog*, performed fairly well in their first week of release, but then slipped down in subsequent weeks.

A quiet month, really. Perhaps you're saving your money in preparation for some busy shopping months ahead. With the aforementioned *Code: Veronica* waiting in the wings and *Ecco The Dolphin: Defender Of The Future* also getting ready to make a splash (the latter is currently scheduled for June 16), we expect next issue's chart to have a healthy injection of new titles.

THE PLAYLIST



OUR FAVOURITE GAMES

YOU CAN SAVE £5 OFF A GAME AT HMV WITH ODM. BUT WHAT WOULD WE BUY? THIS MONTH, DAN TRENT PICKS HIS FAVE TITLES FROM PREVIOUS ISSUES



1 RESIDENT EVIL CODE: VERONICA

EIDOS • *ODM* #8, 9/10

Bigger, bloodier and slicker than ever, it more than lives up the expectation. The game has all the elements that made its predecessors so enjoyable – strong storyline, genuinely creepy atmosphere, more blood and gore than you can shake a stick at – and combines them with graphics that break new ground.



2 CRAZY TAXI

SEGA • *ODM* #5, 9/10

Crazy Taxi is one of the games that's rarely off my DC for very long. Any doubts about the move from arcade to console are instantly forgotten, and while the extra city is a little rough around the edges there's so much to enjoy. There's no multiplayer as such, but take it in turns and you can have some great competitions with your mates.



3 TOY COMMANDER

SEGA • *ODM* #1, 8/10

A much overlooked game that I've found myself going back to time and time again. The open design is great, the graphics are superb, and it's packed full with humour and original ideas. Not everyone loves the deathmatch, but with a bit of practice it's as good as any. A huge game that deserves a second look.



4 NBA 2K

SEGA • *ODM* #5, 8/10

Just like the real thing, *NBA 2K* is fast, furious and addictive, and has gameplay to match its stunning looks. I love sports games that you can play with other people – and the four-player option is superb, especially when you create your own team of freaks and misfits – and the atmosphere and attention to detail make this one of the best.



5 V-RALLY 2

INFOGRAMES • *ODM* #7, 7/10

I've always been a fan of the *V-Rally* games and, having paid a visit to developers Eden Studios and seen the amount of extra work put into the DC version, I was looking forward to playing this one. While it isn't perfect, it's miles better than *Sega Rally* as far as the handling and tracks go, and is one of the best driving games on Dreamcast so far.



6 READY 2 RUMBLE BOXING

SEGA • *ODM* #1, 9/10

I've really liked this game since I first saw it, and it's still up there with the best. For all-night sessions after boozing, *Ready 2 Rumble* is hard to beat; although there's always someone who ends up playing as Lulu Valentine and staying on for the duration. Not a purist's fighting game by any means, but what it lacks in finesse it more than makes up for in fun.

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

Watch your collection grow without the need for compost

THIS IS THE BIT where we tell you about how expensive it can be buying games and keeping up with the latest releases. Which is why we run this competition each month in conjunction with HMV. That's right, now you can own this month's top ten HMV games without having to part with any cash. Well, apart from the cost of a postage stamp.

Ten games, at an average price of £39.99, works out at… er… um, almost £400 worth of games for nothing. Unbelievable! Your eyes are probably bulging out of their sockets while you're reading this, so to avoid any eyeball catastrophes don't look to the left to see what this month's top ten consists of, instead we'll break it down for you here.

Let's see… If you win, you'll be getting: *Crazy Taxi*, *Resident Evil 2*, *Sword Of The Berserk: Gut's Rage*, *Sega Bass Fishing*, *Power Stone*, *Marvel Vs. Capcom*, *House Of The Dead 2*, *Red Dog*, *Fighting Force 2* and, last but not least, *Tomb Raider: The Last Revelation*. How about that, then?

Like the man Tarrant says: you've got to be in it to win it. To enter, just answer the following question and send in the form below.

Complete this coupon, then cut it out (or make a photocopy), stick it inside an envelope and post it to: *ODM* Top 10 Games Comp (June), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN.

The closing date for entries is Thursday 6 July 2000.

THE BIG QUESTION: WHAT COLOUR ARE THE CABS IN CRAZY TAXI?

A) BLACK
B) PURPLE
C) YELLOW

ANSWER (circle one): A B C

NAME:

AGE:

ADDRESS:

POSTCODE:

DAYTIME PHONE NUMBER:

EMAIL ADDRESS:

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

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

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HMV

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** Applies to full-price software only*

NECK THIS! SUMMER DRINKS



GO-GO PASSION
£1.20

Yet another Red Bull clone, Go-Go comes in a Japanese-looking can and promises to give you "that sexy type of energy" through a potent combination of large quantities of sugar and caffeine plus a token amount of ginseng and yohimbe (we don't know either). So sweet that you can almost feel your teeth rotting as you drink.



MARS MILK SHAKE
70P

Until the introduction of Mars ice cream and the others, summer was a nightmare for chocoholics, with cherished bars melting to oblivion in seconds. While the glorified choc-ices are all very well, there's still the pressure of time if you don't want to end up covered in sticky goo, and if you want to take your time the Mars milk shake is really the way to go. Not exactly refreshing though.



PETE & JOHNNIE'S SMOOTHIE
£1.20 • SHOPS EVERYWHERE

Covered with smug messages extolling the virtues and purity of the contents, Pete & Johnnie's smoothies are a refreshing alternative. Shockingly actually tasting of what they're supposed to, and positively bursting with healthiness, there is still a nagging doubt that you're simply the victim of a slick piece of marketing and have paid accordingly.

GADGETS 'N' STUFF

Music lovers, toy car enthusiasts, fans of the pocket-sized toolbox and pot shot pranksters are catered for with this month's selection of technological attention grabbers



MOTORISED CD RACK

Straight our of an Eighties bachelor pad comes this peculiar device that enables you to scroll through your music collection with a simple tap of your foot. Holding up to 100 standard CD cases you simply press the appropriate pedal according to your desired direction of browsing, and the electric motor takes care of the rest. Not exactly elegant. And considering the price, you might be mistaken for thinking that it'll make sure all your CDs are arranged in alphabetical order, in the right boxes, and retrieved from thieving flatmates. If you're the type of chap (let's be realistic, this just isn't the sort of thing that women are going to buy) who has more money than taste, this could be just your thing.

Price: £99
Contact: Boysstuff
Tel: 01902 861818 / www.boysstuff.co.uk

RADIO-CONTROLLED CAR

Radio-controlled cars traditionally come in one of two flavours: the ones that look like fun but consume batteries at an alarming rate and break down by Boxing Day, or the type that have all the complexities of the real thing and require a degree in electronic engineering to construct. This nifty little Peugeot (as featured in *V-Rally 2*) has all the speed and agility of its more serious big brothers but the convenience of an off-the-shelf number. It even comes with a rechargeable battery and a charger, and all that's required of you is that you decorate the body with stickers – something you can do while the battery charges and you plan your own little rally stage around the garden.

Price: £69
Contact: Boysstuff
Tel: 01902 86 18 18 / www.boysstuff.co.uk



CROSSBOW

Another hugely irresponsible toy that's far more fun than it should be. Beautifully carved from wood – which is a pleasant change from the more usual fluorescent plastic – this lethal-looking toy fires its sucker-tipped darts with a satisfying 'twang' and impressive accuracy. In a vague nod towards common sense, the crossbow comes supplied with a dartboard-style target, but it's obvious that more satisfying targets will present themselves and you'll soon be terrifying all and sundry. You can just hear your mother warning: "You'll have someone's eye out with that!" Reckless fun at its medieval best.

Price: £24
Contact: Iwantoneofthose.com
Tel: 0870 241 1066 / www.Iwantoneofthose.com

PERSONAL MP3/ CASSETTE PLAYER

Considering the size of the hardware required for MP3 players, it makes sense to combine it with more established formats to give you more choice and flexibility. And that's exactly the thinking behind this little beauty from LG Electronics. Download some tunes from the Net on to the memory card, pop it in and off you go. If the hour or so of music the cards can hold isn't enough, you can switch to old-skool analogue cassette or FM radio. While impressively compact and stylish-looking, the AHA-FD770 is expensive for a cassette walkman and you have to wonder whether it would be worth holding out for the first combined MP3 and Minidisc recorder. Hats off to LG for starting the ball rolling though.

Price: £199.99
Contact: LG Electronics
Tel: 0870 6075544

CYBERTOOL

The venerable Swiss Army knife sheds its Boy Scout image and gets with the times in a snazzy new translucent casing. Trading the campsite for the desktop, the Cybertool has all the usual refinements you'd expect, plus a few more designed for those who just love to take things apart. While we wouldn't for one minute recommend that you mess about with the delicate internals of your beloved Dreamcast, the Cybertool contains all the necessaries for dismantling and fiddling about with computers and gadgets, as well as for more menial but equally vital tasks like picking your teeth or opening wine bottles.

Price: £49
Contact: Boysstuff
Tel: 01902 86 18 18 / www.boysstuff.co.uk

PHOTOGRAPHY: **DAN TRENT**











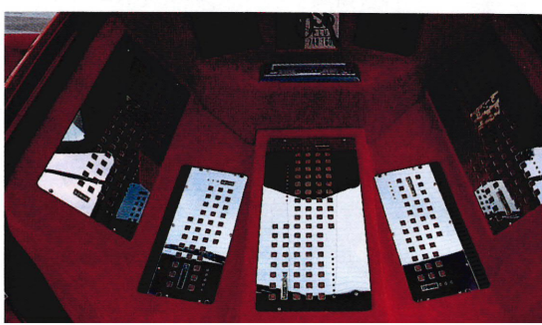


BASS CITY ROLLERS

Metropolis Street Racer is the driving game you've all been waiting for, so we decided to show it off in a car with a £30,000 stereo and a built-in Dreamcast console. **DAN TRENT** travelled to Manchester and covered his ears











△ *MSR*: a hit on the streets of Manchester.

IF YOU WANT the kind of car stereo that would make Ali G turn green with envy – and you've got a few grand knocking around – then SQ Plus's Phil Leach is your man. Fitter of car stereos to the stars – most of the North West's footballers' cars have had the SQ treatment – his company will gladly transform your Metro into a ground shaking monster or your people carrier into a mobile multi-media experience. At a cost.

The BMW you see here may not look that different from the outside, but in place of the rear seats and the boot is literally a ton of amps, speakers, more speakers and, in pride of place, a Dreamcast console. Exactly the vehicle for taking a game on the road, we thought. And when fellow North West residents Bizarre Creations mentioned that they had a brand new version of their *Metropolis Street Racer* hot off the CD burner we had the makings of a plan.

Of course, we couldn't just set this thing up on any old street corner, so we headed down to Manchester's impressive Trafford Centre shopping mall to find out how the combination of apocalyptic bass and the most exciting driving game ever seen would go down with the city's Bank Holiday shoppers.

• *Contact SQ Plus on 0161 748 1600*



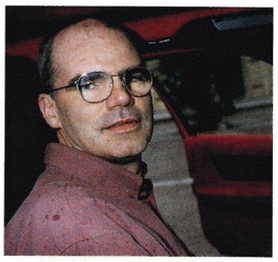
△ ANDY, 29, SERVICE ENGINEER

WHAT BRINGS YOU HERE?
I popped round to see the SQ lads, and heard about this so thought I'd come down.
FAVOURITE DRIVING GAME EVER?
Crazy Taxi.
WHAT DO YOU MAKE OF *MSR*?
I love my driving games and it looks really good – I'd want to play it on my big telly at home.
BEST THING ABOUT IT?
The handling is pretty accurate.



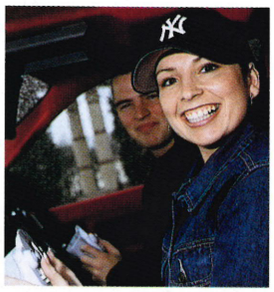
△ MARTIN, 13, AT SCHOOL

WHAT BRINGS YOU HERE?
I've been to the cinema.
FAVOURITE DRIVING GAME EVER?
Mario Kart 64.
WHAT DO YOU MAKE OF *MSR*?
I really like it.
BEST THING ABOUT IT?
Other driving games have the steering too sensitive, but this is spot on.



△ PAUL, 42, MANAGING DIRECTOR

WHAT BRINGS YOU HERE?
I've started the Bank Holiday early – I am the boss!
FAVOURITE DRIVING GAME EVER?
Driver.
WHAT DO YOU MAKE OF *MSR*?
Excellent, really responsive, and the graphics are finely detailed.
BEST THING ABOUT IT?
I've played all sorts of driving games, and this is one of the best to actually play.



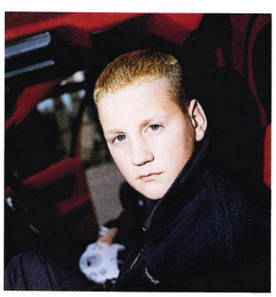
△ KATRIONA, 25, TEACHER

WHAT BRINGS YOU HERE?
No school so I've come for a bit of retail therapy.
FAVOURITE DRIVING GAME EVER?
In the arcade I love *Sega Rally*.
WHAT DO YOU MAKE OF *MSR*?
I didn't want to have a go at first but I really enjoyed it.
BEST THING ABOUT IT?
I like racing games in arcades, so I found the controls a bit tricky without a steering wheel. The graphics are great though.



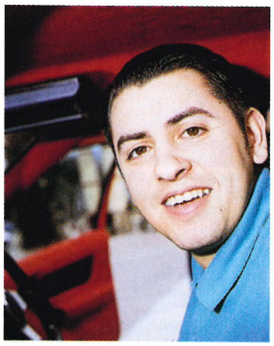
△ DANIEL, 14, STUDENT

WHAT BRINGS YOU HERE?
Clothes shopping.
FAVOURITE DRIVING GAME EVER?
F1 2000.
WHAT DO YOU MAKE OF *MSR*?
Great controls, and the cornering is totally realistic and responsive.
BEST THING ABOUT IT?
Everything! It's up there with the best games I've played.



△ MICHAEL, 14, AT SCHOOL

WHAT BRINGS YOU HERE?
I came over to look at the car. I can't believe it's got a Dreamcast in it!
FAVOURITE DRIVING GAME EVER?
Gran Turismo – until today!
WHAT DO YOU MAKE OF *MSR*?
Pretty good.
BEST THING ABOUT IT?
The steering is better than any other games.



△ ZAK, 21, WORKS AT GAME

WHAT BRINGS YOU HERE?
I was on my break and heard the car.
FAVOURITE DRIVING GAME EVER?
TOCA 2 Touring Cars.
WHAT DO YOU MAKE OF *MSR*?
Handling is very, very good, but it'll take a little while to get used to.
BEST THING ABOUT IT?
The environments are really solid – no pop up. Very strong.



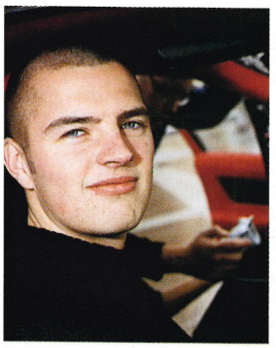
△ DAMON, 9 STUNT DRIVER

WHAT BRINGS YOU HERE?
I'm on holiday from school so we came shopping.
FAVOURITE DRIVING GAME EVER?
Sega Rally 2.
WHAT DO YOU MAKE OF *MSR*?
Brilliant!
BEST THING ABOUT IT?
Easy to control and really fun.



△ ALISON, 25, SURVEYOR

WHAT BRINGS YOU HERE?
I'm skiving off work!
FAVOURITE DRIVING GAME EVER?
Crazy Taxi and this.
WHAT DO YOU MAKE OF *MSR*?
Pretty good.
BEST THING ABOUT IT?
The cars look really detailed and smooth.



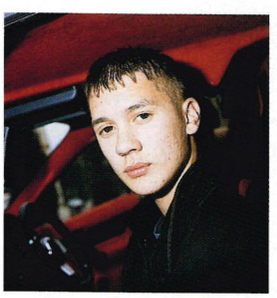
△ DANNY, 21, STUDENT

WHAT BRINGS YOU HERE?
I was on my way to go shopping but this is more interesting.
FAVOURITE DRIVING GAME EVER?
Er, *Ridge Racer Type 4*, I think.
WHAT DO YOU MAKE OF *MSR*?
It's good, but I don't like the backgrounds on it .That might be the tiny screen though.
BEST THING ABOUT IT?
Apart from the backdrops everything else is top-notch.



△ HALEY, 11 AT SCHOOL

WHAT BRINGS YOU HERE?
School's broken up for Easter.
FAVOURITE DRIVING GAME EVER?
Ooh, er, I don't know.
WHAT DO YOU MAKE OF *MSR*?
I really loved it.
BEST THING ABOUT IT?
The graphics are brilliant and it goes really fast.



△ JONATHAN, 14, AT SCHOOL

WHAT BRINGS YOU HERE?
We were at Namco Station and heard about the car.
FAVOURITE DRIVING GAME EVER?
V-Rally 2.
WHAT DO YOU MAKE OF *MSR*?
Brilliant!
BEST THING ABOUT IT?
Pretty hard to control, but that gets you into it because you want to beat the computer.


PHOTO: PAUL TRENT ILLUSTRATION: SIMON OSBOURNE



BREAKIN' UP

DJ ADAM FREELAND PLAYS NU-SKOOL BREAKS. IT'S FUTURE MUSIC, THE SOUND OF TECHNOLOGY. SO WHY AREN'T WE HEARING ANY OF IT IN VIDEOGAMES?

ANYONE WHO LISTENS to the radio regularly would be forgiven for thinking that dance music in the early part of the 21st century begins with two-step garage and ends with house and trance.

On something of a crusade to prove otherwise is 26-year-old Adam Freeland. Arguably the best 'unknown' DJ in Britain, his music is nu-skool breaks – essentially a head-on collision between house, breakbeats and techno, or "stupid beats and mad squelchy noises," as our Ed puts it.

Often DJing with three turntables, plus CD decks and a sampler or lap-top computer, Adam's been busy touring over the past couple of years, taking his sound all around the globe. He also holds residencies at the legendary Twilo in New York, Bugged Out (Liverpool), and Tyrant and Friction (both London).

"I'm on a mission to get out there and play it," he tells us. "When I play to crowds which are used to house and trance they absolutely love it. They're like, 'What the f**k is this?! I've never heard this before.'"

As well as DJing, he's also one half of recording duo Tsunami One who, along with American producer BT, were responsible for one of *the* underground tunes of 1999, *Hip Hop Phenomenon*. He also runs his own record label, Marine Parade, which has been eyed by major labels. A busy man indeed.

Adam was into computer games at an early age: "I had a Spectrum ['80s home computer from Sinclair] and was well into games then, from *Frogger* to *Trans Am* to *Horace Goes Skiing* and all that shit." These days, however, his gaming is pretty much limited to a blast of *Asteroids* on his Apple G3 or a game of *Pac-Man* on his Palm Pilot.

Given that he currently averages two nights a *month* at home in his flat on the Brighton seafront, it's no surprise to hear that he's hardly seen anything on his flatmate's Dreamcast. Naturally we were happy to bring him up to date when he popped into the *Official Dreamcast Magazine* office.

The stunning opening sequence to *Resident Evil Code: Veronica* drew a predicable response ("You couldn't have even imagined this back in the Spectrum games"), but Adam wasn't really into *ChuChu Rocket!*: "It would drive me mad, but as least it stimulates the neurones a little bit. I used to be so sharp; it just makes you realise you're getting old."

Far more up his, um, street was *Metropolis Street Racer*, which is of course set in London, Tokyo and San Francisco – three cities that Adam happens to know well. "I'd love to get a copy of this, man. I like this a lot. This is cutting-edge".

Adam took a keen interest in *MSR*'s music, an eclectic soundtrack recorded by Sega Europe's in-house musician Richard Jacques. Perhaps unsurprisingly he didn't like the cheesy trance and rock numbers, but seemed genuinely impressed with *Heartland*, the game's drum & bass track.

Indeed, it got him thinking. "We never get asked to do videogame stuff, and yet our music is probably the most high-tech music out there. I would have though we'd be the first people they'd ask. Not that I've got the time to do it."

Warren Chrismas

• *Adam Freeland's latest mix album* **Tectonics**, *which features* **Hip Hop Phenomenon**, *is available now on Marine Parade.*

"WE NEVER GET ASKED TO DO VIDEOGAME STUFF, AND YET OUR MUSIC IS PROBABLY THE MOST HIGH-TECH MUSIC OUT THERE"

BACK ISSUES

A SUMMARY OF WHAT'S IN EACH ISSUE

ISSUE #0 OCTOBER 1999
›THE GET-STARTED ISSUE
REVIEWS: *Sega Rally 2, Sonic Adventure, Blue Stinger, Incoming, Millennium Soldier: Expendable, Trickstyle, Power Stone*
PREVIEWS: More than 60 upcoming Dreamcast games
FEATURES: Beginner's guide to Dreamcast; the *Grange Hill* gang check out DC games
ON THE VIDEO: Exclusive footage of 35 future Dreamcast games
PRICE: £5.99

ISSUE #1 NOVEMBER 1999
›THE JAPAN ISSUE
REVIEWS: *Ready 2 Rumble, Power Stone, UEFA Striker, Trickstyle, Virtua Fighter 3tb, Toy Commander, House Of The Dead 2* and more
PREVIEWS: *MDK 2, F1 World Grand Prix, Shenmue, D2, Resident Evil: Code Veronica*
FEATURES: Tokyo Game Show report
TIPS GUIDES: *Power Stone, Virtua Fighter 3tb*
ON THE DISC: Playable demos of *Sonic* and *Millennium Soldier*; rolling demo of *Buggy Heat*; movies of *Toy Commander, Suzuki Alstare Extreme Racing, Speed Devils, Hydro Thunder*
PRICE: £5.99

ISSUE #2 DECEMBER 1999
›THE FUTURE ISSUE
REVIEWS: *Soul Calibur, F1 World Grand Prix, Marvel Vs Capcom, Suzuki Alstare Extreme Racing, Snow Surfers, Soul Fighter* and more
PREVIEWS: *Sega Worldwide Soccer 2000, Fighting Force 2, Furballs, Re-Volt, Evolution, Worms Armageddon*
FEATURES: The future of gaming; games rooms of the future
TIPS GUIDES: *House Of The Dead 2, Ready 2 Rumble Boxing*
ON THE DISC: Playable demos of *Dynamite Cop, Buggy Heat*; movies of *Soul Calibur, NFL Blitz 2000, F1 World Grand Prix*
PRICE: £5.99

ISSUE #3 JANUARY 2000
›THE RACING ISSUE
REVIEWS: *Worms Armageddon, Evolution, Shadow Man, Re-Volt, Tee Off, Vigilante 8, South Park: Chef's Luv Shack, Worldwide Soccer 2000*
PREVIEWS: *Metropolis Street Racer, Crazy Taxi, NBA 2K, Plasma Sword, Zombie Revenge, Resident Evil 2*
FEATURES: Fantasy Vs Reality
TIPS GUIDES: *Soul Calibur* (part 1), *Sega Bass Fishing*
ON THE DISC: Brand new *Toy Commander* level; playable demos of *Snow Surfers, Suzuki Alstare* and *F1 World Grand Prix*; movies of *Evolution, Sega Worldwide Soccer 2000* and *Soul Fighter*; Sega preview trailer with *Crazy Taxi, Metropolis Street Racer, Zombie Revenge*
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ISSUE #4 FEBRUARY 2000
›THE BLOOD ISSUE
REVIEWS: *Virtua Striker 2 v2000.1, Resident Evil 2, Deadly Skies, Armada, Fighting Force 2*
PREVIEWS: *Crazy Taxi, 4 Wheel Thunder, Metropolis Street Racer*
FEATURES: Violence in games; bloody games previewed
TIPS GUIDES: *Soul Calibur* (part 2), *UEFA Striker, Evolution*
ON THE DISC: Playable demos of *Sega Worldwide Soccer* and *Re-Volt*; movies of *Crazy Taxi, Rayman 2* and *Deadly Skies*
PRICE: £5.99

ISSUE #5 MARCH 2000
›THE TAXI ISSUE
REVIEWS: *Crazy Taxi, NBA 2K, Red Dog, Slave Zero*
PREVIEWS: *Grand Theft Auto 2, Metropolis Street Racer, Rayman 2*
FEATURES: 2D Vs 3D; gaming in the real world
TIPS GUIDES: *Soul Calibur* (part 3), *Shadow Man, Worms Armageddon*
ON THE DISC: Playable demos of *Rayman 2, Street Fighter Alpha 3* and *Red Dog*; movies of *Slave Zero* and *Virtua Striker 2*; slide show of *Ecco The Dolphin*
PRICE: £5.99

ISSUE #6 APRIL 2000
›THE LARA CROFT ISSUE
REVIEWS: *Tomb Raider: The Last Revelation, Rayman 2, Soul Reaver, Zombie Revenge, Wild Metal*
PREVIEWS: *V Rally 2, Ecco The Dolphin, Sega GT, Resident Evil Code: Veronica, Tony Hawk's Skateboarding, The Nomad Soul, Sword Of The Berserk*
FEATURES: The Lara phenomenon; Jobs In The Industry: games testers
TIPS GUIDES: *Virtua Striker 2, Resident Evil 2* (part 1)
ON THE DISC: Rolling demo of *MSR*; playable demos of *MDK 2* and *Slave Zero*; movies of *Tomb Raider: The Last Revelation, Soul Reaver, 4 Wheel Thunder, Wild Metal, Deep Fighter* and *Heroes Of Might And Magic III*
PRICE: £5.99

ISSUE #7 MAY 2000
›THE MUD ISSUE
REVIEWS: *V-Rally 2: Expert Edition, MDK 2, The Nomad Soul, Wetrix+, Jo Jo's Bizarre Adventure, ECW Hardcore Revolution*
PREVIEWS: *Dead Or Alive 2, ChuChu Rocket!, D2, Gauntlet Legends, 4 Wheel Thunder, Deep Fighter*
FEATURES: Jobs In The Industry: programmers
TIPS GUIDES: *NBA 2K, Tomb Raider: TLR, Resident Evil 2* (part 2), *Crazy Taxi*
ON THE DISC: Full game of *Sega Swirl*; playable demos of *Soul Reaver* and *Rayman 2*; movies of *V-Rally 2, Jo Jo's Bizarre Adventure, Wetrix+, Giga Wing*, and *Hidden & Dangerous*
PRICE: £5.99

ISSUE #8 JUNE 2000
›THE EVIL ISSUE
REVIEWS: *Resident Evil Code: Veronica, 4 Wheel Thunder, Grand Theft Auto 2, Street Fighter III: Double Impact, Sega Worldwide Soccer Euro Edition, Tech Romancer*
PREVIEWS: *Jet Set Radio, Tony Hawk's Skateboarding, Black & White, Hidden And Dangerous, Wacky Races, Fur Fighters, Super Magnetic Neo*
FEATURES: Jobs In The Industry: graphic artists
TIPS GUIDES: *Tomb Raider: The Last Revelation, Rayman 2*
ON THE DISC: playable demos of *V-Rally 2, Fur Fighters, 4 Wheel Thunder, Worldwide Soccer Euro Edition*; movies of *Ecco The Dolphin* and *Star Wars Episode 1: Racer*
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TALENT SCOUSE

MEET THE MAN WHO CHOOSES THE GAMES THAT YOU BUY!

WHILE RETAILING MIGHT not seem like the most glamorous section of the videogames industry, for almost everyone involved it is the most crucial.

Describing his position as "the meat in the sandwich", Liverpudlian Doug Bone is the man who decides which games make it on to the shelves of HMV stores around the country and in what quantities, and also how much promotion they receive. Chances are that if you buy a Dreamcast game from HMV, Doug will have played it through again and again.

"I like to keep my fingers on the pulse of what the customers buying the games are thinking," says Doug, who recently picked up a CTW-sponsored Buyer Of The Year award, voted for by the industry. "If I don't fancy a game, I've got to ask myself if anyone else will. It's because my heart is in gaming that I can tell the good ones from the bad ones, and I'm in the position to ensure that our customers enjoy every one of 'em."

Doug's love of gaming landed him his first job, in a small independent shop back in Liverpool five years ago where he specialised in selling imported Japanese 16-bit products. The move to HMV and then into the buying side means he has a huge amount of influence over which games get pushed and which don't. It's a responsibility that he takes very seriously.

"Myself and the team take a great deal of pride in our jobs and as keen gamers," he told us. "Even if we weren't in our present roles we'd be going into HMV to pick up the latest titles anyway. We do have a job to do, but instead of letting our heads rule our hearts we like to give 'em both a fair crack of the whip."

Recently, Doug's instincts were proved right with Sega's *NBA 2K* (*ODM* #5, 8/10): "It was dismissed by many people because they thought an American sports title wouldn't be popular, but it's beautiful to look at, brilliant technically and great fun to play, and people love it."

Resident Evil Code: Veronica (*ODM* #8, 9/10) and the yet-to-be-released *Virtua Tennis* also get Doug's seal of approval, and HMV are optimistic about Dreamcast's future as a major player: "Having seen Sega's forthcoming portfolio, I think it would be foolish of anyone to write Sega out of the race."

Dan Trent

"I LIKE TO KEEP MY FINGERS ON THE PULSE"

PHOTOGRAPHY: DAN TRENT

METROPOLIS STREET RACER



One of Dreamcast's most promising prospects is almost here, and the wait has been worth it. **ED LOMAS** has seen the future

THE LOWDOWN

DUE OUT: **SUMMER**
PUBLISHER: **SEGA**
DEVELOPER: **BIZARRE CREATIONS**

WHAT'S THE BIG DEAL?

- An ingenious 'kudos' rating system
- Entire chunks of real-life cities mapped out
- High-speed, flashy street racing
- Just look at those graphics!

WE'VE SHOWN YOU how good it looks, we've told you how great it sounds, and we've explained how much effort has gone into creating some of the most realistic environments ever seen in a videogame. But even though that's been enough to get you all itching to play *Metropolis Street Racer*, we haven't yet even touched on what is by far the most exciting part – the gameplay.

"Sega have tried, on purpose, to keep it completely quiet because they think we've got some good ideas in there", Bizarre Creations' business director Sarah Dixon told us. Thankfully, with *MSR*'s release now only a matter of weeks away, we can finally let you in on the top secret details that have had us at *ODM* gagging for the finished game since we first looked at it last December (see *ODM* #3).

The all-important word in the high-speed world of *Metropolis Street Racer* is 'kudos'. As Martyn Chudley, managing director of Bizarre Creations, explains: "The whole point of the game is that you're trying to gain respect, gain credibility, gain… kudos."

As we've hinted before, this isn't your standard 'select a car, select a course, win a race, move on' racing game. You're not trying to win a silver cup, you're not trying to collect 200 cars, and you're not just trying to see the end credits; you're trying to be the coolest, most respected driver in the world – the one with the most kudos.

As we've explained before, the game takes place in three major cities – London, Tokyo and San Francisco – each of which has had three two-mile square areas mapped out in intricate detail; every street, every building, and every lamppost is where it should be. Loads of real-life sportscars have been painstakingly modelled and put into the game as well, all with exactly the right paint jobs, handling, and even engine and horn sounds.

NUFF RESPECK

So far, so-so. It could just be an amazing-looking racing game like we've seen loads of times before, right? Well, this is where the kudos comes into play and turns things right around.

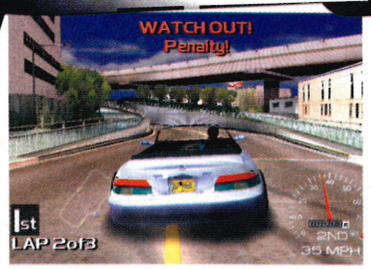
You have to earn this kudos by honing all your driving skills – speed, accuracy, style – to the max and by setting yourself extra challenges. For example, you could earn additional kudos for winning a race in a less powerful car than your opponent's, or by letting them have a two-second start over you. Yes, showing off is an important part of being successful in *Metropolis Street Racer*.

Your kudos rating is going to be a constant score that you build on right from the moment you start the game.

"SHOWING OFF IS AN IMPORTANT PART OF *MSR*"



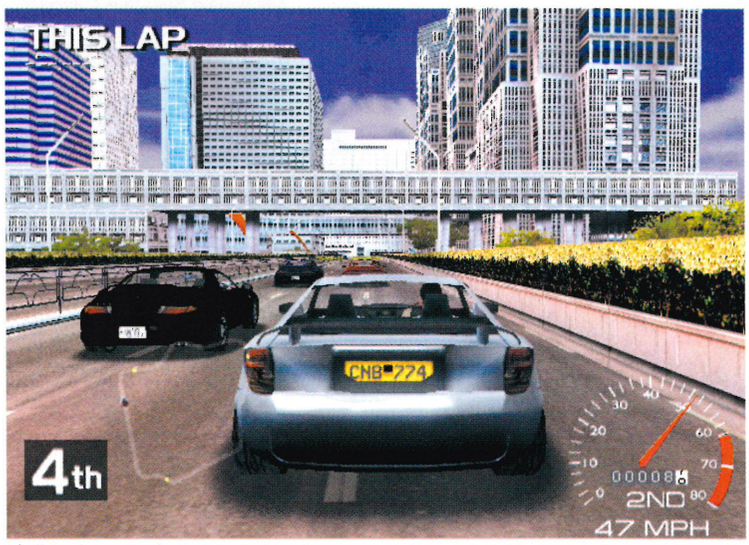
△ Mmmm, lovely new lighting effects.



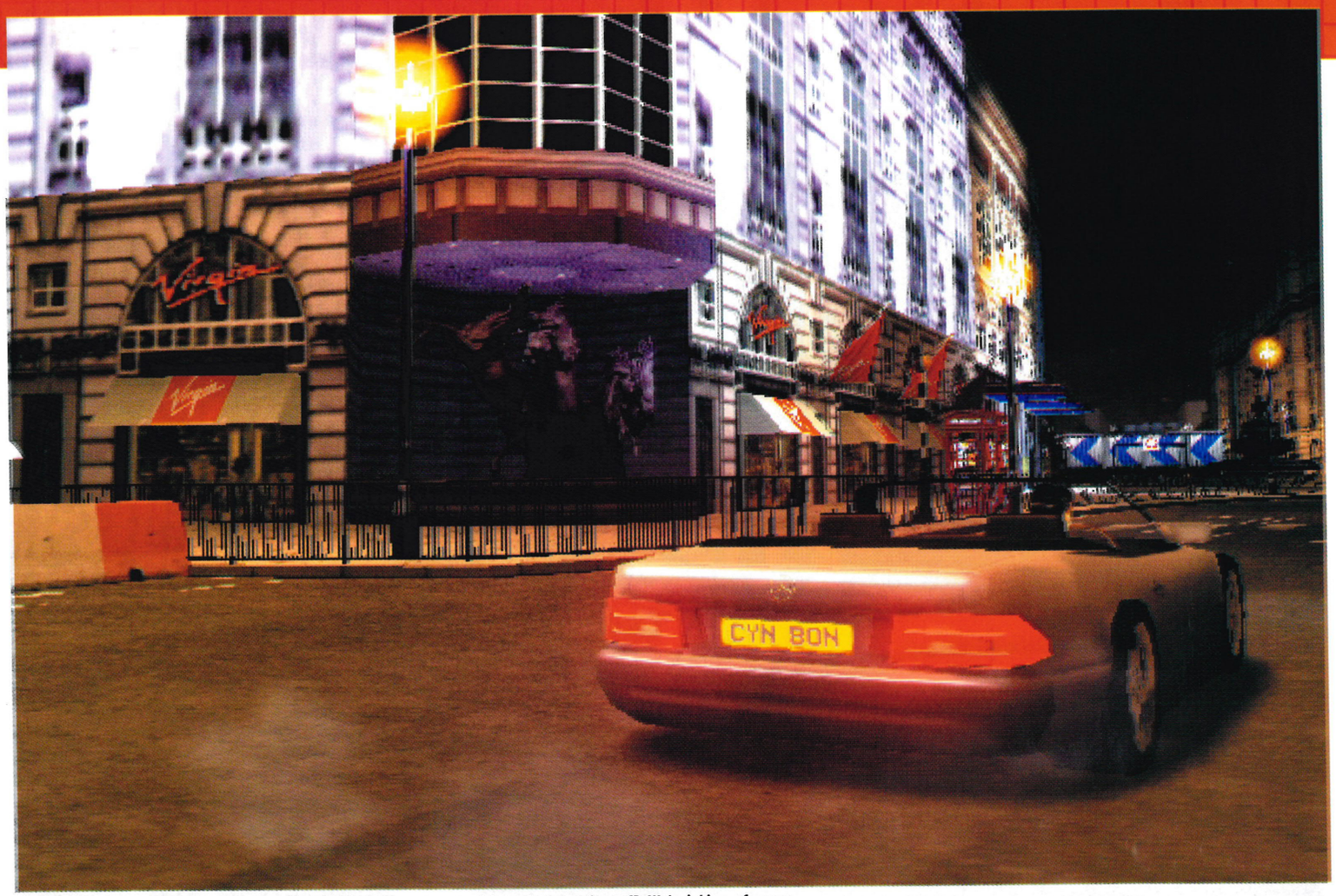
△ Drive badly and you lose important kudos.



△ Burning through Leicester Square at night. There's the All Bar One full of drunken 'suits' ahead!



△ Tokyo's spectacular architecture has been recreated in insane detail.



△ **The game is so realistic, you can stop off at the Virgin Megastore to pick up the latest Steps CD. We're joking, of course.**

"EARN EXTRA KUDOS BY DOING POWER-SLIDES"

Every time you compete in a race or take part in a challenge, your skills are analysed and your kudos rating changed accordingly. Drive sloppily by scraping walls, crashing, or bumping off other drivers to gain position and you lose kudos, just as you can earn extra kudos by doing impressive power-slides or ensuring that you don't hit any roadside obstacles.

As your overall kudos rating increases, so more parts of the three cities open up, more testing challenges are set, and more cars become available for you to try to win. But don't go thinking that you'll be able to see the whole thing in a weekend – the three two-mile square sections of each of the cities contain enough roads for well over 200 (yes, *200*) different tracks, and there'll be plenty of varied challenges in each location to keep you going for absolutely aeons.

These extra parts of the game open up in chapters, with a set number of challenge stages in each chapter. If you earn a certain amount of kudos in a chapter, you get the chance to win a new car and open up the next set of tests. There'll be all sorts of these challenge stages too. One may require you to beat three other drivers who are all using the same model as you, another might be to complete a slalom course through a line of traffic cones, and another to beat, say, an MGF in a one-on-one street race.

But here's the best bit: although you can have a go on any stage as many times as you want, it's always your *last* attempt that counts towards your kudos rating, not your best ever. Imagine that you've got an excellent lap time on one of the circuits around San Francisco's Pacific Heights area, and have added a fair amount to your overall kudos rating with it. But you reckon you can do better – if you could just get your power-slide right on the way round the fourth bend, you could shave at least half a second off your time and earn even more kudos. But should you go for it? Okay, so you could earn extra points if you get it just right, but mess up and your score for that particular challenge will drop, taking your overall kudos rating down with it. It's all about gambling – just how confident are you in your driving ability? Can you definitely beat your last attempt? Can you really do it just as well in a less powerful car?

"It's so variable because you have to think: are you best off getting loads of kudos for doing well in the worst car, or do you go and get the fastest car so you can beat all the lap times by as much time as you can?" explained Martyn. "Or is the best car to use going to be somewhere in the middle? It's going to be different for everybody. Everybody's going to have their own little method."

Although the whole 'kudos' concept is a very complex and ambitious one, it should be as easy as pie to understand when you actually play the game. Just don't try to work out how the hell Bizarre Creations put it all together or you might go as mad as them.

WE ARE THE WORLD

While earning respect from a computer is all well and good, what you really want is respect from real people, right? Well, *Metropolis Street Racer*'s online features mean you'll be able to get just that. "One of the big things with Dreamcast is the Internet side of things", Martyn told us. "What we really, really want to do is encourage people from all over the world to build up their own kudos in the game and then compete against other players in the amount of kudos they've actually earned."

You'll be able to upload your personal kudos rating from a special Web browser within the game, and see where you're placed in worldwide leagues which are planned to be set up in time for the game's release. "The better the player, the better the respect they're going to get", Martyn continued. "We want people to look on the Internet, see the high scores and think: 'Blow me – four million! How the heck did they get four million?'"

Special online challenges will spice things up even more, and Bizarre are already promising big prizes for the world's best *Metropolis Street Racers* – we're talking *real cars* here!

Your good old Visual Memory unit is going to come in extremely handy too, but not just as something to save your progress on. You'll be able to link up your VM with friends', and combine



△ The streets of San Francisco's financial district make for great races because they're so wide. You'll want to make sure you pull off some superfly powerslides as you go round for maximum kudos.

ratings to create your 'Team Kudos' score. The game takes the best kudos ratings from each of your VMs, giving a 'best of the bunch' score for each stage.

"You might be really good at the time trials, the sort of one-off lap races, but your mate might be really good at set challenges – skill tests, that kind of thing", Sarah Dixon explained. "You can each concentrate on the bits you're best at, then when you combine your VMs you get something you can upload as your team score."

And you won't be restricted to just two people, you'll be able to get all your friends together to add their best scores to an overall Team Kudos score – *real* friends, mind you. "You've actually, physically got to be there – you've got to stick the two VMs together", Martyn continued. "You can't just say to someone in Sydney: 'Come on, you send me all your best stuff and I'll combine it with mine to make a massive score.'"

"UP TO EIGHT PLAYERS CAN COMPETE"

These online rankings and challenges could keep us all playing *MSR* for years to come, constantly trying to prove to the rest of the world just how brilliant we are at the game. Getting excited yet?

As well as proving yourself against other drivers in the online leagues, you'll naturally get the chance to take on your friends in head-to-head races. Bizarre Creations have spent time and effort putting together a number of special modes so that up to eight players can compete together in knockout or 'winner stays on'-style championships. Of course, standard head-to-head races will be possible, but you'll also be able to divide yourselves into teams and root for your partners.

The kudos championships sound like they're going to be the best multiplayer modes of the lot though. Instead of just competing with a friend to be the first over the finish line, you compete for the highest amount of kudos in a race. Your choice of car, your accuracy and your driving style will all be just as important as your speed – the first person to make it to the end isn't necessarily going to be the winner. This should be the perfect chance to prove that you're as good as you say you are.

DRIVE OF YOUR LIFE

So, as you should be able to tell by now, *Metropolis Street Racer* really *isn't* going to be just another racing game. Not only



△ "Pots? What's all that about?" Vrooom!



△ Alas, no anti-capitalist rioters to mow down.



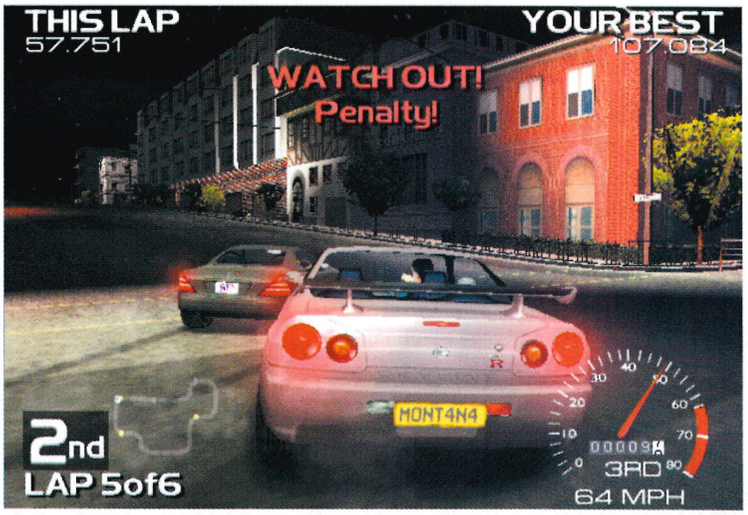
△ The nearest thing to a DeLorean in *MSR*.



△ Whoah! It's an Audi TT. With new spoiler!



△ Hang around outside the Houses of Parliament and you'll hear Big Ben's bongs on the hour.



△ If you bump into another driver to gain a position, your kudos rating will be affected.

is it bigger than anything that's gone before, but you also progress through it in a completely new way. And all that on top of a game that looks and sounds as amazing as *MSR* does. Oh boy!

The handling of the cars is now pretty much finished, and from what we've played so far it's feeling pretty darned lovely. Though the game engine enables Bizarre to make the cars handle exactly as they do in real life, some liberties have been taken to make the racing more enjoyable. Being big games fans themselves, the team know exactly how they want the cars to handle in the finished game.

"What you do is put real physics in, then put playability over the top", explained Sarah. "We fell into a trap with *Formula 1* on PlayStation when we did real dynamics, and it just didn't feel like it was real."

Martyn elaborates: "The best case in point is *Colin McRae Rally* on PlayStation. You've played it? It felt great, right? Absolutely feels like the best driving game ever. Well, everything's totally fake. The car rotates around the centre, and if you look at the replays they look really tacky. But when you're playing it from the in-car view it feels absolutely the business. We're going for a kind of halfway house."

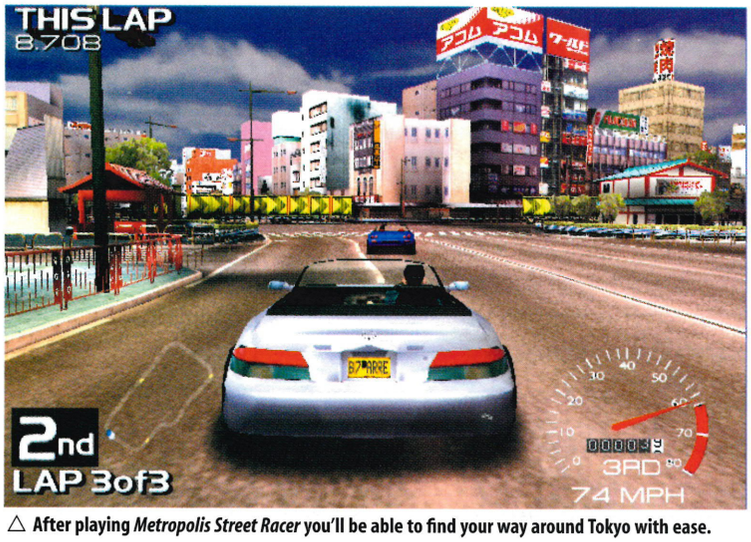
So what you should end up with are sports cars that feel just as you've always imagined them to feel – fast, demanding and a whole lot of fun to drive. This is a game that's designed to test your racing skills rather than your knowledge of cars, remember. Although there will be more than 30 different cars in the game, you won't be able to just pick and choose from them all each time you race. Instead, you must find and customise the car that suits your driving style, then practise until you become 'one' with it.

As Martyn says: "You don't just collect cars – it's not a sticker book. You can't just say: 'I'm having this.' Instead it's like real life." At the start of the game you'll have a total of three garage slots on your VM unit, but you must earn any cars that you want to save in them. At the start of the game there'll be three for you to try out on a test track before entering a challenge to win your favourite. If you win the challenge, the car's yours. As you work through the various chapters, more cars become unlocked for you to challenge for, if you so desire.

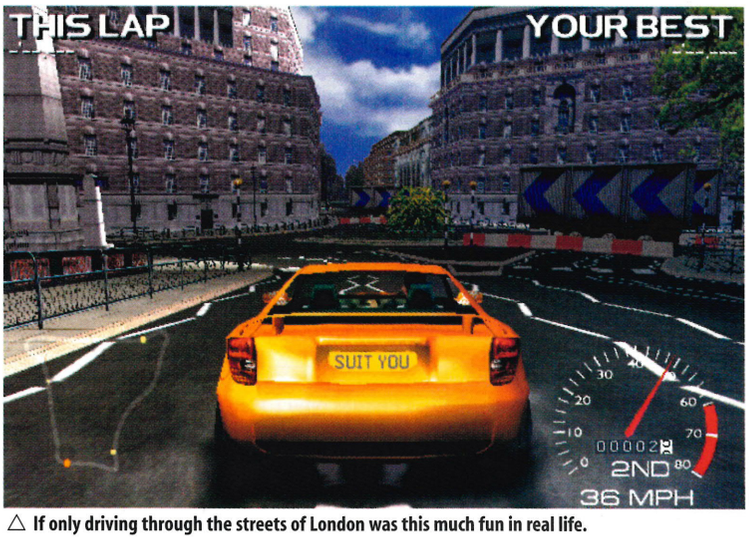
"SPORTS CARS THAT FEEL JUST AS YOU'D IMAGINE"

The thing is, each car is attached to the amount of kudos you've earned in it, so if you decide to trade in for a new model you must sacrifice some of your valuable respect points! Again, it sounds complicated, but it shouldn't be too difficult to understand in the final game. Basically, just make sure that the new car you're swapping for is worth the kudos you'll be losing by trading in your trusty old model.

Very soon we'll be able to find out whether or not all this 'kudos' business actually works and, most importantly, whether or not the game's any good to play. We're planning to bring you a world exclusive review feature and playable demo of *Metropolis Street Racer* in the next issue of *Official Dreamcast Magazine*, which goes on sale Thursday 8 June. The game promises to be one of the finest racers ever released on any format – let's hope it lives up to our high expectations.



△ After playing *Metropolis Street Racer* you'll be able to find your way around Tokyo with ease.



△ If only driving through the streets of London was this much fun in real life.



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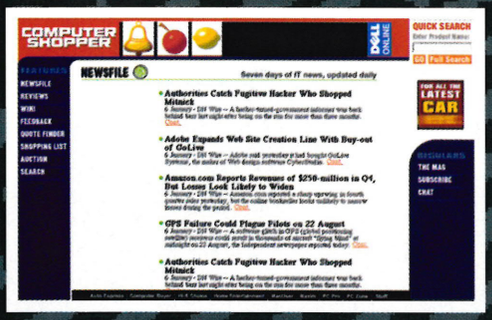
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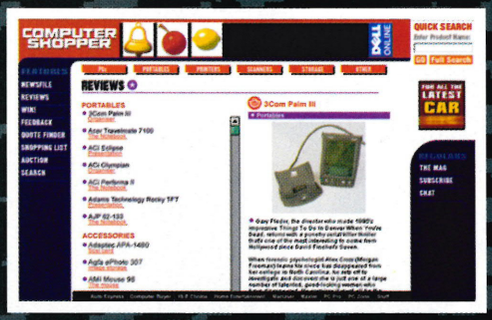
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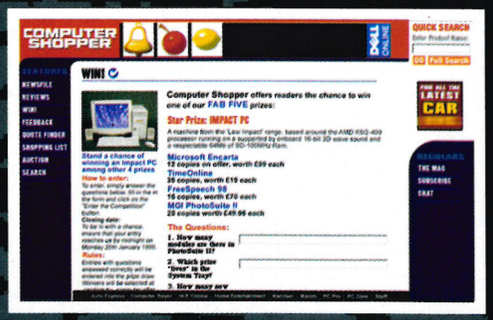
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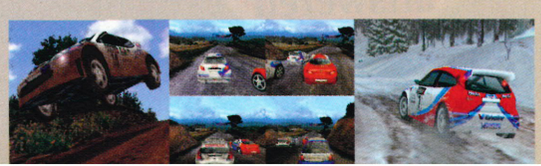


V-RALLY 2 EXPERT EDITION

Hold on to reality!

"V-Rally 2 can't be beaten by anything on any console." *Official Dreamcast Magazine.*

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re:views

THE HITS JUST KEEP ON COMING, AND THERE'S NOTHING YOU CAN DO ABOUT IT. GOTTA BUY 'EM ALL!



ER... REMEMBER HOW last issue I said that essential games were very rare things? Well it seems we struck it lucky this month – two of 'em at once! Yee-haw! Even though they sit at completely different ends of the gaming ultraverse, both *Ecco The Dolphin* and *ChuChu Rocket!* are classic pieces of videogame goodness; no mind is truly complete without the experiences gained from playing them both. That may be an exaggeration, but only a slight one.

If you have a flick through our reviews section, you'll notice that we've added a little something to each of the scores at the end. Now, each rating out of ten comes with its own word or two that sums up exactly what it means, making it even easier for you to tell how good a game is without bothering to read the review properly like you're supposed to. Three out of ten comes with 'Poor', five comes with 'Average', seven with 'Good', nine with 'Essential' and ten with... well, let's just hope it's not too long before you get the chance to find out.

Back to this month, and we've got plenty of wonderful cartoon violence in both *Fur Fighters* and *Wacky Races*, two grown-up kids' games perfect for post-club chill-out parties when you've all had far too much jelly and ice cream. *NHL 2K* has suddenly turned up ready for release after last month's definite confirmation that it wasn't coming out in the UK (we recommend you grab a copy quickly if you're desperate – numbers are limited). Then there's *Bust-A-Move 4*, the latest and bestest version of the bubbly puzzle classic. "Nah, it looks rubbish!" you say. "Ugh, cute little dinosaurs!" you say.

"Shut up, you idiot! It's great!" we reply. "And it's only 25 quid!"

Things are hotting up – weather-wise *and* game-wise – and there's plenty more to come. Check out our previews of more than 100 new Dreamcast titles starting on page 10 (just in case you're one of those people who doesn't look at the cover and skips straight to the reviews introduction page as soon as you get the magazine).

Stay fruity, y'hear?
Ed Lomas, Reviews Editor

REVIEWED THIS ISSUE...

BUST-A-MOVE 4 (ACCLAIM)	86
CHUCHU ROCKET! (SEGA)	70
ECCO THE DOLPHIN (SEGA)	64
FUR FIGHTERS (ACCLAIM)	76
NHL 2K (SEGA)	84
WACKY RACES (INFOGRAMES)	80



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 LEYTON ORIENT. 1 NOT WORTH THE PLASTIC IT'S PRESSED ON!



ECCO THE DOLPHIN
DEFENDER OF THE FUTURE

If Sega are to be believed, dolphins figure strongly in the future of humankind. **STEVE FULLJAMES** sleeps with the fishes



△ **Ecco takes a walk on his tail to check out his surroundings. It sure looks pretty...**

ESSENTIAL

WHAT IS IT THAT DOLPHINS ACTUALLY DO? Apart from get caught in tuna nets and pass as entertainment in second-rate Florida theme parks, that is. They're considered to be one of the smartest lifeforms on the planet, so you have to wonder what kind of maniacal schemes they might have come up with if only they had hands. Maybe they're just biding their time, and us puny surface-dwellers will be first against the wall when the revolution comes. On the other hand, their association with the tedious new age end of the hippy spectrum might suggest our finny friends have a more benevolent worldview. After all, you couldn't imagine Flipper flying into a drunken rage if a fellow cetacean spilled his pint or looked at his missus a bit funny. But there's still potential there for mischief, despite your basic dolphin being digitally challenged. Definitely enough for Sega to want to make a game about them. And as we all know, Sega has more oddball game ideas than anyone else – even the freaky kids who write to us in green crayon.

Labelling *Ecco The Dolphin: Defender Of The Future* as 'oddball' is actually a massive injustice, though. This is an adventure game in the purest sense of the phrase, ie it's a game where you have an adventure – travel and catering included, saving the world thrown in. That you play a dolphin makes no difference. And let's face it, Ecco is hardly the strangest character to have wandered on to the Dreamcast so far.

Were it not for the promise of a happy ending (this *is* a videogame, remember), the story of *Ecco The Dolphin* would make for depressing reading. A futuristic Earth, peaceful during a time of harmony between humans and dolphins, comes under attack from a mysterious enemy known only as the Foe. As former Dr Who Tom Baker explains in the beautifully presented intro, the Guardian, which is the source of the Earth's defences, is shattered; leaving Ecco to literally pick up the pieces.

But the Foe also has designs on Earth's past, and the action is spread across several alternative realities as the invaders muck about with temporal causality. You remember how it goes in *Back to the Future* – changes in the past affect the present, altering it and invariably making it a less pleasant place to be. And you can bet your last krill it's going to take all of Ecco's mental and physical skills to put things right.

Where's Michael J Fox when you need him, eh?

UNDERWATER LOVE

Unless you're familiar with the old *Ecco The Dolphin* games on the Sega Mega Drive (see the Davy Jones's Locker box on page 67 for more info), we can guarantee you'll never have played a game quite like this before. ▷



SPEAK OUT

DAVE NULTY, PRODUCER OF *ECCO THE DOLPHIN*, HAD A NATTER ABOUT THE GAME

WHAT'S THE BEST THING ABOUT THE GAME?
Its visuals are undeniably endearing, but for me it's the feeling you get from playing – it's almost therapeutic! Appaloosa have succeeded in creating an unbelievably convincing dolphin experience.

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
The last game I had the time and pleasure to play was *Rayman 2*. Tried and tested formula it may be, but done with true flair and finesse.

WHICH ARE YOU MOST LOOKING FORWARD TO?
***Phantasy Star Online*. Firstly because it's an RPG from Sonic Team, and secondly because it's online.**

WHICH GAME HAS YOUR FAVOURITE MUSIC?
***Ghouls 'N' Ghosts*' title page music by Tim Follin on the Amiga is an outstanding piece of music.**



△ **Don't get too close to this fella, or you'll end up feeling a right prick.**

"YOU WON'T BELIEVE HOW LIFELIKE IT LOOKS"

▷ The easiest way to imagine how it plays is to think of a flight sim, only underwater and without the brain-melting controls. You can swim any way you like, roll and turn upside down, and even perform half-loops to turn around quickly. And then there's the jumping, which adds a whole extra dimension to the gameplay. You can dive above the surface to grab a breath and look around, or just to show off your flipper control skills, but sometimes you'll also have to jump to snatch objects floating in the air or reach new areas. This is where it starts to get tricky, as you need to line yourself up for the jump and work out how much of a run-up you'll need.

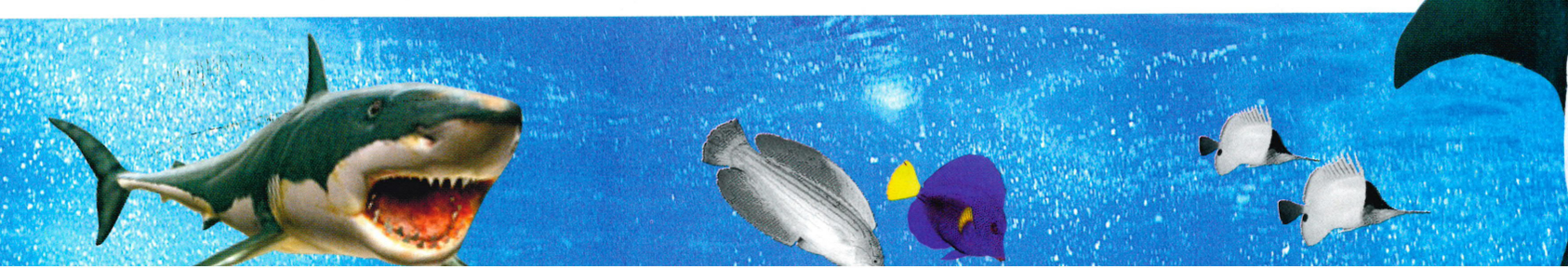
Underwater, Ecco is self-righting. Leave him alone for a few seconds and he'll automatically float upright, but it's easy to get disorientated, especially as you're learning just what he can do. This is certainly not a game to play pissed, or even if you've ever felt a twinge of motion sickness during a *Sonic Adventure* session.

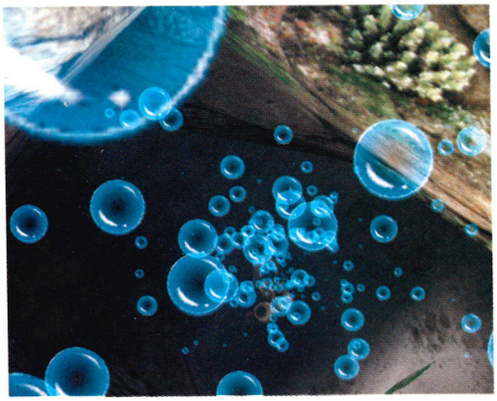
While playing it's easy to forget that Ecco needs to breathe every so often. Early levels take place in open lakes and reefs, so grabbing a lungful of air isn't a problem, but as you progress through the game entire missions are set underground, meaning you'll have to search out pockets of air or oxygen-rich vents on the sea bed. Energy is easier to come by – just charge a nearby shoal of fish and Ecco will snare one and scarf it down.

Most of your moving about will be done by pumping Ecco's tail with the A button. The more you press it the faster he goes, and when you reach a speed you like, you can hold the button down to maintain it. There's also a multi-purpose charge move, which can be used as an attack, a handy extra burst of speed or even to get more height on a vital jump to a new area. Ecco can use his built-in sonar system to communicate with other dolphins, whales and the fragments of the shattered Guardian that give him advice on each level. Advanced players can also learn fast turns and even the mystic art of swimming backwards. Apparently, some dolphins can actually do this in real life. You can't say you don't learn anything reading *ODM*.

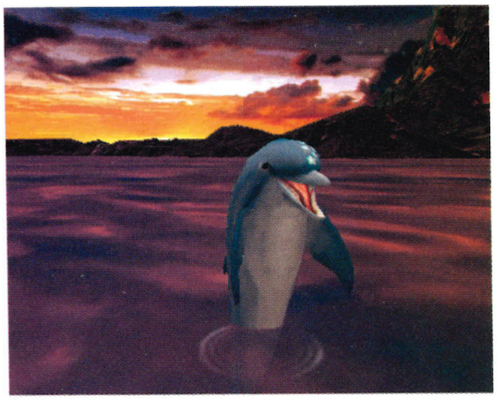
One other basic skill is the tailwalk. By poking Ecco's nose above the surface and then pumping the A button like mad, you can persuade him to dance about on his tail, cackling like an evil genius. Miraculously there's even a point to this, as you can then steer him about and check if there's anything interesting in the air.

Throughout the game Ecco meets members of his own kind, and they'll often give him essential information on upcoming threats or even whole new abilities. Dolphin songs are an important tool in cracking each level's secrets, because each one allows Ecco to command other marine life, be it a giant, docile





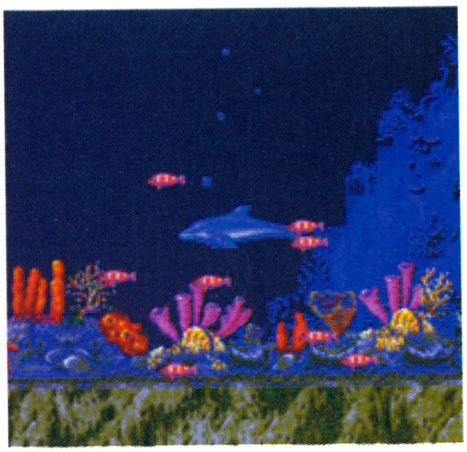
△ Like Michael Jackson, Ecco's forever blowing bubbles.



△ Ecco takes time out to enjoy the beautiful sunset.

DAVY JONES'S LOCKER

The Dreamcast version of *Ecco The Dolphin* harks back to its 16-bit roots



△ The *Ecco* games on Mega Drive and Mega-CD were thrust upon an unsuspecting world in 1993 and earned plaudits for both their originality and stunning looks. Gameplay was strictly side-on, however, as you guided a 2D Ecco through increasingly tricky underwater labyrinths. It was a toughie alright.

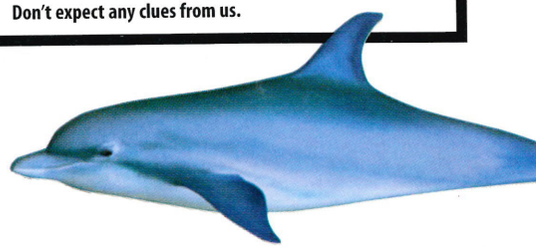


△ Updated and remixed for the 21st century, Ecco on Dreamcast nevertheless tips its hat to its ancestors. Two bonus levels in the first chapter take on a platform game perspective, but with the same super-slick graphics as the main game. You'll have to work to find them though. Don't expect any clues from us.









manta ray or a ferocious shark. Take control of a shoal of fish and you can use them to help fend off attacks or illuminate a dark tunnel, depending on the species.

You don't have to rely on other creatures though, because Ecco can also learn advanced versions of his own skills. These are activated by glyphs – diamond-shaped crystals that float about, usually close to where they're needed. Most handy are the glyphs which extend Ecco's energy or air bars, making him effectively invulnerable for a while. Definitely an advantage when there's a tricky labyrinth to negotiate. Ecco's upgraded sonar attack can be used to damage enemies and blast away obstructions in his path, while 'Stealth' cloaks him for a short period of time. Finally 'Vigor' (darn those Americans and their childish spelling) creates a kind of Super Ecco; he moves faster and his charge is more powerful, but again you only have a few seconds use from each glyph.

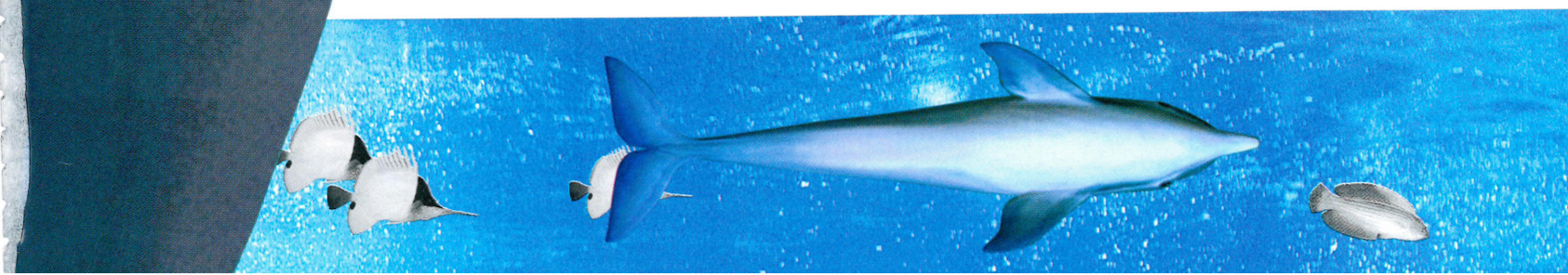
AN OCTOPUS'S GARDEN

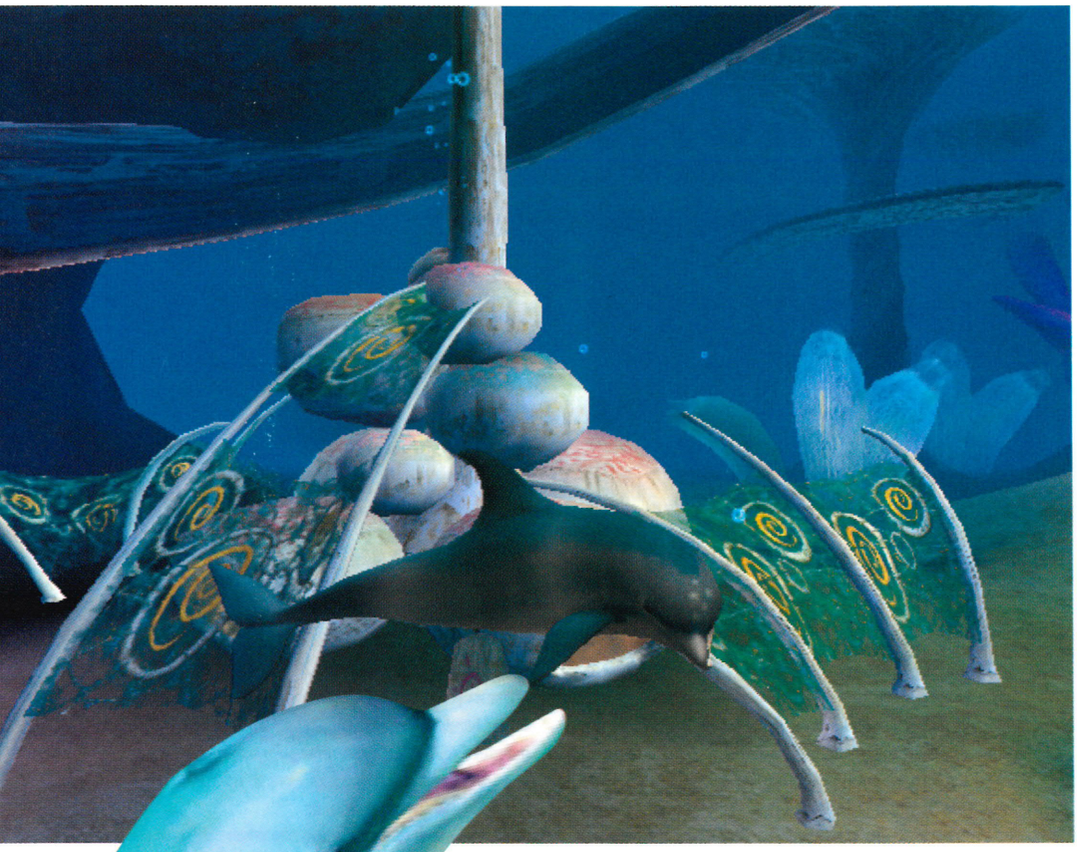
We're not going to beat about the bush here, *Ecco The Dolphin* is a gorgeous bit of software. We'd even go so far as to call it beautiful, certainly not an adjective commonly associated with the traditionally scruffy world of gaming. From the fish upwards, you can tell that the developers have gone to great lengths to make *Ecco* look as good as possible, with near photographic textures on the cliffs and some stunning tribal art on the underwater architecture. In a straight fight this game blows away pretty much everything else out there, *Soul Calibur* and *Sonic Adventure* included.

Despite the huge power of your Dreamcast on the case, you won't believe how smooth and lifelike everything looks. Even the humblest jellyfish is more rounded than a 3D computer model has any right to be. And it all moves like a dream, with Ecco gliding serenely through his superbly realised world with not a glitch in sight. Lighting effects are fantastic too. Sunlight ripples through water and casts convincing shadows on Ecco and his pals.

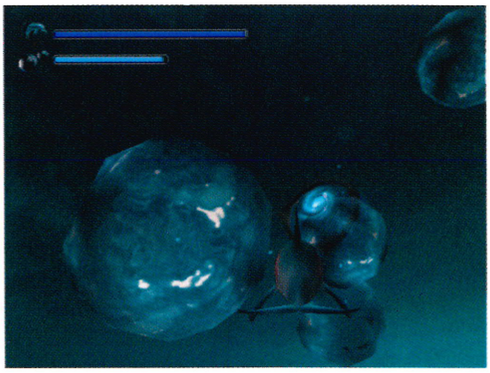
It all looks *real*, is what we're trying to say.

Experienced games industry music maestro Tim Follin has created a fantastic ambient and choral soundtrack that complements the visuals perfectly. Add to that





△ Better graphics than *Soul Calibur*? Mmm, quite possibly...



△ Floating water tubes and bubbles make for a tricky and unique experience.



△ There's a healthy mix of marine life in *Ecco*, and miraculously the sharks don't slaughter everything that moves.

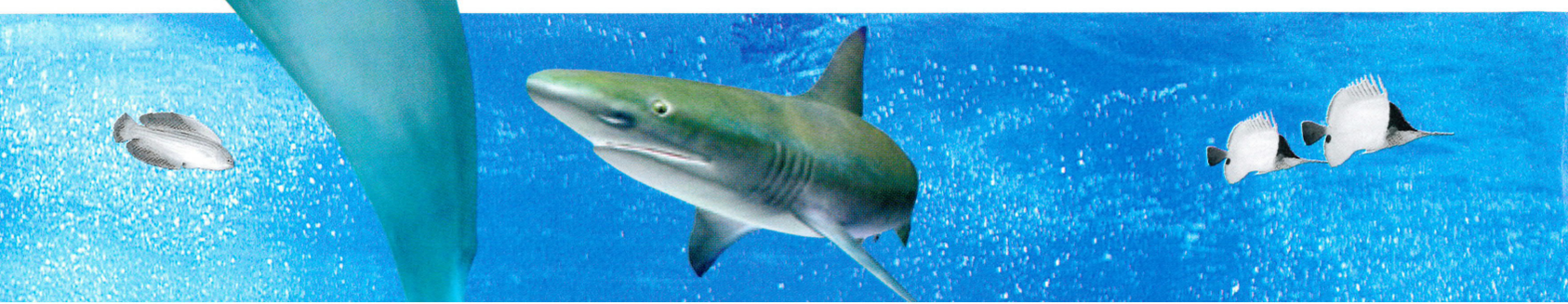
▷ background undersea noises and whale and dolphin songs and you've got a game that sounds as good as it looks. The music does veer distressingly towards prog rock at times, but we think we can forgive this oversight. This time, anyway.

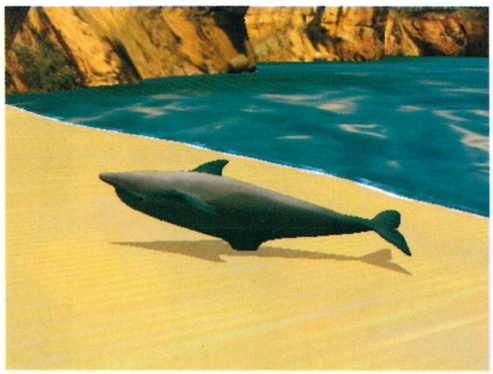
To begin with Ecco's world is a peaceful one, formed from beautiful coral reefs, enhanced with graceful classical architecture. Progress further and the settings take on a more industrial slant, with the solutions to puzzles based around the technology you find. Further still you'll encounter bizarre bio-mechanical structures, and even a whole level set way up in the air, with the action taking place in rippling tubes of water.

You mostly make progress through the game by solving puzzles (see the walkthrough on page 69 for a simple example), and for a change very few are simply find-the-key treks. Instead you'll be challenging killer whales, racing cheeky young dolphins, guiding manta rays through underwater caverns and messing with sequences of switches. And while you're playing we guarantee there'll be times when you just sit there, slack jawed, in disbelief at the sheer beauty of it all. It sounds soppy, but we defy you to complete the game poker-faced. Be sure to check your pulse if you do.

Ecco The Dolphin is to most videogames what a sit-down protest is to a full-on riot: it's calmer, it's chilled out, it's tranquil. Apart from those frantic moments where you're stuck deep underground and running out of air, of course. But from the first level onwards it's clear that this is a game you're going to enjoy playing. You're going to look forward to reaching the next area to see what wonders are in store there. If you want to hang back and just see how high you can jump for an hour, that's fine. If you want to explore every nook and cranny and eat all the fish, that's fine too. Even boss confrontations generally don't involve direct attacks. Instead, you need to figure out how to turn the environment against your aggressors. It's nicer that way; there's less to get worked up about and the chill-out ambience is maintained.

"IT'S CALM, IT'S CHILLED OUT, IT'S TRANQUIL"

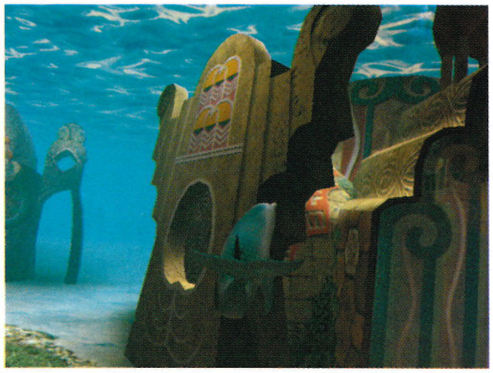




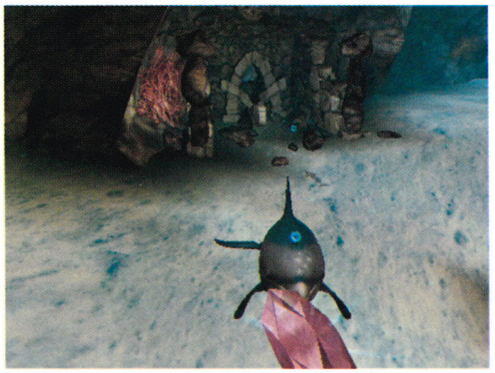
△ Tired of life, Ecco threw himself onto a nearby beach to await peasants with dynamite.



△ The whales are your friends. Especially if you rescue their lost children and don't kill them for 'research' purposes.



△ The mythical city of Atlantis is real! Or at least it is in Ecco's rather lovely world.



△ Some puzzles involve fetching and carrying items like this gem. Ecco has special suction lips, you see.

There's been a run of fair to middling action-adventure games on Dreamcast recently, but your *MDK 2*s (*ODM* #7, 6/10) and your *Nomad Soul*s (*ODM* #7, 5/10) and even your *Tomb Raider: TLR*s (ODM #6, 7/10) can't hold a candle to something that's obviously been crafted with the DC in mind from the start. You won't find anything like this anywhere else. *Ecco The Dolphin* has been fine-tuned to make the most of what the Dreamcast can do and it's all the better for it. The graphics are crisp and detailed, Ecco moves just like the real thing and the controls fit the pad perfectly.

If you've skipped through this review holding the pages at arm's length, we understand. This simply isn't a game that everyone will enjoy without question. It's brilliant – don't worry about that – it just won't have the universal appeal that, say, *Soul Calibur* (*ODM* #4, 10/10) seems to. But do yourself a favour and check *Ecco* out even if it doesn't look like your cup of tea, because it would be a crime to miss out on one of the most original and pleasant games on Dreamcast. If it doesn't float your boat, fine, but give the dolphins a chance, alright?

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

VERDICT

STUNNING AND ENTERTAINING UNDERWATER ODYSSEY

UPPERS
Incredibly fluid (doh) • Realistic graphics • Enthralling plot and puzzles • Pretty dolphins! (laughs, claps hands)

DOWNERS
3D gameplay can be disorientating • No guns, cars, bombs or football • May be too tranquil for some

IN ONE HOUR Killer whale encountered on level two
WEBSITE www.sega-europe.com
CHECK OUT Plot doctor David Brin has written three novels about intelligent dolphins
MAX PLAYERS 1
VIDEO MODES Full-screen PAL, 60Hz option, VGA compatible

ODM RATING OUT OF 10

9

SUPERB



WADETHROUGH

SAVE THE WHALES!

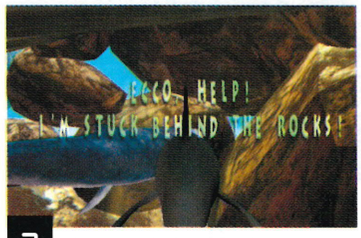
Puzzles in *Ecco* range from the blindingly obvious to the incredibly obtuse. You'll have a whale of a time with this level one mission.



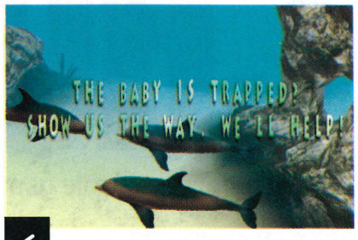
1 ▽ Help out the whale by finding her lost sprog. She'll show you the way to level two if you do.



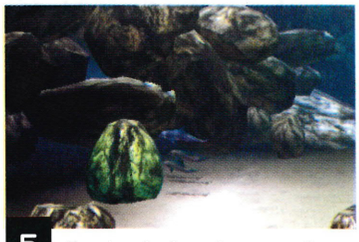
2 ▽ Could this suspicious-looking pile of rocks be what you're after?



3 ▽ It certainly is. But Ecco isn't strong enough to shift them on his own.



4 ▽ Find a couple of friends to help you. These two look like they've got nothing better to do.



5 ▷ Together, the three of you can easily punt that green rock, bringing the rest crashing down.



△ It's important that you don't concentrate on one area for too long, because your opponents are watching the whole screen all the time.

CHUCHU ROCKET!

The first online console game has finally arrived – and it's a belter. **STEVE OWEN** is the man playing cat and mouse

"DESPITE THE SIMPLICITY OF THE GAME, THERE ARE SO MANY STRATEGIES"

ESSENTIAL

YOU'D BE FORGIVEN FOR THINKING that Sega had either forgotten you or pulled a fast one. The promised multiplayer gaming that made Dreamcast seem so revolutionary last October has only just materialised, and to add insult to injury it's just a stupid puzzle game – in two dimensions!

How can a game with childish colours, Japanese squeaks and a ridiculous name be quite so bleedin' enjoyable? Because, in actual fact, *ChuChu Rocket!* is an absolute stormer.

Where those wacky Japanese got the idea from is anyone's guess, but the simplest description is that within three minutes you must guide more mice (called 'chuchu' in Japan) into your rocket than your three opponents manage. The mice are stupid, walking in a straight line over the chequered board until they hit a wall, at which point they turn right. If they walk over a hole, they drop down then pop out of another; if they get to the edge of the screen they reappear on the opposite side; if they walk into your rocket your score increases by one. It's possible to

"THE MOST ORIGINAL GAME OF THE YEAR ON ANY FORMAT" **CHUCHU ROCKET!**



△ **It's difficult to watch the whole screen at once, and with just three arrows at your disposal you can't protect yourself completely. You're better off attacking when there are cats around.**

directly influence the route the mice take by laying arrow tiles. The arrow redirects the mice, but you can only lay three at a time (once you lay a fourth the first one you put down disappears), and they only last for a certain number of seconds. Each player has their own colour of tile, but every arrow affects the direction of every mouse.

HARD CHEESE

To complicate matters, there are also a number of vicious and voracious cats wandering around, and they behave just as stupidly. Tiles and walls redirect the felines in the same way, but they don't walk quite as quickly as the mice. Their appetites are only satiated by gobbling the rodents they pass, but if they walk into a rocket they feast on a third of the critters hiding there. As such they're a real pain in the arse.

The purpose, then, is to frantically place arrows to set up routes into your rocket that mice will follow, while being canny enough to redirect cats into those of your opponents. It's a fast-moving game because, despite the simplicity, there are so many strategies. You can quickly scoop up a large helping of mice and then guard against cats, or sneak a small but constant number of them in while your opponents fight among themselves, or just bombard your opponents with pussy and hope that a couple of mice find their way to your rocket under their own steam.

It gets even more interesting with the introduction of two special breeds of mice that appear very occasionally, and are greeted with a flurry of activity as every player tries to get them into their rockets. The first of the two is a golden mouse worth 50 of his less sparkly brethren, while the second type rewards the rocket owner with a random power-up (see Take That And Party panel on page 74).

Like all puzzle games – for example, *Tetris* and *Bust-A-Move 4* (see page 86) – it's this simplicity of design that makes *ChuChu Rocket!* so entertaining, and the speed that makes it so exciting and unique. Accomplished players whiz their cursors around the screen, perfectly dropping arrow tiles to prosper or punish, while beginners just look on, dumbstruck. But within just 60 minutes you have a handle on how it all works, how the maps have been specifically designed, and how to utilise cats and also protect yourself from them.

It is, of course, primarily a multiplayer game, where you can play against three mates or let Dreamcast take control of some of the players. With four people sweatily ▷



SPEAK OUT

KUNIYO MATSUMOTO, THE EUROPEAN PRODUCER FOR *CHUCHU ROCKET!*, ANSWERS OUR QUESTIONS.

WHAT'S THE BEST THING ABOUT THE GAME?
It's the first console game in Europe to have a full network multiplayer function, of course!

WHICH DREAMCAST GAME (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
I love *Shenmue*.

WHICH DREAMCAST GAMES ARE YOU MOST LOOKING FORWARD TO, AND WHY?
Definitely *Metropolis Street Racer*. You can drive around Trafalgar Square with such speed! Which is an impossible thing to do in real life, as you all know.

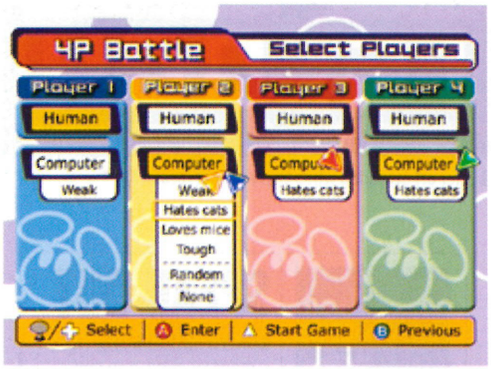
"IT'S THE SPEED THAT MAKES IT SO EXCITING AND UNIQUE"



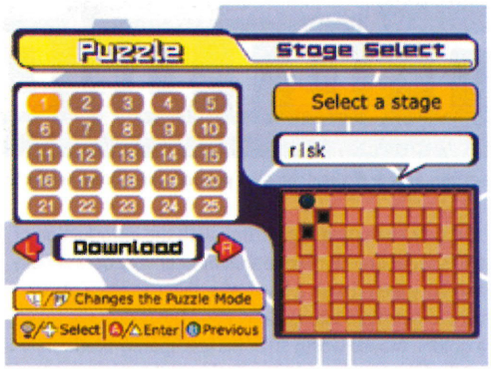
△ A quick glance to check the scores, but don't miss that special golden mouse worth 50 of its bluer relatives.



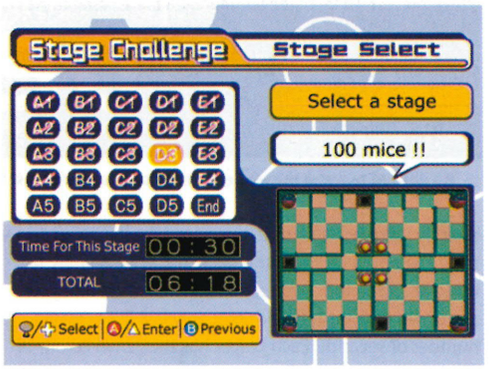
△ Victory was indeed inevitable. Watch your mates turn red with anger. It doesn't normally get this close.



△ Computer opponents can all have different difficulty levels, but they don't gang up on you – unless you're winning.



△ From the Puzzle menu, you can tackle any of the levels that have been downloaded from the Net and stored on your VM.



△ Set challenges have you collecting mice and feeding cats in the fastest time. And you can post your record online.

▷ clutching controllers, it's a game reminiscent of the finest Nintendo 64 sessions of *Mario Kart 64*, a game that relies less on driving skills and more on punishing whoever is in the lead with as many dirty tricks as you can muster. The key in *ChuChu Rocket!* isn't to be winning for three minutes, but to be in the lead at the moment the timer hits zero seconds. Then you can watch your rocket take off. Frankly, it doesn't matter how far in the lead you are with 60 seconds remaining, because it only takes three or four felines to wipe out a huge surplus of mice. Got 300 mice? Four cats later you've got just 60.

SQUEAKY CLEAN

If you struggle to get a few mates round, and baulk at the idea of paying local call charges to play online, it is possible to play *ChuChu Rocket!* by yourself. While playing alone doesn't scale the insane heights of the multiplayer mode, you can have some good battles against three computer opponents, even if it is rather easy to beat the artificial intelligence. At the most difficult level, the AI acts with terrifying speed and accuracy, but it does tend to leave you alone a little too often. This means that if you find yourself in second place, it often makes more sense to start sending cats at the winning player, and winning by default.

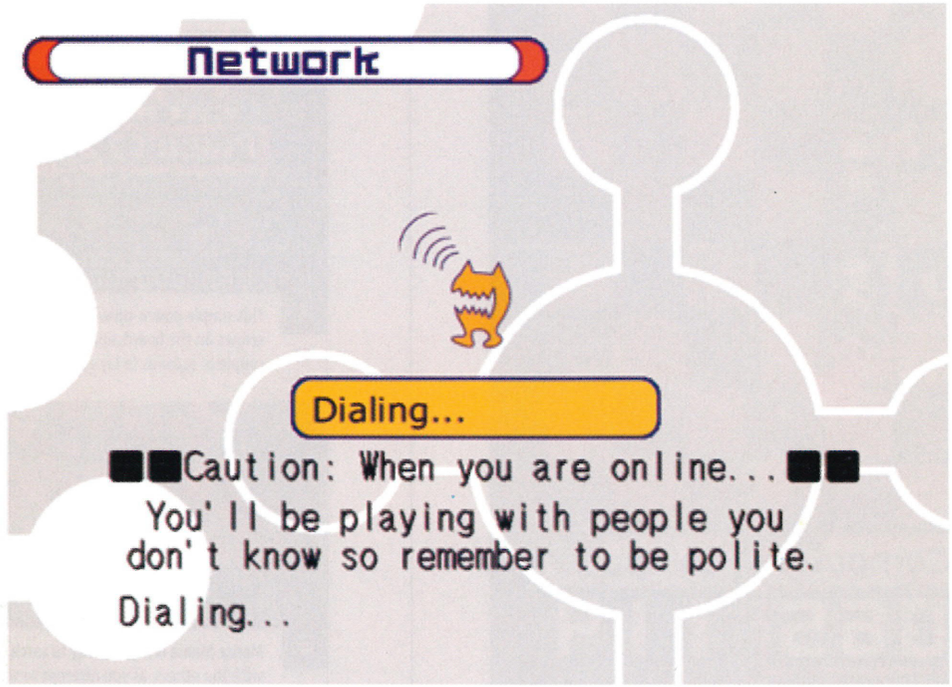
Battle mode aside, *ChuChu* has plenty of single-player distractions. Perhaps the most diverting, and a rest from the velocity of the battle game, is puzzle mode. Here, 25 puzzle maps wait in pause mode, giving you the chance to lay a particular number of arrow tiles in advance in order to get the mice safely to the rocket. Once you un-pause the game there's nothing you can do but watch their progress and hope you saw where the pitfalls were.

"AT THE MOST DIFFICULT LEVEL, THE AI ACTS WITH TERRIFYING SPEED AND ACCURACY"

VIRGIN TERRITORY

THANKS TO DREAMCAST, PLAYING ONLINE COULDN'T BE EASIER. HERE'S OUR QUICK GUIDE TO GETTING STARTED

One of *ChuChu Rocket!*'s nicer touches is that you can have up to three players on your console, and just go online to fill the gaps. From the main menu choose the Network game, then say how many people are playing on your console.



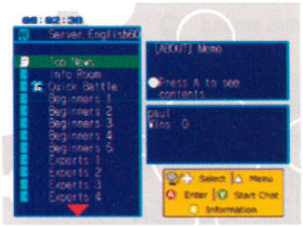
△ While dialling up, Sega thoughtfully presents a couple of pieces of 'Netiquette', such as asking you to be polite and not to swear. You can of course ignore it completely. You must enter a user name and password when you first play, but it's stored on your VM for future reference. It's much easier to play online with a keyboard, but you can manage with the controller too, as long as you keep your nickname short.



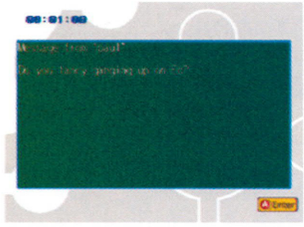
△ That scary looking list shows the active servers up and running, or rather the names of places you can go to find opponents. Each country has 50 and 60Hz rooms, and you can play only at the relevant speed.



△ At the bottom of the list there's a Puzzle Land, where you go to upload your level designs and get hold of any fiendishly tricky designs concocted by the twisted minds of other *ChuChu* players.



△ But presumably you're here to play online *ChuChu*, so choose your server. You're then presented with a list of available rooms, which show where people are waiting to play, or you can start your own game.



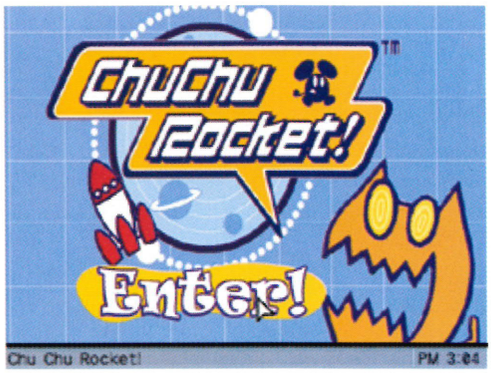
△ You don't necessarily have to wait for four players to join in the game before you can get going, either. Any gaps can be filled by computer-controlled characters. Once you're ready to go, the owner of the room can start the game.



△ Online *ChuChu* takes a little while to get used to because of a slight delay between pressing your button and the tile appearing. This sounds worse than it actually is, because as soon as you recognise and learn the delay, you can compensate for it.



△ When you've finished playing, the server updates the statistics. This page shows the pre-release beta testing, which we understand will be cleared when the game is released. With practice you could become top of the European league.



△ The *ChuChu* homepage is available from the front screen. If you've already registered it takes you straight online.



△ Despite building up a big lead after just 28 seconds, you can't sit on your laurels. It can all change in an instant.



△ Devise your own devilishly difficult puzzles using the simple editor, create a possible solution...



△ ...and *ChuChu Rocket!* turns your creative efforts it into a playable level.



Fail and it's back to the drawing board. Once you've solved these 25, a tougher 25 are unlocked. Get those, and another 25 exceptionally hard puzzles open up. There might be more, but this as far as our fevered brains have got.

It's also possible to use the built-in level editor to create your own maps by placing mice, cats, holes, walls and rockets. You then place the tiles to create a solution, and these are the tiles you're given when you play the level for real. Take these maps online and let others play them, and download any you find when you're connected; or take your VM to friends and see if they can solve your ferociously complex ideas.

There's also a Challenge mode with 25 levels in which you're dared to perform particular tasks within 30 seconds. The game keeps track of your total time, which you can post online for further glory.

While *ChuChu Rocket!* isn't a game you'll be playing for hours on end (we played it for six hours solid one day, and for a couple of hours afterwards we could barely see), it is something you'll keep coming back to day after day. While we're not far away from seeing *Quake III Arena* on Dreamcast, we confidently predict that *ChuChu* will still be being played online this Christmas. Frighteningly fast and narcotically addictive, it's also the most original game of the year on any format. Perhaps 10 per cent of you won't take to it, but you simply must try it out first. *ChuChu Rocket!* is plainly one of the most enjoyable games around.

• *Stop press: Sega Europe have confirmed that* ChuChu Rocket! *is available FREE to DC owners who have registered at Dreamarena. See page 37 for details.*

PRICE: **£FREE**
PUBLISHER: **SEGA**
DEVELOPER: **SONIC TEAM**

VERDICT

THE FINEST FOUR-PLAYER FUN ON THE PLANET

UPPERS
Fantastic late-nite battle action • Cute, varied and simple to learn • You can play online too! • It's free!

DOWNERS
Online play is slightly delayed • Can't multiplay on self-made maps • Playing by yourself gets a bit tiresome

IN ONE HOUR We figured out what we were supposed to do
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
9
SUPERB

WALKTHROUGH
TAKE THAT AND PARTY

To further liven up the mouse-collecting mayhem, question-marked mice act as power-ups. Here are some of the highlights



1 ▽ This simple power-up wipes out all the arrows on the board, and gives you a couple of seconds to lay some new ones.



2 ▽ Mouse Mania is a great way to catch up with the others, as you attempt to scoop up a frantic line of extra mice.



3 ▽ The opposite to Mouse Mania is Cat Attack, with several, frankly scary seconds of non-stop feline activity.



4 ▽ This power-up moves everyone's bases around, which always seems to happen just when you've made a great trail.



5 ▷ You can really wind up your opponents with Mouse Monopoly. Watch as every mouse floats straight into your rocket.

THE NOMAD SOUL

The ultimate out-of-body experience



Exploit the promise of Dreamcast

An epic Action/Adventure game featuring an original soundtrack by David Bowie and Reeves Gabrels

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△ *Attack Of The Killer Toys In The Giant Dino House Of Doom* **(BBFC rated PG).**

FUR FIGHTERS

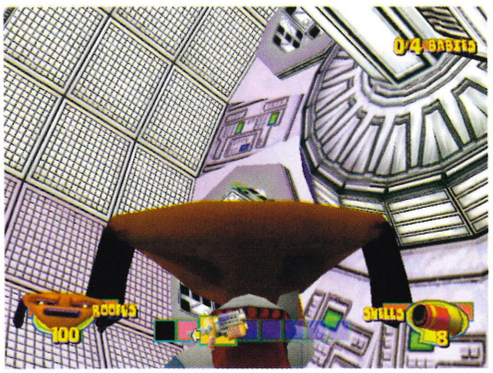
Cute, furry animals with big guns and a hairy attitude. **STEVE FULLJAMES** can hear Walt Disney spinning in his cryogenic chamber



SUPERMAN IS A BORDERLINE schizophrenic. How else do you explain away someone who works by day in a newspaper office but also has a phone box and lycra fetish? Actually, having seen the people who work for *Official Dreamcast Magazine*, you don't need to answer that. By that rationale, *Fur Fighters* is the Superman of the videogame world. It may appear to be the kind of cutesy platform game that younger relatives go mad for every Christmas, but under the skin there's a heart of purest adventure, with shoot 'em up lungs and puzzle-shaped kidneys. And not a phone box in sight.

Hopping genres like a channel-surfing couch potato, *Fur Fighters* introduces the evil General Viggo, a white cat who keeps a bald, grey-suited midget as a pet. He's set on world domination through some mysterious plan that involves kidnapping the children of a band of hardened animal warriors. All good criminal masterminds are of course doomed to failure, but at least Viggo is making a good show of it, with a private army of moronic bears who have invaded four areas of the world. And as the General himself is keen to point out, only the Fur Fighters can stop him now. Muahahahaha, and so on.

Six Fur Fighters are ranged against the diabolical forces of General Viggo, and each has their own special ability. Roofus is a Glaswegian mutt who can dig through soft ground to reach new areas. Juliette, tasty French pussy, can scale walls and other vertical surfaces.



△ Check out this *2001*-style corridor on Space Station Meer.



△ Skeletons are cheap and effective tour guides in Bear Hell.



△ Insects worshipping a nuclear bomb in a *Planet Of The Apes*-type moment.

Tweek the new-born dragon glides from high places. Chang the firefox (a kind of mini-panda) is a bit of a titch and consequently can fit into small gaps and holes. Rico, a South American penguin, is the only Fur Fighter able to swim underwater. Finally, Bungalow the Kangaroo can jump higher and further than the rest.

There are two reasons for this multitude of hairy heroes. First off is that the levels have been cunningly designed so that you'll need to switch between the characters to get around. There are teleport points littered about where you can change, and since these also save your game it's a good idea to swap characters often. Secondly, the babies you're rescuing are grouchy nippers and only allow themselves to be saved by their respective parents. Possibly thirdly, it gives you more than one character to play as in multiplayer. Maybe even fourthly, someone has an eye on licensing opportunities. But that's it. And no, we're not going to come in again and start over.

CARTOONS KICK ASS

Once you get over the surprise of watching cute critters behaving in very non-cute ways, it's clear that *Fur Fighters* doesn't stray too far from the usual pattern of shoot 'em up weapons. Starting out with a pistol, you move up to acquire the trusty shotgun then grenade and rocket launchers, plasma blasters and a freeze ray. There are also progressive upgrades for each weapon type, which makes the dealing of death that little bit easier. When shot, good and bad guys alike leak stuffing rather than blood; kill someone and they explode in a shower of fluff. It is possible to cap an enemy directly in the head and take it clean off, but in practice you're likely to get shot yourself while aiming that precisely.

Your eyes see cartoony graphics, so your brain instantly registers 'platform game'. But you're going to have to think about what your fingers are doing to get anywhere in *Fur Fighters*. Despite appearances, gameplay has more in common with classic first-person perspective shooters such as *Quake* than with the likes of *Sonic Adventure* or *Rayman 2*. Default controls are laid out so that you run around with the analog stick, and look up and down and strafe (sidestep left or right) with the action buttons; jump and shoot are assigned to the triggers. If this all sounds a bit much, the game begins with a training mission. You're taught by a dead walrus and a dancing gazelle, by the way.

"GAMEPLAY HAS MUCH IN COMMON WITH CLASSIC FIRST-PERSON SHOOTERS"

Since you're taking out enemies with increasingly larger guns instead of jumping on their heads platform-style, you can't just wade in when you see a bunch of bad guys. Instead you must hang back and dodge their bullets, using cover if possible. A great technique inherited from first-person games is the circle-strafe. Here, you hold either left or right sidestep while turning towards your opponent, presenting a moving target while always keeping him in sight.

In the early levels, at least, you don't have to worry about making millimetre-perfect jumps on to little floating platforms. Instead, stages are set out more like real-world environments, leaving you free to concentrate on blasting enemies and solving puzzles. While your opponents are generally bears of little intelligence, they do know how to team up, use cover and roll out of your line of fire. On their own they don't pose too much of a problem, but when you encounter a group things can get somewhat trickier, especially if they stage an ambush or bring along one of their rocket launcher-toting peacock friends.

There are at least half a dozen babies to save on each level, and more often than not they don't come quietly. The most involved puzzles require two or three character changes, a spot of lateral thinking and occasional collateral damage. The kids also try to 'help', although the results usually end in disaster. From time to time you find yourself in control of a vehicle in a baby-saving sub-game. Wield wrecking balls, drive toy tanks and land aeroplanes – it's all for a good cause. In addition to saving babies, each level has around 100 gold tokens to collect. This means there are in the region of 2,000 throughout the game, and if you can find them all you get funky bonuses.

ATTENTION TO DETAIL

The *Fur Fighters* world is bright and colourful, and Bizarre Creations have taken a lot of trouble to cram all the levels with cool detail that doesn't really do anything but is nonetheless entertaining to look at. Special mention must be made of the art gallery in New Quack City, which is full of individual paintings and sculptures. The comically retarded Bear Art fits the character of your ▷



△ **Four-player split-screen is perfect if you have friends.**

▷ dim-witted opponents perfectly, and the very serious monochrome photos of bones and fire hydrants in the Dog Gallery are almost bound to raise a smile.

It's not just the little things that make *Fur Fighters* look great. As much attention has been put into the massive machinery working on the Beaver Dam, or the layout of the brilliant oversized dinosaur house, and you get the feeling that everything has been created from scratch for the location. There's hardly any repetition of elements, which must have been a challenge even with Dreamcast's enormous memory capacity.

The five worlds in the game are arranged around hubs, which all link back to the Fur Fighters' home village. While you don't actually have to go back and forth between levels, this open structure means you're free to attempt the levels in pretty much any order, as long as you have enough tokens and the right keys to unlock them.

At the end of each set of levels are boss confrontations of the type you rarely see these days. Freaky, mutated versions of the Fur Fighters' family, the bosses are vast and armed to the teeth, and can take pretty much all the ammo you've got before they're beaten. Monkeys with typewriters could have created the storyline that's played out between levels, but that's kind of the point, because clichéd save-the-world plots are one of the many things on the *Fur Fighters* parody hit list.

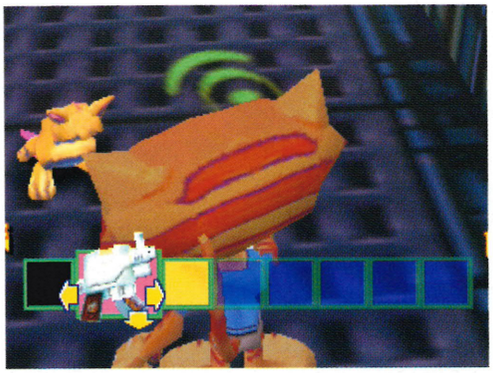
As you've probably guessed just by looking at the screenshots, this isn't a game that takes itself too seriously. Taking into account everything from the levels, which place an animal spin on real life (New Quack City, Space Station Meer), to some frankly scandalous puns (a games shop filled with copies of *Shenmoo* and *Metropolis Sheep Racer*), we want some of whatever the designers were taking. There's a fairly heavy James Bond influence throughout the game, especially towards the end where General Viggo's masterplan involves an aircraft carrier, a submarine and a hidden volcano base, and there are also nods and winks towards other games, films and cultural icons. Highlights include a *Soul Calibur*-inspired intro, an inflatable King Kong, and a feline version of that Wonderbra advert.

The music is varied and well produced, and mixes with each character's 'theme' depending on who you're playing as. So Roofus gets a bagpipe chorus, while Tweek is accompanied by a Welsh male voice choir, and Bungalow bounces along to the guts of Waltzing Matilda. From time to time you also wander into areas that have their own ambient sound, be it a classical symphony in the Cape Canardo planetarium, or some '70s funk in the Bear Bar in New Quack City.

FLUFF AND NONSENSE

If you fancy taking a breather from the main adventure, *Fur Fighters* also offers a split-screen Fluffmatch mode for up to four players. The rules are simple: first to a certain score, or the player with most kills after a certain time, wins. Fluffmatch levels are generally compact and crammed with weapons – all the better for multiplayer

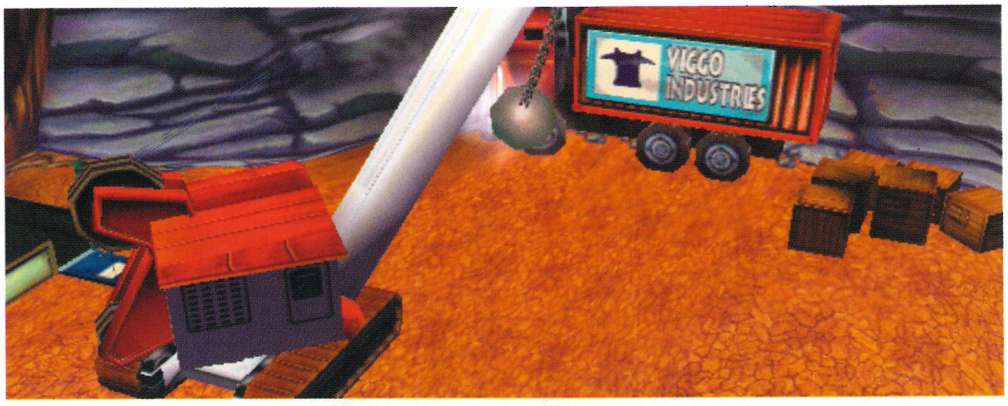
"NOT A GAME THAT TAKES ITSELF TOO SERIOUSLY"



△ You're rescuing these nippers. But you must be playing as the right parent to grab them.



△ This brilliant 'nasty doggy' work is the defining moment in the Bear Art movement.



△ In this mini-mini-game you get to drive a wrecking ball, smashing stuff for fun and profit.

carnage. You can choose a first-person perspective view during these sessions, and there's also the option to display your health and weapon status on your VM screen. This means no one else can see what you've got, but in practice having to look away from the screen to check your ammo frequently leads to being capped in the ass without mercy.

Comparisons with multiplayer *GoldenEye* on Nintendo 64 are inevitable since *Fur Fighters* is essentially the same type of game. Die-hard Bond freaks will take a while to adapt, but Fluffmatch is generally a more manic experience, even if the controls aren't quite as tight and the genius gameplay variations are lacking. With *Quake III Arena* still some way off, *Fur Fighters*' Fluffmatch is pretty close to the top of the heap as far as Dreamcast multiplayer action goes.

"So far so good," you're probably thinking. "Here's where *Fur Fighters* goes on to get an 'Essential' score." But unfortunately life isn't that simple, and there are a couple of areas that let the side down. It is for the most part an entertaining game, and there are some inspired moments of comedy, but these are mostly ancillary to the ultimately fairly methodical gameplay. It's a big, tough adventure too, but as much of the challenge comes from fending off waves of enemies as it does from working out how to rescue the baby trapped under an upturned salad bowl in a giant fridge. It's trying to be a shoot 'em up and a puzzle-led adventure at the same time, and while these two elements do mesh (just about) you can sometimes hear the gears grinding.

It will, however, take a long to time to collect absolutely everything – if you have the patience. With a massive cheat menu waiting, the rewards will be worth it. The solid multiplayer mode adds longevity too, but if you want something you'll remember fondly for years then maybe you should look elsewhere.

What it all boils down to is that *Fur Fighters* is funny without being wacky, and challenging without being infuriating. It's also entertaining without being brilliant, but two out of three ain't bad.

PRICE: **£39.99**
PUBLISHER: **ACCLAIM**
DEVELOPER: **BIZARRE CREATIONS**

VERDICT

STYLISH AND CHALLENGING CARTOON ADVENTURE

UPPERS
Bright, detailed graphics • Massive levels • Cracking multiplayer • Some genuinely funny moments

DOWNERS
Similar enemies throughout • Looks like it's 'for kids' • Slightly schizophrenic gameplay

IN ONE HOUR Completed the tutorial, rescued three babies
WEBSITE www.furfighters.com
MAX PLAYERS 4
CHECK OUT *Fighting Force 2*, *Slave Zero* (on second thoughts, don't)
VIDEO MODES Full-screen PAL, 60Hz option, VGA compatible

ODM RATING OUT OF 10

7

GOOD

WALKTHROUGH
RESCUE RANGERS

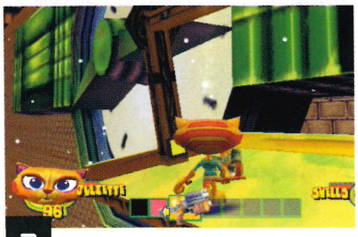
You must switch between the different Fur Fighters to rescue their babies and save the world. Here's a lesson in applied puzzle solving.



1 ▽ You must get up to the next floor but the lift attendant won't co-operate.



2 ▽ There's still a while before he knocks off. We must find an alternative.



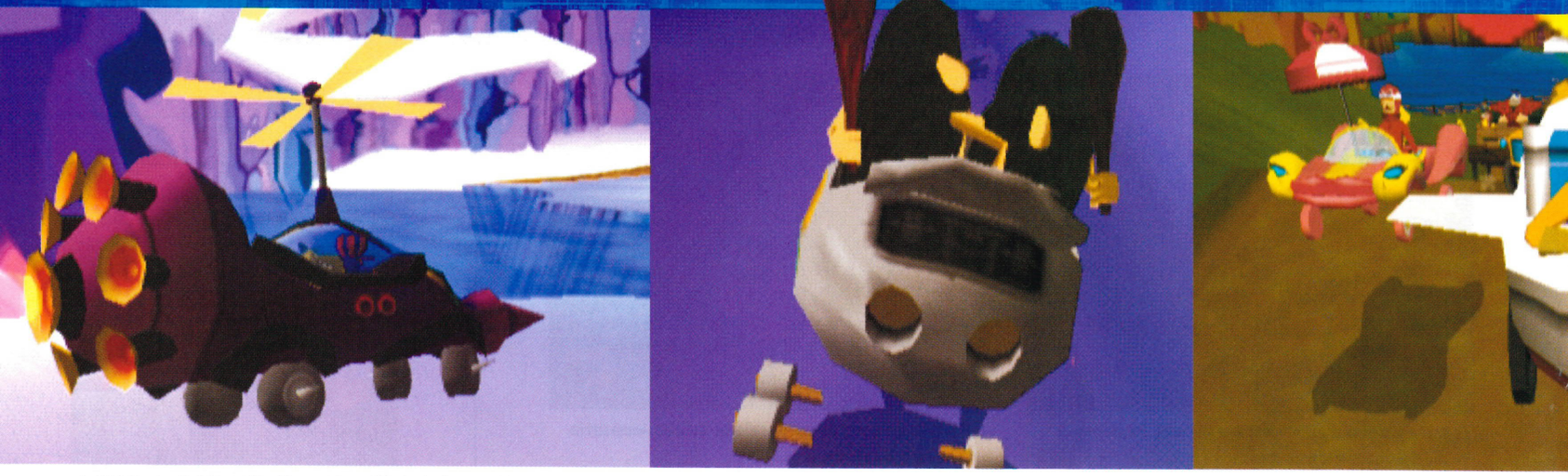
3 ▽ This handy cleaning cradle enables you to fiddle with the clock and advance time.



4 ▽ Now your path to the lift and the next area is clear.



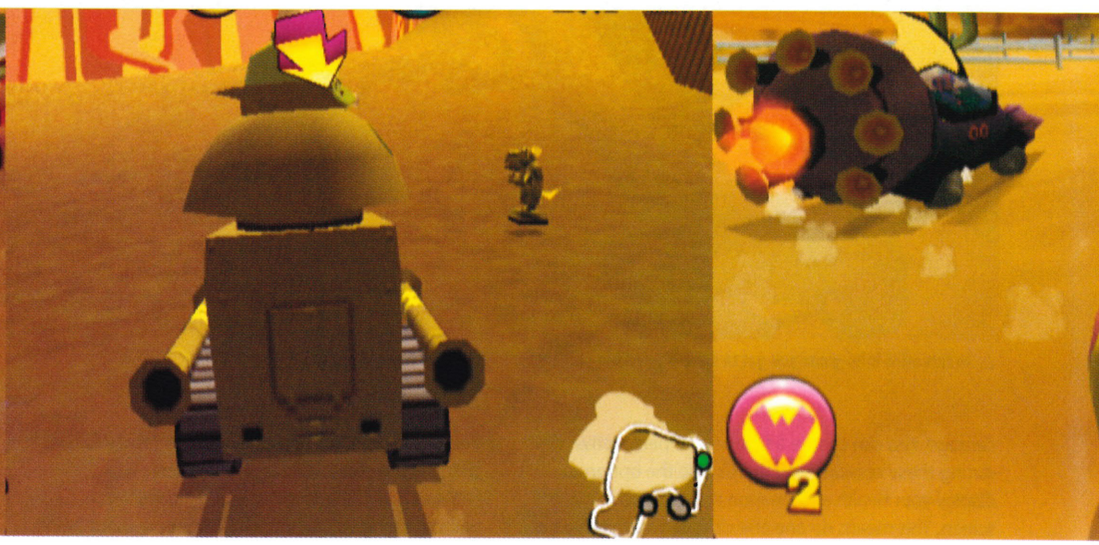
5 ▷ Baby located, mission accomplished. On to the next...



△ Dick Dastardly's Mean Machine makes with the helicopter blades to cut the corner while the Slag Brothers rumble on.



△ Not so perfect now, eh Peter?



△ Collect the ten golden Muttley statues *and* win the race – a tough challenge considering how tight the racing is (right).

WACKY RACES

In a blaze of ridiculous vehicles and low down and dirty race-winning scams, the wacky racers are motoring on to Dreamcast. DAN TRENT struggles to keep up

ON THE CD

CHEATING NEVER GETS you anywhere, they would have you know. Look at David Coulthard getting disqualified for having a wing just millimetres too big, or Toyota's hidden power-boosting gadget that earned them a ban from world rallying. [Um, both instances were unintentional, of course – *ODM* Legal Dept.] But none of them have any imagination: an aerodynamic aid here or a bigger turbo there isn't exactly glamorous. Now, if Coulthard were to dispose of the pesky Schumacher by deploying a huge magnet out of the front of his car and hauling him backwards, then perhaps Murray Walker would really have something to jabber about.

The Wacky Races are different. Cheating is the name of the game, and the undoubted king has to be that cackling crone Dick Dastardly with his snickering canine accomplice Muttley. Stars of the same-titled cartoon series that first hit screens way back in 1968, Dastardly and the other Wacky Racers have been a cornerstone of children's television ever since and won millions of fans along the way. If you've been hibernating under a rock and are completely unfamiliar with the series, don't worry, the *X-Files* it is not. Each episode was a race to the finish line, with all the competitors attempting to knock each other out, and with our man Dastardly hatching all manner of evil plots and schemes to ensure his triumph – but failing consistently.

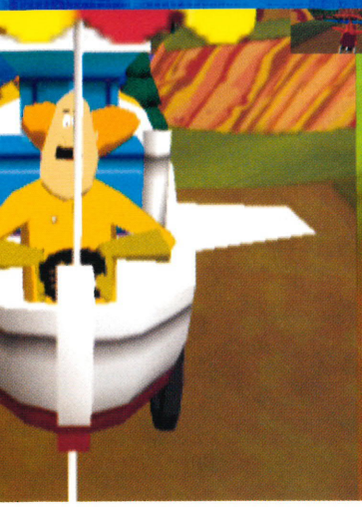
PLAYING DIRTY

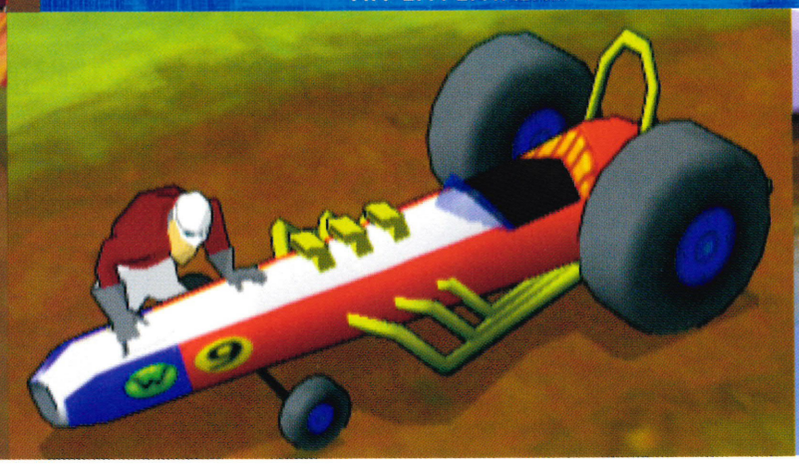
And so to the *Wacky Races* game. Featuring all 11 original characters and vehicles, it stays true to the concept behind the programme, and pitches you into the heart of a madcap race for the finish line with a whole arsenal at your disposal to ensure that you get there in first place. While the concept and visuals are straight from the TV series, the game itself draws influences from a variety of racing titles, such as *Mario Kart* and *Destruction Derby*, and fits squarely into the fun 'n' colourful end of the driving game spectrum.

Starting in the central hub of the game, you have access to eight of the 11 cars and three separate worlds – Snowfall Peaks, Redwood Valley and Wild Frontier – in which to race. The game uses a credit system of gold stars, earned by winning races, to reveal further challenges and boss levels in which you can unlock the bonus characters of Professor Pat Pending, Red Max and, of course, Dick Dastardly.

Although the racing takes many different forms, you begin with only the Wacky Championship as a means of earning those precious stars, but persevere and you open up a host of others. These include the Battle Challenge, a kind of 'last man standing' deathmatch, multi-race Wacky Cup Challenge, and extremely testing Golden Muttley Challenge where victory comes from not only winning the race, but also collecting the ten Muttley trophies hidden along the track.

Having selected a car and a challenge, you're presented with a choice of 'abilities' for your particular character. To begin with you only have three to choose





△ The Convert-a-car soars into the lead but Peter Perfect seems more interested in polishing his Turbo Terrific...



△ The Ant Hill Mob slide into action.







△ Professor Pat Pending is one of the bonus characters to unlock, but can the Rufus and Sawtooth in the Buzzwagon beat the Convert-A-Car?

from, and it's a simple matter of assigning a button to each, but as you progress more are unlocked.
An element of tactical planning is therefore needed as you tailor your three power-ups to suit mood and requirements. You can play the straight card and aim to win through a careful deployment of shields and power bursts or stock up on offensive weaponry and win by blowing your opponents clean off the track. Whichever you choose, you're going to need to pick up the 'W' tokens that litter the tracks to make use of them. Some abilities require more tokens than others too, meaning you must be careful about when and where you use them to ensure the best results.

And what power-ups they are! While some are inherited from the show itself – for example the Ant Hill Mob's Ratt-a-tatt-attack – others have been created especially for the game. See the walkthrough on page 82 for our favourites, but rest assured that some will have you weaving about the track in stitches of laughter, or swearing in frustration when used against you.

Wacky Races' trump card though, has to be the stunning graphics. Similar in design to the exciting *Jet Set Radio* (now known as *Jet Grind Radio*) that we previewed last month, fans of the cartoon will be astounded to see their favourite characters brought to life in such detail. Indeed, some observers have commented that it's better than the original! Even if you've never seen the show you can't help but be impressed; the cars are truly 3D to the point that you can see inside and 'through' them, and the shadow effects and heavy outlines give everything a solidity that continually amazes. The backgrounds are remarkably solid too, with no detectable pop-up and a superb sense of gradient.

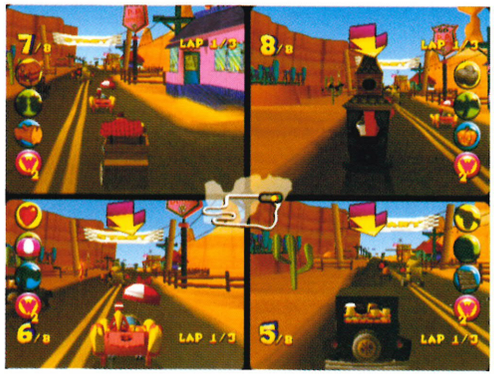
ANIMATED FUN

Lush visuals don't come at the expense of gameplay either. *Wacky Races* is, as you might expect, very straightforward to play, but don't be fooled into thinking that it's easy. The competition is fierce and the artificial intelligence of the other characters is excellent. The difficulty level has been set to ensure that the racing is always close and the outcome never decided until you reach the finish line. An expertly taken final corner or well-deployed boost can take you from last to first, but equally you could lead from the line only to taken out right near the end and be left cursing with rage. It can be frustrating but adds a crucial random element that will boost longevity. As you play the game more you learn how to make the best use of particular vehicles and abilities but nothing is set in stone and you can never be quite sure when the Ant Hill Mob will give you a concrete overcoat or Luke and Blubber Bear leave you floating hopelessly in a giant bubble gum sphere.

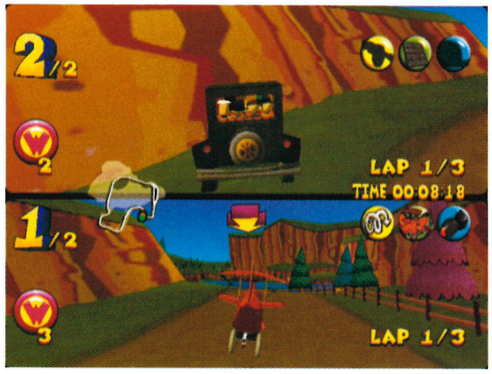
If there is a problem with *Wacky Races*, it's fairly fundamental. There are lots of driving games around and, when you strip away the lovely graphics and amusing power-ups, it *is* just another racer. Having said that, you'd need to be extremely cold-hearted not to be drawn in by the fun, and the enduring strength of the characters is testament to Hanna-Barbera's genius.

The feeling persists, however, that despite the best efforts of the developers there's very little left to add to this saturated market. There's also the question of longevity. While the racing is fun, and many of the challenges will keep you busy for hours, others like the Battle Cup are too sparse and simple. Countering that, the multiplayer support is excellent and the four-player mode incredibly solid, giving you the option of taking ▷

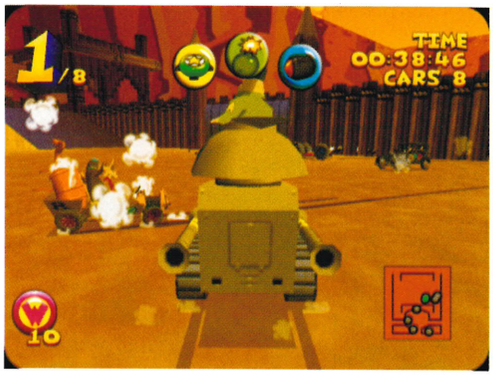
"SOME POWER-UPS WILL HAVE YOU IN STITCHES"



△ Four-player mode is the most solid we've seen yet on Dreamcast and is a real laugh with your mates.



△ In two player mode you can race against the whole grid or just one-on-one, depending on mood.



△ If you're bored with racing, the Battle Cup mode should liven things up. Last car standing wins...



△ Choose your three abilities carefully, they can mean the difference between first and last place.

SPEAK OUT



WE SPOKE TO **TRAVIS RYAN,** DESIGNER ON *WACKY RACES*, FOR THE LOWDOWN ON THE GAME

WHAT'S THE BEST THING ABOUT THE GAME?
We're really happy with the new battle system. We tried to do something different from the tile-based *Mario Kart* system used in so many fun racers, while keeping the elements that players enjoy.

WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
I've been playing *Marvel Vs Capcom 2* loads. It plays spot on. After the first *Marvel Vs Capcom* I was initially put off by the newer, simplified mechanics, but it works surprisingly well and makes a lot of sense. There's some mental stuff in there too, the delayed hyper combos can get ridiculous!

WHAT DREAMCAST GAMES ARE YOU MOST LOOKING FORWARD TO, AND WHY?
***Shenmue 2* is something I can't wait to get hold of after playing through the first one!**



▷ part in the challenges together or just going up against each other. Whether or not you see the inevitably generic nature of the gameplay as a problem or not will probably be the deciding factor in whether you decide to pick up this title. If you're happy with the idea of another driving game, then *Wacky Races* is an entertaining, solid and highly enjoyable offering.

PRICE: **£39.99**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **INFOGRAMES**

VERDICT

FORMULAIC BUT ENJOYABLE RACER WITH GREAT GRAPHICS

UPPERS
Superb, crisp graphics • Excellent use of original voices • Excellent multiplayer options

DOWNERS
By-numbers racing game • Random element can frustrate • Will you still be playing it in six months?

IN ONE HOUR We were well on our way to winning the Redwood Valley stars and we'd managed to silence Greg Proops' commentary
WEBSITE
www.hotlink.com/wacky/
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option, VGA compatible

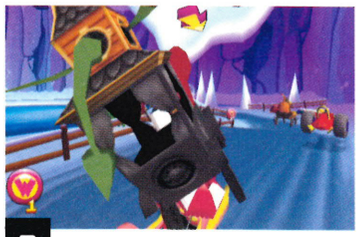
ODM RATING OUT OF 10
7
GOOD

WALKTHROUGH
IF IN DOUBT... CHEAT!

The Wacky Racers never play by the rules, and neither should you. There are some devilish ways to win – here are five of the best...



1 ▽ The Arkansas Chugga-Bug's Bubble Gum Shot ain't funny if you find yourself bouncing at the back of the grid.



2 ▽ On the right course the Creepy Coupe's Dragon Flight Power can take you from eighth to first in one fell swoop.



3 ▽ Penelope's Hairdryer Boost transforms the Compact Pussycat from a kitten to a cheetah in the flutter of an eyelash.



4 ▽ King of the double-dealers, Dick Dastardly has an array of weapons such as the Extend-O-Magnet.

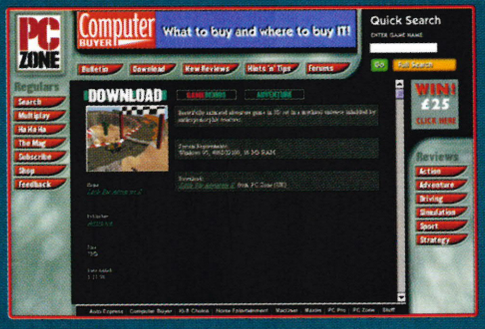


5 ▷ The Ant Hill Mob play their gangster card with the Ratt-a-tatt-attack; you don't want to be on the end of it.

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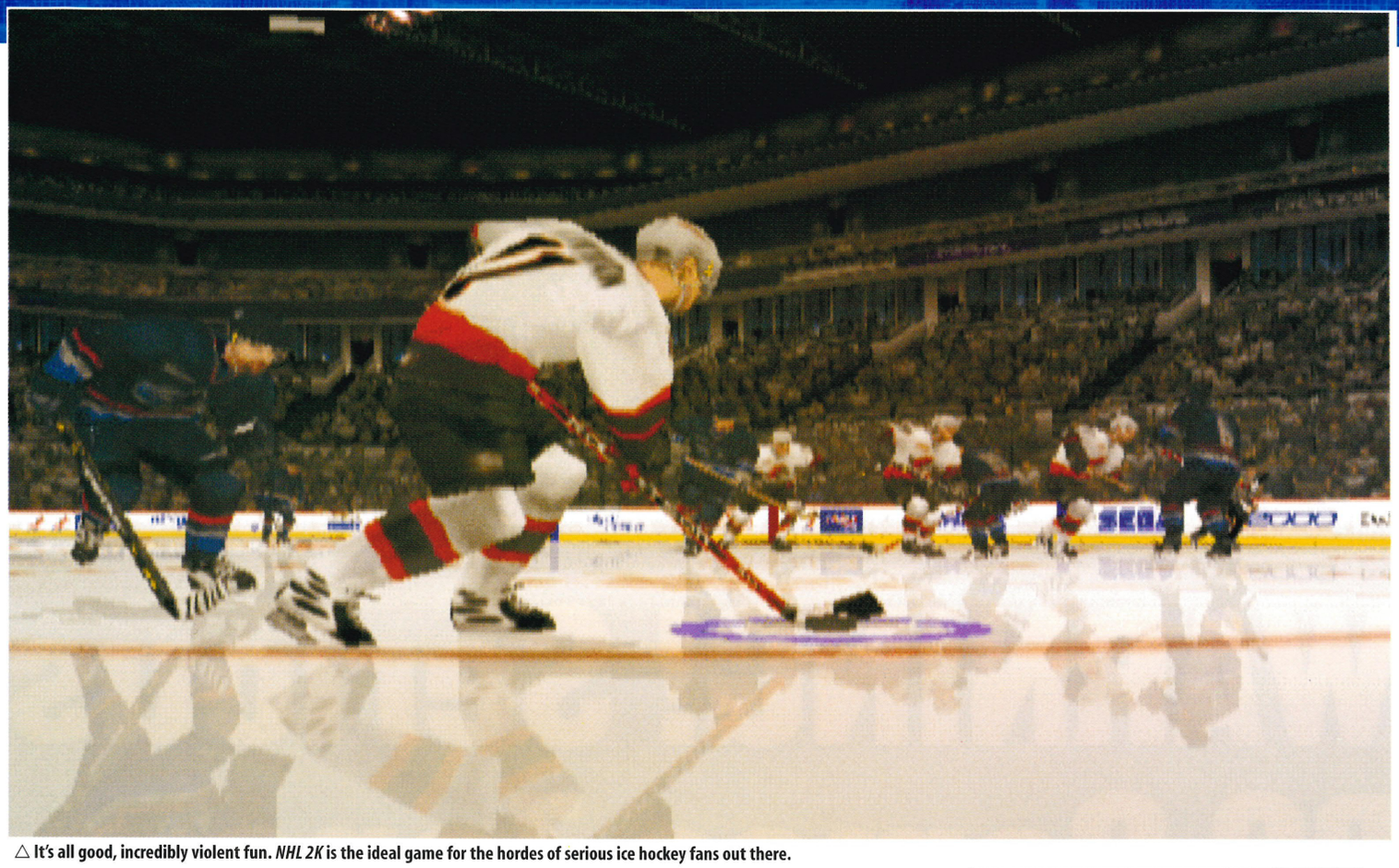


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UPDATED DAILY AT 3.30PM

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



△ **It's all good, incredibly violent fun. *NHL 2K* is the ideal game for the hordes of serious ice hockey fans out there.**

NHL 2K

It's ice hockey's turn to receive the Sega Sports '2K' treatment, and all the signs point to another belter. **DAN TRENT** gets his skates on

AMERICANS KNOW WHAT they want with their sports: lots of noise, obscene amounts of synthetic fast food, watery beer in paper cups, and plenty of pauses for adverts and trips to the toilet. The odd bit of violence doesn't go amiss either. And you simply *must* have a ref in a stripy black-and-white top. Ice hockey delivers on all these fronts, most noticeably with the violence. Large men with weapons moving at great speed on a slippery surface gives plenty of potential for 'lapses of judgement' and a degree of physical contact that even Roy Keane might balk at.

WHAT THE PUCK?

First impressions are good – *NHL 2K* looks fantastic. The motion-captured players are detailed right down to the branding on their sticks, the ice gleams with a realistic sheen, and the spectators are more than badly textured cut-outs – they react to events on the court. This is all in keeping with the high standards we've come to expect from the 2K franchise. If you follow the NHL, then you'll be pleased to know that all the players are present and correct and, as with the other games, you can create your own teams of genetically enhanced monsters. It's a shame that physical customisation is limited to bulk, height and stick hand but to be fair though, once your lovingly created character is padded up and hidden beneath a helmet, there seems little point in being able to transform his hairstyle into a luxuriant mullet.

The slightly clumsy menu system (try scrolling down) makes setting up the games a bit tricky, but there are many things you can tamper with according to whim and dedication to the sport. Team line-ups can be altered and players exchanged, and offsides, penalties and the like switched on or off. One nice touch is the ability to choose your preferred team's colours, from a selection that includes various strips from key points in the club's history going right back to the 1920s.

ICE ICE BABY

While the menu system may have its niggles, it doesn't detract from the important bit: the matches themselves. In this crucial area *NHL 2K* shines brighter than the reflections in the polished ice surface. The developers have taken a realistic approach to the movement of the players, and it's paid dividends in the all-important 'feel' factor. Players don't just race off from a standstill; as in real life, it takes a few strokes of the skates to build up momentum. Once you're moving at speed, stopping and turning are a challenge: push it too much and you'll be chewing ice. It's the little touches, like the way players hop over outstretched sticks, and spray ice on skid turns, that continue to amaze long into the game.

The sound, too, is amazingly good. While the commentary is unobtrusive and occasionally informative, the sound effects really add the icing to the



SPEAK OUT

SEGA EUROPE PRODUCER **MATT O' DRISCOLL** IS THE MAN OVERSEEING THE UK VERSION OF *NHL 2K*

WHAT'S THE BEST THING ABOUT THE GAME?
It has an official licence which allows us to use all the teams and players, but there are also over 1,000 motion-capture moves, so the realism is spot on. We also have a fighting system as well.

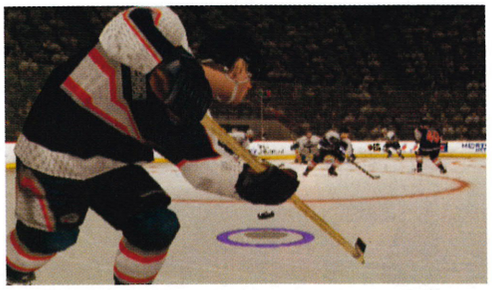
WHICH DREAMCAST GAMES (NOT YOUR OWN) ARE YOU PLAYING AT THE MOMENT?
***Crazy Taxi*, *Power Stone 2* [import] , *Let's Make A J-League Professional Soccer Club* [import].**

WHAT DREAMCAST GAMES ARE YOU MOST LOOKING FORWARD TO, AND WHY?
***Phantasy Star On-line*. It looked fantastic at the Tokyo Game Show. I just want to get my hands on it.**

WHICH GAME HAS YOUR FAVOURITE MUSIC OF ALL TIME?
***Space Harrier*.**



△ Face-offs are a regular occurrence and require quick reactions to gain possession.



△ The surface of the ice begins to bear scars from the skates.



△ All the NHL players and teams are featured.



△ Reflections in the surface of the ice are typical of the detail.

cake. The way the puck thwacks into the boards and pings off the posts, and combines with the sound of the skates slicing through the ice and sticks clashing together, is simply awesome. The only thing missing is a reaction from the vibration pack as your player checks another, which would have been a nice little touch.

SIMPLE PLEASURES

Ice hockey itself is a straightforward game, and *NHL 2K* reflects this in its control system. Movement is controlled smoothly with the analog stick (there's no d-pad option), while the buttons control your shots, and the triggers your team orders. Passing is simple but the artificial intelligence of the other players is sometimes a bit questionable. There are moments when you'll find yourself breaking away only to see the rest of your team huddled in the corner discussing whether this 1929 away strip makes their bums look big. It doesn't happen enough to be too annoying but it is there.

The biggest bugbear, however, has to be with the goalies – they're just too damn good! While hockey doesn't have the high score rate of something like basketball, the seemingly impregnable nature of the goalkeeping in the game can be incredibly frustrating. To be fair, you do learn the techniques required to put the puck in the net, but it's here that the limitations in the simple control system become apparent. It almost seems a waste to have the team orders controlled by the triggers when they could have been put to better use by giving some extra moves, such as dummy shots or skating backwards. As it is, the action moves too fast for you to be able to pay much attention to your tactics or player fatigue. That's something that could easily be displayed on the VM screen, and it would be better if the action could be paused for a spot of coaching. Tactics play a big part, and in time they become second nature, but it's a less than perfect system.

Also missing is a training level where you can practise all the moves, and not being able to try out the vital 'one timers' (volleying the puck into the goal from a pass) means your first few matches will have the computer running rings around you as you try to get to grips with the whole thing.

You'd be mistaken for thinking that we don't like *NHL 2K*, as that couldn't be further from the truth. It's just a little frustrating to see a game that's so close to being superb let down by lacking a few important details. Fundamentally, this is a very good game, and one that you should certainly look at if you fancy a slightly different slice of the sporting pie. Much like the real thing, it's incredibly fast-moving and exciting to play. Crucially, the multiplayer option is excellent and supports up to four players who can plug in and join the fun at any stage during a match, but at its core *NHL 2K* remains a serious hockey fan's game that would benefit from being more accessible to newcomers.

"CRUCIALLY, THE MULTIPLAYER OPTION IS EXCELLENT"

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

VERDICT

SLICK AND FAST-MOVING, BUT WASTES THE OPPORTUNITY TO CONVERT THE UNINITIATED

UPPERS
Superb graphics on both players and stadiums • Fast-moving and smooth-playing • Simple controls and fast learning curve • Great multiplayer

DOWNERS
Clumsy menu system • Impossible goalies • Lack of moves • Uses nearly a whole VM for season saves

IN ONE HOUR He shoots... he scores! At last
WEBSITE www.sega.com / www.nhl.com
MAX PLAYERS 4
VIDEO MODES Full-screen 50Hz, VGA compatible

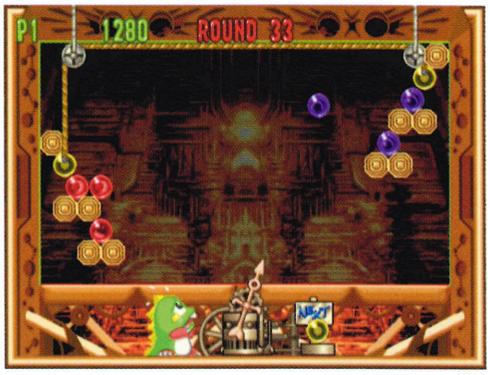
ODM RATING OUT OF 10
7
GOOD



△ The two-player mode is fast and furious. Both players and the on-screen characters can be reduced to tears.



△ Send men in armour to their knees with your skills.



△ Bubbles attached to pulleys add an extra strategy element.

BUST-A-MOVE 4

"A QUALITY PACKAGE WITH A VARIETY OF CHALLENGES"

A cute puzzle game that has you bursting bubbles in a race to survive. ALEX HUHTALA feels very deflated

YOU'LL SEE BUBBLES, lots of them, even when you close your eyes. Why? Because of the secret addictive ingredient included in the recipe for *Bust-A-Move 4*, a game that looks simple and easy on the surface but has a real dark side. It's one of those games that hooks you until you're playing when the birds start singing in the early hours of the morning. Hence you turn off the machine, close your eyes and you can still see those damn bubbles.

Yep, *Bust-A-Move* has arrived on Dreamcast. It's a mixture of addictive gameplay hidden behind the veneer of a simple appearance and dollops of cute. The game's been doing the rounds for years now, appearing on every console known to man since 1993. There have been many variations, but the basic formula has always remained the same.

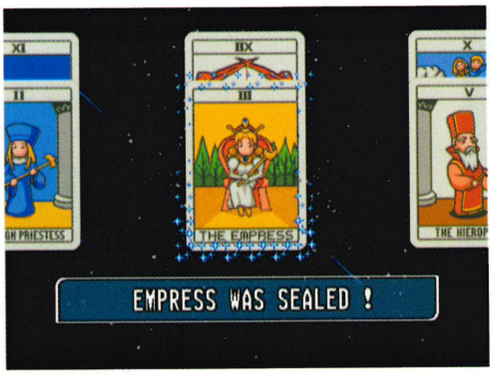
That formula is to burst bubbles. Loads of them. The way you do that is by forming clusters of similarly coloured bubbles; making groups of three or more of the same colour removes that cluster with a pop. You control a cute character who lives at the bottom of the screen, aiming a harpoon-like device that fires bubbles upwards into the playing area. By pressing left and right you change the angle at which the bubble is fired, aiming at a cluster or another bubble of the same colour.

As you're doing this the playing field is slowly shrinking, with the bubbles being squeezed towards the bottom half of the screen. Should the bubbles reach the bottom, invading the space where your character lives, it's game over and your cute little character is reduced to tears. Even the robot characters can cry in this game, it's so damned cute. Anyway, it's a sad moment, not only because you've made your character cry but also because the game has beaten you. Until you hit the continue button before the timer reaches zero, that is.

Clearing the bubbles is really just the tip of the iceberg, as there are so many elements conspiring against you, such as special bubbles that exhibit unique powers and have their own set of rules. Among these are rainbow bubbles that assume the colour of bubbles that are burst adjacent to them; star bubbles which act as a smart bomb, clearing the screen of all bubbles of the first colour to hit it; plus there are special rocks that can be destroyed only from above – very tricky. Add to that the way the bubbles are pre-arranged and you have a rather fiendish puzzle game.



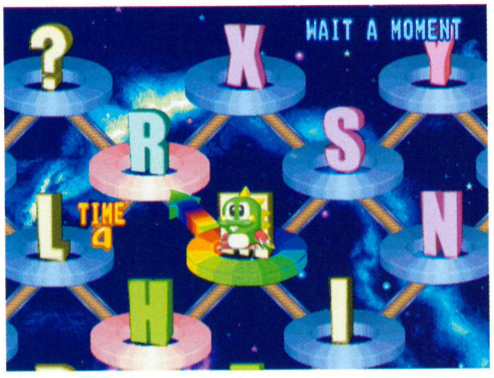
△ This is what it's all about – bubbles being burst. Excited?



△ Play your cards right, *Bust-A-Move 4* style!



△ You stupid anchor! Pop those bubbles before they squash ya.



△ Letters pray: the arcade mode features this alphabet board.

ON THE PULLEY

The best innovation *Bust-A-Move 4* brings to the series is the pulley system. A pulley is made up of two bubble-laden anchors attached to either end of a rope. You must pop the bubbles as normal, except that whichever anchor has the most bubbles is heavier and therefore reaches the bottom sooner than its lighter counterpart. It's a clever addition, and really improves the game.

Aside from the gameplay, what's really impressive about *Bust-A-Move 4* is the amount on offer: hundreds of levels and plenty of modes of play, including two-player modes, and even the ability to create your own levels and save them to a VM unit.

Like most games of Japanese origin, there's a story mode which manages to put the bubble bursting into some sort of impending global doom context, spelling danger for the cast of cute and cuddly characters – and you *know* you can't let them down. Ignore the story, but enjoy the challenge.

There's also a standard arcade mode that features a huge alphabetised board that you must get to the end of. Each letter on the board contains five challenges, which are grouped together in a particular style. Still not enough? How about a ranking mode, and hundreds of extra levels designed by Japanese *Bust-A-Move* addicts?

This is a quality package, as the extra modes aren't just fillers, but a variety of challenges that demand you play them all. And you will. Even the story mode, which is incomprehensible to anyone with a grasp of reality, is a pleasant experience. But what really makes the game come alive is playing against a friend in the two-player mode – beating a mate is far more rewarding than beating a little green dinosaur.

If you're a fan of previous instalments in the *Bust-A-Move* series, then the good news is that the latest game offers far more than its predecessors, with new gameplay additions that add to the fun rather than feeling like elements included to justify another sequel.

Newcomers rejoice, because you're getting the best *Bust-A-Move* yet. Who cares if it isn't exactly pushing the console? What *Bust-A-Move 4* possesses is what only the very greatest games can aspire to: playability, and an unhealthy addictive quality that will have you playing right through the night – guaranteed.

PRICE: **£24.99**
PUBLISHER: **ACCLAIM**
DEVELOPER: **TAITO**

VERDICT

ADDICTIVE PUZZLER THAT SHOULD BE SNAPPED UP

UPPERS
Hundreds of levels • Simple to understand • Highly addictive • Cheap and cheerful

DOWNERS
Simplistic look • Could be too cute for some • Maximum of two players

IN ONE HOUR Arcade mode completed. Well, it seemed like only an hour
WEBSITE www.clubacclaim.com
MAX PLAYERS Two
VIDEO MODES Bordered PAL

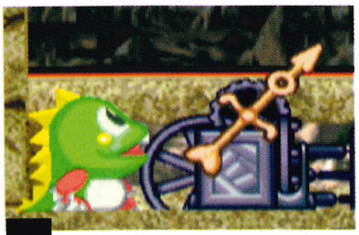
ODM RATING OUT OF 10

7

GOOD

WALKTHROUGH
FOREVER BLOWING BUBBLES

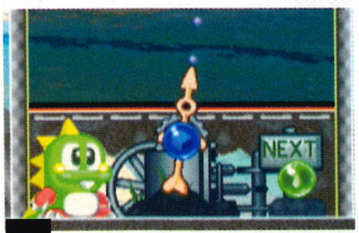
If you've never ventured into *Bust-A-Move* land before, you may not understand what's going on. Help is at hand



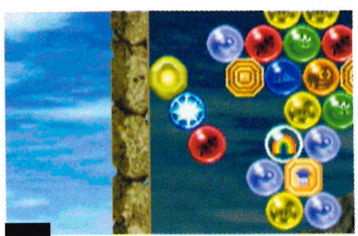
1 ▽ Your character lives at the bottom of the screen and uses his special harpoon to fire bubbles.



2 ▽ When three or more bubbles of the same colour touch, they pop and disappear, like so.



3 ▽ Keep checking on what colour the next bubble to appear will be. It always helps to plan ahead.



4 ▽ Some bubbles have special abilities, like the star bubble that clears the screen of whatever colour touches it first.



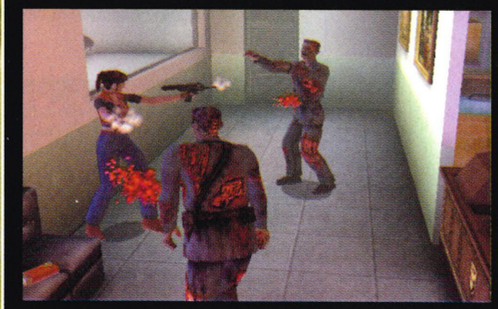
5 ▷ In two-player mode the same rules apply. The chain reaction system can clear the screen of bubbles in seconds.

UP FOR DISCUSSION

THE *OFFICIAL DREAMCAST MAGAZINE* TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR OF THE MOST INTERESTING RECENT RELEASES. THIS MONTH:



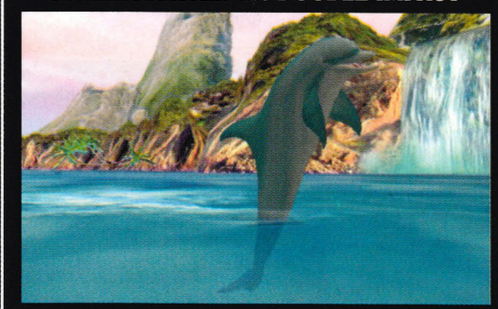
▲ SWWS EURO EDITION



▲ RESIDENT EVIL CODE: VERONICA



▲ STREETFIGHTER III: DOUBLE IMPACT



▲ ECCO THE DOLPHIN

PHOTOGRAPHY: SIMON CLEMENGER







REVIEWS ROUND-UP
DRINKING...

Shout the word 'greasy!' in the *ODM* office and it can mean only one thing: lunch at Ferrari's, the exotically named greasy spoon cafe, and a full stomach for the rest of the day. **DAN TRENT** enjoys a coronary burger



LET'S FACE IT, there are only so many low-fat yoghurts and healthy salads you can force down, and there are days when all that nonsense about eating well is thrown out of the window and the only option is to go for a greasy. For roughly the same price as a synthetic and unfulfilling unhappy meal from a multinational chain, your local greasy spoon will sort you out with a heap of food – from a menu comprised mainly of eggs, sausages, bacon, beans, mushrooms, chips and toast – that will keep you burping with satisfaction long into the day.

One of the joys of greasy spoons is the discovery and adoption of a favourite establishment, as there's always an element of exploration and plenty of thorough, exhaustive testing before you can find one that well and truly fits the bill.

Tucked into the maze of side streets near the *ODM* office, Ferrari's is just that place. Seemingly named thus solely because of its tattered poster of the famous Italian sportscars, this is the place where the real decisions about *ODM* get made over the delicious combinations of grilled and fried delights.

It is, to put it tactfully, extremely cosy, and has the most bewildering and complicated menu system ever devised, but the top food and ever friendly Oriental couple who run it make Ferrari's a real gem. It's therefore just the right place to use as the venue for this month's Drinking & Thinking.

• *Ferrari's can be found on Ogle St, London W1, in the shadow of the British Telecom Tower.*

...& THINKING

SEGA WORLDWIDE SOCCER EURO EDITION

(*ODM* #8, 7/10)

In its first incarnation, *Sega Worldwide Soccer* (*ODM* #3, 6/10) was a disappointingly bland and sluggish kickabout that didn't really meet with expectations. In response to these criticisms and to tie in with the Euro Championships, the game has been sharpened up and tweaked. But is it enough to satisfy the *ODM* team?

DAN: I still think it's a bit rubbish.
WARREN: No! It's fun!
ED: Did you not enjoy playing it then, Dan?
DAN: No, it's just really clunky. It doesn't flow right.
WARREN: Fun and *funny*.
ED: It is funny, because the bad bits aren't annoying, they're not frustrating or anything.
ALEX: Apart from the tackling.
ED: Yeah, but even the bad things make you laugh.
WARREN: The speed thing is the funniest bit, because they have made it faster – you can even alter that in the menu – but they haven't altered the animation at all and it looks literally just speeded up.
DAN: To be fair though, people don't want a 'fun' game, they want a fast-flowing, accurate and amazing football game that does Dreamcast some justice.
WARREN: You can sit there and pick holes in it but that doesn't mean it isn't actually fun to play. One thing does annoy me though, and that's the offside calls. They are really dodgy, but that does kind of add to the fun in multiplayer mode.
ED: It's what makes it a laugh. The arguments you'll have with your mates and all that are part of the fun, really.
ALEX: The graphics look slightly nicer than the last one.
DAN: It looks crisp, you're right, although it's not as good as you would hope for, especially compared to *NBA* and *NHL 2K* [see page 84].



"EVEN THE BAD THINGS MAKE YOU LAUGH. THE ARGUMENTS YOU'LL HAVE ARE PART OF THE FUN"
– ED ON *SWWS EURO EDITION*

ALEX: The stadiums are particularly nice even if the crowds aren't.
WARREN: It's still not a *FIFA Soccer* [Electronic Arts] or an *ISS* [Konami] though.
DAN: But that is what Dreamcast so badly needs, and this just doesn't meet the demand that's out there for a really strong Dreamcast footie game.
ED: Yeah, we're just repeating ourselves, but the game is fun in an arcadey sort of way. I do really like the through ball button though. I liked it in the first one, but now you've got it in a very fast game.
WARREN: I like *UEFA Striker*, but in that the goalies keep parrying the ball – it's really annoying. In this the goalies are okay, but you still get plenty of goals in a game and it is a laugh in four-player.
DAN: You're right about that, but I still have reservations.
WARREN: Yeah, but it's not like we gave it nine or ten, is it? It's a good game that, if you haven't bought a football game yet, it's worth buying.



ED: It's not worth it if you have the original one though, even if you will notice the difference between the two.

RESIDENT EVIL CODE: VERONICA

(*ODM* #8, 9/10)

One of the most eagerly awaited Dreamcast games has finally arrived and, gasp, it's actually ahead of schedule. Fans of the *Resident Evil* series will know what to expect and won't be disappointed; newcomers will be able to revel in the best-looking chapter yet and one that promises more shocks and gore than ever before.

ALEX: Wow!
WARREN: Yeah.
DAN: Personally, I think it's one of the best Dreamcast games yet.
WARREN: Everybody has been waiting for it, everybody will go out and buy it, and it should be up there with the likes of *Crazy Taxi* and *Soul Calibur* in terms of sales.
DAN: I think it's really important that it's out on Dreamcast exclusively. I think a lot of people are going to see that as a big sign that Dreamcast owners are getting more than just cast-offs from other systems.
WARREN: It's a shame it's taken so long though.
DAN: It builds on all the things people who have come to love the *Resident Evil* games have always liked and takes it all to a whole new level.
ED: Hmm, I don't know. It doesn't really build on the gameplay at all. What they have done is they've got a really good story, they've got it looking amazing and they've got all the direction and the timing spot on.
WARREN: The worst thing about it has to be the animation though. The way the main characters walk about so stiffly hasn't moved on from the other games at all.
ED: If you mean the in-game stuff, then you're right, the characters still spin on the spot in the same way they always have.
ALEX: And their hands look like flippers!
ED: Having said all that, the cut-scenes are pretty amazing.
DAN: Definitely, and the way there's no switch between the cut-scenes and the game proper makes it all really smooth.
ED: There are bits where you're watching a cut-scene and you think: "Oh, that's a really nice bit of rendered footage," then you realise that it's exactly the same as you've just been playing but from a different angle.
WARREN: It would be nice if the characters had a bit more to do with their environments. Like if they put their hands out when they walked into walls, rather than just keep trying to walk through it. It's worse than *Tomb Raider* in that respect.
ED: Yeah, it would have been nice if they'd made the characters look a bit more natural in their movements.
DAN: Overall though, it does look stunning. I think nearly everyone agrees on that.
WARREN: Definitely, and it is so impressive from the moment you switch it on as well. The opening video is absolutely stunning, you can watch it again and again.
ALEX: I don't think it leads you in as well as some of the other *Resident Evil* games The scene-setting just isn't as strong.
ED: I don't know. It starts off really tense, and you get attacked almost straight away by a load of zombies.
DAN: You don't have a gun, either.
ED: That's right, you only have the knife, and that makes it quite tricky to get going. There's also the little things, like round the corner when you go down the stairs: you hear something snarling underneath, and you know something nasty is going to happen later on.



"IT IS SO IMPRESSIVE FROM THE MOMENT YOU SWITCH IT ON. THE OPENING VIDEO IS STUNNING"

– WARREN ON *RE CODE: VERONICA*



...& THINKING

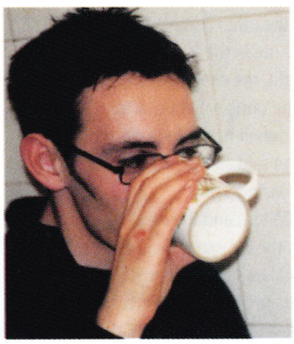
WARREN: People who've never seen *Resident Evil* before are going to be well impressed.
ED: I think everybody will be impressed. The whole thing with the extra camera angles is really effective and you get things leaping out at you that genuinely make you jump. That alone is better than the earlier ones, because all the backgrounds had to be hand-painted and anything that was going to move was in 3D, so you could tell: "Ah, that's going to move." But in this everything looks the same and you can't tell what will happen.
WARREN: And it's huge, too.
ALEX: Hopefully it should get loads more people buying the console.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

(REVIEWED ON PAGE 64)

Shots from this beautiful-looking game have been around for a while now and, following a bit of a delay, the finished product is upon us. *Ecco* is an established Mega Drive favourite. His Dreamcast incarnation is as stunning as the screenshots would lead you to believe, and one of the biggest and most involving games to date.

DAN: It's big.
ED: And hard.
WARREN: Enough!
DAN: It is stunning to look at, and loads of people are really impressed when they see it, especially people who wouldn't otherwise look at games or perhaps haven't seen anything on Dreamcast before.
ED: It's because it looks like a real dolphin. It moves so smoothly. It doesn't have a separate head that you see the joins in when it moves, or any jagged bits that stick out, it looks and moves like a real dolphin.
WARREN: It will definitely attract a lot of attention, it's something different.
ED: Without doubt that's one of the best things about it. You might get a driving game that has better graphics than the last driving game, but this is truly different and will stand out from the crowd.
ALEX: It's sort of the flip-side of the coin to *Resident Evil*!
WARREN: Or the flipper-side! Sorry.
ALEX: Yeah, graphically it's as impressive, but it's really ambient and peaceful and there's no violence.
ED: It turns really mental though. It might be really ambient and nice and peaceful in the earlier levels, but as it goes on it starts getting a bit darker.
DAN: It's really tough as well.
ED: Definitely.
DAN: It would be easy to look at it and think: "Oh, it's just a kids game," but you've got to be good to get anywhere with it.
ED: You must be good and you must be very patient too, because there are quite a few bits that take ages to figure out.
WARREN: The first *Ecco* game could wind you up as well.
ED: Exactly. And this is just the same. You can be getting really excited, but there are bits where you just have no idea where you're supposed to be going or what to do next. Bits of it did drive me nuts!



"I LIKE THE SIDE-SCROLLING BIT LIKE THE OLD GAME. IT'S A NICE TOUCH AND LOOKS GOOD"
– DAN ON *ECCO THE DOLPHIN*





"IT WAS NEVER A MASSIVE HIT IN THE ARCADES. IT'S DIFFICULT TO COME UP WITH STRONG NEW CHARACTERS"

– ALEX ON *STREET FIGHTER III*

DAN: By their nature the environments tend to be difficult – because they're so huge and free-roaming it's difficult to keep your bearings and you get lost all the time. It takes a lot of concentration.
WARREN: The training is good though, it doesn't just throw you in.
ED: There are a lot of things to learn as well. You really do feel like you're in control, and that the game isn't just taking you along on the ride.
DAN: The freedom is brilliant, there's a real feeling of space.
ED: It did make me feel a bit queasy at times though!
ALEX: When you're playing it's okay, but when you're watching someone else play it is really disorientating.
ED: That's a shame because, like *Resident Evil*, the story is so strong and it looks so good that it's actually great fun to just sit around and watch it being played and take it turns to do stuff, but you can't because it gives you motion sickness!
DAN: I like the way they've put in the side-scrolling bit like the old game. It's a nice touch and it looks good in its own right.
ED: The similarities are more fundamental than just adding the side-scrolling, it's very, very similar to the original game, which I absolutely loved. It does have the same elements that wind you up though.
DAN: I don't know how many people are going to actually play it through to the end.
WARREN: Yeah, but it's there if you want it, and there's loads of depth. [groans all round].

STREET FIGHTER III: DOUBLE IMPACT

(ODM #8, 7/10)

Capcom's inexhaustible supply of 2D beat 'em ups continues with one of the favourites of the genre. Containing two versions of the game on one disc, there's plenty to enjoy.

DAN: Another 2D fighting game by Capcom.
WARREN: Mmmm, I'm excited.
DAN: It does look quite a bit better than the others we've seen. I like the comic-look graphics, and they seem particularly smooth.
ALEX: The animation is really good.
WARREN: But it's like: "So what?"
ED: Exactly. It is – to most people. It's only for *Street Fighter* fans. Speaking as a fan, there hasn't yet been a home console that's been able to do *Street Fighter III* because of all the animation and the detail, and it's the first time people will be able to get it home. It's the sort of game that you do need to have at home so you can get into it and learn.
WARREN: But it won't pull in any new fans.
ED: No, especially not with *Street Fighter Alpha 3* coming out, with more characters and moves as well as the flashier graphics.
DAN: It still looks quite nice though, and there are a lot of neat touches, plus it's funny. But no, it's not going to attract anyone new.
ED: It was never going to do that though.
ALEX: No, and it was never a massive hit in the arcades, either. The *Street Fighter II* characters are just too familiar and have cropped up all over the place over the last few years, so it's difficult to come up with a strong group of new characters.
ED: The characters aren't as strong but I do like them. Most of Capcom's fighting games have an interesting character or two, but in *Street Fighter* there's always something cool about all the characters; something that makes you laugh, or a cool attack, something that gives them a bit of personality that you can tap into. I like it. I like it a lot.
DAN: But at full price, I'm not convinced that it will be seen as value for money when you compare it with the competition.





ILLUSTRATIONS: BEN WACHENJE



GAMES TESTER? PRODUCER? PROGRAMMER? WHAT DO THEY DO EXACTLY? ADAM PHILLIPS PROFILES THE JOBS WHICH BRING THE GAMES TO OUR SCREENS

THE PR EXECUTIVE

RESPONSIBILITIES: For those who don't know, PR stands for public relations. The job involves communicating with every aspect of the media to get maximum coverage for your product.

PROSPECTS: As well as the potential for working your way up within a PR department or agency, you can always head off and set up your own PR outfit. In other words, the prospects are excellent.

SALARY: PR Executives working in London can expect to start on as high as £17,000. You can end up on £40-50,000 as a PR Director. Not too shoddy.

QUALIFICATIONS: No particular qualifications are required. What's needed is someone with a likeable personality who has clear communication skills, good writing ability, a talent for time management and an extensive knowledge of computer games.

In some people's eyes, PR people are regarded as the spin doctors of the games industry, building up hype for a game and squashing criticisms with a well-aimed press release. In reality, their job boils down to making damn sure that the world knows about a software company's latest game. While PR may stand for public relations, press relations would be a more accurate definition. It's the PR person's brief to form a healthy working relationship with the press (magazines, TV, radio, Net etc) and help their company's games get seen and talked about.

The bottom line is if PR do their job right, deep-pocketed retailers like HMV will pick up on the positive buzz plastered across the press and will push the game in their stores. Ideally, the punter will have heard the hype, read all the reviews, and will then make their way to the shop to buy a copy. The result? In an ideal world the punter ends up with a top game, and the makers and retailers make a shedload of cash. And the PR people get nice new Audis! Simple!

Not quite. Working in PR is no cushy number. The role is multi-disciplined and 'multi-tasking' – from showing demos to cynical journalists and writing press releases, to answering hundreds of emails and phone calls a day and dealing with a whole host of different personalities on a daily basis. And remember, if something should go wrong with the press coverage, then it's invariably the PR people who get dragged up in front of the bosses and receive a bollocking. Even if it's not their fault – ie the game is unmarketable crud.

If all that tickles your fancy, then maybe you're ready for the heady heights of the PR world. The usual route is to start in games journalism and then make the leap across into PR. It's also not unknown to start on the traditional games testing route and start 'networking' with (meeting and getting to know) the right people. Most of the PR people we spoke to recommend just getting your foot in the door as an assistant somewhere and working your way up from there. The path to a PR career is not as clearly defined as becoming a programmer or a videogames artist, but the rewards are still significant.

I DO IT FOR A LIVING

We profile some PR executives, taking a brief look at what helped them land the gig, and which games they've had the most fun working on



PR EXECUTIVE 1

NAME: Simon Byron
AGE: 28
BACKGROUND: A major games fan, Simon spent most of his time as a nipper playing on his computer. Ended up as a printer but landed a job on an Amiga mag. Made it to editor level but eventually decided that he wanted to move on. Subsequently was offered a job at top videogames PR agency Bastion.
PR HIGHLIGHTS: *Command & Conquer* (all formats), *Resident Evil* series (PC/PlayStation/Dreamcast), *BladeRunner* (PC), *MDK2* (PC/DC)



PR EXECUTIVE 2

NAME: Susie Hamilton
AGE: 30
BACKGROUND: While managing a restaurant about eight years ago, Susie was approached by Core Design (of *Tomb Raider* fame) and asked if she wanted to be an assistant at the company. She subsequently ended up in charge of Core's PR department.
PR HIGHLIGHTS: *Tomb Raider* and all the sequels (various platforms), *Thunderhawk* (PC/Mega Drive/ST), *Chuck Rock* (ST/Amiga/PC)



PR EXECUTIVE 3

NAME: Matt Broughton
AGE: 29
BACKGROUND: Began his working life in business then moved on to writing for a variety of games mags. Approached by Philips Media to be their PR Manager. He then moved on to Blue Byte, followed by GT Interactive, who were subsequently bought out by the publisher-consuming Infogrames.
PR HIGHLIGHTS: *Unreal* (PC), *Quake 64* (N64), *Driver* (PC/PS)

Q&A

What it's like to be a PR Executive, straight from the horses' mouths

WHAT DID YOU THINK LIFE AS A PR EXECUTIVE WOULD BE LIKE, AND HAVE THINGS TURNED OUT AS YOU EXPECTED?

SIMON: I judged it by how PR people had been with me when they came round to the magazine and showed me their games. During my first few months I had to learn quite quickly. I was going down to mags and hoping my knowledge of games would see me okay – and it did. But I didn't realise how much you need to know about a game. With my first PR gig, people were asking me all these technical questions about the game and I just didn't have an idea!

SUSIE: I didn't know what software publishing was! It was all a bit of a shock to start off with – having products and going out and seeing magazines. It took a couple of years at least to really find my way round.

MATT: I thought it would be visiting all the contacts, demoing games and buying beers. In reality, while there was a lot of that kind of work, the bigger picture actually comes from within the company, where your activity and results drive the rest of the business. Also, once you start building a big team, managing people's time and activity takes over.

WHAT ARE SOME OF THE GOOD POINTS ABOUT BEING IN PR?

SUSIE: The job has a lot of variety. You get to travel around a lot, both here and overseas. It can be very rewarding if your product does well and it gets a great review.

MATT: If you love games, you get to go to some fantastic shows and see everything at a very early stage. There are some great people in the industry, so quite often it can feel like you're working with your mates.

WHAT ARE THE CONS?

SIMON: It can be quite tedious doing reports and ringing round. There is pressure, especially if you're dealing with code that's come from America – it arrives late and you have to try and do as much with it as you can. I think within the industry, the biggest con is that if anything ever goes wrong then PR people tend to be blamed for it.

SUSIE: If you feel a review is unfair or you missed your coverage, then it can be a bit disheartening. Also, having to wear a smile continually and be very pleasant to everybody all the time even if you don't like them can be a downside.

MATT: The pressures, both internal and external. From unreasonable journalists who want it all their own way, to unreasonable developers who want you to promote their titles but are unwilling to actually help!

HOW WOULD YOU DESCRIBE A TYPICAL DAY IN YOUR JOB?

SUSIE: Answering about 200-300 emails a day, and all the post as well; sorting out sponsorship; getting all the PR coverage in for the products; making sure that magazines have done what they said they are going to do; reporting the coverage to Eidos [Core Design's owners]; making sure that all our overseas distributors and magazines are looked after; making sure our overseas operatives are kept updated about all

CASE STUDY

Making some pressing claims for *V-Rally 2*

our products; making sure that Core Design know what's happening in the press; supplying all the quotes and stuff to marketing… It's an endless list!

WHAT ARE THE BIGGEST CHALLENGES YOUR JOB PRESENTS? IS ONE OF THEM WORKING ON BAD PRODUCTS?

SIMON: Bad products are actually easier to do! Obviously you do what you can, but personally, as an agency we don't go out and promise the earth if a game is a pile of shit. Anyone who knows their games will see through you straight away, and they'll never believe you when you actually have got something good. The most difficult thing is really good games. There have been games that I've loved, but I've been stung several times when I've expected everyone else to think the same but they didn't. Last year I worked on a game that got review scores from 45 per cent to 90 per cent and the game itself probably deserved mid-70s. You think: "That was really good, because they gave it 90 per cent," but you actually get bollocked for the 45 per cent.

WHAT ADVICE WOULD YOU GIVE TO SOMEONE WHO WANTS TO GET INVOLVED IN THE WORLD OF VIDEOGAMES PR?

MATT: It's hard, but all you can do is make sure that all the key companies have your details on file. There are a few key employment agencies that work within the videogames industry – Answers, Aardvark, Datascope etc – that are well worth getting on the books of. You need decent English skills for producing press releases, and good general communication abilities. Other than that, what you really need is good old common sense.

SUSIE: You need to be very confident and very flexible. You have to be prepared to listen to what the journalists are saying to you. Also take into consideration that their lives aren't always easy. Don't shout at them when you get a bad score. Listen to constructive criticism but don't take unconstructive criticism. You have to be prepared to stand up and defend yourself or your product when you know you've been unfairly treated.

SIMON: Maybe it would be best to be an assistant somewhere or go and work at a publisher's. I know someone who used to be a manual writer before they went into PR! I think you should go for any kind of associated job that puts you in contact with the press or those you'll end up reporting to.

GAME: **V-RALLY 2 EXPERT EDITION**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **EDEN**

While here at *ODM* we *always* judge a game on its merits and not the inevitable hype surrounding it, we know that developing a good working relationship with PR people is essential. They are the ones who provide the preview shots and demos, and can help with securing exclusives. One such game, that got on to an *ODM* front cover, was *V-Rally 2*. It was worked on by PR exec Stuart Ledger, and in the final stages by Matt Broughton as well.

So how did Matt and co go about co-ordinating the game's PR with the game's producer, never mind the press? Matt explains: "We offered lots of feedback from initial presentations to the press, and made the producer aware of our timings and any special plans we had. Once it gets to this stage it's more about us requesting things from them, such as review code, artwork, screenshots etc."

Initially the PR plan focussed simply on getting early screenshots and press releases out to start spreading the news. Next on the agenda was to make sure that the likes of *ODM* had early playable code to preview, and to arrange visits for the media to see the developers. "This gets us interviews, previews and work in progress features," offers Matt.

"Next up is negotiating with interested parties for exclusive reviews and competitions. And then, once this is completed, we make sure that everyone gets to see the final product before finishing the campaign with plenty of good competitions and solutions."

As you can imagine, releasing yet another driving game into an already overcrowded marketplace is no easy task. "Making some good presentations was extremely important, just to show off the quality," explains Matt. "Stuart produced a timetable that ensured everyone got to see the title running as early as possible, and then we had to respond to requests for interviews and imagery as quickly as we could."

As for the last few days before the big release, Matt is happy to admit that by this point "we're pretty much done. Because of the deadlines on magazines, by the time the title is released we're just finishing off competitions, running solutions and maps, and beginning the campaign in the non-specialist press. But that's a different story altogether."

"WE DON'T PROMISE THE EARTH IF THE GAME IS A PILE OF SHIT. ANYONE WHO KNOWS THEIR GAMES WILL SEE THROUGH YOU STRAIGHT AWAY"

– SIMON BYRON



△ **Promoting a game from a well-known series such as *V-Rally* might make a PR person's job a little easier, but they've still got their work cut out.**

FIRST CONTACT

Think you're ready for a shot at public relations? Then check out the following recruitment agencies, of the many that are out there, for job listings. Remember: don't waste their time with frivolous phone calls.

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VERDICT

It's a well-paid and highly challenging job where you don't have time to get bored. The variety it offers does make a change from the one-track likes of programming.

UPPERS

There's genuine potential to earn decent cash • There's a lot of travelling and meeting people • Seeing your game land a good score is highly rewarding • The job offers a massive amount of variety • You get to see the games in their very early stages

DOWNERS

The route into PR isn't as clearly defined as, say, programming • The punishing schedule of answering calls and emails can become tedious • PR bods are still seen by some as folk with an easy job • You have to be nice to people you might not like



△ Back row (left to right)): Leon Brazil, Mark Stephenson, Matt Godbolt, Sefton Hill, Justin Scharvona. Front row (left to right)): Matt Porter, Dave Taylor, Dave Lowry.

IN THE HOT SEAT

WITH ARGONAUT SOFTWARE

ARGONAUT'S *RED DOG: SUPERIOR FIREPOWER* DEVELOPMENT TEAM ALL HAD A GO AT ANSWERING QUESTIONS FROM *OFFICIAL DREAMCAST MAGAZINE* READERS.

COMING UP: NEXT MONTH, SHINJI MIKAMI, CREATOR OF *RESIDENT EVIL*, WILL FINALLY BE ANSWERING YOUR QUESTIONS. START GETTING THEM IN FOR THE ISSUE AFTER THAT, WHEN WE'LL BE TALKING TO KALISTO, THE FRENCH TEAM BEHIND MIDWAY'S EXCELLENT *4 WHEEL THUNDER*

FOUNDED in the early '80s by teenager Jez San, Argonaut Software are now one of the largest independent games developers in the world, with more than 120 employees.

Their first big success was *Starglider* for Commodore 64 and Spectrum, a title regarded by many as the first 3D game ever made. Since then Argonaut have been responsible for some big developments in console gaming, not least of which was the invention of the Super FX chip, which enabled Nintendo's Super NES console to handle simple (by today's standards) 3D graphics. Their first Super FX game, *Starfox* (renamed *Starwing* in the UK) became one of the best-selling games of all time, with sales of more than four million copies worldwide.

Since then Argonaut have released more hits, such as *Croc: Legend Of The Gobbos*, and have continued to grow rapidly. *Red Dog: Superior Firepower* is their latest title, and their first for Dreamcast. The team behind the game sat down with questions from readers of *Official Dreamcast Magazine* and racked their brains for the answers.

You can find out more about Argonaut from their website, located at www.argonaut.com

DEVELOPER'S DREAM

What is Dreamcast like to develop for?

M Donaghy, via email

MATT G: Dreamcast is, quite appropriately, a dream to work for. Sega have thought very carefully about the needs of the developer and, compared to other consoles, both the tools Sega provide and the power of the console make developing very enjoyable. The number of textures we could cram into a *Red Dog* level would shame any other system bar an expensive top-of-the-range PC!

DAVE T: Great for the artists, because of the high-resolution textures and rich colours. Plus there's plenty of memory and power to chuck around quite a few polygons.

DOG-ONLINE

Any plans to re-release *Red Dog* online when Sega sort out the online situation?

Steve Dodge, via email

SEFTON: This is really up to the management. It would be a good laugh having 16 tanks flying around the place in a Deathmatch Internet war, and it's certainly do-able on Dreamcast. It depends on whether there's enough demand for it.

TWO DOGS

I would like to know if you'll be making a series of *Red Dog*. It' the most enjoyable game I've played for quite some time.

Steven Warrender, via email

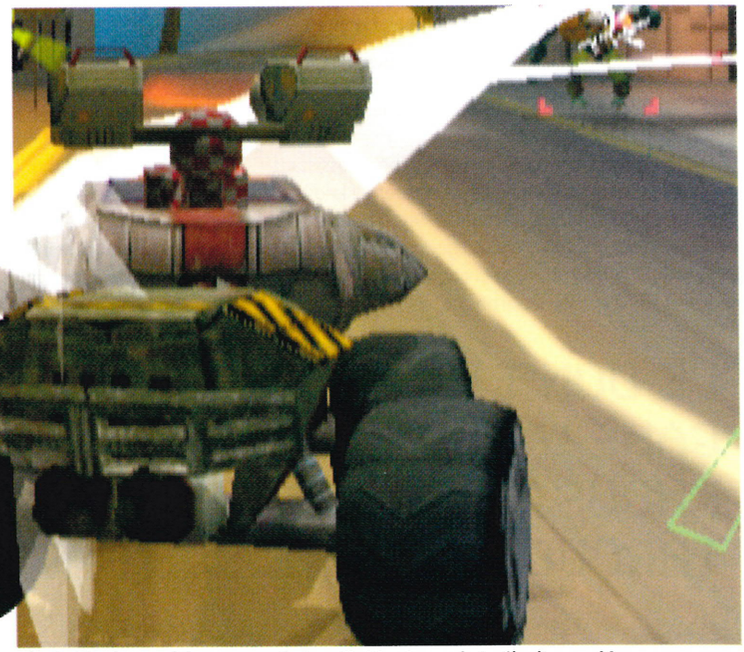
SEFTON: I'm a firm believer in taking a break instead of just making a cash-in sequel. Only if there's enough demand for it and if we've got enough good ideas to do a sequel justice will we follow it up.

MONEY MATTERS

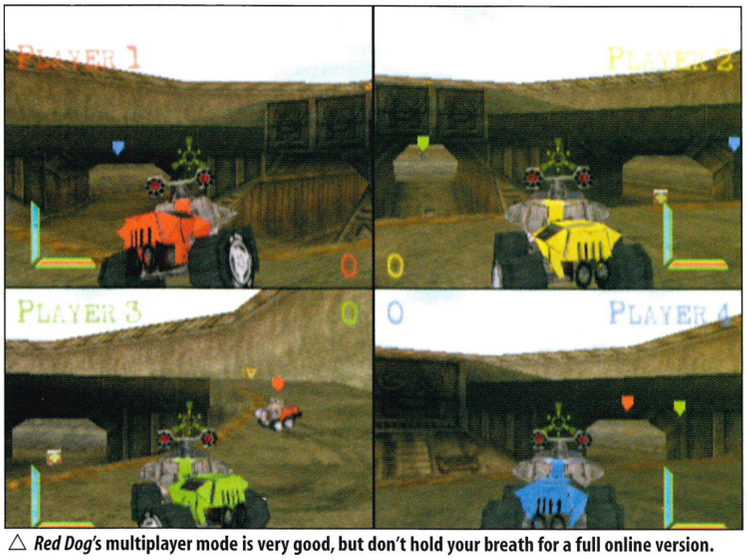
To Jez San: you're now one of the richest men in England. What have you been doing with your new wealth?

David Balson, via email

JEZ: David, as you may know, when the newspapers say you're rich they don't really mean you have oodles of cash, they're guessing how much your shares in the



△ *Red Dog* is one of those games that you'll either love or hate. Give it a go, eh?



△ *Red Dog*'s multiplayer mode is very good, but don't hold your breath for a full online version.



△ What's the firepower superior to? It's just superior, alright?!

companies you've worked for all your life are worth. In my case they guessed that the companies I'm involved with (Argonaut and also its spin-off ARC) are both doing well, so therefore I must be rich (they reckon). But, you know, it's not cash, it's shares; I can't rush out tomorrow and spend it.

One day, if and when I do have cash at my disposal I intend to invest much of it into other start-up companies, to help new entrepreneurs and their technologies grow and give new people a break. Of course, I will treat it as both helping those companies and also as an investment for me that might one day be worth something. I couldn't have done it on my own and relied on others to invest to give me a helping hand, and I intend to do the same for others.

MODELLING JOB

I'm a 3D modeller, and I would like to work in games. What should I do?

Marcos, via email

DAVE T: Get a job in post-production – it's more rewarding, pays better, and the offices are far more plush. If you really want to get into games, play with some tools at home off the Web, such as the *Quake* and *Half-Life* stuff. It'll teach you the limitations of game graphics and give you something to show your future employer. It shows commitment, and can generally put you ahead of the competition. It may even teach you whether you really want to do in-game graphics, or stick to full-motion video modelling. The industry is pretty closed-minded though, and tends to hire those who know someone, rather than someone who has little experience but potential talent.

RED DOG RPG

Given the near total lack of role-playing games on Dreamcast (*Shenmue* seems a long way off), how about a *Red Dog* RPG or something along those lines?

Anon, via email

SEFTON: Yes, an interesting idea! *Red Dog* does have some RPG elements, like the way your tank's technology increases as you play through it. But a full-on RPG? That's not our style, baby.

MISSING DOG

Was there anything that you wanted to include in *Red Dog* but couldn't for whatever reason? And if so could it appear in a possible sequel?

Simon Macdonald, via email

DAVE T: I'd like to have seen big, flashy rewards for doing 360-degree jumps while battling the enemy – some kind of 'skill' bonus – but we just didn't have time to put it in.

TAKING YOUR TIME

What was the main reason you delayed the release of *Red Dog*? Were there any elements of the game that you thought needed more work?

Tom Weston, via email

SEFTON: Just trying to squeeze in as much stuff as possible!

COMING SOON

What are your future plans?

Anon, via email

DAVE L: Right now the prospect of a rum and coke and lording it up on a sunny beach is rather appealing. After that the *Red Dog* team is gonna sit down and get cracking on a secret new title. Hopefully we'll have learned from the previous title and can improve as a team.

MUSIC RESPONSE

Who were the main influences behind the excellent music in *Red Dog*?

Darius Burton, via email

JUSTIN: Well, the Chemical Brothers' *Dig Your Own Hole* album, and Propellerheads' *Decksanddrumsandrockandroll* album were listened to closely.

GAMING EXPERIENCE

Which games have members of the *Red Dog* team worked on previously?

Mike Hammond, via email

SEFTON: The team has worked on a whole load of stuff including *Croc 1* and *2*, *Lemmings*, *Chaos Engine*, *Cannon Fodder*, *Vortex*, *Buck Bumble*, *Scooby Doo*, *Creature Shock*, *Ecstatica 2*...

PUPPY LOVE

Which part of *Red Dog* are you most pleased with?

Anon, via email

DAVE L: Overall I think we're all pleased with the final product. It's a well-balanced, fun game to play.

FIRM FAVOURITES

Which are your favourite games of all time? Did any of them in particular have an influence on *Red Dog*?

Barry Turner, via email

JUSTIN: *Championship Manager 3* is my all-time favourite game. It influenced *Red Dog* because I spent most days of *Red Dog*'s development thinking about it instead of working (um, no I didn't really, honest).
MATT G: *Wonderboy 3*, *Legend Of Zelda 64*, *Exile*, *Super Mario 64*, and *Soul Calibur* on Dreamcast.
MATT P: *Jet Set Willy*, *Super Mario World* (and *Super Mario 64*), *Yoshi's Island*, the *Phantasy Star* series, the *Turok* series and *Ultima 6*.
DAVE L: *Doom*, *Rainbow Six*, *ISS 64*, *Super Mario 64*, and *Super Mario Kart* on Super NES.
DAVE T: *Bioforge*, *Samurai Showdown*, and *NHL* on Mega Drive.
SEFTON: *GoldenEye*, *NHL 2000*, *ISS Pro '98*, *Thief*.

WHY?

What would you do if you were only five inches tall?

Chris Brown, via email

MATT P: Take off my high heels.
DAVE T: Battle Action Man and mistreat Barbie.
JUSTIN: Sneak into Celtic Park to see the best football team in Scotland.

DOG TAG

Why is the game called *Red Dog*, and what is its firepower superior to?

Tom Groombridge, via email

DAVE T: Our producer's girlfriend came up with the name and it stuck. It doesn't mean anything at all. The firepower is just plain superior, alright!

"I'M A FIRM BELIEVER IN TAKING A BREAK INSTEAD OF MAKING A CASH-IN SEQUEL"

SEFTON HILL, ARGONAUT SOFTWARE

SPEAK TO THE *4 WHEEL THUNDER* TEAM

Next month we'll be printing the answers to the questions you supplied for Capcom's legendary producer of *Resident Evil*, Shinji Mikami. The following month we'll put your burning questions to Kalisto, the French team behind the great new racing game *4 Wheel Thunder* (*ODM* #8, 8/10). If there's anything at all you want to ask them, we'd love to hear from you. Send all your questions to questions@dreamcastmag.co.uk, or to Kalisto In The Hot Seat, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

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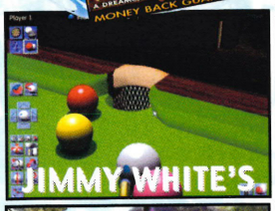
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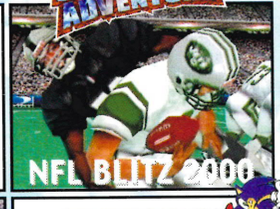


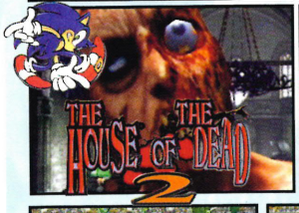






















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Part 2 of our 3-part guide to the whole game

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RAYMAN 2
WALKTHROUGH PART 2

DON'T BE FOOLED BY THE CARTOON-STYLE GRAPHICS – *RAYMAN 2* (*ODM* #6, 8/10) IS A REAL TOUGHIE IN PLACES.

FOUND YOURSELF STUCK? HAVING TROUBLE FINDING THE SIX CRYSTALS? NO WORRIES. **MATT DYMOND** IS HERE WITH THE SECOND PART OF OUR THREE-PART GUIDE TO EVERY LEVEL









MENHIR HILLS

Yellow lums: 50
Cages: 8

Level 1

1 Shoot the switch on the menhir to the far right – this opens the grate in the middle of the three menhirs. There's a cage with five lums here.

To ride on the running missile, run around until it gets tired and stops, then get on it and cross previously unsafe ground. After crossing the brambles, aim the missile at the plastered door and jump off – there's a cage behind it.

Either sneak past (walk slowly) or blast the guards, and go down the passage on the left to find another cage – there are three, containing 15 lums, on this level.

Level 2

2 Jump on the mushrooms by the tree, and use the purple lum to land on the balcony at the start of the level. From there you can see the cage in the room opposite.

Get on the rocket and cross the brambles. By using the turbo on the bridge, you can clear the left-hand (broken) bridge where a series of red lums can be found (they increase the life bar when all are collected). You will arrive at the fortress where Clark is being held.

3 First get a powder keg, then go into the small tunnel under the fortress. Light the keg on the torche to speed over the gaps and find a hanging cage. To get it, throw the keg vertically into it.

There are two cages and 20 lums on this level. Look out for the yellow lums behind the tree in the clearing at the beginning.





THE CAVE OF BAD DREAMS

Yellow lums: 50
Cages: 0

Level 1

4 Enter via the Marshes of Awakening – the guardian will allow you to you enter this time.

Cross the moving platforms and the falling plinths. Defeat the small guardians and get the yellow sphere, which opens the pit when put on the plinth. To open the next door you need a yellow and blue sphere.

The hall to the left splits into two paths, each of which contains a sphere. You must find both and bring them back to the corresponding plinth. Aim and throw the sphere from platform to platform in order to move it, as you can not jump while carrying it. However, dropping it in the lava will transport it back into your hands.

Level 2

5 Slide down the slope, and keep shooting at the crystals to destroy them. When you arrive in the next chamber, you need to keep advancing towards the guardian. To do this, shoot the skull platforms that he throws at you – shooting them makes them stop, so you can use them as a platform. You may need to stop two or three of them in order to span the gap, and they fall after a while, so don't stand on them for too long. When you catch up with him, choose the 'I don't want the treasure' option and you'll get the elixir.





(BACK TO) THE MENHIR HILLS

Yellow lums: 50
Cages: 8

Level 3

6 Clark and Rayman end up stuck in front of a big metallic gate. You must climb on to the small box and swing from one purple lum to another in order to reach the small balcony and go through the little hole. On the other side there's the switch which opens the gate. There's a doorway to an outdoor area with a cage containing three lums.

Using the purple lums, Rayman can reach a cavity in the upper part of the purple lums room. A cage awaits you there.

7 You must catch a running shell to enable you to climb the hill and race to the end of the level. There are two cages in the area where you climb on to the missile.

For the first you must climb on to the tree stump and grab hold of the purple lums to land on the mushroom. The other is behind the missile's 'restart point'. You can climb the creeper and see the second cage at this level. Twelve of the 50 Menhir Hills are in this level.











THE CANOPY

Yellow lums: 50
Cages: 4
Special items: Power Punch silver lum

Level 1

8 Here you're chased into a hollow tree trunk by a giant spider. It takes quite a few shots to kill it, but this is preferable to having it stalk you around the inside of the tree. There are two cages in the area. Swing on to the purple lum and get on the top platform so you can jump down the pit to exit.

Level 2

9 A pirate is waiting at the level of the mushroom. If he's killed you can climb on to the wooden plank and shoot at the switch to set Globox free. Now Globox will follow you around and use his rainmaking ability to short-circuit the laser doors in your path.

To clear the chasm, move near the small plant and Globox will call down the rain. The buds open and create a platform in the shape of a flower – you can reach the other side by jumping on it.

10 The flames in your path are dealt with in a similar manner, but first you must fell the tree by shooting at the plaster to enable Globox to cross the precipice. He can then dance around the fire and reduce it to nothing.

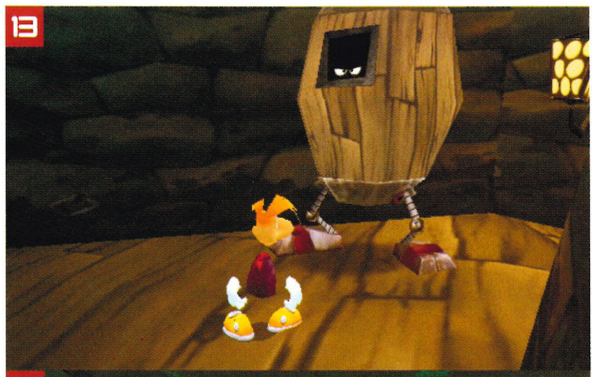
Lastly, a henchman blocks the passage and Globox takes fright. Once the henchman has been defeated, an animated sequence starts in which Rayman acquires the ability to power-up his shots (you do this by holding down the fire button). There are 15 lums to gather.

Level 3

11 After the animated sequence, you must avoid the shots from the pirate ship.

A pirate is thrown out of the ship and crashes into the tree, and he must be defeated. After that Globox can go on to short-circuit the laser door that's holding them up. Five yellow lums are hidden outside the building. You must use purple lums in order to reach the second cage.

12 After disposing of another pirate, Globox can follow you. In the next room the door detects you and prevents you from reaching the end of the level vortex. Get Globox to make it rain on the purple bush, and it will grow, enabling you to hide inside it. With this camouflage you can trick the security system and reach the end of the level, which has two cage, and 15 lums to collect.











WHALE BAY

Yellow lums: 50
Cages: 4

Level 1

13 Open the electric gate with the switch located above the second aquarium.

You can either get rid of, or avoid, the electric shooting pirate in the barrel. Pick up the lums under the nets, but be careful of the piranhas. Open the second gate with the switch located on the building.

Get rid of the henchman on the island with a keg, then use another to open the door and free the purple lum. This grants you access to the balcony if you stand on the palm trees.

Level 2

14 Find the underwater passage which leads to the room with a switch. Operate the switch to de-activate the magnetic field, free the whale and activate a running missile. Get on the missile and take the corridor, but jump off the missile before it reaches the door – the door opens when the missile crashes into it.

Next, follow the whale to get out, using her air bubbles to breathe underwater. There are 12 lums and a cage in this area.

Level 3

15 Follow the whale, beating the piranhas to the air bubbles (or shoot them) and get to the sunken fortress. An underwater passage takes you to a series of five lums. Keep an eye out for the third crystal. When you're out of the water, use the net to climb into the crows nest, where you'll find a cage hidden. Take the purple lums and pick up the five red lums for more energy.

Slide along the cliff road collecting the yellow lums, then go into the cave that can be seen below to set the Teensies free to exit from the level. You should have collected 23 lums here.

THE SANCTUARY OF STONE & FIRE

Yellow lums: 50
Cages: 8
Special items: The second mask

• Note: You need to have at least 300 lums to advance to this level

Level 1:

16 Jump to the lower part of the cliff road, then destroy the plaster at the top of the radar tower to release purple lums. These will enable you to reach a shot power-up and get to the cave entrance by swinging over the lava.

Destroy the pirate and find the plum tree in the cave – shoot it from the tree and jump on it. Jump up high to hang on to the spider web. Keep on until you get to the small dam and shoot down the other plum. Jump on it and destroy the horde of creatures that descend on you. Now use Rayman's shots to move the plum!

17 To reach the two cages, return to the first plum and use it to go to the place where the second henchman came out. In this room, there is a second opening high up that you're now able to reach. A blue striped pirate is guarding a cage there. Throw a plum at his head and jump on him to set free the big imprisoned lums.

The second cage is under the net, at the foot of the radar tower. Stand on the plum and travel up the expanse of lava as far as you can go (towards the start of the level). When you get to a small cave, throw a plum at a metal post. Jump on it.

From the next platform, throw a plum at the furthest post to the left. Before the plum falls, position yourself under it to catch it. At the end of this lava cave, a corridor high up leads to the cage. Return to the end of the level and come out into the open air.

18 When going up the lava stream, you'll find the entrance to the secret temple, the sole legacy of an ancient city whose inhabitants went mad (see secret level). When you travel down the steep-sided stream, hang on to the large pipe to reach the high cage on the gangway that overhangs the lava.

In the next, disturbing room, a Janod creature tries to sneak up on you. He'll hide when you look at him, then attack from behind. He must be fought to the end when he spits out the plum he's swallowed. This will enable you to leave via the opening overhead.

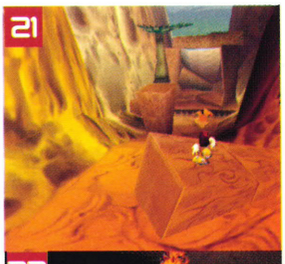
Secret level

19 This is accessed at the start of the second part of Level 1.

Jump from platform to platform while avoiding the fire-eaters. The first cage (which contains a yellow lum) is located on the right-hand pylon. Blow up the wall then shoot at the stalactite. Part of it breaks off and can be used as a temporary platform.

Shoot at the plaster on the columns to make them fall down, then take the platform and let it transport you to a large room full of lava streams.









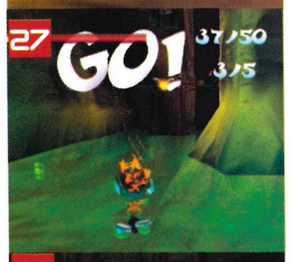














20 Jump from platform to platform, avoiding the fire worm. There's a cage under one of the platforms. Avoid the little spiders, then use the purple lums and continue along on the left. A platform leads to a staircase. The stalactites can come in useful to avoid the fire eaters. Behind the left-hand wall, a big spider blocks the passage.

Behind the middle wall is a cage containing four yellow lums, a shot power-up and four red lums. Behind the right-hand wall is a series of red lums. Go left and get on a running-missile (button A to jump, B for turbo boost) to exit.

Level 2:

21 Stand on a plum to go down the subterranean river of lava. Avoid the third lava hole by climbing on to the left-hand wall. You arrive at the remains of a breathtaking hall where two monumental columns still stand. Jump off the plum from the top of the cascade of lava, collecting things in flight and landing softly on the plum jammed between the columns.

After avoiding the aggressive brambles which spring up out of the walls, you fall into a huge, semi-cylindrical room that's overrun with lava. You must slalom between the lava holes. Pass to the left of a small lava hole and collect the yellow lums. A few metres further, on the right-hand side, a rift in the wall leads you to a hanging cage which has crossed the ceiling of the Sanctuary. Use the spider webs to get to it.

22 At the end of the room, go through the circular door to slide towards a mysterious, bottomless place where five columns are standing. Pick up the magic sphere on the first column and take it down to the channel of lava, at the end of which a plum is bouncing.

When you fire at it, the plum bounces against the end of the channel and comes back towards you. When it reaches the edge, climb on to it with the magic sphere in your arms and work out how to cross over.

In the next room, throw the magic sphere on to the plinth to the right of the stone colossus. Exit by the circular door, which has just changed position. You end up beside the gully of lava again, but the door at the end of it opens – go through it.

23 There's a wall here that must be broken. Stand on the bouncing plum, in the middle of the lava, and shoot at it three times.

Follow the purple lums which guide you into a labyrinth of slippery slopes, slowing down to take each bend correctly. On landing, you'll find the second magic sphere.

Back in the room of the colossus, use the purple lums to place the second magic sphere on its plinth. When the two spheres are in place, the colossus wakes up. Jump on his head. Sacrifice the stone colossus to the lava and you'll get the second mask.

THE ECHOING CAVES

Yellow lums: 50
Cages: 5

Level 1

24 First you need to open the door by activating four switches. Destroy the guard and shoot the switch on the front of the building. Continue past it and jump across the platforms to get to the hill with the pit.

Drop down and swim through the water to find the second switch. Then get a plum and throw it on to the blue striped pirate's head so you can use him as a step to get to the net and climb up and collect the lums. Drop down and find the two pillars in the deep pit.

25 Use them to cross and go straight on until you can drop down and kill the guard, and activate the third switch. Press the other buttons to raise the platforms and climb back up. Follow the path and cross the flying platforms, climb up to the cabin, open the door with the button, then shoot the remaining switch. Cross the bridge and drop back down to where you started, and go through the now open door.

Level 2

26 Open the 'plastered' door with a keg, get another and light it on the torch. Collect the lums in flight and release the keg just before it hits the second cage.

There is a secret passage here that leads to the level of the Fairy Glade. After the tower, follow the series of lums with the keg and, when you arrive at the top, jump into the hole. You can now grab hold of a cage that was inaccessible when you first went through the Fairy Glade by crossing the water on a plum.

27 Swing on the purple lums, and go into the building by getting the keg thrower to blow a hole in the platform. You'll find a cage here as well as the fourth crystal. To return to the Echoing Caves, jump into the hole in front of the henchman's throne.

Level 3

28 To open the exit door, you have to use a lit keg to operate the high switch. Remember to let go! Dispose of the blue striped pirate by making him run at you then jumping out of the way near the water's edge. There's a cage in the passage to his left.

There are two other cages at the top – the first is behind you and can be broken by throwing a keg; the other, to the left of the exit, sets the Teensies free.

• Watch out for the third and final part to our guide in our August issue, on sale Thursday 6 July.

RESIDENT EVIL CODE: VERONICA PLAYER GUIDE PART 1

IT'S ONE OF THE GAMES OF THE YEAR, BUT IT'S NOT MUCH FUN IF YOU'RE STUCK. LUCKY THAT **STEVE KEY** IS HERE TO PREVENT SLEEPLESS NIGHTS AND PARANOID DELUSIONS

KEY FOR MAPS

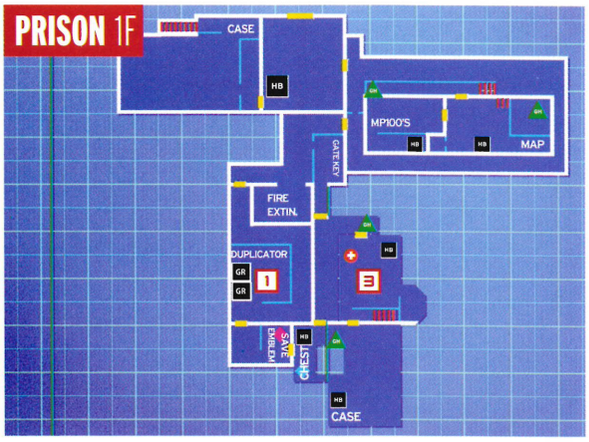
- GH GREEN HERB
- RH RED HERB
- BH BLUE HERB
- FIRST AID SPRAY
- HB HANDGUN BULLETS
- GR GRENADE ROUNDS
- BG BOW GUN ARROWS
- INK RIBBON
- **SAVE** SAVE POINT
- **CHEST** STORAGE POINT
- **EA** EXPLOSIVE ARROWS

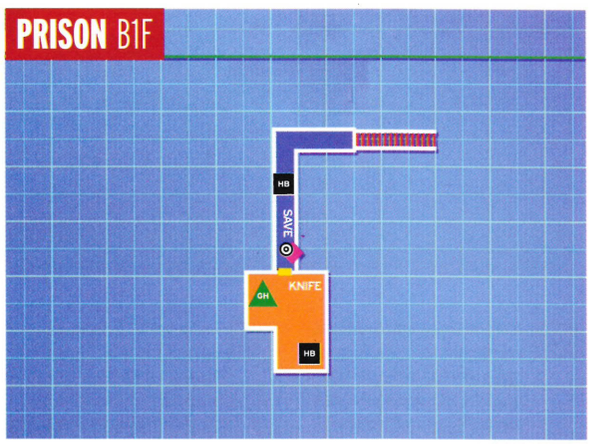


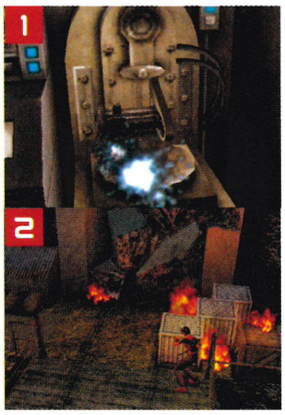
BEFORE WE BEGIN...

Follow these simple guidelines and you'll make your life (and the zombie's death) a lot easier

- **Conserving ammo is a must. Save all your decent stuff, like grenade rounds (acid, flame, gas or normal) until you face tricky situations. Some of the bosses are rock hard if you go in with just a bow gun and a few arrows.**
- **Explosive arrows needn't be used at all until you reach a boss or a large group of enemies that needs disposing off quickly.**
- **Use the knife whenever you think you can. Use it on zombies' knees when they're standing and it should take two swipes to knock them down. Then you can start stabbing them in the back.**
- **Get used to picking up as much as you can and remembering items and ammo you've left behind. You'll find grenade rounds quite early on, but have nothing to use them with. Pick everything up and store it in the crates. The first time you play, you won't be going for a speedy finish so a few detours won't hurt every now and again.**
- **Always check dead bodies, as there's a fair chance the dead hold some ammo, or maybe even a clue to your progress.**
- **Bats needn't be killed every time you see them. If you fancy strolling through them untouched, simply equip your lighter and the flame will stop them attacking you.**









PRISON

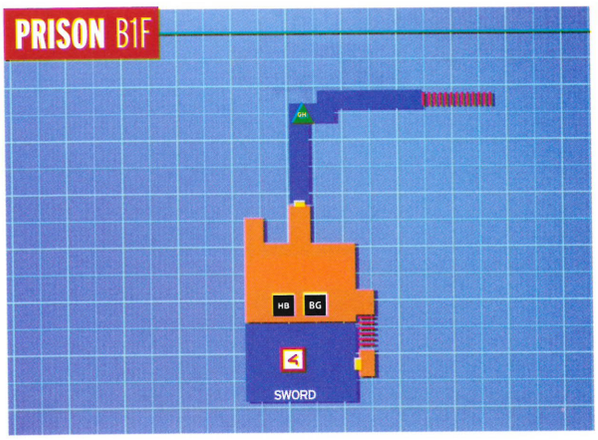
1 After Steve sends Leon an email, press the blue switch on the wall. Leave the room, go outside and raise the big shutter. Kill the zombies, get the extinguisher and use it on the fire at the start of the game. Check the case you pick up, and use the material to copy the medal back at the 3D copying machine.

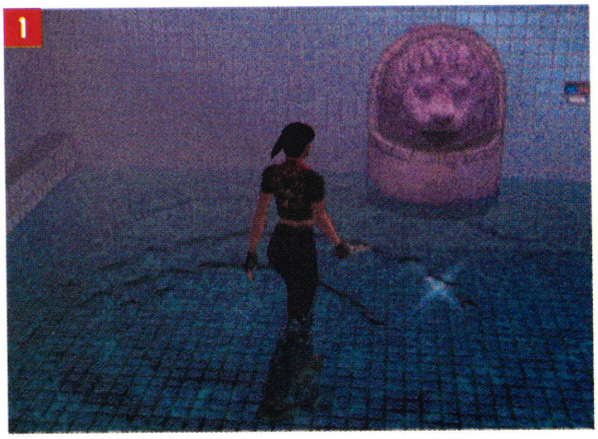
2 Once you've got the handgun ammo from the jeep, you must push the crate in the direction shown to cover up a small fire and give you the chance to climb the ladder behind.

3 Note the body bag moving as you go to leave this room. Kill all the zombies and get the handgun parts from the case at the back. Back in the room and the body bag is empty. The zombie doc will make a dash for you, so kill it quickly to avoid damage. Get the eye from him and put it in the model.

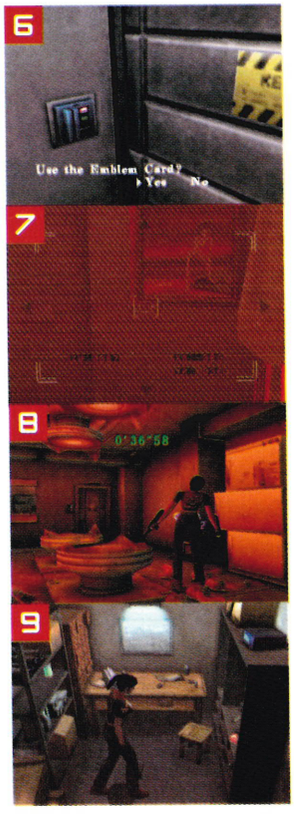
4 Take the sword from the statue and the room starts to fill with gas. There's a lever on the statue that rises up from the ground – push it towards the camera, and around until it faces the other bust from which you took the sword. Put the sword back in, kill the zombie and pick up the piano roll.

PRISON B1F









MILITARY TRAINING FACILITY

1 Climb into the water in the sauna and turn to Claire's left. Activate the valve on the wall and the water will stop running, giving you the chance to pick up the key in the water.

2 Look out for the bow gun and a file in this room. You should have lots of bow gun arrows by now as well. This room also has a brilliant cut-scene.

3 When you emerge outside and find that Alfred is trying to shoot you, it's impossible to kill him. All you have to do is run to the top of the stairs and he'll leg it himself.

4 You take control of Steve for a short time here. You don't need to pick up anything, just make sure you lay waste to every zombie you come across. Now watch Steve as he has to spray his dad full of lead!

5 You find yourself returning to this room frequently. The first time, pick up the blue crest from the wall and, once you've collected the painting, return to here and hang it up.

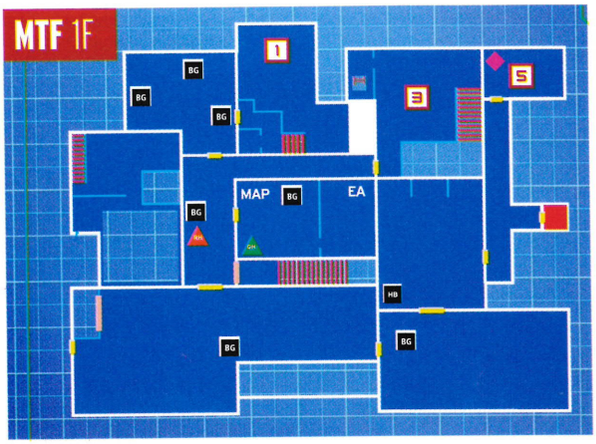
6 Use the blue crest in this courtyard. Remember where Alfred was trying to shoot you and you ran up the stairs? Well on that ledge is a box where the crest must be placed.

7 The security monitor that's flashing here holds more than you think. Pick up the items in this room, then activate the panel. Move the camera towards the painting at the back, and zoom in on the number at the bottom. This is the password to get into this room.

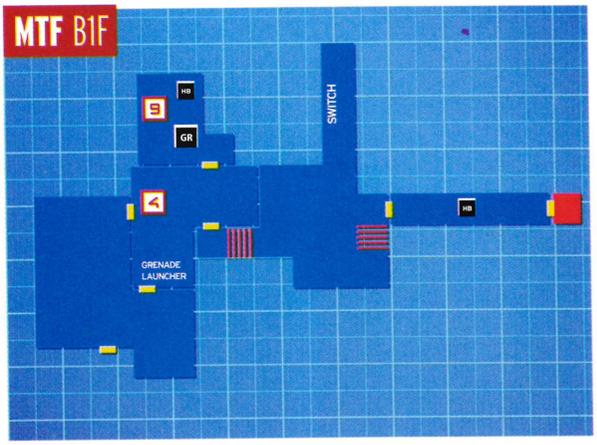
8 Once inside this room, take the painting from the back and leg it out as fast as you can. Don't take you're finger away from the run button until you've made it safely back into the main hall of the Military Training Facility.

9 Take Claire back to the rooms Steve cleared earlier on once you have the blue keycard. Use it to open the electronic gate, which holds a grenade launcher, and collect *all* the ammo, even if you have to store it for later.

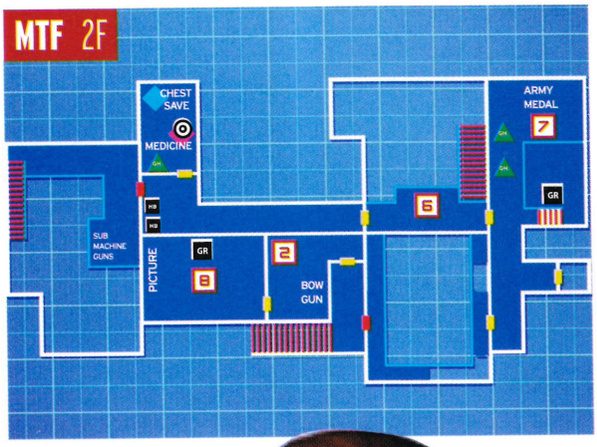
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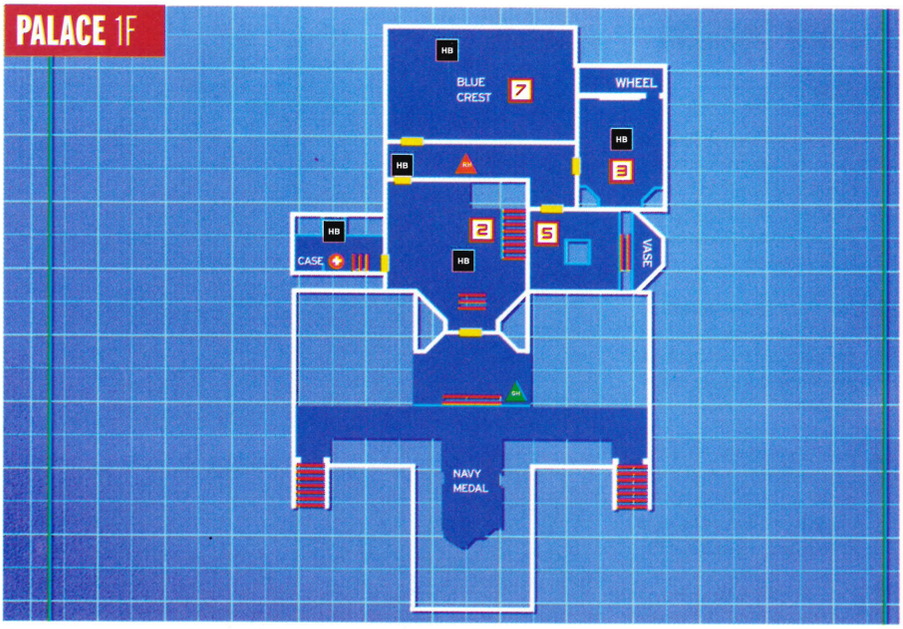
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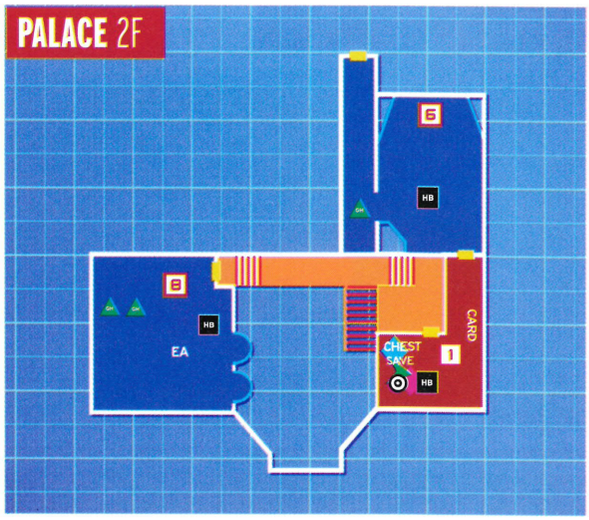


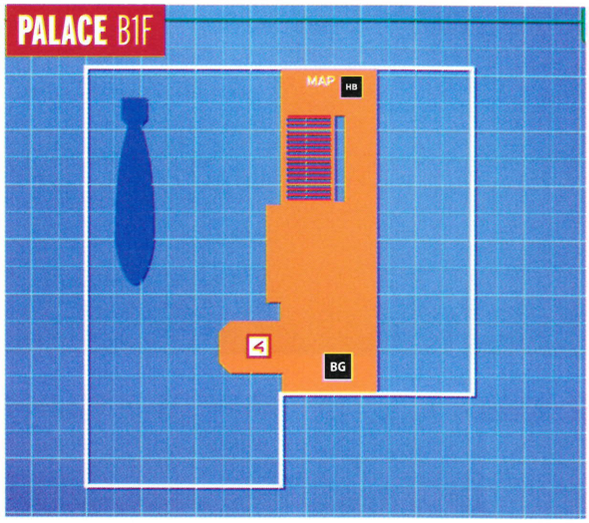
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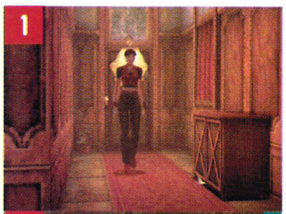


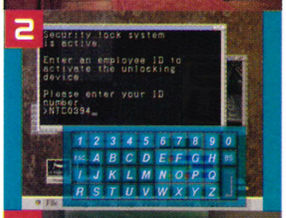


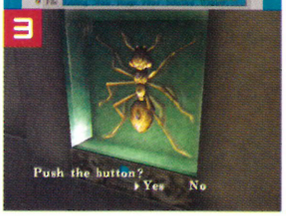






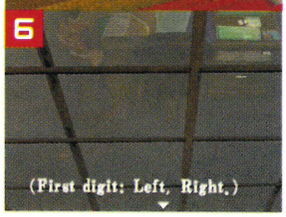
















PALACE

1 This save room is very important and a good reference point. Most of your saves will occur here, as it's easy to get to and hassle free. Don't forget to pick up the ID card under the cabinet at the rear of the room.

2 Check the back of the ID card to reveal the password that you need, then key it into the computer in this main hall. This opens the locked door to behind you.

3 Push the button on the wall here and you'll see the home movie of Alexia and Alfred. Go into the secret passage and pick up the wheel. As you now try to leave the palace you hear Steve yelling. Run back to this room and look at the newly exposed panel. Press buttons C and E to let Steve out.

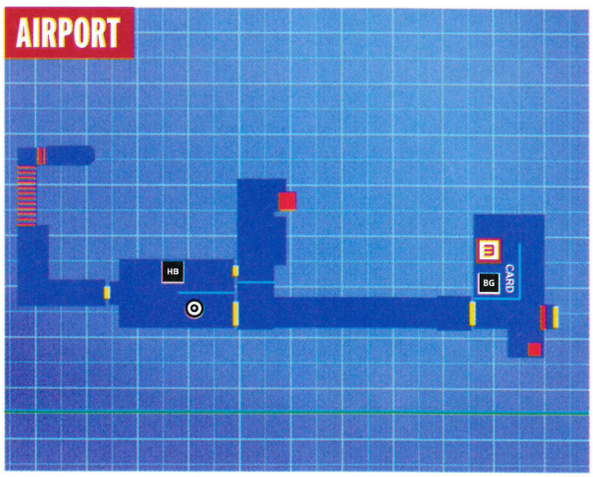
4 Use the steering wheel here, turning it to bring up the sub. Behind the ladder is a side pack. You can lower the sub to gain access to the airport.

5 To solve this puzzle you must push the buttons under the paintings in the following order: 1) woman, 2) man with babies, 3) man with tea set, 4) man with plate, 5) man with book, 6) man with candlestick, 7) big picture. Check inside the vase you get to find the red ant.

6 The note on the desk is the clue. Turn on the computer and go to the clock. Follow the instructions on the note, and at the end of the commands for each digit a number will appear in the hole at the top of the clock. Copy that down and you should end up with a four-digit code. Enter that into the computer to reveal the door.

7 Take the second eagle plate you find in here to the guillotine back at the start of the game. Place it in the hole behind the guillotine and get ready for an ambush by two zombies.

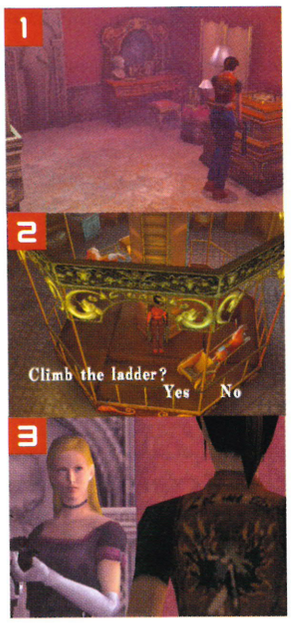
8 Take the piano roll to the casino and use it, funnily enough, on the piano at the back of the room. This causes a fruit machine to open, revealing the blue ant.



AIRPORT

1 To raise this platform, take the small lift upstairs and activate the machine. Use the controls to manoeuvre the claws above the large crate at the top left of the room and pick it up. Push the newly exposed panel to bring the platform – complete with welcoming committee – to you.



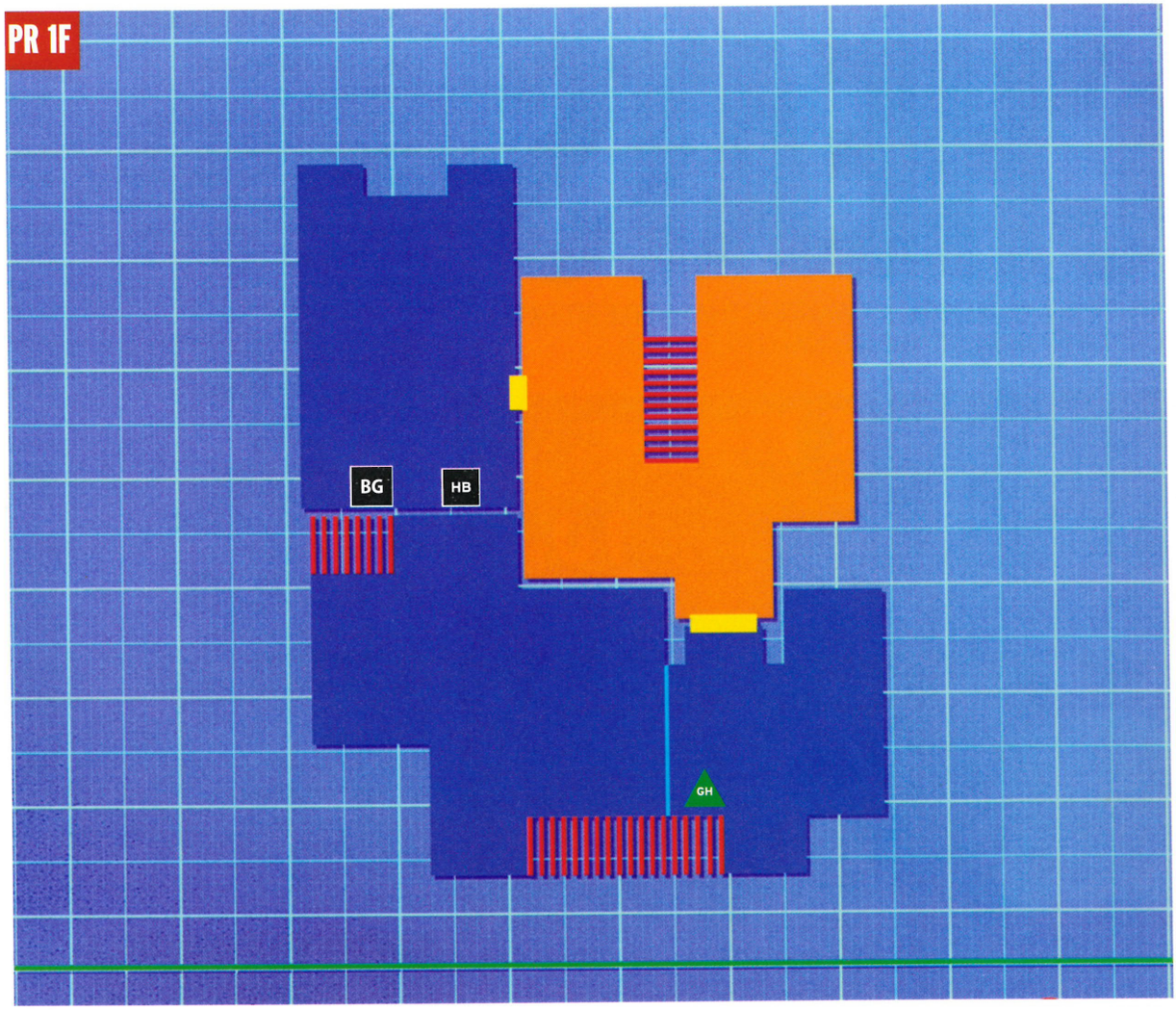


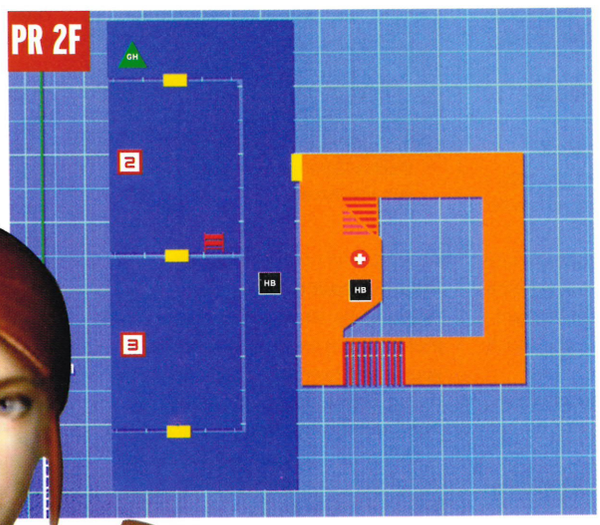
PRIVATE RESIDENCE

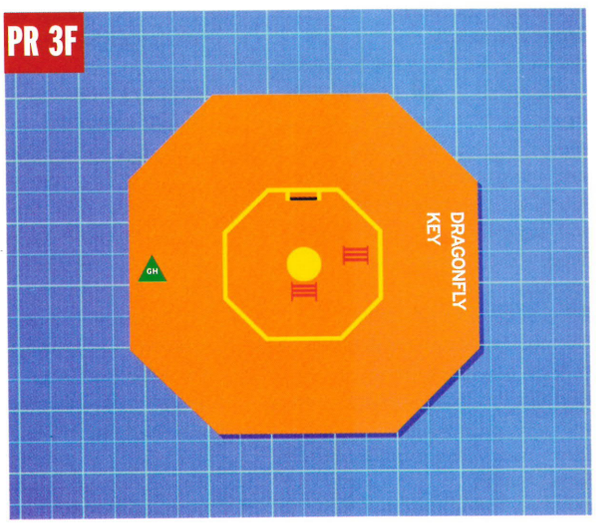
1 Turn off the power to the music box, and collect the silver key from the bed. Now place the red ant in the top of the box and pick up the music plate. You must now find the blue ant.

2 Use the ant on the music box here and put the plate inside. Climb the stairs on the bed, and pick up the silver dragonfly from the chair. Remove the wings and put the remainder into the mouth of the ant. Now you can climb up the ladder in the carousel.

3 As you try to leave the private residence, you get a scene with Claire and Steve which reveals a big twist in the storyline. You now have all three plates required to get inside the plane at the airport. Which is where we'll leave this one for now.







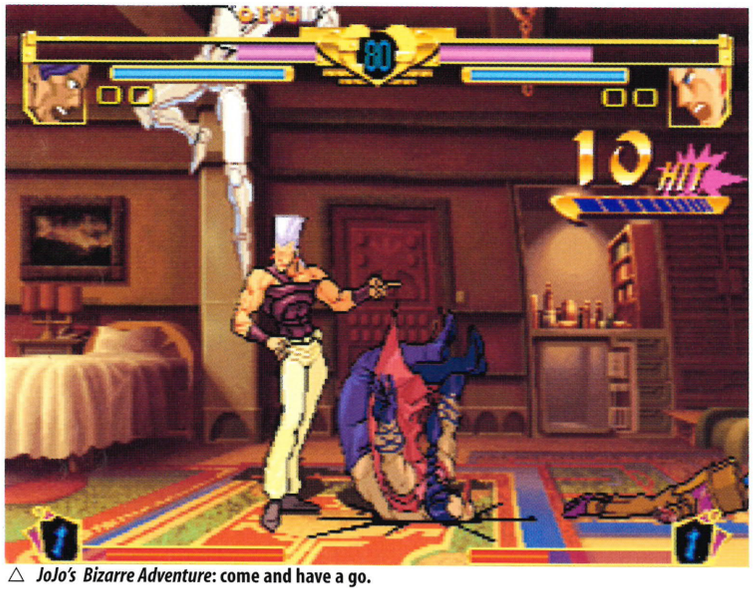


NEXT MONTH...

We take you through the first major bosses, and journey with Claire into the Antarctic. Are you sure you're ready?

CHEATS

STUCK IN A GAME, OR JUST WANTING THAT LITTLE BIT EXTRA OUT OF IT? THEN TRY THESEE, YOU LITTLE CHEAT!



△ *JoJo's Bizarre Adventure*: come and have a go.

JOJO'S BIZARRE ADVENTURE

Secret characters

Unlock hidden characters by finishing Challenge mode with the following characters. This means going ten fights without loosing. One tip is to replenish your energy before your Super bar.
Young Joseph – finish arcade mode with Joseph.
Shadow Dio – use the sinister end boss Dio.
Rober Soul – win with Jotaro.
Alternate Holhorse – finish the game with the original Holhorse.
Alternate Kakyouin – finish this mode with the old Kakyouin.
Karn – win challenge mode as Chaka.

Secret modes

Kid Mode – beat more than 15 characters in Survival mode.
Alessi Mode – finish game with Alessi.
New title screen – unlock all other secrets.

RE-VOLT

Cheat codes

Here are some more top cheat codes for this zany racer. Enter them as your name to unlock the following bizarre features.
MAGGOT – small cars.
FLYBOY – hi-fi mode.
CHANCER – change vehicle by pressing left or right on the D-pad while playing.

SOUTH PARK RALLY

Hidden characters

This game has absolutely loads of hidden players from the mad cartoon series. Here's how you can unlock some of your favourite characters.
Big Gay Al – win the Pink Lemonade race.
Officer Cartman – hit chicken lover with five salty balls in Read-a-book Day race.
Damian – win New Year's Eve and touch the millennium key.
Death – win Halloween with only four candies dropped off.
Grandpa – win Halloween.
Ike – get the pick up on the plane wing on Memorial Day.
Jesus – win Christmas.
Satan – win New Year's Eve.
Mephisto – win Independence Day.
Mr Garrison – hit four checkpoints on Rally Days 2.
Mr. Mackey – win Spring Cleaning.
Sheila Broflovski – collect the pot pie near the building on Easter egg hunt.
Shelly – win Valentine's Day.
Starvin Marvin – lose Thanksgiving with no turkeys.

NBA SHOWTIME

Cheat codes

Press Turbo, Shoot and Pass at the Tonight's Match-Up screen to enable the desired code. The numbers in the following list indicate the number of times each button must be pressed; press the D-pad in the direction given afterwards.
201, Up – no hot spots.
111, Down – Tournament mode.
001, Down – show shot percentage.
100, Down – show hot spot.
200, Right – big head.
232, Right – ABA Ball.
400, Right – team uniform.
401, Right – midway uniform.
410, Right – home uniform.
420, Right – away uniform.
430, Right – alternate uniform.
555, Left – no goal tending.
321, Left – no player arrows.

Weather modifiers

(Note: these work only on outdoor courts.)
123, Up – fog.
123, Down – more fog.
123, Right – thick fog.
123, Left – night fog.
121, Left – snow.
131, Left – blizzard.
141, Left – rain.



△ *Resident Evil 2*: our top tip? Buy *Code: Veronica* instead!

RESIDENT EVIL 2

Infinite ammo cheat

Start a game, then go to the item select menu by pressing B. Highlight one of your lower inventory boxes and press Up, Up, Down, Down, Left, Right, Left, Right and the right trigger. The number of bullets next to your gun should be replaced by an infinity symbol.

Extreme Battle mode

Finish an A scenario with an A or B grade without saving more than five times in under 2 hrs 30 mins, then do the same for the B scenario, and you're awarded Extreme Battle. This is a whole new mini-game in which you can play as Leon, Claire, Ada or Chris Redfield. You must fight your way back to the police precinct and find four special bombs.

EVOLUTION

Pay off your debt

To pay back Nina easily, wait until you get to the carrier and go to the med centre. In the cabinet you can find unlimited supplies of Naolin Gold, which can be sold off to pay back your debt in no time and also receive the +72 attack booster. Remember to keep about 200,000 to pay for something at the end of the game.



△ *Tee Off Golf*: finish the game to unlock bonuses.

TEE OFF GOLF

Unlock bonuses

All balls, clubs, and first three characters – finish the game on level one.
Next three characters – finish the game on level four.
Final three characters – finish the game on any setting above level four.

SEGA BASS FISHING

Play as the female character in Arcade

At the level selection screen, if you press A+B you will select the female character. And no, this doesn't seem to affect your fishing ability!

Change lure colour

It seems that some colours are more attractive to fish than others. To change the colour of your fishing lures, press Up or Down while selecting them.

New clothes

When you reach the final tournament in Original mode you're awarded with new clothes to dress your characters in.

Sonic lure

Want to catch a huge fish? If you win all the tournaments in Original mode you get the Sonic lure, which will help you to catch an absolute monster.

KNOW SOME GOOD CHEATS?

Well don't keep 'em to yourself – help others and to show off your greatness. Send your Tips to: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email them to us at tips@dreamcastmag.co.uk. Thanks to Ryan Jones, Tom Ingram, Darren Riches, Tas Hossain, Amy Newton, Aryud Worra, Daniel Plantin, Colin Taylor, Alex Constantinides, Mike J, Joff and countless others. Sorry we don't have room to list everybody.

HELP!

DUPED BY A PUZZLE? CAN'T FINISH A GAME? WELL WRITE IN (CONTACT DETAILS BELOW) AND WE'LL TRY TO ANSWER ALL YOUR QUERIES. **SIMON WATTS** ANSWERS YOUR QUESTIONS



△ *Crazy Taxi*: you really should be getting the hang of this by now!

CRAZY TAXI

How do I use the Crazy Drift properly? I always end up sliding out of control on corners, rather than taking them at a sharper angle.

Richard Howard, London

To control a Crazy Drift you must learn to perform a Drift Cancel. When you're round the corner, perform a Crazy Dash and you'll stop skidding and speed up. This is ideal for racking up really high scores as you don't ever have to slow for corners and you also get tips for drifting.

I can't seem to win the Crazy Bowling mini-game in Crazy Box mode. This is the one thing standing between me and the secret bike. Please help me, as I'm pulling my hair out.

Andy Reed, via email

Head straight towards the first set of pins and use a Dash. When you're close, pull off a Crazy Drift and then use a Cancel (see above) to straighten up again. It's best to aim slightly at the opposite side of the centre pin to the direction you're drifting in. That way you should get a strike every time. Now just use Crazy Dashes in between to finish the stage in plenty of time.



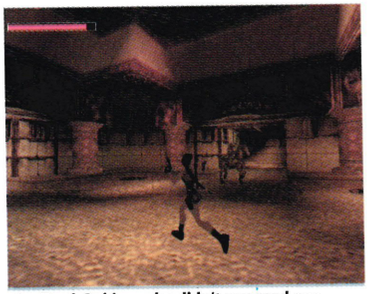
△ *Sega Bass Fishing*: catch it if you can.

SEGA BASS FISHING

I can't seem to get anywhere in this game. Half the fish won't go for my bait even when it's right next to them. I started doing really well in Normal mode, but then couldn't catch enough fish to stay in the lead. I don't understand what I am doing wrong, so I'd appreciate some help.

Tony Belmont, via email

The time of day and the conditions affect the fish and what sort of bait they go for. First make sure you're using the bait properly. If you're required to move the rod, for example, then just reeling in won't do any good. Also, if a fish does take an interest in your bait, slow down a little to enable the fish to catch up. The best way to catch lots of fish is to quickly test a couple of types of bait and then stick with the most successful one on that stage.



△ *Tomb Raider*: who didn't you read our walkthrough, then?

TOMB RAIDER: THE LAST REVELATION

How do I get out of the Serpent room in the Lost Library level?

Michael Alexander, Essex

You're going to kick yourself over this one, Michael. Just make sure that all the switches in this room are down. That should open the door and you're able to leave.

At the Temple of Isis, how do I get out of the room with the black beetle on the wall? I keep getting killed by the scarabs. Is there any way to kill them?

Mitesh Shah, via email

You can't kill the little critters. Use the crowbar to lever the right-hand beetle off the wall then run, avoiding the beetles that pour into the opposite side. You should be able to prise a broken beetle out of a hole. Go up the right-hand one of the new ledges and push the block forward, then do the same on the other one. Now drop down the hole and climb up at the back of the other room before jumping to safety.

RESIDENT EVIL 2

How do I finish the final version of Agent T-00? Ada knocked him into the lava but he's still alive! My bullets still don't seem to kill him.

Jonathan Morris, Liverpool

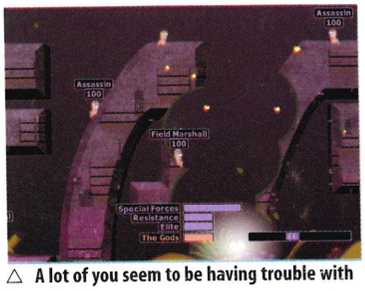
Keep avoiding him, and fire whatever weapons you have to keep him at bay. After a little while a shadowy Ada will throw you a rocket launcher. Equip it and you can blow him away with one shot.

SOUL REAVER: LEGACY OF KAIN

I can't beat Dumah, who doesn't seem to take any damage when I hit him. Is there another way to kill him?

Daniel Carter, via email

Pull the three spears out of his body and watch the cut-scene. Now run as fast as you can, back past the cage room to the gas chamber where you blew up the door, making sure he follows you all the way. When you get there, climb up and turn on the gas before lighting the pilot flame and burning him to a crisp.



△ A lot of you seem to be having trouble with yer worms.

WORMS ARMAGEDDON

How do I complete the Wooden Ambush level? I've tried everything!

Martin Dunstar, via email

Use mortar shots to knock the enemies to your left into the water (you may need a few attempts). Try to finish this level quickly, as the enemy will soon get air strikes and then you'll be in trouble. Use the old women in the box near the pumpkin to kill the worms to your right.

How do you finish Rescue Agent Dennis? I keep on getting knocked off one of the letters. Is there a trick to this level?

Kevin Dohery, via email

Concentrate on the General and Assassin between the E and A first using grenades and Bazooka shells. Fire your banana bomb at the worms on the M, hopefully killing them all, use a Postal Strike to kill the worms on the T, and a homing missile to knock the last one into the drink.

NEED SOME HELP?

Then send your gaming problems to us at: Help!, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ, or, 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're unable to provide personal replies.

PHONE FOR HELP

Having trouble with a game and can't wait to see a reply in these pages? Then you need to check out...

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△ Trying to rack up a top score but keep ballsing things up?



△ Trying to box clever but not having a crate time of things?



△ Near the end of an adventure but find the game has a sting in the tail?

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CHALLENGES

WANT TO BE A VIDEOGAME LEGEND? THINK YOU'VE GOT WHAT IT TAKES TO COME TOP IN OUR CHALLENGES? THEN PROVE IT, AND WIN A GAME FOR YOUR TROUBLE



THIS MONTH

Win one of the challenges below a grab yourself a copy of *MDK2* courtesy of Virgin Interactive.



△ *Crazy Taxi again*? Hey, you love it!

CRAZY TAXI

Crazy Box mode, fastest time, Crazy Bowls level

Time for some mad bowling action. Race through this level in the fastest time you can, then take a photo of the results screen. If you could do with a few hints, check out Help! on page 111.



△ Don't bother sending pics of your tiddler.

SEGA BASS FISHING

Biggest fish caught, any mode

Right, we don't want any "It was *this* big!" tall tales of the one that got away here. Instead we want you to send us photographic evidence of the biggest fish you manage to pull out of the water.



△ Dust off your copy and floor it.

SEGA RALLY 2

Muddy course 1, fastest lap time

You can use any car you like for this one. All you have to do is tear around this treacherous course at top speed, take a picture of the records screen showing your lap times, and send it in.

RESULTS

Did you try one of the challenges in our April issue (*ODM* #6) and are wondering how you shaped up to the other entrants? Here's a list of the best entries. Congratulations to the winners, who each win a copy of *Crazy Taxi* courtesy of Sega.

SEGA RALLY 2
Arcade Mode, best time, any car

1.	**4'01"865**	**DAVID TAYLOR, TYNE**
2.	4'03"675	ANISH CHOUDRY, LONDON
3.	4'06"211	TASMIN HOSSAIN, LONDON
4.	4'07"627	MATTHEW CASEY, LINCOLNSHIRE
5.	4'10"277	ALEX CONSTANCE, LONDON
6.	4'12"815	COLIN DAVIES, LIVERPOOL
7.	4'15"214	RICHARD HOWELL, MIDLANDS
8.	4'28"455	STEPHEN MARTIN, MANCHESTER
9.	4'40"615	ARNOLD SINCLAIR, LONDON
10.	4'45"847	JAMIE BURKE, IRELAND

VIRTUA STRIKER 2
Highest scoring goal

1.	**601 POINTS**	**TASMIN HOSSAIN, LONDON**
2.	593 POINTS	WILLIAM MORRIS, LONDON
3.	541 POINTS	KARL HARRISON, LANCS
4.	506 POINTS	JOHN LLOYD, LONDON
5.	483 POINTS	DANIEL COOPER, LIVERPOOL
6.	456 POINTS	JAMES MURPHEY, YORKSHIRE
7.	432 POINTS	P.SHROP, IRELAND
8.	420 POINTS	PRATIK MALEKPOUR, LEEDS
9.	380 POINTS	ROBERT ASTBURY, ESSEX
10.	275 POINTS	JAMES SAWYER, PRESTON

RE-VOLT
Fastest time, Toys In The Hood course

1.	**2.24·514**	**JAMES MEAN, KENT**
2.	2:28·700	BARRY CHARLES, LONDON
3.	2:36·760	WILL MEREDITH, WORCS
4.	2:38·835	GRAHAM LEWIS, LEEDS
5.	2:43·454	ALEX JACKSON, LONDON
6.	2:43·839	JASON ANDERSON, KENT
7.	2:48·426	TOBY NEWTON, LONDON
8.	2:51·637	DONALD WILMOTT, SHEFFIELD
9.	2:57·660	GARY WOOD, LONDON
10.	3:05·427	BEN COOK, BEDS

HOW DO YOU ENTER?

Play the given game with a camera at the ready. When you get your score/time, quickly take a picture of the screen (it's a good idea to darken the room and turn the flash off first). Post the photo, along with your name and address to: Challenges, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Note: please do not email digital photographs to us or send in any videos or VM units to confirm your scores. We can not take responsibility for their return and you will not be included in the competition. Also, *ODM* regrets that we can not return photographs. Closing date: Thursday 6th July

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		RE VOLT	£32.99	UEFA STRIKER	£31.99	SEGA RACE CONTROL WHEEL	£42.99

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CHEATS, TIPS, WALKTHROUGH & ESSENTIAL PLAYING ADVICE

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A Life
Aero Dancing Featuring Blue Impulse
Aerowings
Air Force Delta
Armada
Blue Stinger
Buggy Heat
Carrier
Chao Adventure: A-Life
Choo-Choo Rocket
Climax Landers
Cool Boarders Burrrn
Crazy Taxi
Cueball (Jimmy White 2)
Daytona Usa 2
Deadly Skies
Dynamite Cop
Dynamite Deka
ECW Hardcore Revolution
Elemental Gimmick Gear
Evolution 1, 2
Expendable
Fighting Force 2
Flag To Flag
Giga Wing
Hardcore Heat
House Of The Dead 2
Hydro Thunder
Incoming
Jimmy White 2 Cueball
Jojo Bizarre Adventure
King Of The Fighters Dream Match 99
Marvel Vs Capcom
Metropolitan Highway Battle
Millenium Soldier: Expendable
Monaco Grand Prix
NBA 2k, Showtime
NFL 2k, Blitz 2000
NFL Quarterback Club 2000
Pop 'N Music
Powerstone
Psychic Force 2012
Resident Evil 2, Code Veronica
Re-Volt
Rippin Riders: Coolboarders Burrrn
Sega Bass Fishing: Get Bass
Sega Rally 2
Shadow Man
Shotuko Highway Battle
Slave Zero
Sonic Adventure
Soul Calibur
Soul Reaver L.O.K.
South Park
Speed Devil
Star Gladiator 2
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Super Speed Racing
Suzuki Alistare Extreme Racing
Tee Off
Test Drive 6
TNN Motorsports Hardcore Heat
Tokyo Extreme Racer High Way Challenge
Tomb Raider 4
Toukon Retsuden 4
Toy Commander
Toy Story 2
Trickstyle
UEFA Striker
Vigilante 8 Second Offence
Virtua Fighter 3TB
Virtua Striker 2
Wild Metal
WWF Attitude
Zombie Revenge

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GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*



4 WHEEL THUNDER

MIDWAY • ISSUE #8 • 8/10

To stand out in the crowded racing genre a game must be pretty special. While *4 Wheel Thunder* doesn't really do anything radical, there's no doubting that it's a class act. Superb handling is backed up by excellent graphics with almost no pop-up whatsoever. The great multiplayer games are a welcome extra and compliment the solid solo play.



ARMADA

ACCLAIM • ISSUE #4 • 4/10

Armada puts you in charge of a small gunship to stop aliens threatening the peace of the universe. Just like classic title *Asteroids*, in fact, except with lots of extra upgrading and role-playing story elements. If retro gaming does it for you then you'll might well enjoy this but games have come a long way and most will find Armada too limited.



BUGGY HEAT

SEGA • ISSUE #2 • 4/10

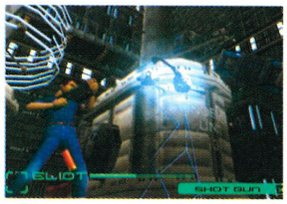
The idea of getting behind the wheel and racing buggies and monster trucks off-road has plenty of potential, but it's wasted on this poor game. It's slow, unresponsive and dull to play. The online features are innovative, but otherwise *Buggy Heat* is firmly at the bottom of the pile. We strongly suggest you go for *4 Wheel Thunder* instead.



AEROWINGS

CRAVE • ISSUE #1 • 6/10

AeroWings is a take on the world of formation aerobatics, which boasts bags of style but not much in the way of content. This flight simulation rewards your flying skills rather than your fighting skills, but when it boils down to it it's little more than a pleasant afternoon diversion.



BLUE STINGER

ACTIVISION • ISSUE #0 • 7/10

Blue Stinger, an early Dreamcast release, sees you wandering around killing freaky monsters and solving occasional puzzles – much like *Resident Evil 2*, in fact. However, a long, drawn-out story and dodgy controls slow down the action, and much of the acting wouldn't even make it into *Sunset Beach*.



DEADLY SKIES

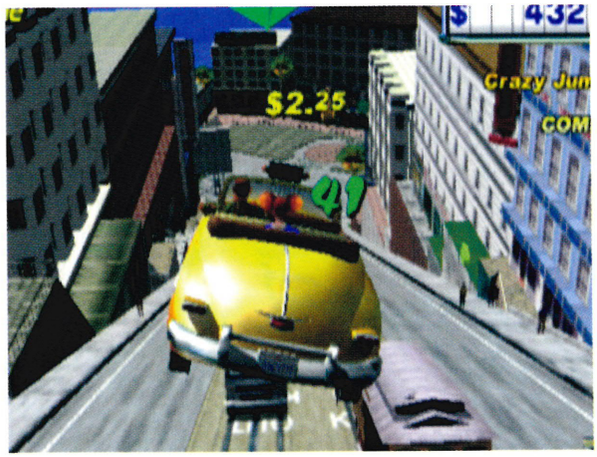
KONAMI • ISSUE #4 • 5/10

Aka *Airforce Delta*. Completely average and rather drab-looking blaster that fails to improve upon *Aerowings'* flight sim aspirations, and doesn't really make it as shoot 'em up in its own right. A little more imagination and some more nimble planes could have made this game a lot better.

CRAZY TAXI

SEGA • ISSUE #5 • 9/10

On the surface, *Crazy Taxi* might not appear to have much depth. Yeah, it's fun to race around the city picking up rides and smashing into things, but the novelty soon wears off, right? Wrong. Mastering skills like the Crazy Dash adds almost unlimited scope for skilful play as you try to top your highest score. The game looks amazing, has bags of character, and there are plenty of DC-exclusive features, including a whole new city to terrorise. One of the best games money can buy.





DYNAMITE COP

SEGA • ISSUE #2 • 5/10

Yes, you're a cop, but you're also a martial arts expert, which is handy. Using your fists and a variety of weapons, your job is to take on gangs of enemies and rescue a kidnapped damsel. To be honest, it's not a great game though. It's slow, gets dull pretty quickly, and is far too short to hold your attention for long.



ECW HARDCORE REVOLUTION

ACCLAIM • ISSUE #7 • 3/10

Using the same engine as *WWF Attitude* (*ODM* #2, 3/10) was never going to make for the best of games, and the claimed improvements are way off what was needed. The controls are unresponsive, and the gameplay is somewhat tedious. Add to that a whole bunch of wrestlers you've never heard of and you've got one stinker of a game.



EVOLUTION

UBI SOFT • ISSUE #3 • 8/10

Role-playing games fans have been ill-served on DC so far, but *Evolution* should keep them happy, while also being the perfect entry point for novices. Its simple interface and absorbing storyline mean that it's far more than a stat-heavy nerdfest. Was delayed due to translation problems, but it's out now – honest!



FIGHTING FORCE 2

EIDOS • ISSUE #4 • 3/10

Core Design's first Dreamcast game, coming along in the days when we were still unsure whether *Tomb Raider* would ever make the leap. *Fighting Force 2* borrows elements from the Lara games, as well as old Mega Drive fighting game *Streets Of Rage*. Unfortunately, the results are uniformly dull.



F1 WORLD GRAND PRIX FOR DREAMCAST

SEGA • ISSUE #2 • 8/10

Gorgeous visuals and an impressive collection of features. You can race as real drivers, and it accurately simulates every event from the real-life 1998 F1 season. You can tinker with your car's settings to your heart's content, and the split-screen multiplayer mode has been well implemented. A bit buggy though.



GTA 2

TAKE 2 • ISSUE #8 • 7/10

The once controversial gangster game comes to DC in it's updated guise. While the concept remains strong and there's plenty to admire, the accessibility and charm of the first game has been slightly diluted. Worth checking out for the sheer amount of carnage and the beefed up strategic elements, though.



HYDRO THUNDER

MIDWAY • ISSUE #1 • 6/10

A simple idea that's been well executed. Pick a super-fast speedboat, then a track, and race, collecting turbo boosts and zooming down short cuts along the way. *Hydro Thunder* has plenty of nice touches, but the whole is somewhat less than the sum of its parts. Still worth a punt, but don't expect to be dazzled by it.



INCOMING

RAGE • ISSUE #0 • 6/10

The definition of a brainless shoot 'em up: kill the bad guys and avoid killing the good guys. You get to control an aeroplane, tank and Harrier jet (among others), and although it looks amazing, the action soon gets repetitive. Worth renting for a night or two, maybe, but there really just isn't enough here to make it worth buying.



JIMMY WHITE'S 2: CUEBALL

VIRGIN • ISSUE #1 • 7/10

Well, it's a snooker game, so it's not going to appeal to everybody. Still, it's well designed and good fun to play, albeit a bit jerky in the graphics department. You get to play against an assortment of characters, including The People's Champion™ himself. Of course, if you're snooker loopy, you'll love it.

FAQ

FREQUENTLY ASKED QUESTIONS

VISUAL MEMORY

WHAT'S A VM?

A VM (Visual Memory) is a memory card that plugs into your Dreamcast controller and enables you save game data. It's absolutely essential for titles like *Sonic Adventure* and *Tomb Raider: The Last Revelation* where you want to save your game position. The official Sega Visual Memory unit costs £19.99.

WHY DOES IN HAVE AN LCD SCREEN BUILT INTO IT?

To show additional information (hit ratios in *Ready 2 Rumble Boxing*, player data in *NBA 2K*, for example) when you're playing games. Also, when the VM is unplugged from a controller you can play mini-games (eg the Tamagotchi-style *Chao* game from *Sonic Adventure*). These are 'downloaded' via Dreamcast games or direct from the Net, and are stored in memory.

HOW MUCH INFORMATION DOES A VM HOLD?

128k, divided in 200 'blocks'. In other words, enough to store save data from several titles and/or a mini-game.

HOW MANY BLOCKS DOES EACH GAME USE?

It depends on the game, but here are some examples: *Crazy Taxi* (23 blocks), *Sega Rally 2* (20, plus 61 for high-score browser), *Sonic Adventure* (10 for save games plus 28 for Chao data), *Soul Calibur* (12 blocks), *Virtua Fighter 3tb* (12 blocks), *Vigilante 8* (5 blocks).

WHY DOES MY DREAMCAST BEEP WHEN IT STARTS UP?

The beeping is your DC telling you that the VM unit's batteries have run out.

WHERE CAN I GET NEW BATTERIES FOR IT

Try Tandy if there's one near you. You can also order them online at www.chipsworld.co.uk. The model number is CR2032 and they cost about £4 for a pair.

WILL I LOSE MY SAVE GAMES IF THE VM'S BATTERIES RUN OUT?

No. You won't be able to play mini-games on it, but it will still work as a memory card.

I'VE HEARD OF A VM ANIMATOR FOR PCS. WHERE CAN I GET ONE?

You can download the animator and loads of sample animations from Booyaka (www.booyaka.com) and Planetweb (http://dreamcast.planetweb.com/community/vmu/).

WHAT'S THE POINT OF VM ANIMATIONS?

There isn't a point as such, it's just a bit of fun. *Ghostface* (based on the movie *Scream 3*) is our favourite. Others well worth a look include *Star Wars: Episode II*, *Alien Encounter* and *The Great Battle*.

WHICH DC TITLES INCLUDE VM MINI-GAMES?

Try the likes of *Sonic Adventure*, *Trickstyle*, *Power Stone*, *Zombie Revenge* and *Tech Romancer*. *Sega Rally 2* also has a high-score browser, which is a game in theory but isn't actually very entertaining.

CAN I DOWNLOAD MINI-GAMES OFF THE NET?

Yes you can, although there aren't many about yet. Sega America have released an American football game (see www.sega.com), and Sega Europe are expected to release something similar in the future (er, hopefully). You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

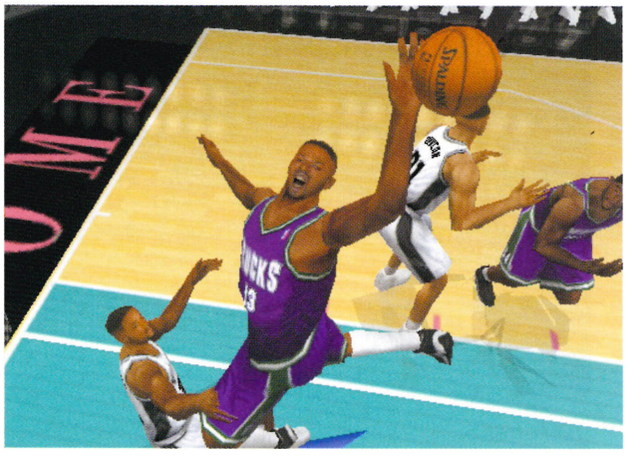
• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk



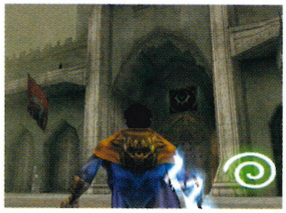
JO JO'S BIZARRE ADVENTURE
VIRGIN • ISSUE #7 • 5/10
Cartoony and very Japanese in flavour, *Jo Jo's* is a frenetic slice of animé action that's tricky to master, and arguably too specialist for its own good.Crazy special moves with equally hardcore combos required to achieve them mean that this is a game for beat 'em up purists rather than button bashers.



MORTAL KOMBAT GOLD
MIDWAY • ISSUE #1 • 5/10
Once upon a time, *Mortal Kombat* was great, spiced up by gallons of blood, death moves and predictable tabloid condemnation. Sadly, over time people have realised that actually the whole concept is a bit rubbish. This 'Gold' edition has lots of new characters and moves, but is still nothing to write home about.



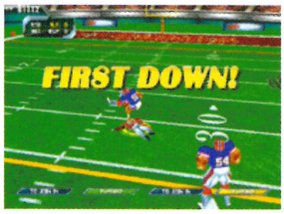
NBA 2K
SEGA • ISSUE #5 • 8/10
The best Dreamcast sports sim yet, this effortlessly outclasses the rather lacklustre football games produced in Europe. There's a wealth of detail and statistics, but the game itself also plays like a dream. Matches ebb and flow like the real thing, and the player creation system means it could be you outjumping Shaq and co. Our only big reservation is the way saved seasons fill up a whole VM, so you must splash out £20 extra to get the most out of it, but for sports fans it's worth it.



LEGACY OF KAIN: SOUL REAVER
EIDOS • ISSUE #6 • 7/10
Eidos's creepy classic is ported across to Dreamcast, complete with sharper, smoother graphics, and some beautiful special effects and touches. The sheer scale of the levels is impressive enough, and the gameplay is a nice mixture of killing and puzzling, but you need a fair amount of patience to get through it.



NBA SHOWTIME: NBA ON NBC
MIDWAY • ISSUE #2 • 6/10
It's the counterpart of *NFL Blitz*: fast, over-the-top, and based on a US sport that's not so popular over here. It's great when played with three friends, but its long-term appeal is limited. Still, if you're a fan of the old *NBA Jam* games it's bound to float your boat. We're sticking with the more heavyweight *NBA 2K*.



NFL BLITZ 2000
MIDWAY • ISSUE #1 • 7/10
Like *Ready 2 Rumble*, *Blitz* puts fun ahead of realism. That's why it has simpler rules, fewer players on the pitch at once, and flaming balls, if you'll pardon the expression. You can stomp on the other team as much as you like without fear of a penalty, too. In four-player mode it's great, chaotic fun.



POWER STONE
EIDOS • ISSUE #1 • 8/10
Certainly one of the most original beat 'em ups for a long time. You've got full freedom of movement around the 3D arenas as you give your opponent a good thrashing. There's also loads of weapons, massive combos and stuff to throw around. It takes a while to master, but it's still fast, beautiful and very cool.



READY 2 RUMBLE BOXING
SEGA • ISSUE #1 • 9/10
Alongside *Soul Calibur*, probably the best DC multiplayer game so far. *Ready 2 Rumble* majors in almost cartoon-like arcade action, so there's a variety of larger-than-life boxers, lots of outrageous special moves, and the bone-crushing Rumble mode to ensure that few matches go beyond three rounds.



MARVEL VS CAPCOM
VIRGIN • ISSUE #2 • 5/10
The ultimate tag team fight, with heaps of classic game and comic book characters duking it out. It's certainly crazy. Often it's difficult to tell what's going on, making button-bashing the only way to go. It's fun at times, but if you want a quality 2D fighting game, check out *Street Fighter Alpha 3*.



MILLENNIUM SOLDIER: EXPENDABLE
INFOGRAMES • ISSUE #0 • 7/10
If you're a fan of old-skool games like *Ikari Warriors* or *Commando*, then you'll probably love this. Shoot anything that moves, and plenty of things that don't. However, for the rest of us it's not exactly long-term fun, and at times the action can get too confusing.



NFL QUARTERBACK CLUB 2000
ACCLAIM • ISSUE #2 • 5/10
Considering that average football games don't go down particularly well in the UK, an average American football game has no chance. Weak graphics and very slow controls mean that *NFL Quarterback Club 2000* is certainly not going to get anyone into the sport. Pray that Sega release *NFL 2K* soon!



PSYCHIC FORCE 2012
ACCLAIM • ISSUE #2 • 7/10
It's got everything you'd expect from a Japanese Animé game – stylish big-haired heroes, enormous fireballs, and the whole thing takes place in mid-air. While it might not appeal to all, fighting fans looking for something a bit different may well find what they're after here and is worth a look.



RESIDENT EVIL 2
VIRGIN • ISSUE #4 • 7/10
This should *finally* be out by time you read this (honest), but it's a bit late now, because *Code: Veronica*, the latest in the series, is here. True, *Resident Evil 2* is a classic, but it's hard to see why anyone would want this on Dreamcast now, especially as it's essentially a straight port of the PlayStation and PC versions.



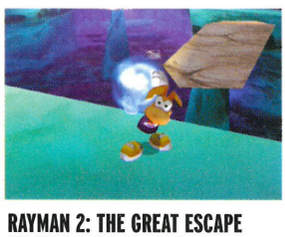
MDK 2
VIRGIN • ISSUE #7 • 6/10
Sprawling and inventive action adventure that combines RPG, shooting and puzzle elements as you battle the alien hordes. If you've been craving for a long, involving game, then this could be just the ticket. But it ain't easy, and the rock-hard level of difficulty can at times be infuriating.



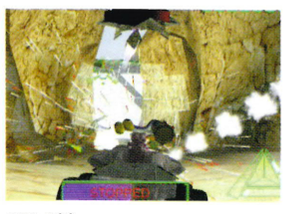
MONACO GRAND PRIX RACING SIMULATION 2
UBI SOFT • ISSUE #1 • 6/10
As it's not officially licensed the lack of real driver names doesn't endear *Monaco* from the start. The plain graphics don't help much either. That's not to say it's bereft of ideas – the classic races are cool – but you only really need one F1 game and this ain't it.



PEN PEN
INFOGRAMES • ISSUE #2 • 6/10
Well, there's nothing else like it, for sure. *Pen Pen* sees you racing a variety of cute, cuddly characters by walking, sliding on your belly and swimming. It's relatively easy in solo mode, but the four-player split-screen option is a hoot. Still, at full price *Pen Pen* is far too shallow to make it worth your hard-earned pennies.



RAYMAN 2: THE GREAT ESCAPE
UBI SOFT • ISSUE #6 • 8/10
One of the most unappealing characters ever has been spoiled with a particularly classy 3D platform adventure. With spot-on controls, loads of clever levels, an entertaining storyline and tons to keep you coming back for months, it's a challenger to *Sonic's* crown. And the four-player bonus game is superb.



RED DOG
SEGA • ISSUE #5 • 5/10
This fine-looking futuristic tank shooter finally reached stores at the end of April, but to a very mixed response. Changes were made after we reviewed it, and we've added one to the score to reflect that. It's still got several flaws, notably a high difficulty/frustration level, but the multi-player modes are good.

FAQ
FREQUENTLY ASKED QUESTIONS



RE-VOLT
ACCLAIM • ISSUE #3 • 7/10
Right from its initial premise, *Re-Volt* is different: racing remote controlled cars is a novel idea. There's crisp graphics, speedy action and a cool multiplayer mode. However, it's not the most complex of games, and it will only hold your attention for so long before you start to tire of the novelty.



SEGA BASS FISHING
SEGA • ISSUE #1 • 7/10
We promise we had no idea when we reviewed it that *Bass Fishing* would take so long to come out. It's the ultimate novelty game – fun for a while, but after a couple of weeks its allure goes. The fishing rods are ace though, and if you're having a party, people will be queuing up for a go. Funny lot.



SPEED DEVILS
UBI SOFT • ISSUE #1 • 7/10
It's no surprise that a crazy racing game with hurricanes, police chases and UFOs went down a storm here when it was released. The two-player and arcade modes are ace, and the music most definitely has The Funk. However, it is a little easy at times, and has since been superceded by the likes of *Crazy Taxi*.



SEGA WORLDWIDE SOCCER EURO EDITION
SEGA • ISSUE #8 • 7/10
Sega's disappointing footie title returns to the pitch with a promise of higher speed and much tweaking of detail. It's better, but there's still some way to go before Dreamcast gets the soccer game it deserves and needs. Now *UEFA Striker's* match but not quite there overall.



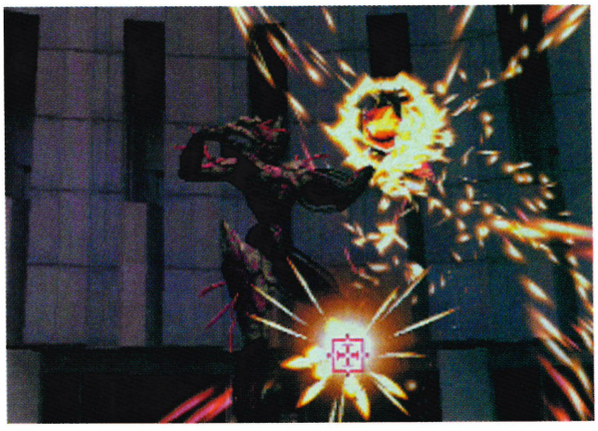
SLAVE ZERO
INFOGRAMES • ISSUE #5 • 6/10
Okay, so it's not the fantastic first-person shooter that Dreamcast owners are crying out for, but *Slave Zero* is still a pretty decent game. Its potent mixture of big robots and *Blade Runner*-esque scenery is entertaining, but it's spoiled by chronic slowdown and a high degree of difficulty.



STREET FIGHTER III DOUBLE IMPACT
VIRGIN • ISSUE #8 • 7/10
Street Fighter fans will love this perfect translation of the first two *Street Fighter IIIs*, but it isn't likely to do anything much for the rest of the world. With stylish but blocky graphics, very technical gameplay and fewer characters than *Street Fighter Alpha 3*, we recommend all but fans to go for *Soul Calibur* instead.



SEGA WORLDWIDE SOCCER 2000
SEGA • ISSUE #3 • 6/10
Originally an excellent Saturn game, this latest Dreamcast incarnation isn't up to scratch. It's slow, for a start, with your players crawling rather than running round the pitch. There's also a chronic lack of atmosphere. In light of the significantly improved *Euro Edition* this is definitely one to avoid.



HOUSE OF THE DEAD 2
SEGA • ISSUE #1 • 9/10
They don't come much more simple to play than this. *HOTD2* is Dreamcast's first light-gun-compatible game, although it's also playable using a normal controller if you're strapped for cash. There is a storyline, but we're arsed if we can remember it: all you need to know is that you progress through the levels blasting zombies away. There's plenty of replay potential, with scores depending not only on killing all the zombies, but on killing them with the maximum precision. If you're rich, you could even splash out on two guns and make use of the excellent two-player mode. One of our faves, even several months after its release.



SHADOW MAN
ACCLAIM • ISSUE #3 • 6/10
It's a platform adventure, yes, but it's definitely not something just for the kids. *Shadow Man's* gore, swearing and voodoo magic mean that it should appeal to older gamers, but the dull level design mean that it probably won't. Still, the storyline's involving, and we're big fans of the freaky music and sound effects.

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). Version 2 of DreamKey should offer more advanced multimedia capabilities.

WHEN WILL VERSION 2 OF DREAMKEY BE RELEASED?
Probably in August. We'll keep you posted.

CAN I USE MY OWN INTERNET SERVICE PROVIDER (ISP) WITH DREAMCAST?
No.

HOW MUCH DOES IT COST TO USE MY DC ONLINE?
Calls are charged at nationwide local rate.

WHAT NUMBER DOES THE DC DIAL?
The number in the UK is 0845 757 6339.

CAN I ADD THE NUMBER TO MY BT FRIENDS & FAMILY LIST?
Yes. And if you nominate the number as your 'best friend' number you can get further discounts.

CAN I WRITE EMAILS OFFLINE?
Not officially. There is a work around but, as many have you have found, it's very unreliable. Sega assure us that you'll be able to write emails offline with version 2 of DreamKey.

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.

HOW DO I SWITCH OFF THE PARENTAL LOCK?
Log on, press the left trigger and select Option from the menu. Now select Modem, followed by AT Setup. Choose Delete Memory, and select Yes to confirm. Now switch off your Dreamcast as instructed. Switch the machine back on. Enter your personal details and you'll be taken to a new screen where you can choose a user name and password. At the bottom you're asked if you wish to turn off the Internet filter. Check the box and continue. Note: you can only do this if you are over 18.

CAN I ACCESS NEWSGROUPS ON DREAMCAST?
Yes, via sites like www.remarq.com and www.deja.com which provide a Web interface for newsgroups. Sites like these aren't among the easiest to browse on DC, however.

WHICH NEWSGROUPS ARE WORTH LOOKING AT?
That depends on your personal tastes. For Dreamcast gaming, uk.games.video.dreamcast is a good place to start.

CAN I STILL RECEIVE EMAILS EVEN WHEN MY DC IS SWITCHED OFF?
Yes! Your mail is stored on Sega's servers and isn't affected by what you're doing with your Dreamcast.

HOW CAN I PLAY GAMES AGAINST OTHERS ONLINE?
ChuChu Rocket! (see pages 37 & 70) is currently the only Dreamcast game that can be played against others online. There are many more due to follow though, including *Half-Life*, *Quake III Arena* and *Phantasy Star Online*.

OKAY, SO WHICH GAMES CURRENTLY HAVE ONLINE FACILITIES?
Sonic Adventure (ranking table and chao nursery), *Buggy Heat* (ranking table and ghost opponent mode) and *Sega Rally 2* (ranking table) are among those with online facilities. Others, like *Rayman 2* and *Tomb Raider: The Last Revelation*, include bonuses which can be unlocked by going online.

ARE SEGA GOING TO RELEASE A FASTER MODEM?
Eventually, but nothing definite has been announced yet.

CAN I USE A US OR JAPANESE DC ONLINE IN THE UK?
Yes, but only to surf the Web. You won't be able to play on Sega's European gaming network.

I'M HAVING PROBLEMS WITH MY DC ONLINE. WHO CAN I CALL FOR HELP?
Call Sega's Internet Support Line on 09066 544544 (calls charged at 60p per minute. Seek permission of the person who pays the telephone bill before calling).

• Have we missed something? If there's anything else you need to know about using the DC online, email us at letters@dreamcastmag.co.uk



STREET FIGHTER ALPHA 3: SAIKYO DOJO
VIRGIN • ISSUE #2 • 8/10
The best *Street Fighter* game ever, with a bunch of exclusive features including the excellent World Tour mode. This 2D game has far more depth than most 3D fighters could even dream of. Be warned, though: you really need to splash out on an arcade pad to make the most of it.



SNOW SURFERS
SEGA • ISSUE #2 • 6/10
If you're a fan of *Cool Boarders* on PlayStation, you'll feel instantly at home with this snowboarding simulation. The courses look nice, but overall the visuals are nothing to brag about. What's ultimately lacking is that crucial edge, and sadly the game just isn't fast enough to give you the thrills that boarders crave.



SEGA RALLY 2
SEGA • ISSUE #0 • 8/10
One of the finest arcade racers ever. Loads of edge-of-your-seat racing, looks to die for and some superbly designed tracks. There's also the innovative online rankings system which enables you to compare your best times with other gamers. Good arcade-style fun, although *V-Rally 2 Expert Edition* offers more depth.



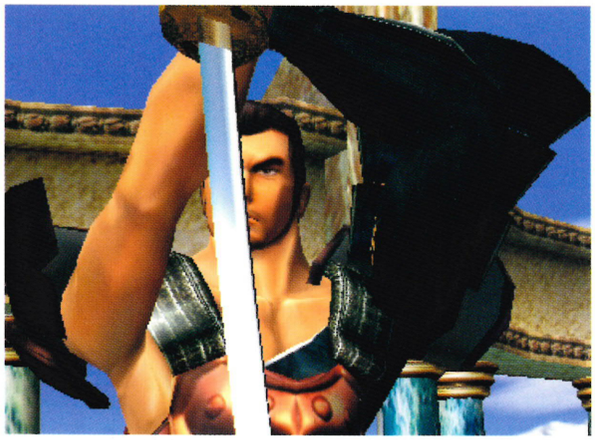
SUZUKI ALSTARE EXTREME RACING
UBI SOFT • ISSUE #2 • 7/10
Reviewer Stuart liked it for its high-speed, varied tracks and fun two-player mode, everyone else at *ODM* hated it for its blatant pop-up and poor collision detection. If superbikes are your thing you should give it a go, but don't expect it to hold your attention long-term.



SOUTH PARK: CHEF'S LUV SHACK
ACCLAIM • ISSUE #3 • 3/10
Chef's Luv Shack is a quiz game for up to four players, where you play mini-games and answer questions. Unfortunately you need a lot of useless trivia knowledge to succeed, and although it does feature all your favourite characters it's nowhere near as good. One to avoid, in other words.



SOUL FIGHTER
CRAVE • ISSUE #2 • 6/10
An unspectacular fantasy fighting game with adventure elements running through it. There are some good ideas – such as the way you can use attack combos to earn magic power – but overall the gameplay is too samey, with you wandering from room to room tapping buttons as you go.



SOUL CALIBUR
SEGA • ISSUE #4 • 10/10
There's no doubt that this is the best-looking beat 'em up ever, with excellent characters, super-fluid animation and hundreds of perfectly balanced moves. The best thing about the game is the way that anyone can pick it up and start having fun straight away. That said, it takes a long time to master, and if you're battling against a similarly skilled mate it's a game that'll have you entranced for hours at a time. If you've got a Dreamcast, you *must* own this game.



SONIC ADVENTURE
SEGA • ISSUE #0 • 9/10
If you mis-spent your youth on the original *Sonic* games, you're going to love this. *Sonic Adventure* is a massive 3D action adventure packed with variety and stunning set pieces. Not only are there the high-speed platform levels that you'd expect, but there's also a healthy dose of proper exploration. The camera angles are occasionally dodgy, and the speed can sometimes be overwhelming, but this is a quality act through and through.



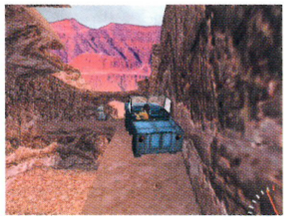
TEE OFF
ACCLAIM • ISSUE #3 • 7/10
No, we didn't expect to like a golf game this much either. *Tee Off* is actually fun, unlike 99.9% of golf games, because it's entertaining rather than over-realistic, and its cute manga characters are a step up from Colin Montgomerie and Nick Faldo in the charisma stakes. With four players it's even more entertaining.



THE NOMAD SOUL
EIDOS • ISSUE #7 • 5/10
Adventure! Shooting! Beat 'em up! David Bowie! Nomad Soul incorporates all of these things in an ambitious free-roaming future urban environment. Full of interesting ideas that sadly don't quite make the grade, *The Nomad Soul* is worth a look, but don't expect too much. Deep down it's just convenient conversion.



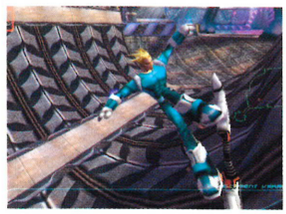
TOKYO HIGHWAY CHALLENGE
CRAVE • ISSUE #3 • 5/10
The idea behind this game is simple: challenge the other drivers on the road to a race and get lots of money if you beat them. The trouble is, with only one track the fun is limited, even with the extra bits that occasionally get added. Although it looks nice, *Tokyo Highway Challenge* is a lacklustre game overall.



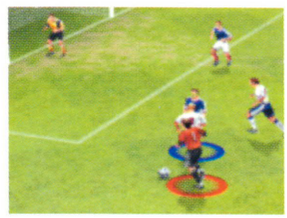
TOMB RAIDER: THE LAST REVELATION
EIDOS • ISSUE #6 • 7/10
Lara finally makes it to DC in what we reckon is the best *TR* yet. Everything that's made the series so popular is here, and it all looks better than ever. It's just a shame that more work wasn't put into making the most of DC's capabilities.



TECH ROMANCER
VIRGIN • ISSUE #8 • 6/10
More manic beat 'em up action from *Power Stone* creators Capcom – and the similarities are obvious. *Tech Romancer*'s giant robot action is fun and colourful, but the gameplay lacks *Power Stone*'s sparkle. Good clean fun for a weekend, but think carefully before laying down your cash to buy.



TRICKSTYLE
ACCLAIM • ISSUE #1 • 7/10
We weren't quite sure what to make of *Trickstyle* when it first surfaced in our office. It's a great idea and looks lovely, but its lack of speed made it a little hard to get into. Still, if you like the idea of racing on futuristic hoverboards and performing flashy tricks, then it's definitely worth a look.



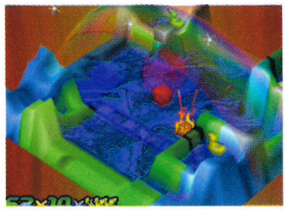
UEFA STRIKER
INFOGRAMES • ISSUE #1 • 8/10
Looks a bit ropy at times, but is definitely better than (the original) *Sega Worldwide Soccer* and far more accessible than *Virtua Striker 2*. The biggest bugbear about this footie sim is the goalies, who seem to save anything that isn't a header or volley. *Sega Worldwide Soccer Euro Edition* is the only real competition.



VIGILANTE 8: 2ND OFFENSE
ACTIVISION • ISSUE #3 • 5/10
Another verage PlayStation game that's been turned into, er, an average DC game. Its mixture of cars with guns and driving round shooting each other is initially appealing, but the result is hardly spectacular. Still, rented it makes for a good night's fun.



VIRTUA STRIKER 2 VER. 2000.1
SEGA • ISSUE #4 • 7/10
Arcade perfect but with extra bits too. Cup modes, rankings and tournaments all add to what was already a very good game. However, it doesn't play much like real football – it's more a quirky arcade interpretation of it. It's definitely a grower, and if you take time to master the controls you'll start really enjoying it.



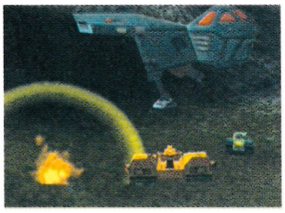
WETRIX+
TAKE 2 • ISSUE #7 • 6/10
Interesting puzzler that is, in the words of our reviewer, "the kind of thing you might expect to see if *Tetris* got a bit randy and mated with the office water cooler." Create pools to catch the falling water, and zap 'em with fire. Don't let it spill though. Cute and quirky, but it's an acquired taste.



WWF ATTITUDE
ACCLAIM • ISSUE #2 • 3/10
No, we didn't slate this game because we've got anything against wrestling, we slated it because it's dull. The wrestlers are badly animated and unresponsive, while the gameplay is clunkingly uninspiring. *Attitude* has succeeded in making one of the most entertaining spectator 'sports' plain boring.



V-RALLY 2 EXPERT EDITION
INFOGRAMES • ISSUE #7 • 7/10
A favourite on PlayStation, *V-Rally 2* has undergone a major re-working for Dreamcast and the results are generally good. Fast moving, lovely graphics and multiplayer support are welcome, but some graphical glitches and odd collision detection sour an otherwise good flavour.



WILD METAL
TAKE 2 • ISSUE #6 • 5/10
It's a tank game, but with the emphasis on strategy as much as on blasting. Choose from five tanks, and roll off to pit your wits against some impressively intelligent enemies. Sadly the gameplay is on the boring side, and even the split-screen deathmatch is dull thanks to the endless, dull scenery.



ZOMBIE REVENGE
SEGA • ISSUE #6 • 7/10
It's *House Of The Dead*, except in 3D! Sort of. Another arcade-perfect conversion, complete with lots of DC-exclusive extras. Best is the VM support, which enables you to download your character, beef them up with a few mini-games, then load them back into the main game. After a bit of delay, it's finally out.



VIRTUA FIGHTER 3tb
SEGA • ISSUE #1 • 7/10
With slightly disappointing graphics and sound, and only a few extra features, this arcade classic had lost a lot of its impact by time it reached Dreamcast. It's still a beat 'em up, of course, but with classy rivals like *Soul Calibur* around, *VF3tb* feels a little ragged around the edges.



TOY COMMANDER
SEGA • ISSUE #1 • 8/10
At first sight you'd be forgiven for thinking *Toy Commander* is just for kids. In fact most kids would have problems getting past the first level! It's a tough hardcore wargame that just happens to feature lots of cute toys, targeting a more mature audience than your average *Pokemon* fanatic. The missions are varied, and there are masses of vehicles to master. Unfortunately the multiplayer mode isn't half as much fun as it should be. Nevertheless, *Toy Commander* is still one of Dreamcast's more imaginative titles.



WORMS ARMAGEDDON
HASBRO • ISSUE #3 • 8/10
One of the most enjoyable multiplayer games around. It doesn't make full use of Dreamcast's graphical power, but the 2D graphics are crisp and well animated, giving the Worms oodles of character. It's another simple concept, with a well-executed turn-based system.

FAQ
FREQUENTLY ASKED QUESTIONS

PERIPHERALS

I'VE HEARD THAT THE SEGA LIGHT-GUN WON'T WORK WITH SONY SUPER TRINITRON TVS. IS THIS TRUE?
Turn off the Auto Picture facility of the television and you'll be okay.

I HAVE A 100HZ TELEVISION, AND THE DREAMCAST LIGHT-GUN DOESN'T WORK. WHY?
This is because the screen refreshes faster than the game, so the light-gun hits aren't registered properly. There's nothing you can do about this, we're afraid.

WHY SHOULD I BOTHER WITH A SCART LEAD?
Simply because it will improve picture quality compared with using the RF cable (or 'TV lead') which is supplied with the DC. A fully wired RGB SCART cable is the best option, but check that your TV is compatible before shelling out.

WHEN WILL THE DVD PLAYER BE COMING OUT FOR DREAMCAST?
Nothing official has been announced yet.

WHEN WILL THE ZIP DRIVE BE RELEASED?
Sega are working on one, but there are no details yet on when we're likely to see it in the UK.

WHAT'S A ZIP DRIVE?
It's a storage device which uses discs which can hold 100Mb of data (ie approximately 700 times more than a VM).

ARE SEGA RELEASING A MICROPHONE, AND IF SO WHEN?
Yes, if and when the weirdo Japanese pet simulator *Seaman* is released.

WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT WEB PAGES?
It's extremely unlikely. For the record, there's a button marked 'Print' on the Dreamcast keyboard simply because it's based on a PC model.

ARE SEGA RELEASING A HARD DRIVE?
It's also unlikely. You won't need one as well as a Zip drive.

WHY CAN'T I FIND A DREAMCAST KEYBOARD?
There were supply problems, but keyboards are now readily available in stores and via Dreamarena.

WHAT'S ALL THIS I HEAR ABOUT A DC CAMERA?
Sega announced a camera add-on recently. You'll be able to use it take pictures and take part in video chat on the Internet. There are no release details as yet.

WHAT'S A VGA BOX?
It's an adaptor that enables you play DC games on a PC monitor, offering much improved picture quality. Sega haven't officially released VGA boxes in this country, but you you'll find one if you look hard enough.

WHY DON'T ALL GAMES SUPPORT A VGA MODE?
Because it takes extra time for the developer to include support, and some don't think it's worth their while since only a tiny proportion of gamers have a VGA box. If support is included, then it should be a seen as a bonus.

WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?
It's an add-on that plugs into you controller and makes it vibrate in time with the on-screen action. Expect to pay £14.99 for an official Sega one. It's compatible with virtually all games, and really good with *Crazy Taxi, Sega Rally 2, Soul Calibur, Hydro Thunder* and *Ready 2 Rumble Boxing*.

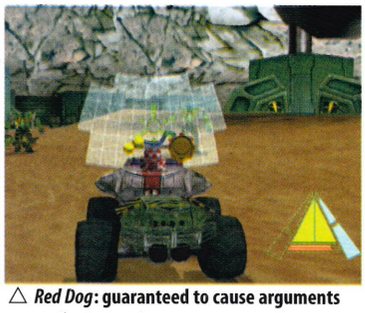
IS IT WORTH GETTING AN ARCADE STICK?
If you like fighting games, yes it is. They cost £34.99 and are practically indestructible, but aren't much use on racing or action games.

IS IT WORTH GETTING A STEERING WHEEL?
Only if you feel like splashing out – the official Sega model costs £44.99. Obviously you can only use them for driving games, and the standard DC pad gives you analog steering, acceleration and braking, so there's really no need.

• Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk

READER REVIEWS

BOUGHT A DREAMCAST CLASSIC OR A DUD? THINK WE'VE GOT A REVIEW SPOT ON OR COMPLETELY WRONG? THEN WRITE IN AND LET US KNOW - WE'D LOVE TO HEAR FROM YA



△ ***Red Dog*: guaranteed to cause arguments at dinner parties.**

RED DOG
REVIEWED *ODM* #5, 5/10

WE SAID: "Immersion is a word relentlessly bandied about in the games industry and *Red Dog* simply doesn't have it."

WHAT YOU THOUGHT

ODM, are you insane? *Red Dog* is one of the greatest shooting games I have ever played. Its one-player mode may be small but it's a good challenge. It isn't repetitive either, the locations are varied, and as well as shooting there's plenty of racing around to do.

But I did not buy it for the single-player mode. I wanted another piece of four-player mayhem and *Red Dog* hasn't failed to deliver. Fifteen arenas, tournament, team battle and some nasty weaponry. I haven't touched *Toy Commander* since I got *Red Dog*, and I think that every multiplayer fan should have a copy.

Chris Day, via email

Red Dog looks great, but somewhere along the way the gameplay was forgotten about. For a start, the controls just don't feel right – the strafing mode is terrible, and aiming accurately can be a real problem because enemies like the spiders move so quickly.

The tank feels way too light – you get bounced around all over the place and can get stuck against objects and in walls. It's very easy to mess up when you're using the turbo booster.

The enemy patterns are set, making the missions very repetitive, and the bosses are practically unbeatable if you die and lose your power-ups. And what's the point in having only three lives? If you get to a save point you should be allowed to keep trying.

I can see the potential, but *Red Dog* doesn't play well or make for enjoyable gaming. Avoid, unless you like frustration.

Rob Cole, via email

As we acknowledged in last month's Drinking & Thinking, improvements were made to *Red Dog* between our review and its eventual release, which is why we've upped the review score by one (see page 116). Good? Bad? Average, we say.



△ **Not even camera angles like this can alleviate some people's frustration with *Tomb Raider: TLR*.**



△ ***Tomb Raider: TLR*: "Disappointed," says Rob Cole, but what do you think?**

TOMB RAIDER: THE LAST REVELATION
REVIEWED: *ODM* #6, 7/10

WE SAID: "*Tomb Raider: The Last Revelation* is a very entertaining game but in a very old-fashioned way."

WHAT YOU THOUGHT

Having never played a *Tomb Raider* game, before I approached *Tomb Raider: The Last Revelation* with no expectations. Despite all the recent magazine coverage I kept an open mind and paid my £40 to give the game a try.

I was disappointed to say the least: an archaic control system, idiot collision detection, and lack of pace. And the graphics engine is pretty ropy to say the least.

Am I supposed to like this game because it has a badly animated woman with a swollen chest? Why did this game get so much hype? Control is everything in this type of game, and Lara moves like a mannequin. Trying to activate switches is especially tiresome.

I understand that when it hit the Saturn and PlayStation there was nothing else like it, but four years on it looks clumsy. It may sell well on Dreamcast, but shoddy conversions certainly don't do the machine any justice.

Dreamcast is a great machine with much potential, and it should be spared from rehashes of crappy PlayStation and PC games. I bought my DC to get away from soulless PlayStation software!

Rob Cole, via email

Tomb Raider getting seven out of ten? Come on, get real! Do you really feel that games like *Tomb Raider: The Last Revelation* advance the Dreamcast? Games like *Shadow Man*, which you marked down at 6/10, really do the Dreamcast's processing power justice. We need more quality software like *Soul Calibur*, *Shadow Man* and *Power Stone*.

Craig Robertson, via email

Ahem. Did we say that *Tomb Raider: The Last Revelation* "advances Dreamcast"? No! Did we point out the many flaws in the game? Yes! Believe us, some people are *much* more enthusiastic about it than we are .



△ ***Fighting Force 2*: Somebody loves you!**

FIGHTING FORCE 2
REVIEWED *ODM* #4, 3/10

WE SAID: "*Fighting Force 2* just doesn't push Dreamcast's abilities and it's not fun to play."

WHAT YOU THOUGHT

I know you hate *Fighting Force 2*, but if you gave this game a proper chance… The graphics are excellent, with top-notch explosions and visual effects. And even though the artificial intelligence is a pile of crap, the levels are better designed than a lot of other games.

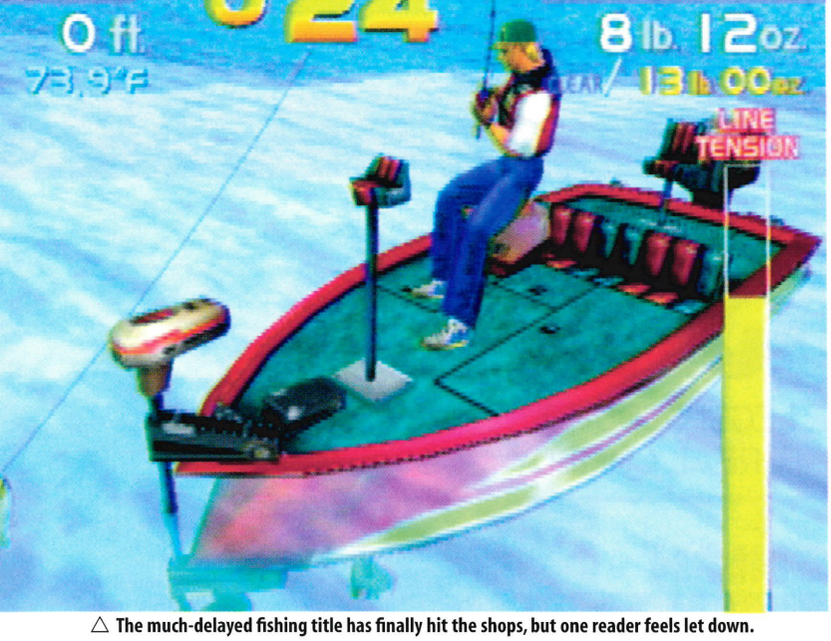
I think you should have searched for the good points in this game as well as the bad ones. I also really disagree with your rating of this game. Three out of ten? This game should have got twice that. I rest my case.

Gog, via email

You gave this game a lowly 3/10, and I agree completely. The gameplay is so repetitive and you find yourself wading through levels that all look the same and the enemies don't change much either. All in all I suppose the game is better than watching paint dry, but it is depressingly boring.

Dave Black, via email

It's nice to hear someone has a good word for it! While we're glad you like it, Gog, we're going to have to stick to our guns when we say that *Fighting Force 2* is some way off the mark.



△ The much-delayed fishing title has finally hit the shops, but one reader feels let down.

SEGA BASS FISHING
REVIEWED *ODM* #1, 7/10

WE SAID: "Even if you prefer your fish battered with a side order of chips, you can still have fun with *Sega Bass Fishing*."

WHAT YOU THOUGHT

After reading your review and quite a few others, I decided that it seemed quite an entertaining and original title and reserved it straight away. I waited and waited for it to reach the shops, getting gradually more annoyed by it constantly missing its release dates.

So you can imagine my excitement when I found this game in an arcade – I just had to have a go. It was fantastic! But months passed and I was still waiting, until finally it came. Wow, was I disappointed. Was this the game I had waited months for? Crap graphics (they might have been good if it had hit its first release date), pathetic longevity and worse playability.

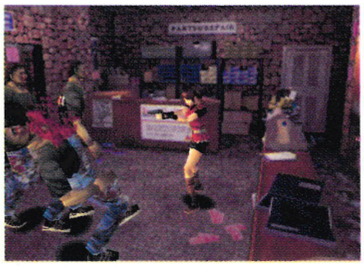
The arcade mode was entertaining for about an hour, and then I noticed the original mode and thought it would prove more exciting competing against other fishermen. Sadly no, this was just as bad as the arcade mode; the competitors are just ridiculous – how they can they catch nine fish on the bridge level when you only see four the whole time is beyond me.

Overall, the best part of this whole game is the rod. It made *Soul Calibur* exciting again, giving it more of a challenge. If I had to give this game a score it would be about 3/10 – and that would be just for the rod.

Stuart Crawford, via email

Ouch! We're sorry you feel let down by *Sega Bass Fishing*, especially after waiting so long for it to arrive. While we sympathise with your comments about longevity, we think you'd have to be pretty cold-hearted not to see the funny side of the whole thing – particularly if you've got a few mates round to join in with the angling action.

We'd be interested to hear from other readers who have bought the game.



△ ***Resident Evil 2* is still winning fans.**

RESIDENT EVIL 2
REVIEWED: *ODM* #4, 7/10

WE SAID: "Though *Resident Evil 2* is a class game – which is why it's been such a massive hit on PlayStation – there's no disguising the fact that this is a disappointing release."

WHAT YOU THOUGHT

Now I don't want to disagree with you guys – and this is coming from someone who has yet to taste *Code: Veronica* – but I genuinely enjoyed *Resident Evil 2* and think it's excellent.

Okay, it's two years old and is a PlayStation game, but I believe it has been improved vastly compared to other 32-bit conversions we've seen. The graphics aren't bad, what with being in high resolution, and the loading between rooms is pretty slick, not to mention the extra battle modes and gallery viewing area.

And there's loads to discover! This really is my type of adventure game, beating off *Shadow Man* and *Soul Reaver* with ease, even though it happens to be much older than either of them. Its atmosphere and mood are unrivalled. If you haven't played the PlayStation version, this is highly recommended.

Peter Bridekirk, via email

As we said in the review, *Resident Evil 2* is a classic game, but the Dreamcast edition really isn't that different from the previous versions. With *Code: Veronica* (*ODM* #8, 9/10) now in stores, there really are very few reasons to bother with it.

WHAT DO *YOU* THINK OF THE GAMES YOU'VE BOUGHT?

Send your comments to Reader Reviews, *Official Dreamcast Magazine*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email them to letters@dreamcastmag.co.uk with the words 'Reader Reviews' and the name of the game you're commenting on in the subject line. We reserve the right to edit before publication.

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 larger than a regular CD-ROM (650MB).

CAN I COPY DREAMCAST GAMES?
No you can't. It's illegal anyway.

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 *Toy Commander* and *Tomb Raider: The Last Revelation*, generally come out first here though. The fab-looking *Metropolis Street Racer* will be released in Europe first too.

HOW COME DREAMCASTS COST £100 AFTER CHRISTMAS BUT MORE NOW?
Tower Records held a special promotion in January but only had a limited number at that price. It was effectively just a gimmick to attract people into their stores. Shop around and you should be able to get a DC for less than £200, and several stores now offer the machine bundled with games.

WHEN'S DREAMCAST 2 COMING OUT?
A little impatient, aren't we? The average lifespan of a console is five years, so there's a while to go yet.

WHY DO RELEASE DATES KEEP CHANGING?
Making games isn't an exact science, so it's often hard to tell how long it will take to finish them. Games are usually delayed to make them better though.

WHO'S NAOMI?
Naomi is Sega's latest arcade hardware and it's very similar in design to Dreamcast, so coin-op to DC conversions are easy to do. *Crazy Taxi*, *Dead Or Alive 2*, *Jambo! Safari*, *F355 Challenge*, *Spawn* and *18 Wheeler American Pro Trucker* are all Naomi games.

WILL ALL NAOMI GAMES COME TO DREAMCAST?
Not necessarily. Some arcade games don't work well as home conversions.

WHY CAN'T MY DC PLAY WINDOWS GAMES?
Because it isn't a PC. Some Dreamcast games use Microsoft's Windows CE technology, but that doesn't make your Dreamcast a PC.

WHEN IS *SHENMUE* COMING OUT IN THE UK?
Probably before Christmas, but nothing's been officially confirmed yet. *Shenmue* is a huge game and the translation is taking a while. Naturally, we'll keep you posted on developments. Hey, we want to play it too!

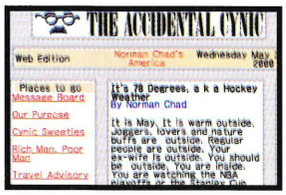
WHEN IS *FIFA SOCCER* COMING OUT?
FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet. A version of Konami's *International Superstar Soccer* – which many consider to be the best football game around – is rumoured to be on its way sometime though.

WHEN IS...
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please, please stop emailing us for information on release dates. Pretty please?

• Have we missed something? If there's anything else you need to know (except release dates!), email us at letters@dreamcastmag.co.uk

COMEDY WEBSITES

WHAT'S ET SHORT FOR? COS HE'S GOT LITTLE LEGS! GEDDIT? HMMM... **POGGY** SEARCHES THE NET FOR SOME REAL COMEDY



ACCIDENTAL CYNIC

www.accidentalcynic.com

Do you see the world through suspiciously slanted eyelids? Then peer no further. All the bitterness and hissing you need in a handy, bite-sized form. A comprehensive archive shows that no public figure, corporation or salty snack has escaped Norman Chad's bile.



BOYAKASHA

www.boyakasha.co.uk

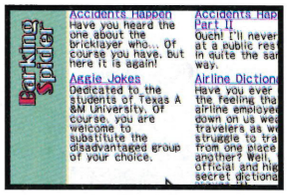
FB Ayeeee! Now the worry has passed and Ali G's TV show is funny, visit this site for all your Staines news and needs. The only flaw is that DC users can't download the many sound samples, but it's worth it for the dictionary and the chance to big up your friends.



THE ONION

www.theonion.com

US satirical newspaper that introduces the disturbing concept of 'funny Americans'. While Frasier and Seinfeld could be passed over as flukes, this shows that the problem is spreading, even to the extent of successfully parodying other nations' national institutions. For those with small children, 'Where does bacon come from?' is a reminder that just because you have to bow to their every need, it doesn't mean you can't play with their tiny heads.



BARKING SPIDER

http://winn.com/bs/

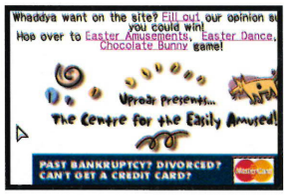
Bored after *EastEnders*? Tired of entertaining yourself shouting at the neighbours' dogs? Then why not mess with some pizza delivery people? This site shows you how to brighten every delivery boy's evening by using CB lingo, and a speak and spell.



CAT SCAN

www.cat-scan.com

A classic. Cats always seem to have a need to do what we do – sleep in our beds, eat our food, sit around on our arses. And now they can break through that final behavioural barrier – photocopying yourself at office parties. Have scanner, will to Battersea.



CENTRE FOR THE EASILY AMUSED

www.amused.com

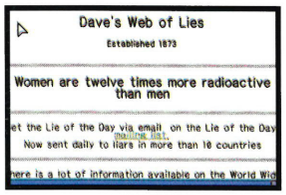
Some of the site's contents require Shockwave, but the bits that don't are a big consolation. Have fun mocking the afflicted with the most embarrassing teenage tale of the week competition. Runs from an accidental fart to whatever you can upload about your friends.



COMEDY WEB

www.comedyweb.co.uk

The best comedy in the world ever; or in England certainly. Sign up to the discussion mailing list to chat about how funny you and your friends are and how you'd all make great comedians, then use the profiles and links to find people who already become one.



DAVE'S WEB OF LIES

www.cs.man.ac.uk/~hancockd

Why restrict your lying to the office and late-night bars when you can have inventive untruths delivered to your inbox every day? Includes guest liars such as Stephen Fry, who brings a bit of class to the proceedings with 'Welshmen are allergic to pyjamas'.



BIG WASTE

www.bigwaste.com

Call it research for a day in the office/at school, with this site offering everything you need for a refreshing few hours of non-achievement. Bizarre road signs, dinosaur sculptures, and instructions on how to get to the original Brady Bunch house.



CALVIN AND HOBBES

www.calvinandhobbes.com

One of the oldest comic strip sites on the Web but none the worse for it, these tales of a boy and his stuffed tiger are still funny, if just for Hobbes's cheesy grin. Includes merchandise, e-cards and the chance to buy prints of the last ever Calvin and Hobbes strip.



COMEDY.COM

www.comedy.com

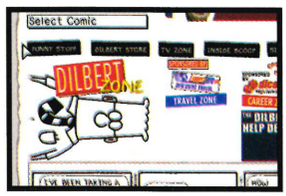
Subscribe to the mailing list to receive a joke a day by email or pager, and submit your own entry to try to win prizes. Hints for the would-be Frank Carsons among you, stand-up commedians' schedules and loads more. Now with insult and excuse of the day.



COMEDY ZONE

www.comedyzone.beeb.com

Sometimes only the BBC will do. Plenty of us were bought up on a strict diet of *Dad's Army* and *Fawlty Towers*, and it does no harm to return to the comedy womb every now and then. Submit your own sitcom script for future cult status.



DILBERT

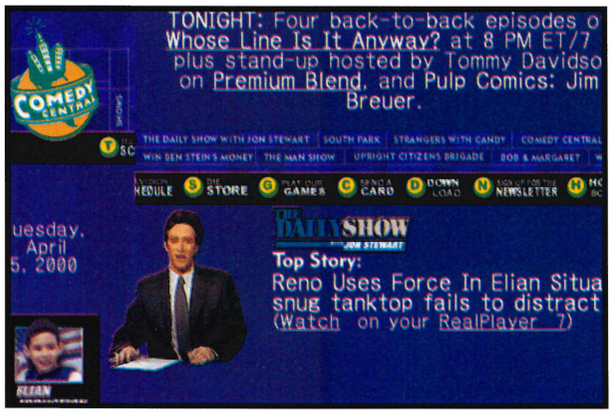
www.dilbert.com

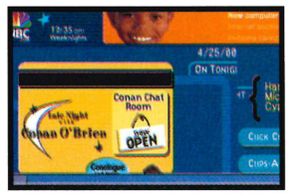
Back in the days when a swanky website meant two colours and a clickable link, Dilbert was the king of geek humour. He also had a not-bad animated TV show in which he sounded like Barry Manilow. Find it funny to identify with a bespectacled office worker here.

COMEDY CENTRAL

www.comedycentral.com

The channel that bought us *South Park* has a whole sack of things to make your day that bit more tasteless. Why not send someone a hate card or a happy divorce message, for example? In the stars, Cancerians are warned that soft laundry is the route to hot sex, and that Sagittarians had better watch out for people who put stuffed fish on their walls. Unfortunately previews of *South Park* can be viewed only by those with Shockwave Flash, but you can impress friends and neighbours with catchphrases of the future.

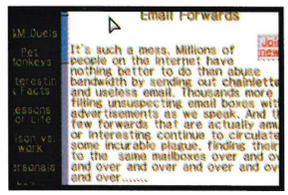




CONAN O'BRIEN

www.nbc.com/nbcconan

Not-that-funny-in-real-life US chat show host in very-funny-website-indeed shock. There's a fan sites network, show info, and Click Comedy that includes Letters Never Delivered and, the highlight, What If They Mated?, where the mutant offspring of the stars are displayed for your horror. Nice use of beards.



EMAIL FORWARDS

www.bl.net/forwards/

Your inbox is usually full of three things: a few work mails, requests to visit Busty Gail's naked site of pox and death, and 400 forwarded emails from mates who mostly won't have read them themselves. Cut out the middle man and visit this email archive, or banish them here forever.



TV GO HOME

www.tvgohome.com

When you were a kid the *Radio Times* was the venerable grandparent of TV listings, with all the Radio Four, BBC2 and gardening tips you could wish for, strictly controlled by Auntie. The listings of TV Go Home (the creation of occasional *ODM* writer Charlie Brooker) would certainly make TV viewing far more interesting (*Skip Dating*), not to mention controversial (*Musings Of A Subway Yanker*). The listings are updated every fortnight, there's an archive to trawl through, plus guidelines for those who want to submit listings suggestions for inclusion.



FUNNY

www.funny.co.uk

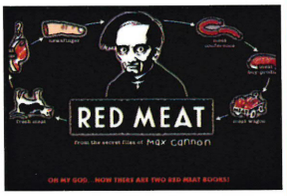
British humour at its best, and nowhere more so than in the chat rooms, where you can choose from topics that range from news to stupid – and presumably combine the two. Register and have cartoon movies delivered to your email.



KIDS JOKES

www.kidsjokes.com

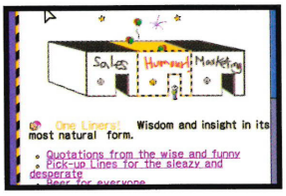
After a long day making sophisticated jokes at the expense of an obscure Tory back bencher, what better way to unwind than with a few of the venerable old knock-knock jokes? All the classics to have you choking on your fruit pastilles in double maths.



RED MEAT

www.redmeat.com

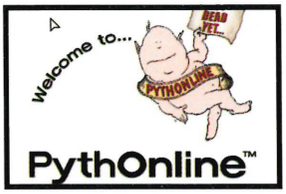
Everyone knows that meat is good for you, and other than the whole cholesterol business red meat is best. Catch up with the sick cartoon adventures of Bug Eyed Earl and Milkman Dan, then buy a glow-in-the-dark floating glow skull or mystery T-shirt for the neighbours.



HUMOUR DEPT.

www.humour.nu

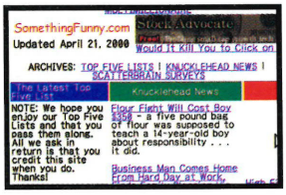
What everyone really wants is a partner who makes them laugh, according to *Cosmopolitan* magazine, so pick up the very best in comedy chat-up lines here. Ranging from laughing with you to laughing at you, although sadly there are no success ratings.



MONTY PYTHON

www.pythonline.com

Site overseen by ex-*Python* Eric Idle. You can join a spam club actually called Spam Club, where you can abuse your friends in a surreal way. Chat room includes a greeting to the website by the Queen herself griping at 'greedy upper-class sluts'.



SOMETHING FUNNY

www.somethingfunny.com

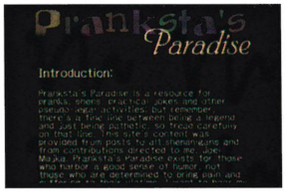
Random funny stuff gathered together in one place, including various top five lists, the Darwin Awards, and surveys where the 'ask a silly question, get a silly answer' philosophy reigns strong. Replies include: As a child my favourite toy was raw meat.



JONGLEURS

www.jongleurs.com

Arguably the UK's premier comedy club, and the last stop-off point for comedians before they sell out Wembley or flee the country and threaten to become primary school teachers. Buy tickets online and vote for your comedian of the year.



PRANKSTA'S PARADISE

www.ccil.org/~mika/

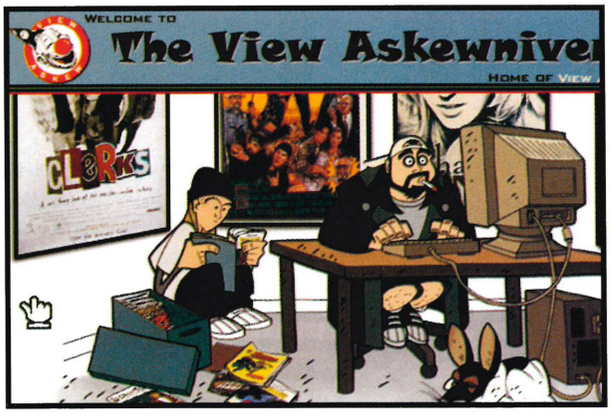
Not the most high-tech site available, but the home of many an amusing jape that can bring happiness to an otherwise mundane day. Recommended pranks include swapping monitor cables at work (crazy!) and putting Oxo cubes in shower heads.



TOXIC CUSTARD

www.toxiccustard.com

Humour from down under. An enlightening database of vomit stories (upload you cider and black/ruptured stomach confusion here), plus the dairy of an average Australian. Hear tales of barbies and yabbies, including *Truman Show*-style highlights with photos.



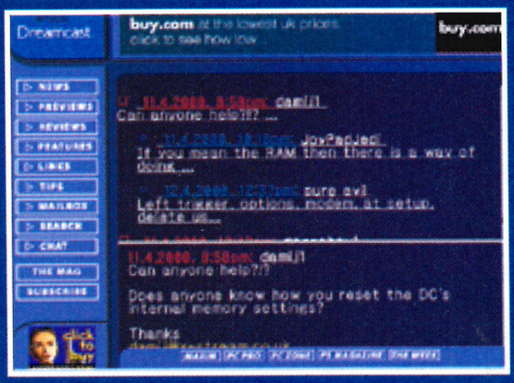
VIEW ASKEW

www.viewaskew.com

The home of Kevin Smith's films, which included *Clerks*, *Dogma* and the fantastic *Mallrats* – which took the phrase 'stink palming' out of the playground and into the executive breakfast. The site includes previews of the forthcoming *Clerks* cartoon series, (unusually) regular updates from Smith himself, news and news archives, a fine collection of top-quality drinking games, rants from Catholics, a poll asking what you think of the site, and compelling reasons never to buy anything from your the corner shop again.

www.dreamcastmag.co.uk





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OFFICIAL DREAMCAST MAG
WEBSITE

Okay, so you've read the mag. Well that's just the half of it – our website is second to none.

ODM Online is updated daily with the latest news from the world of Dreamcast. If it's happened or happening, then you can bet you'll find out about it here first.

As well as our ever-growing archive of definitive reviews, previews and features, there's also the chance to make new friends and swap hints and tips with thousands of other DC users in our Live Chat and Chat forums.

www.dreamcastmag.co.uk

△ NATHAN MCCREE, 31, MUSICIAN

Started out on the ZX80, and has since owned all Sega platforms, plus PlayStation and Nintendo 64. His compositions include music for *Tomb Raider 1, 2 & 3, Swagman*... and *Chuck Rock 2*.

△ CHRIS KINGSLEY, 33, CHIEF TECHNICAL DIRECTOR, REBELLION

Has worked closely with Rebellion's sound guys on the aurally terrifying *Aliens vs Predator* (PC). Has also dabbled fairly extensively with Gameboy sound.

THE BIG DEBATE

SONIC BOOM

WITH INCREASINGLY MORE POWERFUL TECHNOLOGY ON OFFER, HOW ARE MUSIC AND SOUND EFFECTS SHAPING UP IN THE WORLD OF DREAMCAST? *ODM* BROUGHT TOGETHER A SELECTION OF AUDIOPHILES TO FIND OUT

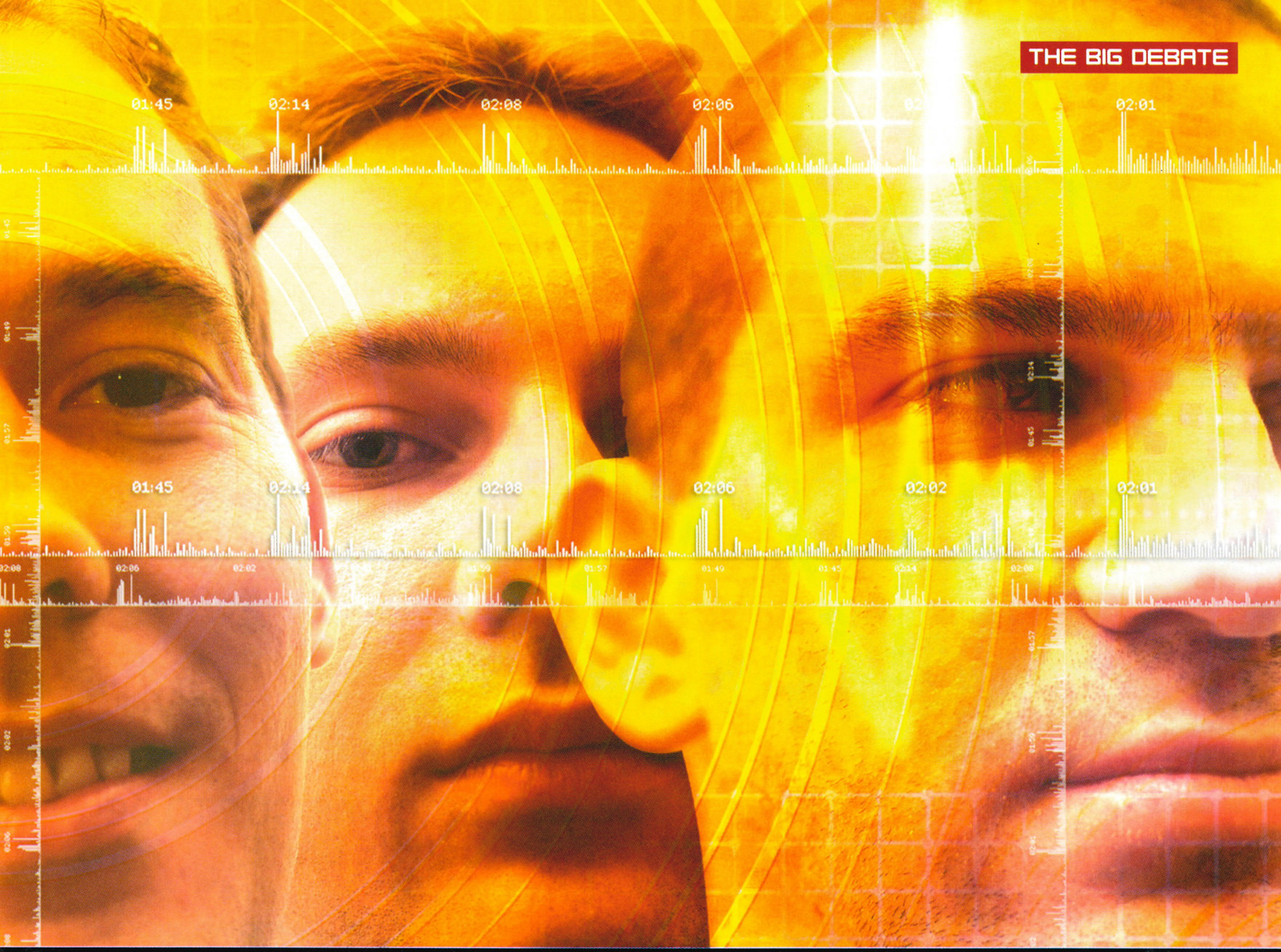
PHOTOGRAPHY: **DAN TRENT** ILLUSTRATIONS: **SIMON OSBORNE**

ODM: How important are music and sound effects in videogames?

MILES: Music adds so much atmosphere. Everywhere you go in the media, there's music – even on TV in the Queen Vic in *EastEnders*. There's always subliminal music in the background which actually helps set the mood. It should be the same for games.

NATHAN: The way I see it is that you've got what you see and what you hear, and they are definitely equal parts; you can't play a game without one or the other.

CHRIS: Something's missing if you don't have good sound. One of the problems with sound, of course, is that it doesn't come across in screenshots



△ MICHAEL DICKSON, 28, CHEMOTHERAPY NURSE AND REGULAR *ODM* READER
Started off on the old Grandstand 'console' and has worked his way up to Dreamcast "which I'm very happy with. *Soul Calibur* is the best game in the world."

△ RICHARD JACQUES, 27, SOUND PRODUCER AT SEGA
As a gamer, started off on a Sinclair Spectrum and has never looked back. Has owned every console – expect PlayStation. His music work includes *Sonic R*, *Sonic 3D*, *Shenobi* and the upcoming *Metropolis Street Racer*.

△ MILES, 28, MUSIC LICENSING SUPERVISOR/VIDEOGAME CONSULTANT
Has been in the music industry for the past ten years and has put together licensed soundtracks for many games including the classic *Gran Turismo* on PlayStation.

and in magazines! That's one of the principle ways that marketing people and punters view games and learn about them. There's not that much mentioned about sound.

MILES: Also, the volume tends to be turned off in places like Virgin Megastore or HMV.

ODM: What do you all think of the quality of videogame music in general?

MILES: Some of it's crap and some of it's great!

NATHAN: I think much of it is crap. About 80 per cent, in fact.

MICHAEL: I think 80 per cent is about right. It's like supermarket 'muzak'. If there's really bad music in a game it can clash with the gameplay. Like with *The Sims* and *SimCity 2000* – they're really fun games, especially *SimCity 2000*, but the music is just awful. I just switch it off and play without sound.

ODM: In general, have we seen an increase in the quality of game music over the past ten years?

RICHARD: Definitely.

NATHAN: The development time has been increased – the games are a bit bigger and the development time is a little bit longer. I still think development time needs to be at least double – two years instead of a year. In other words, a year writing it and a year perfecting it!

CHRIS: That would be great, wouldn't it?!

MICHAEL: Technology has also improved. As well as the games industry maturing, because of the technical side you can actually make music that sounds like music, as opposed to sounding like your mobile phone ringing.

CHRIS: I think the tools available to our musicians and sound designers have improved enormously as well ,and that has really helped. I think it's freed creativity to an extent that there are fewer restrictions to how you create sound.

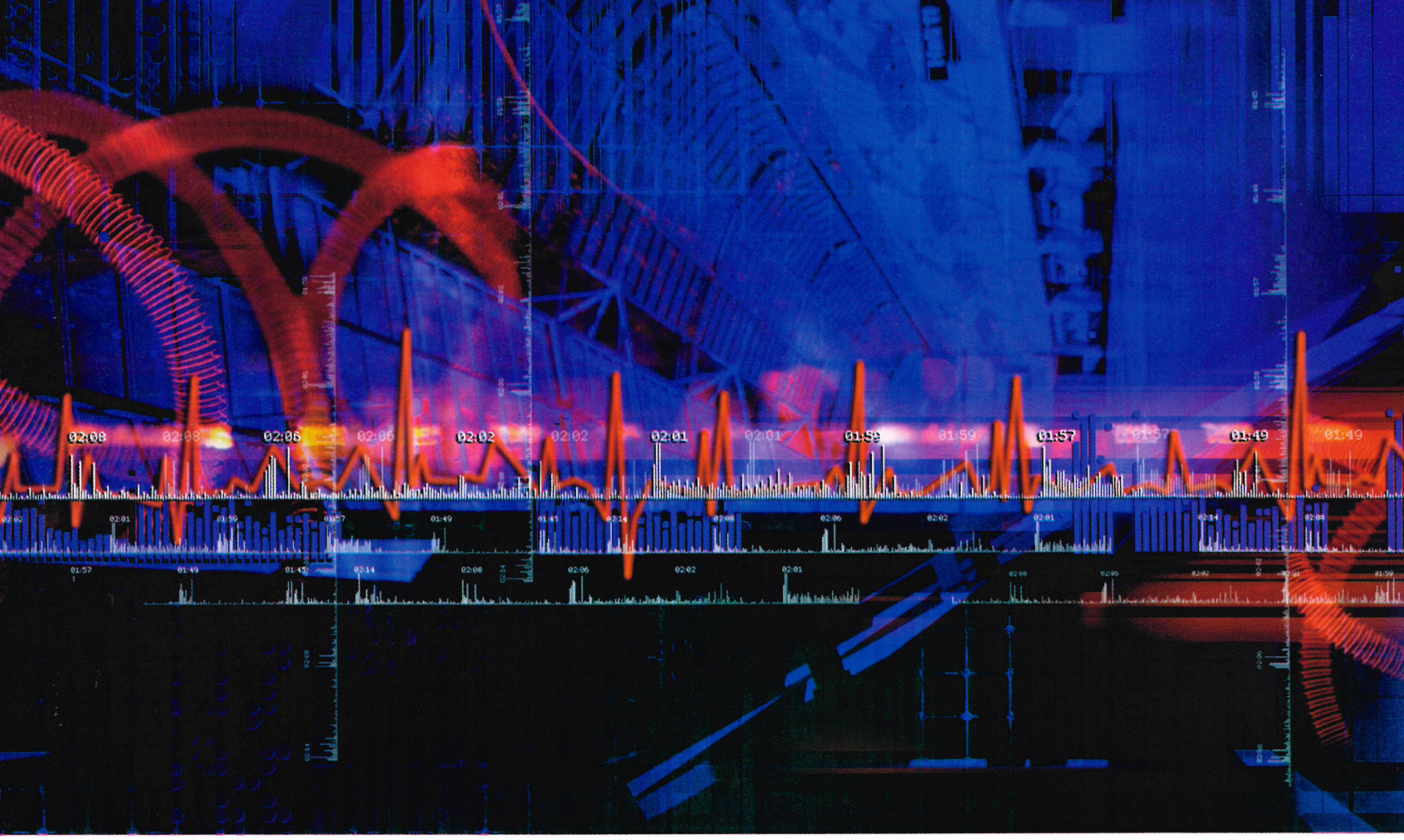
ODM: What are your views on licensing commercial music tracks to games?

NATHAN: It works on some games.

CHRIS: You've got to pick the right tracks for a game or it will just end up being a marketing exercise which does nothing for the software.

RICHARD: It's fine as long as it lends itself well to the game and it provides a good experience. I think WipEout was a prime example of a great soundtrack, and it worked really well – it brought something to the game.

MICHAEL: I think the cynical spin on this is something like the *FIFA*s [massively successful footie franchise on PlayStation, N64 and PC]. It's as if the publishers are saying: "That's a really groovy track at the moment. Slap it in the game right now and it'll be fine." The trouble is that whenever you get to ▷



the menu screen, that's the only track you hear!

MILES: That's the point! *FIFA* is a brand – it's become the equivalent of a *Now That's What I Call Music* album. Every Christmas, a granny will go and buy *FIFA* for their grandchild because they like the slick presentation. EA do a very good job with presentation.

MICHAEL: But there's absolutely no creativity! "Okay, I'm going back to the menu screen and I'm going to hear the same track again!" There's nothing inventive about it.

MILES: Well, normally they have six or seven tracks in the game though!

RICHARD: Miles, do you think that licensed stuff works better within arcade games like a driving or footie game?

MILES: Yeah, but I would love to be able to get hold of a well-known musician and get them to score an role-playing game. It would be great to see how it turned out.

NATHAN: But you have to have a knowledge of computer games to do it. You need to have a knowledge of how they work. You have to be able to work with the programmers to create an accomplished piece of work. I don't know whether a guy from the music industry would make as good a job as someone who comes from the computer games industry. Even though the level of music might be more impressive from the music industry guy, you'll probably find that the guy from the computer game side of things will produce something less irritating to listen to because he knows about music blending with gameplay.

RICHARD: Yeah, because they've done it for so long and they know it's not a linear thing – they know you can't just cut and paste.

ODM: So what does it take to create a good videogame music score?

RICHARD: It really depends on the type of game and style. It can't be irritating and it can't be too short. It has to fit the style of game, the pace of the graphics, and the story. And the quality has got to be really good.

MICHAEL: The music has got to be part of the game, basically. The only problem with something like licensing music afterwards is that it's like: "Okay, we've done this type of game, what kind of song will go with it?" And you end up hammering a track into the game. That's where licensing falls down. Even if you only have two weeks to do an original score, it's still a genuine part of the game for those two weeks.

MILES: But I'm actually getting more time to put game soundtracks together than you get to write them!

RICHARD: Does that mean they work better within a game?

> "THE MUSIC HAS GOT TO BE PART OF THE GAME, BASICALLY"
>
> – MICHAEL DICKSON

MILES: I'm not saying it works better every time, but it's not always an afterthought!

CHRIS: I think that what we will see in the future is musicians from the music biz working more closely with game musicians and sound guys, ie let's work together.

RICHARD: With working closely together, I only really want to encourage collaborations which are remix projects. I don't see any point in doing ourselves out of a job when there are already some highly skilled people out in the videogame industry.

MILES: Sure, but there are some out there who are always going to rise to the top anyway – people know who they are – and they're always going to have work. I'm one of the few who are actually going out there and actively trying to get involved with videogame soundtracks. I do it because I love videogames and I want to play games where I don't have to turn the music down.

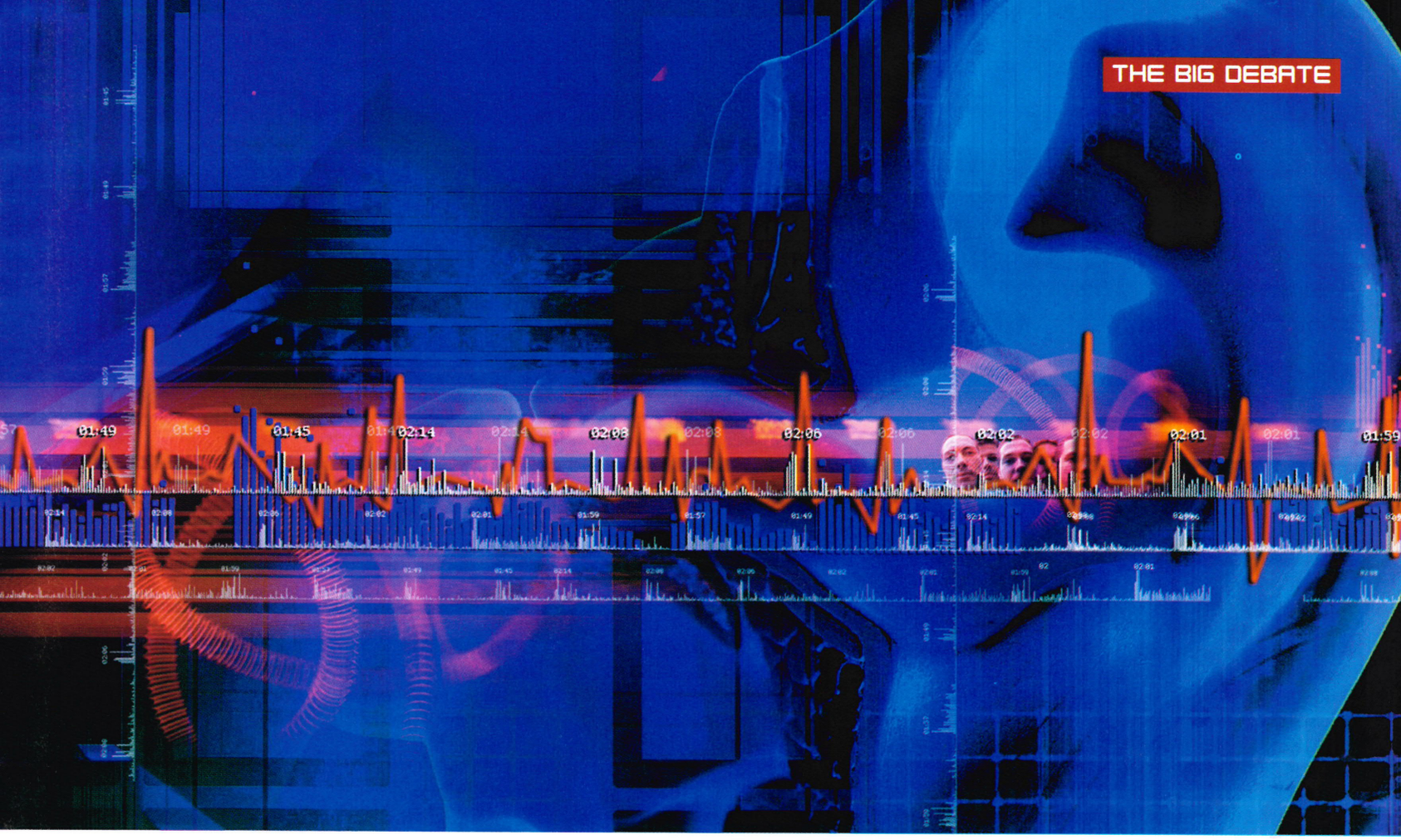
NATHAN: As a punter, Michael, would you simply prefer original music?

MICHAEL: Yeah, I would. The main thing about *WipEout*'s licensed soundtrack was that they took the original tracks and did something with them to make them more interesting. It felt like you weren't listening to the same track over and over again, whereas you are with *FIFA*.

(At this point Miles has to leave for an awards ceremony)

ODM: How do you feel about doing sound effects, Richard?

RICHARD: I don't particularly enjoy doing them. It probably shows, and Sega agreed that I didn't have to do them on my latest project. There are a lot of talented people who love doing them, and that really shows as well. Sound effects are a pain in the arse. You'd rather spend the time on the music, getting it really right, and then get someone in who's really into doing sound effects.



NATHAN: You need someone dedicated to it, because it is a full-on job. You really need to be involved in the project much earlier on than the musicians are.

ODM: Do sound effects guys get more time with programmers?

NATHAN: They need to. You can't just slap sound effects on at the end, because there are so many details to sort out. You're not just mixing 40-80 tunes which are approximately the same sort of balance, you're mixing 400 sound effects together. You have to get it right.

CHRIS: The thing with sound effects is that there's often quite a significant programming overhead as well, in terms of getting them working effectively. With music generally, you can just play it; with sound effects, there's an awful lot more – there's all the positional 3D effects and environmental audio.

RICHARD: If developers would take sound effects and sound designers as seriously as musicians – and they don't take musicians seriously – we'd all be better off. I don't think Sega have anyone who just deals with sound design.

ODM: Do you think that we should have people hired specifically for sound design on videogames, as they do in the movies?

RICHARD: Yes, definitely.

MICHAEL: But from the punter's point of view we think you've already got that.

NATHAN: Well you're being fooled! You're also being ripped off, because if you're really into your sound and you're really looking into what's going on, the professionalism behind it is so shoddy and rushed. The wool is being pulled over your eyes.

ODM: Is there anyone here brave enough to offer a couple of examples of that?

RICHARD: Okay, about four years ago on a *Sonic* game – not a massive one, but part of a big franchise – before we'd built the big studio at work I recorded the vocals through a pair of tights in an office with no sound proofing, on a £20 microphone!

NATHAN: Everybody seems to love Lara Croft and they all think she speaks nicely. We actually had trouble with the girl who did Lara's voice in *TR2* and *TR3*. She wasn't a particularly amazing actress. I had to re-do some of her parts because I didn't get all the sounds from her that I wanted. So in actual fact people are falling in love with me speeded up to sound like a woman! To tell you the truth, there were 12 different people who made Lara Croft sound like that, it wasn't just one person.

ODM: Are there any videogames that have caught your attention because they have superior music and sound effects?

MICHAEL: I would have to say the two games that stand out for me are *Soul Calibur* and *Tomb Raider 2* [PlayStation/PC], especially during the Venice stage. It's the way the music starts up – you hear it before the gameplay begins. It's fantastic, because it draws you in. That's why the music is really integral to the game. With *Soul Calibur*, you're actually playing it and listening to the music as well because it is so well done.

RICHARD: *1080° Snowboarding* on the N64. It has a funky feel and good sound effects. Also, a lot of the *Resident Evil* series is impressive. The makers take a very serious approach to it and they only have music at the tension points. I was playing the Dreamcast version today, and noticed that they were streaming the footsteps off CD so they could have a long echo on them. It worked really nicely.

MICHAEL: *Magic Carpet* [classic 'rug shoot 'em up' for PC]. That magic carpet accelerating sound is everywhere on TV – 'whoooosh!' I also loved the music in *Magic Carpet* because it burbled along in the background and was nice and relaxing.

ODM: Finally, what does the future hold for music and sound effects in terms of their use in games?

CHRIS: I think there will be a lot more technical work involved in terms of the environmental stuff, ie 3D sound.

MICHAEL: I think sound effects can be developed further. They'll become such an integral part of the gameplay that you'll really miss them if they're not up to scratch; at the moment with games, I don't think you miss them so much if they're not.

CHRIS: Personally I'm very optimistic about sound effects and music in games. We've come along way since we started. I think we have a long way to go, but I think it's very exciting because its future offers a lot more scope for creativity than probably any other medium of music.

"YOU'RE BEING FOOLED! YOU'RE ALSO BEING RIPPED OFF!"

– NATHAN MCCREE

LETTERS

Got some thoughts on Dreamcast or your magazine? Then why not share them with us and, if your letter is interesting enough, thousands of other readers (see below for how to get in touch). Editor Warren Chrismas responds to this month's best letters

MUM PLAYS BEST

I love *Sega Swirl*, the free game on *DreamOn 8*, but I've been playing it for a long time and my top score is just over 4,000.

I let my mum have a go and she got a score of over 6,500 on her first go! I hate to think my mum's better than me but I'm going to have to accept it. Boo-hoo!

I looked at the credits to see who made this great game, and I went to their website (www.tremor.net), where I found out that the Americans have *Sega Swirl* too, but they can play it online! I would like to know if the online version is going to be available in shops, or if you plan to give away another version.

Tarron Filmer, via email

Good work, Mrs Filmer! If anyone else has a talented mum, please write in and let us know.

Sega are hoping to include another version of *Sega Swirl*, with an online option, on a future cover disc (possibly *DreamOn 11* with next month's issue). Of course, we'll keep you posted on that.

By the way, a few readers have written in asking for instructions for *Sega Swirl*. If you leave the game standing for 30 seconds on the mode select menu, you'll find that they're rather handily shown on screen.

You can find more information on the game, plus a free PC version, at www.segaswirl.com.

ARRRRGH!

I'm very displeased with you and Sega. The issue is release dates. And don't refer me to your slippage article and dismiss this, as you've done with many letters.

Take *Resident Evil 2*, for example. You see, I really don't get how you can obtain a full, working version to review in your February issue (available in January). You said in the review that it was "out now", and yet *four* months later you print a release date, April 24, that's wrong even then.

***Sega Bass Fishing* had the excuse of no rods (yet another stupid blunder by Sega), but how does this fully working game get delayed by four months?! Other painfully obvious examples are *Metropolis Street Racer* (going on *one year* late at best), *Shenmue* (but that's okay, the translation will be a huge task) and *Zombie Revenge* (how did it slip two months on the launch day?).**

I'm starting to lose my patience with Sega for delaying all these truly excellent games, but also with you for printing these dates that are so wrong. I know it's (probably) beyond your control, but you should triple check them before disappointing us with more games slipping.

Lewis Turner, via email

We're just as annoyed as you are with the slippages, but please don't accuse us of negligence.

When a game publisher (be it Sega or whoever) gives us a release date we take the information on good faith. I can assure you that we check and re-check every date printed in the magazine right up until we go to press. If a game slips *after* we've gone to press, then there's simply nothing we can do about it.

When we reviewed a finished (note: finished) UK (PAL) version of *Resident Evil 2* (*ODM* #4, 7/10) in our February issue, we were told that its release was imminent. As stated on many previous occasions, we aim to review games due out within a month or so of the magazine going on sale. We have absolutely nothing to gain by purposely reviewing games several months before they're available in the shops.

Why did *Resident Evil 2* slip so much? We haven't been able to find out. But let's be clear on this: the blame lies with the game's UK publisher, Virgin Interactive, not with *Official Dreamcast Magazine* or Sega.

The reasons behind the delays of *Sega Bass Fishing* (now out, of course) and *Shenmue* have been well-documented in past issues – we're not going to go over old ground. Sega Europe haven't given us a specific reason for *Zombie Revenge* (*ODM* #6, 6/10) slipping but, again, when we reviewed it we were expecting it out within weeks. As I write, it's due out on June 9.

Finally, yes, *Metropolis Street Racer* (currently due in July) was originally due to be released at the same time as Dreamcast itself, but developers Bizarre Creations have changed and improved the game *considerably* since the early days.

Ironically, the potential for serious delays in development is one of the reasons why Sega Europe don't disclose long-term release schedules. As such we don't know for definite when we're going to see the likes of *Quake III*, *Shenmue* and *Sega GT* released over here in the UK. And, honestly, just how annoying is *that*?!

SHOOT THE NET

I discovered a cool thing when I was surfing the Internet on my Dreamcast. I picked up the Dreamcast light-gun and, to my amazement, the cursor on the screen moved with my gun. The targeting is a bit off, as there's no apparent way to calibrate the gun for the browser, and it's hard to keep the gun steady, but it is something different to keep us amused while surfing the Net on Dreamcast – and until the mythical Dreamcast mouse comes out.

David, via email

Er, thanks, David.

FLAT ERIC?

Dunno whether anyone spotted this, but I thought I'd point it out. Go and play on *Rayman 2*, and go to the Globox Disk minigame and then to the character selection screen. See that yellow one on the far right? Who does he remind you of? Yellow in colour, small, black, beady eyes? No? Try humming *Flat Beat* – you know, the song from the Levi's adverts – in time to his movements. Ring any bells yet? It's Flat Eric! He even does the finger-tapping to the beat like Eric does on the windowsill of the car in the ads! Do you think that's some sort of copyright violation? It really does look like he was based on Levi's' muppet.

By the way, do you know how I can get 100 per cent complete on *Rayman 2*? I have 999 yellow lums, 80 cages, six globox crystals, I've defeated the last boss in the crow's nest, and still the save-game file says 99.9 per cent complete. What am I missing? It isn't the 1,000th lum is it? Cos Razorbeard swallowed it and now he's buggered off into space!

Alan Graham, Workington

Actually, Ubi Soft told us that there are 1,001 lums to collect. We'll get our *Rayman 2* expert Matt Dymond to confirm this in time for the final part of our walkthrough next month.

IMPORT-ANT

On a recent trip to Florida, I bought myself a controller after you said that



SHORT AND CURLIES

I can't believe that no-one else has discovered this: contrary to popular belief, it *is* possible to send and receive attachments with emails using a Dreamcast. Pressing CTRL+M while using DreamKey brings up an alternate email system. This system uses your gaming email address (as shown under Options in DreamKey).

After composing new mail, select Attach File from the right menu, and select a file from the Visual Memory unit. When reading new mail, any attachments are flagged up and can be saved to the VM. Emails can also be composed offline. Also, here are some DreamKey shortcuts for those with keyboards:

S1 – left trigger
S2 – right trigger
Cursor keys/enter – move pointer/select
Page up/down/home/end – scroll
CTRL+page up/down – scroll up or down one line
ALT+left/right cursors keys – forward/backwards
CTRL+0 – jump
CTRL+R (also F5) – reload
CTRL+B – bookmark
CTRL+D – add bookmark
CTRL+H – history (sites visited)
CTRL+ALT+delete – reset

I didn't get any instructions with my keyboard so I had to find these myself. I can only guess that this email system was developed before the current system and left in place and forgotten about, unless Sega plan to use it in the future. By the way, the keyboard can also be used to play *Sega Swirl*.

Tim Smith, via email

Good work, Tim. Some of these short cuts are news to us. Expect a game to pop through your letterbox some time soon, courtesy of Sega.

Incidentally, and as a number of readers have pointed out, you can use the gaming address email system to store Visual Memory files – just attach the files to an email and send them to yourself!

GOT SOMETHING INTERESTING TO SAY ABOUT DREAMCAST OR THIS MAGAZINE?
Email us at letters@dreamcastmag.co.uk or send a letter to Mailbox, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Please note: all letters and emails sent to us are read by all the *ODM* team. While we respond when we can, we simply do not have the time to send personal replies to everyone. Sorry! Also, we reserve the right to edit letters before publication.

it would work with my UK Dreamcast. I admit that it was an unofficial controller, but according to you it should have worked (I'm not blaming you for this, by the way!).

Once I got back to Blighty, I plugged it into my curvy white box, only to find out that it wouldn't work! I've tried contacting the company who made the Dream Shock Controller (Pelican Accessories) twice but they haven't replied yet.

Next I tried to contact my nearest Virgin Megastore, since that's where I purchased it in Florida, but found them amazingly unhelpful, telling me to "phone tomorrow". I said that I couldn't since it was Easter Sunday, and no one would be in at Virgin. The operator just said that we could phone them anyway, even though there would be no one in! Now, I know that you're not *Watchdog*, but shouldn't I get a refund or something? Please help.

Richard Hodgson, via email

We haven't got any unofficial pads around here, but we see no reason why joypads bought in the US shouldn't work with a UK machine. However, it's really not a very good idea because, as you've found out to your cost, if it's faulty it's going to be difficult to get it replaced.

We're not surprised that Virgin Megastore aren't too willing to help out. Very few companies have a worldwide return policy (Gap is the only exception that springs to mind). Indeed, some stores share the same name in different territories but are actually owned by completely separate companies.

It won't help you now, Richard, but the best advice is obviously to buy in the country where you live. Whatever you do, don't go buying other peripherals like light-guns and fishing reels abroad – you really will have problems then. Oh, and don't go buying games abroad either...

IMPORT-ANT 2

We only recently bought our DC, and the first game we bought (*NFL 2K*) we purchased in America. It was given to me as an Easter present, and I was very excited.

However, the Dreamcast didn't recognise the disc. I tried to run it a hundred and one times and started to pull out my hair. Then I read the back of the disc but... oh dear, where's my magnifying glass?

I found this message: "WARNING: Operates only with NTSC televisions and Sega Dreamcasts purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems." I could be wrong though (no one's eyes are that good!)

Another hiccup from Sega? I think I'll go and play games on my mate's PlayStation 2.

Olie Paget, via email

Sorry, Olie, it's *your* mistake, not Sega's. The simple fact is that the Dreamcast and Dreamcast games are designed specifically for sale and use in specific territories (ie Europe, USA, Asia). This is primarily because there are a number of different television standards (PAL, NTSC, SECAM) used around the world, but also for marketing reasons.

The thing is, this doesn't affect just Dreamcast titles, it applies to *all* console games and, indeed, televisions, VCRs, camcorders, video cassettes and so on. We hope for your sake that you didn't do too much shopping on the cheap while you were in the United States!

CLUB FOOTBALL

First off, thanks for your great guide to *NBA 2K* last issue. It's a great game, but I kept losing; after reading your guide I beat every team in the NBA!

I got *Crazy Taxi* on the day of release and bought a Madcatz MCII wheel and it's brill. The other Sega arcade driving game I love is *GTi Club Rally*. Do you think there's any chance of it coming to Dreamcast?

I also love footie games, and haven't been overly impressed by what I've seen so far. What's in the pipeline, and what do you think is going to be the one to watch?

Ben Tolfree, via email

There's no news on *GTi Club Rally*, and a conversion now seems unlikely. Konami are, however, thought to be working on a football game for Dreamcast. Hopefully this will be as good as the excellent *International Superstar Soccer* games that appear on PlayStation and Nintendo 64.

The only other footie games in development that we know of are Infogrames's *UEFA Striker 2* and Virgin's *Euroleague Soccer*, the latter of which is covered in our 100+ New Games feature, starting on page 10.

ASK SEGA

Every month, you can talk directly to Sega. Send us your questions and we'll put them to the people behind the world's greatest console

KEYED UP

Why wasn't the keyboard made to work alone, rather than having to revert to the pad every five minutes?!

Cameron Baird, via email

SEGA: The Dreamcast keyboard is based on a standard PC keyboard, apart from the connector. Customising the board would have increased the cost to you. Instead we chose to keep it at £19.99. [See Tim Smith's letter, left, for keyboard short cuts – Ed.]

DREAMKEEN

I saw an ad in the paper that said Dreamcast is Internet-ready in Ireland now. But how exactly do you get it to work? I tried calling the helpline, but England's area code and the first few numbers of the helpline is some bloke's number!

Shane O'Brien, via email

SEGA: All you need in order to get your Dreamcast online in Ireland is the new DreamKey 1.5 disc. This replaces the DreamKey disc that originally came with your Dreamcast. The new DreamKey 1.5 is available *free* over the counter wherever Dreamcasts are sold in Ireland.

CD CHANGE

Would it be possible in the future for Sega to release a better CD player function for Dreamcast? There are a few things which frustrate me with the one on the machine: Where are the fast-forward and rewind buttons? Where is the program function, so you can select tracks and keep it that way? Maybe it would also be possible to save it on to your Visual Memory unit, just like a PC. Also, are Sega planning to release a graphics thing which works with the CD player function, like the one you get on the first PlayStation demo disc?

Marc Sach, via email

SEGA: The Music CD Menu is pre-programmed in Dreamcast hardware, so it can't be changed easily. In the future there may well be a new design for the main menus, and we will certainly be looking at improving the music menu. Your idea for a music/graphics interface is a good one – maybe one of the other publishers would be interested?

VOOT ALORS!

Why aren't you releasing *Virtual On Oratorio Tangram* (*VOOT*) in the UK? And will you be making another *Nights* or *Sonic* game?

Daniel James Lee, via email

SEGA: *Virtual On* is a good game but it doesn't really appeal to the UK market. We released *Virtual On* ages ago on the Saturn, and it didn't sell well at all, so we probably won't release the Dreamcast version here, either.

Sonic Team are working on a new DC game due towards the end of this year. [See our 100+ New Games feature, starting on page 10 – Ed.]



△ ***VOOT*: unlikely to come to the UK.**

LIGHT-GUNS HERE!

As I was searching the Dreamshop on Dreamarena, I noticed that it had the official Sega light-gun available to buy on its own, even though I'd heard that you can only buy the gun packaged with *House Of The Dead 2*. Have Dreamarena made a mistake?

Jordan Tarry, via email

SEGA: No, they haven't made a mistake, you can buy the Dreamcast light-gun from our online Dreamshop.

EEK!

Are there any plans to bring out a DC mouse?

Mark Adamson, Newcastle

SEGA: Yes. [See page 39 – Ed.]

NICE BLOKE!

Are your arcade games *18 Wheeler American Pro Trucker*, *Emergency Call Ambulance* and *Jambo! Safari* going to come to Dreamcast? I'm sure they would be big hits.

Gareth Jones, via email

SEGA: All the games you mention are expected on Dreamcast at some point. [See page 42 for details on *18 Wheeler American Pro Trucker* – Ed.]

PANTY PADS

After only five months, my control pad is beginning to bugger up. Can you sort it out?!

'Crollaso4', via email

SEGA: All Sega products come with a full warranty. If your pad has broken you can get it replaced.

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, 19 Bolsover Street, London W1P 7HJ. Please note: each month we choose the best of the queries, pass them on to Sega Europe and print their responses. Before writing, please check that your queries haven't been answered in our FAQs starting on page 115.

YOU KNOW YOU'RE A LUCKY SOD WHEN...

...YOU WIN A GAME FOR EVERY WEEK OF THE YEAR

Top games on tap all year round? For free? It happened to 14-year-old Derbyshire lad Sam Adkin. Who is now *ODM*'s best mate...

"I'M AT SCHOOL AT THE MOMENT, getting ready to do my SATs. I've been a major games fan for ages, and I own a Mega Drive, PlayStation, Nintendo 64 and Dreamcast. My fave games are RPGs and strategies so, as you can imagine, I'm eagerly waiting for *Shenmue*, which now shouldn't be a problem because of the HMV competition!

"The competition itself was featured in *Official Dreamcast Magazine* and was pretty simple – it was just a multiple-choice question that asked: 'What does HMV stand for?' The answer is His Master's Voice. So I filled in the form, cut it out of the mag and sent it off.

"I had actually forgotten about the competition completely, because I didn't really expect to win, but a month later I heard from them!

"Their letter turned up on Monday morning just before I was about to head off to school. I was surprised and really excited. My mum didn't believe me. Until she read the letter, that is. I think she was even more surprised than I was. I also showed the letter to my mates who had come round on the way to school. They were happy and just a bit envious. In fact, one of my best friends had entered the competition as well and he obviously didn't win, so I had a good laugh at him!

"Later, when I got home from school, I phoned the number on the letter and ordered my first game. I could choose whatever game I wanted, and I ordered *Crazy Taxi* straight away and got that on Thursday. I've got five games so far including *Virtua Striker 2*, *Soul Calibur*, *NBA 2K* and *Sega Rally 2*.

"My favourite is *Soul Calibur* because the graphics are superb and the gameplay is great. I just love it! The worst is *Virtua Striker 2*, because although the graphics are good it's just dead slow to play and the computer's too hard. You just can't get into it.

"I'm really looking forward to the new *Buffy The Vampire Slayer* game – I'm a big fan of the series – and *Shenmue*, *Metropolis Street Racer* and *Resident Evil Code: Veronica*. All I have to do is phone HMV every Monday and put in my order!

Ultimately I'll end up with 52 games in all. It's a game every week for a year. The prize will end up being worth £2,080. I can't wait to see the games pile up – I think I'll need a new CD rack to get them all in!

"As for more competitions, I'll definitely be entering more of HMV's. I think there's a different one every month. If I remember right, with the one at the moment you can win the current top ten Dreamcast games. I haven't heard anything back yet though. I'll just have to wait and see."

• *For your chance to win the HMV top ten, turn to page 47.*

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Official Dreamcast Magazine - 9/10

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EIDOS INTERACTIVE







Dreamcast.

SPIRIT of SPEED 1937

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