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Official Magazine
Dreamcast™

Issue 12: March/April 2001

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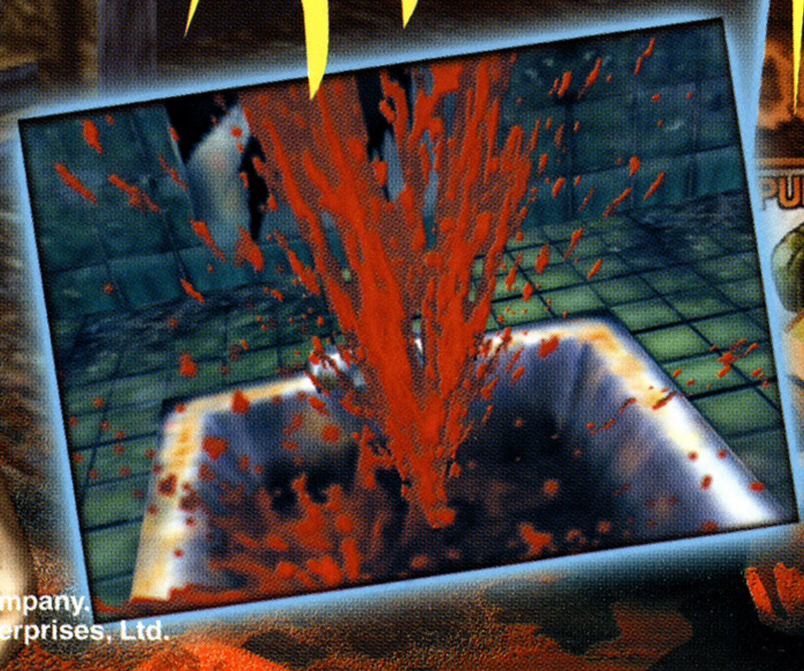
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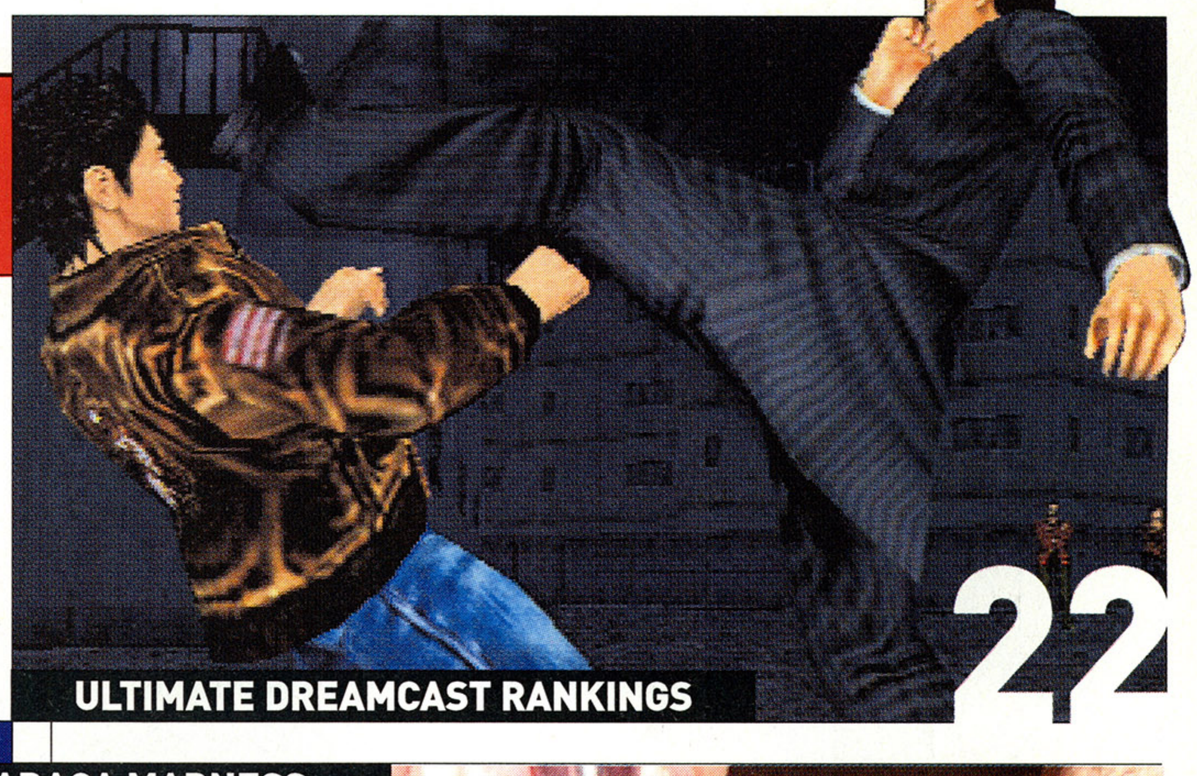


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Chris "*Samba*-san" Charla shows you how to shake and wake—the dead, that is—by custom-crafting death's head maracas.

>ODCM'S ULTIMATE DREAMCAST RANKINGS 22
The fight became a battle, the battle became a war: **ODCM**'s editorial team slugs it out to rank every single DC game ever made!

>SPIDER-MAN'S WICKED WEB 40
Our spidey senses are picking up a DC hit in the making! **ODCM** drags lead artist Christian Busic and producer Greg John off the job and into a meeting room, to get an exclusive scoop on the comic-to-game conversion of the century!

COMING SOON

SORTA LIKE REALLY GREAT TRAILERS FOR MOVIES THAT ACTUALLY DELIVER

DAYTONA USA: NETWORK RACING 46
We have so many favorite pre- (and post-) pubescent memories of the wonderful time we spent in our beloved, hard-to-find *Dakota USA* arcade machines, we can hardly stop weeping long enough to bring you this exclusive preview. It's back, it's badass and it's all online!

CONFIDENTIAL MISSION 49
We've got the skinny on the latest stylish hit-in-the-making by Sega's hit team, Hitmaker. Remember *The Avengers?* Think Mrs. Emma Peel, only controllable...

COMMANDOS 2 50
Really, where would any of us be without commandos? About the same place the Dreamcast would be without *Commandos 2*, no doubt.

THE MUMMY 51
We would put another "Mummy, mummy, *<insert horrifically tasteless ending>*" joke here, but we've already OD'd on mummy puns (they're under wraps, heh-heh). This could be the game that takes tombs to a whole nother level...and it doesn't even need Lara Croft to do it.

SAKURA TAISEN 3 52
In our last issue, we brought you a feature called "Forbidden Games," which covered all of those precious, precociously Japanoweird titles that we probably aren't going to be lucky enough to see in the US. Kind of like *Sakura Taisen 3*...



"But I *like* airplanes!"

DEPARTMENTS

>D-MAIL 10
You ask, we answer. The only problem with getting so much wonderful mail from so many wonderful people is that it reminds us of how many wonderful jobs there are, in this wonderful world, which contain long stretches of free time that can be filled up by writing emails, stretching, napping, eating and peeing. But don't worry—we're too busy creating **ODCM** to go out and find 'em!

>DC-DIRECT 08
News, previews and gossip from the world of Dreamcast!

>TZ-ARCHIVE 80
Every game we've ever played. Rated!

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ODCM's exclusive **TalkBack** interview series continues—in this issue, we've got news straight from the mouth of Sega of America President Peter Moore. Just how is Dreamcast doing? Find out!

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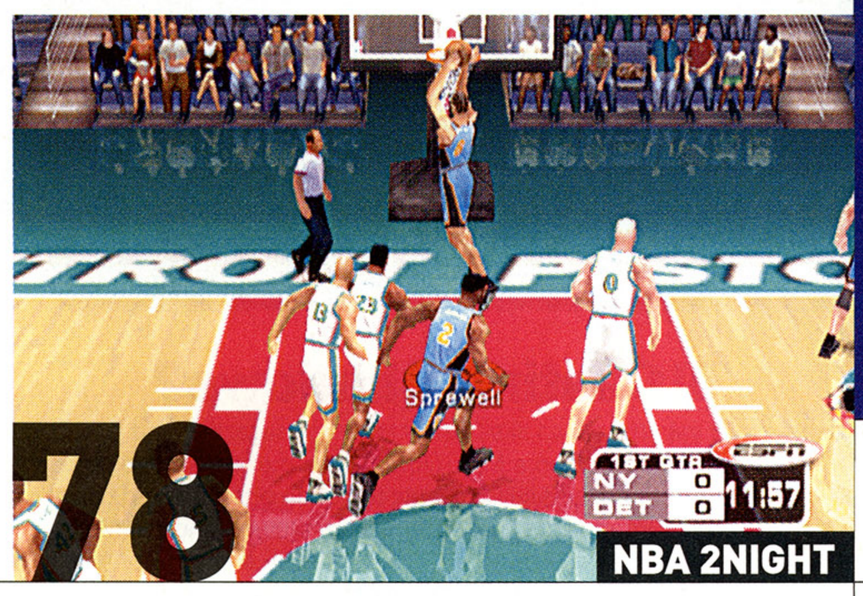
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Fairness in high school? Bah!

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What a prince. Not

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You know, *Tony Hawk* really is great...

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Dave runs for the cookbook

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Quite a safari

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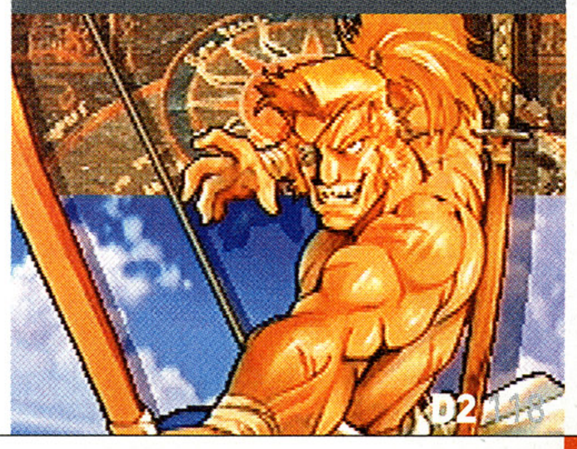
>HOWTO 85

MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT!

IT'S CODE-TACULAR!

Button-pressing, eye-popping, cheat-provoking info on all the latest games for Dreamcast:

Jedi Power Battles, MTV Skateboarding, Dave Mirra BMX, Gunbird 2, Army Men: Sarge's Heroes, Jet Grind Radio, Tony Hawk's Pro Skater 2, D2, Ready 2 Rumble 2, Star Wars Demolition, Resident Evil, Legacy of Kain: Soul Reaver, Cannon Spike, NBA 2K1, Looney Tunes Space Race, Quake III Arena, Rush 2049, Dino Crisis



Mr. Charla's neighborhood



ALORS! OU EST LE DISQUE?!

So, you've probably already noticed that this issue of ODCM didn't come with a demo disc. What's the deal? It's pretty simple, actually. Sega is working on developing a new way of distributing Dreamcast game demos. It's definitely a disappointment to us (and, we're sure, to you!) not be able to include the demo disc as standard fare from now on, but I think you'll agree that as the console wars start to heat up this year, we all want Sega to win. To do this, the company is marshalling its forces and developing new strategies to maximize the numbers of Dreamcast gamers in the US. And a new demo strategy is part of that overall effort. Of course, on the plus side, we've lowered the newsstand cost of the magazine, which answers a request that a lot of readers have made. So. Bottom line: massive bummer about the no-disc thing, but if it helps Sega to succeed, we have to admit that we can't really argue against it. We'll have the latest info on the new demo distribution method as soon as we have it.

On to more pleasant topics... Did you know that Dreamcast has nearly 200 games available in North America? After just one year? After three years, the NES didn't even have 70 games. This month, we've ranked every single game, in order of overall goodness*. Hard to do? Yes. Controversial? Of course. A must have? You know it. We'll be printing your top rankings in a future issue—check out the story for details. Our other big story this month, of course, is *Spider-Man*. We've been down to Treyarch to check it out, and it looks amazing. No pun intended. And of course, we've rounded out the issue with all of the love that you've come to expect. So have fun. It's a great time to be a Dreamcast gamer!

Later,
Chris



*As determined by a majority of votes (i.e., two out of three) cast by **ODCM**'s editorial team. Chris only overruled the results, like, maybe *twice*. Maybe.

Team ODCM

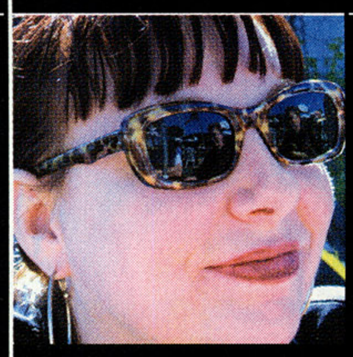
IT WAS ANOTHER ONE OF THOSE MONTHS! Chris was so excited by Project Maraca that we think he might need better ventilation the next time he decides to work with glue. Evan is still trying to find time to play *Shenmue*, and Fran has now decided to go back and play *Skies—again!* Between all of this and some pretty furious bouts of *Kao* this month, things have been pretty crazy (scratch the bit about *Kao* and this report is actually 90% accurate).



CHRIS CHARLA
Editor-in-Chief
To sum up Captain Charla in two words would be to proudly proclaim the phrase: "Carl's Jr." While he's also partial to ordering a steak taco from Carl's picante partner The Green Burrito (when he's feeling particularly frisky), he's more into the Famous Star. But the bonus is that it's always a wildcard at Carl's.



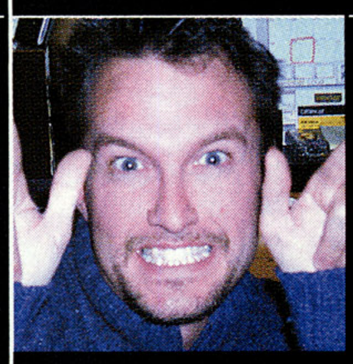
DAN FITZPATRICK
Art Director/Design King
Dan would like to note that if he were to die and be reincarnated as a San Francisco restaurant, it'd have to be The Ramp. Nestled in the city's now hip-ified China Basin area, his artistic leanings would be replaced by on-the-bay outdoor dining, dot com yuppies, and one bacon- and mayonnaise-eriffic club sandwich.



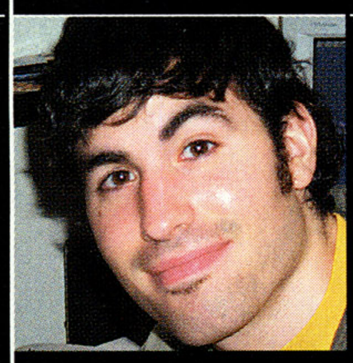
DINA FAYER
Managing Editor
We're not saying that without Dina, the sequin industry would fold, but let's just say that nearly 80% of the annual production of the famous Fresno Sequin Mine is stored in her closet. Of course, if she didn't wear the massive platform heels, she'd only need 60%.



FRANCESCA REYES
Senior Editor
Have you seen Fran? No. But this little monkey has, since he sits on top of her monitor. If you look really, really closely, you can see Fran actually reflected in one of his eyes... no, just kidding. That bar code behind him contains Fran's home number though. No joke. See if you can find what it is...



DAVE CORDON
Associate Art Director
Pokémon on Dreamcast. A funny show on The WB. A pig that can speak French. Dave ordering something other than chicken. What do those things have in common? You'll never see any of them. Dave eats chicken like a man possessed by a need for revenge on the whole species. It's creepy...



EVAN SHAMOON
Associate Editor
The staff 'vegetarian', Evan has a soft spot for the local Subway. When not ordering the Veggie Delight (hold the pepperoncini), you may find him chowing on a bowl of chirashi from any garden-variety Japanese restaurant. Hoping to one day "level up" to "vegan +1", he still can't break his sushi habit.

LETTER OF THE MONTH

But Is It Art?

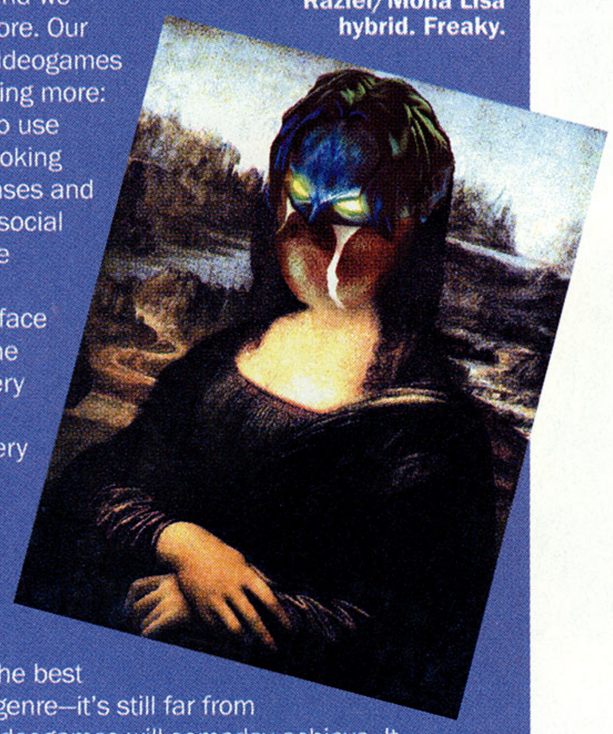
Let me first say that I love your mag. Something disturbed me, however, in your *Soul Reaver 2* preview [Issue 10, Holiday 2000]. You stated that the game's story "sounds a little literary for our tastes" [page 63]. Now, I don't want to come down on you guys, but it made me think. With games reaching new heights in interactivity because of advances in visual and audio technology, they have become a totally unique medium for telling stories.

They are unique because, unlike other mediums, the player is not just a watcher, reader, or listener; he or she is involved in the story and its characters. Let's face it, storytelling is a bit of a lost art; we want our movies short and sweet (*Gladiator* was considered long), but games give us the chance to really get involved.

You said it yourself in your *Grandia II* review: "videogames have clearly turned into an art form," but for now it's only because of beautiful aesthetics. Games might truly become a medium for artistic expression and storytelling, not just visual stimuli. Games can tell much deeper stories than "go to the six dungeons and collect the six crystals." They could address real emotional, psychological, and societal issues at some point in the near future. We look at other genres as having more depth: we like to feel the Freudian conflicts of *Lord of the Flies*, or the societal statements in Mozart's *Magic Flute*, even the questions as to the nature of man posed in a modern pop culture piece like *The Matrix*.

Hey, I love a good fighting or action game just like I enjoy a good action flick, but sometimes I crave for something more. With games like *Soul Reaver* and *Shenmue* already in our grasp, I think the future looks good.

Matt White, Via email



Dave created this Raziel/Mona Lisa hybrid. Freaky.

Well said, Matt, and we couldn't agree more. Our desire is to see videogames reach for something more: To force players to use their brains by evoking emotional responses and making complex social statements. While developers have skimmed the surface of its potential, the medium is still very young—and more often than not, very immature. Techniques and ideas are being fleshed out, and as much as we loved *Shenmue*—certainly one of the best examples in the genre—it's still far from the experience videogames will someday achieve. It will require several things: Creative storytelling minds (development houses are now beginning to hire full-time scriptwriters, but this is only the tip of the iceberg), less emphasis on 'bottom lines' and creative new approaches. We're sick of being patient, too, but consider this: As we speak, we are watching—from front-row seats—the formative stages of a storytelling medium whose potential is virtually limitless. Enjoy it.

Add One on...

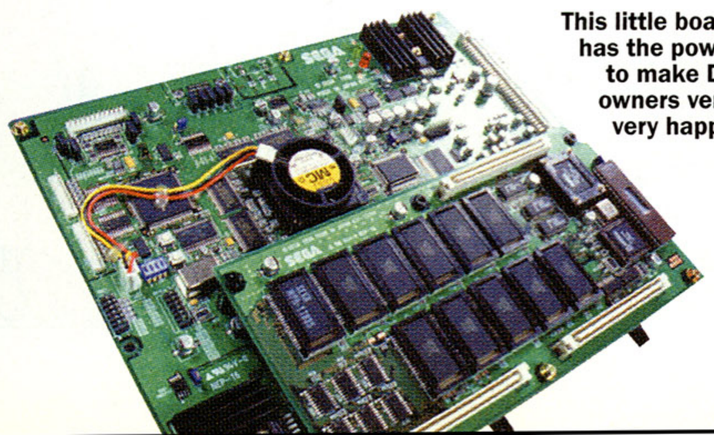
Your magazine is the best one out there for Dreamcast! Okay, I have some questions:

1. What is NAOMI 2 or NAOMI? I always hear about it but never know what it is!
2. Is Sega going to make a VMU camera like the Game Boy Camera? It would be kind of fun to be able to take pictures or see other people that are also playing online with their DC.
3. Is there any news on a new system from Sega?
4. Is Sega going to make a VMU charger? It would be nice to just pop your VMU into a charger instead of buying a whole new one.

Matthew
Togerez@aol.com

Hey, Matthew, here are your answers. Arm yourself.

1. NAOMI refers to the CPU board that is used in Sega's arcade machines. Third parties, like Capcom or Namco, also use NAOMI in many of their arcade titles. The bonus of using NAOMI hardware is that it is very comparable to the chips used in Dreamcast, making ports of NAOMI arcade games very, very easy with very little noticeable compromise in graphics. The NAOMI 2 is Sega's newest arcade board, but it has yet to officially debut in any Japanese arcades. The gaming world is anxious to see what Sega has in store, and some of the titles are reported to be amazing.
2. No word on a VMU camera peripheral for Dreamcast.
3. Ditto for any news on a new system from Sega.
4. Not a bad idea for a VMU charger, Matthew. But if Sega or a third party actually made one, it would be more akin to a battery recharger for the small units used by the VMU. There are no plans on it, though, from Sega.



This little board has the power to make DC owners very, very happy.

Casting Shadows?

First off, I would like to say I love the magazine, and because it's produced on a Mac, I love it even more. Now to the good stuff: I was and still am a big fan of an often ignored Genesis RPG, *Shadowrun*. I loved its Karma system, and the realtime fighting. I was wondering if there is even a chance of a sequel or a remake of this great game for the Dreamcast? I don't know if the game had a large following or not, but I play it to this day.

Skwerl Boy
Via email

Unfortunately, Skwerl Boy, there doesn't seem to be much in the way of news or rumors regarding any sort of *Shadowrun* virtual revival on Dreamcast or any system. The game had a huge following, mainly due to its already massive fanbase in the pen and paper roleplaying set. But if you're still jonesing for a fix, you may want to check out your options among the more traditional audience of *Shadowrun* fans who are still busy rolling dice and leveling up to this day. Do a search for "shadowrun" on any Internet search engine, and you're guaranteed loads of sites dedicated to the RPG—both the pen and paper version and the videogame itself. Our own Chris Charla claims both the SNES and Genesis versions of *Shadowrun* to be "best games ever."

Thank Yu Letter

I am what you would call a *Zelda* fanatic. Over the years I have purchased every single *Zelda* game and loved them all. As usual, I immediately went out and bought the latest, *Legend of Zelda: Majora's Mask*, and as usual, it was wonderful.

But soon after, I purchased *Shenmue*. Now, it's a rare thing for me to put down *Zelda* after I've started playing it, but I found myself playing *Shenmue* all of a sudden. Me, a *Zelda* enthusiast, put down the one game that had kept me entertained for over a decade and couldn't stop performing the tasks of Ryo Hazuki!

This game is like no other I have ever seen in my entire life! It's the best thing since the microwave! It's hard to describe the way I feel. I am amazed that anything could top Nintendo's masterpiece, but Yu Suzuki did it.

The story is intriguing, the characters are very complex,

the environment is like no other, and the gameplay is superb. The ending also left me in suspense, which makes me yearn for the sequel I hope that Mr. Suzuki will come out with the second installment of this series as soon as possible, and I hope that it will be as wonderful as the first. Because of this extraordinary game, I have permanently laid down my Nintendo controller and placed my DC on a pedestal. My gaming lifestyle has changed forever, and I have Mr. Suzuki to thank for it.

Sincerely
Kyle Foster
cracker_100@hotmail.com

Fake the Bullet

First off, let me say that your mag is totally stellar. I've been a loyal reader since **ODCM** Issue 1, September 1999, and it just keeps getting sweeter. It would be even sweeter if you would so kindly answer this Canuck's question. When will *Take The Bullet* be released in North America? Is it still in development? And, if it is still being developed, will it be online? Keep up the tremendous work.

Sstazz
Via Email

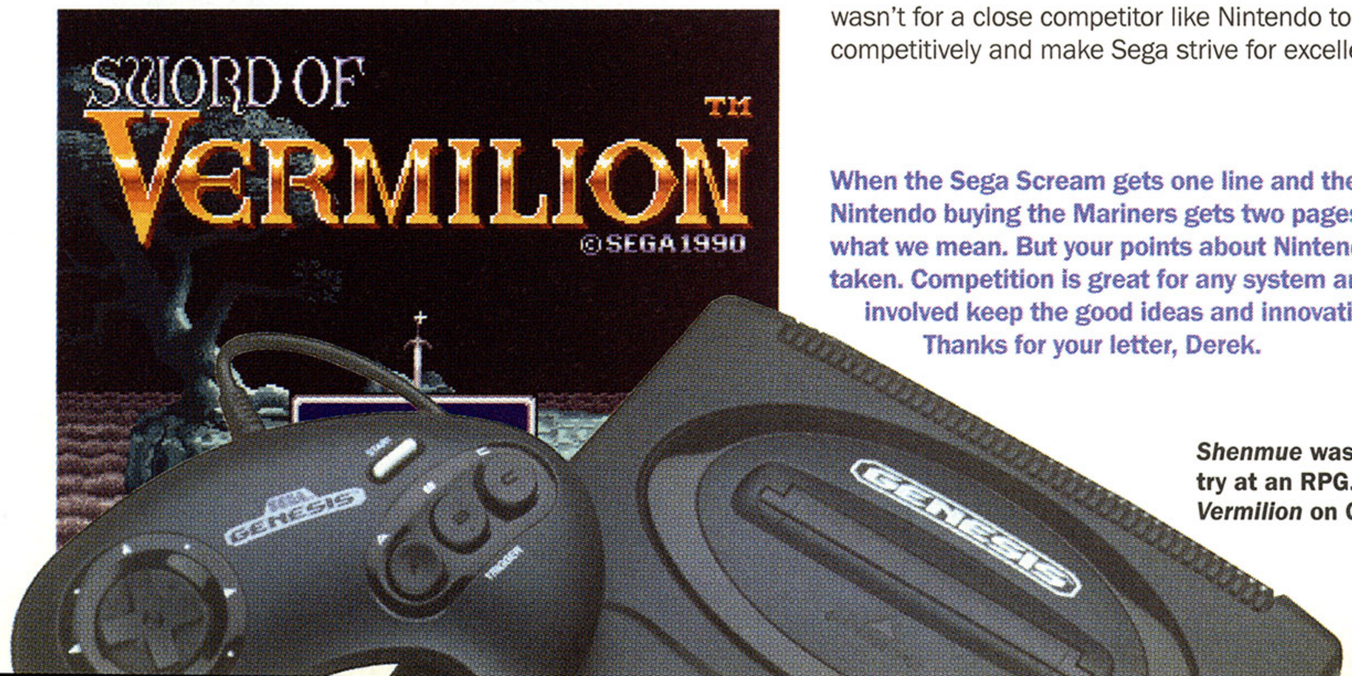
For the record, *Take the Bullet* is still under development according to Andy Campbell (head of Red Lemon, the team who's responsible for the game). But while there's no real news regarding the first person online shooter, many have feared the game to be in the same bin as other "indefinitely held" DC titles like the infamous *Castlevania: Resurrection.* Campbell claims that we should fear not. Sega Europe will be publishing the title for our friends across the pond, but we'll keep you posted with any updates as we get 'em for North America.

Follow Up

Basically, I remember this game for the Genesis; it was fantastic. I didn't own a Genesis at the time, so of course I would go to my buddy's house for HOURS upon HOURS and play. Even when his mom called him up for dinner, I would stay in his room glued to the TV set. So here's the subject of the letter...you ready? Here it comes...When is there going to be another *Sword of Vermilion*? Has there been another one already that I missed? And when they release it for Dreamcast, are they going to include a crowbar in the packaging to hit players in the head with so that they can go about daily businesses, such as eating, bathing and even clipping the occasional toe-nail?

Andrew R. Keading
ARKaeding@aol.com

Not sure about the crowbar, Andrew, but we have heard nothing about a sequel to *Sword of Vermilion* for any system, including Dreamcast. In fact, *SoV* was Yu Suzuki's only attempt at a traditional RPG—and although it was met with mixed praise, he and his team, AM2, have since moved onto creating other franchises...including something called *Shenmue.* But unlike some of Sega's older licenses seeing DC daylight (like *Fighting Vipers*), we wouldn't count on a remake of *Sword of Vermilion.*



***Shenmue* wasn't Suzuki's first try at an RPG. Meet *Sword of Vermilion* on Genesis.**

Nothing But the Truth

Your magazine seems to just keep getting better with every wonderful issue. But in the last couple of issues I have noticed more and more of those stupid "truth" ads peppering your lovely pages. And then the real kicker: the new GDROM even has a Truth movie on it. This is without a doubt the dumbest thing I have ever seen in my life. Why would you even waste a small amount of space on this propaganda? I am very disappointed. Use the space you have on the disc for games, not government rubbish.

Stru
strumagoo@yahoo.com

Hmmmm ... do we smell a smoker? First off, ODCM doesn't control the content of the disc, so we can't really speak to that. As for the ads in the magazine, they do not replace any of the Dreamcast coverage you pay for—they actually help pay for *more* great news, previews and reviews. So if you don't like the ads, just thank them for their support and turn the page.

New Toy

In your Issue 10, Holiday 2000 issue you had a demo for "*Toy Commander* Christmas Surprise." I was extremely pleased to see this because I loved the original *Toy Commander.* But I've never heard of a sequel to *Toy Commander*, and I visit the video game websites just about everyday. So, is this a sequel to *Toy Commander* or what?

Brian Reeves
Via Email

Brian, the *Toy Commander* Christmas Surprise that arrived on the Holiday 2000 demo disc was a special exclusive stage that No Cliché had created specifically for the Official Dreamcast Magazine in the UK and the US. As of this moment in time, no plans have been officially announced regarding a proper sequel for the game, but UK DC owners will have a chance to try their hands out on an online-only title called *Toy Racer* sometime in the near future. Whether we see the game here in the US is very much up in the air as it was created mainly to promote SegaNet in the UK and isn't considered a full game.

Ninten-no-no

You mention a book on the history of video games [DCDirect, Issue 10, Holiday 2000], saying that "there's too much focus on Nintendo for our Sega-flavored tastes." I was disappointed by that comment. I know you guys are a Dreamcast-only magazine, but you really shouldn't say something that takes away from what Nintendo has done for the gaming industry. A large portion of videogame history IS Nintendo. They are responsible in many ways for how the gaming industry has evolved and have made just as many original and unforgettable games as Sega has. Remember Sega and the Dreamcast wouldn't have been as great as they are today if it wasn't for a close competitor like Nintendo to motivate them competitively and make Sega strive for excellence.

Derek S.
Via Email

When the Sega Scream gets one line and the president of Nintendo buying the Mariners gets two pages, you can see what we mean. But your points about Nintendo are well taken. Competition is great for any system and all companies involved keep the good ideas and innovations coming. Thanks for your letter, Derek.

Rubbin' Racin'

In Issue 9, December 2000 I saw in the DCDirect section that there might be a NASCAR games coming out for Dreamcast. I was wondering if you could give me the scoop on it, or if it is only a rumor?

Bart Came
Etowahdevil85@AOL.com

For now, Bart, the Sega-developed NASCAR racer is only set for release in the Arcade under the very, very strange moniker *NASCAR Rubbin' Racing*. The good news is that this particular game is created on the NAOMI board, which may mean a DC port in the near future. We haven't received word from Sega, either way, but we'll be sure to report as soon as we hear anything.



Until we hear more about NASCAR on Dreamcast, Bart, head to your local arcade, instead.

Fee For All

I'm disappointed. You guys give some good news and reviews, but you don't know much about the Internet. J'Rome wrote into the Issue 10, Holiday 2000 issue and asked which free ISPs were out there that could work with the DC, and you said Juno, NetZero, and EarthLink.

First, Juno and NetZero require software to work, so they can't possibly connect to SegaNet with the DC. Second, EarthLink is, in fact, able to work on the DC, but costs $20 a month, which is what kept J'Rome away from SegaNet's ISP. Shame on you! But, in response to J'Rome's question—there are some out there, but most don't have many access numbers, so you might have to pay a little for long distance.

Try these if you live in the US:

BlueFrogNet.net Area codes 315, 607, 716
XOasis.com Washington state and Oregon
FreePort.com Salt Lake county and Utah county
MetConnect.com Area code 212
Naples.net Area code 941
RedGoose.net Area code 212 (not very fast, 33.6K max)
NY4Free.net Same as RedGoose.net
NoCharge.com Area codes 360, 425, 253, 206, 503, 212, 347, 646, 718, 917

If you live in another country or don't like these ISPs, go to FreedomList.com. They have a huge list of all the free ISPs that aren't that popular. And there's lots of 'em out there that are compatible with a computer, but not the DC. Hope that helped anyone out there that needs the Internet so they can play online or surf with their DCs.

Anonymous
Via Email

Kawaii desune!!!

Hey guys. I just got the Holiday issue and when I turned towards the "Team ODCM" section...well, I don't know if you guys have ever watched an anime series called *Love Hina* but, I thought Keitaro and Co. from *Love Hina* had taken over ODCM! I'm sorry Chris, but the anime version of you looks too much like Keitaro in the "RPG" episode (#8) of *Love Hina*.

Let's see: Chris is Urashima Keitaro, Dan is Sakata Kentaro, Dina is Konno Mitsune, Francesca is Maehara Shinobu, Dave is Shirai Kimiaki and Evan is Haitani Masyuki. I guess you guys thought it'd be cool to have anime versions of yourselves for the big RPG issue and I think that's cool. It's just that you guys look a lot like the gang from *Love Hina* (one of my favorite anime). That's cool. Thanks to you, I've been watching it again. Oh, have you guys played the *Love Hina* game on the DC yet?

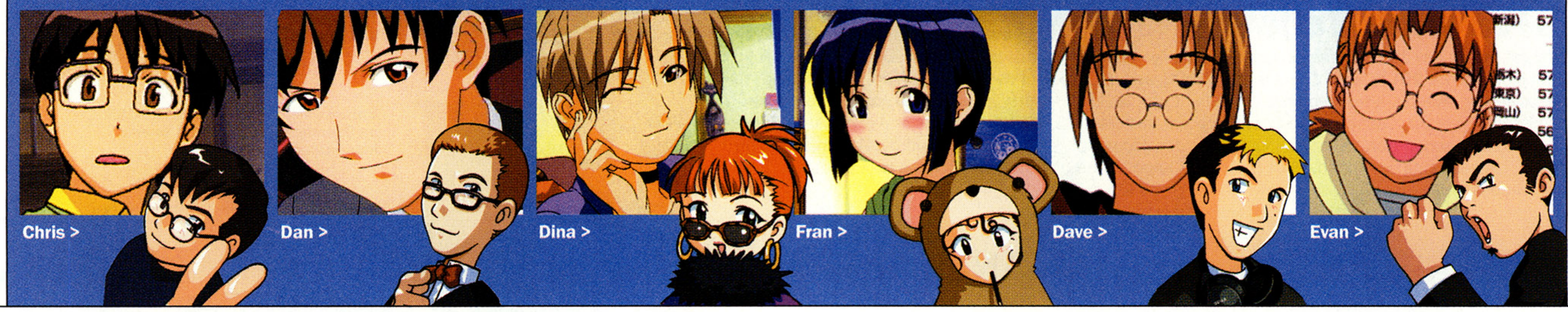
Anyway, I thought your holiday cover story was the best ever yet and Dina, I loved your "The Night Before Dreamcastmas..." story. Not to mention the HUGE reviews of the best RPGs of the year for the DC (*Skies of Arcadia* and *Grandia II*). This is the best issue and I can't thank you enough. Arigato gojaimasu!!!

Well, before I go, can I make a few suggestions? Keep the anime character drawings of yourselves and on cover stories or features. It gives ODCM a distinct flavor that no other magazine has. Also, I know you guys are busy, but do you think you guys can dedicate at leat two pages for import reviews or previews? Games like *Love Hina, Ah! My Goddess!, Card Captor Sakura* for DC are NEVER going to come out in the US, so I think it'd be cool to give us importers a heads up on these and other import games.

Keep up the great work guys. It's a great time to be a Sega fan.

Jeff
Via Email

Thanks for the kind words, Jeff, even if we always pegged Dan as more like the Seta Noriyasu character, and Fran as more of a Urashima Haruka, but... With regard to your questions regarding a full-blown import section in **ODCM**, we're still considering it—but at this point, we hardly have enough room for all the domestic releases in the magazine! Please do check out DCDirect for news on what's going on across the pond in Japan, though, as we just love to check out all the wacky import-only game box sets and limited edition swag that will never see the light of day in the US. Check out forthcoming issues for more info on Card Captor Sakura and Aa Megamisama merchandise!



VGA= Very Good Adapter

I have been a hardcore gamer for years and enjoy your magazine very much. I feel you guys do a great job on the magazine with all your reviews and all. But there is one thing that has been bothering me lately, and I'm hoping that you guys can help me out. I also hope that this will open a lot of other Dreamcast gamers' eyes to the things that are available to them.

I feel I keep a good track with all the games that come out for the system and all, but I recently found out about a so-called VGA adapter that hooks up to your PC and enhances the graphics. I would like to know how come this has never been reviewed, and how come Sega doesn't market this product more? Also, if you could give me any suggestions as to which brand to buy, because I found a few of these VGA adapters and want to know which one to get. Oh yeah! keep up the good work!

Miroslav Zugovic
mzugovic@aol.com

Miroslav, you've stumbled across the secret to getting the best graphics performance out of your Dreamcast! In the ODCM offices, we're all about the VGA box and we use it for almost every instance of in-office gameplay (thanks to a 32" monitor). After testing a bunch of them ourselves, we all agree that the official Sega VGA box is probably the most reliable—but there are a few out there that we have yet to test out. And it's true, if you have a monitor and a spare $30 or so, try out games like *Skies of Arcadia* or *Shenmue*. You won't be able to go back to a regular S-Video or RCA connection. It's that good.

Back to the Future

1. Is it really true that Sega will be launching a whole new system called Dreamcast 2 that will be better than the PS2, and will also have DVD room on it?
2. In case the DC 2 comes out, will the games for the first one will be able to play them on the second one, and what about the controls and stuff like that?
3. Did you guys like *Shenmue*? I played it, and didn't like it at all. I mean, it has great graphics and a good story too, but I think that it is kind of slow...you guys shouldn't grade it more than a 7. Well, at least, that is what I think.
4. This is my last question: when will *Ill bleed* come out? I have been waiting for it for MONTHS.

Edwin Romero
metallica999@hotmail.com

Edwin, you've got a lot of questions, but we have lots of answers. While we suspect that Sega must be working on some sort of new console, there's nothing concrete to prove that they are. For now, the company is focusing all of its efforts and energy on Dreamcast and its online servers, so any information or confirmation that a "Dreamcast 2" is on the way is very much rumor and gossip at this point.

Um, like we said in our previous answer: there's no information at all about any upcoming consoles or systems from Sega beyond Dreamcast, so unfortunately, we have no clue about backward compatibility.

We loved *Shenmue*, but fully realize that it's an unique title that appeals to certain gamers but not to all. Our score in ODCM Issue 8, November 2000 was a 10 out of 10, mainly for the experience of playing it and its level of ambition. There's no denying that *Shenmue* is, and will probably continue to be for generations to come of games, a groundbreaking title that tried loads of new things and succeeded, for the most part. For that, it deserved as many kudos as we could give it.

Right now, Jaleco is the new US publisher for Climax Graphics' horror title, *Ill Bleed*. The latest release date we have for it is February, but we're not sure if (at the time you're reading this answer, it will be still on schedule. A good guess is either February or March. Not too long of a wait, right?

Toys Are U.S.

I loved seeing the Sonic plush toys in your magazine, and I was hoping that they were actually available to us here North of the border—FINALLY.

But it seems that although Sega is thrilled to come up with such neat stuff (I've been trying to get these goodies, one of each, since they hit the website with the release of *Sonic Adventure*—even multiples of the Chao character) it seems that Sega isn't that interested in selling its stuff that much, because they won't ship outside of the promised land... So I have four kids who can't have their plush buddies YET again, and a magazine that just reminded them of it all!

Boo on Sega.com for it's inability to slap a customs sticker on a package, and ship it via snail mail beyond the border!!!!

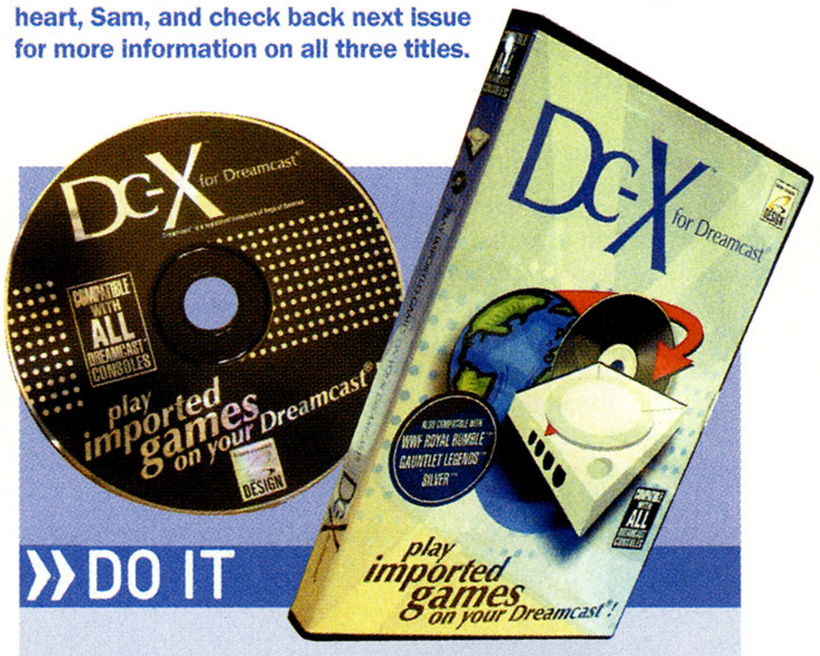
One ticked off net mommy! Lorraine Fearnall
fearnall@sprint.ca

Strat it Up

I just want to know one thing. Are the strategy games ever coming to Dreamcast? I've read in your mag that *PeaceMakers, Age of Empires 2,* and *Heroes of Might and Magic 3* were coming to Dreamcast. I can't wait for *Black and White,* but the way it keeps getting pushed back I feel as though it will never be out of development. So could you please tell me what you know about any of these excellent strategy games?

Sam T.
s91985@hotmail.com

Don't fret, Sam! Strategy games are still on the way! With the exception of *Age of Empires 2*, the rest of the games on your list are still slated to arrive on Dreamcast in 2001. *Peace Makers* has since been renamed *Conflict Zone* and is being published by Red Storm for release sometime in the spring, while *Heroes of Might & Magic 3* should be shipping or near shipping by the time you read this, courtesy of UbiSoft. *Black and White*, on the other hand, is a little more up in the air in regards to an actual release date. But rest assured—according to Sega, the game is still in development for Dreamcast and is set to hit shelves sometime in the coming year...we're just not sure at what point it will be arriving. Take heart, Sam, and check back next issue for more information on all three titles.



DO IT

More, more, more letters! We want it all; from questions about possible Sega sequels to what Chris' favorite Infocom game is. The more obscure, the better. And now, if you write the best letter of the issue, we'll reward you for your time well-spent by sending the winner a copy of Blaze's latest import-tastic DC-X peripheral which enables those with a US DC to play import games with ease! For more info on the DC-X, check out our review in DC Direct. But to write us at: **ODCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.** Or we'd love you even more (is it possible?) for email at: dcmag@imaginemedia.com

Happy New Year!!

www.DailyRadar.com

A timeless legend. An epic adventure.

Record Of Lodoss War

Dreamcast™

"Record Of Lodoss War... will definitely satisfy Dreamcast owning Diablo fans"

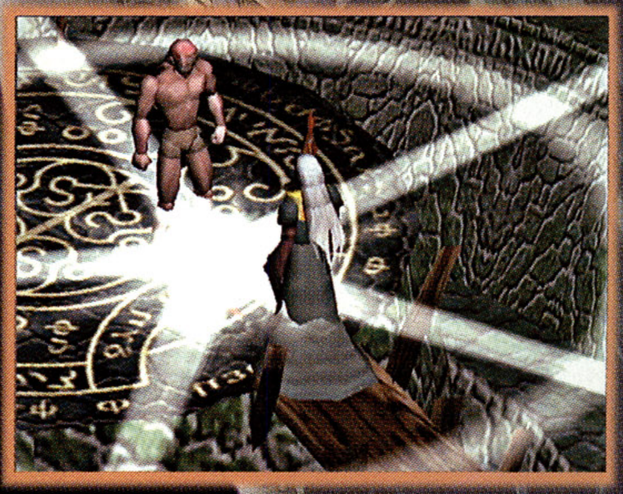
-www.gamespot.com

"Record Of Lodoss War... looks and sounds brilliant on the Dreamcast"

- www.igndc.com







ESP ENTERTAINMENT SOFTWARE PUBLISHING

Conspiracy ENTERTAINMENT

CRAVE

角川書店

Experience the world of Record of Lodoss War up close and personal in an epic 3D action/RPG only for Sega Dreamcast. Take control of a mysterious warrior from the past, resurrected to save the future, on a colossal quest filled with pulse pounding action and high adventure. Join forces with popular characters from the Lodoss universe and combat hundreds of vicious enemies with dozens of spectacular spells and customizable weapons.

MATURE M CONTENT RATED BY ESRB

Animated Blood
Animated Violence

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Who Spiked the

And on the seventh day He said, "Let there be fighting games!"

IT'S BEEN AGES, BUT THE WAIT IS ALMOST over. Sega is finally taking off that prissy sundress and stepping back into the ring with its fresher-than-freshly-baked-muffins brawler, *Spikers Battle*. It may not be *Virtua Fighter X,* but from what we've seen, it's definitely Virtua Friggin' Awesome.

Amusement Vision has reassembled its much-lauded AM2 team to create a game which, by all accounts, borrows heavily from *Virtua Fighter, Power Stone 2* and *Spike Out.* The arcade game runs on Sega's NAOMI board (which virtually guarantees that the game will arrive on Dreamcast), and might be seen as a pseudo-sequel to the *Spike Out* series (read: *Final Fight* with fully 3D freedom of movement). The influence of the *Virtua Fighter* veterans is very is evident, however, especially considering the how the attacks and combination system works.

As in the original game, players will have an amazing level of freedom in 3D space. Stages are closed in—as they are in *Fighting Vipers*—and four players are able to join in on the action in a Battle Royal mode (in the arcade, this is

Many elements in these fully destructible backgrounds can be ripped away and used as weapons

accomplished by linking four cabinets together—so the probability of an online component for the DC version coming along, at least at some point down the line, is definitely good). A small map displays each fighter's relative location in the area, and the four-player battles are much easier to track than the ones you'll see in a game like *Power Stone 2*, for example.

Many new characters have joined the familiar cast, and special items are available throughout the match. Many of the stages feature fully destructable backgrounds, from which elements can be ripped and used against your enemy. Several modes for team fighting are also said to be making there way into the game, but were unavailable in the version shown to **ODCM**. All in all, *Spiker's Battle* is set to be one of the most amazing get-your-angst-out fighting games of the new century. Perfect timing: we're just about ready for another good fight.



The grafitti in this screenshot is as close to *Jet Grind Radio* as this game gets: instead of rollerblades, cops, and chicks in cool duds, it's got fighting, fighting and fighting. Oh, yeah—and fighting.

THIS MONTH

WHAT WE'RE TALKING ABOUT

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Separated at Birth	15

Punch?









Amazingly, this game makes the idea of sharing (which no one really likes doing, right?) look fun. If you don't share your life meter with your comrade, you'll lose, bucko.

COMING SOON

Tour de FORCE

***VIRTUAL ON 4—VIRTUAL ON: FORCE*—HAS BEEN** announced by Sega's Hitmaker studio, and it has *VO:OT* addicts (such as ourselves) chomping at the bit. Or hit, as it were.

The game will apparently put a large emphasis on cooperative play—players will have to serve and protect their teammates during battle. During the two-on-two battles, each player on a team assumes one of two positions—the leader or the comrade. When the leader is destroyed, his team loses. On the other hand, when the comrade's life is depleted, a large force field forms around him or her. Leaders can then go into the force field and share their life meter with the comrades in order to revive them during battle. The developers call this technique 'rescue dash'.

Hitmaker has also implemented a new weapon in the game. Called the 'Jamming Wave', it allows players to disorient their opponents by destroying the effectiveness of their radar and disrupting their view with static. *Virtual-On Force* is approximately 30 percent complete, and has only been announced for the arcades at this time. No release date for the arcade version has been announced.







HITMAKER 2001

Going Ga Ga

Irony is the sincerest form of flattery


Now, you, too can be a hot shot corporate game slinger...but you better be fast!

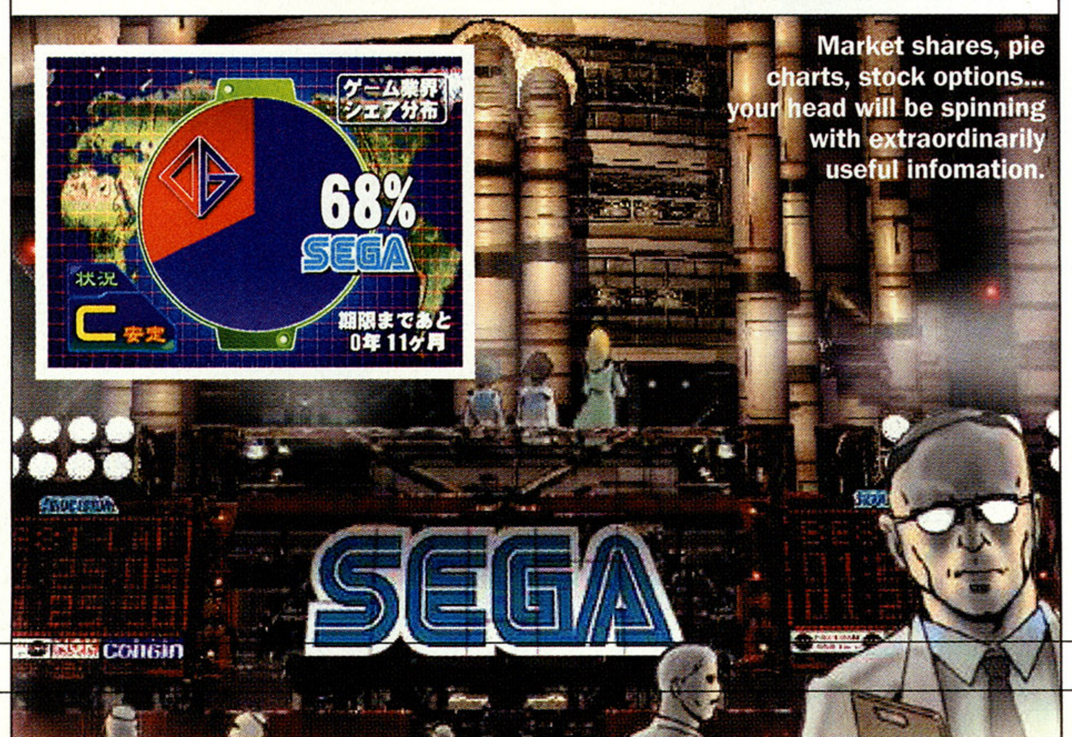
Somewhere in the near future... Sega will entrust its prospective health and happiness to the prodigious talents of a young boy and girl. The company calls this project 'Segagaga'. Their objective is to redesign the company's business strategy, in order to help it regain its lost glory. And yes, this is absolutely as bizarre as it sounds.

The game itself is essentially divided into two parts. The first one runs like a simulation game: Sega is in somewhat of a financial rut, due largely to the market's domination by a competitor called 'Dogma' (curiously, Dogma's logo looks a lot like that of *Gran Turismo*—hmmm.) If Sega's market share falls to 0%, then, well—game over. You'll have to go scout for new creators, and initiate projects—a large number of which will be real former Sega hits (there are rumored to be more than 108 of these in the game).

The second part of the game is very much in the style of a standard RPG. The player will roam inside and outside of Sega HQ, meet various characters and get into sundry battles (although we have no idea what these 'battles' will be like, unless these businessmen are toting pocket Uzis, or something). It's even possible to go to Akihabara and experience market changes. For example, at the beginning of *Segagaga*, it looks like all of the ads are featuring Dogma—but if you do well during the game, you should be able to track your progress by watching the evolving ad situation. If Sega starts popping up more often, that's all to the good.

"To fulfill Sega's mission, the player has only three years—time is precious, and every action will have serious consequences down the line."


Hmmm. Just Ike high school.



Market shares, pie charts, stock options... your head will be spinning with extraordinarily useful infomation.

You'll have only 3 years to fulfill Sega's mission—time is precious, and every action will have serious consequences down the line. The story is very strong, and is fleshed out through a series of rendered cutscenes (the game includes around 25 minutes of animation, done with a very distinctive Japanese design sensibility). It is even possible to recognize a few key Sega figures, like the former CEO Ichiro Imajiri.

To help you out with all of the bureaucracy, you'll have a supercomputer called 'Teradrive'—which was actually a real computer based on a 286 CPU that contained a Megadrive inside. Hitmaker has also put a lot of humor into the game, including a scene where people are making GDROMs like pancakes. The ultimate goal is to reach the perfect score of 100%.

The game will surprise many with its content and design, and it should also give Sega's fans a chance to express their opinions. Ever wanted to growl "Hey! You're not doing this right!" at someone who matters? As long as you're in Japan, now's your chance. Unfortunately the game is only available across the pond.

SEPARATED AT BIRTH


Jet Grind Radio's **Gum**

Dawson's Creek's **Michelle Williams**

WHILE WE'D LIKE TO SAY that the resemblence between JGR's fiesty, wall-tagging heroine, Gum, and Dawson's Creek's teen drama queen, Michelle Williams (a.k.a. Jen), was too uncanny to mention, we'd rather stick to the truth: it's much easier to justify. The truth is, the resemblance touted by this boxout should be considered more a tribute to Dave's unflagging obsession with Ms. Williams than an observation about how much she actually looks like Gum. In fact, while the actress does have the same blonde good looks as Gum, Dave seems to think EVERYONE looks kinda like Michelle Williams...including our very own Chris Charla. "Disturbing" only scratches the surface of this one, kids.

Broad Banditos

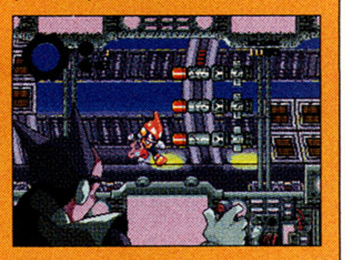
DSL and cable-modem users: Get ready to be happy

THE LONG-PROMISED DREMCAST broadband solution has finally arrived. Available exclusively through the online Sega Store at Sega.com, this is the first (and only) broadband adapter available on a home console. Replacing the modem on the side of your console, the adapter costs $59.99 and allows one to plug their DSL or cable modem connections directly into their Dreamcast.

Quake III: Arena, Unreal Tournament and POD: Speedzone are the only games which currently support the adapter, but all future online multiplayer titles (read: Phantasy Star Online) will be supporting it. Grab one of these adaptors and rule the world of mlutiplayer gaming.

DREAM ON
GAMES WE WISH WERE ON DC

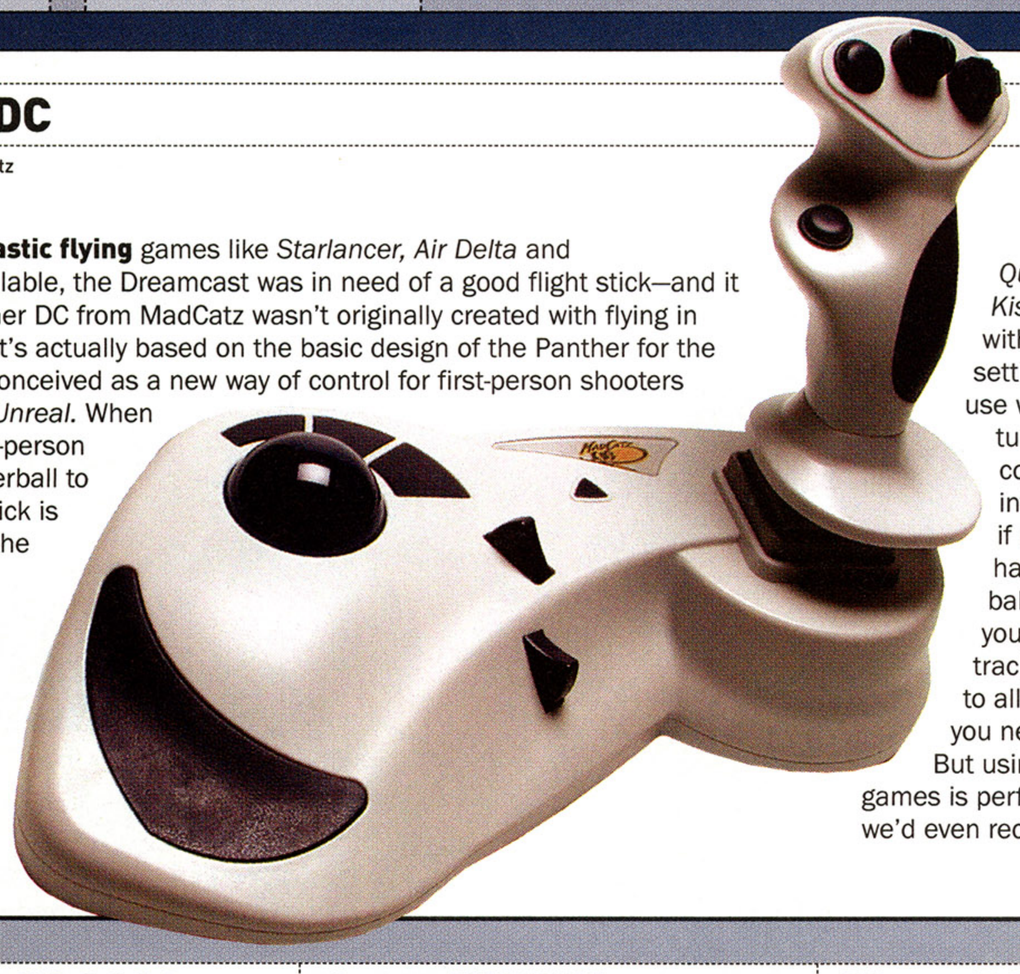
PULSEMAN SEGA 1994 (JAPAN) MEGA DRIVE


The import-only *Sonic* knock-off platformer seemed like Sega's answer to Capcom's enduring *Megaman* series, but managed to stand on its own two mechanical feet. The creation of a lab scientist, Pulseman was able to bounce off walls by using his super attack, while destroying enemies for the greater good. While it never came to the US, we do have fond memories of it back in the day.

ON THE PERIPHERAL

Panther DC

MANUFACTURER: **MadCatz**
PRICE: **$39.99**



With such fantastic flying games like *Starlancer, Air Delta* and *Aerowings2* available, the Dreamcast was in need of a good flight stick—and it got it. The Panther DC from MadCatz wasn't originally created with flying in mind, however. It's actually based on the basic design of the Panther for the PC, which was conceived as a new way of control for first-person shooters like *Quake* and *Unreal.* When used with a first-person shooter, the rollerball to the left of the stick is used to control the direction you're looking, while movement and strafing is performed with the stick. The Panther DC is already supported by *Quake III, Half-Life* and *Kiss: Psycho Circus* each with its own in-game button settings set specifically for use with the controller. Unfortunately, this method of control is not the most intuitive—it will take hours, if not days, to really get the hang of using the stick and ball combo, and even when you've mastered it, the trackball is far too sensitive to allow the kind of control you need to play successfully. But using it with your flying games is perfectly acceptable ...and we'd even recommend it.

MidiLand S4 8200

MANUFACTURER: **MidiLand**
PRICE: **$299.99**

Look no further for a way to power your DC and your home theater system than MidiLand's S4 8200 speakers: they've got 5.1 (left/right front and rear, center, and subwoofer) sound, Dolby Digital Decoder, inputs for analog RCA Left/Right, and optical, SP/DIF and RCA digital options. Everything's controllable through the included remote, and the system's status is displayed on a cool set-top LCD box. Hook 'em up to your Dreamcast, DVD player, TV and anything else you want to sound good. 200W of total power at $299—what a bargain!



Sega 4X VMU

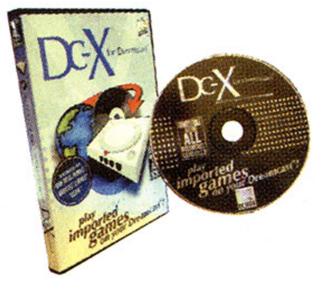
MANUFACTURER: **Sega**
PRICE: **$29.99**

Finally! An official VMU that has the room to support plenty of saves! With four different 'banks' that can be instantly accessed, each with as much memory as you'll find in one standard VMU, you're now able to use a single VMU to take care of all your saving needs. But (you knew there'd be a 'but') while the unit is light, streamlined and of large capacity, when it's put into practice there are plenty of problems to be found. Not only is there a growing list of games that are either incompatible or glitchy when paired up with the 4X VMU, but there's also the drag of not having an LCD screen to utilize for mini-games. Take into consideration the fact that the VMU is best used for large-capacity save games, like *Skies of Arcadia* or *NFL 2K1*, and that both of those games use the screen in ways vital to enhancing gameplay. So while the 4X VMU is handy in most cases, be aware of its drawbacks.

Blaze DC-X

MANUFACTURER: **Blaze (www.blaze-gear.com)**
PRICE: **$24.99**

Perhaps the coolest (undocumented) feature of Interact's Gameshark is its ability to make import titles run on an American Dreamcast, although it requires you to plug its bulky cartridge into a second VMU slot. Blaze has released a disc whose sole purpose is to turn any Dreamcast (we tested it on US and Japanese machines) into an international beast—and it does so flawlessly. Simply put in the disk, start the machine, and swap the DC-X with an import title when it tells you to. Finally, you can play your favorite Japanese dating sims on your US Dreamcast! Or something. Highly recommended!



HOT LIST

WE DIDN'T START THE FIRE ...

We want it badly:
1. Sonic Adventure 2
2. Phantasy Star Online
3. Half-Life
4. Evil Twin
5. Shenmue II

We all hope & pray for:
1. Panzer Dragoon Saga 2
2. Nights 2
3. Soul Calibur 2
4. A Dragonball Z game
5. Eternal Champions

You want it badly:
1. Shenmue II
2. NHL2K2
3. Sonic Adventure 2
4. Half-Life
5. Phantasy Star Online

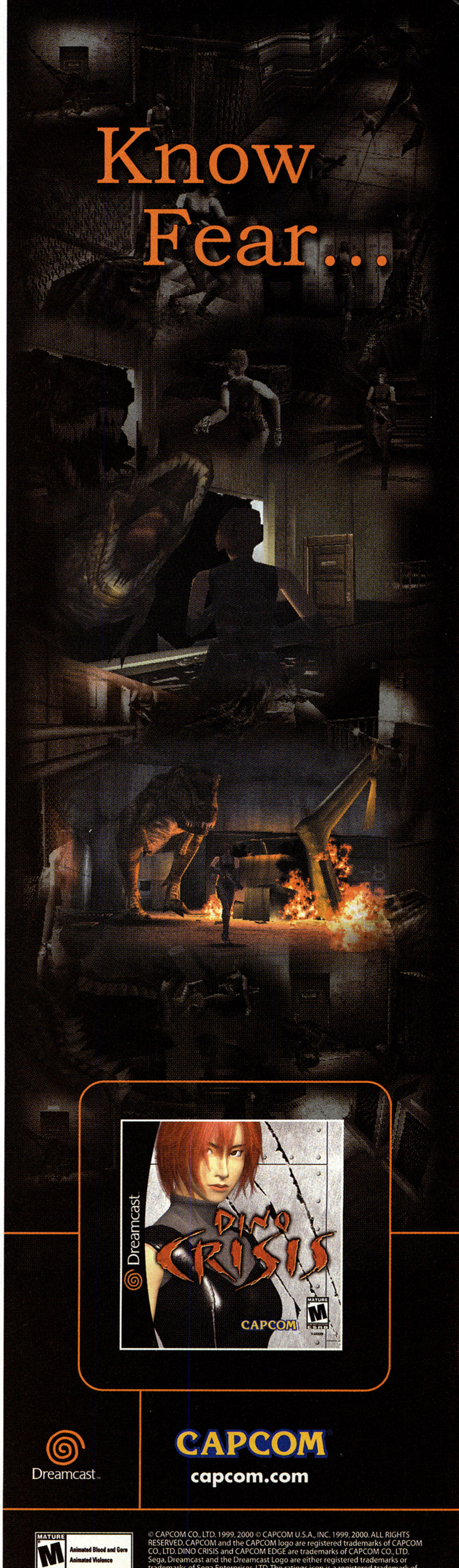
You're dying to play with:
1. bleem!cast
2. The DVD
3. The zip drive
4. The camera
5. The MP3 player

TOP TEN

NPD

BEST SELLING TITLES, DEC. 2000

1	**NFL 2K1**	SEGA
2	**NBA 2K1**	SEGA
3	**Tony Hawk's Pro Skater 2**	ACTIVISION
4	**Shenmue**	SEGA
5	**Crazy Taxi**	SEGA
6	**Ready 2 Rumble Boxing: Round 2**	MIDWAY
7	**Sonic Adventure**	SEGA
8	**Grandia II**	UBISOFT
9	**Tomb Raider: Revelation**	EIDOS
10	**Resident Evil 3**	CAPCOM



Monster Mash

"Sega Spud Dive 2K" shatters the line between product promotion and performance art

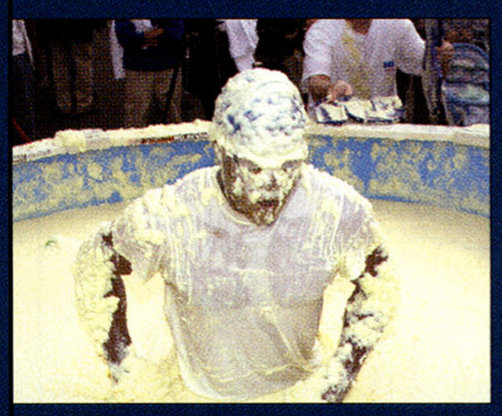
With so many great games, an increase in sales and another mind-blowing price drop, this past year has proven to be nothing short of 'spud-tacular' for Dreamcast. Hence the **Sega Spud Dive 2K,** held in the heart of Hollywood just outside the famous Mann's Chinese Theater. With a super-sized Angelyne (billboard, that is) presiding over the peeled, boiled and whipped goodness, the lucky contestants jumped into a tank of more than 2,000 gallons of creamy mashed potatoes in search of the letters S-E-G-A. The payoff? A chance to win a brand new Dreamcast—plus all-you-can-eat Sega DC games FOR LIFE, *plus* a thousand dollars in cash.

After randomly choosing five intrepid spud divers—all of whom were guaranteed a new Dreamcast and a bundle of Sega games for their effort—each contestant was given 30 seconds to navigate the tuber-iffic matrix. A thrilling 'dive-off' determined the Grand Prize winner, and after his second successful immersion, **Levi Buchanan** of *Gamefan Online* walked away with the whole kit and caboodle. Sega Dreamcast games for all of eternity...imagine that!

Fans, tourists and even street performers gathered 'round to check out the Sega Mobile Assault Tour vehicles and enjoy the festivities, as Sega reps gave away armloads of merch to anyone who could come up with the answers to trivia questions like "What kind of animal is Sonic the Hedgehog? Anyone?" and to winners of impromptu challenges (like, "Okay, people, stick your heads in the potatoes and let's see who can hold their breath the longest!"). Ah, what kids these days will do for a free copy of **Shenmue.**



Even George W. and Al helped celebrate, agreeing to a spud-wrestling match. Needless to say, it was a tie.



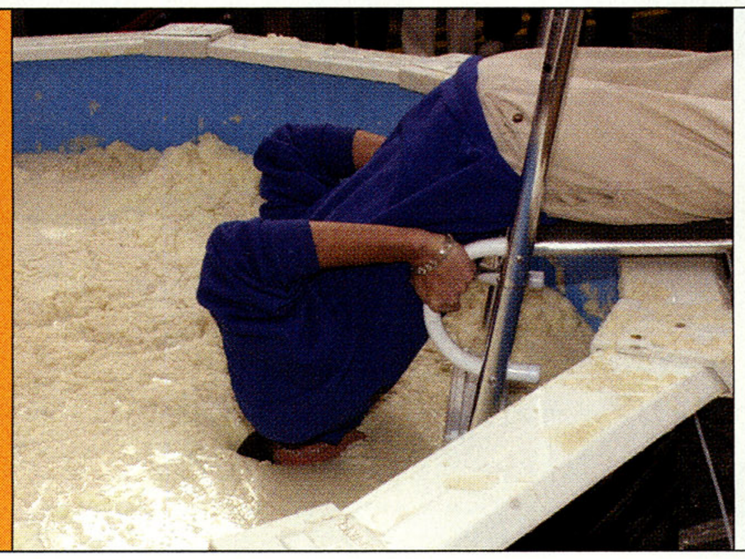








We'd call him The Proud Winner, but can anyone who voluntarily submerses himself in a vat of potatoes in front of a whole crowd of people possibly care about a little thing called pride?



FYI | NEWS FEED

Discover the Electronic Playground

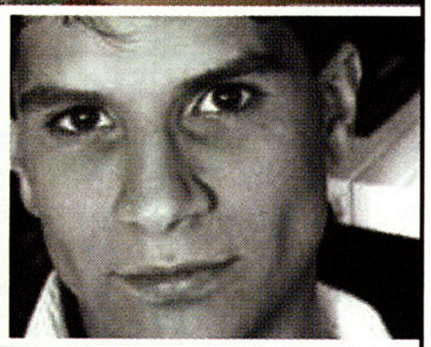
Couch potatoes, rejoice!

The Discovery Science Channel has launched a new 13-part series, *Electric Playground*, which will debut in the second quarter of 2001. Broadcast in Canada since 1997, the new half-hour, weekly videogame series is co-produced by Discovery Science Channel and Elecplay.com Productions, Inc.

One of the few televised sources for videogame information, the show (previously unavailable in the US) takes viewers behind-the-scenes in the game industry, featuring interviews with celebrity game players and designers and doling out hearty helpings of news, reviews and previews.







The many faces of *Electronic Playground*... If you watch the show, you'll note that most of those faces aren't sporting the 'moody artist' expression favored by Tommy Tallarico *(bottom right)*.

The show will be hosted by its creator, Victor Lucas—life-long videogame fan and graduate of the Film and Theater School of Canada—and by Tommy Tallarico, founder of Tommy Tallarico Studios, Inc. (the award-winning multimedia post-production audio house, which primarily composes and produces music for videogames). Want to know more? We do, too. Check out www.elecplay.com, www.epontv.com and www.epradio.com for more information.

> 4X MEMORY CARD: Incompatibility List

WHEN USING YOUR 4X MEMORY CARD

- Changing pages during a game can be bad news. If at all possible, try to exit your current game before attempting to change pages. Failure to do so may cause games to malfunction.

INCOMPATIBLE GAMES

The following games will either crash when trying to access the 4X Memory Card or will not recognize the 4X Memory Card:

- ***Dynamite Cop***
- ***F1 World Grand Prix***
- ***Airforce Delta***
- ***Carrier***
- ***Rayman 2***

GAMES WITH 'ISSUES'

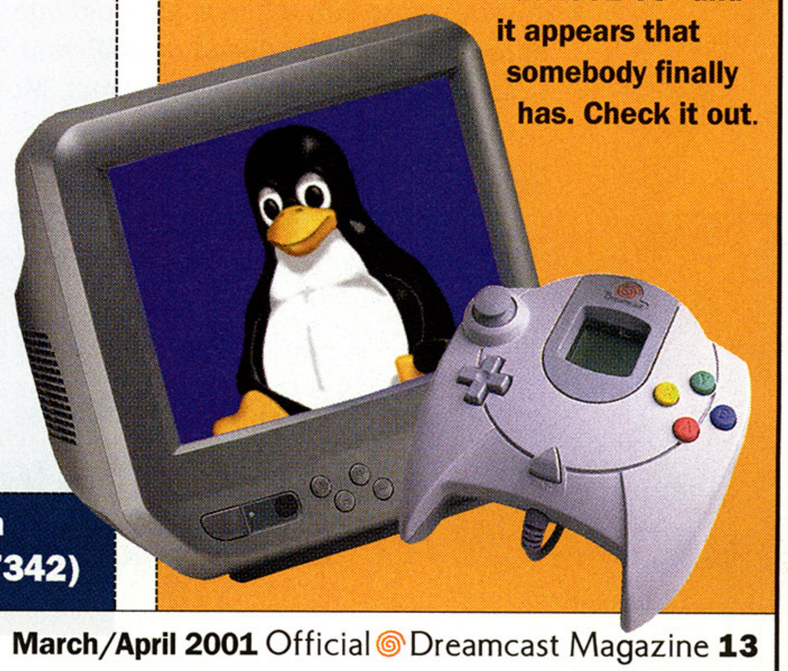
The following games can be used with the 4X Memory Card, but may contain problems of varying degrees:

- ***Zombie Revenge*** Switching pages on certain screens (i.e., Training Room or Options Screens) in the game may cause the game to freeze.
- ***Virtua Tennis*** Switching pages may affect the game so that you cannot enter the World Circuit Mode without resetting.

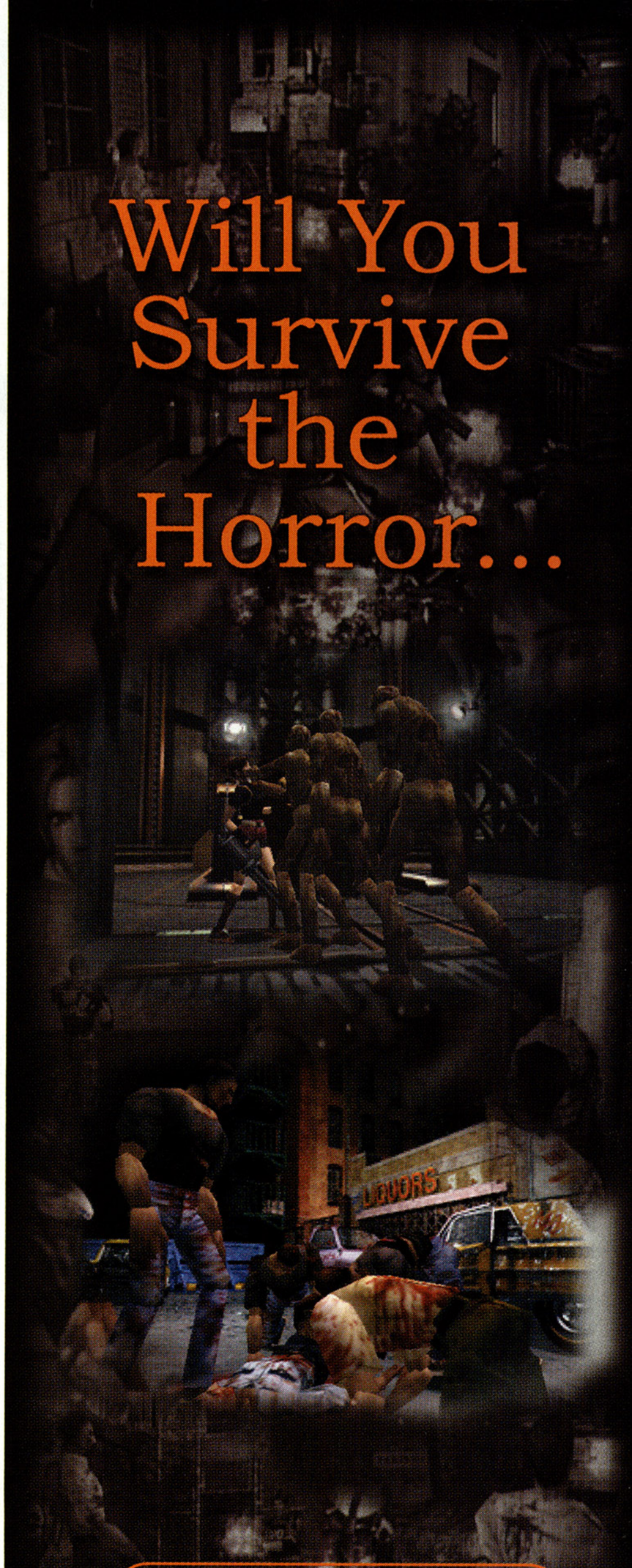
If you have any further questions, contact Sega Customer Support at 1-800-USA-SEGA (872-7342)

> RUMOR: Linux on Dreamcast?!

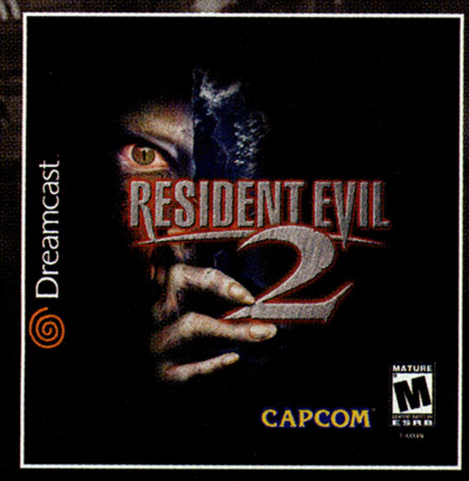
YOU GOTTA SEE THIS! Linux, the hardest of the hardcore operating systems, has apparently been ported to Dreamcast. There is a post at www.zophar.net that shows some interesting things—a few screens, some binary and a readme. While we can't verify this rumor firsthand, it does seem possible that someone would be able to port Linux code to Dreamcast's WindowsCE OS—and it appears that somebody finally has. Check it out.



Will You Survive the Horror...



Dreamcast



Dreamcast.

CAPCOM
capcom.com

MATURE M Animated Blood and Gore Animated Violence ESRB

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HOLLYWOOD 2001

Croft Superstar



***TV Guide*, our ultimate arbiter of what's hot and what's not, gives Dreamcast's *Shenmue* the official nod**

Dreamcast's biggest games get even bigger: supersized for the silver screen

TOMB RAIDER: THE MOVIE

Well, if you haven't seen the teaser trailer for the highly-anticipated *Tomb Raider* movie yet, there's probably a good reason—like you're Amish. At any rate, it's definitely worth a download...all of those yummy *Matrix* and *Beyond Thunderdome* visual riffs make the action—not to mention Angelina Jolie, herself—look very, very solid. Time will tell, however, if the film is destined to join the ever-growing list of horrible videogame-to-film adaptations (it's being directed for the big screen by Simon West and, well, you saw *Con Air*). Check out www.tombraidermovie.com, peruse the trailer and judge for yourself.

RESIDENT EVIL COMES TO THEATERS

To our delight, Milla Jovovich has been cast as the female lead in the upcoming *Resident Evil* movie. The $40 million film is to be directed by Paul Anderson (Mortal Kombat, Soldier), and will reportedly feature *Girlfight* star Michelle Rodriguez and David Boreanas of TV's *Angel*.



Taking the tape off really hurt.

SHEN-MOVIE?

AM2 of CRI has officially announced *Shenmue: the Movie* on the Shenmue.com website. Wow. There's so much potential for a beautiful film there—but there's so much room for error in production! We don't know, at this point, whether the makers intend to pull out all the technical and cinematic stops in a full scale, *Final Fantasy*-esque event, or to merely 'adapt' the game itself to the screen. One rumor has AM2 simply re-assembling Dreamcast-rendered game footage and packaging it in movie format. Which is an interesting idea, but—while we're confident that the game would indeed translate well into a strictly narrative form as-is—we have to admit we're hoping for more.

Whatever shape it takes, the 90-minute movie (screened in January in five Japanese cities: Tokyo, Osaka, Nagoya, Fukuoka and Sapporo) will feature English voices with Japanese subtitles.

In other *Shenmue* news, Suzuki's classic recently made the cover of America's #1 selling magazine: *TV Guide*. We thought it was pretty cool that the game could make headlines in such a mainstream publication.

NIGHTMARE CREATURES—CREEPING CLOSER

Kalisto, the developer of the recent *Nightmare Creatures 2* for Dreamcast, is working hard to get its game onto the big screen. Though the game itself wasn't very well-received (see **ODCM** #6 for our professional opinion), Kalisto apparently believes that the concept would better translate into a film than it did into a game. It's being produced by AGP, and Ralph Zondag (*Dinosaur*) is set to direct. More news as we hear it.



Polygons just don't do her credit, do they?

> GAME WATCH:

Phantasy Star Online
FOR US, STILL A FANTASY

While we still have to wait a bit longer until we receive our American build of Sonic Team's long-awaited *Phantasy Star Online*, the Japanese reviews are in—and oh boy, are they good. As if we needed another reason to get excited about *PSO*, we have yet another: Esteemed Japanese gaming bible *Famitsu Weekly* has awarded the game its prestigious Platinum award, which has been given to only a handful of titles—like *Zelda, Soul Calibur, Metal Gear Solid* and *Mario 64*—in the past. Pretty good company, eh?

> MORE ONLINE:

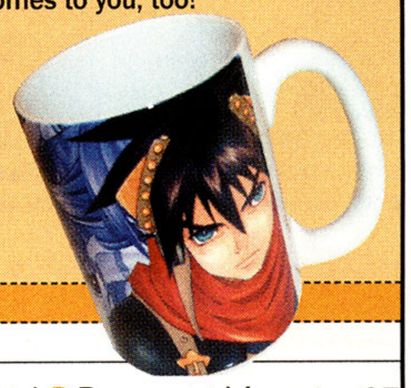
One Nation Under DC
WILL THE REAL MASSIVELY MULTIPLAYER RPG PLEASE STAND UP?

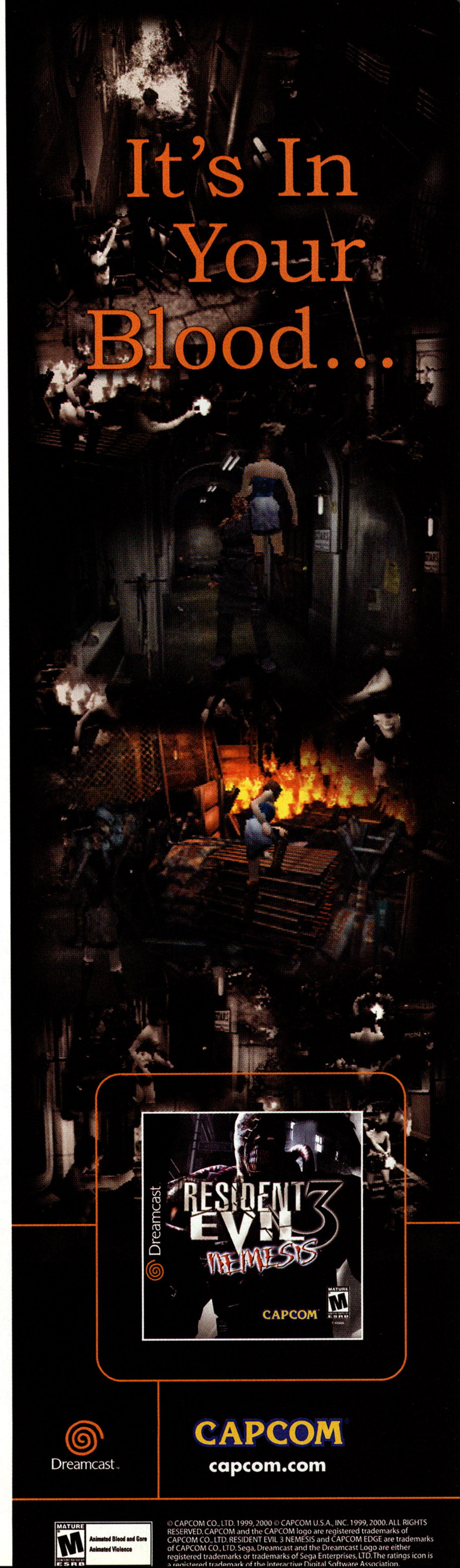
With *Phantasy Star Online* ready to make its debut on Dreamcast and modems everywhere, Sega has also been secretly working on yet another online RPG for the system, called *FarNation*. The difference between the two titles? *FarNation* will be taking Dreamcast onto the larger world stage by introducing console gamers to a genre only frequented by PC players: persistent world, massively multiplayer RPGs.

While little is actually known about *FarNation*, including the game's external developer (it's not being handled by inhouse teams), we do know that it will allow players to enter and exit the game's massive world at any time of the day—while the game world continues on and keeps evolving. The game is tentatively set for release sometime in the coming year, but you can expect more information about *FarNation* as it happens.

> MUG WATCH:

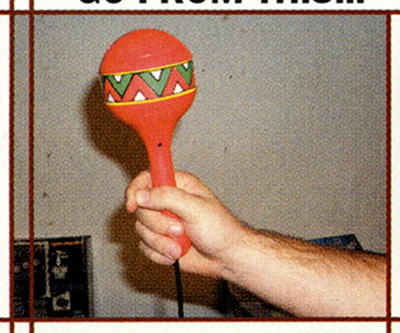
Grandia 2
Ryedo's mug on a mug! This tchachke came to us from our friends at UbiSoft—here's hoping it comes to you, too!





Make your own Death's Head*

GO FROM THIS...



WHEN WE HEARD THAT *SAMBA 2000* would have a Caribbean theme, we knew we had to have a pair of maracas fit for a pirate. When Chris found these cheap plastic skulls (conveniently, on another pair of maracas) we headed over to the **ODCM** skunkworks in Oakland, CA and got to work. Now, here's where we tell you how to do it yourself.

...TO THIS!



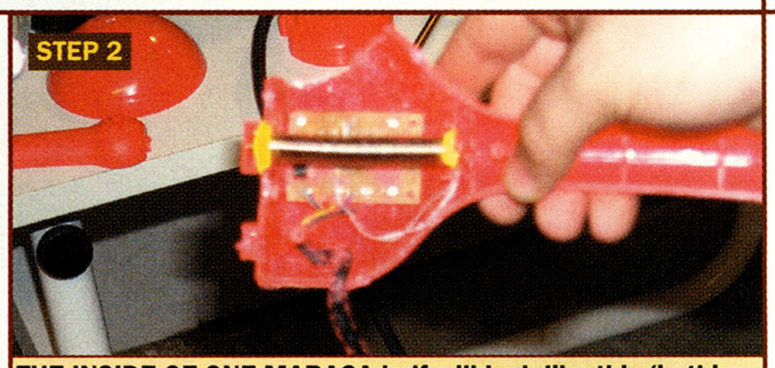
BEFORE YOU START!

You'll need: a set of maracas (we used a cheap third party knock-off version), something to replace the standard maraca top with (we used skulls), screwdrivers, cutting implements, lots of glue, spray paint, and about four hours.

WARNING: There is a very good chance you could ruin your maracas in this process. Using power tools is dangerous and you should always wear proper eye protection. Do not regard what you see us doing in these photos as an example of how to handle power tools. We are stupid. You be smart. The photos were carefully staged, anyway. This article is presented for entertainment purposes ONLY. We take no responsibility for any future events in which you wreck your $79 maracas, your Dreamcast, or sundry parts of your body.



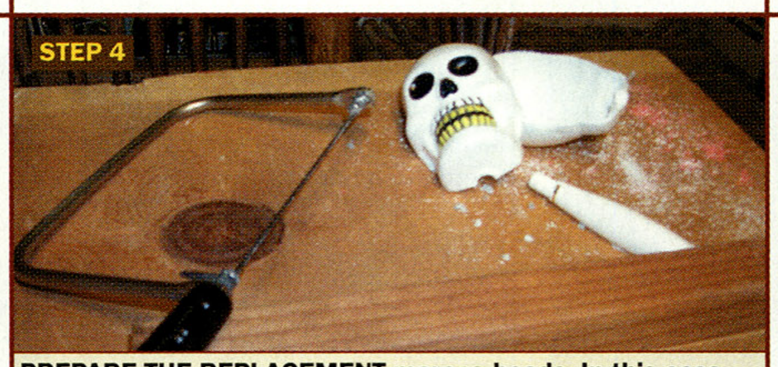
UNSCREW THE TOP of the maracas, along with the screws on the side. There may be screws under the paper label; unscrew those, too. Remove the shaker and weights from the top of the maraca head and use a screwdriver to separate the two maraca halves if they stick. (Note: if the two halves stick, you probably need to unscrew some more screws).



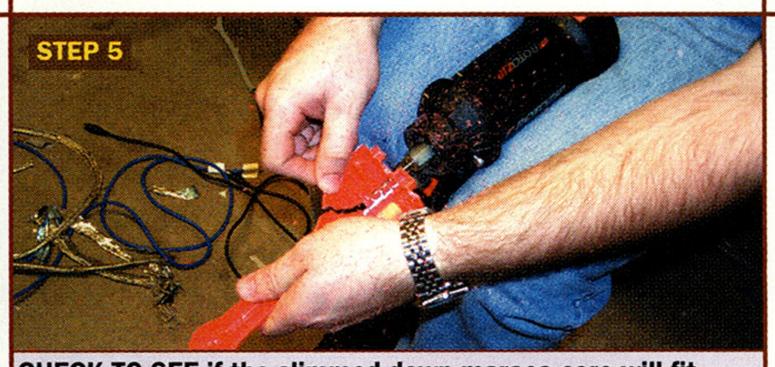
THE INSIDE OF ONE MARACA half will look like this (in this shot, we've already started cutting some of the body off). This is the heart of the maraca—that spring in the middle is the motion sensor. What you want to do is cut away all of the plastic that isn't needed, so the maraca's 'guts' or core will fit inside the new maraca head. (Note maraca top and shakers in background).



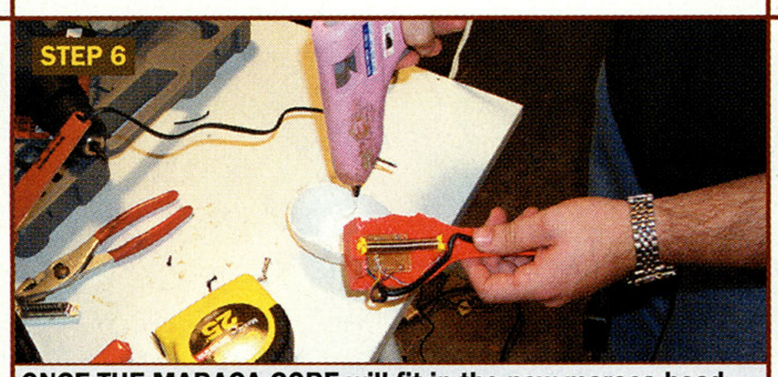
REMOVE THE CIRCUIT BOARD and spring device, then cut away all of the unnecessary plastic in the maraca head using a coping saw. If you're stupid, you can use a roto-zip like we did on the first maraca, but it actually makes for less precise cutting.



PREPARE THE REPLACEMENT maraca heads. In this case, we simply sawed the skulls in half with a coping saw. We actually found that the coping saw worked far better than the roto-zip for precise work. In general, the bigger the replacement heads, the better. These skulls were about as small as you can go.



CHECK TO SEE if the slimmed down maraca core will fit inside your new maraca head. If not, continue the slimming process. (Note: if you wanted to be really hardcore, you could remake a custom housing for the motion detector and circuit board, but we found it faster just to replace the head and use as much of the original maracas as possible.)



ONCE THE MARACA CORE will fit in the new maraca head, it's time to bust out the hot glue gun. Fill the back of the skull (or whatever you use) with glue, except for where the yellow button is, and glue the maraca core to the new head. (Note: Yes, our glue gun is pink. You got a problem with that?)



POP THE MARACA into the fridge to set the glue. When it's set, remove the circuit board and spring, and cut out a hole for the yellow maraca button. Replace the spring and board.



REFLECT ON THE CHUNKS of maraca that are now missing. Put the shaker element in some free space in the new head. You can also make your own shaker device if the original won't fit. If you forget to put the shaker in before you glue the head shut, um, tell everyone that they're "ghost" maracas which shake silently, like we did with one of ours...

*WARNING: This pirate-flavored feature is rated Arrrggh!

"If you forget to put the shaker in before you glue the head shut, um...tell everyone that they're 'ghost' maracas that shake silently, like we did with one of ours..."

Maracas!

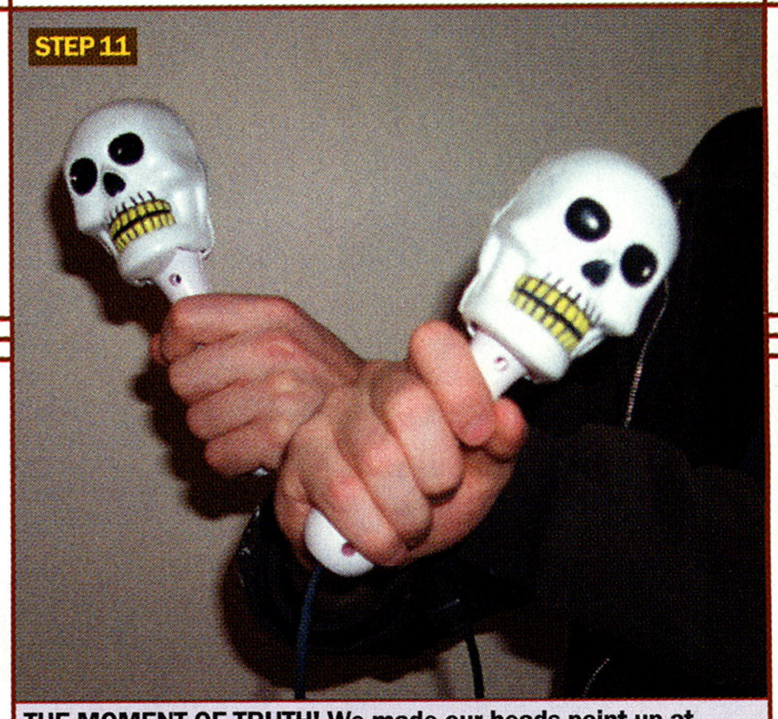




PAINT EVERYTHING TO MATCH your new parts. Don't forget to mask (cover) the head when you paint the part of the handle that holds the original maraca core. You may need several coats of paint to do the job right. While the paint is drying, drink an appropriate beverage from the fridge in Step Seven and play a quick game of *Chu Chu Rocket* to pass the time.



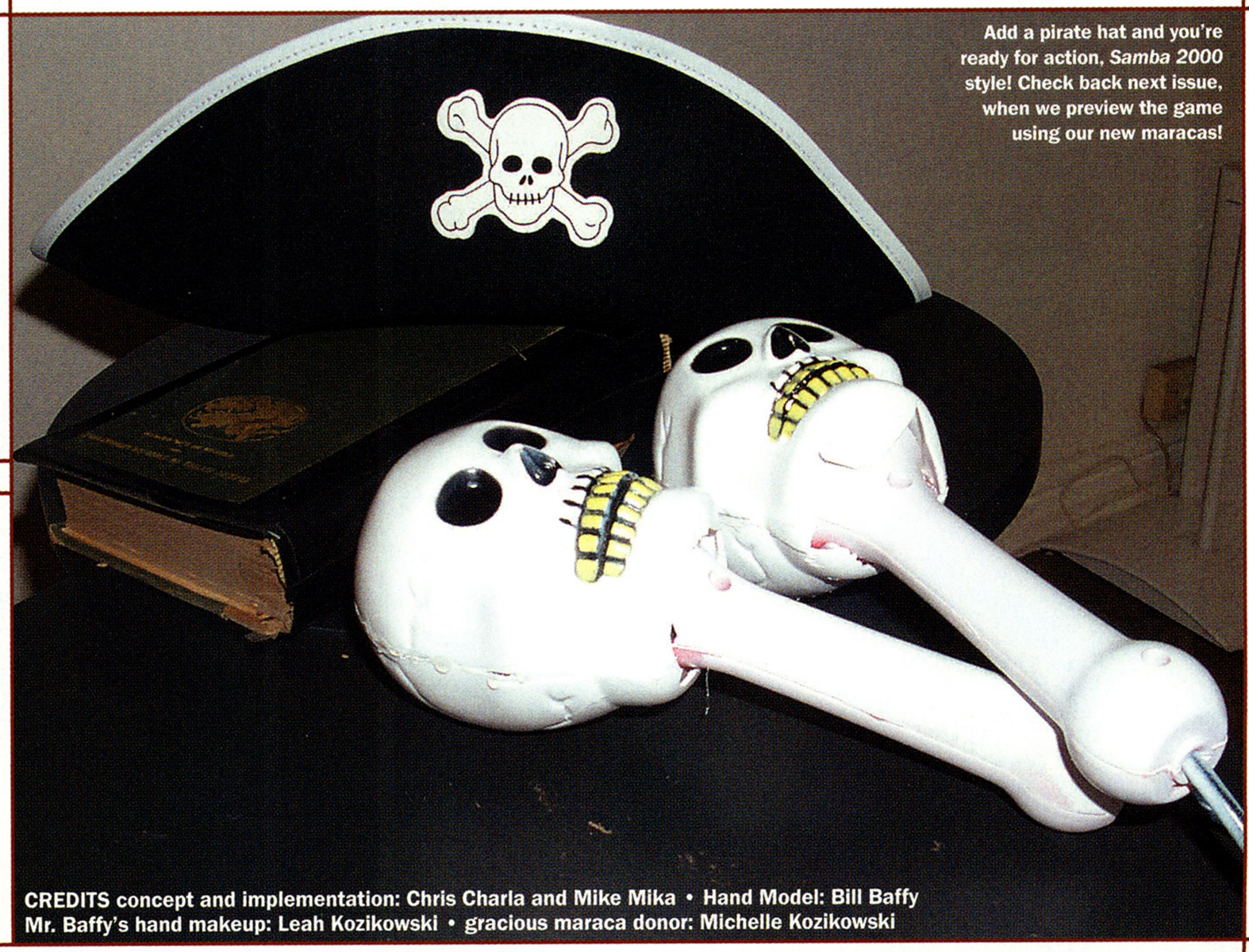
ALMOST DONE...glue the front of the maraca head to the back, which contains the maraca core. You should actually paint the handle before you do this, which hasn't been done yet in this picture. You should also test the fit before applying the glue—you may need to widen the 'neck' of the new head to accomodate the maraca handles.



THE MOMENT OF TRUTH! We made our heads point up at about a ten-degree angle so they would face forward when the handles were held (instead of pointing downward). You may want to make similar adjustments. Also at this point, you'll need to sand down any excess glue where the heads are joined, and maybe apply some touch-up paint (or Wite-Out).



HERE'S ANOTHER SHOT of the winsomely grinning, completed maracas. Note the button. What was left to do here was just some fill in work around the neck, which came about as a result of using the roto-zip instead of a more precise device to do the cutting. The screw holes in the front also got some putty added, later on.



Add a pirate hat and you're ready for action, *Samba 2000* style! Check back next issue, when we preview the game using our new maracas!

CREDITS concept and implementation: Chris Charla and Mike Mika • Hand Model: Bill Baffy
Mr. Baffy's hand makeup: Leah Kozikowski • gracious maraca donor: Michelle Kozikowski

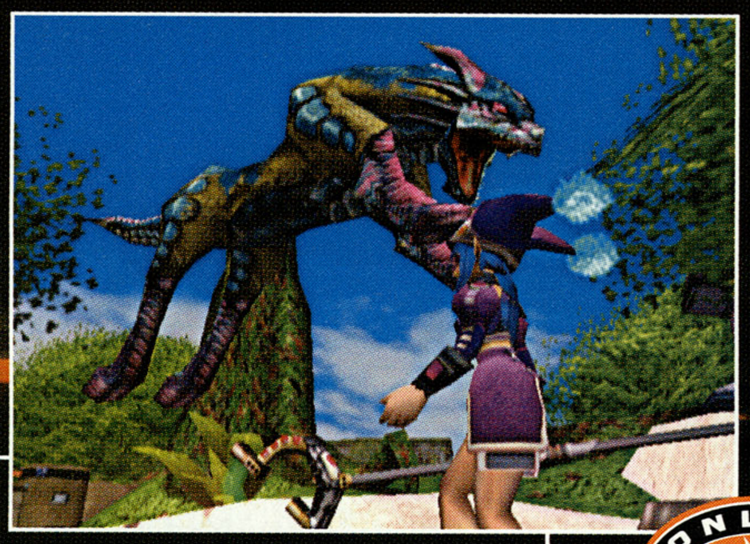
NOW YOU CAN

SCREAM "HELP" LIKE A LITTLE GIRL

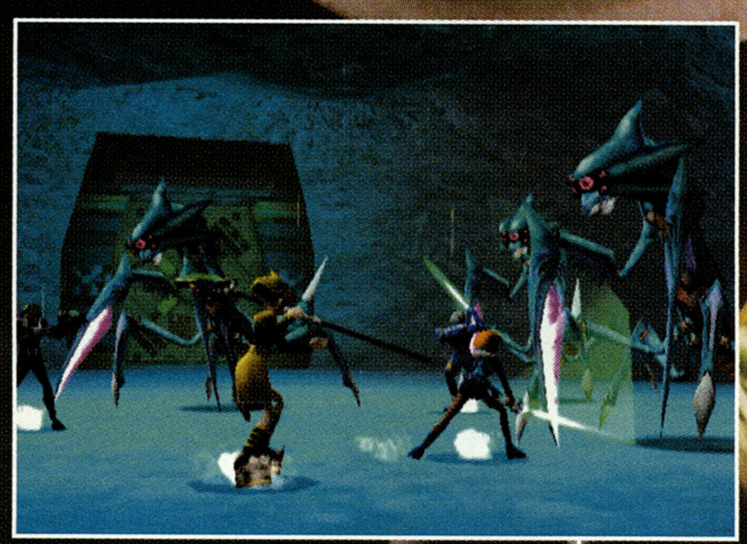
IN FIVE DIFFERENT LANGUAGES.

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ONLINE MULTI-PLAYER



SONIC TEAM

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RP
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CONTENT RATED BY ESRB

With the Phantasy Star Online instant translator, you can choose from hundreds of words and phrases to communicate with online gamers around the world. You enter, "Help me! I don't want to die!" Your teammate in Japan sees: "助けてくれぇ。死にたかねぇよ。" It's just one of the advanced features on the next generation of the legendary Phantasy Star series. Phantasy Star Online will immerse you in the most complete role-playing experience possible—not to mention what it'll do for your vocabulary.

sega.com/phantasystaronline

Dreamcast™

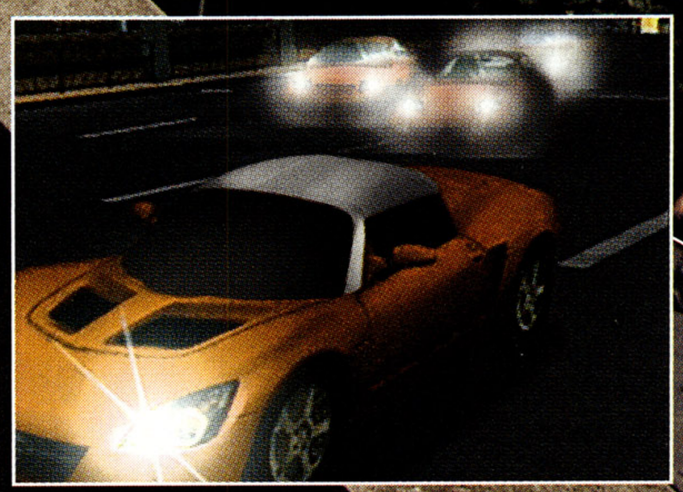
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A
DRIVER A
-Greets colleagues with a firm self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

MSR
METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOs (points based on style) as well as speed. MSR also features amazing recreations of real cities. London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.







B

DRIVER B

-Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

:: :: LONDON :: ::

:: :: SAN FRANCISCO :: ::

:: :: TOKYO :: ::

Dreamcast

sega.com/msr

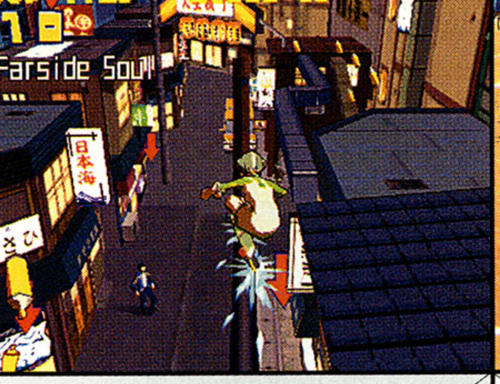
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EVERYONE
CONTENT RATED BY ESRB

BIZARRE CREATIONS

ULTIMA DREAM

WE RANK EVERY DREAMCAST GAME EVER MADE—FROM BEST TO WORST













ATE MCASTI KINGS

[The *Unofficial* List]

It sounded like a good idea at the time. We'd take every single Dreamcast game ever released, and rank them in order from best to worst. No cheating—no dividing the list by genre, no pulling punches, no whining about apples and oranges—just looking at every single Dreamcast game ever released in America (to date, anyway) and doing what had to be done. The result of course, was editorial combat that would have made Russel Crowe wince a little.

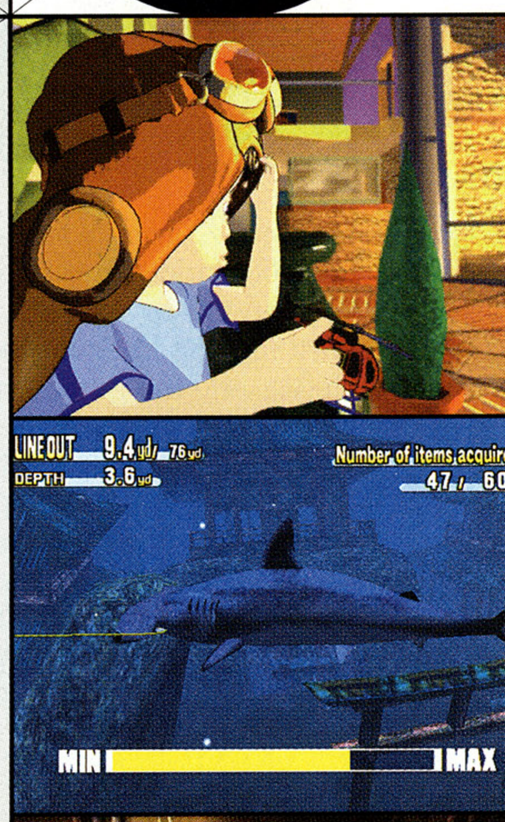
So, why is this the *un*official list? Simple: we don't want to confuse anyone. We're the **Official Dreamcast Magazine,** but this list isn't endorsed by Sega—or by anyone else, for that matter. It's **ODCM's** list, not Sega's. It's also the result of hours of debate (don't say fighting) among the editors of **ODCM,** with plenty of help from the rest of the peanut gallery at Imagine Media (special shout-outs to Garrett and Greg at *SegaRadar,* and Tom Russo at *NextGen* for their freely-offered-even-when-not-really-requested advice).

Our methodology was simple: we compared every game against every other game until a list started to emerge, and then went down that list comparing each game with those above and below it. Some of the comparisons were easy ("*Shenmue* or *Frogger*?"), while others ("*Tony Hawk 1* or *Virtua Tennis*?") were harder, and some ("*Test Drive Le Mans* or *Quake III?*") began to approach impossibility. Frequently debate broke out, and more than once (more than 30 times, in fact), Fran or Chris or Evan would have to get up and venture into the **ODCM** cold-storage vault to retrieve the games in question so we could finally decide on a tough ranking. Ties were decided by a simple vote of the three editors (Chris's attempt to claim he had two votes was eventually overruled).

We were happily surprised to see just how close our list matches our ratings—most of the sixes were together, etc.—although a few games moved dramtically up the list *(Speed Devils)* and one or two moved down *(Slave Zero).*

Will you agree with every call we made on the list? Of course not—even for us, several of these rankings are the result of uneasy compromises—but hopefully, even if you disagree, the list will help you figure out your own personal top Dreamcast list. And we want to see it! Send your personal DC Top Ten to **dcmag@imaginemedia.com** with "top ten" in the subject field. We'll create a readers' top list and run it in a future issue.

And now...on to the list!













ULTIMATE DREAMCAST RANKINGS



#1: SOUL CALIBUR

1. *Soul Calibur*

Namco **ODCM Score: 9 [11/99]**

The Game 3D weapon fighting from the masters at Namco.
The Hook The characters are huge and meticulously detailed, the combat engine and collision detection are perfect, and there are more moves than you can shake a stick at.
Memorable Moment The endless fighting about whether the intro was FMV or used the in-game engine. (It used the in-game engine.)

2. *Shenmue*

Sega:AM2 **ODCM Score: 10 [10/00]**

The Game In this first chapter of Yu Suzuki's epic adventure game, you play Ryu, who must learn who killed his father and exact his revenge (or at least, get ready to go to Hong Kong for the next chapter).



The Hook *Shenmue* features a totally realistic world that is fully realized. You can talk to anyone, you can do anything: the freedom you have is lifelike, and the game itself is brilliantly designed.
Memorable Moment The freedom and the FMVs are all amazing, but what really stands out in our minds is the scene in which you're on a motorcycle after rescuing your girlfriend. Never have we seen a videogame convey such a romantic mood.

3. *NFL 2K1*

Sega:Visual Concepts **ODCM Score: 10 [10/00]**

The Game The best video football game got even better in this sequel, with a revamped running game, massive playbook expansion, and...
The Hook ...online play. Seamless, easy, perfect online multiplayer make *NFL 2K1 the best* console sports game ever.
Memorable Moment We're losing. Badly. But we have a keyboard and DetHmArm doesn't. Let the smack talking begin...

4. *Tony Hawk's Pro Skater 2*

Activision: Neversoft/Treyarch **ODCM Score: 10 [12/00]**

The Game Take control of Tony, one of the many other pros, or even create your own skater. Proceed to 'rip it up' over all-new levels.
The Hook Awesome new tricks, even better graphics, more secrets and the same fantastic control and camera angles. All of this means that Activision has done the impossible: improved on the classic *Pro Skater.*
Memorable Moment Mastering the manual and pulling our first 100,000 point trick.

5. *Resident Evil: Code Veronica*

Capcom **ODCM Score: 10 [10/00]**

The Game Capcom's trademark survival horror series gets the Dreamcast treatment, with graphics to die for and a plot that adds new layers and more starch to the Umbrella/STARS conspiracy.
The Hook Great adventure gameplay and truly scary moments make this the best survival horror game on any platform.
Memorable Moment The spider...

6. *Jet Grind Radio*

Sega:Smile Bit **ODCM Score: 10 [12/00]**

The Game You're a member of a rollerblading, spray painting underground youth gang. Your job? Blade around Tokyoto, a neo-Tokyo hybrid, write your tag, and avoid The Man.
The Hook Unbelievable cel-shading results in 3D graphics that look like nothing else you've ever seen. This game has more hip in its pinkie toe than some whole consoles have in their—um—hips. And the beat-infested soundtrack is just wicked.
Memorable Moment You're standing there holding a can of spray paint in Shibuya district facing tanks, gunship helicopters and about 15 cops. Isn't that an overreaction to Krylon?

7. *Virtua Tennis*

Sega: Hitmaker **ODCM Score: 9 [10/00]**

The Game An arcade tennis game. Basically an update of *Pong,* right?
The Hook Wrong. With control so perfect you'd swear you were on the court, mini-games galore and a fantastic four-player mode, *Virtua Tennis*



is like a virtual that consumes every second of your free time. Words practically can't express just how addictive this game is.
Memorable Moment For us? Cleaning the court with Blake "I can beat anyone at *Virtua Tennis"* Fischer's pride, and bringing home the intra-office trophy to **ODCM.**

8. *Skies of Arcadia*

Sega:Overworks **ODCM Score: 10 [10/00]**

The Game A brilliant and original RPG, it features swashbuckling adventures in cloud-sailing ships.



The Hook Not only are the side quests (exploring for treasures) original and fun, but the plot is incredibly compelling.
Memorable Moment Without spoiling anything? Can't be done. But let's just say this: All of it. We mean it.

9. *Dead or Alive 2*

Tecmo **ODCM Score: 10 [4/00]**

The Game 3D fighting from the surprising new masters of the genre at Tecmo.
The Hook Throwing characters off platforms and through walls adds a great new element to the game, and the graphics are fantastic.
Memorable Moment If we say "The bounce" you're all going to groan, eh?

10. *Crazy Taxi*

Sega:Hitmaker **ODCM Score: 9 [3-4/00]**

The Game Drive a (crazy) taxi around San Francisco's streets (and through SF parks, and over SF piers and into

Action Adventure Fighting Sports Racing Arcade RPG Puzzle Shooter Sim/Other

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THE MORE YOU PLAY *POWER STONE*, THE MORE STRATEGIES YOU'LL DISCOVER

oncoming traffic), picking up fares and getting them to their destinations on time.
The Hook Awesome graphics and crazy arcade physics, along with tightly tuned gameplay difficulty, makes this one of the best arcade romps in years.
Memorable Moment You find yourself humming a soundtrack song that you absolutely hate while you're in the shower, simply because you've been playing the game so much.

11. *Grandia II*

Ubi Soft:Game Arts ODCM Score: 9 [12/00]

The Game In a surprising departure from other RPGs, you and a rag-tag



band of cronies save the world.
The Hook Okay, it's not a departure—but the rock-solid graphics, great dialog (and voice acting) and well-written story make this one of the better RPGs we've seen in a while.
Memorable Moment See *Skies:* we could tell you, but you'd hate us for it.

12. *Power Stone*

Capcom ODCM Score: 8 [11/99]

The Game Free-for all combat in a truly 3D arena.
The Hook Not only can you pick up nearly anything and throw it at your opponents, and not only does collecting the power stones enable super moves, but the game is surprisingly



deep: The more you play, the more strategies you'll discover.
Memorable Moment The first time we picked it up and realized we weren't constrained to a 1D line...

13. *MDK2*

Interplay:Bioware ODCM Score: 9 [7-8/00]

The Game Zany third-person antics of a dog, a mad professor, and an android, out to save the world.
The Hook The game design is devilishly difficult (and really well done), the action is intense, and the game is actually really, really funny.
Memorable Moment Constructing (and using) that handy nuclear toaster weapon. (See, we said it was funny.)

14. *Rayman 2*

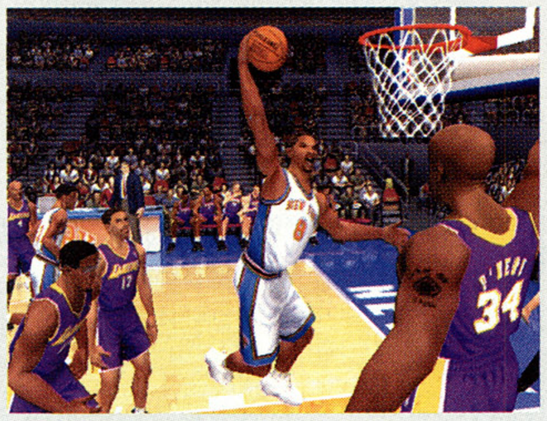
Ubi Soft ODCM Score: 9 [5-6/00]

The Game The further adventures of Ubi's arm- and leg-less (but hand- and foot-enabled) mascot.
The Hook Few companies have managed the switch from 2D to 3D as well as Ubi: *Rayman* moves great, and the level design is fantastic.
Memorable Moment Watching a creature with no arms or legs swim so very gracefully.

15. *NBA 2K1*

Sega:Visual Concepts ODCM Score: 9 [1-2/00]

The Game The latest NBA sim from Sega, this update features more mo-cap, swat-blocks, better animation, and tons of refinements to gameplay.
The Hook The online play, of course. While it isn't quite as good as *NFL*



2K1, probably due to the nature of basketball itself, it's still a great time.
Memorable Moment This is an online game that Evan *is* good at: watching him beat everyone who beat him at *NFL 2K1* was refreshing.

16. *Marvel vs Capcom 2*

Capcom ODCM Score: 9 [9/00]

The Game Totally frenetic 2D fighting action from the masters of the genre.
The Hook Top characters from the Marvel and Capcom universes square off in tag-team action.
Memorable Moment Pick one: all of those amazing, amazing arial attacks with stunning animation.

18. *Test Drive Le Mans*

Infogrames: Melbourne House ODCM Score: 9 [12/00]

The Game The videogame version of the world famous 24-hour race, with several mini-seasons at famous tracks around the world thrown in for good measure.
The Hook The perfect control and camera, are great, sure, as are the stunning graphics. But what makes *Le Mans* for us is the way it perfectly walks the line between sim and arcade, enabling us to focus on the action of racing.
Memorable Moment Playing—and beating—*Le Mans* in 24-hour mode. That's one looooooong moment.



#17: TONY HAWK'S PRO SKATER

17. *Tony Hawk's Pro Skater*

Crave:Neversoft/Treyarch ODCM Score: 9 [7-8/00]

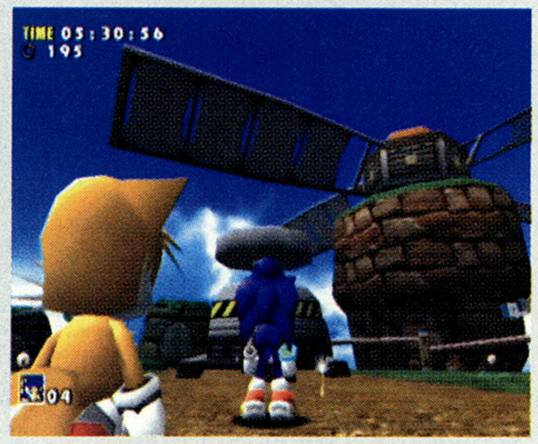
The Game Skate, collect tapes, power-up your stats in one or two minute sessions across the country. Simple, right?
The Hook Wrong. The control is so perfect, the camera is so smart... it's hard to even imagine the world before *Tony Hawk* burst onto the scene and changed gaming forever. Even with *Tony Hawk 2* out, we still pull this one of the shelf with surprising frequency. Oh, and the pop-punk soundtrack was perfect.
Memorable Moment Too many to list, but rather than go with some insane trick combo, let's just pick the beautiful simplicity of getting tons of air on a half-pipe and executing a perfect 540° Rocket Air with Tony Hawk.

ULTIMATE DREAMCAST RANKINGS

19. Sonic Adventure

Sega:Sonic Team — ODCM Score: 9 [9-10/99]

The Game Sonic makes his first real trip into 3D, with Tails, Knuckles, and the rest of the gang.
The Hook Playing a six different characters gives a totally new perspective



to the *Sonic* saga. Plus the graphics are trademark Sonic Team: bright and brilliant.
Memorable Moment The speed! The speed!

21. Metropolis Street Racer

Sega: Bizarre Creations — ODCM Score: 9 [12/00]

The Game Street racing in real cities around the world.
The Hook These streets are photo-realistic—they're *real* city streets!
Memorable Moment Making our own "mix CD" to customize the soundtrack...

22. StarLancer

Crave:Warthog/Digital Anvil — ODCM Score: 9 [12/00]

The Game The underrated PC space shooter blasts onto Dreamcast.
The Hook It underwhelmed PC reviewers, but on DC—particularly with online play—it comes alive with brilliant "space physics," smart mission structures and graphics.
Memorable Moment Fighting amongst the really, really big capital ships.

23. Ultimate Fighting Championship

Crave:Anchor — ODCM Score: 9 [11/00]

The Game Step into the octogon with some of the toughest real fighters ever to grace pay-per-view.
The Hook If you want some realism in your fighting, this is for you: no wrestling showboating, no fighting game fireballs, just perfectly done, real violence. We love it.
Memorable Moment Dropping a guy on his head for the quick KO.

24. Samba de Amigo

Sega:Sonic Team — ODCM Score: 9 [12/00]

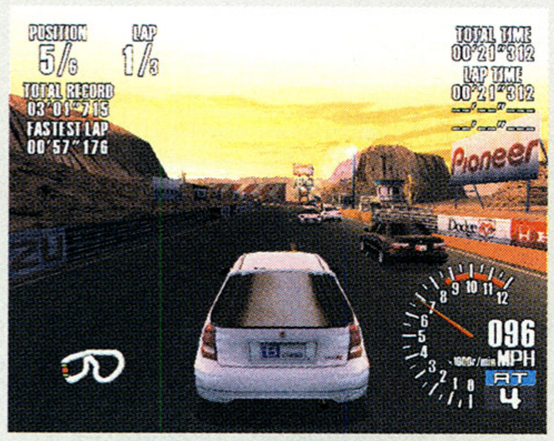
The Game A standard music game, you play along with a little monkey, synchronizing your movements with the beats onscreen using...
The Hook ...actual maracas! Real maracas plus samba beats equals ultimate party game.
Memorable Moment Suddenly... *You're striking a pose.*



25. Sega GT

Sega:AM2 — ODCM Score: 9 [11/00]

The Game Don't think of it as Sega's answer to *Gran Turismo*. Um, think of it some *other* way...



The Hook If AM2 knows anything, it's cars. And giving us scores of them to play with makes this a stunning racing experience.
Memorable Moment Qualifying. It's harder than you think.

26. Street Fighter III: Third Strike

Capcom — ODCM Score: 9 [5-6/00]

The Game The ultimate 2D fighting game series continues in its latest iteration.
The Hook 2D purists may want to swap this and *Marvel vs Capcom 2* (**#15**): some argue that this game's slightly slower, more methodical pace enables a more strategic battle and defeats button mashing.
Memorable Moment Humiliating button mashers (who sometimes luck their way into victory in *MvC2*).

27. SF Rush: 2049

Midway — ODCM Score: 8 [11/00]

The Game Arcade racing races (sorry) into the future: the game is set in a distant San Francisco packed with giant glass tubes and other shortcut-enhancing architectural features.
The Hook *Rush* is the best arcade racer ever, and the futuristic designs of the cars—plus the crazy tracks and amazing shortcuts—make this one a stunna'.
Memorable Moment The first time we extended the wings on our car to catch maximum air. Wheeeee!

28. Chu Chu Rocket

Sega:Sonic Team — ODCM Score: 8 [5-6/00]

The Game Use arrows on a playfield to guide mice into your rocket—but keep the cats out!
The Hook Like most puzzle games, it sounds simple...but it's incredibly fun and addictive, particularly with four players. A great party game.
Memorable Moment Arranging the arrows perfectly so as to lead a cat into an opponent's rocket, just as a cat attack begins. Kitty litter!

#20: QUAKE III: ARENA



20. Quake III: Arena

Sega:Raster — ODCM Score: 9 [12/00]

The Game The ultimate multi-player first-person shooter comes to console.
The Hook That multiplayer part. It's wicked fun on the split-screen (way better than *GoldenEye*), but the game really comes alive when you log on with SegaNet and get going full steam.
Memorable Moment Okay, we admit it: it has to be when we got our pre-release broadband adapter going and went online, slaughtering a bunch of people with a lower ping rate. That was pretty memorable to us...

Action | Adventure | Fighting | Sports | Racing | Arcade | RPG | Puzzle | Shooter | Sim/Other

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29. *Ecco the Dolphin: Defender of the Future*

Sega:Appaloosa — ODCM Score: 8 [11/00]

The Game Control Sega's trademark dolphin as he collects the shards of a crystal that will—well—protect the future.
The Hook The storyline is unremarkable, but the underwater graphics are just breathtaking. Add tight control and wickedly difficult puzzles, and you've got a game you'll be playing for weeks.
Memorable Moment Just swimming around all of those peaceful undersea environments...mmmmmm.



30. *Legacy of Kain: Soul Reaver*

Eidos:Crystal Dynamics — ODCM Score: 8 [4/00]

The Game Cast into hell by the king of the vampires, you've come back for revenge in this 3D, third-person action adventure.
The Hook The environments are truly amazing (they were designed by architects, not geeks), and all of the characters have been signifgantly improved, when compared to their PlayStation counterparts.



Memorable Moment Ducking into the spirit realm to avoid a fatal attack.

31. *Ready 2 Rumble: Round 2*

Midway — ODCM Score: 7 [2/01]

The Game Fast, funny, arcade boxing.
The Hook Over-the-top characters and humor and a slightly deeper game give the game serious legs.
Memorable Moment Fighting as Bill and Hillary.

32. *Power Stone 2*

Capcom — ODCM Score: 8 [9-10/00]

The Game More of everything you loved about *PowerStone*.
The Hook Unfortunately, as we discovered with *Austin Powers 2*, more doesn't always mean better, and we'd rather play the original—even if *PS2* does add a four-player option. Still, this is a fun fighting romp.
Memorable Moment Taking down that first huge Egyptian AT-AT-style boss with a friend.

33. *NBA 2K*

Sega:Visual Concepts — ODCM Score: 8 [2/00]

The Game Basketball, DC style.
The Hook The best looking b-ball game ever when it was released,



even if it did have a few rough spots.
Memorable Moment Cool *Matrix*-style replay cameras.

34. *Looney Tunes Space Race*

Infogrames:Melbourne House — ODCM Score: 8 [Hol/00]

The Game Yet another licensed, themed kart racer, only...
The Hook ...this one's actually good! It must be something in the water down under at Melbourne House, but the control was great, and the cel-shaded animation made us feel like we were actually playing in a Looney Tunes cartoon.
Memorable Moment The weapons and power-ups are actually faithful to the series—dropping an anvil on Yosemite Sam's head is awesome.

35. *Fur Fighters*

Acclaim:Bizarre Creations — ODCM Score: 8 [9-10/00]

The Game Stuffed animals. Weapons. What else do you need to know?
The Hook This deliciously zany third-person action shooter features one of the weirdest premises ever, but it worked really well.
Memorable Moment Going into the game store that advertised *"Quack III*—coming soon!"

36. *Demolition Racer: No Exit*

Infogrames:Pitbull Syndicate — ODCM Score: 8 [9-10/00]

The Game Arcade racing with an emphasis on vehicular destruction.
The Hook What a difference a system makes: the PlayStation version was total crap, but the Dreamcast version is a surprisingly fun racer, from some of the same people who brought us *Destruction Derby.*
Memorable Moment "T-boning" your opponents.

37. *Evolution 2: Far Off Promise*

Ubi Soft:ESP/Sting — ODCM Score: 8 [7/00]

The Game Tried and true, classic RPG themes meet a new console
The Hook Only the third RPG for DC in the US...and it's actually cute and pretty fun.



Memorable Moment Bosses. Big bosses. Lotsanlotsa bosses. Going up against one of them and using your skills to pay the boss-fighting bills.

38. *House of the Dead 2*

Sega:Wow! Entertainment — ODCM Score: 8 [9/99]

The Game This horrifically wham-bam lightgunner is only slightly hampered by the lack of an actual lightgun.
The Hook Ain't nobody can design a lightgun game like Sega.
Memorable Moment The day we got a MadCatz lightgun, so we could play it like we meant it.

DROPPING AN ANVIL ON YOSEMITE SAM'S HEAD IS AWESOME

48. Resident Evil 2

Capcom | ODCM Score: N/A [5-6/01]

The Game Survival horror of the finest caliber: this sequel to the original lets you play as two different characters.
The Hook Fighting zombies is scary, and producer Shinji Mikami knows how to maximize our fear. If this hadn't been just a port of the PC version, it probably would have scored much higher.
Memorable Moments The gun shop owner! Of course. It scared us silly on PlayStation and it will again for those new to *RE2* on Dreamcast.



39. Hydro Thunder

Midway | ODCM Score: 8 [11-12/99]

The Game *SF Rush* on the water? Yes.
The Hook *SF Rush* on the water! Awesome speed and tons of short-cuts make this arcade aqua-racer one of the best racers ever.
Memorable Moment When the ever-cheerful tour boat guide points out features of interest in the game ("Each boat is contructed of thousands of tiny triangles").

40. F1 World Grand Prix

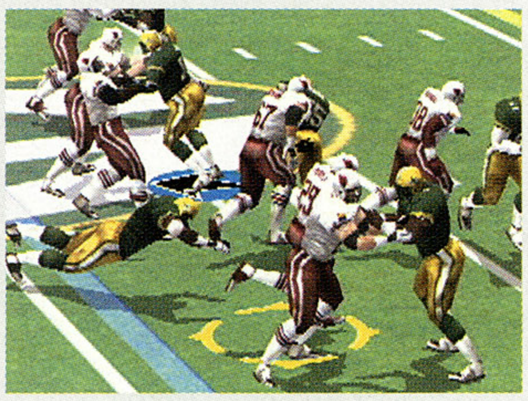
Sega: Video System | ODCM Score: 8 [3-4/00]

The Game There are some people for whom there is only one kind of racing: F1. This is their game.
The Hook A very sim-oriented version of the famous racing series, it's got everything you'd want in a F1 game.
Memorable Moment Monaco.

41. NFL 2K

Sega:Visual Concepts | ODCM Score: 9 [11/99]

The Game When it came out, it was the best looking football game ever—and with a radical new interface and



VMU play calling, it set the football world on fire.
The Hook The great play books, and of course, the graphics.
Memorable Moment The day we turned to the tutorial instead of the manual, and learned how to stiff-arm a would-be tackler.

42. Street Fighter Alpha 3

Capcom | ODCM Score: 8 [11/00]

The Game The last game (so far, anyway) in the 2D *Alpha* fighting series.
The Hook To us, nothing continues



the fighting style codified in *Super Street Fighter* like this prequel series, and t hat's a good thing.
Memorable Moment Throwing fireballs, oldskool style.

43. Re-Volt

Acclaim:Probe | ODCM Score: 8 [3/00]

The Game Arcadified RC car racing.
The Hook All of the reasons that racing real model cars is fun (racing under tables, quick turnarounds), plus stuff that's tougher in real life (like racing through a toy store).
Memorable Moment Everything you see RC cars do in commercials, that you can never do yourself, we did here. Rad.

44. Test Drive V-Rally

Infogrames:Pitbull Syndicate | ODCM Score: 8 [11/00]

The Game Rally racing.
The Hook It's not big in the US, but in Europe rally racing is huge, and this is a great example of the genre. If you're looking for racing with a slightly different angle, check it out.
Memorable Moment Having to pay attention to the "curve ahead" warnings, because there's no way you'll ever memorize the track.

45. Sega Rally 2

Sega:AM Annex | ODCM Score: 8 [1-2/00]

The Game Rally racing with Sega's distinctive spin.
The Hook Awesome graphics actually make you feel like you're really racing. The environmental effects (mud, basically), also add flavor.
Memorable Moment Feeling the sheer "weight" of the cars. It's hella impressive.

46. Virtua Fighter 3tb

Sega:AM2 | ODCM Score: 8 [11-12/99]

The Game 3D fighting.
The Hook This is 3D fighting from the people who *invented* 3D fighting, and with stylish looks and tons of graphical flair, it's an admirable port of the original Model 3 brawler.
Memorable Moment Fighting from below on a flight on stairs.

47. Virtual On: Oratorio Tangram

Activison:Hitmaker/Sega | ODCM Score: 8 [9-10/00]

The Game 3D mechanized giant robot combat.
The Hook In Japan: The twin sticks used to control the robots. Here: seeing just how good a job Activision did in designing a non-twin stick control mechanism.
Memorable Moment Finding some import twin sticks.

49. Wacky Races

Infogrames:Melbourne House | ODCM Score: 8 [Hol/00]

The Game Another brilliant cel-shaded racer from Infogrames, this time featuring an extremely oldskool Hanna Barbera licence. Does anyone actually remember this show?
The Hook Great racing, even if most



of the characters are recognizable only from the very periphery of our memories.
Memorable Moment Penelope Pitstop? That's an awesome name.

50. Toy Commander

Sega:No Cliche | ODCM Score: 8 [2-3/00]

The Game A 3D romp through your childhood toy chest.
The Hook Imagine if your toys could really do all the things you pretended they could (organize themselves into armies, shoot, fly and explode, mostly). Here, they can.

Action | Adventure | Fighting | Sports | Racing | Arcade | RPG | Puzzle | Shooter | Sim/Other

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#56: SPACE CHANNEL 5

56. *Space Channel 5*

Sega:United Game Artists ODCM Score: 7 [9-10/00]

The Game You play as Ulala, a futuristic music news anchor. When aliens invade, you've got to save humanity (and get great ratings) by—what else—out-dancing them.
The Hook Only the short play time knocked the game this far down the list: on style points alone it would have scored much higher. Because this game has style to burn. Not only did creator Tetsuya Mizuguchi find an amazing '60s soundtrack, he also found some amazing art talent to create the retro-future look of the game; some amazing programmers to seemlessly meld FMV and real-time graphics; some amazing game design talent to create a game that ramped perfectly; some amazing character designs (rumor has it the team worked for three months on the character before even a line was coded); and some amazing voice talent.
Memorable Moment The level where you suddenly realize that all of the controls are backwards. And it's got a random cameo by Michael Jackson.

Memorable Moment Da plane! Da plane!

51. *NHL2K*

Sega:Black Box ODCM Score: 8 [5-6/00]

The Game Hockey from the ex-Radical developers who created the *NHL PowerPlay* series on Saturn.
The Hook Great hockey, but it didn't seem to have the development resources of NFL or NBA, and it suffered from some year-one jitters.
Memorable Moment The skating felt better than that in any other hockey game we've ever played.

52. *Capcom vs. SNK*

Capcom ODCM Score: 7 [Hol/00]

The Game The game we've all been waiting for: Finally, we get to pit both companies' 2D fighting characters against one another.



The Hook The interaction of the Capcom and SNK fighting styles really has to be played to be believed.
Memorable Moment The fact that they managed to pull this off at all—both on the licensing front, and on the gameplay front, leaves us almost in tears of awe.

53. *4 Wheel Thunder*

Midway ODCM Score: 7 [7-8/00]

The Game 4x4-ing on gigantic outdoor tracks, replete with many Midway-trademarked shortcuts.



The Hook While the game falls a little short of the *SF-Rush-in-a-4x4* goal that we think Midway was shooting for, it's still a very nice ride.
Memorable Moment The amount of air we got off of some jumps almost convinced us that our 4x4 was filled with helium.

54. *Aerowings*

Crave:CRI ODCM Score: 7 [11-12/99]

The Game Precision flying—with no shooting allowed—over a variety of terrains.
The Hook The graphics are just intense: while PC flight sims have rezzed-out, blurry ground textures, in



Aerowings you can fly inches off the ground and it still looks perfect. Plus, the flying model and environments are amazing.
Memorable Moment Taking your plane 90-degrees to fly through incredibly narrow canyon walls.

55. *Sega Bass Fishing*

Sega:Wow ODCM Score: 6 [11-12/99]

The Game An arcade-style fishing game, in complete 3D.
The Hook Not only does the game have fine graphics and fairly realistic fishing strategy, but the addition of a force-feedback fishing controller makes the experience as true to life as possible—minus all the fish guts.
Memorable Moment Introducing a non-gaming friend to the fishing controller and watching his jaw drop. This should be a mandatory right of passage for all Dreamcast gamers.

57. *Seaman*

Sega:Vivarium ODCM Score: 6 [9-10/00]

The Game One of the weirdest virtual pet games ever, you've got to raise Seaman...a weird fish/eel with-the-head-of-a-man creature.
The Hook Once you raise him, you talk to him with an included microphone, and thanks to speech-recognition technology, he can understand you and talk back (with dialog provided by the JellyVision crew of *You Don't Know Jack* fame)
Memorable Moment Seaman: "Come closer. Are you single?" Creepy. Very creepy.

58. *Speed Devils*

Ubi Soft ODCM Score: 3 [11-12/99]

The Game Pure arcade racing in environments ranging from Canada in winter to the rain forest in summer.
The Hook Maybe **ODCM's** only real ratings blunder, the game's shortcuts,



fast speed, and general weirdness made it much more fun than we gave it credit for at the time.
Memorable Moment The moose that wanders onto the Canadian road in winter.

59. Marvel vs. Capcom

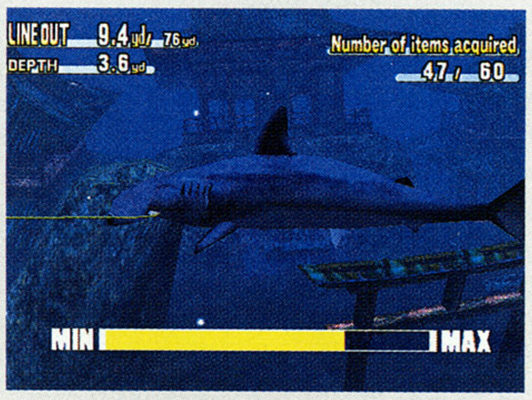
Capcom ODCM Score: 9 [9-10/00]

The Game Capcom's first Marvel cross-over fighting game.
The Hook Two words: Freneticism unleashed. (Freneticism is a word, right?)
Memorable Moment Button-mashing our way to glory over all those *Street Fighter* masters was a brilliant triumph for the fighting-game disabled, like Chris.

60. Sega Marine Fishing

Sega:Wow Entertainment ODCM Score: 7 [Hol/00]

The Game The fishing engine of Sega's *Bass Fishing* comes out of the lake and into the sea.



The Hook Fighting big game fish adds a totally new element that few fishing games have attempted.
Memorable Moment You can actually land a coelacanth, the fish thought to be extinct for thousands of years until one was hauled up in 1938.

61. D2

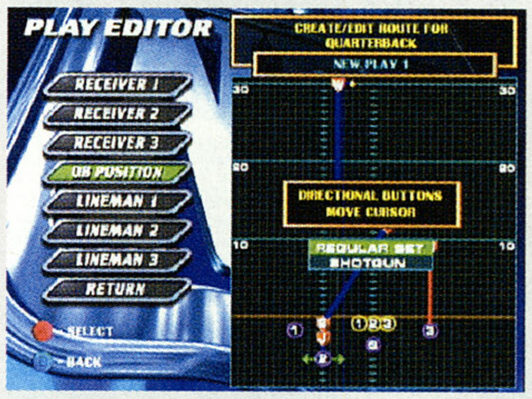
Sega:Warp ODCM Score: 7 [11/00]

The Game The continuing third person adventures of Laura, hero of the original *D.*
The Hook Given the mind of Warp's Kenji Eno, you just knew that this long-delayed (it was orginally designed for the aborted M2 system) would be, well, warped. And it was. Unfortunately, while it was delayed, *Tomb Raider* and *Resident Evil* burst on the scene and raised the bar slightly.
Memorable Moment As much as we want to, we'll never forget the exceptionally disturbing tentacle scenes that made the Japanese version so nightmarishly creepy.

62. NFL Blitz 2001

Midway ODCM Score: 8 [12/00]

The Game No rules, rock'em sock'em football.
The Hook No rules, rock'em sock'em



football. Fast and furious (and possibly the role model for the real-life XFL football league).
Memorable Moment All the unnecessary roughness after the plays end.

63. Carrier

Jaleco ODCM Score: 7 [5-6/00]

The Game Survival horror on an aircraft carrier.
The Hook Although the plot was only so-so, it was one of the first survival horror games on the system, and it was pretty darn scary.
Memorable Moment The moment you discover that not enemies are visible and you need a scope to find 'em.

64. Super Runabout: SF Ed.

Interplay:Climax Ent. ODCM Score: 8 [3-4/01]

The Game Imagine *Crazy Taxi* with even more wacked-out physics.
The Hook The cartoonish game physics, in which a tiny car can knock a giant cable car off its track, enabling some incredible wipeouts.
Memorable Moment The game tallies the cost of the damage you cause, whether wrecking a cable car or knocking over a newspaper box. Finally, carnage is quantifiable.

65. Ms. Pac-Man Maze Madness

Namco ODCM Score: 7 [3-4/01]

The Game *Ms. Pac-Man* returns after nearly 20 years for more dot-munching, ghost-dodging action.
The Hook Rather than try to develop some new game around the property, Namco actually stuck to the



maze game format (albeit updated for the next generation), and the result was surprisingly novel.
Memorable Moment Even when the gameplay got tired, we were compelled to keep going to see what would happen in the cinemas.

66. Episode 1 Racer

LucasArts ODCM Score: 7 [5-6/00]

The Game The one good sequence from *Star Wars: Episode One* that didn't involve a lightsaber battle with Darth Maul was a natural for a game. This is that game.
The Hook The pod-racing really is a



natural, and while other tracks suffer a little, the Tatooine track does indeed feel like you're in the movie. The weird physics of the pod racers also adds a twist.
Memorable Moment Unfortunately, we were never able to get the memory of little Anakin Skywalker saying "Yippee!" out of our heads while we were playing.

67. Evolution

Ubi Soft: Sting/ESP ODCM Score: 7 [1-2/00]

The Game A dungeon-crawling RPG with superdeformed characters fighting the good fight.
The Hook The only RPG at the time.
Memorable Moment Upgrading your Cyframe and learning new skills for battle was always a treat.

68. Army Men: Sarge's Heroes

Midway:3DO ODCM Score: 7 [12/00]

The Game A third-person action-adventure in 3DO's *Army Man* universe, you play Sarge as he fights

#61: D2



Action Adventure Fighting Sports Racing Arcade RPG Puzzle Shooter Sim/Other

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the Tans in his world and in ours.
The Hook Despite some inconsistencies in this N64 port's graphics, the difficulty ramping and level design are top flight. Levels are always interesting and always just a tiny bit more than you can handle: the perfect recipe for addiction. This may be the best of the *Army Man* games.
Memorable Moment Pretty much anytime you find a bazooka, but using the sniper rifle to take out the Tan camp before you cross the river is also extremely satisfying.

69. *Deep Fighter*

Ubi Soft **ODCM Score: 7 [9-10/00]**

The Game Rescue your peaceful undersea race by finishing the fifty missions it takes to build The Leviathan.
The Hook We liked this game practically more than anybody, and we still do. It's got a slower pace and some frustratingly underpowered weapons, but most of the missions are fun, and the story and graphics both add to the experience.
Memorable Moment Completing The Leviathan.

70. *Ferrari F355 Challenge*

Acclaim:Sega AM2 **ODCM Score: 7 [12/00]**

The Game Super realistic simulation of driving an F355.
The Hook Super-realistic simulation of driving an F355. For some people, there is just no substitute for absolute realism, and for them, there is *Ferrari F355.*



Memorable Moment Feathering the gas oh-so-precisely while getting sideways in a turn. (And for us, watching Dan suddenly come over to the TV and just school everyone at this game on his first try.)

71. *Frogger 2: Swampy's Revenge*

Majesco:Hasbro **ODCM Score: 7 [Hol/00]**

The Game The second next-generation outing for the classic frog.
The Hook We expected this to suck, frankly, but we were happily amazed at just how good a job Hasbro did. Forget the hype (and *Frogger* 1), this game is a fun, hopping good time.
Memorable Moment This may be the biggest improvement between and original game and its sequel in the history of gaming. No joke.

73. *Maken X*

Sega:Atlus **ODCM Score: 7 [7-8/00]**

The Game A so-cheesy-it's-kind-of-funny horror plot and some typical action don't promise too much.
The Hook But for some reason, it has an addictive quality we can't put our finger on. Maybe it's the "brainjacking" feature, which enables you to take over another character's brain. Maybe it's the fun of the sometimes ham-fisted story. But you can't put this one down.



Memorable Moment We started playing this during the day, but by the time we stopped, it was quite dark out and we were alone in the office, and that "cheesy" story made us scurry to our car.

74. *Mr. Driller*

Namco **ODCM Score: 7 [9-10/00]**

The Game Drill, Mr. Driller! Drill! This is a puzzle game that could best be described as being inside the *Tetris* well—you drill through pieces, while trying to keep pieces from falling on your head.
The Hook The need for oxygen adds a key element here: you sometimes have to do incredibly dangerous things to get to an O_2 container, which can set up awesome runs of drilling as fast as possible to avoid death.
Memorable Moment You can use the *Seaman* microphone with this game. Watching someone playing and just saying "Drill. Drill. Drill." over and over is hilarious.

75. *Midway's Greatest Arcade Hits, Vol 1*

Midway:Digital Eclipse **ODCM Score: NA [NA]**

The Game Flawless emulations of *Joust, Defender, Defender II* (a.k.a. *StarGate), Sinistar, Robotron 2084* and *Bubbles.*
The Hook Flawless emulation of five classic games and *Bubbles.* What else da ya want?
Memorable Moment Using the "butt-bounce" to slip between those platforms in *Joust* in order to kill our friends during a cutthroat game. Our friends liked it, too.

#72: GUNDAM SIDE STORY: 0079



72. *Gundam Side Story: 0079*

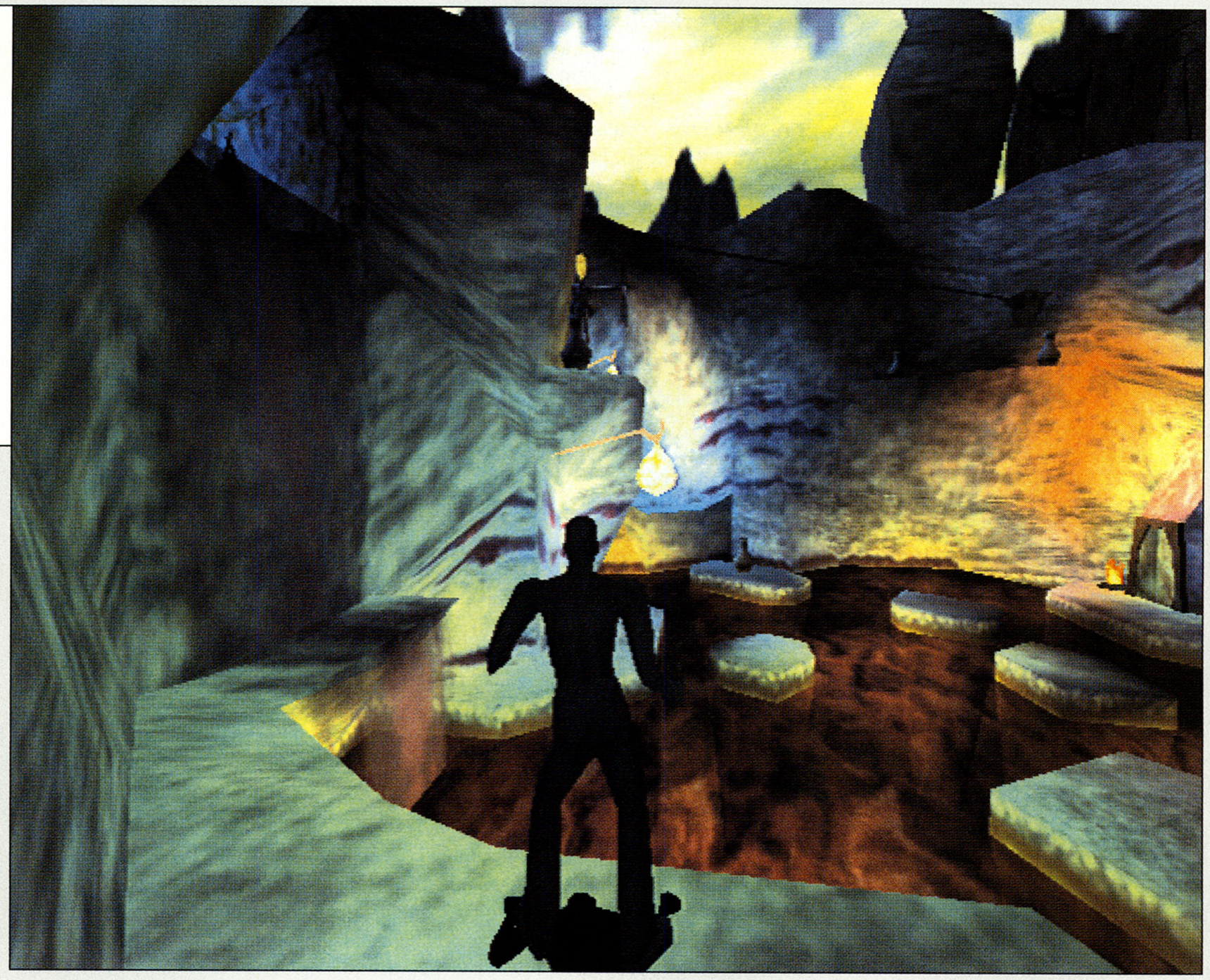
Bandai **ODCM Score: 7 [5-6/00]**

The Game Based on the long-running TV show universe, this game puts you in a lead mech (with two wingmen and a scout rover at your service) as you attempt to defeat the colonization forces invading Earth.
The Hook The mech combat is really fun, the graphics are great, and if the mech had just controlled a little more tightly, this game would have moved signifcantly up the list. As it is it's great, but you'd probably have to be a *Gundam* fan already to get into it.
Memorable Moment The radio chatter between your wingmen adds a great sense of realism (at least until it starts repeating), and the cinemas, of course, are brilliant.

81. *Shadow Man*

Acclaim **ODCM Score: 7 [3-4/00]**

The Game You control Mike LeRoi—a.k.a. Shadow Man—for an overwhelmingly grim romp through dark, gothic and altogether seamy environments.
The Hook Third-person, *Tomb Raider*-style gameplay: Solve puzzles, kill dudes, go exploring. Does it better than Lara.
Memorable Moment Being so bad-ass that rabid zombie-dogs cower in fear.



76. *King of Fighters Dream Match 1999*

SNK **ODCM Score: 7 [1-2/00]**

The Game Probably no longer available due to SNK's rapid departure from the planet, it's the former company's flagship 2D fighter.



The Hook You'll find people—not in our office, maybe, but in a lot of places—that swear this is better than *Street Fighter.*
Memorable Moment If you're one of those people? All of it.

77. *NBA Showtime*

Midway **ODCM Score: 7 [1-2/00]**

The Game Rule free, two-on-two, arcade b-ball in the *NBA Jam* mold.
The Hook It's fast, it's fun, and there are tons of secret characters to unlock. Unfortunately, what it's not is all that different from previous versions of the game.
Memorable Moment Making the basket catch on fire is always fun.

78. *Railroad Tycoon II*

God Games:Tremor **ODCM Score: 7 [11/00]**

The Game Engrossing railroad building strategy game.
The Hook Online play. Or it would have been, if it wasn't pulled at the last second. It's still fun, but we felt so cheated when we learned that online play was nixed that we still haven't fully recovered.
Memorable Moment Looking at the box and suddenly realizing that online play had been pulled.

79. *Red Dog*

Crave:Argonaut **ODCM Score: 7 [Hol/00]**

The Game Tank fighting à la Dreamcast, complete with brilliant graphics and awesome 3D explosions.



The Hook Although difficulties in aiming in one direction while firing in another irritate slightly, overall, this game is a super fun, if not super deep, shoot 'em up. And sometimes that's all you want.
Memorable Moment The challenge mode's high speed races.

80. *Rippin' Riders*

Sega:UEP Systems **ODCM Score: 7 [1-2/00]**

The Game *Cool Boarders* comes to Dreamcast in a shallow but hella crazy-fast snowboarding title.
The Hook Speed, speed, speed. It may not be the best snowboard game ever created, but it's one of the fastest.
Memorable Moment Unlocking everything, and then snowboarding through Area 51 as an alien.

82. *Street Fighter III: Double Impact*

Capcom **ODCM Score: 7 [5-6/00]**

The Game The second in the *SFIII* series.
The Hook More 2D fighting action, but without the impact (haha) of *MvC* or *SFIII:TS.*
Memorable Moment The evolution from the first *Street Fighter III* is impressive.

83. *Super Magnetic Neo*

Crave:Genki **ODCM Score: 7 [9-10/00]**

The Game Wacky, zany, crazy platformer of the super-deformed, super cute variety.
The Hook It really is wacky, zany, and crazy, even if the action occaisionally wears a bit thin.
Memorable Moment When you master the use of Neo's magnetized head and riding the camel on wheels.

84. *Tech Romancer*

Capcom **ODCM Score: 7 [7-8/00]**

The Game It's no *Soul Calibur*, but this 3D (although fighting is always on the 2D plane) giant robot fighter has moments of brilliance.



The Hook The combat system will be familiar to combo-charged fans of *Killer Instinct,* and the damage meter is a nice innovation.
Memorable Moment Crushing buildings during the course of a bout makes you feel like you really are a giant robot.

85. *Sword of the Berzerk: Guts' Rage*

Eidos:ASCII **ODCM Score: 7 [7-8/00]**

The Game This aptly titled game features a giant sword attached to a little man who kills everything.

Action Adventure Fighting Sports Racing Arcade RPG Puzzle Shooter Sim/Other

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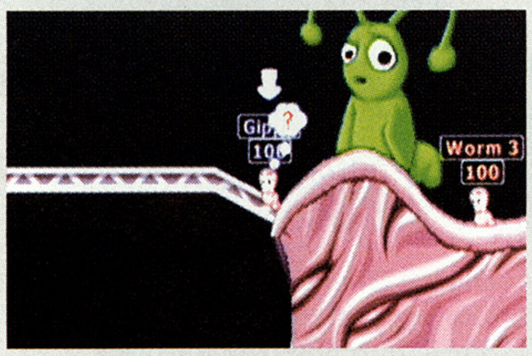


The Hook You can go into rage mode, enabling you to kill even better.
Memorable Moment The dialog, courtesy of the writer of the manga the game is based on, is a nice touch.

86. *Worms Armegeddon* /

Hasbro:Team 17 **ODCM Score: 7** [3-4/00]

The Game Cute little worms trying to blow each other to kingdom come.



The Hook It's a simple 2D game, but once you play, you'll find it so addictive that it's impossible to stop.
Memorable Moment The worms are cute. That's what makes it so funny.

88. *Armada* /

Metro 3D **ODCM Score: 9** [12/00]

The Game Imagine an *Asteroids* RPG.
The Hook You get proven space combat with the backdrop of an epic storyline and some persistence and point to combat beyond a high score.
Memorable Moment The four-player mode is amazing.

89. *Vigilante 8: Second Offense* /

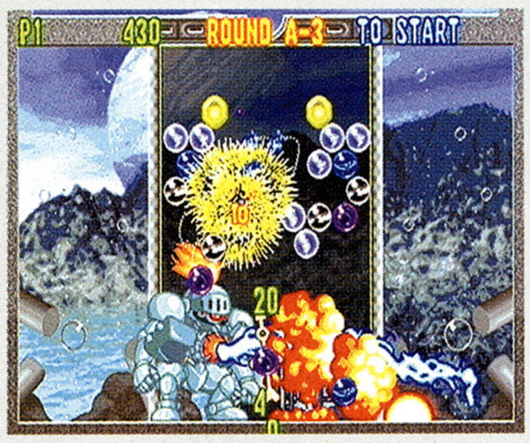
Activision:Luxoflux **ODCM Score: 7** [3-4/00]

The Game By the some of creators of the original *Twisted Metal,* this is car combat with a vengence.
The Hook While this port suffered uneven graphics and slippy control, if you want some quick car combat, it's hard to beat a multiplayer V8 attack.
Memorable Moment The moon buggy.

90. *Bust-A-Move 4* /

Acclaim:Taito **ODCM Score: 6** [9-10/00]

The Game Shoot the colored ball at colored balls of like color. Eliminate colored balls. Repeat.



The Hook Down here only because the game hasn't changed since the Jurassic age, this is still one of the most fun puzzle games around.
Memorable Moment Listening to the impossibly cute chorus scream when you clear a level.

91. *Blue Stinger* /

Activision:Climax Graphics **ODCM Score: 6** [11-12/99]

The Game Survival Horror.
The Hook Tripped up by spotty voice acting and a sometimes nauseating camera, if you're willing to work for it,



there is some fun to be had here.
Memorable Moment Playing through the game twice to get the secrets.

92. *Gauntlet Legends* /

Midway **ODCM Score: 6** [6-7/00]

The Game 3D update to the classic, you hack and hack and hack your way through tons of monsters.
The Hook It's simple (don't say brainless!), but dammit, it's fun, too—especially if you've got some friends with you.
Memorable Moment Shooting a fire barrel next to your friend. Oops!

87. *4X4 Evolution* /

God Games:Terminal Reality **ODCM Score: 9** [12/00]

The Game 4X4 racing in giant, go-anywhere environments.
The Hook Online play against DC, Macs and PCs really makes this game stand out. A few little bugs aside, this is a fun game, and it gets even better online.
Memorable Moment The immense air, and the fact that going off the "track" is often rewarded make this stand out from the pack.

93. *Gigawing* /

Capcom **ODCM Score: 9** [12/00]

The Game Oldskool 2D shooter.
The Hook For die-hard fans only, this provides stunning proof that 2D shooters aren't dead. For everyone else, it may prove that they are.
Memorable Moment Hey look, the whole screen is filled with bullets!

94. *Hidden and Dangerous* /

TalonSoft:Illusion Softworks **ODCM Score: 6** [11/00]

The Game Third-person tactical WWII combat. You command a group of



commandos who sneak in (hidden) and destroy stuff (dangerous).
The Hook A cool concept; but the graphics and the complexity will limit its appeal somewhat.
Memorable Moment Driving the enemy vehicles (also, for Chris, the time the president of Illusion Softworks bought him some ice cream in Prague, no joke.)

95. *Jedi Power Battles* /

LucasArts **ODCM Score: 6** [12/00]

The Game Ever wondered what *Final Fight* would be like with the *Star Wars* characters? Wonder no longer.
The Hook The *Star Wars* characters, and the non-stop action.
Memorable Moment Using your lightsaber to deflect laser shots is pretty damn cool.

96. Draconus: Cult of the Wyrm

Crave:Treyarch ODCM Score: 6 [5-6/00]

The Game Bearing more in common with Treyarch's PC game, *Die by the Sword* than its flawless conversions of *Tony Hawk,* this game is medieval hack 'n slash at its...well, not really *best,* exactly, but maybe best on DC.
The Hook The high concept and epic plot are certainly cool: if only the game didn't trip over the little stuff (like the tiny hills, which you can't seem to cross no matter how hard you try), we'd be happier.
Memorable Moment The combat itself is very good.



#96: DRACONUS: CULT OF THE WORM

97. I-Spy Operation Espionage

UFO Interactive:NEC Interchannel ODCM Score: 6 [7-8/00]

The Game This is a weird one: maybe the least known Dreamcast title. You watch and control industrial spies...
The Hook ...without controlling the action yourself. High concept and executed well, but not for everyone.
Memorable Moment If you can actually find it in a store, the whole thing should be memorable!

98. JoJo's Bizarre Adventure

Capcom:Capcom/Tommo ODCM Score: 6 [3-4/00]

The Game Despite the cool ads, this is ultimately a 2D fighter that competes better with *Dark Stalkers* circa 1995 than with the best of today.



The Hook Helper characters keep things interesting, but the real appeal is the senseless, over-the-top fighting antics.
Memorable Moment The "Motor Show" super move that has cars pop up from the ground to juggle an opponent is awesome.

99. NFL Blitz 2000

Midway ODCM Score: 6 [11-12/99]

The Game No Rules Football.
The Hook No Rules Football, but without the updated roster that moved *Blitz 2001* ahead of it.
Memorable Moment No rules football.

100. Rainbow Six

Majesco: Pipe Dream/Red Storm ODCM Score: 6 [9-10/00]

The Game Long-delayed PC tactical combat port based on the Tom Clancy book of the same name, featuring SWAT-like anti-terrorist missions.
The Hook Was supposed to be online, but that was cut. The game itself is great, but the mapping of the control to the D-pad is a complex exercise.
Memorable Moment The sudden realization that you forgot to check behind that door as a bullet *thuks* into your head.



101. Ready 2 Rumble

Midway ODCM Score: 6 [11-12/99]

The Game It's like the *SF Rush* of boxing! No, we mean the *NFL Blitz* of boxing! Whatever you want to call it, it's fast and furious.
The Hook And it looks great on Dreamcast. The mini-games also add some depth.
Memorable Moment The Christmas tree that appears in the club matches in your Dreamcast clock says it's Christmas day.

102. Tokyo Xtreme Racer

Crave:Genki ODCM Score: 6 [11-12/99]

The Game Street racing in Tokyo in souped-up street cars.
The Hook All the courses are based on real Tokyo freeways.
Memorable Moment Just seeing the brights flash behind you, and knowing the race is on...

103. Bang!

Red Storm: Rayland ODCM Score: 6 [2/01]

The Game Shoot 'em up in space with loads of cool weapons.
The Hook Eye candy galore with sweet firearms to spare.

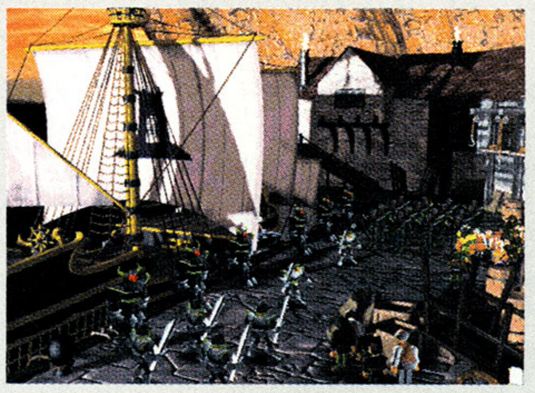


Memorable Moment Arcade-style shooter in multi-colored space.

104. Silver

Infogrames:Spiral House ODCM Score: 6 [9-10/00]

The Game PC port of a PC adventure/RPG, you've got to recover the eight artifacts of something or other.
The Hook Actually the story is pretty involving, and the realtime combat is done very well.



Memorable Moment Watching your grandfather get killed; only then are you allowed to fight the guy who killed him. Don't you think you would have attacked the guy *before* he was done offing your kin?

105. WWF Royal Rumble

THQ:Yukes ODCM Score: 6 [11/00]

The Game Arcade-style wrestling (is that a redundancy?) featuring the WWF's best.
The Hook Up to nine grapplers can be in the ring at once.
Memorable Moment The speed and size of the rasslers is impressive.

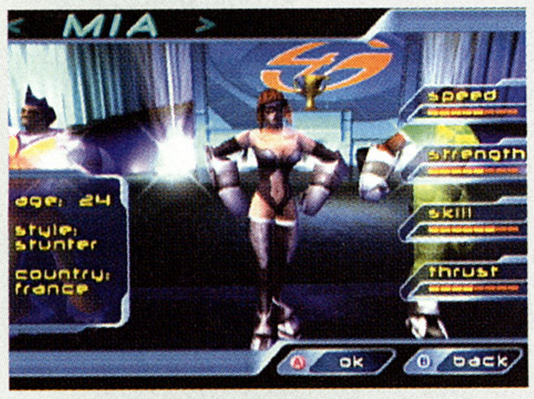
Action | Adventure | Fighting | Sports | Racing | Arcade | RPG | Puzzle | Shooter | Sim/Other

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106. TrickStyle

Acclaim: Criterion — ODCM Score: 6 [11-12/99]

The Game Futuristic hoverboard racing for those bored with snow.
The Hook Super-fast snowboarding in intense environments.



Memorable Moment It was probably supposed to be the control, but it ended up being the incredibly difficult track designs.

107. Spec Ops II: Omega Squad

RipCord:Zombie/Warthog — ODCM Score: 5 [2/01]

The Game A slow, strategic squad-based shooter without the squad.
The Hook Despite some glitches, the slow paced combat can be thrilling.
Memorable Moment Actually having your targeting reticle work!

108. Silent Scope

Konami — ODCM Score: 6 [12/00]

The Game You are a sniper. A sniper without a lightgun.



The Hook The gun-free control actually works surprisingly well.
Memorable Moment Shooting the gun out of a terrorist's hands is always satisfying.

109. Zombie Revenge

Sega — ODCM Score: 6 [3-4/00]

The Game It's essentially a third-person *House of the Dead*-style action-horror game.
The Hook Two-button arcade action tied in with copious weapon selections and the ability to pull combos disguises the fact that this is essentially *Final Fight* in 3D, with lots of decaying human flesh.
Memorable Moment The way the story kept us going brought back happy memories of *Altered Beast*.

111. Nightmare Creatures 2

Konami:Kalisto — ODCM Score: 6 [7-8/00]

The Game A new angle on horror: straight-up action.
The Hook Some especially, especially horrific ways to dispatch opponents.
Memorable Moment The plot and hero are both genuinely creepy and disturbing.

112. Striker Pro 2000

Infogrames — ODCM Score: 6 [7-8/00]

The Game The most popular sport in the world: soccer!
The Hook It was one of the first soccer games on the system.
Memorable Moment We didn't think that much of *Striker Pro,* but that was before we saw *Virtua Striker 2...*

113. Namco Museum Vol. 1

Namco — ODCM Score: N/A [12/00]

The Game Poorly executed emulations of some classic Namco titles. Fun, but where are the museum sections that PlayStation buyers got?

114. Suzuki Alstare Extreme Racing

Ubi Soft — ODCM Score: 6 [01/00]

The Game Deeply flawed arcade motorcycle racer that ends up being far more fun than you'd expect. First



lap: game sucks. Second lap: game sucks, but, well, maybe one more lap. Third lap: yeah, it sucks, but leave me alone—I'm playing!

115. TNN Hardcore Heat

ASC Games — ODCM Score: 6 [11/99]

The Game Crappy controls and questionable physics dampen its chances. Plus, the publisher is history.



116. Virtua Striker 2

Sega — ODCM Score: 6 [5-6/00]

The Game We loved it in the arcade, but a lack of depth dooms this soccer title on Dreamcast.

117. ESPN Track and Field

Konami — ODCM Score: N/A

The Game Button-bashing in the classic mold—Konami knows track and field and it shows, although this entire genre is pretty tired.

118. Aerowings 2

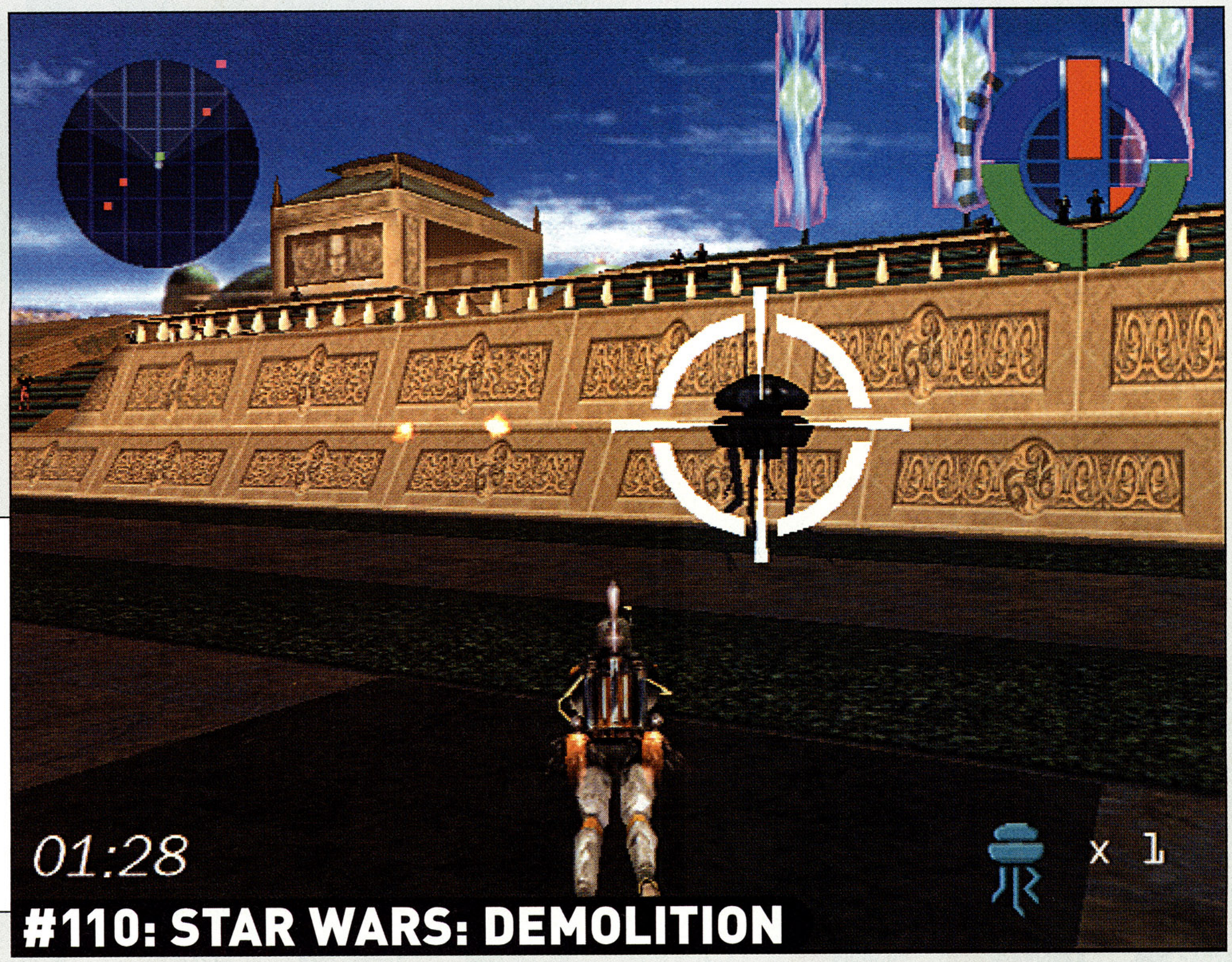
Crave — ODCM Score: 6 [11/00]

The Game A competent shooter/flight sim that could've used a little more decoration. It fails to impress as much as the original.

110. Star Wars: Demolition

LucasArts — ODCM Score: 6 [01/01]

The Game *Vigilante 8* in the *Star Wars* universe.
The Hook Some neat features (charging up your weapons, betting on the outcome of each contest) and great graphics make this shine, but...
Memorable Moment ...nothing really sticks out. But we had a memorable time trying to remember.



ULTIMATE DREAMCAST RANKINGS

119. Grand Theft Auto 2

Rockstar — ODCM Score: 5 [7/00]

The Game Play a bad guy and experience death, destruction, mayhem and cars...a treat for delinquents, but 2D? Please.

120. Airforce Delta

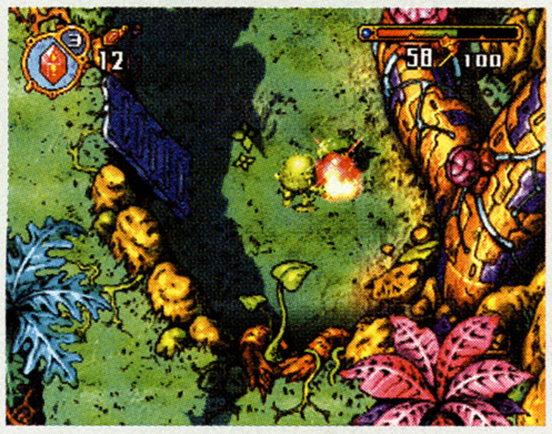
Konami — ODCM Score: 5 [11/99]

The Game Too rough around the edges to really shine, this aircraft shooter does deliver some action-y action.

121. Elemental Gimmick Gear

Vatical — ODCM Score: 5 [3/00]

The Game Tough, cutsey, 2D non-traditional RPG with a very light storyline. Good for a laugh but not much else.



122. Dynamite Cop

Sega — ODCM Score: 5 [11/99]

The Game Arcade beat'em up. It's the worst kind of arcade port—in the arcade it's fun for a quarter or two, but at home it gets repetitive very, very quickly.

123. KISS Psycho Circus

God Games — ODCM Score: 5 [2/01]

The Game This long-awaited first-person shooter fails to impress, sadly. Where are the *KISS* characters? Where's the online play? Where, in short, is the fun?

124. Buzz Lightyear 2K

Activision — ODCM Score: 5 [12/00]

The Game Yet another *Toy Story* licensed game, this time it's based on the cartoon, not the movies. That doesn't help. The word "uninspired" comes to mind.

125. Fighting Force 2

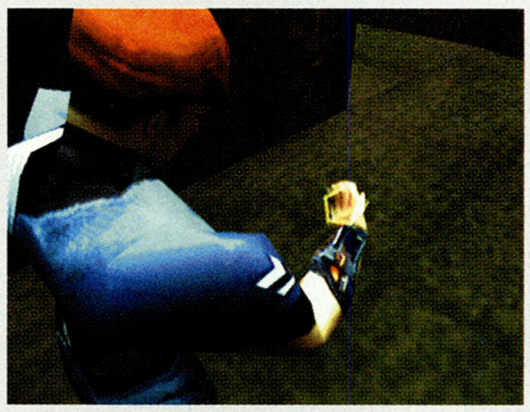
Eidos — ODCM Score: 5 [3-4/00]

The Game This port lost nothing in the translation, because there was nothing to lose: it's a verrrry repetitive and medicore action game that barely suffices.

126. Omikron

Eidos — ODCM Score: 5 [7/00]

The Game This ambitious 3D adventure was sadly hampered by gameplay problems and a touch of blandness. Not even David Bowie could redeem it.



127. NFL QBC 2001

Acclaim — ODCM Score: 5 [12/00]

Despite some real improvements over last year, *QBC 2K1* is still decidedly second string when compared to *NFL 2K1.*

128. Incoming

Interplay — ODCM Score: 5 [3/00]

This repetitive alien blast-fest is like Britney Spears. Cute for a second, but about as deep as a fork.

129. Plasma Sword

Capcom — ODCM Score: 5 [5/00]

Capcom rules 2D, but their 3D efforts don't always pay off, as evidenced by this vapid, me-too fighter.

130. Flag to Flag

Sega — ODCM Score: 7 [11/99]

This CART racing game has good attention to physics and detail.

131. Pod: Speedzone

Ubi Soft — ODCM Score: 5 [Hol/00]

'Net racer with plenty of options, but not enough solid gameplay



132. Hoyle's Casino

Sierra — ODCM Score: 4 [2/01]

Every casino game you could ever want, hampered by a terrible interface and bad graphics.

133. Pen Pen Tricelon

Infogrames — ODCM Score: 5 [11/99]

Wacky penguin racer too goofy and short for anyone over 10.

134. South Park Rally

Acclaim — ODCM Score: 5 [9/00]

Licensed kart racers are the scourge of true gamers. This is no exception. Cartman and gang are back for more mediocre cart racing.

135. Tee Off Golf

Acclaim — ODCM Score: 5 [5/00]

Super-deformed golfers 'tee-off' to charm, but not to gameplay

136. Sydney 2000

Eidos — ODCM Score: 5 [11/00]

Typical track 'n' field button-masher; Olympics events needed tweaking.

137. Time Stalkers

Sega — ODCM Score: 5 [7/00]

Flawed time-traveling RPG with good intentions, but unfortunately it has no follow-through.



138. Wetrix+

Xatrix — ODCM Score: 5 [5/00]

This *Tetris*-on-a-plane puzzle game is wet and wacky, and it could be fun for two players—but it isn't.

139. Xtreme Sports

Infogrames — ODCM Score: 5 [12/00]

Failing to rise above being just the sum of its parts, this is a pentathlon of "xtreme" events that individually play okay, but overall this is missing the fun.

140. Magforce Racing

Crave — ODCM Score: 4 [9/00]

WipeOut wannabe that doesn't make it. This slick-looking racer doesn't handle as well as it looks.

141. Tomb Raider: The Last Revelation

Eidos — ODCM Score: 5 [7/00]

Pity Lara Croft. Once the symbol of the next generation, she's now saddled with a sagging, outdated engine and lackluster gameplay.

142. Wild Metal

RockStar Games — ODCM Score: 5 [5/00]

This tank shooter had online play in its PC version, but not here. Unfortunately the action is bland, even if the terrain is kind of cool.

143. Centipede

Hasbro — ODCM Score: 4 [1/00]

An update of the classic that just doesn't quite work.

144. Surf Rocket Racers

Mattel — ODCM Score: 4 [2/01]

Jet ski racing that fails to get our motors running.

145. Monaco Grand Prix

Ubi Soft — ODCM Score: 4 [11/99]

It's F1 racing for the F1 purist; all others need not apply

146. Psychic Force 2012

Taito — ODCM Score: 4 [3/00]

True 3D fighting with no gravity. And no good controls, either.

147. Dream Roadsters

Titus — ODCM Score: 4 [5/00]

Bad physics and bland visuals crash this could-be racer prematurely.



148. Caesar's Palace

Interplay — ODCM Score: 9

Unimpressive casino "action."

149. Test Drive 6

Infogrames — ODCM Score: 4 [3/00]

Bad design + outdated engine = stay away.

150. World Series Baseball 2K1

Sega — ODCM Score: 4 [11/00]

What happened! No fielding and poor control make this an arcade experience at best. This used to be the premiere franchise. Can it come back?

Action | Adventure | Fighting | Sports | Racing | Arcade | RPG | Puzzle | Shooter | Sim/Other

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168. Jeremy McGrath Super Cross 2000

Acclaim — ODCM Score: 1 [11/00]

Now for the moment we've all been waiting for: the worst game eeeeever on Dreamcast. Jeremy McGrath is crap on two wheels with its inconsistent framerate, bad graphics, and poor controls.



#168: JEREMY MCGRATH SUPER CROSS

151. Seventh Cross: Evolution

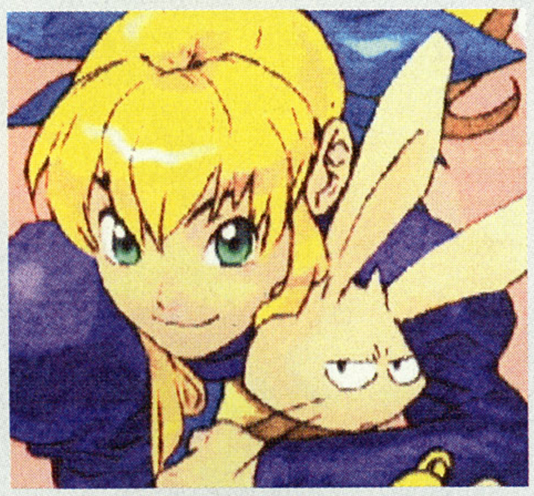
UFO Interactive — ODCM Score: 4 [3/00]

Wacky breeding sim with simplistic graphics but complex gameplay. Ultimately it can be satisfying, but you've got to work for it.

152. Gunbird 2

Capcom — ODCM Score: 3 [11/00]

Old-school top-down scroller that's too hard and too short; a bad combo. Someone please let this genre die.



153. Spawn: In the Demon's Hand

Capcom — ODCM Score: 3 [12/00]

Bad mechanics, cameras and no way to exit menus doom this action game. The heavy metal intro is funny, at least.

154. Expendable

Infogrames — ODCM Score: 3 [11/99]

Perfectly titled, this simple shooter isn't worth the plastic it's printed on.

156. Slave Zero

Infogrames — ODCM Score: 6 [1/00]

Great concept, but level design never makes you feel like your piloting a 60-foot mech. A shooter gone wrong.



157. Chef's Luv Shack

Acclaim — ODCM Score: 3 [3/00]

South Park license abused for gameshow aesthetic. Could be titled: *Who Wants to be Bored to Death*?

158. MK Gold

Midway — ODCM Score: 3 [11/00]

Uninspiring fighter-by-numbers in the *MK* franchise.

159. Spirit of Speed

Acclaim — ODCM Score: N/R

Racing classic cars is awesome in theory, but distressingly unpleasant in practice in this flawed game.



160. Virtua Athlete 2K

Agetec — ODCM Score: 2 [11/00]

A deeply flawed track 'n' field title that looks great but plays terribly. Warning: twitch reflexes require massive quantities of sugar and caffeine.

161. Toy Story 2

Activision — ODCM Score: 2 [11/00]

Crappy cameras make this a title not fit for children, let alone adults. The only fun here is turning it off.



162. Soul Fighter

Mindscape — ODCM Score: 2 [3/00]

3D weapons-based hack 'n' slash...the bottom of the DC barrel.

163. Mickey's Magical Racing Tour

Eidos: Crystal Dynamics — ODCM Score: N/R

Sometimes these Disney games surprise you by being far better than you'd expect. This one doesn't.

164. The Ring: Terror's Realm

Infogrames — ODCM Score: 2 [9/00]

Slow, plodding horror adventure with an interesting plot but no pace. The only danger in this game is that you'll fall asleep.



165. ECW

Acclaim — ODCM Score: 2 [7/00]

The old WWF engine with some very poor graphics make this a dud.

166. NFL QBC 2000

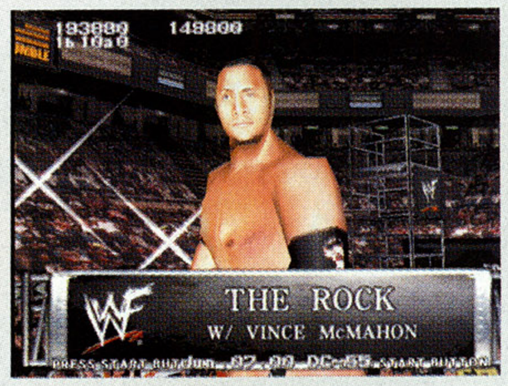
Acclaim — ODCM Score: 2 [3/00]

Bad gameplay mars a good franchise with no remorse at all.

167. WWF Attitude

Acclaim — ODCM Score: 2 [1/00]

Horrible port of a horrible PlayStation wrestling game—run, don't walk.



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All screen shots are from the Sega Dreamcast game console.

Dreamcast™

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The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super Agent Max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB
Animated Violence
MATTEL INTERACTIVE
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THE WICKED WEB HE

WEAVES

COVER STORY
SPIDER-MAN: FIRST LOOK

TEXT: CHRIS CHARLA

MARVEL'S FAMOUS WEB-SLINGER SWINGS ONTO THE DREAMCAST— AND THIS COULD JUST BE THE BEST COMIC-TO-GAME CONVERSION EVER

>> Christian Busic ("Like music with a B") is not happy. His producer has just pulled him into a meeting room, and he has *things to do*. The meeting room is in El Segundo, California, at the offices of Treyarch Entertainment.

Treyarch is a lean shop and it shows. There is no receptionist—the front door leads directly into the kitchen, which is filled with empty pizza boxes and flats of soda—and the decor...well, there are videogames everywhere and a very nice HD projection TV in the conference room, but other than that, the wall coverings run to white boards, printouts of web reviews of the company's latest title, the odd framed game box or poster, and that's about it. In short, it's the kind of office where things get done. And things do not get done by sitting in meeting rooms.

"How long is this going to take?" he asks.

CONTINUED >>



Most enemies can be defeated at a distance, thanks to your web shooting abilities—but be careful, because (just like in the comic), you can actually run out of juice if you're not careful. (Unlike the comic, spare bottles of web formula are hidden throughout the levels.)

"SPIDEY CAN BE VERY VULNERABLE, AND IT TAKES A GOOD MIX OF PUZZLE-SOLVING SKILLS AND REFLEXES TO BEAT THE GAME."

>> Busic is lead artist on Treyarch's conversion of *Spider-Man* to Dreamcast, and that makes him a very busy man. "We get some source material from [PlayStation developer] Neversoft, but we literally repaint nearly everything. More than 90 percent—in the high 90's, like 97 or 98—of the material is repainted from scratch," he explains. "Even when the art they give us is high-res, we usually have to repaint it to make sure it flows with everything else. Of course, we do keep the style true to what Neversoft did," he points out, "but it's almost all redone."

Now that he's talking about his work, Busic is warming up. "Every texture is doubled in size, at the very least. Take the face textures, for example. On the PlayStation, they're 64 x 64 [pixels in size]. On the Dreamcast, they're 256 x 256. We've got more texture data in just the face on Dreamcast than they have in the whole body on PlayStation. Which is kind of sad," he muses, "because a lot of the thugs are always really tiny—so you don't necessarily see all of that detail. You have to look at the character viewer [in the game] to really appreciate it." The fact remains, though, that the detail is there—and if you do happen to come face to face with a thug before smashing him or wrapping him up with your web, you'll notice it.

It's just this kind of attention to detail, of course that has made Treyarch one of the premiere third-party developers for Dreamcast. The company's conversions of *Tony Hawk's Pro Skater 1* and *2* rewrote the book on what a port should be, and Treyarch is allegedly the only company that *Pro Skater* creator Neversoft explicitly trusts with the property. So when Activision decided to bring Neversoft's *Spidey* to Dreamcast, just after it shipped for PlayStation, it was natural to turn to Treyarch.

The game, of course, features the exploits of Marvel's famous web-slinger, and (based on our testing of the PlayStation version) is almost certainly the best comic-to-game conversion ever. Of course, in a world that has given us *Fantastic Four* and *Superman* for N64, that's not necesssarily saying much—but even on its own, *Spidey* stands out as one of the best action games in years. Not only are the missions (all of 'em!) well mapped, but Neversoft has totally nailed the web-slinging mechanic. It's easy and intuitive, which it should be—you're playing Peter Parker, after all—but it's not some all powerful maxiweapon that simply enables you to waltz through the game. Just as in the comic, Spidey can be very vulnerable, and it takes a good mix of puzzle-solving skils and reflexes to beat the game.

The other great thing about the game is just how well it encompasses the whole Spidey mythos. If you don't read the comics you'll still appreciate the gameplay, but fans will be especially well rewarded when they see their favorite villains brought to life. (And just in case—*just in case*—you just crawled out from under a rock, here's the lowdown. *Peter Parker:* Bit by a radioactive spider; acquires spider powers which he augments with web shooters and uses to fight crime. *Everyone else in the world except his wife, but including the bad guys, cops, and newspaper editor J. Jonah Jameson*: Out to get him.) The graphic look of the game is based on the recent animated series (series regulars also provided the voices), and it works well. This is a modern *Spider-Man* in the traditional uniform; the baddies all look appropriate, and the overall environmental style is a kind of classic New York look that could be anywhen from '60s to present day. Music and sound effects are provided by game music legend Tommy Tallarico.

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In the Dreamcast iteration of his game, Spider-Man's hands have individually-rendered fingers Good thing, because those nylon spidersuits can start to itch a little...







Spidey goes head-to-head with a bunch of angry-looking wall tiles. (The radar in the corner directs you to your next objective.)



After previously producing some less than well-received games (*Skeleton Warriors* and *Apocalypse*), Neversoft was clearly looking to prove that *Tony Hawk* was no fluke, and *Spidey* has done just that. The difficulty curves up nicely, and the level design is smartly done: not only do you get to use your spidey powers (wall and ceiling climbing, spidey sense, web slinging and general super-spider strength) extensively, but you actually have to use them to get past most of the obstacles in the game. This isn't just Spidey plopped into a bunch of generic levels that someone borrowed from the handy *Tomb Raider* archive, this is Spidey in situations that only he—the smart spider guy—could get through. Just as in the comic, sheer brawn won't get you all the way through—you'll need to use your brain, too.

In true Neversoft tradition, the game is packed with secrets, including new uniforms and classic Spidey comic book covers. One of the biggest secrets, What-If mode, revamps the whole game with cameo appearances made by many of the other characters in the Marvel Universe (it also includes plenty of developer in-jokes). Unfortunately, it's almost impossible to acquire (it's on the same level as unlocking Trixie in *Tony Hawk's Pro Skater 2*), so few gamers have ever even seen it. For the Dreamcast version, some elements of What-If mode (the Marvel characters, but not the in-jokes) have been integrated into the main game, which adds some extra Marvel flavor to the mix. While Treyarch and Activision are hesitant to say just which other Marvel characters will make an appearance, they do assure us that we'll be happy with the selection.

The voiceovers are done by *Spidey* co-creator Stan Lee himself, and his gravely voice is perfect for the part. Appearances—beyond the What-If cameos—of Black Cat (who acts as your guide in the early levels) and Daredevil help to keep things interesting, as do the excellent selection of Marvel villains—including Rhino, Dr. Octopus, and (of course) that sentient, big-tongued black suit himself, Venom.

While the gameplay will remain true to that of the PlayStation version (with the addition of What-If mode in the main game), that doesn't mean that doing the port is easy. "We get all of the C++ code from Neversoft," says Greg John—the producer who dragged Busic into the meeting room—"But the bulk of the time is just spent

CONTINUED >>









Spidey's superhero line: "I know you got that monkey off your back—but you forgot about the spider!"



"THE BOTTOM LINE IS THAT DREAMCAST GAMERS WILL GET WHAT IS UNQUESTIONABLY THE BEST VERSION OF THE GAME."

getting the game to run right on the Dreamcast." The conversion process should move along more quickly than it did for either T*ony Hawk's Pro Skater 1* or *2*, because the team has already written Dreamcast-specific versions of the modules of Neversoft's PlayStation engine that used assembly language. But even with that done, it isn't simply a matter of recompiling the code on the DC development system. The game needs total level-by-level tweaking, with everything from transparancy colors to fog to collision detection requiring work done by hand for the Dreamcast version.

Of course, if Treyarch does the job right, gamers will never notice that work at all. They'll simply think "Hey, it's just like the PlayStation version." What they *will* notice, however, is Spidey himself.

"We're using the same skinning system," Busic explains, "But we've really improved on the models. The textures are the most noticable upgrade—they don't have that 'corneal sandpaper' effect that you get on the PlayStation"—but the models themselves also have a drastically improved polygon count.

Spidey has two other major improvements. First, you can actually see the black webbing on his uniform ("Not just the red and blue blur that they had on PlayStation," scoffs Busic). Second, Spidey now possesses actual hands and fingers instead of the clenched fists that he had in the PlayStation version. In fact, he has four hand models, two each for climbing and web shooting. At this stage in the development (the game will be out later this spring), they're both present onscreen at all times, which can be more than a little disconcerting to watch—but in the final game, all you'll see are the correct hands for each action.

What about framerate? Will we see Spidey at 60 fps? Don't count on it. "At 30 fps you have 30 milliseconds to deal with everything. At 60 you only have 15. That's a huge difference," says Greg John. Still, the team promises to have the game running at a rock solid 30 fps—which is up from around 20 on the PlayStation. So even if the team doesn't get the game to 60 fps, it should still move extremely well.

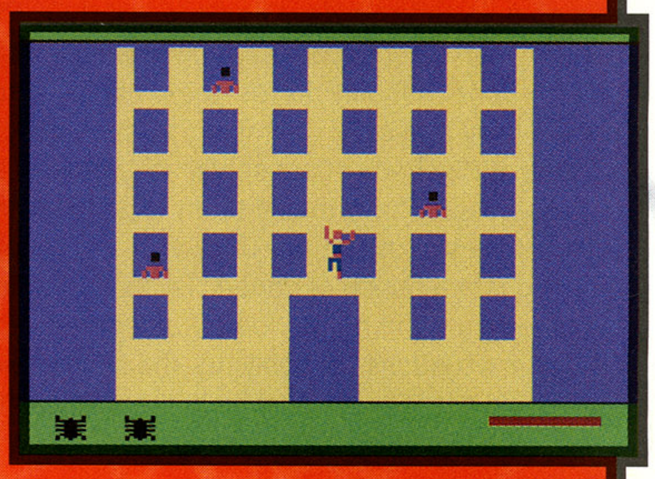
"We're taking the same approach that they did for *Soul Reaver*," Busic says. "upping textures and improving the models' quality." The results are astounding, and the screenshots on these pages don't really do justice to the game. You've got to see it moving to appreciate it. Although the team hasn't changed the animation at all, by improving the quality of the characters so tremendously, Treyarch has managed to deliver an amazing-looking game.

The bottom line of this partnership between Activision, Treyarch and original developer Neversoft is that Dreamcast gamers will get to play what is unquestionably the best version of the game. Later than the others? Sure. But we'll wait for quality.

The last word belongs to producer Greg John: "Ports from PlayStation to Dreamcast are fantastic. You improve things, and basically get to do all of the things you wanted to do in the first place." Couldn't have said it better ourselves.

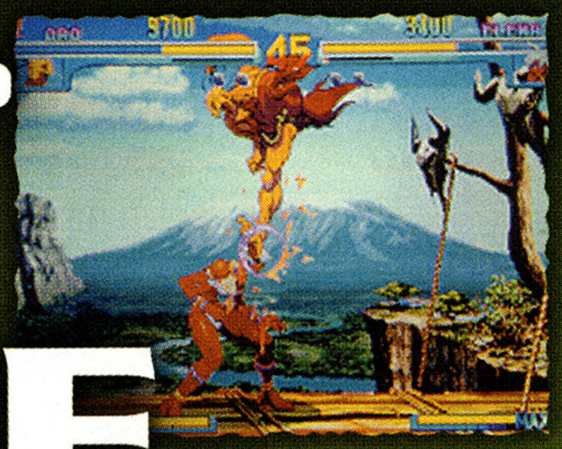
2600 SPIDEY

There've been a lot of Spider-Man games over the years, but with the possible exception of a weird $9 adventure game for the Apple II, the only really memorable one was titled (like its DC counterpart) *Spider-Man,* and made for what system? The Atari 2600. You controlled Spidey as he made his way up a giant building, swinging webs, defusing bombs and catching bad guys. Pure gaming zen at 160 x 192.



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COMING SOON



Daytona USA: Network Racing

The arcade legend races home—so you can race around the world

For those who've sown their racing oats on *Daytona USA* arcade machines, this game needs little introduction. It's an improved-upon port of the coin-op game we know and love, packed with even more hi-speed thrills than the original. It's got more tracks, more modes, better graphics and more depth than its predecessor ever had—and beyond this, it's all going to be online multiplayer.

Now, all of you uninitiated whippersnappers, who've been weaned on Dreamcast's state-of-the-art, true-to-life racing games, will no doubt be screaming in protest at your first sight of *Daytona USA*. We can hear your skeptical cries: "Where're the 10,000-polygon car models? Where's the real-time lightsourcing? Where's the hyper-realistic physics engine that models everything from air-speed to what your driver ate for breakfast last week? We really, really need to know how that will affect the weight and aerodynamics of our vehicles."

The strength of *Daytona* is far above and beyond such





In an arcade racer like *Daytona*, gamers will find it a must to master the powerslide in order to make the turns and to beat out the ultra-tough computer racers. In other words, while we took this screenshot, we were clearly NOT mastering the powerslide. But as you unlock later tracks, it'll become necessary.







While you'll only begin the game with four different vehicles in *Daytona Network Racing*, there are plenty of secret goodies to unlock in addition to the DC-exclusive tracks and the mishmash of courses from past *Daytonas*.

trite, piddly details. It is a game of pure speed and pure twitch, setting an unmatched standard for arcade-style racers. Turn the steering wheel/analog-stick and you'll watch your car snappily jerk into position with the swiftness of a mousetrap. No long, arduous turns, no delicately-balanced *Gran Turismo*-style spin-outs: this is pure, high-octane racing goodness. There's a reason, folks, why more than six years after its inception, *Daytona USA* has remained the single most widespread and beloved arcade racer ever developed. (Yep. We're taking that stand.)

In fact, even after all this time, you'll find that it's still difficult to get your hands on an arcade machine...and we're infinitely glad that we'll never again have to face the suburban agony and ecstasy that is Chuck E. Cheese's in order to find one. Soon, we'll all be buckling up in our comfy Barcaloungers and enjoying the ultimate version of the world's ultimate racing game in the comparitively peaceful environs of our own homes. Thanks, Dreamcast. We owe you, buddy.

***Daytona* will feature new** tracks—ten in total, up from the original five—and each one can be raced in mirror mode. The car count in each race will be doubled to 40, making races even more intense than you remember them. And all of these cars will be much more detailed, thanks to the painstaking work being put into them (think wizened old ladies with ruined eyesight hovering over a loom in Nepal completing a single priceless rug over the course of their lifetimes...and then give 'em glasses, benefits, a Mac G4

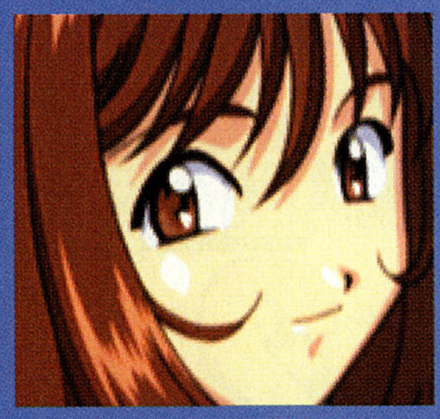
Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

DAYTONA USA: NETWORK RACING/46 Network=net!
CONFIDENTIAL MISSION/49 Action and lightguns in style
COMMANDOS 2/50 Everything but Arnie and his accent
THE MUMMY/52 All wrapped up and tied with a bow
SAKURA TAISEN 3/54 Tons of that ol' Japanoweird romance





Get ready to shoot down this enemy—over and over and over—in Hitmaker's *Confidential Mission (page 49)*...and to be dropped in your tracks by the winning smiles and gameplay in Japan's *Sakura Taisen 3 (page 52)*. The coming generation of Dreamcast games has got it all!

INCOMING!

All Dreamcast, all the time: planned releases for 2001 and beyond

Conflict Zone RTS	**Feb**	**Stunt GP** Racing	**Mar**
Ducati World Racing Racing	**Feb**	**Stupid Invaders** Graphic Adv	**Mar**
Mars Matrix 2D Shooter	**Feb**	**System Shock 2** RPG	**Mar**
Out Trigger Shooter/Action	**Feb**	**Unreal Tournament** Shooter	**Mar**
Project Justice Fighting	**Feb**	**18 Wheeler Ampro Trucker** Driving	**Mar**
Matt Hoffman's ProBMX Sports	**Feb**	**Dragon Riders** Adventure	**April**
Surf Rocket Racer Racing	**Feb**	**Exhibition of Speed** Racing	**April**
Shrapnel Urb. Warfare 2025 Action	**Feb**	**Ooga Booga** Online/Action	**April**
Worms World Party Multiplayer	**Feb**	**Commandos 2** Strategy	**May**
Alone in the Dark IV Adventure	**Mar**	**Gorka Morka** Racing	**May**
Armada II RPG/Shooter	**Mar**	**Bomberman Online** Action	**Q2**
Bangai-O Shooter	**Mar**	**WSB2K2** Sports	**Spring**
Commandos 2 Action	**Mar**	**Crazy Taxi 2** Action	**Summer**
Dark Angel: Vamp Aplse Action	**Mar**	**Samba 2001** Music	**Summer**
Evil Twin: Cyprien's Chr. Adventure	**Mar**	**Bass Fishing 2** Sports	**Summer**
Floigan Brothers Action	**Mar**	**FarNation** Online RPG	**Summer**
Half-Life Shooter	**Mar**	**Agartha** Adventure	**'01**
Heroes of Might & Magic 3 RPG	**Mar**	**Black And White** Strategy	**'01**
Ill Bleed Action	**Mar**	**Buffy the Vamp. Slayer** Action	**'01**
Soul Reaver 2 Adventure/Action	**Mar**	**Head Hunter** Adventure	**'01**
The Mummy Action	**Mar**	**NBA Hoopz** Sports	**'01**
Playmobil Hype Adventure	**Mar**	**Roswell Conspiracy** Action	**'01**
Polaris Snocross Racing	**Mar**	**Sonic Adv. 2** Platformer	**'01**
Record of Lodoss War RPG	**Mar**	**Galleon** Adventure	**TBA**
Soldier of Fortune Action/Shooter	**Mar**	**Picassio** Action	**TBA**
Soul Reaver 2 Adventure	**Mar**	**Quark** RPG	**TBA**











While the demo from which we snapped these nifty screens only sported two tracks, we can safely declare no pop-in and a smooth 60fps in one player mode. Sweet.



Like any good arcade racer, you'll need to practice, practice, practice until you can even dream of placing higher than 5th in any of the races. With pumped up graphics and a quasi-mix of all the *Daytona* greats in one package, it's also a wise idea to try to get your mitts on a DC steering wheel to complete the arcade experience. Oldskool racing fans might take a little longer to adjust to the touchy analog controls, but with a wheel in place, the issue becomes moot and you're set for a driving experience unlike any other. Add in the online capabilities, and you're set for long months of racing goodness.



Three Seven Speedway isn't the only track to race, of course. You'll also find gems like Dinosaur Canyon, Mermaid Lake, National Park Speedway, Seaside Street Galaxy and Circuit Pixie, among others. We're not sure, but we suspect that the "Son of Satan" subhead on some of the courses is going to change.

and a closet full of Gap khaki, and you've pretty much got the picture). We're talking fully modeled interiors and better deformation, achieved with no loss of fluidity: even with added effects, the game flies by at 60 fps without a hitch. Five cars will be available from the start, and many more will become unlocked throughout the game.

A major part of what made the original arcade game so wonderful was the ability to link machines and engage in up-to-8-player races. That's where the 'Online' in *Daytona USA Online* comes in: The game provides four-player simultaneous online play over SegaNet. Racing games are some of the most intense, furiously competitive gaming experiences around, and we can't think of a better game to get the online festivities rolling. And if at any point you begin to doubt your skills, well, you'll have access to network rankings, which lets you download your opponents' driving records and data—which can be analyzed for network play or used as a ghost car for practice. Knowing the legions of die-hard *Daytona* freaks out there, the competition should be strong.

Genki is honing the DC port—which is being overseen by the same team (Amusement Vision) and the same director (Toshihiro Nagoshi) as the original arcade title—to perfection, and our hands-on play has confirmed our sneaking suspicions that Sega has gotten this one just right. Everything from the horrible music to the secret unlockable horse car are included: so expect nothing but pure, unadulterated Daytona bliss. **EVAN SHAMOON**

Official Magazine Dreamcast

PUB SEGA **DEV** AMUSEMENT VISIONS **GENRE** RACING **ORIGIN** US **PLAYERS** 1-4, ONLINE [TBA] **ONLINE** OH YEAH **RELEASE DATE** OUT NOW

PLUSES [+]
Challenging courses, powersliding goodness, arcade perfection and loads of goodies to unlock

MINUSES [-]
We're crossing our fingers that some of the bugs in the import will be corrected

BOTTOM LINE [_]
With an unflagging framerate of 60fps and beefed up visuals, the rock solid racing gameplay of the series has its chance to shine in offline and online portions for all

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"The best news is that *CM* was designed expressly for NAOMI, so a port could be right around the corner." FRANCESCA REYES



Think of *House of the Dead 2* and *Virtua Cop* all mixed together in a stew that requires skills, smarts and a precise trigger finger. With nonstop action and specific missions to accomplish, this is the next step for lightgun games. Now, let's hope it makes it to US Dreamcasts intact.







With loads of hostages, civilians and items to consider, you cannot simply bust out with guns a-blazing. You'll have to carefully place each shot in order to avoid hitting innocent bystanders and to take down smart bosses (who'll require you to make particularly precise shots). The level of interaction is a blessing.

Confidential Mission

Shoot first, ask questions later

Sega certainly knows its lightgun shooters; its *House of the Dead* and *Virtua Cop* series have both excelled in the arcade as well as on home systems. So fans should indeed be excited about Sega's release of developer Hitmaker's (known for its offbeat contributions like *Virtual On* and *Crazy Taxi*) arcade spy shooter, *Confidential Mission*.

For its first lightgun shooter on NAOMI, the folks on the *CM* team wanted to do the category up right by giving gamers all sorts of new obstacles to overcome, plus an interesting and cohesive backstory for all the shooting. Players are able to fire off rounds as either the super-slick, tuxedo-wearing Howard Gibson, or as the leather-sporting, Emma Peel-esque Jean Clifford. These two leaders of the CMF (Confidential Mission Force) must travel everywhere that peace is threatened, as sort of a dynamic duo—which isn't exactly a 9 to 5 job. And like the arcade version of *House of the Dead 2*, players will be equipped with a six-round, automatic pistol which can be reloaded by firing offscreen.

This game also mimics *House* of the Dead 2 in terms of its character interaction. In order to score high points and hone your skills, you'll be able to uncover secret areas and items as long as you're quick. And shooting certain objects on the screen will unveil a new path or reward you with muchos points. You'll also be able to take momentary diversions from the mission paths by participating in quasi-tutorial mini-games, which will tap your skills to the max while allowing you time to hone your shooting accuracy and response times.

And don't forget to factor in the numerous civilians milling around each stage! In fact, one of your main objectives is to avoid shooting the civilians and aim directly for the bad guys—who come in no short supply as well. But the best news of all is that *Confidential Mission* was designed expressly for NAOMI, which means that those lightgun owners who've let their pistols languish away next to their copies of *House of the Dead 2* may have a new reason to rejoice in the coming year. While no official announcement has been made by Sega US, we're hopeful that this title may be in line for a little localization love. Stay tuned.

FRANCESCA REYES

Spies Like Us



IF THEY LIKE THE JANE/HOWARD pairing in CM, espionage freaks will fondly remember the best duo in all of spydom: the inimitable Steed/Mrs. Peel of that catsuit-sporting '60s TV hit, *The Avengers* (not to be confused with the horrid Hollywood movie). Teaming up to do double the damage, the tweedy Steed and his kung-fu fighting partner, Emma Peel, took out international bad guys while oozing style all the while. Wasn't life grand?

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** HITMAKER **GENRE** ADVENTURE **ORIGIN** JAPAN **PLAYERS** 1-2
ONLINE NO **RELEASE DATE** OUT NOW (ARCADE)

PLUSES [+]
Fast, frenetic arcade action with loads of secrets, training missions and varied action sequences

MINUSES [-]
With the US' critical eye placed on lightgun games for home consoles, will this be one of the casualties of misdirected politicos?

BOTTOM LINE [_]
Hitmaker's debut may be just the ticket for lightgunners—but in the meantime, go to the arcade, spy boy (or girl)



High-resolution graphics never really hurt anyone. Except for maybe that one case in Illinois a few years back, but that was clearly the gamer's fault—not the graphics'.







He'll be back: but let's face it, Arnold never really leaves

PERHAPS THE FINEST AND MOST REALISTIC depiction of off-duty commando life was laid down in Arnie Schwarzenegger's 1985 blockbuster film, Commando. Thanks to the ineluctably top-notch performances of Arnold and a pre-hottie Alyssa Milano, Commando was a critically acclaimed tour de force that delicately combined a heartwarming father-daughter rescue story with many lovely explosions and disembowelments. Garnering many awards for its sensitive portrayals at both the Cannes and Sundance film festivals, Commando will also be forever remembered as the film that introduced us to the softer side of Schwarzenegger.

Commandos 2

The Dreamcast now officially has more ports than an XJ-19 router

While the Dreamcast has excelled at bringing gamers the finest in adventure, racing, sports and (most recently) FPS games, it has been traditionally weak in the tactical warfare department—and that's just where *Commandos 2* comes in to save the day, as any good commando should.

A tactical action/strategy game set in World War II, *Commandos 2* will allow players to take charge of a group of highly trained soldiers who must trek deep into Third Reich territory to complete a series of mission-based objectives. Eidos recently gave us a look at the game in all three of its formats (PlayStation, PC and DC)—and we're happy to report that the Dreamcast version, with its bright lighting and hi-res graphics, looked sweet like buddah, baby.

The thing that really gives *Commandos 2* its flair is the incredible amount of detail in the game. There is rarely something on the screen that cannot be interacted with or destroyed (unless it's something that will effect the flow of the mission). Fences can be climbed, windows can be jumped through or thrown through (throwing someone or something through a window is called *defenestration*, kids; that's your word for the day), and a flock of cuddly penguins—who you'll find innocently meandering about in one of the missions—can be slaughtered if you're feeling particularly grim.

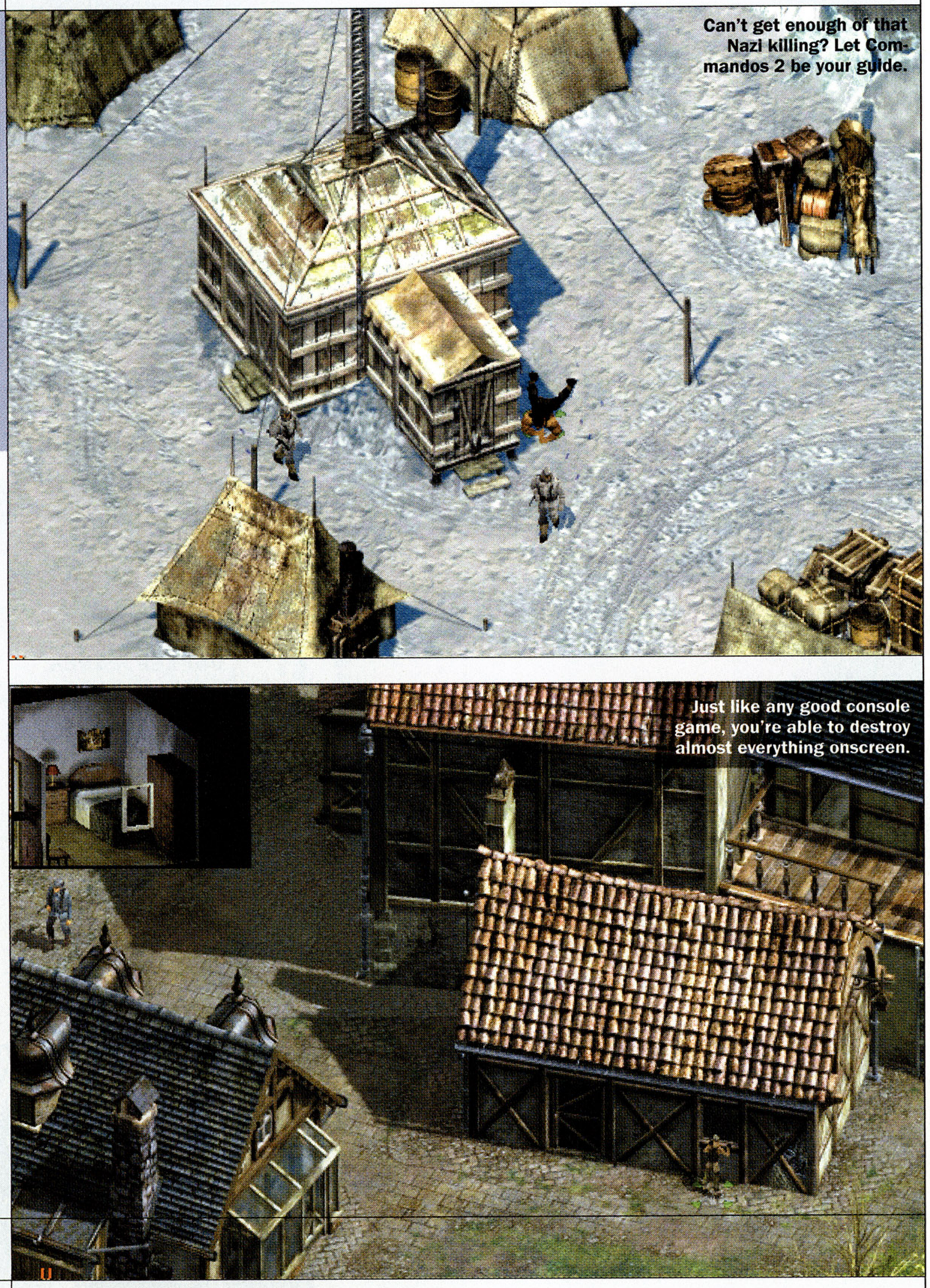
The game includes twelve missions in all, and almost all of them take place in real-world locations, with cities, towns and ships built to scale. As an added bonus, several of the missions have been based on locales in WWII movies that most gamers will easily recognize. In Saving Private Ryan (one of several cleverly named missions), players must rescue a soldier and help a small Allied faction protect a village in Northern Normandy. Another level reveals some familiar settings from *Das Boot* (one of our favorite movies of all time).

"This is how people know World War II, now...through the movies," explained Gonzo Suarez Girard (Pyro Studio's *Commandos 2* project head) during our demo session.

Each operative in *Commandos 2* will fall into a category, and new commando types—including a seductress and a thief—have been added to the original formula. Character types will each have their own sets of strengths and weaknesses as well as their own sets of skills. For example, a thief will be adept at stealing enemy weapons and items without resorting to violence, while a seductress will use her wiles to distract enemy guards. But the best new character by far is Whisky, the incorrigible commando dog, who will help transport small items such as handguns and grenades to stranded soldiers—that is, whenever he's not humping enemy fire hydrants and shaking rain water all over expensive Third Reich rugs. While players will not be able to directly control Whisky, each character in the game will have a dog whistle that will hail the lovable canine and bring him running.

No good military game would be complete, of course, without a significant arsenal of weapons, and *Commandos 2* has guns to

www.DailyRadar.com



Can't get enough of that Nazi killing? Let Commandos 2 be your guide.

Just like any good console game, you're able to destroy almost everything onscreen.

spare. Players will learn the finer arts of manslaughter as they master machine guns, bazookas, grenades, flamethrowers and everything in between. In addition, players will be able to drive a slew of new vehicles, including jeeps, tanks, trucks, boats, ships and cars. Vehicles will have two speeds and will be a key factor in the completion of several of the missions.

By far the most impressive feature of *Commandos 2* is the way it will enable players to split their screens to show different parts of the action. We've seen something like this in *D2,* but *Commandos 2* has really perfected it, giving players the ability to follow multiple soldiers or place a camera on enemy guards that will follow them throughout the level.

We have received final word that there will definitely be a cooperative multiplayer mode in *C2,* although it is still not clear whether the game will include a deathmatch. And according to Pyro, the company still has some issues to work out with the multiplayer pacing if they are going to include a versus mode.

But even if these problems are never solved, *C2* will be a rich addition to the Dreamcast library—giving players a spectacularly intricate game which will no doubt keep them busy for months. **GARRETT KENYON**

Official Magazine Dreamcast

PUBLISHER EIDOS **DEVELOPER** PYRO STUDIOS
GENRE REAL-TIME STRATEGY **ORIGIN** SPAIN
PLAYERS 1-4 **ONLINE** YES **RELEASE DATE** MAY

Pluses [+]

What the DC world is waiting for, a real RTS, is finally coming. Will it beat out *Heroes III* and *Black & White?*

Minuses [–]

We haven't heard anything about mouse support, but that would be a bonus; notoriously tough.

Bottom Line [_]

Who doesn't love to kill a few Nazis in their spare time? A fine RTS on PC, if handled with loads of TLC it should make a nice addition to the DC library.



"Don't shoot! I'm unarmed—or at least, unlegged!"

The Mummy

Another license is all wrapped up

***So a funny thing** happened on the way to the tomb tonight... I've got my kid with me, and she's like, 'Mummy mummy, I keep running in circles!' So I says, 'Shut up or I'll nail your other foot to the floor'. Then she asks me, 'Mummy, mummy, I don't want to visit grandma!' So I says, 'Shut up and keep digging...'"*

Attempting to cash in on last year's breakaway blockbuster hit, Konami's *The Mummy* uses the movie as a stylistic template for its third-person action-adventuring. Musty Egyptian tombs, trap doors and sandy booby-traps permeate the locales, which contain a mixture of indoor and outdoor environments. (Unfortunately, graphics are somewhat grainy, and the framerate could use some work as well.)

Players control Brendan Frasier's cinematic character Rick O'Connell, who has access to a host of weapons ranging from antique swords to WWII-style gatling guns. Gameplay is predictably routine: jump across platforms, pull unmarked levers and solve some brain-teasing puzzles—there's very little here that we haven't seen, and very little that Lara Croft hasn't actually *done.* Well, besides haul hiney from a gaggle of floating fireballs.

Yes, readers, one of the many arcade-style mini-games that serve to break up the monotony of traipsing about tombs and hacking up mummies is the task of outrunning a set of floating fireballs. You must then avoid hot geysers that burst from the cave floor in surprising and enthusiastic explosions, while ducking a bunch of stones which are continually dropping from the ceiling far above. There's also a nifty sarcophagus-surfing sequence...no, don't ask.

While these mini-games do serve to vary up the gameplay, we hope that Konami and Universal can pull it all off in 3D. Very, very tricky.

What set the movie apart from run-of-the mill Hollywood fodder was its sharp wit and ironic—even *original*—approach to the genre. The game seems to be making no such attempts to break the *Tomb Raider* mold, and will require some *serious* retooling between now and its release date to inspire anything but malaise and disappointment. We're hoping that a miracle (*read:* Moses) somehow intervenes—so please wait for our review before taking the plunge. **EVAN SHAMOON**

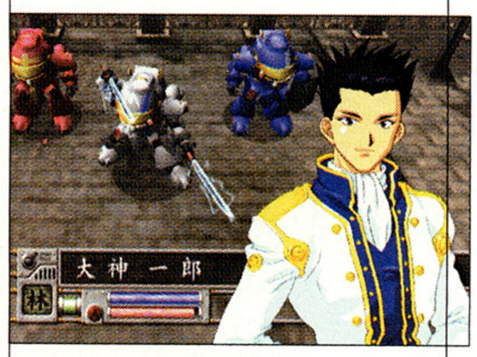
PUBLISHER KONAMI **DEVELOPER** UNIVERSAL INTERACTIVE **GENRE** ADVENTURE **PLAYERS** 1 **ONLINE** NO **ORIGIN** US **RELEASE** Q1



"Oy! Stop yer grinnin', you damned skull! Are you laughing at me? Did I just hear the word *'lederhausen'* come out of your stinkin' mouth?"

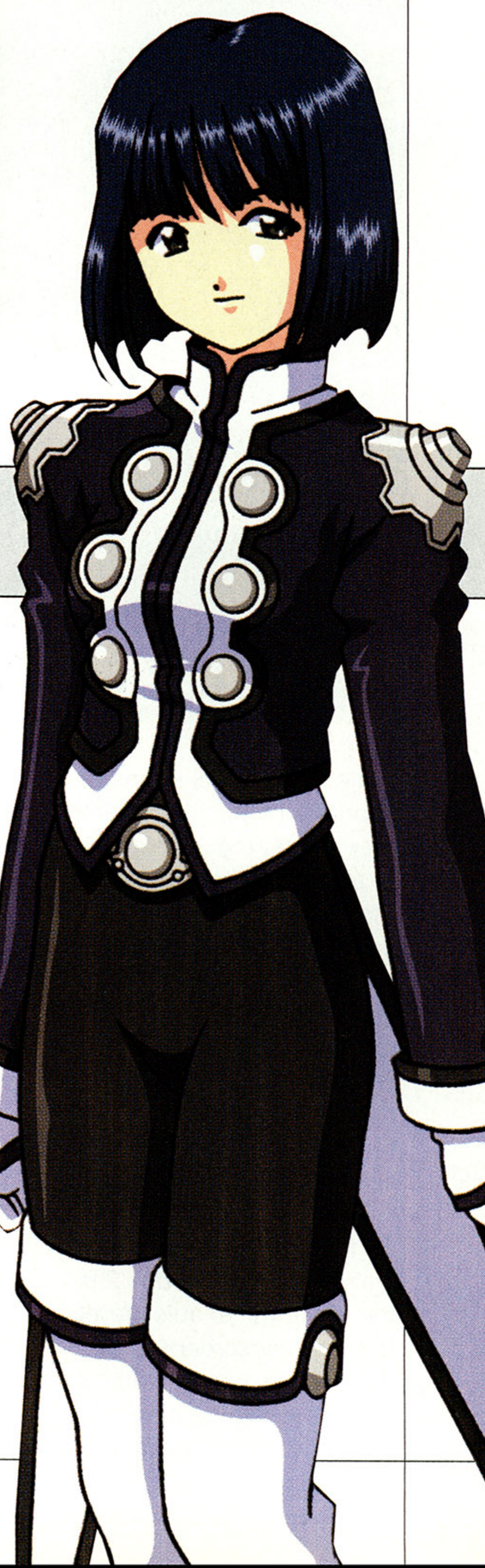


For those unfamiliar with the Sakura series and are only used to seeing screens of dewy-eyed girls looking flustered, then this shot (below) might be a bit surprising. Yes, Sakura Taisen is not only about telling anime chicks how good their hair smells–there's a battle engine to deal with as well. And Sakura 3's combat has been visually tweaked significantly.









Sakura Taisen 3

The girls are back in town...if you call Paris, France a town, that is

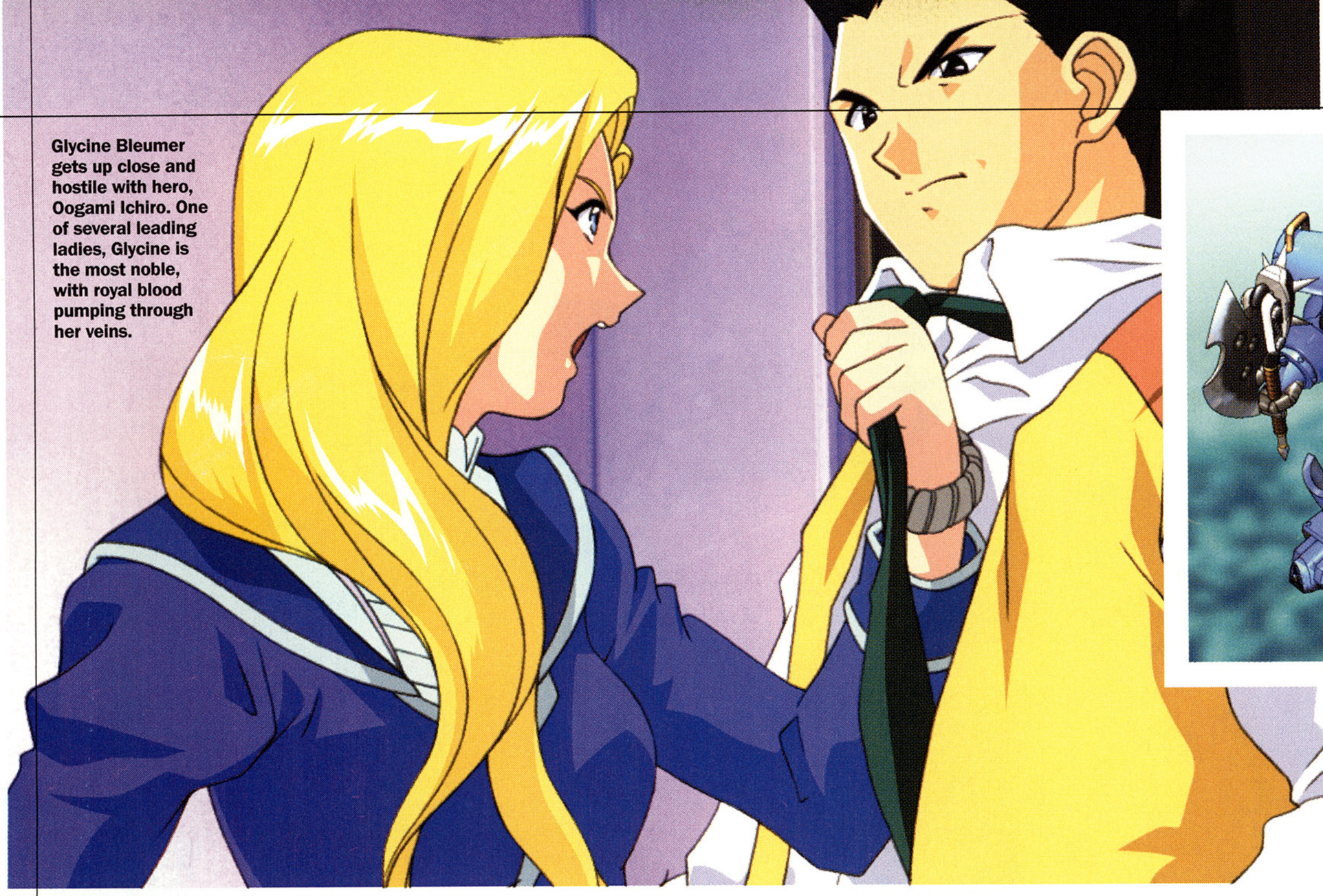
Like *Virtua Fighter 2*, the inimitable *Sakura Taisen* series was one of the rare million-selling titles on Saturn. Sparking the evolution of a massive fanbase in its native Japan, it's widely held to be one of the industry's most avidly pursued and perused franchises. Gamers everywhere have been anxiously awaiting the series' return to the small screen...and they're finally going to get their wish. The added bonus, of course, is that this time it's on Dreamcast.

At the beginning of 2000, audiences were teased with the announcement of *Sakura Taisen 3,* via the presentation of a spanking new animated FMV. New characters were revealed, and it was made plain that the game would take place in a brand new location—Paris, France. So for Japanese gamers (and for those of us in North America, as well), *Sakura Taisen 3* promises more than hours and hours of excellent gameplay: for all intents and purposes, it takes players on a virtual vacation to the most romantic city on Earth.

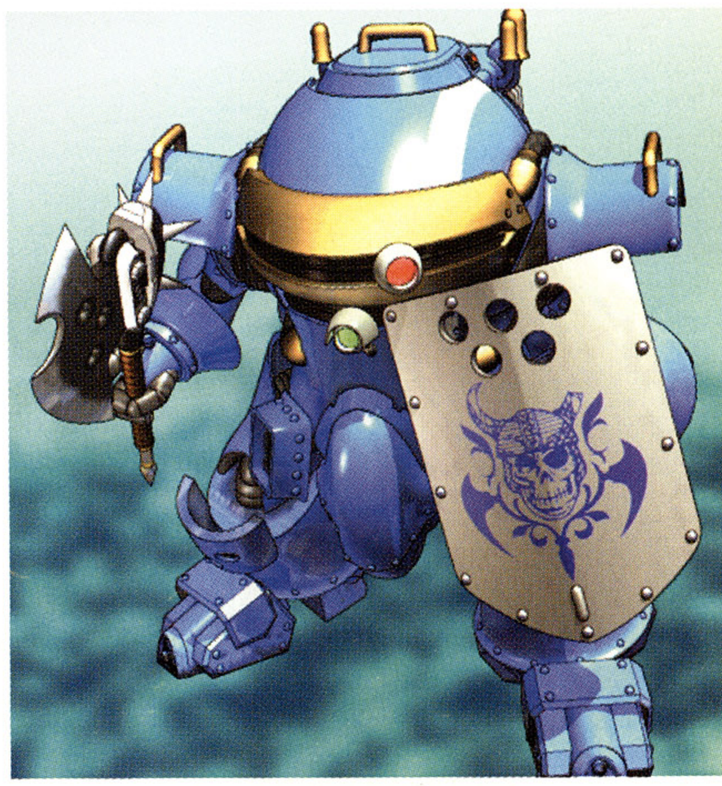
Unfortunately, ever since the lovely day when that FMV was released, the amount of *ST3*-related material that has trickled out to the press could be described by the phrase "complete news black-out." And moreover, Red Company (the developer of the *Sakura Taisen* series on Saturn) was rumored to be in serious financial trouble, which caused fans everywhere to wring their hands with worry for the fate of their beloved franchise. Fortunately, Sega stepped in and asked Overworks (*Skies of Arcadia, Shinobi*) to lend a helping hand. And so, given that it's so well-versed in all things *Sakura* (after helping Red Company with its DC conversions of *Sakura 1* and *2),* Overworks is steaming ahead in its production of the series' third chapter and gearing up for a Spring 2001 release *(cue loud otaku sigh).*

Leaving Japan for France, this newest installment in the *Sakura Taisen* drama offers a more dynamic storyline—cracking open new horizons, new characters and new enemies. Particular attention has been paid to the game's graphics, which now offer a load of CG (both 2D and 3D). In fact, fans will note that many of the game's movies cleverly mix the two mediums by placing 2D characters and objects over 3D landscapes. The result is most similar to the gameplay found in Atlus' *Thousand Arms* RPG—but imagine it on Dreamcast's beefed up graphics engine. Sweeeeeeeeet.

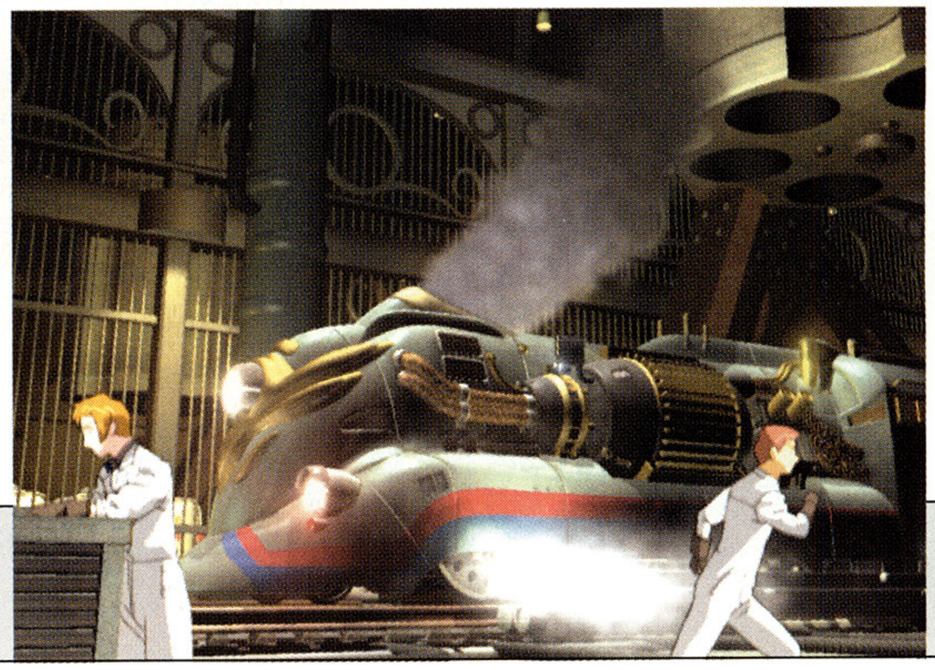
The main hero, who entered the series for the first time at its inception, makes a triumphant return—as does the game design's peculiar, futuristic take on 19th



Glycine Bleumer gets up close and hostile with hero, Oogami Ichiro. One of several leading ladies, Glycine is the most noble, with royal blood pumping through her veins.







Treat the lady right (lower left): playing as Ichiro, depending on how you respond to the various women in your life in *Sakura Taisen 3*, they may not reach their potential in battle (i.e. handle a delicate situation badly and they may just hang you out to dry on the enemy's clothes-line). Therefore, brush up on your etiquette and read the 'sensitive guy' handbook. The mix of 2D art atop CG cine-mas is certainly a sight to behold (lower right) and with Overworks handling the devel-opment, we can be assured that every little detail will be thoroughly checked and dou-ble-checked. If you've ever seen *Skies of Arcadia*, you know what you're in for.

He-clair, she-claire?

THE HERO of the hour in Sakura Taisen 3, Oogami Ichiro, scoots around the heady streets and alleys of Paris via a unique mode of transport: a sneaky underground rail train called 'Eclaire'. We thought it would be cool if this train was shaped like the pastry of the same name, until we realized that it wasn't the same name at all: the yummy custard-filled type of eclair is (by French standards) a mas-culine object, while the people-filled Eclaire—because of the 'E' on the end—is a feminine object. Oh, well. In any case, the game's Eclaire can be boarded at its main hub beneath a theater called Le Chat Noir, which plays host to many aboveground and belowground hijinks. Just don't try to eat it.



century history (giant mechs included!) Five new girls have joined the cast, each with her own strengths, weaknesses and unique personality...that's a lot of spice to add to the series' relationship sim mix.

***Sakura Taisen*'s original** concept remains intact. Standard simulation game-type battles are featured once again, as are all of those important RPG aspects which guide players down certain paths depending on how they interact with other characters. And during battle, you'll be able to make standard attacks and a variety of magical attacks to correspond with sev-eral combat gauges (life, strength, action, etc.).

You'll also be able to talk with a great many people—you're usually given a choice between several possible con-versations at any one time. This chatting system is one of the foundations of the game...and in fact, all of the events and relationships that develop after these dialogs occur will often be affected by them. This game's scope of communication is somewhat limited, but it's definitely an improvement over the two previous episodes. Before, you could only answer 'yes' or 'no' to questions—but in *Sakura Taisen 3*, you'll now be able to subtly adjust your responses. To do so, just use the joystick to give a 'strength level' to your answers.

Details aside, Japanese fans are sure to be delighted with ST3. And just as surely, this overseas delight will do a lot to whet the appetites of American gamers with a penchant for niche titles and a handy Japanese-to-English dictionary. **CHRISTOPHE KAGOTANI**

Official Magazine Dreamcast

PUBLISHER SEGA **DEV** OVERWORKS **GENRE** SIM/RPG **ORIGIN** JAPAN **PLAYERS** 1 **ONLINE** TBA **RELEASE DATE** SPRING (JAPAN) TBA (US)

PLUSES [+]
Interesting use of analog controls for dialog; gorgeous CG/anime style

MINUSES [-]
Not much innovation for serious fans; little chance of seeing it in the US

BOTTOM LINE [_]
We expect great things, but we don't expect to understand 'em. We'll have to hope and pray for a conversion.



Executing air combos takes practice because of the sluggish controls. Avid players of the *Versus* series will immediately notice that starting and completing these moves is a little more difficult.

Project Justice

Matter vs. mind and style vs. substance—the big fight goes 3D

Why Capcom insists on rehashing its 2D fighters in 3D (*Rival Schools, SFEX,* and *Plasma Sword*) is beyond comprehension, especially when all of these 3D counterparts continue to remain inferior fighting games. As you may already know, *Project Justice* and its predecessors use exactly the same fighting engine as the one in the *Versus* series of games. But hey—maybe innovation is overrated.

As in *Marvel vs. Capcom 2*, you'll find loads of crazy, chaotic moves and high-hitting combos in this game. There are tons of arial combos and team combos available to each character—and of course, they're all exceptionally easy to execute. Usually, tapping a few buttons will form a chain combo and pressing two or more buttons simultaneously will produce a team combo. While this style of fighting can provide heart-thumping fun, we tend to find it a bit sloppy and unbalanced.

Our main complaints with *PJ* have to do with character balance and super moves. Some members of the cast are simply stronger by leaps and bounds than others, and this often leads to unfair fights. What's more, even though teams consist of three characters, you can choose to play as the same one every round—even if you lose with that character. This enables cheap players to monopolize the stronger characters constantly.

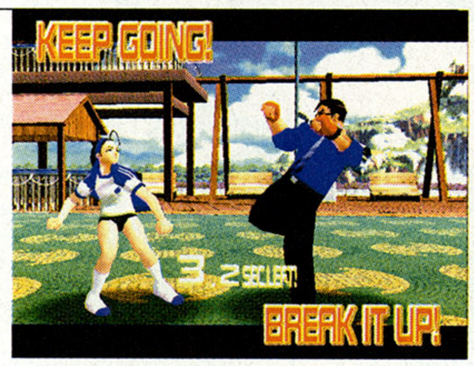


Here's one of the special team combos. Although you'll only be able to execute one when the opponent really screws up, they are quite impressive to watch.



Super moves are very easy to pull off. However, actually working them into a combo and landing them properly is tough. Get used to the timing to make high-hitting combos second nature.







Use training mode to learn the moves.



Rival Revival

THE CONCEPT BEHIND Capcom's *Rival Schools* series (of which *Project Justice* stands as the second complete chapter) relies on that old high school rivalry between various scholastic and social camps in a fictional Japanese suburb.

In *Project Justice*, there are six different high schools at war, each with its own back story and fomenting sub-feuds. Playing through Story Mode in the game will reveal all sorts of *90210*-worthy backstabbing hijinks. The fighters must then duke it out to 'save the honor' of their respective schools. How's that for school spirit... Got pep?

Fortunately, compared to the other *Versus* games, the supers are less devastating. So now, when you find yourself caught in a 3000 hit combo, you won't instantly die. However, there's a negative side to this improvement. Each player can hold up to five supers at once—and although it still takes some skill to actually land these devastating combos, it does degrade the strategic aspects of the fighting quite a bit. Instead of being a game where defensive strategy is equally as important as offensive, the super system encourages players to concentrate mostly on attacking. This is mainly what makes

Welcome to TESTZONE

ODCM's Review-tastic Five Spot

It's perfectly clear to us that this is, by far, *the* biggest review section ever to appear in an issue of **ODCM**. Count them...25 full pages of scores for you to peruse, and we couldn't have done it without the help of some of best (albeit, strange) reviewers this side of–well, some imaginary line that separates the great reviewers from the chaff. (Hint: ours are on the "great" side.)



CHET BARBER
Reviewed: KOF '99 Evolution, Project Justice

Chet's love of all things fighting and 2D was truly put to the test this issue, when we pinned him down with a super and forced him to pull out a fireball in two seconds flat. Really. We're not talking about videogames. Okay, we are. But, his resolve was tested by two new fighters. Who won? Read up to find out.



DANIEL ERICKSON
Reviewed: Championship Surfer

When asked what he'd rather be doing besides working for **ODCM**'s Internet sister site, Daily Radar, Mr. Erickson replied that he'd Rather Be Riding. Does he mean riding his motorcycle? Or is he referring to the virtual waves in Mattel's *Championship Surfer*? We didn't stick around to find out, but he didn't look wet.



GARRETT KENYON
Reviewed: Dave Mirra Freestyle BMX, MTV Skateboarding featuring Andy McDonald, SnoCross

Garrett is a hero. We didn't even have to force him to play *MTV Skateboarding*–he offered. This is when we write the word "LESSON" on the chalkboard and encourage youth everywhere to take a page from Garrett's work ethic. This kid is going places.



GREG ORLANDO
Reviewed: KAO the Kangaroo

When he's not "relaxing with Trudy," you'll find Greg in any of the following two locations: 1. Hopping up and down across colorful platforms as a small marsupial with boxing gloves; 2. Hopping up and down across his not-so colorful desktop as a small human with red mittens . He sure loves his job.



DAVID CHEN
Reviewed: Prince of Persia: Arabian Nights

In this issue: SEE a grown man reduced to tears merely by touching a button on his Dreamcast! WATCH in horror as he struggles with crap controls! LISTEN to his cries of pain as he grapples with a nonsensical string of puzzles! SIGH with relief to know he was paid for his pain.

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for $29.99. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it 5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. And we've even added a spiffy new scoring system for graphics, sound, control and gameplay!!

Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	we love to hate it
1	there's no love at all

Dream Game Award*

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter who you are or what type of games you like to play. An essential purchase!

Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.

Dream Game Award — Official Sega Dreamcast Magazine







There are a lot of characters to choose from here, including a bunch of secret ones. Although a couple are actually pretty lame (they seem to be present only as fillers), there are a number of useful ones. When assembling your team, be sure to pick characters that complement each other well and offer a wide collective of attacks.

Although the graphics still pale in comparison to games such as *Soul Calibur* and *DOA2*, *PJ*'s aren't bad for a 3D Capcom fighter. However, there's no excuse for a triple-A company that can't meet the state-of-the-art dress code.



PJ (and all of the *Versus* games) too chaotic.

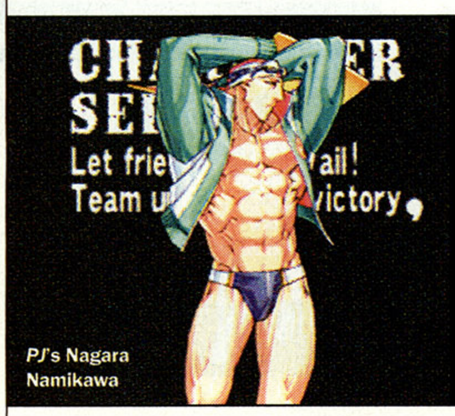
The only other major complaint we have with *Project Justice* is regarding its control. As we've often noted, Capcom's 3D games suffer from imprecise controls: and this game is no exception. Jumps remain too buoyant, as if you're leaping about in water or space—which is especially problematic for air combos, since precise timing is necessary for completing aerial raids. These sluggish controls will also affect the execution of regular moves. Although performing a shoryuken, hadoken or the like is easy enough, moves always appear on the screen a long time after the moment that you're actually inputing the command, which makes elaborate combos unnecessarily difficult. It seems as if this has become a chronic problem for Capcom; we'd really love to see the issue resolved in subsequent games. And if it's a fault built into the medium, perhaps Capcom would do well to design some fighters specifically for 3D, from the ground up.

But enough with the negative: *PJ* does possess plenty of redeeming aspects. First, the denizens of this vast stable of characters sport some of the most unique designs you'll ever see in a videogame. In type, they range from swimmers dressed in clingy bathing suits and swimfins to school principals wearing psuedo football gear. And of course, Capcom has included mounds of secret characters and stages to unlock, as well as a variety of modes to play them in.

Superficially, the game is above average. The music is actually kind of catchy, although in a few stages it can be annoying to the point of distraction. *Project Justice*'s fine graphics also surpass those of any other 3D Capcom fighter that we've seen.

There is definitely enough positive here to dilute the negative—but only if you're a hardcore Capcom fan (these fans have had a long time to get used to this particular set of faults, which made their first appearance at the start of the *EX* series). If you're a casual follower of beat 'em ups who's looking for another *Soul Calibur* to sate your craving, you are, unfortunately, out of luck.

CHET BARBER



PJ's Nagara Namikawa

People are Strange...

...WHEN YOU'RE IN A CAPCOM FIGHTER. Like any good Capcom game, *Project Justice* is no different than its 2D and 3D fighting brethren in that it packs a goodly amount of wacky and downright bizarre characters to choose from. While some of them, such as the speedo-sporting Nagare Namikawa or the violin-playing Yurika Kirishima, show off *Project Justice*'s (and *Rival Schools'*) roots, all wacky anime aside—we like 'em. Yes, speedos and all, you certainly can't beat conking the daylights out of *PJ*'s administrative staff (yes, teachers and coaches join in on the fight!) with a tennis racquet (Momo) or as a dominatrix-type weirdo (Aoi Himezaki). Just leave it to Capcom, the king of creating memorable but oh-so-odd characters...

Official Magazine Dreamcast

PUB CAPCOM **DEV** CAPCOM **ORIGIN** JAPAN
GENRE FIGHTING **PLAYERS** 1-2 **PERIPH** ARCADE STICK **ESRB** T **ONLINE** NO **ESRB** T **PRICE** $39.99

GRAPHICS 8
Sleek models, fast framerate, cool special effects

SOUND 7
Decent soundtrack and wacky voices

CONTROL 5
Sluggish controls, sloppy supers, minimal growth

GAMEPLAY 6
Tons of moves/secrets can't replace real genius

Score: 6

PlayStation.2

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YOU HAVE TO GO BACK

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As a character, this guy doesn't make a bad Prince. But when he starts to move around, you'll start to wince...



Remind you of anything? Ummm...maybe *Tomb Raider*? This game makes *TR* look like a work of genius. Which it may be—but the point of creating a new game isn't usually to make an old game look so smashing, is it?







Prince of Persia: Arabian Nights

Poor Prince! He'll never come back to Arabia again. Must've been the water...

What's more frustrating than playing a sub-average game? After our disagreeably prolonged time with Mattel Interactive's *Prince of Persia: Arabian Nights,* very few things come to mind. Unruly and plain, what could have been a squarely middle-of-the-road *Tomb Raider* knockoff ended up being more agonizing than 1001 paper cuts.

As the titular monarch, the player must escape illegitimate imprisonment and rescue the beautiful sultan's daughter. Not the most promising start, but we can do without a strong story if everything else bobs in acceptable waters.

But like its 3D brethren, *Arabian Nights* has frequent problems with camera, clipping, and (especially) smooth navigation. Controls are similarly problematic; turning 180-degrees or crouching down are lengthier processes than crossing a small room. Comparatively, even the late Ms. Croft is more spry.

Much of the illogical gameplay is spent in solitarily navigating narrow ledges and meandering through tunnels, but to keep the game interesting (and vaguely reminiscent of its illustrious ancestors), there are plenty of traps. Some are blatant and offer little more than an opportunity to slow things down for a bit, while others are completely unforeseeable. They're mostly lethal, which means that the poor Prince does plenty of starting over. For example, a leap of faith that follows a particularly frustrating bait-and-switch puzzle leads to a crumbling cliff edge...it's just not right.

Visuals are bland. While the Prince is nicely detailed, his animation set is simple—it's almost embarrassing to watch him run. And he's the best this game has to offer; other characters don't fare even as well. Surface textures vary in quality (some are actually quite nice), but they're all so damn large and angular that at times it feels like the levels were created using a pre-fab level editor. Seriously.

The CGs, too, are pretty plain stuff, while the cut-scenes are flat-out crude—and poorly spaced save points ensure that you'll get to enjoy them repeatedly. The soundtrack, like a John Carpenter score but sultrier, is gorgeous but unobtrusive. Which is a shame, because sound effects are few and far between; this game's got all the fanfare of a tomb.

We hate to pan games, even the ones we don't expect much from. But in this case, the few positives don't make it worth either your cash or your time.

DAVE CHEN



NONE OF THE RIGHT MOVES?

One intriguing aspect of *POP* is the fencing model – Ⓧ, Ⓨ, Ⓐ and Ⓑ control three slashing attacks and a block. On paper, it reads as a pretty good way to go hand to hand in a 3D fight. Sadly, choosing any action set other than to stand and fight will result in getting cut to ribbons while very slowly turning around. Consequently, most melées end up as stationary stand-offs where you trade blows and hope you don't choke on defense.

Official Magazine Dreamcast

PUB MATTEL INTERACTIVE **DEV** AVALANCHE
GENRE ACTION/ADVENTURE **ORIGIN** US
PLAYERS 1 **ONLINE** NO **ESRB** T **PRICE** $39.99

GRAPHICS 5
Sub-standard CGs, BGs, and NPCs

SOUND 4
Good music, bad effects

CONTROL 3
Plenty to do, but it's all very difficult

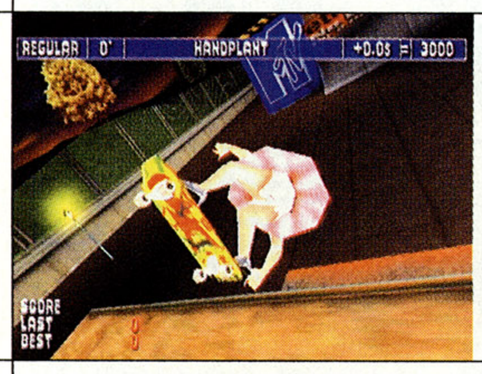
GAMEPLAY 3
Can't have gameplay without control

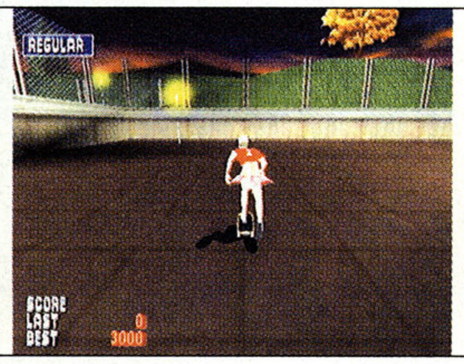
Score: 3

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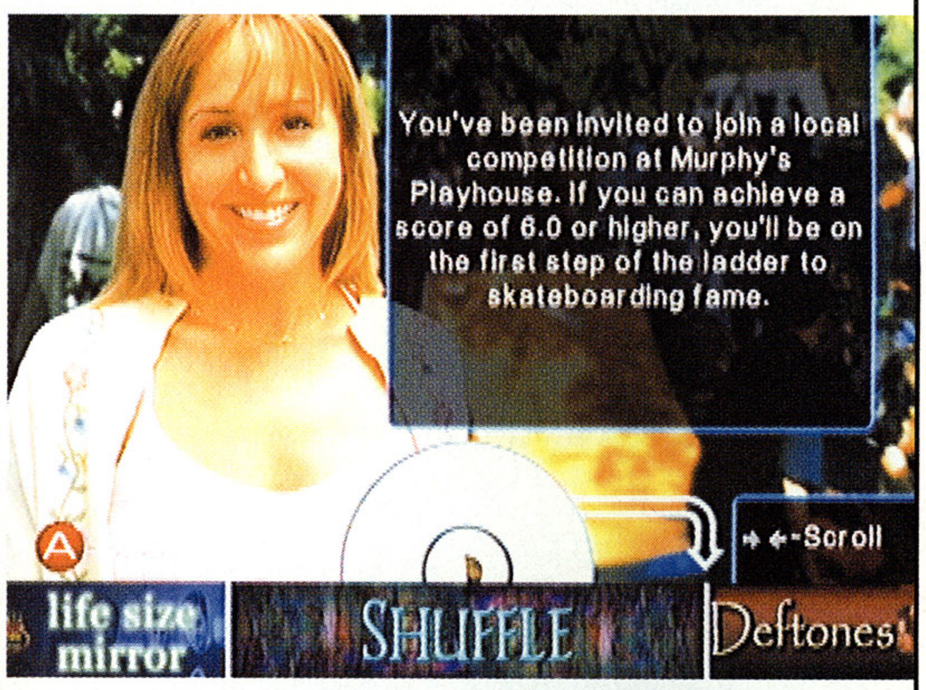
Meet Ted E. Bear... Yeah, dude, that 'E' really makes his name all cool and stuff.





Left: Panties! *Right:* Not panties!? We think that the designers of this game—purely as a service to our own senses of mental stability and emotional comfort—really should have stuck to characters with easily determined genders.

Is she Andy MacDonald's girlfriend? Or sister? Or mother? Is she an unknown skate celebrity (and therefore oxymoronic)? Really, we're sure she's like, totally *nice*. And that's the only thing that matters, kids.





MTV Sports Skateboarding

If Andy MacDonald plays games, we bet he plays *Tony Hawk*

This is a busy world we live in, so we'll get to the point and spare you the suspense: *MTV Sports Skateboarding Featuring Andy MacDonald* is a half-assed game that will never compare in any way, shape or form to Tony *Hawk's Pro Skater 1* or *2.*

We played this game so that you wouldn't have to, and it was a sacrifice we'll not soon forget. There are far too many things wrong with this game to cover in a single page, so we'll just pick out a few key flaws that offend the senses the most.

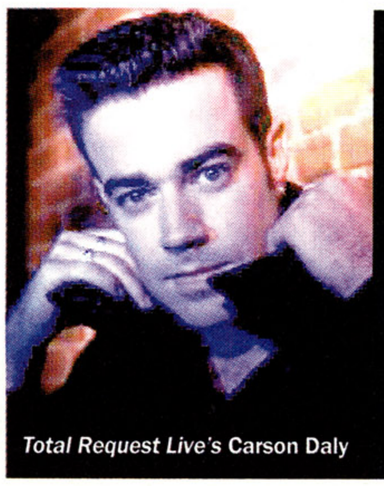
Number one: the control. Whoever designed the physics engine for this atrocity should reinvest in a new degree. Characters spin in rigid circles with rigid limbs on skateboards that never really seem to touch the ground. When a skater is doing a trick in the air, you have to realign him with the ramp simply by letting go of everything—which takes all of the challenge and the fun out of halfpipe and swimming pool play.

Another major faux pas in the game is the framerate, which is so off at some points that it looks like someone has put a boot to the side of your TV. And whenever a character runs into a wall, the frame freezes the instant he makes contact, showing no signs of impact or even inertia.

We're pretty sure that crash animations would be horrendous as well, if there were any. When you bail, only two frames are shown: the one where you first screw up and the one where you're lying flat on the ground. Granted, there are some pretty cool tricks that can be pulled, but even the really complicated ones lack the faintest sense of grace or fluidity.

The strongest point of the game is the number of options it contains for gameplay. There are tons of single player modes, including High Score, Lifestyle, Survival and Stunt, and various multiplayer modes, as well—although we shudder to think of the friend who would intentionally subject his unwitting chum to *MTV Skateboarding*. The levels aren't too shabby either (especially the last secret level)—in fact, we're trying to figure out how we could get the skaters from *Tony Hawk* to come over and skate on them. Don't be fooled by the word "skateboarding" on this game's cover. Run (or skate) away while you still can.

GARRETT KENYON



Total Request Live's Carson Daly

Stick to the Videos

Is it just us, or did MTV start sucking the second they stopped playing videos? At one time, MTV was a shining bastion of entertainment. MTV introduced a nation of suburban kids to hip-hop, punk, and Pauly Shore. It at least attempted to act cutting edge. Now, it's a showcase for mostly talentless, teenybop lightweights. Tell you what, MTV...you leave the games to gamers and we'll let you keep your TRL.

Official Magazine Dreamcast

PUBLISHER THQ **DEVELOPER** DARKBLACK **GENRE** SPORTS **ORIGIN** NINTH RING OF HELL **PLAYERS** 1-2 **ONLINE** YES **ESRB** E **PRICE** $39.99

GRAPHICS 3
Blocky and bland with only a few redeeming moments

SOUND 6
A decent soundtrack, but nothing to write home about

CONTROL 1
Someone please kill me

GAMEPLAY 2
Big on options, but the lousy control kills any chance of fun

Score: 2





Anywhere Donald goes in this game, he looks like he's about to deliver a walloping to whoever greets him on the other side of the screen? And guess what? He is.



Donald may have to watch his famously belligerent mouth around behemoths like the Frankenstein *(left)*.





Time to test your old jumping-puzzle reflexes, as you maneuver Donald around the tricky industrial wasteland of Duckberg.

Donald Duck:

Goin' Quackers!

Donald gets in touch with his inner brute

There's nothing in the game world that can match the unleashed anger of Donald Duck. As his face turns boiling red and his eyes harden into nuggets of pure hatred while his duck-butt gyrates in a pugnacious little wiggle, Disney's nicest uncle can turn into one of cartoon-dom's most dangerous brawlers. Or not.

Donald turns out to be a perfect platformer for the underage set—with no real way to die or run out of lives, it's nothing if not forgiving. You'll be steering the enraged duck on a never-ending mission of fowl fury, which even includes a few nifty attacks in a quasi-3D world. But don't be fooled, this isn't *Rayman: The Great Escape.* Donald's path is confined to the game's strictly trackbased levels that consist of lots of jumping, lots of whacking enemies, and minimal work.

After Donald's object d'amour, the lovely Daisy Duck, gets abducted during a live TV news report, it's up to you to guide the feisty duck over hill and dale to rescue her from the evil Merlock. This quest takes you through four different worlds: a forest, the town of Duckberg, a haunted house, and Merlock's dark citadel, with five stages in each.

Gameplay mostly consists of Donald busting heads, which is (arguably) compelling as well as humorous. As you guide him up, down, and side to side through the game's various environments, you'll be dodging hazards and beating the snot out of Merlock's henchmen (and their dogs) every step of the way. You'll kick, punch and jump through each stage, while taking care to scoop up all of the toys that your careless nephews Huey, Dewey, and Louie have left lying around—gather them all, and you'll gain access to a bonus stage.

And kiddos, that's about as complicated as the game gets. There are no involving quests packed with secrets and no sid-equests to unlock: just Donald, his enemies and a clear and acheivable goal.

While ducks and fisticuffs are always a rewarding combination, the main problem with *Goin' Quackers!* is that it's very easy to blow through all 20 of the game's stages in just a few hours; this obviously isn't a game designed to satisfy platform vets who're used to brain-busting, skill-testing antics like the ones to be found in *Rayman* or even oldskool *Sonic* games. And unless you're still rushing home to watch *Blue's Clues*, the music will eventually make you want to chew your own foot off.

Donald Duck: Going Qwackers! could be enough to keep the K-6 set sitting quietly in front of the TV for hours without complaints. So to this end, *Donald Duck* does meet a worthwhile goal—with plenty of humor and style. **DAN MORRIS**

Official Magazine Dreamcast

PUBLISHER UBISOFT **DEVELOPER** DISNEY INTERACTIVE **GENRE** PLATFORMER **ORIGIN** US **PLAYERS** 1 **ONLINE** NO **ESRB** E **PRICE** $39.99

GRAPHICS 7
Looks like the *Duck Tales* show (a compliment)

SOUND 6
Expected goofy pratfalls, punches, KO croaks

CONTROL 7
Plain and simple; jump, double jump, duck-kwan-do kicks, etc.

GAMEPLAY 5
Basic platform jumps-n-bops. Easy, short

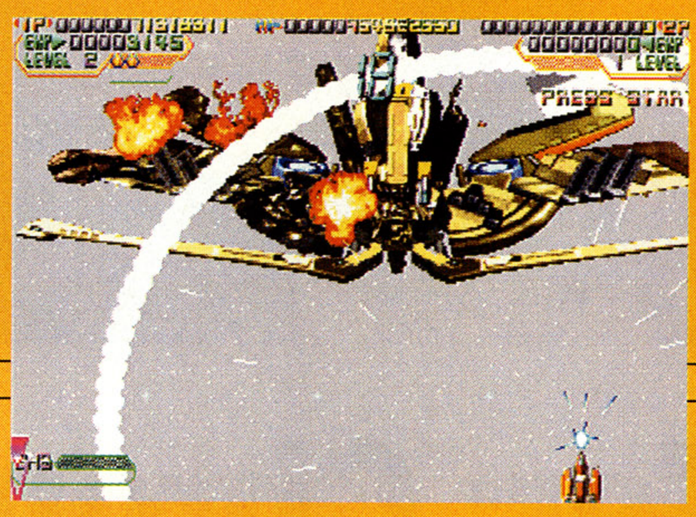
Score: 5







While a little more variety in the basic weapons would be nice, you never feel under-armed. The Gravity Hole Bomb *(below left)* is an awesome weapon, but it recharges slowly—so don't waste it.





To say that the enemies in *Mars Matrix* shoot a lot is exactly like saying $1000 is a lot to pay for a PS2.

Mars Matrix

Looks like there really is life on Mars. Go kill it

What *Mars Matrix* does right, and what so few shooters manage to do today, is that it provides a Zen-like defining moment when you suddenly realize that you are *in the zone*—and in so doing, you have transformed from a panicked, underpowered little gnat who simply wanted to stay alive to an unstoppable, untouchable fountain of beautiful destruction, raining fire down upon huge expanses of the screen and leaving nothing but smoldering earth (or rather, Mars) in your wake. It's the closest thing in videogames to a runner's high, and all of the great shooters have had it. *Blazing Lasers* had it in spades, as did the *Thunderforce* games. And *Mars Matrix* has it, too.

Capcom has tweaked its cookie-cutter 2D shooter formula nearly to perfection, here—two selectable ships offer the typical 'wide, weak shot versus strong, narrow shot' choice, and both crafts are fast, so you can dodge and weave effectively. Both ships also have a Piercing Cannon, a very strong, short range attack, and a secret weapon—the Gravity Hole Bomb, a defensive shield that reflects the shots of your enemies, and can also detonate a devastating blast which will damage every enemy onscreen. This reflective shield has become a Capcom staple (see *Gunbird 2* and *Gigawing*), and is finally perfected here.

Which is not to say that things are going to be easy for you. In another nod to the great shooters of old, *MM* crowds your path with vast hordes of enemies who cover the screen with dozens—and sometimes hundreds—of little red and blue bits of glowing death for you to collide with. You have some big guns yourself, but these guys are just sick.

The game also boasts considerable depth for a shooter. There's *Raiden*-style two player cooperative play, and Elite Mode revamps each level's enemy types and placement so completely that it seems to be an altogether new game. Finally, the Shop enables players to unlock high score competitions, options ranging from ship speed and color to free play, and even demonstrations of how to beat a level. Overall, this is one of the finest 2D shooters we've played in years. Give it a shot.

ERIC BRATCHER

MEN ARE NOT FROM MARS The debate as to whether there is life on Mars has been raging since 1877, when Italian astronomer Giovanni Schiaparelli reported seeing channels (mistranslated as "canals") on the planet's surface. In 1996, a meteorite was said to contain evidence that single-celled bacteria once existed on Mars. That conclusion is now considered speculative, as the same "evidence" has been discovered in moon rocks, in the Antarctic ice where the meteorite was found, and recently in the odor-eaters of certain dedicated **ODCM** editors, where nothing could possibly survive.

Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** TAKUMI
GENRE 2D SHOOTER **ORIGIN** JAPAN **PLAYERS** 1-2
ONLINE NO **VMU CT** 7 **ESRB** E **PRICE** $19.99

GRAPHICS 6
Hand drawn sprites look awful on a VGA screen

SOUND 8
The music is great, but explosions drown it out

CONTROL 9
The analog stick is tuned to perfection

GAMEPLAY 7
Despite little innovation, but has great old-school values and personality

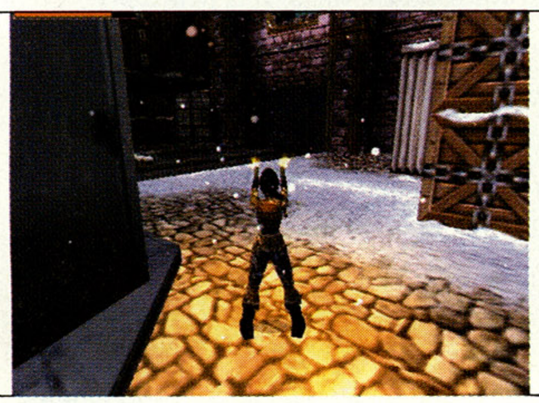
Score: 7



While Tomb Raider: Chronicles does offer some nifty action sequences, it isn't nearly as satisying—on any level—as *Tomb Raider 2* or *3*.

Once again, you're treated to the dynamic duo: killer gunplay and Lara's short shorts. All the staples of previous *Tomb Raider* games are here for your enjoyment: and that, of course, is the farthest thing from bad.









Tomb Raider: Chronicles

She jumps. She falls. She dies—yet Lara still keeps popping up on DC

The secret is out. Lara Croft is dead, but her memory lives on through the dialogue of a few close associates, who've been gathered together in the *TR* franchise's latest installment, *Tomb Raider: Chronicles*. In this dirge-like little ditty, various mourners at Lady Miss C's funeral recount a handful of her earlier adventures in an effort to (supposedly) shed some light on the shadier bits of Lara's history—and meanwhile, you'll play through these same 'memories' in sort of a videogame version of a eulogy. It's a great concept—but it's a wasted one, once you've noticed that the game's stale graphics look so far past their sell-by date, it almost hurts.

It's bad enough that all of the characters resemble untreated bee sting victims, but Lara's exaggerated character model (is this game stuck in Big Head Mode, or what?) seems incredibly outdated on DC's capable engine.



Lara Croft: *Trés Jolie!*

Will the *Tomb Raider* movie, starring Angelina Jolie, make the grade? Games that have graduated onto the big screen in the past certainly haven't! Here's a rundown, to refresh your memory: *Double Dragon* ('93): F; *Super Mario Brothers* ('94): F; *Street Fighter* ('95): F; *Final Fantasy: Legend of the Crystals* ('95): C; *SFII: the Animated Movie* ('96): B; *Mortal Kombat* ('97): C; *Mortal Kombat: Annihilation* ('99): C.

Giving credit where it's due, *Chronicles* does sport some nice character animation for Lara: water droplets drip off her body when she surfaces in a pool, etc. And in comparison to *The Last Revelation*, the graphics are vastly improved. But the textures never quite make it beyond so-so or bland, while the in-game cinemas are extremely hokey.

With regard to gameplay, guiding Lara's shapely polygons around should be easy as pie by this time, right? Wrong! If you hated the controls before, you'll hate them just as much now. Fans who worship at the shrine of Croft will know the drill—jump, duck, shoot, roll and climb a bunch of boxes, walls and ladders—but sadly, this drill hasn't gotten any more exciting. Core has done little in the way of innovating; it's almost as if the series has taken a step backward, with a sloppy auto-aiming feature (was nothing learned from *Legend of Zelda*'s immaculate lock-on function on N64?!) and some of the usual suspects (wacky camera angles, clipping, collision detection, etc.) committing old crimes. Even with *Chronicle*'s interesting storyline and some new features (like tightrope walking and some stealthy bits), it still falls far, far short of the potential shown in the original *Tomb Raider*, or even iterations *2* and *3*.

Chronicles seems like it was slapped together to squeeze more green out of the franchise before the movie hits. Unfortunately, Eidos seems to have forgotten about the suspense, intrigue and innovation that made the original game so movie-worthy in the first place. It's nice to see Lara on Dreamcast again, but this game merely heaps another shovel of dirt over her coffin.

JAMES MAINEIRO



Official Magazine Dreamcast

PUBLISHER EIDOS **DEVELOPER** CORE **GENRE** ACTION/ADVENTURE **ORIGIN** UK **VMU COUNT** 17+ **PLAYERS** 1 **ONLINE** NO **ESRB** T **PRICE** $49.99

GRAPHICS 4
Blocky, chunky and unbecoming...so unlike the Lara that we want to see

SOUND 6
Typical grunts and sighs with minimal generic soundtrack

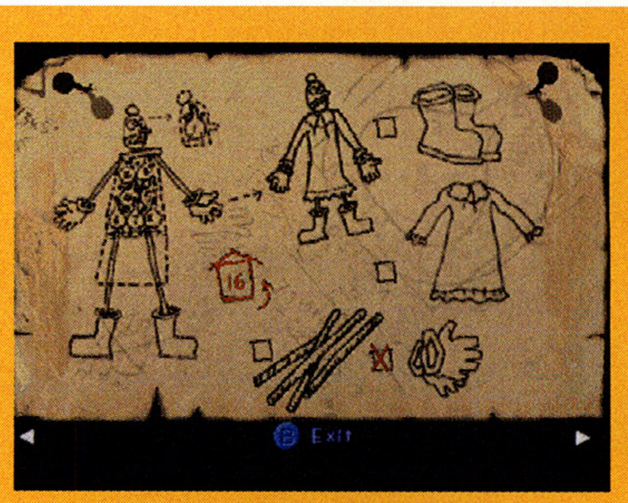
CONTROL 3
Too loose in the wrong places; too tight in the wrong places

GAMEPLAY 5
Rehashed action from Lara's glory days of yore...yawna

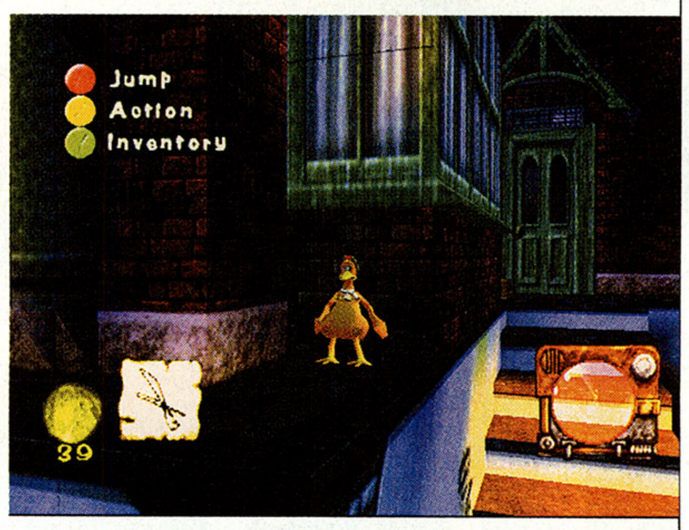
Score: 4

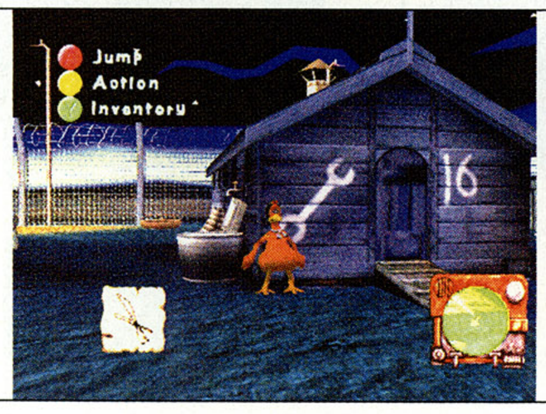
Who doesn't love Ginger? She's the perfect hero. Or heroine. Or whatever. And really, she's got quite a pretty game behind her. But there just isn't enough meat on this chicken's bones to make it fly. If a chicken could *ever* fly, that is.





These hand-drawn maps are cool, but they're often hard to make out. And you'll have just as hard a time deciphering the Scottish accent of the hens' fast-talking military expert, Mac. If you can't read the map or understand the directions, how the heck do you know what to do next?











If you're a fan of the movie, don't expect to come away from this game with a similar feeling of satisfaction!

Chicken Run

As the Colonel says, 'These birds woulda tasted better Extra Crispy!'

For every action, there *is an equal and opposite reaction.* Thus wrote Sir Isaac Newton in his Third Law of Motion—and by golly, he could have been talking about this game. For every aspect that we like about *Chicken Run,* there seems to be a negative side just waiting in the (erm) wings. An example: on one hand, the characters and movies are marvelous and fans will like the way it all looks. But on the other hand, too many background elements are blocky, low-polygon efforts, and clipping abounds. There are also way too many invisible barriers dotted around the farm; you can never...quite...get...to...where...you...want...to...be.

Following the movie, you're tasked with finding the various objects that you need to facilitate your (hopeless) escape attempts—and the Tweedys and their vicious hounds are out to stop you. Which could set the stage for madcap action...but mad caps simply fail to appear. Experienced gamers will doubtless find the 'go fetch' style too simplistic, whereas novices will have a hard time with the mechanics—which leaves you wondering just who this game is aimed at.

The ever-patrolling enemy imparts a great sense of tension to your adventures, but—and here's that downside again—most of the time your attention is focused on a tiny radar displayed in one corner rather than on what's happening on the rest of the screen. Often, you'll find that you only have about 1.5 seconds to react to danger—even after a load or when you're unwittingly dumped into a new area. Worse, there are scripted responses that're sure to have the dogs on your tailfeathers, whether you've strayed into their field of vision or not. And if you're caught, you start over. This can quickly rack up that frustration level. The camera adds to your woes here, because it's only adjustable in certain spots—and never in the right spots, of course.

At key points, you're given a shot at some mini-games, which, while fun, will make you start to suspect that the other peckers in your brood are actually conspiring against you. Ultimately, *Chicken Run* ends up in the try-and-cry dustbin of gaming. We wanted to love it, honest. **MAX EVERINGHAM**

Official Magazine Dreamcast

PUBLISHER EIDOS **DEVELOPER** BLITZ GAMES
GENRE ACTION/STRATEGY/COOKING **ORIGIN** UK
PLAYERS 1 **ONLINE** NO **PERIPH** JUMP PACK
ESRB E **PRICE** $49.99

GRAPHICS 7
Patchy at best, but you do 'live' the movie

SOUND 6
Buoyed up by voice-acting alone

CONTROL 5
Reluctant camera, over-reliance on radar

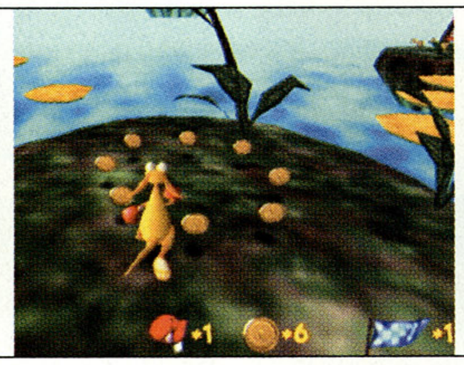
GAMEPLAY 4
Shallow as a puddle on the Tweedys' farm

Score: 5



These screens look a bit simplistic, but believe us, *Kao the Kangaroo* does everything right. It has everything going for it—pretty (and effective) design, great gameplay (and a lot of it! These worlds are huge) and the most charismatic marsupial protagonist since boxing Matilda.



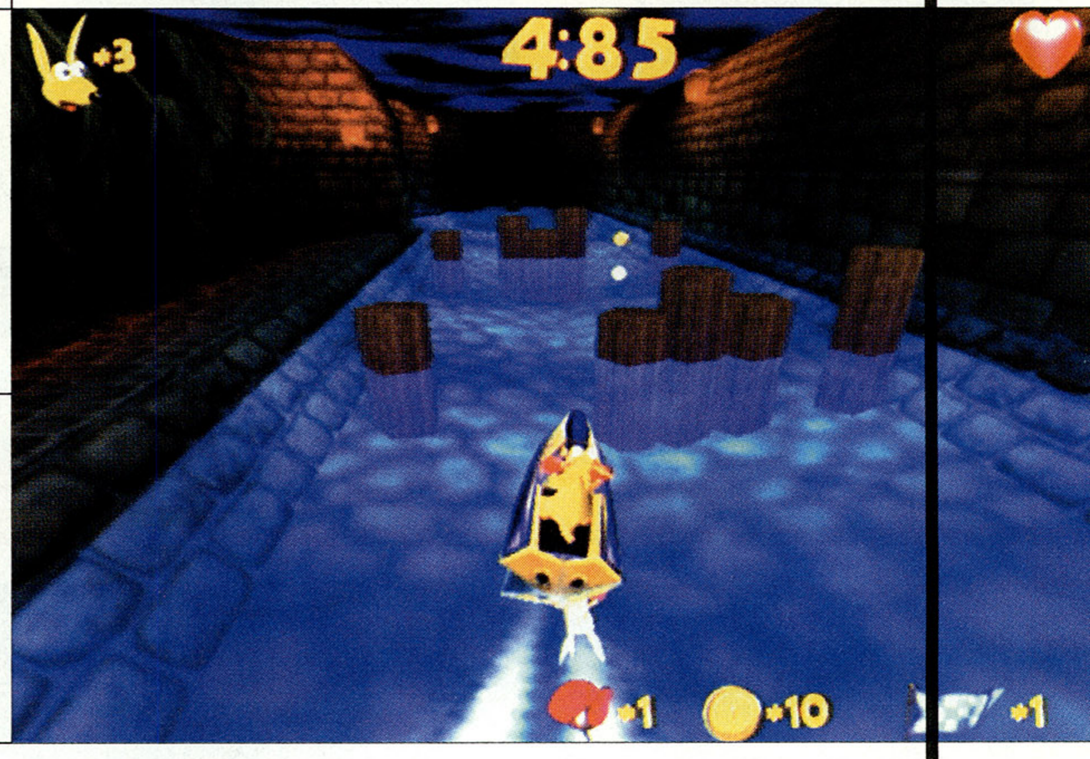






WHAT A DOG!

MEET ONE OF THE BOSSES in Kao the Kangaroo. In the real world, dropping an anvil on this bad dog's head would be a surefire cure for life. In Kao's world, though, the anvil is just a means by which an animal enemy can be rendered insensate enough for Kao Kangaroo to get close enough to snap off a wicked-fast series of punches. All boss enemies in Kao operate under this principle—find and exploit their weak spots, and victory is all but assured. Oddly enough, although the physics of anvil-dropping is inaccurately portrayed here, the physics determining what happens when you get kicked by an angry kangaroo is exactly correct. Don't piss one off.



Kao the Kangaroo

It came from a land down under...and you can bet it's not vegamite

Hopalong hero Kao Kangaroo, the eponymous marsupial star of Titus' new 3D platformer, is simply marsuperior: his huge eyes, yellow-hued body and gleeful gamboling will appeal to even the blackest of souls.

Game fans will remember Titus as the publishers of *Superman* for the Nintendo 64, which is arguably the worst game ever created. The company has redeemed itself (and then some) with *Kao the Kangaroo*, an exceedingly fun title that holds as much solid gameplay as it does beauty. Children and adults alike will dive happily into Kao's brightly colored world and savor the immersion, as they're enthralled by sparkling gameplay and many challenges.

Armed with only a pair of boxing gloves and a wickedly powerful tail, Kao sets out across a series of gorgeously rendered worlds to win his freedom from a misguided hunter. Gameplay requires players to navigate Kao across a series of pits and chasms, through caves and jungles, over ice, and above deadly lava streams. Expect standard platform game fare, and plenty of it—Kao firmly embraces all of the genre's conventions, including (but not limited to): coin collecting, enemy bashing, powerup retrieval, and endless jumping puzzles.

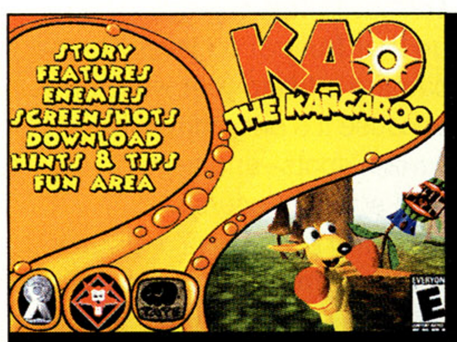
Although *Kao* certainly breaks no new ground, it does quite a superlative job of rendering the existing ground. Gorgeous graphics dominate, and each world appears as if it was taken from your fondest (and least cynical) sugared cereal-inspired daydreams.

The game also features finely tuned gameplay, with a nice balance of frenzied scenes—where Kao must chug madly away from out-of-control boulders—and more sedate moments, wherein our hero can gracefully slide across ice or soar across a firepit on a hang glider.

To seal the deal, an excellent, dynamic camera makes navigating platforms a breeze, and a fine checkpoint system gives players the option to temporarily save their progress within a level.

All in all, *Kao* surprised us. A few goofy enemies and dumb-boss level fights serve as the game's only potholes...which are, of course, very easily hopped over.

GREG ORLANDO



DENNIS THE *WHO?*

THE WORKING TITLE FOR Kao was "Dennis the Kangaroo." No one can be sure of the pharmacological content of the lunches served in the cafeteria of Titus' headquarters—or if any of the folks eating lunch there are even old enough to know who Dennis the Menace is—but luckily, more creative heads prevailed and the protagonist's name was changed. Curiously, Titus' Kao Kangaroo Web site (http://www.kao-kangaroo.com/pc/) still refers to the hero as Dennis.

Official Magazine Dreamcast

PUB TITUS **DEV** TATE **GENRE** PLATFORMER
ORIGIN EUROPE **PLAYERS** 1 **ONLINE** NADA **ESRB** E
PRICE $49.99

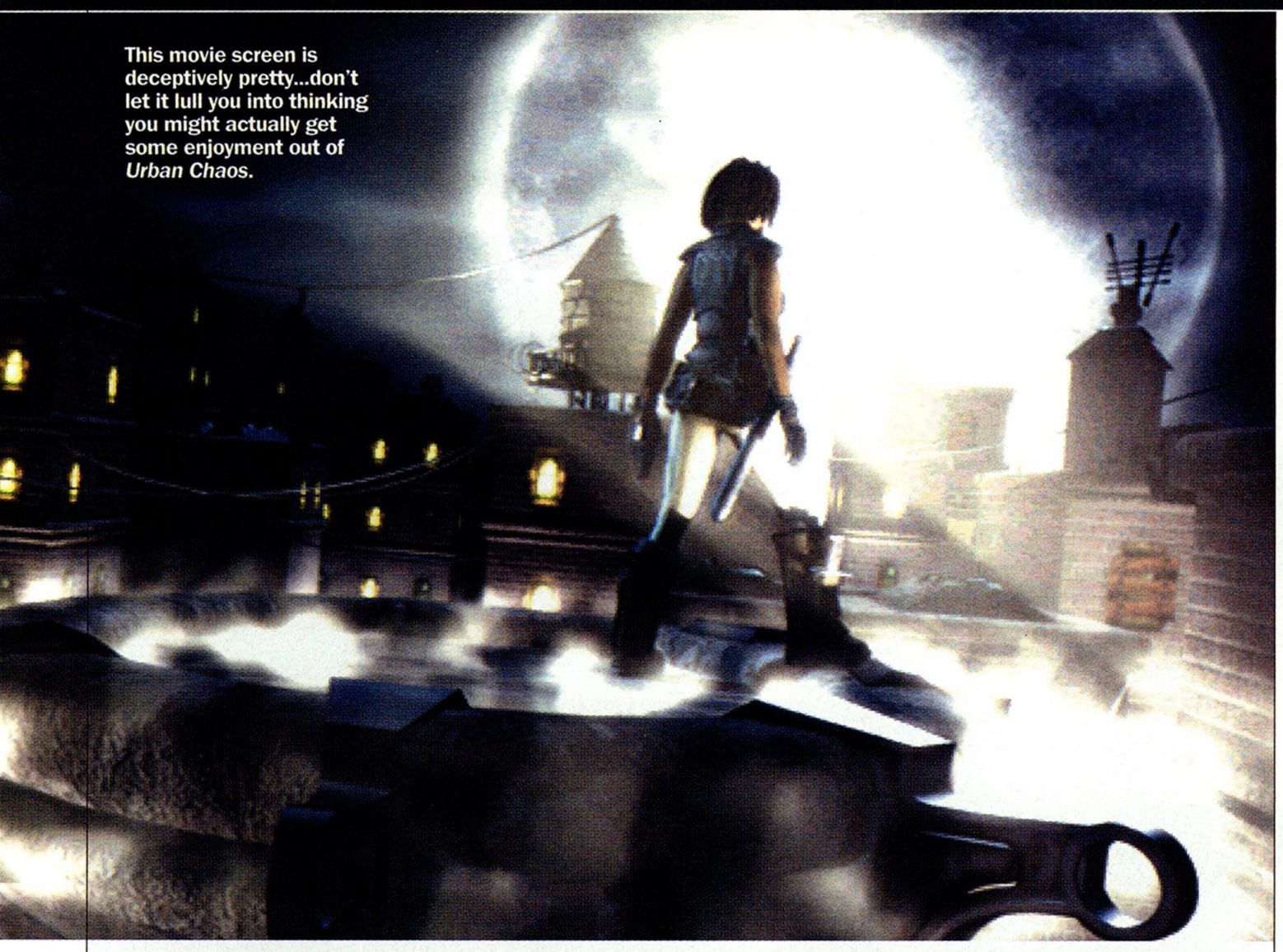
GRAPHICS 7
Don't hate *Kao* because it's beautiful

SOUND 4
Happy fun music loops endlessly

CONTROL 7
It's a fine and responsive vintage

GAMEPLAY 9
Smooth sailing all around

Score: 8



This movie screen is deceptively pretty...don't let it lull you into thinking you might actually get some enjoyment out of *Urban Chaos*.

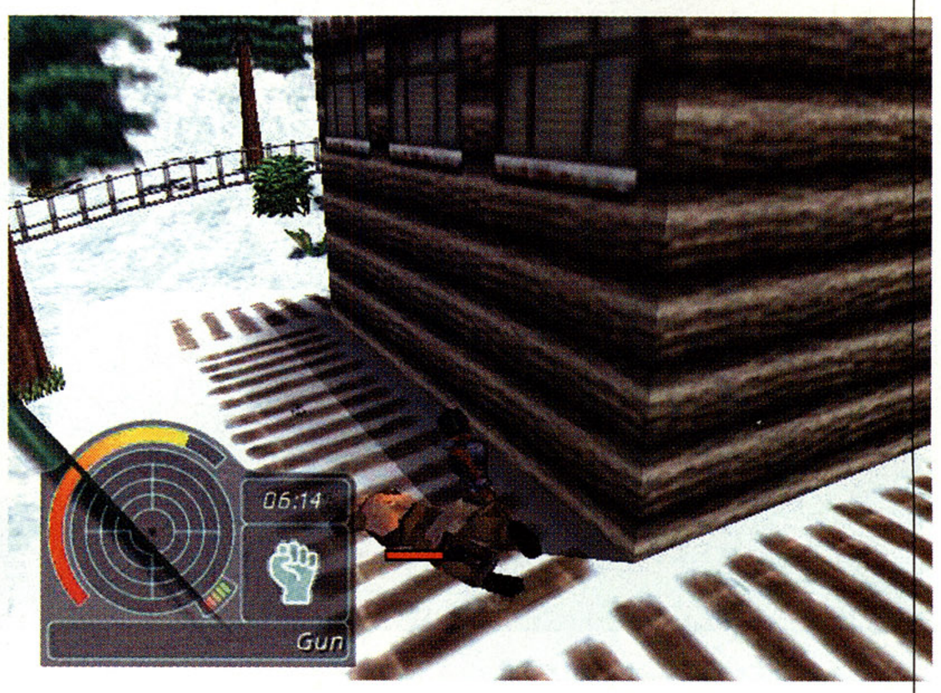






Cars in this game are really, really hard to control. In fact, you'll be forced to complete so many agonizingly slow three-point turns, you might begin to think that this game was originally conceived as a sim for Drivers' Education classes. The Department of Motor Vehicles would go nuts for this stuff.





Ooooh, pretty. Kind of like an internment camp is pretty.

Urban Chaos

"When Bad Games Attack!" It's one of the worst shows you'll see on Dreamcast

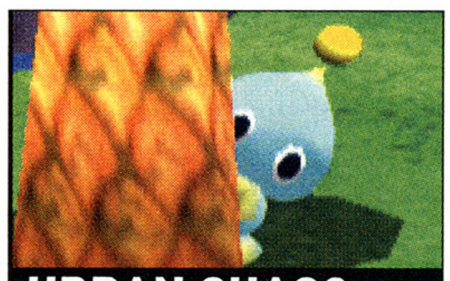
In theory, *Urban Chaos* sounded appealing: Fight crime, go on dangerous assignments, get into adventures, wear really cool cop gear—this was just the kind of inspired visceral entertainment that made *Escape From New York* the classic that it is. And the preview screens that we ran in **Issue #08**'s Coming Soon section looked pretty good, didn't they?

Reality, however, when it entered our offices in the innocuous form of a reviewable GDROM several weeks ago, proved to be far less intriguing: Not only is the game itself enormously flawed, but (even worse) the Dreamcast port has been visually defiled beyond recognition. Between the horrible styling and the actual errors, we were trapped between bad and worse.

What could have possessed Eidos to unleash this horrid beast of a game?

The beauty of consoles, one could argue, is in their inherent ability to level the playing field: With standardized hardware, developers are able to efficiently maximize the power of the system (as opposed to developers in the PC arena, who have to contend with the fact that their game's performance will vary greatly from system to system).

Well, the word "maximize" apparently didn't get bandied about the developers' offices very much when this port was created. Due to a lack of interest, time or talent, *Urban Chaos* was released as a choppy mess with looooow framerate. Not only does the game look only marginally better than its PlayStation cousin (*read:* utterly atrocious), but it fails to even push things along at a decent clip. Instead, players are presented with a screen full of configuration options, which enable you to turn several of the graphical effects on or off. With everything turned on, the frame rate literally hovers somewhere in the 10-15 fps range, and with everything turned off, the game looks even worse—and the frame rate is *still* nowhere near a consistent 30 fps. Unacceptable.



URBAN CHAO?

PERHAPS SEGA should think about doing its own version of Urban Chaos... about a bunch of urban Chaos. Just think: all of those cute little blue guys with big eyes, living in the Hood and fighting it out on the mean streets of the big city. Hey, the gameplay couldn't be worse than that of the real Urban Chaos.

<Insert domino effect here>

So. With hideous graphics and a stunningly poor framerate, there's little to salvage. Control is horribly awkward and sluggish, and the driving stages vye with all of those nasty Internet pictures that always seem to be flying around the office for the title of of 'Worst Thing Ever'. It seems that somewhere, nestled deep within the flawed package that is *Urban Chaos,* there existed a game with some minute shred of respectability...sort of like the kind and gentle person existing somewhere inside the mind of Hannibal Lecter. Avoid this game at all costs, and do a good deed by warning others to do the same. **EVAN SHAMOON**

Official Magazine Dreamcast

PUBLISHER EIDOS **DEVELOPER** MUCKYFOOT
GENRE ACTION/ADVENTURE **ORIGIN** US **PLAYERS** 1 **ONLINE** NO **ESRB** T **PRICE** $49.99

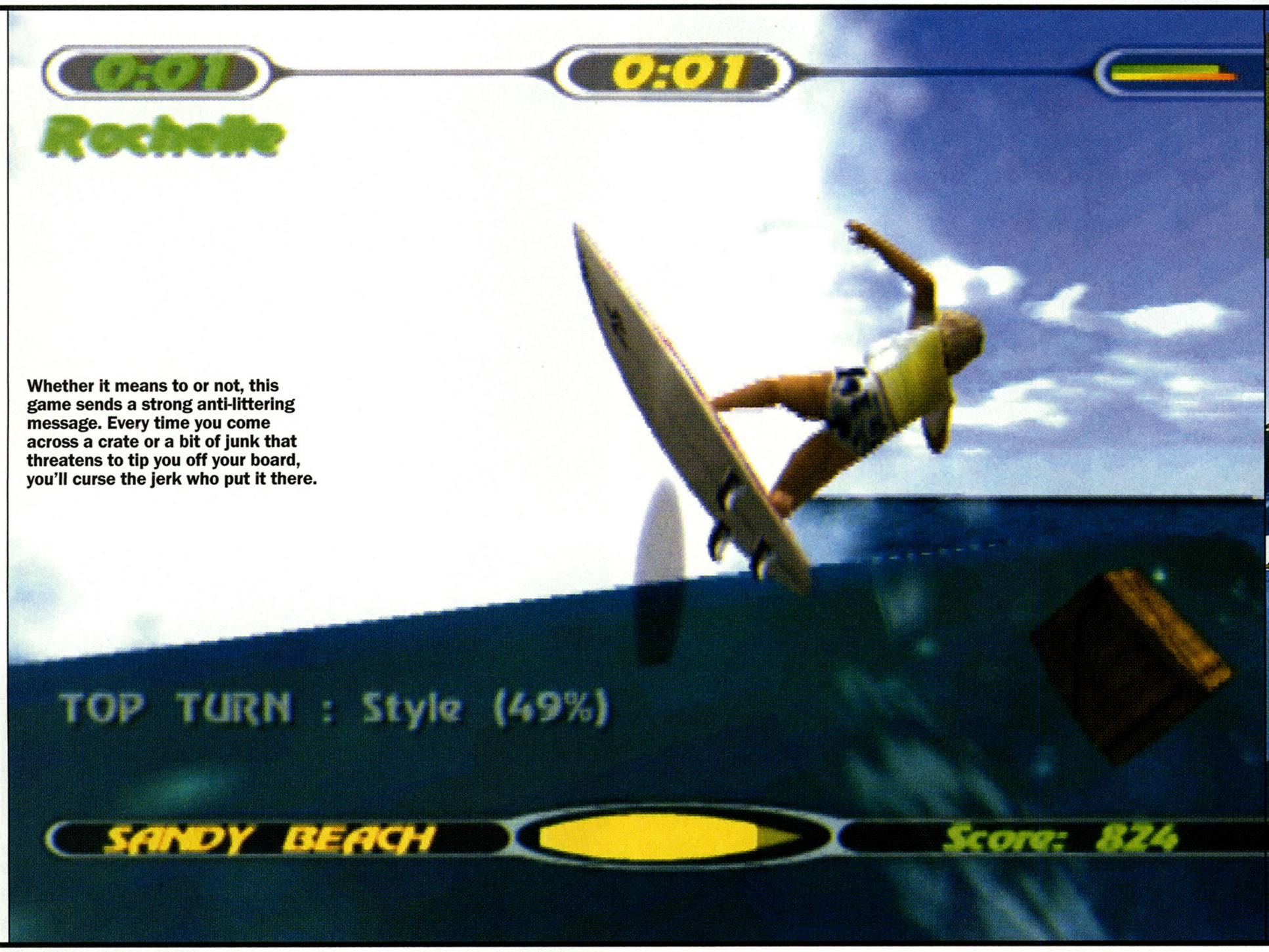
GRAPHICS 2
Effects or framerate...pick one and only one

SOUND 4
Voices aren't half bad—or half good

CONTROL 1
No collision detection, half-assed *TR* controls and a wacked-out driving scheme

GAMEPLAY 2
How? What? Who? Blame must be placed!

Score: 2



Whether it means to or not, this game sends a strong anti-littering message. Every time you come across a crate or a bit of junk that threatens to tip you off your board, you'll curse the jerk who put it there.



You'll note that there isn't much variation in these graphics: water, water and more water. But hey, it's a surfing game. Whaddya expect: Sleeping Beauty's castle?

Championship Surfer

The best surfing game in years is making waves on Dreamcast

As a whole, surfing games have been few and far between; good surfing games are almost unheard of. Not since *California Games* have we seen basic gameplay combined with believable wave dynamics that made us feel like we were really out in the surf, risking our lives and necks to look cool for the chicks. Which isn't to say that Mattel Interactive's *Championship Surfer* is as basic as *California Games,* mind you—games have come a long way since then. It does, however, capture a bit of that oldskool magic.

Playing as one of eight real world surfers, you'll get the opportunity to participate in seven types of competitions. Granted, only three of these modes (Championship, Arcade and Rumble) are really full game modes—the others are just variations—and out of those three, only Championship and Arcade are actually worthwhile...but those two really are quite good.



BANKING ON FUN IN THE SUN

Frankie Avalon, star of dozens of classic surfing movies like How to Stuff a Wild Bikini, could have ended up just another has-been. Instead, he's parlayed his beachy fame into his own line of beachy products—which include everything from tanning lotions and skin creams to collectible Frankie-and-Annette plates.

Championship is a straight-forward season mode, playable by up to eight players at once, which uses traditional scoring and official rules. Your only obstacles out on the water will be the temperamental weather and the waves themselves.

Arcade mode features the same beaches but adds crates, mines, scuba divers and everything else that you'd ever find hanging about in the ocean, forcing players to avoid them or risk wiping out. And instead of a set number of waves (which you'll get in Championship mode), Arcade features a time limit.

The Rumble mode challenges multiple players to knock each other off of their boards—which isn't nearly as fun in the virtual world as it is in real life—and contains standard additions like Time Attack, Trick Attack, etc. Unfortunately, these do little to add to the gameplay. It's nice that they're there, and each one is worth a few minutes of your time, but you wouldn't miss them if they were gone.

What *is* important to *Championship Surfer* is the control. It's tight and predictable, and it simulates the feel and weight of the water wonderfully. As they should, characters control differently depending on whether they're on the crest of a wave or in the tube, and positioning is all-important.

Take this one out and catch a gnarly curl: you could be pleasantly surprised. **DANIEL ERICKSON**

Official Magazine Dreamcast

PUBLISHER MATTEL **DEVELOPER** KROME STUDIOS **GENRE** SPORTS **ORIGIN** AUSTRALIA **PLAYERS** 1-8 **ONLINE** NO **PRICE** $49.99

GRAPHICS 6
The waves are nice. Other than that, there's not much to see

SOUND 5
Some totally forgettable music, punctuated by the occasional bird

CONTROL 9
Easy to learn, nearly impossible to master

GAMEPLAY 7
Although most of the modes are worthless, the good ones are really fun

Score: 7

www.DailyRadar.com



Is it *DOA 2*? No. But then, looks have never been what *KOF* was all about. This is one fighting series that's all about the fight: and nothing but the fight. With sparkling characters and gameplay to die for, *Evolution* is all but guaranteed to satisfy.







THE STRIKER

Get ready to do some strikin', KOF-style! The addition of a fourth partner in KOF '99 Evolution gives each fight a significant boost in the strategy department. You can only use your Striker during combat, and you'll have to use it well to get the most out of the new feature.

King of Fighters '99 Evolution

The classic series still lacks innovation—but it's still fun as ever!

Although it's nearly two years late, *King of Fighters '99* still manages to keep the series on its perch at the top of the fighting game genre. Some will be turned off by its dated appearance (screw 'em, it's their loss), but those of you who're familiar with *KOF* will know that its strength isn't in its looks, but in its characters and solid gameplay. And where else can you hear cool phrases such as "choushi koiten janeizo kora!" ("don't be so damn cocky"), and "sono mama de shine!" ("die just as you lay")?

Besides sporting interesting designs and unique personalities created for each character, you'll find that *'99*'s gameplay is second to none. Supers and regular moves are easy to perform and the combo system is deep and open-ended. In addition, there are a number of common moves—like three different jump-types, a variety of counters, parrying, etc—which make the fighting in *KOF Evolution* gratifyingly strategical. The only major flaw in this fighting engine is its dearth of innovation—SNK apparently chose to use these two years to tweak the existing engine to near perfection, rather than building a new one from the ground up.

Gameplay, too, follows patterns set in previous games, but *Evolution* does stray further from the original formula than its predecessors ever did. You'll quickly notice that the first major alteration is the addition of the 'Striker'—a fourth partner that comes in to assist other characters during combat. It's a significant addition that seems to work well with the existing gameplay, putting even more emphasis on strategy.

Evolution has made many other minor changes that improve it over *KOF '98*. First, SNK has reduced the total number of characters and made each more unique and balanced. Which is great, but there's a down side: although you'll see some fresh new faces (and some fresh new combat styles sported by the familiar ones), you'll still miss the old Robert, and Chris and Yashiro.

SNK has also removed the ability to perform desperation supers at any time—you can only perform a desperation super by doing a super when your energy is low. Instead, you can press the three buttons to activate two different fighting modes—defensive or offensive—thus enhancing each character's attributes. This change, thank goodness, further balances the game, making it less combo-crazy and cheap.

With tight gameplay and some new tricks, *KOF '99 Evolution* makes the series more fun than ever. If you've never played it, or if you used to play it way back in the day and got bored with it, give *KOF '99 Evolution* a whirl. Bigtime fans (and even newbies), won't be disappointed.

CHET BARBER

Official Magazine Dreamcast

PUBLISHER AGETEC **DEVELOPER** SNK **GENRE** FIGHTING **ORIGIN** JAPAN **PLAYERS** 1-2 **ONLINE** NO **VMU COUNT** NA **ESRB** T **PRICE** $49.99

GRAPHICS 6
Interesting character designs; stale graphics

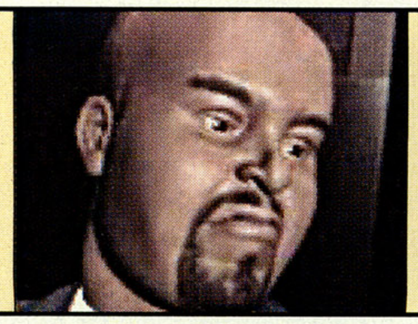
SOUND 6
Mediocre soundtrack with strict fan appeal only

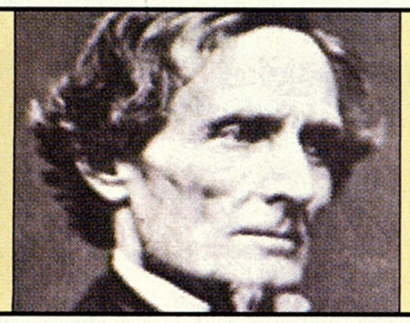
CONTROL 8
Deep combo system, precise controls; cheap AI

GAMEPLAY 8
Tight, strategic gameplay; loads of cool moves

Score: 8

"*Max Steel:* It's been done before, but that (almost) doesn't matter." KEVIN RICE





JEFFERSON: FOUNDING FATHER

MAX (FORMERLY JOSH) IS THE FOSTER child of one Jefferson Smith, head of N-Tek. Kidnapped and possibly nefarious, Jefferson plays a central role in the game and a complex role in his son's life. Oddly, another Jefferson (the former President) once had similarly complicated relationships with his kids. Many of their descendents are still grouchy.



No, that's not a big gush of blood, *a la* the elevator in *The Shining*. The game's producer went out of his way to ensure non-lethal KOs and what-not. No gore. Your Mom will be so pleased.

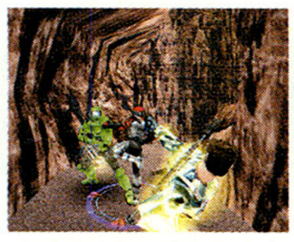


While it moves a little slowly in spots, no one can deny that *Max Steel* is a good-looking game.

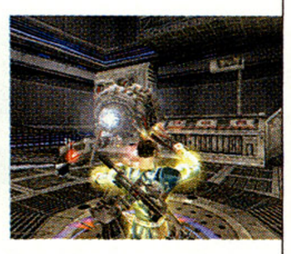


If you've ever caught an episode of *Max Steel* on TV, a lot of the game's enemies and weapons will be very familiar. But the storyline is tweaked to be original.

Max Steel







Not quite max, not quite steel, but pretty entertaining nonetheless

A game about a cartoon character! Sigh. Let's face it, there've been a lot of 'em—and they usually end up in the Bargain Bin faster than an Osmond Family Christmas compilation album.

Thankfully, that's pretty far from the case with *Max Steel*, the latest cartoon conversion from Treyarch (the same folks who brought you the DC version of a little-known franchise called *Tony Hawk's Pro Skater*). There are some nagging control issues to be found here, and some of the game's goals are rather vague—it probably could have used another three months in development. But all in all, *Max* boils down to quite a bit of fun.

You'll assume the role of Max Steel, a genetically altered superboy of sorts who fights baddies for the sake of humanity. This idea might not win any medals for originality, but levels are well-structured and loaded with plenty of multifarious landscapes to explore (both indoors and out), and the enemies you'll encounter on most levels have pea-sized brains and aren't too difficult to take out.

As you progress through the game (following clues given through radio transmissions from your 18-year-old nanotech master, Roberto), you'll acquire weapons such as pistols, rifles, mines, grenades, etc. It's all been done before, but it's done so well here that it (almost) doesn't matter. And it's enjoyable from start to finish.

You'll find bosses hiding out at the end of most areas; they tend to vary from horribly easy to adequately difficult. One of the problems in dealing with them is in the control—this is a third-person action game that doesn't give you the ability to strafe or even to turn 180-degrees quickly, so there's a lot of circling. Some of the transitions are a bit awkward, too—for instance, there's no animation change when you change from moving forward to backward; it just happens. Which isn't fatally distracting, but there are lots of little things like this that make us think that Treyarch wasn't quite finished tweaking when the game was shipped. Some of the enemy's AI routines tend to get stuck in patterns, people sometimes speak after they're dead... another coat of Turtle Wax would've fixed this.

Graphically, *Max Steel* is on a par with most second- and third-generation DC games. It's easy on the eyes and effects are well done—overall, it's something you wouldn't mind taking home to meet your mother.

So. We wish Treyarch had perfected the idea, but as it stands, it's still a fun way to spend your DC buck. **KEVIN RICE**

Official Magazine Dreamcast

PUBLISHER MATTEL **DEVELOPER** TREYARCH
GENRE ACTION/ADVENTURE **ORIGIN** US
PLAYERS 1 **VMU CT** 19+ **ESRB** T **PRICE** $39.99

GRAPHICS 8
Not tear-jerkingly brilliant, but pretty

SOUND 7
Decent music and voice work; good effects

CONTROL 6
Some persistent glitches needed work

GAMEPLAY 8
Despite the problems, it's undeniably fun

Score: 7



TAKING HELL TO
THE NEXT LEVEL.

SPAWN®

In The Demon's Hand



Todd McFarlane's blockbuster comic book characters come to life on Sega Dreamcast. Compete in the four-player simultaneous Battle Royal mode. Includes the original Arcade Mode and tournament style Dreamcast Mode. All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge.

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MATURE M CONTENT RATED BY ESRB

Animated Blood
Animated Violence

TODD McFARLANE ENTERTAINMENT
SPAWN.COM

CAPCOM
CAPCOM.COM

Dreamcast™

The level of detailing in this game is truly amazing: note the exquisite rendering elements in the background, and in Jill's...musculature.



GIRL IN TROUBLE

What's a nice girl like you doing in a place like this, Jill? Your Mom should love this game: it gives legitimacy to the instructions that she's been pounding into your head ever since you got old enough to go out and have fun without her: NEVER walk down a back alley like this in the middle of the night by yourself. Why? Because of the zombies, you ijit! Sheesh!



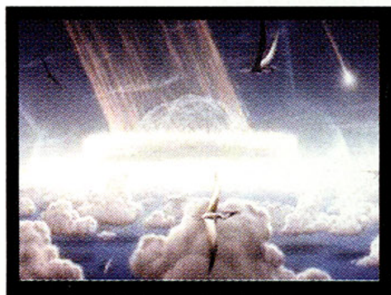


Resident Evil 3: Nemesis

"The zombie's back, and there's gonna be trouble. *Hey la, hey laaaa, the zombie's back!*"

No doubt about it: *Resident Evil* is a landmark series. Every new release is met with a mixture of anticipation and suspicion, from loyal fans wondering how Capcom will improve on the previous installments, and they have yet to be disappointed. Predictably, *Nemesis* takes a bold step forward in terms of atmosphere and gameplay from the first two in the series (*RE1* and *RE2*).

The story involves a massive outbreak of the monster-making 'T Virus' within the environs of Raccoon City. STARS agent Jill Valentine is one of a handful of survivors, and her task is to figure out what went wrong while avoiding being mauled by a 'Nemesis' super zombie. Quick shotgun blasts won't blow this thing away; its presence ups the ante and cranks the tension to new peaks of anxiety. And other upgrades abound—obvious additions include the capacity to make a quick 180-degree turn in order to face opponents coming at you from behind, and subtle ones include a host of new randomized sound effects and shock attacks. These will keep you on your toes, and they add some suprising depth to the game.



Nemesis of Nemeses

You can shoot him, stab him or blow him up but the nemesis will get back up every time: that's why he's called a nemesis. The biggest, baddest nemesis we've ever heard of is the so-called Nemesis Star—a hypothetical companion star to our sun that could be the cause of Earth's mass extinctions (which occur every 29 million years or so). In theory, this star's orbit would take it through the comet cloud surrounding our solar system, disrupting all of those ice balls and sending one or two on a collision course with Earth. Debris tossed up by the force of a comet's impact would block out the sun, ruin the climate and wipe out critters like dinosaurs (or people) altogether. Much like *RE3*'s zombie of the same name, this Nemesis Star (if it exists) is unstoppable—and it's bound to return in a sequel.

The DC port has sharper background graphics and character models (though they aren't as maximized for the system as we'd hoped), and unlike the PlayStation version, you can choose Jill's costume from a host of options (from a John Travolta-esque leisure suit to a kinky cop-ette uniform. You can also play a Mercenary Time Attack Mode—a PS feature that used to be reserved for those who had beaten the game, which can now be enjoyed right from the start. Though the storyline isn't as satisfying as the ones found in the original *RE, RE2* or *Code Veronica, Nemesis* remains a great action title for those who never had a chance to experience it on PlayStation.

ALEX GRAY

Official Magazine Dreamcast

PUB CAPCOM **DEV** CAPCOM **GENRE** HORROR
ORIGIN JAPAN **PLAYERS** 1 **ONLINE** NO **ESRB** M
PRICE $19.99

GRAPHICS 8
Gloomy, gory, grrrrrreat

SOUND 9
Moans and groans in all the right places

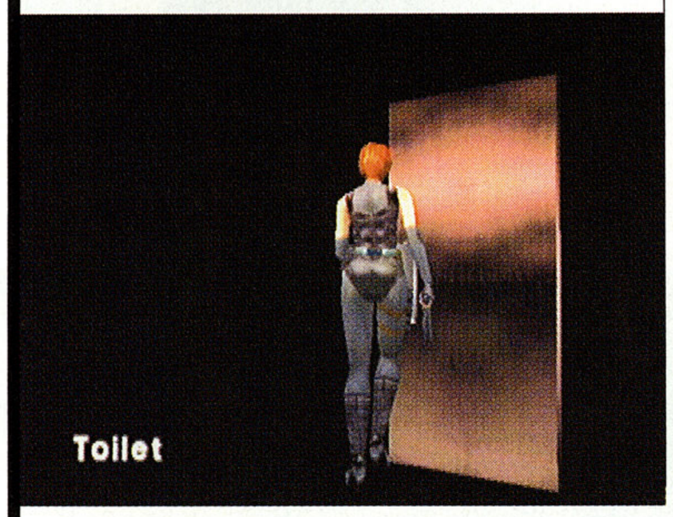
CONTROL 8
Nice improvements over the original interface

GAMEPLAY 7
Puzzles take a back seat to action, this time

Score: 8

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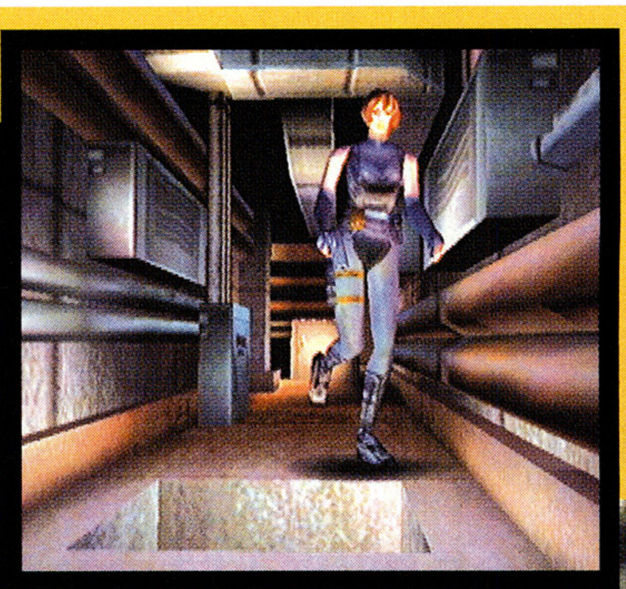




Bathroom hunter?
In our last issue, we ran a boxout with this same title in our preview of *Head Hunter.* And apparently, said boxout's appropriateness has not yet outlived itself. The mysterious screen aboves deserves a second (and probably a third) look, plus a fair amount of head-scratching. Is there actually a toilet behind this door, or does this text allude to some sort of metaporical plumbing? If, indeed, there is a toilet here, just how realistic does this game get? We'll leave you to find out the answer to that question on your own. The fun never ends, does it?

It's a T-Rex! You'll have to choose your weapon wisely if you want to survive this encounter.





As Admiral Ackbar so aptly (and frequently) noted, "It's a trap!" Actually, it's just a really big hole in the ground that could conceivably entrap you if you happen to fall in. This is a perfect example of *DC*'s stance on puzzles and traps: make 'em big. Make 'em obvious. But the thing is, traps and puzzles aren't like dog poop... we don't always like to be warned when we're about to step in something scary.



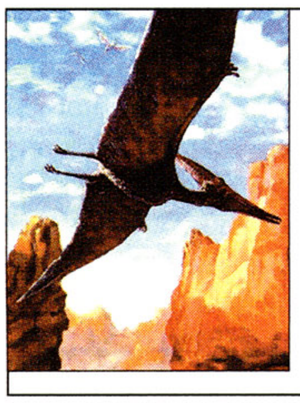
Dino Crisis

Resident Evil with dinosaurs = big fun with big guns and very, very big teeth

With *Dino Crisis*, Capcom gives *Resident Evil* fans a new series with a fresh take on the genre—and dinosaurs aren't the only new addition. Backgrounds and enemies are now rendered in full 3D, adding a welcome depth to the game.

You play Regina, a special agent who finds herself trapped with her team in a research facility on a remote island where something has gone terribly, terribly wrong. The staff has been slaughtered and there is no sign of the missing scientist—and you'll have to survive long enough to accomplish three goals: A. Find out what went wrong, B. Find the scientist,and C. Find a way off this dratted, god forsaken island.

Gameplay is simple but effective. Despite its *Jurassic Park* facelift, this is a horror game—so don't expect to do any dive rolls when the raptors close in on you. Here, action is a means to an end. Yes indeed, you'll have to deal with hordes of hungry dinos, but if you go in with guns a-blazing, you're going to run through your ammo far too quickly: and you'll be left defenseless with your back against the wall. Fortunately, there are other tools at your disposal, such as tranquilizer rounds that'll slow down your pursuers long enough for you to escape. So: think first, think later, and squeeze the trigger somewhere in the middle.



It's a bird...it's a plane...

AND IT'S ABOUT TO KILL YOU! Flying opponents are especially hard to hit when they spend most of their time off screen and the control interface doesn't allow you to look up. Auto targeting helps, but ultimately, you have no choice but to shoot blindly until Mister Flappy hits the pavement. There's an obvious lapse in logic here: why include airborne enemies without including the capacity to look up in order to see them? File under: Things that make us go hmmm...

Some of the puzzles are too simple or are so obviously puzzles that they break you out of the reality (and tension) of the game—but fighting your way through the mayhem in the lab and searching out vital clues should prove to be challenging enough for most gamers.

Unfortunately, the DC port of this PlayStation game doesn't really exploit the power of the hardware—and while everything looks and moves smoothly, it lacks the polish of a truly finished title. A bit more time in development certainly wouldn't have hurt. Still, though, even with its rough edges, the experience of fighting dinosaurs in a *Resident Evil* world is more than a novelty—it's an atmospheric thrill ride. In the end, this is a worthy addition to Capcom's stable of genre classics. **ALEX GRAY**

Official Magazine Dreamcast

PUB CAPCOM **DEV** CAPCOM **GENRE** HORROR
ORIGIN JAPAN **PLAYERS** 1 **VMU COUNT** 8+ **ESRB** M
PRICE $19.99

GRAPHICS 8
Unlike *RE*, these environments are fully 3D

SOUND 8
Ah, the hunting cries of the raptor...

CONTROL 5
Regina moves and fights like she's half-asleep

GAMEPLAY 6
Oldskool puzzles in a new school

Score: 7



One of the coolest features in *Dave Mirra* is the height meter, which pops up on the side of the screen every time the player leaves the ground. Some of the challenges will require players to reach a certain height to advance—and the resulting gameplay is like sweet, sweet candy.











Dave Mirra Freestyle BMX

Imitation is the sincerest form of flattery...and it makes for a good game, too

Who among us can hon-estly say that they've never once cheated in school? Never accidentally let their eyes wander over to a classmate's test? Here at **ODCM**, we are firm believers that copiers are only cheating themselves. Unless they're imitating a really good game. While *Dave Mirra Freestyle BMX* clearly mimics the *Tony Hawk's Pro Skater* duology in nearly every way, this fact never detracts from the quality of the game. Simply put, if you're going to clone something, you should always clone the best. And that's just what *Dave Mirra* does.

***Mirra* follows the familiar** formula for most stunt-based games, wherein players must complete a certain quota of objectives on each level in order to advance to the next. But one major gameplay difference between *Mirra* and *Hawk* (besides the obvious BMX vs. skateboarding thing, of course) is that *Dave Mirra* has three sets of objectives for most courses (except for competition courses, where winning is the only objective): Amateur, Pro and Hardcore. The neat thing about completing Hardcore challenges is that they'll unlock new riders, bikes and gear.

Dave Mirra's learning curve is slightly steeper than that of *Tony Hawk*, but once you've become accustomed to the difference between bikes and skateboards, you'll enjoy the same wonderful range of fluid motion, snappy camera angles, stunt variation and trick possibilities that *Pro Skater* offered. If you're looking for a good companion for *Tony, Dave* is a perfect match.



LOOK AT 'EM GO!

AROUND THE SAME TIME THAT women started wearing short skirts and drinking alcohol was made illegal (coincidence?), the standard bicycle frame underwent a silent revolution. Previously, bike riders had been fiercely mocked for riding around on hilariously oversized vehicles. But soon, this ostracization became too much for these riders to bear, and they reinvented the bicycle's form almost completely. Good thing, too. Imagine Dave Mirra trying to do tricks with these crazy things.

Pulling off tricks here requires a commitment, because correcting yourself mid-trick or midair is quite difficult. Luckily, the game lets you land backward without missing a beat, and you can change your move to a grind at the last minute if you want to insure a good landing. There are tons of stunts and combinations here, and a trick list that tells you exactly which buttons to push in order to do what can be accessed at the Pause menu.

Some have accused the graph-ics graphics in *Dave Mirra* of failing to meet standards set in *Tony Hawk*, but we beg to differ. While backgrounds are blocky and uninspired, everything that needs to look good (i.e., the ramps and the biker) does.

All in all, despite the obvious derivative nod to good ol' *Tony*, *Dave Mirra* deserves a play by anyone who enjoyed the Hawkman's series. That would be everyone, by the way.

GARRETT KENYON

Official Magazine Dreamcast

PUB ACCLAIM **DEV** Z-AXIS **GENRE** SPORTS
ORIGIN US **PLAYERS** 1-2 **ONLINE** NO **ESRB** E
PRICE $39.99

GRAPHICS 6
Between okay and good; framerate seems random

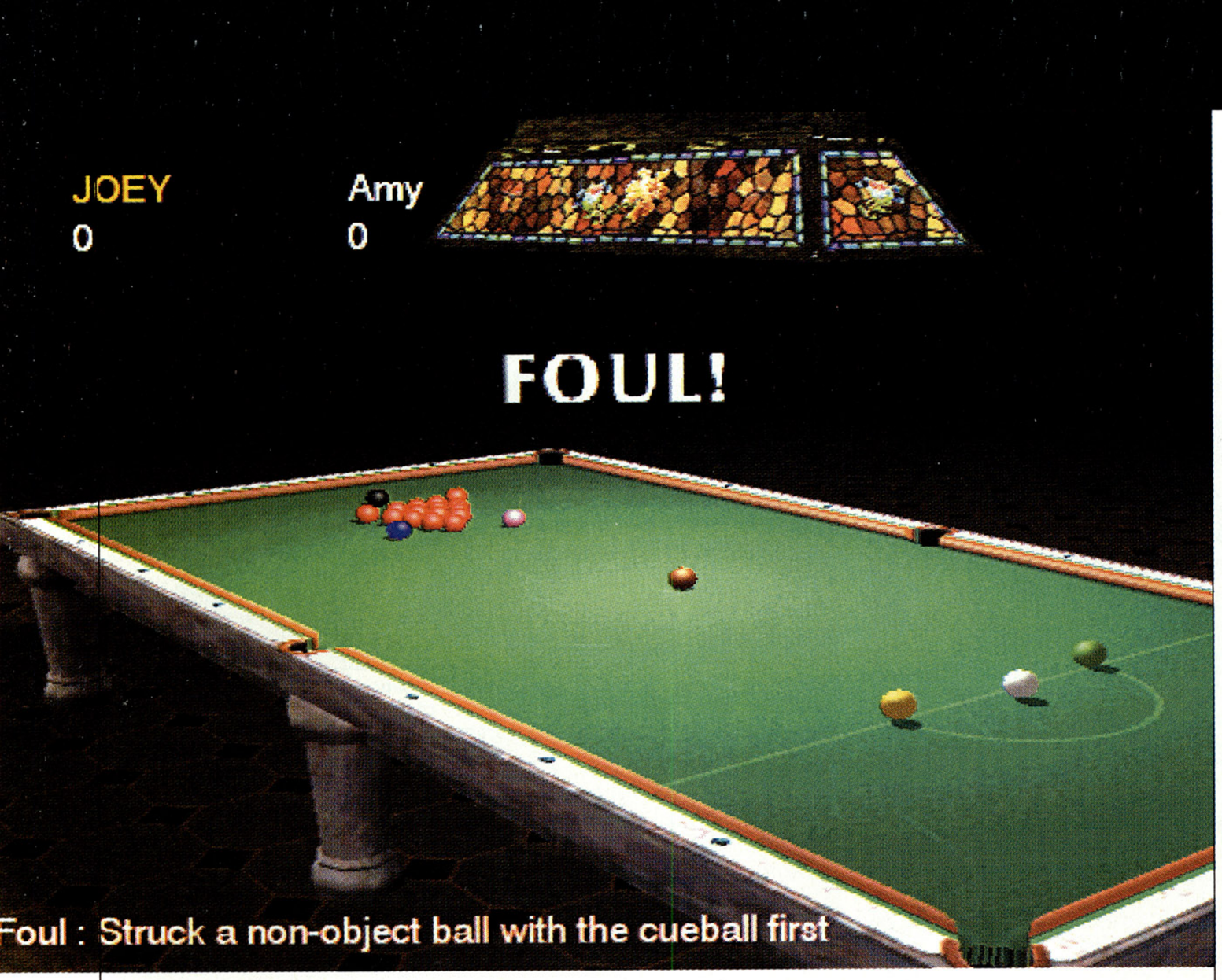
SOUND 7
Poppy punk and hip-hop...the usual

CONTROL 7
Difficult at first—practice makes perfect

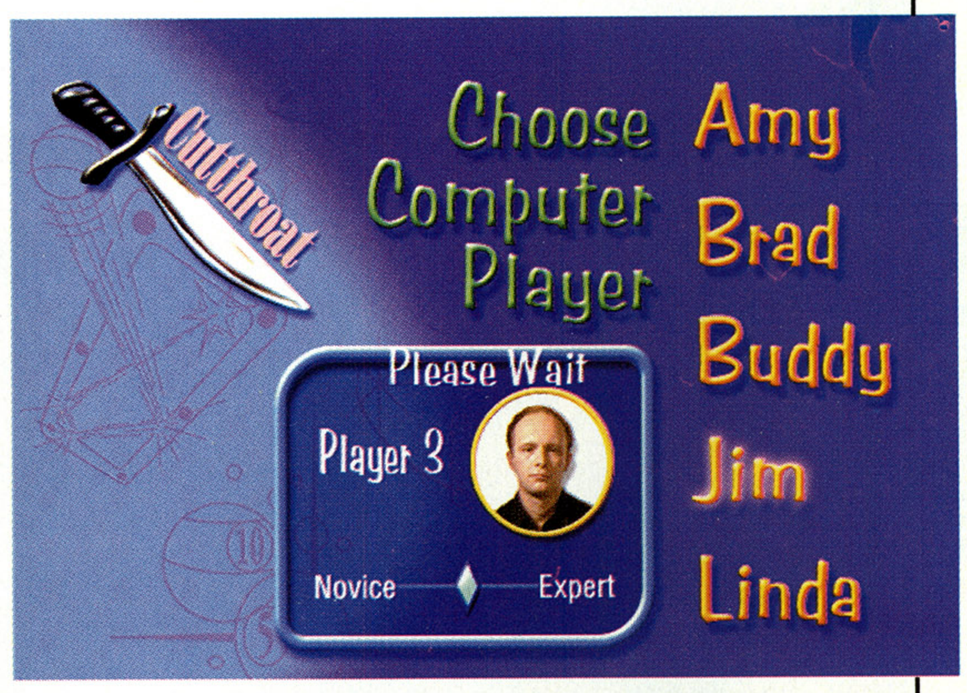
GAMEPLAY 9
Tons of levels, combos and goals: a winner!

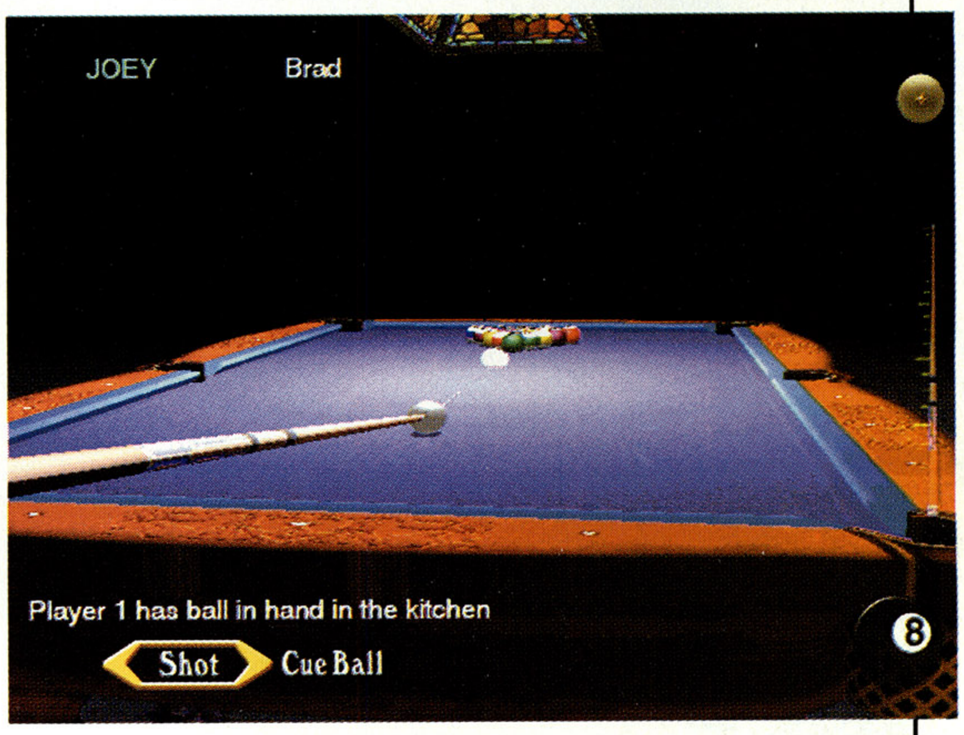
Score: 8

www.DailyRadar.com

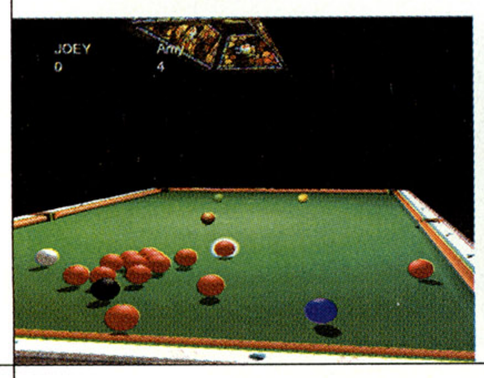


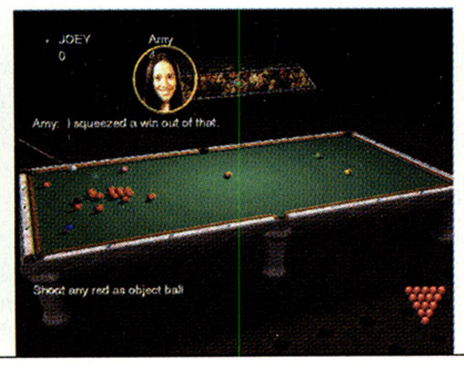
In the screen below, you'll note that we've chosen to play Cutthroat and that we're about to choose a throat to cut. If only this were a survival horror game...we'd be able to let out some aggression on 'opponents' such as Brad and Buddy, buddy. Sigh.





Our sentiments exactly.







Maximum Pool

Snooker? I barely know her!

We love reviewing games like *Maximum Pool*. It makes us feel like we're performing a public service, playing bad games so you don't have to. And this is a very bad game. A disturbing medley of poor programming, hideous graphics and general lack of ambition makes this title one of the most pathetic excuses for a videogame we've played in quite some time.

The in-game graphics are uncompelling (a.k.a., ugly, choppy and bland), and the stale Martha Stewart-meets-Kleenex floral patterned carpeting serve as the game's deepest visual thrust. Even the pool table is misshapen. No kidding. You'd think at least the pool table would look okay...but no. For some reason, the 3D camera distorts it from certain angles. Even the balls don't always look round. It's a travesty.

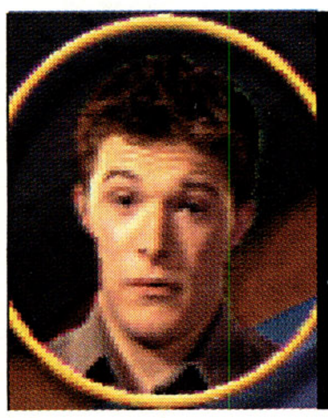
The directions for the different modes are long-winded in the extreme—not to mention harder to figure out. "What tha...?!" commented *Daily Radar* editor Karen Haga, when confronted by the game's never-ending guide to Snooker.

The whole point of video pool, we figured, was to incorporate things like interactivity and assistance for novices or for anyone who doesn't already know the rules. Guess not. Instead, you're treated to a painful (and limited) assortment of video snippets of your opponents saying clever things such as "Great shot!" and "You sure needed that one!" Made us want to start a bar fight.

Of course, if *Maximum Pool*'s gameplay were easy and fluid, we wouldn't harsh its mellow so badly. But the control is muddy, which makes setting up each and every shot a lengthy and confusing process. Striking the ball is acutely *non*-fluid—instead of using the analog stick/buttons to control the power of your shot, you have to manually set the power with the digital pad and then press a button to strike it. This is just ridiculous, and a far cry from the quality of $9 shareware pool games for the Mac. Even CodeMaster's GameBoy pool game felt better.

The physics are okay—they're the only thing keeping the score above 1—but there's just so much bad here that you'll probably never get to enjoy them.

The horrendous load times (the computer needs to "think" for about 30 seconds before each shot), and a lot of the other problems are probably due to the use of Windows CE, but that excuse still doesn't make the game fun to play. Even the Dreamcast vs. PC vs. Mac online play was a let-down—although the game is out, we couldn't find anyone to play. **EVAN SHAMOON**



Meet fratboy Brad!
This smarmy little dude will quickly become your favorite opponent; his expressions are truly amazing. Just check out this sneer—can you do that? Go stand in front of a mirror for a while and try it. It's almost like this game is trying to make you hate it.

Official Magazine Dreamcast

PUBLISHER SIERRA SPORTS **DEVELOPER** SIERRA SPORTS **GENRE** BILLIARDS **ORIGIN** US **PLAYERS** 1-4 **PERIPHERALS** VMU **ONLINE** YES **ESRB** E

GRAPHICS 1
We could have built a better graphics engine with Lincoln Logs. Or other kinds of logs

SOUND 1
If you make the mistake of buying this game, be sure to turn off the voices

CONTROL 2
This was difficult to mess up—but the developers managed to figure out a way. Blech

GAMEPLAY 2
It's kind of fun to sink a tough shot

Score: 2

"Designers of *DD* put time and effort into creating a unique game." BLAKE FISCHER

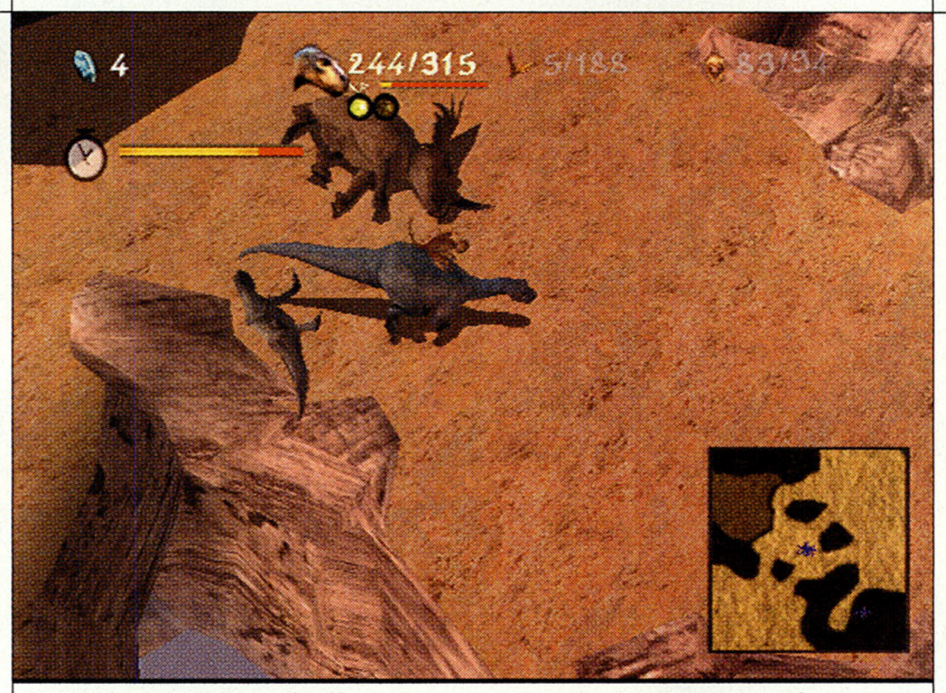


A Lesson Learned

ONE OF THE MORE INTERESTING features in Dinosaur is the Encyclopedia mode that enables you to check out all of the game's denizens in a less-interactive, yet more educational, context. As you encounter new species in the game, each is unlocked in the Encyclopedia mode and you can check out their brief but interesting bios and peruse their in-game 3D models.



License this: *Disney's Dinosaur* manages to overcome some of the trappings of the dreaded "license curse" in gaming, but it also gets suckered in by some gameplay flaws. A shame, really.



With its combination of different genres, *Dinosaur* develops nicely into an addictive adventure...but often, the degree of difficulty gets in the way.



While the game's graphics are certainly nothing to write home about, they do serve as a nice backdrop to the action.

Disney's Dinosaur

Is it the Land of the Lost for another license?

It's perhaps one of the greatest ironies in the gaming industry that licensed games often sell really well (thus we see more and more of them), yet more often than not, they just plain suck. And movie games, by far, are at the low end of the suckage totem pole. It's a good thing then, that Dinosaur from Disney Interactive has taken a brave break from the movie-based platformer/beat 'em up mold and manages to push hard at the limits of mediocrity to almost enter the realm of what we would like to call "good clean fun."

You see, the good news is that the design team actually put some time and effort into creating a unique game, instead settling for a more traditional knock-off. So what you end up with is a hybrid top-down action puzzler that features three characters from the movie: Flia the Pterodon, Aladar the Iguanadon, and Zini the Lemur.

Now, as you might suspect, each has his own strengths and weaknesses based on his relative size and maneuverability. And you must utilize all three characters in unison to complete puzzles in each stage to move on. For example, in one level Flia retrieves a burning branch and ignites some fires to light the way; Zini scouts each path to make sure it's safe; then Aladar comes along and pushes his way through the roadblocks by knocking down objects and (of course) pushing rocks around. After beating each level you are, of course, treated to gratuitous amounts of CG footage from the movie.

So far so good, but where the game falls apart is in the often frustrating control and sketchy pacing. First off: the game doesn't have a jump button. It relies instead on an "auto jump" which is activated when you walk off a ledge. Theoretically. You see, sometimes you'll just walk off said ledge and plummet to your death. And in many cases, you'll think you need to jump and the designers obviously don't agree with you. Often times, you'll also have to do extra maneuvering just to go up a simple ledge.

Adding to the frustration, pacing is often erratic. You'll alternate between wandering through the levels looking for pieces to a puzzle, and trying over and over again to complete a different puzzle that requires deft skills (which are often difficult to manifest, given the slightly unresponsive controls).

So, overall, while *Dinosaur* doesn't fall into the licensed gaming trap, it never really distances itself from its scorned brethren, either. It's a good idea and one that's executed pretty well—but nothing about this game (other than the CG donated by the movie, and that doesn't count) really makes it stand out in the current high quality mix of DC titles. As a change of pace it's a welcome diversion. But the experience just isn't compelling enough to warrant shelling out $50. **BLAKE FISCHER**

Official Magazine Dreamcast

PUB UBISOFT **DEV** DISNEY INTERACTIVE **GENRE** ACTION/ADVENTURE **ORIGIN** US **PLAYERS** 1 **ONLINE** NOT **ESRB** E **PRICE** $49.99

GRAPHICS 6
Nice, but not exceptional in any way

SOUND 7
Good music, voices get annoying real fast

CONTROL 4
Auto-jump? Why? WHY?

GAMEPLAY 6
A fun mix of action, platform, and puzzle

Score: 5

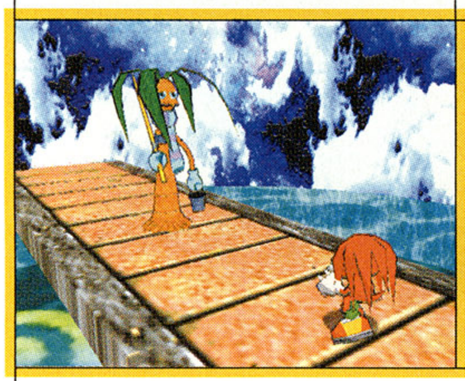


SUPERSONIC

STOP #2 ON OUR TRIP through the '80s (the first being Ebn Ozn of "A,E,I,O,U" fame, of course) is with JJ Fad, the trio of lady MCs who rapped their way through that perennial female empowerment ditty, "Supersonic." Well, okay, we lied about the empowerment part—it was just a catchy song that rocketed the group to superstardom and caused the chassis of thousands of suburban low riders to throb menacingly whenever they stopped at red lights. And where are they now? We haven't a clue. In fact, most people don't even know that "Supersonic" was by recorded by JJFad—If you log on to Napster.com and run a search, you'll find that the title is attributed to about four different bands. Bottom line: if you want supersonic, stick to Sonic Team.



While games featuring everyone's favorite hedgehog tend to be getting better and better as the years progress, we kind of wonder if Sega was playing with a full deck with *Sonic Shuffle*.



Sonic Shuffle

All the hedgehog, half the hustle. The result? Half the score

Taking a break from saving animals in Robotnik's labs, Sonic and pals are whisked away to a whole new world by a pink fairy named Lumina Flowlight. She begs them to help Emaginary World, the home of everybody's hopes and dreams. And Knuckle's response? "I've got nothing better to do." Maybe that's just it. If you're a kid or a rabid Sonic fan with nothing better to do, *Sonic Shuffle* is an amusing and fun(ish) distraction. And not much more.

Replacing dice, any of four players starts with a set amount of cards visible on a VMU screen. Cards are used for moving characters as well as battling enemies. When your player lands on a battle square, you'll have to pick a higher card than the enemy in order to win the round. By winning battles and mini-games, you'll win special items to use against any of your opponents, human and CPU-controlled alike. There's a tiny bit of strategy to employ, but if you're playing against the computer rather than against three friends, it can often boil down to a matter of luck more than skill.

Taking a big fat page from Nintendo's premiere multiplayer party game, *Mario Party, Sonic Shuffle* really shows its roots during mini-game segments. While most of the mini-games are interesting, they aren't nearly as easy to learn as the ones in *Mario Party*, thus taking some fun out of the equation.

And then there are the dreaded Event squares. Landing on one takes players to overly simplistic (bordering on childish) story board sequences, where they have the opportunity to alter the story's path. If you select the correct choice, you can win a special item. These Events are pretty much unneccessary, and they often pull players out of the game.

But *Sonic Shuffle*'s worst crime? The fact that you cannot disable the computer players, who manage to bully new players who're just learning the ropes. While you're able to adjust the CPU's skill in the game, these guys are still a nightmare to compete against if you're relatively new to the genre. And if the suspiciously intelligent computer players don't scare you off, the long load times might. Between each scene change there is about a ten second wait. Snore.

With a little more development time and some more hands-on involvement from Sonic Team, *Sonic Shuffle* could have been a great party game. It has the graphics, the characters and some very solid mini-games, but in the face of excruciatingly long load times, overly simplified battles and no online support, *Shuffle* only timidly knocks at *Mario*'s gaming door. Maybe next time... **JAMES MAINEIRO**

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** HUDSONSOFT
GENRE PARTY **ORIGIN** JAPAN **PLAYERS** 1-4 **ONLINE** NO! **ESRB** E **PRICE**: $39.99

GRAPHICS 7
Cel-shaded goodness will please most

SOUND 5
Your standard average fare with wacky voices

CONTROL 4
Aside from mini-games, it's one square at a time

GAMEPLAY 5
Four player = good, everything else = mediocre

Score: 5

This isn't like an arcade racer: smashing is not allowed. You really need to avoid crashing your snowmobile against the walls if you want to do well. That gets easier as you get to later levels and earn better bikes, but remember, handling is the key to winning a race at any stage. So race smart, and stay alive.







Not only is the make-a-course mode easy to use, but it generates results that easily rival the included, premade tracks.





Sno Cross: Championship Racing

Crave charges onto the slopes with its latest racer...and it's a wild ride, Mr. Toad!

Sno Cross Championship Racing actually came as a bit of a surprise to us here at **ODCM**. Normally, any game worth playing has been so hyped by the time it reaches us that the actual experience is somewhat watered down by expectations. But *Sno Cross Championship Racing* by UDS and Crave arrived quietly on the scene with no fireworks or outrageous claims attached—and it was damn good.

The game is a standard sim-ulation racing title, in which players compete in a series of snowmobile races around the world. Players begin the game in a set of races using 500cc sleds, and gradually work their way up to 700cc models. Progressing from stage to stage sounds pretty easy to do on paper and turns out to be reasonably hard to do in practice—you have to rank first in the 500cc to move up to the 600cc competition, and so on. This means that it is necessary to place first in almost every race in the series to advance (we were actually a little frustrated by the fact that *Sno Cross* doesn't allow you to compete in individual races again until you win them... if you fail to place first in the overall competition, the game boots you right back to the main menu where you must start again from scratch).

After each race, you'll find it necessary to repair faulty or dented parts of your snowmobile, and you can also buy upgrades with the money you've earned in previous races. As you would expect, sled repair and upgrading play a major role in the game. Most repairs are cheap (except for the ones performed on the engine), but you'll want to make a minimum of repairs so you can save up for the really big items you'll need when things heat up.



GET SNOWED

THE AMERICAN Snowcross Racing Association's website (www.snowcross.com) features a newsletter on the current state of the sport of snowmobiling, general competitors' info and a How To guide for novice racers. You'll also find a 2001 race calendar—use it, if you want to test your virtual skills in the real world.



The graphics here, especially in backgrounds, look far better than they did in the PlayStation version. There are some framerate issues, but they're mostly relegated to crash sequences in which the frames jump around in a confusing jumble of flashes. There aren't a staggering number of tracks, but each one is nicely balanced and carefully designed to challenge different skills in the racers.

Overall, *Sno Cross* is a tight racing game—with just enough problems to keep it from being perfect. But don't let that stop you from trying it. **GARRETT KENYON**

Official Magazine Dreamcast

PUB CRAVE **DEV** UDS **GENRE** RACING/SPORTS **ORIGIN** EUROPE **PLAYERS** 1 **ONLINE** NO **PERIPHS** JUMP PACK **ESRB** E **PRICE** $44.99

GRAPHICS 7
Bystanders sub-par; sled backgrounds super

SOUND 8
Tignt drum n' bass soundtrack adds to excitement

CONTROL 9
One of the most realistic sno-games we've seen

GAMEPLAY 7
No real standout points...it's just darned fun

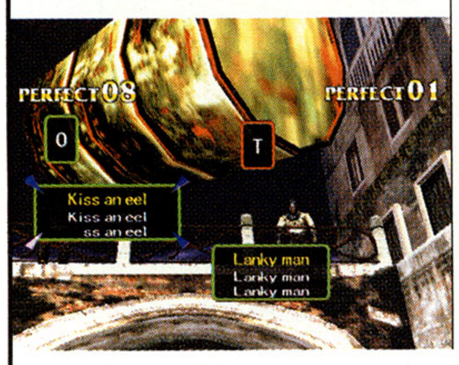
Score: 7



"A, E, I, O, U... AND SOMETIMES Y"

TYPING AND STYLE: they've always gone hand in hand. Or actually, not, but we really wanted to use a picture of that horrid '80s "group" EBN OZN (creators of the song referred to in this boxout's title) somewhere in the magazine. So here it is. (By the way, the guy on the left is NOT Robert Downey, Jr. Maybe it should have been...and his career would have taken off in a more—ahem—positive direction).







Deadline quote from Chris Charla: "Oh, man...this is the best screenshot ever (above). I so want to go around town with a keyboard strapped to my chest and a Dreamcast with a giant battery slung across my back!" This, kids, is what your brain sounds like on deadline.

Typing of the Dead

Got keyboard? Want zombies?—then this game is just your type

Okay. We'll admit that the concept behind Sega's *House of the Dead* redux, *The Typing of the Dead,* sounds pretty hokey. Laying waste to row after row of devilishly fiendish undead creatures not with a gun, not with an axe...but with a keyboard? Yup, you heard right.

That keyboard that you bought months ago in order to save your sanity (which was being eroded just a little bit more each time you entered and reentered your ISP info with a controller) will now enable you to kill zombies, in a game with all of the twists, turns and hostage rescues of its lightgun-compatible predecessor. And yes, it does pack in enough surprises and additions to make it a tempting treat for fans who've slogged through the original countless times. Gameplay requires the speedy tip-tapping of words and phrases that appear whenever an enemy rears its decomposing head—and depending on how fast and accurately you dispose of the enemy, you're awarded letter grades on an A-E scale (what happened to F?). These scores are tallied at the end of the stage, and they count toward goodies like unlocking new options or items (in Original Mode) or beating a friend in two-player mode.

You'll also find that Smilebit has sprinkled in some goal-oriented mini-missions (of the "Defeat ten zombies in 30 seconds!" ilk) throughout the regular modes, to keep gameplay fresh and oh-so-inviting for all of you intrepid veterans.

It's all done with a strangely cheeky sort of humor that seems to poke fun both at itself and at the genre (if you don't believe us, then just finish the game and watch the ending). We loved it, of course—if there's one thing that we here at **ODCM** are suckers for, it's irony.

Typing of the Dead, with all of its wacky, strange and niche prospects, does it all and comes out smelling like an undead rose. While it definitely won't be the game that pleases all of the gamers all of the time, anyone who finds the idea intriguing (or who wants to get their data-entry girlfriends, boyfriends or moms in on some action) will have a field day. If you haven't already got a keyboard, go buy one. This game is just one more good reason why you won't regret it.

FRANCESCA REYES



Getting all touchy-feely

A mode containing all of the rigors and lessons of a typical touch typing class will launch you toward that 100 word-per-minute Holy Grail of data entry.

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SMILEBIT **GENRE** STENOGRAPHY **ORIGIN** JAPAN **PLAYERS** 1-2
ONLINE NO **PERIPH** KEYBOARD **PRICE**: $39.99

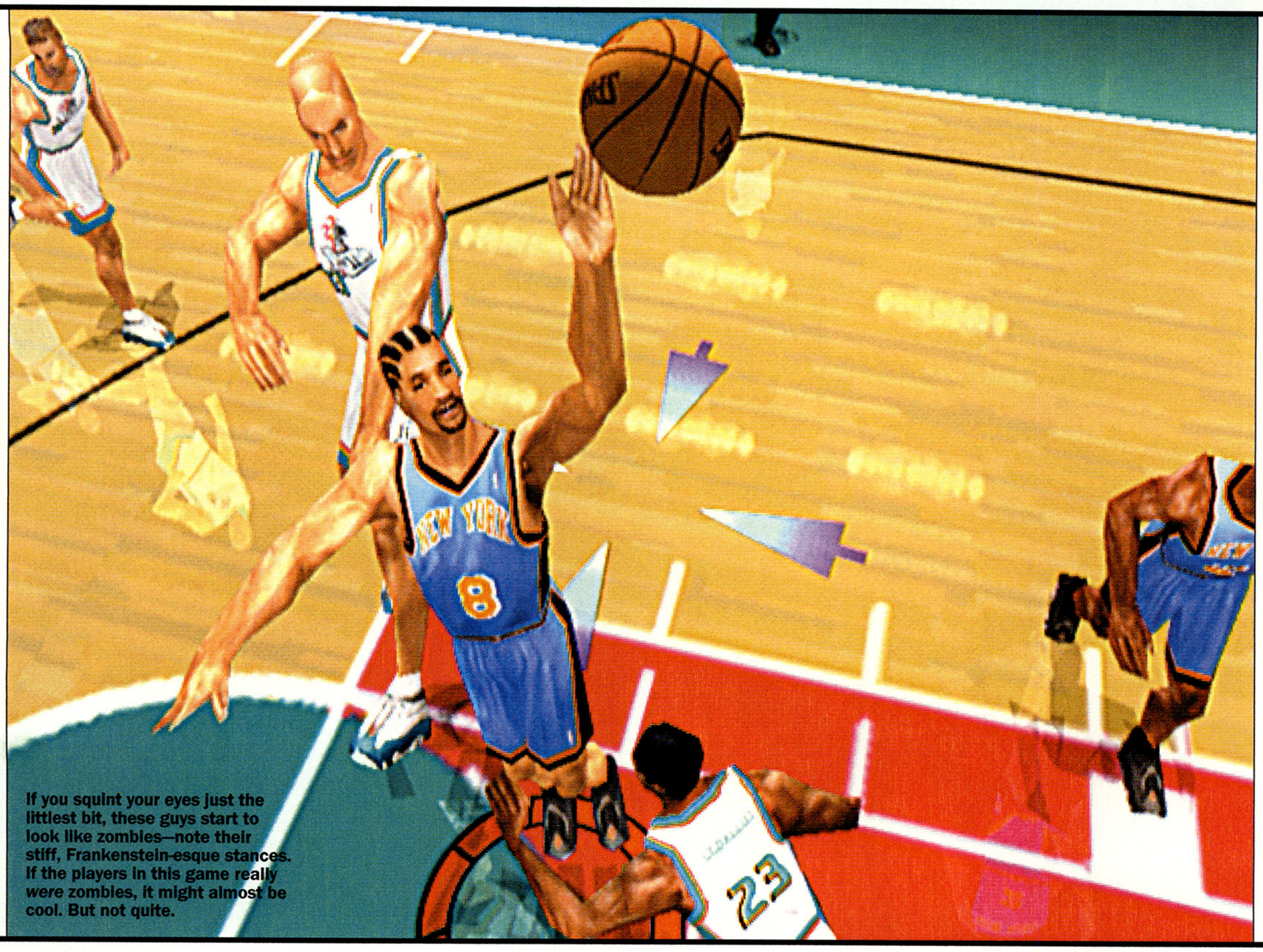
GRAPHICS 8
Startlingly pretty and horrifying in detail

SOUND 7
All the usual groans, moans and meaty impacts

CONTROL 6
We *guess* you could call typing control...

GAMEPLAY 8
A tongue-in-cheek hit. Just play it in the office

Score: 8



If you squint your eyes just the littlest bit, these guys start to look like zombies—note their stiff, Frankenstein-esque stances. If the players in this game really *were* zombies, it might almost be cool. But not quite.









Remember, keep your back to the ball at all times. If you don't look at the ball, you can pretend you're somewhere else. You can pretend you're not on this court. You can pretend that you're not really a player in this terrible hoops game.

ESPN NBA 2Night

Q: If you shoot an air ball and no one is there to see it, does it still suck? A: Yes

Let us put it to you straight: Playing *ESPN NBA 2Night* after playing *NBA 2K1* is like smashing yourself in the face with a hammer after eating a gourmet meal. The difference? Hammer-smashes to the face don't leave you with as much of a headache afterward.

Right off the bat, we were made a bit distraught by the game's sheer graphical impotence. Looking little better than a mediocre 3DO game, *NBA 2Night* shows more seams than an understaffed Nike sweatshop. Player models are sloppy and hard-edged, and their animations consist of roughly three frames apiece. Players move up and down the court in perpetual slow motion, and the game's framerate chugs along at the speed of a slide show run by a sedated sloth. This is absolutely and undeniably one of the worst-looking games ever to sully our Dreamcasts.

Graphics are not everything, however...and rest assured, *NBA 2Night's* gameplay sucks equally hard. In stark contrast to Visual Concepts' finely tuned, expertly crafted hoops title, *NBA 2Night's* control accommodates all the finesse of an ageing meatloaf. Getting your player to do *anything*—even something simple, like passing to an open man or cutting toward the basket—is an exercise in frustration. Crossovers and spin moves do nothing but slow your character down, and draining a jumpshot involves not mad skillz (or even mad cows), but rather mad luck.

WHAT ARE YOU LOOKING AT? The players at the lower left of this screenshot can't seem to locate the ball, currently being dunked by an opponent. Luckily, they are able to easily catch passes that hit them between the shoulder blades.

Also worth noting is the game's lack of anything even *resembling* a physics engine: balls don't bounce, they just sort of awkwardly float through the air at their own leisure (we kept expecting the camera to cut away for a shot of the International Space Station). Players don't hold the ball, but attach it to invisible strings which extend from their torsos. And when a ball rolls onto the court for some inexplicable reason, it becomes impossible to pick up. Ugh.

The practice mode is weak, classic players are absent, online play isn't available and the game doesn't even have a franchise mode. The free-throws are clearly pre-determined: a make bounces off the back rim and falls in, while any miss will hit nothing but air. Unforgivable.

Frankly, we're disappointed in Konami for unleashing this game upon the unsuspecting masses—and to all those who purchased the game sight unseen, allow us to extend our sincerest condolences. After you've cremated your *Maximum Pool* disc (see review on page 63), keep the fire burnin' for this one. A real stinker, through and through. **EVAN SHAMOON**

Official Magazine Dreamcast

PUBLISHER KONAMI **DEVELOPER** KONAMI
GENRE SPORTS **ORIGIN** US **PLAYERS** 1-4
ONLINE NO **PRICE** $49.99

GRAPHICS 1
These graphics are a crime against humanity; they blatantly violate the Geneva Convention

SOUND 2
Stewart Scott's quips are funny for about 20 minutes, before becoming excruciatingly bad

CONTROL 1
Horrid. Absolutely horrid.

GAMEPLAY 1
Worthless. While it can occasionally be fun to make a shot, that's about it.

Score: 1

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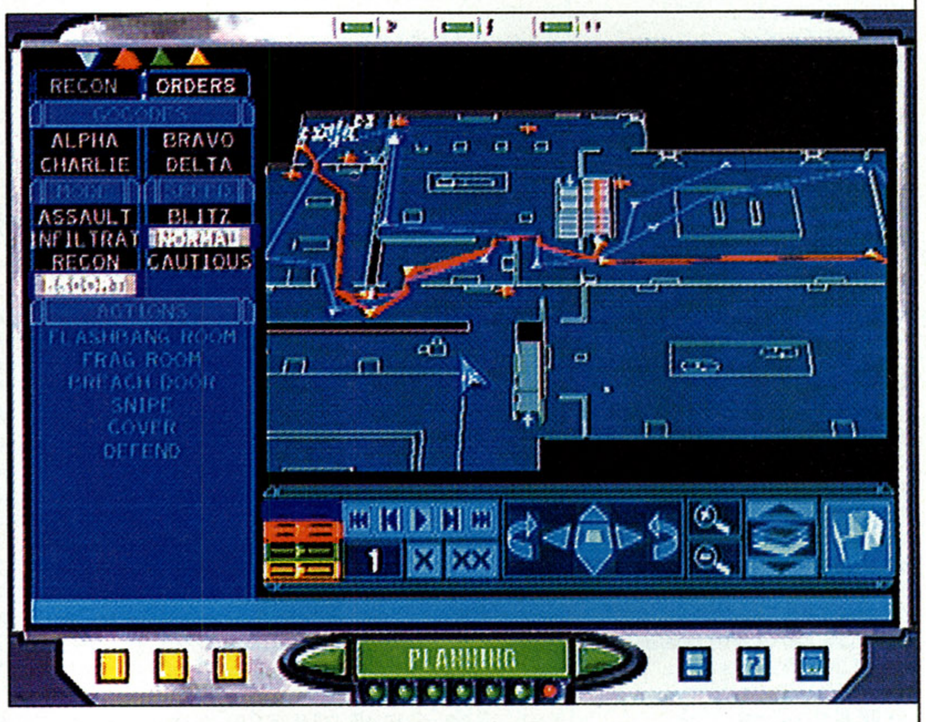




Are these hostages caught in the grips of terror, or are they really a crack team of renegade Fembots preparing to attack?



The guy in the three-piece suit is the diplomat who charms the terrorists into submission while your operatives calmly take aim at their heads.





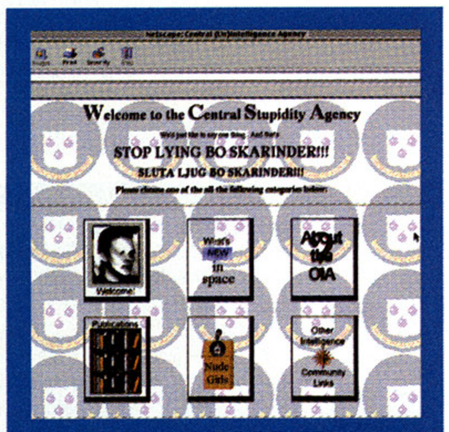
Damn caterers...always lying around on the job. And those bloodstains ain't gonna scrub themselves off the floor. But is there any action game out there that's realistic enough to contain janitor NPCs?

Rogue Spear

More strategy mayhem *sans* online support? Oh, Majesco—say it ain't so!

Those zany terrorists. When will they ever learn that messing around with Americans is like begging for a lead lobotomy? Apparently, that message just doesn't sink in with these guys, because the RAINBOW team has been called back to the Dreamcast to execute tons of new missions and boatloads of new terrorists, who desperately want killin'—and on Dreamcast, you and the team are further aided by an acclaimed mission pack that Urban Operations has added in for extra kicks.

If you're familiar with the series, you already know that this is no run-and-gun adrenaline-fest. Instead, each mission requires meticulous planning with the utmost attention paid to detail. Characters who get wounded in *Rogue Spear* don't have a chance to run for body armor and health packs—and when a person dies, he's gone. Buh-bye.



INTEL INSIDE

THERE ARE PROBABLY MORE clever rogues (and spears) to be found in the CIA than anywhere else in the world—but even the CIA can fall prey to terrorist attacks. In September 1996, the CIA's home page (www.cia.gov) was hacked and changed to the page shown above. It even included an operative "Nude Girls" link, which took visitors to the Playboy website. Today, of course, this page no longer exists...but the CIA's real home page is still a cool place to visit.

To keep the operatives on your team from meeting this terrible fate, the game provides you with all the information you'll need to successfully complete each mission. First, you're briefed, and then you're invited to choose your weapons, operatives and strategy for coordinating the efforts of different units. If you're too lazy to take an active part in the planning stages of the missions, the computer will pick a default mission plan, but be warned—in later levels, these default plans invariably fail to come off as expected.

The framerate here is slow enough to become mildly annoying (especially in the multiplayer), but the slow and deliberate way the game is played will make this problem relatively easy to ignore.

One major feature included in *Rogue Spear* (and missing from its predecessors) is the multiplayer deathmatch—but unfortunately, the experience isn't very exciting. This deathmatch is clearly meant to be played on a PC, by more than two players who can't see each other's screens.

For console deathmatchers used to high speed battles like *Quake III, Perfect Dark* and *GoldenEye, Rogue Spear* will drag along too slowly to light a fire in their bellies. But *Rogue Spear* and *Rainbow Six* were, after all, meant to be one-player games, and there is plenty here to keep gamers entertained for weeks on end. **GARRETT KENYON**

Official Magazine Dreamcast

PUBLISHER MAJESCO **DEVELOPER** PIPE DREAMS **GENRE** STRATEGY/SHOOTER **ORIGIN** US **PLAYERS** 1-2 **ONLINE** NO **ESRB** T **PRICE** $39.99

GRAPHICS 5
Merely adequate graphics and framerate.

SOUND 7
Sparse, but realistic and very effective.

CONTROL 7
Unusually complex controls, which will become second nature after a little practice.

GAMEPLAY 8
Some of the most involved gameplay seen on DC.

Score: 7

TESTZONE ARCHIVE

Our comprehensive listing of every Dreamcast game and its **ODCM** score

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION			
AEROWINGS 2 Crave	A competent shooter/flight sim that could've used a little more decoration	6	Issue 8: Nov 00
AIRFORCE DELTA Konami	Airborn shooter a bit too rough around the edges to really shine	5	Issue 2: Nov/Dec 99
ARMY MEN: SARGE'S HEROES Midway	A good installation in the long running series that will please fans	7	Issue 9: December 00
BANG!: GUNSHIP ELITE Redstorm	Pretty pretty space shooter that's ultimately just a little too shallow	6	Issue 11: Feb 01
CANNON SPIKE Capcom	Fast-paced shooter that's fun, but ultimately disposable in that arcade way	7	Issue 8: Nov 00
CRAZY TAXI Sega	Fastpaced arcade objective-based car game; need we say more?	9	Issue 4: Mar/Apr 00
DEEP FIGHTER UbiSoft	Immersive shooter that may be boring to some, but excellent to others	7	Issue 7: Sep/Oct 00
DRACONUS: CULT OF THE WYRM Crave	3D hack 'n slash that trips over its own ambitious design	6	Issue 5: May/Jun 00
DYNAMITE COP Sega	Arcade beat 'em up fun for one round, and then it's just repetitive	5	Issue 2: Nov/Dec 99
EXPENDABLE Infogrames	Simple, straightforward shooter fits its title a little too well	3	Issue 2: Nov/Dec 99
FIGHTING FORCE 2 Eidos	Port of a verrrrry mediocre 3D action game, with repetition galore	5	Issue 4: Mar/Apr 00
FUR FIGHTERS Acclaim	Stuffed animal shoot 'em up with adventure elements to boot	8	Issue 7: Sep/Oct 00
GRAND THEFT AUTO 2 Rockstar	Death, destruction, mayhem and cars...a treat for delinquents	5	Issue 6: Jul/Aug 00
GUNDAM SIDE STORY: 0079 Bandai	It's all about the animé mechs in this 3D first person shooter–fun!	7	Issue 5: May/Jun 00
HIDDEN & DANGEROUS Talonsoft	A difficult, flawed, but sophisticated strategy shooter with rough edges	6	Issue 8: Nov 00
INCOMING Interplay	Repetitive alien blast-fest in the air and on the ground...yawn	5	Issue 4: Mar/Apr 00
JEDI POWER BATTLES Lucas Arts	An innovative 3D action fest that could've used a little more of the Force	6	Issue 9: December 00
JET GRIND RADIO Sega	Taggin', skatin', police evadin' goodness in fresh, hip packaging. Cool!	10	Issue 9: December 00
KISS PSYCHO CIRCUS Take Two	No online play in a first person shooter just tops the list of flaws	5	Issue 11: Feb 01
MAKEN X Sega	First person slash 'em up with loads of story and innovative elements	7	Issue 6: Jul/Aug 00
METROPOLIS STREET RACER Sega	Innovative systems along with cool visuals and great handling	9	Issue 10: Holiday 00
MDK2 Interplay	Hyperaction sequel send up of an old favorite with humor to spare	9	Issue 6: Jul/Aug 00
NIGHTMARE CREATURES 2 Konami	Goth-styled 3D gorefest with violent ghouls and a deranged hero	6	Issue 6: Jul/Aug 00
QUAKE III: ARENA Sega	Multiplayer online fragfest goes console crazy and emerges a winner	9	Issue 10: Holiday 00
RAINBOW SIX Majesco	Oft-delayed strategy shooter finally emerges sans multiplayer	6	Issue 7: Sep/Oct 00
RED DOG Crave	Big explosions, big alien tanks and big firepower make this a cool treat	7	Issue 10: Holiday 00
RESIDENT EVIL 2 Capcom	A classic survival horror adventure title comes to DC...Hurrah!	8	Issue 11: Feb 01
SLAVE ZERO Infogrames	Great concept, horrible execution; a multiplayer shooter gone wrong	6	Issue 3: Jan/Feb 00
SOUL FIGHTER Mindscape	3D weapons-based hack 'n slash...the bottom of the DC barrel	2	Issue 4: Mar/Apr 00
SPAWN: IN THE DEMON'S HAND Capcom	Bad mechanics, cameras and no way to exit menus...sob!	3	Issue 9: December 00
SPEC OPS 2: OMEGA SQUAD Ripcord Games	Too many small omissions to list; but there's a kernel of fun to be had	5	Issue 11: Feb 01
STARLANCER Crave	Beautiful, fluid space shooting action with online play to boot	9	Issue 10: Holiday 00
SUPER RUNABOUT: SF EDITION Interplay	Weird physics and slowdown can't hide a tremendous concept and game	7	Issue 11: Feb 01
SWORD OF THE BERZERK Eidos	Animé hack 'n slash with pretty intentions but repetitive gameplay	7	Issue 6: Jul/Aug 00
TOY COMMANDER Sega	Imaginative 3D romp through childhood. Toys, guns and dinosaurs!	8	Issue 3: Jan/Feb 00
VIGILANTE 8: 2ND OFFENSE Activision	Car combat meant for one, but marketed for multiplayer	7	Issue 4: Mar/Apr 00
WILD METAL RockStar Games	Tank shooter with bland graphics, but some intense terrain	5	Issue 5: May/Jun 00
WORMS ARMAGEDDON Hasbro	Multiplayer franchise goes ballistic with worm-on-worm action	7	Issue 4: Mar/Apr 00
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: Mar/Apr 00
ADVENTURE			
BLUE STINGER Activision	Survival horror adventure tripped up by voice acting and cameras	6	Issue 2: Nov/Dec 99
BUZZ LIGHTYEAR 2K Activision	Another Toy Story licensed game, but this time based on the cartoon	5	Issue 10: Holiday 00
CARRIER Jaleco	Moody abandoned airship survival horror with some damaging flaws	7	Issue 5: May/Jun 00
D2 Sega	Wonderfully atmospheric, short, romp through mutated Canadian wilderness	7	Issue 8: Nov 00
ECCO THE DOLPHIN: DOTF Sega	Beautiful, immersive, incredibly tough and unforgiving, for hardcore gamers	8	Issue 8: Nov 00
I-SPY: OPERATION ESPIONAGE UFO Interactive	Difficult, complex strategy title that's a little too tough for its own good	6	Issue 6: Jul/Aug 00
LEGACY OF KAIN: SOUL REAVER Eidos	Raziel ventures to DC with yummy graphics and tight gameplay	8	Issue 4: Mar/Apr 00
OMIKRON Eidos	Ambitious 3D adventure hampered by dullness and gameplay problems	5	Issue 6: Jul/Aug 00
RAYMAN 2 UbiSoft	Great looking platformer with plenty of fun and quirk...a 3D classic	9	Issue 5: May/Jun 00
RESIDENT EVIL CODE: VERONICA Capcom	An amazing and fitting sequel to the classic survival horror series	10	Issue 5: May/Jun 00
THE RING: TERROR'S REALM Infogrames	Slow, plodding horror adventure with an interesting plot but no pace	2	Issue 7: Sep/Oct 00
SHADOWMAN Acclaim	Solid, dark, gothic underworld romp as comic anti-hero, Shadowman	7	Issue 4: Mar/Apr 00
SHENMUE Sega	Sonic goes 3D with style and more substance; an instant classic	10	Issue 8: Nov 00
SONIC ADVENTURE Sega	Sonic goes 3D with style and more substance; an instant classic	9	Issue 1: Sep/Oct 99
SUPER MAGNETIC NEO Crave	Cute platformer with attitude, but a little bland at times	7	Issue 7: Sep/Oct 00
TOMB RAIDER: THE LAST REVELATION Eidos	Outdated engine does nothing new on Dreamcast; what a shame	5	Issue 6: Jul/Aug 00
TOY STORY 2 Activision	Crappy cameras make this a title not fit for children, let alone adults	2	Issue 8: Nov 00
FIGHTING			
CAPCOM VS. SNK Capcom	Every 2D fighter's dream come true, but with overly simplified controls	7	Issue 10: Holiday 00
DEAD OR ALIVE 2 Tecmo	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/Jun 00
JOJO'S BIZARRE ADVENTURE Capcom/Tommo	Strange animé 2D fighter with nice touches in some odd places	6	Issue 4: Mar/Apr 00
KING O' FIGHTERS DREAM MATCH 1999 SNK	Arcade 2D fighter gets the console treatment and comes out kicking	7	Issue 3: Jan/Feb 00
MARVEL VS. CAPCOM Capcom	Fastpaced 2D fighter aimed at fans of the genre and characters	6	Issue 2: Nov/Dec 99
MARVEL VS. CAPCOM 2 Capcom	Three-member tag teams done to 2D perfection! Go Capcom!	9	Issue 7: Sep/Oct 00
MK GOLD Midway	Uninspiring fighter-by-numbers in the MK franchise	3	Issue 2: Nov/Dec 99
PLASMA SWORD Capcom	A vapid 3D me-too fighter with no real punch but a good lineage	5	Issue 5: May/Jun 00
POWER STONE Capcom	Innovative 3D fighting for anyone willing to take a risk	8	Issue 2: Nov/Dec 99
POWER STONE 2 Capcom	Brilliant 3D four-player fighting with more depth than the original	8	Issue 7: Sep/Oct 00
PSYCHIC FORCE 2012 Taito	Gravity-free 3D animé fighter with questionable controls	4	Issue 4: Mar/Apr 00
SOUL CALIBUR Namco	Glorious weapons fighter done Namco's usual way: stunningly	9	Issue 2: Nov/Dec 99
STREET FIGHTER ALPHA 3 Capcom	Good basic *Street Fighter* stuff, with or without the online support.	8	Issue 2: Nov/Dec 99
STREET FIGHTER III: DBL IMPACT Capcom	Great looking, great playing, but missing the classic characters!	7	Issue 5: May/Jun 00
STREET FIGHTER III: 3RD STRIKE Capcom	Pure 2D Street Fightin' bliss with classic and new characters aplenty	9	Issue 5: May/Jun 00
TECH ROMANCER Capcom	Big mechs beat one another up in animé fighter with lots of quirks	7	Issue 6: Jul/Aug 00
UFC Crave	Strategic, realistic fighting based on the underground phenom, UFC	9	Issue 8: Nov 00
VIRTUA FIGHTER 3TB Sega	Yu Suzuki's arcade fighter comes home with all the gameplay intact	8	Issue 2: Nov/Dec 99
VIRTUAL ON: ORATORIO TANGRAM Activision	Robo-tastic action with no twin stick support–will you miss it? Maybe.	8	Issue 7: Sep/Oct 00
SPORTS			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wondrous for fans.	6	Issue 2: Nov/Dec 99
ECW Acclaim	The old *WWF* engine with some very poor graphics make this a dud	2	Issue 6: Jul/Aug 00
JEREMY MCGRATH SUP'CROSS 2000 Acclaim	Crap on two-wheels: inconsistent framerate, bad graphics, poor controls.	1	Issue 8: Nov 00
NBA SHOWTIME Midway	Arcade slam fest for up to four players; fun for four or even one!	7	Issue 3: Jan/Feb 00
NBA2K Sega	A few bugs stand in the way of this hoop dream come true	8	Issue 3: Jan/Feb 00
NBA2K1 Sega	Online play and some nice additions make this hooptacular	9	Issue 11: Feb 01
NFL BLITZ 2000 Midway	Hyper arcade football action, but no upgrade in graphics or gameplay	6	Issue 2: Nov/Dec 99
NFL BLITZ 2001 Midway	More over-the-top goodness, but this time brilliant in multiplayer mode	8	Issue 9: December 00
NFL QBC 2000 Acclaim	Bad gameplay mars a good franchise with no remorse at all	2	Issue 4: Mar/Apr 00
NFL QBC 2001 Acclaim	An acknowledgebly better beast than last year, but still second string	5	Issue 9: December 00
NFL2K Sega	The best football videogaming sim ever to grace the small screen	9	Issue 2: Nov/Dec 99
NFL2K1 Sega	Okay, this really is the best football videogaming sim to...yadda, yadda...	10	Issue 9: December 00
NHL2K Sega	One great hockey game that suffers from only minor flaws	8	Issue 5: May/Jun 00
READY 2 RUMBLE BOXING Midway	Great presentation of arcade boxing, but not deep enough to satisfy	6	Issue 2: Nov/Dec 99
READY 2 RUMBLE BOXING ROUND 2 Midway	Bigger, shinier and generally better–not a reinvention of the Afro wheel	8	Issue 11: Feb 01
RIPPIN' RIDERS Sega	Snowboarding fest that may be shallow, but it's damn fast!	7	Issue 3: Jan/Feb 00
SEGA MARINE FISHING Sega	More arcadey sequel, with loads of new features and mini-games	7	Issue 10: Holiday 00
STRIKER PRO 2000 Infogrames	An adequate soccer sim with some severe gameplay problems	6	Issue 6: Jul/Aug 00
SYDNEY 2000 Eidos	Track 'n' field button masher, Olympics events that could've used tweaking	5	Issue 8: Nov 00
TEE OFF GOLF Acclaim	Super deformed golfers 'tee-off' to charm, but not to gameplay	5	Issue 5: May/Jun 00
TONY HAWK'S PRO SKATER Crave	Hands down one of the best skaters ever! If you don't own this, well...	9	Issue 6: Jul/Aug 00
TONY HAWK'S PRO SKATER 2 Crave	Hands down the ULTIMATE skater ever! Go out and buy it, NOW!	10	Issue 10/Holiday 00
VIRTUA ATHLETE 2K Agetec	A deeply flawed track 'n' field title that looks great but plays terribly	2	Issue 8: Nov 00
VIRTUA STRIKER 2 Sega	DC port of popular arcade soccer title that doesn't make it out intact	6	Issue 5: May/Jun 00
VIRTUA TENNIS Sega	The best tennis game ever! Any questions?	9	Issue 6: Jul/Aug 00
WWF ATTITUDE Acclaim	Horrible port of a horrible PlayStation wrestling game–run, don't walk!	2	Issue 3: Jan/Feb 00
WORLD SERIES BASEBALL 2K1 Sega	No fielding, poor player controls make this an arcade experience,a shame	4	Issue 8: Nov 00
WWF ROYAL RUMBLE THQ	An arcade-y tribute to the Royal Rumble with limited characters	6	Issue 8: Nov 00
XTREME SPORTS Infogrames	A pentathlon of "xtreme" events that plays great but is missing the fun	5	Issue 10: Holiday 00
RACING			
4WHEEL THUNDER Midway	Tough as nails off road type racer with *Hydro Thunder* sensibilities	7	Issue 6: Jul/Aug 00
4X4 EVOLUTION GOD Games	Enjoyable SUV racer with online elements but no damage modeling	6	Issue 10: Holiday 00
DEMOLITION RACER: NO EXIT Infogrames	A darn good arcade derby racer that encourages vehicular carnage	8	Issue 9: December 00
DREAM ROADSTERS Titus	Bad physics and bland visuals crash this could-be racer prematurely	4	Issue 5: May/Jun 00
EPISODE I: RACER Lucas Arts	Racer that uses the force for good and doesn't end up sucking	7	Issue 5: May/Jun 00
FERRARI F355 CHALLENGE Acclaim	A beautiful, but incredibly tough sim that's reserved for tough sim nuts	7	Issue 9: December 00
F1 WORLD GRAND PRIX Sega	Precision handling and simulation make this an excellent racer	8	Issue 4: Mar/Apr 00
FLAG TO FLAG Sega	CART Racing done with some good attention to physics and detail	7	Issue 2: Nov/Dec 99
HYDRO THUNDER Midway	Port of a great arcade water racer that overcomes plain wrapping	8	Issue 2: Nov/Dec 99
LOONEY TOONS SPACE RACE Infogrames	Spot on licensed kart racer from Looney land, with everything for fans	8	Issue 10: Holiday 00
MAGFORCE RACING Crave	Slick looking racer that doesn't handle as well as it looks	4	Issue 7: Sep/Oct 00
MONACO GRAND PRIX UbiSoft	It's F1 racing for the F1 purist; all others need not apply	4	Issue 2: Nov/Dec 99
PEN PEN TRICELON Infogrames	Wacky penguin racer too goofy and short for anyone over 10.	5	Issue 2: Nov/Dec 99
POD: SPEEDZONE UbiSoft	'Net racer with plenty of options, but no enough solid gameplay	5	Issue 10: Holiday 00
RE-VOLT Acclaim	Mini RC racer with charm and gameplay for the whole family	8	Issue 4: Mar/Apr 00
SEGA GT Sega	Glorious looking, excellent handling make this a racing sim dream	9	Issue 8: Nov 00
SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb 00
SF RUSH 2049 Midway	Perfect arcade translation with loads of extras for Rush fans worldwide	9	Issue 8: Nov 00
SOUTH PARK RALLY Acclaim	Cartman and gang are back for more mediocre cart racing	5	Issue 7: Sep/Oct 00
SPEED DEVILS UbiSoft	The bane of our existence, reviews-wise. You'll never let us forget it	3	Issue 2: Nov/Dec 99
STAR WARS: DEMOLITION Lucas Arts	Vehicular combat done with plenty of options and some of the fun	6	Issue 10: Holiday 00
SURF ROCKET RACER Crave	Scarily flawed AI serves to knock down an otherwise promising jetskiier	4	Issue 11: Feb 01
SUZUKI ALSTARE EXTREME RACING UbiSoft	Deeply flawed arcade motorcycler that ends up being kinda fun	6	Issue 3: Jan/Feb 00
TEST DRIVE 6 Infogrames	Bad design and an outdated engine do not a good racer make	4	Issue 4: Mar/Apr 00
TEST DRIVE LEMANS Infogrames	Slick handlin', good lookin' simulation racing done amazingly well	9	Issue 10: Holiday 00
TEST DRIVE V-RALLY 2 Infogrames	Brilliant handling and crisp framerate make this rally racer the real thing	8	Issue 8: Nov 00
TNN HARDCORE HEAT ASC Games	Crappy controls and questionable physics dampen its chances.	6	Issue 2: Nov/Dec 99
TOKYO XTREME RACER Crave	Great looking street racer with very limited courses–one.	6	Issue 2: Nov/Dec 99
TRICKSTYLE Acclaim	Smooth, ambitious hoverboard racing falls a little flat in practice	6	Issue 2: Nov/Dec 99
WACKY RACES Infogrames	Cel shading gets wacky in this licensed cart racer with attitude	8	Issue 6: Jul/Aug 00
ARCADE			
CENTIPEDE Hasbro	Retro-shooter upgrade to arcade classic not exactly up to par	4	Issue 3: Jan/Feb 00
FROGGER 2: SWAMPY'S REVENGE Majesco	A surprisingly great sequel more akin to the arcade original	7	Issue 10: Holiday 00
GAUNTLET LEGENDS Midway	A great arcade port that only suffers from repetitive nature	6	Issue 6: Jul/Aug 00
MS. PACMAN'S MAZE MADNESS Namco	Simple port of a PlayStation title honoring the Ms' 20 years of service	7	Issue 11: Feb 01
RPG			
ARMADA Metro3d	Hybrid shooter/RPG with plenty o' high points and a big fanbase.	6	Issue 4: Mar/Apr 00
ELEMENTAL GIMMICK GEAR Vatical	Nice looking, but tough 2D RPG with minimal storyline	5	Issue 4: Mar/Apr 00
EVOLUTION UbiSoft	Overly simplified dungeon crawler with great, great characters	7	Issue 3: Jan/Feb 00
EVOLUTION 2: FAR OFF PROMISE UbiSoft	Cute sequel with more of everything, but not a whole lot more	8	Issue 6: Jul/Aug 00
GRANDIA II UbiSoft	Amazing sequel to a Saturn classic comes to US. A must-buy.	9	Issue 10: Holiday 00
SKIES OF ARCADIA Sega	The best RPG for DC has finally arrived! Stop reading and buy it NOW!	10	Issue 10: Holiday 00
SEVENTH CROSS: EVOLUTION UFO Interactive	Wacky breeding sim with simplistic graphics but complex gameplay	3	Issue 4: Mar/Apr 00
SILVER Infogrames	Action RPG hijinks ensue after hero's wife gets jacked by evil empire	6	Issue 7: Sep/Oct 00
TIME STALKERS Sega	Flawed time-traveling RPG with good intentions but no follow-through	5	Issue 6: Jul/Aug 00
PUZZLE			
BUST-A-MOVE 4 Acclaim	Same game, same maniacal, bubble-busting fun. Perfect for two players	6	Issue 7: Sep/Oct 00
CHU CHU ROCKET Sega	Sonic Team goes cat 'n mouse crazy in Sega's first online endeavor	8	Issue 5: May/Jun 00
MR. DRILLER Namco	Cute mascot puzzler that should be outlawed for addictive qualities	7	Issue 7: Sep/Oct 00
WETRIX+ Xatrix	It's wet, it's wacky, and it could be fun for two players–but it isn't.	5	Issue 5: May/Jun 00
SHOOTER			
GIGAWING Tommo	Old-school 2D shooter for diehard fans of the arcade genre	6	Issue 5: May/Jun 00
GUNBIRD 2 Capcom	Old-school top down scroller that's too hard and too short; a bad combo	3	Issue 8: Nov 00
HOUSE OF THE DEAD 2 Sega	Lightgun shooter *sans* lightgun hurts this arcade classic only slightly	8	Issue 1: Sep/Oct 99
SILENT SCOPE Konami	Arcade conversion that could've used a special peripheral	6	Issue 9: December 00
SIM/OTHER			
AEROWINGS Crave	Flight sim gets loopy with cool play, but tough controls and concept	7	Issue 2: Nov/Dec 99
CHEF'S LUV SHACK Acclaim	*South Park* license abused for gameshow aesthetic-boo	3	Issue 4: Mar/Apr 00
HOYLE'S CASINO Sierra	Looong load times and jerky animations hide a decent casino game	5	Issue 11: Feb 01
RAILROAD TYCOON II GOD Games	Construct a railroad, manage it, in a game that's addictive, but not online	7	Issue 8: Nov 00
SAMBA DE AMIGO Sega	Wacky, addictive fun with touches of musical genius and maracas!	9	Issue 10: Holiday 00
SPACE CHANNEL 5 Sega	Great looking vehicle for virtual superstar, Ulala...but just too short	7	Issue 7: Sep/Oct 00
SEAMAN Sega	Weird, omery fishman-raising sim...expect some strange results!	6	Issue 7: Sep/Oct 00
PERIPHERALS			
ALLOY ARCADE STICK Interact	Cool looking chrome arcade stick with eight programmable buttons.	8	Issue 7: Sep/Oct 00
ARCADE FIGHTER STICK AGETEC	A must for any fighting game fan. Fun with lots of other games, too.	8	Issue 4: Mar/Apr 00
ASTROPAD Performance	Cheap DC Controller that gives you about what you paid for.	8	Issue 4: Mar/Apr 00
CONCEPT 4 WHEEL Interact	One of the better steering wheel and pedal combos available.	8	Issue 5: May/Jun 00
DREAM MASTER CONTROLLER Nyko	Six-button controller has lots of problems, but the D-pad is good.	8	Issue 5: May/Jun 00
DREAM PAD Mad Catz	Mmmmm... rubber. A quality DC controller that surpasses the original	8	Issue 4: Mar/Apr 00
DREAMBLASTER Performance	Solid, precise lightgun with auto-fire and -reload; a solid choice.	8	Issue 4: Mar/Apr 00
DREAMSTATION Ultimate	Lets you use Sony Dual Shock controllers, and other stuff, on your DC.	8	Issue 4: Mar/Apr 00
THE ENFORCER Topmax	Delicous and sturdy lime gree arcade stick, one of the best	8	Issue 8: Nov 00
ENTERTAINMENT MACHINE Zenith	This TV is marketed as a gamer's set, but actually, it's just a TV.	8	Issue 6: Jul/Aug 00
GAMESHARK CDX Interact	It's got lots of codes, and lets you play import games too.	8	Issue 7: Sep/Oct 00
INNOVATION 4 MEGABYTE MEMORY CARD	It's like four memory cards in one! This is the one to get for sure.	8	Issue 7: Sep/Oct 00
INTERACTIVE BATTLE CHAIR Hunsuker	More butt-rumbling power than you can handle. Pricey but very cool.	8	Issue 5: May/Jun 00
JUMBO MEMORY PAK X2 Nyko	Good memory card with twice the memory! And has tight screws!	8	Issue 4: Mar/Apr 00
MAD CATZ EXTENSION CABLE	Actually sit on your sofa while playing, rather than on the floor.	8	Issue 6: Jul/Aug 00
MAD CATZ WHEEL	The best wheel-and-pedal combo ever made for a home console.	8	Issue 5: May/Jun 00
NEXUS 4MB MEMORY CARD Level Six	800 blocks of memory can't be bad. And you can hook it to your PC.	8	Issue 4: Mar/Apr 00
PELICAN 4X MEMORY CARD	It's not too reliable. Tends to lose your data. This is bad.	8	Issue 7: Sep/Oct 00
PERFORMANCE EXTENSION CABLE	Um... see the above note on the Mad Catz cable. Same deal.	8	Issue 6: Jul/Aug 00
PERFORMANCE MEMORY CARD	At only $10 this card can't be beat. But no screen=no minigames.	8	Issue 4: Mar/Apr 00
POWERLINK Nyko	Allows you to connect two Neo Geos together for multiplayer action.	8	Issue 5: May/Jun 00
QUANTUM FIGHTER PAD Interact	Programmable and cool-looking, but its cumbersome shape blows.	8	Issue 4: Mar/Apr 00
RALLY WHEEL AGETEC	Lacks weight, balance and sturdiness, but has force feedback.	8	Issue 4: Mar/Apr 00
STARFIRE LIGHTBLASTER Interact	Excellent lightgun with staying power in the market; solid choice indeed.	8	Issue 4: Mar/Apr 00
SUPER SONIC CONTROLLER Beamscope	This thing is complete crap. Don't buy this thing.	8	Issue 6: Jul/Aug 00
THRUSTMASTER RACING WHEEL	You could do worse. Crappy pedals and weirdly-placed buttons.	8	Issue 5: May/Jun 00
THUNDER PAK Nyko	This rumble pack accessory works, and that's all it has to do.	8	Issue 5: May/Jun 00

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AS SEEN ON TV

Unreal™ TOURNAMENT

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MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore

SECRET LEVEL

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Dreamcast™

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XICAT INTERACTIVE

JEDI POWER BATTLES

Jedi Power Battle Mode

Go ahead and whack on your friends in the regular two-player mode, thanks to this hidden mode that you can unlock. From the Main menu, select **New Game** and begin a two-player game. During gameplay using controller one, press and hold the R button + X + Y + B and then press the A button. The words **Jedi Battle Mode On** will scroll up the screen when done correctly. This will turn on Jedi Battle Mode, which lets you inflict massive damage on the other player you're playing with. To deactivate the mode just re-enter the cheat.



***Jedi Power Battles* just got more competitive, thanks to a new cheat you can enter during play.**

DAVE MIRRA BMX

Unlock Slim Jim

To be able to play as the dried meat evangelist Slim Jim you must start a game in **Pro Quest** Mode and while highlighting the Rider Select option press ↓, ↓, ←, →, ↑, ↑, Y. Now just cycle through the riders until Slim Jim appears.



Hey what's Dried Meat Man doing in the game? Wow, now that's extreme...

Unlock All Bikes

If you want access to all the bikes in the game right from the start, begin a game in **Pro Quest** Mode and while highlighting the Bike Option after selecting your rider press ↑, ←, ↑, ↓, ↑, →, ←, →, Y. Cycle through the bikes, and they should now all be there. If you change riders at this point or after a session you will have to re-enter the cheat.



Forget trying to accomplish all those Amateur and Pro goals to unlock new levels. Now all you have to do is enter a single cheat to check out all the courses.

Unlock All Styles

To get all the styles for your rider, you have to again start a game in **Pro Quest** Mode and after you select your rider and bike, highlight the Style Selection option and enter ←, ↑, →, ↓, ←, ↓, →, ↑, ←, Y. Pick your favorite outfit. If you make any changes, you'll have to re-enter the cheat.

Unlock All Levels

First start a game in **Pro Quest** mode and after selecting your rider, bike and style you'll highlight the track selection. Enter ←, ↑, →, ↓, ←, ↓, →, ↑, ←, Y and all the tracks will become available. Once again, if you change riders at this point or after a session you will have to re-enter the cheat.

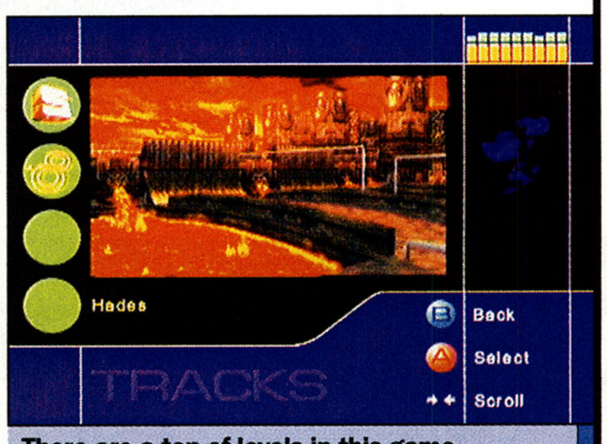
MTV SKATE

Unlock It All

This is what cheating is all about! By entering the following cheat you can unlock all the game has to offer without ever having to beat the game. All you have to do is enter the Lifestyle Mode, and when you're asked to enter a name, just enter **PASWRD**. When you back out and enter the Mode of your choosing, all the levels, skater, boards and outfits will be yours to try. There is a ton of stuff here to check out, so get to it!



To get to the Name Entry screen where you input the cheat, enter the Lifestyle Mode.



There are a ton of levels in this game, including one located in Hades.



***MTV Skateboarding* easily takes the cake for the most outfits found in a single game.**

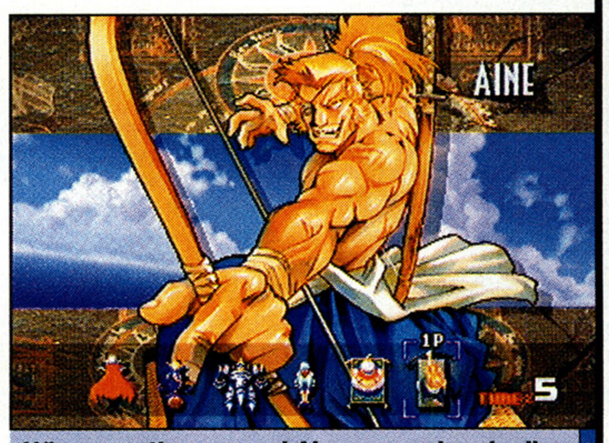
GUNBIRD 2

Hidden Characters

Gunbird 2 from Capcom has two hidden characters, Morrigan from the *Dark Stalkers* series and the goofy samurai Aine. They can be used in any mode and are very easy to unlock by simply highlighting the question mark on the Character Selection screen and pressing ↑ to use Morrigan and ↓ to use Aine. Enjoy!



Morrigan from the *Dark Stalkers* games is one of the most popular characters among fan artists. We have no idea why this is.



Whenever the samurai Aine uses a bomb all the bullets turn into pink roses. Ahh, how nice.

THIS MONTH

Jedi Power Battles · **MTV Skateboarding** · Dave Mirra BMX · **Gunbird 2** Army Men: Sarge's Heroes · **Jet Grind Radio** Tony Hawk's Pro Skater 2 **D2** · Ready 2 Rumble 2 **Star Wars Demolition** Resident Evil 3 · **Legacy of Kain: Soul Reaver** Cannon Spike · **NBA 2K1** Looney Tunes Space Race · **Quake III Arena** Rush 2049 · **Dino Crisis**

ARMY MEN: SARGE'S HEROES

Level Codes

No longer do you have to toil through this game to play the later levels, now that we can offer you the level cheat codes. From the Main Menu, enter the **Input Code** screen and then enter any of the following cheats to go directly to the level of your choice. When you unlock the final stage, The Way Home you will also unlock all the bonus characters to play as in the Multi-player part of the game.

Mission	Password
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SRFPNK
Fort Plastro	GNRLMN
Scorch Mission	HTTTRT
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home	VRCLN

JET GRIND RADIO

Unlocking The Hidden Playable Characters

There are no codes that we know of that will unlock the extra playable characters in this game, but here's how you do it by playing through the game normally.

The Love Shockers

To unlock the Love Shockers, you have to complete every Shibuya-cho stage with a Jet rating.

The Noise Tank Gang

Complete every Benten-cho stage with a Jet rating to unlock the Noise Tanks.

Potts (the dog)

To get to play as the GG's cute little dog, you first have to complete the entire game once and unlock all of the previous characters (Goji, Love Shockers, Noise Tanks, and Poison Jam). Next you have to play through the game again and complete the Monster of Kogane level before you play the Benten Boogie level.

After Chapter Two the Noise Tanks will challenge you, and if you win the challenge you'll be able to play as Potts the dog.

The Poison Jam

Unlock the Poison Jam by getting a Jet Ranking on every Kogane-cho stage.

Goji Rokkaku

To play as Goji you have to first unlock the three previous gangs (Poison Jam, Love Shockers, and Noise Tanks) and then you have to get a Jet Ranking on the Grind City stages.



TONY HAWK'S PRO SKATER 2

Unlock Almost Everything

This is really the only code you need for the game as it unlocks just 'bout everything there is to unlock in the game. The only thing it doesn't unlock is Trixie. All the levels and hidden characters are now yours including the hidden level, **Skate Heaven.** You can also unlock all the cheats in the game. Just pause the game during gameplay, and while holding down the L button enter A, A, A, X, Y, ↑, ↓, ←, ↑, X, Y, A, Y, B, A, Y, B. The screen will shake if you did it right, and to enjoy its effect you must quit out of the run you're currently on and start a new run.



Now you can try all the different funky cheats in *Tony Hawk's Pro Skater 2.*



Now, Spidey is yours...right from the start!

All Stats At 10

To hype up your skater's stats to the max, pause the game during gameplay and then press and hold L while you press A, Y, B, X, Y, ↑, ↓. Return to the game or quit out and start over to see the effect.

Toggle Blood

To turn off the blood effect, again during gameplay pause the game and press and hold the L button while you press →, ↑, X, Y. Re-enter the code to turn the blood effect back on.

25% More Speed

Bored with the slow pace? Speed things up by pausing the game and then press and hold the L button while you press ↓, X, Y, →, ↑, B, ↓, X, Y, →, ↑, B. When you return, the action will be much faster.

Unlock Trixie

In the PS version of *THPS2* the last unlockable character is Private Carrera, but in the DC version you get the sexy alternachick Trixie. There's no code for her! You're going to have to beat the game and find and perform every gap in every level (except the hidden ones), making use of the gap lists to keep track of what you have left to find..



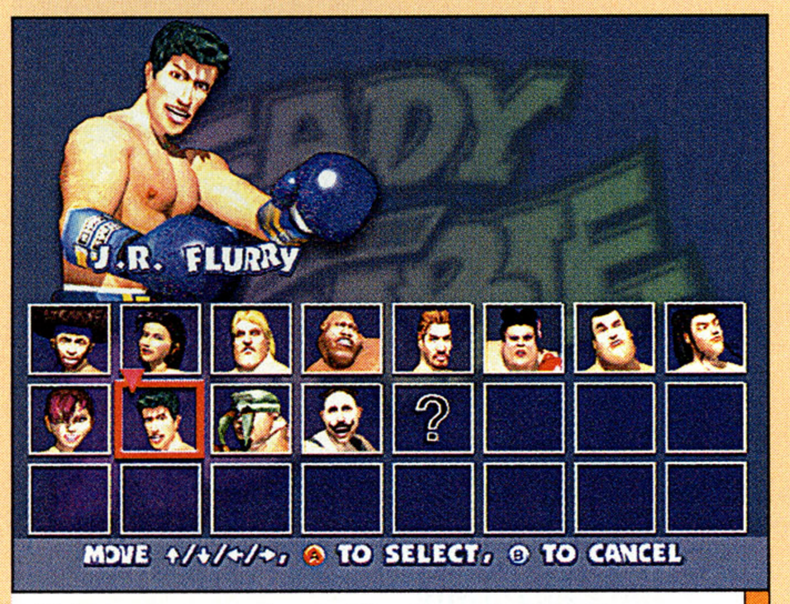
All the cheats for the game are entered while the game is paused and while holding down the L button.

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READY 2 RUMBLE 2

Change Your Boxer's Appearance

By entering the following cheats while on the **Character Selection** screen you can change the appearance of you boxer. When you have entered a cheat code correctly, you should hear a bell ring to let you know that you got the code right. Try entering multiple cheats for some wacky effects.



All the codes are entered at the Character Select screen. You will hear a bell ring when they're entered correctly.

Appearance	Code
Fat Boxer	→, →, ↑, ↓, →, R, R, L
Thin Boxer	→, →, ↑, ↓, →, R, L
Undead Boxer	←, ↑, →, ↓, R, R, L
Big Gloves	←, →, ↑, ↓, R, L

Unlock New Boxers

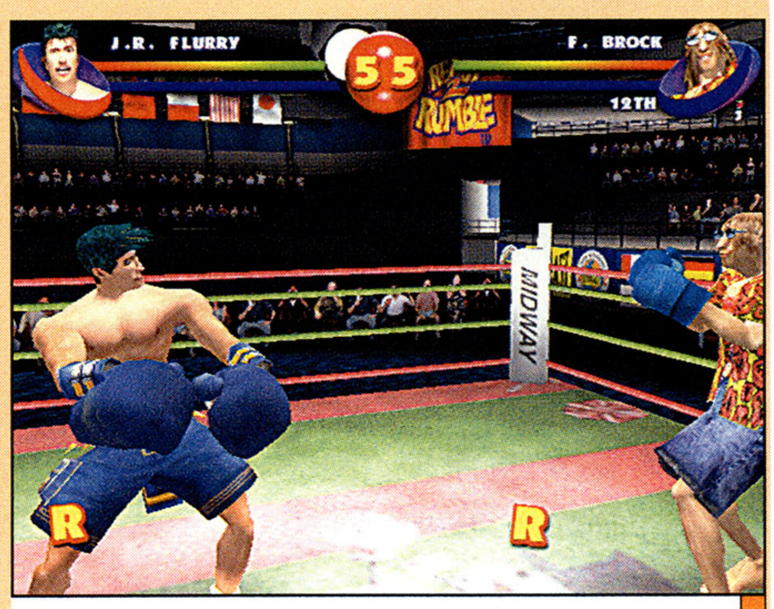
As you have probably already noticed, there are loads of characters to unlock by playing through the **Arcade Mode**—including President Clinton and Senator Hillary. The following is a listing of everyone there is to unlock and how many times you have to beat Arcade Mode to get them.

Hidden Boxer	Requirement To Unlock
Freak E. Deke	Complete Arcade Mode once
Michael Jackson	Complete Arcade Mode twice
G.C. Thunder	Complete Arcade mode three times
Wild "Stubby" Corley	Complete Arcade Mode four times
Shaquille O'Neal	Complete Arcade Mode five times
Freedom Brock	Complete Arcade Mode six times
Rocket Samchay	Complete Arcade Mode seven times
Robox Rese-4	Complete Arcade Mode eight times
Bill Clinton	Complete Arcade Mode nine times
Hillary Clinton	Complete Arcade Mode 10 times
Rumble Man	Complete Championship Mode with all characters and then beat Arcade Mode on the Hard difficulty setting.

Hidden Costumes

By going into your Dreamcast's system settings and changing the date, you can unlock different outfits for some of the characters in the game. The following are the characters, costumes available and the dates you need to set the system to unlock them.

Character	Costume	System Date
Joey T	New Year's Costume	January 1
Referee	Leprechaun Suit	March 17
Lulu Valentine	Valentine's Day Duds	February 14
Mama Tua	Bunny Outfit	April 23
G.C. Thunder	Uncle Sam Suit	July 4
J.R. Flurry	Halloween Costume	October 31
Selene Strike	Elf Outfit	December 25
Rumble Man	Snowman Costume	December 25

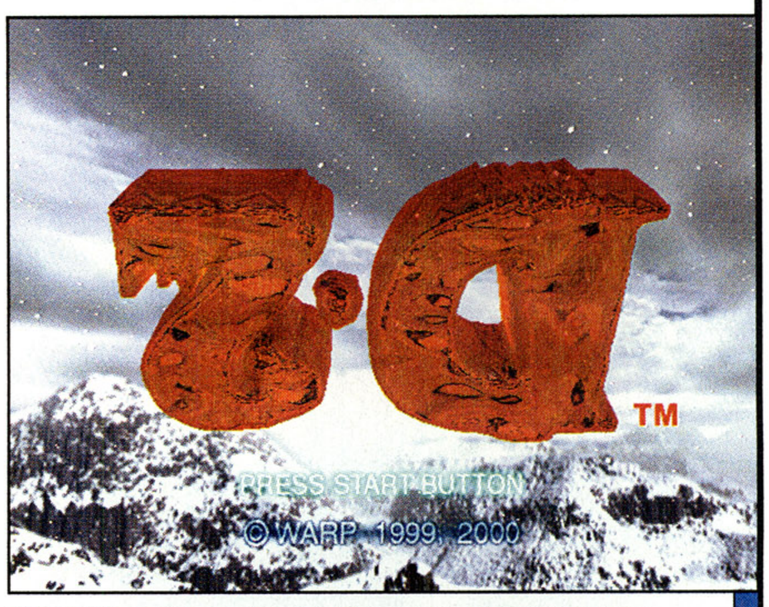


You know what they say about people with big gloves...

D2

Control Logo

Wait, hold the presses! We've found the most amazing trick ever! Well, not really...this is actually spectacularly insignificant. Just use the analog stick or the D-pad to rotate the *D2* logo around and around on the **Title Screen** (where you press start). Woohoo!



Play with the logo. It's for touching, not just looking.

RESIDENT EVIL 3

Additional Costumes

To be able to use all of the secret costumes in the game, you must first finish the game on **Hard Mode** in less than seven hours using no more than 30 Ink Ribbons. After the credits roll, you'll be brought to a screen showing that you received the Boutique Key. This key unlocks the Boutique in Uptown and inside, you'll find new costumes to try (the Police Uniform, *Dino Crisis* suit, Disco Outfit, Biker Uniform and STARS outfit). Depending on your ranking at the end of the game, you'll be awarded a specific number of costumes. The following is a listing of how many costumes will be earned by a specific grade. The costumes are cumulative, however, so if you get a D the first time you play and a C the next time, you will have earned all the costumes.

Costumes	Grade
5	A
4	B
3	C
2	D
1	E

Bonus Game!

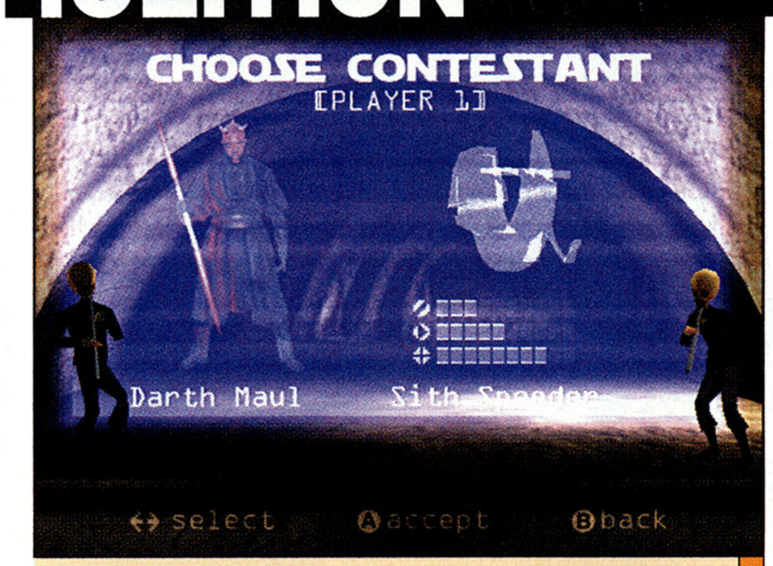
The Mercenaries: Operation Mad Jackal

All you have to do to be able to play the bonus game The Mercenaries: Operation Mad Jackal is finish the game on any difficulty level and then load the game from your final save you make after the credits roll. In this mini-game you have a limited amount of time to get from one location to another with enemies you shoot and kill adding more time to the clock.

STAR WARS DEMOLITION

Unlock The Hidden Characters

With the following single cheat code, you can unlock and play as Darth Maul, Lobot in a cloud car and Boushh (who is actually Leia in her bounty hunter outfit...duh) on a speeder bike. From the **MAIN MENU** select **OPTIONS** and then select **PREFERENCES.** While on the Preferences screen press L and R together to bring up the hidden **Password Screen.** On the Password Screen, enter **Watto_Shop,** and don't forget to include the space between words. Then return to the Main Menu. Now when you go to the Character Select, the three new characters will be yours to try.

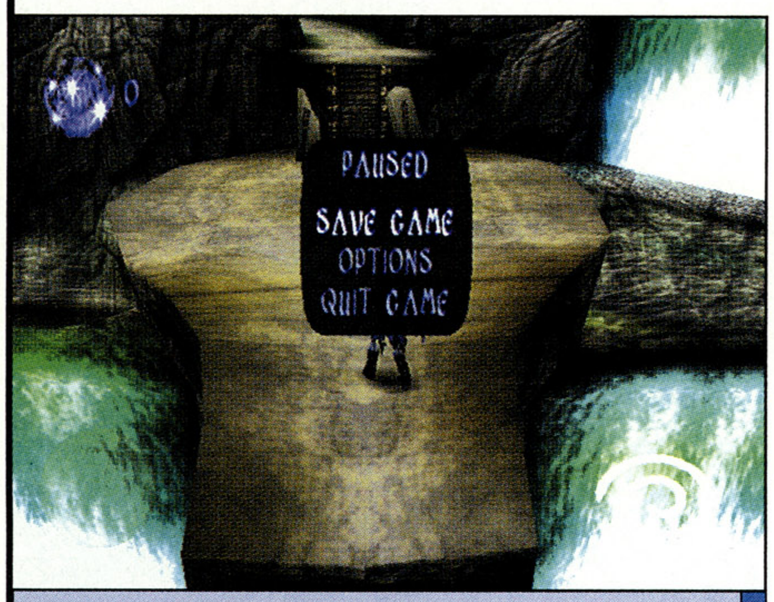


Darth Maul is now yours to play, along with a couple of other hidden characters!

LEGACY OF KAIN: SOUL REAVER

Cheat Big Time!

Cheating doesn't get much better than this. This huge batch of codes will get you through every part of *Soul Reaver* in a fraction of the time it would normally take you. First, pause the game. Then, while on the pause screen, press and hold the Right Trigger Button while you enter the following cheats (use the D-pad for directional inputs). As you enter the codes, you'll hear a sound that tells you that you've done it right—and when you return to the game, the effect of the cheats should be evident.



All codes should be used with caution since they have the potential to crash the game. And don't enable the cheats until AFTER you've completed the entire training area at the beginning of the game—it should be safe to enable them after you've seen the Sanctuary of the Clans cinema, or after Raziel has reached the Lake of the Dead (vortex area).

Refill Health (fill 'er 8)
↓, B, ↑, ←, ↑, ←

Raise health coil to next level
→, A, ←, Y, ↑, ↓

Raise health coil to max (Level 4)
→, B, ↓, ↑, ↓, ↑

Hurt Raziel
←, B, ↑, ↑, ↓

Refill glyph/magic meter
→, →, ←, Y, →, ↓

Raise glyph meter to max (52 pts)
Y, →, ↓, →, ↑, Y, ←

Turn on "pass through barriers" ability
↓, B, B, ←, →, Y, ↑

Turn on "Soul Reaver" ability
↓, Y, X, →, →, ↓, ↓, ←, Y, ↓, →

Turn on "wall crawling" ability
Y, ↓, X, →, ↑, ↓

Turn on "force" ability
←, →, B, ←, →, ←

Turn on "constrict" ability
↓, ↑, →, →, B, ↑, ↑, ↓

Forge Soul Reaver with Fire
(turn on Fire Reaver)
↓, ↑, →, ↑, ↓, ←, B, →, ↓

Imbue Reaver = Fire
(as if passed through flame)
Y, →, ↓, B, ↑

Imbue Reaver = yellow/white Reaver
(graphic effect only)
A, →, ↑, ↑, Y, ←, ←, →, ↑

Imbue Reaver = red/black Reaver
A, B, →, Y, ←, ←, →, ↑

Turn on Force Glyph spell
↓, ←, Y, ↓, ↑

Turn on Stone Glyph spell
↓, B, ↑, ←, ↓, →, →

Turn on Sound Glyph spell
→, →, ↓, B, ↑, ↑, ↓

Turn on "swim" ability
↑, B, ↓, →, B, ←, ↑

Turn on Water Glyph spell
↓, B, ↑, ↓, →



Jump in, the water's fine! That is, as long as you've used the "swim" ability cheat.

Turn on Fire Glyph spell
↑, ↑, →, ↑, Y, X, →

Turn on Sunlight Glyph spell
←, B, ←, →, →, ↑, ↑, ←

Allow Shift-Any-Time
(+ "swim" ability, etc.)
↑, ↑, ↓, →, →, ←, B, →, ←, ↓



Our favorite *SR* code? The one that lets you shift at any time. Sure, the refill health cheat will come in handy—but jumping back and forth between planes of existence can save you buttloads of time. It's a helluva fast commute.

CANNON SPIKE

Alternate Outfit For Cammy

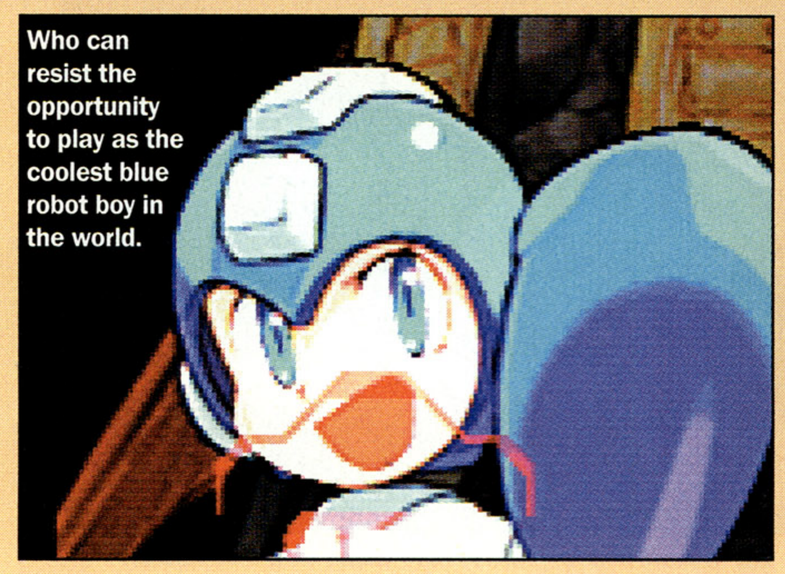
While highlighting Cammy at the Character Select screen just press ↑ or ↓ to reveal a second outfit for Cammy. Unfortunately, she is the only character with an alternate outfit.

Play As Mega Man And B.B Hood

Successfully complete the game with any character on any difficulty setting—we suggest 'easy'. Then, back at the character select screen press ← or → and Mega Man and BB Hood will appear.

Gallery Art

When you beat the game once on any difficulty setting, you'll not only open two hidden characters but also unlock all the art in the Gallery Mode.



Who can resist the opportunity to play as the coolest blue robot boy in the world.



Cammy's second costume is her blue outfit with the neck tie. Too bad the pseudo military look is a couple of seasons old.

NBA2K1

Hidden Teams

To be able to use the hidden SegaNet, Sega Sports and Mo Cap teams you have to enter the following cheat. From the **Main Menu** choose Options and from there select Cheats. Now, using lower case letters, enter "VC" into the codes screen and press the enter button on the onscreen keyboard. The message "Superstar Feature" will appear to confirm that you've entered the cheat correctly. Now, just start a match in any mode and the new teams will be in the team line-ups.



The code entry screen is found in the Options Menu.



The coolest thing about the hidden Mo Cap team is that you can substitute in that notorious hip-hop/dancehall MC, Redman!

Random Team Selection

Can't decide who to play as? Just go ahead and let the computer decide for you. To randomly pick the teams in Exhibition Mode go to the Team Selection screen and highlight a team and then press and hold ⬅ + ➡. Then press the Ⓐ button and the teams will randomly be chosen.



The new teams will appear in the team selection screen.



Once you've randomly selected a team, you will not be able to select another—you're stuck with it. That is, if you don't back out completely to the Main Menu first.

LOONEY TUNES SPACE RACE

Unlock Everything Cheats

Unlock all the game has to offer right from the start! There are a ton of cheats for this fun racer, but you really only need to enter a few of them to have a blast. All of the cheats are entered into the Cheats screen found in the **Options Menu**. You'll hear Yosemite Sam say something when you've done it correctly, and when you return to the **Main Menu** and start the game, the cheat's effect should be apparent. We've listed the most important cheats at the top of the list since the others just repeat their effect.

Action	Code
Unlock Everything	CHEESFISH
Unlimited Turbo	DUCKAMUCK
Mirror Mode	SAMRALPH
Unlock Porky & Marvin	CHAR
Unlock All Track	TRACK
No Gags	SUCCOTASH
Unlock Porky	YAVARMINT
Unlock Marvin	REDWAGON
Unlock ACME 2	MAROON
Unlock Mars 2	SCWEWBALL
Unlock Off World 1	DURNIDGIT
Unlock Off World 2	PALOOKA
Unlock Wild West 1	HOGGRAVY
Unlock Wild West 2	MACKEREL
Unlock Nebula	MRFUZZY
Unlock Galactorama 1	YOIKS
Unlock Galactorama 2	DODGPARRY
Unlock All ACME Events	3LILBOPS
Unlock All Challenges	MOIDALIZE
Unlock All Gallery Items	MICHIGANJ



Marvin Martian is a far cooler hidden character than Porky Pig. Poor Porky Pig.

QUAKE III ARENA

System Console Commands

These aren't exactly cheats, but the following console commands are crucial if you want to communicate with the other players in a deathmatch. To get these to work, you first need a Dreamcast keyboard and a mouse. Now, while in a deathmatch, during gameplay press the ~ button once to bring up the game's System Console. Now, just enter the following codes using the keyboard. For those commands that let you communicate, just type in the console command and then enter your message.

Enter	Effect
/say	Type your message and have it displayed to every player.
/say4	Speak to Player 4
/say3	Speak to Player 3
/say2	Speak to Player 2
/say1	Speak to player 1
\help	Display the list of commands.
/tell_attacker	Deliver a personal message to your attacker.
/say_team	Deliver a message to your team. (used in team based modes.)
/tell_target	Deliver a personal message to your targeted enemy.
/clear	Clear the game console.

How To Earn Game Cheats

Unfortunately, the cheats for this game have to be earned...there is no shortcut, but here's how you do it. First beat the game—setting things to the easiest level, if you like—and then save the game when it's over to your VMU (third party memory cards won't work). A mini-game will appear on your VMU's tiny little screen. Now, every time you beat the mini-game, you'll earn a new cheat (they're kind of like Snausages for gamers) which can be used in the real game. There are five cheats to unlock, and the mini-game must be beaten five times—each on a different difficulty level—to get them all.

RUSH 2049



The Cheat Menu option will appear at the bottom of the screen when entered correctly.

Cheat Menu

A couple of issues ago we ran all these cheats for *Rush 2049,* but unfortunately, we screwed up the cheats. We said you had to press the D-pad in several spots, when we meant to say to press the shoulder buttons. Those damn deadlines! Well to make up for it we've listed the cheats again, this time correctly. Getting to the **Cheat Menu** takes a cheat code and once open all the cheats listed will still remain locked. Here's how you get the **Cheat Menu** to appear. While on the **Main Menu** highlight **Options** and then press L + R + X + Y. The **Cheat Menu** option will appear at the bottom of the screen and you can then select it like any other menu item. Once inside the **Cheat Menu** you'll see a huge list of cheats for the game but none will be active. This code just unlocks the **Cheat Menu,** it does not unlock any of the cheats but at least now you know what cheats there are in the game.

Unlock Some Cheats

Now that you have the **Cheat Menu** screen you're probably anxious to try out some of the cheats listed. We don't have them all for you (check future issues for more) but we do have some. Now all of these cheats are really tricky to enter. You have to press the button inputs smoothly and very quickly or else they won't work. To enter a cheat you need to have the **Cheat Menu** open and highlight the cheat you want to enter and then enter the proper button sequence from the list below. The cheat will become active if done correctly and you'll be able to turn the cheat on and off. It may take you several tries to get the cheats to work but keep at it.

Track Orientation

Highlight **Track Orientation** on the cheat menu and then press and hold L + R and then press X. Release the buttons, then press A, X, Y. Press and hold L + R again and then press X again.

Super Tires

Highlight **Super Tires** on the cheat menu and then press hold R while you press X, X, X. Release R and then hold L and press A, A, Y.

Brakes

Highlight **Brakes** on the cheat menu and then press Y, Y, Y and then press L + R + A + X.

Increase Car Mass

Highlight **Mass** on the cheat menu and then press and hold A while you press X, X, Y. Release the A button and then tap L, R

Invisible Track

Highlight **Invisible Track** on the cheat menu and then press R, L, Y, X, A, A, X, Y and then press and hold L + R and tap A.

Random Battle Mode Weapons

Highlight Random Weapons on the cheat menu and then press and hold L + A and then press X, Y. Release the buttons and then press and hold R + A and quickly tap X, Y.

Toggle Demolition Battle Mode

Highlight **Demolition Battle** on the cheat menu and press and hold L + A and press Y, X. Release the buttons, then press and hold R + A and quickly press Y, X. When **Demolition Battle Mode** is active the **Random Battle Mode** will be over-ridden and every pick will be the battering ram so to defeat an opponent you have to actually smash them with your own car. Cool!

Unlocking Stuff The Hard Way

Unfortunately there are no cheats that we know of yet that will unlock the hidden tracks, bonus cars, stunt courses and battle arenas, but the following details how you unlock that stuff normally, by playing.

Hidden Track	Requirement To Meet
The Mission	Finish 3rd+ on Beginner Circuit
The Presidio	Finish 3rd+ on Intermediate Circuit

Hidden Stunt Track	Requirement To Meet
(Note: Stunt points are cumulative over the course of many games. To view your points select Records from the Main Menu and highlight the stunt track)	
Disco	Earn 100,000 in Stunt Mode
Oasis	Earn 250,000 in Stunt Mode
Warehouse	Earn 500,000 in Stunt Mode
Obstacle Course	Earn 1,000,000 in Stunt Mode

Hidden Battle Arena	Requirement To Meet
Downtown	Earn 100 points in Battle Mode
Plaza	Earn 250 points in Battle Mode
Roadkill	Earn 500 points in Battle Mode
Battle Arena 8	Collect 1000 kills in Battle Mode

Hidden Cars	Requirement To Meet
GX-2	Collect 18 Gold Coins in Race Mode
MINI XS	Collect 36 Gold Coins in Race Mode
Venom	Collect all 32 silver coins in Stunt mode
Crusher	Collect 16 gold coins in Stunt Mode
Euro Lx	Collect 24 gold coins in Stunt Mode

DINO CRISIS

Extra Outfits

When you beat the game the first time you will earn two hidden outfits, Battle Type (lengerie with garters) and Army Type (shorts and t-shirt). You will also find that you have access to all the weapons including the Grenade Gun. To use the outfits just be sure to save your game after you have beaten the game once and reload that save when you play again. You will be brought to a new screen before the action starts that will let you choose the outfits.

Beat the game a second time and a third hidden outfit will be yours, the Ancient Type outfit. This time it's the cavegirl look and when you use the outfit all the guns in the game will be wacked out like the handgun and shotgun which will now look like bones tied together with leather. The Grenade Gun will look like a big fish and when you add upgrades to the weapons things will get even more funky.

Bonus Game!

Beat Dino Crisis in less than five hours and you will unlock a fun bonus game called Wipeout. In this bonus game you have to clear a series of three levels of all dinos using limited ammo and on a strict time limit.

Infinite Grenade Gun Ammo

Beat *Dino Crisis* a third time to unlock an infinite amount of exploding ammo for your Grenade Gun. Mmmmmm .... infinite exploding ammo ....



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Talk Back!

The Official **ODCM** Interview



Welcome (back) to TalkBack: ODCM's (occasional) interview series with the movers and shakers of the Dreamcast world. This time, our crazy Japanese correspondent Christophe Kagotani sits down with Peter Moore, President of Sega of America, during his recent visit to Japan. We've heard a lot of questions floating through the air and the ether these days, and Mr. Moore was kind enough to let us in on a few of of his company's secrets—and to clear up some rumors, as well. At the time that Christophe and Peter are speaking, the Y2K holiday rush has only just begun...

ODCM: How do you explain the difference between Sega's Japanese and US circumstances?
Peter Moore: Well, in the US, we focused from the beginning on the videogame aspect of the machine. We knew we had several challenges, especially if you consider that EA was not willing to develop on Dreamcast and that we had to come out with our own sports games solution. But we did it--and our solution has played an enormous part in Dreamcast's success in the US. In Japan, Dreamcast has been promoted as a multimedia machine...and I think that this was not the best approach.

ODCM: As the US is now the main DC market and the Internet is very advanced there, will you consider the development of specific US extensions for Dreamcast?
PM: The US is indeed the main DC market, and the Internet is taking more and more of a decisive place in sales. We have successfully launched *NFL 2K1*, and in many ways, it outmatched the competitor *Madden* from EA. But if you think about the Internet, a mass storage media has to be considered since it would allow for so much great application. I would like to continue to put emphasis on our strong sports line-up, so I'll use it in another example: Imagine you can update sport results into your game using this proposed storage device--it would clearly offer many benefits. And of course, if Xbox offers its own mass storage media, we should have our own. But we are not yet decided on which one. There is the Zip drive, and many people are asking aboutit--especially since you could consider 'Zip drive' as being more or less equal to 'mass storage'. But we are currently trying many systems, such as Iomega's 'Click'. And of course, a hard drive can certainly be considered.

However, we still have to keep in mind the price issue. When the Zip drive was initially designed, it would have cost exactly the same price as the Dreamcast. It was, at that point, unrealistic to release such an expensive extension. But now we have reached a good point, and it is becoming viable to release a mass storage unit on Dreamcast.

ODCM: What do you think about the opening of a DC platform via the so-called DC chip?
PM: To be honest, this technology was explained to me only very recently. So I want to be cautious talking about it, since to me, it still has yet to be proven that a DC in a PC is a viable solution to anything. I don't know very much about the Japanese situation, but in the US, where the platform is quite well developed, I simply don't think it would be a profitable move in the market. Frankly, I don't understand why we should make this move at all in the US. But yes, I do think that this kind of move is going in the right general direction, even if it does present quite a technological challenge.

I'm an AOL member, and I know that the company is shifting its business into TV and leaving the computers. So I guess that the 'set up box' will soon become the center of family life. It can even be located in the living room or the kitchen as more and more options are offered, until it turns into kind of a family hub.

So, concerning the Internet, a shift is indeed happening--it's moving from the office, where the PC is traditionally located, to the living room, which is a community place.

ODCM: Why do you think that SOJ seems to be so willing to make Sega an Internet company?
PM: Well, we originally focused on video games, and I believe this was the right strategy. But we have also promoted Dreamcast's online capabilities, as we have been introducing more and more online compatible titles--like *Quake III Arena*--lately. And now, we are preparing to launch *Phantasy Star Online*, which is the first true online RPG gaming experience on console ever. We are very excited about it.

But I understand that Japan is far more advanced in the wireless field than the US. So that alone could explain SOJ's strategy of moving to an online content provider company.

ODCM: What about the Dreamcast DVD presented at E3?
PM: You tell me! Yes, many people are asking about it. Well, DVD drives used to be quite expensive--until very recently, in fact. And this is certainly the thing that prevented us from including it in Dreamcast right from the start. Now, you can find a very affordable player for around $199--or really, sometimes even less--from various very well known manufacturers such as Toshiba, Samsung, etc. And I believe that during this Christmas retail season, we will even see players available at $99! Plus, just consider the software side... I just bought *Gladiator*, for instance, for just $11! (By the way, I still don't understand why DVD videos are cheaper than audio or CD, but anyhow...)

At any rate, it could now be reasonable to add this technology toDreamcast. But whether or not it will, in fact, be done, is another story.

ODCM: What about the VMS MP3 player for Dreamcast?
PM: Okay. Well, let's face the realities. People already have their own players. So what would be the merit of releasing just another new player? It would be useless and not very effective.
No, I think it would be better to allow users to download MP3 files, via the Dreamcast, to their own MP3 players. It could be done through the DC web program interface, and it would be quite simple. That's our thinking, at any rate.

ODCM: What is Dreamcast's situation in the US?
PM: Dreamcast has already managed to sell at least 2.5 millions units, and we expect to have around 4 million units sold by March 31 of this year. I really think we will do very well this Christmas for several reasons--including the PS2 components shortage. On the software side, we just released *Shenmue*, and it appears to be one of the biggest non-sports-title launches ever on the format. And *Jet Grind Radio* is also showing great results as of this moment.

www.DailyRadar.com

Parting Shots

The **ODCM** staff reveals how we spent our fabulous Winter Vacation!

Chris
Xmas! Electronics! After setting up shop on the frozen back porch, Chris proceeded to "solder until my lungs were coated with lead," stopping only to drive to Halted Specialties surplus (a mere hour away), when he accidently broke a 30¢ capacitor. The results? A cool solar powered robot that looks like a fly, a useless wing-flapper and some various LED projects. Game-wise, he snagged a mint *Sword of Vermillion* (see **DMail**), which he's planning to make everyone in the office play. Fine with us!

Evan
After getting sick, he proceeded to get very sick of Westchester County, New York. It was a happy homecoming in one respect: his Saturn and Genesis were still waiting for him down in the basement and he could still beat one of his little brothers. After getting in some *Eternal Champions* action and replaying a little *Panzer Dragoon*, he turned to *Skies of Arcadia*, which he worked on furiously.

Dina
Dina went on a culinary tour of Seattle (hint: once you're done with the salmon and the Starbucks, there isn't much culinary *there* there in Seattle). She also slept in the exact center of a king-sized bed. Considering that she's exactly the opposite of king-sized, that's sort of like Ted Turner being the only person currently living in Montana. Wyoming. Whatever.

Dan
Dan headed up to Sacto (a.k.a. Sacramento) to celebrate his Dad's 60th and to hang out some down on "K" street. He also went to the beach in Monterey, CA, which is freezing even in August. He declined to join the Polar Bear club by going swimming in the ice-cold water, but he did go kayaking with seals, sea otters, and sea lions.

Dave
Dave chilled on break, recovering from his trip to Mexico's east coast with his filly for a relaxing trip involving sand, sea, and plenty of mexican food and margaritas. Ariba! He also cooked chicken. Of course.

Fran
Fran wouldn't comment about her break, but our spies report that she played *PSO* until her eyes bled. Or maybe her eyes were bleeding from the beauty of Pleasanton, CA. True fact about Fran: she says that she falls asleep with a controller in her hand "at least three or four times a week."

QUESTION OF THE MONTH
Your ultimate breakfast?

Dan: Poppy seed bagel with butter.
Dina: Last night's pizza, cold.
Fran: Anything from The Manor coffee shop in West Portal, San Francisco.
Chris: Toast, hashbrowns, gyro meat (or bacon) and pancakes.
Evan: I'm a vegetarian, so stringbeans, tofu and rocks.
Dave: Chicken apple sausage.
(Note: it goes without saying that the favorite fastfood breakfast of the entire staff is anything from McDonalds)

Next Issue
Still on the upswing!

SAMBA 2000 *Shaken up!*
Shake 'em, baby, don't break 'em! Your maracas, that is. We put Chris' new maracas, a few tattered remnants of editorial dignity and Sega's stellar new game to the ultimate **ODCM** party test!

PHANTASY STAR ONLINE *Reviewed!*
Yes, we said reviewed! Play-tested! Perused and pondered by our own Francesca Reyes, the universally acknowledged queen of RPGs. Is it everything you dared to hope it would be? Is it even *more*? Find out!



Issue #13
On sale April 3rd!



. . . And more!!
- **Exclusive previews!** *You betcha!*
- **New secret codes** *Cool!*
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- **Sequels revealed...** *If you're good!*

***Miss it and forever be damned to a life full of bad licensed games. Content (but not quality) of issue subject to change due to vagaries of space-time.**

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If the members of ODCM were famous nuclear weapons researchers, this is probably how it would shake out. Dan Fitzpatrick = Oppenheimer. Dave = Fermi. Chris = Teller. Evan = Bethe. Dina = Feynman. Fran = Ulam. If the members of ODCM were famous computer industry pioneers, this is probably how it would shake out. Chris = Cray. Dan = Eckert. Dave = Mauchley. Fran = Lovelace. Dina = Turing. Evan = Sinclair. (Note: Chris wanted to be both Cray and Turing, but we wouldn't let him.)

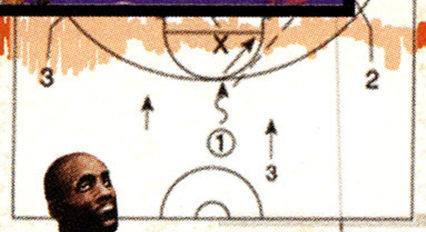
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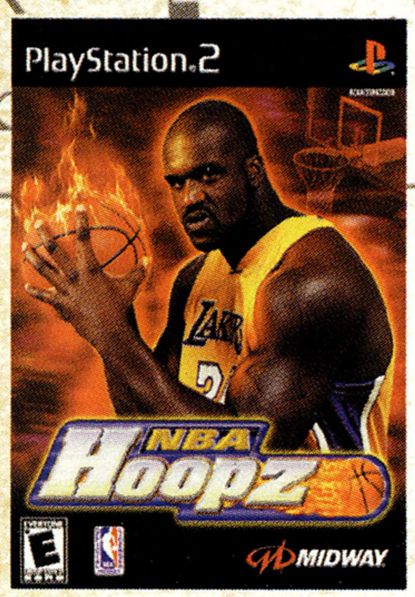






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