THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast

Dreamcast

ISSUE 16 • FEBRUARY 2001 • £4.99 www.dreamcastmag.co.uk

FREE! CALENDAR-POSTER • DEMO DISC AND DOUBLE-SIDED

EXCLUSIVE UK PLAYTEST

DAYTONA USA 2001

THE ARCADE CLASSIC RETURNS... ONLINE!

BEST OF THE BEST

50 EXPERTS SELECT THEIR TOP DC GAMES • VOTE FOR YOURS AND WIN £500 CASH

SONIC ADVENTURE 2
UNREAL TOURNAMENT
VANISHING POINT
RESIDENT EVIL 3
GRANDIA II

REPLAY

IF YOUR COVER DISC IS MISSING PLEASE CONSULT YOUR NEWSAGENT

ISSUE #16 £4.99 (OVERSEAS £5.99)

9 771467 626003 02

PLUS! SHENMUE AND METROPOLIS STREET RACER PLAYER GUIDES • EVERY DREAMCAST GAME RATED

WHAT'S ON THIS MONTH'S COVER DISC →

FIVE PLAYABLE DEMOS!

DISNEY'S DONALD DUCK QUACK ATTACK

EXCLUSIVE PLAYABLE DEMO

Donald Duck's on a quest to save his beloved Daisy from Merlock, an evil magician who has kidnapped her, but that's not Donald's only concern. His arch-rival Gladstone Gander wants to prove he's the most eligible bachelor by rescuing Daisy too.

In *Quack Attack*, you get to control Donald Duck as he embarks on a journey through a colourful cartoon world split into four distinct zones. This demo features the entire first level, where you'll learn how to keep a lid on Donald's famous temper and what to do when a moose or skunk blocks your path.

The full game will feature 24 levels that will test all of Donald's emotions – you can read the review on page 68.

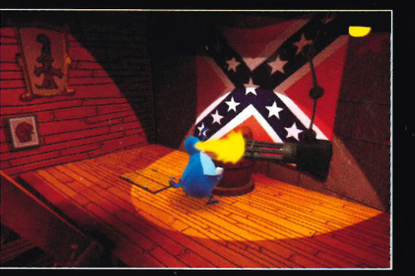
KISS PSYCHO CIRCUS

EXCLUSIVE PLAYABLE DEMO

Evil threatens to destroy the universe and only wise old rockers Kiss can save us. Join them in the hellish world of the Psycho Circus, a demonic realm brimming with mystery and horror.

You have been summoned to fight hideous freaks of nature spawned by the Nightmare Child, whose arrival has perverted the fabric of reality. Transform yourself into one of the four Kiss elders and get ready to rock 'n' roll all night, and party every day – providing you consider a first-person shooter a party, that is.

The demo grants you five lives to complete the Nether Station level, where you'll have ample opportunity to blast freaky spider-like creatures and big fat guys painted with targets. Once you're done with that, check out the review on page 84.



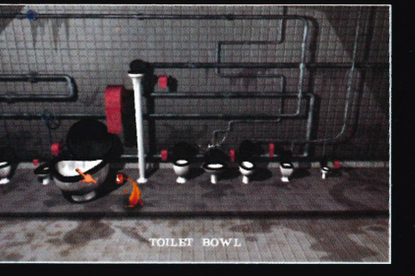
STUPID INVADERS

EXCLUSIVE PLAYABLE DEMO

Five goofy aliens have crash-landed on Earth. Unfortunately for them, upon arrival on our planet they have had the misfortune to come into contact with Dr Sakarine and his assistant Bolok, a pair who make their living by collecting aliens and plan to experiment on any that they happen to get their hands on.

You must help Etno and his friends escape the clutches of the madman, guiding them to safety through the strange world that is Dr Sakarine's home.

For the demo there's a couple of short puzzles for you to solve. Can you safely collect the dung hammer, and escape from a bizarre hall of toilets? The full adventure features over 120 wacky locations and much more madness. Watch out for a review soon-ish.



FAULTY COVER DISC?

If your demo disc is damaged or faulty and you're a subscriber, please return it to *Official Dreamcast Magazine*, CD Replacement, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ. We will endeavour to replace it as soon as possible. If you're not a subscriber, please request a replacement from your newsagent/p[illegible]chase. If you have persistent problems, please return the disc to Disc Replacement, *Official Dreamcast Magazine*, 30 Cleveland Street, London, W1P 5FF, and we'll send you a new one.

NESTLING ON THE COVER OF THIS COPY OF *OFFICIAL DREAMCAST MAGAZINE* IS THE LATEST INSTALMENT OF DREAMON. WHAT DO YOU GET? READ ON...

ULTIMATE FIGHTING CHAMPIONSHIP

EXCLUSIVE PLAYABLE DEMO

Here's another chance to check out this exhilarating demo of the most brutal beat 'em up around. *Ultimate Fighting Championship* (*ODM* #13, 9/10) is in shops now, after a slight delay due to a change of publishers.

This demo allows you to enjoy a one-on-one fight against a friend thanks to the Versus mode where you can duke it out with two shootfighting specialists.

Don't understand what you have to do? Then check out the player guide in our January issue (*ODM* #15) – it will improve your enjoyment considerably.

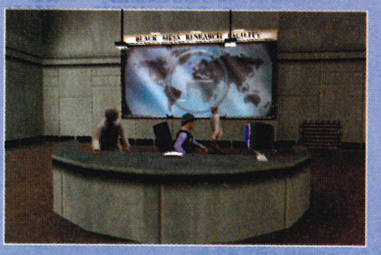
TOKYO HIGHWAY CHALLENGE 2

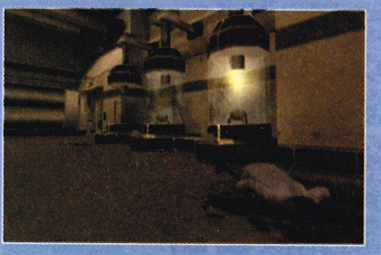
EXCLUSIVE PLAYABLE DEMO

Like *UFC, THC2* (*ODM* #15, 5/10) got held up by a change of publishers, so we're offering anyone who may have missed it another chance to test drive the world of illegal street racing.

This demo allows you to choose one of eight different cars, tinker with the bodywork, give it a new lick of paint and then race it against another car. Each car is allotted a power bar – when your rival is in front this meter gradually decreases and vice versa. Reduce the rival to zero to progress to the next level.

MOVIES





HALF-LIFE

EXCLUSIVE MOVIE

One of the biggest PC hits is about to arrive on Dreamcast with all guns blazing. This exclusive movie allows you to see the exciting action that the title promises.

A first-person shooter that plays like an interactive movie, this is no *Quake* clone but one of the greatest sci-fi stories ever told – and you're going to be in the middle of it. Entirely rebuilt from the PC original to take advantage of the Dreamcast, even offering an extra story exclusive to the console – *Half-Life* is almost here and it's going to be *big*.

SPAWN: IN THE DEMON'S HAND

EXCLUSIVE MOVIE

The star of Todd McFarlane's successful comic book series is heading to Dreamcast via the hit arcade game.

Developed by Capcom, it's no surprise to discover that *Spawn* is a beat 'em up – but the good news is that it's 3D and offers multiplayer fights for four people at once. There's a wide choice of characters – taken from the comic book – and loads of weapons to find and use. If this movie is anything to go by, *Spawn* offers plenty of explosive carnage and should be a winner with fans.

04.01.01

VOTE FOR ME!

WOTCHACOCKS! IT WILL BE a while before we know the figures, but we imagine that Sega 'shifted' rather a lot of 'boxes' in the run-up to Christmas. If you've only just got your Dreamcast, then welcome aboard. We don't think you'll be disappointed with your new baby, and we hope you like this mag.

With relatively few new titles hitting the shelves in January, the beginning of the year is traditionally a quiet time for videogame magazines. Because of this, we decided some time ago that now would be as good a time as any to run a feature rounding-up the best Dreamcast games to date – not only to act as a comprehensive buyer's guide for new Dreamcast owners but also to settle the office arguments over which game is *really* the best on Dreamcast.

Little did we know that we'd get the chance this month to extensively play *Daytona USA 2001* and the upcoming Dreamcast conversion of top PC shooter *Unreal Tournament*, but that's another story. Naturally we've pulled out all the stops and included full previews anyway (see pages 50 and 46 respectively). We've also found space for many other goodies, including news on *Sonic Adventure 2* (a demo of which arrived shortly before we were going to press), and the first parts of player guides for two of Dreamcast's biggest hits to date, *Shenmue* (page 96) and *MSR* (page 100).

And that 'best of' feature? Don't worry, we've done that too. The original plan was to get a dozen or so regular *ODM* contributors together in a room for a day or two and literally 'argue out' a top 20 list. But then we thought why stop there? In the end we polled 54 reviewers, experts and friends in the videogame industry – basically anyone who has played enough different Dreamcast games to have an informed opinion on what's hot and what's not – and asked them to name their favourite ten titles. From the results we've compiled a mammoth feature starting on page 8. And the winner? Well, it may just surprise you...

It's only natural that some of you will disagree with our experts' selections and that's why we're giving you the chance to have *your* say. This month we're kicking off the *Official Dreamcast Magazine* Reader Awards and asking you to name your five favourite games (see page 24 for full details). We want thousands and thousands and thousands of votes (hey, we're not the ones doing the counting!) so please, please take the time to send in your form – your votes really could make all the difference.

Incidentally, as an added incentive for you to post your entries, we've added on a competition with a cash prize. Well okay, not *really* cash. But it ain't luncheon vouchers either. Or *ODM*'s collection of unwanted gift tokens from Christmas. No, it's a cheque for £500... and it could have *your* name on it.

Take it easy,

WARREN CHRISMAS
Editor

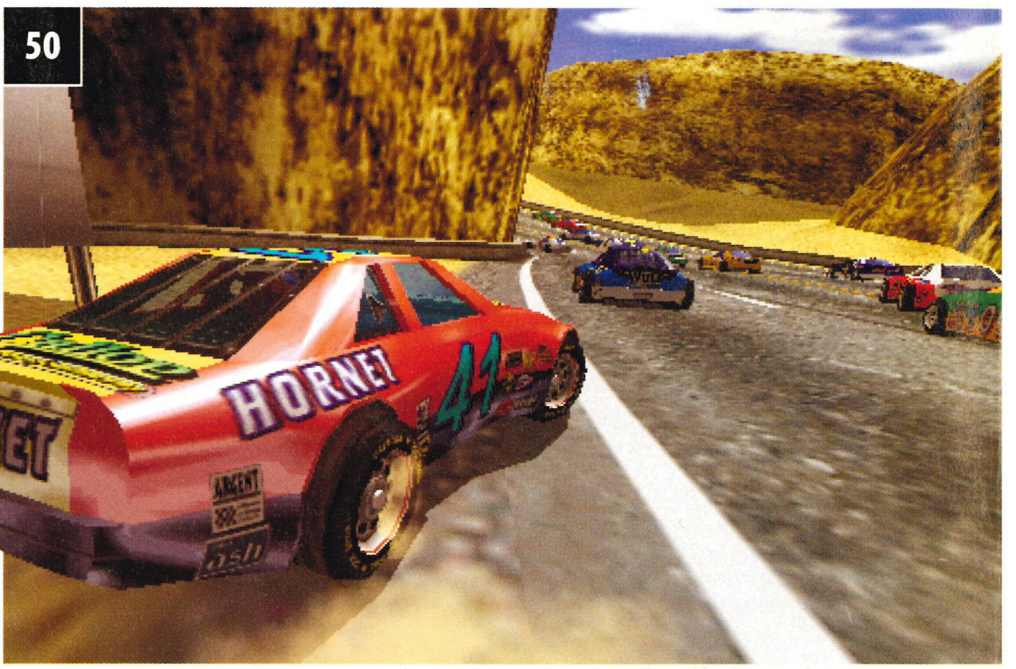
PS SUBSCRIBE TO ODM AND YOU'LL GET THE MAGAZINE AND EXCLUSIVE DEMO DISC DELIVERED TO YOUR DOOR EACH MONTH, OFTEN DAYS BEFORE IT REACHES YOUR NEWSAGENT... AND YOU'LL SAVE LOADS OF DOSH! TURN TO PAGE 58 FOR DETAILS ON OUR SPECIAL OFFER.

THE OFFICIAL Dreamcast MAGAZINE

CONTENTS

ISSUE SIXTEEN • FEBRUARY 2001

△ *Unreal Tournament*: a first-person shooter to rival *Quake III*?



△ *Daytona USA 2001:* the classic arcade racer is headed this way with online play… all together now "*Day-toohhh-naaahhh!*"

△ *Grandia II*: a beautiful RPG promising an entirely new combat system.

△ *Vanishing Point:* Clockwork Games' homage to the Sega racing classics… but will it be any good?

PREVIEWS

46 UNREAL TOURNAMENT
Thought *Quake III Arena* was good? Here's the first-person shooter that is promising to support up to *eight* players online

49 GRANDIA II
Role-playing thrills for lovers of magic spells and huge creatures everywhere. We take a quick peek at what is set to be a thrilling adventure

50 DAYTONA USA 2001
The arcade legend returns looking better than ever and offering online play. Make sure you've paid the phone bill before it arrives

53 SKIES OF ARCADIA
More role-playing thrills, this time with pirates and action set aboard ships that sail through the sky – the designers were possibly on drugs, but you don't have to be

54 VANISHING POINT
Like most racing games that offer the opportunity to drive real cars, you won't be able to wreck the motors in *Vanishing Point* – but thanks to its realistic physics you *will* be able to roll 'em

55 COASTER WORKS
Ever wondered how many loops it takes before you black out? Design and build rollercoasters in an inventive title that also lets you ride your successful creations

△ Gadgets! So what did we actually *buy* last year?

REVIEWS

60 RESIDENT EVIL 3: NEMESIS
Capcom put the boot up a PlayStation classic, as the marauding zombie horde are whipped into shape for a Dreamcast makeover

64 4x4 EVOLUTION
Not a bizarre maths game – but a chance to off-road with a variety of all-terrain vehicles

68 DONALD DUCK: QUACK ATTACK
Toon action with Disney's famous duck trying to rescue his beloved Daisy from kidnappers in a wild platform adventure

◁ *Resident Evil 3: Nemesis*: fancy a zombie stalker?

△ *Dave Mirra Freestyle BMX*: is it trying to be *Tony Hawk's* on two wheels?

FEATURES

8 BEST OF THE BEST
Just what are the 20 best games to be released on the Dreamcast? A panel of experts vote for their favourites

24 READER AWARDS 2001
You've seen the experts' favourite DC software – now vote for yours, with a chance to win £500 in the process

40 VOX POPS
PC fans of *Quake III Arena* get a shock when they're presented with the Dreamcast incarnation of their beloved game

42 TALENT
We meet Sega's team of European producers and Julia Reed from that *Blam!!!* show off the telly

88 DRINKING & THINKING
The *ODM* team head south of the river to Brixton to eat, drink and be merry. Except we skip the eating part. We also find time to drone on about recent DC releases

92 DEVELOPER INTERVIEW
Bizarre Creations answer your questions about *Metropolis Street Racer*

116 THE BIG DEBATE
Readers and industry figures discuss Dreamcast's online arsenal. With the nitty-gritty on Dreamkey 2.0 and MP3 support

122 END GAME
Call the cops! Dreamcast heads to a fashion launch... and gets nicked!

HINTS & TIPS

96 SHENMUE
Not so much a guide as a player companion, including a handy map of Dobuita and the opening hours of the local shops. Don't leave Ryo's home without it!

100 METROPOLIS STREET RACER
A guide to the greatest racer from the developers themselves. Part one explores basic techniques and shows you how to improve your Chapter 1 scores

104 HELP!
Stuck on a game, can't sleep for feel of ridicule, no one else to turn to? Don't worry – we're here to help

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

106 CHALLENGES
Win a game by entering a tricky trio of challenges – hey it beats playing outside

DREAMCAST OWNERS GUIDE

108 DIRECTORY
Thinking of buying *Maken X* but don't know what it's like? You need mini-reviews of every Dreamcast game released in the UK to date

109 FAQS
Become a Dreamcast expert in minutes with a round-up of your most commonly asked questions

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

114 WEBSITES
Feeling a bit plump after too much turkey and too many mince pies? We've found the best health sites on the Internet to help you start looking and feeling like your usual self

△ Talent: we chat with Julia from *Blam!!!*

REGULARS

28 UPFRONT
The latest events from the wonderful world of Dreamcast

36 CHARTS
Upcoming release dates, the monthly charts, win the top ten and get a fiver off games at HMV! All on two pages! Phew

38 GADGETS
The *ODM* team pick their favourite gadgets from last year

58 SUBSCRIBE
Get *ODM* cheaper than in the shops and in your hands before it hits the newsagents

94 BACK ISSUES
Missed an issue of your favourite mag? Fear not, there may still be time to get it

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

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

70 102 DALMATIONS
Every dog has his day – but is it today? The inevitable game tie-in with the recently released live action Disney flick starring Domino and Oddball

72 SNO CROSS CHAMPIONSHIP RACING
Snowmobile racing comes to Dreamcast – which is nice, providing you like snowmobiles... or snow for that matter

74 RECORD OF LODOSS WAR
Wizards – check. Magic spells – check. Swords – check. Stupid name – check. Yep, it all adds up to what can only be a role-playing game

76 STARLANCER
The sky isn't the limit in this intergalactic space shooter that offers dogfights in space and also down the phone line

78 UEFA DREAM SOCCER
The third Dreamcast instalment of *Sega Worldwide Soccer* – except it isn't really 'cos they went and changed the name at the last minute

80 POD 2
Here comes Pod. Dur dur du du du da dah dah... oh, that was Bod. So what's *Pod 2*? A futuristic racer that you can play online

82 ARMY MEN: SARGE'S HEROES
Toy soldiers rage war in a mission-based shooter. Like *Toy Commander*, but with little green men instead

83 TOY STORY 2
"Buzz Lightyear to the rescue!"... of Woody in this based-on-the-movie platformer. You know – for kids

84 KISS PSYCHO CIRCUS
Famous for wanting to rock 'n' roll all night and party every day, Kiss turn up in a *Quake*-inspired shoot 'em up

86 DAVE MIRRA FREESTYLE BMX
BMX legend Dave 'Miracle Boy' Mirra pedals to the metal in his *Tony Hawk*-inspired sim

87 CHICKEN RUN
Metal Gear Solid comes to Dreamcast, kind of. If it's stealth action you want – and you like chickens – then check this out

WHO DOES THIS STUFF?

SOME OF THE PEOPLE WHO MAKE *OFFICIAL DREAMCAST MAGAZINE*

DAN TRENT

Staff writer Dan claims to have never played online shooters before, but the arrival of *Quake III Arena* has turned him into a frag-hungry monster. He's even been hanging out with PC gamers in a pathetic attempt to become *el champione* of Dreamcast *Quake* (see page 40), but a round against professional player Sujoy Roy (Talent, *ODM* #15) was enough to shatter any illusions. "Some you win, some you lose spectacularly," he shrugs.

RICHARD DOWNEY

Adverts make money and money makes the world go around. As senior ad sales bod, professional scouser Richard is an important man on *ODM*, even if he hasn't always been the high-flying exec you see here. "I spent the summer of '98 living in Paris during the World Cup, getting sacked from some of the best bars in the city!" This summer wasn't much better, as regular drubbings by Warren at *Virtua Tennis* cost him dear. "I once beat Dan 6-2, though..."

DAVE WOODS

Dave's day job is on sister mag *PC Zone*, although he has been known to moonlight on the *ODM* side of the office occasionally. His review of *Pod 2* (page 80) was his first game following a two week break in Sri Lanka, begging the question: did he miss playing games? "Er, actually no," he admits. "I was too busy drinking cocktails on the beach!" Nice work if you can get it – and it explains the healthy glow to his skin compared to our pallid winter hides.

HELEN CRIBB

Helen is *ODM*'s publisher which means she's in charge of, well, everything really. She's also publisher for *PC Zone* and *PC Gear* so she has plenty to keep her busy, not to mention going through a house buying process that makes the US election seem efficient. It's a wonder she ever gets time to play games, but when she does her game of choice is *Soul Calibur*. "I like to play as Astaroth and pretend my opponent is an estate agent..." Gulp!

NEED SOME HELP OR ADVICE?

A GUIDE TO THE TELEPHONE NUMBERS THAT MATTER

SEGA

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

HINTS AND TIPS

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

ODM SUBS AND BACK ISSUES

ODM SUBSCRIPTIONS (SEE PAGE 58)
01454 620070 / dreamcast@cisubs.co.uk
ODM BACK ISSUES (SEE PAGE 94)
01789 490215

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

Dreamcast.

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

EDITOR
Warren Chrismas 020 7907 6314
ART EDITOR
Steve Neaves 020 7907 6311
PRODUCTION EDITOR
Vanessa Hards 020 7907 6313
REVIEWS EDITOR
Ed Lomas 020 7907 6319
NEWS EDITOR
Alex Huhtala 020 7907 6316
STAFF WRITER
Dan Trent 020 7907 6318
SENIOR DESIGNER
Phil Madge 020 7907 6312
CONTRIBUTORS
Julia Carta, Dylan Davies, Caspar Field, Foto Theme, Steve Fulljames, Toby Gunn, Joe Howatt, Elliot Hunt, Marc Jones, Tim Kent, Steve Key, John Millar, Rosanna Negrotti, Philippa Norman, Steve Owen, Adam Phillips, Poggy, Paul Presley, Joe Roberts, Richie Shoemaker, Ged Talbot, David Woods

NO THANKS THIS ISSUE
The British Rail *notwork* – sack them all!
DEADLINE CHOON OF THE MONTH
Queen – *Thank God It's Christmas*

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

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

TOTAL PUBLISHING

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

NEXT ISSUE: *ODM* #17 (MARCH), ON SALE THURSDAY 8 FEBRUARY 2001

Origination by Elements. Printed in England by Watmoughs, Bradford

Dennis

Company registered in England, number 1138891.

Entire contents © 2000/2001 Felden Productions. *ODM* is pleased to recognise all copyrights. Where possible we've acknowledged the copyright holder. All letters assumed for publication unless marked.

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

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

ONLINE ENCOUNTERS OF THE FIRST KIND

Starlancer™

- First in it's genre. Starlancer will be the first and only true space combat game on the Dreamcast.
- Stunning 3-D graphics and effects. Starlancer will immerse you in a level of graphic details and effects not currently found in other space combat games.
- Dynamic mission structure. Missions are designed to challenge you, create a wide variety of gameplay and enhance the story lines.
- State-of-the-art space flight engine. Whether players are engaged in a dogfight with swarming enemies or escorting a torpedo run on a massive capital ship, the Starlancer 3-D engine provides unparalleled fluidity in gameplay.
- One of the first peer to peer multi-player games for Dreamcast. Players can dogfight in death-match mode or play co-operatively through the entire story with up to eight other players via the Internet.

Dreamcast.

Coming Soon on Dreamcast!

© 2000 Warthog Plc. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Warthog Plc. STARLANCER is a trademark of Digital Anvil.
CRAVE ENTERTAINMENT and the CRAVE ENTERTAINMENT Logos are trademarks of Crave Entertainment, Inc.
© 1999 Crave Entertainment, Inc.
All rights reserved. CRAVE ENTERTAINMENT is a registered trademark in the U.S. All other trademarks and copyrights are the property of their respective holders.

Contenido • Conteúdo Content OK 11+ ELSPA

Ubi Soft

www.ubisoft.co.uk

Digital Anvil

WARTHOG

CRAVE™ ENTERTAINMENT

THE ULTIMATE COLLECTION

OFFICIAL DREAMCAST MAGAZINE POLLS 54 EXPERTS TO FIND THE 20 BEST GAMES ON DREAMCAST. HOW MANY OF 'EM DO *YOU* OWN?

***HENMUE* IS A TECHNICAL** marvel, but is it the best Dreamcast game? Does *Soul Calibur* still cut it over a year after its release? Is *Metropolis Street Racer* overrated? All these questions and more are answered over the next 14 pages. We invited 54 Dreamcast experts to name their personal favourite games and, using the results, compiled a list of the best 20 games currently available on Dreamcast (with a brief run-down of the next 30 placings on page 14).

If you're anything like us, you'll probably be quite surprised at the relatively lowly positions of some very, very good games… until, that is, you see the calibre of the titles which have been placed above them.

Ultimately, this just reaffirms what we already know – there's an incredible number of truly fantastic games available on Dreamcast. Collect 'em all!

PHOTOGRAPHY: **TIM KENT** HAIR AND MAKE-UP: **JULIA CARTA**

STAROTH

20 CAPCOM Vs SNK

VIRGIN • REVIEWED: *ODM* #15, 8/10

WE SAID: "The fighting game equivalent of De Niro versus Pacino… transitions from move to move are superb… more of a lifestyle than just a game… predictably smart…"

▲ *Capcom Vs SNK* brings together the characters and gameplay styles of two massive fighting franchises.

CAPCOM VS SNK ISN'T about fighting. It's about DNA. 2D beat 'em ups are as incestuous as games get, and the *Street Fighter* and *King Of Fighters* series have been feeding off each other for as long as we can remember. One side developed the 'super' move, so the other had to have it. One introduced counters, the other followed, etc. Now the two strands have finally merged, and the result is a state-of-the-art fighter that attempts to combine two very different styles of play.

So different, in fact, that you're asked to choose your 'groove' before you even select a character. The Capcom side of things relies, as ever, on fireball throwing and over-the-top special moves, while the SNK groove is a more technical style of play that requires dedication to get the most out of it. Both styles have their fans, and both are well served in *Capcom Vs SNK*.

Character-wise, you've got all the favourites from both series, and because fights take place between teams you're free to pit *Street Fighter's* Sagat and *King Of Fighters'* Lori against *SF* Cammy and *KOF* Mai. Each fighter has a 'hardness' value, from one to three, and your team can be made up of any number of them as long as their total points value is four. So Ken and Kyo form a team quite nicely, but if you choose M. Bison then you need a weaker fighter like *KOF's* King to make up the numbers.

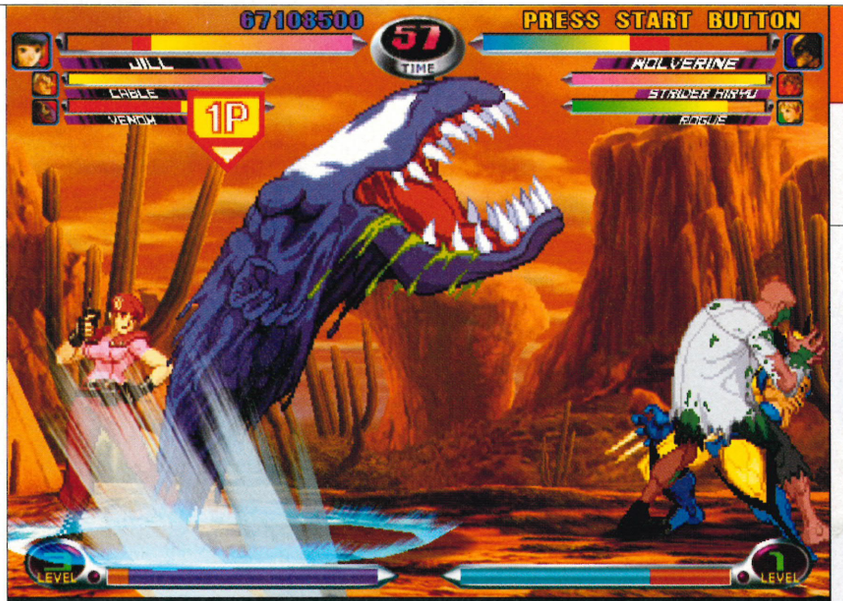
DID YOU KNOW?

Capcom Vs SNK was originally going to be called *SNK Vs Capcom*. It was renamed just a few months before its Japanese release when the SNK development team became part of Capcom.

Capcom Vs SNK has proven more popular amongst *ODM* staff than more traditional Capcom or SNK fighting games, which we could use to illustrate a point about evolution, natural selection and how the strongest always survive, but to be honest we'd rather just get back to playing it. It may not represent the purest form of either series, but it's a whole lot of fun and that's the important part, right?

"THE CHARACTERS, PRESENTED IN SUCH STYLE, ARE ENOUGH. IT'S A RESPECTABLE GAME TO LEARN"

– PAUL DAVIES (WHO PLACED IT 5TH)



▲ *Marvel Vs Capcom 2* is an old-skool 2D beat 'em up but has gorgeous 3D backgrounds.

"HAS ALL THOSE ELEMENTS WHICH MAKE IT A SHEER CLASSIC PIECE OF FIGHTING ENTERTAINMENT"

– MATHEW QUAECK (7TH)

19 MARVEL Vs CAPCOM 2

VIRGIN • REVIEWED: *ODM* #10, 7/10

WE SAID: "Hugely powerful, screen-shattering attacks… special moves are easy to do… colourful characters and backgrounds… a flashy challenge for fighting obsessives."

IMAGINE BEING ABLE TO pick a football team from the entire Manchester United squad, the rest of the England regulars, and a selection of the French World and European champions. Now imagine the same dream team but with the greatest characters from Marvel comics paired with all the classic people from Capcom's illustrious history. That's *Marvel Vs Capcom 2* in a nutshell.

The scope is here to learn and perfect the best combos and work out your favourite trio of fighters, so all types of fighting game fans should find some solace here. The first thing that will jump out at you is the completely chaotic and unbelievable fights that take place. With just two of the six chosen fighters on screen at once, the action is still very intense. However, when your super bar has been charged up to the max and all three of your team-mates combine to create an attack of nuclear proportions, you'll stare at the screen open-mouthed.

Obtaining all of the characters isn't based on the number of times you complete the game, rather on earning points as you do. The points can then be converted at the end to buy more fighters or simply kit out some existing ones with sparkly new outfits. This encourages you to keep playing, at least until all the characters have been unlocked. It also makes for more entertaining two-player fights with your friends, once the full quota is available.

DID YOU KNOW?

You can swap characters you've already got with another *Marvel Vs Capcom 2* owner through your VM. Both units have to have the VS.COM program downloaded from the Net, but it's an easy way to get all of the characters.

Because of the simplicity of 2D fighting games, it's instantly accessible. The controls have even been adapted to suit the Dreamcast pads, doing away with the medium-strength punch and kicks as they do, leaving a simpler four-button control system. For light-hearted yet in-depth fighting, you can't get any better than this.

18

DEAD OR ALIVE 2

ACCLAIM • REVIEWED: *ODM* #11 8/10

WE SAID: "The moment that next-generation fighting really takes off… play is often fast and furious… cheesy, gratuitous but well-executed fighting action."

▲ Fights in *Dead Or Alive 2* often revolve around the use of counter attacks and hold moves.

THERE'S NO POINT SKIRTING around the issue. *Dead Or Alive 2* is a 3D fighting game designed to titillate. Why else would the developers have filled it with well-endowed female characters dressed like Vivienne Westwood rejects? This isn't some cheap peep show either – all the characters, blokes and birds, have clearly been designed with care and attention. They move superbly, and the clothes they (occasionally) wear flow and ripple as fluidly as you'd expect.

Look beyond the sensational exterior, however, and you'll find a deep and involving fighting game. Even though it uses only four buttons, there are loads of techniques to master and clever dodging and parrying is as important as all-out attacking. Rather than just gamely raising your arm to block an opponent's blows, in *DOA2* you can grab an incoming fist, twist it and throw the other fighter over your shoulder before catching them in a leg-breaking hold.

A fantastic innovation is the enormous fighting arenas. Rather than just restrict players to a small enclosed space, or an infinite plane, the stages are made up of multiple areas, and you can move between them at will. Or against your will, as you can throw people through windows and off cliffs to move the fight on. All the locations look stunning too, and range from mountain-top monasteries to secluded woodlands and snowy plains.

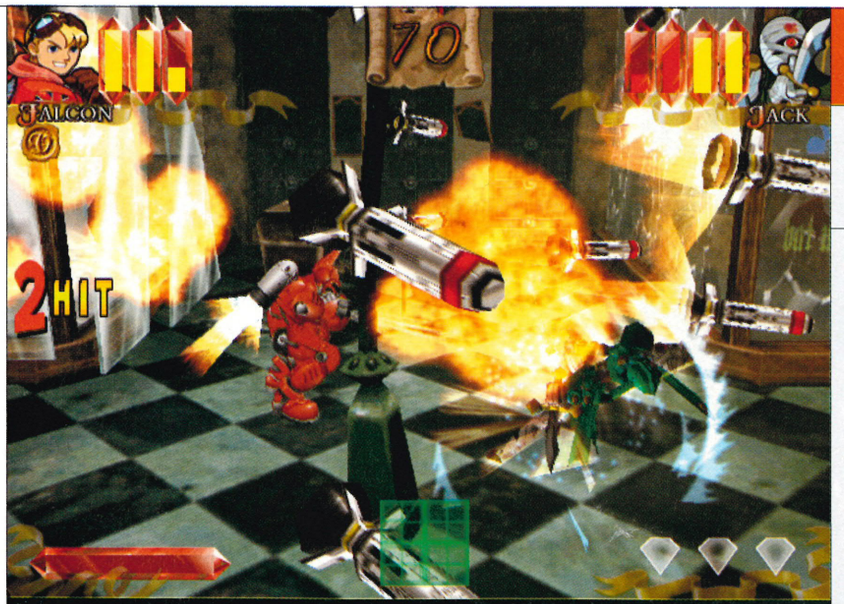
DOA2's depth is probably the main reason why more people haven't gone mad for it. If you're prepared to put the time in then the rewards are there in spades, but as great as it looks this isn't a game for people who just like to mash the buttons. As far as DC fighting games go, *Soul Calibur* has the edge, but this runs a very close second.

DID YOU KNOW?

As if the large-chested lovelies weren't enough, rumour has it that the Japanese developer had one programmer devoted entirely to, er, breast dynamics. That should convince friends that gaming isn't a sad, lonely hobby!

"NOT EVEN *VIRTUA FIGHTER* CAN MATCH THE INSTINCTIVE FLOW FROM YOU TO THE CHARACTER"

– CASPAR FIELD (4TH)



▲ It's hard to see what's going on in *Power Stone*… but it's even harder in the disappointing *Power Stone 2*.

"IT'S A MAD, MAD FIGHTING GAME FOR PEOPLE WHO DON'T LIKE TRADITIONAL BEAT 'EM UPS"

– WARREN CHRISMAS (6TH)

17

POWER STONE

EIDOS • REVIEWED: *ODM* #1, 8/10

WE SAID: "As a multiplayer experience it's up there with the best… blisteringly fast, looks fantastic and plays like a demon… a game to get your adrenalin flowing."

FIGHT FANS HAVE LONG craved for Capcom to enter the 3D fighting arena that Sega invented with *Virtua Fighter*, but after some mediocre 3D dabbling including the *Street Fighter EX* series, it seemed Capcom would never escape their 2D heritage. That changed with *Power Stone*.

An immediate hit with lovers of invention, *Power Stone* leapfrogs the majority of 3D fighters by offering incredible environment interaction. The conventions of the fight game are firmly in place: one-on-one battles, enclosed arenas, insane power-up abilities. *Power Stone* moves the goalposts by throwing an unprecedented level of interactive items into the mix. Treasure chests conceal a variety of weapons, scenery can be picked up and thrown across a room, lamp-posts and wooden beams can be climbed or used to spring an attack on your opponent.

Increasing the excitement are the arenas themselves. Not flat, with action contained by an invisible wall, the arenas are often multi-tiered, enabling you to escape from an attack by climbing to the rafters. The arenas are kept compact, increasing the tension – you feel trapped and the only way you'll win a bout is by using the objects and the arena to your advantage.

Then there's the power-ups, generated by gathering the three Power Stones of the title. The stones randomly appear during each fight, resulting in players racing to reach them first. If an enemy beats you to one, hit them hard enough and the blow will make them drop it.

With a great cast of characters, loads of bonuses and a level of interactive fighting that really has to be seen to be believed, *Power Stone* is a winner. Pity the sequel is so disappointing…

TOP TIP

There are three VM games to unlock for Falcon, Ayome and Gunrock. Get them all by completing the game seven times with seven different characters. Then you can enjoy the thrills of Gunrock's slots!

16

RAYMAN 2

UBI SOFT • REVIEWED: *ODM* #6, 8/10

WE SAID: "Undeniably classy fun... brilliantly illustrated story... beautiful, cartoon-like 3D graphics... will test even the best of gamers... you've just got to check out *Rayman 2*."

IF YOU'RE LOOKING AT this inclusion into our Dreamcast hall of fame and feeling a sudden rush of bemusement, then perhaps you need to broaden your horizons a little. You see *Rayman 2: The Great Escape* not only ranked higher than four fighting game heavyweights, but it also received a vote for best-ever game on Dreamcast from one of our experts.

Rayman 2 is a classic example of a simple yet extremely playable platform game. It may be cute, bright, colourful and all of the things you feel that you shouldn't be into, but the simple fact of the matter is that this is a supremely polished and well thought-out game.

While originality may not be *Rayman 2*'s strong point (elements have been 'lifted' from some various obvious sources), you'll find everything you need from this type of game. There's a good difficulty curve that starts with a couple of gentle stages to ease you into the game, and culminates in some absolutely nightmarish stages. The replay value is high also, as there are 1,000 glowing 'lums' dotted around the levels to go back and collect. Some neat levels see Rayman using rockets, spacecraft and even a giant snake to water-ski across one level.

DID YOU KNOW?

There's a downloadable bonus game available on the Net. It's basically a version of the classic arcade game *Tempest*, but with a distinctive *Rayman 2* feel to it. Find it at www.rayman2dc.com

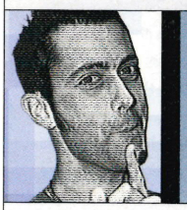
There's also an excellent four-player bonus game so that you don't have to isolate your mates if they come round and you're still insisting on playing. *Rayman 2* will take you a hefty amount of time and effort to complete (especially if you go looking for every last one of those lums), but it never feels like a chore. Finishing this game is an achievement – there's immense satisfaction once you've cracked it. *Rayman 2* is gorgeous-looking, challenging and utterly charming.

▲ The wide range of classic gameplay styles and cheerful graphics are what make *Rayman 2* so special.

"GOOD PLATFORM GAMES ARE HARD TO COME BY THESE DAYS AND *RAYMAN 2*'S ONE OF THEM"

– DAVE NULTY (3RD)

▲ *House Of The Dead 2* is currently the only light-gun game on Dreamcast but more are due later this year.



"THIS HAS TO BE THE BEST ARCADE CONVERSION EVER. GUNS, ZOMBIES, BLOOD AND GUTS. NEED MORE? NO"

– STEVE NEAVES (4TH)

15

HOUSE OF THE DEAD 2

SEGA • REVIEWED: *ODM* #1, 9/10

WE SAID: "One of the few games that's better with a companion... only truly comes alive with a gun...one hell of a blast to play... you'll be back for more."

YOU'RE IN A SEWER. Let's be quite clear about this. You're in a sewer, and it smells, and it's cold, and zombies are emerging from the stagnant water and trying to gnaw your head off. Welcome to the House of the Dead. Light-gun games are never going to be very complicated. Enemies appear on screen. You shoot them. More enemies appear on screen. You shoot them. Yet more enemies appear on screen. And, yes, you shoot them too. Notice a pattern emerging?

House Of The Dead 2 is the horror movie you control. It's all about shooting the undead in the face, and we don't reckon there's anything wrong with that. Dreamcast Light-gun in hand, you progress through the streets of a Venetian-style city, blasting the crap out of anything that moves. Despite their menacing shamble, the undead are actually fairly fragile, and shots to the head or arms result in gory green giblets flying off in all directions.

Actually, shooting anything that moves isn't such a great idea. *House Of The Dead 2* is structured so that there are multiple routes through the game. Save the guy hanging by his fingernails from a window ledge by capping an approaching zombie in the ass and he might give you the key to a nearby gate. Let the undead scum get to him or – heaven forbid – shoot him yourself, and it's off down a different path.

DID YOU KNOW?

HOTD2 has spawned an arcade spin-off. *Typing Of The Dead* has the same levels, but sees you rattle words into a keyboard to down zombies instead of firing bullets at them. It's even available for DC in Japan.

Despite being one of the oldest games on Dreamcast, *House Of The Dead 2* has stood up to the test of time because it's so damn fun to play. Okay, it won't take you that long to complete, but there's something immensely satisfying about saving the city from the undead hordes just one more time.

14 CHUCHU ROCKET!

SEGA • REVIEWED: *ODM* #9, 9/10

WE SAID: "Frighteningly fast and narcotically addictive... most original game of the year... one of the most enjoyable games around... the finest four-player fun on the planet."

IT'S NOT VERY OFTEN you get something for nothing. And getting a fantastic something for nothing is even rarer, so imagine our delight when it was announced that users of Dreamarena could automatically claim a free copy of *ChuChu Rocket!* Amazing!

The premise is simple, as are the looks, but that is not what *ChuChu Rocket!* is all about. This is about you, three other players (be they computer-controlled, close friends or online strangers) and one of the most insane games you're every likely to see. The idea is to guide small mice into your rocket by laying arrows, pointing them in the right direction. When they walk over an arrow, they turn in that direction – whoever has the most mice at the end of the time limit wins. But there's a little more to this than meets the eye.

Cats also appear on each level and they too follow the arrows placed on the floor. If one walks into your rocket, the number of mice inside takes a tumble. This is where nasty tactics start to crop up, because it's up to you to decide your style of play. Some people go purely for mice, others try and steal mice with a strategically placed arrow. Some may try and do nothing but send cats into their rival's rockets. After an hour or so of this constant sneaking around and backstabbing, arguments and fistfights are inevitable.

DID YOU KNOW?
You can also create your own single-player puzzle stage and upload it on to the Net for others to download and try out for themselves.

There's a huge single-player mode to accompany the obvious multiplayer options, with over 75 levels awaiting those with wrists and eyes of steel, and hours of spare time at their disposal. Each set of 25 stages increases in difficulty resulting in some fiendishly tough challenges. It's best to be prepared to lose a few of your 'sore loser' friends once you all start getting into *ChuChu*.

▲ *ChuChu Rocket!* is a little confusing at first but you'll be hooked for life after ten minutes or so.

"I'M TOTALLY ADDICTED. SO CRAZY AND FAST-MOVING, AND ALL AGAINST ANOTHER HUMAN MIND"
– MATT O'DRISCOLL (4TH)

▲ Brilliant as it is, *Space Channel 5* is a little short... but then so is Ulala's skirt.

"THE LEGGY, STRUTTING FORM OF PINK-HAIRED ULALA IS THE MAIN PULL. UP, DOWN, CHU-CHU-CHU...!"
– NICK BENNETT (2ND)

13 SPACE CHANNEL 5

SEGA • REVIEWED: *ODM* #13, 8/10

WE SAID: "Has the kitsch cool of *Austin Powers* and the sex appeal of *Barbarella*... *Space Channel 5* will make you smile – everything about it is pleasing to the senses."

ADVANCES IN GRAPHICAL TECHNOLOGY made cyber-sex symbols something of an inevitability and, while Ulala isn't as well known as her pneumatic counterpart Lara Croft, you would have to be utterly asexual to deny that she is one of the foxiest videogame characters to date. Yet it's not an attraction based on outlandish proportions or bouncing body parts – Ulala's appeal is more subtle and all-encompassing. She's smooth and sassy with dance moves to die for and, most importantly, a vast and well-equipped wardrobe.

Don't buy *Space Channel 5* if you're expecting a huge, free roaming adventure like *Shenmue* – you'll be gravely disappointed. Do buy it, however, if you want to have a laugh and be the toast of your mates, both male and female, for this is a game that transcends any traditional gender barriers and is as entertaining for spectators as it is for players.

It *is* too short and it could do with a multiplayer option of some kind but, even if it's just for the duration of a rental, it's a game you should play at some point in your life. The music is fantastic, seriously funky and ideal for shaking your booty to, be it for real or on the screen, and the design a superb amalgamation of the best and worst of sci-fi from *Star Trek* to *Thunderbirds*. Hell, even the bad guys are cute!

DID YOU KNOW?
Hip-hop label Tommy Boy have released three mixes of *Mexican Flyer*, the *Space Channel 5* theme music, on a CD single currently on release. See page 31 for details.

Just because it's short don't expect it to be easy – the commands come thick and fast and you'll need a decent sense of rhythm and good concentration if the Morolians' attempt at taking over the galaxy is to be thwarted. At the end of the day though, *Space Channel 5* is all about fun, and on that front it most certainly delivers the goods.

12

F355 CHALLENGE

SEGA • REVIEWED: *ODM* #13, 8/10

WE SAID: "Kudos must be given to the quality of the conversion… PhD car physics in a box… *F355 Challenge* is a triumph of software engineering."

***F355 CHALLENGE* IS A** love-it-or-hate-it game but, thanks to the care that has been lavished upon it and the golden touch of producer Yu Suzuki (the brains behind *Shenmue, Virtua Fighter, Out Run* and many other classics), the majority of people fall into the 'love it' category.

It's not difficult to see why either. As far as console driving games go, *F355 Challenge*'s rigid adherence to the laws of physics and obsession with 'realism' are what set it apart from the crowd. It's not an easy game to master – indeed, you'll have to put a decent amount of play in before you even make it to the end of a race, let alone finish in the points. Fortunately there are driving assists and training modes so you can learn the game at your own pace, and there's compensation in the fact that the journey to the chequered flag looks incredible.

Graphical problems of old such as pop-up and slow-down are conspicuous by their absence, but you can expect to become very well acquainted with the accurately-rendered gravel pits and crash barriers. The pay-off comes when you suddenly realise that you know the circuits better than your journey home and you can get on with the business of *really* racing. Suddenly all the complex physics that seemed so intent on spoiling your day are working *for* you and motoring-journo phrases like "lift-off oversteer" start making perfect sense.

DID YOU KNOW?

By pressing X+Y on the menu screen you can unlock a Cable Versus Play mode. You'll need two Dreamcasts, two tellies… and the impossible to track down Dreamcast link cable to play it, though.

For all its detail the game is basic as far as modes and extras go, but the downloadable ghost car feature and solid two-player mode are very welcome additions. Ultimately this is a purist's driving game, and in that respect it's in a class of its own.

▲ The car in front is a Ferrari. In fact, *every* car in *F355 Challenge* is a Ferrari.

"STUNNING GRAPHICS AND REALISTIC HANDLING MAKE *F355 CHALLENGE* UNTOUCHABLE"

– SAM ADKIN (3RD)

THE BEST OF THE REST...

OOH, SO CLOSE! A QUICK RUN-DOWN FROM 21 TO 50

21	Power Stone 2	(Eidos, *ODM* #13, 7/10)
22=	Street Fighter Alpha 3	(Virgin, *ODM* #2, 8/10)
22=	Bangai-O	(Virgin, *ODM* #14, 7/10)
24	Mr Driller	(Namco, *ODM* #15, 7/10)
25	Sega Rally 2	(Sega, *ODM* #1, 8/10)
26	Le Mans 24 Hours	(Infogrames, *ODM* #14, 8/10)
27	Ecco the Dolphin	(Sega, *ODM* #9, 9/10)
28=	Sega Bass Fishing	(Sega, *ODM* #1, 7/10)
28=	Toy Commander	(Sega, *ODM* #1, 8/10)
30	NBA 2K	(Sega, *ODM* #5, 8/10)
30=	Trickstyle	(Acclaim, *ODM* #1, 7/10)
32	Ready 2 Rumble Boxing	(Midway, *ODM* #1, 9/10)
33	Virtua Fighter 3tb	(Sega, *ODM* #1, 7/10)
34=	Street Fighter III: 3rd Strike	(Virgin, *ODM* #14, 8/10)
34=	Tony Hawk's Skateboarding	(Crave, *ODM* #10, 8/10)
36	Worms Armageddon	(Hasbro, *ODM* #3, 8/10)
37	Tokyo Highway Challenge 2	(Ubi Soft, *ODM* #15, 5/10)
38=	NHL 2K	(Sega, *ODM* #9, 7/10)
38=	The Nomad Soul	(Eidos, *ODM* #7, 5/10)
38=	Virtua Striker 2	(Sega, *ODM* #4, 7/10)
41=	Fur Fighters	(Acclaim, *ODM* #9, 7/10)
41=	MDK 2	(Virgin, *ODM* #7, 6/10)
41=	Ready 2 Rumble Boxing: Round 2	(Midway, *ODM* #14, 8/10)
44	NBA Showtime	(Acclaim, *ODM* #2, 6/10)
45=	Bust-A-Move 4	(Acclaim, *ODM* #9, 7/10)
45=	Shadowman	(Acclaim, *ODM* #3, 6/10)
47	Sega GT	(Sega, *ODM* #15, 5/10)
48=	Wild Metal	(Take 2, *ODM* #6, 5/10)
48=	Silent Scope	(Konami, *ODM* #14, 7/10)
50	Re-Volt	(Acclaim, *ODM* #3, 7/10)

11 TONY HAWK'S PRO SKATER 2

ACTIVISION • REVIEWED: *ODM* #15, 9/10

WE SAID: "Teeth-grindingly addictive, thumb-wearingly playable trick-a-thon *par excellence*... wonderfully intuitive control system... life-stoppingly compelling."

▲ Pulling off simple moves is easy in *Tony Hawk's 2* but you'll need to practice to rack-up really big points.

IT'S NOT VERY OFTEN we get to review the sequel of a Dreamcast title a measly five issues after the original, but this was indeed the case with *Tony Hawk's Pro Skater 2*. It's not as if the original was so bad that Activision rushed out a sequel – completely the opposite in fact – it's just that *Pro Skater 2* is by far and away the definitive example of how to make a specialist sport into a game that everyone can embrace.

The real beauty of *Tony Hawk's Pro Skater 2* comes in the incredible depth it has. Once you've got the basic controls off pat, the first few tricks will slowly start to appear as you build up your confidence. The more you become accustomed to the controls, the more you can learn and add to each skater's repertoire. Playing through the career mode is where the bulk of your attention should be concentrated. Each stage has a list of tasks you need to complete in order to progress on to the next skate location. Every task you finish is rewarded with cash, and that in turn gives you the chance to bump up the statistics of your skater.

Money can be used to buy better boards, increase your skater's stats in a particular area (like speed or airtime) and even buy new tricks that can be slipped into your ollies for some serious points. If all of this gets a little too much for you, then there's also an option to create your own skater and skate park if you feel that the existing locations aren't gnarly enough.

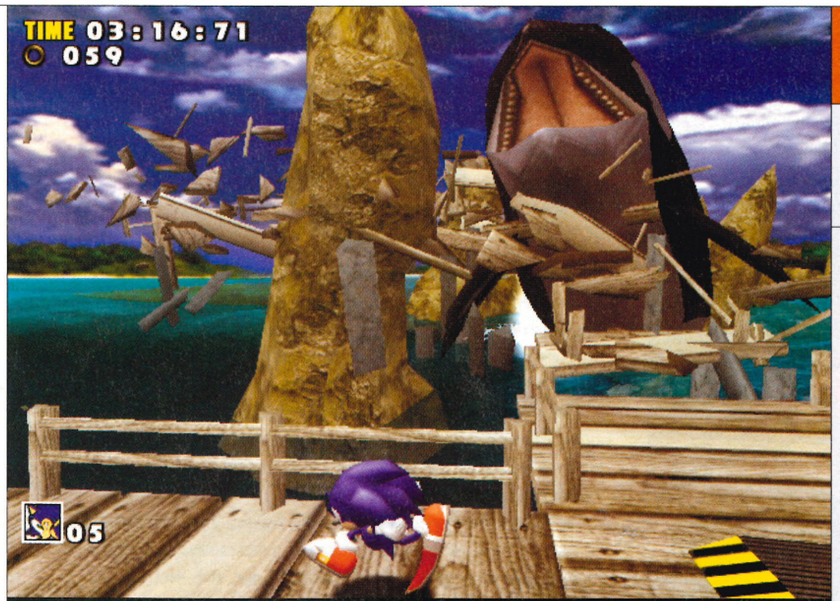
It's hard to imagine how so much variety can be made from what initially seems like a rather limited subject matter. But developers Neversoft have managed it in grand style. Check it out.

DID YOU KNOW?

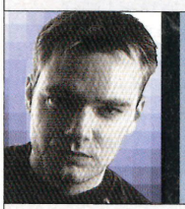
Of the many secrets to uncover, you can have Spiderman as a skater and also get some truly bizarre skate parks including one at alien crash site Roswell. But it will take some serious play to unlock all of those!

"IT'S AN ART TO CONTROL AND A JOY TO MASTER. *TONY HAWK'S PRO SKATER 2* IS ROYALLY COOL"

– DYLAN DAVIES (1ST)



▲ Sonic is chased by a whale in *Sonic Adventure*. In the sequel (see page 30) he's chased by a big truck!



"A 2D GAME *CAN* MAKE THE LEAP TO 3D WITHOUT LOSING ITS SIMPLICITY, CHARM AND STYLE"

– DAMIAN HOSEN (1ST)

10 SONIC ADVENTURE

SEGA • REVIEWED: *ODM* #0, 9/10

WE SAID: "One day all games will look this good. Right now, only this does... once Sonic gets into his stride your brain won't be able to cope."

AFTER YEARS IN THE wilderness and effectively skipping a hardware generation, Sonic makes a blinding return. *Sonic Adventure* retains all the excitement that made the original Mega Drive outing such a classic, with stunning level design that is part-platformer and part-rollercoaster ride, designed to enable Sonic to hurtle through each at a blistering pace.

Sonic Adventure is a game of two halves – action stages where *Sonic* trademarks are put to the test, and 'hub' sections where the adventure part of the game takes place. In the adventure stages, Sonic must find access to the action areas, triggering events by finding clues and collecting items. These sections provide the story, are leisurely and relaxed and play very differently to what old-skool *Sonic* fans might expect.

Sonic isn't alone in this adventure. Joining him are five other characters. Some – like Tails and Knuckles – we've met before, while others like Big the Cat are totally new. Each of these characters has their own separate adventure that is inter-linked with Sonic's quest. As each character has wildly different abilities, their adventures allow you to revisit levels and play through them in a totally different way – while Sonic is encouraged to sprint through a level, Knuckles is able to climb walls to reach a different goal.

Variety is where *Sonic Adventure* really shines, with many different characters, levels and mini-games to explore on your way through the adventure. There are a few infuriating glitches – mainly with the way the cameras move – but these few moments of frustration pale next to the level of pure amazement and joy.

TOP TIP

Raising chao isn't the only VM game in *Sonic Adventure*. There's a secret Chao puzzle that is obtained by putting a controller with a VM into port D of the Dreamcast before you turn on the machine.

09

SAMBA DE AMIGO

SEGA • REVIEWED: *ODM* #15, 8/10

WE SAID: "The most colourful, happiest videogame ever created… but the over-the-top price is a great shame… only [for] those with deep pockets."

STARTING LIFE IN THE arcades, *Samba De Amigo* is a bizarre 'rhythm action' title that has you standing in front of your TV shaking plastic maracas to correspond to the commands on screen – all possible thanks to the magic of technology and motion sensors. The concept is ridiculously simple – essentially 'Simon Says' updated to feature maracas and Latin rhythms – but ultimately *Samba* is a lot more than just a simple concept.

Samba scores major points for being so appealing – it's sickly-sweet cute with a layer of saccharine sprinkled on top. Like Dale Winton, it has a dosage of camp so high as to be completely inoffensive and, yes, even your granny will love it.

The star of the game is Amigo, a maraca-wielding chimp whose mood matches your ability to shake along to the music. Play poorly and Amigo gets sad, the accompanying music goes off-key, and the background visuals try to depress you with non-frightening skulls bouncing around the screen. Play well, and the chimp goes bananas with the background becoming a psychedelic kaleidoscope of colour.

There's another vital component that contributes to *Samba*'s success – the music. Licensed tracks like *Soul Bossa Nova*, *El Ritmo Tropical* and *Al Comap Del Mambo* may not be recognisable by name, but you've heard them a hundred times before, we guarantee.

Whatever your views on musical games, play *Samba De Amigo* and you *will* have fun. With a unique interface, wacky visuals and infectious music, five minutes with *Samba De Amigo* will put a smile on anyone's face.

DID YOU KNOW?

Increase your score by shaking both maracas in the same location whenever you can. You can unlock all the songs at the Height Selection screen by shaking the left maraca high 15 times very quickly.

▲ It costs nearly £100 (with maracas) but *Samba De Amigo* is guaranteed to get you smiling.

"THE HAPPIEST GAME I'VE PLAYED. I LOVE THE WAY THE REAL ACTION TAKES PLACE OFF SCREEN"

– ALEX HUHTALA (1ST)

▲ *Quake III Arena* is an 'okay' single-player game but you simply *have* to try it online.

"IF YOU DON'T THINK MUCH OF *QUAKE* THEN THERE'S ONLY ONE REASON: YOU'VE NOT PLAYED IT"

– STEVE OWEN (2ND)

08

QUAKE III ARENA

SEGA • REVIEWED: *ODM* #14, 9/10

WE SAID: "Everything the action junkie could ask for… so fast, so good-looking and so perfectly balanced that you'll pick up a [pad] and play for an hour without even noticing."

YOU'VE BOUGHT IT, RIGHT? You must have done. Or got it for Christmas. Or at least hired it continuously. If you haven't, slaps will be administered. Because if you haven't played (and, by association, adored) *Quake III Arena* then you're missing out on one of the gaming world's greatest ironies – designed for and nestling on a PC for a year, *Quake III Arena* is, in fact, ideally suited to life on a console.

As they might say on *Through The Keyhole*, let's consider the evidence. We've got a fast, easy-to-understand game style that requires quick reactions. We've got high frame-rate graphics, essential to any brisk title. We've got a structured single-player game, and several multiplayer modes. Who buys a game like this?

Well, people with money for starters. It's a slightly disappointing fact, but you really need the Dreamcast Mouse and Keyboard to make the most of *Quake III Arena*, particularly when you take it online (it's console-land's first Internet action game), where most of your opponents will have that advantage. Invest well though, readers, and you will be rewarded again and again. Its delicious graphics have been plucked straight from an £800 PC, recreating a fantasy world of generally brilliantly designed fighting arenas, offering the freedom of large openings and the constriction of hellish corridors and chambers. Frankly, *Quake III Arena* gets everything just about right. There's the odd dodgy sound effect and some of the arenas are just *too* open, but otherwise it's the most stunning achievement ever to appear on a console.

TOP TIP

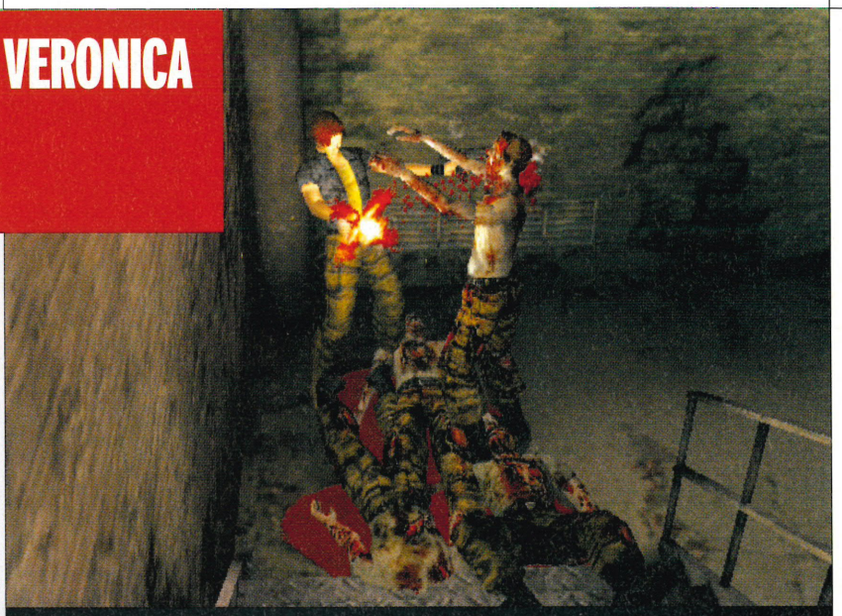
If you've got plenty of ammo and weaponry, but are running low on health, retreat from a battle rather than carrying on to the death. And listen out for sound effects that betray the position of your opponents.

07

RESIDENT EVIL CODE: VERONICA

EIDOS • REVIEWED: *ODM* #8, 9/10

WE SAID: "If ever a game felt like a movie then this is it… blowing semi-alive people away in a flurry of gunfire is bloody brilliant… in a word: awesome"



▲ *Code: Veronica* will have you hiding behind the sofa… but you won't be able to play it from there.

THE ENTERTAINMENT VALUE OF *Code: Veronica* is there for all to see. On the one hand you get the chance to mutilate the undead, sending chunks of brain, rotting flesh and the occasional limb cascading across the screen. On the other, there's a tense and detailed plot that entwines you into your own little world of survival horror. After a few hours of playing, they merge together to form the ultimate arena in which to lose yourself for hours on end.

The two main characters, Chris and Claire Redfield, are descendants of previous *Resident Evil* games, and are in actual fact looking for each other. The action starts with a truly fantastic intro sequence that shows Claire infiltrating one of the many buildings of the evil Umbrella Corporation in a scene reminiscent of a big-budget Hollywood blockbuster.

The graphical quality never fails to impress anyone who sees *Resident Evil Code: Veronica*. Almost all of the cut-scenes are played out in real-time and the humans actually show emotions and facial expressions. It's possible to see Claire looking genuinely petrified when she encounters a slithering zombie horde for the first time.

DID YOU KNOW?

By finishing the game once, you unlock an all-new time-related Battle mode. If you find the single replica Gold Luger within the main game, you'll also unlock Steve Burnside as a playable character in the Battle mode!

The basic elements of *Resident Evil* have remained the same throughout all of the series – find item 'x' that will open item 'y' that in turn opens item 'z' and gives you access to an all-new area. This is one small gripe that has cropped up a couple of times, but the truth is that it's never really a problem because *Code: Veronica* is such a well-made and visually stunning game that it feels as though it's a whole new concept all over again. You will get scared when you play this. We guarantee it.

"THE BEST-LOOKING AND MOST COMPELLING *RESIDENT EVIL* GAME TO DATE. DON'T MISS IT"

– STEVE KEY (1ST)

▲ Driving like an idiot gains you extra tips from customers. Hey, it's what *Crazy Taxi* is all about.

"STYLISH, INNOVATIVE, GREAT FUN TO PICK UP AND PLAY AND REALLY REWARDING"

– SIMON MUNK (1ST)

06

CRAZY TAXI

SEGA • REVIEWED: *ODM* #5, 9/10

WE SAID: "Looks utterly manic, plays utterly manic and it's totally hilarious… one of the most appealing factors is the mood of the whole game… you'd be crazy not to own it."

YOU MIGHT HAVE PLAYED *Crazy Taxi*, but you haven't truly experienced it until you've leapt off the first hill, cleared the 60m jump mark and Crazy Stopped at the bottom with Zen-like precision at the feet of the guy who wants to go to KFC on the other side of town. It's you versus the city, a classic Sega 'score attack' game, and once you're in the zone there's no stopping you.

Crazy Taxi is a simple concept to explain. You drive a big yellow cab, and you have to pick up people and take them where they want to go in a bustling virtual city. That's it. The further you take them, and the faster you get them there, the more money you make.

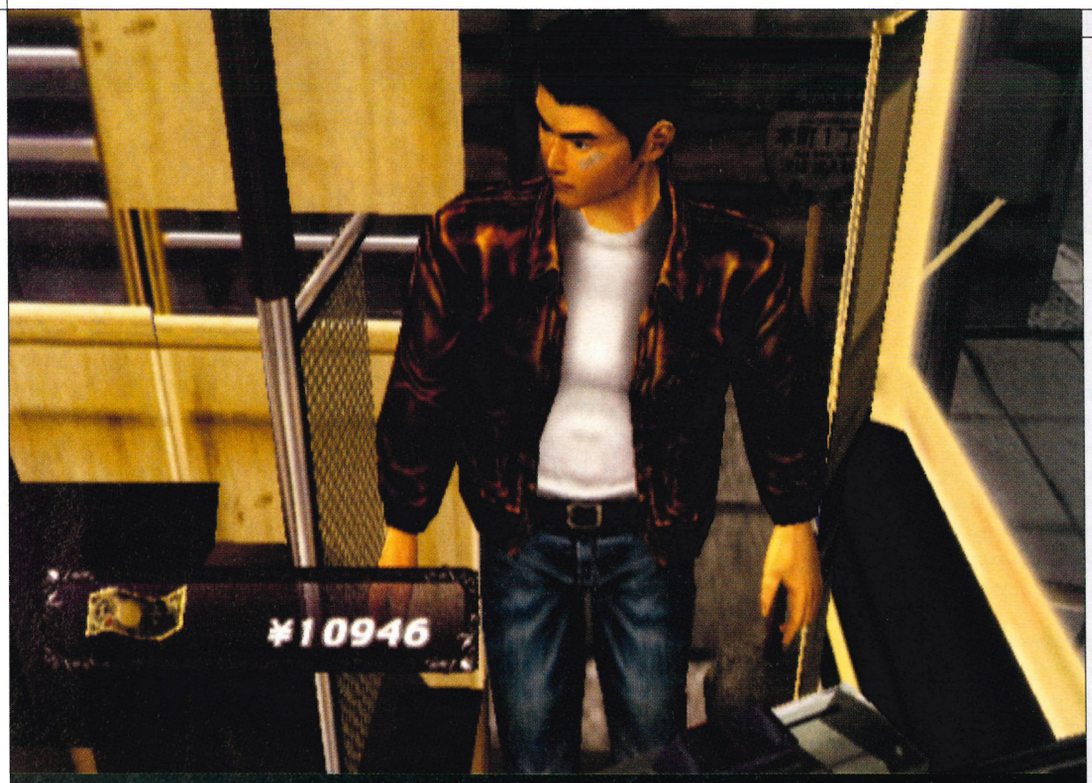
You'll play it at this level when you first pick it up, but as with all great arcade games there are plenty of extra techniques to learn. The first time we did a Crazy Drift was a special occasion, because we found that the longer you hold the slide, the more bonus cash you get. You can earn mo' money by squeezing through tight spots and driving off high buildings too – just don't scare your passengers too much.

Dreamcast *Crazy Taxi* contains the original arcade city, which seems massive at first but is actually fairly linear to play. There's also a whole new city, featuring a more open street plan. This makes it easier to get lost, but there's more scope for short cuts.

TOP TIP

At the Character Select screen, press and hold the R trigger while you choose your driver to play an alternate game. 'Another Day' appears on screen and your start position and passenger locations will all be different.

Someone will casually drop into a conversation what their latest high score is, and you'll be running home to play *Crazy Taxi* again because you *know* you can beat it. And now Sega are making a sequel, set in New York. We expect you all to be sporting mohicans and talking like Travis Bickle by the time the review comes around.



▲ You can tell that *Shenmue* is set in a virtual world – all the buses run perfectly on time and there are always seats available.

"*SHENMUE* IS SUCH A BEAUTIFULLY CRAFTED GAME THAT EVEN WALKING DOWN THE STREET IS ENJOYABLE. YOU CAN COMPLETELY LOSE YOURSELF IN ITS WORLD FOR HOURS"

– ED LOMAS (1ST)

05

SHENMUE

SEGA • REVIEWED: *ODM* #14, 10/10

WE SAID: "The quality of the production in every area is astounding… it's the most beautiful game ever made, no doubt about it… the music is fantastic, the story is brilliantly all-encompassing, the setting is spectacular, and the direction stunning… the experience feels as if it's happening to you and you only… don't miss out on it, for your own sake."

AS YOU'LL KNOW IF you've ever tried to tell someone else about *Shenmue*, it's very hard to explain without getting a little bit misty-eyed. You can't just say "it's a role-playing game," or "it's a fighting game" and leave it at that. You always end up saying stuff along the lines of "It's kinda like... real life. You go to the shop, and you have to go to bed at night or you get moaned at. It rains as well and all the people put their umbrellas up! You can feed a kitten, and there are all these little toys you can collect! Mmm..."

At this point, you're likely to gaze off wistfully into the distance while everyone else in the room looks at you as if you're a bit wrong in the head. You see, it's not necessarily the gameplay that makes *Shenmue* such a gripping experience – it's the whole gorgeous package.

There's one thing that's in no doubt whatsoever: how fantastic the game looks. We're not just talking technically here – *Shenmue* has style and beauty the likes of which have never been seen before in the videogame world, with character and location design of an incredible calibre. Just show the scene-setting opening sequence to someone and they'll be able to tell immediately that *Shenmue* is something very special, even if they don't normally play games. Anyone can see where all the years of work, all the millions of pounds, and all the dedication have gone straight away.

Playing *Shenmue* is very different, though. As we've already established, explaining exactly what it is that makes it such an amazing experience is very difficult indeed. The game can even be a little – dare we say it – *boring* to begin with, as not a lot of note happens until you get quite a way into the adventure.

And the really odd part is that there isn't a definite point where it all starts getting exciting either – you just get gradually more and more drawn into life in mid-Eighties Japan, and more interested in what happened to the hero's father in the opening sequence. You find yourself being quite content to wander around a small town chatting aimlessly to people for hours at a time, or even performing mundane day-to-day tasks in a forklift truck. It may not be all-out action and excitement, but it's utterly thrilling in its own special way.

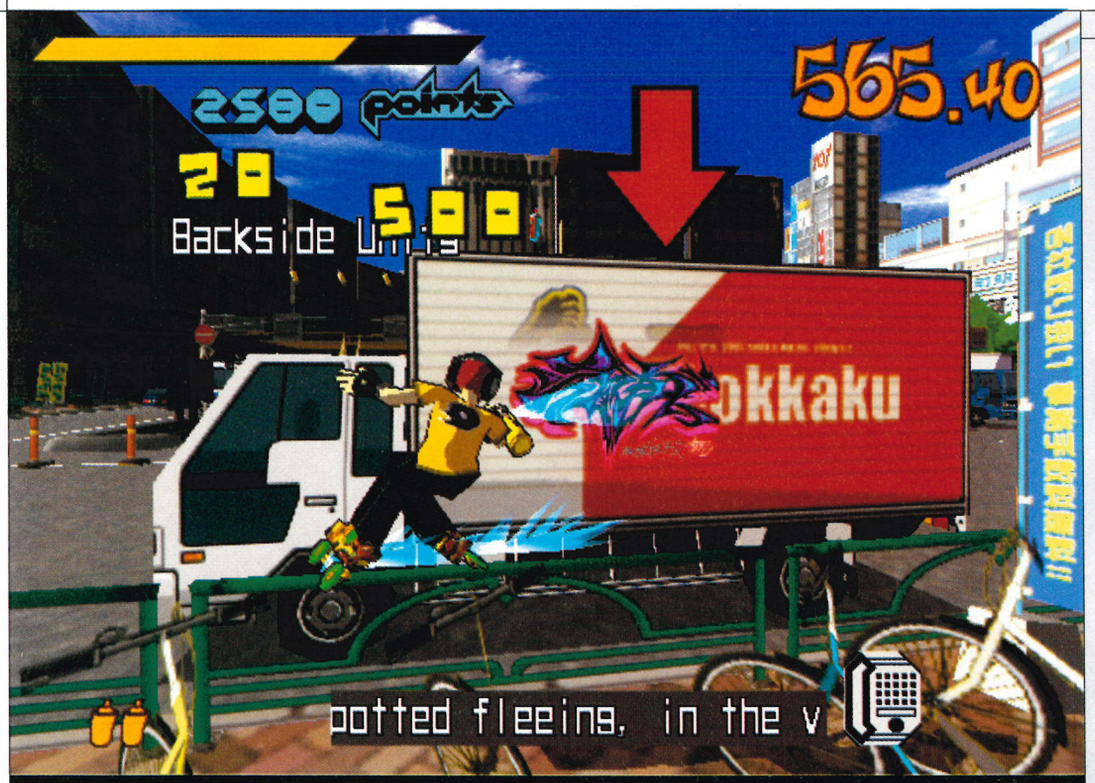
As well as piecing together bits of information gleaned from residents of *Shenmue*'s world in a kind of 'whodunnit?' way, you also get to kick some serious butt. The combination of a hero who's a talented martial artist, and a game designer who's behind the fantastic *Virtua Fighter* series (Yu Suzuki), means there's some almighty scrapping to be done. A unique system sees you working out and learning new moves as you go through the game, developing your fighting style as you go. You rarely end up fighting just one person at a time as well – normally you'll have four or five bad guys to contend with at the same time.

We don't want to ruin the surprise for those who haven't played all the way to the end yet, but there's one scrap in particular that's so massive even Jackie Chan would have no chance of choreographing it. But suffice to say, it's a real 'must-see' sequence.

It may be a little fiddly to control at times, and it may be too slow-moving for some people to fully appreciate, but nonetheless playing *Shenmue* is an entirely unique and engrossing experience.

DID YOU KNOW?

Every single one of the 500+ characters you meet in the game – including each of the animals – has a unique personality and detailed biography which can be viewed using the *Shenmue* Passport disc.



▲ *Jet Set Radio*'s revolutionary 3D graphics make the game look so amazing it could easily pass as a Saturday morning cartoon.

"MANGA DIMENSION, THE GRAPHICAL TECHNIQUE USED IN *JSR*, IS A REVOLUTION. IT CAN REVIVE GREAT CHARACTERS FROM ANIMATIONS AND ILLUSTRATIONS. I LOVE THE ANTI-ESTABLISHMENT THEME"

– KOJI AIZAWA (1ST)

04

JET SET RADIO

SEGA • REVIEWED: *ODM* #14, 8/10

WE SAID: "*Jet Set Radio* is a rare thing: a game that actually turns heads in these days of generic racers and fighters… the gameplay is as old-skool as it gets… when you see it moving for the first time we guarantee you'll be picking up your dropped jaw… there's a skip-load of detail in all the levels… far cooler than a game has any right to be."

IT'S A GOOD NINE months since we caught our first glimpse of *Jet Set Radio* at the Tokyo Game Show but the ability of the graphics to amaze hasn't diminished one bit. But looks aren't everything – if *Jet Set Radio* didn't have the content to match its style it would never have made it to the top of so many of our voters' lists.

It's been criticised for being too short but really that's clutching at straws – the overriding sense with *Jet Set Radio* is of a quality product from start to finish. Everything from the title screen onwards oozes care and attention to detail, and an incredible sense of 'cool' runs through the game from start to finish.

Additional features like the tag editor that enables you to come up with your own wacky designs aren't strictly speaking essential to the gameplay, but seeing your own name sprayed on walls is a buzz. Just don't try it at home…

One thing's for sure, *Jet Set Radio* is always going to be one of the first games you reach for when it comes to showing your non-Dreamcast owning friends what they're missing out on. While we've seen a few vaguely similar-looking games recently, notably *Wacky Races* (*ODM* #9, 7/10) and *Looney Tunes: Space Race* (*ODM* #14, 7/10), none have managed to pull the cartoon look off in such an accomplished manner.

As they say, patience is a virtue, and in the case of *Jet Set Radio* our patience in waiting for the UK version of the game was rewarded with two extra levels over the Japanese release, not to mention additional music. And this coming on top of three base levels means that it's not exactly short on things to do. And if you were fearing a hasty knock-up job there's no need – the extra American-flavoured levels are every bit as good as the original ones, with the neon-soaked Grind Square providing a suitably spectacular and challenging finale that has you grinding along complex sequences of cables and ledges to make the all-important tags you need.

And let us not forget about the music. While the graphics are rightly singled out for their pioneering style, the soundtrack is one of the best heard in any game. The arch combination of trashy Japanese punk and pop with hip-hop acts like Jurassic 5 makes a perfect backdrop to the on-screen action.

You might think a chirpy and colourful game like *Jet Set Radio* would have been low on the list of priorities for those worried about the effect of games on society, but the graffiti element of the game has been making blood boil in some of the more reactionary elements of the press. Things really came to a head when Sega America organised a contest for top graffiti artists to promote the launch of the game (see *ODM* #14). The mayor of San Francisco didn't see the funny side of the contest's 'Graffiti Is Art' moniker and tried to have the event banned. He failed, and the event went ahead. Cases of graffiti have risen at about the same levels as those of people attempting to grind along telegraph wires and skate about with flying helmets on their heads.

In conclusion, then, *Jet Set Radio* remains a superb showcase not only for the processing power of the Dreamcast but also for the creative and technical prowess of the people creating the games. It might lack the gameplay wizardry of *Tony Hawk's Pro Skater 2* (*ODM* #15, 9/10) but at the end of the day it deserves a purchase recommendation and a gold star for really pushing the boundaries of what we can expect from so-called next-generation consoles.

TOP TIP

To play as members of the rival gangs (Love Shockers, Poison Jam and Noise Tank), complete all the levels in their respective areas with a 'Jet' rating…

▲ Over a year after release, the stunning level of detail on *Soul Calibur*'s characters remains unsurpassed in any game on any platform.

"I'LL NEVER GET TIRED OF PLAYING *SOUL CALIBUR* AGAINST MATES. 'WINNER STAYS ON' GAMES ARE LEGENDARY AT OUR HOUSE. THEY'VE BEEN KNOWN TO GO ON ALL THROUGH THE NIGHT!"

– GARETH RAMSAY (1ST)

03

SOUL CALIBUR

NAMCO • REVIEWED: *ODM* #2, 10/10

WE SAID: "One of the most spectacular games of all time… one of very few games which can be played and loved by anyone… Namco have improved it over the arcade game in every imaginable way… it's got so much to it that you and your friends will be playing for a very long time to come… game of the year [1999], no doubt about it."

THIS IS A GAME that starts fights. Proper ones. We've seen friendships broken, dead arms given out and eyes blackened because someone's had a flukey winning streak on *Soul Calibur*. It's almost been around since Dreamcast year zero, but we can guarantee it's still one of the first games you stick on when Dreamcast non-believers call round.

Like it or not, racing, football and fighting games are pretty much the mainstays of popular gaming, and with *Soul Calibur*, Dreamcast has a fighting game to be proud of. As ever, it's not that complicated to describe – medieval heroes batter each other with big swords and axes in best-of-three scraps.

Battles take place in small arenas, so you can win by depleting your opponent's life bar, or by throwing them off stage. Sounds like every other fighting game you know, but there are two things that will make you shout and gibber like a lunatic and then play it until your eyes melt – it looks incredible, and plays brilliantly.

A large part of the appeal is that the characters look so realistic. They breathe! They wince! They look really happy when they win! Their buttocks quiver! Even the blokes! From sinister S&M freak Voldo to classical Greek beauty Sophitia, all the fighters look like they've been designed with love, and you're bound to develop an emotional attachment to the one you're best with.

This is where one of the game's slight problems pops up. You see, each character tends to have a couple of moves that, once you get really good with them, make you pretty much unstoppable. This is when the real fighting starts, and prolonged two-player sessions often have 'No Cervantes' rules imposed on them to prevent unpleasantness. And prolonged is what your multiplayer sessions will often be. We know people – ordinary, sane, well-adjusted people – who've lost evenings, even entire weekends to *Soul Calibur*. Simple, yet involving gameplay and hypnotically good graphics are enough to trigger the 'one more go' in all of us, time after time.

Soul Calibur is extremely simple to play. You have vertical and horizontal weapon attack buttons, and you can also kick and block. That's it. But under the surface there are literally thousands of moves and move combinations that will take an age to master. When you see two skilled players facing off, the screen will be awash with sparks and pyrotechnics as weapons clash and pain is dealt out.

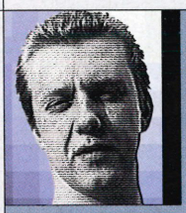
As if seriously addictive two-player fun wasn't enough, Namco have added a whole extra Mission Battle mode for those long nights when all your friends are washing their hair. Here your challenge is to travel around the world, fighting battles where the rules are constantly changing. You might have to win a fight with a throw, or take on two fighters consecutively with one life bar, or knock a load of lizard men off a bridge. Success in the Mission Battle is the key to unlocking cool hidden stuff, so you shouldn't rest until you've seen it all.

Soul Calibur was the first game we gave 10/10 to, and since then there's only been one other top score awarded. We'll stand by that for years to come, basically because it's still, a year on, the best fighting game on Dreamcast – or anything else for that matter. Just make sure you remember to wear shin pads when you play against short-tempered mates.

DID YOU KNOW?

Soul Calibur is, incredibly, compatible with the *Sega Bass Fishing* rod controller. You move around and block using the buttons on this piscine pad, but waving and flicking it about makes your fighter attack.

▲ You'll feel like you know London inside out after playing *Metropolis Street Racer* for a while, even if you've never actually been there.



"ONCE YOU'RE PAST THE 'BLOODY HELL, LOOK AT THAT!' FACTOR, YOU REALISE THERE'S AN ENORMOUS AMOUNT TO DO, AND THE CARS ARE THE SORT YOU ACTUALLY WANT TO DRIVE"

– STEPHEN FULLJAMES (2ND)

02

METROPOLIS STREET RACER

SEGA • REVIEWED: *ODM* #12, 9/10

WE SAID: "The rare kind of game you'll still be improving at in two years' time… every last bit has been lovingly crafted and then fine-tuned almost to perfection… every road, every building, even every phonebox is in the right place… *Metropolis Street Racer* is a racing game on a scale never seen before. Incredible stuff."

TAKE ANY RACING GAME, stick it in a real-life city, and it immediately becomes infinitely more appealing. Make that city look just like the real thing, with exact replicas of the street layouts, and it becomes even more so. Real flashy sports cars would also help things, as would realistic engine noises and sound effects. And there you go – all that's needed to get people worked up about your plain old racing game.

Metropolis Street Racer has all of these things, but doesn't simply rely on them to sell a common or garden, seen-it-all-before racer. Instead, these cosmetic goodies are just small parts of what make up the *MSR* whole.

It's far from being 'any racing game'. For a start, the whole structure is completely different from anything seen before, basing itself around kudos points earned by proving your skill in various races and challenges. As you earn more kudos, more of the game opens up, giving you the opportunity to race around more of the three real-life cities (London, Tokyo and San Francisco), and earn more powerful sports cars to drive. With a total of 25 chapters, each featuring ten different challenges set on more than 250 circuits, there's certainly plenty to see.

But it's not even the epic scale of the thing that makes *Metropolis Street Racer* one of the most popular Dreamcast games. It's really down to the handling of the 60+ sports cars – a brilliant mix of videogame fun, edge-of-your seat thrills, and racing enthusiast realism that has the ability to hook everyone the second they pull through their first power slide. Each car has its own unique feel without any being head and shoulders above the rest, allowing for everyone to find their perfect ride – and spend the time learning exactly how best to drive it.

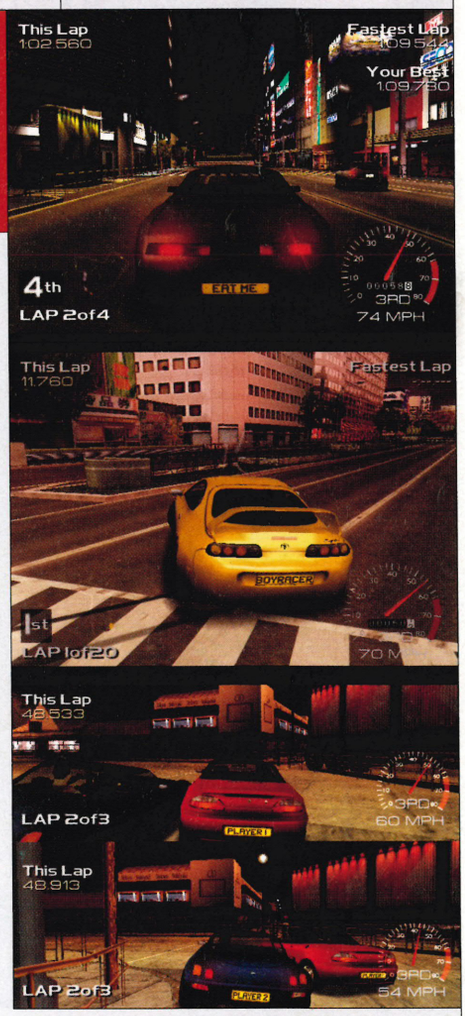
The mix of challenge styles is also something that keeps interest levels up long after most driving games have been resigned to merely an occasional time-attack attempt. Beating tight lap times (which you can even tighten yourself for extra challenge – and extra kudos), overtaking a set number of cars in a time limit, reaching the highest top speed possible, racing against a full field of racers – there's many times more going on in *MSR* than any other racing game that's gone before it. Also, there are so many intricacies to each course that need to be memorised and mastered that you can – literally – spend hours going round and round a circuit, improving by milliseconds with each lap. Even all the lumps and bumps of the real-life roads have been included, adding a dimension of control rarely touched upon by racing games.

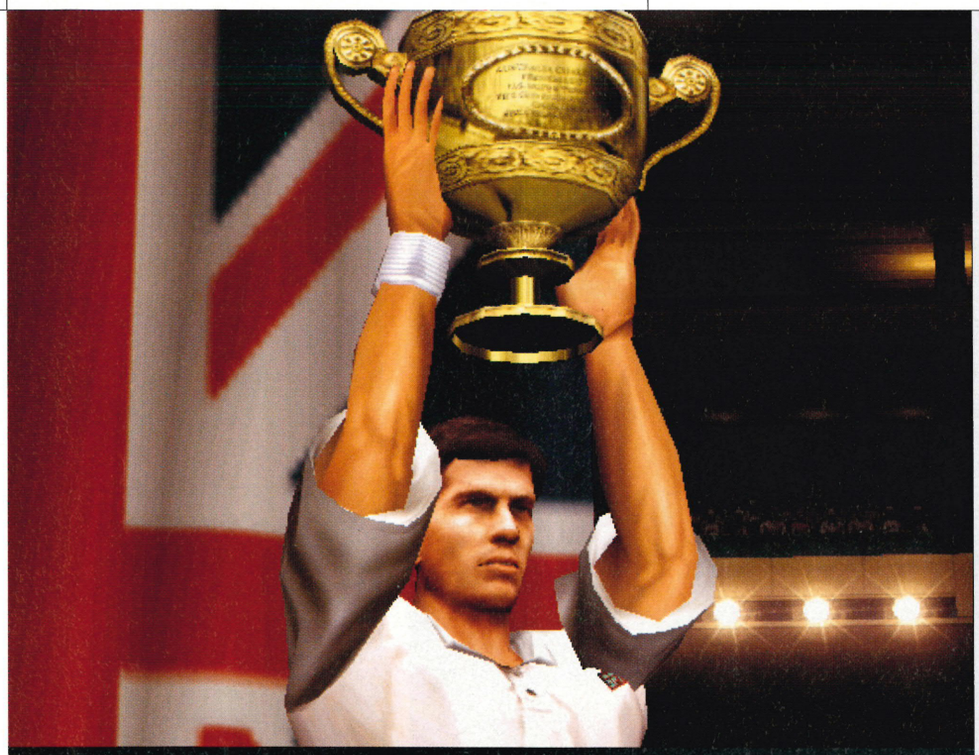
But the process of making and releasing such an ambitious game wasn't without its problems – *Metropolis Street Racer* was originally planned as a Dreamcast launch game, but eventually appeared over a year later following a major redesign of the entire game structure. Also, the first batch of GD-ROMs to be manufactured had a number of frustrating bugs in them. Thankfully, these glitches have now been cleaned up and replacement bug-free versions are available by calling Sega's support centre on 0845 609 0090.

While the presentation may – admittedly – be a bit clumsy in places, the combination of size, detail, fantastic cosmetics and genuine videogaming *fun* means that *Metropolis Street Racer* is undoubtedly one of the most exciting releases in years.

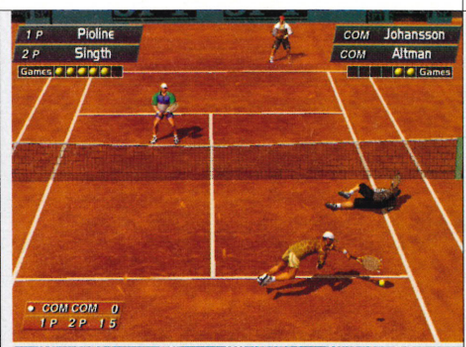
DID YOU KNOW?

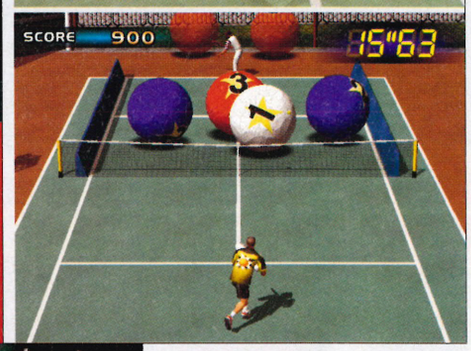
Developers Bizarre Creations took hundreds of photographs around the famous Alcatraz island while researching *MSR*, with the intention of including it as a secret stage in the game. Unfortunately, they ran out of time and left it out. Boo!





▲ Tim Henman accepts the *ODM* 'best of the best' award on behalf of *Virtua Tennis*. It's not often that he wins something...



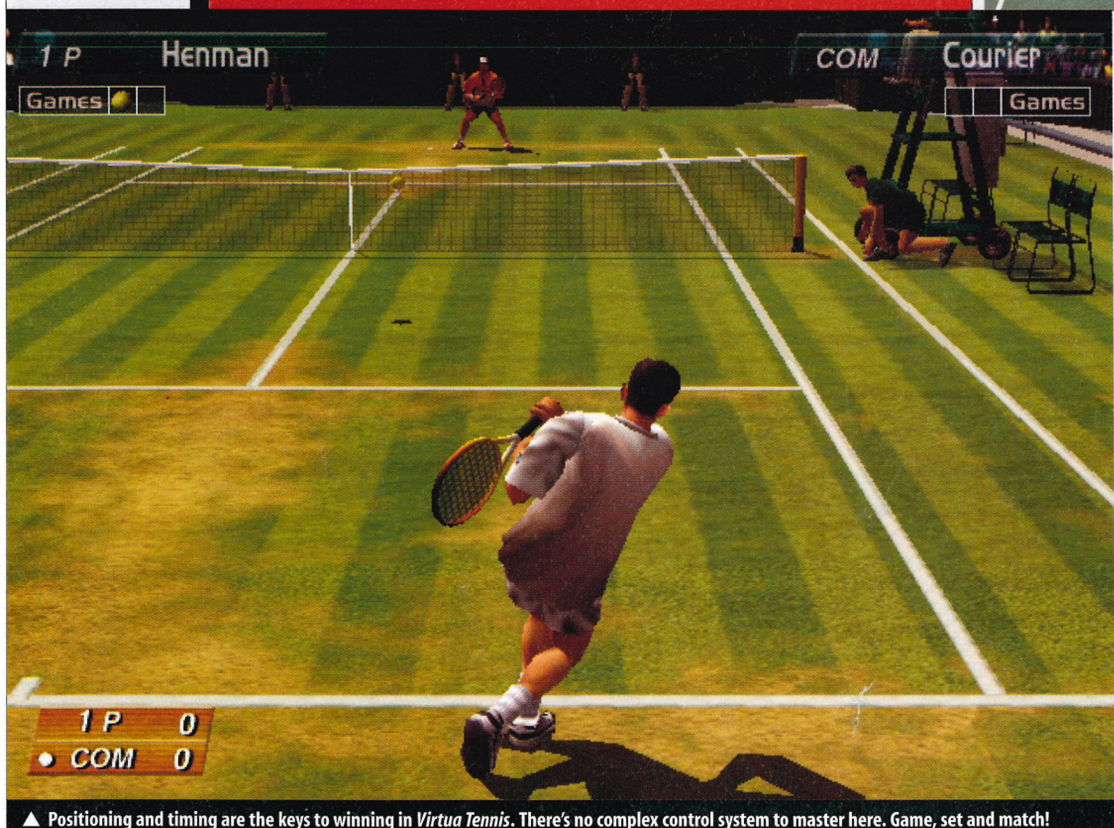


01

VIRTUA TENNIS

SEGA • REVIEWED: *ODM* #12, 9/10

WE SAID: "The greatest achievement is the stunning graphics. The animation is perfect, the translation of your movements and shots astonishing... has the approachability, skill and precision of an arcade game, but the progression and rewards of a home console game... [it's] the best sports game on Dreamcast."



▲ Positioning and timing are the keys to winning in *Virtua Tennis*. There's no complex control system to master here. Game, set and match!

SOME ASTONISHINGLY-GOOD GAMES have been released on Dreamcast over the past 12 months but few, if any, had a greater impact in our office than this game. Apparently we had poor weather in the UK this summer, but many of us really wouldn't know – we were too busy playing *Virtua Tennis* tournaments, day and night, in every minute we could spare. And often minutes we couldn't really spare at all.

Let's get one thing sorted straight away – anyone who describes *Virtua Tennis* as 'simple' simply hasn't played it enough. Yes, the *controls* are basic (A for a standard shot, B to lob and that's it), but the *gameplay* is anything but.

Even your gran can simply return the ball over the net and that, along with the excellent cut-scenes and detailed in-game graphics, is a big part of the initial pull factor. But it's not long before you begin to realise that simply returning a ball isn't enough and that, through a combination of positioning and timing, you can hit the ball to virtually any part of court, with top or backspin as required.

And once you've mastered shot control, you can work on different strategies to beat each of the 20 computer opponents (the eight from the arcade version, plus 12 extras), most of whom have noticeably different playing styles and characteristics.

And once you've cracked them? Well, you've still got approximately six billion people on the planet to beat at either singles or doubles. As some of us here at

ODM soon discovered, being brilliant against computer-controlled players doesn't necessarily mean you'll be able to beat friends who can mix up shots and tactics on a whim. Every human opponent plays differently and represents a new challenge.

Crucially, learning to really understand the gameplay mechanics of *Virtua Tennis* comes naturally. You'll pick up everything you need to know by working your way through the truly excellent World Circuit mode. This pits you against progressively trickier opponents (in both singles and doubles matches) on a wide variety of surfaces, with cash as the reward (money can be used to hire better doubles partners, buy new outfits and so on).

The World Circuit mode also includes some hugely entertaining – and sometimes very, very challenging – trials in which you have to hit targets such as bowling pins and oil drums. It's safe to say that any professional tennis player would love it if their training was this interesting, although we're not sure smashing shots against six-foot-high balls would be very practical in the real world.

If you're a half-decent player it's possible to complete the World Circuit mode and become number one in the world, within just two or three days of solid play. Nevertheless it's a great addition to the arcade version of *Virtua Tennis*. In fact, it's difficult to think of too many arcade conversions with a better, more beneficial 'home' mode.

Aside from the truly horrible rock music (which you'll want to turn off *immediately*), *Virtua Tennis* doesn't really suffer from any serious faults, just a few niggles. The fact that your player can only dive side to side, and not backwards or forwards, becomes irritating after a while, for example.

Also, while it would have made little difference to gameplay, it still would have been nice to see the likes of Agassi and Sampras and/or females alongside the not-so-familiar ATP players such as Piloline and Kafelnikov (Henman, Courier and the big serving Philippoussis are the only names a casual tennis fan is likely to recognise here). And, yes, online play would have been truly awesome, especially as it's been included in the Japanese version of the game (released near the end of last year).

For us, though, the biggest disappointment was the fact that *Virtua Tennis* arrived in Europe a few months after the Wimbledon Championships, thus depriving Sega of a perfect marketing opportunity. It really isn't a hard game to sell if you put it in front of people. *Everyone* who tries this game falls in love with it (we've heard of just two people that don't like it and they, quite clearly, are idiots).

If you've been put off buying *Virtua Tennis* just because you don't like the sport, then think again. In fact, don't think – just go and buy it. *Virtua Tennis* is a beautifully crafted game of skill and dexterity that deserves a place in everyone's collection. It's our favourite game on Dreamcast. We, yes, 40-love it.

TOP TIP

To play as Master, complete Arcade mode on any difficulty above Easy without losing a match. To play as King, you'll need to beat him in the World Circuit Level 4 singles match in Japan.

"FORGET EURO 2000 (IF YOU HAVEN'T ALREADY) – *VIRTUA TENNIS* WAS *THE* SPORTS EVENT OF LAST SUMMER"
– WARREN CHRISMAS (1ST)

"ESSENTIALLY IT'S *PONG* FOR A NEW GENERATION AND IT ARRIVED NOT A DAY TOO SOON"
– DYLAN DAVIES (2ND)

"A BEAUTIFUL AND COMPELLING GAME OF PERFECT SIMPLICITY. THE EVIL TIM HENMAN IS GREAT!"
– CASPAR FIELD (2ND)

"*ANYONE* CAN JUST PLAY IT AND BE BRILLIANT WITHIN HALF AN HOUR, BUT THERE'S STILL SO MUCH MORE DEPTH TO THE GAMEPLAY"
– STEPHEN FULLJAMES (1ST)

"ULTIMATELY IT'S A BRILLIANT TEST OF SKILL. THE BETTER PERSON ALWAYS WINS"
– CHRIS EDMONDSON (1ST)

"IT'S REFRESHING THAT SEGA HAVE CREATED THE BEST SPORTS GAME EVER USING JUST TWO BUTTONS"
– STEVE OWEN (1ST)

"THE SINGLE-PLAYER WORLD CIRCUIT MODE IS A BRILLIANT NEW FEATURE"
– GARETH RAMSAY (6TH)

"THE DETAIL IS GREAT, LIKE THE WAY THE CHALK FLIES UP OFF THE LINE"
– DAN TRENT (2ND)

"IT'S THE BEST FOUR-PLAYER GAME FOR YEARS. AND I *LOVE* THE CLOUDS!"
– ED LOMAS (3RD)

"ANYONE CAN PICK IT UP AND ENJOY IT. IN A WORLD AS INDULGENT AS GAMES, THERE IS NO HIGHER ACCOLADE"
– DAMIAN HOSEN (3RD)

THE VOTE CASTERS

WHO ARE THE PEOPLE BEHIND THE POLLS?

OUR PANEL OF 54 JUDGES included everyone from regular *ODM* reviewers and other journalists to software developers and retailers, with a few Dreamcast-mad friends thrown in for good measure. The thing they have in common? They've each played a *lot* of Dreamcast games – certainly enough to know what's hot and what's not.

Each of the voters was asked to name their ten personal favourites in order of preference (with ten points awarded to their top game, nine to the second and so on). They could only include Dreamcast titles which were released – or due to be released – in the UK before the end of 2000.

It's important to note here that when votes were cast in early December the vast majority of important end-of-year titles such as *Shenmue* and *Quake III Arena* were in stores. The one big title which wasn't readily available to all of our panel at the time was Ubi Soft's *Ultimate Fighting Championship*.

Not all of our panel will have played *Tony Hawk's Pro Skater 2* or *Ready 2 Rumble Boxing: Round 2*, either. A shame, yes, but we had to draw a line somewhere – an end-of-year guide printed at Easter would be pretty dumb, after all.

Given that staff from Sega Europe and other software companies were among the panel, it's also worth mentioning that no one was allowed to vote for games which they were directly involved in developing. We were prepared to exclude anyone who appeared biased but in the end we didn't have to.

ODM WOULD LIKE TO THANK ALL THOSE WHO VOTED. HERE'S A FULL LIST OF THEM...

Sam Adkin (HMV game-a-week winner, *ODM* #5), Koji Aizawa (editor-in-chief, *Famitsu DC*), Jose Aller (producer, Sega Europe), Tas Anastassi (marketing and design, CEX), Nick Bennett (lead tester, Sega Europe), Christopher Brown (fanatical gamer), Dave Butler (games buyer, CEX), Warren Chrismas (editor, *ODM*), Kevin Clarke (senior designer, Argonaut), Gary Cutlack (CEO, UK Resistance), Mr D (freelance journo), Dylan Davies (freelance journo), Paul Davies (concept designer, Criterion), Bobby Dudani (managing director, CEX), Matt Dymond (fanatical gamer), Christopher Edmondson (fanatical gamer), Les Ellis (games editor, *C&VG*), Caspar Field (producer, Argonaut), Chris Foulger (third party account executive, Sega Europe), Stephen Fulljames (technical manager, *C&VG Online*), Pat Garratt (news editor, *C&VG Online*), Nick Gillett (games reviewer, *The Guide*), Toby Gunn (freelance journo), Sefton Hill (lead designer, Argonaut), Damian Hosen (game designer, Virgin Interactive), Alex Huhtala (news editor, *ODM*), Elliott Hunt (work experience dude, *ODM*), Richard Jacques (sound producer, Sega Europe), Steve Key (freelance journo), Stuart Ledger (PR, Bell-Pottinger), Ed Lomas (reviews editor, *ODM*), Peter Lyle (freelance journo), Mark Maslowicz (third party licensing manager, Sega Europe), Conor McNicholas (news editor, *Mixmag*), Simon Munk (freelance journo), Metro Mustafa (producer, Midway), Steve Neaves (art editor, *ODM*), Dave Nulty (producer, Sega Europe), Matt O'Driscoll (producer, Sega Europe), Steve Owen (freelance journo), Irena Pogarcic (PR, The Wright Partnership), Jim Pride (head of product marketing, Sega Europe), Mathew Quaeck (European product marketing, Sega Europe), Gareth Ramsay (online editor, *ODM*), Kats Sato (executive producer, Sega Europe), Mat Simpson (web editor, CEX), Stephen Starvis (PR Manager, Eidos), Dan Trent (staff writer, *ODM*), Stuart Turner (PR, Sega Europe), Colin Williamson (Japanese correspondent, IGN), Alex Ward (creative manager, Criterion Studios), Dee Wiswell (fanatical gamer), Nick Wiswell (sound designer, Bizarre Creations), Matt Wood (fanatical gamer).

VOTE FOR YOUR FAVOURITE DREAM

△ Okay, okay, so the awards are still being made. We'll show 'em next issue though, alright?

WE'RE ALWAYS TELLING YOU about our favourite Dreamcast games. It's, like, our job and all that. Well, now we'd like you to tell us what *your* favourites are in – drum roll please! – the inaugural *Official Dreamcast Magazine* Reader Awards.

We want these awards to be the *definitive* guide to what you – the cash-paying, game-playing public – think are the best titles currently available on DC. So, as an incentive for you to send in your votes, we've added a competition… and talked our lovely bosses into giving away a £500 cash prize!

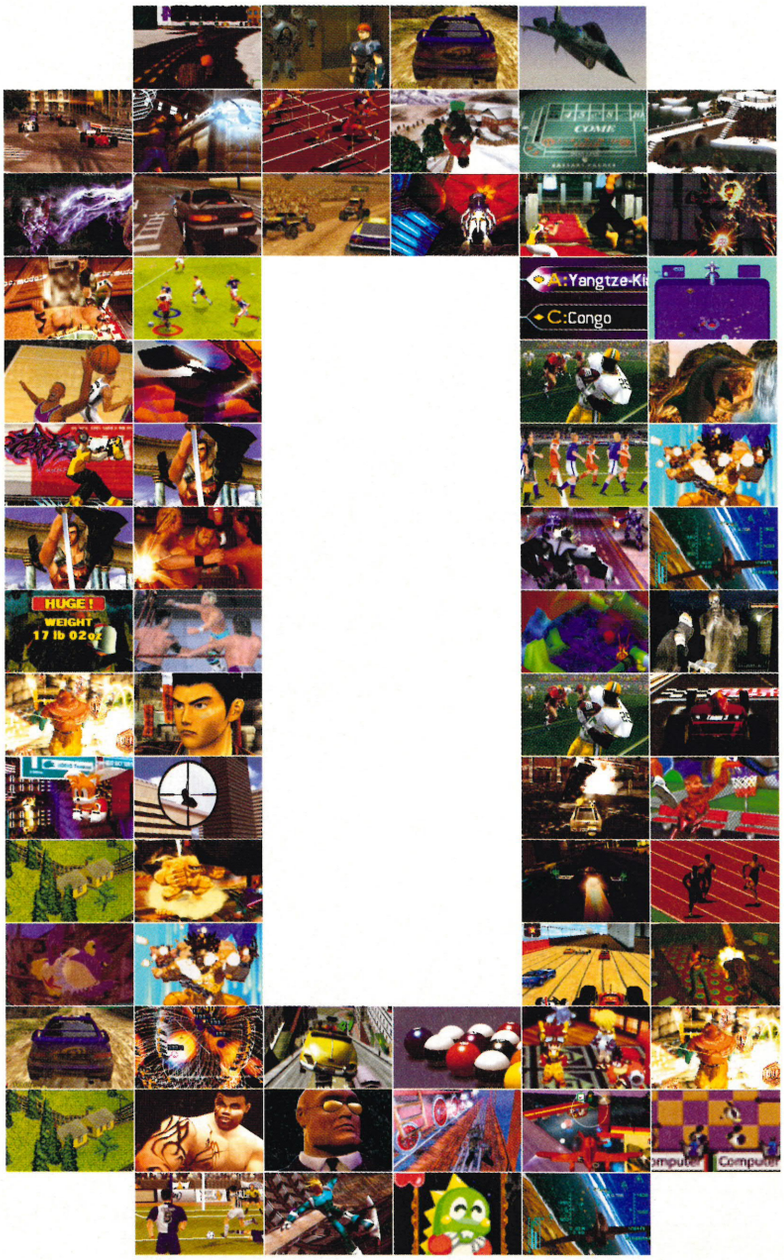
Just think what you could do with the money. You could buy over a dozen games! You could go on holiday! You could buy a Dreamcast and some accessories for a cash-strapped mate! You could buy a top-of-the-range DVD player! You could get presents for all the relatives you forgot at Christmas! You could buy that posh mountain bike you've had your eye on! You could convert it into Lire and become a millionaire in Italy! You could pay your dad some of that money you owe him!

You get the idea – you can do whatever you want with it! So, do you fancy winning £500 for just a few minutes of your time? You don't even have to buy a stamp! Well, what are you waiting for then, eh? Eh?

HOW TO ENTER

To register your votes in the *Official Dreamcast Magazine* 2001 Reader Awards, simply fill out the form on the right-hand side of this feature, listing – in order of preference – your five personal favourite Dreamcast games (please don't just list the last five games you've bought!). Note: you may only vote for Dreamcast games released in the UK between 14 October 1999 and 31 December 2000. Please write the *full* name of each title to avoid any possible confusion, and add a short comment on why you like each game.

To be in win a chance of winning the £500 competition prize, you must also answer the following question correctly: Which was the *first* game to be awarded 10/10 in *Official Dreamcast Magazine*? (hint: the answer is in this magazine). And that's it, but please, please read the following rules very carefully before you enter.



CAST GAMES AND WIN £500 CASH!

IMPORTANT RULES

The closing date for entries is Friday 2 March 2001. You *must* submit an entry form – photocopies will NOT be accepted under any circumstances. Strictly one entry per household. All entries with the correct answer will be put into a metaphorical hat with the prize winner drawn at random. The winner will be announced in our May issue, out Thursday 5 April, and sent a cheque for £500 within a week of this date. The editor's decision is final. No correspondence will be entered into. Finally, entries from employees of Dennis Publishing, Sega Europe or anyone working for a game developer or publisher will not be accepted. Thank you for reading… and good luck!

ODM READER AWARDS 2001

Send your entry to:

ODM READER AWARDS (CODM102)
FREEPOST NEA 4479,
PO BOX 154,
BRADFORD, BD1 1BR

PRIZE QUESTION

Which was the *first* game to be awarded 10/10 in *Official Dreamcast Magazine*?

Answer: _____

YOUR FAVOURITE DREAMCAST GAMES

1ST CHOICE:
Comment:

2ND CHOICE:
Comment:

3RD CHOICE:
Comment:

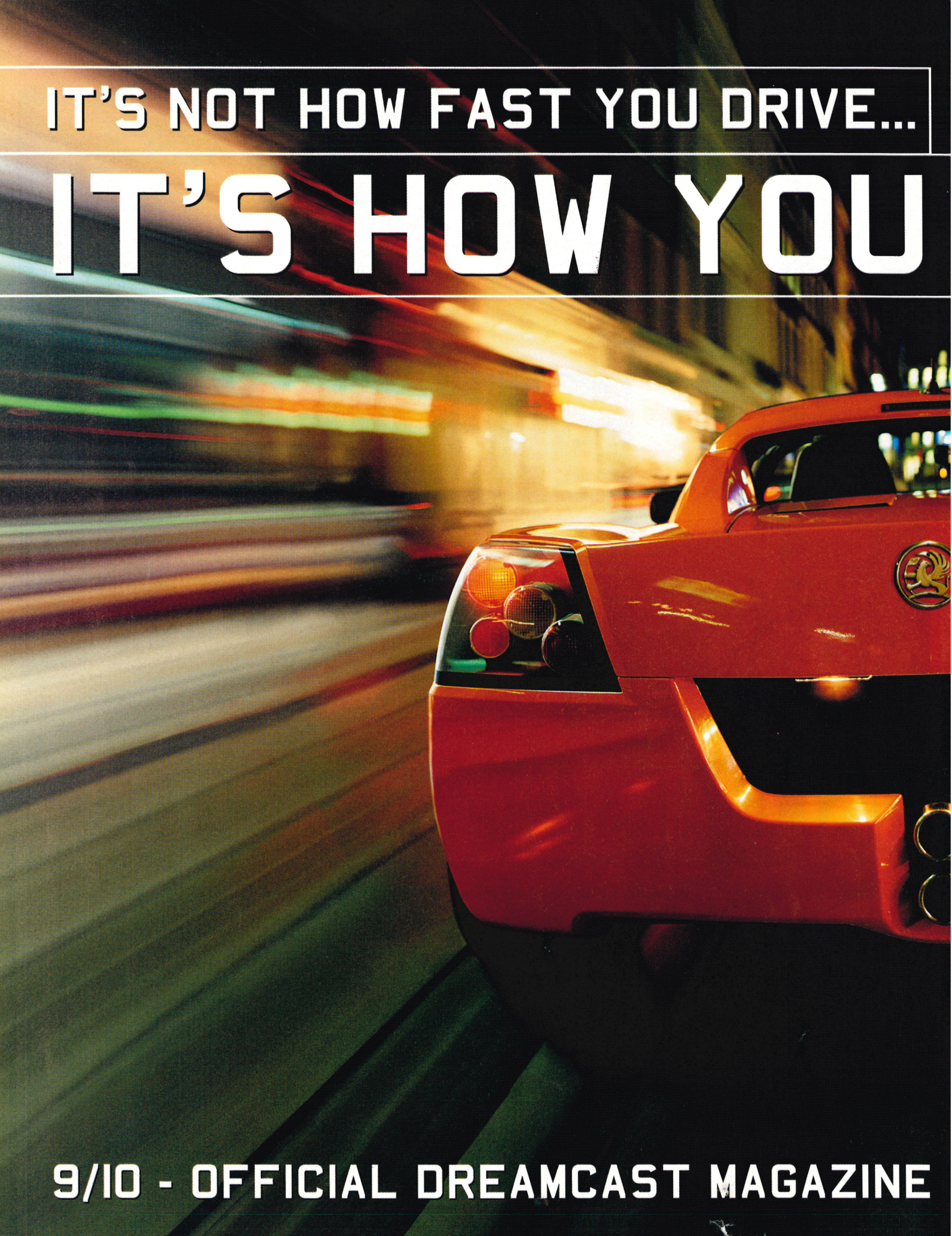
4TH CHOICE:
Comment:

5TH CHOICE
Comment:

YOUR DETAILS

NAME
ADDRESS
POSTCODE COUNTRY
CONTACT NUMBER
EMAIL

- ❑ Please tick here if you do NOT wish to receive details of special offers or new products from other companies
- ❑ Tick if you are under 18 (this is required so we do not send inappropriate material to minors
- ❑ Tick if you are currently a subscriber to *Official Dreamcast Magazine*


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

DRIVE FAST!

MSR™
METROPOLIS STREET RACER

Bizarre Creations

Dreamcast.

SEGA™

Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises Ltd. Copyright Sega Enterprises Ltd 2000

IS THIS SHENMUE 2?

Screenshots from the past could reveal the future for Ryo

△ Ryo survives a large fight in the market.

△ This looks like Hong Kong. That's probably not a coincidence...

FINISHED YU SUZUKI'S ground-breaking adventure *Shenmue* (*ODM* #14, 10/10)? Impatiently waiting for the next chapter? Wondering what's going to happen next?

Well, we can't be very specific regarding a release date for *Shenmue 2*, but we have uncovered – or, rather, *rediscovered* – a number of screenshots that could reveal details of the next stage of Ryo's quest.

The screenshots here were actually released by Sega well over a year ago, before the original Japanese version of *Shenmue* hit stores in late 1999. They show Ryo in locations which resemble Hong Kong and look unlike anything seen in the first chapter. Also shown are a number of QTEs (Quick Timer Events) that aren't, in fact, part of the original game.

Shenmue was in development for a long time, and a significant amount of screenshots and movies were made available prior to release to heighten public awareness. Here at *ODM* we recall many of these movies, witnessing events such as Ryo helping a shopkeeper to mend a sign, gambling with cards on a street corner and escaping from a gang through a building site while handcuffed to another character.

None of these events are in *Shenmue*, but are they in the sequel or were they consigned to the proverbial cutting-room floor? The truth is, we don't know, but what we do know is that legendary game designer Yu Suzuki has been working on the 'big picture' for some time.

"I have a very big scenario for *Shenmue* – 16 chapters in all," he told us back in our November 1999 issue (*ODM* #1). "If you imagine [it like] *Star Wars* – you get to the end of a complete story with each film but it's only part of a bigger vision. Well, this game is the same as *Episode I*... I have many ideas for the other 15 [chapters] already. It's a long story."

Sega originally planned for the 16 chapters to be split across three or more separate game releases but current rumours suggest that the story may be told in just two, with the next game concluding the story.

And the release date? Nothing is set in stone but reports from Sega Europe suggest that we shouldn't expect to see *Shenmue 2* before early 2002. We will, of course, bring you more news as we get it.

△ Recognise this from *Shenmue*? No.

△ Ryo falls from scaffolding. It's not in Chapter 1!

△ **Clockwise from top left: *Coaster Works* (two shots), *Iron Aces*, *Carrier* and *Charge N' Blast* (two shots).**

XICAT'S ENTERTAINMENT

Four brand new titles on the way from American Dreamcast publisher

AMERICAN PUBLISHER XICAT INTERACTIVE have four new titles ready for release in the UK. *Coaster Works*, *Iron Aces*, *Charge N' Blast* and *Carrier* will be available as soon as a distributor is confirmed.

Coaster Works is a simulation game that allows you to create and test your own rollercoasters. Already a huge hit in Japan, it uses realistic physics to simulate huge rides (see preview on page 55).

From SIMS – the developer of *Sega Bass Fishing* for the Dreamcast – is *Charge N' Blast*. The title describes the action perfectly – shoot aliens that appear on screen by selecting weapons and letting them charge before you shoot.

Iron Aces offers aerial combat set in World War II. It's 1942 and the battle in the Pacific is escalating – your mission is to defend the fleet and stop the enemy. *Iron Aces* features more than 20 authentic planes and 17 campaign missions.

Finally there's *Carrier*, an adventure in the *Resident Evil* mould. The action is set on an aircraft carrier that has been attacked by a mysterious virus – causing the crew to mutate into monsters. You lead the away team sent into investigate.

A publishing agreement enabling Xicat to release the titles should be revealed imminently. Expect to see all four reviewed in the next issue of *ODM*.

△ ***Sega Rally 2*: expected to be included in the first wave of budget re-releases.**

THE NEW PRICE IS RIGHT

Come on down! Sega prepare to unveil a range of low cost re-releases

A SELECTION OF BUDGET-PRICED Dreamcast games will soon be in the shops under the company's Millennium Range banner. Sega Europe are currently considering which existing older titles are to be re-released at the new price of £19.99 and branded with silver packaging.

Although details had not been confirmed at the time of going to press, it's expected that the initial line-up of six games will include *Sonic Adventure* (*ODM* #0, 9/10) *Sega Rally 2* (*ODM* #1, 8/10), *Ready 2 Rumble Boxing* (*ODM* #1, 9/10) and *Toy Commander* (*ODM* #1, 8/10).

The games are due to be re-released at the new price late in January, with two more Sega titles expected to join them within a couple of months.

NEWS ANALYSIS

BROUGHT TO YOU BY ALEX HUHTALA

HONG KONG PHOOEY

WITH A TON OF CHRISTMAS releases now out of the way, the question on every Dreamcast owner's lips is "What's next?" There's no doubt that after *Shenmue* and its cliffhanger ending, the biggest release on the horizon has to be *Shenmue 2*.

We've done a bit of detective work to uncover what is known about the sequel. In the process, we've found a wealth of screenshots that are either a) abandoned concepts from the project or b) events that will occur in the remaining chapters.

It's fair to say that little is 'officially' known about the remaining chapters at the moment. But it's safe to assume that Sega and developer AM2 will begin to unveil material from the sequel very soon.

There are currently only two official facts Sega Europe are willing to reveal. One: it *is* coming. Two: don't expect to see it until early 2002. It's rumoured that Japan will get the game before America and Europe, with a late 2001 release. If these dates are true, then it seems both the Japanese and English-language versions are being produced at the same time, since the gap between their respective releases will be a few months – rather than the long wait we had to endure to play the first chapter.

△ ***Shenmue 2*: hits the UK market early 2002.**

There is another alternative that could reduce development time: subtitles. *Shenmue* is the most expensive videogame ever produced, costing Sega an estimated $70 million. The second game should cost considerably less however, as the impressive graphics engine has already been created along with character models and artwork. The most expensive and time-consuming area of development that remains is dialogue recording. It would be a lot cheaper for AM2 to release the game in the West in the the original Japanese, with English subtitles running along the bottom of the screen. Indeed, many players found the dubbed English version off-putting – the voices appeared to be out-of-synch with the facial animation. So there may not be that many objections should the company choose this route.

A current rumour on the Internet is that *Shenmue 2* will arrive on six GD-ROMS. Sega Europe informed us that the rumour is very dubious, commenting that "the cost of releasing the game on six discs would be too high".

All we can do now is wait until Sega Japan and AM2 decide to lift the lid on the next chapter of *Shenmue*. It could be a few more months before information surfaces but AM2 are currently putting together a special disc of secret material that will be included with Japanese copies of *Fighting Vipers 2*. Nobody knows what's on the disc, but with AM2 currently working on a host of exciting titles – including the mysterious *Virtua Fighter X* as well as the *Shenmue* sequel – fans of the development team will be eagerly awaiting its appearance.

There's no word from Sega Europe as to whether this disc will be available with the UK release of *Fighting Vipers 2*. Rest assured that if the bonus disc isn't released in the UK, *ODM will* get hold of a copy and let you know what it contains as soon as we can.

HEAR THIS!
ODM'S FAVOURITE ALBUMS OF 2000

BENT
PROGRAMMED TO LOVE
SPORT

With such brilliant song ideas as *Cylons In Love* (sung by two computers), *Chocolate Wings* (about – tee hee! – bottoms), and *Irritating Noises* (a love song from the perspective of Clark Kent that follows the story of *Superman II*), *Programmed To Love* always had to be worth listening to. Thankfully, it sounds just as good as it should, with beautiful Air-style melodies mixed with some way-out crazy-bonkers ideas. It may take a while to fully appreciate, but you will end up falling in love with it. *EL*

VARIOUS
COMMUNICATE
INCREDIBLE

Sasha and Digweed's early collaborations, such as the seminal *Renaissance* and *Northern Exposure* collections, were intelligent, beautifully crafted, progressive house mixes. *Communicate* isn't in the same league but, nevertheless, contains some of last year's best 'underground' dance tracks including *Musak* (Trisco) and *Put Your Earphones On* (PFN). Oh, and there ain't an ounce of cheese in sight. *WC*

VARIOUS
400% DYNAMITE
SOUL JAZZ RECORDS

The fourth in the thumping *Dynamite* series continues the successful formula of archive classic reggae, funk, dub and ska. This is a superb collection of tunes guaranteed to brighten up any dark, wintry day and, considering the relative obscurity of the artists represented, it's incredibly accessible. Highlights include Buju Banton's *Ring the Alarm – Quick* and some rumbling dub from low-end master King Tubby. Essential! *DT*

SONIC BOOM

He's back! First hands-on play with the stunning-looking *Sonic Adventure 2*!

△ Sonic in San Fran: the level's detail is amazing.

△ Being chased by a giant truck *Terminator 2*-style.

△ Surfing is a unique way to get down these steep streets.

SONIC TEAM HAVE PRODUCED a stunning playable demo of the forthcoming *Sonic Adventure 2* that will be given away free with all copies of *Phantasy Star Online*. Lucky us – we've already got it!

The demo features a San Francisco-based level and shows off a host of new enemies and situations, including a section where you're chased by an enormous truck.

Sonic demonstrates many new abilities in the huge level, including swinging on bars (to increase his momentum and access high areas), grinding down railings *Jet Set Radio*-style and somersaulting from ramps to reach hidden bonuses.

Another change since *Sonic Adventure* (*ODM* #0, 9/10) is the way Sonic collects the animals that can be mated with the chao creatures. Animals can now be found by whistling when Sonic is near objects like bins or bushes (yes, whistling, another of Sonic's new tricks). Rather than freeing trapped animals, destroyed enemies now release glowing rods that can somehow be used with your chao pets.

The demo also contains a movie of *Sonic Adventure 2* that reveals some incredible moments from later levels in the game, and sheds more light on the mysterious new opponent that Sonic will face.

"From the dark it's unleashed," says the giant text that appears on screen, "the ultimate Hedgehog." We are then briefly shown this mysterious creature holding a Chaos Emerald and leaping towards Sonic in slow motion, with the camera panning around them. The sequence looks a little like a fight scene from *The Matrix*. Nice.

The *Sonic Adventure 2* demo will be included free with all copies of Sonic Team's role-playing game *Phantasy Star Online*, currently scheduled to go on sale in the UK on Friday 23 February. We also hope to see it included on a Dreamon disc, available free with *Official Dreamcast Magazine*, sometime soon.

Sonic Adventure 2 is set for release in May. We'll have more details next issue.

△ Looks like Sonic is a fan of *Jet Set Radio*.

△ A new move! Sonic can swing on bars now.

△ Check out the creatures and rods Sonic has collected.

△ Picky hits Sanman with his skateboard (er, obscured by the impact of the explosion).

△ Hit 'em hard and they'll fly off stage.

VIPE LIKE A MAN

First shots and new details on the Dreamcast conversion of AM2's famous fighter

WE REVEALED IN OUR December issue (*ODM* #14) that *Fighting Vipers 2* is coming to Dreamcast – and now we have the screenshots to prove it.

The action in *Fighting Vipers 2* is confined to small, enclosed areas. Characters wear body armour for protection from opponents' blows. This armour can be damaged and, if hit enough times or hard enough will be destroyed, making a character more vulnerable to attacks.

New features for the home version include Team Battle, Two-on-Two Battle, Random Battle, Survival and Training modes. There are also a trio of secret characters to be unlocked.

Fighting Vipers 2 was one of Sega's first Model 3 arcade titles, and was initially released early in 1998. Although the original *Vipers* did well on the Sega Saturn, many thought AM2 had ditched plans to bring the sequel onto Dreamcast.

It may have only just been announced, but Sega have confirmed that the game is complete and is currently at the testing stage. AM2 secretly began work on the conversion immediately after completing the Japanese version of *Shenmue*.

Fighting Vipers 2 is currently scheduled for release in February. We'll bring you more information on the game next month.

ULALA ON THE STREETS

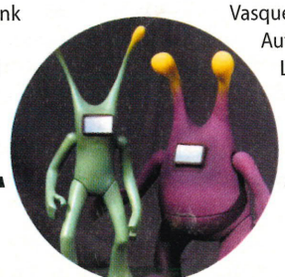
Space Channel 5 gang to invade toy shops following assault on music lovers' ears

AMERICAN MANUFACTURERS PALISADES Marketing have turned the cast of Sega's *Space Channel 5* (*ODM* #13, 8/10) into toys.

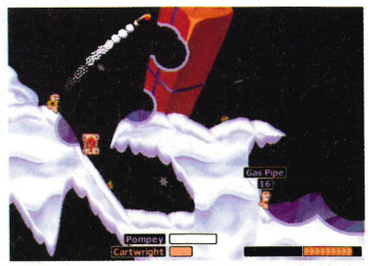
The line-up includes five separate characters (Ulala, Space Dancin' Ulala, Evila, Chief Blank and Pudding), and a set of Morolians. Each is expected to cost around £9.99 and should be available from import shops, such as Forbidden Planet (020 7836 4179), real soon.

Meanwhile, Tommy Boy records have released a *Space Channel 5* single which features the game's theme tune *Mexican Flyer*, a Latin-tinged groove that was originally released in the '60s by Ken Woodman and his piccadilly brass (ask your dad).

The CD single includes remixes by Gomi (Junior Vasquez's engineer), Dan The Automator and the Northern Lights Orchestra. It's available now from all good record shops. And, no doubt, a fair few second-hand stores too.



GAMES NEWS



WORM TURNS

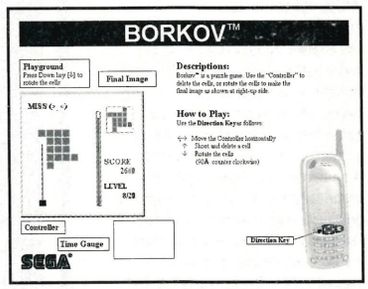
The early bird won't catch *Worms World Party* (*ODM* #15, 8/10). Team 17's online update of *Worms Armageddon* (*ODM* #3, 8/10) missed the original December release and is now scheduled to hit stores in February instead. While we're on the subject of delays, *Ultimate Fighting Championship* (*ODM* #13, 9/10), originally scheduled for release in October, is now finally in shops along with all the other missing Crave titles following a publishing deal with Ubi Soft.

GLADIATOR'S READY

Havas Interactive have secured the rights to develop a game based on the the blockbuster movie *Gladiator*. The publisher of the forthcoming *Half-Life* have not decided if the game will appear on Dreamcast yet, only stating that the title will be released on next-generation platforms.

WINTER GAMES

Following the release of *Sydney 2000* (*ODM* #11, 7/10), Eidos and Attention to Detail are developing a sports sim based on the 2002 Winter Olympics to be held in Salt Lake City. Events will include skiing, bobsleigh and ski jump. Imaginatively named *Salt Lake City 2002 Winter Olympic Games*, the title is scheduled for release later this year.



GOING MOBILE

First reported in our August issue (*ODM* #10), Sega have now signed an agreement with Motorola mobile phones to develop games for Motorola's next-generation mobile phones. The new application-upgradable handsets, expected to be released during the first half of the year, will come with the pre-installed Sega puzzle game Borkov. Additional titles including *Columns* and *Sonic* will be available for users to download from the Internet.

BOSS STAGE COMPLETE

Jean-François Cecillon, the boss of Sega Europe has amicably left the company to pursue a new challenge. No replacement for the man that launched the Dreamcast in Europe has been selected yet, but sources suggest Sega Europe's new boss will be brought over from the Japanese side of the company. More next month.

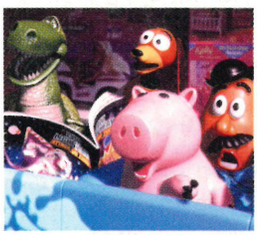
SEGA SHORTS

Sega have modified new Dreamcast consoles so they will not play pirated or imported software. A Sega spokesperson informed us that "all new hardware will feature internal software that renders bootdiscs useless." Other Sega news – that we couldn't fit anywhere else! – the company have started selling Dreamcasts in India.

WATCH THIS!
ODM'S FAVOURITE VIDEOS OF 2000

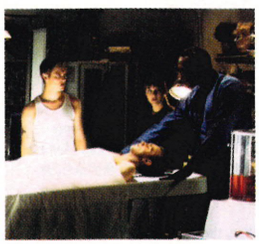
MAGNOLIA
OUT NOW • CERT: 18 • £16.99

Boogie Nights won director Paul Thomas Anderson popular appeal and critical acclaim and, while *Magnolia* shares many similarities, the themes are heavier and follow the fortunes of a number of characters who move in and out of each other's stories. Anderson once again teases stand-out performances from a great cast – even Tom Cruise shines as a pumped-up sex guru – and while the film is lengthy and challenging it's incredibly moving and rewards the effort. *DT*



TOY STORY 2
OUT NOW • CERT: U • £17.99

The original *Toy Story* is fantastic, but this sequel somehow manages to better it. Right from the opening sequence it's flat out all the way, with an ingenious script that manages to keep people of all ages grinning like morons right to the end (the second Buzz Lightyear is particularly entertaining). The computer graphics have also been turned up a level, with the toys looking even more toy-like, and the humans actually looking freakily lifelike at times. As far as sequels go, this is perfection. *EL*



FINAL DESTINATION
OUT NOW • CERT: 15 • TO RENT

A superior teen-horror flick that goes down a different path to the usual *Scream*-wannabes. Here the killer doesn't wear a mask but is Death himself, picking off the cast one by one as they slowly realise they're on his 'to do' list after the plane they were meant to be on explodes on take-off, killing all passengers. With no stars on board, you never know who's going to be bumped off next. A perfect video movie. *AH*

I WARNER GO!

Sega lets Londoners battle it out to the death in a special North versus South online games tournament

△ "Hello, would you like to play some Dreamcast games?" Well, if you put it like that...

△ *102 Dalmatians*? Nah, give us *Quake III Arena*!

△ "Leave me alone!" Sonic was a real hit with the kids...

SEGA HELD 'GAMESFESTS' AT two Warner Village cinemas in December, pitting players from Finchley and Croydon against each other using the latest online Dreamcast games.

Open to all-comers, contestants had a chance to battle it out across the Thames by playing *Quake III Arena* (*ODM* #15, 9/10) and *4x4 Evolution* (reviewed on page 64). Also on show were titles from Sega's winter line-up including *Samba De Amigo* (*ODM* #15, 8/10) and *Metropolis Street Racer* (*ODM* #12, 9/10).

ODM was present at the Finchley end of the competition to witness the fun. Also present was Sega's European Marketing Manger Jeremy Stern who explained what they hoped to achieve with the event. "It's all about letting the public get a hands-on experience of what the Dreamcast has to offer," he said. "The online function is unique to the Dreamcast, and will be for some time, and we feel it is extremely important to let people see for themselves what online gaming is all about."

Thanks to the efforts of Sonic and Bugs Bunny distributing flyers from the back of the *Crazy Taxi* Cadillac, the area of the cinema that Sega had commandeered was soon full of curious gamers. Sega hired two screens in the cinema for the event. The preview movie from Sega's Première event (*ODM* #13) was showing in screen one, while the other was packed with demo pods and plasma screens showcasing the latest games and hosting the online challenge itself.

After two days of play the eventual winners were Graham Cookson (*Quake III Arena*) and Zasheen Janjuar (*4x4 Evolution*), who were presented with a Dreamcast and a year's pass to the Warner cinema of their choice. Plans are afoot for more contests based on the formula with Europe-wide contests not being ruled out in the future. We'll keep you posted with news.

△ Got any space on the barbie for an orc skewer?

△ Don't do that when the wind's changing direction.

RAISING KAIN

Undead sequel is shaping up nicely – now with added time travel!

EIDOS INTERACTIVE HAVE revealed new shots and details of the forthcoming sequel to *Legacy of Kain: Soul Reaver* (*ODM* #6, 7/10).

Continuing from where the original left off, *Legacy of Kain: Soul Reaver 2* again stars Raziel who is continuing his pursuit of the evil vampire Kain. The new adventure differs from the first by introducing time travel, providing a greater amount of variety to the levels than before. Journeying through time should also explain much more about the history of Nosgoth (where the game is set).

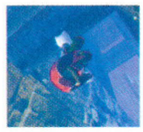
Raziel will begin the adventure with the abilities he earned last time around. You'll be able to explore the 3D world by swimming, scaling walls, shifting between the material and spectral planes and devouring souls to stay alive. New abilities, enhanced weapons and spells will all become available. A variety of new enemies will be introduced, who will possess different vulnerabilities and have to be dispatched in various ways. You'll also find a new on-screen compass to help you avoid getting lost.

"With the *Soul Reaver* series, our highest goal has always been to provide a compelling story set within a visually stunning interactive environment," says Amy Henning, director of *Soul Reaver 2*. "We're exploiting the hardware to offer an unprecedented level of realism and fluidity, a truly immersive, near-cinematic experience while still providing a fully interactive game world."

Legacy of Kain: Soul Reaver 2 is scheduled for release in March.

YOUR MOST WANTED

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



1 (3) SONIC ADVENTURE 2 (SEGA)

FIRST 17% | TOP 5 54% | ETA MAY

A worthy successor to chart-topper *Shenmue*, *Sonic Adventure 2* is looking like it'll be just as much fun as the original. More good news – you'll be able to try it yourself with a demo disc free with copies of *Phantasy Star Online*.

2 (2) HALF-LIFE (HAVAS)

FIRST 14% | TOP 5 51% | ETA FEB

It's all quiet on the *Half-Life* front apart from Havas announcing that the game will also be released on PlayStation 2. Hmm, shouldn't they concentrate on finishing the Dreamcast version first?

3 (5) PHANTASY STAR ONLINE (SEGA)

FIRST 7% | TOP 5 37% | ETA FEB

The movie included on last month's demo disc generated plenty of buzz for this highly anticipated role-playing adventure. This has the potential to be one of the greatest games on Dreamcast. February can't come soon enough.

4 (7) GRANDIA II (UBI SOFT)

FIRST 4% | TOP 5 16% | ETA MAR

Role-playing fans have a lot to look forward to with *Phantasy Star Online*, *Skies of Arcadia* and *Grandia II*. But don't think you had to play the original to appreciate this sequel. You don't – the sign of a well-made number two.

5 (9) DAYTONA USA 2001 (SEGA)

FIRST 3% | TOP 5 15% | ETA APR

We'll be first to admit it – a few months ago this new take on the arcade classic wasn't looking all that. But *Daytona USA 2001* has undergone a butterfly-like transformation since we last saw it. Check out the preview on page 50.

6 (8) BLACK & WHITE (SEGA)

FIRST 1% | TOP 5 14% | ETA TBC

Black & White currently doesn't have a firm release date – all we know is that it's expected to arrive sometime after April. Dreamcast could do with some more strategy titles, so hopefully it won't disappoint.

7 (RE) 18 WHEELER APT (SEGA)

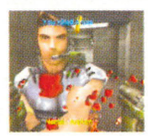
FIRST 1% | TOP 5 11% | ETA JUNE

Oh dear, looks like an oil tanker has spilled its grease on the highway that is *18 Wheeler*, as the game has slipped all the way back to a June release. The reason? To add more online modes including head-to-head racing.

8 (10) HEADHUNTER (SEGA)

FIRST 1% | TOP 5 9% | ETA JULY

You're a bounty hunter who gets to shoot bad guys and race a huge bike through the streets of California. There's exploration, puzzle-solving, fighting, weapons – in fact pretty much everything in one of the year's big releases.



9 (NE) UNREAL TOURNAMENT (INFOGRAMES)

FIRST 2% | TOP 5 5% | ETA MAR

If *Quake III Arena* has convinced you to embrace the world of corridor shooters then check into the *Unreal Tournament* hotel. Another huge PC hit, generally regarded by the PC community to be a better multiplayer game than *Quake*.

10 (NE) SHENMUE 2 (SEGA)

FIRST 2% | TOP 5 4% | ETA 2002

Sega haven't revealed many details about the next chapter of Ryo Hazuki's quest, but they have announced it's definitely coming and will feature more Quick Timer Events and Free Battles. Not till early next year though…

TBC = to be confirmed

FIRST – Percentage of voters placing the game at the top of their Most Wanted lists

TOP 5 – Percentage of voters including the game in their Top 5 Most Wanted lists

ETA – Estimated time of arrival (release in UK)

HAVE YOUR SAY...

Vote for the best up-and-coming Dreamcast games and you could be heading for a free Visual Memory unit!

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

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

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

There's no closing date as this is an ongoing competition, with the winner drawn from the very expensive virtual hat each month. Only one entry from each reader will be accepted each calendar month. Anyone submitting more than one will be disqualified from the competition, or forced to play *Fighting Force 2*. For logistical reasons we can only accept votes by email.

This month's winner is Steven Granshaw from Flackwell Heath, Bucks. His top choice is *Phantasy Star Online* followed by *Headhunter*, *Grandia II*, *Crazy Taxi 2* and the *Real Life Career Collection*. Thanks Steven, your VM is in the post. Thanks to everyone else who voted, keep 'em coming!

WATCH THIS! DOM'S FAVOURITE DVDS OF 2000

THREE KINGS

OUT NOW • CERT: 18 • £19.99

Although the ending lies uneasily with the rest of the film's provocative approach, *Three Kings* remains a bold attempt to question the 'victory' in the Gulf War without neglecting to entertain along the way. A modern-day *Kelly's Heroes*, the black humour and amoral stance are complemented by some stylish camerawork which bolsters the story of four renegade US soldiers chasing Saddam's hidden stash of gold. The DVD release is full of quality features including an amusing guide to acting by rapper Ice Cube. *DT*

THIS IS SPINAL TAP

OUT NOW • CERT: 15 • £24.99

Rockumentary following the exploits of England's most famous band. It's the funniest film ever made, and it gets even funnier each time you watch it. The excellent DVD release includes a full commentary from the stars done entirely in character, videos for some of their biggest songs, and over an hour of footage that didn't make the final cut. Much of it is slightly dull, but there are some excellent scenes, including Tommy the chauffeur in his underpants singing Frank Sinatra songs into a bit of pizza crust. Love it. *EL*

GLADIATOR

OUT NOW • CERT: 15 • £24.99

The general who became a slave, the slave who became a... oh you know the rest. The most spectacular film of last year surprisingly loses nothing on the small screen, with the intimacy of the story shining through and sitting far more comfortably alongside the ferocious fight sequences. The picture and sound is as dynamic as DVDs provide and there's an extra disc stuffed with extras including some revealing deleted scenes, a making-of feature and an hour long historical documentary about the real Roman gladiators. *AH*

ARCADE TEST

△ Looks like *Afterburner* – but doesn't play like it.

△ A Sega artist's impression of some planes.

△ Now you can be just like Elvis and play on three screens at once. Cheeseburgers not included.

BIRD OF PREY, FLYING HIGH

He doesn't want to be Top Gun, but **ALEX HUHTALA** is willing and prepared to fly into the danger zone

SEGA STRIKE FIGHTER puts you in the cockpit of an F/A 18 Hornet, a mainstay of the US Navy and Marines, and presents you with a vast number of challenging missions. Unlike Sega's previous forays into similar territory, namely mid-'80s hit *Afterburner* and the early '90s *G-LOC*, *Sega Strike Fighter* allows you to do far more than fly straight into the path of oncoming fighters. It's not a full-on simulation, but no other arcade aerial combat game has ever contained this much variety and freedom.

Before any coins drop into the slot you're faced with a menacing control panel. The two main controls to worry about are the control stick – which enables you to guide the plane and access the weapons – and thrust lever to change your speed. The thrust lever also contains an air brake button – very important when you come under heavy fire. Other controls include a view stick that allows you to move the camera as if you were moving your head to look around, and a view change button that gives you a cockpit, rear view, and head-up display. Finally, down by your feet is a rudder pedal for steering the plane.

In an effort to appeal to anyone who may be intimidated by the array of levers and flashing buttons, you can choose to complete a Training mode before the first mission. If you skip this you're faced with the choice of two missions: Operation Desert Fire (Intermediate) or Operation Red Rock (Expert).

Both campaigns require you to clear the criteria to progress to the next mission. Clear a stage and you're given a choice of what to tackle next via a branching level system. Because of this, *Strike Fighter* offers good replay value and would make an excellent home game. Operation Desert Fire consists of seven stages from a possible 11, while Operation Red Rock presents eight more stages from a possible 13. As you can see – for an arcade game – this is pretty big.

The stages themselves offer a good mixture of air-to-air battles and air-to-ground attacks. Both campaigns also feature an air-to-air refuelling bonus mission and, should you make it to the end, an aircraft carrier landing. Most missions consist of destroying bridges, radar sites or enemy bases, or engaging in combat with other fighter planes. On each of these you have a set number of targets to destroy before the timer reaches zero. Fail, and the game ends. The same happens if you're shot down or crash. In between missions you receive orders from base which acts as a storyline as to why you're flying into hostile territory in the first place.

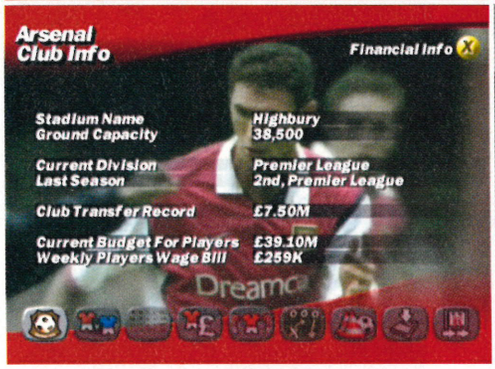
The action is fast and frantic and – if you're playing the deluxe three-screen version – sometimes quite nauseous. Various on-screen dials and figures indicate a number of important factors, such as body damage and ammunition. There's also a radar in the lower-left corner, but until you've experienced a few levels you probably won't have time to divert your eyes away from the action going on outside the cockpit.

Sega Strike Fighter is a superior air combat game, especially with the panoramic deluxe cabinet that surrounds you with action. It's visually very strong and with the large number of missions it'll take a lot of coins being dropped before you see everything. Hopefully a Dreamcast conversion will be confirmed in the coming months.

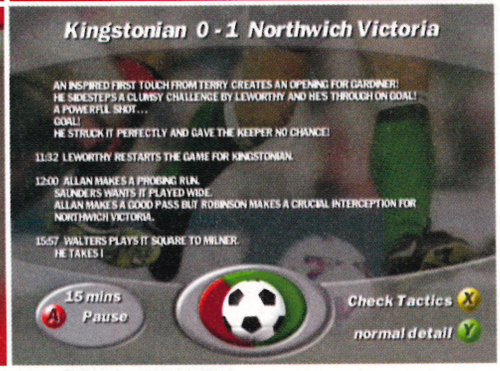
SEGA STREET FIGHTER

DEVELOPER: **WOW ENTERTAINMENT**
FORMAT: **NAOMI**
COST: **£1/DELUXE £2**
AVAILABILITY: **MAJOR ARCADES NOW**
DUE ON DREAMCAST: **UNKNOWN**

CAN YOU MANAGE DEAR?



△ Arsenal are a wealthy club. Where did the cash come from?



△ Match action is represented by 'live' text messages.

Dreamcast finally gets football management sim

WOULD-BE FOOTBALL MANAGERS will soon be able to test their tactics on Dreamcast with the release of *Giant Killers*, the first football management simulation for the console.

Originally released on PC early last year, *Giant Killers* has been redesigned for Dreamcast, and will feature a brand-new user interface as well as an updated player database.

Like the hugely-popular *Championship Manager* series on PC, *Giant Killers* uses real-time, text-based commentary to represent in-game action. Sampled crowd noises will also indicate how well your team is doing.

After each game is played, you'll be presented with a comprehensive report on the match with plenty of facts and figures to mull over. Each player featured in the *Giant Killers* database will have an individual rating, but those finding it difficult to choose from the players available will be able to call upon the services of a virtual assistant manager who will select the team for you.

Giant Killers will enable you to create and use any team formation that you can think of, and you'll be able to obtain feedback on how good your tactics are by way of a dynamic rating system. There will also be three difficulty levels.

Publishers On-line Sports claim that *Giant Killers* will be released on Dreamcast in late February. We hope to bring you a preview in the next issue of *Official Dreamcast Magazine*, on sale Thursday 8 February.

WHATEVER HAPPENED TO... WORLD'S SCARIEST POLICE CHASES?

We discover the whereabouts of software that's gone missing. This month: the American cop chase game that got away...

LAST MENTIONED: ***ODM* #9**
ORIGINAL RELEASE DATE: **Late 2000**
NEW RELEASE DATE: **Cancelled!**

FIRST SEEN AT THE E3 trade show in Los Angeles last May, *World's Scariest Police Chases* looked a very exciting prospect.

Based on the shocking US TV show of the same name, you were to play a cop based in a large fictional city. The action, spread over 50 missions, would see you take on drunk drivers, joyriders, thieves, terrorists and so on.

Even better, you were to have the option of playing as bad guys on the run from the law. Sheriff John Burnell, the presenter of the TV show, was set to provide the commentary, with Ice-T due to appear in a cameo role!

Unfortunately, it's not to be – the original developers, Teeny Weeny Games, have gone into liquidation.

While a PlayStation version is still in development at another company, the game's publishers, Fox Interactive, decided to cancel the Dreamcast and PC versions when it looked increasingly unlikely that the game would make it out in time for Christmas.

Fox Interactive were not in a position to comment on the cancellation when we contacted them, but the company are currently developing a similar title based on the American TV show *COPS*. Hopefully some of the excellent ideas from *World's Scariest Police Chases* will appear in that game instead.

△ *World's Scariest Police Chases* promised the same action and drama that appeals to fans of the US TV show.

RELEASE DATES
JAN/FEB 2001

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

JANUARY 5
Gunbird 2 (Virgin)
The Next Tetris (Ubi Soft)

JANUARY 12
4x4 Evolution (Take 2)
Ducatti World (Acclaim)
Speed Devils Online (Ubi Soft)
Vanishing Point (Acclaim)

JANUARY 19
Carrier (Xicat)
Kiss Psycho Circus (Take 2)
Sno Cross Championship Racing (Ubi Soft)
Spawn: In the Demon's Hand (Eidos)
Starlancer (Ubi Soft)
Surf Rocket Racer (Ubi Soft)

JANUARY 26
Buzz Lightyear of Star Command (Activision)
Charge N' Blast (Xicat)
Exhibition of Speed (Titus)
Stunt GP (Hasbro)

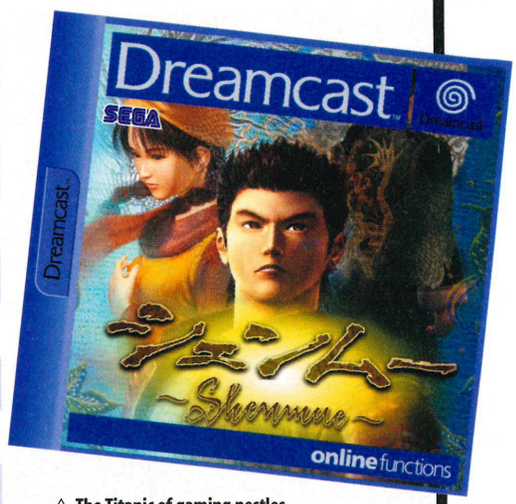
FEBRUARY
Coaster Works (Xicat)
European Super League (Virgin)
Evil Dead: Hail To The King (THQ)
F1 Racing Championship (Ubi Soft)
Fighting Vipers 2 (Sega)
Half-Life (Havas)
Heroes Of Might & Magic III (Ubi Soft)
Iron Aces (Xicat)
Phantasy Star Online (Sega)
Soldier Of Fortune (Ubi Soft)
Stupid Invaders (Ubi Soft)
Worms World Party (Virgin)

△ *PSO*: not long to go.

THE HMV TOP TEN

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

POS	LM	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(-)	SHENMUE	SEGA	10/10	14
2	(-)	SEGA GT	SEGA	5/10	15
3	(-)	SILENT SCOPE	KONAMI	7/10	14
4	(-)	JET SET RADIO	SEGA	8/10	14
5	(1)	METROPOLIS STREET RACER	SEGA	9/10	12
6	(-)	SUPER RUNABOUT	VIRGIN	6/10	14
7	(RE)	RE CODE: VERONICA	EIDOS	9/10	8
8	(3)	WWTBA MILLIONAIRE?	EIDOS	3/10	13
9	(-)	R2R BOXING: ROUND 2	SEGA	8/10	14
10	(-)	LE MANS 24 HOURS	INFOGRAMES	8/10	14



△ The Titanic of gaming nestles down at the top spot.

THE ChartTrack TOP TWENTY
ELSPA

POS	LW	TITLE	PUBLISHER	RATING	REVIEWED IN ISSUE
1	(-)	SHENMUE	SEGA	10/10	14
2	(3)	SONIC ADVENTURE	SEGA	9/10	0
3	(1)	METROPOLIS STREET RACER	SEGA	9/10	12
4	(2)	JET SET RADIO	SEGA	8/10	14
5	(6)	TOMB RAIDER: THE LAST REVELATION	EIDOS	7/10	6
6	(4)	WHO WANTS TO BE A MILLIONAIRE?	EIDOS	3/10	13
7	(12)	SEGA BASS FISHING	SEGA	7/10	1
8	(-)	SEGA GT	SEGA	5/10	15
9	(8)	SOUL FIGHTER	CRAVE	6/10	2
10	(5)	SILENT SCOPE	KONAMI	7/10	14
11	(7)	READY 2 RUMBLE BOXING: ROUND 2	SEGA	8/10	14
12	(9)	VIRTUA TENNIS	SEGA	9/10	12
13	(10)	WWF ROYAL RUMBLE	THQ	7/10	12
14	(11)	TRICKSTYLE	ACCLAIM	7/10	1
15	(13)	RAYMAN 2: THE GREAT ESCAPE	UBISOFT	8/10	6
16	(17)	CRAZY TAXI	SEGA	9/10	5
17	(18)	RESIDENT EVIL CODE: VERONICA	EIDOS	9/10	8
18	(14)	HIDDEN & DANGEROUS	TAKE 2	7/10	13
19	(RE)	WWF ATTITUDE	ACCLAIM	3/10	2
20	(16)	F355 CHALLENGE	ACCLAIM	8/10	13

UK sales for week ending December 2 2000. Compiled by Chart Track (c) ELSPA 2000

△ *Shenmue*: you are not your job, you are not Ryo Hazuki, and this is not your real life!

CHART ANALYSIS

AS ANTICIPATED, *SHENMUE* has made it to the top spot, no problem. Well, except that some copies leaked out a week earlier than planned!

Judging from the amount of mail we received, you were all surprised and pleased by this.

So everyone's happy? Not quite. While the early appearance was a reward for anyone who had waited patiently to play it, it affected *Shenmue*'s eventual placing in the all-format charts (it went in at number six). We all knew it was going to make it to the top of the DC pile – but going head-to-head against the other platforms' seasonal releases? Early sales ruined *Shenmue*'s chances for a charts sweep, but hey, most of you were probably too busy playing it to notice or care.

THE PLAYLIST

OUR FAVOURITE GAMES

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

1 SOUL CALIBUR

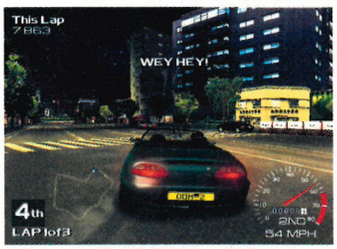
SEGA • *ODM* #2, 10/10

Not only has this genius game got awesome graphics, astounding arenas, amazing characters and a seemingly endless moves list, but Voldo is the spitting image of Marilyn Manson (which I personally think is very cool, although my colleagues would probably disagree)! That aside, when I grow up I wanna be just like Ivy – and beat the crap out of prissy little Sophitia once and for all!

2 SHENMUE

SEGA • *ODM* #14, 10/10

Shhh! Don't tell anyone, but my real name is actually Ryo. Don't be fooled by the photo above – the long red hair and sex change are merely part of my elaborate plan to sneak up on Lan Di and give him a swift Double Blow to the chops. Delusional? Maybe. Obsessed? Oh yes. But I challenge anyone to play *Shenmue* and *not* be swept up in it. I have to go now, people to see, questions to ask – you know how it is…



3 METROPOLIS STREET RACER

SEGA • *ODM* #12, 9/10

The reason I love *MSR* is because it proves what I've been telling everyone for years: I am a brilliant driver, it's just the other cars get in my way on purpose. Now I can whiz around the streets to my heart's content, admiring the beautiful scenery, handbrake turning, cutting up, wheel spinning, earning muchos kudos, *and* I get to keep my no-claims bonus! Result!

4 JET SET RADIO

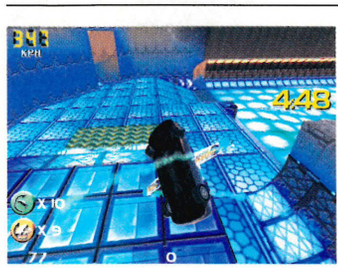
SEGA • *ODM* #14, 8/10

As a kid, I never had the police tackle me for tagging buses, or a mad freak shoot me in the back – and I don't think I'd remember my skating days so fondly if that *had* happened. But *JSR* is one funky-looking game, with hours of fun to be had for all the closet rebels out there. My only gripe is the music – which is fine if you're into that kinda thing, but why couldn't we have had Rob Zombie like the Americans?

5 VIRTUA TENNIS

SEGA • *ODM* #12, 9/10

Tennis = boring, no two ways about it. The only good thing about whacking a defenceless yellow ball back and forth across a net for hours is strawberries and cream. That's it. So why am I so in love (no pun intended) with *Virtua Tennis*? The amazing graphics? The multiplayer options? The opportunity to play with a skittle racquet? Or simply because, unlike *real* tennis, I can hit the damn ball? Hmmm…



6 SAN FRANCISCO RUSH 2049

MIDWAY • *ODM* #12, 7/10

There's a Dreamcast driving game out there to suit everyone. For realists, we have *MSR*. For insomniacs, there's *Le Mans 24 Hours*. *F355 Challenge* is for perfectionists, and *2049* is for those of us who like their car to hit ramps, sprout wings, fly around for a bit, and then crash into a ball of flames from a great height. Reality sucks, but the stunt mode is brilliant!

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

If Christmas has hit your pocket then you'll be wanting to win some free games

SOFTWARE HAS A HABIT of arriving in dribs and drabs. All last year Sega kept telling us to wait until Christmas. So we did and guess what? They were right. The line-up of titles released before the festive period was incredible. Sure there were a couple of stinkers – there always are – but who could deny a place in their home for the triple whammy of *Shenmue*, *Jet Set Radio* and *Quake III Arena*?

Not forgetting some solid support from third party developers, providing such hits as *Silent Scope*, *Tony Hawk's Pro Skater 2*, *Le Mans 24 Hours* and the sales juggernaut that (still) is *WWTBA Millionaire?*

If you've missed out on any of these treats we're giving you the chance to win some of them. Thanks to our monthly competition in conjunction with HMV, the winning entry will win the entire HMV top ten, as printed on the opposite page. So, if you've spent all your Christmas money, or if Granny bought you Westlife and Charlotte Church CDs instead of *Jet Set Radio*, here's your chance to grab the top ten games for nought. All you have to do is answer the simple *Shenmue*-themed question below and start hoping that you've provided the first correct entry pulled out of the hat.

Complete this coupon, then cut it out (or make a photocopy), stick it inside an envelope and post it to: *ODM* Top 10 Games Comp (February), c/o Simon Moore, HMV Marketing Department, Film House, 142 Wardour Street, London W1V 4LN. The closing date for entries is Thursday 8 February 2001.

WHICH '80s POP BAND SANG ABOUT RIO AS SHE DANCED ACROSS THE SAND?

A) KAJAGOOGOO
B) DURAN DURAN
C) BON JOVI

ANSWER (circle one): A B C

NAME:

AGE:

ADDRESS:

POSTCODE:

DAYTIME PHONE NUMBER:

EMAIL ADDRESS:

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

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

£5 OFF ANY DREAMCAST GAME*

HMV

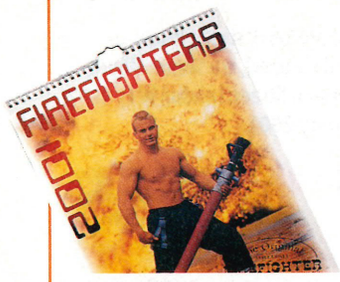
CUT OUT THIS COUPON AND TAKE IT ALONG TO AN HMV STORE TO RECEIVE £5 OFF ANY FULL-PRICE DREAMCAST GAME

Terms and Conditions:
1. This voucher entitles you to a saving of £5 off any Dreamcast game priced £39.99 or more at participating HMV stores. 2. Valid until Thursday 8th February 2001. 3. Only one voucher per transaction. Cannot be used in conjunction with any other voucher or promotion. 4. Offer is not open to employees of HMV, Dennis Publishing, their agencies or anyone directly connected with the offer. 5. Photocopied, damaged or defaced vouchers will not be accepted. 6. Cash value 0.001p

** Applies to full-price software only*

HANG THIS!
NAFF CALENDARS

GERI – THE OFFICIAL CALENDAR
BIG • £4.99
Officially requested by Warren, Geri Halliwell's official calendar is a relatively classy affair depicting our Geri as a happy, chirpy type fond of, um, breast-feeding plastic babies. No, we didn't understand why either, but of the selection before us this is the least likely to offend, as long as you ignore the snippets of lyrics that have been 'thoughtfully' added to each month. *DT*



FIREFIGHTERS 2001
UKFP • £7.99
Oh gawd bless 'em with their helmets and bulging hoses. Yes, if you like firemen this is the one for you. Each month gives you a *gen-u-ine* member of the fire services to gaze upon, along with devastating insights into the minds of these courageous men and their interests. And as you look in awe at these hunks of masculinity you can be sure that your money has been well spent – it's all for charity. *DT*

CHARLIE DIMMOCK 2001
DANILO • £8.99
Guaranteed to get Grandad hot under the collar, this disturbing collection of images sees the bra-less wonder draping herself inappropriately over shrubbery in an ill-conceived attempt to 'do raunchy'. Without a wheelbarrow of manure in sight, she looks ever so slightly uncomfortable and viewing can only be recommended for those of a strong constitution. *DT*

INSPECT-A-GADGET

In keeping with this issue's 'Best of 2000' theme, here are the best gadgets the *ODM* team actually went out and bought (yes, like, paid for!) last year...

VANESSA PRODUCTION EDITOR

FART MACHINE

Farting, blowing off, traffing, breaking wind – call it what you like, but unless you're Hyacinth Bucket your inner child still erupts into giggles at the expense of others. The modern equivalent of the venerable whoopee cushion, you simply hide the speaker behind a cushion before your friends/Great Aunt Agatha arrive and retire to a different room with the trusty remote control. Yes, this little beauty works through walls, thus eliminating you from the list of suspects. Perfect. A gift from an equally mature friend, this has brought me hours of amusement. Sad, yes, but oh so much fun! *VH*

Price: £9.95 **Contact:** The Gadget Shop
Tel: 0800 783 8343 **Web:** www.thegadgetshop.com

STEVE ART EDITOR

ROTARY WATCH

If you want a bit of kit that can start a conversation, then this it – the closest thing you'll get to owning an Aston Martin with ejector seats. It was an unexpected birthday gift and has since become a part of me; I don't leave the house without it. I'm not sure why it does what it does, but it does it with considerable style. It's one of a limited edition and even comes with its own edition number engraved on the underside. You can also keep stuff in it – maybe some stamps or half a wafer-thin mint... *SN*

Price: £400 (approx) **Contact:** Rotary
Tel: 020 7242 0891 **Web:** www.rotarywatches.com

up-front

ALEX NEWS EDITOR

SONY DVPS725

I finally joined the DVD revolution earlier this year, and this was the machine I chose to get the most out of my growing software collection. First off – this model is no longer in production, having been replaced by the slightly inferior S735 model. The S725 supports both Dolby Digital and DTS sound formats and offers excellent picture quality. My player also has a multi-region modification chip, essential as American software releases are cheaper and usually contain more features than their UK equivalents. The only bad thing about this machine is the terrible remote – it's too big and the 'enter' button is nasty to use. *AH*

Price: £479.95 **Contact:** Sony
Tel: 08705 111 999 **Web:** www.sony.co.uk

DAN STAFF WRITER

SENNHEISER HD450II

Open-plan offices being what they are, there are times when you need to retreat into your own little world, free from distractions and cheesy house/bad commercial radio/Westlife (delete as appropriate). A decent set of headphones can be an expensive investment, but one you are certain not to regret, especially if you harbour a secret country and western habit that you don't necessarily want to share with your colleagues... I've also found that they've transformed the sound of my Minidisc player, although my habit of slipping into a trance and smiling beatifically as the music soars around my head is perhaps a little unsettling for my fellow tube passengers. *DT*

Price: £80 (approx) **Contact:** Sennheiser
Tel: 01494 551551 **Web:** www.sennheiser.co.uk

WARREN EDITOR

SONY NW-MS7

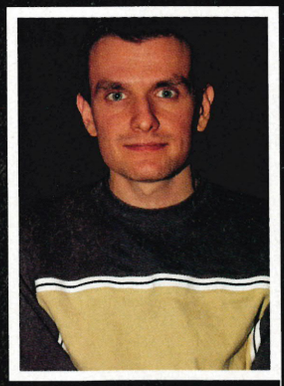
Sony's first 'MP3 player' actually uses the ATRAC3 format – you have to convert MP3s and CDs using the rather flaky software which, incidentally, *only* works under Windows 98. On the plus side, file transfer via USB link is fast, it has a good, backlit display and it uses Sony's neat Memory Sticks for storage (the 64Mb here gives you 60, 80 or 120 minutes). At half the size of a packet of 20 Silk Cut and weighing just 65g, it's absolutely tiny, and ultimately that's the main reason I bought it. I like the MS Walkman but, in truth, there are much better, cheaper MP3 players around. *WC*

Price: £250 (approx) **Contact:** Sony
Tel: 08705 111 999 **Web:** www.sony.co.uk

PHOTOGRAPHY: **FOTO THEME**

IN THE LION'S DEN...

A GAMERS' CAFÉ AND BAR IS **DAN TRENT**'S CHOICE OF VENUE TO SEE HOW *QUAKE III ARENA* SHAPES UP...



TAN, 25
GAMES HOST

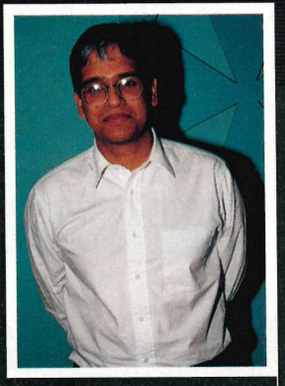
Have you played on Dreamcast or *Quake III Arena* before?
A couple of times. I thought the Internet connection was interesting.
What did you think?
It's much better than I expected. The lag was not noticeable at all.
How will this affect online play?
We'll have more younger players coming in, so it will be interesting.
Biggest phone bill from playing online?
£150 for a month when I started!

DANIEL, 17
STUDENT

Have you played on Dreamcast or *Quake III Arena* before?
I play *Quake* a lot and I've played beat 'em ups on the Dreamcast.
What did you think?
Fun. Better than I thought it would be with the modem. Very smooth!
How will this affect online play?
People have said that PCs will become less of a games machine.
Biggest phone bill from playing online?
£250 for a quarter.

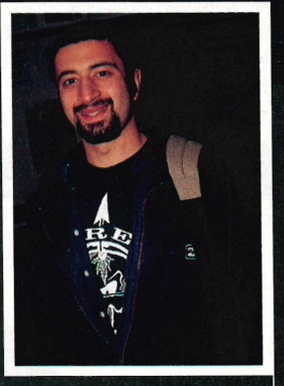
HAMISH, 26
WEB DEVELOPER

Have you played on Dreamcast or *Quake III Arena* before?
I've played *Soul Calibur* briefly and I'm a big PC player of *Quake III*.
What did you think?
Looks pretty cool. The new levels are smart.
How will this affect online play?
I think for people used to console games it will be very interesting.
Biggest phone bill from playing online?
I don't use my phone. I'd be in deep trouble if I was paying by the minute...



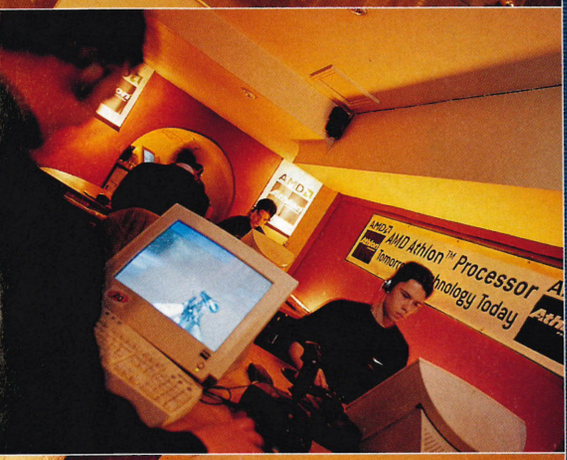
DAVID, 29
ACCOUNTANT

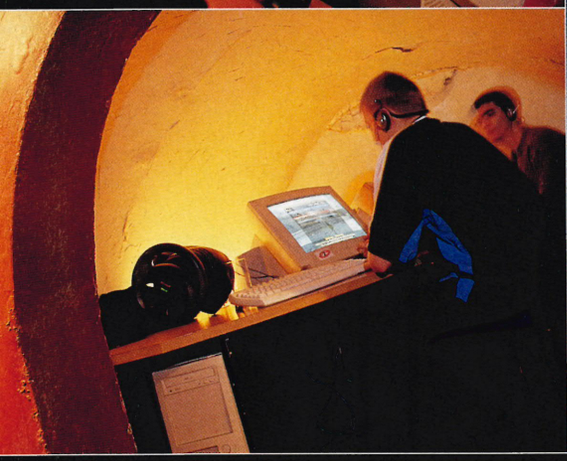
Have you played on Dreamcast or *Quake III Arena* before?
Once, but I've never played *Quake* before.
What did you think?
It looked good – I was impressed. All I'd played online before was *Command & Conquer*.
How will this affect online play?
If it's easy to connect then I'd be interested. There's a lot of faffing with a PC.
Biggest phone bill from playing online?
Not too bad. I'm not that into it... yet!



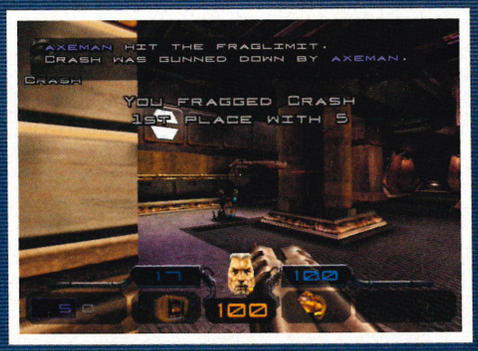
SNEY, 25
WEB JOURNALIST

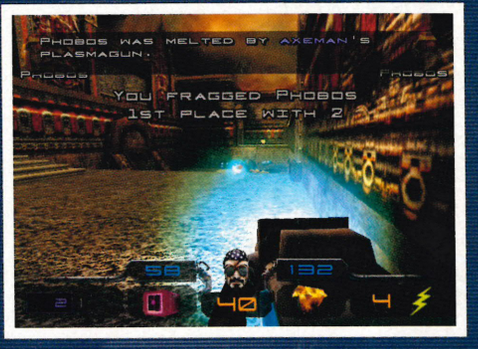
Have you played on Dreamcast or *Quake III Arena* before?
I bought one! I like beat 'em ups and leave shooters to the PC...
What did you think?
I'm quite impressed, but it's a shame it's not running on a faster modem.
How will this affect online play?
It's going to be weird to see how the console community will take to it.
Biggest phone bill from playing online?
I've spent £200 in a month before now.





...WITH QUAKE III ARENA





WE LOVE *QUAKE III ARENA*. From the minute it arrived in the office we've been seeking out online deathmatches and bending the ear of anyone foolish enough to come near us so we could witter about how great it is.

So confident are we that the Dreamcast version of the game will herald a new age for online gaming, that we decided to show it off to the most critical audience possible: hardcore PC *Quake* players. We set our Dreamcast up in The Playing Fields – the London-based online gaming centre and bar where many of the country's top *Quake* players come to train for international tournaments.

This cosy, underground haven is a treat for anyone wanting a session on a top-notch PC to play online games such as *Quake III Arena* and *Unreal Tournament*. Taking a console into such a PC dominated scenario might smack of stupidity or even arrogance, but we were confident *Quake III Arena* on DC could hold its own...

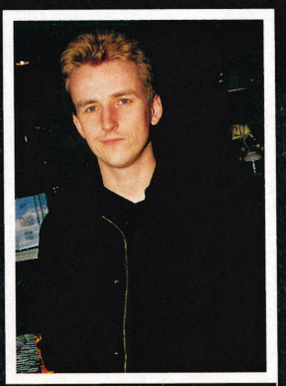
• The Playing Fields is at 143 Whitfield Street, London. Call 020 7388 0004 or visit www.theplayingfields.co.uk for information.

ERIC, 29
DOCTOR

Have you played on Dreamcast or *Quake III Arena* before?
Yeah... but I've never played *Quake* before.
What did you think?
I like it! I've never played online before, but I like shooting games.
How will this affect online play?
I'd definitely be interested in getting a Dreamcast to play *Quake III Arena* online. The simplicity really makes a big difference.

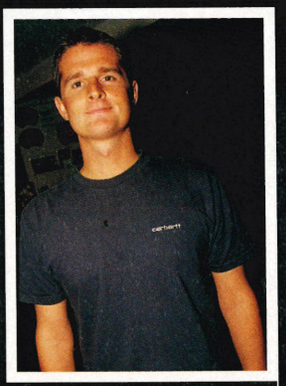
JULIAN, 27
SYSTEMS MANAGER

Have you played on Dreamcast or *Quake III Arena* before?
I've played *Quake* online before.
What did you think?
Very good for the money. It's much better value.
How will this affect online play?
Where do you want me to start?! Hmmm, I am excited about what it means...
Biggest phone bill from playing online?
£350.



SIMON, 29
STAFF, PLAYING FIELDS

Have you played on Dreamcast or *Quake III Arena* before?
Yes, *Soul Calibur* and *Quake* online on the PC
What did you think?
Absolutely brilliant. It sets the Dreamcast apart from any other console.
How will this affect online play?
Everyone's been waiting for a proper online game and they've made it accessible.
Biggest phone bill from playing online?
I cheat, I play it here... but the line costs £3,000 a month!



MARK, 26
WORKS IN NEW MEDIA

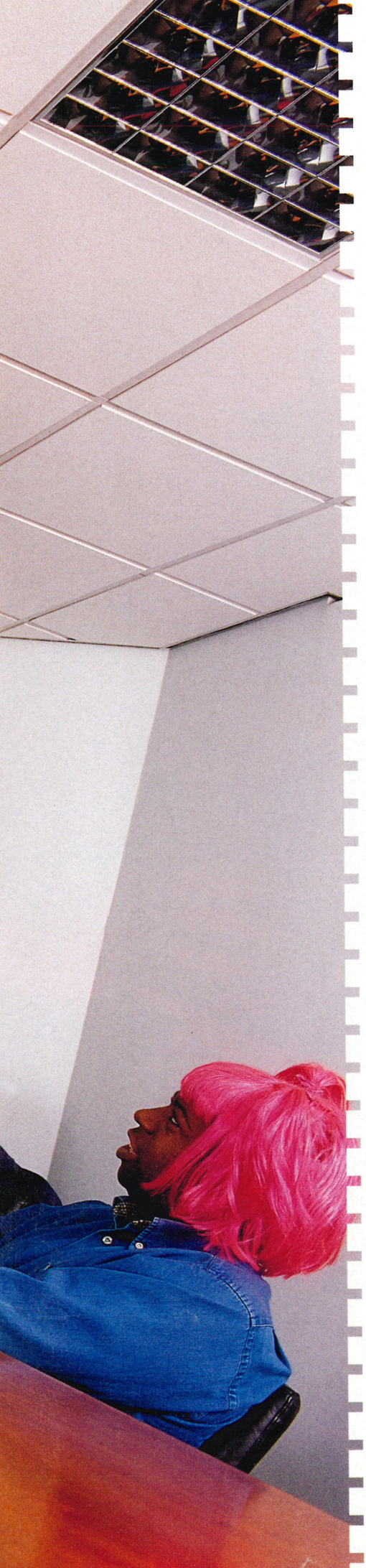
Have you played on Dreamcast or *Quake III Arena* before?
Yes, quite a bit but I've never played *Quake III* before.
What did you think?
It's really good.
How will this affect online play?
It's definitely a big deal and it adds a whole new thing to the console experience.
Biggest phone bill from playing online?
I haven't run one up yet!

ELLA, 23
MARKETING

Have you played on Dreamcast or *Quake III Arena* before?
I haven't played any games for a while now.
What did you think?
It was great, but the mouse and keyboard were a little tricky at first.
How will this affect online play?
I don't really know that much about it, but it's exciting what you can do.
Biggest phone bill from playing online?
I haven't played online before. We're doing research – can I ask *you* some questions?

PHOTOGRAPHY: **DAN TRENT**

(From left to right)
Mark Horneff, José Aller,
Kats Sato, Dave Nulty, Matt
O'Driscoll, Dan Llewellyn



CREATIVE INPUT

AN AVERAGE SEGA BOARD MEETING? NOT QUITE! **DAN TRENT** MEETS THE TEAM OF PRODUCERS BEHIND SOME OF YOUR FAVOURITE DREAMCAST GAMES...

GUIDING A GAME THROUGH the sweaty fumblings of its conception to the glorious day of its birth takes a great deal of effort and commitment as any games producer will tell you. While their faces will be familiar from the 'speak out' panels in our reviews, we thought it time the producers at Sega Europe let us in on exactly what goes on behind the closed doors of the production department at the London HQ.

If you read our Jobs In The Industry feature (*ODM* #10), you'll know the producer is involved along the whole line of a game's development and production. But for a producer at Sega there are different challenges as well, as Dave Nulty told us. "Obviously when the games come from Japan we don't have any creative input as such," he says. "Our biggest job is to co-ordinate the languages which, in a game like *Phantasy Star Online*, can be a bit of a headache..."

But there's often more to it than that according to Dan Llewellyn, European producer of *Jet Set Radio* (*ODM* #14, 8/10). "With *Jet Set Radio* we added the new cities and the extra music and stuff," he explains. "It's down to the particular tastes of the country. *Space Channel 5* [*ODM* #13, 8/10], for instance, is more of a European-oriented product because of the style of music."

And then there are the games that have been developed from scratch for Sega Europe by the so-called '1.5 party' developers. Dave Nulty and Kats Sato have both been involved in such games, including *Ecco the Dolphin* (*ODM* #9, 9/10) and *Metropolis Street Racer* (*ODM* #12, 9/10) respectively, and each relished the scope this offered them. "Being able to let your imagination run riot is fantastic," says Dave. Kats agrees, although with reservations. "It is fun when you start to get the idea going," he tells us, "but when the project comes [close] to the end it's very, very hard..."

Online gaming brings new issues to games production, something *Quake III Arena* (*ODM* #15, 9/10) producer Mark Horneff has discovered recently. "This is the first game I've produced, having come from a background in testing," he told us. "And one thing I get a kick out of is that I can actually see people playing. From my desk I can see people logging on to *Quake* servers and I can go and talk to them straight away. You've got a lot more feedback." Matt O'Driscoll agrees and sees a shift in the role of the producer. "With online games you are going to have to care for your title *after* it has been released... after you've given birth you've got to raise it, as it were!"

José Aller, whose titles have included *Crazy Taxi* (*ODM* #5, 9/10) and *Samba De Amigo* (*ODM* #15, 8/10), sums up the biggest motivational factor for any producer. "What we all aim for at the end of the day is to be proud of our title," he says. "You go through a lot of grief and a lot of hassle, but when you come up with a game that a lot of people are going to enjoy playing, it's a great feeling."

PHOTOGRAPH: **DAN TRENT**

WHAM BLAM!!! THANK YOU MA'AM!

AS PRESENTER OF SKY ONE'S NEW *BLAM!!!*, JULIA REED IS SET TO BE A FAMILIAR FACE FOR THE GAMING MASSES. **DAN TRENT** CAUGHT UP WITH HER AT THE SHOW'S LAUNCH

WITH SO MANY GAMERS out there, it's not surprising everyone's trying to make a TV show that will take the market by storm. Newest kid on the block is Sky One's *Blam!!!*, which hopes to break into the home shopping market by virtue of the programme's producers, the online retailer Gameplay.

All well and good, but every show needs a presenter and in *Blam!!!*'s case it's *Robot Wars* frontwoman Julia Reed.

"I've been into games for years now," claims Julia, heading off any worries that she's just been brought in to add a bit of glamour to the proceedings. "My older brother had a ZX Spectrum and we used to play *Manic Miner* and all those on it. After that we got well into arcades where I spent ages on *Street Fighter* and various other beat 'em ups."

Gaming credentials aside, she is keen to be involved with *Blam!!!* and excited by what the show has to offer. "Being able to buy the games as well as look at them is really cool," she points out. "And I get to see all sorts of games before they come out, which is always nice."

So what's impressed her so far? "I was all ready to hate *Virtua Tennis* [*ODM* #12, 9/10], because I usually hate sports games, being more of a beat 'em up girl," she tells us. "I played it to see how bored I could get, but I got hooked – it's brilliant! My finest hour was when I beat one of the challengers on the show. He was really arrogant and thought he was going to thrash me, but I took great delight in showing him how it's done."

In fact, Julia was quick to point out that the days of male domination in gaming might be numbered. "Before we started I thought the girls were going to get stuffed in all the challenges and I felt really sorry for them," she says, "But it soon became clear that they were able to beat the boys in a lot of the challenges. The boys tended to do better in the driving games, though…"

• ***Blam!!!* is shown on Sky One every Saturday (12.30pm) and Sunday (10.30am). See www.gameplay.com/blam for more information.**

SEGA and Dreamcast are registered trademarks or trademarks of Sega Enterprises, Ltd.

ATTENTION SINNERS

THE HIGHWAY TO HELL NOW ONLINE

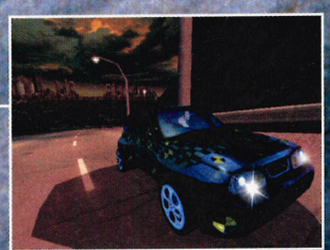
The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return – plus 11 new cars, and 21 new ways to put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. DreamArena just got itself a red light district.

Network Compatible

VGA Compatible

Vibration Pack Compatible

Visual Memory Compatible



ROUTE 666

Speed Devils ONLINE RACING

Ubi Soft ENTERTAINMENT

Dreamcast™

ubisoft.co.uk

△ Split-screen lets up to four players take part.

△ Shock rifles are good for lighting up a room. You need to see where you're going after all.

△ It is fortunate that the bots seem to hate each other as much as they hate you.

△ Very detailed skins add to the realism, so to speak. And just watch those shells fly!

UNREAL TOURNAMENT

Thought *Quake III Arena* was the last word in deathmatch mayhem? **PAUL PRESLEY** reveals it's just the start of a much larger fight

THE LOWDOWN

DUE OUT: **MARCH**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **EPIC/SECRET LEVEL**

WHAT'S THE BIG DEAL?

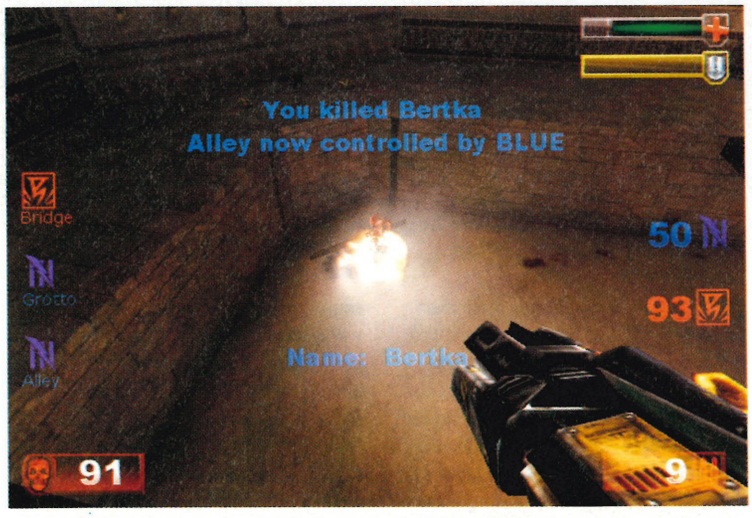
- 8 players online!
- Varied game types
- Multi-purpose weapons
- Team play with bots or humans

NOW LET'S BE AS honest as an Italian at a sex addicts' seminar here. First-person shooters were never designed with a joypad in mind. Sure, we've learned to adapt to them when necessary, but the first lesson learned over in PC world was that joypads are for the thrice-yearly *FIFA Soccer* updates and nothing else. So how does the stunning-looking first-person shooter *Unreal Tournament* possibly hope to make an impact when it arrives on Dreamcast in a few months? Well, *Quake III Arena* (*ODM* #15, 9/10) seems to be managing it…

△ John Woo fun for all the family.

"EVEN THE BASIC PISTOL IS BEEFED-UP FOR JOHN WOO-STYLE SIDEWAYS SHOOTING"

△ Ahhhh! There's nothing like a good explosion to warm the old cockles.



△ A two-minute silence to mourn the loss of Bertka is highly unlikely.

△ Team play is all-important in Domination mode, although the objectives are different.

△ Controlling key points is vital in Domination.

△ That'll teach him to not to wear a top.

The truth is, *Unreal Tournament*'s looking as though it will work perfectly fine with the Dreamcast's controller. Even at this early, unfinished stage you can play a pretty mean game with it – unless you start upping the difficulty levels of course, at which point you start needing faster reactions than a speed freak on a caffeine binge. Unfortunately, this is something the control pad just can't give you, which is why you're only going to get the full measure of the game if you invest in a Dreamcast mouse and keyboard. Reaction times will be just that bit faster and it'll be a lot easier to aim up and down.

It's good to see that Secret Level, the developers of the Dreamcast version, have been making an effort with the default pad, and the button configuration certainly seems to be intelligent enough to work well, rather than hinder progress. Plus there's going to be a handy auto-aiming function, meaning accuracy won't have to be pixel-perfect to get results. But of course, hardened gamers will snort with derision if you even suggest playing them with it turned on.

PLACES TO GO, PEOPLE TO SHOOT

What sets *Unreal Tournament* apart from its brethren are the varying game types it offers, and most of them will be making the transition to Dreamcast intact. There's your common or garden Deathmatch, in which up to eight of you can run around various gothic-looking levels, blowing meaty chunks of goodness out of anything that moves.

Don't pretend you don't already know all about it. Short, sharp and to the point… and perfect for filling those 15 minute breaks between *Countdown* and *The Weakest Link*. In fact, the only thing missing is the option to put your own taunts in, but there's really nothing to stop you shouting "Dessloch, you are the weakest link, goodbye" in a shrill, upper-crust voice as you remove his head from his shoulders with a well-aimed rocket. That might work on Anne Robinson, too. ▷

△ Health packs will come in handy!

△ Not every shot needs to be spot on. The new auto-aiming function will see to that, if you decide to switch it on.

▷ Domination is an interesting variant on the regular Deathmatch. Team play will be the order of the day, but the objectives are a little different. Each level has a number of command points to gain control of, and the winner is the first to gain control of (and hold on to) all of them. Do you stay and guard the position you've just captured or risk losing it and make a dash for the next one? Therein lies the game.

Then there's Capture The Flag. You probably know all about this as well. Two teams, up to four on each, two bases and two flags. Grab the opponents' banner and scarper back to your own HQ as fast as your little legs will carry you. It's just like playing paintball, only without risking getting loads of painful purple bruises all over your back.

LOCK AND LOAD

There is still one important aspect we haven't touched on yet. Guns. Weapons. *Unreal Tournament* is a first-person shooter – not a first-person *walkaroundhavingabitofagossiper*. Being as how we here at *ODM* are all just a bunch of old farts futilely clinging on to our youths, we can remember when the original PC game *Unreal* first landed on our doorsteps, all those years ago. Nice enough game, good-looking and all that, but the weapons, frankly, were cack. Weedy little affairs that would no more scare the living hell out of an opponent than if you were coming at him brandishing a twig.

Anyway, what with *Quake III Arena* proving to have more than it takes in the meaty firepower department, *Unreal Tournament* is going to have to go some to compete. Luckily it seems that the developers are more than ready for the challenge. Even something as basic as the pistol is beefed-up enough to provide John Woo-style sideways shooting. But that's just the start – rocket launchers that double as grenade launchers, mini-guns that shoot about 300 bullets per second, razor discs that explode on contact or bounce around the walls lopping heads off as they go… the list is endless.

Well, not quite. But the key thing is that almost every weapon in the game will have multiple firing modes, some of which can be combined to create even greater effects. Launching a plasma ball down a corridor would be damaging enough, for example, but fire a second focused shot into it and the explosion is magnified threefold. Hold on to a target long enough and your rockets suddenly become guided missiles, homing in on their prey no matter where they run. And don't get us started on the nuclear-charged Redeemer.

MUST… KILL… FRIENDS…

Suffice to say, developers Secret Level are putting in a lot of time on these things and it shows already. You're still going to spend most levels running around firing wildly at each other, but knowing that if you just take a brief second to think about your weapon you'll suddenly get so much more out of it is what raised *Unreal Tournament* above the mass of PC competition. It's just that touch more intelligent than a regular deathmatch-based shooter.

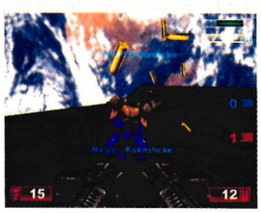
But what of the multiplayer modes? Rest easy, there'll be plenty of opportunity to kill your nearest and dearest with the split-screen modes (for up to four players at a time), as well as a chance to kill those not quite so near and probably even less dear with the

CHANGING ROOMS

If you've been lucky enough to get your hands on *Quake III Arena*, you'll probably be asking yourself one small question in among all the killing, maiming and bloodletting. Why is it so brown? Yes folks, *Quake III* may be an adrenalin-packed romp through the happy valley of gibsville, but medieval gothic is certainly the order of the day there.

Not so with *Unreal Tournament*. One moment you'll be romping around a stone-clad castle, the next you'll be in the back alley of some urban hell-hole reminiscent of Swanage or Dudley. From the low-gravity hull of a spacecraft to bizarre alien wastelands, one thing's for sure – you're not likely to get bored in a hurry.

△ The scenery is looking as good as the PC version.



△ You'll find yourself dying in the depths of space…

△ …or fighting in urban hell-holes. Variety is all.

△ Capture The Flag games centre on just that.

△ Nice decapitation there, that man!

△ Now that probably hurt quite a bit...

eight-player online options. Obviously the worry is that there could be control problems, but with *Quake III Arena* proving that online play can work amazingly well for Dreamcast shooters, there's no reason to assume that *Unreal Tournament* will be any different. The split-screen mode in the early version we've seen also seems to work great, especially in team modes.

Which is likely to be *Unreal Tournament*'s biggest weapon in the coming first-person shooter wars. Whereas *Quake III Arena* is far more of a straight deathmatcher – run, shoot, die and run some more – *Unreal Tournament* does reward slightly (that's only slightly, mind) more tactical play. We're not saying it's going to be like *Hidden & Dangerous* (*ODM* #13, 7/10) or anything, but just knowing that the weapons have more than one use and that sometimes killing is less important than grabbing a flag or sprinting for territory does raise things a little. The comparison is simple: *Quake* is youth and energy, *Unreal Tournament* is skill and experience. You'll be able to decide which camp you fall into this March.

GRANDIA II

Spells, saving the world and role-playing action. **STEVE KEY** is after the forces of evil

THE LOWDOWN

DUE OUT: **FEBRUARY**
PUBLISHER: **UBI SOFT**
DEVELOPER: **GAME ARTS**

△ Looks like some impressive magic effects are on the way.

YOU WAIT AGES FOR a role-playing game you can really get your teeth into, then three come along at once. *Record of Lodoss War* (page 74), *Skies of Arcadia* (page 53) and now *Grandia II* have all arrived in our office this month, confirming that fans of pixies, elves and heroes have plenty to look forward to in the next few months.

Grandia II is a pure, traditional role-playing game but promises to add plenty of new features. The basic story centres around Ryudo who is a member of a group of adventurers-cum-bounty hunters called Geohounds. He and Skye (his hawk companion) are paid to look after a princess in a small town. Needless to say, everything doesn't go quite to plan and so the huge adventure begins.

△ Strike at the right moment and cancel enemy moves.

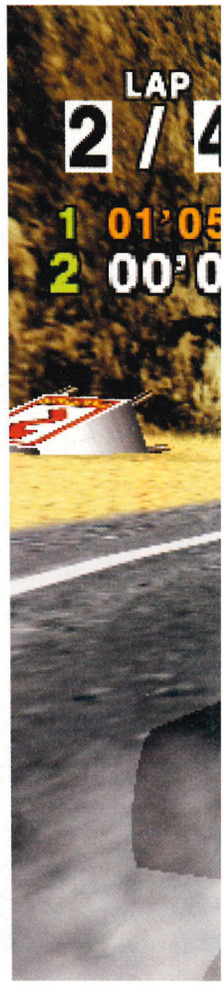
Developers Game Arts have tried to come up with an entirely new combat system. Timing is just as important as the strength of your attacks, because the battles take place on a speed system. A bar depicts the amount of time each character has between attacks, and it's down to you to try and get a hit in first. Other people join Ryudo on his quest and the scope for upgrading equipment and developing characters is something that has been looked at in detail by the programmers. We're keeping a close eye on this classy title and will have more information for you next month.

△ The bar in the bottom right-hand corner shows who's next to strike in the battle.

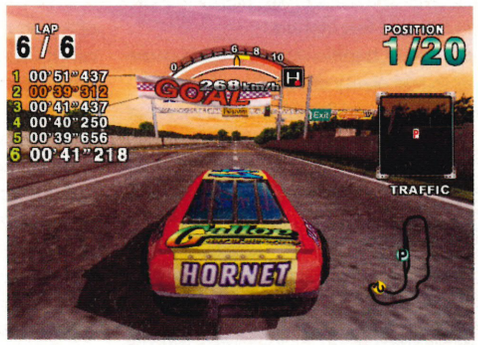
△ This corner is sharper than it looks, so slide round it.

"THERE'S A WHOLE RAFT OF NEW FEATURES"

△ The Three Seven Speedway is one of the game's simplest courses.

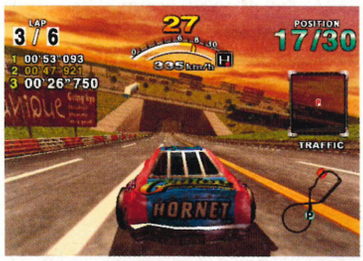


△ The road's at an odd angle, not the scenery.



△ First out of 20 cars? Queue here for autographs…

△ Do this course in under 17 seconds and you're a pro.



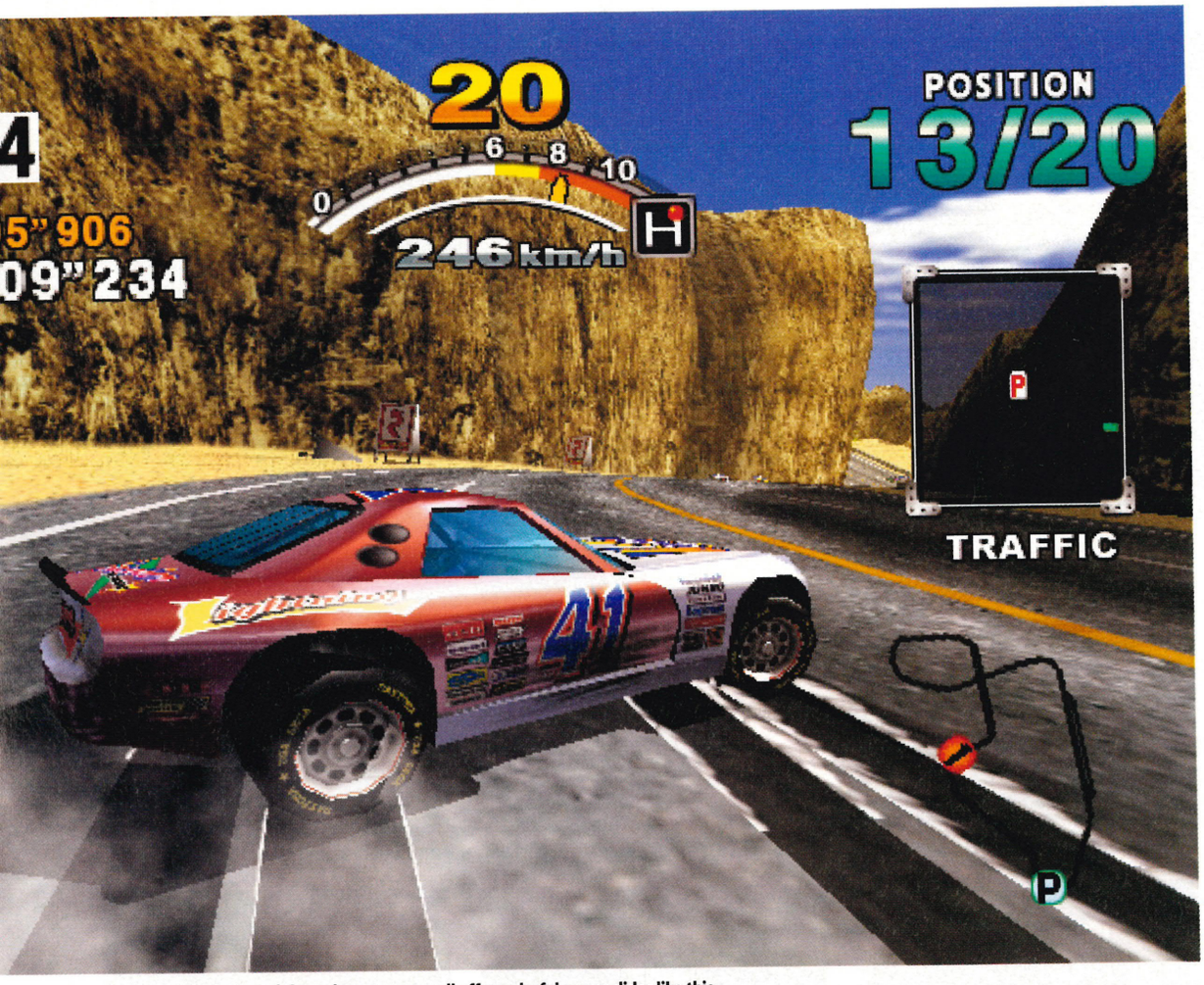
△ Mermaid Lake course is Dreamcast-exclusive.

△ Close battles make for interesting racing.

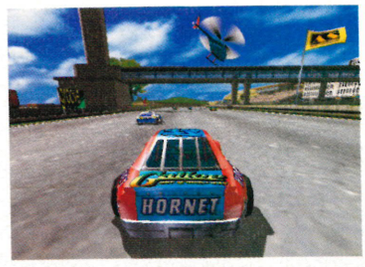
△ And here's Jeffry from *Virtua Fighter*.

DAYTONA USA 2001

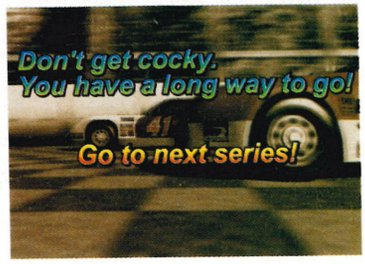
Take a classic arcade racer, upgrade it for the 21st century and what've you got? An online racing game to unite long-time Sega fans and Dreamcast newcomers alike. **TOBY GUNN** looks under the bonnet



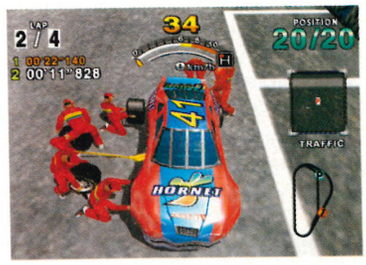
△ Get your technique right and you too can pull off wonderful power slides like this.



△ Don't look at the helicopter! Watch the road!



△ That put a damper on any celebrations.



△ There's a fully animated pit crew too.

△ Replays show steering and acceleration input.

THE LOWDOWN

DUE OUT: **EASTER**
PUBLISHER: **SEGA**
DEVELOPER: **AM2/GENKI**

WHAT'S THE BIG DEAL?

- Proper online racing!
- Arcade-perfect handling
- Great new cars and tracks
- All-new play modes

FORGET ALL THAT NONSENSE about which New Year was actually the millennium. This year or last year, it doesn't really matter anymore – we can categorically state that you are reading this in the 21st century. You're now, officially, futuristic. Don't panic – that queasy feeling in your stomach isn't because you're living on the moon, it's just the excesses of New Year's Eve catching up with you.

The silver jumpsuits may be a way off yet, but at least your Dreamcast is keeping you on the cutting edge of gaming technology. You're very possibly one of the thousands who've been logging on to Sega's *Quake III Arena* servers, mince pie and shotgun in hand, over the festive season. However, if Christmas carnage wasn't your scene, but you're still hankering for some online action, Sega's new secret weapon ought to be just the thing to help you break your "no more huge phone bills" resolution. Just keep it quiet that the next online biggie for this sci-fi century is actually a really old arcade game, okay?

Daytona USA was the work of Sega's AM2 department, responsible for such greats as *Out Run*, *Virtua Fighter* and, most recently, *Shenmue*. As an arcade game first released in 1994, it went head-to-head with Namco's *Ridge Racer*. As a home conversion on the Saturn a year later, it didn't fare so well against, well, Namco's *Ridge Racer* on PlayStation. Now, with the power of Dreamcast to the rescue, it's time to resurrect the legendary arcade racer. And because Sega love you, they've added a whole raft of new features, and full online play too. Hurrah!

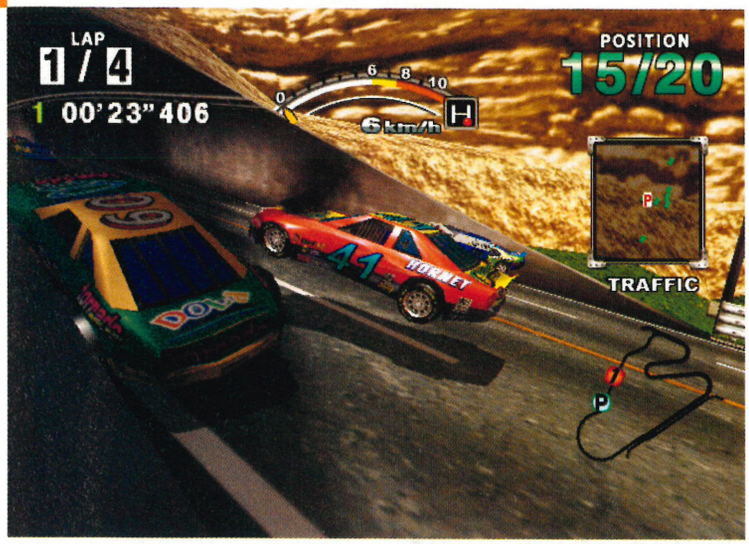
SON OF ARCADE

There's still a band of hardcore racers who play *Daytona USA* in arcades up and down the country. Why? Play it today and you'll see huge chunks of scenery pop into view at the last minute, while your car looks like it was stapled together from old cereal packets. But despite being half a decade old, at heart it's still a fantastic game. It was one of the first racing games to use textured 3D graphics, rather than just flat coloured shapes. It was one of the first games to have 40 cars racing at once, which is still unusual today. You could play against seven other people for a quid a go, albeit in a big arcade, while the likes of *Doom* (released around the same time) needed a network and an expensive PC, and could only support four players.

While Internet shooters like *Quake* and its spawn have been doing the rounds on PC for years, it's surprising that there haven't been more high-profile online racing games. About the only one we can remember that caught the imagination of the gaming public for more than half an hour (just) was Ubi Soft's *Pod*, the sequel to which has just appeared on Dreamcast (see page 80).

The version of *Daytona USA 2001* we've got here was released in Japan just before Christmas, complete with online play, and we know that the network to support it is up and running in Europe already, too. Unlike, say, *Quake III Arena* (*ODM* #15, 9/10), where you connect to one of Sega's servers in order to play online, *Daytona* connects Dreamcasts directly in a similar way to *ChuChu Rocket!* (ODM #9, 9/10). Players dial in to find opponents in the central 'lobbies', but the racing action takes place across connections between individual machines. Unlike *ChuChu Rocket!*, however, there most definitely *isn't* going to be a deliberate delay between pressing a button and something happening in the game.

Racing games aren't quite as lag-critical as fast-paced shoot 'em ups, since you don't have to hunt down and destroy the other players and there are no missiles or computer players to keep tabs on. Instead, the only data that's being ▷



△ Crashes send your car flying – as well as anyone else you crash into.

△ The sign's big enough, mate – you don't have to get that close to read it!

▷ transferred is the position of the cars on the track, as well as lap times and whether anyone is crashing. As such, the Dreamcast should be able to throw this information backwards and forwards between all four players with practically no effort whatsoever.

△ Use manual transmission for some big slides.

△ On a rolling start – put your foot down!

△ Opponents do their best to get in your way.

△ It's a full-contact racing game, so sparks fly.

GET THE BACK END OUT

Any *Daytona USA* expert will tell you that you just *had* to play it with manual gears selected, for one good reason. Power slides – loads of them. The easiest way to do them is to hurtle into a corner at top speed in top gear, tap the brakes then bang into second gear then straight up to third to get the back end out. Redline it in third round the bend, then drop back into fourth as you accelerate away down the next straight. Can't work out why you smashed in the Sonic wall every lap on the Three Seven Speedway? That's probably why. Mastery of the *Daytona USA* power slide is the key to eternal life and everlasting happiness. Alright, not quite, but it's certainly the key to great lap times.

Naturally, the Dreamcast version would be absolutely useless if you couldn't play it like you used to in the arcades. Earlier playable versions were nearly there, but an extended playtest on almost-final code had us grinning like idiots. It all works like it's supposed to, and you can even have the A, B, X, and Y buttons on your controller set up so each one is a different gear, making those essential quick shifts dead easy.

BIG TRAX

Now we've had time to play near-finished versions of Dreamcast *Daytona USA 2001* at our leisure, we can tell you a bit more about the all-new tracks. Just to remind you, you'll find the three courses from the arcade original, plus two more from the Saturn sequel, *Daytona USA: Champion Circuit Edition*. There are also going to be three exclusive new tracks to master. The first, Circuit Pixie, is a simple flat oval that you'd have to be a special new kind of useless to lose on. Next up is Rin Rin Rink, which mixes fast banked corners with frequent changes of height and a very nasty left-hand hairpin. The coolest of the new trio is Mermaid Lake, which starts out with a big Indianapolis-style 180° banked turn, then dives under itself into a figure of eight, ending with a flat chicane and a final, right-angled corner that's perfect for impressive power slides.

All the new courses carry on that *Daytona* tradition of larger-than-life scenery, with helicopters and airships overhead, massive bridges stretching into the distance and, of course, up to 39 other cars racing against you. Also, as they've been designed with Dreamcast in mind, there are some deliberately spectacular views to take in, which show off just how much detail Dreamcast can handle. Earlier on during development, speculation was rife that *Daytona USA 2001* was also going to include tracks and cars from the arcade sequel, *Daytona 2: Battle on the Edge*. Unfortunately this isn't going to happen, but there's a very good chance of it being an entirely separate conversion.

For those of you who don't fancy collecting a massive phone bill in the pursuit of online racing pleasure, *Daytona USA 2001* is also going to include a new Championship mode. Taking place over numerous four-race events, the *Daytona* championship doesn't just give you points for coming first. You can also rack

"MASTERY OF THE *DAYTONA USA* POWER SLIDE IS THE KEY TO ETERNAL LIFE AND EVERLASTING HAPPINESS"

△ Just like rush hour in the Euston underpass.

up bonuses for fighting your way to the front and leading the race for a lap, and if you stay out in front all the way round you get an extra 'chain' bonus which increases for every lap you lead. So there might be an 80 point prize for winning, but do really well and you might double that through bonuses.

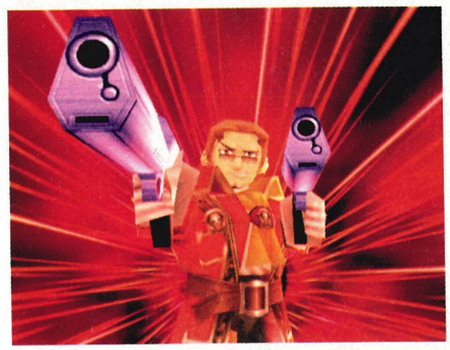
The gameplay, improved graphics, and remixed songs of the latest version have certainly got the *Daytona* freaks in the *ODM* office squealing and jumping up and down like small children. If you don't remember the arcade original then all this might sound like a load of over-enthusiastic reminiscing, but regardless of the game's history, if *Daytona USA 2001* lives up to its promise then its going to be one of the most high-profile online racing games, ever. Keep an eye on future issues of *Official Dreamcast Magazine* to find out if it all comes together.

SKIES OF ARCADIA

Cities floating in the air and islands in the clouds. **STEVE KEY** isn't looking down

THE LOWDOWN

DUE OUT: **MARCH**
PUBLISHER: **SEGA**
DEVELOPER: **OVERWORKS**



△ Dramatic entrances are par for the course here!

△ The magic effects are certainly pretty dazzling.

THERE ARE SOME REAL heavyweight titles looming for early next year, with some big names in the RPG arena re-entering the fray. *Skies of Arcadia* is one such title, boasting the creator of the original *Phantasy Star* at the hub of the team. It's already hugely popular in both America and Japan, where it has been on sale now for a few months, and we're expecting it to be similarly big over here, too.

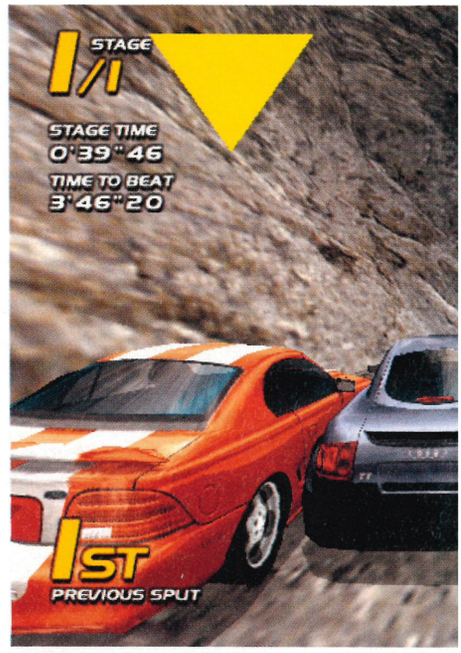
Your character is called Vyse, a member of the Blue Rogues who are a band of air pirates. The goal in your quest is to find the Moon Stones that have caused the land of Arcadia to become a floating city. But the action doesn't take place solely in the air – Overworks have tried to set up the action in such a way that you must travel to each floating continent, encountering entire new worlds and cultures as you go.

The battle sequences take one of two forms as well. There's the standard turn-based RPG fight style most of you will be familiar with, where you control your whole party. But there's also a chance you'll end up having ship battles, where again the programmers have tried to create a feeling of extreme size as huge vessels do battle with each other in cloudy expanses. Overworks have also given the option to customise your own ship and gather an entire crew of 22 members to help in battles or for protecting your sky boat. From what we've played so far, it's looking very promising indeed – we'll bring you an in-depth feature on *Skies Of Arcadia* in the next few months.

△ Some sections are very reminiscent of the classic Sega Saturn *Panzer Dragoon* series.

△ Who's got the keys to my bimmer? Jump into a BMW company car.

△ The backgrounds have an incredible amount going on in them.



△ The pile-up after this wasn't pretty.

△ The brake lights leave a trailing effect as the cars power-slide through sharp bends.

△ You have to agree that *Vanishing Point* looks rather nice, no?

△ Braking hard causes faster cars to spin out.

VANISHING POINT

A little of what you fancy does you good. And **STEVE KEY** is up for some high-speed, action-packed racing, thank you very much

THE LOWDOWN

DUE OUT: **FEBRUARY**
PUBLISHER: **ACCLAIM**
DEVELOPER: **CLOCKWORK GAMES**

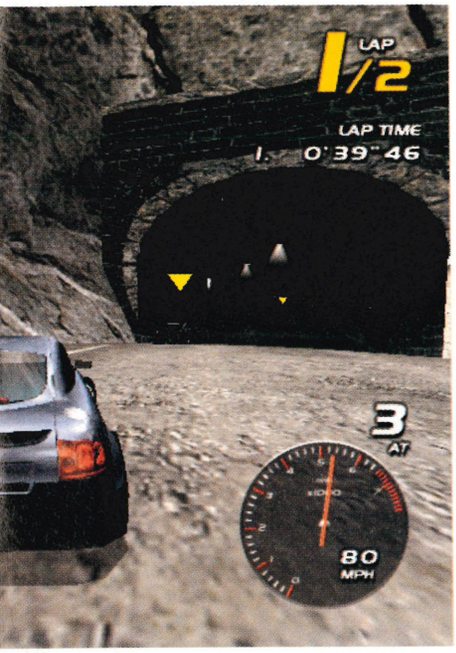
WHAT'S THE BIG DEAL?

- Fast-paced arcade-style racer
- Over 25 real-life cars
- Car modifying section
- Bonus Stunt mode

MUCH LIKE *METROPOLIS* *Street Racer* (*ODM* #12, 9/10), *Vanishing Point* has gone through a lot of changes over the last year. It's been tweaked, retouched and jigged about with more times than an *FHM* cover girl. Confused? Then let us elaborate for you.

Clockwork Games, the brains behind *Vanishing Point* are, by their own admission, hardcore Sega fans using this title to come up with their own personal homage to classic racing games from the past. Neil Casini, Creative Director at Clockwork explains. "We are *big* Sega fans and we wanted to create something that captured a little of the Sega magic. They make the best racing games in the world and we would be extremely happy if our first proper attempt at a racer captured some of that quality." *Vanishing Point* originally started out as a PlayStation game, with the plan being to convert it to Dreamcast once finished. But part-way into development it became clear that the PlayStation wouldn't be capable of handling everything the team hoped to include, so they started developing the Dreamcast version simultaneously. As Neil puts it, "While the bulk of the maths and physics were being finalised on the PlayStation, we had time to turn the Dreamcast version from being just a 'port' to a customised and enhanced version."

The online potential is something that Clockwork Games are trying to tap into as well. And attempting to come up with something original is just as tricky as is it to make Internet gaming work. The entire online aspect is set around specific challenges. "Once a challenge has been downloaded, the player has until the closing date to post the best time they can," explains Neil. "The challenges are generated by Clockwork and they are not simply an online version of the ones in game. They are completely new and will add additional challenges for the player." There's also going to be a ranking system that will prevent experienced racers from entering novice leagues. The further you get in the single-player mode, the more points you will accumulate and this, hope Clockwork, will be a fair way of organising the online community. It's also a way to keep the interest levels in *Vanishing Point*



high, according to Neil. "Basically, everything that the player experiences in the online game can be controlled by us, so the player will never really know what next week's challenges will be."

As you race, rival drivers won't be your only worry – the roads are littered with normal cars that have no intention of trying to come first and just want to get from their own A to B. "Generally, they will try to stay in lane and avoid any trouble, but when they feel they have the chance to overtake another car they'll make a move," points out Neil. "A lot of the time, however, the traffic can get it completely wrong and make mistakes. This is why you see crashes and pile-ups from time to time – it's an attempt to make them [the drivers] look more human." And you thought that you'd never see Sunday morning drivers on your Dreamcast.

If you fancy something different from the normal racing, there's also going to be a sizeable alternate option, called the Stunt mode – a series of mini-games designed to test your skills and reflexes. These challenges range from simple tasks like popping a certain number of balloons in a given time or performing 360° barrel rolls on demand. Clockwork Games are also designing this mode to reward you as you get better. Once a score has been hit by three accumulated points totals, a new set of stunt challenges opens up and so on. Other rewards will include some amazing rendered sequences that have already had us whooping and clapping like monkeys. We should have a full review of the complete game in the next issue of *Official Dreamcast Magazine*, on sale Thursday 8 February.

COASTER WORKS

Oblivion? Pah! Looping Star? Rubbish! The Big One? Pathetic! **ED LOMAS** can do it better

THE LOWDOWN

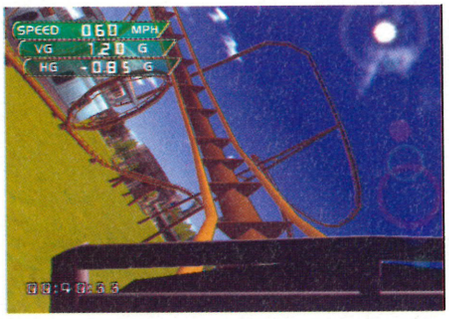
DUE OUT: **FEBRUARY**
PUBLISHER: **XICAT**
DEVELOPER: **BIMBOOSOFT**

△ **Whoops! There goes all your loose change.**

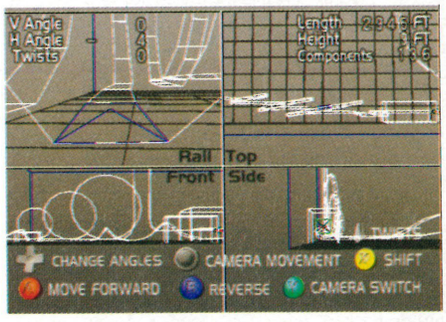
WITH SO MUCH DEATH and destruction in videogames today, it's nice to see something like *Coaster Works* featuring the complete opposite. The idea is simplicity itself – you design and construct rollercoasters for theme parks, and then you get to ride them. As you move on to new parks, you get extra bits and pieces to play with, such as loops, twists, steeper slopes and faster coasters.

You'll have to stick to guidelines set by the park management (covering minimum speed, maximum slope angle, thrill and safety levels and suchlike) by testing your coaster out with a car full of screaming test dummies. A rating at the end will tell you how many people felt queasy, how many threw up, and whether anyone blacked out or even suffered memory loss because of your ride.

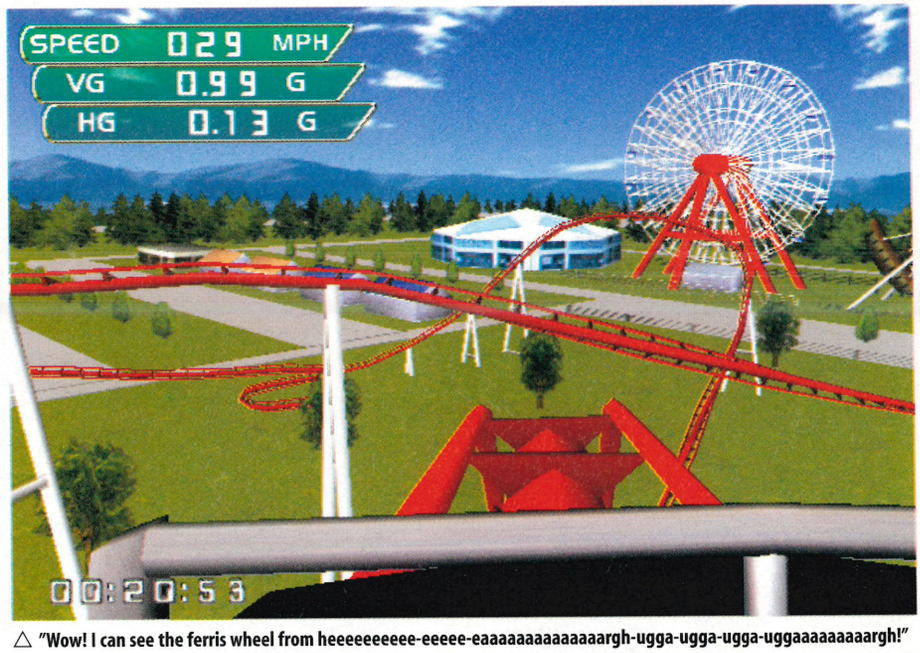
Although it may not sound like much of a game, we've had some epic sessions on *Coaster Works* already, and can confirm that it's a remarkably simple, yet extremely addictive title. We're planning to bring you a full review in the very next issue of *Official Dreamcast Magazine*.



△ **Make tracks cross over one another for extra thrills.**



△ **This may look complicated, but it's dead simple to use.**



△ **"Wow! I can see the ferris wheel from heeeeeeeeee-eeeee-eaaaaaaaaaaaaargh-ugga-ugga-ugga-uggaaaaaaaaargh!"**

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

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

WORMS WORLD PARTY. A TRULY GLOBAL PROBLEM.

Dreamcast PC CD WORMS WORLD PARTY TEAM17 Virgin INTERactive

GET 3 TRIAL ISSUES OF OFFICIAL DREAMCAST MAGAZINE

AMAZING SUBSCRIPTION DEAL...

Reply now and your subscription to the only Official Dreamcast Magazine is 100% RISK-FREE. Yes! We're so sure you'll like our mag that if you're not completely satisfied, you can write to cancel at any time during your trial subscription period and get a FULL REFUND – no questions asked!

YOUR 3 TRIAL ISSUES SUBSCRIPTION

- Get 3 trial issues – if you don't like them you won't pay a penny
- Try out the latest games every issue – with your Exclusive Sega Gaming Disc
- If you decide to subscribe pay just £19.99 every 6 issues – saving 33% on the annual shop price
- The 3 trial issues and your exclusive Sega Gaming Discs are yours to keep - whatever you decide

So what are you waiting for?
REPLY WITHIN 7 DAYS TO TAKE ADVANTAGE OF THIS FANTASTIC RISK-FREE OFFER ↓

OFFICIAL DREAMCAST MAGAZINE SUBSCRIPTION OFFER

☐ Please start my subscription to the Official Dreamcast Magazine with 3 trial issues. I understand this is a risk-free offer and I can write to cancel within 2 weeks of receiving my 3rd trial issue and claim a full refund - no questions asked.

OR ☐ I am an existing subscriber, please extend my subscription with this special offer.

YOUR DETAILS

MR/MRS/MS SURNAME FORENAME

ADDRESS

POSTCODE

DAYTIME PHONE EMAIL

CHEQUE OR CREDIT/DEBIT CARD PAYMENT - 1 year (12 issues) only £39.99 (UK only) **SAVE £19.89**

1 ☐ I enclose a cheque made payable to **Dennis Publishing Ltd.**

2 ☐ Please charge my: ☐ Visa ☐ MasterCard ☐ AMEX ☐ Switch (Issue No. ☐)

CREDIT CARD NUMBER **EXPIRY DATE**

SIGNED TODAY'S DATE

3 ☐ I would like to pay just £19.99 every 6 issues by Direct Debit (UK only) **RISK FREE**

Instruction to your Bank or Building Society to pay by Direct Debit DIRECT Debit

Please fill in the form and send to: Dennis Publishing Ltd, FREEPOST WD7, Bristol BS32 0ZZ

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name of

Branch sort code

Bank/Building Society account number

Originator's Identification Number: 7 2 4 6 8 0

Ref no. to be completed by Dennis Publishing

Instruction to your Bank or Building Soc. Please pay Dennis Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Dennis Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

☐ Please indicate here if you do not wish to receive details of further special offers from companies other than Dennis Publishing Ltd or if you are under 18 years of age.

RETURN YOUR COMPLETED FORM TO:

Dreamcast Subscriptions Department, FREEPOST WD7, Bristol, BS32 0ZZ (no stamp required)

SUBSCRIBE BY PHONE: INSTANT ORDER HOTLINE - 01454 642496

P102

re:news

IS IT POSSIBLE TO HAVE TOO MUCH OF A GOOD THING? UNLESS YOU'RE A MILLIONAIRE, IT MOST DEFINITELY IS

IT'S ALWAYS NICE TO have lots of bad weather in the winter, as it gives us a chance to catch up on the games we missed out on over the summer, when we were all too busy skinny-dipping and chasing butterflies to bother playing videogames. Trouble is, in the world of Dreamcast this year it's a little difficult to think about games that came out six months ago when we've got shockingly good titles being released practically every week. December alone was packed with enough quality to wipe out the bank accounts of all but the richest of gamers – *Shenmue* (*ODM* #14, 10/10), *Quake III Arena* (*ODM* #15, 9/10), *Tony Hawk's Pro Skater 2* (*ODM* #15, 9/10), and *Samba De Amigo* (*ODM* #15, 8/10) just for starters – and it doesn't look like things are going to let up for a fair while yet.

Even if it rains non-stop for the next four months – which, let's face it, is entirely possible – that wouldn't be enough time to catch up games-wise. Practically every foreseeable Friday is set to be blessed with a title that would have a shot at being Game Of The Year on any normal format, but it's already difficult enough finding time to play anything other than *Quake III Arena*. Perhaps there are just *too many* good games coming out. Perhaps we need more sub-standard releases, giving us time to save up between 'triple A' ones. Or perhaps we should just shut up and enjoy ourselves.

In a bizarre way, we're kind of glad that we haven't reviewed any games this month worthy of *Official Dreamcast Magazine*'s respected 'Essential' award. Although it's still a month of varied and high-quality releases, we've had too many really special titles over the past few issues that it's been almost impossible to take them all in. Even as 'professional' gamers, we've not been able to play all of them as much as we'd like – not even with Christmas holidays, too-bad-to-even-think-about-going-out-in weather and serious skintness helping create enforced gaming time. With some of the most exciting videogames in years planned for release on Dreamcast over the next couple of months – *Daytona USA 2001*, *Phantasy Star Online*, *Sonic Adventure 2*, *Unreal Tournament*, *Grandia II*, and *Half-Life* to name just few – things are only going to get tougher on us poor Dreamcast gamers.

So, hopefully we've got a few weeks of calm to reflect on the Christmas quality rush before it all kicks off again next month. Make the most of it – we're likely to be in for a very expensive time!

Word.

Ed Lomas, Reviews Editor

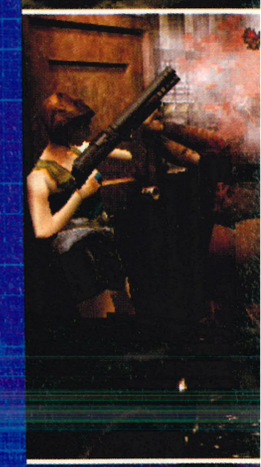
REVIEWED THIS ISSUE...

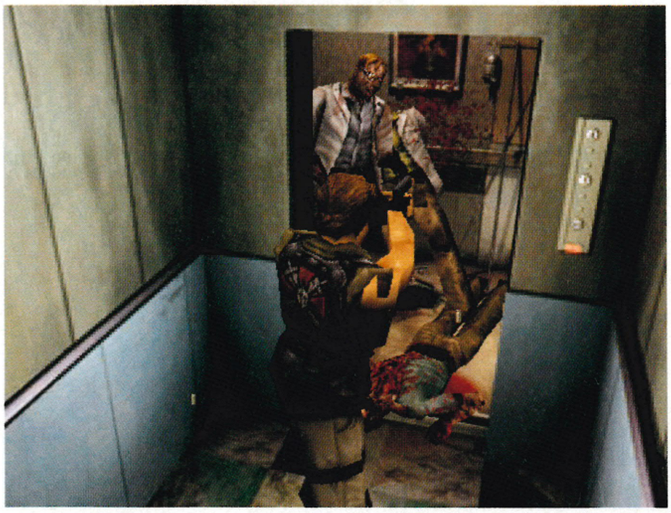
102 DALMATIANS (EIDOS)	70
4x4 EVOLUTION (TAKE 2)	64
ARMY MEN: SARGE'S HEROES (MIDWAY)	82
CHICKEN RUN (EIDOS)	87
DAVE MIRRA FREESTYLE BMX (ACCLAIM)	86
DONALD DUCK: QUACK ATTACK (UBI SOFT)	68
KISS PSYCHO CIRCUS (TAKE 2)	84
POD 2 (UBI SOFT)	80
RECORD OF LODOSS WAR (SWING)	74
RESIDENT EVIL 3: NEMESIS (CAPCOM)	60
SNO CROSS C'SHIP RACING (UBI SOFT)	72
STARLANCER (UBI SOFT)	76
TOY STORY 2 (ACTIVISION)	83
UEFA DREAM SOCCER (SEGA)	78

ODM RATINGS

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

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





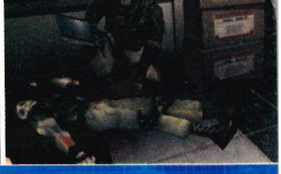
△ Ground floor: soft furnishings, ladies' evening wear, zombies...

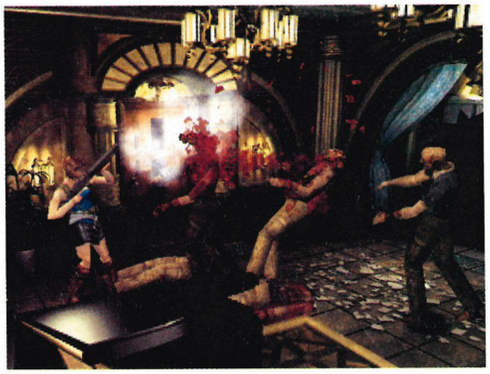
△ Use L trigger button to lock on to items that can be shot to produce explosions like this.

△ This is Nemesis, the creature sent by Umbrella to destroy all S.T.A.R.S members. He's quite nasty.

RESIDENT EVIL 3 NEMESIS

If it's gore, violence, a smattering of puzzles and a dollop of tension you're after, then read on. **STEVE KEY** is your guide through the world of the undead

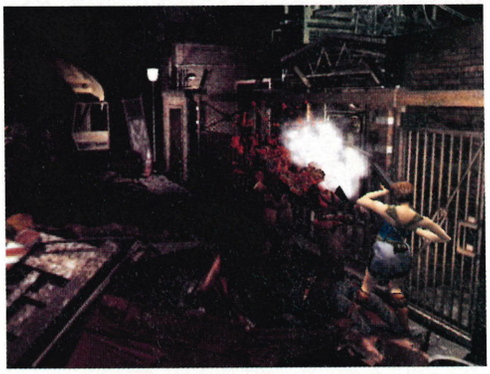




△ Where would you be without the trusty shotgun?

△ Freshly decapitated zombies walk about for a few more seconds!

"NEMESIS IS A KIND OF ZOMBIE TERMINATOR, WHOSE SOLE OBJECTIVE IS TO BUTCHER"



△ Lure two zombies into a corner, then go for a double head shot.

△ Shooting spiders causes them to spill lots of babies everywhere.

HAVING A STALKER IS, one would imagine, a deeply unpleasant and unsettling experience. The constant fear of looking over your shoulder or worrying who might be at the door is more often than not the problem of the mega-famous, and the odd EastEnder. It makes perfect sense, then, to try and recreate that same eerie feeling in a game, creating an ever-present sense of terror. And that's exactly what *Resident Evil 3: Nemesis* does.

The stalker in question also gives the game its name, as the Nemesis is the beast out to make any remaining Raccoon City inhabitants' lives a living hell. The Umbrella Corporation is a company researching deadly viruses that zombify the infected and give them cravings for human flesh – in short, the ultimate war machine. This disease leaked from the secret laboratory Umbrella created in Raccoon Forest and got into Raccoon City, which is where *Resident Evil 2* (*ODM* #4, 7/10) took up the story.

Completely overrun by the undead, very few humans actually survived. However, Jill Valentine, a member of the Special Tactics And Rescue Service (S.T.A.R.S), managed to survive her ordeal in the forest mansion and flee to the 'safe' metropolis. Now, with Raccoon City swamped with flesh-hungry mutants, she has to try and escape again. But the Corporation doesn't want any more of the S.T.A.R.S members poking their noses in and so created the Nemesis – a kind of zombie Terminator – whose sole objective in life is to butcher all surviving S.T.A.R.S employees. This, hope Umbrella, will give them the time to perfect their virus with no bother at all.

It doesn't matter if you've never played any of the previous *Resident Evil* games. Although there are numerous references to, and locations from, the earlier adventures, *Resident Evil 3: Nemesis* is designed in such a way so as to never make you feel like you've missed something. If anything, it ignites curiosity to sample the complete series, just to put together the grand ▷

ENTER THE JACKAL

△ Shortly after a huge battle, you have to take control of Carlos to try and help Jill.

△ Carlos starts with an awesome sub-machine gun that rips zombies apart.

△ When playing as Carlos, you'll also encounter the nasty Hunters for the first time.

Carlos Oliveira is the second central character to the *Resident Evil 3* storyline. He's a member of the Umbrella Biohazard Counter Service (UBCS) who is sent to Raccoon City to find and rescue any survivors. However, it soon becomes clear that all is not as he originally thought and his colleagues are not telling him the entire story. Once you've got through to the Clock Tower level, Carlos becomes a playable character for a while, and you use him to open up an entire new section of the game. He's faster and stronger than Jill and has an awesome sub-machine gun weapon, but it runs out of bullets all too quickly to be any real fun. He's also the first to discover the Hunters, classic *Resident Evil* enemies that only appear once you have control of him.

▷ jigsaw and see Umbrella's horrific reign of terror from as many different viewpoints as you possibly can. Indeed, the clever plot structure of these games means that *Resident Evil 3* actually starts before *Resident Evil 2*, and finishes after it!

LET THE GAT HUM!

Resident Evil 3: Nemesis is a much more compact and solid package than *Resident Evil 2*. Despite coming on only one disc – both *RE2* and *Resident Evil Code: Veronica* (*ODM* #8, 9/10) were two GD-ROMs – it's got so much more going on. There are absolutely tons of enemies to maim and garrotte this time around, so the empty corridors that made *Resident Evil 2* – and to a certain extent *Dino Crisis* (*ODM* #15, 6/10) – unexciting don't happen here. Even if you've run through a section two or three times and wiped out everything in the vicinity, solving one major puzzle or defeating one major enemy could trigger a hoard of new zombies to come slithering into view. And that means a greater chance of seeing lumpy, bloody head chunks. There are a lot more moments that make you jump as well. *Resident Evil 3* does an excellent job of making you think you're in a safe area before sending something crashing through the wall or windows. Expect something nasty to happen when you're least prepared for it – and it could be a visit from Nemesis.

The huge stalker beast appears at the very start of the game, along with an excellent cameo appearance. Brad Vickers, another of the S.T.A.R.S team to survive from Raccoon Mansion, appears in the city mumbling about how "he's coming to get us". Moments later, the Nemesis drops in and an excellent rendered scene starts depicting the frankly grim way in which Brad's life is ended. From then on in, it's you and you alone that the beast is hunting. And this, once you've evaded its grasp a couple of times, is what plays on your mind and makes the entire journey through the city an edge-of-your-seat ride. There's absolutely no telling when Nemesis will appear next and there's no set time interval as to when you'll have to dodge it again. Just because you successfully avoided it a couple of rooms back doesn't mean you'll not see it for another hour or so – Capcom have done an excellent job of making Nemesis appear on what seems like completely random occasions.

And how you deal with the Nemesis has given the programmers the chance to add a new element not seen in a *Resident Evil* game until now. On certain occasions when the Nemesis appears, you'll have a short amount of time to decide on one of two options to get you out of the pickle. Picking the wrong one will sometimes lead to your death, and other times it'll merely take you to a small section of the game you'd never normally have access too. However, these choices also have a greater influence in the long run, determining key moments in the story and ultimately the ending you see once the game is finished. For instance, if you manage to snap Carlos, a friend you meet along the way (see 'Enter The Jackal', page 61), out of a brief bout of depression, then he'll come and aid you in one particularly tough battle.

Picking the right choice when the Nemesis is around can also help you find bonus items. Every time Jill knocks down the Nemesis, it'll drop an item that's not vital within the central plot, but certainly makes your task a lot easier. For example, when Nemesis bursts into the restaurant where Jill and Carlos are hiding, you're given the option to either 'Hide in the kitchen' or 'Run into the basement'. Selecting the latter will see the pair head for what initially looks like relative safety – but the basement starts to flood, forcing the pair back up to face the Nemesis. However, picking the former makes Jill unhook a burning lamp and throw it into a leaking gas pipe, causing the kitchen to explode. Nemesis is knocked down, revealing the first parts of the Eagle 6.0 handgun. Knock the stalker down again and you get the final parts of the gun. You have to decide whether it's worth the risk next time you face Nemesis to try and shoot it manually, which is possible, or just wait until another set piece like that in the kitchen. All very smart stuff.

△ Whatever you decide to do, the next stop is in a different place.

△ Who let the dogs out? Once one is down, just keep shooting.

△ Knock Nemesis down, and he'll drop an excellent bonus item.

"THERE ARE TONS OF ENEMIES TO MAIM AND GARROTTE"

GUNS FOR SHOW...

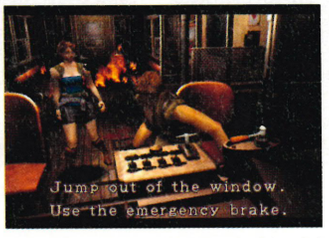
Another new element to *Resident Evil 3* is the way you collect ammo for the various weapons. Previously, this was done by simply finding boxes of ammunition and filling up your gun. You will still find the occasional box of shotgun shells, for instance, but the bulk of your ammo comes by mixing gunpowder together – you'll notice a mixing tool in your inventory at the start. The type of bullets you end up with is dependent on the combinations of powder that are mixed. There are only two types of gunpowder – A and B – but there are many different combinations to be had from this. A on its own will make handgun bullets, B will make shotgun shells, and A and B together make grenade ammo. You can mix a total of three types of gunpowder together at any one time, so for example A + A + B will give you 22 shotgun shells. It sounds complicated but it's so blatantly simple once you've had a go yourself.

The key to mixing your ammo, however, lies within the creation of a completely new type of bullet. Once enough gunpowder A has been mixed together, a new super handgun bullet will be created and from then on in all handgun ammo is of the 'super' variety. Likewise, when over eight gunpowder B tubs are combined with each other, an explosive shotgun shell is created and that is the best ammo in the game. This concept works extremely well, thanks also to the changing locations of the gunpowder pots. Every time you sit and play, the tubs of powder may be in a completely different location to the previous session. This also applies for things like herbs and actual boxes of ammo, and although there are only around ten to 15 possible locations for these items,

△ Have that! Check out the little chunks of head and brain flying about!

△ The enemy strikes back... again.

△ Pick the right option and here's Carlos!



△ Decisions, decisions... what's a girl to do?

it still offers enough variation to add challenge to certain stages. Once you've found gunpowder, you're also faced with the decision of what ammo you should mix – if you really need some shotgun shells should you wait until you find some gunpowder B to mix with two As, or should you just tool up with whatever you can? This again adds a little more to the tension as you're constantly left wondering whether you've made the right decision. It also means that you could be stuck facing Nemesis with nothing more than 100 handgun rounds, which is a nigh on impossible task.

Resident Evil 3: Nemesis is an excellent title and one that fits nicely alongside the fantastic *Resident Evil Code: Veronica*, even though the gulf in graphical quality between the two is very large (*RE3* started life as a PlayStation game, remember). It's more fun to play than *Resident Evil 2*, has more going on and generally feels a lot better as a package. The constant harassment by Nemesis itself keeps you on edge, and the limited ammo supplies you get by playing the game on the harder difficulty adds to the challenge and suspense. You can't really go wrong with this title unless you don't like violence, in which case what the hell are you doing reading this?!

VERDICT

A SUPERBLY POLISHED GAME THAT OOZES CLASS AND TENSION

UPPERS
Action-packed • Loads to see and kill! • A good mix of puzzles • High replay value

DOWNERS
Not in the same league as *Code: Veronica* • Characters could look better • Background scenery pixelated

IN ONE HOUR
We'd got to the Uptown area
WEBSITE www.capcom.com
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

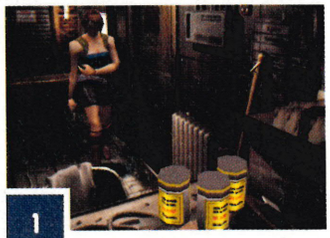
ODM RATING OUT OF 10
8
VERY GOOD

PRICE: £34.99 • PUBLISHER: CAPCOM • DEVELOPER: CAPCOM

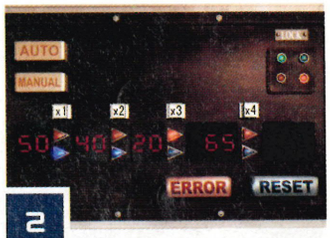
WALKTHROUGH

IN A NUTSHELL

If you want to get a quick feel for the way *Resident Evil 3: Nemesis* works, then this sequence may show you just that.



1 △ Jill runs around the corner to stock up on some valuable gunpowder B. That'll come in handy.



2 △ After turning on the power supply, Jill must set the voltage to open one of two doors.

3 △ The door opens and Jill finds a Magnum inside. But as she leaves a horde of zombies appear at the gate!

4 △ She then has the choice: make a run for it or increase the electricity? What will she decide?

5 △ The electricity surges through the fence and promptly decapitates all six of the zombies outside! Yesss!

△ If your car doesn't have studded tyres in the snow, you don't go anywhere. Simple.

△ Dusk is one of four times of day you can compete in.

△ It is essential that you go through each checkpoint in the correct order.

4x4 EVOLUTION

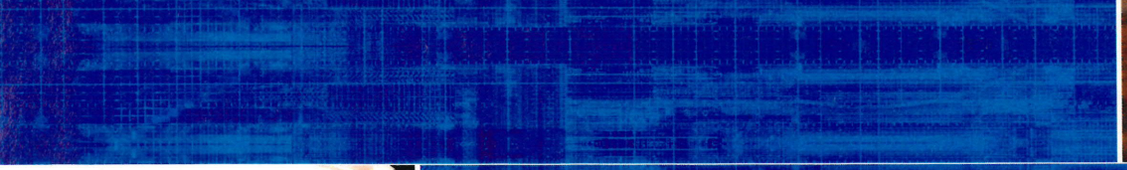
Roads? Where we're going, we don't need roads. **STEVE KEY** is the man behind the wheel and headed out into the sticks

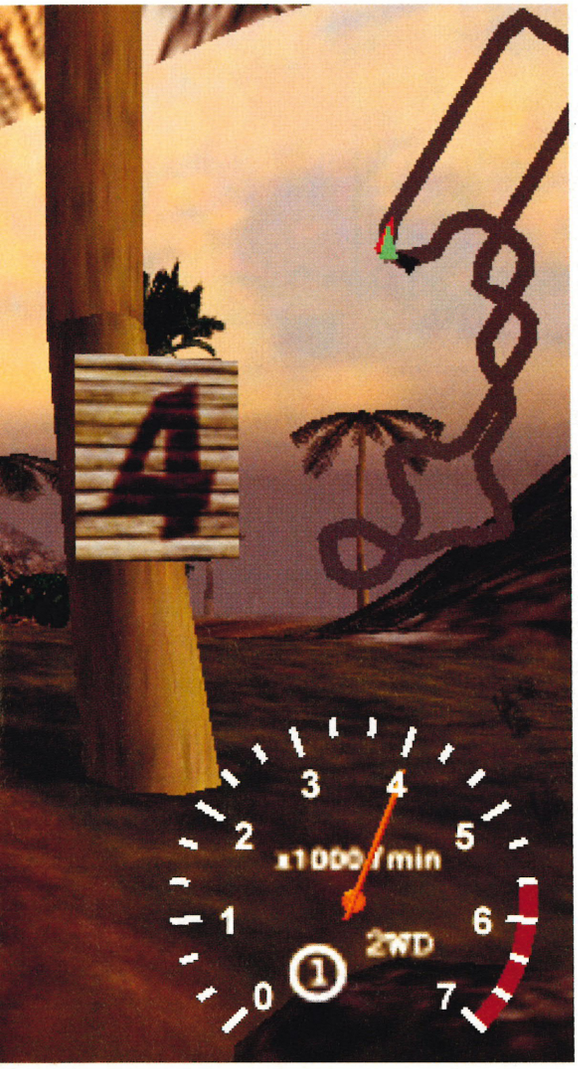
FOR MOST OF US, the term 'off-road' will mean nothing more than bumping on to the pavement after swerving to avoid a cat, or that short cut you used to take to get to school in the mornings. There's very little chance of actually getting behind the wheel of a 4x4 jeep and thrashing it over some marshlands.

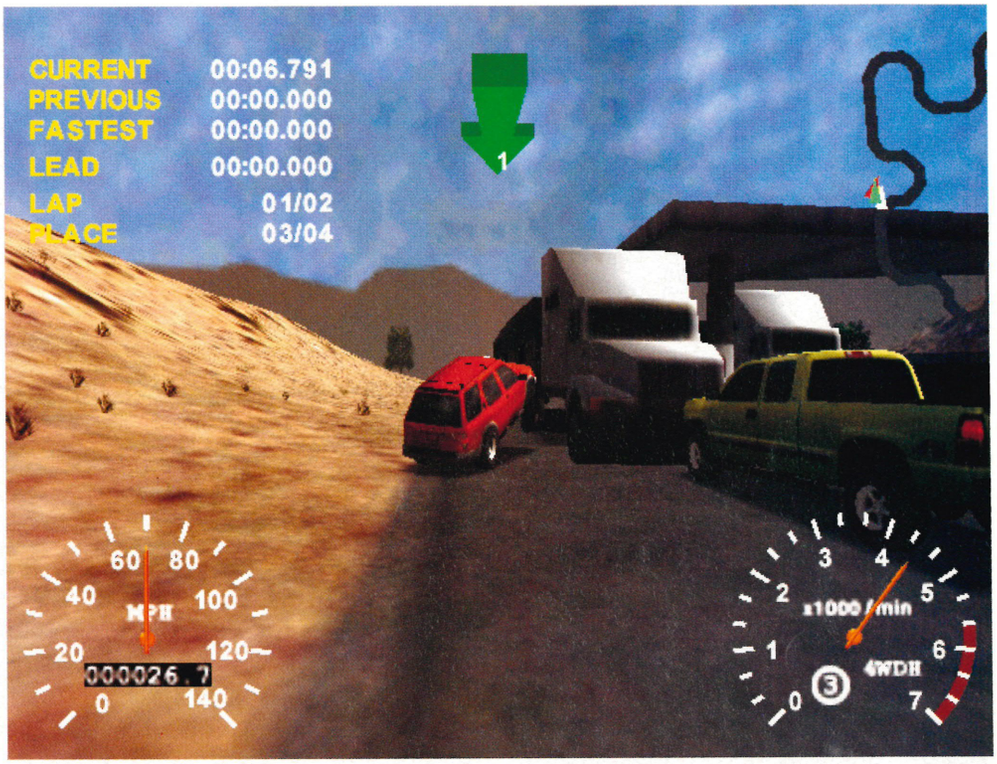
Luckily *4x4 Evolution* is here to cater for any such desires. It's got some stiff competition in the excellent *4 Wheel Thunder* (*ODM* #8, 8/10), and, er, the rancid *Buggy Heat* (*ODM* #2, 4/10), which both offer the same type of 'everywhere is a road' experience that comes with the territory.

Your main task in *4x4 Evolution* is to compete in a lengthy career mode to earn yourself cash that, in time, upgrades and buys you new vehicles or parts. There are two main race types – the Series and Special Events – to try and grab yourself some dollars. The Series is a set of races over four or five tracks with a pot of cash divided among the competitors at the end. The higher you finish, the more money you collect. Winning races isn't essential, but obviously pockets you a greater share of the prize money. The Special Events are one-offs that have a larger winning bonus, but also a more challenging set of opponents. Both of these game modes are linked by the type of car you happen to be driving at the time, however, as a certain class of race is only open once you

"WINNING RACES ISN'T ESSENTIAL, BUT POCKETS YOU MORE MONEY"







△ Dumbass! Computer-controlled rivals think nothing of driving head-first into juggernauts.

own a specific car. These might simply be a manufacturer's championship or a class challenge, like a two-wheel drive competition. In order to see all of the tracks and vehicles, you need to win handsomely in these races to earn the money to buy different cars, thus opening new challenges.

You start with $30,000 in the bank to buy a car and get racing. It's entirely up to you how you spend this money, but there's an extensive upgrade section that is begging for a bit of cash to be thrown its way. Everything from whether the car has mudflaps up to complete new parts can be tinkered with, improving the look and performance of your vehicle. And you may be thinking that having a car that's aesthetically pleasing is not important at all, but for earning respect with fellow online punters, your motor has to look the part as well as being a beast on the tracks.

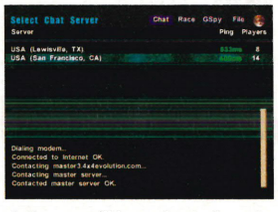
It's also important to pay special attention to the circuits and conditions you're about to race in. Your tyres must be changed if the weather takes a turn for the worse. Studded wheels have to be fitted when an arctic level appears, otherwise your car can never get a grip of the snow and simply slides backwards. It's most annoying to spend ages getting everything set up, joining a game server in America, building yourself up to be this awesome driver and then having to quit out after ten seconds because the wrong tyres are fitted to your car. The same also applies to harder surfaces, as they don't need as severe a tyre to give you grip. The under and over-steer can be changed too, although this only starts becoming a concern after several hours of playtime have elapsed.

The cars themselves are all actual models. Ford, Dodge and Chevrolet are just a few of the manufacturers represented. Each comes with at least four different cars, some with Super Trucks that'll cost you anything up to $850,000. Owning one of these is your ultimate aim, but it's a task that's going to take some time to accomplish.

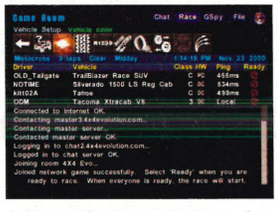
THE BOT IS MINE

As a package, *4x4 Evolution* is a decent one, but it's not got enough variety to really make it a challenger to *4 Wheel Thunder*. Once you've raced the first four or five tracks, the rest become a little tedious. The computer-controlled drivers in the single-player mode have very strange artificial intelligence – they think nothing of driving head-first into an oncoming juggernaut (see the screenshot above) and are quite happy to sit behind a snowplough as it trundles across the track.

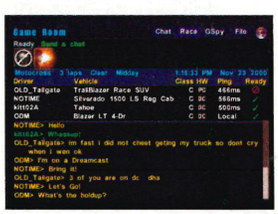
Despite the fact that this is an off-road racing game, there's very little scope to actually drive where you like and still be in the race. Checkpoints have to be hit in the correct order if you want to win, so cutting corners becomes very limited. The places where taking a shortcut is possible, however, are ▷



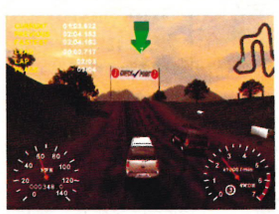
△ Servers will be up for the launch.



△ Have a bit of banter before racing.



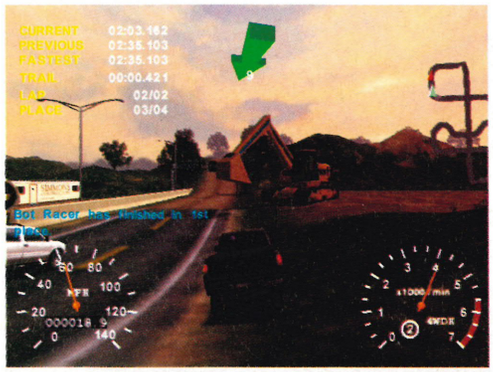
△ There are a few pre-set phrases.



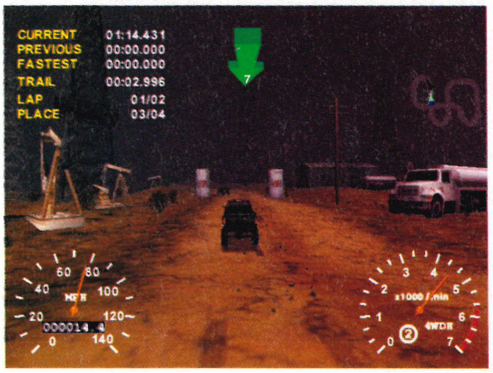
△ Wot no collision detection online?

AROUND THE WORLD

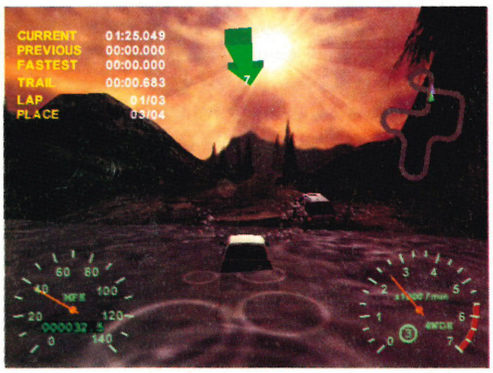
Want to play *4x4 Evolution* online? Well it's simple to set up and pretty good fun although, bizarrely, there's no collision detection with your opponents – you just pass through one another should you come into contact. Selecting the Network option from the menu will connect to the *4x4 Evolution* main site where you can see exactly who's playing and where. Then it's simply a case of picking a hosted game close to you and racing. There's the usual chat option so you can have a bit of friendly banter with people before, during and after a race, and you can easily use it without a keyboard thanks to the selection of pre-set phrases that you can call upon. The best feature about the online play, however, is the fact you can have games against PC and Mac owners as well as fellow Dreamcast players. And there doesn't seem to be any advantage in using one specific format as the ever-so-slight lag is consistent for everyone, no matter what machine you're playing on.



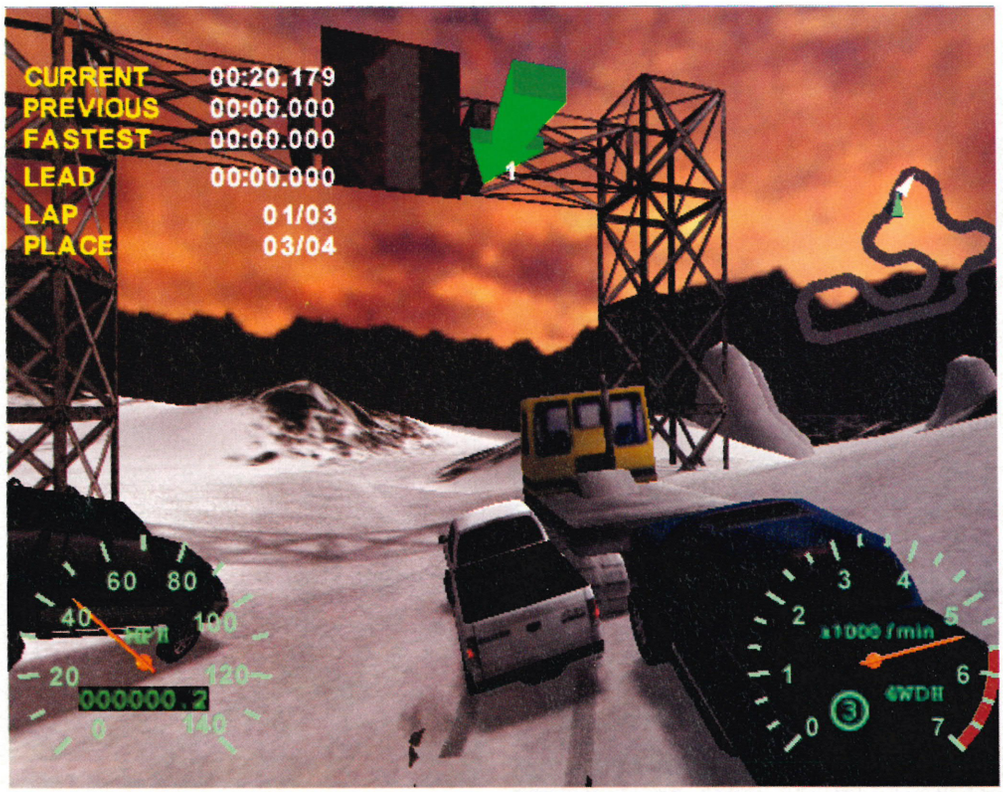
△ Unless you're in a multiplayer game, your rivals are called Bots.



△ The oil refinery is running, but nobody's manning the vehicles!



△ "I'm not helping much, am I Dad?"



△ Some stages have other vehicles driving around that act as obstacles. Which is nice.

more likely to be essential sidetracks that will catapult you down the rankings if you don't take them. Watching the computer cars is the only way to spot the decent secret routes. Bizarrely enough, some of these shortcuts are actually shown as the correct route on the map. For instance, you can be happily chasing an opponent along a motorway when they suddenly turn off and start to drive up a ridiculously steep hill. You continue along the road and before you know it you're completely off the circuit, despite still being on the motorway. We thought that the idea of shortcuts was to make them hidden so that players can find them by themselves. All rather weird.

The handling of the cars is also very strange. Most of the time they feel like they're floating around the track rather than really biting into the dirt, so controlling them turns into a bit of a lightweight affair. If you hit any kind of ramp at speed you sail through the air over quite a considerable distance. These jumps are usually placed next to checkpoints, so you end up sailing past and having to drive back and go through them properly. This happens on lots of occasions, and soon becomes extremely frustrating.

EMERGENCY STOP

Colliding with objects is also very annoying and unrealistic. You can drive straight through bushes and other small bits of foliage, but the moment you even clip a tree the car slams to an immediate halt. You then have to reverse back and edge away as the other three competitors trundle past you. Hitting the posts holding up the checkpoint signs is no better either. They can be no more than a metal pole in the ground, but the second you touch one your speedo hits zero. It's very, very annoying to say the least. You do have the chance to drive wherever you like if the race is getting too much for you, as certain stages seem to run on for a lifetime. There's a completely hidden airport on one stage with 747s taxiing about on the runway. But there's nothing to do there. It's just an airport, and that's it.

When you throw everything together, *4x4 Evolution* is another interesting, but fairly average, game. It's clear that a lot of thought has gone into it, as is obvious when you notice some of the small details such as the dirt that flies up when you slide through mud (replaced by smoke when you drive on concrete). Yet, conversely, if you look at the construction site vehicles moving about, there's nobody piloting them.

It's a decent enough game to play in short bursts, but the continuing frustrations of collision detection and the general repetitiveness ruin any chance there was of getting more than a few days' play out of this – other than in the surprisingly smooth online modes, that is. Ultimately, if you want a 4x4 off-road racing title, then *4 Wheel Thunder* is still the best one to get.

"ONCE YOU'VE RACED THE FIRST FEW TRACKS THE REST BECOME TEDIOUS"

VERDICT

A GOOD BUT ULTIMATELY FLAWED GAME WHICH LACKS VARIETY

UPPERS
Lots of cars to choose • Online option • Some nice-looking levels • Onus is on you to explore tracks

DOWNERS
Not enough variety • Doesn't make enough of the off-road sections • Gets boring quite quickly

IN ONE HOUR We'd won $18,000 prize money
WEBSITE www.4x4evo.com
MAX PLAYERS 4 split-screen, 4 online
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
6
PRETTY GOOD

PRICE: **£39.99** • PUBLISHER: **TAKE 2** • DEVELOPER: **TERMINAL REALITY**

SnoCross™
CchampionshipRacing

• Real Yamaha snowmobiles, that take damage on numerous critical systems.

• Numerous gameplay modes such as hill climbing offer diverse challenges and extensive replay value.

• Track editor/creator included to personalise tracks and give endless replay value.

• Upgrade your snow mobile by winning races and compete in the 500cc 600cc and 700cc championships

PlayStation

Dreamcast

© 2000 Crave Entertainment, Inc. All rights reserved.

© 2000 Unique Development Studios AB. All rights reserved. SNO-CROSS CHAMPIONSHIP RACING, CRAVE ENTERTAINMENT and the CRAVE ENTERTAINMENT Logos are trademarks of Crave Entertainment, Inc.

© 1999 Crave Entertainment, Inc. CRAVE ENTERTAINMENT is a registered trademark in the U.S. YAMAHA is a registered trademark and is used with permission of Yamaha Motor Co., Ltd.

All other trademarks and copyrights are the property of their respective holders.

Contenido • Contenuto Contenu • Content OK 3+ ©ELSPA

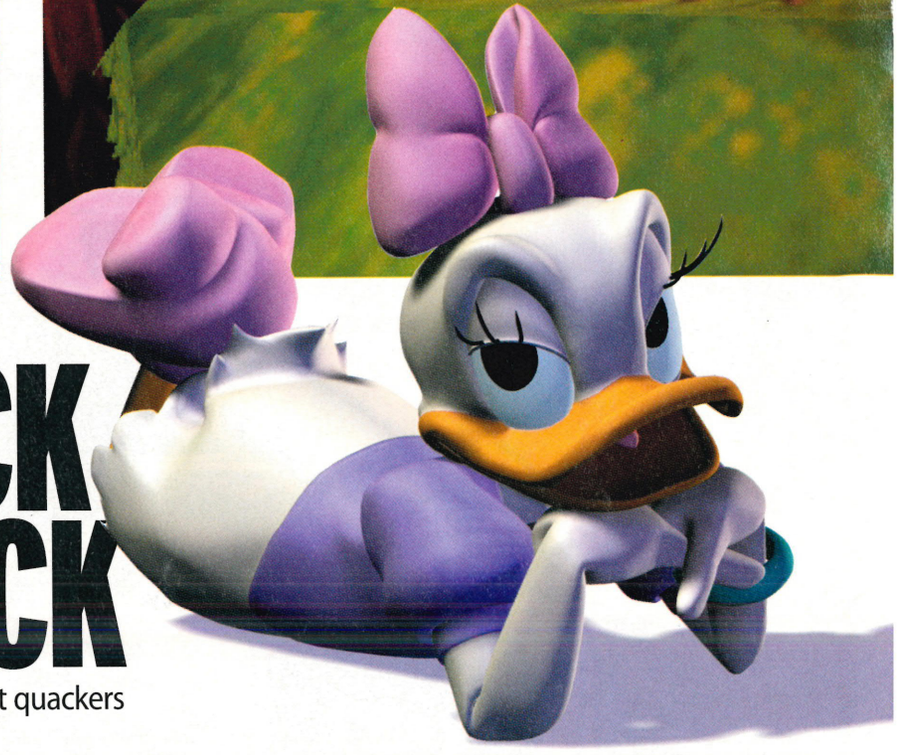
Ubi Soft

www.ubisoft.co.uk

CRAVE ENTERTAINMENT

△ Donald uses the fat bloke as a trampoline. Which is nice.

△ This is one moody chicken. Just wait until she starts bombing you with giant eggs.



DONALD DUCK QUACK ATTACK

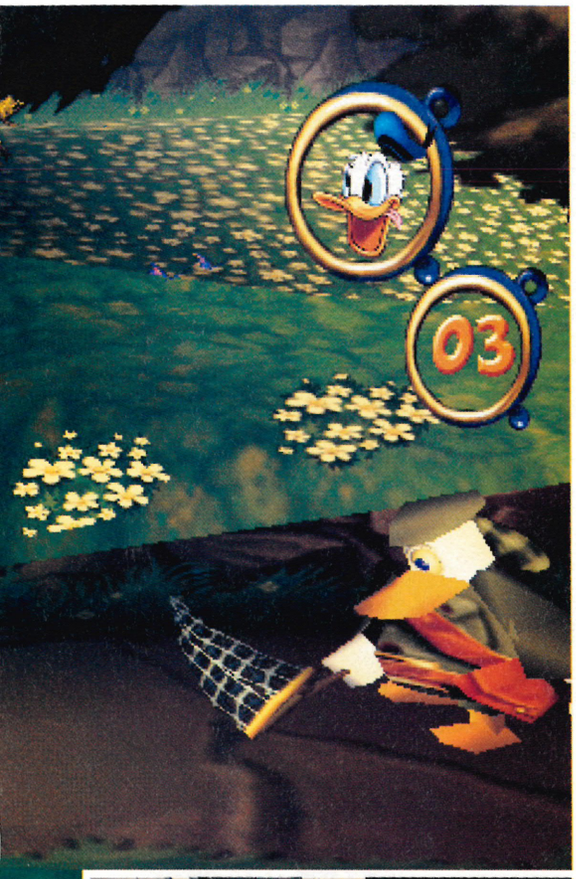
The world's grumpiest duck sends **PHILIPPA NORMAN** a bit quackers

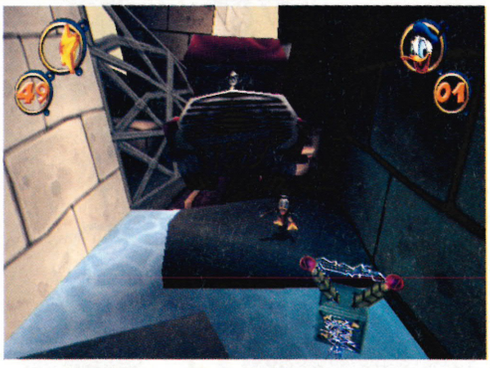
ON THE CD

CARTOON CHARACTERS ARE OBVIOUS subjects for videogames. They're crazy, funny and immune to the most insane abuse you could ever imagine. Just think about *Tom & Jerry* for a minute – how funny is it when Jerry puts a stick of dynamite up Tom's backside and blows him up? Hilarious! Well, *Donald Duck: Quack Attack* may not be quite as risqué as that, but it promises to be equally entertaining.

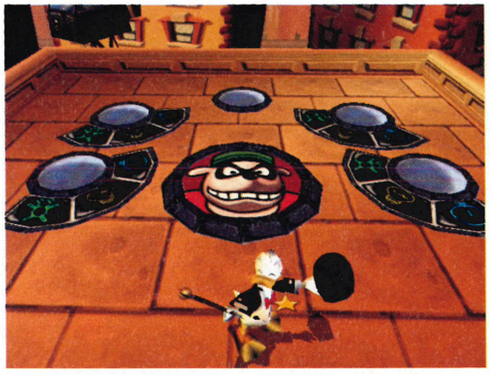
Briefly, the story goes like this – Donald, Gladstone and Gyro Gearloose witness the kidnapping of the lovely Daisy Duck on live TV. Her ducknapper just happens to be the evil and nasty Merlock, and her prison Merlock's secret temple. Due to Donald's concern for the sexy news presenter's welfare (and his own sexual desires), he and his sidekicks set off to save her precious life. The plan is that Donald and Gladstone will be teleported to their destinations *Star Trek*-style, but it just so happens that the equally lusty Glad gets a head start. Hot on his tail, your job is to make sure that Donald gets the lady.

Quack Attack is reminiscent of the platform sections in *Sonic Adventure* (*ODM* #0, 9/10) – it acts like a 2D platform game with 3D graphics. The controls are very simple: A is to jump and B is to punch. For a power jump, press A again while in mid-air – classic platform gaming stuff. The adventure itself is quite small, but its saving grace is that it has a fairly complicated but logical





△ Bonus chase levels can be tough. One slip and Don's engine fuel.



△ A completed level should look just like this, with a happy face.

△ To go higher and further, press jump for a second time in the air.

"IF DONALD STARTS TO LOOK HACKED OFF, YOU'RE IN TROUBLE"

structure. Basically, there are four worlds comprised of 24 levels in total. When you, as Donald, get teleported to a world, you're faced with an arrangement of six circles on the floor, each one leading to a different area. Four of them are your basic platform stages, with each of these having two different sorts of object to collect. There's one piece of the boss warp pad on each, along with three of Donald's nephews' stolen toys. Now, once you've completed a stage collecting all of these vital objects, you can access the two remaining areas. The boss warp pad gives you access to the boss (unsurprisingly) who must be defeated in order to open the portal to the next world. Collecting all the toys gives you access to the special chase stage, which involves you being chased by a kind of mini-boss. Survive this and you catch up with Gladstone who then challenges you to beat his best times on all of the platforms on the level. In return he offers you a wonderful gift. Finally, out of breath and sore-thumbed, you crawl back to him to pick up your prize and what d'ya get? A new outfit. After all that effort? Big quacking deal. Oh well, Donald does look quite dapper in a top hat and tails.

As well as the vital collectables, there are delicious milk shake power-ups and extra lives to pick up. The platforms are also strewn with coins and funny boxes on legs. The coins have different values: gold is worth one, blue is worth five and red is worth a quacktastic ten! In true *Sonic* style, 100 coins will give you an extra life. Lives are quite easy to gain, but often just as easy to lose. The key is to keep Donald in a good mood – if he starts to look hacked off, you're in trouble.

GOOD, HARD DUCK

The first level won't take you long to complete, but after that things become a bit trickier. Some of the courses will leave your hands shaking like the jelly in a tin of Spam, but precision jumping and punching is essential. There's a good difficulty balance – it's not too easy, and not too frustrating. The bosses are big and scary in a cartoony kind of way. Magica De Spell will have you punching pumpkins, and the big fat chicken on level one is, well, quite funny actually. All the levels have their own smaller baddies which add character to each stage – Magica De Spell's Manor is rife with mad old knife-wielding ducks in wheelchairs, and other such dangerous freaks.

There's a very silly feel to *Quack Attack* – much like the *Donald Duck* cartoons – but with an intelligent and entertaining approach. It's a shame that there aren't a few more interesting features, though. Perhaps some crazy vehicles and a wider variety of power-ups would have livened things up. Oh, and be warned that the milk shake power-ups are not always that well situated. It's not all that helpful to hit one of these power-ups when you're just about to take on a particularly precarious route, considering they turn Donald into the duck equivalent of a Tasmanian devil.

Donald Duck's *Quack Attack* provides good, traditional gameplay. It looks nice, although nothing out of the ordinary, and the sound effects are atmospheric. If we're talking value for money, it could have done with being a bit longer, but on the whole it's a smart little game that will keep you amused for a fair while. It's not one to keep you coming back time after time, but, just like a Kinder Surprise, you'll have a smug, childish grin on your face once you've put all the pieces together.

SPEAK OUT

ABDELHAK ELGUESS, PROJECT MANAGER OF *DONALD DUCK: QUACK ATTACK*, TOOK A SECOND TO ANSWER A FEW QUESTIONS VERY BRIEFLY

WHAT'S THE BEST THING ABOUT THE GAME?
The Outfit Swapper.

WHICH DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
Nintendo 64 *Zelda*, but soon *MDK 2* on Dreamcast.

WHAT'S THE BEST GAME YOU'VE PLAYED ON DREAMCAST SO FAR?
***Soul Calibur*.**

GIVE US A FAVOURITE WEBSITE ADDRESS OF YOURS.
Napster! www.napster.com

CAN YOU DO AN IMPRESSION OF DONALD DUCK?
No comment...

VERDICT

GOOD, SIMPLE, OLD-FASHIONED FUN AND LOOKS PRETTY TOO

UPPERS
Old-school charm • Good structure • Nicely done classic platform gaming

DOWNERS
Could do with more levels • Slightly iffy collision detection at times

IN ONE HOUR Completed about 15 per cent of the game
WEBSITE www.ubisoft.co.uk
MAX PLAYERS 1
VIDEO MODES Full-screen 50Hz, 60Hz option, VGA compatible

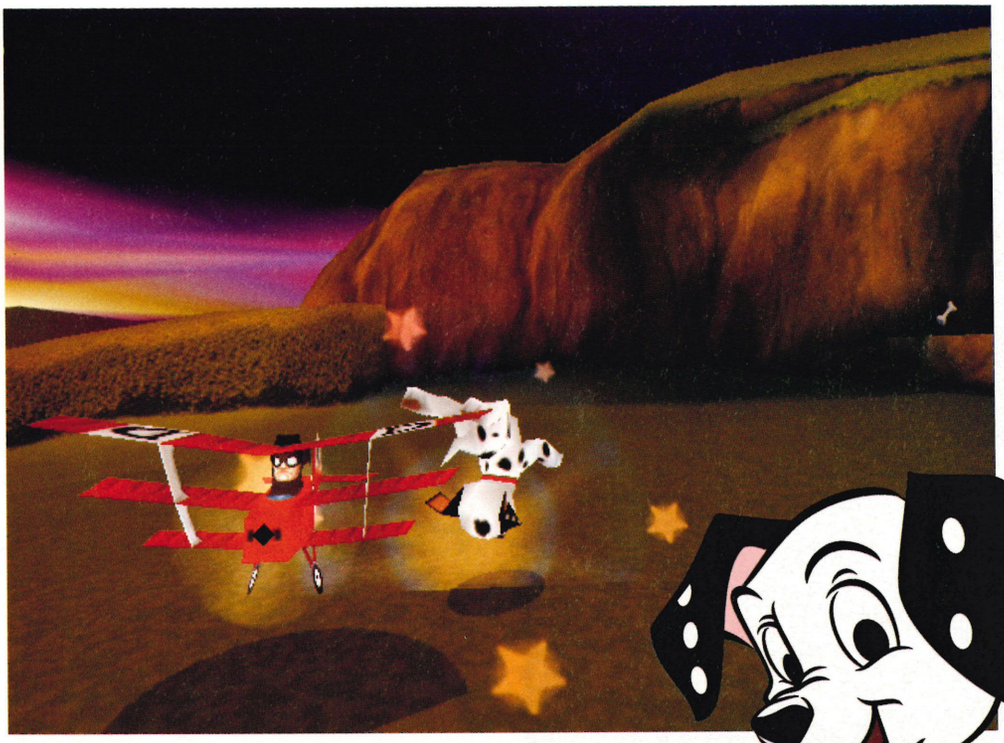
ODM RATING OUT OF 10
7
GOOD

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

"AN EARLY LEARNING CENTRE PLATFORM ADVENTURE" **102 DALMATIANS**

△ Man's best friend (toast) hits out at man's other best friend (dog).

△ The excellent Tilt Maze – a fine mini-game.



△ This game is plane crazy! Sorry, that gag was plane obvious. Ho ho.

102 DALMATIANS PUPPIES TO THE RESCUE

Eidos celebrate the new Disney caper by offering us a large slice of child-oriented dog action. **DYLAN DAVIES** risks rabies by checking it out

***102 DALMATIANS* IS THE** game of the sequel to Disney's live action dog caper *101 Dalmatians*, but the story is pure videogame nonsense. Her evilness – Cruella De Vil – has gone into the toy industry since her last canine defeat. Sadly for this enterprising and misunderstood woman, her range of children's entertainment did not take off. Resorting to her evil ways, she remodels these gadgets to become – gulp! – evil toys! This is called 'Plan B'. Oh, and she steals a bunch of puppies again. Surely this combination of dogs and evil toys is the perfect recipe for videogame success. Isn't it?

Well, it's a very simple game. You can control one of two puppies, Domino or Oddball. These are interchangeable at any point and make no difference to the gameplay – you are merely a boy puppy or a bitch. The 16 levels are simple open areas based on the scenes in the film. Mainly London-based, there's Regent's Park, Piccadilly, Big Ben, and also Cruella's evil castle – possibly in Essex. On each level there are a number of kidnapped puppies that need rescuing, plus 100 bones to collect. Collecting the bones allows you to open up mini-games such as crazy golf and the excellent 'Tilt Maze', and also buys you stickers for your virtual sticker album.

Your puppy can jump, roll, attack, bark (to destroy enemy toys) and sniff. By sniffing, your puppy can find hidden objects and areas of the level. There's not a large amount of enemies and the platform aspects are simple while still holding some challenge. It's like an Early Learning Centre platform adventure with a truly appalling camera, which must be manually wrenched around using the trigger buttons.

This is what makes reviewing this game difficult. It isn't going to set the pants alight of most modern gamers – it's just too simple. However, it's a great game for a five-year-old who worships Disney. It's a nice little yarn with cute but simple-looking levels and characters, plus some great little extras to keep you entertained. It has loads of hidden games in the levels to mix up the fun too – like flying a Pterodactyl or riding fairground rides – and, as mentioned before, there are some quality separate mini-games to collect as well.

This is an accomplished package to give to a Disney kid but, even though it's cheerful enough to make your stupid grinning mouth fall off, there's not enough of a game here to make it worthwhile for grown-up kids. Fun for the nippers, then!

VERDICT

A DECENT ENOUGH MOVIE ADVENTURE FOR THE UNDER-TENS

UPPERS
Very easy to play • Great mini-games • Cute and genuinely fun in places

DOWNERS
Not the greatest puzzler in the world • It'll be over very quickly

IN ONE HOUR Beat first Cruella boss. Nailed the Tilt Maze

WEBSITE
www.eidosinteractive.co.uk

MAX PLAYERS
6 (in crazy golf mini-game)

VIDEO MODES Full-screen 50Hz, VGA compatable.

ODM RATING OUT OF 10

5

AVERAGE

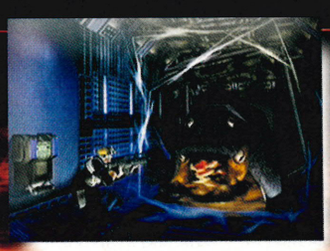
PRICE: **£39.99** • PUBLISHER: **EIDOS** • DEVELOPER: **CRYSTAL DYNAMICS**

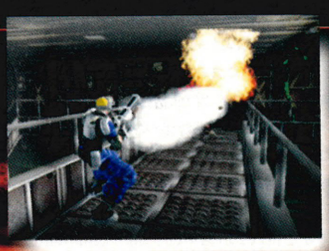
are you infected?

CARRIER

In the 21st century terrorism reigns supreme, the North and South divided. On it's way back to port from a mission to destroy the home base of the Southern Cross terrorist group, the Heimdal carrier picked up an ancient organism (ARK) off an isolated island in the South Pacific. Two days from port the Heimdal reported an explosion in the engine room. Ever since then the ship has remained silent.

You are part of an elite unit sent to explore the Heimdal in an attempt to find a cure for the disease before returning to shore. Had you known what you would find, maybe you would not have made the journey at all.....





DIGITAL ENTERTAINMENT
www.eon-digital.com

XICAT INTERACTIVE

JALECO

Dreamcast.

Sega and Dreamcast are either trademarks or registered trademarks of Sega Corporation. Copyright Sega corporation 2000. © 2000 Xicat Interactive. © EON Digital Entertainment all rights reserved.

△ The handlebar view gets you close to the action but ain't for the squeamish.

△ Shifting your weight and keeping it smooth is the key to success.

"RACING OVER SNOW AND ICE RAISES SOME CHALLENGING POSSIBILITIES"

△ Essential airborne skills require deft use of the analogue stick.

△ A bit of the old 'body English' will get you round the corners.

△ The usual outcome of trying too hard to impress the laydeez...

SNO CROSS CHAMPIONSHIP

Racing a snowmobile is like driving a Robin Reliant in reverse over ice, reckons **DAN TRENT**. Dreamcast's first snowmobile

WITH SEAL CLUBBING RIGHTFULLY frowned upon as a valid way of passing the time, things must get pretty boring out there in the frozen wastes of Alaska and northern Europe. And with snowmobiles forming one of the main means of transport up there it's not surprising that some bright spark came up with the idea of racing them, hence *Sno Cross Championship Racing*...

Now, while we're not exactly short of racing games on Dreamcast, at the same time you couldn't really complain about being swamped by snowmobile racers. To put it diplomatically, it's a minority interest. But let's not be narrow-minded because, if this game is anything to go by, snowmobile racers are as hardcore a bunch of adrenaline junkies as you'll find anywhere.

For the uninitiated, snowmobiles are basically ski-steered rockets powered by motorbike engines driving a small caterpillar track at the rear. This means that they can run on almost any surface – from soft snow to short stretches of water – opening all manner of exciting possibilities to the games designer wanting to do something a little different.

Snowmobile racing shares much in common with motocross: in both, the racing is extremely close and punishing to man and machine. Riders spend as much time in the air as on the ground, and the designers have made a bold attempt to make balancing your machine in the air a large part of the skill required to make it in the game. The fact that motorbikes and, of course, snowmobiles rely so heavily on balance and weight distribution to drive successfully should, in theory, make for a more challenging gaming experience.

IN THE PITS

Following accepted racing game convention, the game is divided into a Quick Race, Championship, Time Trial and Multiplayer format with the added bonus of a decent track editor. Championships are unlocked by finishing in first place, and become increasingly hard-fought and faster moving as the game progresses. Winning a race earns cash which can be spent on upgrading your ride or, and this is more likely, repairing the damage from the last round. Failure to do so is

SPEAK OUT

OSKAR BURMAN, PRODUCER AND GAME DESIGNER AT UDS, HAD A FEW WORDS WITH US ABOUT *SNO CROSS CHAMPIONSHIP RACING*

WHAT'S THE BEST THING ABOUT THE GAME?
Personally I like the track editor best. The tracks you can build with it are really awesome and you can play around with it for hours!

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Jet Set Radio* [*ODM* #14, 8/10] and *18 Wheeler American Pro Trucker* are two favourites of mine.**

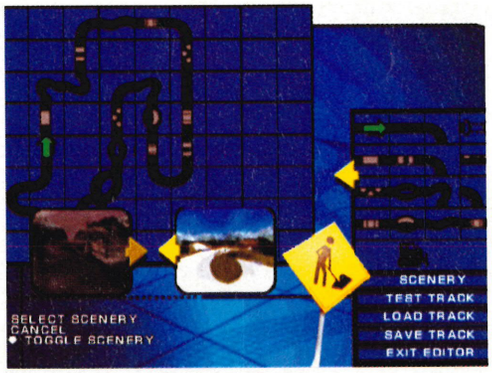
WHAT'S THE BEST GAME YOU'VE PLAYED ON DREAMCAST SO FAR?
If you count total playtime it's definitely *Sega Rally 2* [*ODM* #0, 8/10]. I've spent weeks and weeks on that game.

GIVE US A FAVOURITE WEBSITE ADDRESS OF YOURS.
www.santesson.com/curshome.htm – it teaches you to swear in Swedish and you never know when that'll be of use.

WHAT'S SPECIAL ABOUT SNOWMOBILE RACING?
Snowmobile racing is actually one of the coolest extreme sports out there (I've tried it!). If you can't experience it for real, play our game – it's the closest to reality you'll get!

△ **The two-player option suffers from appalling slow-down.**

△ **Tricks often end in disaster. They're not that impressive either.**



△ **The track editor enables some wild circuits to be created.**

△ **Anticipation and skill on ice – getting it sideways is essential!**

△ **Damn! I think I left my sarnies behind…**

RACING

racer begs to differ

short-sighted, as the damage is cumulative and you'll find yourself struggling if your machine isn't kept in tip-top condition.

Racing over snow and ice obviously raises some fairly challenging possibilities, especially if you throw steep gradients and jumps into the equation. *Sno Cross Championship Racing* certainly has all of these things and the way in which they have been used in the game is really one of the best things about it. Most impressive is the way you can feel your snowmobile working on the different surfaces – such as the courses which take in sections of ice where even the studded track of a snowmobile is going to struggle for grip. Patches of snow have to be used to catapult you in the right direction – the way you feel the total loss of traction as you hit the ice is very effective.

Not quite as satisfying is the attempt to bring control to your weight distribution on the bike, although it's halfway there. With practice you learn how to make the most of it and control your time off the ground accordingly. As in the real world, it pays to keep jumps as low as possible, in keeping with the theory that the tracks can't propel you forward when you're in the air, but fiddling about with the pitch control too much is the fast track to wipe-out city. Ditto the trick aspect of the racing, which is intended as a means of earning extra money by performing stunts. Unfortunately, the more usual outcome is a painful-looking crash and subsequent damage to your snowmobile that far outweighs the potential gain from doing the trick in the first place.

WINTER WONDERLAND

Graphically speaking, *Sno Cross Championship Racing* is sadly lacking. While the animation is smooth and the riders move about the machines in a realistic manner, the whole look of the game is far away from what the Dreamcast is capable of. The textures are adequate but the colours are dull and there are glitches galore – fogging and frustratingly inconsistent collision detection in particular. It *does* feel fast though, and the handlebar view makes for queasy viewing as the snowmobile pitches through the bumpy terrain.

As far as the handling goes it's certainly erratic (mainly by virtue of the extreme nature of the courses) and, at times, frustratingly random. At least the artificial intelligence of the other riders is forgiving – they have an obliging habit of falling off and riding into each other to ensure that the race is never over till the fat lady sings and the chequered flag has been waved. But be warned, they won't think twice about sending you flying if you get in their way.

Sno Cross Championship Racing isn't the fun game it could have been. In this fiercely competitive market it's laudable that they've tried something different by basing the game on an unusual sport, but it doesn't have the polish needed to make it shine. Especially unforgivable is the two-player mode that moves at such a pedestrian pace you'd be better off slipping on your snowshoes and walking. Close but no cigar.

VERDICT

FUN FOR A BIT BUT LET DOWN BY ATTENTION TO DETAIL

UPPERS
A bit different • Occasionally exciting racing • Good track editor • Damage adds tactical element

DOWNERS
Terrible sound • Weak trick system • Virtually unplayable two-player option

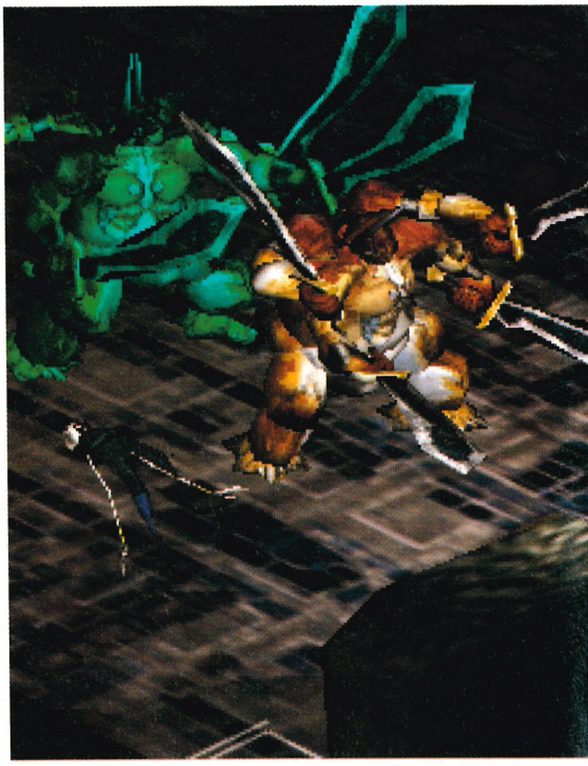
IN ONE HOUR We'd completed the 500cc championship and were tucking into the track editor
WEBSITE www.snocross.com
MAX PLAYERS 2
VIDEO MODES Bordered 50Hz, full-screen 60Hz option

ODM RATING OUT OF 10
4
BELOW AVERAGE

PRICE: **£39.99** • PUBLISHER: **UBI SOFT** • DEVELOPER: **UDS**

△ A demon boss is in the flames – you'll need help to defeat him.

△ Get close to the witches or their fire balls will frazzle you.



△ If you stumble upon these beasts you're dead. Simple as that.

△ Using the walls of the bridge as cover can save vital energy points.

△ Oh yeah, some of the treasure chests are booby-trapped.

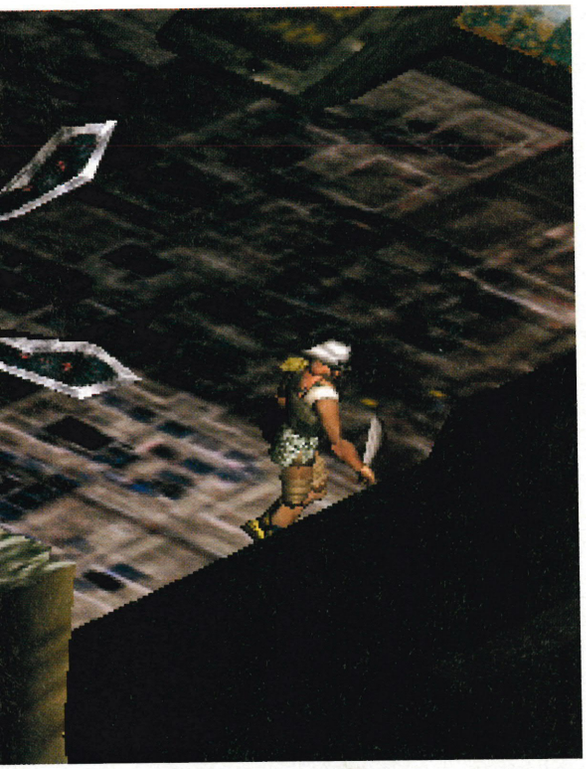
RECORD OF LODOSS WAR

With swords, spells and sorcery aplenty, **STEVE KEY** is about to get medieval on yo' ass with this magical little RPG

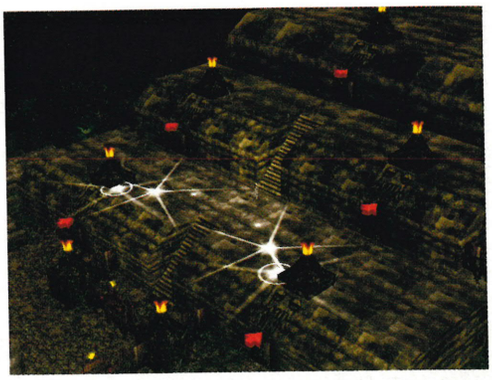
WITH ALL EYES TURNING to the A-list titles currently swamping the Dreamcast, there's been a lot less publicity about some of the smaller titles that at any other time would have warranted a lot more coverage. They may not jump out at you, but some real gems can slip through unnoticed. This applies to *Record of Lodoss War*, an action/adventure role-playing game that has been generating a fair degree of interest from those in the know. If you give it the time and effort, you'll see why so many people have already praised this game.

There's a huge amount of depth to *Lodoss War*, as you begin to realise as you slowly make your way through the early stages and begin to understand some of the more meaty elements involved. Your character has been resurrected by an old wizard who needs you to single-handedly stop an evil sorceress from taking over the land – zero points for the plot, but we'll forgive that for now. You start with absolutely nothing to your name, and this includes things like clothes and weapons! By completing a short training section, you'll quickly learn how to fight and beef up your character so that he'll be able to handle himself in the early stages of the game.

Your character has only one main attack to begin with which, once you've been given a sword by the old man, is performed by hitting the B button. It's a pretty primitive move that, because of the weakness of the weapon, doesn't do much damage. However, once you start finding better equipment, combat becomes much more fulfilling and exciting. Surviving the early encounters is done mainly through your speed as you have to lure an enemy into swinging for you then quickly run behind them to get in a clean hit. This does get extremely tedious after a while and is most likely where the majority of 'quick fix' Dreamcast owners will switch off. However, trading blow for blow just to get the battles over a lot quicker works in the early levels, as there are so



△ Loads of stuff your character can wear – earrings, necklaces…



△ Some of the cut-scenes show off the moody graphics nicely.

△ The phallic-looking stone pillar is a handy save point.

many health restoration points. Then as you get stronger and tougher, so more tactical fights become the norm. All of the battles are in real-time as well – none of this taking it in turns business – so don't be surprised if four or five other monsters come and join in, leaving you hopelessly outnumbered and desperately looking to isolate one so you can tilt the odds back in your favour.

PIFF PAFF POOF

Magic is another huge part of your arsenal, but it takes a tremendous amount of time to accumulate a decent array of spells. By finding magic books and reading them (done through the inventory), a new spell is added to your scroll – a record of magic in your possession. The difference in using these spells compared to standard role-playing games is that specific magic has to be primed before it can be used. By pressing and holding the X button, the scroll appears on the sides of the screen, showing exactly what magic you have available. Each has a simple button combination that once pressed will activate the spell and leave it in the main inventory bar. Now pressing X again will make your character charge up the spell, and X another time will cast it. This works well in a tactical sense, because you have to make sure the right spell is used in the right situations, otherwise you'll quickly get butchered.

"USE THE RIGHT SPELL OR QUICKLY GET BUTCHERED"

As you walk from town to town, you're advised not to stray from the path. Considering how difficult it is to distinguish between the path and the rest of the scenery at times, you'll soon find yourself wandering through places you shouldn't be in. And these are populated by hoards of enemies that you have absolutely no chance of escaping from. This also happens in some dungeons, especially when walls or doors obscure the smaller enemies. You might be trying to walk through the doors and next thing you know, your energy bar has been halved and you've no idea why! It's not a major gripe, but it does get frustrating to say the least.

OLD FOR NEW

The way in which you upgrade your weapons is a new and original feature for this type of game. After releasing the blacksmith from his prison about an hour into the game, he'll agree to help you whenever he can. Once he's set up his shop inside your stronghold, you can visit him to gain new weapons whenever you get the chance.

To make and upgrade weapons, you need Mithril. This is found in chests and boxes throughout the game and also by giving unwanted weapons to the smithy. Once inside the blacksmiths, get rid of your unwanted items by refining them. This not only bumps up your Mithril collection, it gives you the chance to upgrade some of your weapons. Then, by choosing one of the items, it's possible to duplicate it and add ancient inscriptions to give it some new powers. Each weapon can only hold so many inscriptions, so it's also possible to transform the shape of items to add more room for the magical carvings. This part of *Lodoss War* is a huge element that is well worth exploring – the more you test and mix the inscriptions, the better and wider range of weapons you'll get. Learning the ancient inscriptions is easy too. All you have to do is look for the stones that they're written on, read them and you've learned them. You'll constantly find new inscriptions, so it's always worth checking back with the blacksmith to find out if you're able to make new items.

At first, *Record of Lodoss War* seems tedious and boring – there's not a great deal going on and it all seems a little repetitive. But, and this is a big but, once you start kitting out your character with the better weapons and making progress into the storyline, there's a huge amount of enjoyment to be had. And, something that's vital with all games of this nature is that you won't want to stop playing. It's always pulling you back for more and opening up new possibilities. You always want to search every nook and cranny, in case you've missed something, and that is why it's so playable. It's got a very distinctive style too, with suitably dark yet atmospheric locations that add to the whole package rather than dramatically standing out. And that's probably the best way to sum up *Lodoss War* – lots of good elements that come together to create a great little game.

VERDICT

GIVEN TIME, IT'S A SUPREMELY PLAYABLE ADVENTURE

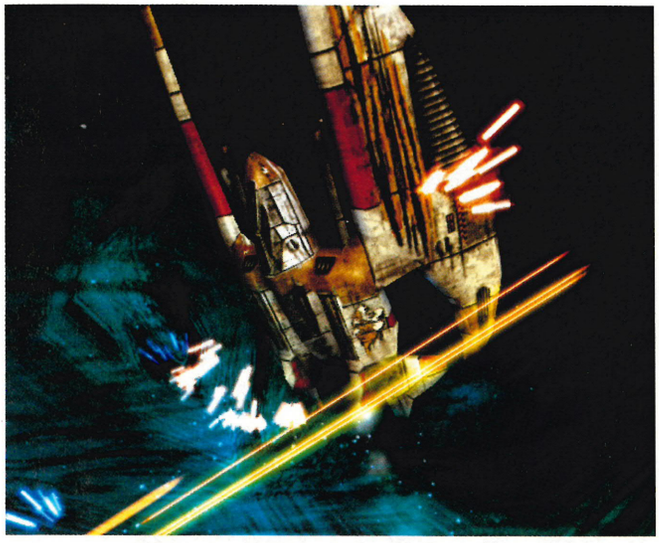
UPPERS
Huge game • Loads of spells and items to find • Good weapon upgrade system • Easy to control

DOWNERS
Can get repetitive • May seem too complicated for some • Early battles are annoying

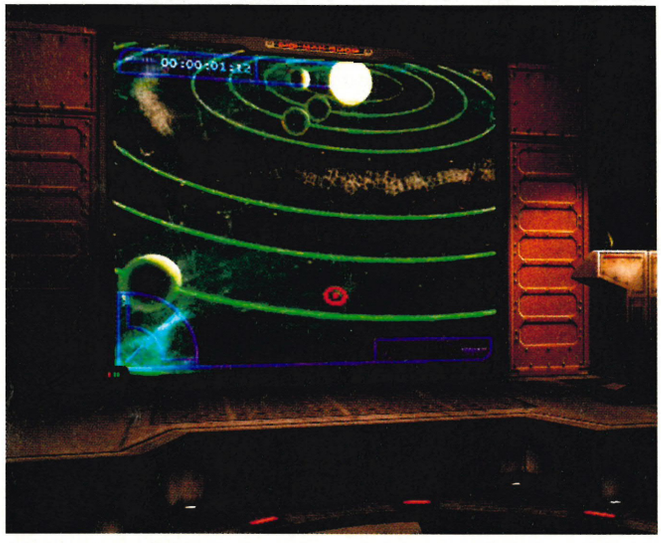
IN ONE HOUR We wandered about a lot and rescued the blacksmith
WEBSITE www.vie.co.uk
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
7
GOOD

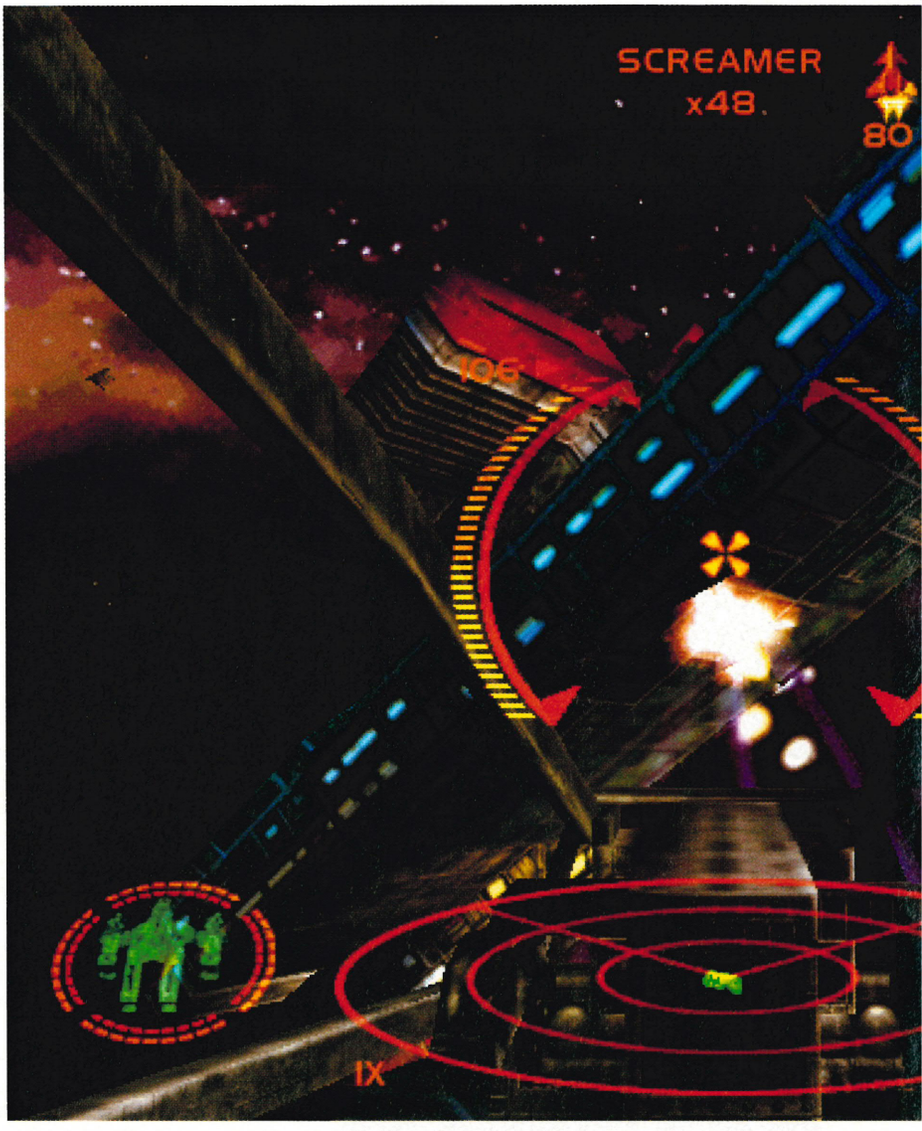
PRICE: £39.99 • PUBLISHER: SWING • DEVELOPER: KADOKAWA SHOTEN



△ This you about to die. Makes death look quite flashy, doesn't it?



△ The briefing room. "Your mission: to upgrade the graphics of the briefing room."



△ The aim here is to take out specific parts of the ship only (in other words, don't knacker it all).

STARLANCER

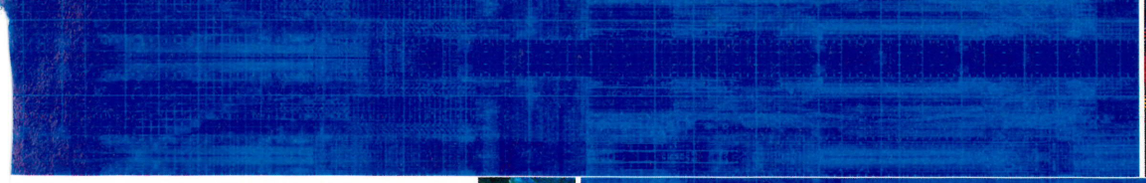
Space is supposed to be the final frontier. **DYLAN DAVIES** climbs into his spacesuit

SPACE HAS NEVER REALLY been fully exploited, except of course by Ikea. Outer space too has rarely been touched by the progress of mankind – satellites, probes and Neil Armstrong aside. Videogames, however, have continually seen space and the future as a canvas for gameplay, since the days of *Space Invaders* and the classic *Elite* – a space adventure fondly remembered by virtually all gamers over the age of 25. Since then we've had thousands of space epics and *Starlancer* is the latest of these to delve into solar galactic wars for its identity and plot. Maybe this is the injection of ideas the space-oriented game needs in the real 2001.

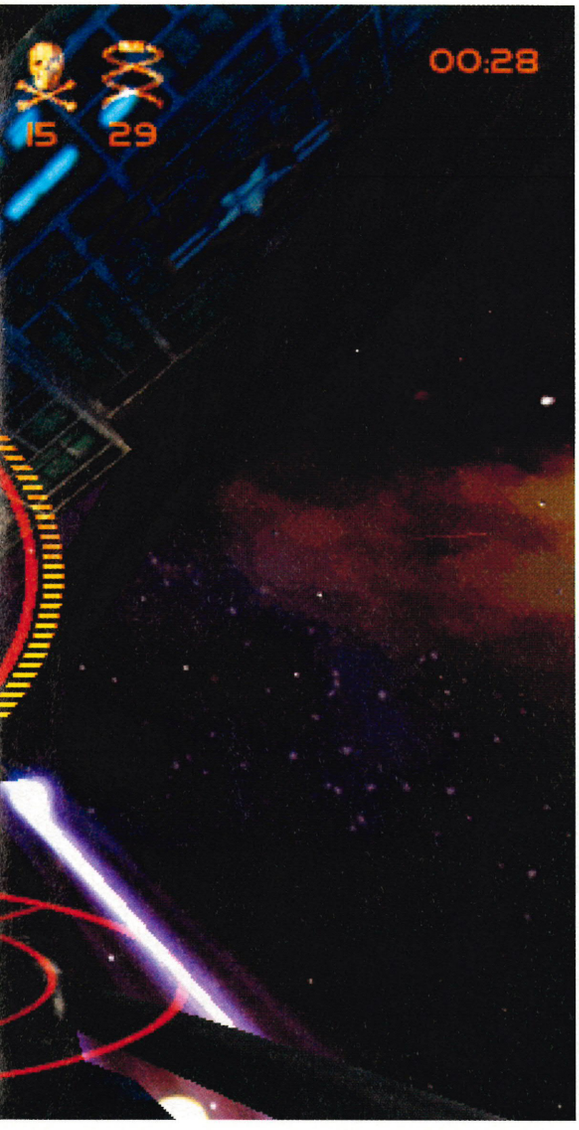
So *Starlancer*'s background is space, is it? What's the story, Captain? Well, it's 2160 AD – intergalactic wars, etc… Okay, so it's light years from an interesting or original plot – if you want a plot, read a book, as they say (preferably one that isn't set in space in the year 2160). Anyway, the Earth has united, joining forces for an international space federation. These countries include Britain, Russia and America forming a coalition called the 45th Volunteers Squadron in which you must fight to climb the ladder of combat success.

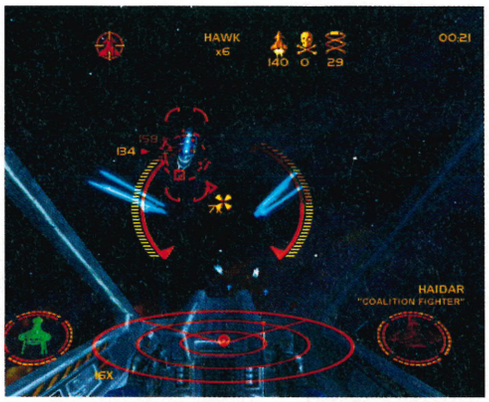
The objective of *Starlancer* is simply to shoot as many of the enemy's spacecraft as possible. All the action is set in the infinite expanse of space, so there are no levels to navigate and no secret areas to search for. Your trusty craft, which can be viewed through the front of the cockpit or from behind, can be rotated 360° in every direction – this *is* space, man! You can go anywhere in your search for the bad guys, so most of your attention will be focused on the heads-up-display (otherwise known as HUD) and the radar. The HUD is basically the main target cross-hairs with a navigational arrow directing you to the next enemy. The radar is there to give you a wider scope of the area of space you're defending or attacking.

Each level starts with a detailed mission description in the pilot's briefing room. It's vaguely important to pay attention to the details of what's going to happen – although you will soon learn to skip it. The levels are more repetitive than a heartbeat and all follow pretty much the same strategy – you must escort convoy 'x' through space, and on your way you may (read: you *will*) encounter enemy forces. So you take off from the mothership, rendezvous with your wing pilot and hyperspace into a disputed zone. Here you'll soon encounter the bad guys who appear in red on your trusty



"YOU CAN ROTATE YOUR CRAFT 360° IN EVERY DIRECTION" **STARLANCER**





△ **Three-way dog-fight action. A *menage-a-trois* of destruction.**

△ **Like World War II, only much blacker. None blacker than space.**

"THERE'S ALSO A WEALTH OF OTT EXPLOSIONS AND DEBRIS FLYING EVERYWHERE"

it. It looks rather lovely though – well, better than TV's *Battlestar Galactica* ever did. Gaze in awe at the beauty of space as you navigate around the convoy before the mission starts. The background is a lush vista of solar system visuals, including recognisable planets and loads of distant plasma clouds. Also, without any real background or scenery to worry about, the game can run as smoothly as a weasel. A few dozen dirty-looking ships can circle around you at great speed with no problem at all, and there's also a wealth of over-the-top explosions and debris flying everywhere. Sound, too, is well done. The banter between you and your squadron is varied and continuous, plus the soundtrack is a rousing symphonic affair, although it does become overly grand after a whole afternoon of play.

Starlancer is slick for what it is – a space-based shoot 'em up. However, while still trying to be objective, it can be remarkably boring. To see the same level played out with a slight twist again and again is maddening. The developing storyline, for which it expects so much praise, is entirely pointless and embarrassingly dull. The game in its simplest form is a first-person shooter with no great levels, repetitive action, repetitive graphics, repetitive music, repetitive everything. All you do is spin your target to the enemy and hit the fire button until he pops. It sounds simple, and it is. Unless you're a fan of this kind of game (and we know you *do* exist), there's not enough variety or excitement to keep you playing for a worthwhile amount of time.

radar. Often you'll be outnumbered two to one by the enemy hordes, but you'll only fight one at a time unless you change the target mode. It really doesn't matter which craft you shoot first, just as long as you get them all in the end. Occasionally you'll have to take out parts of an enemy mothership without destroying the craft. Do this wrong and it spoils the whole plot, so it's back to the beginning. Luckily *Starlancer* also has an Instant Action option that creates a scenario to dive straight into. More interestingly, it features full online capabilities so you can fight pilots from all around the world, creating your own scenarios with the cyber-populace.

SPACE ACE

By completing missions you're promoted from Rookie all the way up to Top Gun using a class of ship called The Warthog. There are 12 ships in total to be unlocked, each with a balance of speed versus strength versus agility. Following a promotion you can choose sexier, more accurate guns and missiles. Naturally, these range form the simple and weak up to the mighty Nova Cannon.

The sad thing is that due to the emptiness of space, flying your craft doesn't take much skill – you merely point the cross-hairs at the target using the analogue stick. Even though the craft have different speeds, strengths and turning characteristics, they're just not enough fun to fly. So it's kind of like *Quake III Arena* (*ODM* #15, 9/10) for example, but without the level strategy that comes with

RED THREE, STANDING BY

As with a lot of games, the online function is the most interesting aspect of *Starlancer*. Here battle arenas such as space stations and asteroid fields can be selected and played with three other people via your modem. It's dog-fighting action all the way, which – as with the main adventure – can get kind of repetitive after a while, but at least everything plays very smoothly and quickly.

△ **Weaving between asteroids is fun.**

△ **Zomboid's sad demise. How tragic.**

VERDICT

WHAT WE HAVE HERE, JIM, IS A TEDIOUS SPACE ADVENTURE

UPPERS
Slick graphics • The story is good for a laugh • Quality online deathmatches

DOWNERS
It gets boring so quickly • It always feels like you're playing the same level

IN ONE HOUR Difficult to say – it all looked the same
WEBSITE www.ubisoft.co.uk
MAX PLAYERS 4 online
VIDEO MODES Full-screen 50Hz, 60hz option, VGA compatible

ODM RATING OUT OF 10

5

AVERAGE

PRICE: **£39.99** • PUBLISHER: **UBI SOFT** • DEVELOPER: **DIGITAL ANVIL**

△ "He rose like a salmon to nod that one into the onion bag." Or "Good header." You decide.

△ The only difference between using guys and girls – boobs. And the girls can't drive, throw…

△ The worst celebration ever. The scorer takes the ball from the defender and dances about with it. Great!

UEFA DREAM SOCCER

Don't be fooled by the name change. This is still *Worldwide Soccer* and **STEVE KEY** is coming in with a two-footed tackle

THIS IS, AS WE'RE SURE you've noticed from the pictures and the small intro, this is the third version of *Sega Worldwide Soccer* to appear on Dreamcast. And let us say right from the start that very little has changed apart from the name. Well, okay, they've updated the squads, but when none of the players have real names anyway, what's the point?

Supposedly one of the big selling points for *UEFA Dream Soccer* is the fact you can play as women as well as men. We're well up for a bit of sexual equality, but all the developers appear to have done is add some boobs to the models and a bit of a 'wobbly' effect – if you catch our drift – during the celebrations. There are inter-gender matches should you wish to decide who really is the better sex, but there's not a great deal of difference between the standard.

When you start playing *UEFA Dream Soccer*, it becomes instantly apparent that the gameplay is extremely similar to not just the previous *Sega Worldwide Soccer Euro Edition* (*ODM* #8, 7/10), but also the original, *Sega Worldwide Soccer 2000* (*ODM* #3, 6/10).

The most annoying aspect that's stayed with the latest version is the way players seem to forget any kind of intelligence regarding positioning. All too frequently midfielders will pile forwards leaving the defence exposed. That may be quite realistic, but when the two central defenders seem intent on following the fullbacks around, the parting of the Red Sea springs to mind. This could be countered if the manual switching between players worked well, but it's too indifferent. After a few presses of the button, you might get to control the player you're after… but only if you're lucky.

EMBARRASSMENT OF GLITCHES

There are a couple of glitches that tarnish *UEFA Dream Soccer* further. For a start, the tackling system is perhaps the worst seen in any football game on any platform. It's a complete lottery when you go in for a tackle as to whether you'll come out with the ball or the referee will call a foul. As a result, some of the most blatant penalties

"VERY LITTLE HAS CHANGED APART FROM THE NAME" **UEFA DREAM SOCCER**

△ ***UEFA Dream Soccer*** **looks nice enough, we guess.**

△ **The old Weetabix dive in full effect. At least she made the effort.**

"PLAYERS FORGET ANY KIND OF INTELLIGENCE REGARDING POSITIONING"

this side of a Phil Neville lunge go unpunished, yet a Tony Adams-style perfect challenge is deemed worthy of a booking. Eventually, you'll become so wary of making any kind of tackle that you'll end up constantly under pressure. One particularly strange bug seems to have made it into the final version of the game. Goalkeepers come out to clear a through ball and if they miss, freeze on the final frame of animation and slide completely off the screen, leaving an open goal. We're not being picky – it's incredibly frustrating to concede a goal in this manner in the semi-final of a tournament.

△ **Funny, don't recall seeing travelators on *Match Of The Day*.**

△ **He's either trying to fly, or that'll be a penalty. Ref!**

ARE YOU WADDLE IN DISGUISE?

Penalty-taking is another element that appears to have been overlooked. If you're fortunate enough to get a penalty during normal play, then the taker becomes frozen with fear once the kick is taken. Then, if the penalty is saved, they'll simply stand still while everyone else scrambles for the rebound… even if the ball is at his or her feet. Directing penalties is tough too, with an incredibly fine line between putting it near the corners or straight at the goalkeeper. After numerous attempts and many Waddle-style penalties that end up in row Z of the crowd, taking them becomes nothing more than a chore.

Corner kicks don't fare much better either. Whipping one into the penalty spot will have the goalkeeper out straight away, either catching or punching it clear. If the keeper stays on their line, then getting your players to attack the ball and head it is even more difficult. They tend to favour a few steps back and an elaborate volley, rather than a power header. But by the time they've got into position the defence have nodded it clear. Taking short corners doesn't get you anywhere either – whipping in a cross from the edge of the box gives much the same result and trying to pick out team-mates within the crowded box is pointless.

In fairness, there is some fun to be had from *UEFA Dream Soccer*. It's still easy to grasp the basics and sitting down with a few mates and teaming up against each other is definitely the most satisfying way to play. In a perverse way the game's, er, idiosyncrasies can actually add to the fun (although throwing heavy objects at your television is not recommended).

And some of the goals do look impressive as they ripple the back of the net. There are a host of both international and club teams selectable and numerous tournaments to unlock, too. Although the players don't have real names, they are written phonetically. This provides some humour, as does *Radio 5 Live*'s Alan Green and Barry Venison's commentary (the pre-match comments from *Soccer AM*'s Helen Chamberlain are pretty redundant, though).

Given the similarities between the titles it's very hard to think of reasons to recommend *UEFA Dream Soccer*, especially as you should be able to pick up *Sega Worldwide Soccer 2000* or *the Euro Edition* for less dosh.

We were pretty tolerant when two *Worldwide* games appeared within a football season of each other – hey, we were just glad to see some football games on Dreamcast – but it's becoming a joke now. And an unfunny one at that. The bottom line? The search for the definitive Dreamcast football game goes on…

VERDICT

AN OKAY FOOTBALL GAME BUT WE'VE SEEN IT BEFORE – TWICE!

UPPERS
Lots of different teams • Secret modes to unlock • Er… female players

DOWNERS
Poor player intelligence • Dodgy tackling system • Same old, same old…

IN ONE HOUR We finished the International Club Cup
WEBSITE www.sdstudios.com
MAX PLAYERS 4
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
5
AVERAGE

PRICE: **£39.99** • PUBLISHER: **SEGA** • DEVELOPER: **SILICON DREAMS**

△ We've come to expect a better level of vehicle design from Dreamcast games. It's a bit pants, really.

△ Poor design renders this multi-layered track worthless.

△ Watch the arrows closely or you'll end up down a dead end.

POD 2

△ The shield protects you from the Pod virus.

Alien planets, mutant cars and a killer virus. **DAVE WOODS** puts on the protective clothing and gets right up close to Ubi Soft's online racer

SEQUELS ARE A SAD inevitability in today's business-minded world. If a game sells in spades then publishers know damn well that a sequel will too, even if the product is inferior. Which it usually is. However, a rule of thumb which Ubi Soft seem to have forgotten states that unless said title has sold millions across the world, you can't expect to release a sequel four years down the line on a different platform and get people to splash their cash.

If you were wondering, *Pod* was a game that enjoyed relative success on the PC in 1997, thanks in no small part to the fact that 3D graphics cards had just been invented and that these cards were, nine times out of ten, bundled with the afore-mentioned racing game. That's not to say it was a tawdry affair. *Pod* was a decent racer in its day, but it was never stunning. So why would Ubi Soft decide to release a sequel on Dreamcast?

It's a valid question that becomes even more pertinent after playing the game. Average graphics, dreadful sound effects that could be bettered by a man, a comb and a piece of paper (although the techno-esque soundtrack is passable), and a style of arcade gameplay that's no better and no worse than the original make you wonder if this isn't just the original *Pod* tarted up for a Dreamcast outing.

TEENAGE ANGST

The factor that really drags the game down is the work of the track designer. Initial efforts, like Volcano and Canyon, are relatively straightforward affairs, but as you progress you start seeing some real monstrosities. Playing some of the eight tracks on offer is impossible without practising and learning which way you're supposed to go. The Knowledge is nothing compared to memorising and then replaying tracks like Bridge Ride and K Zone. Dead ends can lead you about 30 seconds in the wrong direction without warning, and occasionally the 'Wrong Way' legend flashes up whichever way you go. This leads to farcical races where you don't see your opponent after the countdown at the start – one sure way to turn people off. Okay, so you can learn the tracks and miss out the dead ends and traps, but in that case what purpose do they serve? Cruelty to beginners?

Then there are the obstacles that are scattered around with gay abandon. If you're racing by the skin of your teeth, you don't want to have your glory stolen by a sideswipe from something that would look more at home in *Half-Life*.

Another factor that's hard to forgive is the lack of a single-player championship or career mode. The only way you can play the game is in Arcade or Ghost mode, which is hardly an incentive to play it when there's no flesh to challenge. You can't unlock tracks by winning races and there's no sense of progression, which flies in the face of the rule book that developers have been strictly adhering to from day one. We were expecting a

"CAN ONLY BE DESCRIBED AS AN AVERAGE DRIVING GAME" **POD 2**

△ *Pod 2*'s views are all strangely flat.

△ Come on, put your foot down!

"SOUND EFFECTS THAT COULD BE BETTERED BY A MAN, A COMB AND PIECE OF PAPER"

△ Remember to save a bit of boost for the big jumps or you won't make it across.

△ Dreary power-ups provide you with shields, extra boost and a couple of unimaginative weapons.

△ Want a simple online racer? *Pod 2*'s not too shabby.

story mode, and it appears that Ubi Soft were as well, judging from their early press releases. However, it seems to have been dropped from the finished release, and no one knows why.

RACIN' ALL OVER THE WORLD

It's not all bad though. There is a single high that saves *Pod 2* from dying on stage – the online play. Ubi Soft are quite experienced at this, and *Pod 2* plays as smooth as ice over the Internet. It's easy to hook up to a game in a matter of minutes, and unlike the single-player game there are slight variations in game modes, as well as worldwide track records, lap records and a full league. It's not enough to drag it up to the ranks of the elite, but it does give it a whiff of respectability.

It also plays pretty smoothly offline and the addition of the replenishable boost and the fact that cars really feel like they're scooting over rough terrain helps, but that's about it. So-so graphics, unimaginative power-ups, tight tracks that don't lend themselves to strategic racing, and other annoyances contrive to make this the sort of game that makes you want to yawn, shrug your shoulders and go off and do something more interesting instead.

The fact that full online play is offered shouldn't be an excuse to skimp on the single-player side of the game, although it should still receive a smattering of applause. However, people don't want to just play online. A championship mode and the ability to unlock and customise cars to take online would have helped enormously. As it is, driving games have moved on from this point, and pretty soon the novelty of playing 'billions' across the world is going to wear off, leaving you feeling like you've just wasted a lot of time playing what can only be described as an average racing game.

"THE ONLINE PLAY SAVES *POD 2* FROM DYING ON STAGE"

VERDICT

AVERAGE RACER, BADLY NEEDING SINGLE-PLAYER CHALLENGE

UPPERS
Excellent online play • Feeling of speed • Full online league

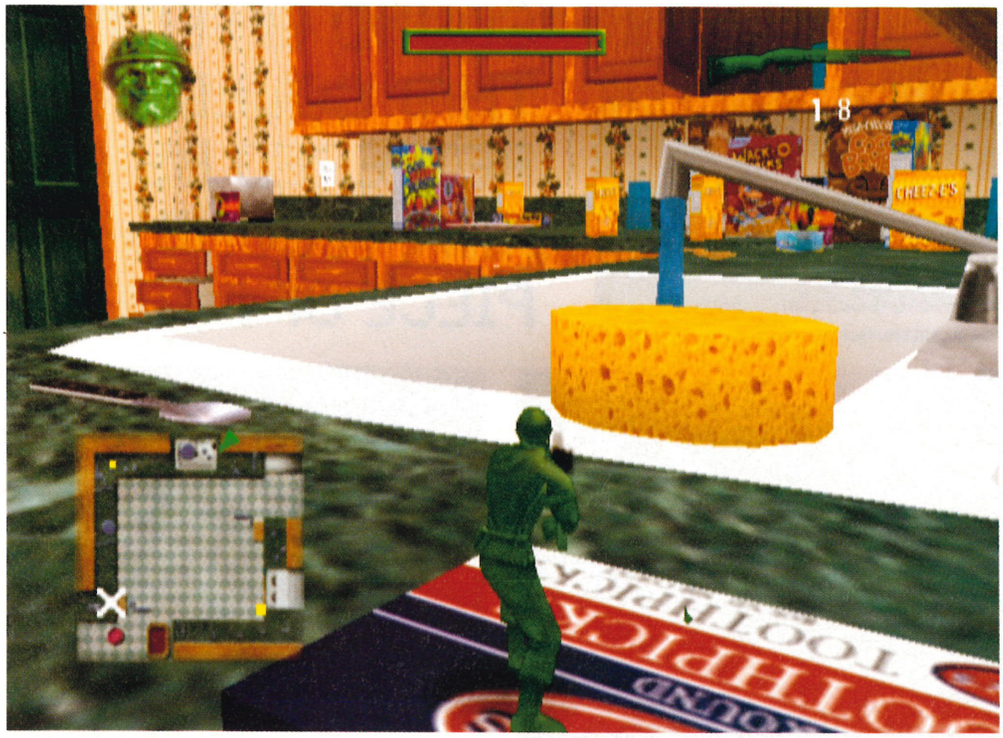
DOWNERS
Over-complicated tracks • Poor racing model • Unimaginative power-ups

IN ONE HOUR We were forcing ourselves to keep playing the single-player mode
WEBSITE www.ubisoft.co.uk
MAX PLAYERS 8
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
5
AVERAGE

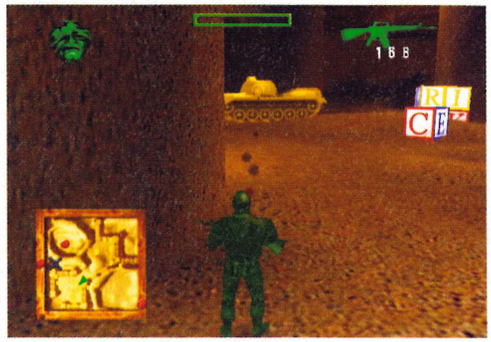
PRICE: £39.99 • PUBLISHER: UBI SOFT • DEVELOPER: UBI STUDIOS MONTREAL

"WASTING TANKS OFFERS SOME GRAPHICAL TREATS" ARMY MEN: SARGE'S HEROES



△ Probably one of the better levels. Shame you have to play through ten duffers to get to it.

△ Oh, and the clipping isn't too good either.



△ Tank, meet bazooka. Bazooka, this is tank.

ARMY MEN SARGE'S HEROES

If the game itself doesn't entertain you, **RICHIE SHOEMAKER**'s review just might

WHEN A GAME COMES in for review that is half-hearted in every respect, it's a shame that we reviewers can't get away with putting the same amount of effort into our wordy summation. The fact is that if we did, you wouldn't read past the first paragraph. You might not anyway and, that being the case, you'd miss what is sure to be an entertaining read of what is far from an entertaining game. Still, you bought this mag and if you don't want to read what's within, that's entirely up to you. Anyway, for those of you still wishing and hoping something good will come out of all this, let's continue…

The *Army Men* series (of which this is the first to be released on Dreamcast) are, without putting too finer point on it, abysmal. Well, a couple might have been okay, but we haven't played them all. We have, though, played the PlayStation version of *Sarge's Heroes* and that was bad. Ergo, apart from better graphics, the DC version is equally tat.

Commercially, however, according to publisher 3DO's annual report, the series has been something of a major hit, generating in just three years and 18 games, over $82million in revenue. Coo. Surely then, *surely*, millions of people can't be wrong. Can they?

Yes they can. Just like communism, Westlife and Pop Tarts, the *Army Men* series is designed simply to appeal to the mass-market, the lowest common denominator of gamesplayer, one who in this case spent their wonder years rolling marbles at olive green plastic figures as if it somehow simulated the messy business of trench warfare.

To a seven-year-old, however, the bedroom was a very real battlefield and in *Sarge's Heroes* you get to fight across places that to a child were forbidden, from vaguely realistic parklands to *Toy Story*-inspired kitchens and bathrooms. Ironically, *Sarge's Heroes* last level ends in the bog. Read into that what you will.

Gameplay-wise *Sarge's Heroes* is a significant step backwards from the likes of *MDK 2* (*ODM* #7, 6/10) or even *Tomb Raider Chronicles* (*ODM* #15, 6/10). Combat rather than adventure is the main emphasis and even that is far from engaging. It's also a lot less varied than the vehicle-based *Toy Commander* (*ODM* #1, 8/10). Weapons ranging from M-16s to bazookas, mortars and flame-throwers are all in there, but few require any real skill. Wasting tanks and helicopters offers some graphical treats, so too does melting down your tan opponents with the flamer, but the graphics, sound, level design and artificial intelligence are all so mediocre in every respect that it's only because you've spent good money on the game that you might find yourself sticking with it. Saying that, and we're loath to admit this, young kids have been known to enjoy the game for a couple of hours. But then, what do they know?

VERDICT

A FORMULAIC GAME THAT SHOULD BE FED TO BAD CHILDREN

UPPERS
Technically fairly adept • Good for seven-year-olds • Lots of weapons

DOWNERS
You have to be 11-years-old to buy it • Medicore graphics and design • Boring, etc, etc

IN ONE HOUR Completed two levels without too much effort
WEBSITE www.armymen.com
MAX PLAYERS 4
VIDEO MODES Full-screen 50Hz, 60Hz option

ODM RATING OUT OF 10

3

POOR

PRICE: **£39.99** • PUBLISHER: **3DO** • DEVELOPER: **SAFFIRE**

"INFURIATING CONTROLS AND UNFORGIVABLE BUGS" **TOY STORY 2**

△ **Buzz's wings won't make him fly, but they look good and help him jump higher.**

"YOU'LL EVEN BE WORRYING THAT YOU'VE BECOME REALLY CRAP AT VIDEOGAMES"

△ **This helmet view is good for targeting from a distance.**

TOY STORY 2

There's trouble in Toyland! **PHILIPPA NORMAN** gets her dollies out

IF YOU HAVEN'T SEEN the *Toy Story* movies, then you should. Right now. If you have, then you'll understand our childish excitement when we received our very own copy of *Toy Story 2* on Dreamcast to play with. Hooray – "Buzz Lightyear to the rescue!" and all that.

At first glance, *Toy Story 2* – the game – looks like it's going to be a whole lot of fun. As in the movie, the general idea is to save Woody from his evil captor before Andy gets home from camp. On the way you've got to run around climbing ropes and trees, collecting coins, shooting menacing-looking toys and solving riddles. You can probably already tell at this point that there's nothing revolutionary about this 3D platform game – but that doesn't necessarily mean that it can't be good.

△ **Those damn toy planes, just like wasps.**

It's not long, however, before you start to notice certain rather annoying problems with both the graphics and the gameplay. In fact, by level two you'll more than likely have called Buzz every offensive name in the galaxy. You'll probably even be worrying that you've suddenly become really crap at videogames, until you realise it is actually the controls that are the fundamental problem. Forget using the analogue stick – there's sensitive and then there's downright impossible – use the d-pad to move Buzz around. The rest of the controls are fine – you'll have no problems jumping, shooting and Space Ranger Spin Attacking.

You need to collect Pizza Planet Tokens to progress through the 15 levels. These are won by solving puzzles, collecting coins, winning races and defeating the mini-bosses at the end of each stage.

The levels are all in keeping with the movie. Bright colours, crazy characters and silly music all make for a convincing environment… if you happen to be a toy. Sadly, you can't help feeling that it looks a bit dated graphically – a bit blocky and PlayStation-y. It's also a bit disturbing at times, like when the pole that Buzz is shimmying up goes all glitchy and makes bits of his arms and legs disappear.

Like *Disney's Dinosaur* (*ODM* #9, 5/10), clips from the film are unlocked on completion of every level. It's a shame that *Toy Story 2* – the game – doesn't live up to the movie though. It had the potential to be a really good game, especially for kids. Unfortunately, what with an infuriating control system and a couple of unforgivable bugs here and there, it's just too fiddly and frustrating to make it worthwhile.

VERDICT

SOME GOOD IDEAS RUINED BY TRULY AWFUL CONTROLS

UPPERS
Creative puzzles • Buzz Lightyear – he da man! • Clips from the movie

DOWNERS
Dodgy graphics • Frustrating control system • Very hard in places • Stupid saving system

IN ONE HOUR Completed level two. Started watching the movie
WEBSITE www.activision.com/games /toystory2
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

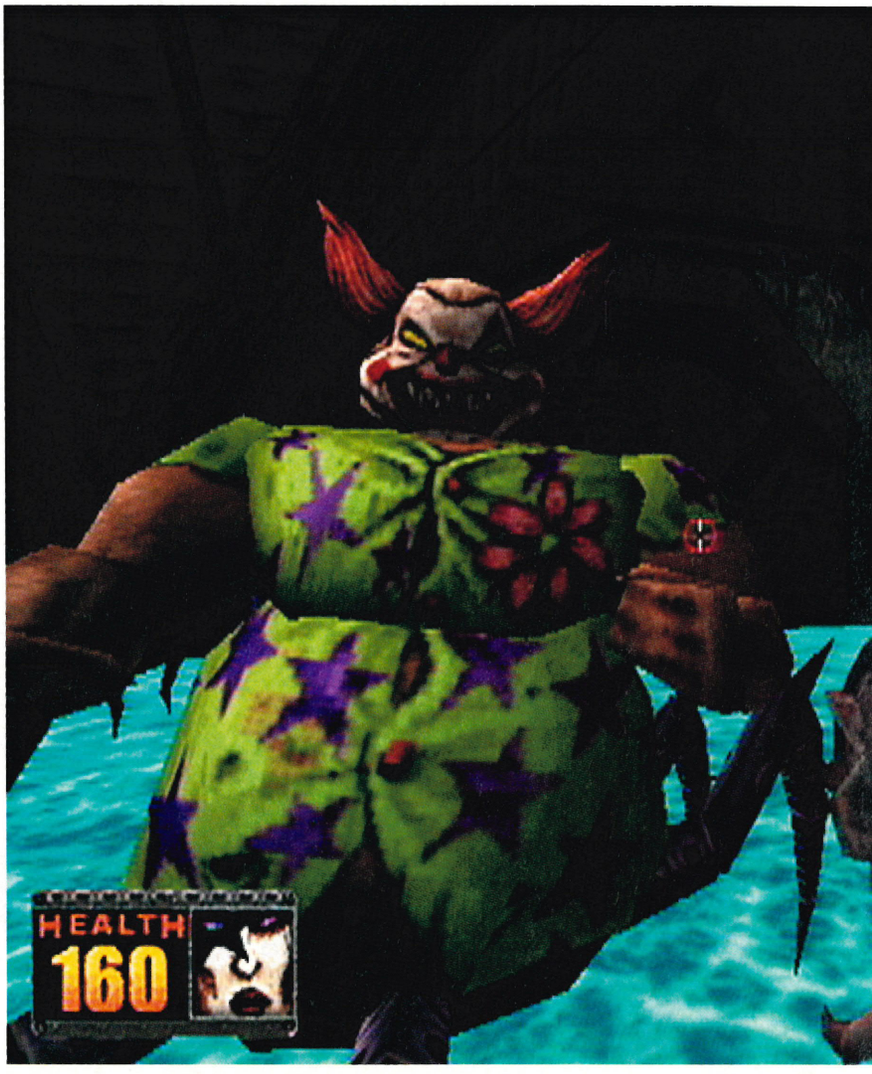
ODM RATING OUT OF 10
4
BELOW AVERAGE

PRICE: £39.99 • PUBLISHER: ACTIVISION • DEVELOPER: TRAVELLERS TALES

△ Weapon special effects are among *Psycho Circus*' better points. Check out the black hole!

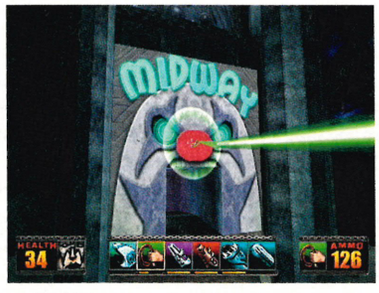
KISS PSYCHO CIRCUS

Remember the golden rule: there ain't no goal but rock 'n' roll. **CASPAR FIELD** straps on his axe



△ Arachniclown fires bolts of lightning from a distance, making him tough to beat.

△ That didn't work. Try something a little larger.



△ Give Midway a good punch on the nose.

ON THE CD

BASED ON THE TODD McFarlane comic book series of the same name, *Kiss Psycho Circus* is a bizarre first-person shoot 'em up which casts the four members of legendary rock group Kiss as mystic superheroes. But that really doesn't matter much at all, because the game's plot and presentation are miserably thin.

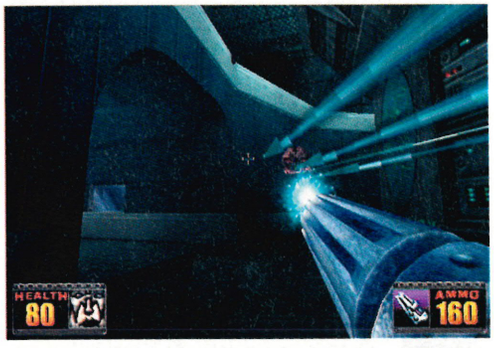
You control four successive 'avatars' who must each retrieve six 'shards' of the Kiss member's outfits from around the game. Given that there have been over 30 comic books in the series from which inspiration could have been drawn, it's slightly odd that this is little more than a by-the-numbers shooter.

Levels begin with the camera flying through the area, showing all the, er, surprises you're about to encounter. This is accompanied by some spurious text which mumbles on about 'pits of damnation' and suchlike, usefully presented in a near-illegible typeface with no voiceover. Stages often end simply by you guiding the character into a room, the action freezing, and then the next area loading. Alternatively, you walk up to an ornate, gold (non-reflective) mirror, and press Up on the d-pad, to 'use' it, triggering no special effect. Again, the game just freezes and loads the next level.

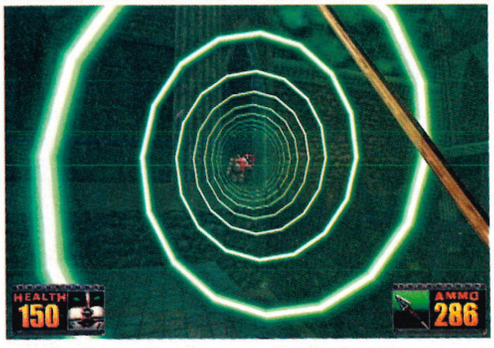
The gameplay is equally threadbare. It seems slightly odd that you are not offered the opportunity to select one of the four 'avatar' characters at the beginning of the game, until completing a couple reveals that other than their hand-to-hand weapon and final über-blaster, the four are totally identical in skill, costume items and firepower. While the gameplay trundles up its difficulty curve at a good rate, the actual elements you must collect are virtually identical, making it all very repetitive.

GUNS 'R' US

Visually, the weapons are reasonably well crafted, as indeed is the rest of the game. While there's a tiring genericism to everything that you use and encounter, with elements ripped-off from every first-person shooter



△ Floating ball monsters which charge at you? Sounds familiar...



△ [Insert corny drugs reference here, man.]

SPEAK OUT

THE PRODUCER OF *KISS PSYCHO CIRCUS*, **JAMIE KING**, SANG THESE ANSWERS TO OUR QUESTIONS, AND THEN STUCK HIS TONGUE OUT!

WHATS THE BEST THING ABOUT THE GAME?
Banging on the jukebox and rocking out to Kiss songs.

WHAT DREAMCAST GAMES ARE YOU PLAYING AT THE MOMENT?
***Jet Grind Radio* [aka *Jet Set Radio* in the UK]**

WHAT'S THE BEST GAME YOU'VE PLAYED ON DREAMCAST SO FAR?
***Virtua Tennis*.**

GIVE US A FAVOURITE WEBSITE ADDRESS OF YOURS.
CD Database – www.cddb.com. Why? Because I am anal about labelling my ripped CDs!

WHATS YOUR FAVOURITE KISS SONG?
***Lick It Up*. Why? For the obvious reasons!**

"PSYCHO CIRCUS MISSES MINOR DETAILS – LIKE HAVING A PLOT"

△ At least *Psycho Circus* can handle lots of monsters on-screen.

△ Use the whip in an Indiana Jones-meets-Kiss kinda way.

there's ever been, the graphics are solid throughout. The shotgun has a good hefty appearance, and blasts with all the mighty impact and recoil you'd expect, and each character's final weapon has a fire pattern. But as we said before, with such a wealth of visual source material to drawn upon, how the developers failed to come up with a more distinct style is something of a mystery.

Equally, Kiss' musical heritage is desperately underused, with tracks from the band dropped into play through oddly placed jukeboxes. Only if the player decides to walk up and press 'use' is the music activated. Perhaps it's just us, but surely in a Kiss-branded game the music should be pushed to the fore – not that we're fans or anything...

HISTORY LESSON

Kiss Psycho Circus's problem is that it is like glimpsing into the history of first-person shooters, scattered as it is with nods to *Doom* and *Duke Nukem 3D*. Classics, both, but now over five years old. Time may wait for no man, but it drives a Ferrari if he's designing a videogame. Most curious is that *Psycho Circus* recently saw the light of day as a PC title, a market pleasured by *Half-Life*, *Deus Ex*, the *Thief* and *System Shock* series. Why anyone believed that it could cut it among such contemporaries is hard to understand.

The most impressive thing about *Kiss Psycho Circus: The Nightmare Child* is that it delivers a fairly smooth frame-rate most of the time. Sadly, this first-person shoot 'em up is distinctly lacking in the areas which make games fun. It features pedestrian level design (littered with lots of awkward jumps over killer drops), misses minor details (like having a plot) and boasts possibly the most stupid restart system ever seen. Die part-way through a level and you return to the last (unmarked) checkpoint, retaining all your weapons, and yet all the baddies remain as dead or harmed as you left them. And you have infinite lives, so you can just hurl yourself into death over and over again with no penalty. See? Stupid.

Psycho Circus is being pushed on the basis that it throws more monsters around the screen than usually found in a first-person shooter. Nice philosophy, except that in this case there's a sneaking suspicion that it's because the publisher and developer just wanted to churn out a licensed 'product' with the least effort possible. Where's the style? Where's the plot? And where the hell is the multiplayer game? Sorry fellas, but you're fooling no one.

VERDICT

PLAYABLE IN A MIND-NUMBINGLY RELENTLESS SORT OF WAY

UPPERS
Lots of monsters to shoot • Fairly consistently smooth frame-rate • Occasionally atmospheric

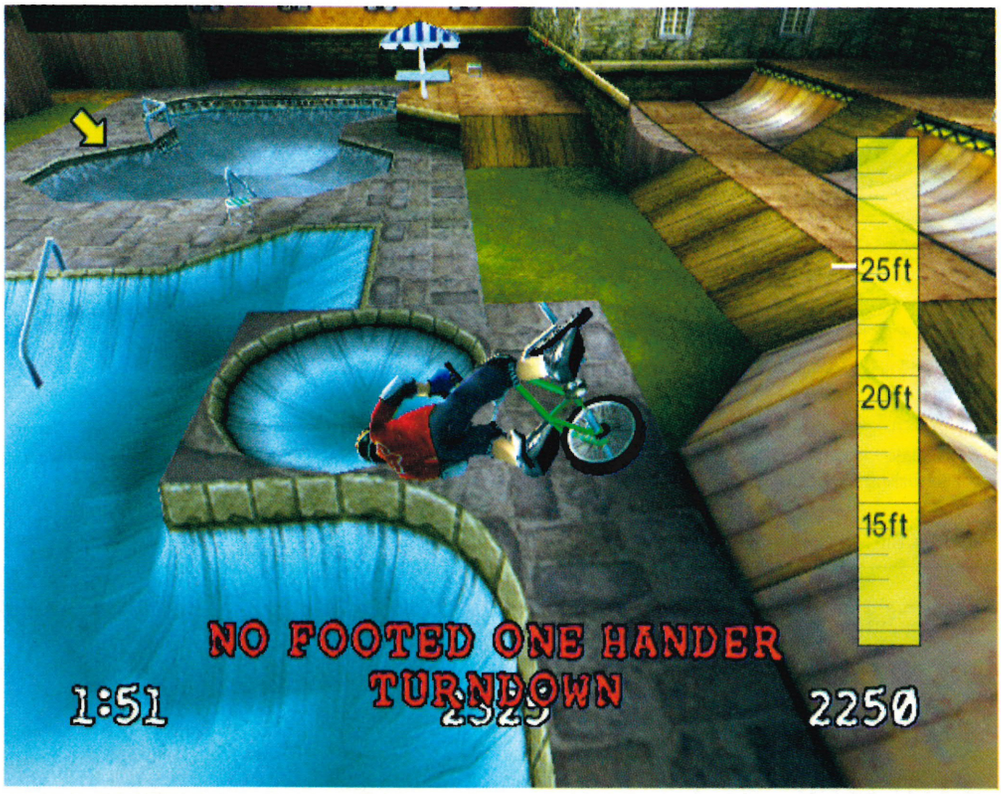
DOWNERS
Designed on the back of a fag packet • Almost painfully repetitive • What happened to the plot?

IN ONE HOUR The first character was completed
WEBSITE www.take2games.com
CHECK OUT www.mcfarlane.com/productions/kiss.html
MAX PLAYERS 1
VIDEO MODES Full-screen 50Hz, 60Hz option, VGA compatible

ODM RATING OUT OF 10
4
BELOW AVERAGE

PRICE: £39.99 • PUBLISHER: TAKE 2 • DEVELOPER: TREMOR

"THE CONTROL JUST DOESN'T FEEL LIKE AN ART" **DAVE MIRRA FREESTYLE BMX**



△ The pool drought may annoy most of America, but it's Dave Mirra's gain.

△ This grind may be feeble, but look where it is.

△ 'Miracle Boy' about to die jumping a train.

DAVE MIRRA FREESTYLE BMX

Dave Mirra has lost his spleen and fractured his skull. **DYLAN DAVIES** buys stabilisers

DAVE MIRRA IS CONSIDERED to be a saintly figure in the BMX world, for he is known as 'Miracle Boy'. He's won everything BMX – including gold in the last four X-Games. So to pay homage to this accident-prone chap, Acclaim have developed *Dave Mirra Freestyle BMX* to recreate the thrills, although not the fractures, via your Dreamcast.

Apart from Dave, you can play as one of nine other real riders, each with minutely different handling abilities. You can ride in a Free Run or Session, but the main game lies in the Career mode. Here you are set challenges on the free-roaming levels, usually involving a score target, performing certain tricks and locating parts of the level. Achieving these goals propels you through the levels – each a different biking environment.

The levels are big, free-biking environments based on vert, dirt or street, and tricks consist of four basic moves: grinds, jumps, general trickery and lifting hands and feet off the bike. *Dave Mirra Freestyle BMX* also features a multiplier system on the stunts, so if you combine tricks it forms a high-scoring mighty single move guaranteed to lose you your spleen. So, once you've learned your Flares and your No-handed Tabletops, you can plough through the levels collecting increased sponsorship deals, furnishing you with nicer bikes and fancier clothes.

"COMBINE TRICKS FOR A HIGH-SCORING MOVE AND LOSE YOUR SPLEEN"

The multiplayer section has you duelling for the longest grind and entering a beat-my-stunt competition.

Control is quite simple – button-bashing seems to do the trick – plus it's very hard to fall off, as the bikes' wheels stick like magnets. Indeed, you'll soon be pulling off stunning-looking runs because of the lack of effort required to stay on your bike. Unlocking levels is fun but the control just doesn't feel like an art, so there's no great incentive to return and develop your riding skills. It's too tame to do justice to Dave Mirra's skull damage.

VERDICT

A FUN GAME, BUT A VERY SCRUFFY ONE

UPPERS
Good levels • Loads of tricks • Moments of fun • Gameplay similar to *Tony Hawk's Pro Skater 2*

DOWNERS
Poor graphics • Too simple • Magnetic wheels • Not *Tony Hawk's Pro Skater 2*

IN ONE HOUR Perfected the 'Flare'. Became 'Hardcore' for a while
WEBSITE www.acclaim.com
MAX PLAYERS 2
VIDEO MODES Full-screen 50Hz, VGA compatible

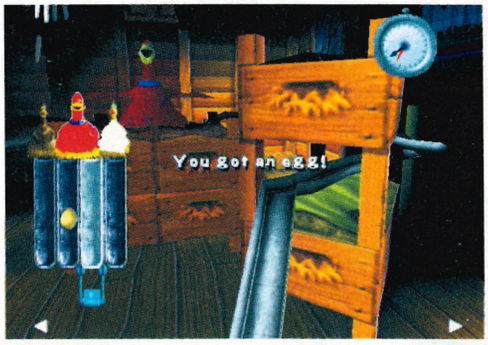
ODM RATING OUT OF 10
4
BELOW AVERAGE

PRICE: £39.99 • PUBLISHER: ACCLAIM • DEVELOPER: Z-AXIS

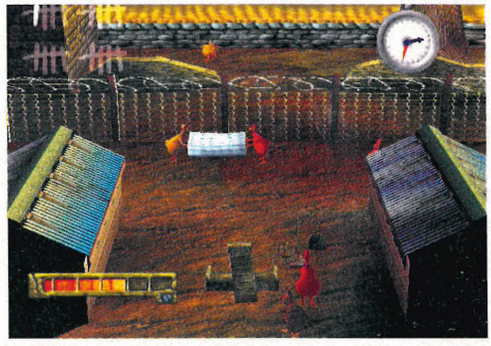
"LACKS THE SUBTLETY AND POLISH OF ITS MENTOR" **CHICKEN RUN**

△ **At last! A use for sprouts! They can be thrown to distract dogs and make good your escape.**

△ **Even Rocky the rooster has to rely on stealth.**



△ **Break up the adventure aspect of *Chicken Run* with mini-games.**



△ **Mini-games are fun and inventive – here you have to catapult your friends over the fence to safety.**

CHICKEN RUN

Not one to get in a flap, **DAN TRENT** takes a look at the latest film-sponsored effort

WE ALL KNOW FILM tie-ins are as much a fact of gaming life as long loading screens and never having enough space on your VM. To put it diplomatically, they're not usually the cream of the crop. It wouldn't be giving anything away to say *Chicken Run* isn't one of the best games ever made, but that doesn't mean you should ignore it automatically. Indeed, by the standards of the genre it's a welcome breath of fresh air and worthy of consideration if you're a fan of Nick Park and his plasticine marvels.

Staying faithful to the plot of the film, you play as Ginger the frustrated hen, sick of being cooped up and longing to fly to freedom from the oppressive, POW camp atmosphere of Tweedy Farm. Of course, chickens can't fly, so it's up to Ginger and her friends to devise other means of escape, including everything from giant catapults to strapping fireworks to the plucky pullets. Other playable characters include Rocky the flying rooster and the two dodgy geezer rats Nick and Fetcher.

Unusually for a game of this type, the developers have pitched *Chicken Run* as an adventure-based affair, which – much like the film – wears its well-observed influences proudly on its sleeve. As far as games go, the biggest influence on *Chicken Run* is the PlayStation hit *Metal Gear Solid* and, while the ideas they've borrowed are fairly blatant, they've been so shameless it's endearing rather than annoying. If you've played *MGS* before you'll know all about sneaking around and avoiding confrontation, and *Chicken Run* uses the same system of having a radar that shows not only where your enemy is but what they can see, enabling you to remain out of sight and safe. Unfortunately, the whole system lacks the subtlety and polish of its mentor, but it's still reasonably satisfying to play even if the limited range of vision in the default overhead view and the lack of a first-person view do limit things somewhat.

There's been a great deal more thought put into *Chicken Run* than other film tie-ins and this shows in the playing of the game. It suffers from a cross-platform release graphically, but in general it looks good and the gameplay is reasonably solid and satisfying. It's not going to set the world alight, but if you loved the film you'll certainly get a lot out of it.

"IT WEARS ITS WELL-OBSERVED INFLUENCES PROUDLY ON ITS SLEEVE"

VERDICT

ENTERTAINING ADVENTURE WITH SOME NICE TOUCHES

UPPERS
Mini-games add variety • Sense of humour • Good use of licence • You know, for kids...

DOWNERS
Dull colours • Don't expect to be challenged • Restricted views • Loading times between areas

IN ONE HOUR We'd staggered out in the Mrs Tweedy disguise and were seeking components for the catapult
WEBSITE www.eidos.com
MAX PLAYERS 1
VIDEO MODES Bordered 50Hz, full-screen 60Hz option, VGA compatible

ODM RATING OUT OF 10
6
PRETTY GOOD

PRICE: **£39.99** • PUBLISHER: **EIDOS** • DEVELOPER: **BLITZ GAMES**

REVIEWS ROUND-UP

DRINKING...

IT'S INTO THE WILDS OF BRIXTON FOR THIS MONTH'S DISCUSSION, AS THE *ODM* REVIEWS TEAM TRY TO LOOK HARD...

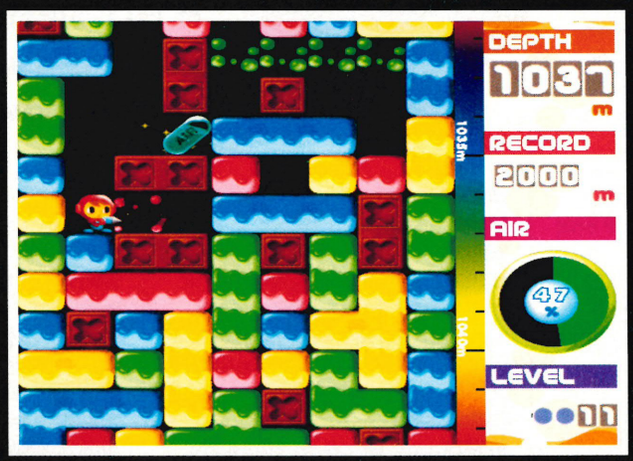
THE NORTH-SOUTH DIVIDE gets turned on its head in London, with a good number of North Londoners seeing the South as dangerous bandit country to be avoided at all costs. We're above such petty snobbery though – hell, Warren even *lives* in South London – so it was off to Brixton and The Duke of Edinburgh for this month's discussion.

Although it's off the bustling and vibrant main drag, The Duke transcends its slightly drab exterior with a huge beer garden for the summer and cosy fireside atmosphere for the other 50 weeks of the year. The relaxed atmosphere was perfect for chewing the fat on the games we've been playing over the festive season, including the ultimate party game *Samba De Amigo* and online shooter *Quake III Arena*. Our diverse line-up this month also takes in *Tony Hawk's Pro Skater 2* and colourful puzzle game *Mr Driller*.

PHOTOGRAPHY: **JOHN MILLAR** IMAGE MANIPULATION: **STEVE NEAVES, AGE 12**

UP FOR DISCUSSION THIS MONTH

THE *OFFICIAL DREAMCAST MAGAZINE* TEAM TAKE SOME TIME OUT OF THE OFFICE TO DISCUSS FOUR RECENT RELEASES



1 MR DRILLER

2 TONY HAWK'S PRO SKATER 2

3 SAMBA DE AMIGO

4 QUAKE III ARENA

LOCATION

• You can find The Duke of Edinburgh on Ferndale Road, Brixton. Call them on 020 7924 0509 for further information.

...& THINKING

MR DRILLER

(*ODM* #15, 7/10)

It's certainly colourful and distinctively Japanese in design, and Ed has been raving about this game from the moment he got his hands on it. But the lack of a multiplayer option has limited its appeal somewhat.

ED: It's a driller killer. Er, I'm *drilled* to bits by it... Is that enough puns? It's a very cool game...

WARREN: Forty quid though, and no multiplayer option. End of conversation.

DAN: And no online features either.

ED: It could have been a contender. You're right, though – a two-player [mode] would have been fun.

WARREN: I still prefer *Bust-A-Move*.

ED: No, I prefer this. I don't like *Bust-A-Move* – I've never seen the appeal of it. The thing about *Mr Driller* is that it feels a bit different from anything else.

ALEX: It's a bit like *Tetris* with the blocks and all that, but actually having a character in the middle of it all adds a whole new slant to it. It means you actually have to think about what you're doing a bit more.

ED: The Time Attack [mode] is very cool, too.

DAN: I like the way you can play depending on how you feel. You can just drill away and see what happens or you can approach it in quite a methodical, strategic way. And you can alter the tempo.

WARREN: It's the sort of game that would be nice to have and dip into every now and then, but I still say it's too expensive for what it is. You ain't going to sit down and play this for 40 hours in the first couple of weeks of getting it.

DAN: Granted.

ED: There are people who will.

WARREN: But I wouldn't...

DAN: Especially when you consider at that price you could have *Shenmue* or *Metropolis* [*Street Racer*]. Not to mention loads of other games that have a lot more to them.

WARREN: Exactly. If it were 20 quid I'd say it was a game that everyone has to pick up. It *is* a really nice puzzle game. As much as I like *Bust-A-Move 4* [*ODM* #9, 7/10], they didn't do anything to it when they brought it to the Dreamcast, whereas this really looks great.

DAN: It's got a great style about it and that's the thing that really made me notice it. It plays well, too, but the look and the music are a big part of what makes it so cool.

WARREN: Anyway, two-player [mode] is coming in the next version...

ED: But that's not out for ages and they won't release it if nobody buys this one.

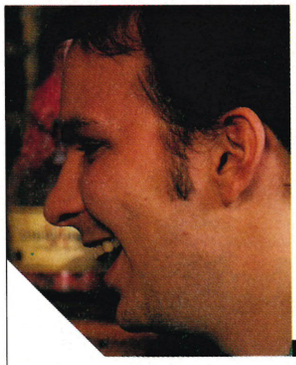
DAN: Ah!

ED: Yes, so if you want a two-player mode you'll have to buy this one and then quickly sell it when the sequel comes out.

TONY HAWK'S PRO SKATER 2

(*ODM* #15, 9/10)

Everyone loved the gameplay in the first *Tony Hawk's*, but the PlayStation roots were very obvious. The sequel loses nothing from the running gear of the game, but it all looks far more polished and there are some new moves that open up some ridiculous score tallies...



"THE ONLY PLACE WHERE IT REALLY LETS ITSELF DOWN IS IN THE LEVELS, SOME OF WHICH ARE A BIT WEAK"

– ALEX ON *TONY HAWK'S PRO SKATER 2*

WARREN: It's *sk-great*!

ED: Very cool, it's nice to see that...

WARREN: ...it looks like a Dreamcast game now.

ED: Yeah, it's an upgrade of a PlayStation game but it's a *real* upgrade. They've really sharpened it up, there's loads of extra detail, the distance goes on and on. And it's nice and smooth. The shadows are amazing, too and you don't get them on the PlayStation version.

WARREN: Graphically it still looks a bit dull to me.

DAN: I know what you mean.

WARREN: The colour palette seems limited.

ED: Yeah, it's PlayStation colours.

ALEX: It looks the same as the *Tomb Raider* games – all greens and browns.

WARREN: Perhaps if they'd looked more at the *Crazy Taxi* colour palette...

DAN: The textures look good, though and you can really see the differences between, say, the concrete and the wood of the ramps.

WARREN: But the first thing you see is the indoor sections where it's all dark and dingy. It gets much better outdoors.

ED: I like the way there is masses and masses to it and it's actually a really technical and complex game, but it never feels complicated or difficult to get into.

ALEX: It's really forgiving and that's one of the good things about it. You don't have to necessarily hit something square or land it perfectly.

DAN: And the grading system that's been added makes the most of that too, because it's not just about landing a trick, if you do it particularly well you get credit for it.

ED: Yeah, and the Manuals [the new moves in the game] are a great addition.

ALEX: They really open it up and make it possible to get some seriously high scores, I reckon we'll still be playing this in a couple of years.

DAN: This and the first game are primarily about quality of gameplay and that's what shines through on this version – it's so well constructed.

ED: The music's good, too.

DAN: Right. There's less of that looping where you just get the same track again and again. There's some great tunes in there.

ED: Not to mention the sound effects...

ALEX: I don't know what more they could do with this sequel. You've got the track editor and the character designer thing and there's way more moves than the last one. The only place where it really lets itself down is in the levels, some of which are a bit weak.

ED: Yes, I agree with you on that one – the school in particular is rubbish.

ALEX: Yeah, some of them are too long and too open, with not enough stuff for you to do tricks on.

DAN: There's a bit more variety, though. There are the smoother runs where it's more about doing Manuals and linking moves together, and then there's the Vert stuff.

ED: Mmm, I like the two-player mode. Playing Horse with rude words is excellent fun!

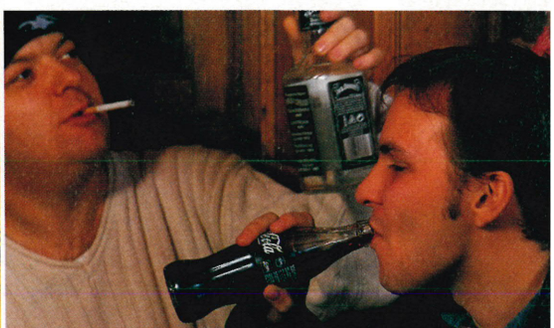
"I'VE NEVER SEEN THE APPEAL OF *BUST-A-MOVE*. BUT *MR DRILLER* FEELS A BIT DIFFERENT FROM ANYTHING ELSE"

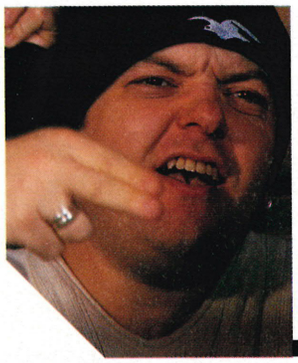
– ED ON *MR DRILLER*

SAMBA DE AMIGO

(*ODM* #15, 8/10)

This has been a favourite in the *ODM* office for some time now, and Friday afternoon always sees a scrap for who gets to take the maracas home for the weekend. If you don't have fun playing this game you probably aren't able to have fun anywhere.





"WE MIGHT WHINGE ABOUT USING THE JOYPAD, BUT IF YOU'VE GOT FOUR PADS AND FOUR PEOPLE IT'S WICKED"

– WARREN ON *QUAKE III ARENA*

WARREN: Stop monkeying around guys, we've got to talk about *Samba De Amigo*...
ALL: [groans]
WARREN: Anyway...
DAN: Is it worth 100 quid?
WARREN: No.
ED: Yes!
WARREN: No.
ALEX: YES!
WARREN: No!
DAN: I think it is...
ALEX: It *is* a lot of money to ask, but then it does give you a lot of pleasure – a lot more than some games do.
DAN: Exactly.
WARREN: It's a really fun and *funny* game, but to spend 100 quid on it? I'm not convinced.
ALEX: If you're just going by word of mouth then no, you should go and find it in an arcade and get to know it first.
WARREN: You're talking crap. You get games for free. You wouldn't pay £100 for that...
ALEX: Actually I *did* have to – I bought it for someone for Christmas.
ED: It's definitely a rental game. You should take it home for a weekend and have an enjoyable couple of days with it.
WARREN: Yeah, it is.
ALEX: Assuming you can find somewhere with the maracas and the mat and everything.
ED: *Samba is* being sold as a rental game, though. But they've only got a limited number of copies and a lot of those are going to Blockbuster and people like that.
DAN: But it's a game that so many people can really get into.
ALEX: It's the ultimate party game.
DAN: Exactly, it's the perfect...
WARREN: Post-pub game? Nooooo!
ED: I think it's quite confusing.
DAN: Nah, it *is* as much fun to watch people play as it is to play yourself, though.
ALEX: I'm going to get fit playing it. Nevermind aerobics and that, I'm going to play *Samba* every day...
DAN: It is a great two-player game too, but unfortunately you need 200 quid to get two sets of maracas [third-party peripherals are available for less – ed]. And plenty of space. It's just about bearable with the pad, though.
WARREN: No it's not!
ED: Have you played it with the pad?
DAN: Yeah!
WARREN: Nah, the game totally loses its point.
ED: But *Take On Me* is great!
ALEX: And the *Austin Powers* tune.
DAN: I think it's definitely a crying shame that you don't get two pairs of maracas included with the game. It's a pity as some of the two-player games are really good.
WARREN: And it's not like you can play with one maraca each or anything. It would be good if you could do that.
ALEX: The maracas aren't perfect either – the sensors sometimes miss things.
DAN: It's particularly annoying on the levels where you have to get a perfect score.
ALEX: Yeah, sometimes you know you hit it but the sensor just didn't pick it up. It's debatable.
DAN: Like the offside rule! It's the last resting place of Chumbawumba and for that we all should be truly glad!
WARREN: God, I hate Chumbawumba.
DAN: I hate Chumbawumba, too. I just think it's really hilarious that for all that political posturing they did, they've ended up with a samba version of one of their songs in a maraca-shaking videogame. Ahhh, justice is served.

QUAKE III ARENA

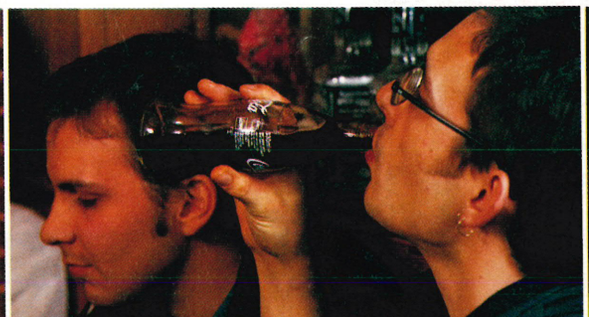
(*ODM* #15, 9/10)

A world away from the first online Dreamcast game, *ChuChu Rocket!* (*ODM* #9, 9/10), *Quake III Arena* is officially A Big Deal, completely demolishing any doubts that the console is capable of delivering online play. Sure, it's taken longer than anticipated, but it's been worth the wait...

ED: It's a million times better than I ever thought it would be on Dreamcast. *Quake II* [on PC] was one of the best things ever. In fact, the whole series has been amazing. I didn't actually look forward to the Dreamcast version at all until I'd played it online and realised that it was fantastic.
WARREN: Play it through a VGA monitor and you'd think you were on a PC, even if the frame-rate *is* slower than a high-end machine.
DAN: But you'll have £700 change in your pocket, which is well worth fewer frames.
ED: It's not actually slowdown though. The game still runs really fast and that's what *Quake* has always been about – doing exactly what you need to do. There's no hindrance with the controls, no hindrance through the level design, no stupid story getting in the way.
DAN: Everyone I've shown the game to – even some quite sceptical PC players who are used to bells and whistles PCs running through ADSL lines or whatever – have been really impressed. They say what you'd expect them to say – 'Oh it's a bit slower than what I'm used to' – but as far as the actual game goes they've all been amazed at the conversion.
WARREN: People will buy Dreamcasts for this game.
DAN: I hope so. I really hope they do.
WARREN: It's the first time you've had a top online action game on a console.
ALEX: It's interesting to see exactly what the Dreamcast is capable of. With all of the other games you've got nothing to directly compare it to. *Quake III Arena* is up against a top PC game and you can say 'Look, it's doing a really impressive job.' I think it's one of the most impressive games we've seen so far.
WARREN: It does look and feel really solid, too.
ED: It does, yeah. I've played *Quake I* and *II*, and I got into them massively. I used to play them solidly at work on my PC. With *Quake II*, I didn't go for lunch for two months at all because as soon as it was 1pm I'd be on there. When it came to *Quake III Arena*, I seriously thought about spending a grand on a PC so I could play it. Now I don't have to.
DAN: The thing that really shocked and impressed the PC people was the ease and speed with which you can get online.
WARREN: Exactly. It's something like two minutes from switching the machine on and you being in a game [online], which is incredible. It can take Windows two minutes to boot up on some PCs.
ALEX: And it's quicker than starting a game of *MSR*!
ED: Well that takes hours...
WARREN: Got to make a special mention of the split-screen mode, too.
ED: Yeah, that's surprisingly good.
WARREN: New to *Quake*, too.
ED: The joypad controls are pretty good.
WARREN: We might whinge about using the joypad after using a keyboard and mouse combo, but if you've got four pads and four people it's wicked.
ED: It's the first split-screen shooter that I've been able to play. I know everybody raves about *Goldeneye* on the N64, but I've always found that really slow and jerky. But this is sharp, fast and excellent fun.
DAN: Hurrah!
ED: The one-player [mode] isn't great, though.
WARREN: But there's no excuse for not going online with it and playing against others. It's a seriously good reason to buy a Dreamcast.

"IT'S A GREAT TWO-PLAYER GAME TOO, BUT UNFORTUNATELY YOU NEED 200 QUID TO GET TWO SETS OF MARACAS"

– DAN ON *SAMBA DE AMIGO*



IN THE HOT SEAT

WITH BIZARRE CREATIONS

MARTYN CHUDLEY, MANAGING DIRECTOR OF BIZARRE CREATIONS AND PROGRAMMER OF *METROPOLIS STREET RACER*, ANSWERS YOUR QUESTIONS

COMING UP: NEXT ISSUE WE'LL BE PRINTING THE ANSWERS TO THE QUESTIONS YOU PUT TO THE DEVELOPERS OF *ULTIMATE FIGHTING CHAMPIONSHIP*

△ Look at all that lovely detail. But could some of it have been sacrificed to eliminate 'jaggies'?

PROFILE Liverpool-based Bizarre Creations have spent the last two years working on the epic racing adventure, *Metropolis Street Racer* (*ODM* #12, 9/10), having previously developed class titles such as *Wiz 'N' Liz* on the Mega Drive and Amiga, *Formula 1* and *Formula 1 '97* on PlayStation and PC, and *Fur Fighters* on Dreamcast (*ODM* #9, 7/10). We put questions sent in by *Official Dreamcast Magazine* readers to managing director Martyn Chudley.

NEVER TO BE REPEATED

Why are there no replays in *MSR*? It seems almost criminal that a game that looks this amazing denies players the opportunity to watch replays of their races.

DAVE STEELE, LONDON

MARTYN CHUDLEY: Unfortunately, there was a problem with the replays which the Sega testers discovered near the end of development. We tried for about two weeks to fix this bug but time ran out, so the only thing we could do was to remove the replays. We're upset that we had to do that, but with no time left, there was no other choice.

FEW JAGS

Couldn't you have sacrificed 'level of detail' such as roadside fences and phone lines to reduce the amount of 'flickering jaggies'? This is very noticeable on my 28 inch TV in first-person view and makes it hard to judge corners. Is this a limitation of Dreamcast's anti-aliasing? Otherwise, top quality game!

ROB COLE, CAMDEN

MC: Obviously we'd have liked to remove all traces of flickering textures and jaggies, but we were already maxing out the texture memory with all the circuit and car textures. We tried to eliminate the problem on some of the worst textures, but others (such as railings, fences, etc) were actually made worse by mip-mapping (specifying several versions of a texture at decreasing sizes) them. Removing polygons from the screen would not have helped the problem.

A BUG'S LIFE

Can you tell me why *Metropolis Street Racer* is so bugged?

JAY [AND QUITE A FEW OTHER PEOPLE], VIA EMAIL

MC: It's something that we are very unhappy about, and the simple answer is

that it happened because it's such a big game. Sega (who do the Quality Assurance) were testing all aspects of the game for months before release, and reporting the bugs directly to us during that time. We obviously fixed all the bugs that were reported by them before the release (master) version, but as the game is so huge, some must have slipped through their comprehensive testing plan.

The good thing is that Sega don't stop testing once a game is finished, and soon found the bugs that were in this first version. They told us immediately when they found them – we then fixed them, and produced a new master disc for release – and so newer versions of the game should be bug-free. If you're unlucky enough to have picked up one of the first versions, you'd be best contacting Sega to find out how to get this remedied [Sega Consumer Line – 0845 609 0090].

ONE CAREFUL OWNER

Why is there no visible damage to the cars?

TONY OSBORNE, VIA EMAIL

MC: This one's a common question. When you use real road cars in games, the manufacturers generally don't want you to do anything that would show their cars in a bad light. Showing a smashed-up and dented car could make their car look unsafe – and in some cases could even give a false sense of security ("I can drive into a wall at 30mph and will only lose my front bumper", for example). So to avoid all doubt, and to make their cars look the best possible, they will not allow you to show any damage to the cars. If you look carefully at games, in most cases where damage is allowed – like *Carmageddon* – the cars are not real ones.

DEADLY DISCS

Why are there no glowing brake discs? Every other racing game on the Dreamcast has them… 'nuff zed!

TONY OSBORNE, VIA EMAIL

MC: The brake discs *do* glow, but only under severe braking (as in real life) rather than on every corner. There are also moving brake callipers, if you look closely. Perhaps they're not as obvious as other games, because we've not exaggerated them to glow at every opportunity.

OUT OF BODY EXPERIENCE

What happened to the in-car view? How could you omit this?

TONY OSBORNE, VIA EMAIL

MC: By the time we'd finished modelling the circuits, we had used up all of the available model and texture memory that the DC has and so had none left for an in-car view. In addition to this, with nearly 50 vehicles in the game, it would have taken more time than we had left to model all 50 different cockpits. This is mainly why we added two 'bonnet cam' views and a choice of mirror on/off, so you can get a reasonable feel of being in the driver's seat.

TOP TUNES

Could you please tell me if anytime in the future I will be able to download new songs on to my VM for use in the game? The songs on it at the moment are top, so please give us some more. Please!

NORMAN HASLAM, VIA EMAIL

MC: We've got no plans for anything like this at the moment, but if you like Richard Jacques's music, watch out for *Headhunter* from Sega, which will also feature a custom soundtrack by Richard like *MSR* does!

CITY EXPLORER

Is there a mode where there are no restrictions and you can just drive around an area of a city freely with no barrier restrictions?

PETER 'ECHO' TWEEDIE, VIA EMAIL

MC: Those of you who have reached Chapter 25 will know the answer to this one…

YOUR GARAGE

Do any of you own a car from *MSR*?

PETER 'ECHO' TWEEDIE, VIA EMAIL

MC: Walter, our technical director, has an MGF and Pete, the associate producer, has a 306. From the *Fur Fighters* team, Keith has an MR2, and Paul has a Clio – but not a V6 version!

MSR 2?

What are your plans now that *MSR* is finished?

ANTHONY HERSCHELL, VIA EMAIL

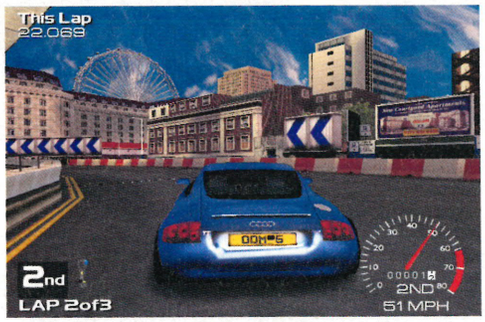
MC: To sleep! The team were working 12 hour days, seven days a week for the last couple of months before release, and so are now having a well-earned rest!

RATED RIVALS

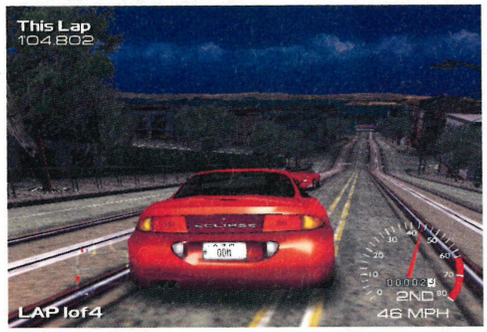
What other driving games have you enjoyed playing?

ANTHONY HERSCHELL, VIA EMAIL

MC: Between the team, probably most of them! All the big name games are great, like *Gran Turismo*, *Driver* and even the non-serious ones like *Mario Kart* and *Diddy Kong Racing*. And for sheer adrenaline, both *Colin McRae Rally* and *Sega Rally* are excellent time-wasters!



△ **See this beautiful motor? Tony Osborne wants to trash it.**



△ **Wow! I can see my house from here!**

ONE YEAR OLDER

MSR was released about a year later than expected. If you had released it back then, what would be the main differences to the game?

PETER HORNER, VIA EMAIL

MC: It would have looked pretty much like a fuller version of the E3 '99 demo. The game structure and handling would have been totally different – for example, there would have been no chapters or kudos system and no multiplayer modes, as these were integrated only recently. The cities would have been far less detailed and the cars would have had fewer polygons. The extra year has really helped to hone the gameplay and handling, and get the cities to an even higher level of detail.

FUR-TASTIC

I have a question about your other brilliant game – *Fur Fighters*. Are you going to do a sequel? I hope you haven't been put off by *ODM*'s score of 7/10. The game is outstanding, and deserved at least a 9. So, will you bring out a sequel?

ANON, VIA EMAIL

MC: No, we've not been put off at all, especially as this was our lowest score – *ODM* marks hard [but fair! – ed]! A low score always gives you something higher to aim at! We're therefore hard at work planning what's coming next for the *Fur Fighters* crew – check out the new developer diaries on our website [www.bizarrecreations.com] to follow its progress!

KUDOS ABUSE

It seems that high kudos scores are easy to gain by ignoring the penalty points and just leaning on the handbrake around each corner. Was this the intention, or just a way people have come up with of abusing the game's kudos system?

ADRIAN JACKSON, VIA EMAIL

MC: It's not what we initially intended – and you do get a big kudos bonus for driving a clean race with no collisions, which was intended to balance this out. But we always anticipated that whatever we did, people would come up with ingenious ways of getting better scores by using clever short cuts!

THE EXPERT'S CHOICE

What is your favourite car in the game and why?

JAMES WILLIAMS, OXFORD

MC: The Renault Clio V6 – because it sounds *gorgeous*!

GHOST TOWN

In an old interview with *Sega Saturn Magazine*, Bizarre Creations said there would be features like the 'living city' with animals, people and other traffic. And what happened to the mode where the player gets cool designs painted all over their car?

NITRO (YOUTH ENERGY), VIA EMAIL

MC: As with the car damage, the car manufacturers one-by-one stamped on the ideas of having things and people walking around, and even having other traffic. We had buses and taxis too at one stage, but those had to go as well. It was a difficult decision – should we remove the 'movement' or the car licences? But Sega did some market research and found that real cars were the preferred option to go with. The coloured cars were going to be for 'gang battles' which didn't fit in with the personal kudos idea of the game.

GOT ANY QUESTIONS FOR *QUAKE III ARENA*'S CREATORS, ID SOFTWARE?

The fantastic *Quake III Arena* (*ODM* #15, 9/10) has shown just how brilliant online gaming can be, and we're giving you the chance to ask them anything you want in a future issue of *ODM*. Whatever you want to know about the game and its development, put it in a question and get it to us as soon as possible. Either email us at questions@dreamcastmag.co.uk, or write to Id Software In The Hot Seat, *ODM*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF.

BACK ISSUES

MISSED AN ISSUE OF *OFFICIAL DREAMCAST MAGAZINE*? OUR BACK ISSUES SERVICE CAN HELP

D000 Issue #0 • £5.99 • Special issue 1999

D001 Issue #1 • £5.99 • November 1999

D005 Issue #5 • £5.99 • March 2000

D006 Issue #6 • £5.99 • April 2000

D007 Issue #7 • £5.99 • May 2000

D011 Issue #11 • £5.99 • September 2000

D012 Issue #12 • £5.99 • October 2000

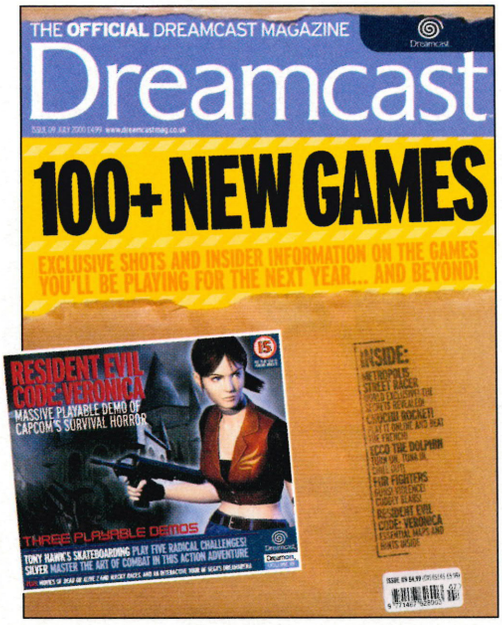
D013 Issue #13 • £5.99 • November 2000

D002 Issue #2 • £5.99 • December 1999

D003 Issue #3 • £5.99 • January 2000

D004 Issue #4 • £5.99 • February 2000

D008 Issue #8 • £5.99 • June 2000



D009 Issue #9 • £5.99 • July 2000

D010 Issue #10 • £5.99 • August 2000

D014 Issue #14 • £5.99 • December 2000

D015 Issue #15 • £5.99 • January 2001

ODM BACK ISSUES SERVICE

To order back issues, complete this coupon in block capitals and send it, with the correct payment, to: DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU. If you have a credit card you may order by calling +44 1789 490215. ***These prices are for UK only. For overseas orders call +44 1789 490215 for a quote.***

PLEASE SEND ME THE ISSUES MARKED

☐ D000	Issue #0	☐ D006	Issue #6	☐ D012	Issue #12
☐ D001	Issue #1	☐ D007	Issue #7	☐ D013	Issue #13
☐ D002	Issue #2	☐ D008	Issue #8	☐ D014	Issue #14
☐ D003	Issue #3	☐ D009	Issue #9	☐ D015	Issue #15
☐ D004	Issue #4	☐ D010	Issue #10		
☐ D005	Issue #5	☐ D011	Issue #11		

Name:

Address:

Country: Postcode:

I enclose a cheque/postal order for £ made payable to 'Dennis Direct'.

Or please charge my credit card: Visa ☐ Access ☐ Amex ☐ Switch ☐

to the amount of £

CARD NUMBER:

Expiry date:

Cardholder's signature:

☐ Tick here if you do not want to go on a mailing list and receive details of further offers.

HINTS & TIPS

96 SHENMUE
Take a tour around Dobuita Town

100 METROPOLIS STREET RACER
Part one of our official guide

104 HELP!
Your gaming questions answered

105 CHEATS
If at first you don't succeed... then cheat, of course!

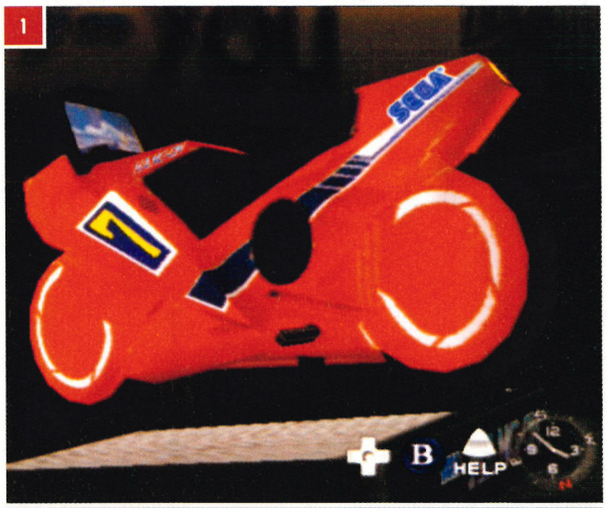
106 CHALLENGES
Win a Sega game of your choice

SHENMUE

PLAYER COMPANION PART 1

BECAUSE DOING YOUR OWN THING IS WHAT MAKES *SHENMUE* (*ODM* #14, 10/10) SO SPECIAL, WE DIDN'T WANT TO GIVE YOU A COMPLETE WALKTHROUGH. **ED LOMAS** TAKES YOU ON A GENTLE STROLL AROUND DOBUITA INSTEAD

1



3

4

5

2

6

YOU ARCADE

1 BONUS TOYS

By performing well on the various games in the You Arcade, it's possible to win some bonus toys to add to your collection. If you manage to beat any of these scores, the guy behind the counter will reward you with a miniature version of the game you played on.

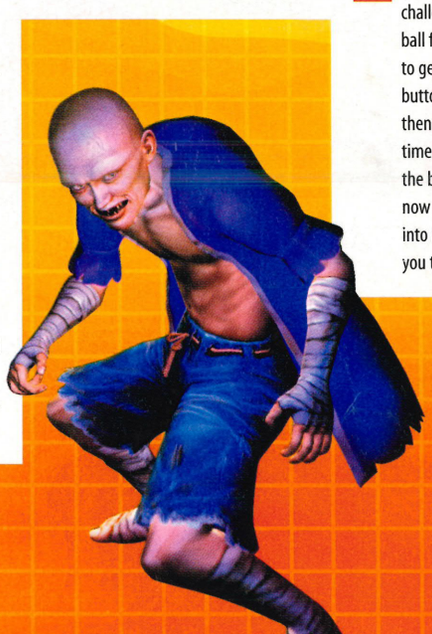
HANG ON: 10,000,000
SPACE HARRIER: 10,000,000
DARTS 7: 300
QTE TITLE: 300,000
EXCITE QTE 2: 300,000

2 SPACE HARRIER

If you want to reverse the Up and Down controls in *Space Harrier*, keep the A button held down after you press it to put your money in the machine. When the title screen appears you'll see 'Up input to down' written in the bottom-left corner to let you know it's working. Now, while still holding A, press Start to begin – with Up making you move down, and Down making you move up.

LAPIS FORTUNE TELLER

3 If you ask to have your fortune told and select 'Gamble', the fortune teller will give you a lucky number. If you then head to the Slot House (see number 5) at the other end of town and use the slot machine with that number, you should win roughly 70 per cent of the time.



MJQ JAZZ BAR

4 If the guys at the pool table challenge you to pot the white ball for a ¥1000 bet, here's how to get it in the hole. Press the A button to zoom the view in close, then tap Right on the d-pad 17 times. Then press A again to hit the ball and it should go in. From now on when you come back into MJQ, the guys will challenge you to pull off different shots.

SLOT HOUSE

5 You can win extra toys by playing on the various slot machines. Getting three number sevens of the same colour wins one of these prizes, depending on the type of machine you're using. One bet machine wins you cherries, five bet machines win you mini-billiards, ten bet machines win you a mini-slot machine and 20 bet machines win you a mini-jukebox.

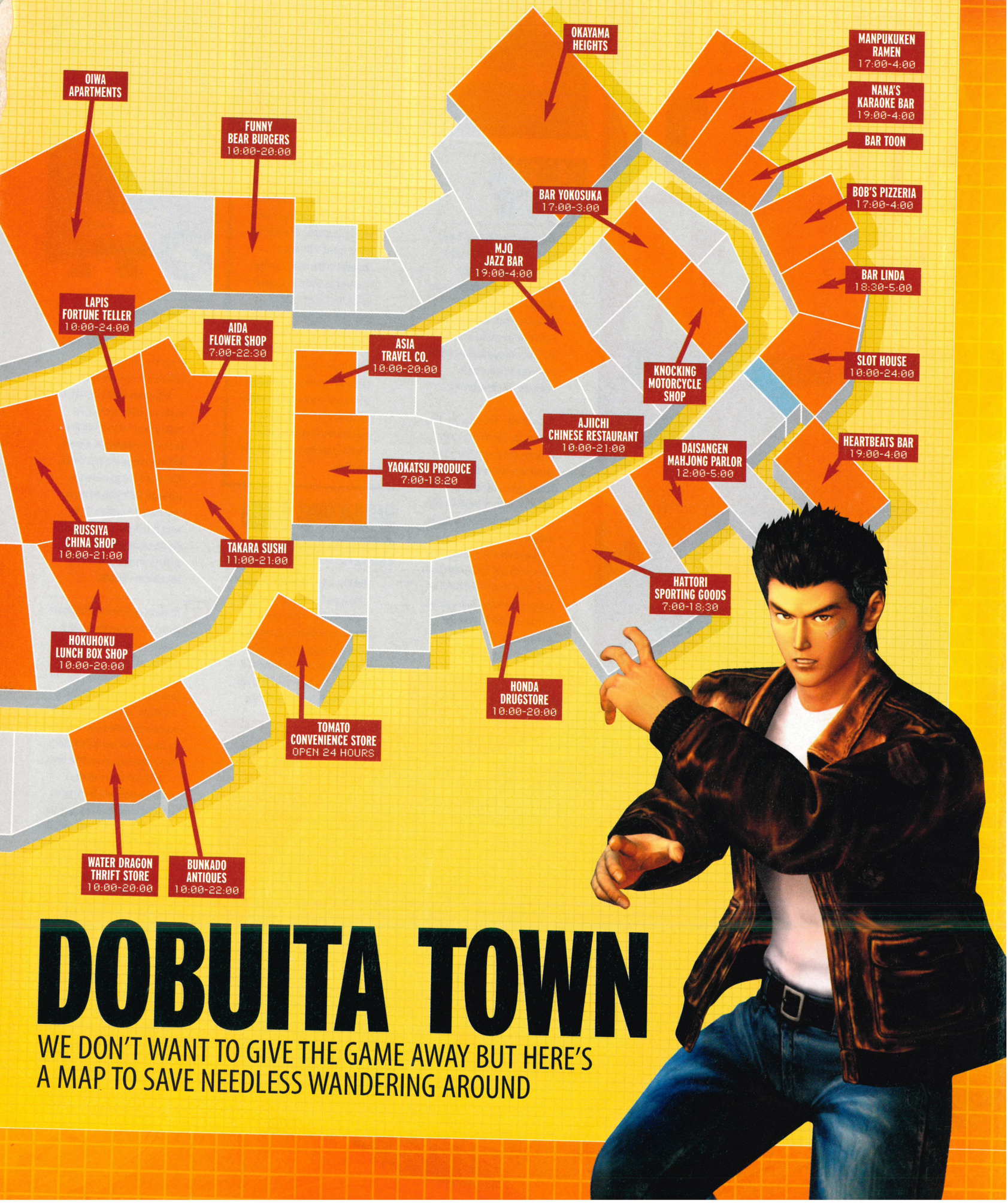
If you collect large amounts of tokens in the Slot House, you'll receive prize certificates. 10,000 tokens gets you the Matsuyama certificate, and 50,000 tokens gets you the Mitsuka certificate.

To win on the slot machines more frequently, visit the Fortune Teller (see number 3) beforehand.

TOMATO MART

6 If you take a winning can to the Tomato Mart and give it to the cashier, or buy some *Shenmue*-branded confectionery, you'll get to have a go on the raffle. You can win a radio cassette player, extra music cassettes, Sega Saturn conversions of *Hang On* and *Space Harrier* to play at home, and rare toys.

MAP ILLUSTRATION: MARC JONES



DOBUITA TOWN

WE DON'T WANT TO GIVE THE GAME AWAY BUT HERE'S A MAP TO SAVE NEEDLESS WANDERING AROUND

METROPOLIS STREET RACER

DRIVER'S GUIDE PART ONE

IN THE FIRST PART OF OUR OFFICIAL GUIDE TO *MSR*, BIZARRE CREATIONS' **GED TALBOT** COVERS GENERAL DRIVING TECHNIQUES, THE CARS AND CHAPTER ONE OF THE GAME

1

2

GENERAL DRIVING

Metropolis Street Racer is based on an accurate physics model and, in principle, it should generally resemble driving in real life (apart from the crashes, obviously, which are limited in realism by the manufacturers). The basic racing principles listed below can be followed to maximise your performance...

1 Try and find – and keep to – the ideal racing line for each track. Basically, this means that you should aim to take the least severe route around all the corners in order to maintain your high speed and keep braking to a minimum.

Use visual references such as trees, lamp-posts, advertisements and shops to mark the braking points. Experiment with braking as late as possible, mark the point and use it for future reference in each lap.

2 Avoid walls (and other cars!) at all costs. These not only lose you precious kudos but also slow the car down as the impact absorbs your momentum and scrubs off lots of speed. If there are obstacles in the road or central reservations, make sure you're taking the fastest route by practising and timing your laps in the Time Attack mode.

Practice, practice and practice some more – this is the way real racing drivers learn how to drive a track and improve their overall racing skills. Use the Practice option within each to learn a track and see how many you win first time.

BRAKING AND STEERING

Braking is an art, and something that is pretty difficult to get right in any realistic racing game. If the game is realistic, you won't be able to slam on the brakes five metres from the corner and still get round safely – this isn't *Ridge Racer*! Here's how to get it right...

1

2

1 Brake early! First time round, brake earlier than you need and then as you practice, leave it later as you become more familiar with both the car and circuit.

ABS avoids brakes locking up so you can brake at any level (min to max) without skidding, but for the experienced drivers, ABS may not be the best choice. With non-ABS cars make sure you apply the brakes gently to slow down for corners. If you want to slide for extra kudos or get the car round a tight bend, apply them hard at first then release them slightly.

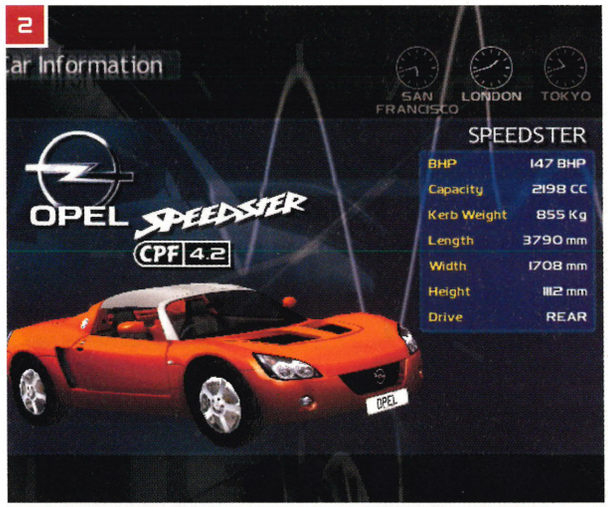
2 It's tempting to use the handbrake all the time to get kudos but it makes cornering unpredictable, and you will find yourself in the barriers more often than not. The best place to use the handbrake is on tight corners. The handbrake is also useful when you're about to crash as you can use it to force the car sideways around the bend.

MSR uses the controller's analogue stick, which interprets small movements. Don't yank the 'wheel' severely left and right all the time. Try to judge the severity of the corner, and hold the pad in place at a turn. This keeps the speed up without causing the car to lose traction on the road surface and slide out of control.

If you do find your wheels slipping at any point, the way to get out of a spin is to apply opposite lock. This means steer severely and quickly in the opposite direction to the one that you're sliding in. As your skills improve you will learn to be prepared to opposite lock after tight or fast corners, just in case you misjudge them.

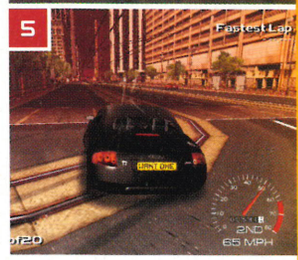
1

2

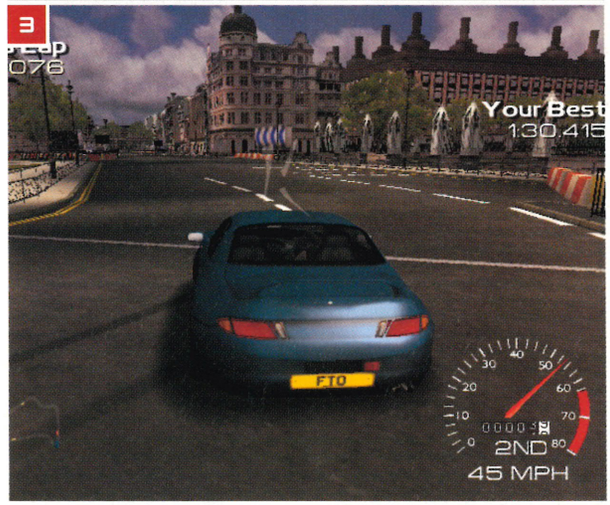


4

5



3



CARS

CPF stands for Car Performance Factor. It's important to note it when you're choosing cars, and when you're looking at what opponents you've got in races. The main rule is simple – the higher the CPF, the faster the car. But the CPF of your car, and that of your opponents, affects your kudos in the following ways…

The CPF scales the par times for Hot Laps. If you're in a high CPF car, the par time will be reduced accordingly, and your kudos will be lower if you miss the par time.

1 If you are in a car racing against others with a *lower* CPF than you, you will be expected to do well, and so the kudos you can earn will be lower than racing those with the same or higher CPF.

If you are in a car racing opponents with a *higher* CPF than you, you will be extremely well rewarded with kudos for beating them, as the other cars are probably much more powerful than you.

2 So remember to check the CPF of cars that you have in your garage (and keep a nice spread of them) and those of your opponents to maximise your potential kudos.

FRONT-WHEEL DRIVE CARS

These are very easy to drive, especially in the wet, making them a good choice for beginners. The rear end of the car doesn't spin out but they do tend to understeer at corners, so make sure you brake in time. In general, they're not as fast as some of the more sporty models, but are a lot more manageable. If you're a more expert driver, then choose the non-ABS version of the car as you can use the brakes to make them slide for more kudos.

3 Our FWD car of choice is the Mitsubishi FTO. Most of the FWD cars on offer in the early stages of the game are stable, controllable and safe road cars that you can see on any road in Great Britain. The FTO, while still retaining those attributes, is by far the best of the bunch. Being front-wheel driven, it does not slide about too much and, as such, is perfect for practising the tracks searching for the best racing line. Also, the FTO excels when it comes to getting consistent lap times which are crucial for the average lap stages.

REAR-WHEEL DRIVE

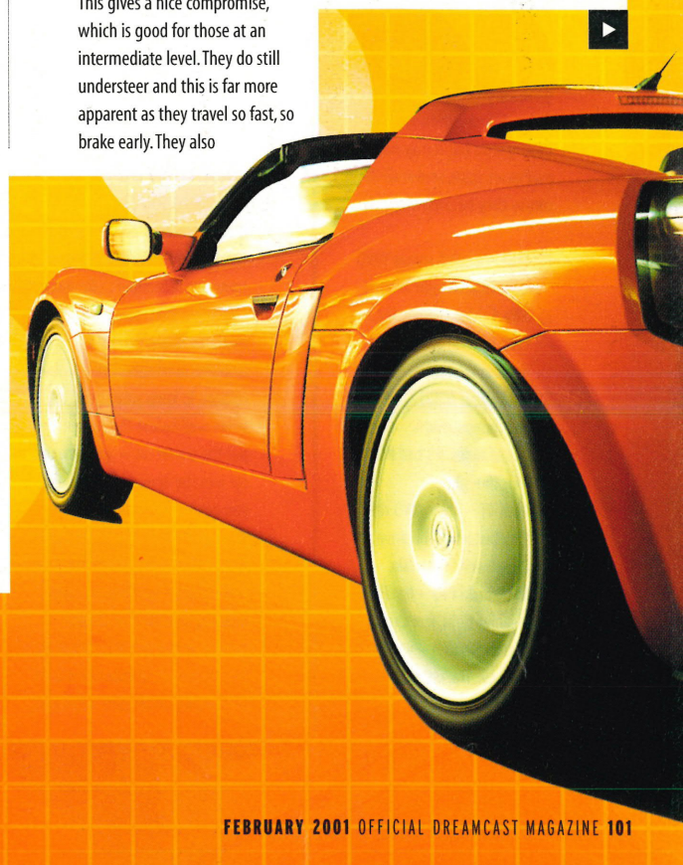
These are much more slidey and generally more difficult to drive, therefore it's easy to lose control. Be ready to use opposite lock at any time – you'll need it, especially on tight corners. RWD cars are very good for getting lots of style kudos from slides and are also very precise and manoeuvrable once you get used to them. The slidey behaviour makes them tough for beginners, especially in the wet where they skid all over the place.

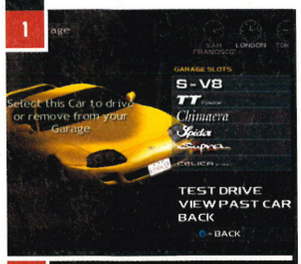
4 Our RWD car of choice is the Nissan Fairlady Z. It not the fastest, sexiest or most powerful motor in the garage but it's a perfect all-round machine. Sure the Chimera and the Jenson can go faster and can pull off wild skids, but it is very difficult to take them to a new track and pull a super-quick time out of the bag on the first attempt. This is where the Fairlady Z excels. Just because the car is easy to drive don't think that it's lacking in speed. This beauty can hold its own against any opponent. The only drawback is that tends not to drift through corners as easily as some of the other top-end cars.

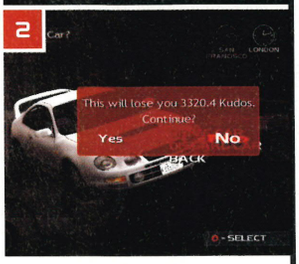
FOUR-WHEEL DRIVE

These are nearest to the FWD cars as they don't spin out so much but allow you to slide/drift. This gives a nice compromise, which is good for those at an intermediate level. They do still understeer and this is far more apparent as they travel so fast, so brake early. They also tend to drift more than the others, sliding sideways across the track – so, like the RWD cars, you get lots of style kudos for using them.

5 Our 4WD car of choice is the Audi TT Roadster. This is one of the first 4WD cars available, arriving at a time when the original three cars no longer cut it. The TT is faster than anything previously available while being incredibly stable and easy to drive. That extra speed comes at a price though, as you will find yourself taking corners too fast and crashing into barriers if you aren't careful. The only other possible car choice at this stage of the game is the MR5. It's a blinding motor but demands a great deal of skill to control.







THE GARAGE

1 Your secret weapon in mastering *MSR* is your garage. You only have three slots to start with (although six eventually open), and three cars to choose from. Those three cars won't go the distance, so you'll need to make some careful choices and try and build up your garage carefully rather than just using and then discarding cars.

2 Remember, you lose kudos when discarding a car – think of it as a trade-in cost – and so you'll need to make up any that you lose. The higher the CPF, the more kudos lost for trading it in, so think carefully beforehand.

Below is an example of a good garage selection built up from the start and without discarding *any* cars. It gives a good range to use all types of circuit. This selection suits our driving style but it may not be to everyone's taste, so test all the cars as they become available.

1) **MGF** – a solid, steady RWD car available right at start.
2) **Alfa Spider** – nippy for a FWD but still controllable. Good in the rain.
3) **MRS (New MR2)** – very fast and manoeuvrable, offering lots of slides. It's bad in the rain, though.
4) **Audi TT** – great 4WD drifts! Very fast and solid drive. Drives well in the rain.
5) **Mitsubishi FTO** – fast FWD, ideal for tight, fast circuits.
6) **Nissan Skyline** – very fast 4WD car. The ultimate racer!

CHAPTER 1

This is obviously the easiest chapter in the game, but remember that you can manually adjust the targets for each stage (the tougher the target, the higher the kudos award). Important: simply beating the default targets will not get you anywhere near the amount of kudos needed to open up all of the chapters – *MSR* is all about setting yourself targets and overcoming them!

1 The par times change to suit the car being driven. For example, the Barchetta on the first stage of Chapter 1 would have a par time of 39.0 secs, whereas the Nissan Skyline (which is one of the best cars in the game) has a much harder par time of 29.4 secs.

You need over 1250 kudos points to finish the first chapter and open up the first race in Chapter 2. As there are ten stages in each chapter, that would mean that for Chapter 1 you should aim to get an average of 125 kudos points per stage. It isn't necessary to complete every stage to move on to a new chapter, but to gain access to all of the cars in the game it's well worth it.

STAGE 1 (HOT LAP)
BUCHANAN SOUTH
(Pacific Heights, San Francisco)

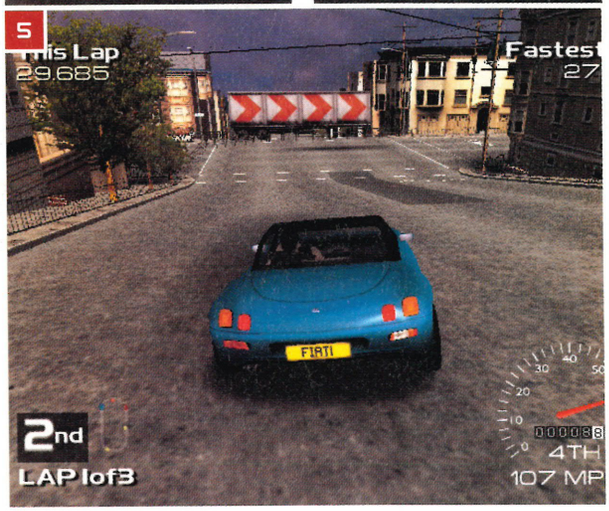
This is a good track for learning cornering techniques. Like most American cities, San Francisco is based on blocks with long straights interrupted by 90° corners. To keep your speed up, brake well before the corner then put the power on as you turn the car into the apex of the corner. If you get it right your car should skim past the inside of the corner then drift out to the outside lane of the road. If you find yourself heading towards the outside railings as you exit the corner try to turn the car so that the wheels are parallel to the curb when you hit it. This will make it more likely that the car will rebound away without going into a spin or riding over the curb and smashing into the barrier.

2 The first corner comes after a fairly long straight, so it's important that you brake early. Apply the brakes hard as you get to the end of the dark rectangular patch of road, near the end of the straight. Get the car as straight as possible before getting back on the power, otherwise the car may start to slide out of control.

The right-hander at the top of Octavia Street is very tight and you won't see it until you're right on top of it. You just have to practice, get used to the layout of the road and prepare for corner in advance.

The final corner that leads into the start/finish straight is rock hard because you will approach it at speed. Start braking as you get about one third down the final tier of the hill and try to get as close to the apex as you can without hitting the inside curb (it will send you into a spin if your rear wheels bounce of the curb). Your car will almost certainly hit the outside curb on the exit of the corner but if the car is straight the curb will push you back into the centre of the track. If you start to spin try a bit of opposite lock to get control of the car back.

A good way of shaving a second or two off your time can be found if you take the outside line when you get to the tight corner at the top of Octavia Street (the paved road with the three central reservations). As you get in-between the last two pillars, turn right sharply so that you cut in-between them – you won't have to brake for the corner and can exit the corner at close to full speed.



STAGE 2 (HOT LAP)
GREAT GEORGE STREET EAST II
(St James Park, London)

Similar to the first stage, in that the route is very basic with only four 90° left-hand corners. The best way to approach the corners is to brake early, leaving time to correct mistakes as you turn into the apex of the corner.

3 Stay on the right-hand side of the Clive statue, at the top of the steps on King Charles Street. This allows you to stay at close to full speed (release the accelerator for a split second just as you get to the statue and begin making the turn) into Horse Guards. Don't worry too much about drifting out on the exit of the corner as you can use the curb to gently push your car back into position.

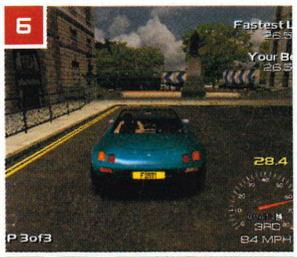
Entering the next corner at around 90mph, brake gently and try not to slide through the following bend (it will slow you down). Also, stay away from the inside curb – if your back wheels hit it you are likely to send the car into a spin/slide.

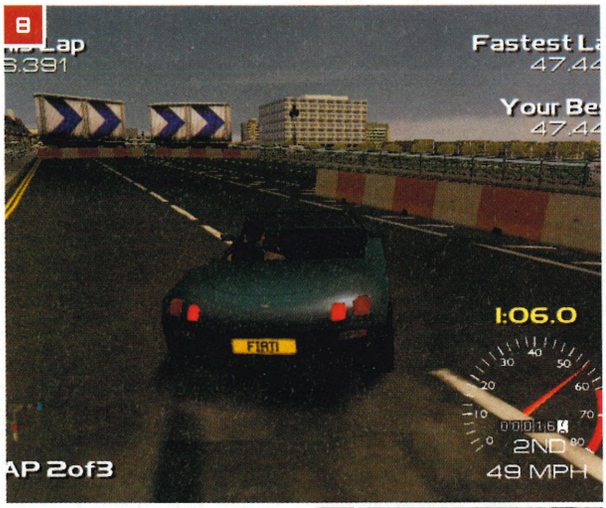
The third corner is very narrow but you need to keep your speed up, so stay as close to the right as possible. Brake hard as you get to the second traffic bollard before powering through the corner. The line you take here is crucial because once you enter the corner it is very hard for you to readjust your position. If you turn too late the car will hit the barrier in the centre of the junction, which knocks you off line for the final corner.

4 The final corner takes you though an archway back on to King Charles Road. The corner is tight at 90°. It's important that you take a wide line so that you can enter the archway as straight as possible. If you get it right you'll retain most of your speed and be set for a flying second lap.

5 STAGE 3 (HOT LAP)
OCTAVIA NORTH
(Pacific Heights, San Francisco)

Only the final corner presents any problem here. The track is basically rectangular with two long straights, so you will carry a lot of momentum into the last corner (especially as it is downhill). Start braking and turning as you get about one third of the way down the final tier of the hill. Try and get as close to the inside of the corner as possible – you're going to drift towards the outside of the exit very quickly and need forward momentum.





6 **STAGE 4 (TIMED RUN)**
GREAT GEORGE STREET EAST II
(St James Park, London)
Uses the same route as Stage 2. There are several overtaking points where you can easily pass the opponent cars. The statue on the first corner is a good example, as the computer-controlled cars will always take the outside line. If you dive past the inside of the statue the opponent should stay out of your way.

For the other corners it is usually better to slow down and follow the other car round the corner then overtake on the straights. If you try to out-brake cars going into a corner, keep your line as smooth as possible preventing cars hitting you as you drift out at the apex.

7 **STAGE 5 (TIMED RUN)**
PINE WEST
(Financial District, San Francisco)
This track is wide, so computer-controlled cars shouldn't present too much of a problem. However, the first corner after the start/finish line can be very difficult to judge, especially at night. Tip: keep an eye out for the lamp-post on the apex of the corner.

You enter the second corner at speed (close to 90mph) and it is quite a sharp bend, so as you approach it move the car over to the left-hand side of the track. This is so when you take the corner the angle of entry is as small as possible. This will also help you get ready for the left hander that follows.

STAGE 6 (TIMED RUN)
PARLIAMENT SQUARE SOUTH II
(Westminster, London)
A short track, which introduces hairpin bends. The road is sectioned off into two halves, which makes the track very narrow, but for the most part this is a slow circuit. Don't weave too much and you should have no problems passing cars.

8 There are two hairpins on the track that should be taken with the handbrake. Slow down using the footbrake before applying the handbrake or the back end of the car will spin 180°. Also, don't try to get on the accelerator too early because the resulting wheel-spin can cause a spin.

9 **STAGE 7 (CHALLENGE)**
NELSON'S COLUMN NORTH
(Trafalgar, London)
The first corner after the start/finish line can catch you as part of the railings jut out into the road, but if you keep the car near the inside of the corner it's not a problem. Don't try and overtake on this corner – hold your position and take the car in front on the exit of the corner.

The rest of the track has fairly gentle curves so you can take them at full speed. Overtaking the opponent cars is simply a task of holding your nerve when passing. If you gamble high on this stage – or, better still, use a joker – you can earn literally thousands of kudos points.

STAGE 8 (ONE-ON-ONE)
PINE WEST
(Financial District, San Francisco)
One-on-one races make up some of the toughest stages in the entire game and this one is no exception. Early on it isn't worth giving the opponent a head start – just try and win the race, and then come back to it later when you have got a better car and more experience.

10 You don't need to use the brakes on this circuit – just release the accelerator as you turn in the corners. Watch out for the railings on the inside of the corners as you can ruin the whole race on the last corner if you misjudge the apex.

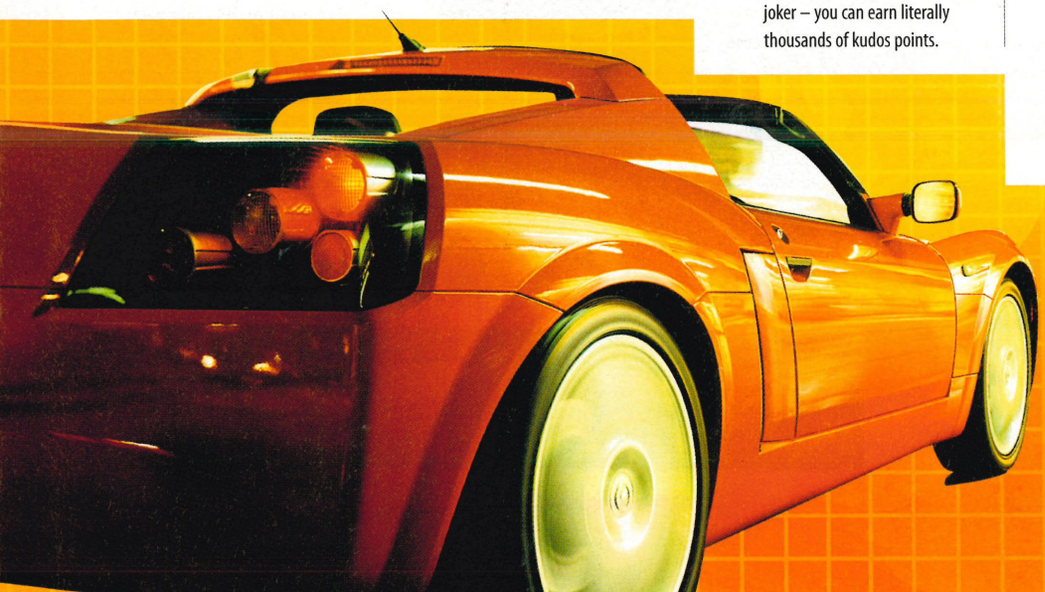
11 **STAGE 9 (STREET RACE)**
HORSE GUARDS SOUTH II
(St James Park, London)
There are three other cars in this stage but, unlike later races where you race cars more powerful than your own, the opponents here are at the same level as you (two MX5s and an MGF). As Chapter 1 is essentially a training level you should have no problem overtaking cars on the straights. Take it easy, concentrate on not crashing and learning the course, and first place is yours.

STAGE 10 (CHAMPIONSHIP)
SUMIDA-GAWA NORTH AND SANSOME NORTH V
(Asakasa, Tokyo)
The final stage in each chapter consists of at least two rounds with variations in weather conditions and differences in track difficulty, so choose your car carefully. It's best to go for an all-round motor such as a Barchetta or an MX5 but you shouldn't encounter too many problems here.

12 One tip worth mentioning on the final stage is the alternative route near the temple in the Tokyo circuit. Try it out – you never know, it could help you to win if you get it right.

When gambling before a race, it is important that you don't assume that because the opponents are slow on one track that they will be easy to beat on the other circuit. Most of the cars are best at one type of circuit (be that tight and twisty, or long and fast). It is vital to take this into consideration before betting on your final stage position.

That's it for this month. Watch out for part two of our official *MSR* guide in next month's *ODM*, on sale Thursday 8 February.



HELP!

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

△ Chyna and the Dudley Boys? Sorry, not in this game.

WWF ROYAL RUMBLE

I noticed that Chyna is in the intro sequence for *WWF Royal Rumble* – so how do I get her? Also, in the ending sequence you see Chyna again, Buh Buh Ray and D'Von Dudley, Cactus Jack, Hardcore Holly, Grand Master Sexay and Scotty Too Hotty. Is there any way I can play as these characters?

LLOYD VOCKINS, VIA EMAIL

Sorry Lloyd. We've spoken to the game's publishers THQ and they've told us that the only secret characters in *WWF Royal Rumble* are the big boss himself, Vince McMahon and his cowardly son, Shane.

ECCO THE DOLPHIN

I have been stuck on the fourth level of *Ecco the Dolphin* for ages. I have the Song of Ray and I'm in a pool with the ray, but whenever I try and lead it through the passage it is too high up to access. I've tried pushing the ray, I've tried using the landscape and I've even jumped out of the water and landed on it to try and lower it into the water. What do I have to do? Please help me!

THE GAME, VIA EMAIL.

This is a very tricky part indeed. You need to use the Song of Ray continuously to direct the manta back through the tunnels. Every time you sonar the manta, it will swim in the direction that you are facing. Remember the tunnel you swam through to get into this room? That's where you have to direct the manta into and from there into the main hall.

The trick here is to stay far enough behind the manta to stop it from turning around, and yet close enough to direct it around bends and corners. It's tough, but keep trying and you will make it eventually!

JET SET RADIO

I've been playing *Jet Set Radio* for a while now but I keep getting stuck when this '33' guy comes to my window, i.e. when it's you versus the guy in the green hooded fleece thing that says '33' on it. When I race him, I get all the way through the city part, through a small tunnel, and then in the next city I grind up the pipe. I can see the section I'm supposed to get to, but can't seem to get up there. How do I do it? Help!

LLOYD, VIA EMAIL

We think we've found the section you're talking about. It's on the Benten-chou stage, and the Graffiti High level. There are two ways to get to that passageway and one is surprisingly easy. Here goes... Travel up the truck bed and jump about 90° to the right so that you crash through a wooden fence. This should take you to the section you've been unable to get to.

THE NOMAD SOUL

Where do you find the power rod to open Gandair's door after all the fan bits?

2PBEN, VIA EMAIL

△ If you don't want to know the locations of the four chess pieces, look away now!

RESIDENT EVIL 2

I can't find the fourth chess key for the sewer door. I thought I'd looked everywhere, but obviously not.

JOHN BROTHERS, GLASGOW

Here are the four locations of the chess pieces, as we're not sure which ones you've already got. The Bishop plug is found by completing the bookshelf puzzle in the library (Police Station 2F). After putting out the burning helicopter, you can get the King plug by placing the two red stones either side of the statue inside the room that was blocked by flames (Police Station 2F). Use the Diamond Key also found in this room to get to the room on the other side of the two-way mirror (Police Station 1F) and the final Knight plug is found on the Police Station 2F. After you've found the cogwheel, start the mechanism and a door will open – revealing the final plug.

▽ We try and help you see a ray of light. Boom boom!

First of all you have to head back to Den's apartment. Leave his house and use your sneak. Direct it to the supermarket in Zone 9 and talk to the monk guy just to the north of supermarket's entrance. He will then take you to the sorcerer's shop, but only after you've given him Telis' Talisman. When you've found the sorcerer, talk to him and he will tell you that he can make a power rod, but only if he has a piece of the evil thing to be destroyed. Give him the sample from the morgue and *voila*!

I have taken a lift down to a cave in Lahoreh and messed about with some musical stones. Another lift has descended – but for some reason I can't get on it. Can you help me?

PHIL BURTON, VIA EMAIL

We certainly can, Phil. There are five stones in the centre of the room. Touch the one in the centre and a four note tune will play. Press the four surrounding stones in the following order to repeat the tone: lower left, upper right, lower right, upper left. Touch the middle one again and this time you have a six note tune to duplicate. Press upper right, upper left, lower right, lower left, upper left, lower left. This will make the lift lower again and give you the access you've been after.

NEED SOME HELP?

Then send your gaming problems to us at: Help!, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively email us at tips@dreamcastmag.co.uk with the subject heading 'Help!' and the name of the game you need help with. Please note: each month we print a selection of questions and answers in *ODM* but we regret that we are unable to provide personal replies.

CHEATS

IF YOU WANT A LITTLE EXTRA FROM YOUR GAME, OR NEED SOME HELP TO GET PAST A BOSS, THESE TIPS MIGHT BE JUST WHAT YOU'RE AFTER

△ Watch the webbed one fly! Spiderman catches some phat air in Skate Heaven.

TONY HAWK'S PRO SKATER 2

FULL STATS

Pause the game at any time and hold the L trigger. Now press A, Y, B, X, Y, Up, Down and your skater will have full stats.

TOGGLE BLOOD

To switch the blood on or off after a nasty stack, pause the game and hold the L trigger again. Now press Right, Up, X, Y.

25 PER CENT MORE SPEED

A very handy cheat indeed. Again, pause the game and hold the L trigger. Now press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.

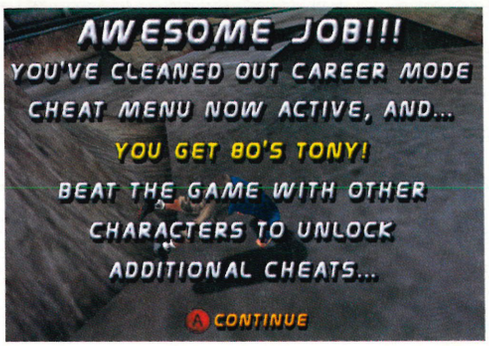
ULTIMATE CODE

Warning: this cheat could seriously spoil your enjoyment as it unlocks every level, every secret character bar one and all of the cheats. Pause the game and hold the L trigger. Now press A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Now select End Run and everything is yours.

UNLOCK CHEATS

Finish the career mode with 100 per cent goals, cash and everything for every stage and you'll be rewarded with a cheat. Finish the Career mode again with a different character and more cheats will open up for you.

▽ All of *Tony Hawk's* secrets in one go!



JET SET RADIO

PLAY AS POISON JAM

Get the gang that dress in monster costumes by obtaining a Jet Ranking on every Kogane-cho Story stage.

PLAY AS NOISE TANK

The toxic gang are also playable by finishing every Benten-cho stage with a Jet Ranking.

PLAY AS LOVE SHOCKERS

The punk-like skaters can also be playable by getting a Jet Ranking on all of the Shibuya-cho levels.

PLAY AS GOJI ROKKAKU

First unlock the three previous gangs, then get a Jet Ranking on the Grind City levels.

PLAY AS POTTS

You can play as *Jet Set*'s little dog, but it takes some time. Once all four of the secret gangs and people have been unlocked, finish the game again. Now play again, and complete the Monster of Kogane before Benten Boogie. Once Chapter 2 is over, Noise Tank will challenge you and victory over them will give you Potts.

DINO CRISIS

BONUS OUTFITS

Beating the game once in under eight hours will reward you with two new outfits that Regina can wear. If you play through again, she'll get a third new costume, a funky cave-girl get-up. If you check her inventory while she's wearing this, you'll see the weapons look ancient, even though they still do the same thing as before.

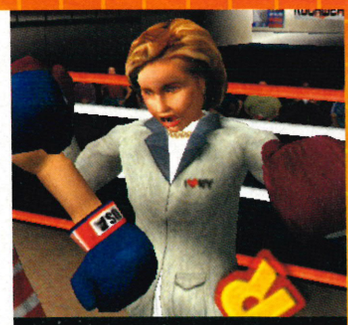
INFINITE GRENADE AMMO

Once you've seen all three endings (it depends on whether you've visited all the rooms and which choices you take when the storyline splits), Regina will start the next game with a Grenade gun with infinite ammo.

SEGA GT

MONEY TIP

This will only work if you have two VM units. Buy yourself a car then save your game on to both VMs. Now transfer the car from one VM to the other and load the VM that contains both of the new vehicles. Sell one of them to get some money, then keep repeating this to slowly build up a huge supply of cash. This will eventually let you buy the best cars, like the Viper.



△ "I'm the Daddy now," says Hillary.

READY 2 RUMBLE BOXING: ROUND 2

SECRET CHARACTERS

Every time you complete the game a new fighter is selectable. Here's the full list: Freak E. Deke (finish once), Michael Jackson (2), G.C. Thunder (3), Wild 'Stubby' Corley (4), Shaquille O'Neal (5), Freedom Brock (6), Rocket Samchay (7), Bill Clinton (8), Hillary Clinton (9), Rumbleman (10).

NEW OUTFITS

Turn on the Dreamcast without a disc inside and go into the Settings option. Change the date to one of those shown below (the year doesn't matter) and then boot up the game. You'll find that characters have now adopted special costumes that are relevant to the date you entered.

The special dates are: 31/10 (J.R. Flurry in Halloween costume), 25/12 (Selene Strike in Elf costume), 25/12 (Rumbleman in Snowman outfit), 01/01 (Joey T in Baby get-up), 17/03 (Referee in Leprechaun costume), 14/02 (Lulu Valentine in saucy dress), 07/04 (G.C. Thunder in Uncle Sam suit), 23/04 (Mama Tua in Playboy Bunny costume).

FAT MODE

At the Character Selection screen, press Right, Right, Up, Down, Right, R trigger, R trigger, L trigger and you'll hear a bell ring. The character the cursor finishes on will be super-fat.

HUGE GLOVES

Again on the Character Select screen, press Left, Right, Up, Down, R trigger, L trigger and the character highlighted at the end of this sequence will have huge gloves.

SKINNY MODE

At the Character Select screen, enter Right, Right, Up, Down, Right, R trigger, L trigger and you'll find the highlighted character is extremely skinny.

KNOW SOME GOOD CHEATS?

Well don't keep them all to yourself – send them in to help other gamers out and to show off your greatness. Send your Tips to: Tips, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively email them to us at tips@dreamcastmag.co.uk Thanks this month to Andrew Burton, Matthew Regan, David Cowie, Christy C, Graeme Miles, Marianne, Troy, Nick Lawrence, Andy Trent, Mark Wren, Steve Robertson, Pete Kitteridge, A. Reed, Nigel Cracknell and countless others we couldn't fit in. Sorry we can't name you all.

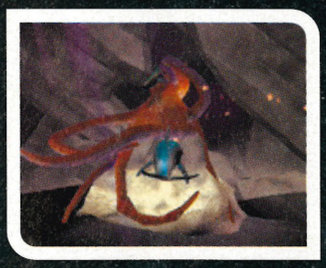
PHONE FOR HELP

Having trouble with a game and can't wait to see a reply in these pages? Then you need to check out...

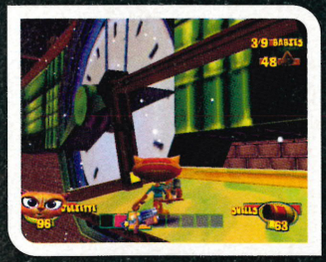
THE OFFICIAL DREAMCAST MAGAZINE TIPS HELPLINE

09064 664477 (UK)
01580 924606 (EIRE)

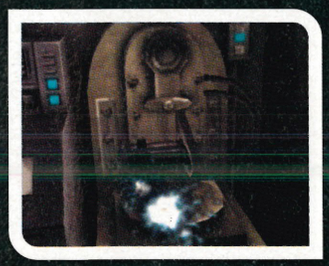
OPEN SEVEN DAYS A WEEK, 8AM-11PM
On the rare occasion that they can't help, your query will be passed on to a support team who guarantee to find you an answer within 24 hours.



△ Get that sinking feeling with *Ecco*?



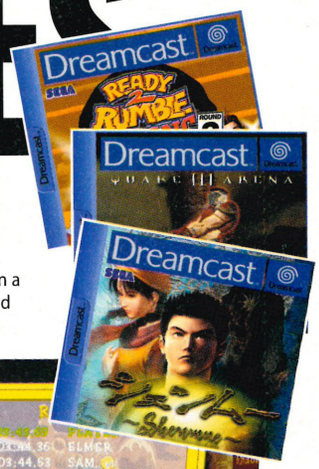
△ Flummoxed by *Fur Fighters*?



△ Still stuck in *Code: Veronica*?

• Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In the case of problems, please call Customer Services on 0870 800 6155 (UK); +44 870 800 6155 (Eire).

CHALLENGES



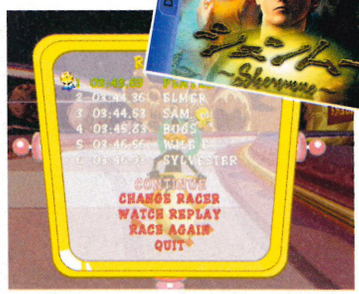
THIS IS YOUR CHANCE TO IMMORTALISE YOURSELF ON THESE VERY PAGES. TOP ONE OF OUR CHALLENGES AND WIN A SEGA GAME IN THE PROCESS

THIS MONTH

Finish top in any of this month's challenges and win a game of your choice from Sega Europe! (Please read the rules below very carefully!)

△ *Jet Set Radio:* **paint the town red!**

△ *Tony Hawk's Pro Skater 2:* **get a sick score.**



△ *Looney Tunes Space Race:* **that's all folks!**

JET SET RADIO

Chapter 1, Shibuya GG, play as Beat, highest score

This challenge is set in your first real stage after recruiting both Gem and Tab. Get the highest score possible on the first stage, take a pic of the screen that appears once the stage is over (see above), and send it into us by the closing date.

TONY HAWK'S PRO SKATER 2

Single session, play as Tony Hawk, any set of stats, the Hanger level, highest score

It's up to you if you want to bump up Tony's stats, but it's recommended. There's no cash or bits about for grabbing bonus points, so it's all about skill. Take a photo of your best *total* score and send it into us.

LOONEY TUNES SPACE RACE (DEMO)

Fastest 3 lap time, finish race first, Asteroid Belt, any character

Play the demo on Dreamon 16 (free with *ODM* #15), avoiding the anvils! At the end of the three laps, take a photo of this screen showing the total time and your position of first place and send it into us.

RESULTS

Did you enter a contest in our November issue (*ODM* #13)? Well here's a list of the top ten entries for each of the challenges in that issue. Congratulations to the winners, who each win a copy of *F355 Challenge*, courtesy of Acclaim.

METROPOLIS STREET RACER
Fastest Lap, Tokyo demo

1.	56.025	SIMON VYSE, SURREY
2.	56.891	JOHN MANSFIELD, DEVON
3.	56.924	RICHARD BOWEN, PEMB'SHIRE
4.	57.201	ASHLEY SMITH, LOWESTOFT
5.	57.488	M. CASEY, BARTON-UPON-HUMBER
6.	57.539	BRAECKMAN DANY, BELGIUM
7.	57.547	DARREN NORTH, WORKSOP
8.	57.805	CRAIG BLOCKLEY, POOLE
9.	57.851	JOHN BRIGHT, CARDIFF
10.	57.866	SEAN HEGARTY, MANCHESTER

MARVEL Vs CAPCOM 2
Score attack mode, highest score, any team

1.	2,152,732,300	T. WATERHOUSE, BRISTOL
2.	2,113,875,200	SIMON O'NEAL, LEICESTER
3.	2,099,453,300	EDWARD JOHNSON, BURY
4.	1,756,326,300	K. BUKHARI, EDMONTON
5.	1,752,566,200	A. WILLIAMS, BRADFORD
6.	1,750,196,100	ANDY NAYSMITH, E'BURGH
7.	1,649,231,200	M. HENMAN, BRIGHTON
8.	1,345,449,100	JOE EDWARDS, ESSEX
9.	1,241,159,100	STEPHEN HILLS, LEEDS
10.	1,222,582,300	JIM DOWNER, HERTS

STAR WARS EPISODE I: RACER
Time attack mode, fastest lap, Mon Gazza Speedway, any racer

1.	14.192	SHAUN LOCKER, N'THUMBERL'D
2.	14.243	ROB TUNG, ENFIELD
3.	14.332	R. L. SHAMBAYATI, MANCHESTER
4.	14.377	MARCUS EVANS, SCUNTHORPE
5.	14.586	DAN BLACKWALL, TORQUAY
6.	14.830	BARRY NICOL, STIRLING
7.	15.211	MICHAEL ROCKFORT, LONDON
8.	15.894	L. RICHARDS, MELTON MOWBRAY
9.	16.195	JAMES LOVATT, GLASTONBURY
10.	16.273	CARLY WESTAL, BIRMINGHAM

HOW DO YOU ENTER?

Play the given game with your camera at the ready. When you get your score/time, quickly take a picture (it's a good idea to darken the room and turn the flash off). Now post your photo along with your name and address and name of the game you'd like to win (you can choose any game published by Sega that appears in this issue's Directory, starting on page 108 *except Samba De Amigo*) to: Challenges, *ODM*, Dennis Publishing, 30 Cleveland Street, London, W1P 5FF. Note: please do not send digital photographs, print outs of digital photos, videos or VM units to confirm your scores – they will not be returned to you and you will not be included in the competition. *ODM* regrets that it cannot return photos. The closing date for these competitions is Thursday 15 February.

INTERNET SPECIAL ! MAIL ORDER!
ORDER ANY GAME OVER THE NET AND GET 2ND GAME FOR HALF PRICE

The Best Mail Order Games on the Internet

WWW.CVGE.CO.UK

CYBER NET
Video Games Experts

287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT

TEL : 0208-789 7196
Open 11am-11pm

WWW.CONSOLEKING.COM

On-line Store Now Open!

Latest Dreamcast games, accessories, replacement parts at the very best prices! Dreamcast NTSC to pal converters etc! Pokemon Gold and silver for Gameboy also available! £34.99

We also stock Sega Saturn games and consoles!

Please send registered cash, cheques, postal orders to:
Console King, P.O. Box 6, Narberth, Wales SA67 7YG

Credit Card Hotline –
01834 869 268/0410 425019
Fax: 01834 860 692
www.consoleking.com
sales@consoleking.com

Sega Dreamcast

Reach 51,805 Dedicated Dreamcast Gamers call Beth 020 7907 6681

Games Galore Plus 50,000 more...

Log onto the interactive shopping zone
WWW.ISZONE.CO.UK and see what

ALL PRICES INCLUDE VAT AND FREE DELIVERY WITHIN THE UK
24 HR ONLINE ORDERING: WWW.ISZONE.CO.UK *CHEQUES/POSTAL ORDERS TO: ISZONE LTD. PO BOX 125, ALTON, GU34 1FB. *PHONE: 01420 590 203 (MON-FRI 8.30AM-6.30PM) *E-MAIL: sales@iszone.co.uk

---

The Cheatmistress Presents

TIPS, CHEATS & WALKTHROUGHS

CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A - 01
Abe's Exoddus
Abe's Oddysee
Actua Soccer 1, 2 & 3
Age of Empires 1 & 2
Age of Wonder
Airline Tycoon
Alien Trilogy
Alien vs Predator
Alpha Centauri
Andretti Racing
Ants
Area 51
Army Men Series
Atomic Bomberman

B - 02
Baldur's Gate
Batman Forever
Battlezone 1 & 2
Blade Runner
Blam, Machine Head
Blood
Braveheart
Brian Lara Cricket
Broken Sword 1 & 2
Business Tycoon

C - 03
Caesar 1, 2 & 3
Cannon Fodder
Carmageddon 1 & 2
Champ. Manager Series
Chasm: The Rift
Civilisation 1 & 2
Colin McRae Rally
Colonization
Comm. & Conq. Series
Commandos Series
Constructor
Croc: Legend of Gobbos
Crusaders of M & Magic
Cueball Jimmy White's 2

D - 04
Dark Forces
Dark Reign
Day of the Tentacle
Deathtrap Dungeon
Delta Force 1 & 2
Descent 1, 2 & 3
Destruction Derby 1 & 2
Deus-EX
Diablo 1 & 2
Die By The Sword
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Dogs of War
Doom 1 & 2
Dracula Resurrection
Driver
Duke Nukem Series
Dungeon Keeper 1 & 2
Dynasty Wars

E - 05
Earth 2150
Earthworm Jim 1 & 2
Emergency
Empire of the Ants
ESPN X Games
Euro 2000
Excalibur 2555 AD
Excessive Speed
Extreme Assault
Extreme Pinball

F - 06
F-22 Series
FA PL F'tball Man. 2000
Fatal Racing
FIFA Series
Final Doom
Final Fantasy 7 & 8
Firestorm
Flight Sim 98
Flight Unlimited 1 & 2
Flying Heroes
Formula 1 Series
Formula One Grand Prix
Forsaken
Frogger
Full Throttle

G - 07
Gabriel Knight 3
Gangsters
Gex
Goblins
Goosebumps
G-Police 1 & 2
Grand Prix Manager 2
Grand Touring
Grim Fandango
Ground Control
GTA 1, 2 & London

H - 08
Half Life
Half Life: Opp. Forces
Hardwar
Heavy Gear
Hercules
Heretic
Heroes Of M & M Series
Hexen 1 & 2
Hi Octane
Hidden and Dangerous
Homeworld

I - 09
Icewind Dale
Imperialism 2
Imperium Galactica
Incoming
In Cold Blood
Indiana Jones Series
Indianapolis
Int. Cricket Captain
Interstate 76 & Nitro
Iwar

J - 10
Jeff Gordon Ext. Racing
Judge Dredd
Jurassic Park

K - 11
Kingpin
Klingon Honor Guard
Knights and Merchants

L - 12
Lego Island
Lego Loco
Lego Racers
Lego Rock Raiders
Lemmings 2 & 3D
Links
Little Big Adventure 2
Longest Journey
Lords of Magic SE

M - 13
Machine Hunter
Madden NFL 97 & 98
Magic Carpet 1 & 2
Martian Gothic
Mass Destruction
Master of Orion 1 & 2
MDK 1 & 2
Mechcommander
Mechwarrior 2
Men in Black
Messiah
Metal Gear Solid
Microsoft Flight Sim 98
Midtown Madness
Monopoly
Monster Truck Mad. 1&2
Mortal Kombat Series
Moto Racer
Motocross Madness
Motorhead
Myth: The Fallen Lords

N - 14
Nascar 2
NBA Hangtime
NBA Jam Extreme
NBA Live Series95
Need For Speed 1,2 & 3
NFS: Porsche Unleashed
NFL Quarterback Club
NHL Series
Nightmare Creatures
Nox
Nuclear Strike

O - 15
Off. Formula 1 Racing
Omikron:Nomad Soul
Operation Bodycount
Outcast
Outlaws
Outrun

P - 16
Pandemonium 1 & 2
Pharoah
Pinball Fantasies
Pitfall
Planescape Torment
POD
Police Quest: Swat 2
Populous 1 & 2
Populous: The Beginning
Premier Manager Series
Prince of Persia
Pro Pinball

Q - 17
Quake 1, 2 & 3

R - 18
Railroad Tycoon 1 & 2
Rainbow Islands
Rainbow Six
Rally Champ. 2000
Rally Cross
Rayman
Redline
Requiem: Ave. Angels
Resident Evil 1, 2 & 3
Revolt
Rival Realms
Road Rash
Rogue Spear & Urb. Ops
Rogue Squadron
Rollcage 1 & 2
Roller Coaster Tycoon

S - 19
S.C.A.R.S.
Sanatarium
Screamer 1 & 2
Screamer Rally
Sensible World of Soccer
Settlers 1, 2 & 3
Shogo Mobile Armor Div
Shogun: Total War
Silver
Sim City Series
Sim Theme Park
Sim Tower
Sims
SiN
Slave Zero
Soldier of Fortune
Sonic 3D Blast
Sonic and Knuckles Coll.
Soul Reaver:Leg. of Kain
South Park
Special Ops
Spectra Core
Star Lancer
Star Trek: Armada
Star Trek: Birth Of Fed.
Star Trek: Hidden Evil
Star Wars: Force Comm.
Star Wars: Phant. Men.
Star Wars: Racer
Star Wars: Rogue Squad.
Star Wars: S. Of Empire
StarCraft
Stonekeep
Street Fighter 2
Street Fighter Alpha
Super Bubsy
Super Frog
Superbike World Champ
Swat 3
SWIV 3D
Syndicate
Syndicate Wars
System Shock

T - 20
Tachyon: The Fringe
Take No Prisoners
Tarzan
Test Drive Series
The Curse Of M. Island
The Hunt for Red Oct.
The Settlers 1, 2 & 3
The Sims
Theme Hospital
Theme Park
Theme Park World
Thief 1 & 2
Tiberian Sun
Time Commando
TOCA 1 & 2
Tom Clancy's SSN
Tomb Raider 1-5
Tony Hawk's 2
Total Annihilation
Total Ann.: Kingdoms
Toy Story 1 & 2
Trespasser
Triple Play 97, 98 & 99
Turok 1 & 2

U - 21
Ultima Underworld
Ultimate Soc Man Series
Unreal
Unreal Tournament
Urban Chaos
US Navy Fighters 1 & 97

V - 22
Vampire:Masq. Red.
Vigilante
Virtua Fighter
Virtual Springfield
Virus
VR Powerboat Racing

W - 23
War Games: Defcon 1
War Gods
Warcraft 1 & 2
Wargasm
Warhammer: D. Omen
Warzone 2100
Wing Commander IV
Wipeout & XL
Wolfenstein 3D
World Cup 98
Worms Series
WWF Wrestlemania

X - 24
X-Com Series
X-Files
X-Games Pro Boarder
X-Men: Child. Of Atom
X-Wing

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S ON OFFER

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098 135

CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 098 033
Calls to the above number cost 60p per minute

MOBILE PHONE ACCESS:
0700 5900 615

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART THE SERVICE OR # TO MOVE BACK A STEP

Dreamcast PlayStation GAME BOY COLOR SEGA SATURN PlayStation2 NINTENDO64 PC

All logos are trademarks of their respective companies

Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656

ALL-NEW!

Dreamcast™

OWNER'S GUIDE

GAMES DIRECTORY p108
VISUAL MEMORY FAQ p109
READERS' FIVES p110
ONLINE FAQ p111
READER REVIEWS p112
PERIPHERALS FAQ p113
WEBSITE REVIEWS p114
MISCELLANEOUS FAQ p115

GAMES DIRECTORY

THE LOT. A SUMMARY OF EVERY DREAMCAST GAME REVIEWED IN *ODM*

GAME	PUBLISHER	MAX PLAYERS	ONLINE	VIDEO	ISSUE	RATING
4 WHEEL THUNDER	MIDWAY	2	NO	50/60/VGA	8	8
Race nitro-guzzling monster trucks around a variety of long and short tracks, improving your vehicle as you collect prize money. Good fun with strong multiplayer modes.						
AEROWINGS	CRAVE	1	NO	50	1	6
Take to the skies in an aerobatic flight sim. There's no bullets, just the test of flying in formation... which is surprisingly rewarding as you can save replays to a VM.						
AEROWINGS 2: AIR STRIKE	CRAVE	2	NO	50	11	6
More aerobatic missions, now with the added attraction of weapons and two-player dogfights. Good if you like flight sims although the missions are a bit limited.						
BANGAI-O	VIRGIN	1	NO	50/60	14	7
Action-packed 2D blaster with some very extravagant explosions. The '80s-style gameplay is simple and addictive, but lack of a two-player mode is a bummer.						
BLUE STINGER	ACTIVISION	1	NO	50	0	7
Save an island from a bunch of freaky mutants. Decent *Resident Evil*-inspired adventure thrills but a badly-paced story, poor controls and awkward camera positions let the side down.						
BUGGY HEAT	SEGA	2	*YES	50	2	4
Weak off-road racer starring dune buggies and trucks, although with slow speed and dull tracks. Downloading the driving style of other players to race against is a neat idea, though.						
BUST-A-MOVE 4	ACCLAIM	2	NO	50	9	7
Latest edition of the classic puzzler, boasting simple but extremely addictive multi-coloured bubble-bursting challenges. Easy to pick up – hard to put down.						
CAESARS PALACE 2000	INTERPLAY	4	NO	50/60	12	3
Large but uninspiring collection of gambling games. Slow computer decisions and unnecessary animations make even a hand of blackjack drag on. The computer cheats too!						
CAPCOM Vs SNK	VIRGIN	2	NO	50/60/VGA	15	8
Years in the making superbout between the two biggest 2D fighting dojos. The action doesn't disappoint. Pity about the character sprite resolution, though.						
CHUCHU ROCKET!	SEGA	4	YES	50/60/VGA	9	9
Frantic cat and mouse puzzle action. Easy to play and learn and with full online (although with a slight delay) features. Now only available with new Dreamcasts.						
CRAZY TAXI	SEGA	1	NO	50/60	5	9
As a cabbie driving through a virtual city you have to ferry people to their chosen destination before the timer reaches zero. A must-have arcade gem with a clever bonus system.						
DEADLY SKIES	KONAMI	1	NO	50	4	5
Arcade-style air combat with you out to make money flying planes and there's a wide range of fighter planes to pick from. The action is fast and furious but soon gets repetitive.						
DEAD OR ALIVE 2	ACCLAIM	2	NO	50/60/VGA	11	8
Pretender to *Soul Calibur*'s crown that is better looking (if you can believe that) but doesn't feature as wide a range of fighters or moves. Interactive arenas are impressive.						
DEEP FIGHTER	UBI SOFT	1	NO	50/60/VGA	10	6
Inventive mission-based blaster set underwater in a mini-sub. Let down by slow action, caused in some part by the snail's pace and responsiveness of the sub.						
DINO CRISIS	VIRGIN	1	NO	50	15	6
Capcom survival horror on a remote island, with dinos instead of zombies. There's more strategy than the *Resident Evil* series but it still looks like a PlayStation game.						
DISNEY'S DINOSAUR	UBI SOFT	1	NO	50/60/VGA	15	5
Guide the dinosaurs to safety in this based-on-the-movie adventure. Switching between characters is clever, but there's not enough variety to keep you interested.						
DRAGONS BLOOD	VIRGIN	1	NO	50/60	10	6
Fantasy-themed hack 'n' slash affair where the creatures you fight have different personalities – this adds a degree of challenge but sadly every other aspect is mediocre.						
DYNAMITE COP	SEGA	2	NO	50/VGA	2	5
Kick, punch, throw and shoot your way past terrorists who've taken control of a cruise ship. Save the passengers in this arcade conversion. Trashy fun while it lasts, but far too short.						
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	SEGA	1	NO	50/60/VGA	9	9
Underwater epic based on the exploits of a young dolphin out to save Earth. Long-lasting challenge that features amazing sounds and graphics. Tom 'Dr Who' Baker narrates!						
ECW HARDCORE REVOLUTION	ACCLAIM	4	NO	50	7	3
Successor to Acclaim's *WWF Attitude*, using the same poor game engine but substituting the WWF stars for ECW. Unresponsive controls kill any enjoyment.						
EVOLUTION	UBI SOFT	1	NO	50/60	3	8
Should keep fans of role-playing games happy, with a rewarding storyline and simple, intuitive controls. Looks cute but is quite challenging thanks in part to random elements.						
F1 WORLD GRAND PRIX FOR DC	SEGA	2	NO	50/60/VGA	2	8
Great driving sim with gorgeous graphics and plenty of features. Real drivers, teams and courses are on offer, plus a competent two-player split-screen mode.						
F1 WORLD GRAND PRIX II	KONAMI	2	NO	50/60/VGA	13	7
Superior sequel that offers improved handling and graphics, with plenty of behind-the-scenes enhancements and updated drivers and circuits of the 1999/00 season.						
F355 CHALLENGE	ACCLAIM	2	YES*	50/60/VGA	13	8
The most serious driving game ever. Essentially a simulator of the F355, with optional driver assists to give you a hand. Very, very challenging but stick with it and reap the rewards.						
FIGHTING FORCE 2	EIDOS	1	NO	50/60	4	3
Hawk Manson is a man on a mission in this weak port of a drab PlayStation title. Poor selection of fighting moves, lots of guns and explosions but it's just not fun.						
FUR FIGHTERS	ACCLAIM	4	NO	50/60/VGA	9	7
Cartoon animals carry handguns in this cute-looking adventure/shooter. Good multiplayer modes but the puzzling and shooting don't quite fit together properly.						
GAUNTLET LEGENDS	MIDWAY	4	NO	50/60/VGA	10	4
Eighties classic gets a 3D revamp, pity the gameplay hasn't been updated too. The result is a repetitive and frustrating hack 'n' slash adventure that never seems to get going.						
GIGA WING	VIRGIN	2	NO	50/60/VGA	14	3
Old-style 2D shooter with a nice deflector shield weapon but also big ugly sprites and too many moments of unavoidable death. Would have been average ten years ago.						
GTA 2	TAKE 2	1	NO	50/60	8	7
Steal cars and cause chaos in a futuristic city where nearly anything goes, providing you follow the missions. Not as controversial or appealing as the original but still worth a look.						
HIDDEN & DANGEROUS	TAKE 2	1	NO	50/60	13	7
Control the SAS on covert ops into enemy territory during World War II. Equal parts strategy and action. Great missions but a pity about the fiddly controls and it's only single-player.						
HOUSE OF THE DEAD 2	SEGA	2	NO	50	1	9
Presently the only game to support the light-gun peripheral. *HOTD 2* is an arcade treat with hordes of zombies waiting to become your cannon fodder and a thrill at every turn.						
HYDRO THUNDER	MIDWAY	2	NO	50	1	6
Race extremely fast powerboats, making best use of the scattered power-ups and short cuts to finish first. Simple in looks and play. Fun, but no cigar.						
INCOMING	RAGE	1	NO	50/VGA	1	6
Mindless shoot 'em up where you face a relentless barrage of enemies, who attack you in a variety of vehicles. Fast-paced, with some gorgeous graphics but the action is too repetitive.						
INTERNATIONAL TRACK & FIELD	KONAMI	4	NO	50/60/VGA	13	8
Classic button-basher is updated for Dreamcast, featuring 12 sporting events ranging from the 100m sprint to clay pigeon shooting. Great fun in multiplayer. A little dull by yourself.						

JEREMY McGRATH SUPERCROSS 2000	ACCLAIM	2	NO	50/60/VGA	15	3

Simple motocross racer with no long-lasting appeal. Races can be close, but with dull graphics and unrealistic handling you probably won't stick around to find out.

JET SET RADIO	SEGA	1	YES*	50/60/VGA	14	8

Perform tricks on your rollerblades and tag objects with graffiti, but look out for rival gangs and police. *JSR* is yet another stunning DC exclusive. If only it could be a little longer.

JIMMY WHITE'S 2: CUEBALL	VIRGIN	2	NO	50/VGA	1	7

Realistic recreation of pool and snooker. Intuitive controls, great ball physics and to complete the pub atmosphere there's a bonus game of darts and a working jukebox too!

JO JO'S BIZARRE ADVENTURE	VIRGIN	2	NO	50/60	7	5

Crazy animé-inspired 2D fighter from Capcom, providing frantic action. Appealing thanks to some incredible combos, but not on the same level as some of their other fighters.

KAO THE KANGAROO	TITUS	1	NO	50/60/VGA	15	6

Platform game for younger players with good level design but nothing we haven't seen before. Kao's slow pace and a distinct lack of enemies makes the larger levels drag on.

LEGACY OF KAIN: SOUL REAVER	EIDOS	1	NO	50/VGA	6	7

As the undead Raziel, you're faced with a massive quest through the physical and spiritual planes. Large adventure with big levels, plenty of puzzles to solve and enemies to battle.

LE MANS 24 HOURS	INFOGRAMES	4	NO	50/60/VGA	14	8

Wide variety of circuits and cars means there is lots to come back for, but best of all is the ability to really race for 24 hours, saving your progress to VM whenever you make a pit stop.

LOONEY TUNES: SPACE RACE	INFOGRAMES	4	NO	50/60/VGA	14	7

Take to the stars in an intergalactic space race that is a cartoon reprise of *WipEout*. Simple to play but the Acme weapons can easily frustrate as there's no way of avoiding them.

MAGFORCE RACING	CRAVE	4	NO	60/VGA	14	3

Race magnetic vehicles that can stick to ceilings! Another futuristic racer that looks to *WipEout* for inspiration. Unfortunately this one forgets to borrow the good bits.

MAKEN X	SEGA	1	NO	50/VGA	11	5

First-person slasher. You wield a large sword possessed by the mind of a young girl – yep, it's as bad as it sounds. Has a weak plot and confusing cut-scenes that drag on for hours.

MARVEL Vs CAPCOM	VIRGIN	4	NO	50/60	2	5

Heroes and villains from the coin-ops of Capcom's biggest hits and the pages of Marvel comics face-off in a 2D tag team battle royal. Good, but already dated when it arrived on DC.

MARVEL Vs CAPCOM 2	VIRGIN	2	NO	50/60/VGA	10	7

Another bout, with a bigger roster of fighters, enhanced pyrotechnic effects and some impressive 3D backgrounds. Overwhelming at first – but fans will soon be getting their kicks.

METROPOLIS STREET RACER	SEGA	2	YES*	50/60/VGA	12	9

Stunningly recreated city streets, including London, are only the start. Fantastic handling, over 250 circuits and novel gameplay additions make *MSR* one of the best racers ever.

MDK 2	VIRGIN	1	NO	50/60/VGA	7	6

Inventive action adventure combining shooting, role-playing and puzzle elements starring three unique characters. It's big too, with lots of aliens to battle.

MIDWAY'S GREATEST HITS VOLUME 1	MIDWAY	2	NO	50	10	3

Retro coin-op compilation featuring *Defender*, *Robotron* and *Joust*. Considering the age and simplicity of the titles, you should get hundreds of golden oldies – not just six.

MILLENNIUM SOLDIER: EXPENDABLE	RAGE	2	NO	50	0	7

Mindless shoot 'em up in the *Commando* and *Ikari Warriors* mould. Easy to pick up and play but too simple for a modern audience with little variety beyond the first few minutes.

MOHO	TAKE 2	4	NO	50/60/VGA	15	3

Escape from a futuristic prison by winning gladiatorial-style challenges, but with balls instead of legs it's not easy… especially when it's as dull and boring as this.

MONACO GRAND PRIX RACING SIMULATION	UBI SOFT	2	NO	50/VGA	1	6

Another F1 sim, this time without an official licence. Not bad in its day, but there's other racers, namely *F1 World Grand Prix II*, that do the same thing but better.

MORTAL KOMBAT GOLD	MIDWAY	2	NO	50	1	5

The *Mortal Kombat* series felt dated many years ago, and *Gold* does nothing to challenge the tarnished reputation. It looks poor and it is poor. Not a patch on modern fighters.

MR DRILLER	VIRGIN	1	NO	50/60/VGA	15	7

Colourful puzzle game with back-to-basics design. Drill beneath the earth, keeping an eye on the air as you go. Simple but very addictive with some great music.

MTV SPORTS SKATEBOARDING	THQ	4	NO	50/VGA	15	5

Attempt to dethrone *Tony Hawk* that fails due to poor controls and some very frustrating collision detection. Good music and flatland tricks but not much else.

NBA 2K	SEGA	4	NO	50/60/VGA	5	8

One of the best-looking sports sims ever. *NBA 2K* is fantastic, with real teams and players and matches flowing back and forth like the real thing. Where's the sequel Sega Europe?

NBA SHOWTIME: NBA ON NBC	MIDWAY	4	NO	50/60	2	6

The NBA rule book is thrown out to create a fast-paced arcade-style game of basketball. Not so great on your own as it lacks longevity, but good fun in multiplayer.

NIGHTMARE CREATURES II	KONAMI	1	NO	50/60/VGA	12	2

Poor controls and PlayStation-quality graphics make this game starring an axe-wielding maniac that attacks marauding zombies a real nightmare, for all the wrong reasons.

NFL BLITZ 2000	MIDWAY	4	NO	50/60	1	7

American football with rules ripped out, fewer players and ridiculous power-ups. Providing you're not a diehard fan of the sport it's all the better for it and a blast in multiplayer.

NFL QUARTERBACK CLUB 2000	ACCLAIM	4	NO	50	2	5

Average at best American football sim, mainly due to the clunky control system and the graphics don't do it any favours. Stats aplenty – but why would you want to read them?

NHL 2K	SEGA	4	NO	50/VGA	9	7

Competent ice hockey sim with fast action and impressive graphics. Confusing menus and limited moves dent the atmosphere and there's no fanfare when you score.

PEN PEN	INFOGRAMES	4	NO	50	2	6

A bizarre race through cartoon landscapes that involves running, swimming and tobogganing events. If only it was faster! Easy in single-player, multiplayer is more appealing.

PLASMA SWORD: THE NIGHTMARE OF BILSTEIN	VIRGIN	2	NO	50/60/VGA	11	4

Disappointing Capcom 3D beat 'em up offering a handful of fighters with simplified moves that make combos too easy. Doesn't do anything new. The name's the best bit.

POWER STONE	EIDOS	2	NO	50/VGA	1	8

Lunatic fighting with complete 3D movement and interactive arenas. It's super-fast with a great cast and amazing combos. It's also better than the sequel.

POWER STONE 2	EIDOS	4	NO	50/60/VGA	13	7

Adds new characters and multiplayer into the mix, but other 'improvements' including vehicles and more weapons detract from the fighting fun of the original.

PSYCHIC FORCE 2012	ACCLAIM	2	NO	50	2	7

An inventive beat 'em up that takes place in mid-air, offering full 3D movement that allows for attacks from all sides. Competent rather than spectacular – for fight fans only.

QUAKE III ARENA	SEGA	4	YES	50/60/VGA	15	9

The famous first-person shooter looks formidable on DC with furious multiplayer gunplay both online and off. If you're serious, get a mouse and keyboard.

RAILROAD TYCOON II	TAKE 2	4	YES	50/60/VGA	12	7

Make money building railroads and hauling cargo in this absorbing strategy game that requires planning and plenty of business sense. Plenty of scenarios mean it's long lasting too.

RAYMAN 2: THE GREAT ESCAPE	UBI SOFT	1	YES*	50/60/VGA	6	8

Impressive platform adventure with excellent controls, good level design and plenty of set pieces and variety to keep you interested throughout. There's also great multiplayer modes!

READY 2 RUMBLE BOXING	MIDWAY	2	NO	50/60/VGA	1	9

Comedy boxer, with arcade-style play and a large cast of cartoon fighters. Fast-paced with OTT special moves, a great two-player title that makes the single-player mode look wimpy.

READY 2 RUMBLE BOXING: ROUND 2	SEGA	2	NO	50/60/VGA	14	8

Greater roster of boxers and an expanded Championship mode make this a good purchase for fans that still enjoy the original. The computer fighters now pack plenty more punch.

RED DOG	SEGA	4	NO	50/60/VGA	5	5

Futuristic shoot 'em up set behind the wheel of a heavily armed tank. Great multiplayer modes, but the main mission fails to captivate and the difficulty level is poorly balanced.

RESIDENT EVIL 2	VIRGIN	1	NO	50/60	4	7

Explore the zombie-infested streets of Raccoon City. Simple conversion of the PlayStation/PC game that, despite the familiarity, still manages to provide plenty of thrills and shocks.

FAQ

FREQUENTLY ASKED QUESTIONS

VISUAL MEMORY

WHAT'S A VM?

A VM (Visual Memory) is a memory card that plugs into your Dreamcast controller and enables you save game data. It's absolutely essential for titles like *Shenmue* and *Metropolis Street Racer* where you want to save your game position. The official Sega Visual Memory unit costs £19.99. (The official 4x Memory unit, without a screen, is due out around Easter for about the same price).

WHY DOES IN HAVE AN LCD SCREEN BUILT INTO IT?

To show additional information (hit ratios in *Ready 2 Rumble Boxing*, player data in *NBA 2K*, for example) when you're playing games. Also, when the VM is unplugged from a controller you can play mini-games (for example the Tamagotchi-style *Chao* game from *Sonic Adventure*). These are 'downloaded' via Dreamcast games or direct from the Net, and are stored in memory.

HOW MUCH INFORMATION DOES A VM HOLD?

128k, divided in 200 'blocks'. In other words, enough to store data from several titles and/or a mini-game.

HOW MANY BLOCKS DOES EACH GAME USE?

It depends on the game, but here are some examples: *Shenmue* (80 blocks), *Metropolis Street Racer* (68), *Virtua Tennis* (2), *Rayman 2* (2 per save plus 2 for configuration).

WHY DOES MY DREAMCAST BEEP WHEN IT STARTS UP?

The beeping is your DC telling you that the VM unit's batteries have run out.

WHERE CAN I GET NEW BATTERIES FOR IT?

Try Tandy if there's one near you. You can also order them online at www.chipsworld.co.uk. The model number is CR2032 and they cost about £4 for a pair.

WILL I LOSE MY SAVE GAMES IF THE VM'S BATTERIES RUN OUT?

No. You won't be able to play mini-games on it, but it will still work as a memory card.

I'VE HEARD OF A VM ANIMATOR FOR PCS. WHERE CAN I GET ONE?

You can download the animator and loads of sample animations from Booyaka (www.booyaka.com) and Planetweb (http://dreamcast.planetweb.com/ community/vmu/).

WHAT'S THE POINT OF VM ANIMATIONS?

There isn't a point as such, it's just a bit of fun. *Ghostface* (based on the movie *Scream 3*) is our favourite. Others well worth a look include *Star Wars: Episode II*, *Alien Encounter* and *The Great Battle*.

WHICH DC TITLES INCLUDE VM MINI-GAMES?

Try the likes of *Sonic Adventure*, *Trickstyle*, *Power Stone*, *Zombie Revenge* and *Tech Romancer*. *Sega Rally 2* also has a high-score browser, which is a game in theory but isn't actually very entertaining.

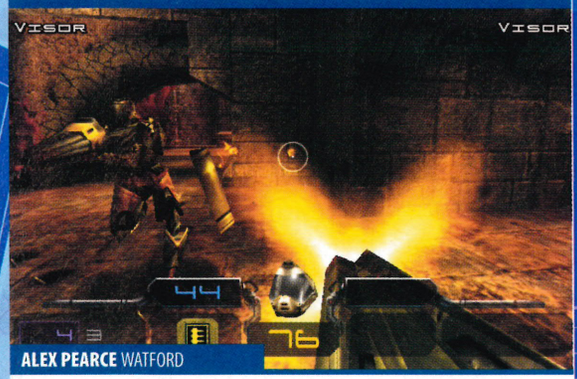
CAN I DOWNLOAD MINI-GAMES OFF THE NET?

Yes you can, although there aren't many about yet. Sega America have released an American football game (see www.sega.com), and Sega Europe are expected to release something similar in the future (er, hopefully). You can find some other bits and pieces at Booyaka and Planetweb (site addresses above).

• Have we missed something? If there's anything else you need to know about Visual Memory, email us at letters@dreamcastmag.co.uk

READERS' FIVES

NAME YOUR FAVOURITE GAMES



ALEX PEARCE WATFORD

1. **QUAKE III ARENA (SEGA)**
"Superb. Hardly any lag, excellent gameplay and great graphics."
2. **SHENMUE (SEGA)**
"A unique gaming experience. I'm playing through for the third time!"
3. **METROPOLIS STREET RACER (SEGA)**
"I love the kudos system way of opening up stages – great idea."
4. **F355 CHALLENGE (ACCLAIM)**
"I am currently addicted to the online time trials."
5. **SONIC ADVENTURE (SEGA)**
"Had it since day one, but still go back to play it. Still looks and plays great."

TOM WESTON LEICESTERSHIRE

1. **SHENMUE (SEGA)**
"The most beautiful game ever. It really is like living another life."
2. **RESIDENT EVIL CODE: VERONICA (EIDOS)**
"The most captivating game in the series by far. Cinematic survival horror."
3. **ECCO THE DOLPHIN (SEGA)**
"Epic sci-fi story, lush visuals, amazing architecture and varied gameplay."
4. **SOUL CALIBUR (SEGA)**
"Innovative fighting system, vast array of moves. Can't rate it highly enough."
5. **SONIC ADVENTURE (SEGA)**
"I'm a big fan of the spiky one. This does things like no other 3D adventure."

JAMES SWEATLAND POOLE

1. **POWER STONE (EIDOS)**
"Brilliant characters, huge special effects and fantastic gameplay."
2. **VIRTUA TENNIS (SEGA)**
"Realism and arcade action all in one package without compromising."
3. **MARVEL Vs CAPCOM 2 (CAPCOM)**
"Six fighters on screen at once! Outrageous screen-filling special moves!"
4. **CRAZY TAXI (SEGA)**
"The ultimate stress-buster. Even my girlfriend likes it, so it has to be good!"
5. **SHENMUE (SEGA)**
"The scale of this game is amazing. Soak up the scenery at the docks..."

WANNA SHARE YOUR FAVES?

To see your fave games printed in *Official Dreamcast Magazine*, send an email to letters@dreamcastmag.co.uk with the subject heading 'Readers' Fives'. You *must* provide the following information: your name, your home town, a list of your five favourite Dreamcast games (only include games you've played please!) and a 10-20 word explanation of why you like *each* game. We'll choose three entries at random each month and print them in the magazine. Note: we reserve the right to edit contributions. Only emailed entries will be accepted. Readers' Fives has *nothing* to do with the Reader Awards on page 24. Sorted.

RESIDENT EVIL CODE: VERONICA	EIDOS	1	NO	50/60/VGA	8	9
Real-time 3D graphics make this *Resident Evil* the best-looking and most ambitious in the series so far. Great for both longtime fans and newcomers and as scary as ever.						
RE-VOLT	ACCLAIM	4	NO	50	3	7
Race remote-controlled cars around larger-than-life locations. Fast-moving with great tracks and visuals but the initial buzz wears off due to a lack of depth and polish.						
ROADSTERS	TITUS	4	NO	50	11	3
Basic graphics, terrible handling and some ill-thought random environmental disasters prove that not every racer can be as good as *MSR*. The Mr Bean of driving games.						
SAMBA DE AMIGO	SEGA	2	YES*	50/60/VGA	15	8
Shake maracas to match the on-screen instructions. Genius musical party game that'll put a smile on your face and a dance in your step. But at £100, it's only for the rich.						
SAN FRANCISCO RUSH 2049	MIDWAY	4	YES*	50/60/VGA	12	7
Ramps, loops and flying cars that possess rocket-like speed. This is loud, mindless racing fun featuring multiplayer battle modes and stunt arenas plus other surprises.						
SEGA BASS FISHING	SEGA	1	NO	50/VGA	1	7
Catch the biggest fish you can from a variety of tranquil settings. Sounds dull, but this is an arcade treat and with a dedicated fishing rod controller it's a scream.						
SEGA EXTREME SPORTS	SEGA	2	YES*	50/60/VGA	13	5
Adrenalin-packed racer, featuring a variety of extreme events including bungee jumping and quad bikes. Some events are weaker and the learning curve spoils the fun.						
SEGA GT	SEGA	2	NO	50/60/VGA	15	5
Track racing in souped-up road cars in this shameless imitation of *Gran Turismo*. Plenty of cars and courses but the handling is wrong and spoils any potential enjoyment.						
SEGA RALLY 2	SEGA	2	YES*	50/60/VGA	1	8
Offering more cars and tracks than the arcade original. This is an impressive conversion (despite frame-rate probs) with good handling from the analogue pad and plenty of longevity.						
SEGA WORLDWIDE SOCCER 2000	SEGA	4	NO	50	3	6
Sega's first football title for DC disappoints with a slow pace and an inability to win the ball without fouling your opponent. Plenty of options prevent a total wash out.						
SEGA WORLDWIDE SOCCER EURO EDITION	SEGA	4	NO	50/60/VGA	8	7
Another attempt, released on the back of Euro 2000, adds some much needed speed and greater detail than before. The computer is still too easy to beat, though.						
SHADOWMAN	ACCLAIM	1	NO	50/60/VGA	3	6
Inventive adult-oriented adventure packed with gore, swearing and voodoo magic. Good story and music but the dull level design lets the side down badly.						
SHENMUE	SEGA	1	YES*	50/60/VGA	14	10
Track down your father's killers in the most realistic game world ever created. An epic adventure that has to be played to be believed and is unlike anything you've played before.						
SILENT SCOPE	KONAMI	1	NO	50/60/VGA	14	7
As a sniper you must eliminate armed terrorists from a variety of locations, using a telescopic sight to zoom in and out of the distant action. Good but short arcade thrills.						
SILVER	INFOGRAMES	1	NO	50/60/VGA	10	4
A rare thing – an RPG developed in the UK. Detailed locations are appealing and *Silver* is easy to get into, but there's no spark to keep you playing and is too linear.						
SLAVE ZERO	INFOGRAMES	4	NO	50	5	6
Stomp around a futuristic city in a 60-foot robot. There's a vast amount of enemies waiting to be shot or squished, but the action never really gets going. Even multiplayer is dull.						
SNOW SURFERS	SEGA	2	NO	50	2	6
Snow Surfers' courses look great but they don't play that way. With poor characters and handling like a dog there's not enough speed to make hurtling down slopes exciting.						
SONIC ADVENTURE	SEGA	1	YES*	50/60/VGA	0	9
Sega's mascot returns in a jaw-dropping adventure, with some lightning-fast levels and plenty of exploration. Six playable characters mean you get six different adventures.						
SOUL CALIBUR	SEGA	2	NO	50/60/VGA	2	10
The best fighting game around, period. Boasting fantastic characters with stunning animation and moves. Not only gorgeous but features incredible depth too.						
SOUL FIGHTER	CRAVE	1	NO	50	2	6
Fantasy fighting adventure that calls on the same moves and special attacks to progress. Using combos to build magical attacks is good, but overall it's too easy and far too repetitive.						
SOUTH PARK: CHEF'S LUV SHACK	ACCLAIM	4	NO	50	3	3
TV-styled game show starring Cartman, Kenny et al, comprising mini-game challenges based on old Atari console favourites and useless trivia tests. One problem – it's not funny!						
SOUTH PARK RALLY	ACCLAIM	4	NO	50/60/VGA	12	6
The *South Park* gang fare better in this *Mario Kart* clone that offers a variety of racing challenges and strong multiplayer modes. This one's funny! Pity about the fluctuating difficulty.						
SPACE CHANNEL 5	SEGA	1	NO	50/60/VGA	13	8
Music and dance thrills. The watch and repeat gameplay sounds dull, but with sassy star Ulala trying to save the galaxy from aliens, you can't help but be won over. Short, though.						
SPEED DEVILS	UBI SOFT	2	NO	50	1	7
Quirky racer that offers long tracks featuring a range of bizarre events – including a UFO invasion, speed traps and police chases. Good two-player mode, but easy to complete.						
SPIRIT OF SPEED 1937	ACCLAIM	1	NO	50/60/VGA	12	3
Period-themed racer that offers basic motors and long uneventful circuits. Unique idea, but the execution, especially the poor frame-rate, is unforgivable.						
STAR WARS EPISODE I: JEDI POWER BATTLES	ACTIVISION	2	NO	50/VGA	14	4
Take control of a Jedi Knight including Qui-Gon and Obi-Wan in a scrolling beat 'em up that uses Lightsabers instead of fists. Bad collision detection leads to frustrating moments.						
STAR WARS EPISODE I: RACER	ACTIVISION	2	NO	50/VGA	11	6
WipEout-inspired racer that doesn't feature weapons, but moves at a hell of a pace. Exciting at first, but the courses and competitors are unimaginative and repetitive.						
STREET FIGHTER III: DOUBLE IMPACT	VIRGIN	2	NO	50/60/VGA	8	7
Two games for the price of one, comprising of the original *Street Fighter III* and the sequel *2nd Strike: Giant Attack*. Not as accessible as other Capcom fighters. One for true fans only.						
STREET FIGHTER III: 3RD STRIKE	VIRGIN	2	NO	50/60/VGA	14	8
Not so much a remould of the series, rather a super tune-up. The ability to choose your opponent before bouts is an enticing new feature. Plus the smash the car bonus stage is back!						
STREET FIGHTER ALPHA 3	VIRGIN	2	NO	50/60	2	8
Huge array of the *Street Fighter* cast assemble in one of the best 2D fighters ever. Great cartoon looks and the excellent World Tour mode will keep you busy for many a night.						
SUPER MAGNETIC NEO	CRAVE	1	NO	50/VGA	12	6
Imaginative platformer starring Neo, who propels himself through the colourful levels by using the polarity of his magnetic head. Frustrating gameplay spoils the fun.						
SUPER RUNABOUT	VIRGIN	1	NO	50/VGA	14	6
Mission-based racer with a wide choice of vehicles and the option to play as cops or hillbillies. The carnage you can cause as you race to the next goal is the best part.						
SUZUKI ALSTARE EXTREME RACING	UBI SOFT	2	NO	50	2	7
Very fast superbike racer endorsed by the Suzuki team. Nice variety of twisty circuits, but dodgy pop-up and collision detection mar the performance. Good two-player mode.						
SWORD OF THE BERSERK: GUT'S RAGE	EIDOS	1	NO	50/60/VGA	10	5
Hack 'n' slash and little else in this fantasy adventure. Initially enjoyable, but too many cut-scenes fragment the action which soon gets repetitive. Buy if you like gore!						
SYDNEY 2000	EIDOS	4	NO	50/VGA	11	7
Solid attempt to dethrone *International Track & Field* of the button-bashing athletics crown. Wide variety of events – but lacks the polish of Konami's similar title.						
TECH ROMANCER	VIRGIN	2	NO	50/60/VGA	8	6
More one-on-one fighting from Capcom, this time with giant robots taking centre stage. Lacks the finesse of other fighters and the 'giant' robots look tiny and wimpy.						
TEE OFF	ACCLAIM	4	NO	50/60	3	7
Cartoon-styled golf game that doesn't weigh you down with stats and unnecessary screen clutter. Things are kept simple and easy to follow and four can enjoy a round together.						
THE NOMAD SOUL	EIDOS	1	NO	50/60/VGA	7	5
A huge futuristic adventure starring David Bowie. Plenty of shooting, fighting and puzzle solving but they don't work as well as you'd like. Alright if you like sprawling sci-fi.						
TIME STALKERS	SEGA	1	NO	50/60/VGA	13	4
Lame attempt at a role-playing adventure that is too short and linear, with no attachment felt towards any of the characters. Not a good ambassador for RPGs.						

TOKYO HIGHWAY CHALLENGE	CRAVE	2	NO	50	1	5

Race for cash against other drivers around the Tokyo equivalent of the M25. There's only one track and the cars don't offer enough variety. May appeal to car nuts.

TOKYO HIGHWAY CHALLENGE 2	UBI SOFT	2	NO	50/VGA	15	5

Another set of illegal Tokyo street races with a few more options and improved graphics. Win money and customise your fictional car. Still too dull for mass appeal.

TOMB RAIDER: THE LAST REVELATION	EIDOS	1	YES*	50/60/VGA	6	7

Lara Croft's fourth adventure is set almost entirely in Egypt, getting back to what made the original game great: mind-bending puzzles, and lots of them.

TOMB RAIDER CHRONICLES	EIDOS	1	NO	50/60/VGA	15	6

Fifth outing for Lara sees some new but unsurprising ideas and a good variety of levels, but the series is now looking very tired and the control system is still flawed.

TONY HAWK'S SKATEBOARDING	CRAVE	2	NO	50/VGA	10	8

One of the best skateboarding games on the block, with a wide range of moves, sublime controls and memorable levels. Plenty of challenges to unlock and perfect.

TONY HAWK'S PRO SKATER 2	ACTIVISION	2	NO	50/VGA	15	9

Bigger than the original, with wider range of challenges and tricks. Far better visually with expanded multiplayer modes and now you can design and save your own skate park.

TOY COMMANDER	SEGA	4	NO	50/VGA	1	8

Mission-based war games with the action taking place in a house and re-enacted with a child and his toys. Much harder than it looks with imaginative use of the location.

TRICKSTYLE	ACCLAIM	2	NO	50	1	7

Futuristic hoverboard racing on the streets of London, New York and Tokyo. There's tricks to learn, and VM mini-games but the action is too slow to keep you interested.

UEFA STRIKER	INFOGRAMES	4	NO	50	1	8

It was the first footie game on DC, and despite the simple looks, is still the best. It doesn't do anything spectacular, but it does it well and that's enough. Nice training mode too.

ULTIMATE FIGHTING CHAMPIONSHIP	UBI SOFT	2	NO	50/60/VGA	13	9

Brutal beat 'em up featuring a wide range of fighting styles as real-life competitors fight within a steel cage. Good controls and impressive graphics make this a real hit.

URBAN CHAOS	EIDOS	1	NO	50/VGA	13	6

As a street cop in this large adventure you'll get to drive cars, shoot criminals and engage in hand-to-hand combat. A strong story and plenty of variety, pity about the poor controls.

VIGILANTE 8: 2ND OFFENSE	ACTIVISION	4	NO	50/60/VGA	3	5

Vehicular combat on the streets of the American Deep South, with cars sporting every sort of weapon imaginable. Fun for a while but average rather than spectacular.

VIRTUA ATHLETE 2K	SEGA	4	YES*	50/60/VGA	12	4

Sega get stingy with this athletics sim as it only contains seven events. The addition of a stamina bar to the button-bashing is a big mistake and there are no extras to unlock.

VIRTUA FIGHTER 3TB	SEGA	2	NO	50/VGA	1	7

Competent conversion of the arcade legend that offers some fine fighting action but hardly any home extras. Great back in its day but looks shabby compared to *Soul Calibur*.

VIRTUA STRIKER 2 (VER. 2000.1)	SEGA	2	NO	50/60	4	7

At first it seems unplayable, but take time to master the controls and discover why this is the best arcade football game around with national teams and a great goal rating system.

V-RALLY 2 EXPERT EDITION	INFOGRAMES	4	NO	50/60/VGA	7	7

Fast-moving racer, with loads of courses and cars. Suspect handling slightly spoils the experience, especially as it feels like the cars could tip over at any second, and they usually do.

VIRTUA TENNIS	SEGA	4	NO	50/60/VGA	12	9

Best sports title on Dreamcast. Simple controls mean anyone can master the variety of shots in a matter of minutes and includes some of the best home modes around.

WACKY RACES	INFOGRAMES	4	NO	50/60/VGA	9	7

Classic cartoon becomes a slick *Mario Kart*-style racer. The cars and characters of the show are captured perfectly and there are some fun split-screen multiplayer modes.

WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR	EIDOS	4	NO	50/60/VGA	12	5

Nothing really magical about this *Mario Kart* clone set around the streets of Disneyland. Graphical glitches and boring power-ups spoil the proceedings. It's a small world after all!

WETRIX+	TAKE 2	2	NO	50/60/VGA	7	6

Puzzler where you must raise and lower land to collect water, using fireballs to evaporate the pools and score points. Unfortunately it soon becomes monotonous.

WHO WANTS TO BE A MILLIONAIRE?	EIDOS	4	NO	50/60/VGA	13	3

There's no cash prize for winning but this is surprisingly close to the hit TV quiz. The eventual repetition of questions and poor production values spoil the enjoyment.

WILD METAL	TAKE 2	2	NO	50	6	5

Tank game with as much emphasis on strategy as blasting. Choose a tank and pit your wits against the enemy. Sparse, endless levels get in the way of potential action.

WORMS ARMAGEDDON	HASBRO	4	NO	50/VGA	3	8

Basic 2D graphics hide one of the greatest multiplayer games created. With simple to understand battle to the death gameplay, it's very addictive with a wide variety of weapons.

WORMS WORLD PARTY	VIRGIN	4	YES	50/60/VGA	15	8

The same as *Armageddon*, but now supports more than one controller and is playable online – or it will be. The release date has been put back to March.

WWF ATTITUDE	ACCLAIM	4	NO	50	2	3

We don't hate wrestling but we hate bad wrestling games like this one, which has poorly animated wrestlers that don't respond to the controls. Not as fun as wrestling should be.

WWF ROYAL RUMBLE	THQ	4	NO	50/60/VGA	12	7

Technically it's incredible – with up to nine versatile wrestlers on screen at once. The sparse roster of stars and modes are a disappointment as what you initially see is what you get.

ZOMBIE REVENGE	SEGA	2	NO	50/VGA	6	7

Scrolling beat 'em up based on *HOTD2*. Competent arcade conversion with VM mini-games to beef up your character before loading them back into the game. Undead good.

*** Denotes limited online modes, such as high-score ranking, new items available to download etc.**

FAQ

FREQUENTLY ASKED QUESTIONS

ONLINE

WHY CAN'T I PLAY .WAV FILES ON MY DREAMCAST?

You can, as long as they're embedded in Web pages. The Dreamkey browser can also play .au and .aiff sound files, and has partial support for Javascript as well as Macromedia Flash (version 3).

WHEN WILL VERSION 2 OF DREAMKEY BE RELEASED?

Probably around Easter. Sega are adding improved Javascript and Flash support. Watch out for news on our website (www.dreamcastmag.co.uk) or Dreamarena.

CAN I USE MY OWN INTERNET SERVICE PROVIDER (ISP) WITH DREAMCAST?

No.

HOW MUCH DOES IT COST TO USE MY DC ONLINE?

Calls are charged at nationwide local rates.

WHAT NUMBER DOES THE DC DIAL?

The number in the UK is 0845 757 6339.

CAN I ADD THE NUMBER TO MY BT FRIENDS & FAMILY LIST?

Yes. And if you nominate the number as your 'best friend' number you can get further discounts.

ARE SEGA PLANNING A FLAT-RATE SERVICE LIKE BT'S SURFTIME WITH FREE CALLS?

They're looking into it, yes. We'll bring you news as soon as we have it.

WHY CAN'T I ACCESS CERTAIN WEBSITES?

Because Dreamkey has a built-in child lock to filter out 'inappropriate' content. Annoyingly, this also includes some legitimate sites like Hotmail.

CAN I ACCESS NEWSGROUPS ON DREAMCAST?

Yes, via sites like www.remarq.com and www.deja.com which provide a Web interface for newsgroups. Sites like these aren't among the easiest to browse on DC, however.

WHICH NEWSGROUPS ARE WORTH LOOKING AT?

That depends on your personal tastes. For Dreamcast gaming, uk.games.video.dreamcast is a good place to start.

CAN I STILL RECEIVE EMAILS EVEN WHEN MY DREAMCAST IS SWITCHED OFF?

Yes! Your mail is stored on Sega's servers and isn't affected by what you're doing with your Dreamcast.

HOW CAN I PLAY GAMES AGAINST OTHERS ONLINE?

The big one is *Quake III Arena*. There's also *ChuChu Rocket!* of course, and the *Planet Ring* games given away with last month's *ODM*.

OKAY, SO WHICH OTHER GAMES HAVE ONLINE FEATURES?

Metropolis Street Racer, *F355 Challenge*, *Sonic Adventure*, *Buggy Heat* and *Sega Rally 2* are among those with online facilities. Others, like *Rayman 2*, include bonuses which can be unlocked by going online. Check out the directory entries on these pages.

ARE SEGA GOING TO RELEASE A FASTER MODEM?

Despite rumours nothing definite has been announced yet.

CAN I USE A US OR JAPANESE DC ONLINE IN THE UK?

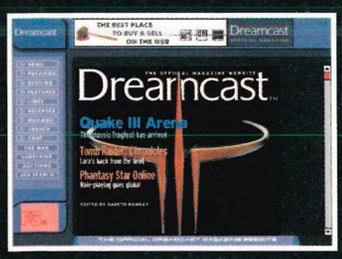
Yes, but only to surf the Web. You won't be able to access the Dreamarena portal or gaming network.

I'M HAVING PROBLEMS WITH MY DC ONLINE. WHO CAN I CALL FOR HELP?

Call Sega's Internet Support Line on 09066 544544 (calls charged at 60p per minute. Seek permission of the person who pays the telephone bill before calling).

• Have we missed something? If there's anything else you need to know about using the DC online, email us at letters@dreamcastmag.co.uk

www.dreamcastmag.co.uk



OFFICIAL DREAMCAST MAG WEBSITE

Okay, so you've read the mag. Well that's just the half of it – our website is second to none. *ODM* online is updated daily with the latest news from the world of Dreamcast. If it's happened or happening, then you can bet you'll find out about it here first.

As well as our ever-growing archive of definitive reviews, previews and features, there's also the chance to make new friends and swap hints and tips with thousands of other Dreamcast users in our Live Chat and Chat forums.

- NEWS
- PREVIEWS
- REVIEWS
- FEATURES
- LINKS
- TIPS
- MAILBOX
- CHAT

READER REVIEWS

THE BIT OF THE MAG WHERE YOU TELL US WHAT YOU THINK OF GAMES. HAPPY WITH A PURCHASE? PICKED UP A DUD? THEN DO WRITE IN – IN UNDER 250 WORDS! – AND TELL US

SHENMUE

REVIEWED: *ODM* #14, 10/10

WE SAID: "The quality of production in every area is astounding. You'll see where all the years and millions of pounds have gone when you play it, as it genuinely sets new standards in just about every way."

WHAT YOU THOUGHT

Shenmue is amazing. I've been taken into a whole new world, a Japanese world (set 14 years ago) with, er, some awful American voice-overs… but I love it. It's like a whole new life. Well, almost!

I found myself so drawn in I actually thought for a split second that I was *in* the game! Sonic, move over – a new spiky-haired chum is in town. His name is Ryo and he's out for revenge.

I've haven't been playing for long but I've already witnessed a sun setting and bought too many mini plastic egg toys containing all sorts of things (including Bark and Bean from *Fighters Megamix*/*Sonic Fighters*!). Ryo said he loved them, and told himself to keep on buying more! I've had a Jet Soda to drink and mastered four new fighting moves in a local park! The old woman that lives with me has already threatened to scold me if I'm reckless. I've talked with a drunken bloke, been asked by about ten little kids to play baseball with them, and I've fed a kitten with some dried fish!

I simply cannot believe how graphically amazing the game is. The texture mapping is fantastic and the frame-rate is superb. The only faults I've found so far is that the control system will take a while to get used to (you can't jump, and the d-pad is the only pad you can use) and the fact that some Japanese women have been assigned the most appalling American voice-overs.

I'll have to return to the world of *Shenmue* soon, but I'm glad that I can pause this world and continue in my own time, as I really need to catch up with a few things. I urge you all to get this game.

DAN SALWAY, VIA EMAIL

Shenmue could have been a film if you didn't have the ability to control the characters (and if it wasn't six or so times longer). This game has action, mystery and romance. At some points it moved me, like when I see a really touching film at the cinema (don't laugh! I mean it).

The gameplay is really clever, I think. You have your free quests, your QTEs and your free battles. During the game these are all mixed about and thus you are always gripped. Then there are the mini-games – like the darts – which act as punctuation marks between long stretches of freeplay.

You will have to play this game a couple of times (not that you won't want to) if you want to make the most out of it. You're unlikely pick up all the things you may want the first time. For example, there are a few moves in the antique shop you will want to buy.

But why does this game have to finish just as we were getting really, really, really into it? I am left with one other question: When will the sequel be released? Answers on a postcard, please.

LIAM BROWN, VIA EMAIL

Well, you won't get a postcard from us. All you need to know is that it's going to be *ages* before we see *Shenmue 2*.

△ ***Shenmue*: wonderful, yes, but it's left you lot gagging for more already.**

SEGA GT

REVIEWED: *ODM* #15, 5/10

WE SAID: "Accurate handling is the one thing that driving simulations have and *Sega GT*'s rather woeful attempt at providing a realistic driving experience undoes all it tries to do well."

WHAT YOU THOUGHT

Do not buy this game if you are mentally stable! *Sega GT* is probably the *worst* driving game that I have ever played. The graphics, though reasonable, have no light shading and are fairly bland.

The gameplay itself is laughable, and the fact that it is made by Sega – the company behind *Out Run*, *Virtua Racing*, *Daytona*, *Sega Rally*, *Sega Rally 2*, *Monaco GP*, *F355 Challenge*, *Crazy Taxi* and more – makes this very disturbing.

Sega GT offers no sense of speed whatsoever. Driving a Nissan Skyline at 20mph feels *exactly* the same as driving it at 130mph. The handling is hideous, which is the biggest disappointment of them all.

Apparently, the UK version has "much improved handling" over the Japanese version. What on earth did the Japanese version handle like?!

Needless to say, after (trying) to play it, I switched it off after ten minutes. Yes, that's right, I tried to play it for that long. I then got my Master System out of the loft, brushed the dust off it and started to play *Enduro Racer*. *Sega GT* is *that* bad.

If *Sega GT* is the latest in driving games entertainment, then you'll forgive me for going to play with a stick and a tyre.

JOHN BORROMEO, VIA EMAIL

What can we say? Told ya…!

METROPOLIS STREET RACER

REVIEWED: *ODM* #12, 9/10

WE SAID: "With spectacular looks and sounds, an ingenious original design, seat-of-your-high-speed-pants handling… and lastability that's practically off the scale, how can you even think about *not* buying *MSR*?"

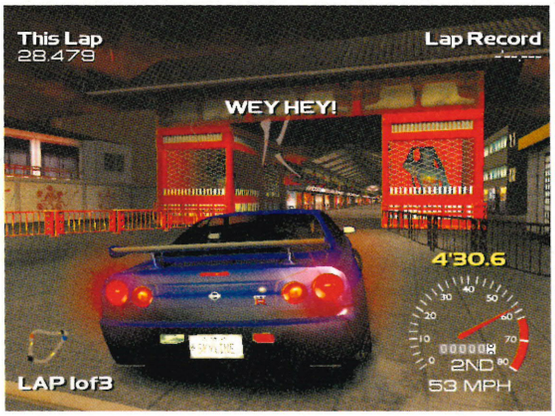
WHAT YOU THOUGHT

I've had *MSR* for about a month now and you were spot on with your review. It is an excellent game, but perhaps not deserving of the 10/10 I've seen in other mags (there are other mags?! – ed).

The main reason for this is the penalty system. It's a good idea in theory – stopping the idiots who drive around smashing into everything – but things seem to have gone wrong somewhere. You get penalised for the tiniest little scrape with a wall.

Worse than this is the penalty for collisions with other cars. It's annoying when computer cars smash into you. For instance, the other day I was in a Street Race when I took a corner a bit slow. As a result, a computer car had enough speed to get past. But, instead of

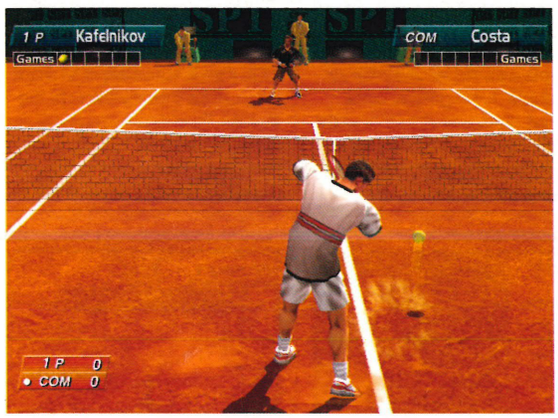
△ *Sega GT*: a bit crap, actually. But we did warn you.



△ *MSR*: dogged by delays and problems but still hugely popular.

"DRIVING A NISSAN SKYLINE AT 20MPH FEELS *EXACTLY* THE SAME AS DRIVING IT AT 130MPH"

– JOHN BORROMEO ON *SEGA GT*



△ *Virtua Tennis*: *everyone* likes this game… or do they?

driving past, he managed to swerve into the wall and rebound into me, giving me a penalty.

Despite this, the game is otherwise brilliant. The graphics are incredible, and the number of tracks astounding. With these alone it would have been a classic, but it also introduces an original idea to the racing genre – kudos.

Instead of racing in championships for money, you have to gamble your kudos in challenges such as Hot Laps, Street Races and One-On-Ones. This makes it far more interesting and lifts it to the status of a definite must-have for any Dreamcast.

I've heard that some early copies of the game were bugged. How do I tell if my copy is one of the bugged ones and can I get a replacement from Sega?

MARK, VIA EMAIL

If you suspect you have a bugged copy of *Metropolis Street Racer*, telephone Sega's support centre on 0845 609 0090.

VIRTUA TENNIS

REVIEWED: *ODM* #12, 9/10

WE SAID: "Has the approachability, skill and precision of an arcade game, but the progression and reward of a home console game."

WHAT YOU THOUGHT

I'd already played your demo and I thought that looked good, but the real game looks even better! The visuals are great – we already know that – but how about the sound?

Well, the sound effects are great – you can hear your player's trainers squeak, and you can hear the audience 'ooh!' and 'ahh!' as you kick the computer's ass.

Unfortunately you can also hear that '80s *Sonic Adventure*-style music in the background, but you can get rid of that racket anyway (no pun intended).

You never know how long games will last nowadays – it depends on how good you are, or how long it takes you to throw the game into the back of your underwear draw, never to be played again.

The controls let *Virtua Tennis* get boring quickly, at least when you're not playing it with a mate. Sega should have aimed more on the conversion's controls. A is a shot and B is a lob – so the controls are definitely too simple.

The game is infected with the gaming disease known as 'repetitive game syndrome' or boredom. Little nagging details like the irritating views are just too annoying to do this beautiful-looking game justice.

TOM HARRISON (14), ILFRACOMBE, N.DEVON

You've left us speechless, Tom. We suggest you turn to page 22 and then give the game another go.

WHAT DO YOU THINK ABOUT THE GAMES *YOU'VE* BOUGHT?

Send your comments (in under 250 words) to Reader Reviews, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Alternatively, email them to letters@dreamcastmag.co.uk with the words 'Reader Reviews' and the game of the game you're commenting on in the subject line. Note: we reserve the right to edit submissions before publication. We will not consider any reviews longer than 250 words.

FAQ

FREQUENTLY ASKED QUESTIONS

PERIPHERALS

I'VE HEARD THAT THE SEGA LIGHT-GUN WON'T WORK WITH SONY SUPER TRINITRON TVS. IS THIS TRUE?

Turn off the Auto Picture facility of the television and you'll be okay.

I HAVE A 100HZ TELEVISION, AND THE DREAMCAST LIGHT-GUN DOESN'T WORK. WHY?

This is because the screen refreshes faster than the game, so the light-gun hits aren't registered properly. There's nothing you can do about this, we're afraid.

DOES THE LIGHT-GUN WORK WITH GAMES OTHER THAN *HOUSE OF THE DEAD 2*?

Currently no, but more compatible games are expected soon.

WHY SHOULD I BOTHER WITH A SCART LEAD?

Simply because it will improve picture quality compared with using the RF cable (or 'TV lead') which is supplied with the DC. A fully wired RGB SCART cable is the best option, but check that your TV is compatible before shelling out.

WHEN WILL THE DVD PLAYER BE COMING OUT FOR DREAMCAST?

Nothing official has been announced yet.

WHEN WILL THE ZIP DRIVE BE RELEASED?

Sega are said to be working on one, but there are no details yet on when we're likely to see it in the UK.

WHAT'S A ZIP DRIVE?

It's a storage device which uses discs which can hold 100Mb of data (ie approximately 700 times more than a VM).

ARE SEGA RELEASING A MICROPHONE, AND IF SO WHEN?

It's out now, priced at around £15.

WILL SEGA BE RELEASING A PRINTER SO I CAN PRINT OUT WEB PAGES?

It's extremely unlikely. For the record, there's a button marked 'Print' on the Dreamcast keyboard simply because it's based on a PC model.

ARE SEGA RELEASING A HARD DRIVE?

It's also unlikely. You won't need one as well as a Zip drive.

WHY CAN'T I FIND A DREAMCAST KEYBOARD?

There were supply problems, but keyboards are now readily available in stores and via Dreamarena.

WHAT'S ALL THIS I HEAR ABOUT A DC CAMERA?

Sega announced a camera add-on recently. You'll be able to use it to take pictures and take part in video chat on the Internet. Dreameye should be out in early 2001.

WHAT'S A VGA BOX?

It's an adaptor that enables you play DC games on a PC monitor, offering improved picture quality. Sega haven't officially released VGA boxes in Britain, but you'll find one if you look hard enough.

WHY DON'T ALL GAMES SUPPORT A VGA MODE?

Because it takes extra time for the developer to include support, and some don't think it's worth their while since only a tiny proportion of gamers have a VGA box. If support is included, then it should be a seen as a bonus.

WHAT'S A RUMBLE PACK, AND DOES IT WORK WITH ALL GAMES?

It's an add-on that plugs into you controller and makes it vibrate in time with the on-screen action. Expect to pay £14.99 for an official Sega one. It's compatible with virtually all games, and really good with *Crazy Taxi*, *Sega Rally 2*, *Soul Calibur*, *Hydro Thunder* and *Ready 2 Rumble Boxing*.

IS IT WORTH GETTING AN ARCADE STICK?

If you like fighting games, yes it is. They cost £34.99 and are virtually indestructible, but aren't much use on racing or action games.

IS IT WORTH GETTING A STEERING WHEEL?

Only if you feel like splashing out – we covered them in *ODM* #14. Obviously you can only use them for driving games, and the standard DC pad gives you analogue steering, acceleration and braking, so there's really no need.

• **Have we missed something? If there's anything else you need to know about the Dreamcast peripherals email us at letters@dreamcastmag.co.uk**

HEALTH WEBSITES

TOO MANY WAFER MINTS AT CHRISTMAS? **POGGY** BRINGS YOU THE SITES THAT HELP YOU LOSE THOSE POUNDS, AND MORE!

ALTERNATIVE HEALTH NEWS ONLINE

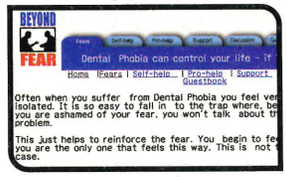
http://altmedicine.com

If your doctor's persistence in prescribing you antibiotics throughout the Christmas party season is getting you down, try a little alternative therapy. Anyone can learn how to use it, as the Vulcan nerve pinch-style headache cure on this site proves.

BACKCARE

www.backpain.org

Back pain has affected two-thirds of Britons and it's all because Fonzy taught us how to slouch. Learn to sit up straight without tying books to your head here and avoid spending your dotage having children throw stones on your roof, you scary hunchback, you.



BEYOND FEAR

www.beyondfear.org

Does the noise '*phweeeeee*' bring you out in a cold sweat? Do people scream "Hag!" at you in the street? You have Dental Fear. The good news is they got rid of those wooden tools years ago and this online support group can help you past *Reader's Digest* .

BRITISH SPORTS

www.britishsports.com

Portal site linking you to over 100,000 clubs across Britain. As well as links to Buffy-aping kick-boxing, Ju Jitsu or Kung Fu, you can, um, pull your way to fitness with tug-of-war, prod your way there with snooker, or look really hard at some greyhounds.

CHILDREN'S HEALTH

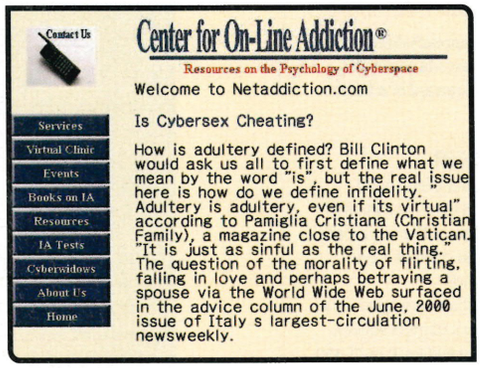
www.childrenshealth.co.uk/ch

When looking after the occasional nephew of an evening, most people know not to feed their legs into the mincer or try popping their eyes out with a spatula. But how do you tell a friendly vomit attack from diphtheria? Up your babysitting fee here.

CHINESE MEDICINALS

www.chinesemedicinals.com

With a help section entitled 'What ails you?', this site could well clear your fungusy nose. Chinese herbs work by cleansing your body of the toxins you ingest, which is most likely a lesson of some sort. Find a herb to treat your pox of choice, then buy it online.



CENTER FOR ON-LINE ADDICTION

www.netaddiction.com

Covers all aspects of cyber health, not just what to do if you forget the colour of your front door. Includes practical help to avoid being sucked in by viruses and online gambling, advice in case your spouse is having a cyber affair, and tells you whether cyber sex is cheating*. Rebuild your relationship in the virtual clinic and talk it through in virtual support. *It is.

DATING.COM

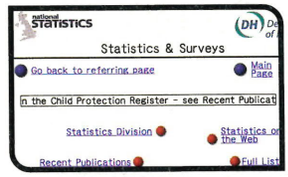
www.dating.com

Happy heart leads to happy body, unless your other half is an 18-year-old model / Nobel chemist and you are a 72-year-old millionaire. One of the only free UK-wide sites on the Net, you can browse over 6,000 hopefuls without joining or being slapped.

CHAMPNEYS

www.champneys.com

The words 'health farm' may conjure up images of lettuce leaves and rowing machines presided over by German 'females' thrusting you through the pain barrier. At the Champneys resorts, £475 a night will get you steamed, fed and covered in enough goo to recreate the Battle of the Somme down your left leg. Or £295 for a day and you get to keep the slippers.



DEPARTMENT OF HEALTH

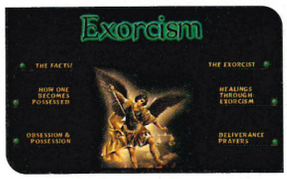
www.doh.gov.uk

With links to the NHS included in this site, all your public health questions can be answered. Also includes statistics on waiting lists and workloads, which clearly aren't designed to make you feel any better, but may encourage you to move house.

DON'T SMOKE

www.dontsmoke.com

It kills, it smells and walking round central London all day is the equivalent of a 20-a-day habit. One of these facts may sway your conviction, but this site has loads as well as methods of quitting without sucking pens or avoiding the pub for the rest of your life.



EXORCISM

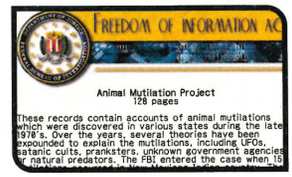
www.stmichael.pair.com

Pea-green vomit isn't just an indicator of Pernod addiction. Feeling tense? Bit gruff in the voice? Been kicking old ladies into the gutter? Get strapped to the bed with this site, which takes you from confirming you're possessed to requesting a prayer via email.

FAMILY TREE SEARCHER

www.familytreesearcher.com/

Sometimes it's not enough just to have the odd sniffle or a recurring back twinge. You need to know that your suffering is worthy of your whingeing or if it's likely to develop into something that is. Use this site to find your relations – and what they died of.



FREEDOM OF INFORMATION ACT

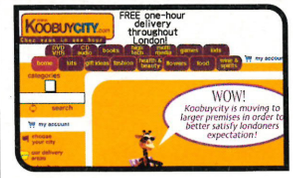
http://foia.fbi.gov/unusual.htm

If you wake up with no memory of the night before, moss in your mouth and bruises round your head and arms, then it's possible you've been abducted by aliens. Scan for your name in these FBI files, which include over 120 pages on cattle mutilation alone.

INTERNET MENTAL HEALTH

www.mentalhealth.com

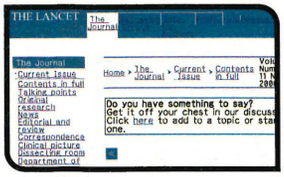
Over three million people have visited this site, which shows you don't have to bark on a street corner to suffer from mental illness. Mental Health covers symptoms, treatments and personal anecdotes, as well as how to help if someone you know is suffering.



KOOBUYCITY

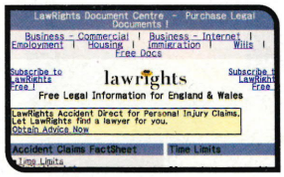
www.koobuycity.com

One of the greatest hindrances to getting better after an illness is having to go to the shop to buy tea and get more videos. Whilst Koobuycity won't mop your fevered brow, they *can* deliver food and entertainment to your door (er, in London) within an hour.



THE LANCET
www.thelancet.com

Sounds like a doctor's pub. Impress them at your local with a few home diagnoses and treatments, or scare yourself witless with news of the latest face-eating peaches. There's also information on contributions so you can wow the medical community.



LAW RIGHTS
www.lawrights.co.uk

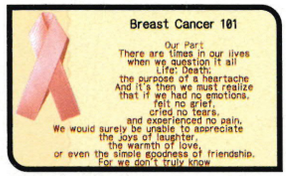
Hurt your back falling down some late-night stairs? The carpet was probably fitted badly. Liver failure? Damn those nasty men at Whitbread. Sue your way to health with the help of this site, or at least get enough compensation for a massaging armchair.

MICHIGAN APPLES
www.michiganapples.com

An apple a day will keep the doctor away, although presumably only if you lace it with cyanide it before handing it over. Unfortunately apples are a bit dull, even if M&S now refer to them as 'Pink Ladies'. All the pie recipes are here.

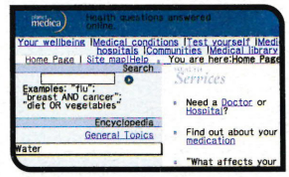
NET DOCTOR
www.netdoctor.co.uk

Lumps, bumps and ugly rumps healed here, from the privacy of your living room. If your ailment is of a personal nature, or you don't want your own doctor to know that such an unusual scar has gone septic, get confidential advice here.



PINK RIBBON
www.pinkribbon.com

Comprehensive information from diagnosis to treatment options on this site, which also has support groups and information on how to raise money for breast cancer awareness. Up-to-date news section also keeps up with the latest scientific developments.

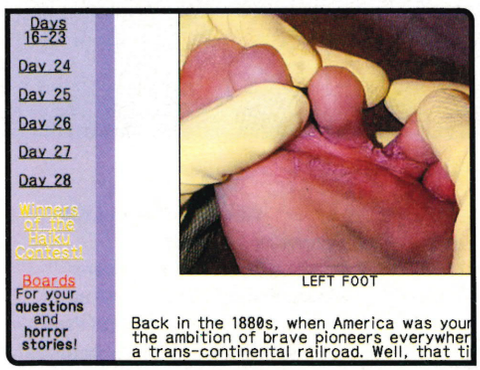


PLANET MEDICA
www.planetmedica.co.uk

Enter your symptoms into the database and leap on the road to recovery or a really convincing sick note. You can also fill in self-esteem tests or find out how whether you're likely to get diabetes. Hypochondriacs apply for free Internet access now.

RADIO TIMES COMEDY
www.comedyzone.beeb.com

Who looks healthier: Thom from Radiohead or Rory Bremner? There's your first clue. Laughter is apparently good for you and is more fun than eating garlic. This BBC site has a chat room, competitions and enough *Blackadder* to cure your malaria. Or *Dad's Army* for that tickly cough. You can even submit your own humour and become the next Reeves or Mortimer.

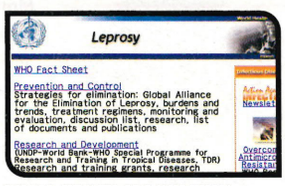


STINKY FEET
www.thespark.com/health/stinkyfeet/

One man's battle to fully document athlete's foot. Including visual aids and a handy pain/itch graph. This is a follow-up to the hugely successful Fat Project where two people tried to gain 30lbs in 30 days for $3000. Not so much a valuable treatise on foot care, more food for thought. £4,000 and I'll have my fingers moved to my eyebrows for a month.

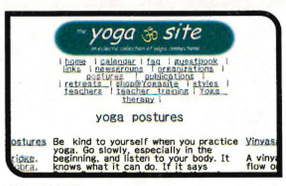
TERENCE HIGGINS TRUST
www.tht.org.uk

Europe's leading HIV and AIDS charity, the Terence Higgins Trust works to spread information on preventions and treatments. This site gives you the chance to volunteer, give donations, or become more informed than the idiot grandfather from *Eastenders*.



WORLD HEALTH ORGANISATION
www.who.int

You may think that you risk cholera every time you use public transport, but next time you go on holiday don't forget to check for leprosy as well. The WHO also covers health politics such as the tobacco companies' 'Who? Us? Cancer? No' court case.



YOGA SITE
www.yogasite.com

Yoga can lower stress, stimulate the immune system and boost self-esteem. It can also win you friends. Everyone wants a friend who can bend their knees behind their ears and if they'll agree to carry ashtrays around crab-style on their stomachs, even better.

FAQ
FREQUENTLY ASKED QUESTIONS

MISCELLANEOUS

WHAT'S A GD-ROM?
A custom type of compact disc used for Dreamcast games. They hold up to 1Gb (1024Mb), which is more than a regular CD-ROM (650Mb).

WHY CAN'T I PLAY JAPANESE OR AMERICAN GAMES ON MY UK DREAMCAST?
Dreamcast games use something called 'territorial lock-out', a data track specific to the part of the world in which the game is supposed to be sold and played (ie Japan, Europe or America). This helps stop illegal imports of foreign goods.

WHY DO GAMES COME OUT IN JAPAN AND AMERICA MONTHS BEFORE THEY DO IN THE UK?
Because it takes time to convert them for our TV system (PAL) and to translate them into all the European languages. Games developed in Europe, like *Metropolis Street Racer* and *Ecco The Dolphin*, generally come out first here though.

WHAT IS THE RRP (RECOMMENDED RETAIL PRICE) OF A DREAMCAST?
£149.99. Look around though, and you may find it cheaper and/or bundled with free games.

WHEN'S DREAMCAST 2 COMING OUT?
A little impatient, aren't we? The average lifespan of a console is five years, so there's a while to go yet.

WHY DO RELEASE DATES KEEP CHANGING?
Making games isn't an exact science, so it's often hard to tell how long it will take to finish them. Games are usually delayed to make them better though.

WHO'S NAOMI?
Naomi is Sega's latest arcade hardware and it's very similar in design to Dreamcast, so coin-op to DC conversions are easy to do. *Crazy Taxi*, *Dead Or Alive 2*, *Jambo! Safari*, *F355 Challenge*, *Spawn* (see this month's demo disc) and *18 Wheeler American Pro Trucker* are all Naomi games.

WILL ALL NAOMI GAMES COME TO DREAMCAST?
Not necessarily. Some arcade games don't work well as home conversions.

WHY CAN'T MY DC PLAY WINDOWS GAMES?
Because it isn't a PC. Some Dreamcast games use Microsoft's Windows CE technology, but it doesn't make your Dreamcast a PC.

WHEN IS *SHENMUE 2* COMING OUT IN THE UK?
You are joking, right?

WHEN IS *FIFA SOCCER* COMING OUT?
FIFA Soccer is published by Electronic Arts, who haven't signed to Dreamcast yet.

WHEN IS...
Arrrgh! If there's any major news on release dates we'll tell you in our news pages. Please, please, please stop emailing us for information on release dates. Pretty please?

I DON'T LIVE IN BRITAIN OR IRELAND. CAN I SUBSCRIBE TO *ODM*?
Sorry, no. Subscriptions to this magazine are only available to those living in the British Isles.

• Have we missed something? If there's anything else you need to know (except release dates, please), email us at letters@dreamcastmag.co.uk

MARK HORNEFF, 28
PRODUCER, SEGA

Initially had his own games testing company. Moved to Sega's third party division and then went on to look after all of their online titles, including *Quake III Arena*.

DIVIAN GOVENDER, 25
FILM DIRECTOR

Is working on productions for Channel 4 and the First Film Foundation. Divian has been a loyal Sega fan since the Master System days.

STEVE WOMBWELL, "21"
EURO. COMMUNITY MAN., DREAMARENA

Has worked at Sega for six years. Started in customer services then moved to sales. From there, moved to their third party division and then on to Sega PC. Now works for Dreamarena Ltd.

THE BIG DEBATE

DREAM ONLINE?

A RE-DESIGNED DREAMARENA, A NEW DREAMKEY AND THE TOUCHDOWN OF ONLINE GAMING. *ODM* READERS AND GAMES INDUSTRY FIGURES DISCUSS DREAMCAST'S ONLINE ARSENAL

ODM: What new features will Dreamkey 2.0 have?

STEVE: It will have clearer registration, and a new software keyboard which allows more of the screen to be seen when people are chatting and typing. It also supports the Dreamcast Mouse. The biggest thing, though, is a new service called Dreamnote, which is an instant messaging service. What this means is that if I am talking to you in a chat room and we're having a good time, we may want to have a bit more of a private chat. With Dreamnote, you can then send me a text message. On top of that, you can also send me some sound clips of your own voice!

MATTHEW: Is there still no MP3 support, though?

STEVE: Dreamkey 2.0 does support MP3, but the function has been

DAVID COURT, "OLDER THAN YOU" DEVELOPMENT MANAGER, ICL

Representative from ICL, the company that has worked in close association with Sega since 1998 to make online videogaming a reality.

MATTHEW PEACOCK, 20 WORKS IN A CAR SPARE PARTS SHOP

Got a Dreamcast on its launch and has been very impressed with it so far (of course). Also a big fan of the Mega Drive and especially likes driving games.

LUC HOUSELANDER, 27 INTERNET DESIGN MAN., DREAMARENA

Used to work for the agency that Sega hired to produce design work for Dreamarena. Has now moved to Sega Europe-subsidiary Dreamarena Ltd to work there full-time.

limited for a number of reasons. Number one is where do you put the MP3 files? If you look at the size of MP3s, they are usually 4-5Mb. The DC itself has 16Mb and the Dreamkey browser takes up 12Mb… which gives you only 4Mb of working memory!

MATTHEW: So 4Mb equates to about one tune, doesn't it?

STEVE: Yeah, but then you have the actual web page on top of that! Also, to download 4Mb is going to take some time – you can't store it and your connection could break in that time as well. Basically, we thought 'Forget about full MP3 [capabilities] – there's no local storage.' We are limiting Dreamkey 2.0 to only understanding MP3s that are on Dreamarena so we can control the content. We will only put 15 seconds worth of MP3 up there but it [Dreamkey 2.0] won't support MP3 outside of Dreamarena.

ODM: Are there any other features you would like to see?

DIVIAN: Sega have to make Dreamkey 2.0 as user-friendly as possible. I'm not saying that Dreamcast users are stupid, but it's just that they may not have ever gone online before. A simple interface is always the best way to go. After all, you don't know who is using it, it might be a ten-year-old or a 50-year-old! Although I think full MP3 support would have been a good option, I don't think it is vital for Sega's browser. Bottom line is that it must be easy to use.

STEVE: Yeah, we believe that Dreamkey 2.0 should be invisible to the user. It should therefore be easy to use. We want it so that people are matched up with other people as quickly as possible as well. It's about making friends and getting people into online gaming with each other easily, without putting too much technology up in front of them.

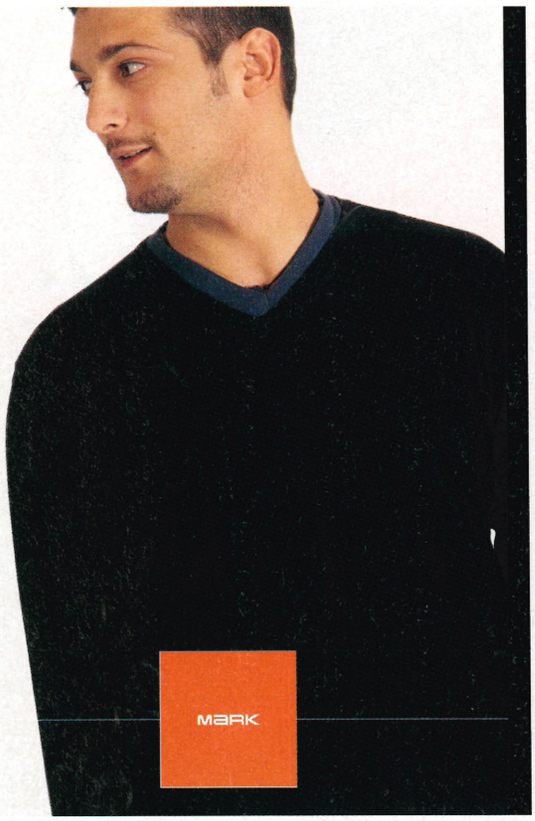
ODM: The release of Dreamkey 2.0 has been pushed back to "early 2001". Why all the delays?

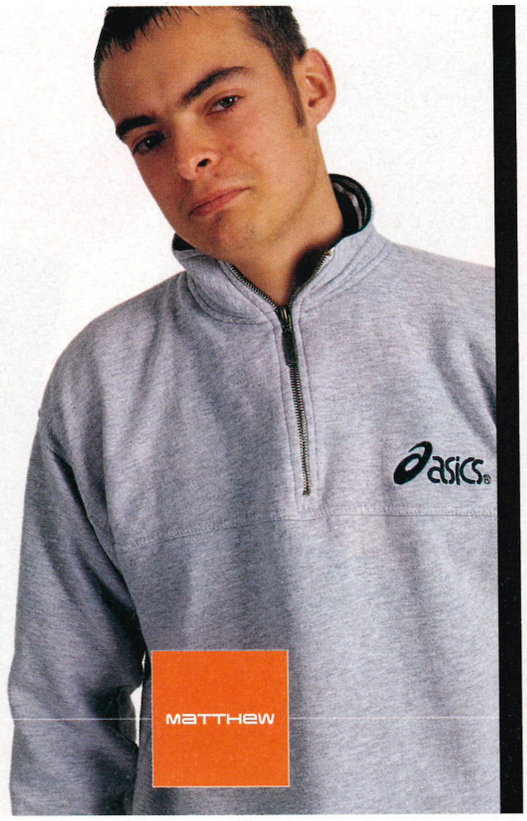
LUC: It's to do with the roll-out of the DC's online capabilities in a number of other key areas in Europe. It's been our aim to get those new territories online first and, once we have a broader section of Europeans connecting to Dreamarena, *then* we can start thinking about raising the ante in terms of the browser and everything else.

MARK: I agree, because we have brought a lot more countries online recently. In fact, that was one of the problems we had with *Quake* [*III Arena*], because we had to support those countries all of sudden out of

"DREAMKEY 2.0 SHOULD BE INVISIBLE AND THEREFORE EASY TO USE" – STEVE WOMBWELL

PHOTOGRAPHY: DAN TRENT





nowhere, which wasn't originally planned! If we had released Dreamkey 2.0 already, we would have ended up in a situation where there would have been two different browsers and some people would have had different services. Instead, we are now bringing up everyone online together and there'll be many more communities. Ultimately, there will be a level playing field and we can give everyone the same browser at the same time.

ODM: Do you think that Sega could have made it easier on themselves by initially creating a browser using a scaled down version of existing ones like Netscape?

MARK: No, because we would have had to rip apart any existing browser so much! I don't want to use the words 'dumbing down', but we would have had to make an existing browser more compatible for the console market. So, to take something like Netscape or Internet Explorer, we would have had to change them so much that it would have been redundant to go down that route.

DAVID: We're also forgetting that the Dreamcast is one of the first devices to use the Internet through a TV! Okay, so there's a lot more ways of accessing the Net through your telly now, but a year and a half ago it was one of the only ones to actually use a TV to access the Net.

LUC: Yeah, but if you compare it to what is out there at the moment, the Dreamcast is still doing a sterling job.

DAVID: Yeah, everyone else is playing catch-up.

ODM: So what does everyone make of Dreamarena's new look?

DIVIAN: I think it is better than the first one. It's user-friendly and it's easier to orient yourself because it's very simple. You don't need to have 'X' amount of knowledge to be able to use it.

ODM: Why did Sega undertake the redesign? Was it to give Dreamarena a fresh look?

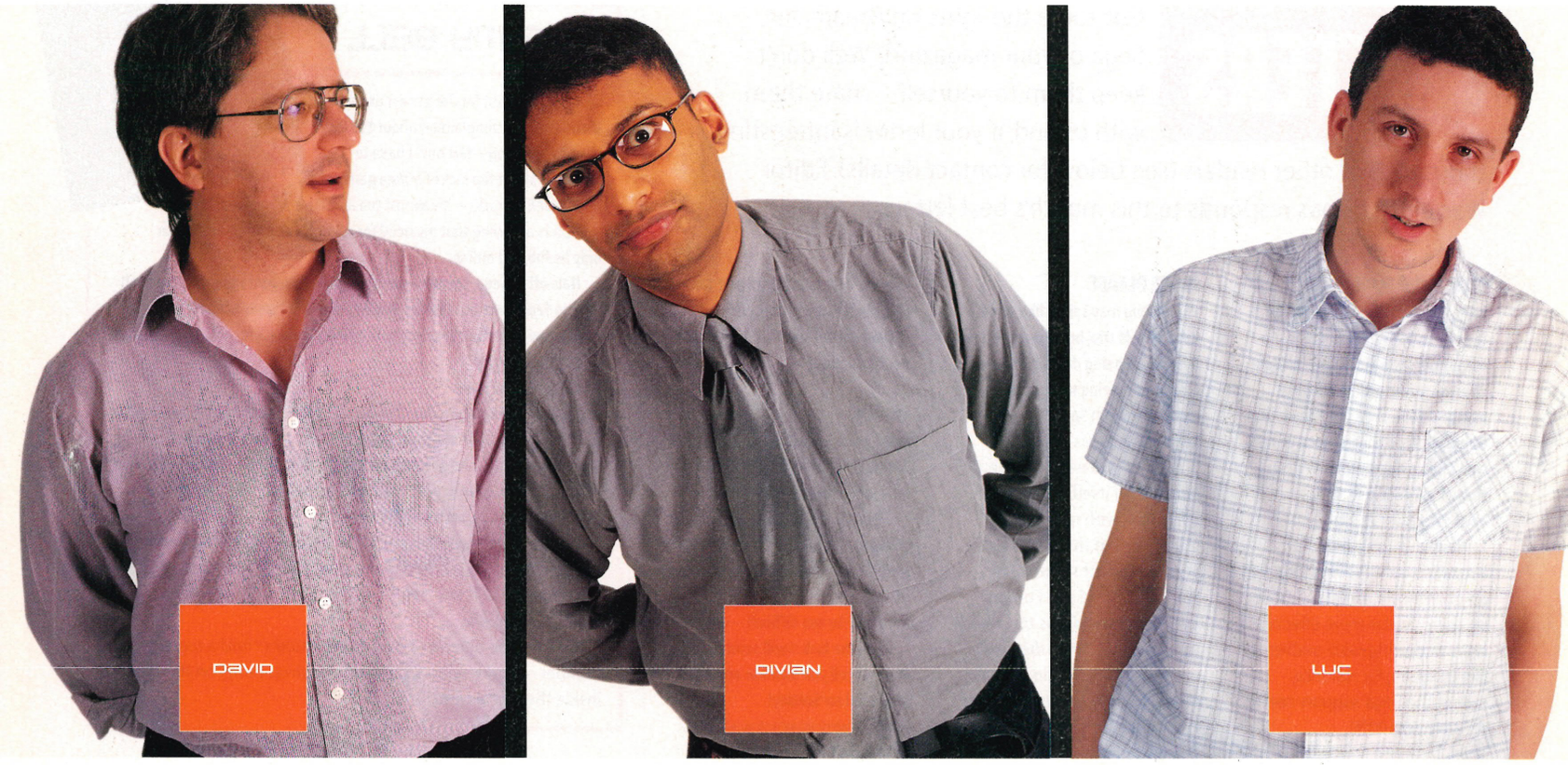
LUC: Yes, absolutely. Over the last 12 months we have been testing and researching what people expect from Dreamarena – what people like about it and don't like. After a few months of collating all this information and listing what we would like to change, we took all that stuff, threw it in the pot and tried to do something really rather different with it. Also, one of the biggest features of Dreamarena's redesign is the fact that it's quite easy to localise it into different languages, which is important because we have five different versions of Dreamarena across Europe!

ODM: In a previous discussion, readers were concerned that they didn't really care if they were playing online against a stranger from, let's say, Australia. The solution was to create a real community feel within the Dreamcast world. How do you intend to do this through the new Dreamarena?

STEVE: Everything I do now is tied into the feelings of the users. The main way forward for us is matchmaking like-minded people. We're not a dating service as such, but when you come to Dreamarena you want to have someone who is a user offering advice – saying stuff like 'Why don't you check out this section or that section?' or 'Go into that chat room and I will introduce you to a few people.' For hardcore people who know how to use chat rooms, forums and the like, they'll be fine, but there are other people who don't, and that's who we want to help and nurture as well.

MARK: You will also see support and community building for all of our future online games. We've developed this new authentication protocol – we can tell clan members who else is playing online. Because we own our servers and are not out on the Internet, there will be more competitions and clan matches. We can offer that because of our infrastructure. You will see an amazing amount of community feel because of it.

"WE CAN TELL CLAN MEMBERS WHO ELSE IS PLAYING ONLINE. YOU WILL SEE AN AMAZING AMOUNT OF COMMUNITY FEEL" – MARK HORNEFF



"YOU DON'T NEED 'X' AMOUNT OF KNOWLEDGE TO USE DREAMARENA" – DIVIAN GOVENDER

ODM: What do you readers think of the 'community feel' to date?

MATTHEW: I think they are getting there. It was all a bit patchy to start off with, though.

STEVE: Bottom line is that we don't want to be talking at people, i.e. 'Here is our games review and we think this game is really great, so buy it.' We don't want to be like that. Yeah, I want to read Sega's exclusive interview with whoever, but I also want to read other users' comments about how they feel about Sega and other issues – whether they're positive or negative! I also want to reward our regular users who are doing a great job in welcoming new members on board, answering questions and that kind of stuff. Those guys are the pillars of the community and they should know it! The second point, is everything I do now will have user-generated content attached to it. That's the most amazing thing about Dreamarena – there are so many great stories that come out of it and its community. There are weddings and even death threats! We have everything. You could do a soap opera about what happens on Dreamarena. It really is that deep.

ODM: So how will Dreamarena itself evolve in the future?

LUC: We have just come to the end of getting the site finished with all the different languages and now we can start taking a critical look at what we have got right and ask ourselves how can we make it even better. We are asking ourselves questions like 'Do people really get this? Do they really understand what we are trying to do? Is it performing all the functions that it could do?' We may also look at certain elements like introducing more headlines and more updated news. Then we might take a look at some of the other sections and generally see if we can lift and improve them. In terms of the graphic look and feel, I think that is going to stay pretty much the same for the foreseeable future.

ODM: With the mass of online games coming out over the next year, how is Sega preparing itself and its online resources?

MARK: By ensuring that we are already working on it! When I started on *Quake* [*III Arena*], I worked on the code and the servers simultaneously. It wasn't a case of getting the game finished and then putting some servers up! Sega has an Internet backbone structure throughout Europe and we already have Dreamarena servers up. We already own a massive network that we are working on. For *Quake*, we basically put those servers on to that vast backbone so a large proportion of our work is already done. I know that we are already in talks about games like *Daytona* [*USA 2001*]. It means that there is no online game between now and June which we haven't already started working on the server side of things. So that's why before I even mastered up *Quake*, I had a working network in place ready to go! Now we have that infrastructure, it's just a case of adding to it or scaling it up and down. On the server side, Sega has no worries.

DAVID: If you are worried that Sega will just chuck more and more games out on to the same servers, then don't! That won't be the case at all. Sega will tune it according to what is needed for a particular game. If more servers are needed to play a particular game, then it will be done. Bear in mind that Sega will do full tests on any online game and make sure it is tuned correctly before it is let loose on the public.

ODM: Finally, broadband/ADSL [super fast Net access] is just round the corner. How will Sega tackle that?

DIVIAN: Haven't America got an ADSL adapter for that already?

MARK: Yeah, they have. Broadband is quite popular over there so it's something that we are keeping an eye on. To be honest, BT is such a large company that they do have a monopoly on our telecommunications and we will watch to see how the users pick up on broadband over here. There would be no point in Sega rushing out to support something that isn't mainstream enough or not popularly supported. The technology does exist to take advantage of broadband, though, and we are always looking ahead…

LETTERS

Got some thoughts on Dreamcast, Sega or your magazine? Well don't keep them to yourself – share them with us and, if your letter is interesting, thousands of other readers (see below for contact details). Editor Warren Chrismas responds to this month's best letters

CHARMING MAN

Yeah, alright mate? You might be the editor, but I think your magazine's crap mate. 'Cos I bought your magazine and I ain't got a number mate… on the *Planet Ring* thing, yeah? So cheers mate, yeah? I won't be buying it again. You can shove it up your arse, mate.

ANONYMOUS, VIA 'PHONE

Believe it or not, this is actually a genuine message left on our voicemail system. Trust us, there are far more effective ways of dealing with problems like this. Like, for instance, calling the Sega support centre on 0845 609 0090.

CURTIS MAY

Wow! Sega have done it again. The face of online gaming has been revolutionised by a free (!) disc with unlimited opportunities.

At first I was sceptical, but having played it… wow! I've already made friends with Matt (hi Matt!) even though I've never met him (I whupped his ass on a fly-high game of *Soar*), and talked to numerous other people.

I've had games against people from all over the country. Now I'm on the prowl for a foreigner to show 'em what we Brits are made of.

I am just completely amazed that simple-looking games can be so effective, addictive, competitive – the works. Wow! Thank you very much Sega!

CURTIS, CHIGWELL, ESSEX

This is weird. Matt emailed us to say he whupped *your* ass.

MORE PLEASE

Planet Ring may sound like some kind of S&M trip, but it surprised me by actually being damn good. I look forward to seeing more of this innovation from Sega.

PETER BRIDEKIRK, VIA EMAIL

Well as you will have seen, *Planet Ring* itself will change over time, with new games introduced to the server. But you can expect some other surprises from Sega Europe over coming months too. Watch this space. Well, not *this* space.

Anyway, we're glad so many of you like *Planet Ring*. Anyone who missed it can get hold of a disc by ordering our January issue (*ODM* #15) for £5.99. Call the Back Issues dept on 01789 490215 for details.

PRICE IS RIGHT

I was just wondering why, for each game you review, you put the price as £39.99. At most shops I go to new games are just £34.99. They usually cost £29.99 from Gameplay. This may put people off purchasing Dreamcast games as 40 quid is a lot of money. I suggest not putting the price on reviews as the price varies from shop to shop.

MARTIN HEYES (12), BOLLINGTON, CHESHIRE

The prices quoted in *Official Dreamcast Magazine* – and, indeed, just about *any* magazine or newspaper – are the recommended retail prices (or the *maximum* you should pay). We would love to print special offers available at Mrs Miggin's Videogame Store each month but it wouldn't really be very practical.

LE MEN

Dan Trent and Dylan Davies are very courageous playing *Le Mans 24 Hours* for a whole day [see *ODM* #14].

I want to be just like them. Yes, I'm going to play it for a full 24 hours and see if I can make an improvement on their position of 22nd [that shouldn't be too difficult – ed].

Wish me luck. I will send you an email to tell you how me and my friend did on Sunday!

MARK THOMPSON, NEWTON AYCLIFFE

We didn't hear from you Mark, so can we assume you wussed out? Anyway, if you're going to attempt something like this, we want *photographic* proof, please.

BLOWN AWAY

I saw a preview on *Shenmue* in your magazine and I thought 'I am getting that game'. 14 months later, *ODM* came through the door and it was on the cover. Flipping to the last page of the review (for the score) with one hand, and starting up the movie with the other, I was literally blown away by the immense brilliance of this game [*literally* blown away?! – ed].

This, I thought, was something else. I pre-ordered *Shenmue* after watching the movie about ten times. I, like many others, have been waiting for this groundbreaking game since I first read about it. Thousands upon thousands of people will love it – my schoolwork's bound to suffer, though!

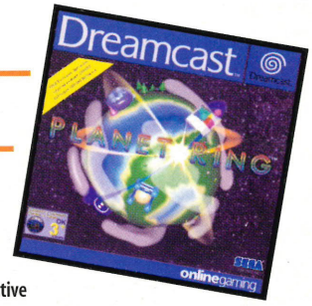
This is just the masterpiece I'd expect from Yu Suzuki – my favourite game director, bar Yuki Naka.

IAN BENNETT, VIA EMAIL

Suzuki-san will be touched, I'm sure.

> "*PLANET RING* SOUNDS LIKE AN S&M TRIP, BUT IT SURPRISED ME BY BEING DAMN GOOD"
>
> – PETER BRIDEKIRK

RING MY BELL



Okay, this is a first for Dreamcast users. Usually we are complaining about the lack of online gaming – but now I have to complain about the lack of *offline* gaming!

Planet Ring rocks – it's almost too addictive – but it is annoying that my need for colourful explosive action can only be fulfilled online.

Hats off to Sega, though – another great free game to go on the shelf next to *Sega Swirl* and *ChuChu Rocket!* I shouldn't complain really.

You can be certain that Sega are going to make a fortune out of phone calls with this baby.

'EDGEMASTER', VIA EMAIL

Er, yeah. Apologies for the confusion regarding offline modes in *Planet Ring*. Our original copy of the product included them, but Sega Europe neglected to tell us that these modes were for internal testing only and wouldn't appear in the games given away with last month's *ODM*. Grrrr!

It's also worth pointing out that before registering your copy of *Planet Ring*, you should make sure you have at least 12 spare blocks on a VM. If you don't, you'll have to enter the details again next time you play.

Also, for the benefit of those who couldn't find a registration number – you need to scratch off the silver panel on the card inside the game case!

ABOUT TIME

When will the online functions of *Metropolis Street Racer* such as the Time Trials and the World Rankings be up and running?

Also, on your demo discs there is a disclaimer at the beginning of each demo or movie where we are informed that this isn't the final product and there may still be work to be done etc.

After playing the *Super Runabout* demo from Dreamon 16, I was just wondering when work was actually going to *start*?

SEGS, VIA EMAIL

The online functions of *Metropolis Street Racer* should be operational by the time you read this. Funny gag about *Super Runabout*… but point taken.

WIDESCREEN

How come some Internet sites on the Dreamcast do not fit on my TV screen? I always have to scroll left to right just to be able to read the text.

SAM MORRIS, VIA EMAIL

Er, simply because many websites are designed to be viewed on computers which offer a higher resolution than a television. Next!

TRAILER

I got *Shenmue* today and it's the best game I have played this year [2000]! You were right to give it 10/10. I say that anyone who has a Dreamcast should have it… or just buy a Dreamcast for this game. It is tops!

I'd like to thank you for putting that movie trailer on Dreamon 15. If it wasn't for that I would not have got *Shenmue* on its release day.

TONY DURANT, VIA EMAIL

We've included this letter purely for the benefit of the game publishers and developers that don't get round to producing demos or movies. Cheers.

NEW BALLS PLEASE

Why hasn't anyone written a decent post-pub footie game for the Dreamcast? It's getting embarrassing now having to say 'Anyone back to my place for a spot of tennis?'

The problem with the current crop is a) They're all rubbish and b) they aren't very famous. Everyone's heard of *Fifa Soccer* on PlayStation but what the hell is *SWWS* or *UEFA Dream Soccer*?

Why don't Sega hunt down Dino Dini and give him loads of money to write a new version of *Kick Off* – a title everyone recognises from the old Amiga and Atari ST days. A ready-made brand name and… oh, I don't know anymore.

KERRY, VIA EMAIL

Another month and another letter about Dreamcast football games – or the lack of decent ones. We don't know why you're embarrassed about your inviting friends to play *Virtua Tennis*, Kerry – it *is* rather

GOT SOMETHING INTERESTING TO SAY ON DREAMCAST, SEGA OR YOUR MAGAZINE?
Email us at letters@dreamcastmag.co.uk or send a letter to Mailbox, *Official Dreamcast Magazine*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: you must tell us your full name and, preferably, your home town. *All* letters and emails sent to us are read by *all* the *ODM* team. While we respond when we can, we simply do not have the time to reply personally to everyone. Sorry! Also, we reserve the right to edit, spell check and punctuate letters before publication.

popular, you know? (see page 22 if you don't believe us).

As for *Kick Off* – forget it, will ya? *Kick Off 2* was great in its day (what, 1991?), but every version since has been rubbish.

Anyway, for what it's worth, *UEFA Dream Soccer* is reviewed on page 78. Don't get too excited, though…

DEAR DAD

Please can you help me? My dad won't let me go online with the Dreamcast because the computer is already online and the phone bill will soar up.

I have tried telling him that the Dreamcast will be a lot quicker – even though our computer has a 56K ISDN modem.

It'll be quicker because we have the latest version of MS Internet Explorer and it searches for ages on the hard disk for the page it memorised, then updates it.

I am going to miss out on online gaming and my dad is getting a monthly fee for unlimited Internet calls, so this is my last chance to persuade him. Please *ODM*, help me!

CIARAN McCRISKEN, BELFAST

Okay, how's this? Go on, Dad. Please? *Pleeeeeeease*? *Pwetty, pwetty* please?

GET NETTED

I am emailing you to say that, thanks to your mag and Daniel Roche's letter [see page 137, *ODM* #14], I was finally able to create my own website at http://www.expage.com/thecastofdreamsandexcellence

SCOTT CURTIS, PERTH

Very nice Scott, and a snappy website name, too. You'd had 31 visitors when we visited. Now watch the counter soar, thanks to the power of *ODM*.

BACK TO MINE

I would just like to say thanks to Sega for making what should be a very memorable Christmas. I have had to take a lot of stick from people who have been so smug about their new PlayStation 2s, that I was beginning to wonder if they had a point.

Well, as I write, they don't even know if they'll be getting their PS2s in time for Christmas.

'Oh well,' I said. 'I'll just have to play games like *Shenmue*, *Jet Set Radio*, *Quake III Arena* and so on at Christmas.' I think I know whose house we'll be at playing games…

'AAA.BBBBB', VIA EMAIL

We're only guessing but, well, that's not your real name is it? New rule for the letters page – if you don't tell us your name, we won't print your email or letter. Oh, it's always nice to know which town you come from too.

CLEVER TREVOR

I have been a subscriber to your ace mag for five months now! I have noticed that nearly every month you get people asking when 'so and so' is coming out. It's plain to see that those people don't read your magazine, as every month you print a release date section.

By now every Dreamcast owner should know games slip from time to time. And you have a website which tells people the latest news.

So all that's left to say is: read the mag – don't just look at the pics!

TREVOR BRUNNENKANT, VIA EMAIL

Thanks Trevor. But – oh no – what's this…?

SIGH

Please can you answer the following questions: 1) When does *Shenmue* come out on Dreamcast? 2) Do you like *Metropolis Street Racer*? 3) Which DC titles include VM mini-games? 4) What is your verdict on *Ultimate Fighting Championship*? Thanks for your time!

LIAM POULTON, VIA EMAIL

1) See Miscellaneous FAQ in any recent issue. 2) See *ODM* #12. 3) See Visual Memory FAQ in any recent issue. 4) See *ODM* #13.

Note to other readers (or should that be other *non*-readers): send us emails like this and you can expect a less-than-courteous reply.

FLIPPED

I noticed in your December issue (*ODM* #14) that the picture on page 11 shows a plaster on the wrong side of Ryo's cheek. Just telling ya. Keep up the good work.

MATHEW TOMLINSON, WRAWBY, NORTH LINCS.

Sorry. That shot is actually taken from *Shenmue 2* following Ryo's bizarre accident with a razor. Honest.

SHENMUE 2?

***Shenmue* only took me two days to complete. It ended with Ryo… [censored]. It was good while it lasted. Any idea when *Shenmue 2* is due out?**

MIAH, VIA EMAIL

Arrrrrrrrrrrrrgh!

ASK SEGA

Every month we give you the chance to talk directly to Sega. Send us your questions (contact details below) and we'll put them to the people behind the world's greatest console

AM2 FOR PS2?

With all the AM departments being financially independent now, does this mean they can develop for other consoles? And why was Yu Suzuki's AM2 the only AM department that wasn't renamed?

ANTHONY HERSCHELL, VIA EMAIL

SEGA: The financial independence means that the AM departments are now free to handle their own budgets, but they are still *Sega* development teams. You will not see a Sega-developed title on any other console for the foreseeable future as all development teams are dedicated to Dreamcast.

Yu Suzuki's AM2 team already had a big following among gamers before they were made financially independent. It was decided that there was little point in renaming an already famous development team.

CHU ON THIS

I have just spent ages trying to find a way of ordering a free copy of *ChuChu Rocket!* over the Internet. I bought my Dreamcast ages ago so it did not come with the game. Can free copies of *ChuChu Rocket!* still be ordered over the Internet by Dreamcast owners. If so, how?

STEVE MCCLEAN, VIA EMAIL

SEGA: Sorry, but the *ChuChu Rocket!* offer ran out on November 21. It's now only available with new machines.

MP3 FOR DC?

Will UK-based Dreamcast owners ever get to download, play and store MP3 music files?

ROSS SILLIFANT, VIA EMAIL

SEGA: Dreamkey 2.0 will have limited MP3 support when it is released at Easter [see the Big Debate, starting on page 116, for details – ed].

TOURING SOON?

Have you plans to bring out a *Sega Touring Cars 2*? If yes, will we be able to play online with it ?

STEPHEN ROE, VIA EMAIL

SEGA: There are no plans as yet to bring out this title for Dreamcast.

WHIRRR! BUP!

I am worried about my Dreamcast. Every now and then the picture on my Dreamcast freezes and the console starts making a funny whirring noise. I only have six weeks of warranty left, what do you suggest I do?

SAM BARKER, LICHFIELD

SEGA: Call the Sega customer support line or take it back to the store you bought it from ASAP!

EAT MY GOAL

I bought the recent issue (*ODM* #14) with the *UEFA Dream Soccer* demo on it. I managed to score a time of 1'04 for my quickest goal, so I entered it on to the league table. I kept playing it until I beat my score and got a score of 38 seconds. I went to upload my score again but when I did it says: "Sorry, your score was not good enough." But it blatantly is!

DAVID BLACK, VIA EMAIL

SEGA: Try again now. If you're still having problems give the support line a call on 08456 090 090.

RUMOUR MILL

Is the much rumoured Dreamcast hardware upgrade a reality or just pure rumour?

ANDY ROBERTS, VIA EMAIL

SEGA: Which hardware upgrade will that be? We've read about so many over the last month – the Dreamcast printer, the Dreamcast personal organiser, the Dreamcast phone, the Dreamcast masseur & teasmaid set?

As always, don't believe everything you read on the Internet. If we have a major piece of news, who are we going to give all the details first-hand to – wemakethingsup.com or, say, the *Official Dreamcast Magazine*?

THEME ON

I was looking at an American website earlier this month, and I noticed a great game called *Jet Coaster Dream 2*. It looked far better than *Theme Park*! Have you got any plans for a European release?

GRAEME MILES, VIA EMAIL

SEGA: It's certainly fun and we're hopeful of a UK release soon [see details on page 29 – ed].

AND FINALLY...

Hello! I have heard a rumour that Sega are dumping the Dreamcast. Is this true?

LEE CLEMENTS, VIA EMAIL

SEGA: We have also heard a rumour that Elvis is alive and well and parading around Highbury on match days dressed as Sonic the Hedgehog, handing out £7 notes and vouchers for free Kestrel Lager and Picnic chocolate bars to all supporters dressed in green leg warmers. Well, it's about as likely!

Sega are completely committed to the Dreamcast for the foreseeable future.

GOT SOMETHING YOU WANT TO ASK SEGA?
Email your queries to us at sega@dreamcastmag.co.uk or send a letter to Ask Sega, *ODM*, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Please note: each month we chose the best of the queries, pass them on to Sega Europe and print their responses. Before writing please check that your queries haven't been answered in our FAQs starting on page 109.

YOU KNOW LIFE'S TOUGH WHEN...

...THE FASHION PRESS NICK YOUR DREAMCAST

A major fashion event attended by the *crème de la crème* of the press. Sega provides a Dreamcast and a copy of *Metropolis Street Racer*. And it all gets swiped. An insider tells all...

"THE EVENT WAS TO celebrate the launch of our new clothes store and to give the press the opportunity to preview our new collection. In other words, a damn good excuse to have a knees-up! The press attending were from the top end of the male and female fashion magazines, along with a selection of newspapers and freelance stylists. The event – which ran from six until nine in the evening – was quite low-key with champagne and a DJ providing music and atmosphere.

"We had an area within the store which had been set up as a 'Sega Preview Spring/Summer' slot with a bit of a *Big Brother* feel to it – i.e. the audience looking in on the models who were lounging around and having their own party. So we had the male models just hanging out, wearing the clothes and playing *Metropolis Street Racer*. We thought the game would be a good tie-in because the store is huge, very urban and it's right in the middle of W1, London! I love the way the game reflected the store and its location.

"So as the champagne flowed, people's inhibitions became less and less with the 'hardcore' people staying on right to the bitter end of the event – it actually got to the point where we had to kick them out!

"Unfortunately the Dreamcast was stolen right at the very end of the event, according to the man from Sega. He was monitoring the area in case there were any problems with the game and had just popped out to go to the toilet. The next minute, the Dreamcast was gone. It had been swiped! The telly wasn't taken, though. Not surprising considering it was a huge plasma flat screen TV! There was no way the fashion crew could stuff it under their Burberry capes!

"Ultimately, I have mixed feelings about the theft. I thought it was quite funny in a way – you invite the *crème de la crème* of the media and one of them swipes the Dreamcast. I just thought 'you cheap b*stards' really. Sega were really cool about it, though. I was actually mortified and embarrassed. Unfortunately, there is no CCTV in the store so we couldn't investigate to see who exactly had lifted the gear. Some clothes went missing as well.

"The thefts were an ugly spot on the landscape shall we say, but I suppose you could turn it round and say that they must have thought: 'The clothes and the Dreamcast are that great, I'm having them!'

"It's taught me that the press are cheap! I was quite shocked that they have no sense of occasion. Their timing was inappropriate. At the end of the day, it doesn't look great on us. I think people should have enough respect to behave in a certain way if you are invited somewhere. After all, it was a strictly invitation-only event so it was a very select crowd. And you don't expect such people to behave like that!"

PHOTOGRAPHY: **TIM KENT** HAIR AND MAKE-UP: **JULIA CARTA**

www.hotdogmagazine.com

The best new releases and DVDs reviewed The new movie magazine

HOT DOG

JANUARY 2001 £2.75

DRUGS IN MOVIES

Stars who crashed & burned
The making of Trainspotting
Hollywood dealers
Rave films: agony and Ecstasy

Jack Nicholson

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

PENELOPE CRUZ AND THE SEXIEST EUROPEAN ACTRESSES

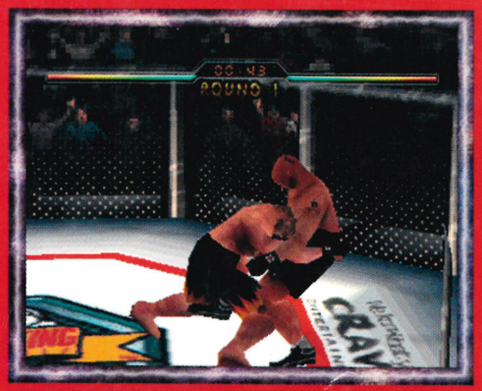
'We whacked this chicken with an axe...'

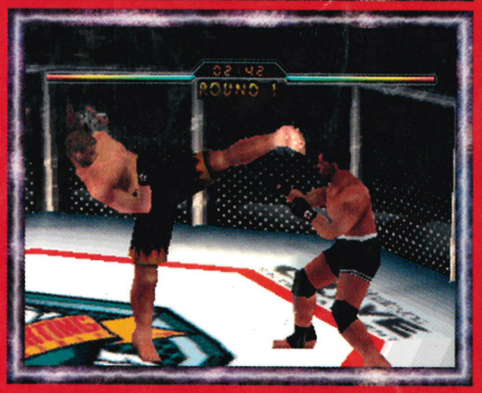
Withnail by Bruce Robinson

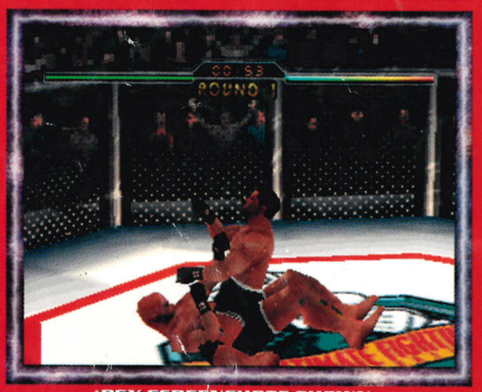
WIN! A luxury weekend in New York and a surround-sound system
PLUS Joe Pesci Schwarzenegger Nicolas Cage Pulp Fiction

The new movie magazine. On sale November 30

iFG







*PSX SCREENSHOTS SHOWN

Akido
Boxing
Brazilian Jiu-Jitsu
Freestyle Fighting
Freestyle Wrestling
Greco-Roman Wrestling
Hapkido
Jeet Kune Do
Ju-Jitsu
Judo
Kapu Kuialua
Karate
Kenpo
Kickboxing
Kuk Sool Wan
Kung Fu
Moo Yea Do
Muay Thai
Ninjitsu
Pakua-Chan
Pentak Silat
Pitfighting
Sambo Fighting
Savate Fighting
Shootfighting
Submission Fighting
Sumo Wrestling
Tae Kwon Do
Trapfighting
Wrestling

UFC

KING BUY IT!

"ULTIMATE FIGHTING CHAMPIONSHIP TRULY IS THE KING OF CRIMSON" - PlayNation Nov 2000

CRAVEGAMES.COM

CRAVE ENTERTAINMENT

Contenido • Conteúdo
Content • Contenu
OK
15+
ELSPA

©2000 Crave Entertainment, Inc. All rights reserved. Ultimate Fighting Championship and the Ultimate Fighting Championship Logo are either trademarks or registered trademarks of Semaphore Entertainment Group in the US and other countries. Used under license from SEG Sports Corporation. Crave Entertainment and the Crave Entertainment Logo are either trademarks or registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. 'Playstation' and the 'Playstation logo' are registered trademarks of Sony Computer Entertainment, Inc.